Anatomy of Ships

Tamriel's navies come in all shapes and sizes, from the slowest tugboat to the most deadly Battleship. However, regardless of origin and size, all ships share certain Rigging Components and design similarities. For instance, all ships have a bridge to command from, and a crew quarters for the crew to reside in.

These are called Rigging Components, the various parts of which make up the ship. Some of these are vital, such as oars or sails, without these the ship would cease to function. Others, such as luxury passenger quarters and weaponry, are not essential but useful.

These Rigging Components thus affect the characteristics of a ship, which are similar to a player characters.

Characteristics

Speed: Speed measures how fast a ship can move in the water.
Mobility: Mobility measures how quickly a ship can change direction, avoid obstacles and evade oncoming fire.
Observation: Observation measures the ship's onboard 'scrying' methods, both magical and mundane, and thus how well the ship can 'see' it's surroundings.
Armour: Armour protects a ship from incoming fire and natural hazards, such as underwater rocks or icebergs.
Hull Integrity: Hull integrity measures how reinforced a ship's interior is before breaking apart.
Magicka Well: Measures the amount of Magicka any mages aboard the ship can draw upon to activate their spells per round.
Rigging Components: This how many 'points' a ship has to spend on it's Rigging Components.
Space: How much room a ship has to install these Rigging Components.
Weapon Capacity: These are the locations on the ship that have enough space for weapons.
Upkeep: How much wealth it takes to maintain the ship.

Types of Ships

Ship Sizes:
Civilian: Small ships, used for cargo rather than combat, and owned privately.
Sloop: Smallest conflict capable ships, able to defend themselves and possibly raid
Frigate: Small warships
Cutter: Large Warships
Battleship: Death on a boat

Constructing a Ship

Hulls

Civilian

Description: What's this class of ship for? Blasting or Trading? What Do They Know? Do They Know Things? Let's Find Out!

Barque

Description: It's a boat that floats,was made in the land of someplace and is known for being a boat

Speed: 3
Mobility: –10
Observation: +5
Armour: (Front:5, Sides: 7, 7, Back: 5)
Hull Integrity: 50
Rigging Components: 20
Space: 45
Weapon capacity: (Prow: 1)
Upkeep:

 This vessel was designed for transporting goods, and no amount of retrofitting can fully change this. This hull comes pre-equipped with one Main Cargo Hold Component. The hull's Space has already been reduced to account for this. It can also use rivers.

<u>Blockade Runner</u>

Description: It's a boat that floats,was made in the land of someplace and is known for being a boat

Speed: 7
Mobility: +5
Observation: +7
Armour: (Front:9, Sides: 5, 5, Back: 3)
Hull Integrity: 50
Rigging Components: 20
Space: 40
Weapon capacity: (Starboard: 1, Port:1)
Upkeep:

This vessel was designed for smuggling goods, and no amount of retrofitting can fully change this. This hull comes pre-equipped with one Hidden Cargo Hold Component. The hull's Space has already been reduced to account for this. It can also use rivers.

<u>Sloops</u>

Description: What's this class of ship for? Blasting or Trading? What Do They Know? Do They Know Things? Let's Find Out!

<u>Schooner</u>

Description: It's a boat that floats,was made in the land of someplace and is known for being a boat

Speed: 10
Mobility: +25
Observation: +12
Armour: (Front:8, Sides: 6, 6, Back: 8)
Hull Integrity: 30
Rigging Components: 30
Space: 35
Weapon capacity: (Prow: 2)

Upkeep:

This ship can also use rivers.

Corvette

Description: It's a boat that floats,was made in the land of someplace and is known for being a boat

Speed: 7
Mobility: +17
Observation: +10
Armour: (Front: 6, Sides: 10, 10, Back: 6)
Hull Integrity: 30
Rigging Components: 35
Space: 40
Weapon capacity: (Prow: 1, Starboard: 1, Port:1)
Upkeep:

This ship can also use rivers.

Frigate

Description: What's this class of ship for? Blasting or Trading? What Do They Know? Do They Know Things? Let's Find Out!

