

Fantasy Raiders of the Coasts



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Avalon Games



Fantasy Raiders of the Coasts

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Deck Plan layout by Robert Hemminger

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An invitation to all brave Seamen and Marines, who have an inclination to serve their Country and make their Fortunes. The grand Privateer Ship DEANE. . .will sail on a cruise against the enemies of the United States of America by the 20th. . .

This therefore is to invite all those Jolly Fellows who love their Country and want to make their Fortunes at One Stroke to the Rendezvous at the Head of His Excellency Governor Hancock's Wharf, where they will be received with a hearty welcome by a number of Brave Fellows there assembled, and treated with what excellent Liquor called Grog which is allowed by all true Seamen to be the Liquor of Life.

Boston Gazette November, 1780

Fantasy Raiders of the Coasts

“An invitation to all brave Seamen and Marines, who have an inclination to serve their Country and make their Fortunes. The grand Privateer Ship DEANE. . .will sail on a cruise against the enemies of the United States of America by the 20th. . .This therefore is to invite all those Jolly Fellows who love their Country and want to make their Fortunes at One Stroke to the Rendezvous at the Head of His Excellency Governor Hancock’s Wharf, where they will be received with a hearty welcome by a number of Brave Fellows there assembled, and treated with what excellent Liquor called Grog which is allowed by all true Seamen to be the Liquor of Life.” Boston Gazette November, 1780

What a great way to start an adventure. With a few tweaks, this invitation could fit into any number of fantasy worlds. But first you need to know who, on your fantasy sea, is playing by the rules, and who isn’t; who the good guys are, who the bad guys are, and who the really bad guys are.

Types of Crews

The ports and coastal seas of adventure are full of various raiders. Some adhere to very strict rules of engagement. Others are ruthless outlaws who kill and destroy wantonly.

Naval Personnel: Naval ships are manned by professional sailors, marines, and officers all of whom are paid by the government of their country. They are charged with the task to protect their country’s shores and merchant fleets. Naval Personnel adhere to strict rules and ethics in battle tactics and treatment of prisoners. They prefer to take enemy ships as prizes rather than destroy them in battle. Usually every member of the crew is given a bonus for prize ships brought in. Corvettes and Naval Sloops are the most common ships for patrolling coastal waters and ports.

Privateers: These are civilians manning privately owned ships which are commissioned by a government to prey upon merchant ships of an enemy country during wartime. A ship owner must obtain a letter of marque from his government granting him the right to seize enemy merchant ships. A Privateer

ship is crewed by sailors hired by the ship owner. The ship owner rarely, if ever, captains his own ship. A Privateer’s objective is to seize a ship with as little damage as possible. The Privateer is then bound to take the ship to his home port where prisoners are turned over to the authorities and the ship and cargo are inventoried. After this process is completed the owner is allowed to sell the ship and cargo for his own profit. Crews of Privateers are paid shares of the profit as their only wage.

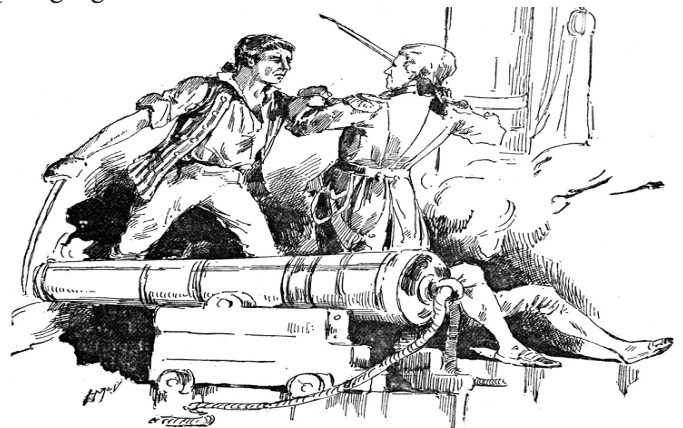
A letter of marque contains specific “instructions”, that is, restrictions on the Privateer’s activities, engagement of enemy ships and treatment of prisoners. If a Privateer acts contrary to the Instructions, they lose their commission.

Privateers prefer fast ships with adequate gunnery, such as schooners.

Pirates: Pirates serve no one but themselves and follow no rules or laws. Their code is more like guidelines. Pirates’ only goal is their own pleasure; and what pleases them is to cause pain and loss to others while putting treasure in their own pockets. Pirates prey on any merchant ship they can run down. Victims are killed or taken to be sold as slaves. The captured ship is looted, and then scuttled by burning or sinking it.

