During your travels in Sea Wolves, your ship may become involved in ship-to-ship combat. This uses a tweaked version of the D&D combat rules to represent combat between ships and large oceanic monsters. A ship is not a creature and therefore cannot be charmed, grappled, paralysed or other status effects for creatures, nor does it have a wisdom, constitution or intelligence score.

In ship combat, positioning, weather conditions and forward planning are profoundly important. At any point you may gain advantage on a check if you dramatically shout out a suitably nautical phrase at the DM's discretion.

Stat Block
A ship will have the following stats:
Size: Listed using the rules of creatures.
Hull: A ship's version of HP.
Armour Class: Identical to that of a character.
Speed: The speed at which a ship moves.
Hold: The amount of cargo that a ship can carry. If a ship carries more than its hold allowed, it is **Encumbered** and will move at half-pace.
Guns: The number of cannon the ship carries, laid out by their position: **Prow, Stern, Port** and **Starboard.**
Crew: Shown as current, minimum and maximum. If a ship drops below its minimum crew it cannot move.

Movement
Your ship will have a movement score just like your character but a ship's movement is a little more complex than your character's movement. When moving directly forward, you move your normal ship's full movement speed unless there are weather conditions

altering that (**see: Weather**). If changing direction, your movement is immediately halved. You cannot alter your course by more than 90 degrees in a single turn. This may be altered by weather conditions (**see: Weather and Wind**).

Each ship will be either a *galley* or *sailing* ship. A *galley* is powered by oarsmen and is less affected by the weather, but has more dependence on her crew (who will often be very unhappy at their lot in life). A *sailing* ship is more dependent on the weather but can survive a greatly reduced crew and move much faster.

All ships move simultaneously, stating their movement orders at the start of combat.

Initiative
Initiative in ship combat is based on the initiative of each vessel's **Captain.** Initiative only applies to firing or actions by the crew, movement happens simultaneously.

Weather and Wind
Ships are at the mercy of the wind and waves. Your **Helmsman's** Seamanship score will be added to any check to deal with inclement weather. Wind direction will be an important issue for sailing ships. Sailing ships may travel with **reefed** or **full** sails. **Full sails** will allow full movement but will prevent moving against the wind direction or turning towards it. Using **reefed sails** allow freedom of movement but halves the speed of your vessel.

Firing
Guns have a limited angle of fire - 45 degrees from their forward facing position. For each gun you can fire, roll a D20 and add your **Gunner's** Gunnery score. A free crewmember is required to fire each gun. A

successful hit does damage as shown on the table below. Most larger ships have a very powerful broadside attack which you would do well to avoid.

Round shot damages the hull and crew of a ship equally and has the highest range. Grapeshot only kills the crew of a ship. Chain Shot damages the sails of a ship.

	Roll	Damage
Round Shot 200ft Range	3d8 per gun	Divide the damage done this turn in two. Half is done to the hull. For the other half, every ten damage represents a dead crewmember.
Grapeshot 100ft Range	3d8 per gun	For every ten damage done this turn the targeted ship loses a crewmember.
Chain Shot 100ft Range	3d8 per gun.	For every point of damage done the targeted ship's movement is reduced by that amount.

Damage

If your ship is damaged by more than 20% of its total hull in one turn, you take **massive damage** which will damage your ship in the long-term - see the **massive damage table** for effects. Repairs to a ship can only be done in port or by a skilled **Shipwright** at sea. If a ship's hull goes below zero, it will sink. Unless rescue is immediate, the ship is likely to be lost with all hands - the fauna of the Augweatiti peninsula look on shipwrecks as an open buffet. Most crew members rescued from a wrecked ship will gladly join their new crew or at least accept impressment.

Crew

Your current crew is made up of all the roustabouts and vagrants you have pressed into service on your vessel(s). Crew must be put to work on your vessel in combat: the minimum listed on your ship will be required to move. Other crew may be tasked on cannon (it takes two crewmembers to fire each gun), repairs or as boarders (See **Boarding**). There are generic crew or special NPC **Officers** such as a **Gunner** or **Navigator -** named NPCs you have recruited may perform these roles or your player characters. Officers may be repurposed to other tasks in dire circumstances. You may recruit more specialised crew for specific purposes, such as **Marines** for boarding or **Spotters** to assist your Barrelman.

