VESSELS & VEHICLES

A TRANSPORT SUPPLEMENT FOR DRAGONBANE

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A SUPPLEMENT FOR
DRAGONBANE

VEHICLE STATS

B oats, ships, carts, and other means of transport have their own stats that determine their speed and durability. These mostly come into play during long distance travels or in combats and chases taht take place using mounts and vehicles.

SIZE

The size of a vehicle consists of its length and width. For smaller vessels, you can normally fit more than one person into a space of 2 by 2 meters.

CREW CAPACITY

This attribute gives the number of crew required to run the vehicle as well as the total number of people it can carry. For example "Crew: 2-4" means that two people are required to run the vehicle, but it can benefit from four crew in total.

CARGO CAPACITY

This rating shows how many item slots of cargo can be securely transported on the vessel in addition to the crew. The number of items in weight units that the vehicle can carry without slowing or breaking down.

HIT POINTS

A vehicle's Hit Points represent the sturdiness of its material and structural frame. Once a vehicle's HP reach zero, the vehicle becomes BROKEN and a water vessel starts sinking.

At this point, only a character with the MASTER CARPENTER heroic ability can work to rebuild the vehicle to a usable state. To do so, you spend WP as usual, but you only require minimal additional materials for the repair. The repair takes half the time to build it.

ARMOR

A vehicle has an armor rating that works just like normal armor (see page 50 of the rulebook). Its armor rating primarily depends on the type of material the vehicle is made of. This rating can be increased using components that add to its armoring.
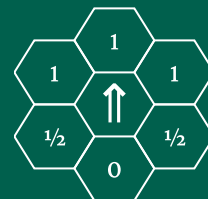
MOVEMENT

A vehicle has a movement rating that depends on its source of movement, such as a horse drawing a cart, oars or sails on a boat. This rating determines how many meters the vessel can normally move in a round of combat. For journeys, you can on average travel double the movement rating in kilometers per shift.

OPTIONAL: WIND DIRECTION

If the wind blows from directly behind or up to either side, a vessel can travel at full speed. If the wind blows from directly ahead, it cannot move. Otherwise, it travels at half speed (rounded down to an even number).

You can always row in any direction, as long as you take down the sails.

MUSCLE-POWERED MOVEMENT

ROWING

Boats and ships can be rowed. Each rower adds half their STR in meters to the vessel. The total is rounded down to the next even number and cannot exceed the vessel's listed maximum movement speed. For a large number of rowers, each one adds an average of 6.

Larger vessels require more rowers to move effectively, these list an additional factor (like "oars at 1/4") that is multiplied with the final movement rating (rounded down to an even number). For example, a longship has a factor of 1/8, it requires eight rowers for every 6 meters of additional movement speed.

DRAW ANIMALS

Drawn carts and wagons get their speed from the movement rating of the animal pulling them. For every 100 cargo capacity, a normal horse or donkey can pull the vehicle at half the animal's movement (rounded down to an even number).

