3.5.3 Streamlined Naval Mechanics

In *AQ: Jaern*, naval combat is built to be realistic: fire can mean certain death for sailors, and as ships are damaged, their performance continuously deteriorates as crew are killed and rigging/hull integrity is damaged. However, this realism comes with a lot of added record keeping that more cinematic and narrative-based combats may not prefer. For this reason, we have proposed these modifications to the existing rules to streamline and make naval combat more cinematic and enjoyable for a fast-paced game.

3.5.3.1 Faster Ship Acceleration

Ships must take time accelerating to their full speed. For a sailed ship, this usually takes 10 rounds. For a rowed ship, this takes 4 rounds. To streamline gameplay, you can choose that sailed ships reach their full movement speed in 2 rounds from a dead stop (the first round the ship can only move half their maximum speed, and the second round they can move up to their full movement speed), while rowed ships can achieve their full speed in one round. The turn angle is unaffected. Ships also decelerate at the same rate. This replaces the mechanics in paragraph 3 of section 3.5.1.1 Moving the Ship.

3.5.3.2 Structural Failure

Instead of modifying the ADV and the maximum movement speed of your ship every time your ship takes damage, you can choose to only apply this effect when your ship is reduced to below half maximum DP. For example, when a Kurujo is reduced to 149 DP or lower (under half of its maximum 300 DP), the ADV of the ship is reduced by 3 (half of the hull DVs are lost) and the maximum speed is reduced to 25 (half of the 50 maximum speed). The turn angle is unaffected. This is called **Structural Failure**, as damage to the hull/rigging/crew has gotten to the extent where the ship is significantly weakened. This replaces the mechanics in paragraphs 3 through 6 of section 3.5.2.1 Damage Points.

3.5.3.3 Variant Fire Damage

Instead of calculating a larger die size of damage that may be difficult to accomplish with physical dice, you may choose to use standard d6 of fire damage that occurs at the start of a ship's turn. If the ship sustained fire damage, it takes a d6 of additional fire damage at the start of its next turn if the fire has not been put out. This stacks an additional d6 every time the ship takes more fire damage from **any source** each round (this fire damage at the start of a ship's turn will trigger more fire damage dice, but will not stack more than once per round). The maximum number of d6 this can stack is 8 (i.e. a ship hit with fire eight times will take 8d6 additional fire damage at the start of its next turn if the fire is not doused). Firefighting by the crew or via spells can reduce or eliminate the number of d6 in effect. This replaces the mechanics in section 3.5.2.3 Fire Damage.

3.5.3.4 Out-of-Port Repairs

While travelling the seas on a ship that has been severely damaged, you can choose to allow its crew to perform repairs to patch the ship back up to sailing condition, until it can return to a port for proper repairs. Each hour of performing repairs on a ship while traveling will repair 5 DP. Checks against the Repair skill can be made to accelerate the DP regained. This can only repair a ship back to **half of its maximum DP**, returning the ship to its full ADV and movement, until it can reach a port for extensive repairs. This is added to the rules of section 3.4 Maintaining and Operating a Ship.

3.3.7.1 Broadside Cannons

Weapon	Cost in gold	Days to mount
Broadside Cannons	4,700	5

Broadside Cannons are rare and experimental weapons that have only recently been introduced to Jaern, originally invented by the Ley'Orkian Navy on the plane of Cahyali. These weapons, unlike the others, are not mounted on the top deck of a ship, but instead installed on an additional lower deck. This cannon deck is similar to a rowing deck, and is limited to only Metioujo and Maraujo hulls, since only they are large enough to accommodate a cannon deck. This takes up one of the two Rowing Deck spaces. After the deck is built, it is stocked with cannons and ammunition, as well as copious amounts of gunpowder. The cost listed in Broadside Cannons includes the cost of this additional deck, plus the cannons. Only one broadside can be fired at a time, as the crew on the cannon deck can only operate either the port or starboard cannons at once. They are more limited than upper deck mounted weapons, since they cannot be aimed sternward or aftward, and only fire out the side of a ship.

