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ACCESSORY

Naval Battle Rules:
the seas of cerilia
by Rich Baker

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introduction

Otto van Riede, captain of the Brechlen, *fixed his gaze on the pirate cog that fled before him. He'd combed the Krakennauricht for a week, searching for the* Icedrake, *and now he intended to run her to ground.*

His lookouts had sighted the cog an hour after sunrise, beating her way into the bitter north winds that raked the inlet in late autumn, and van Riede had immediately turned in pursuit. For two hours, the Brechlen *had slowly closed the gap, as van Riede ordered every yard of canvas in the roundship's sail lockers crowded onto the masts. Now, the cog was only three or four cable lengths ahead and quickly racing into dangerous shallows.*

Van Riede smiled; the pirate vessel would have to turn and fight or run herself aground. "Sound general quarters," he ordered. "Archers to their stations! Clear the catapults! And ready a boarding party—I mean to hang every last one of those scurvy dogs." As his officers and crew clattered to their stations, readying the Brechlen *for a fight, van Riede folded his arms and nodded. "Keep an eye on her, helm. She'll be turning any moment now. . . ."*

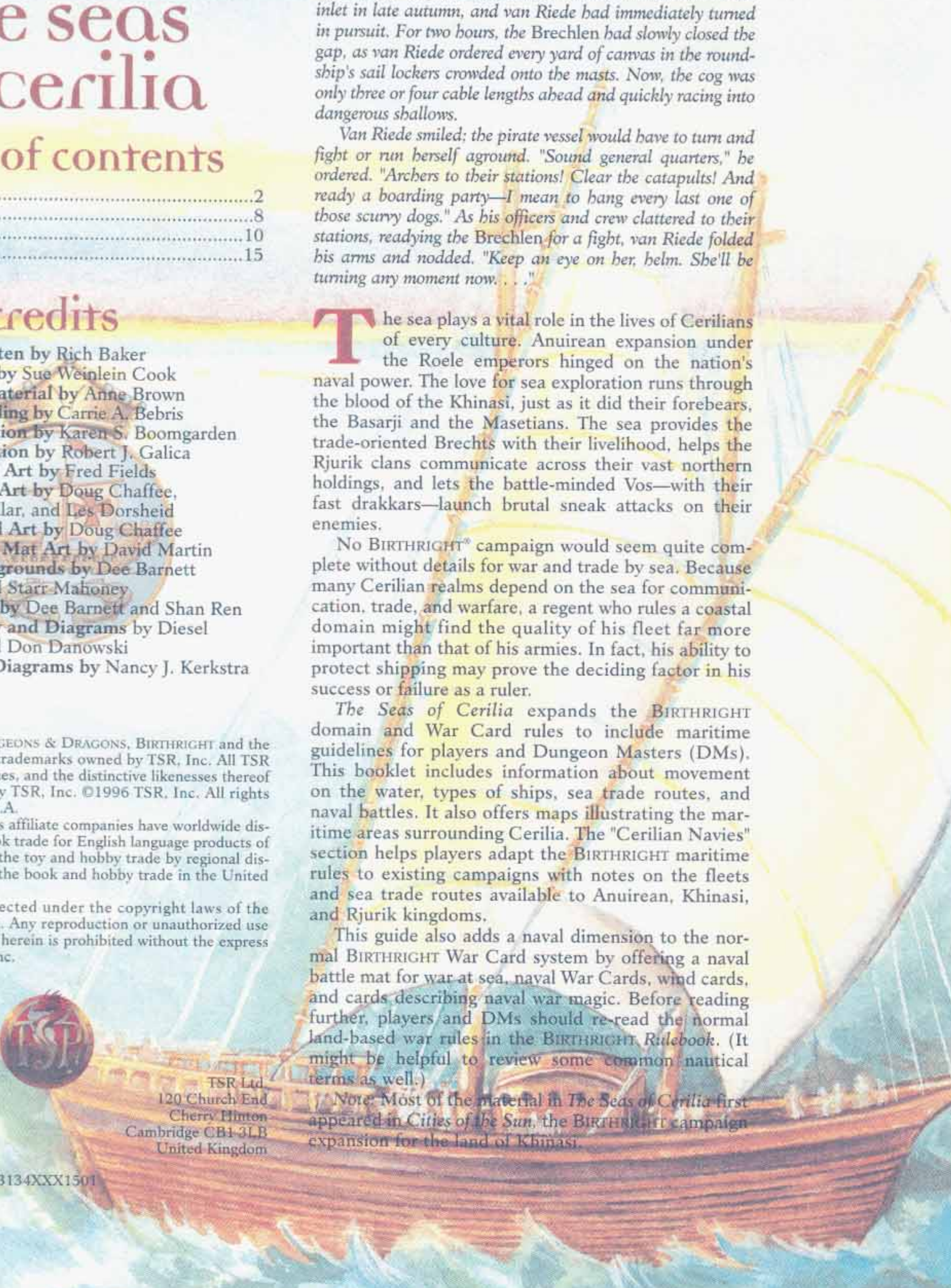
The sea plays a vital role in the lives of Cerilians of every culture. Anuirean expansion under the Roele emperors hinged on the nation's naval power. The love for sea exploration runs through the blood of the Khinasi, just as it did their forebears, the Basarji and the Masetians. The sea provides the trade-oriented Brechts with their livelihood, helps the Rjurik clans communicate across their vast northern holdings, and lets the battle-minded Vos—with their fast drakkars—launch brutal sneak attacks on their enemies.

No BIRTHRIGHT® campaign would seem quite complete without details for war and trade by sea. Because many Cerilian realms depend on the sea for communication, trade, and warfare, a regent who rules a coastal domain might find the quality of his fleet far more important than that of his armies. In fact, his ability to protect shipping may prove the deciding factor in his success or failure as a ruler.

The Seas of Cerilia expands the BIRTHRIGHT domain and War Card rules to include maritime guidelines for players and Dungeon Masters (DMs). This booklet includes information about movement on the water, types of ships, sea trade routes, and naval battles. It also offers maps illustrating the maritime areas surrounding Cerilia. The "Cerilian Navies" section helps players adapt the BIRTHRIGHT maritime rules to existing campaigns with notes on the fleets and sea trade routes available to Anuirean, Khinasi, and Rjurik kingdoms.

This guide also adds a naval dimension to the normal BIRTHRIGHT War Card system by offering a naval battle mat for war at sea, naval War Cards, wind cards, and cards describing naval war magic. Before reading further, players and DMs should re-read the normal land-based war rules in the BIRTHRIGHT *Rulebook*. (It might be helpful to review some common nautical terms as well.)

Note: Most of the material in *The Seas of Cerilia* first appeared in *Cities of the Sun*, the BIRTHRIGHT campaign expansion for the land of Khinasi.



movement at sea

In terms of game play, moving on the water does not differ much from moving on land. Instead of crossing a number of provinces each War Move or action round, a player character (PC) may move his forces a number of *maritime areas.*

the maps

The maps on the inside cover of this book and on the opposite page partition the waters of Cerilia into the maritime areas mentioned above. A ship can move one to four areas per day, depending on its speed and the weather.

There are four types of maritime areas: coastal waters, rivers and lakes, sea areas, and ocean areas.

coastal waters

Ships must enter *coastal waters* in order to dock. Every coastal province of Cerilia includes coastal waters along its shoreline. Ships can move directly from one coastal waters area to another by sliding along the shoreline, or they can leave the province's coastline and head out into an adjacent sea area.

rivers and lakes

Ships can move along major *rivers* or *lakes* just as described above, traveling from one province directly to an adjacent province on the same river. The mouth of a river is considered coastal waters as well as river waters, so a ship sailing down a river and out to the coastal waters has to count the last province of the river only once.

sea areas

All coastal waters lie adjacent to one or more *sea areas:* stretches of open water. Ships at sea can move to adjacent sea areas, landward to coastal waters, or farther out into ocean areas.

ocean areas

Ocean areas, bordered by sea areas and other ocean areas, can take up to a week to cross. Unlike coastal waters or sea areas, which count as one space each for purposes of movement, ocean areas can be three to five spaces or more. (The number appears in the area's space on the "Ocean Areas of Cerilia" map on the next page.)

Ships in an ocean area check their progress each day to see how much of the area they crossed. For example, say a ship attempts to cross an ocean area five spaces wide. Assuming that the ship averages two spaces a day with favorable winds, it remains in the ocean area for two days and exits on the third.

weather

The winds are a sailor's greatest friend *and* most dangerous enemy. Sailing directly into a strong wind proves a difficult task, requiring endless cycles of tacking (changing a ship's course by angling it into the wind). Even when the wind blows from a favorable quarter, it may be too weak or too strong to help much. After all, a racing vessel's sleek hull and sails mean nothing if the ship is becalmed or caught in a raging storm.

Wind comprises two factors: strength and direction. The DM determines both randomly at the beginning of a voyage using the tables in this section. The wind retains its direction for 1d4 days at a time before a new check is needed, but the wind strength varies from day to day.

wind strength

On the first day of the voyage, the DM rolls 2d6 and refers to **Table 1: Wind Strength**. This assigns the current winds a strength category, such as *moderate, strong,* and so on. After the first day's 2d6 check, the DM refers to the "Next Day" column in Table 1 to find the appropriate die roll for subsequent wind strength checks. For example, an initial 2d6 roll of 8 indicates moderate winds. According to the table, the next day's check calls for a 3d4 roll instead of a 2d6 roll. This adjustment makes it more likely that the wind will continue to be moderate the following day.

◆

Table 1: Wind Strength

Die Roll	Wind Strength	First Day	Next Day
2	Calm	2d6	1d4+1
3	Calm	2d6	1d6+1
4	Light	2d6	2d4
5	Light	2d6	2d4
6	Light	2d6	2d6
7	Moderate	2d6	2d6
8	Moderate	2d6	3d4
9	Strong	2d6	3d4
10	Strong	2d6	1d6+6
11	Gale	2d6	1d6+6
12	Storm	2d6	2d6*

* In the case of storms, do not check the wind strength the next day, but after the storm blows itself out (in 1d4 days).

◆

Calms reduce a ship's movement to 1d2–1 areas, regardless of its normal speed. Oared vessels (longships, knarrs, and drakkars) can ignore calms and move at their rowing rate (listed on each ship's naval War Card) instead. There is a 50% chance that fog could accompany a calm, which can make a ship run aground. (See "Shipwrecks.")

Gales are treated the same as strong winds, except that they also alter a ship's intended course by moving the vessel 1d3 areas in the direction the wind is blowing, or 1d3–1 areas if the captain's player succeeds in a Seamanship proficiency check. However, players must carry out gale movement *after* the ship has conducted its normal movement—a ship in a gale almost never ends up where it wanted to be! Gales may cause shipwrecks, too.

Storms resemble gales—but worse. A ship cannot maneuver at all in a storm; it is simply blown 2d4 areas per day in the direction the wind blows. Storms blow out after 1d4 days and naturally they, like gales, can cause shipwrecks.

wind direction

In Cerilian waters, the wind generally blows out of the west in spring and summer, and from the north in fall and winter. This is a fairly crude approximation; actually, different parts of the continent experience varied wind patterns.

For convenience, players should assume the wind always blows from one of the four cardinal points of the compass. The wind maintains its direction for 1d4 days before the DM checks it again, using Table 2.

Table 2: Wind Direction

2d6	Spring/Summer	Fall/Winter
2	East	South
3	East	South
4	South	East
5	South	East
6	South	North
7	West	North
8	West	North
9	West	West
10	North	West
11	North	West
12	East	South

The wind direction is always *the direction the wind is blowing from.* So, a westerly wind comes from the west and blows toward the east. (This distinction is a convention of nautical and meteorological use.)

movement allowance

The movement of a sailing vessel depends on its Maneuverability Class and the wind's speed and direction. Even a swift ship cannot make much headway sailing into a strong wind. Once a player finds a ship's Maneuverability Class (MC) on the vessel's War Card, he should refer to Table 3 on the next page. Using the line appropriate for wind strength and whether the ship is sailing into, with, or across the wind, a player can find the number of areas a ship can move on its first turn.

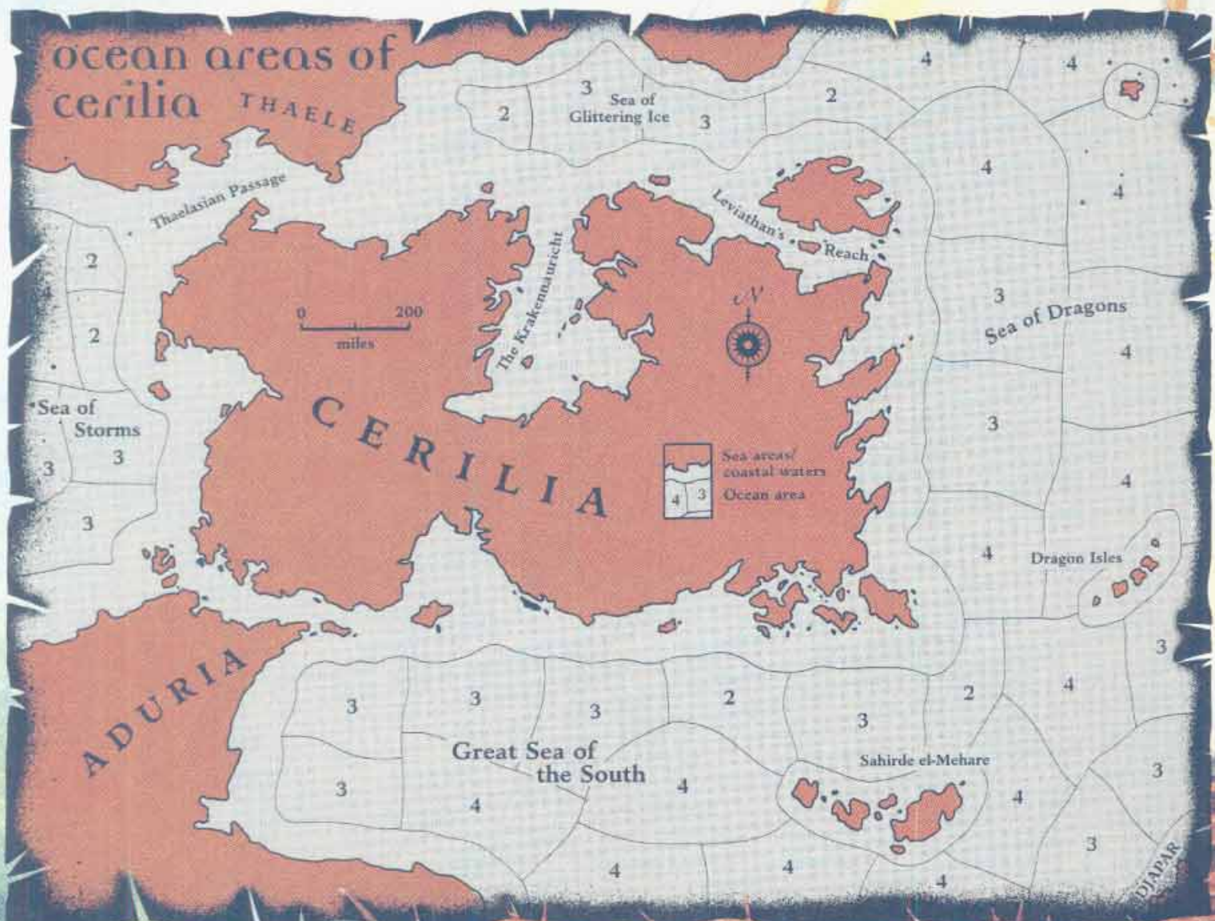

ocean areas of cerilia
THAELE
Thaelasian Passage
Sea of Glittering Ice
Leviathan's Reach
The Krakennauricht
0 200 miles
N
CERILIA
Sea of Dragons
Sea areas/ coastal waters
Ocean area
Dragon Isles
Sea of Storms
ADURIA
Great Sea of the South
Sahirde el-Mehare
DIAPAR

Table 3: Ship Movement Allowance

Winds	Ship Maneuverability Class (MC) A	B	C	D
Light				
Into	1	1	1	0
With	2	1	1	1
Across	3	2	1	1
Moderate				
Into	1	1	0	0
With	3	2	2	1
Across	4	3	2	1
Strong				
Into	1	0	0	0
With	4	3	2	2
Across	5	4	3	2

Example: *A strong wind blows from the north. A galleon (MC B) sails east, or across the wind. It can move four areas in one day of sailing. If the ship turns into the wind, it cannot make any headway at all.*

If a ship's course carries it northeast, southwest, or in any other noncardinal direction, players should "round off" its heading to a clean north, south, east, or west—whichever is closest to correct—for simplicity's sake.

The diagram below offers an illustration of normal movement at sea.

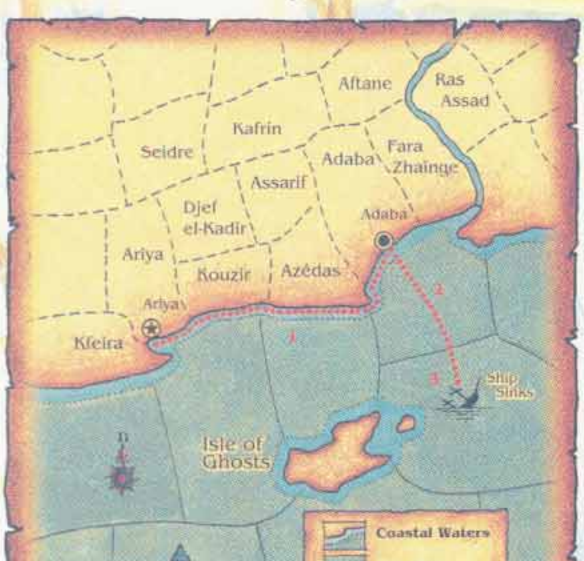


Diagram 1: Movement at sea.

A Khinasi dhoura (MC B) sets sail from Ariya with a south wind of moderate strength. It moves across the wind, sliding along the coastal waters of the provinces of Kouzir and Azédas to Adaba in its first day of sailing. The next day, the wind falls to light strength. The dhoura turns south (now into the wind) and sails to the area adjacent to Adaba. On the third day, the wind dies entirely. The player's roll for his movement in a calm (1d2–1) yields him a rate of 1. So, the dhoura can move one area south, off the Isle of Ghosts—where it is attacked by pirates and sinks. End of voyage.

proficiency checks

Successful proficiency checks can increase a ship's speed. If the pilot or navigator succeeds in a Navigation check, *and* the captain or deck chief succeeds in a Seamanship check, the ship gains a +1 bonus to its day's movement allowance. A player can attempt both checks if his PC serves as both captain and navigator.

changing course

A ship begins a journey with the movement allowance indicated on Table 3 for the first move of the day. For instance, if a vessel sails east with a southerly wind in its first move, it is going across the wind and gains the proper movement allowance.

A ship cannot gain extra movement if it takes a more advantageous course after its initial move of the day. However, it can change course as often as desired and travel in any direction, as long as it moves only up to the movement allowance it received on its first move this turn.

There is one exception to this rule: Ships that turn into the wind after a downwind (with the wind) or crosswind course end their moves after one area of sailing into the wind, no matter how much of their movement allowances they have left.

rivers

Regardless of the wind direction, ships move one area per day when sailing upriver and two areas per day when sailing downriver. The wind strength does not matter except in a storm, when ships sailing along rivers cannot move at all until the storm abates.

oared vessels

Longships, knarrs, and drakkars are oared vessels, which can ignore the wind and use their rowing rates (listed on each ship's naval War Card) instead of their sailing rates. (Gales and storms still have their normal effects, of course.) In light or moderate wind, oared vessels can row to supplement their normal sailing and move one extra area (or portion of an ocean area).

shipwrecks

Bad weather at sea can prove dangerous: Light craft, especially, can founder or run aground. Foundering happens due to rough seas in gales or storms—a ship takes on too much water and goes under. Grounding occurs when a ship hits a rock, shoal, or coastline and breaks apart.

seaworthiness checks

To prevent either type of shipwreck—foundering or grounding—a player must make a successful seaworthiness check. All ships have a seaworthiness rating ranging from 1 to 20—the higher the rating, the better. (Vessels' ratings are listed in Table 4 in the next section.) To make a seaworthiness check, a player rolls 1d20 and compares the result to the ship's rating or the captain's Seamanship proficiency score, whichever is higher. Rolls less than or equal to the ship's seaworthiness rating (or the captain's Seamanship score) succeed.

However, the seaworthiness check receives a 1-point penalty for every area the ship was driven by the winds in a gale or storm. So, a ship blown three areas off course suffers a -3 penalty to its seaworthiness rating (or the captain's proficiency score) for the check.

Seaworthiness checks also reflect a ship's ability to withstand unusual stresses or attacks at sea, such as a whale ramming the vessel. The galleon pictured on the cover, with a seaworthiness rating of 15, might have a hard time surviving its bout with the dragon turtle—unless its captain is quite a proficient seaman!

foundering

Any vessel at sea in a gale or storm risks foundering. After a ship moves in these wind conditions, the player must make a seaworthiness check. Ships that fail will sink after 1d10 hours of battling the elements. If the vessel has smaller craft aboard, the crewmembers can abandon ship and take their chances in the boats. PCs should have an opportunity to save themselves, but if they are 800 miles out with no boats, they will find themselves in some serious trouble.

grounding

Grounding may occur when a ship enters coastal waters in fog, a gale, or a storm. A check for grounding succeeds if a player rolls a 1d20 result lower than the ship's seaworthiness rating or the pilot's Navigation proficiency score—whichever is *lower*. If the ship fails, it runs aground. Should it ground on a marshy coast or sandy shoals, the crew can refloat it after 1d6 days of work. Otherwise, the ship will never sail again. If the ship grounds on a rocky coastline, the collision smashes it to splinters and it sinks immediately. Again, PCs should have every chance to save themselves.

ships of cerilia

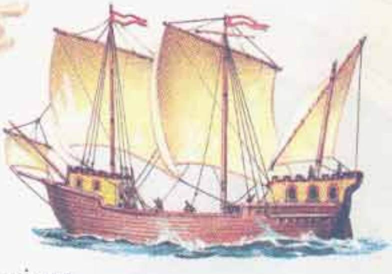
Of the five human cultures of Cerilia, three maintain major seafaring interests, and a fourth—the Rjurik—has minor interests. Only the Vos are not considered a true seapower, but even they build their own vessels for raiding or trading across short stretches of water.