Adding a second draw animal adds a quarter of its movement to the total speed (again rounded), any additional one adds +2. If the cargo capacity is below 100, the first animal adds 3/4 of its movement speed.
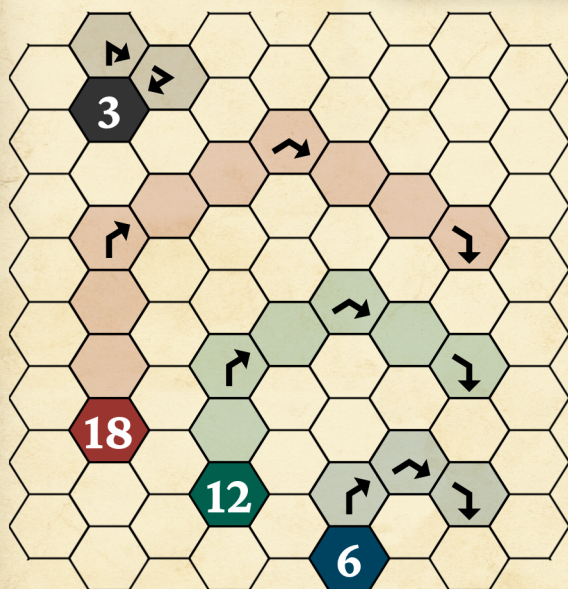
The total movement speed of the vehicle can never exceed the movement of the slowest animal drawing it.
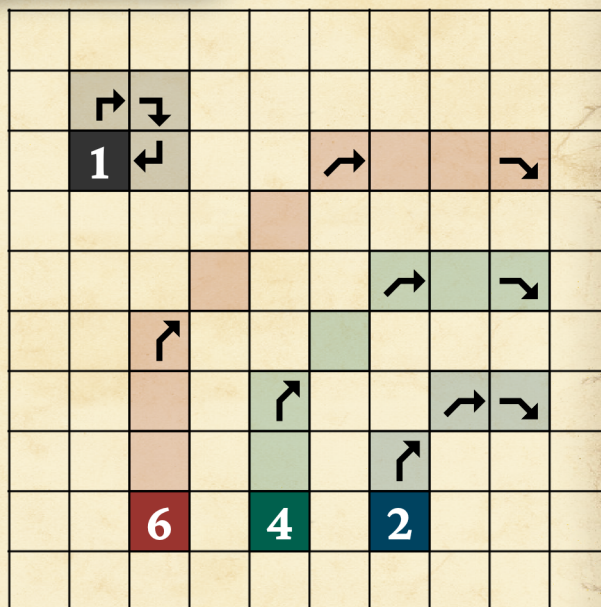
TURN RADIUS (TR)

This rating determines how fast a vessel can turn around. The rating equals the number of meters the vehicle needs to move before it can make a turn (60° for hexes, 45° for squares).

The turn radius typically equals about half the vessel's length (rounded down to the grid size). A vehicle with a turn radius of less than the grid size can turn twice per space; 0 means it can turn up to 180° per space.

NAUTICAL HEX GRID: 1 HEX = 6 METERS

COMBAT SQUARE GRID: 1 SQUARE = 2 METERS

COST

The cost of a vehicle or vessel is only an approximation and can vary widely. To get the final price, add the cost of any features – reinforced hull armor, added board weapons, etc. – that have been added.

SUPPLY

The availability of a vessel or vehicle is given as normal for goods and services (Rulebook, p.73). If you are in a landlocked place without any river or lake nearby, all water vessels are Rare.

VESSELS & VEHICLES

VEHICLE	COST	SUPPLY	SIZE	CREW	CARGO	HP	ARMOR	MOVEMENT	TR
Canoe	6 gold	Common	5×1	1–2	10	10	2	12 (oars only)	0
Rowing Boat	15 gold	Common	6×3	1–4	50	36	3	12 (oars only)	2
Sailing Boat	40 gold	Uncommon	12×4	3–6	100	96	4	18 (sail, 4 oars at 1/2)	6
Cargo Ship (Knarr)	400 gold	Uncommon	18×6	6–8	400	210	5	24 (sail, 4 oars at 1/4)	12
Longship (Karve)	900 gold	Uncommon	24×5	9–20	200	240	6	30 (sail, 16 oars at 1/8)	18
Trading Ship (Cog)	1200 gold	Rare	20×8	8–24	800	320	5	18 (sail only)	18
Cart	15 gold	Common	3×2	1–2	50	12	2	draw animal at 3/4	1
Wagon	30 gold	Common	4×2	1–3	100	16	3	draw animal at 1/2	2
Caravan	120 gold	Uncommon	6×4	1–4	100	48	3	draw animal at 1/2	4
Hull Reinforcement	×2	Uncommon					+4	-1 space / round	

VEHICLE TRAVEL

A vehicle or vessel can travel on average twice its movement rating in kilometers per shift. You can use the journey rules (Rulebook, p.101) for longer travels, with some adjustments as described below.