Pirate ships need speed and heavy armament to outrun and overpower their prey. They also need to be maneuverable enough to disappear into small coves or escape across shallow shoals. Schooners fit these needs.

Raiders: These are seafaring warriors who use their ships as a means of transportation to coastal and river villages and cities for purposes of looting and pillaging.



Ship Weapons

Ship Weapons	Range Increment	Damage	Reload Time	Crew	Attack Modifier
Cannon					
6 pdr	280 yards	3d10	15 Rounds	3	+4¥
9 pdr	300 yards	4d10	15 Rounds	4	+5¥
Ram	Contact	4d10x10	Must turn	1 pilot mage	+1
Strike Arm	50 foot*	2d8	Single use	2	-1
Swivel Gun	80 yards #	2d6	5 Rounds	2	Special
Trebuchet	80 ft	By bomb	30 Rounds	5	-1
* A strike arm cannot be used on opponents closer or farther away than 50'.					
# A Swivel Gun fills an 80-yard cone with grape shot. All characters caught in the area take 2d6 piercing damage with a Ref DC20 save for half.					
¥ This attack modifier is instead of, not in addition to, the firer's attack bonus.					

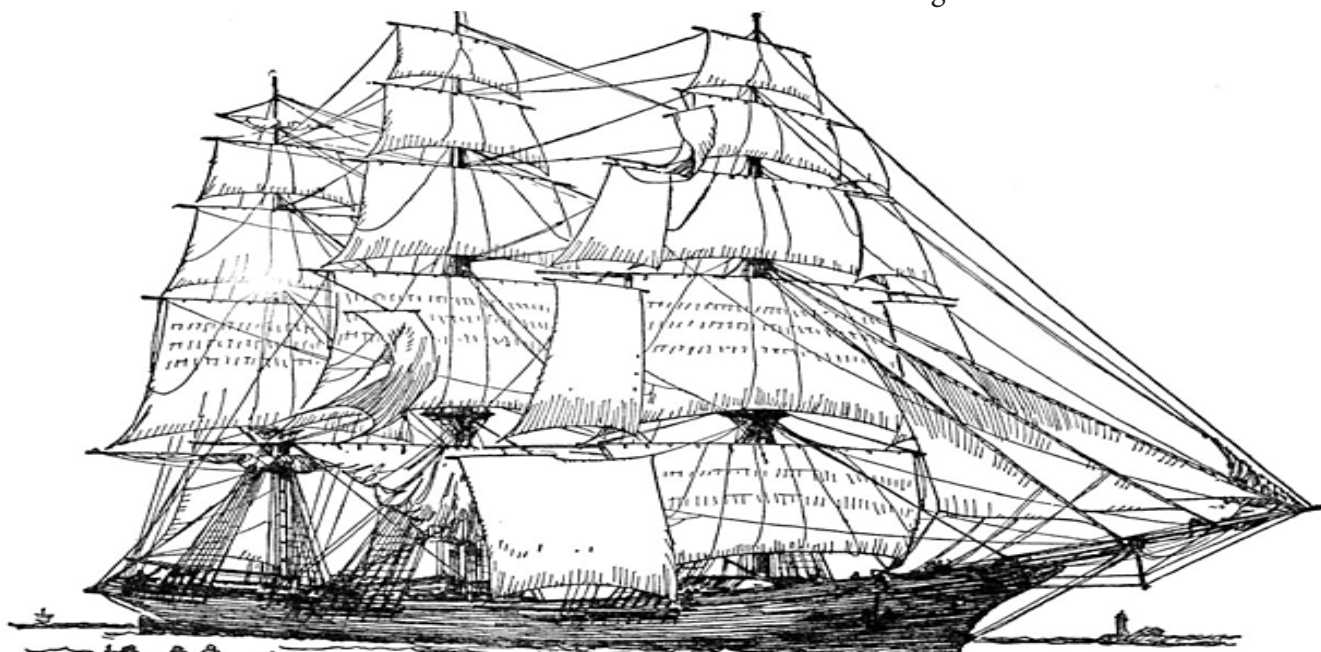
A note on Ranges: The supplement *Fantasy Ships of the High Seas* lists the weapons' maximum range. In this product we have adopted the more standard d20 notation of Range Increments. A weapon's maximum range is 10 Range Increments. We apologize if this causes any confusion.

Archers: The use of Archers is widespread on oriental warships, and Viking longboats, and can be integrated into any seafaring battle. The crossbow is the weapon of choice. Standard statistics apply.

Cannon: Cannons are carried on Naval Sloops and schooners. They are front loading, mounted on roller carriage trucks that are on runners. Cannons are referred to by the weight of a typical cannonball they fire. Schooners carry 6 pounders and Naval Sloops carry 9 pounders. Cannons can also be loaded with chain shot, bar shot, or grape shot.

