

While only a few claims in Realms of the Reach have navies, these navies play an important role in keeping the Reach safe.

Squadrons

Rather than having rules for individual ships and shipbuilding to balance, as well as port sizes, navies have been simplified into Squadrons, which represent groups of ships. Each naval claim has a set number of squadrons. Each claim can also harbour a number of squadrons in their Seat of Power

Claim	Number of Squadrons	Harbour Size
Hewett, Serry, Grimm and Chester	1	4
Hightower	2	6
Redwyne	8	12

Squadrons have a Combat Value of 20 and can transport 1000 troops. Squadrons also have 20 hit points each; after combat has been resolved, squadrons will lose hit points. For each hit point a Squadron loses, their Combat Value decreases by 1. If a Squadron reaches 0 hit points, it is destroyed.

Squadrons must be in a Harbour to regenerate Hit Points. Squadrons regenerate 2 Hit Points every Quarter they start in a Harbour, with it costing 20 wealth.

If a Squadron is wiped out, a claim can spend 400 Wealth. After four quarters, the Squadron returns at full Hit Points.

Movement and Maintenance

A movement order must contain the following information

- Number of squadrons
- PCs and SCs in the movement
- The army's Retreat Threshold
- The starting point and destination
- A map detailing the route
- Which friendly harbour the fleet would retreat to in the event of being reduced to 0 or less morale points.

For the sake of making movement's faster it would also be appreciated if the following is included in a movement order

- Movement Cost for the movement

Movement begins at the start of the next IRL day.

All water movement costs 1 movement point

A Fleet of One to Four Squadrons have 32 Movement Points a Quarter. This is **Movement Category One** for engaging and retreating.

A Fleet of Five to Eight Squadrons have 24 Movement Points a Quarter. This is **Movement Category Two** for engaging and retreating.

A Fleet of Nine to Twelve Squadrons have 16 Movement Points a Quarter. This is **Movement Category Three** for engaging and retreating.

A Fleet of Thirteen Squadrons or more have 8 Movement Points a Quarter. This is **Movement Category Four** for engaging and retreating.

Squadrons have constant maintenance, unlike troops. Normal Maintenance is 40 per Squadron. A Normal Maintenance Squadron can engage in combat, transport 1000 troops and move along the coastal Reach.

Low Maintenance is 20 per Squadron. A Low Maintenance Squadron must remain in a Harbour, cannot engage in combat, cannot transport troops and cannot move.

High Maintenance is 60 per Squadron. A High Maintenance Squadron can engage in combat, transport 2000 troops, and move both along the coastal Reach and off-map (in the event of a conflict with another Kingdom, for example). As long as a High Maintenance Squadron has 11 or more Hit Points, it also receives +5 to its Combat Value.

Claims can specify how many of their squadrons are under different levels of maintenance. Changing maintenance doesn't come into effect until the next Quarter.

Detections and Outposts

Detections are rolled on a 1d20 for each land province a coastal province a Navy passes through connects to. Normal Maintenance Outposts (Shields) gives a +1 on detection. High Maintenance Outpost (Shields) gives a +2 to detection. If a Claim has Squadrons in the coastal province, they receive a +1 to detection up to +4. The four Shield Islands claims can agree to pool this bonus together.

Army Size	Result Needed to Detect
2 Squadrons or less	15 - 20
3 to 6 Squadrons	10 - 20
6 to 10 Squadrons	5 - 20

11+ Squadrons	Automatically Detected
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Engagement

When a detection occurs, the commander of both the detecting navy and detected navy may choose to Engage or to Not Engage. If both choose to Engage, a battle occurs. If both choose to Not Engage, nothing occurs and any orders continue. If one navy Engages and one doesn't, the Non Engaging navy then chooses to either Stand Its Ground or Disengage. If the Non Engaging navy Stands Its Ground, a battle occurs. If the Non Engaging army disengages, an Engagement Roll is rolled.

If a navy is stationary in a province for an IRL day without a movement set, regardless of size, that navy is detected by all other stationary navies within that province. These detections are mutual

The Engaging Navy rolls 1d20. On an 11 or higher, they engage the other navy. Engaging navies get a +2 for every Movement Category lower they are than the other navy. Engaging navies get a -2 for every Movement Category higher than the other navy. The Pursue Skill gives a +1 to the roll at rank I and a +2 at ranks II and III. The Skirmisher Skill gives opposing navies a -1 to the roll at rank I and a -2 at ranks II and III.

Battles

At the start of the battle, each Navy starts with an amount of Morale Points, with a max of 100. A 1d3 is rolled, to determine the minimum number of rounds the battle will take. Both navies roll 5d20; the higher roller deals Morale Damage to the lower roller equal to the difference between the two rolls. This continues until one navy reaches their Retreat Threshold or a navy is reduced to 0 Morale Points or less. A Retreat Threshold is a number of Morale Points a navy will attempt a retreat at once they reach that number or go below it.

A stronger navy in a battle gains a bonus to their 5d20. The stronger they are, the more of a bonus they accumulate.