Most demihumans (and many awnsheghlien) live in landlocked domains, and so have not developed navies. Also, the insular nature of such peoples gives them little motive to begin sea travel—they have no desire to trade with humans. Given the opportunity, elves and goblins might prove adept seafarers.

types of vessels

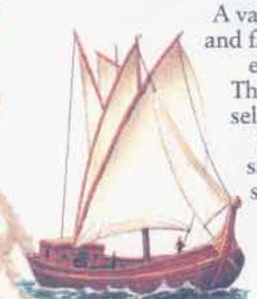
Table 4, at right, lists the ships used most often by Cerilian captains. Their descriptions appear below. Certain other sea craft, such as galleys or men o' war, are seen too infrequently to mention or are used only in isolated areas.

caravel



The precursor of the galleon, the caravel is a two-masted, square-rigged vessel. However, the galleon has replaced it as the Anuirean warship of choice. The caravel can carry 3 GB of cargo and one unit of soldiers.

coaster



A variety of small fishing vessels and fast traders make up the category of ship called coasters. These one- or two-masted vessels are rigged fore and aft—in other words, with triangular sails. Too small to act as warships or carry any significant amount of cargo (less than 1 GB), coasters can transport a small party or serve courier duty.

Table 4: Ships of Cerilia

Ship	Availability	Cost	MC	Hull	Seaworthiness
Caravel	Anuirean	6 GB	B	2	16
Coaster	Anuirean, Brecht	2 GB	A	1	15
Cog	Rjurik, Brecht	5 GB	C	2	17
Dhoura	Khinasi	4 GB	B	2	16
Dhow	Khinasi	2 GB	A	1	14
Drakkar	Vos	8 GB	D (2)	2	13
Galleon	Anuirean	15 GB	B	4	15
Keelboat	All	1 GB	C (1)	1	10
Knarr	Rjurik	6 GB	C (1)	2	16
Longship	Vos, Rjurik	3 GB	C (2)	1	14
Roundship	Brecht	12 GB	B	3	18
Zebec	Khinasi	17 GB	A	3	15

Availability lists the races that commonly build this type of vessel. Exceptions may arise, of course.

Cost tells how many Gold Bars it takes to build the ship. (1 GB = 2,000 gp.)

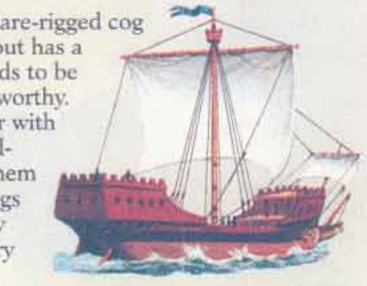
MC means the ship's Maneuverability Class. Oared vessels sometimes use their rowing rates (in parentheses) instead of sailing normally.

Hull describes how many hits of hull damage the ship can withstand. This figure measures a ship's strength and size. (A ship with 3 hull points has three "hits" on its War Card.)

Seaworthiness indicates how well the vessel can avoid shipwrecks.

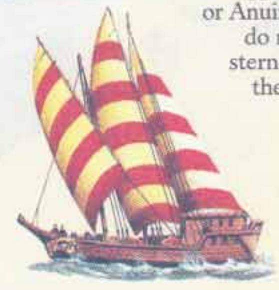
Caravel. The precursor of the galleon, the caravel is a two-masted, square-rigged vessel. However, the galleon has replaced it as the Anuirean warship of choice. The caravel can carry 3 GB of cargo and one unit of soldiers.

cog



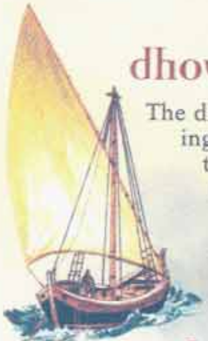
The two-masted, square-rigged cog resembles a caravel but has a broader beam. It tends to be slower and more seaworthy. Cogs are still popular with the Rjurik, but roundships are replacing them in Brecht waters. Cogs have a cargo capacity of 3 GB and can carry one unit of troops.

dhoura



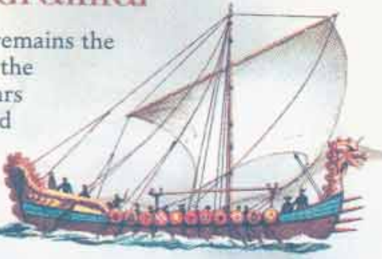
The standard Khinasi merchantman, a dhoura is a two- or three-masted vessel rigged fore and aft. Unlike Brecht or Anuirean shipwrights, the Khinasi do not incorporate forecastles or sterncastles (built-up structures at the far front and back of a ship) on the raised upper decks in their designs, but a dhoura may feature an afterdeckhouse. Dhouras have a cargo capacity of 2 GB and can carry one unit of soldiers.

dhow



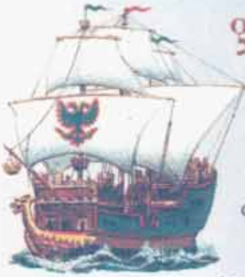
The dhow—the common Khinasi fishing boat and light tradesman—fills the role of the Anuirean coaster. It resembles a dhoura with only one mast, but it's too small to carry significant cargo (less than 1 GB) or troops.

drakkar



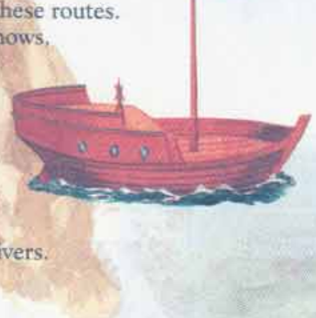
The open drakkar remains the favored warship of the Vos and features oars and a single stepped mast (a mast supported at its base by a fixed frame). The drakkar has no rudder, but instead uses oversized steering oars at its stern. It can carry one unit of troops and 1 GB of cargo.

galleon



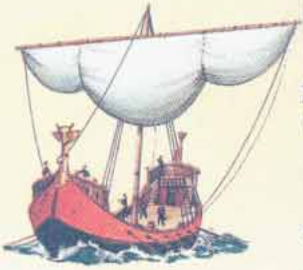
The largest ships of Cerilia are the towering Anuirean galleons, great three-masted warships with forecastles and sterncastles three or four decks high. Despite their size, they are not as seaworthy as caravels or cogs due to their high centers of gravity. Galleons can carry up to three units of soldiers and have a cargo capacity of 6 GB.

keelboat



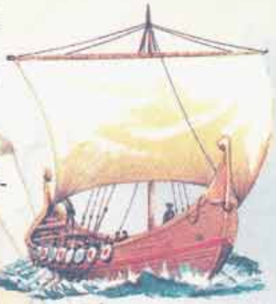
Cerilia's rivers serve as highways to its interior, and dozens of types of small riverboats carry cargo along these routes. Like coasters or dhows, keelboats are individually too small to carry significant cargo (less than 1 GB), but remain well suited to transporting passengers along rivers.

knarr



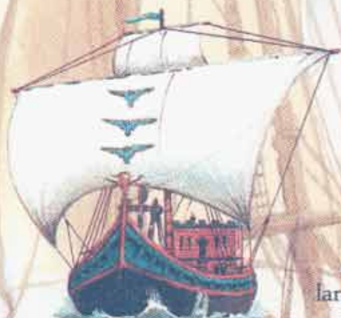
The Rjurik developed the knarr from their longships (below). This clinker-built (overlapped wooden planks form the hull), open vessel has a single, permanent mast and deck platforms fore and aft. Larger and sturdier than a longship, it can maneuver using oars; however, it sails much better than it rows. The knarr can carry one unit of troops and has a cargo capacity of 2 GB.

longship



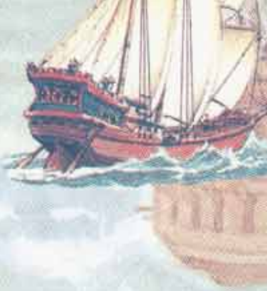
For more than a thousand years, longships have been the favored vessel of the Rjurik. These clinker-built open boats can be sailed or rowed. Seafaring Vos have adopted the longship as their design of choice and even build larger versions for warfare (drakkars.) This fairly small ship can hold 1 GB of cargo and carry one unit of soldiers.

roundship



The most seaworthy vessels in Cerilia are the Brecht roundships, broad-beamed cargo vessels with three masts and square rigging. They resemble cogs, but are larger, with several decks and small sterncastles. Suited to trade or war, roundships can carry two units of troops and 5 GB in cargo.

zebec



The Khinasi warship, the zebec, looks like a dhoura, but tends to be longer and slimmer of hull, and therefore faster. Unlike the Anuireans or Brechts, who build warships to serve as merchantmen in peacetime, the Khinasi build zebecs for one purpose only—war. A zebec can carry two units of soldiers and 2 GB worth of cargo (on rare occasions).

types of armament

Since Cerilians have not invented gunpowder-based missile weapons, the tactics of traditional naval battles involve closing with an enemy vessel and grappling. Boarding troops fight fierce skirmishes over the decks of the entangled vessels. The great Anuirean galleons are designed for this kind of battle; their high castles and large contingents of troops give them a significant advantage in boarding smaller ships.

However, in the last century or so, naval tactics have undergone radical changes. More and more ships carry weapons designed to damage or sink an enemy vessel before it can ever close for boarding. The missile rating on a ship's naval War Card assumes the vessel is adequately armed with various missile weapons.

If players want to know the *exact* missile armament of a vessel, they can select weapons from Table 5 and use their hull damage ratings (listed in each weapon's description) instead of the ship's missile rating. Generally, a weapon's hull damage rating is used only for one-on-one ship confrontations.

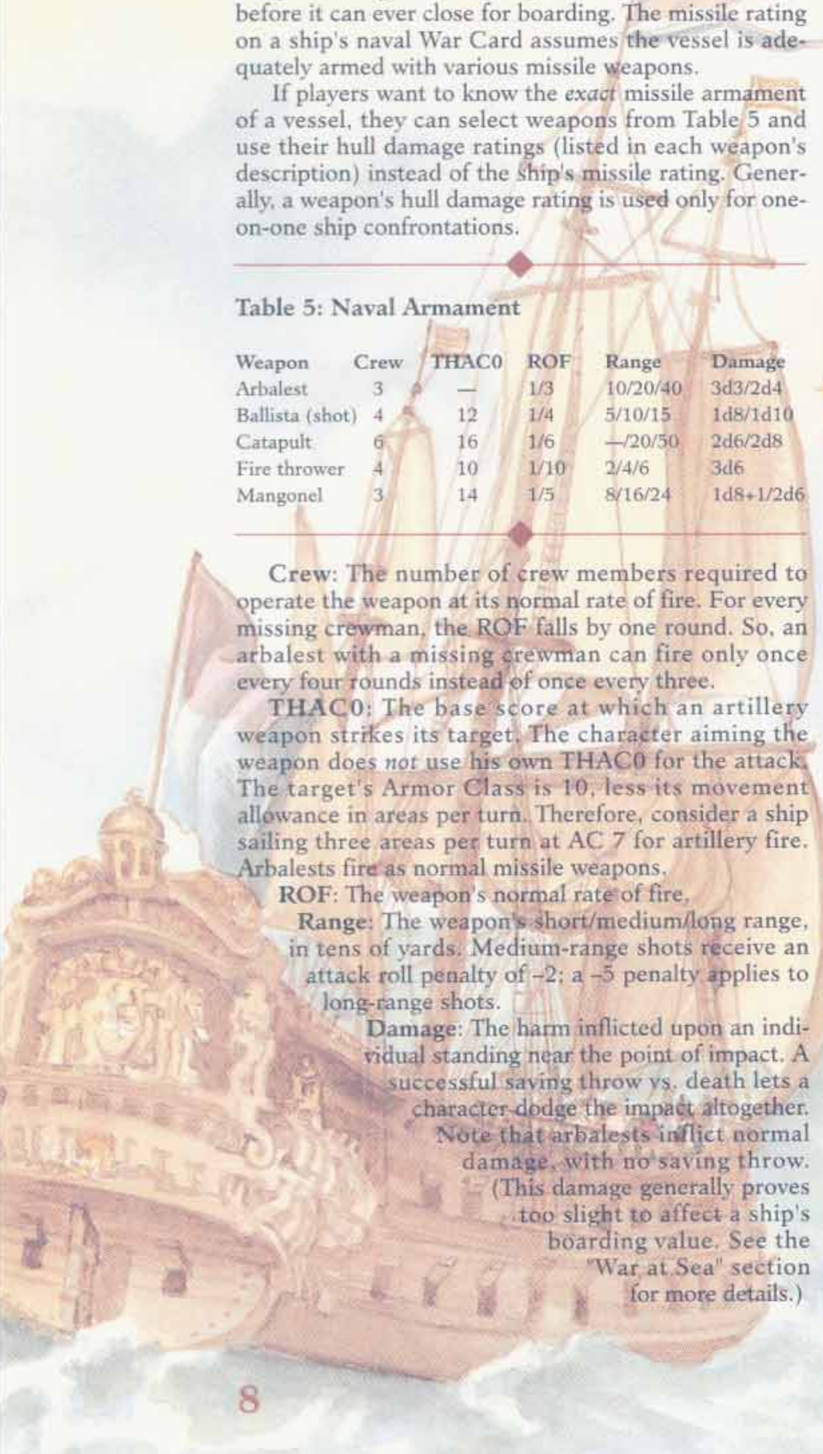


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Table 5: Naval Armament

Weapon	Crew	THAC0	ROF	Range	Damage
Arbalest	3	—	1/3	10/20/40	3d3/2d4
Ballista (shot)	4	12	1/4	5/10/15	1d8/1d10
Catapult	6	16	1/6	—/20/50	2d6/2d8
Fire thrower	4	10	1/10	2/4/6	3d6
Mangonel	3	14	1/5	8/16/24	1d8+1/2d6

◆

Crew: The number of crew members required to operate the weapon at its normal rate of fire. For every missing crewman, the ROF falls by one round. So, an arbalest with a missing crewman can fire only once every four rounds instead of once every three.

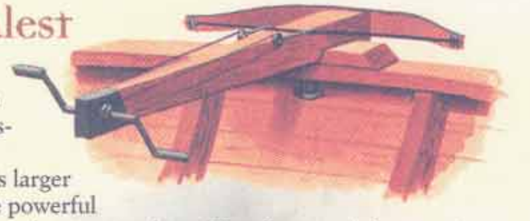
THAC0: The base score at which an artillery weapon strikes its target. The character aiming the weapon does *not* use his own THAC0 for the attack. The target's Armor Class is 10, less its movement allowance in areas per turn. Therefore, consider a ship sailing three areas per turn at AC 7 for artillery fire. Arbalests fire as normal missile weapons.

ROF: The weapon's normal rate of fire.

Range: The weapon's short/medium/long range, in tens of yards. Medium-range shots receive an attack roll penalty of –2; a –5 penalty applies to long-range shots.

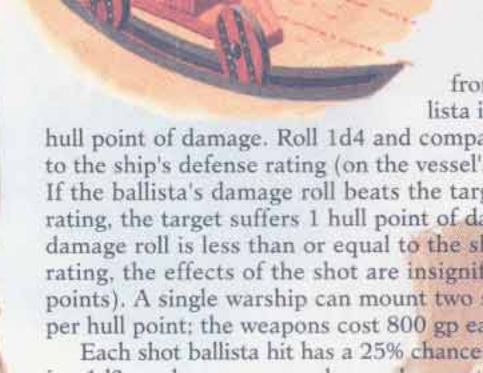
Damage: The harm inflicted upon an individual standing near the point of impact. A successful saving throw vs. death lets a character dodge the impact altogether. Note that arbalests inflict normal damage, with no saving throw. (This damage generally proves too slight to affect a ship's boarding value. See the "War at Sea" section for more details.)

arbalest



Though a true crossbow, an arbalest is larger and more powerful than even a heavy crossbow. Usually, a captain mounts an arbalest on a rail or gunwale and uses it to snipe at enemy sailors and officers. Ships can mount as many as four of them per hull point easily—for example, a roundship could carry 12. Anyone proficient with a heavy crossbow can fire an arbalest without penalty, and crew members need no special skill to load or winch the weapon. Arbalests cost 350 gp and inflict negligible damage to a ship's hull (0 hull points).

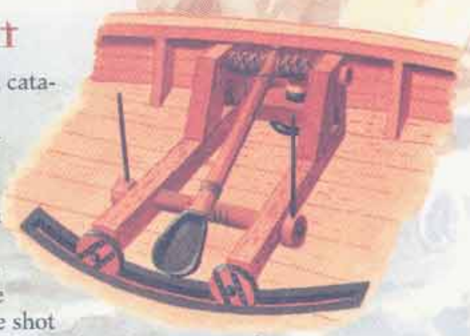
ballista (shot)



The shot ballista is nothing more than a huge crossbow that hurls a lead ball at the enemy vessel. The shot can smash through a light hull or damage a ship's upperworks, although it proves less effective against stoutly-built vessels. A single hit from a shot ballista inflicts 0 or 1 hull point of damage. Roll 1d4 and compare the result to the ship's defense rating (on the vessel's War Card). If the ballista's damage roll beats the target's defense rating, the target suffers 1 hull point of damage. If the damage roll is less than or equal to the ship's defense rating, the effects of the shot are insignificant (0 hull points). A single warship can mount two shot ballistas per hull point; the weapons cost 800 gp each.

Each shot ballista hit has a 25% chance of endangering 1d3 random crew members, who must make saving throws vs. death magic or suffer the damage listed in Table 5. To target a specific character, the weaponeer must make a successful attack roll with a –4 penalty.

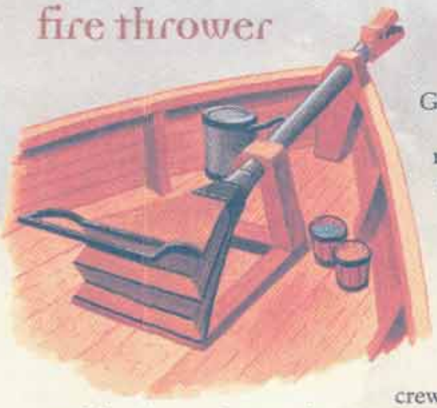
catapult



The basic naval catapult—a fairly small version—launches a 30-lb. stone that can hole even a large vessel. This catapult is not a direct-fire weapon like the shot ballista; therefore, it is less accurate. It also requires a fair amount of open deck space, since a ship's own rigging can interfere with it. A ship with 2 hull points or more can mount one catapult; stronger vessels, like roundships, can mount two.

Like a shot ballista, a catapult also inflicts 0 or 1 hull point of damage. (Compare the result of a 1d8 roll to the target's defense rating to see whether the ship sustains 1 point of damage, as described for the ballista.) Catapult fire also may endanger 1d6 random crew members, just like ballista shot, but the weaponeer cannot target a specific area successfully. The weapons cost 2,000 gp each.

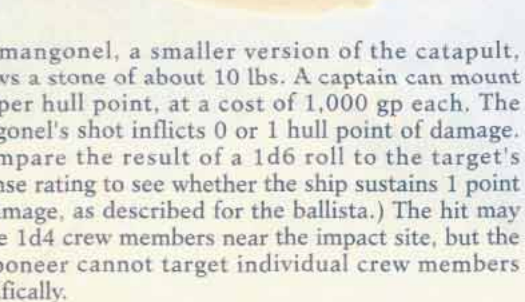
fire thrower



Also known as Greek fire, the fire thrower is a mechanical apparatus that shoots a gout of napalmlike burning pitch. Commanders do not universally like the weapon, since a crew must use it very carefully. Also, a ship set afire may try to grapple with its enemy and spread the flame. Of course, burned ships cannot be looted or taken as prizes.

Regardless of size, a ship can mount only one fire thrower. The weapon costs 4,000 gp and normally inflicts a straight 0 to 2 (1d3–1) hull points of damage. Like other artillery weapons, there is a 25% chance that 1d6 random crew members may sustain injury in a successful hit.

mangonel



The mangonel, a smaller version of the catapult, throws a stone of about 10 lbs. A captain can mount one per hull point, at a cost of 1,000 gp each. The mangonel's shot inflicts 0 or 1 hull point of damage. (Compare the result of a 1d6 roll to the target's defense rating to see whether the ship sustains 1 point of damage, as described for the ballista.) The hit may injure 1d4 crew members near the impact site, but the weaponeer cannot target individual crew members specifically.

ships and the domain turn

Including fleets in a regent's total assets naturally adds a whole new dimension to the domain turn. Regents can now build marine trade routes, move armies by sea, lease their vessels to other characters, or engage in naval warfare.

maintenance costs

Each domain turn, characters must pay a maintenance cost for their vessels, just like maintenance for holdings, armies, or provinces. Count each ship by the number of military units it can carry—ships' troop capacities are listed under each ship's description earlier this chapter. Then add all their capacities to find the fleet's total troop capacity. Refer to Table 6 below to find the maintenance cost of the fleet.

Table 6: Fleet Maintenance

Total Troop Capacity	Cost
0–3 units	1 GB
4–6 units	2 GB
7–9 units	3 GB
10–12 units	4 GB

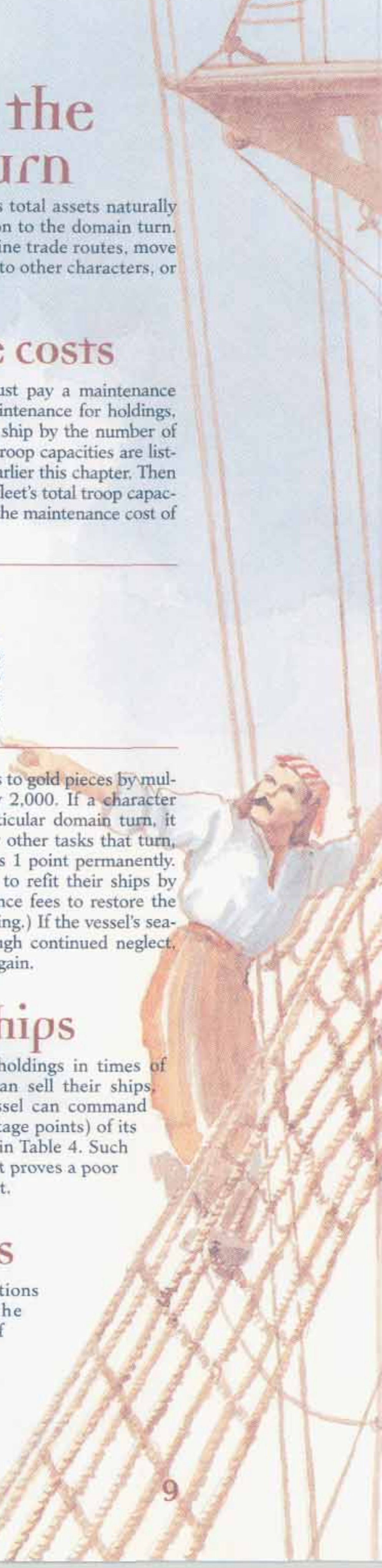
If necessary, convert Gold Bars to gold pieces by multiplying the GB figures above by 2,000. If a character fails to maintain a ship in a particular domain turn, it can't move, fight, or perform any other tasks that turn, and its seaworthiness rating drops 1 point permanently. (Generous DMs may allow PCs to refit their ships by paying all their missed maintenance fees to restore the vessels' original seaworthiness rating.) If the vessel's seaworthiness score reaches 0 through continued neglect, the hopeless hulk will never sail again.

disbanding ships

Just like disbanding troops or holdings in times of financial hardship, characters can sell their ships, too. At any time, a regent's vessel can command 30% to 80% (1d6+2 = 10 percentage points) of its normal purchase price, as listed in Table 4. Such a sale raises money quickly, but it proves a poor return on the regent's investment.

naval actions

The domain, realm, and free actions in this section supplement the actions in "Part II: Domains" of the *Rulebook* and help regents put the BIRTHRIGHT maritime rules to good use in play.