Cannon balls are used to breach the hull. The chain, bar and grape shot are used to rip holes in sails and riggings, they are less accurate and have a shorter range than cannon balls. Smaller cannons are loaded with a correspondingly smaller load of shot.

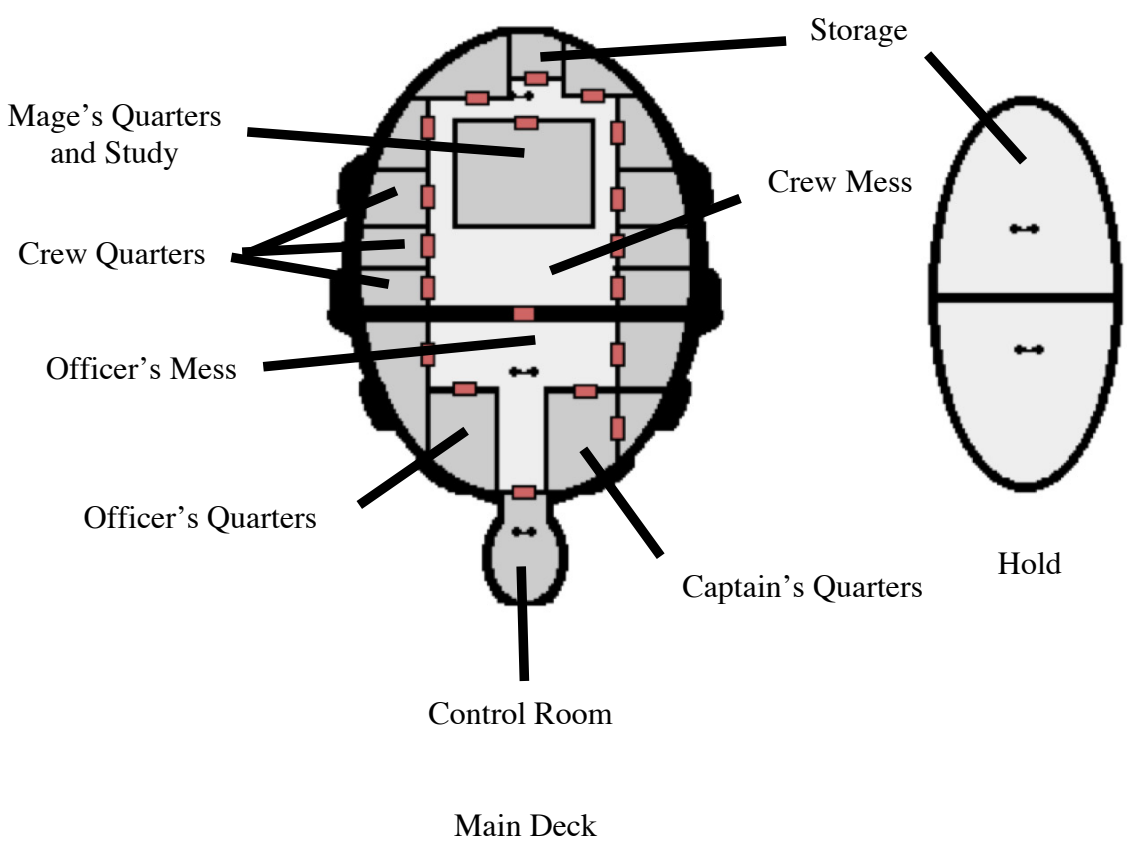
Bar, chain and grape shot function as area effect attacks, covering an area 10 feet wide and 80' long. Due to the complete lack of aerodynamics of the shot, larger cannons don't throw the shot further; they just throw more of it. All characters in the affected cone are subject to the damage and are allowed a Reflex save for half damage at the indicated DC.