Greater Army Strength	Bonus to base 5d20	Bonus to Minimum Battle Round Roll
5% - 20%	+1	+0
20.1% - 40%	+2	+0
40.1% - 60%	+3	+0
60.1% - 80%	+4	+1
80.1% - 100%	+5	+1
100.1% - 120%	+6	+1
120.1% - 140%	+7	+1

Greater Army Strength	Bonus to base 5d20	Bonus to Minimum Battle Round Roll
5% - 20%	+1	+0
140.1% - 160%	+8	+2
160.1% - 180%	+9	+2
180.1% - 200%	+10	+2
200.1% - 220%	+11	+2
220.1% - 240%	+12	+3
240.1% - 260%	+13	+3
260.1 - 280%	+14	+3
280.1% - 300%	+15	+3

If a navy without a PC commander is weaker by 300%, they automatically surrender.

To calculate Greater Navy Strength, you take the Stronger Navy's Combat Strength divided by the Weaker Navy's Combat Strength, then minus the result by 1 and convert the number into a percentage.

Casualties and Retreating

When a navy reaches its retreat threshold, goes below it, or reaches less than 1 morale point, the following table is consulted for both armies to determine losses.

Morale Damage Taken	Hit Point Damage
0 - 5	1d3%
6 - 15	5+1d2%
16 - 30	10+1d4%
31 - 45	15+2d4%
45 - 60	20+2d8%
61 - 75	30+2d8%
76 - 99	40+3d8%
100+	50+3d8%

If a navy is reduced to 0 Morale Points or less, it takes an additional 5% Hit Point Damage

After Hit Point Damage numbers are calculated, the navy with the greater bonus to their rolls reduces the Hit Point Damage by 5% for each +1 they have over the opposing navy, up to a reduction of 50%.

When a navy's Morale Points are reduced to their retreat threshold or below, they attempt a Retreat Roll. The retreating navy rolls 1d20. On an 11 or higher they successfully retreat, taking no further casualties. Retreating navies get a +2 for every movement category they are lower than their opponent. Retreating navies get -2 for every movement category they are higher than their opponent. The Skirmisher Skill gives a +1 to the retreat roll at rank I and a +2 at ranks II and III. The Pursuer Skill gives opposing navies a -1 to the retreat roll at rank I and a -2 at ranks II and III. If a retreating navy is caught, they suffer an additional 5% Hit Point Damage and lose 10 more Morale Points. The Skirmisher skill at Rank III reduces these additional casualties by 2.5%. The Engager skill at Rank III increases these additional casualties for opposing navies by 2.5%.

Hit Point Damage is calculated as the navy's total hit points divided by 100 then multiplied by the damage taken. Damage is dealt point by point sequentially to each Squadron in the navy.

Navies retreating can still be engaged. Navies can recover Morale Points if they reach a friendly harbour or spend a quarter stationary, where they fully recover. If two navies with different Morale Points merge, defer to the Higher Military Strength force's Morale Points.

If a navy has 0 Morale Points or less they must retreat to a pre-modmailed controlled friendly harbour (either belonging to a friendly house or occupied by a friendly house) in order to recover Morale Points. Navies at 0 Morale Points cannot engage but can be engaged. If a Navy with 0 Morale Points is engaged, in the following battle they have 10 Morale Points and if defeated all Squadrons are destroyed, and PCs and SCs are captured. If they win, their Morale returns to 0 and they continue their retreat.

After a battle, all involved PCs will roll a Death Roll, which will be a 1d100. If they roll equal to or less than the percentage of Hit Point Damage their Navy sustained, they roll two 1d20s. One is the Injury Roll, the other is the Capture Roll.

Injury Roll

Roll	Result
1 - 5	Dead
6 - 10	Critical Injury (Incapacitated for present quarter and next two quarters)
11 - 15	Major Injury (Incapacitated for present quarter and next quarter)
16 - 20	Minor Injury

Capture Roll

Roll	Result
1	Captured, regardless of if your side won or lost the battle
2 - 10	Captured, but only if your side lost the battle
11 - 20	Not Captured

Injuries

There are three kinds of injuries; Critical, Major, and Minor. For Major and Minor injuries there are no set rolls for what kind of injury it is, and it is left to the player to either roll for it on a Community Submitted table or decide for themselves. Critical Injuries are rolled 1d10 on the following table.

INJURY	DICE ROLL
Permanent Brain Damage	1
Paraplegic/Partial Paralyzation	2
Full Loss of Sight/Both Eyes	3
Full Loss of Hearing/Both Ears	4
Loss of a Leg	5
Loss of an Arm	6
Loss of a Foot	7
Loss of a Hand	9
Partial Loss of Sight/An Eye	9
Partial Loss of Hearing/An Ear	10

Blockades

Squadrons can blockade enemy Harbours, which is necessary for armies that lay siege to Holdfasts with Harbours to inflict starvation on them. A blockade requires 2 Squadrons. If the Holdfast Harbour has any Squadrons present in the Harbour, they may sail out and fight the Blockade.

Embarking and Disembarking Troops

Each Squadron can transport 1000 Troops (2000 Troops on High Maintenance). If a claim orders troops to embark on a Squadron, they do not embark until the start of the next day

IRL. Likewise, when troops are ordered to disembark, they do not do so until the start of the next day IRL.

Troops embarking and disembarking via a harbour in a holdfast do not trigger any detections. However if troops embark or disembark outside of a holdfast, the province owner gets a detection roll. Low Maintenance on Outposts gives a -1 on detection. High Maintenance Outposts give a +1 on detection. The Reinforced Watchtowers building gives +2 on Detections.

Army Size	Result Needed to Detect
50 men or less, PC and SCs only	15 - 20
51 men to 250 men	10 - 20
251 to 1000 men	5 - 20
1001+	Automatically Detected