Move Ships

Success: Automatic
Type: Free
Base Cost: None

A regent can order his ship to sail anywhere he wants. Since a vessel's maintenance cost includes provisions, ordering it to move costs a character nothing. Ships can move to support trade by sea, ferry troops, take characters on adventures, or perform other missions.

Note: Once a regent has committed ships to normal movement, they become ineligible for use during War Moves that follow that action round. However, if someone else uses the declare war action to attack the regent's ships or provinces, he may choose to return a ship to the position it held at the beginning of the action round by paying a 1 GB penalty. The ship cancels its intended move and becomes available for fighting in the war that follows the normal action round sequence.

Move Troops by Sea

Success: Automatic
Type: Free
Base Cost: 1 GB/5 units

A regent who wants to move his troops via ship doesn't have to risk a success roll for ship availability (and the other factors mentioned for the move troops action in the *Rulebook*). He can use his own ships to transport companies of troops automatically, up to a vessel's normal capacity for troops and movement. (Mounted forces such as knights or cavalry count as two units each.) The troops must embark at a port, paying 1 GB per five units; the cost has nothing to do with how far the ships travel, because the regent already owns them. A ship can carry its maximum troop and cargo capacity at once.

When the troops are aboard, the regent uses a move ships action (above). The troops can disembark at any coastal province. However, landing troops in enemy-held provinces requires a declare war action and the execution of four War Moves, just like a normal land invasion would. Each full week at sea prevents the troops in question from participating in one land-based War Move that action round. So, troops at sea for 10 days miss the first War Move for that action round.

Ships that move troops by sea face the same limitations imposed by the move ships action; carrying troops during an action round makes a ship unable to move during any War Moves later that round.

Rivers: Regents can move troops along rivers, as long as one bank is friendly or they have permission from the ruler of one bank.

Sea Trade Route

Success: 10+
Type: Domain, Realm
Base Cost: 1 RP, 1 GB

The *Rulebook* uses a simple abstraction to represent sea routes: Any coastal province (4) or higher can have a trade route to the nearest sea lane, worth half the province's rating, or to another province, worth the average of the two ratings. The following material expands the trade route action.

Ports: Any coastal or river province rated (4) or higher counts as a port and can constitute one end of a sea trade route. The other end of the route must be a coastal province within one month's sail of the port. Also, it must:

- Have a different terrain type; or
- Be occupied by people of a different culture (for example, Anuireans vs. Brechts).

For purposes of this action, assume a ship can travel 30 maritime areas in one month of sailing. (In normal movement, a ship might sail much farther than 30 areas. However, merchant vessels lose time due to stops at various ports, loading and unloading cargo, negotiating with suppliers, etc.)

A port can support as many sea trade routes as land trade routes. So, a coastal province (7) can support three land *and* three sea trade routes. The regent of a port with a designated sea trade route can bar anyone from his harbor with a decree action at any time—even the trade route's owner! As with land routes, a regent must first have a guild holding in a province to create a sea trade route there. And again, a sea trade route can never start from any coastal province rated (3) or lower.

Value: A sea trade route is worth the average of the two provinces involved, rounded up. For instance, a sea trade route linking a province (4) and a province (6) earns its owner 5 GB per domain turn. As the *Rulebook* says, a trade route to a sea lane ("parts unknown") is worth half the port province's rating.

Ships: Naturally, sea trade requires ships capable of carrying cargo. Every ship has a cargo capacity described in terms of GB. (See the individual ship descriptions.) To collect all the money a sea trade route creates, the route's owner must have ships able to carry enough cargo. Additional Gold Bars' worth of cargo, in excess of the ships' cargo capacity, are lost until the regent gets more or bigger ships. (A ship can carry its maximum number of troops and cargo at the same time, if necessary.)

Example: *A guilder regent in Ariya, a Khinasi province (7), creates a sea trade route to Ilien, an Anuirean province (7). This route generates 7 GB per domain turn. However, the regent supports the route with only two dhouras, each with a 2 GB cargo capacity. These ships allow the guilder to collect only 4 GB per domain turn from the sea trade route. He misses out on 3 GB each domain turn until he builds up his fleet!*

Availability: A regent should allocate ships to sea trade routes during the "taxation and collection" step of the domain turn. These vessels are considered occupied with move ships actions each action round, to carry out the turn's trade. If a ship leaves its trade route for another purpose, the regent must repay the money he collected that domain turn from cargo his ships never actually carried to port.

war at sea

The seas of Cerilia are free. A regent may move his fleet to nearly any point on the map without infringing on any domain's rights. The freedom to navigate has only one restriction: moving along rivers. To travel up or down a river, a ship must have permission from one of the regents holding the banks. This process requires no diplomacy action; captains can seek permission as they enter the province.

However, a regent must make a declare war action before one of his ships may:

- attack another ship;
- enter enemy coastal waters; or
- land troops in another regent's province.

Once a war at sea is declared, ships of both sides may freely attack each other *until the war ends through one side's destruction, surrender, or diplomacy.*

war moves

Any ships that did not move or have a task to perform already in the current action round can move during each War Move. (A regent uses War Moves when he takes a declare war action or is the target of one. See "Part II: Domains" in the BIRTHRIGHT *Rulebook* for a review.) Normal rules of movement and retreat apply; whoever used the declare war action moves his ships first. (Using the move ships action, he pays nothing to do so.) Then the defender chooses to either stand his ground or retreat one maritime area, also using the move ships action. Similar to the land War Move system, a battle arises if the aggressor's and defender's ships at any time occupy the same maritime area. Ships retreating from coastal waters are driven to the waters of an adjacent province, or into a port or river in that province.

Players and DMs should remember this one important difference between sea War Moves and land War Moves: the movement of attacking and defending naval forces is resolved *one day at a time* (using normal sailing movement rules), not a week at a time, as in land battles. It takes seven naval War Moves to equal one week of game time (one land War Move). Table 7 below shows a combined land/sea War Move sequence, which allows the DM to integrate sea battles into a war.

◆

Table 7: One Land/Sea War Move

Land War Move	Sea War Move
A. Aggressor's troops move	A. Aggressor's ships move
1. Defender's troops may retreat	1. Defender's ships may retreat
B. Defender's troops move	B. Defender's ships move (only those that did not retreat in Step A1)
1. Attacker's troops may retreat	1. Attacker's ships may retreat (only ships that did not move in Step A)
(Together, steps A and B comprise a week of movement.)	*(Repeat A and B seven times—once each day for a week of moves.)*

◆

landing forces

Troops that land on hostile shores may not move again during the War Move in which they debark—they have to stay in the province where they landed. However, they can occupy, pillage, or set a siege in that province during that week (in other words, during the same War Move). Treat debarked troops as normal land units in subsequent War Moves.

Roundships, galleons, and zebecs are so large that they all carry small contingents of marines as part of their crews. These marines can function as one unit of irregulars if landed on enemy shores, making them handy for quick raids or other such missions. The marines must remain in the same province as their ship unless either the unit or the vessel is destroyed. If the marines die, the ship's boarding value falls to 0 (see "War Card Battles") until the regent replaces them by spending 1 GB and mustering troops in any of his ports during the domain turn.

war card battles

During a sequence of War Moves, a battle results when opposing ships or fleets end up in the same river or lake, coastal waters, or sea area. Enemy fleets can't battle in ocean areas—the open ocean is so vast, the vessels can never find each other! Gales and storms also prevent battles, even between enemy fleets in the same maritime area.

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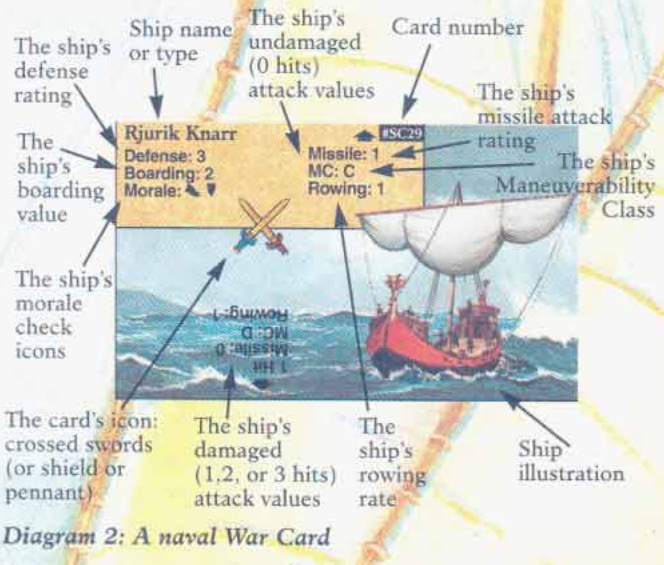
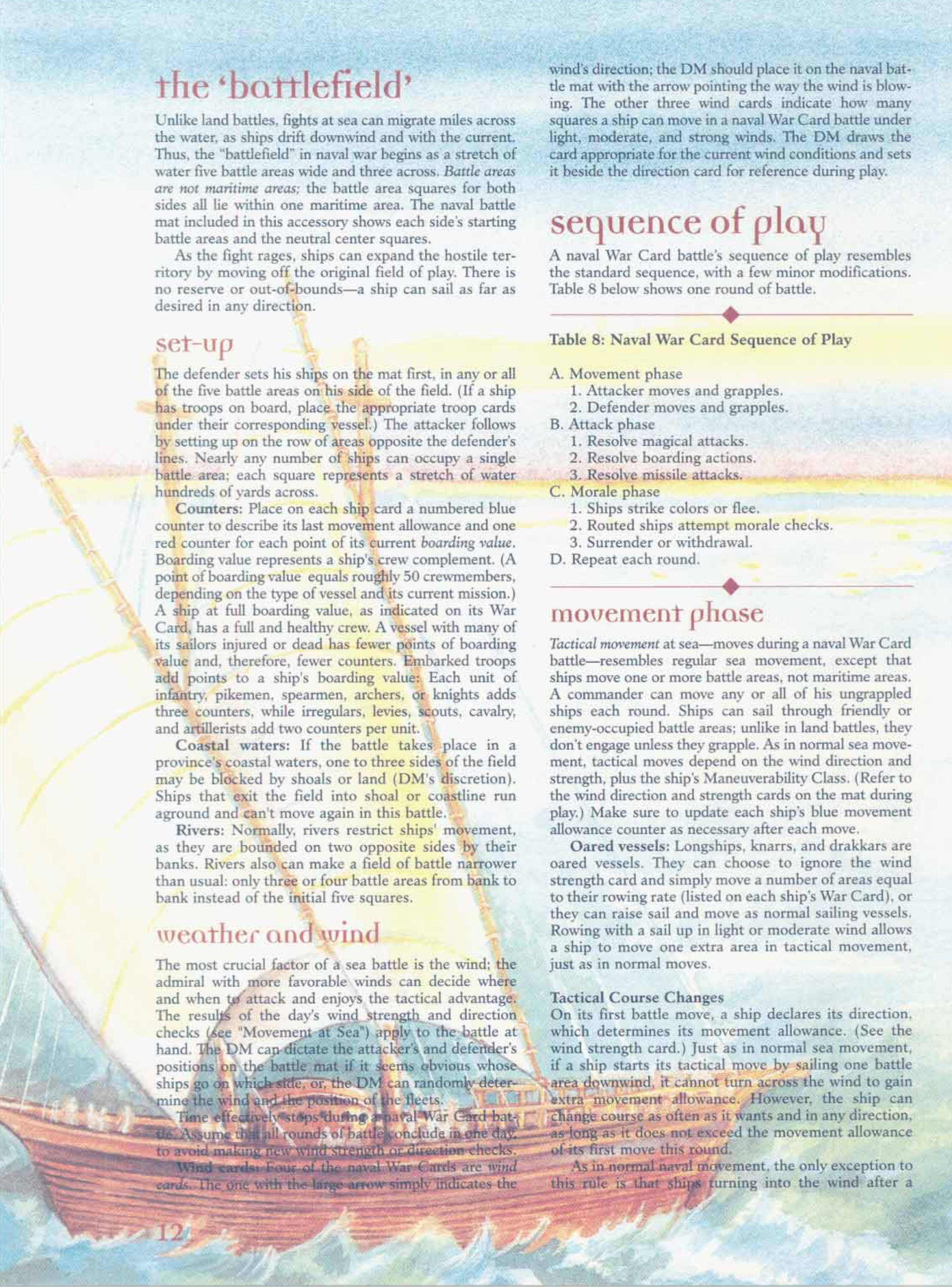

The ship's defense rating
Ship name or type
The ship's undamaged (0 hits) attack values
Card number
The ship's missile attack rating
The ship's boarding value
The ship's Maneuverability Class
The ship's morale check icons
Rjurik Knarr
Defense: 3
Boarding: 2
Morale:
Missile: 1
MC: C
Rowing: 1
#SC29
1 Hit
Missile: 0
MC: D
Rowing: 1
The card's icon: crossed swords (or shield or pennant)
The ship's damaged (1,2, or 3 hits) attack values
The ship's rowing rate
Ship illustration

Diagram 2: A naval War Card

◆

Regents fight sea battles using the naval War Cards included in this accessory. They are much like the standard cards from the BIRTHRIGHT boxed set, except they have blue backs and describe ships, wind conditions, and naval war magic. Review details on regular War Card battles (*Rulebook*, "Part II: Domains") before reading these new rules, which reflect the unique nature of war at sea.

Most ships described in the last chapter have their own naval War Cards, offering an illustration as well as the ship's defense and morale ratings, Maneuverability Class, missile rating, rowing rate (if applicable), and boarding value. When a naval battle begins, the players all get the naval War Cards and regular War Cards that represent their involved fleets and on-board troops.



the 'battlefield'

Unlike land battles, fights at sea can migrate miles across the water, as ships drift downwind and with the current. Thus, the "battlefield" in naval war begins as a stretch of water five battle areas wide and three across. *Battle areas are not maritime areas;* the battle area squares for both sides all lie within one maritime area. The naval battle mat included in this accessory shows each side's starting battle areas and the neutral center squares.

As the fight rages, ships can expand the hostile territory by moving off the original field of play. There is no reserve or out-of-bounds—a ship can sail as far as desired in any direction.

set-up

The defender sets his ships on the mat first, in any or all of the five battle areas on his side of the field. (If a ship has troops on board, place the appropriate troop cards under their corresponding vessel.) The attacker follows by setting up on the row of areas opposite the defender's lines. Nearly any number of ships can occupy a single battle area; each square represents a stretch of water hundreds of yards across.

Counters: Place on each ship card a numbered blue counter to describe its last movement allowance and one red counter for each point of its current *boarding value*. Boarding value represents a ship's crew complement. (A point of boarding value equals roughly 50 crewmembers, depending on the type of vessel and its current mission.) A ship at full boarding value, as indicated on its War Card, has a full and healthy crew. A vessel with many of its sailors injured or dead has fewer points of boarding value and, therefore, fewer counters. Embarked troops add points to a ship's boarding value: Each unit of infantry, pikemen, spearmen, archers, or knights adds three counters, while irregulars, levies, scouts, cavalry, and artillerists add two counters per unit.

Coastal waters: If the battle takes place in a province's coastal waters, one to three sides of the field may be blocked by shoals or land (DM's discretion). Ships that exit the field into shoal or coastline run aground and can't move again in this battle.

Rivers: Normally, rivers restrict ships' movement, as they are bounded on two opposite sides by their banks. Rivers also can make a field of battle narrower than usual: only three or four battle areas from bank to bank instead of the initial five squares.

weather and wind

The most crucial factor of a sea battle is the wind; the admiral with more favorable winds can decide where and when to attack and enjoys the tactical advantage. The results of the day's wind strength and direction checks (see "Movement at Sea") apply to the battle at hand. The DM can dictate the attacker's and defender's positions on the battle mat if it seems obvious whose ships go on which side, or, the DM can randomly determine the wind and the position of the fleets.

Time effectively stops during a naval War Card battle. Assume that all rounds of battle conclude in one day, to avoid making new wind strength or direction checks.

Wind cards: Four of the naval War Cards are *wind cards*. The one with the large arrow simply indicates the wind's direction; the DM should place it on the naval battle mat with the arrow pointing the way the wind is blowing. The other three wind cards indicate how many squares a ship can move in a naval War Card battle under light, moderate, and strong winds. The DM draws the card appropriate for the current wind conditions and sets it beside the direction card for reference during play.

sequence of play

A naval War Card battle's sequence of play resembles the standard sequence, with a few minor modifications. Table 8 below shows one round of battle.

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Table 8: Naval War Card Sequence of Play

A. Movement phase
  1. Attacker moves and grapples.
  2. Defender moves and grapples.
B. Attack phase
  1. Resolve magical attacks.
  2. Resolve boarding actions.
  3. Resolve missile attacks.
C. Morale phase
  1. Ships strike colors or flee.
  2. Routed ships attempt morale checks.
  3. Surrender or withdrawal.
D. Repeat each round.

◆

movement phase

Tactical movement at sea—moves during a naval War Card battle—resembles regular sea movement, except that ships move one or more battle areas, not maritime areas. A commander can move any or all of his ungrappled ships each round. Ships can sail through friendly or enemy-occupied battle areas; unlike in land battles, they don't engage unless they grapple. As in normal sea movement, tactical moves depend on the wind direction and strength, plus the ship's Maneuverability Class. (Refer to the wind direction and strength cards on the mat during play.) Make sure to update each ship's blue movement allowance counter as necessary after each move.

Oared vessels: Longships, knarrs, and drakkars are oared vessels. They can choose to ignore the wind strength card and simply move a number of areas equal to their rowing rate (listed on each ship's War Card), or they can raise sail and move as normal sailing vessels. Rowing with a sail up in light or moderate wind allows a ship to move one extra area in tactical movement, just as in normal moves.

Tactical Course Changes

On its first battle move, a ship declares its direction, which determines its movement allowance. (See the wind strength card.) Just as in normal sea movement, if a ship starts its tactical move by sailing one battle area downwind, it cannot turn across the wind to gain extra movement allowance. However, the ship can change course as often as it wants and in any direction, as long as it does not exceed the movement allowance of its first move this round.

As in normal naval movement, the only exception to this rule is that ships turning into the wind after a downwind or crosswind course always end their move after sailing *only one battle area* into the wind, no matter how much of their allowance they might have left.

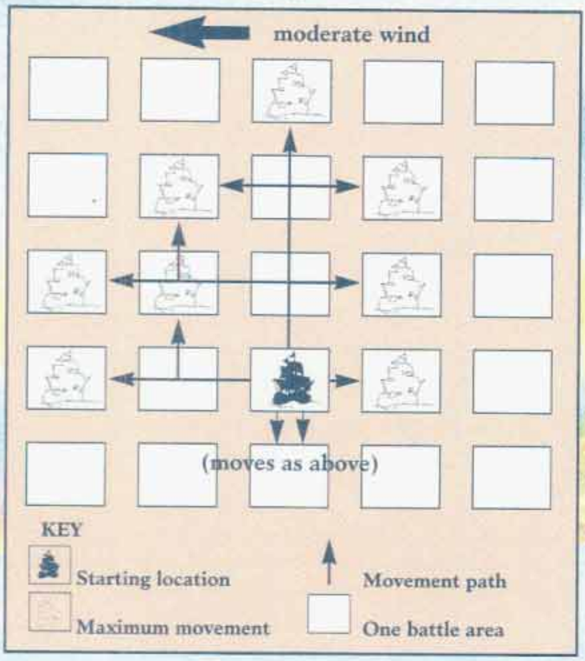


Diagram 3: Tactical movement.
This diagram shows allowable moves for a ship of Maneuverability Class B in moderate winds. Note that the ship can mirror these maneuvers by sailing in the opposite direction. Ships may also stop moving in any area the arrow passes through or may sail in the other direction.

Grappling

Any time two opposing vessels occupy the same battle area, they can engage each other by *grappling*. When two ships grapple, they stop moving and come side-to-side. One then attaches itself to the other using grappling hooks. If both commanders want to grapple, the ships do so automatically. If neither wants to grapple, nothing happens, and if only one party tries to grapple, that player makes a grappling check.

Players resolve a grappling check like a standard War Card attack, using the number on the ships' blue counters (their movement allowances) as attack and defense ratings. For example, say a galleon with a blue counter (movement allowance) of 3 this turn tries to grapple a caravel with a counter of 2. The galleon's commander draws a battle card and makes an attack on the +1 column; if **H**, **D**, or **R** comes up, the caravel is grappled.

Ships may ungrapple if both commanders agree, or when one of the ships has been captured through a boarding action. (See "Boardings.") Note that additional ships can join a grapple automatically if they so desire.

attack phase

The attack phase of a battle at sea involves spellcasting, boarding actions, and only one type of missile attack (rather than both stationary and moving missile attacks, as in land battles). A ship cannot make "charge" or "melee" attacks. It might try ramming an enemy, but only an oared vessel could back out of whatever wreckage it caused. A regular sailing ship would never survive this dangerous tactic, as the vessel has too little maneuverability to prevent its sinking target from dragging it down with it.

The attacker always declares attacks first. If multiple allied ships attack a single enemy, the enemy commander decides which of the ships to target. Players resolve all types of attacks normally using the battle cards provided in the BIRTHRIGHT boxed set.

Magic

Spellcasting comes first; a wizard can cast offensive magic upon any ungrappled enemy ship in his battle area or one square away. (Offensive spells cast upon a grappled vessel will hit all ships in the grapple.) Wizards can also cast defensive spells on any friendly ship in their battle areas. Spells may affect either a ship or its crew, but generally not both at once. DMs and players may adjust the realm spells in the BIRTHRIGHT boxed set and *Book of Magecraft* for naval use. Spells with significant effects on a sea battle are summed up on naval war magic cards included here. Use these instead of the land-based spell cards from the boxed set. (Also, the *Book of Magecraft* offers battle spells.)