3.5.1.2 Firing Weapons (Broadside Cannons)

Weapon	Ammo	Rate	Range	Damage	Fire Dmg
Broadside Cannons	Stone Round Shot	4	100	60	- -
Broadside Cannons	Iron Round Shot	4	80	70	- -
Broadside Cannons	Chain Shot	4	150	10*	- -
Broadside Cannons	Heated Shot*	6	80	70	20

Stone and Iron **Round Shot** are the standard ammunition for broadside cannons. These are round spherical pieces of stone or iron that are propelled out of the cannon using gunpowder. With a full broadside, a dozen cannons are fired at once to pummel a target ship. Each individual cannon may not do much damage to a ship, but a barrage can be devastating to hulls.

Chain Shot is a special type of ammunition that consists of two small iron shots with an iron chain connecting the two. This is meant to be fired at masts, in an effort to break masts, sails, and rigging to slow or disable a ship. The damage this does is minimal, but when used against a sailed ship, it can reduce the maximum movement by 10 feet. This effect can stack up to half the target's maximum speed.

The rarest and most powerful type of broadside ammunition is **Heated Shot**, which is an iron round shot, heated with a special furnace, and then fired to set wooden ships ablaze. This requires the special furnace to be built into the ship, which costs an additional 4,300 gold.

3.3.7.2 Ramming Prows

Larger ships (Kurujo, Metioujo, and Maraujo) have enough space so that an additional prow can be built specifically for ramming into other ships. These prows, like mounted weapons, vary in size (tonnage), damage inflicted, and may allow additional effects. Depending on the type of prow, the cost and time to install varies according to the following table.

Prow	Cost in gold	Days to mount
Wooden Reinforced	200	4
Iron Icebreaker	450	5
Iron Crusher	850	5
Steel Icebreaker	1,700	6
Steel Crusher	1,900	8
Steel Dragonsmaw	12,000	12

A **Wooden Reinforced** prow simply prepares a ship for ramming, either to break through very thin ice, or to slightly protect the ship from hitting reefs and shallows. Usually, a reinforced prow comes with a custom figurehead.

An **Iron Icebreaker** is specifically built for breaking through ice floes while sailing in the cold, northern regions of Jaern, and are commonly found through the Rhine Archipelago. While not its intended purpose, using this prow to ram other ships is considerably effective.

An **Iron Crusher** is specifically built for ramming other ships, and isn't suited for breaking through thick ice. Large studs of iron protrude out of the prow beneath the water specifically to break holes into the target ship's hull and cause quick sinking. This prow is favored amongst pirate Kurujo, built for speed and a ram-and-board strategy.

A **Steel Icebreaker** is the same as an Iron Icebreaker, but more reinforced. Ships equipped with these prows are built for far north whaling, and frequently run into large ice floes. This prow comes with a port and mount so that a weapon can be mounted into the hull, pointed forward to break up ice. Only a Ballista or an Acceler can be mounted to this special mount, and this weapon can be fired as the ship charges to ram.

A **Steel Crusher** is a direct upgrade to the Iron Crusher, but far more expensive and not quite as intimidating as an Icebreaker. While these were more popular in the past, you probably won't see them anymore. Stingy pirates are reluctant to spend the extra money for its comparatively minor improvement over an iron variant, and modern navies have moved away from ramming and boarding in favor of broadsides and gunpowder. Its main draw is the additional option to place a ballista or acceler within the ramming prow, similar to the Steel Icebreaker design.

Steel Dragonsmaw prows are terrors of the high seas. These are built partly for clout and repute, and mainly to strike terror into the hearts of those who find themselves on the business end of this prow. A special flamethrower is built into the prow so that a ship can ram and set a target ship ablaze at the same time. Very few ships have one of these prows, since finding a port willing to construct such a weapon is rare, and acquiring enough material and flammable oil or gas to power the flamethrower is expensive and difficult. Assume that the running costs cover enough flammable gas to use the flamethrower the number of times needed per month. If a GM decides otherwise, they may set an additional cost to purchase this, or they may say that no flammable gas can be found in the area for purchase.