CREW ROLES

There are different roles aboard a vehicle or vessel. These roles can be filled by either a PC or an allied NPC. If the role is not filled during a shift, its function cannot be used in that shift.

Characters can only do hard work for two shifts and light work for a third before requiring a shift rest. If you push yourselves to work for more, use the forced march rules (p.101). If you force hirelings to do so, your will probably soon have a mutany on your hands. Draw animals and rowers can only work for two shifts as well and require a rest before they can do the work again.

CAPTAIN: The captain's role is to coordinate all crew activity on board a vehicle. Their two main tasks are to get the job done and get everyone home safely. If the crew includes hirelings or other NPCs, it is the captain's job to tell them what to do during travel or combat.

HELM: The helm is at the rudder or carriage seat and steers the vehicle's movements. They should be skilled in SEAMANSHIP to maneuver a water vessels or RIDING to steer a vehicle and evade any obstacles.

You can only travel as long as the helm post is filled and a character can only helm a vehicle for up to two shifts. Afterwards, they have to be relieved.

NAVIGATOR: Travel by vehicle requires a navigator to take the role of a pathfinder (Rulebook, p.101) to find the best travel route. In a land vehicle, this role works like the pathfinder. On board of boats and ships, the navigator uses SEAMANSHIP instead of BUSHCRAFT, and requires a nautical map to not get a bane, and a sextant to gain a boon.

For journey mishaps on land, use the normal mishap rules; On water, roll a D8 on the mishap table below and adapt them to make sense in context.

LOOKOUT: A vehicle usually has one crew member tasked with watching out for potential danger or good hunting or fishing grounds. The lookout needs a good AWARENESS to spot any signs of trouble during travel.

If the roll succeeds, you grant a boon to the roll of the navigator or helm (whichever makes more sense) or can warn the group early of an attack.

GUNNER: If a vehicle carries large weapons on board, like a scorpio or even a cannon, these require one or more crew members who are trained with CROSSBOWS to operate them. They come into play during vehicle combat rather than during travel.

WAIN-/BOATSWRIGHT: If the vehicle gets damaged it can break or start leaking water. It is therefore imperative to have someone skilled in CRAFTING on board. To patch a hole or break in the vehicle's hull, roll for CRAFTING. If successfull, you can repair 2D6 HP to its hull. The vehicle needs to be stationary during repairs. If the vehicle is BROKEN, only a MASTER CARPENTER can repair it.

NAUTICAL MISHAPS

D8	MISHAP
1	**FOG.** The player characters are caught unawares by a thick fog. The distance covered this shift is reduced by half.
2	**DIFFICULT WATERS.** The route ahead is complicated by eddies, high waves or shallow water. The helm must make an SEAMANSHIP roll to keep moving forward. Others can help. If it fails the vessel makes no progress this shift.
3	**SPOILED FOOD.** Rats or mould has gotten into your cargo and soiled a quarter of your remaining rations.
4	**LOST.** The navigator realizes that they miscalculated. The vessel makes no progress on the map this shift. The navigator must also make a SEAMANSHIP roll to find the right course again. Others cannot help.
5	**WEAR AND TEAR.** A random player character drops or breaks an item of your choice.
6	**BIRDS.** A large swarm of birds hitches a ride on the boat, driving everyone crazy with their squaking and bickering. All player characters become Angry.
7	**SPRAINED ANKLE.** A random player character falls or missteps and suffers D6 damage. Armor has no effect but boots reduce the damage by two.
8	**STORM.** A massive storm or blizzard (depending on the region) catches the vessel unawares. All player characters without a cloak must roll to withstand the cold (page 54). You must take a detour or drop anker until the storm passes and cannot make any progress on the map this shift.

VEHICLE COMBAT

CREW ACTIONS

During vehicle combat, each player gets their own turn as normal and can perform any of the following actions:

FULL SAIL (NAUTICAL, CREW): Make a SEAMANSHIP roll to gain an additional 6 meters of ship movement this round (only once per round).