Boarding actions and missile attacks (in that order) follow magical attacks.

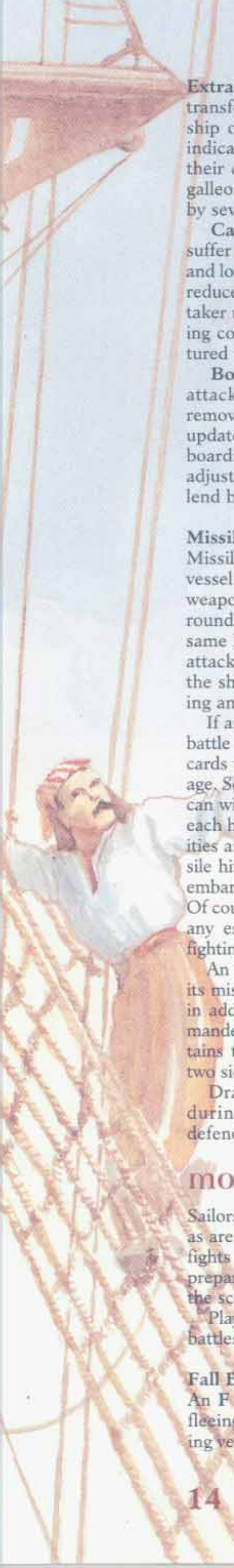
Boardings

When two ships grapple, a *boarding action* ensues. Boardings are fierce, chaotic skirmishes fought across the decks of the grappled ships. Players resolve a boarding by drawing a battle card; the attacker uses his boarding value (current total of red counters) as his attack rating versus the defender's boarding value as defense rating. If the attacker draws an **H** or **R** result, the defender's boarding value drops by 1 point—he loses one counter. A **D** result clears the decks of all enemies (all defender's red counters are lost), allowing the attacker to capture the vessel.

The defending vessel then gets a chance to counterattack the same way. (The counterattack happens simultaneously with the offensive one.) The action repeats each round until the grapple is broken, one ship surrenders, or one ship's boarding value falls to 0 (no more red counters); this signals the vessel's capture—all crewmembers have died or been subdued.

Embarked troops: On-board units add to a ship's boarding value. (See "Set-up.") A galleon with three units of troops aboard can have a boarding value of 13 or 14 points, which means that smaller vessels should avoid grappling with it!

Fall backs and routs: An attacking ship that draws an **F** result in a boarding finds its troops thrown back to its own decks. The defending vessel may break the grapple automatically in the morale phase of the battle round, or remain grappled and fight on in the next attack phase. When an attacker draws an **R** result, its grappled enemy suffers a hit and must pass a morale check in the morale phase or surrender.



Extra ships: Other ships in the same grapple can transfer some of their boarding counters to the first ship of their side that got involved in the fight. This indicates that the friendly captains send over some of their crewmembers to aid the defending ship. Even a galleon like the one mentioned above can be overcome by several smaller ships.

Captured vessels: Ships captured through boarding suffer one hit of damage from miscellaneous destruction and lose all their red counters—their boarding values are reduced to 0 points. To crew a captured vessel, the prize-taker must send some of his own crewmembers (boarding counters) over to the prize to navigate it. The captured vessel can now fight for the victor.

Boarding counters: Each hit a ship receives in the attack phase (not just during boarding actions) removes one of its red boarding counters. Players must update their ships' red counters to reflect damage from boarding actions or other attacks. They should also adjust them if a victor, extra ships, or embarked troops lend boarding value.

Missile Attacks

Missiles represent a ship's ability to damage another vessel using archery, catapult shot, and other ranged weapons. Ships that did not move during the current round of battle can attack one enemy vessel in the same battle area or one square away. Resolve a missile attack by comparing the attacker's missile rating (on the ship's War Card) to the other vessel's defense rating and drawing a battle card.

If an enemy ship scores a hit (an **H** or **R** result on the battle card), rotate the ship card and its attached troop cards to the "1 Hit" position, to reflect the missile damage. Some ships, like galleons, have 4 hull points, so they can withstand four missile hits before sinking. However, each hit reduces a vessel's movement and attack capabilities and costs the ship one boarding counter. Each missile hit a vessel suffers also delivers one hit to a unit of embarked troops, damaging or possibly destroying them. Of course, all embarked troops are lost if a vessel sinks—any escapees prove too disorganized to regroup as a fighting unit during this battle.

An attacking ship may shoot at a grappled enemy, but its missile fire targets one vessel friendly to the attacker in addition to its intended victim. The defending commander chooses which of his foe's grappled ships sustains the attack. (The above assumes a battle has only two sides involved.)

Drawing an **F** result on a battle card has no result during missile attacks. A result of **D** destroys the defending ship outright.

morale phase

Sailors are just as capable of losing their nerve in battle as are land troops, and many captains have abandoned fights to save their own skins. A fleet commander should prepare for the possibility of his captains abandoning the scene if the fight goes poorly.

Players conduct morale checks in this phase as in land battles. (The naval battle mat offers a summary.)

Fall Backs

An **F** result during a boarding sends attacking troops fleeing back to their own decks and allows the defending vessel to break the grapple automatically during the morale phase, if its captain chooses. Players ignore **F** results drawn during a missile attack. An **F** result in a magical attack means an ungrappled ship recoils one battle area in any direction except toward the enemy. (See retreat instructions for "Routs," below.) A ship that falls back can move and attack in the next round.

Routs

Any ship that suffers an **R** battle card result is routed: It sustains a hit in the attack phase and must make a morale check in the morale phase (as do land armies in that situation). In boardings, an **R** result sweeps the decks of remaining defenders. If the routed ship fails its morale check, it strikes its colors and surrenders.

If a vessel routed in a magical or missile attack fails its morale check, it must use the next movement phase to flee to the nearest open battle area, avoiding enemy grapples if possible. Should the routed ship, while fleeing, pass through a battle square occupied by an enemy vessel, its player must make another morale check to see whether it stops and surrenders. When enemies block all possible escape paths, the ship must surrender. Natural barriers force a ship to surrender or run aground. Each routed vessel can try to rally itself in the next morale phase with a new morale check. The player may move those that succeed normally in the next movement phase. Otherwise, the ship continues fleeing.

ending the battle

A battle ends when all ships of one side flee the scene, strike their colors, or sink. A commander can surrender his fleet at the end of a round by striking his flagship's colors and ordering his captains to do so, too.

Ships that choose to leave a battle—either fleeing or victorious—finish their day's move by sailing to a maritime area adjacent to the site of the hostilities.

flight and pursuit

Any ship can flee the fight at any time simply by sailing farther in one direction than any enemy vessel and remaining at least two battle areas away from the nearest enemy. If, for example, a ship is the westernmost vessel on the mat, with no enemies closer than two squares away, it has fled the fight. However, ships cannot flee in directions blocked by coastlines or shoals.

If a fleeing vessel has no option but to sail into enemy coastal waters or a maritime area containing hostile fleets, the ship must surrender. Victors use normal sea movement rules to pursue a fleeing ship.

captured ships

A victorious commander can impress a captured vessel into his navy—the player gives the prize enough of his ships' red counters to total at least half its boarding value, or he can tow it to a friendly port and pay 1 GB to crew it. Until the vessel is remanned, it cannot attack (it lacks sufficient crewmembers), although it might perform other missions.

Optionally, a commander can ransom captured ships back to the navy that lost them. The parties probably will have to resolve terms for the vessels' return through a diplomacy action.

cerilian navies

The following material can add a naval dimension to BIRTHRIGHT campaigns set in Anuire, Khinasi, and Rjurik. Forthcoming campaign expansions for Vosgaard and Brechtür will detail the fleets of their realms. Awnshegh domains are not listed here.

To cover the costs of maintaining their fleets, many regents offer protection to the merchant marine or loan vessels to local guilds in return for a share of the trade route's listed profits. (Or the regent PC may use another source of income to support the navy, such as a tax increase or claim by law holding, as explained in Part II of the BIRTHRIGHT *Rulebook*.) Landlocked realms have no navies or sea trade routes, though domains with access to major rivers may employ barges, keelboats, or similar vessels for river trade.

anuire

Aerenwe: A sea trade route from Calrie to Mermoune in Binsada generates 4 GB/domain turn for one guild.

Navy: 2 galleons, 6 caravels, 2 coasters. The fleet is based upriver at the port of Calrie itself, a day's sail from the Gulf of Coeranys.

Avanil: Sea trade routes from Daulton to Ilien and from Anuire province to Seaward in Mieres generate 12 GB/domain turn for local guilds.

Navy: 7 galleons, 12 caravels, 4 coasters. The Prince of Avanil holds the old Imperial Yards of the City of Anuire and uses the city's harbor as his main naval base. The capital's fortifications protect the naval dockyards and slips.

Boeruine: Sea trade routes from both Seasedge and Tariene to Stormpoint in Taeghas generate a total of 10 GB/domain turn for local guilds. Trade also exists between Bacaele and Bliene in Diemed.

Navy: 6 galleons, 11 caravels, 5 coasters. Most of Boeruine's fleet sails from the port of Tariene, which has a much better harbor than Seaharrow.

Brosengae: A sea trade route from Bindier to Crenier in Mieres generates 3 GB/domain turn for one guild.

Navy: 5 caravels. Brosengae's navy anchors in the bay of Bindier, although it often patrols the Arnienbae.

Coeranys: No one has established a sea trade route.

Navy: 3 caravels. Rumors hint that Coeranys is embarking on a building program to achieve parity with Osoerde's fleet.

Dhoesone: Although no province in Dhoesone is large enough to support a sea trade route, trade takes place between Nolien and Riverford in Cariele.

Navy: 5 caravels, 4 knarrs, 2 coasters.

Diemed: A sea trade route from Ciliene to Seaward in Mieres generates 5 GB/domain turn for one guild.

Navy: 2 galleons, 7 caravels, and 3 coasters, split between Aerele and Ciliene. The Baron of Diemed hopes to see a new trade route forged from Aerele to a Khinasi port, probably Zikala or Turin.

Ilien: A sea trade route from Ilien to Ruorven in Coeranys generates 6 GB/domain turn for one guild.

Navy: 2 galleons, 4 caravels, 2 coasters.

Medoere: No one has established a sea trade route.

Navy: 4 caravels. The fleet is based in Alamier.

Osoerde: A sea trade route from Gulfport to Zikala generates 5 GB/domain turn for one guild.

Navy: 3 galleons, 6 caravels, 2 coasters. Osoerde sails out of Gulfport and is thought to sponsor pirates and smugglers in the Sunken Lands.

Roesone: As Roesone is not a seapower, local guilds maintain no sea trade routes.

Navy: 2 caravels anchored in Abbatuor, 1 coaster in Proudglaive.

Taeghas: A sea trade route from Bhaine to Abbatuor in Roesone generates 5 GB/domain turn for one guild.

Navy: 2 galleons, 5 caravels, and 2 coasters, based in the royal harbor at Stormpoint.

Talinie: Two trade routes between the river province of Lindholme and Stormpoint in Taegas each generate 4 GB/domain turn for one guild. In addition, substantial trade exists between Greensward province and Stormpoint.

Navy: 1 galleon, 6 caravels, and 1 coaster, divided between Seaport and Nowelton.

Thurazor: The goblin king of Thurazor allows neighboring guilds to maintain a trade route from Falling Timber and Mergarrote to points west, generating a total of 4 GB/domain turn.

Navy: 1 caravel and 1 longship.

khinasi

Aftane: Sea trade routes from the capital up the Zhaïnge River to Râs Medecín in Kozlovnyy and downriver to a sea lane generate 7 GB/domain turn for local guilds. A trade route from Adaba to a sea lane generates an additional 2 GB/domain turn.

Navy: 5 zebecs, 6 dhouras, 8 dhows. The Red Kings moor their fleet in Adaba's fortified harbor.

Ariya: A sea trade route from the port of Ariya to a sea lane bound for various eastern Khinasi island domains generates 4 GB/domain turn for one guild.

Navy: 6 zebecs, 8 dhouras, 4 dhows.

Binsada: Most Binsadans scorn sea travel, but one guild maintains a sea trade route from Ber Dairas to Ruorven in Coeranys. It earns 4 GB/domain turn.

Navy: The state has no navy, though guilds operate fleets, and a village of hundreds of barges floats on the Moura River between Andujar and Turin.

Djafra: Sea trade routes from Nurida to Mairada and from Djafra to Izédas in Ghamoura generate 10 GB/domain turn for this state's powerful guilds.

Sultan's navy: 4 zebecs, 6 dhouras.
Bey of Nurida's navy: 2 zebecs, 5 dhouras.

Ghamoura: Sea trade routes from Alcamar to Cape Arvuold in Suiriene and to a sea lane headed west toward the Plains States generate 7 GB/domain turn for Ghamoura's guilds.

Navy: 5 zebecs, 6 dhouras, 4 dhows.

Khourane: Trade routes from Ber Falaïa to Izédas in Ghamoura and to Ber Mera in Merasaf offer local guilds 10 GB/domain turn.

Navy: 4 zebecs, 9 dhouras, 2 dhows.

Mairada: Sea trade routes from Mairada's port to Mesire and to Alcamar in Ghamoura generate 12 GB/domain turn for the realm's guilders.

Navy: 4 zebecs, 6 dhouras, 6 dhows.

Merasaf: Sea trade routes from Ber Mera to Masetiele in Suiriene and to a northern sea lane bring in 8 GB/domain turn for local guilds.

Navy: 6 zebecs, 5 dhouras, 4 dhows. The Defender's fleet anchors in the Ber Mera's fortified harbor.

Mesire: A sea route from the capital up the Zhaïnge River to Highvale in Kozlovnyy generates 4 GB/domain turn for a local guild, while a route south to an easterly sea lane brings in an additional 3 GB/domain turn.

Navy: 2 zebecs, 3 dhouras.

Min Dhousai: One guild maintains a trade route from Toure el-Fasil down the Pipyret River to Moura in Khourane, which generates 5 GB/domain turn. A sea trade route from the port of Adara on the Sea of Dragons to points north offers another guild 2 GB/domain turn.

Navy: 4 zebecs, 5 dhouras, 7 dhows.

Mour el-Sirad: No guild has established a sea trade route in the Sorcerer's realm.

Navy: 1 zebec, 2 dhouras.

Suiriene: A royal sea trade route from Masetiele to Adara in Min Dhousai generates 5 GB/domain turn for Suiriene's regent. A merchant route to Izédas in Ghamoura from Masetiele earns a local guild 3 GB/domain turn.

Navy: 7 zebecs, 12 dhouras, 3 dhows. This Island State's fleet docks in the fortified port of Masetiele.

Zikala: Local merchants operate sea trade routes from Zikala's capital to points east and from Turin to points west, generating 6 GB/domain turn.

Navy: 6 zebecs, 9 dhouras, 4 dhows.

rjurik

Halskapa: Sea trade routes from Skapa Hjarring to Seasedge in Boeruine and to Anuire province in Avanil provide 11 GB/domain turn for local guilds, though this domain consistently trades with Dhoesone as well.

Navy: 1 knarr, 1 longship.

Hjolvar: A trade route running from Kopingdal to Kvigmarheim in Kvigmar earns one guild 4 GB/domain turn.

Navy: 1 longship.

Hogunmark: Sea trade routes from Aaldvika in Djaalfund to both a Brechtür-bound sea lane and points south offer a total of 4 GB/domain turn for Hogunmark's guilds.

Navy: 1 longship.

Jankaping: As the guilders of Jankaping conduct only minor trade, none have formed sea trade routes.

Navy: None.

Kvigmar: Sea trade routes from Kvigmarheim to Kopindal in Hjolvar and to Blackruft in Danigau earn 9 GB/domain turn for local guilds. In addition, Kvigmar merchants trade extensively with the Brechts.

Navy: None.

Lluabraight: The elves of Lluabraight do not trade with outsiders at all.

Navy: None.

Rjuvik: A sea trade route exists from Yvarre to Nolien in Dhoesone, though guilders from Rjuvik also travel to ports in southern Anuire.

Navy: 1 longship.

Stjordvik: A trade route linking Saerskaap with Seasedge in Boeruine earns one guild 5 GB/domain turn, in addition to the domain's trade with Dhoesone and Anuire's Southern Coast.

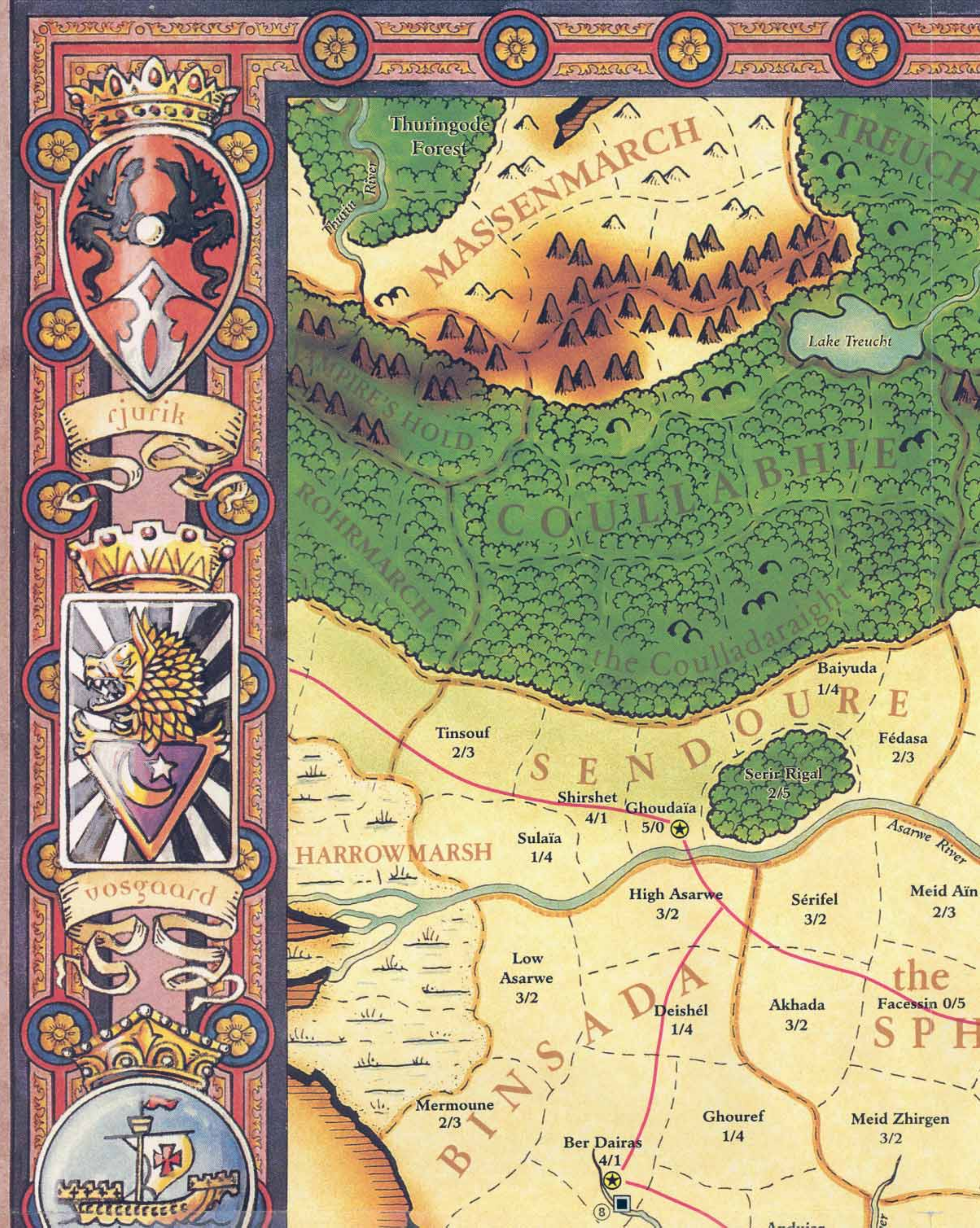
Navy: None.

Svinik: From Leivika, a sea trade route runs to an Anuirean sea lane, earning one guild 2 GB/domain turn.

Navy: 1 longship, 1 cog.

Urga-Zai: The goblins of Urga-Zai are not nearly organized enough to attempt to create a sea trade route.