Galley

Description: It's a boat that floats,was made in the land of someplace and is known for being a boat

Speed: 8
Mobility: +18
Observation: +12
Armour: (Front:9, Sides: 12, 12, Back: 7)
Hull Integrity: 35
Rigging Components: 40
Space: 42

Weapon capacity: (Starboard: 1, Port:1)
Upkeep:

<u>Frigate</u>

Description: It's a boat that floats,was made in the land of someplace and is known for being a boat

Speed: 6
Mobility: +12
Observation: +15
Armour: (Front:10, Sides: 10, 10, Back: 10)
Hull Integrity: 36
Rigging Components: 40
Space: 40
Weapon capacity: (Prow: 1, Starboard: 1, Port: 1)
Upkeep:

Cutter

Description: What's this class of ship for? Blasting or Trading? What Do They Know? Do They Know Things? Let's Find Out!

<u>Ship-o-the-Line</u>

Description: It's a boat that floats,was made in the land of someplace and is known for being a boat

Speed: 4
Mobility: +10
Observation: +10
Armour: (Front:15, Sides: 15, 15, Back: 10)
Hull Integrity: 75
Rigging Components: 60
Space: 75
Weapon Capacity: (Prow 2, Port 2, Starboard 2)
Upkeep:

<u>Heavy Frigate</u>

Description: It's a boat that floats,was made in the land of someplace and is known for being a boat

Speed: 5
Mobility: +15
Observation: +20
Armour: (Front: 15, Sides: 15, 15 Back: 15)
Hull Integrity: 60
Rigging Components: 55
Space: 60
Weapon Capacity: (Prow: 1, Port: 2, Starboard: 2)
Upkeep:

Battleships

Battleships are the best of the best, and the crown jewels of any nation's navy. Often they are the personal flagships of emperors, these ships can single-handedly turn the tide of battle.

<u>Man-o-War</u>

Description: It's a boat that floats,was made in the land of someplace and is known for being a boat

Speed: 2
Mobility: +10
Observation: +30
Armour: (Front: 20, Sides: 17, 17 Back: 17)
Hull Integrity: 100
Rigging Components: 75
Space: 100
Weapon Capacity: (Prow 2, Port 3, Starboard 3)
Upkeep:

<u>Galleon</u>

Description: It's a boat that floats,was made in the land of someplace and is known for being a boat

Speed: 4
Mobility: +15
Observation: +25
Armour: (Front: 20, Sides: 15, 15 Back: 15)
Hull Integrity: 90
Rigging Components: 80
Space: 110
Weapon Capacity: (Prow 2, Port 2, Starboard 2)
Upkeep:

Racial Variations:

Each race have their own style and culture when it comes to the sea, and this is reflected by the variations in their construction. While they generally stick within the classes defined above, they are further modified by the culture which constructed it.

<u>Altmer</u>: Based around speed and magic accommodation (bonus to speed/magic stuff)
- +1 Speed
- +5 Mobility
- +10 to magic actions
- -2 Hull Integrity

<u>Argonian</u>: Not sure, though I know that Argonian pirates are a thing, known primarily for sabotage, though their ships are usually a bit more primitive, perhaps sturdier?
- +4 Hull Integrity,
- Increased Crew Capacity (Check later)
- Unsinkable (Ignores the first Flooded Critical each battle)
- -4 Space
- +10 Bonus to Hit and Run

Bosmer: Living Ships (needs more research)

- Reduced Hull Integrity
- Hull Integrity Regeneration (How Much?? Depends on size??)

Breton: Adventurers and knights, some all-round bonuses to combat?

- +2 Space
- Bonus to Commerce (Not sure what yet)
- +10 to resist Boarding Actions.

Dunmer: Destruction magic and stealth, bonuses to observation due to ancestral ghosts?

- +1 Prow Armor
- +1 Speed
- +10 to Destruction Magic actions

Imperial: Bonuses to morale and certain actions related to command

- +4 Hull Integrity
- +2 Rigging
- +5 to Crew Morale Total

Khajiit: A race of Han Solo's: Pirate/smuggler ships (needs more research)

- +5 Space
- Bonus to Commerce (How much?)
- +5 Total Crew Morale
- -2 Mobility

Nord: VIKINGS! RAIDS! SPEED AND ENDURANCE!

