Tales from the Caribbean

Ship Combat

Ships

Most sailing ships will fit on a 2x4 square base. Each square is 1 inch and represents 50 feet. All movement, range, and contact is measured from the edges of the base.



Wind

The wind will always come from one of the 4 edges of the board and is set by the DM. Be careful: The wind can change as fast as the weather!

Points of Sail

At the beginning of a ship's turn, you will check its current **Point of Sail**. There are three possible points of sail. If the ship is ever on the line between two points of sail the ship's captain may choose between the two.

1. ***Large.*** The ship's stern (back) center line is closer to the Wind's Edge than the bow (front) centerline.
2. ***Windward.*** The bow centerline is closer to the Wind's Edge than the stern centerline, but not so much as to be In the Wind's Eye
3. ***In the Wind's Eye.*** The center point of the bow is closer to the Wind's edge than the center point of one of the sides. *Note: This is just a technical way to say that the ship is sailing into the wind.* Whenever a ship is In the Wind's Eye, its speed is zero and it can't make ***Seamanship Actions*** (more on that later); instead it can rotate up to 45 degrees.

Speed & Movement

Every ship has two base speeds, a ***Large*** speed and a ***Windward*** speed. Speeds are measured in inches from 1 to 5. Each turn a ship must move the **full distance** of its current speed. A ship may also **rotate** up to 45 degrees either before ***or*** after its movement.
Example: The HMS Seacrow has a large speed of 3 and a windward speed of 2. It checks its points of sail; its stern is closer to the wind than its bow so it's speed is 3. It rotates 30 degrees first and then moves 3" straight forward.

Sail Setting

In addition to the base speeds, each ship can be at one of three sail settings. These settings modify the base speed of a ship. The ship's crew has a chance to change this setting each round.

1. ***Anchored.*** The ship's speed is 0 and cannot move.
2. ***Minimal Sail.*** -1 to speed
3. ***Battle Sail.*** This is the normal setting. No modifier to Speed.
4. ***Full Sail.*** +1 to Speed, and this ship cannot take the Reload Crew action.

HP & Morale

Each ship has **hit points,** which represent both the state of the ship & hull and the state of the crew.

State of Health and Sinking

Here are the states of health for ships.

1. ***Fatigued.*** When a ship has 75% HP its Skill Tests are rolled at Disadvantage and it makes one less attack each turn, to a minimum of one.
2. ***Shaken.*** When a ship is at 50% HP. It cannot make Seamanship Actions, it makes half its normal attack (rounded up), and the only crew action it can take is **Repair**.
3. ***Crippled.*** When a ship is reduced to 25% HP it is Crippled. Its max speed is now 1, and it can only make 1 attack each turn.
4. ***Sinking.*** A ship that has 0 HP is sinking. Attacks against this ship are made at Advantage. It should make Death Saves like a dying PC would. When it fails its third Death save it sinks. If it passes its third Death Save, it recovers 1 HP but is still Crippled. If a Critical Hit is scored against a Sinking ship it automatically sinks.

Ship Skill Checks

To make a skill check, the ship's Captain, Helmsman, or Quartermaster rolls a DC10 ***Charisma - Vehicles (Water)*** check. The DC may be modified for battle conditions or environmental purposes like bad weather or rough seas. These checks may be called for by the DM, and some happen during a ship's turn like **Seamanship Actions** or **Boarding**. A typical ship has a +2 for this roll.

Ships in Combat

Deployment

Unless the DM has predetermined deployment, the designated leaders for each side should make opposed Ship Skill Checks to see who deploys first, representing which fleet had the upper hand in regard to maneuvering. Which every fleet deploys 2nd must deploy no closer than 12"/600ft to an enemy ship. Ships can start at whatever sail setting they choose.

Initiative

At the beginning of ***each*** round, The Admiral of each side of the encounter rolls iniatitive. *Note: This is simplified when using a VTT by having the application roll automatically each round. All PCs act on their ship initiative count.*

Move Phase

Each ship does the following in order each round.

1. Seamanship Action

The captain or helmsman makes a Ship Skill Test (DC10). On a success they make do on of the following:

1. ***Extra Turn***. Rotate the ship an extra 45 degrees before its normal rotation
2. ***Go Faster.*** The ship gets +1 to its current speed setting *for this turn only.*
3. ***Go Slower.*** The ship gets -1 to its current speed setting *for this turn only.*
4. ***Cut Free.*** The ship cuts free from a ship it is entangled with.

2. Move

1. Rotate the ship up to 45 degrees *(before or after, but not both use you have an ability that allows it)*
2. Move ship the full distance of its current speed (Speed 1 = 1 inch = 50ft, Speeds 1-5, never over 5)

3. Crew Action

The Quartermaster may do one of the following actions.

1. ***Repair.*** The ship recovers 6d6 HP.
2. ***Change Sail Setting.*** The ship changes its sail setting up or down one setting which affects its Speed: *Anchored > Minimal Sail > Battle Sail > Full Sail*
3. ***Reload.*** The crew reloads the ship's Broadside Cannons.
4. ***Board.*** The crew throws out grappling hooks and attempts to board the enemy. If the ship is within 1" of an enemy ship, The Quartermaster makes a Ship Skill Test (DC10). On a success, move the ship so its closest edge is flush with the enemy ship. The two ships are now

Entangled. An Entangled ship may only take the Cut Free Seamanship action, cannot move, and cannot take crew actions. *Note: The DM may switch to a Player Scale encounter map after this step.*

Extra PC Phase

See Below

Attack Phase

1. Attack

The ship may attack a target in range with either its **Broadside Cannons,** its **Swivel Guns,** or if it is entangled it may make a **Close Combat Attack**.