Navy: None.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Shirshet 4/1
Ghoudaïa 5/0
Sulaïa 1/4
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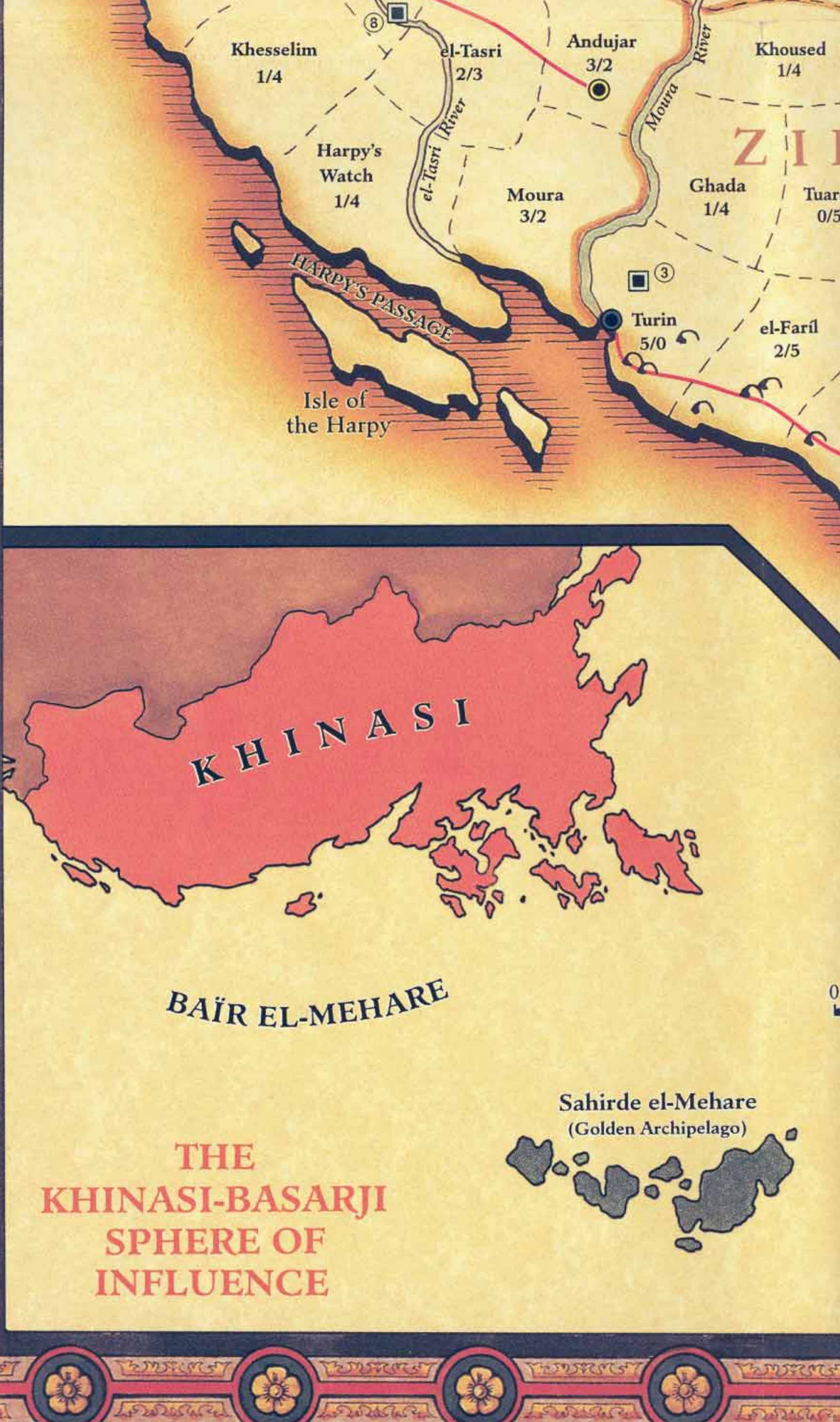
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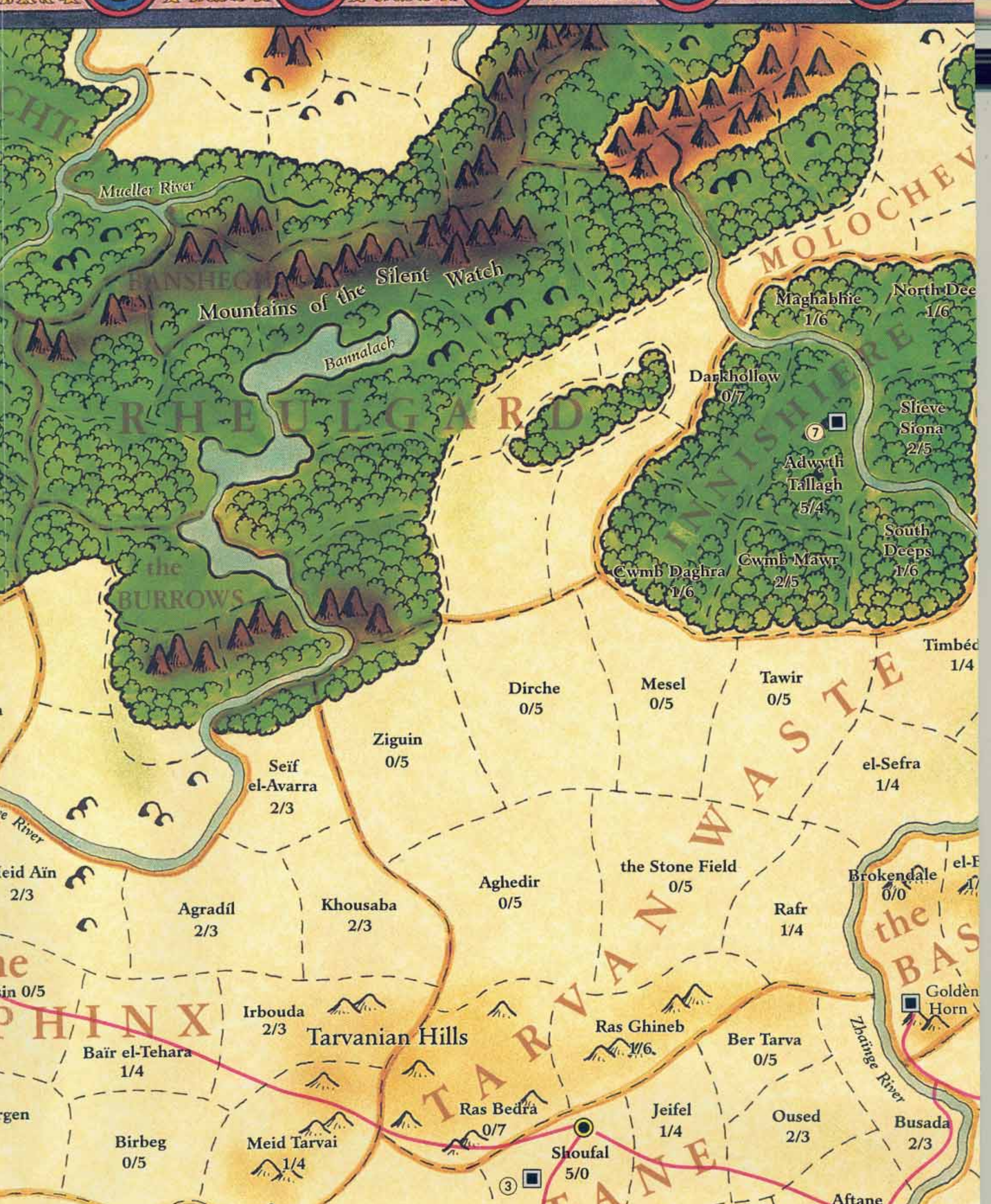
Isle of the Harpy
KHINASI
BAÏR EL-MEHARE
Sahirde el-Mehare
(Golden Archipelago)

THE KHINASI-BASARJI SPHERE OF INFLUENCE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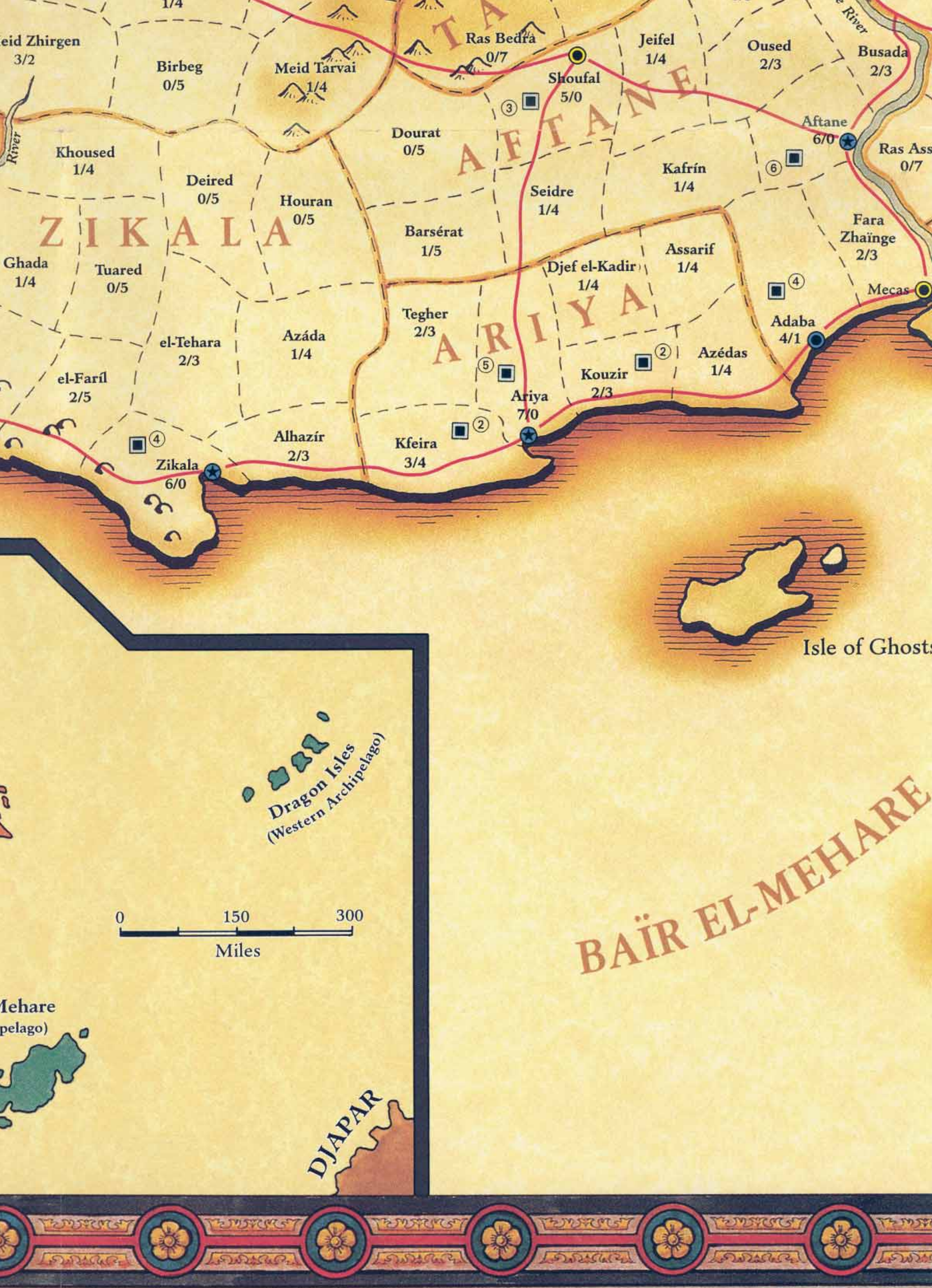
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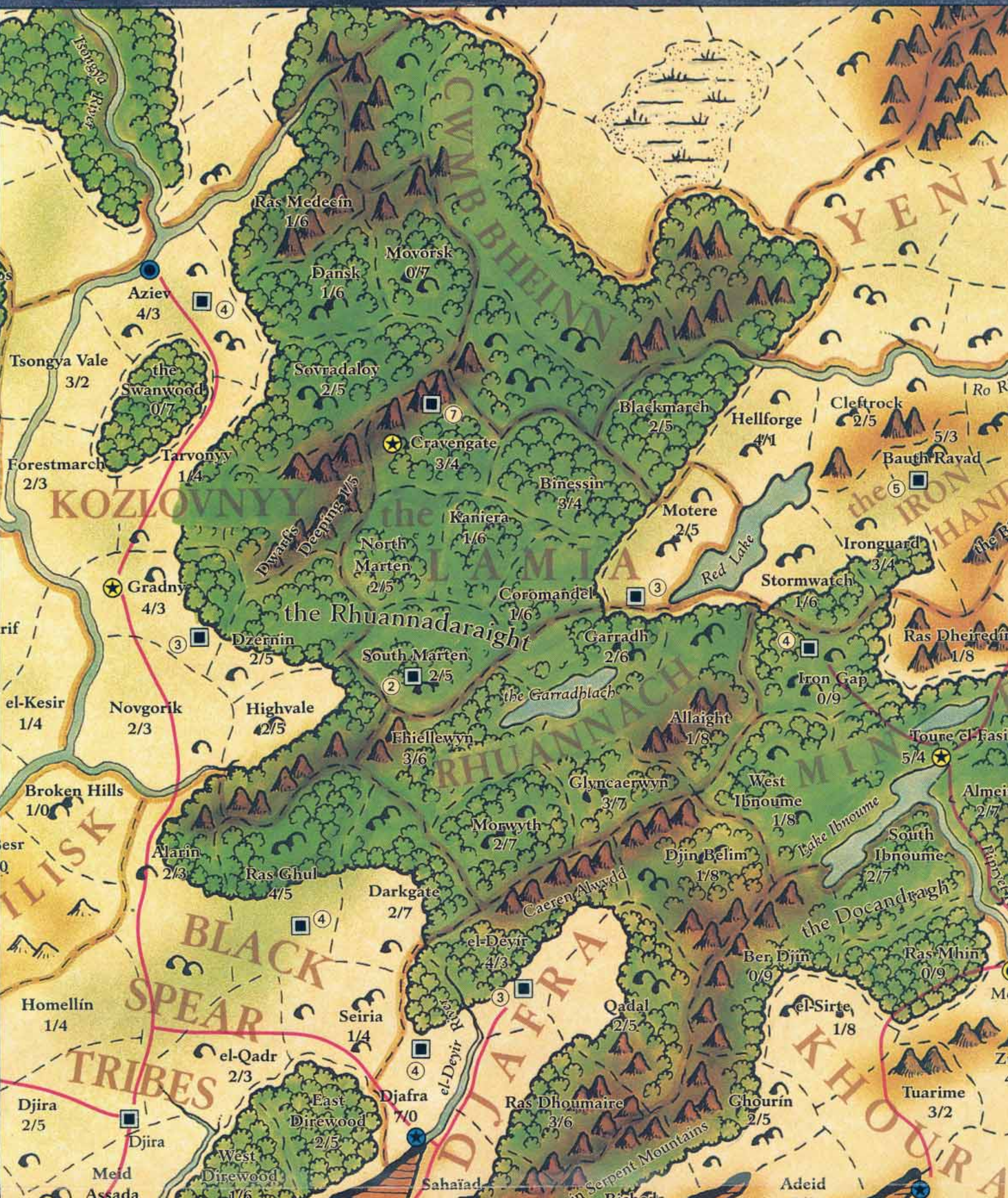
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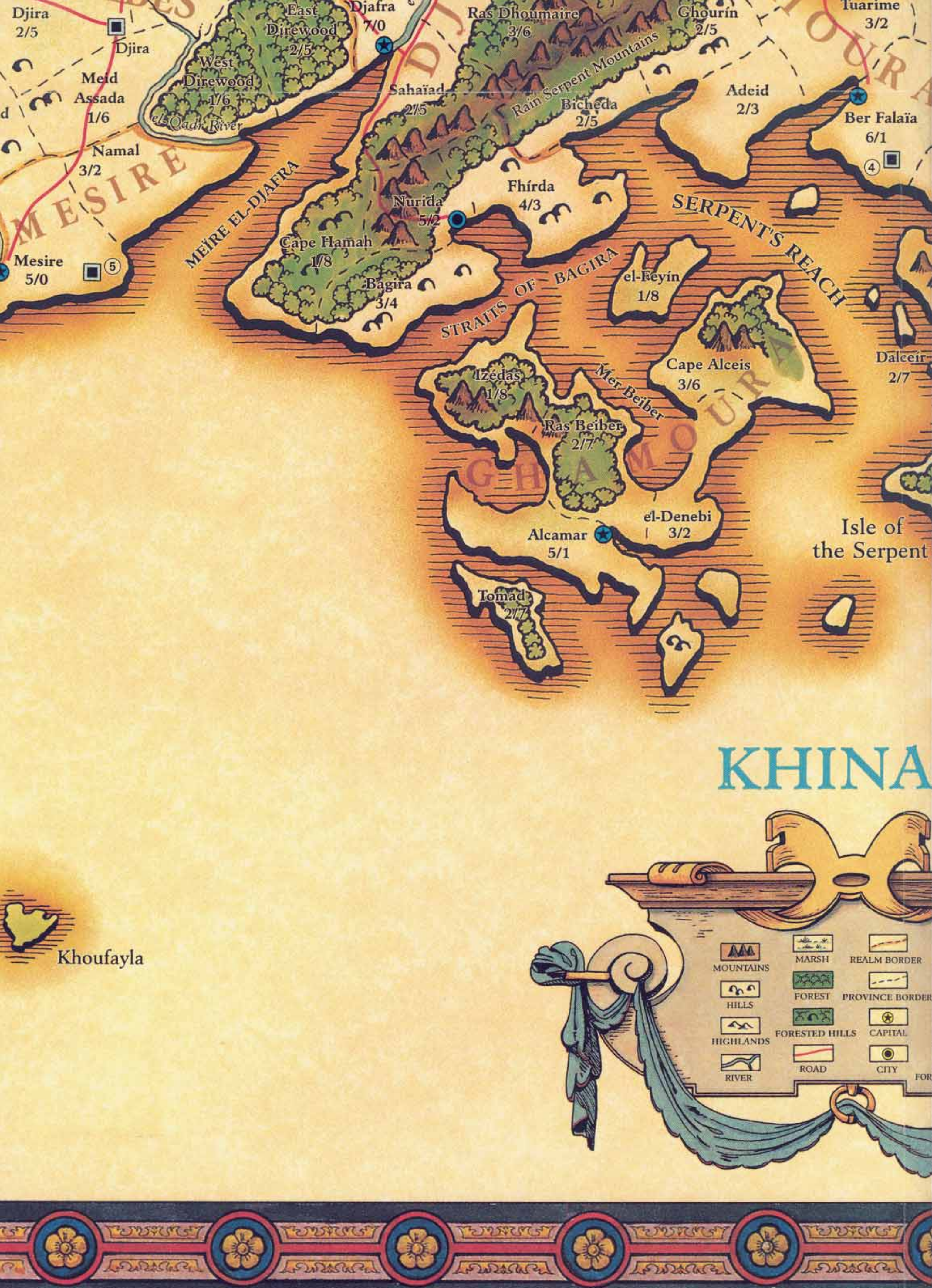
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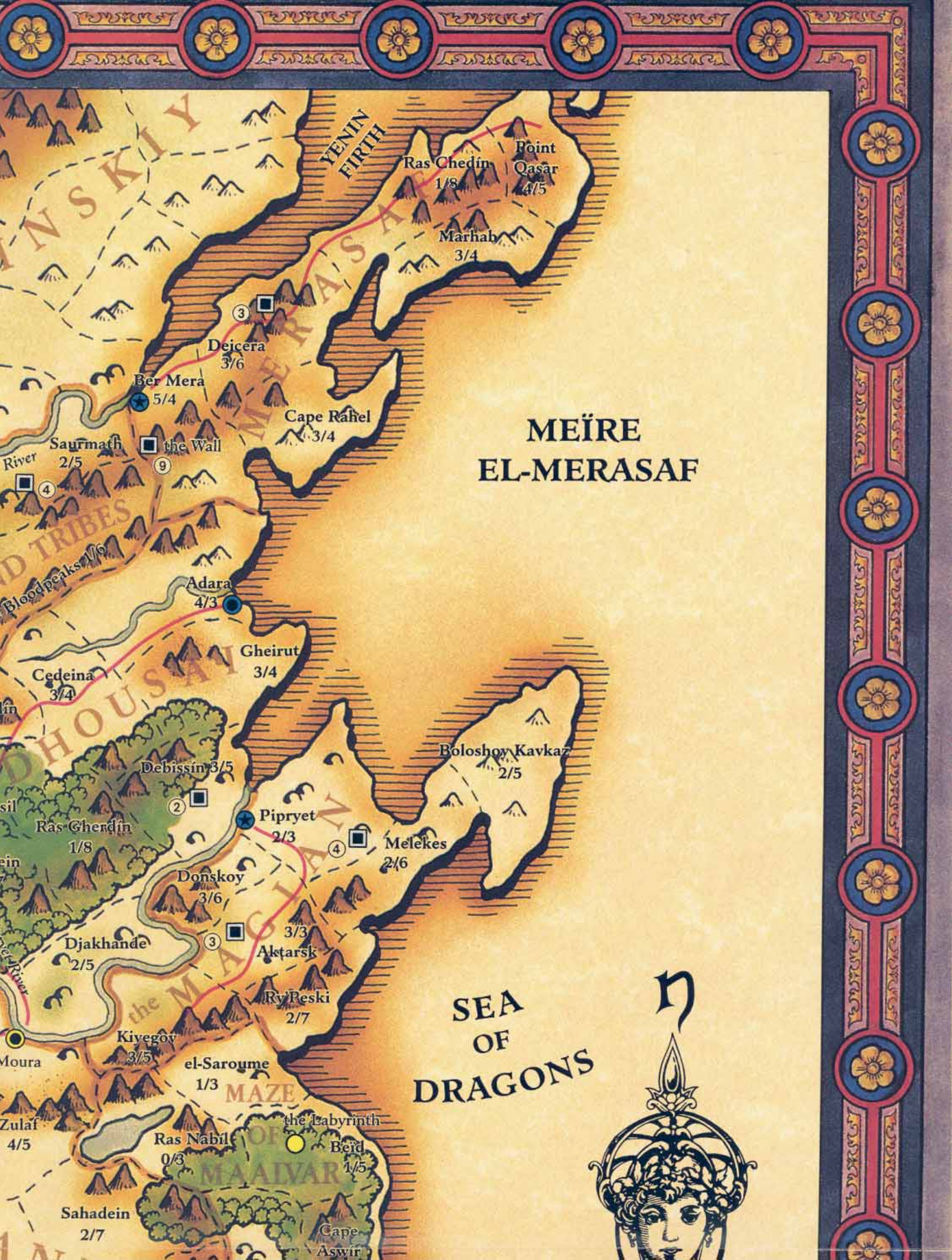
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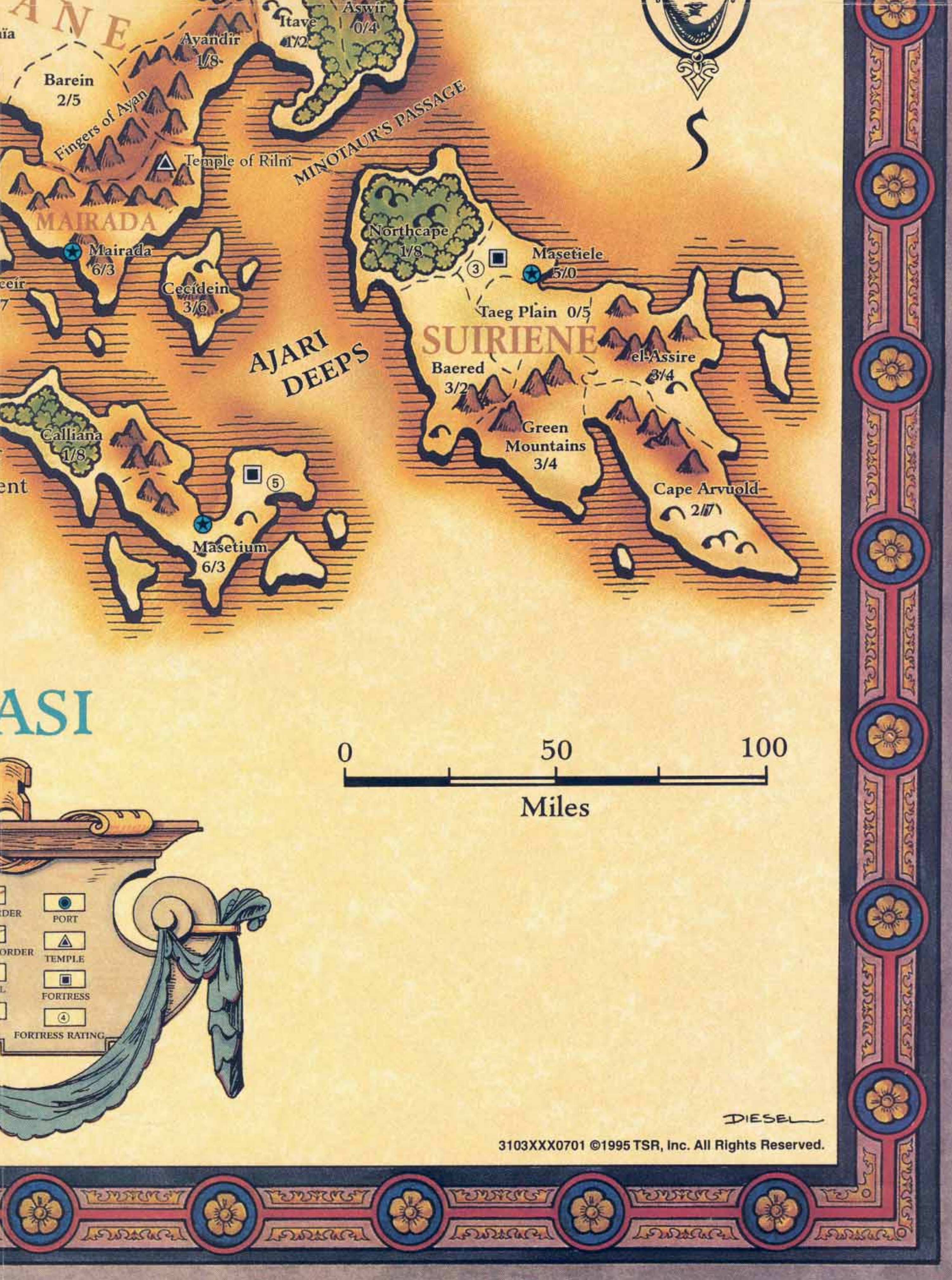
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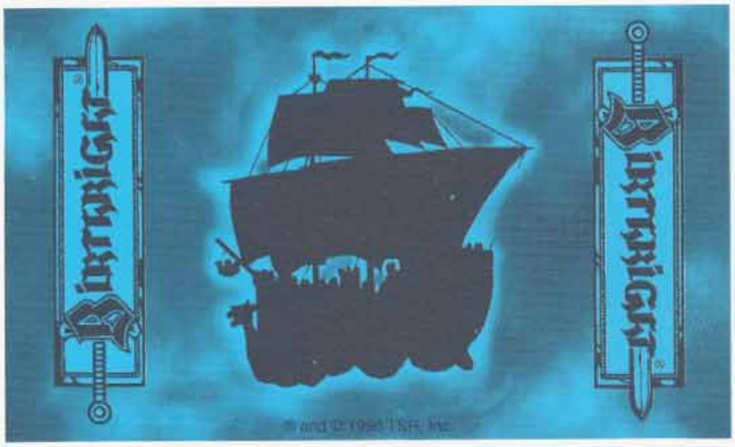
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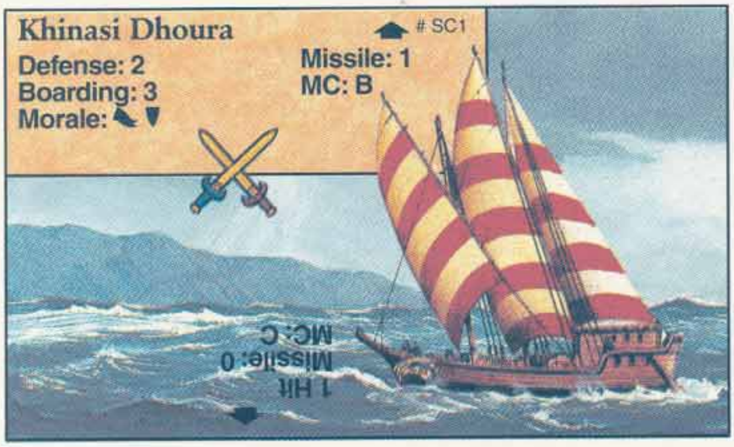
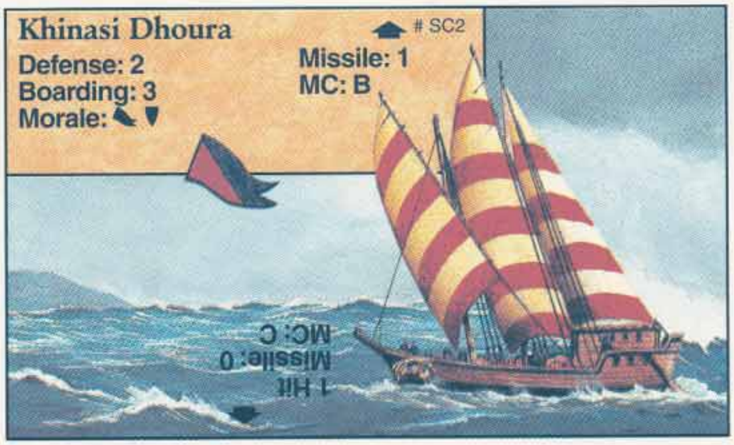