- +1 Speed
- +4 Hull Integrity
- +3 Mobility
- +10 to Hit and Run

Orsimer: Don't have ships, nowhere near the sea

Redguard: Sailors by trade, have many pirates, bonuses to boarding actions.

- +5 Observation
- +5 Mobility

- +10 to Boarding Actions
- +3 Space

Maormer: Maormeri ships are described as looking insectoid, with membranous sails, a rugged chitin hull and a focus on weather magic

- +1 Speed
- +3 Mobility
- +5 Observation
- +10 to Hit and Run
- +10 to Boarding Actions
- +5 Hull Integrity
- Eligible to use "Sea Serpent Stables" on ships

Rigging Components

Essential Rigging Components

Bridges

Description: What is this thing? Why is it needed? Will it explode? Boundless possibilities!

Default Bridge: Have a guess

Combat Bridge: Based on military vessel designs, this Bridge gives a +10 to repair rolls as long as the Bridge is undamaged.

Command Bridge: This bridge has been modified to give the ship's master greater control over his vessel .As long as the bridge remains undamaged, all Command Tests made by the captain gain +5 and all Skill Tests to fire shipboard weapons gain +5. If this Component ever suffers a Critical Hit, it is disabled on a 1d10 roll of 3 or higher.

Commerce Bridge: This Bridge is based around ease of cargo unpacking and other haulage activities. Upkeep for ship and supplies is reduced by 10%

Armoured Bridge: The bridges of warships are often reinforced with additional armour

plating, to ensure the survival of their occupants. If this Component takes a Critical Hit, roll 1d10. On a 6 or higher, the component is unharmed.

Ship Master's Bridge: The bridge of a ship of the line is designed with one goal in mind—winning battles. All Profession (Sailor) and Navigation tests by crew on the Bridge gain +5. All Skill Tests to fire shipboard weapons gain +10

Summoners Bridge: Designed with multiple self charging rituals that can rapidly summon humanoid specters to aide the crew. Can conjure entities equal to a quarter of your max crew capacity who will support your crew and aide in ship operations for (X) turns. Takes (Y) turns to recharge after the effect is over.

Observation:
Description: What is this thing? Why is it needed? Will it explode? Boundless possibilities!

Crow's Nest: A simple observation post atop the highest point of the ship, providing a vantage point from which to better spot things from afar. (Dirt cheap and no space required)

Brass Telescope: Heavy Brass spyglasses mounted on the railing of the ship on several locations. Allows the crew to spot things from longer distances and in greater detail. (Better observation than standard but does take up Rigging space)

Siege Engineer's Monoscope: While no more effective than an ordinary Spyglass for observation, they grant anyone experienced with its use the ability to better gauge distances and calculate necessary adjustments for shipborne weapons.
(Same observation as a Crow's Nest, but grants a bonus to fire shipborne weapons and gauge weakpoints in enemy ships)

Aetherium: Binding one or more spirits to the ship's service, a conjuration mage can provide the crew with effective, unseen scouts, though such a thing is said to bring misfortune to any ship that invites ghosts upon its decks. (Effective observation, but causes permanent morale loss to all ships with a Crew with the "Superstitious" trait)

Scrying Chamber: A rare commodity, the ship has a ritually prepared chamber with a Scrying stone and a soothsayer capable of operating it, however the fates are fickle and can sometimes provide misleading advice. (Very effective observation, but has a slight chance of providing false information, triggers the Superstitious Crew trait)

Crew Quarters:

Description: What is this thing? Why is it needed? Will it explode? Boundless possibilities!

Quarters: Standard living quarters for the sailor of a long-distance sea captain.

Cramped Crew Quarters: The masters of this vessel have done little to improve the quarters on this ship. Decrease Morale permanently by 2. (Cheaper and less space taken up)

Opulent Crew Quarters: This ship's captain likes to treat his crew. Increase Morale permanently by 2. (More Expensive and more space taken up)

Mages Quarters: This ship's captain has increased the living accommodations of the mages onboard, at the cost of the ordinary crew. (Increase the ship's Magicka Well by X, but permanently reduce Morale by Y, triggers the Superstitious Crew Trait)

Sea Serpent Stables: This ship's captain has experience with Pyandonea's Sea Serpents, and has a partially submerged stable for them to be housed in (Allows use of Sea Serpent weapon and Sea Serpent Driven propulsion if Escort or smaller)

Propulsion:
Sails:

Description:

Can travel normal speeds with wind at sides or in back, slower if towards the wind, can make a test to go faster with wind directly in the sails.

