

# SHIP COMBAT FOR DOMINION RULES

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Ship combat is all about maneuvering and relative position, and is heavily abstracted.

Every ship has *three Skills*: **Maneuvering**, **Boarding**, & **Cannon** (or Arrows, or Artillery). Every ship also has *two Stats*: **Withstand Injury (WithIn)** (also equals starting hit points) and **Crew**.

Each ship declares its strategy before making simultaneous opposed **Maneuvering** rolls: either **1), Move to Flee**, **2) Close to Board**, or **3) Vie for Firing Position**. If a ship succeeds, it gets what it wants: if *Moving to Flee*, it moves its *success level* (eg: if it succeeds with a roll of 4, that's 4 successes) towards the 15 position on the Range Band chart (see below); if *Closing*, the pursued ship is forced to move the chasing ship's success level back towards zero; and if *Vying for Firing Position*, it gets an opportunity to shoot.

If both parties fail, the status quo prevails: the pursuer gains no advantage, but the pursued gains no distance. (Changes in the status quo can be described as wind shifts, better captains, dedicated crew, fog banks, using island chains, etc.). After three mutually failed rolls in a row, roll for a random event on the Mythic Chart, and apply something interesting!

**Pushing:** *Before* making a Maneuver roll, a captain may decide to push either the crew or the ship itself. Take up to a +3 to this round's Maneuver, but suffer a penalty, equal to your chosen bonus, to either your ship's hit points (stressing the stays, overhauling the lines, etc.), or its **Crew** stat (pushing the crew to exhaustion, etc.).

## CHASES

In a chase, there is the pursuer and the pursued. In most cases, the ship that is fleeing starts in a position of "5" on a Range Band chart numbered Zero to 15, while the pursuer always stays at Zero. Every *Move to Flee* success rolled by the fleeing ship counts as moving that ship toward the 15 position; every *Close to Boarding* success rolled by the pursuer moves the fleeing ship back

towards the zero position. If the fleeing ship reaches 15, it escapes. If it reaches zero, the pursuer has successfully closed to boarding position, and may grapple and board the enemy ship (see below).

If both ships are trying to *Vie for Firing Position*, then position on the range band chart is only considered for Range purposes, until one ship decides to either Flee or Close.

## FIRING

Rolling successfully on *Vie for Firing Position* gives you the opportunity to roll your **Cannon** skill. If you hit, the target ship can roll its **Withstand Injury** skill to reduce incoming damage. Remaining damage comes of a ship's hit points, equal to its **WithIn** stat. Any penalties accrued from damage influence all **Maneuver** and **Cannon** rolls, **but never Boarding or Withstand Injury rolls**. If penalties equal or exceed a ship's **Maneuver** skill, it is dead in the water. If penalties equal or exceed its **Cannon** skill, it cannot fire. Ships reduced to -12 are sunk.

The pursued ship must be within 10 range bands in order to exchange cannon fire with the opponent: if it is between 11-14, the pursuer must first *Close to Board* and move the target ship to 10 range bands or fewer before it can attempt to *Vie for Firing Position*. For catapults, ballistae, etc. (see below), it must be within 5 range bands.

If during Maneuvering you roll 5 more than your opponent's roll (if he fails, his roll counts as zero), and you have declared *Vie for Firing Position* as your strategy, then you have "Crossed the T": your **Cannon** roll is at +2. If you beat him by 10, roll **Cannon** at +4.

Cannons are a new development, and unpredictably dangerous. If to roll a 12 on your **Cannon** roll, the cannon suffers a malfunction (magazines explode, causing damage to crew, ship or weaponry). Make a d12 roll: 1-4, Your **Cannon** score is reduced by one; 5-8 your **Crew** score is reduced by one; 9-12 your ship's hit points are reduced by one.

Because cannons are so new, many ships will simply use bows and arrows. Replace the **Cannon** by score with an **Arrow** score. When you fire with

arrows, you do damage to the **Crew** rating of a ship; however the crew get to roll the ship's **Withstand Injury** to soak up the damage (the ship itself provides cover). This is because arrows cannot damage to a ship, but can damage crew.

If a ship has a ballista, trebuchets or the like, then replace its **Cannon** score with an **Artillery** score. Any **WithIn** rolls a target ship makes vs Artillery are made with a +2.

Some ships may have some combination of **Cannon, Artillery** and **Arrows**. Note the Stat for each one separately.

## BOARDING

After a pursuer has reduced the quarry to zero on the chart by *Moving to Board*, he may grapple and board it. Both ships make opposed rolls of their **Boarding** skills. Successful rolls equal damage to the opposing ship's **Crew** stat. If a ship's **Crew** is reduced to zero, they are defeated, and likely killed. Surrendering before that outcome is often a wise choice.

Often the actions of the PCs can affect their crew's subsequent **Boarding** roll - e.g., if they immediately move to kill the enemy captain and succeed, then their **Crew** might get a +2 bonus on their next **Boarding** roll.