Boarding

If two ships draw adjacent, one may board the other: sending forces from their ship to board the other ship and attack their crew. This will be adjudicated as a combat using normal 5e rules, and players characters will probably be the best choice to board another ship - normal crew are mediocre fighters at best. Boarders should seek to kill or capture the enemy captain or disable the ship in order to induce the enemy ship to 'strike her colours' (surrender). The same rules will apply if your ship is boarded. In a boarding action, your crew will fight back but cannot perform their usual role whilst doing so, and there is a serious risk of your Officers being killed. Successful piracy will often depend on boarding the enemy vessel - plunder is of little value when it is sinking beneath the waves .

Officers and Cohorts

Your officers are responsible for the calm and orderly running of a ship, and each performs a different role. All officers receive a double-share of any treasure earned and may assist the party off-shore as cohort characters. Your NPC officers are not adventurers, however, and are more likely to die when faced with the perils of adventuring. They do not receive death saves if mortally wounded. Initially you will not have available and skilled officers for each role, and will need to hire, press-gang, rescue or cajole them on your travels. As officers will be named NPCs, they will have their own wants, desires and requests.

Name	Role
Captain	**Your Captain needs to be a PC.** They oversee overall command of the ship and their defeat or capture will be crushing for the morale of your ship.
First Mate	Your First Mate oversees the human side of the ship: managing the morale and well-being of the crew. In the absence of the captain, they assume the role of Captain.
Gunner	The Gunner oversees Gunnery - see **Firing** for details.
Navigator	The Navigator plots the course of the ship. Their **Survival** determines their success.
Helmsman	The Helmsman drives the ship and mans the wheel. Their **Seamanship** determines their success.
Quartermaster	Hungry sailors are mutinous sailors. Your Quartermaster oversees the ships stores and brokering deals with merchants, using their **Charisma** skill.
Barrelman	Based in the crow's nest or the rigging, this eagle-eyed officer is responsible for spotting ships, storms and swells before the ship is in jeopardy, using their **Perception**.

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Massive Damage Table

When a ship takes more than 20% Hull damage in a single turn of attacks, it takes **massive damage.** Roll on the table below to determine the damage done to the vessel.

1-2	**Fire on Deck:** Your deck is on fire. Within two rounds, you will also suffer from **Burning Sails** and **Burning Rigging.** Sailors can work to extinguish this - it takes 10 actions to extinguish one fire, but ten sailors can do so in one. Whilst the fire is raging, you will take 2d6 hull damage at the end of every round.
3-4	**Hull Breach:** Your Hull is breached above the water-line - cargo may slip or drift from the ship leading to **Loose Cargo**. If you also have a **Hull Breach Below** you take on water at twice the rate.
5-6	**Sails Torn:** The cannon have torn straight through the open sheet of the sail, halving your ship's movement.
7	**Burning Sails:** Your sails are afire. Your movement is halved and after two rounds you will be immobilised unless you can extinguish the fire
8	**Burning Rigging:** You can no longer control the sails, access the crow's nest or extinguish fires in the sails. This will lead to **Fire on Deck** and **Burning Sails** within two rounds.
9	**Cracked Mast:** Your mast cracks and falls down on those below. Sailors in the rigging or below are likely to be killed - roll 1d6 sailors to die. If you have no masts remaining, your ship is immobilised.
10-11	**Hull Breach Below:** Your Hull is breached below the water-line - your ship will begin **taking on water.** At the end of every round, you will sink further into the sea. A Large ship is lost after one round, a Huge Ship after three and a Gargantuan ship after six. Sailors may spend ten rounds of action to close the breach but are likely to face the predations of monsters from beneath while doing so.
12-13	**Battery Lost:** Lose half the guns on one side of your ship as they are blown loose.
14	**Powder stores hit:** Take 6d8 Hull damage If this does 20% damage to your ship, you suffer a **Hull Breach** or **Hull Breach Below.**
15	**Broken Yardarm:** You can no longer turn the ship - can be repaired on deck.
16	**Loose Cargo:** Cargo is sliding around the cargo deck, throwing off the rudder and sails. A Seamanship check is now required for every movement action, including staying course.
17	**Cargo Deck Hit:** You lose 20% of all goods stored on the ship overboard and suffer **Loose Cargo.**
18	**Ricochet:** Cannon-fire ricochets across the deck, doubling damage to your crew this turn.
19	**Cracked Rudder:** You can no longer turn the ship - can only be repaired under water.
20	**Crow's Nest Splintered**: Your Crow's Nests plummets to the deck, causing 2d4 damage and robbing you of the visibility.