1. ***Broadside Cannons.*** This ship fires all of its cannons (affected by *Fatigued* or *Shaken*) at one target in its ***Broadside Path*** which can be checked by using a 4" x 12" template flush against the side of the firing ship. A ship that fires its Broadside Cannons must use its crew action to reload them before they can be fired again. Broadside cannons have a range of 100ft/300ft/600 ft(2"/6"/12"). Attacks are made at Advantage/Normal/Disadvantage respectively.



The left ship can Broadside, the right ship cannot.

2. ***Swivel Guns.*** The ship's fires all of its Swivel guns (affected *Fatigued* or *Shaken*) at any target within range. Swivel Guns have a range of 100ft/300ft (2"/6"). Attacks are made at Advantage/Normal respectively.
3. ***Close Combat Attack.*** If the ship is entangled with an enemy it may make a close combat attack. Roll a d20 for every point of Morale your ship has. Add the ship's Charisma Modifier + the ship's Proficiency Bonus to this roll. Any PCs may spend their action to replace one of these attacks with their primary attack roll. All roles are made against the ships AC. The defender loses 1 point of Morale for *every* hit (no damage is rolled). The DM may ask for Morale saves from the defender to check if the crew surrenders. If there are important NPCs or Creatures (like a captain) on the defending ship the DM may have you assign attackers to defenders (or vice versa if there are more defenders). *Example: The Harbinger has 5 Morale and 2 PCs. The ship's attack bonus is +2, but Blackheart and Calico Cat have +7 to attack. They would attack with 3 dice at +2 to hit and 2 at +7. Roll against the defenders AC.*

Special Targets

Target Rigging (Chain Shot)

You may attempt to target the ship's sails and rigging in an attempt to slow it down by loading Chain shot into the cannons.

1. Range:
    a. Close: 100ft/2" Normal Roll
    b. Medium: 300ft/6" Disadvantage
2. Reduce the number of attacks by half (rounded down, to a minimum of 1).
3. If any of the attacks hit, reduce the current sail setting of the ship by 1 level (ignoring multiple hits). If a natural 20 is rolled, the ship has lost a mast. Its speed is 0 until she is given Repair action (returning to the previous setting).

Target Crew (Grapeshot)

You may attempt to target the ship's crew by loading Grape shot into the cannons.

1. Range:
    a. Close: 100ft/2" - Normal Roll
    b. Medium: 300ft/6" - Disadvantage
2. On a hit, instead of rolling damage, the target ship loses 1 Morale for each hit, and loses half its current Morale (rounded down) if a natural 20 is rolled.

Critical Hits

Roll a d20 after a natural 20 is rolled in combat.

1-10	Normal Crit: Roll damage dice twice
17	Double damage plus Damaged Crew: The ship cannot take seamanship or crew actions on its next turn.
18	Double damage: The ship lowers it's sail setting by 1
19	Double damage: A mast is lost. Speed is 0 until a repair action is taken
20	The magazine explodes! The ship is crippled.

PCs in Naval Combat

The PCs may choose a role on the ship, each come with an action option for Naval combat. You may change your role whenever you like and there may be more than one of each. The Pilot and Quartermaster role are required. The *Captain* is more of a title than a role and maybe chose any of these in combat.

*Note: A ship may only **Rally**, **Repair**, and/or **Reload** once a turn respectively, though a failed test may be attempted by another player.*

1. ***Pilot (Required, limit 1).*** This player makes the *Seamanship Action* Skill test and moves the ship each turn.
2. ***Quartermaster (Required, limit 1).*** This player chooses which Crew Action the crew will do. It also chooses the ship's target for combat and rolls dice for the ship's attacks.
3. ***Master Gunner.*** You may use your Dexterity bonus instead of the crew's for *one* of the ship's attack rolls this round. Add your proficiency bonus if you are proficient in *Artillery*.
4. ***Gun Crew.*** Make a ***DC15 Strength or Dexterity Vehicles (Water)*** check to attempt to *Reload* the Broadside Cannons.
5. ***Bosun.*** Make a ***DC 15 Persuasion or Intimidation*** check to attempt to *Rally* a point of Morale.
6. ***Surgeon.*** Make a ***DC 15 Medicine*** check to attempt to *Rally* a point of Morale.
7. ***Shipwright.*** Make a ***DC15 Intelligence, or Wisdom Vehicles (Water)*** check to attempt to *Repair* 6d6 HP.
8. ***Master of Sails.*** Make a ***DC15 Dexterity or Strength - Vehicles (Water)*** check to pass a failed Seamanship action Skill Test.
9. ***Lookout.*** Make a ***DC15 Perception or Insight*** check to give this ship advantage on its next Initiative roll.
10. ***Other Roles.*** Cast a spell that affects the circumstances, or do some other action.