Khinasi Dhoura # SC1

Defense: 2
Boarding: 3
Morale: 👢 ⛊

Missile: 1
MC: B

1 Hit
Missile: 0
MC: C

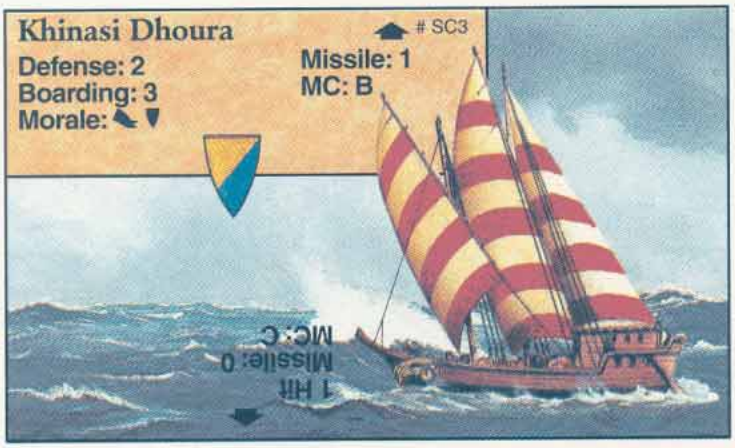


Khinasi Dhoura # SC2

Defense: 2
Boarding: 3
Morale: 👢 ⛊

Missile: 1
MC: B

1 Hit
Missile: 0
MC: C

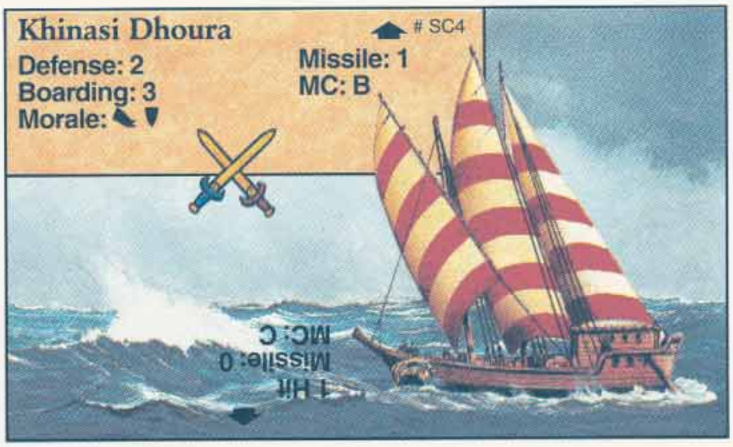


Khinasi Dhoura # SC3

Defense: 2
Boarding: 3
Morale: 👢 ⛊

Missile: 1
MC: B

1 Hit
Missile: 0
MC: C

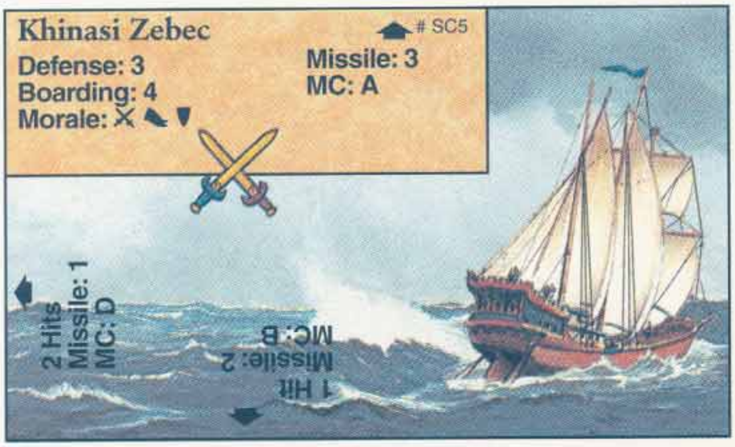


Khinasi Dhoura # SC4

Defense: 2
Boarding: 3
Morale: 👢 ⛊

Missile: 1
MC: B

1 Hit
Missile: 0
MC: C



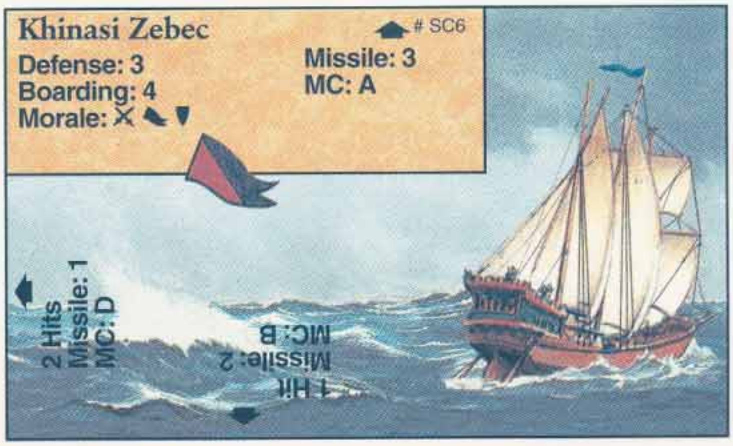
Khinasi Zebec # SC5

Defense: 3
Boarding: 4
Morale: ⚔ 👢 ⛊

Missile: 3
MC: A

2 Hits
Missile: 1
MC: D

1 Hit
Missile: 2
MC: B



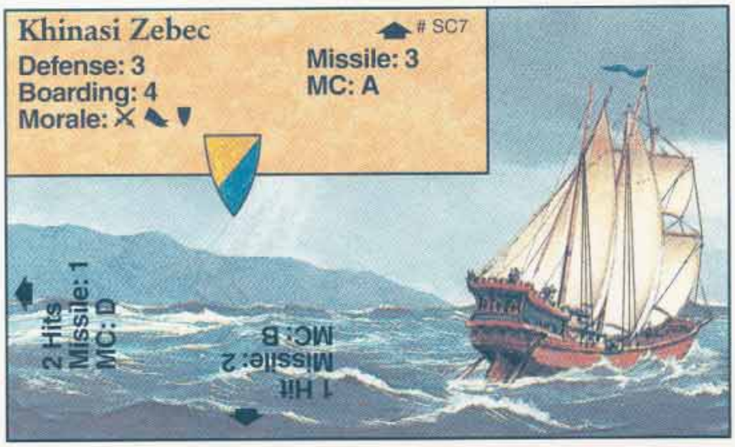
Khinasi Zebec # SC6

Defense: 3
Boarding: 4
Morale: ⚔ 👢 ⛊

Missile: 3
MC: A

2 Hits
Missile: 1
MC: D

1 Hit
Missile: 2
MC: B



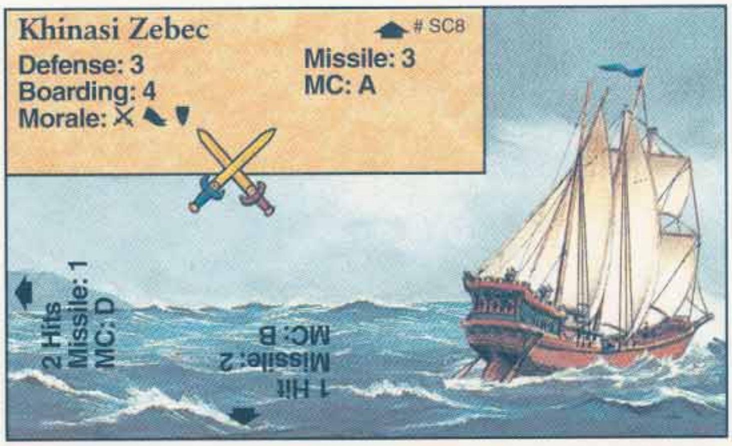
Khinasi Zebec # SC7

Defense: 3
Boarding: 4
Morale: ⚔ 👢 ⛊

Missile: 3
MC: A

2 Hits
Missile: 1
MC: D

1 Hit
Missile: 2
MC: B



Khinasi Zebec # SC8

Defense: 3
Boarding: 4
Morale: ⚔ 👢 ⛊

Missile: 3
MC: A

2 Hits
Missile: 1
MC: D

1 Hit
Missile: 2
MC: B

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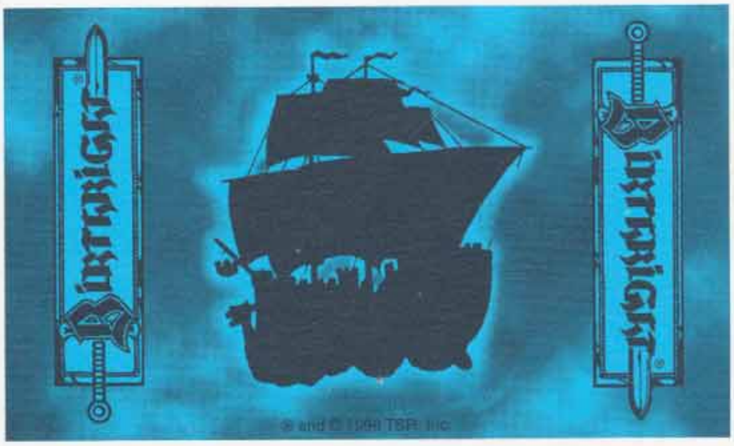
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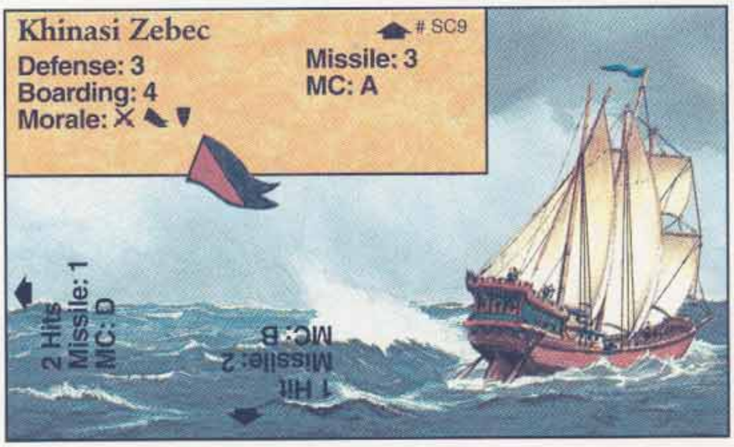
Khinasi Zebec # SC9

Defense: 3
Boarding: 4
Morale: ✕ 👢 ▼

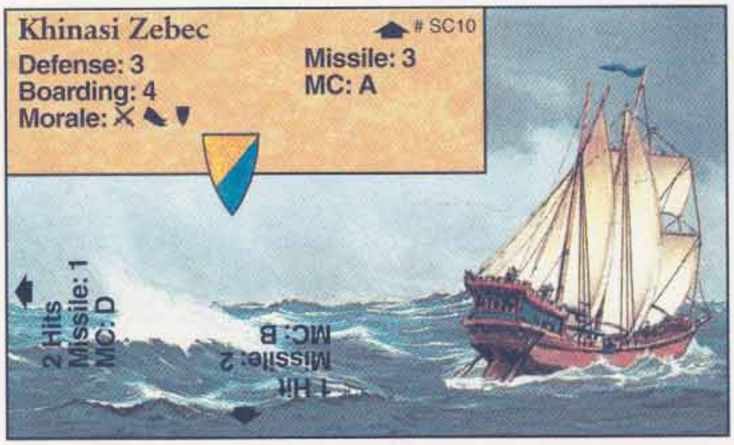
Missile: 3
MC: A


2 Hits
Missile: 1
MC: D
1 Hit
Missile: 2
MC: B

Khinasi Zebec # SC10

Defense: 3
Boarding: 4
Morale: ✕ 👢 ▼

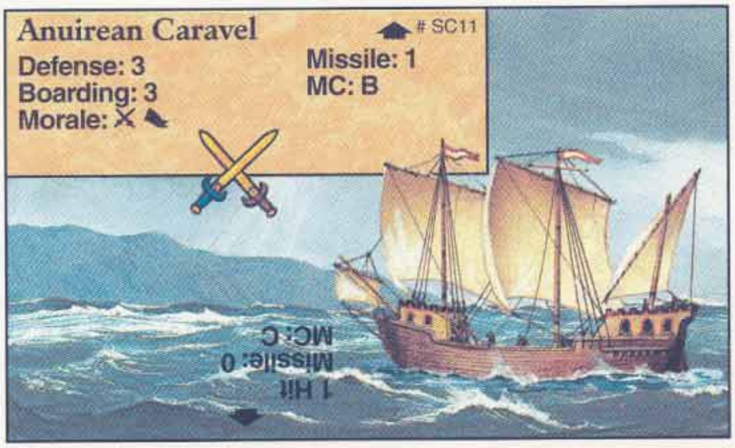
Missile: 3
MC: A


2 Hits
Missile: 1
MC: D
1 Hit
Missile: 2
MC: B

Anuirean Caravel # SC11

Defense: 3
Boarding: 3
Morale: ✕ 👢

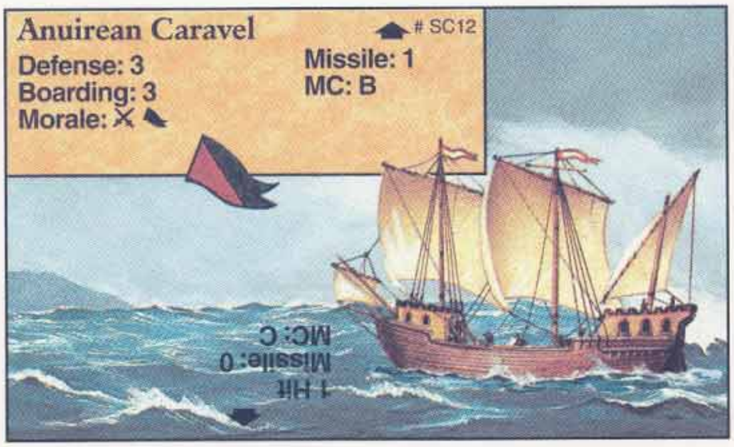
Missile: 1
MC: B


1 Hit
Missile: 0
MC: C

Anuirean Caravel # SC12

Defense: 3
Boarding: 3
Morale: ✕ 👢

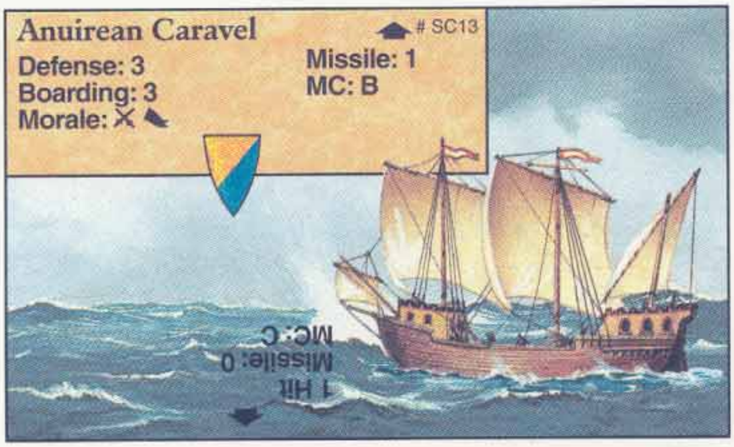
Missile: 1
MC: B


1 Hit
Missile: 0
MC: C

Anuirean Caravel # SC13

Defense: 3
Boarding: 3
Morale: ✕ 👢

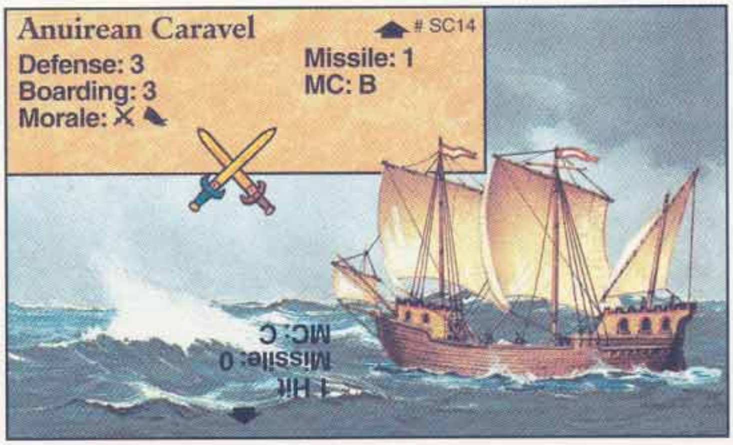
Missile: 1
MC: B


1 Hit
Missile: 0
MC: C

Anuirean Caravel # SC14

Defense: 3
Boarding: 3
Morale: ✕ 👢

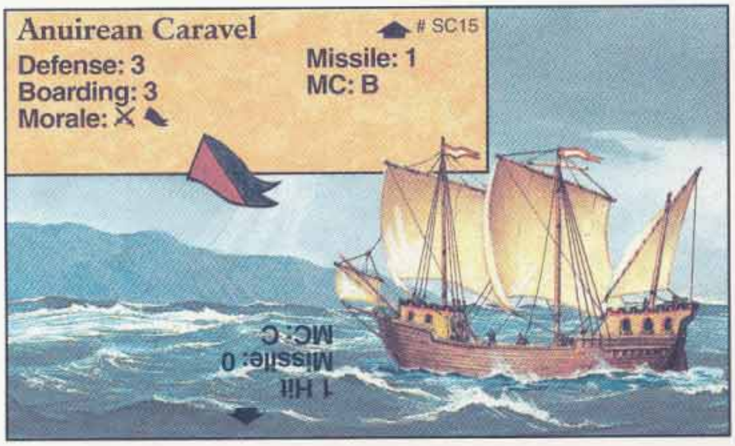
Missile: 1
MC: B


1 Hit
Missile: 0
MC: C

Anuirean Caravel # SC15

Defense: 3
Boarding: 3
Morale: ✕ 👢

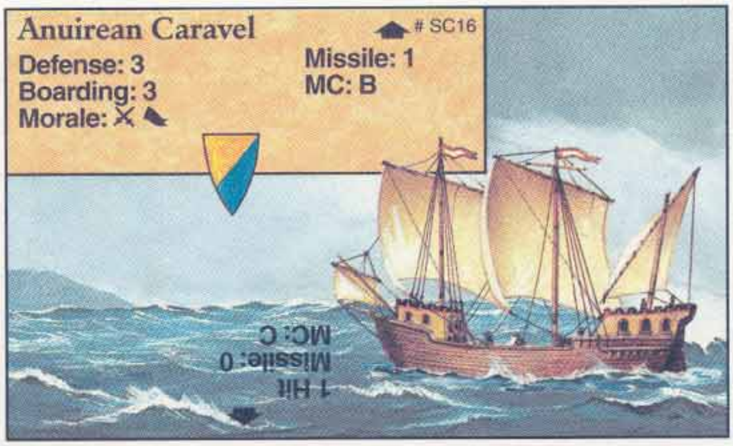
Missile: 1
MC: B


1 Hit
Missile: 0
MC: C

Anuirean Caravel # SC16

Defense: 3
Boarding: 3
Morale: ✕ 👢

Missile: 1
MC: B


1 Hit
Missile: 0
MC: C

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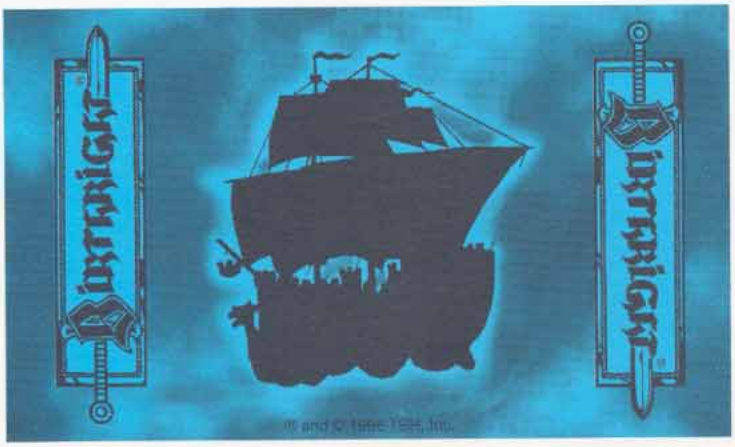
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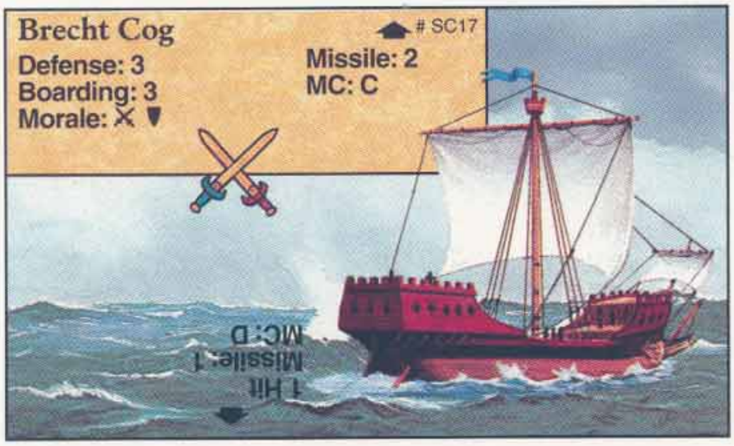
Brecht Cog