3.5.1.7 Ramming

Ramming the ship is handled much the same way as impale weapons in normal melee combat. A ship may ram another ship by moving its full movement towards and making an attack with no mod on a target. The captain/cefo of the ship may roll against sailing, granting +2 to the roll to hit per die made, this is non-defaultable. Once a ship rams, it drops to a speed of 0 and must circle back and return to full speed to ram again, which would normally take at least 10 rounds.

Without a proper prow, a ship can still ram, dealing damage to the opponent ship on a hit but also dealing a d20 of damage to itself. This is unavoidable.

Critical hits use the artillery chart, ignoring any results that make no sense for the target vessel and rerolling until an appropriate result is obtained. If a ship gets a *sinks immediately* result, all hands aboard are killed.

Prow	**Impact Damage**	**Fire Damage**
None	20*	- -
Wooden Reinforced	20	- -
Iron Icebreaker	30	- -
Iron Crusher	40	- -
Steel Icebreaker	35	- -
Steel Crusher	45	- -
Steel Dragonsmaw	60	20

3.3.8.1 Submersibles

Larger ships (Kurujo, Metioujo, and Maraujo) have enough space so that a submersible craft can be mounted near the aft of the ship, and released to provide opportunities for crew to descend to the seafloor and explore the depths to recover or loot shipwrecks or reefs. These take the place of additional mounted Auxiliary Craft, and are usually mounted on non-combat, scientific or exploratory ships.

Submersible	Cost in gold	Days to mount
Small Diving Bell	200	3
Large Diving Bell	1,000	5
Gelein Turtle	6,200	12

Diving Bells are simple bell shaped metal chambers, made with either iron or steel with heavy metal weights attached to the bottom of the bell and connected to a ship with a sturdy chain. As the bell is lowered into the water, an air pocket forms in the top of the bell, and occupants stand or sit inside the breathable air as the bell is lowered into the depths. Usually lizards who can breathe water forgo the use of a diving bell and instead just hold onto the ship's anchor to descend down to the seafloor, but these contraptions were specifically built to be used by air-breathing creatures. A small diving bell can accommodate enough space and air for just two people, while a large diving bell has enough room for 6 people, and usually includes tubing that follows alongside the chain to pump fresh air to the bell through the use of air magics, which adds to the higher cost. Diving bells cannot move besides from being raised or lowered, and requires the divers to leave the safety of the bell to explore the seafloor.

The **Gelein Turtle** is a very recent invention by a particularly inventive Gelein gnome by the name of Fednick Jasper. This is a small maneuverable device with just enough room to house two humans (or three cramped gnomes). It is made of wood and banded iron or brass, to form a vaguely barrel-shaped interior, with small glass windows and hand-cranked propellers to move around. It was nicknamed the "Gelein Turtle" because of its hard outer shell. Tanks of water are attached to the bottom of the turtle to help it descend, and pumps must be operated by hand to expel the water from the tanks and ascend to the surface. A tether connects the turtle to its parent ship, but can allow the turtle to travel up to 600 feet away. This contraption moves at a slow rate of 10 feet per round, has flat DVs of 12, 40 maximum DP, and it can be equipped with a swivel light harpoon gun for an additional 100 gold. This harpoon gun functions as per the harpoon gun weapon section in this additional materials document.

2.11.3.1 Linear Weapons - Harpoon Guns

Cartridge Long Arm	Dmg	Range‡	Rate*	Cap.	Hnds	Cost in gold
Long Arm, Impaling†						
Light	D8	80‡	1,2*	1	2	40
Heavy	D12	100‡	1,2*	1	2	200
Oversized	D20	80‡	1,2*	1	2	840

* This is the time it takes to fully reload the weapon with the proper quick loading device. Otherwise, it takes the reload time to reload a single shot into the weapon. Skill can be used to reduce reload times.
† Impaling Weapons skill can be rolled with the following conditions: instead of **Quickdraw**, a **Quickload** check can reduce the loading time by 1 for each die made. **Good Multiattack** is not allowed. **Lethal**, **Precise**, **Armor Piercing Attack**, and **Pinning Attack** all function as per manual.
‡ This range is not reduced when firing in water.