

SEA TRAVEL

THE CREW

We don't have names on the sea. We have jobs.

- **Quartermaster** (maintains order)
 - o (Negan's 2nd – Walking Dead)
 - o Hard-ass drill sergeant
- **Boatswain** (accounting)
 - o Lane Pryce (mad men)
 - o Meek gentlemanly accountant
- **Sailing Master** (navigation)
 - o Adrien Brody
 - o Mysterious thinker, notebook, staring at the night sky and horizon all day
- **Carpenter** (maintains ship, doctor amputate)
 - o Nick Offerman
- **Powder Monkey / Cabin Boy** (go-fer / brings gunpowder from below to cannons)
 - o Tom Holland
- **Gunner** (fire cannons – also Swabbie)
 - o My Name is Earl (everyman)
- **Swabbie** (mopping decks – also a gunner)
 - o My Name is Earl (dumb)

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FROM	TO	SEA OCCURANCES
Rumblood	Femmrouge	1
Rumblood	Isle of Enlightenment	3
Femmrouge	Isle of Enlightenment	4
Isle of Enlightenment	Alexandria	1
Rumblood	Alexandria	4
Alexandria	Titan	1
Titan	Dwarvenport West	1
Dwarvenport West	Rumblood	3
Isle of Enlightenment	Nennurdur	6
Titan	Nennurdur	2
Femmrouge	Dwarvenport East	1
Dwarevenport East	Dwarvenport West	5

SEA OCCURANCES:

Every Sea Occurrence also expends a provision unit.

Roll a D6

1. Siren (fight)
2. Giant Squid Tentacles x4 (fight)
3. Heavy Storm (lose a provision unit)
4. Titan Ship (fight: cannons then boarding)
5. Merchant Ship (optional raid, skipping impacts crew moral, requiring intimidation or performance roleplay to suppress a mutiny)
6. Nothing

PROVISION UNITS

- Starting (max) units: 4
- Cost per provision unit at harbors: 20gp

Running out of provision units, effects for each deficit:

1. Mutiny roll
2. Mutiny roll and lose 1 member
3. Mutiny roll and lose 1 crew member
4. Mutiny roll and lose 2 crew members
5. Mutiny roll and lose 3 crew members
6. Mutiny roll and lose 5 crew members
7. Mutiny roll and lose 8 crew members

MUTINY ROLLS

Choose intimidation or performance, roll to regain crew loyalty with a DC 13 save.

On a fail, two crew members turn to mutiny. When more than half the crew is turned to mutiny, a mutiny will occur. The crew attacks the players.

Successful raids remove one mutiny. Stops at Femmerouge removes two mutiny.

Without any crew, sea occurrences triple.

With half a crew, sea occurrences double.

SHIP BATTLE

The defending ship has two rounds of cannon volley as the attacking ship approaches, the first round at disadvantage. Then, boarding occurs and fight as usual.

Remove the crew and the same number of crew from the enemy crew to fight in the background, the remaining fighters are on the game map with the players).

Cannon ball: +6, 44 bludgeon damage

- Merchant ships have one cannon
- Sailing ships have two cannons
- Warships have three cannons