GIDDY UP! (DRAWN CART, HELM): Make a RIDING roll to gain additional vehicle movement this round equal to half its normal movement (rounded to an even number, only once per round).

COME ABOUT (HELM): Make a SEAMANSHIP or RIDING roll to reduce the vehicle's turn rating by 1 space (depending on the grid size) for the current round (only once per round).

RAM (NAUTICAL, HELM): If you ram into another vessel or creature head-on, both take 1D8 bludgeoning damage for every 6 meters your vessel has moved in a straight line. Your boat loses its remaining movement this round.

When ramming or being rammed, every crew member must succeed on an ACROBATICS roll or drop prone. On a demon, you fall overboard.

OTHER: You can perform any other action you want to, like making a ranged attack or casting spells. Gunners can attack with mounted weapons (See below).

MAGIC: Certain magic spells, like GUST OF WIND or TIDAL WAVE, can push boats a number of meters forward, but unless they ram into another boat, creature or rocks, they don't take any damage from it.

MOUNTED WEAPONS

Some vessels or vehicles are large enough to carry siege weapons on board, like cannons or ballistas. These have to be used by one or more crew members, who roll on their own applicable skill (see below). The weapon damage is provided by the weapon.

SIZE: The size of a siege weapon is important for whether it fits on a vehicle. Characters operating the weapon can occupy the same space as the weapon itself.

GRIP: Siege weapons require both hands to operate. You cannot at the same time carry a weapon or shield.

DURABILITY: Siege weapons can be targets of attacks and have a durability rating that works like other weapons. They cannot dodge or parry attacks.

ATTACKING

Attacking with a siege weapon takes multiple actions to reload, aim and then fire it. The work of reloading and aiming can be done by other characters but must be done between two attacks and in that order.

RELOAD: Siege weapons need to be reloaded which takes one or two full actions.

AIM: Depending on its size, it takes an action or a free action to aim a siege weapon. If it takes an action, you need to roll on CROSSBOWS to aim, but don't roll to fire.

PARRYING & DODGING: Attacks from siege weapons can be dodged but cannot be parried.

WEAPON	DAMAGE	TYPE	RANGE	COST	SIZE	WEIGHT	DURA-BILITY	RELOAD / AIM	AMMO
Scorpio	2D10	Piercing	90	350 gold	2×2	50	14	Action / Free action	Large bolts
Cannon	3D10	Bludgeoning	60	1K gold	2×2	100	20	2 Actions / Action	Cannon balls
Ballista	2D12	Piercing	100	500 gold	4×4	100	16	Action / Action	Large bolts
Catapult	3D10	Bludgeoning	120	700 gold	4×4	100	18	2 Actions / Action	Boulders

WEAPON	COST	WEIGHT	DURA-BILITY	EFFECT
Ram Head	500 gold	100	30	Ramming inflicts D10s damage, ramming vehicle only takes D6s
Wheel Spike	350 gold	10	10	Driving up beside another vehicle inflicts D8 damage per spiked wheel.

SHIPS & BOATS

ROWING BOAT

COST: 15 gold	**CREW:** 1–4	**CARGO:** 50
SIZE: 6×3 meter	**HP:** 36	**ARMOR:** 3
MOVEMENT: 12 (oars only)		**TURN:** 2

SAILING BOAT

COST: 40 gold	**CREW:** 3–6	**CARGO:** 100
SIZE: 12×4 meter	**HP:** 96	**ARMOR:** 4
MOVEMENT: 18 (sail, 4 oars at 1/2)		**TURN:** 6

LONGSHIP

COST: 900 gold	**CREW:** 9–20	**CARGO:** 200
SIZE: 24×5 meter	**HP:** 240	**ARMOR:** 6
MOVEMENT: 30 (sail, 16 oars at 1/8)		**TURN:** 18

TRADING SHIP

COST: 1200 gold	**CREW:** 8–24	**CARGO:** 800
SIZE: 20×8 meter	**HP:** 320	**ARMOR:** 5
MOVEMENT: 18 (sails only)		**TURN:** 18