Oars:

Description:

Has consistent speed in all conditions, can choose to increase their speed by X for 1 round, but gains a penalty to Y as all hands are on deck rowing.

Sea Serpent Driven:

Description:

Consistent speed in all conditions, can increase speed by X for 1 round. Less maneuverable, vulnerable to the Reins being cut, and only works on Escort or smaller ships.

Supplemental Rigging Components

Weapons

A suggested list of available weapons:
Scorpio Ballistae (Smaller ballista that can be fitted as broadsides)

Miniaturised Trebuchets (Altmer miniature trebuchet that fires aether fire)

Ballistae (Full-sized siege weapon, only fits prow, takes much space, high pen)

Catapult (Full-sized siege weapon, only fits on prow, much space, various ammo types)

Cannons (Redguards, can be used as broadsides or prow, very strong, very unstable)

Archers/Crossbowmen (can be used as broadsides/prow, direct crew damage)

Sea Serpents (Can operate independently of the ship, but take up rigging space and crew space.)

Destruction mages (can be used as broadsides/prow, high damage, short range)

Arch mages (used in all slots, can inflict damage to ship or crew/morale directly)

Ballistae:

Description: What is this thing? What does it do? Will it explode? Boundless possibilities!

Strength: 3

Damage: 1d10+1
Crit Rating: 6
Range: 4
Hull requirement: None
Cost: 1 Component

Space: 2
Effect: Ignore one armour

Imperial Mine:

Description: What is this thing? What does it do? Will it explode? Boundless possibilities!
Speed: 1
Armour: 1
Hull Integrity: 2
Damage: 3d5
Crit Rating: 4
Cost: 1 for 5 mines

Space: 2
Effect: 50% chance to set fire to ship

Imperial Rune Mine (Lightning):

Description: What is this thing? What does it do? Will it explode? Boundless possibilities!
Speed: 0 (changes to 1 after X turns)
Mobility: None
Observation: Automatic
Armour: 0-1 (not too sure.)
Hull Integrity: 2
Strength: 1
Damage: 1d15+5
Crit Rating: 4
Range: 1
Hull Requirement: None
Cost: 1 Component per 10 Mines
Effect: Cripples/Disables systems in impact area

Aldmeri Sea Turret (Frost):

Description: What is this thing? What does it do? Will it explode? Boundless possibilities!

Speed: 0 (changes to 1 after X turns)
Mobility: None
Observation: Automatic
Armour: 0-1 (not too sure.)
Hull Integrity: 2
Strength: 1
Damage: 2d5+2
Crit Rating: 5
Range: 3
Hull Requirement: None
Cost: 3 per 10 Mines
Effect: Removes x armour for y turns.

Ram:

Description:

More damage when ramming

Enchanted Ram:

Description:

Even more damage when ramming

(Possible magic effects instead as well? For instance Ram would add +4 damage, whilst enchanted ram could add +8 damage or +4 damage and a chance for fire damage?)

Magic:

Ritual Circle (Alteration)
The Ship is home to a coven of Alteration mages, and has been altered to accommodate magic runes and ritual patterns in its construction, allowing said mages to

channel their ritual magic in the heat of battle. They can cast any of the following spells as an action, paying the cost from the ship's Magicka Well:

- Spell 1: Effect
- Spell 2: Effect

(Requires much space and rigging space, but grants powerful utility)

Ritual Circle (Conjuration)
The Ship is home to a coven of Conjuration mages, and has been altered to accommodate magic runes and ritual patterns in its construction, allowing said mages to channel their ritual magic in the heat of battle. They can cast any of the following spells as an action, paying the cost from the ship's Magicka Well:

- Spell 1: Effect
- Spell 2: Effect

(Requires much space and rigging space, but grants powerful utility)

Ritual Circle (Destruction)
The Ship is home to a coven of Destruction mages, and has been altered to accommodate magic runes and ritual patterns in its construction, allowing said mages to channel their ritual magic in the heat of battle. They can cast any of the following spells as an action, paying the cost from the ship's Magicka Well:

- Spell 1: Effect
- Spell 2: Effect

(Requires Space, Rigging AND a weapon slot?)