SC17

Defense: 3
Boarding: 3
Morale: ✕ ▼

Missile: 2
MC: C

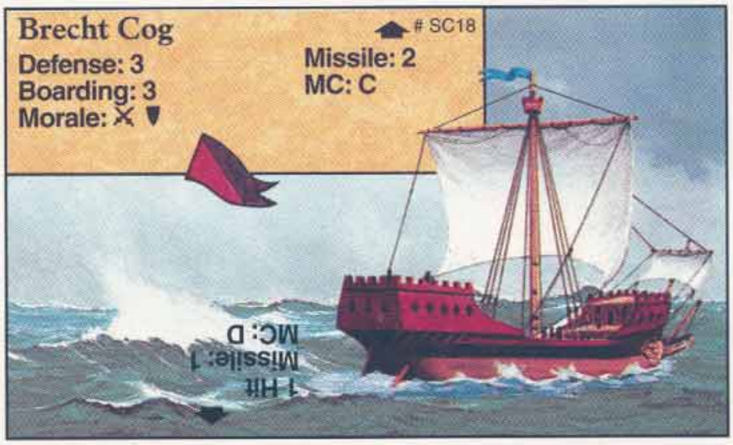

1 Hit
Missile: 1
MC: D

Brecht Cog

SC18

Defense: 3
Boarding: 3
Morale: ✕ ▼

Missile: 2
MC: C

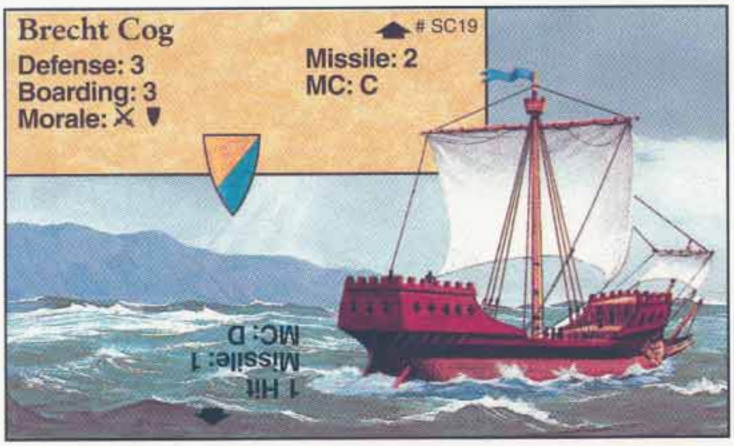

1 Hit
Missile: 1
MC: D

Brecht Cog

SC19

Defense: 3
Boarding: 3
Morale: ✕ ▼

Missile: 2
MC: C

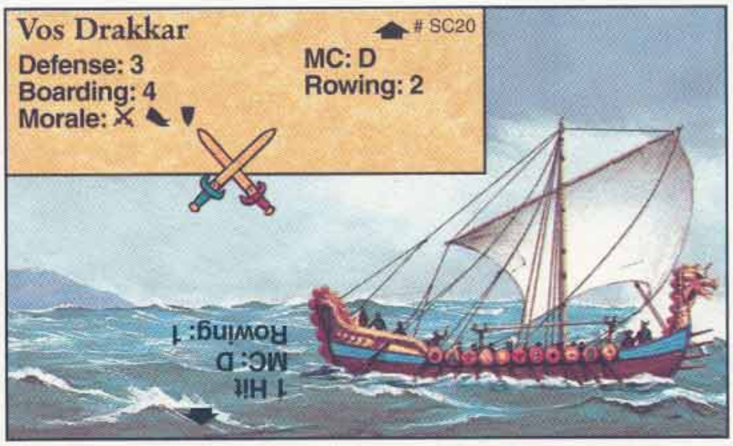

1 Hit
Missile: 1
MC: D

Vos Drakkar

SC20

Defense: 3
Boarding: 4
Morale: ✕ ◣ ▼

MC: D
Rowing: 2

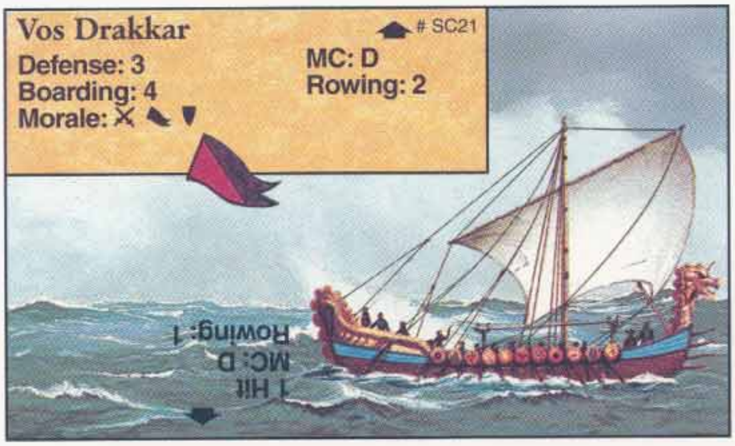

1 Hit
MC: D
Rowing: 1

Vos Drakkar

SC21

Defense: 3
Boarding: 4
Morale: ✕ ◣ ▼

MC: D
Rowing: 2

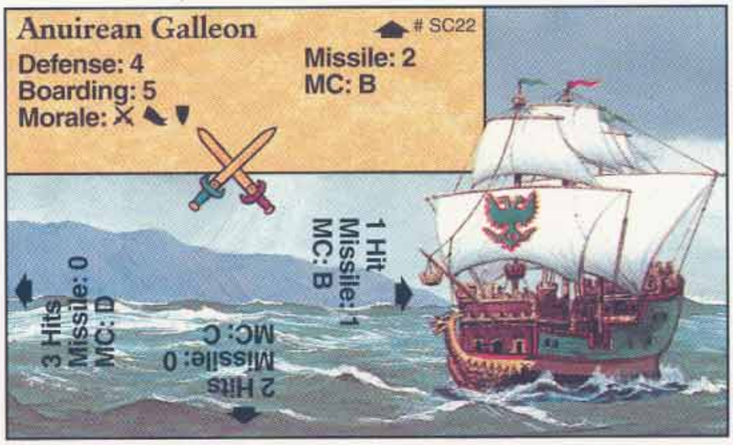

1 Hit
MC: D
Rowing: 1

Anuirean Galleon

SC22

Defense: 4
Boarding: 5
Morale: ✕ ◣ ▼

Missile: 2
MC: B

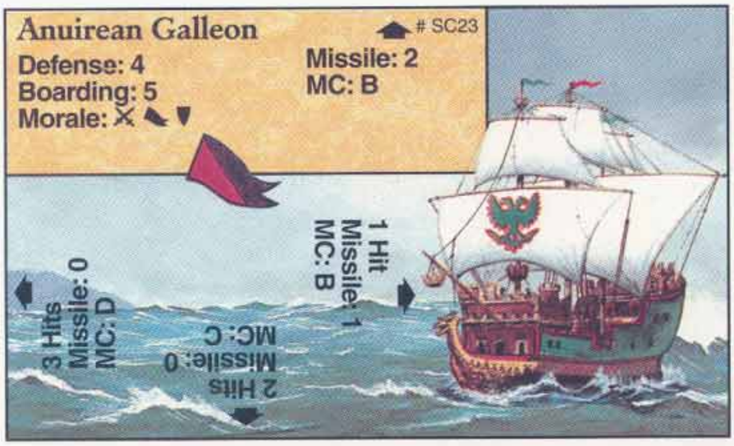

1 Hit
Missile: 1
MC: B
3 Hits
Missile: 0
MC: D
2 Hits
Missile: 0
MC: C

Anuirean Galleon

SC23

Defense: 4
Boarding: 5
Morale: ✕ ◣ ▼

Missile: 2
MC: B

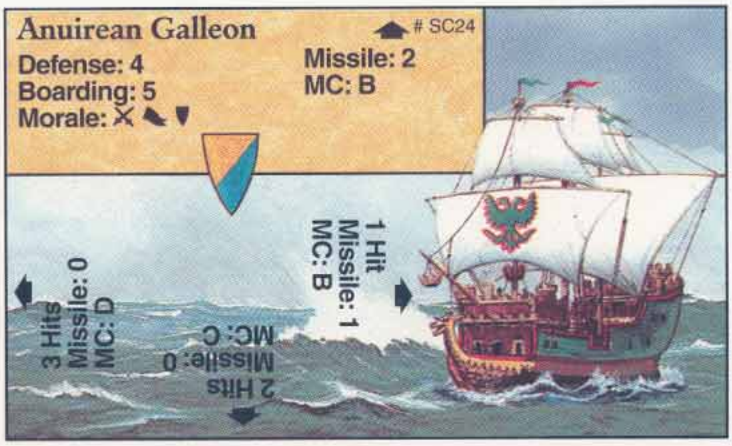

1 Hit
Missile: 1
MC: B
3 Hits
Missile: 0
MC: D
2 Hits
Missile: 0
MC: C

Anuirean Galleon

SC24

Defense: 4
Boarding: 5
Morale: ✕ ◣ ▼

Missile: 2
MC: B


1 Hit
Missile: 1
MC: B
3 Hits
Missile: 0
MC: D
2 Hits
Missile: 0
MC: C

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NAVAL WAR MAGIC
Bless

Spells: *Bless, chant, prayer.*

Effects: These spells may be cast on the crew and troops of the caster's ship to add a +1 bonus to the ship's boarding value. In addition, the player of an affected ship with one or two icons under Morale draws a random icon; if it's different, the player adds it to the ship's morale icons for as long as the spell lasts.

Duration: One round per level of caster.

#SC49

NAVAL WAR MAGIC CARD
Turn Wood

Spell: *Turn wood.*

Effects: The *turn wood* spell automatically moves a single enemy vessel one battle area in a direction of the caster's choice, regardless of wind direction or strength. Spellcasters can use this technique to break a grapple or force a ship to run aground.

Duration: Immediate.

#SC50

NAVAL WAR MAGIC CARD
Attack Spells

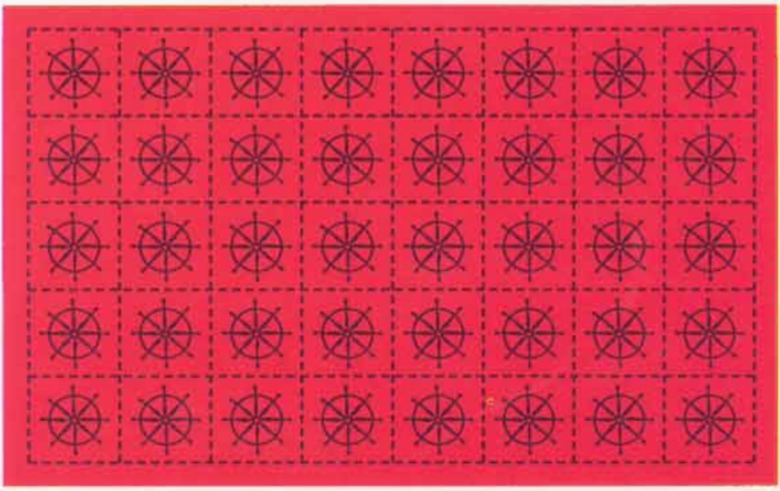
Attack spells are classified as though they create an H, R, or D result for the target vessel on a battle card.

D: *Disintegrate, incendiary cloud, meteor swarm, fire storm.*
R: *Fireball, lightning bolt, delayed blast fireball, wall of fire, chain lightning, call lightning, produce fire, fire seeds.*
H: *Flame arrow, Melf's minute meteors, warp wood, flame strike.*

Additional effects: Ships struck by any R or H spells have a 50% chance of catching fire; ships aflame suffer one hit per turn until they sink. Spells with R effects also cause one hit to an embarked troop unit.

Duration: Varies by spell.

#SC51



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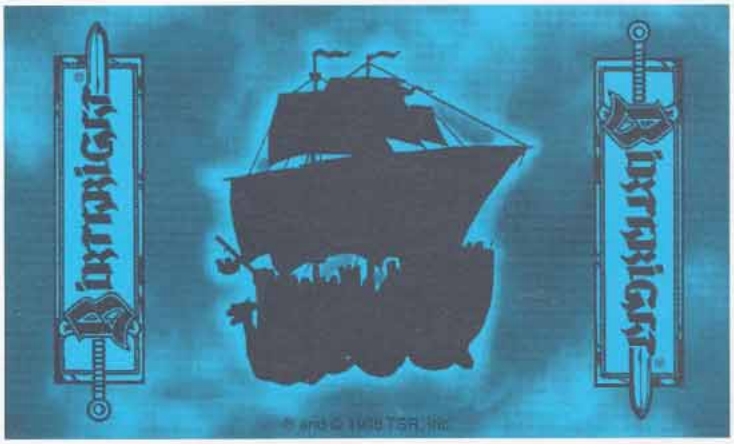
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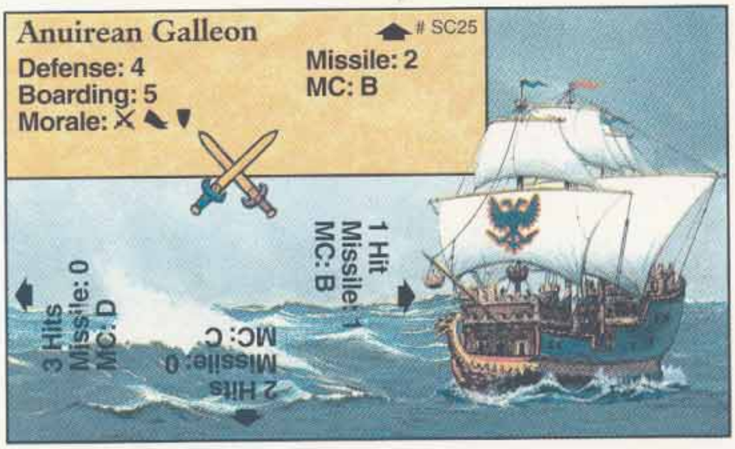
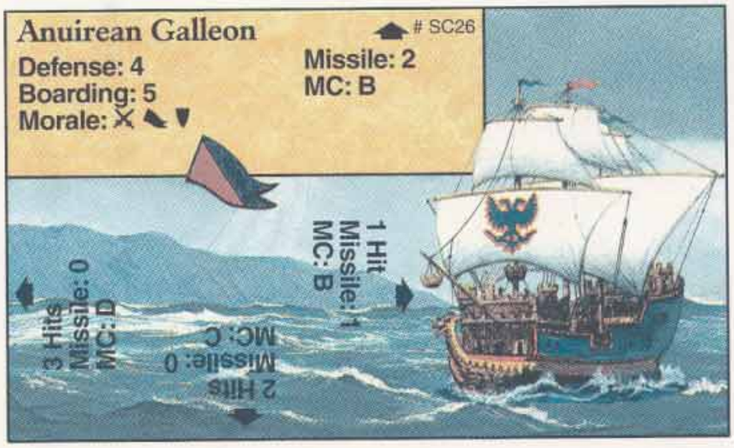