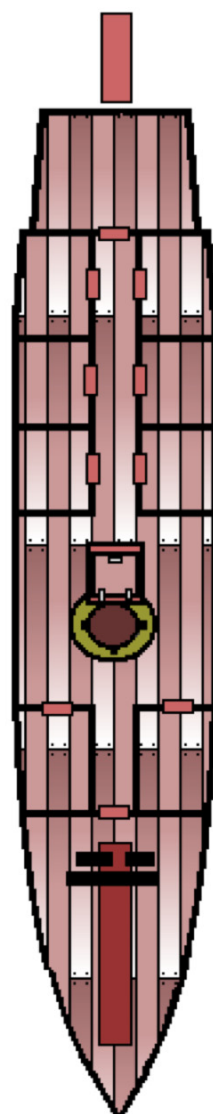
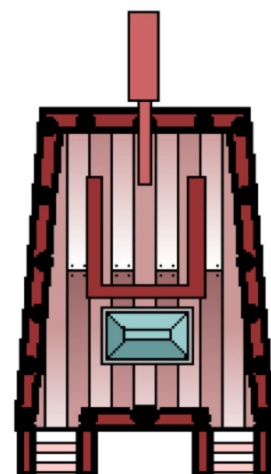
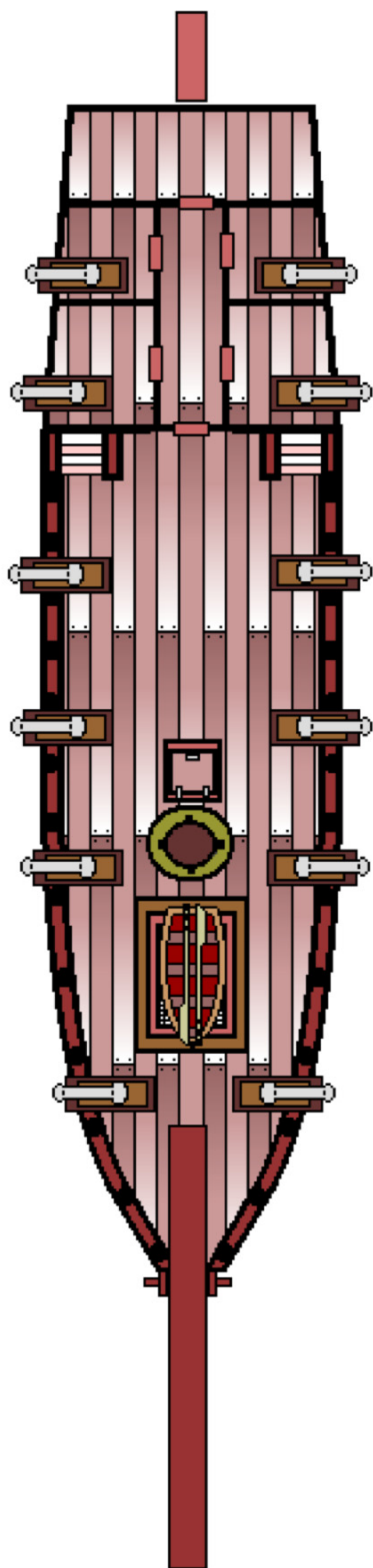


¼" = 5 Foot



Drow Submersible





Avalon Games



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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.

2

Warlord Grom

2

4

Strength	3	Health
Speed	8 / 1	
Movement	4	
Adrenal	4	
Will	4	

Weapons and Armor

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

Special Abilities

1. **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)
2. **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.
3. **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

Lamia

Kir

Major Glory

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 Mini-Games,
Such as Steel and Glory, a great addition to the S&G game line.**

(Click here to visit this product's page at [RPGNow](#))

Lord John issued the order and his men-at-arms stepped forward, shields raised and swords drawn. Each man standing with his lord watched as the orcs gathered into an unruly mob, threats and swords rose in fury.

With a howl, the orc warlord Grom ordered his warriors to battle, the mob surging forward, each orc slobbering for the blood of the humans before them, each trying to be the first to draw blood and reap death among their foes.

Lord John ordered his men-at-arms to hold their line, for each man to gather his courage. As the mob of green orcs reached the armored line of men, the sounds of battle and the screams of the dying could be heard across the field.

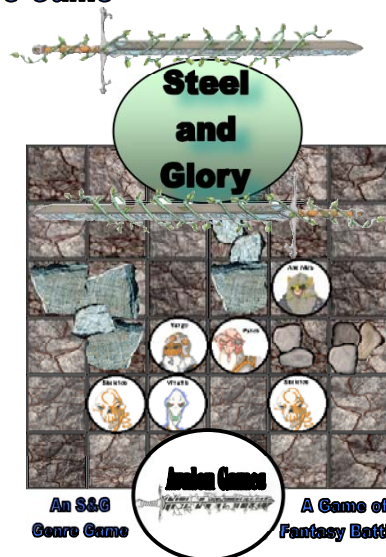
This is Steel and Glory, another great Mini-Game from Avalon Games. A fast paced skirmish game of battle, skill and guts, Steel and Glory allows players to field small bands of warriors, who will then fight bloody engagements. Each set within the system will cover two different forces, and also offer new battle tiles, new abilities and new excitement. So don't wait, gather your warriors to you and fight for the glory of your chosen lord.



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