Ritual Circle (Illusion)
The Ship is home to a coven of Illusion mages, and has been altered to accommodate magic runes and ritual patterns in its construction, allowing said mages to channel their ritual magic in the heat of battle. They can cast any of the following spells as an action, paying the cost from the ship's Magicka Well:

- Spell 1: Effect
- Spell 2: Effect

(Requires much space and rigging space, but grants powerful utility)

Ritual Circle (Mysticism)
The Ship is home to a coven of Mysticism mages, and has been altered to accommodate magic runes and ritual patterns in its construction, allowing said mages to channel their ritual magic in the heat of battle. They can cast any of the following spells as an action, paying the cost from the ship's Magicka Well:

- Spell 1: Effect
- Spell 2: Effect

(Requires much space and rigging space, but grants powerful utility)

Ritual Circle (Restoration)
The Ship is home to a coven of Restoration mages, and has been altered to accommodate magic runes and ritual patterns in its construction, allowing said mages to channel their ritual magic in the heat of battle. They can cast any of the following spells as an action, paying the cost from the ship's Magicka Well:

- Spell 1: Effect
- Spell 2: Effect

(Requires much space and rigging space, but grants powerful utility)

Focus Chamber: Provides the ship with a ritually prepared chamber that helps focus the on-board mages, and restore their energy through potions and ambient magicks.
(Increases the ship's Magicka Well, but requires Space and Rigging, morale penalty)

Wizard's Chambers:
The ship houses a Wizard of high rank, increasing the effectiveness of the other mages aboard the ship, and puts his vast arsenal of spells to the ships disposal.
Reduce the magicka cost of all spells cast on the ship by X, and allows the ship access to all spells marked as 'Restricted' in all available Ritual Circle's.
Only one spell marked as 'Restricted' can be cast per round per Wizard's Chamber.
(Ridiculously expensive in space/rigging but VERY powerful addition to any ship)

Alchemy lab

The ship possesses quarters and the equipment to create potions and concoctions of various kinds

Example Ships

Ship Combat

Surprise

It is certainly possible for one ship to surprise another in combat. Since Rounds last fifteen minutes, it is highly unlikely that even a surprised crew will be completely unable to react. However, the attacker may be able to land a few crippling blows as the defender's crew struggles to prepare their ship for combat. (I'll write up the effects of surprise after this)

Initiative

At the beginning of the combat, the captain of each ship rolls 1d10 and adds his ship's Observation bonus (the tens digit in its Observation characteristic). Bonuses that apply to a character's Initiative in outside of Ship Combat do not apply, otherwise Initiative in ship combat works the same as regular combat.

Taking Turns

Starting with the ship with the highest Initiative roll, each ship takes a Turn, during which it will make a Movement and Shooting Action. Players may take Extended Actions as well. (Feel free to suggest some of these, an example I'll make would be emergency repairs. These actions can only be done by characters who have not taken part in either the shooting or the maneuvering actions that turn)

The End of the Round

Once every ship has taken its Turn, the Round ends. Continue to play successive Rounds until the GM determines the combat is over.

Surprise affects:

False Friend: If your hulls are similar enough, the enemy ship mistakes you for an ally, allying the ambusher to come into close range. However a Observation + Observation skill test may warn of danger. (The ambusher may come up to 1 hex away from the enemy ship, but this can be pushed back to 3 with a successful Challenging(-10) Observation test) Hull mistakability is as follows

The Sea Protects: The ambushing captain has been lucky, and the fates seem to be with them. (The ambushing captain may choose 3 natural hazards to place where they so desire.)

Speed of Hircine: Your ship's crew moves unnaturally fast, and with a renewed ferocity. (Gain a +20 to all attack rolls for one round)

Ramming

The Ship that wishes to Ram makes a -20 Pilot test (or whatever we'll call the skill) and gives up its shooting phase.

If they succeed, they do ramming damage dependent on the size of the ship

so:
Transport: 1d3
Escort: 1d5
Cruiser: 1d10
Frigate: 2d5
Battleship: 3d5

Boarding

If a ship ends its movement phase adjacent (so one square or hex grid or whatever) to an enemy ship, it may give up its shooting phase in order to attempt a boarding action. The Helmsman makes a -20 pilot skill test, and if he succeeds the boarding action is a success. From that point on, any ships involved cannot move or shoot, and the only way to disengage is for a helmsman to attempt another -20 test. If they fail, the ship that failed to disengage suffers -20 to the subsequent command test (see below)

The Two Ships take their turns simultaneously, dropping to last in the initiative order. During their turns, whomever is leading the ships warriors makes an opposed command test. The ship with the larger Crew Population value will receive a +10 bonus to its character's Command Test for every full 10 points difference in Crew Population between the two ships. The ship with the higher remaining Hull Integrity provides a +10 bonus to its character's Command Test for every full 10 points difference in Crew Population between the two ships.

For each degree the winner wins by, he may choose to inflict one of the following options on his opponent. The loser may either suffer 1d5 Crew Population and 1d5 Morale damage (representing the crew cutting through the enemy), or 1 point of Hull Integrity damage (representing the crew sabotaging the ship and doing as much damage as possible).

The ship that has lost the opposed Command Test must then roll a d100 and compare it to their current Morale. If they roll an equal or lower number than their Morale, their crew continues to fight. During the next Turn, both ships will make opposed Command Tests again. If, however, the losing ship rolls higher than their current Morale, their crew routes and surrenders to their captors. If the ship is an NPC vessel, it surrenders. If it is a PC vessel, they must either surrender or try to flee as best they can.

Morale Table

100 Normal operations.
80 All Command Tests involving the ship or its crew suffer a –5.
60 All Ballistic Skill Tests made to fire the ship's weapons suffer a –5.
50 All Command Tests involving the ship or its crew suffer an additional –10 (–15 total).
40 The ship suffers a –10 penalty to Mobility. All Ballistic Skill Tests made to fire the ship's weapons suffer an additional –5 (–10 total).
20 no longer perform Boarding Actions (too few of the crew can be
trusted to follow orders or wield weapons). The ship may still attempt to resist Boarding Actions as
normal. Whenever the ship reaches a port, lose 1d5 Crew Population to deserters.
10 All Command Tests involving the ship or its crew suffer an additional –15 (–30 total). The ship also
suffers an additional –10 penalty to Speed, Mobility, and Observation.
0 Mutiny. Crew tries to take over the ship, often by murdering those in charge.

Crew Death Table

100 Normal Operations.
80 The ship increases all travel times by 1d5 days.
60 All Tests involving Boarding Actions, fighting fires, and making Emergency Repairs suffer a –5 penalty.
50 The ship suffers a –10 penalty to its Mobility.
25 In combat, the ship counts as Crippled. If the ship actually becomes Crippled, it may only take a Turn on every other Round.
10 The ship may not perform Boarding Actions. Anyone attempting to repulse a Boarding Action, fight fires, or make Emergency Repairs suffers a –20 to his Test.
0 The ship becomes an empty tomb, populated only by the dead. The ship cannot

operate again
without at least some crew to run it.

Crew Competency table

The Ten's Column is how many actions a turn that the crew can attempt.

Mortal

Incompetent: 20
Competent: 30
Crack: 40
Veteran: 50
Elite: 60

Zombie

Shoddy Binding: 5
Basic Binding: 15
Enhanced Binding: 25
Impressive Binding: 35
Complex Binding: 45

Special Affect: immune to moral table effects.

Crew Traits

As the crew of a ship goes on adventures and travels, they may become more unique in how they act. These can be added at either GM discretion or if an item adds it.

Distrusts Magic

Permanent morale debuff when magic users and devices aboard ship. Open Distrust of magic users.

Paranoid

On their travels, the Crew has become exceptionally anxious and paranoid about any danger, and notices danger much easier, at a cost to their well-being of mind. +5 to observation, and -5 to Willpower.