1 Hit
Missile: 1
MC: B
2 Hits
Missile: 0
MC: C
3 Hits
Missile: 0
MC: D

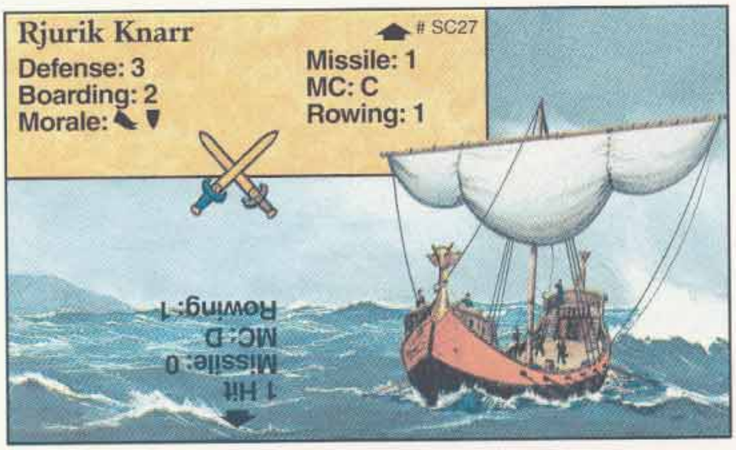
Anuirean Galleon ▲ # SC25

Defense: 4
Boarding: 5
Morale: ✕ ◣ ▼
Missile: 2
MC: B


1 Hit
Missile: 1
MC: B
2 Hits
Missile: 0
MC: C
3 Hits
Missile: 0
MC: D

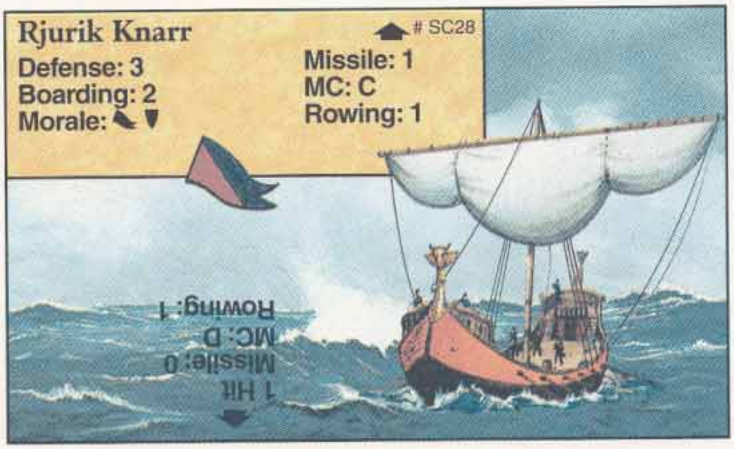
Anuirean Galleon ▲ # SC26

Defense: 4
Boarding: 5
Morale: ✕ ◣ ▼
Missile: 2
MC: B


1 Hit
Missile: 0
MC: D
Rowing: 1

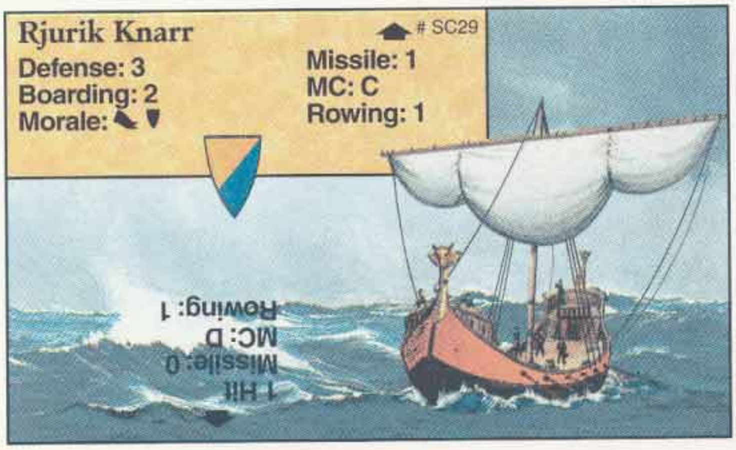
Rjurik Knarr ▲ # SC27

Defense: 3
Boarding: 2
Morale: ◣ ▼
Missile: 1
MC: C
Rowing: 1


1 Hit
Missile: 0
MC: D
Rowing: 1

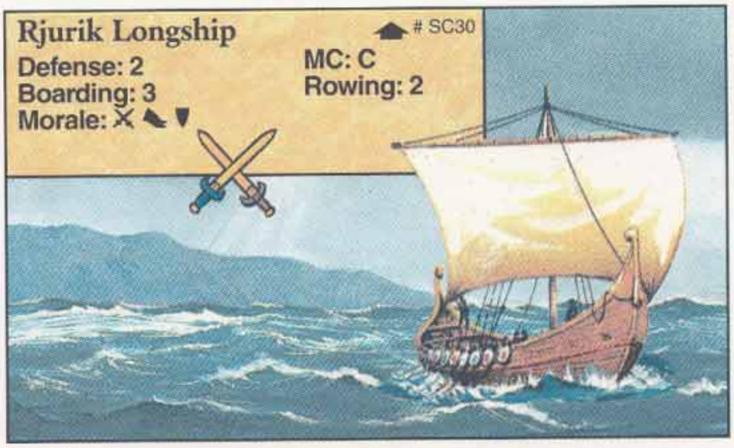
Rjurik Knarr ▲ # SC28

Defense: 3
Boarding: 2
Morale: ◣ ▼
Missile: 1
MC: C
Rowing: 1


1 Hit
Missile: 0
MC: D
Rowing: 1

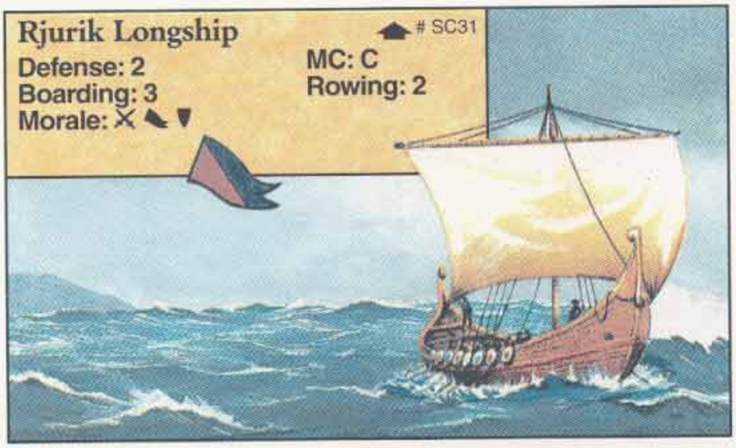
Rjurik Knarr ▲ # SC29

Defense: 3
Boarding: 2
Morale: ◣ ▼
Missile: 1
MC: C
Rowing: 1



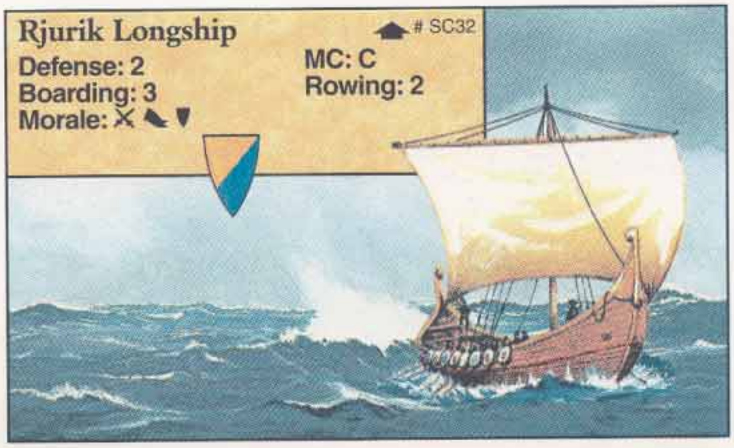
Rjurik Longship ▲ # SC30

Defense: 2
Boarding: 3
Morale: ✕ ◣ ▼
MC: C
Rowing: 2



Rjurik Longship ▲ # SC31

Defense: 2
Boarding: 3
Morale: ✕ ◣ ▼
MC: C
Rowing: 2



Rjurik Longship ▲ # SC32

Defense: 2
Boarding: 3
Morale: ✕ ◣ ▼
MC: C
Rowing: 2

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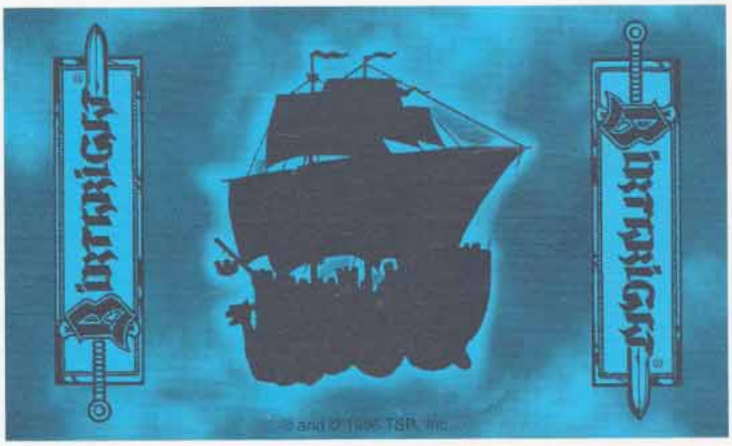
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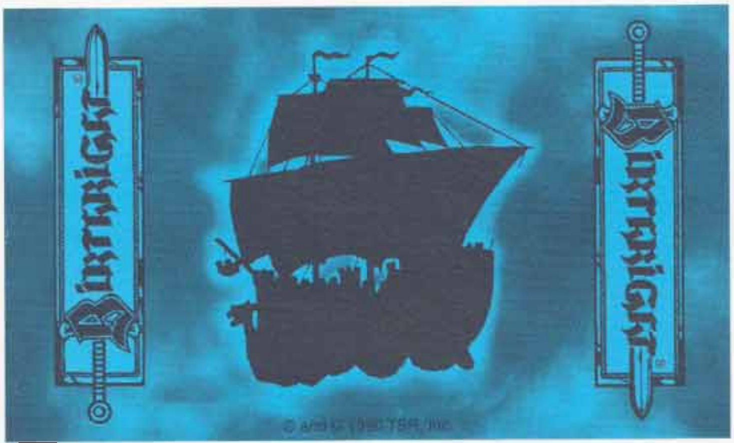
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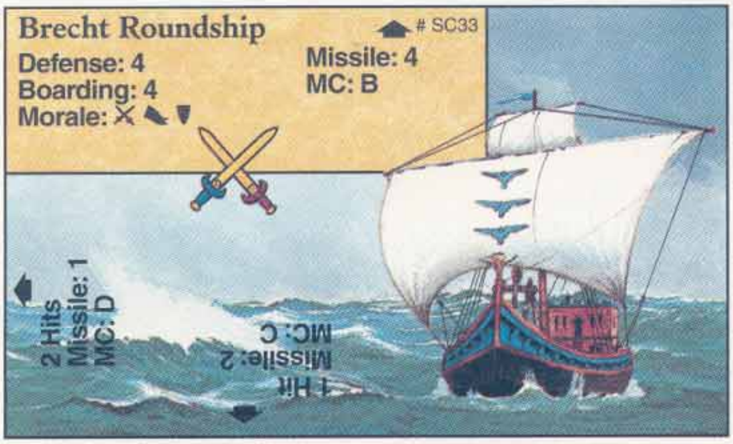


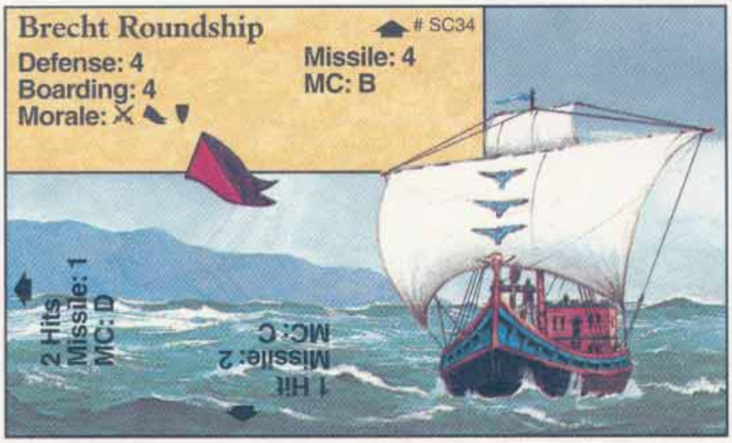
Brecht Roundship # SC33

Defense: 4
Boarding: 4
Morale: ⚔ ⚑ ⛉

Missile: 4
MC: B

2 Hits
Missile: 1
MC: D

1 Hit
Missile: 2
MC: C



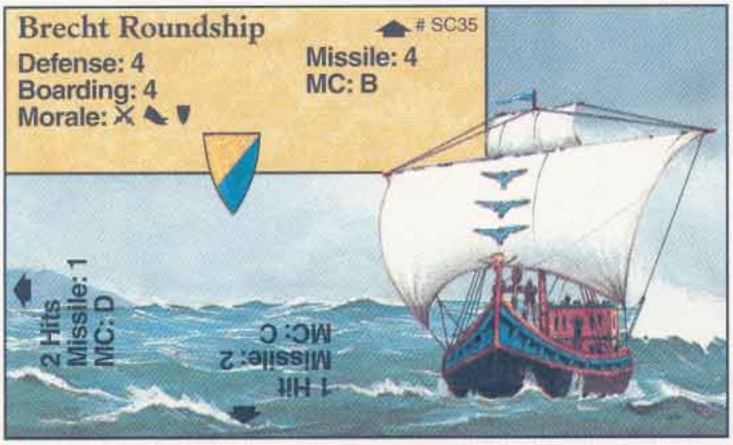
Brecht Roundship # SC34

Defense: 4
Boarding: 4
Morale: ⚔ ⚑ ⛉

Missile: 4
MC: B

2 Hits
Missile: 1
MC: D

1 Hit
Missile: 2
MC: C



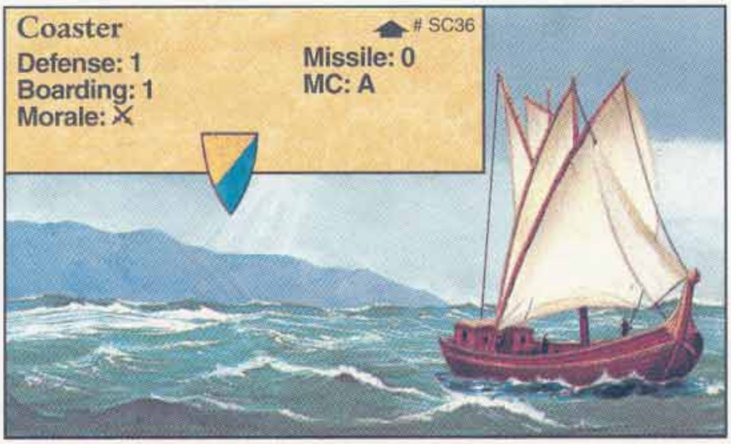
Brecht Roundship # SC35

Defense: 4
Boarding: 4
Morale: ⚔ ⚑ ⛉

Missile: 4
MC: B

2 Hits
Missile: 1
MC: D

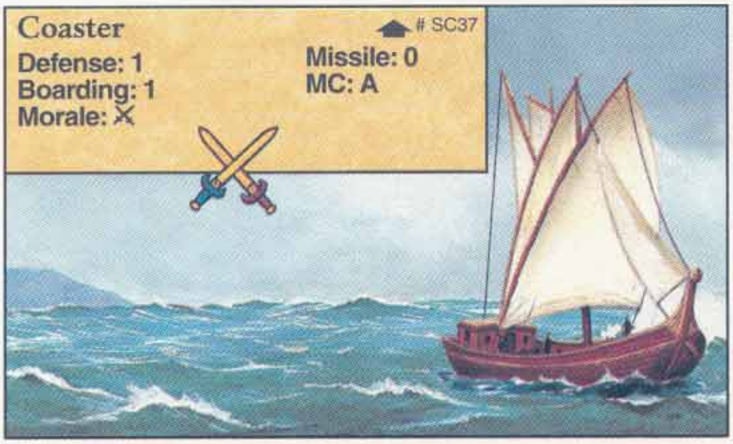
1 Hit
Missile: 2
MC: C



Coaster # SC36

Defense: 1
Boarding: 1
Morale: ⚔

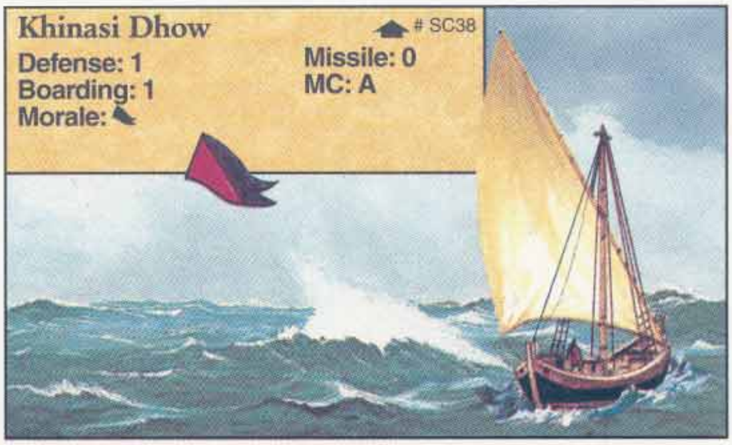
Missile: 0
MC: A



Coaster # SC37

Defense: 1
Boarding: 1
Morale: ⚔

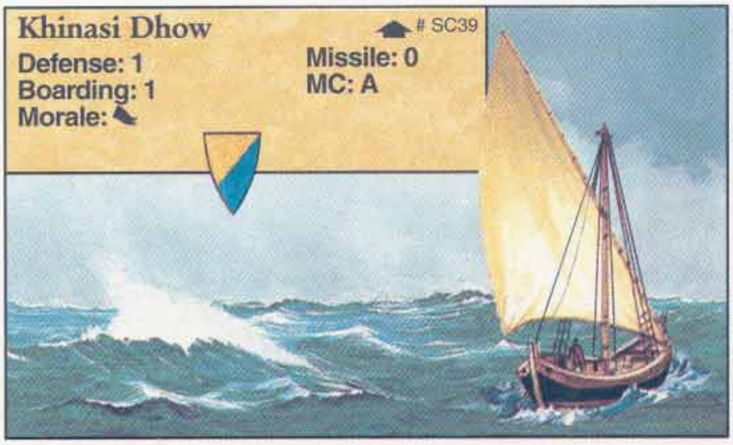
Missile: 0
MC: A



Khinasi Dhow # SC38

Defense: 1
Boarding: 1
Morale: ⚑

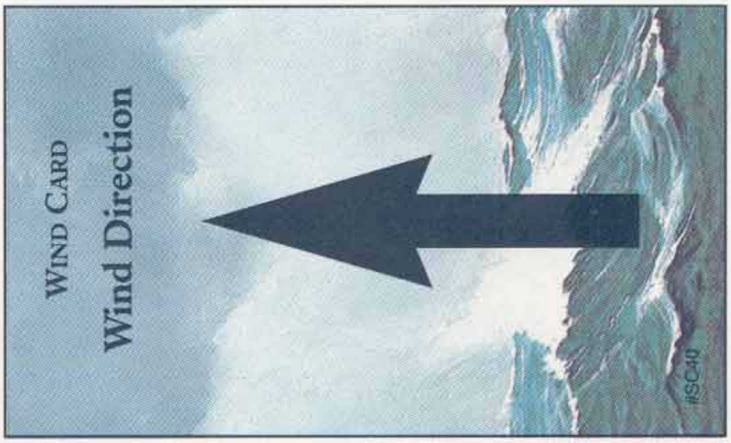
Missile: 0
MC: A



Khinasi Dhow # SC39

Defense: 1
Boarding: 1
Morale: ⚑

Missile: 0
MC: A



WIND CARD
Wind Direction

#SC40

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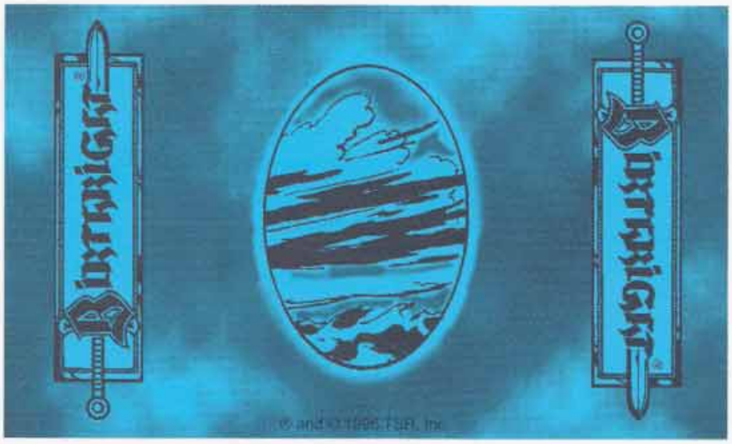
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WIND CARD

Movement Allowance in Light Winds

	Ship Maneuverability Class			
	A	B	C	D
Into	1	1	1	0
With	2	1	1	1
Cross	3	2	1	1

#SC41

WIND CARD

Movement Allowance in Moderate Winds

	Ship Maneuverability Class			
	A	B	C	D
Into	1	1	0	0
With	3	2	2	1
Cross	4	3	2	1

#SC42

WIND CARD

Movement Allowance in Strong Winds

	Ship Maneuverability Class			
	A	B	C	D
Into	1	0	0	0
With	4	3	2	2
Cross	5	4	3	2

#SC43

NAVAL WAR MAGIC

Crew-affecting Spells

Crew-affecting spells are classified as though they create an H, R, or D result for the target vessel on a battle card. Even though these spells don't actually damage the vessel, the crew losses affect its fighting ability and maneuverability. A ship cannot sink due to spells of this sort—it keeps its last hit until struck by a physical attack.

D: *Cloudkill, death fog.*
R: *Blade barrier, chaos, symbol, mass charm, fear, prismatic spray, death spell.*
F: *Confusion, pyrotechnics, insect plague, web, rainbow pattern, hypnotic pattern.*

Duration: Varies by spell.

#SC44

NAVAL WAR MAGIC

Illusions

Spells: *Phantasmal force, improved phantasmal force, spectral force, advanced illusion, permanent illusion, programmed illusion.*

Effects: By using an illusion spell, the caster creates a phantom duplicate of his own ship. The commander may draw one additional vessel of the exact same kind and place it with the caster's ship, mixing the two so that the enemy player doesn't know which ship is real and which is an illusion. The two ships can separate in later moves, but the illusion disappears when an enemy ship hits it with missile fire or attempts to board it.

Duration: Until dispelled.

#SC45

NAVAL WAR MAGIC

Fog

Spells: *Wall of fog, fog cloud, pyrotechnics, obscurement, control weather.*

Effects: No vessel may fire missiles into or out of the battle area containing this card. A ship attempting to grapple another vessel in the fog suffers a –2 column shift to its grappling check.

Duration: One round per level of caster.

#SC46

NAVAL WAR MAGIC

Movement Spells

Spells: *Control weather, control winds, gust of wind.*

Effects: *Control weather* and *control winds* spells allow the caster to immediately change the wind direction to the quarter of his choice and increase or decrease its strength by one category. *Gust of wind* gives the caster's vessel an additional battle area of movement along its current heading.

Duration: The effects of *control weather* and *control winds* last for the duration of the battle.

#SC47

NAVAL WAR MAGIC

Barriers

Spells: *Solid fog, wall of force, lower water, Otiluke's freezing sphere, wall of ice.*

Effects: All barrier spells prevent one enemy ship from moving for the duration of the spell. Any ship that tries to board the affected ship becomes stuck as well.

Solid fog also bars missile fire to and from the affected ship. *Wall of force, wall of ice,* and *Otiluke's freezing sphere* each inflict one hit of hull damage if cast on vessel that moved in this round of battle.

Duration: One battle round per level of caster.

#SC48

0	0	0	0	0	0	0	0
0	0	0	0	0	0	0	0
0	0	0	0	1	1	1	1
1	1	1	1	1	1	1	1
1	1	1	1	1	1	1	1

1	1	1	1	1	2	2	2
2	2	2	2	2	2	2	2
2	2	2	2	2	2	2	2
2	2	2	2	2	2	3	3
3	3	3	3	3	3	3	3

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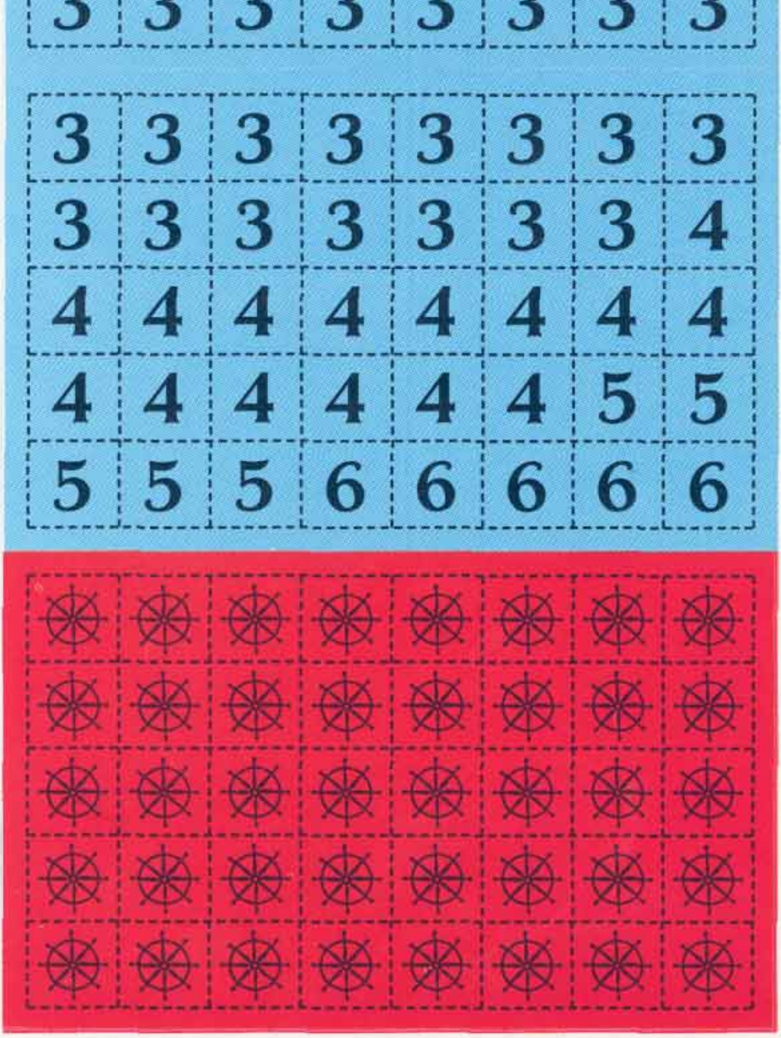

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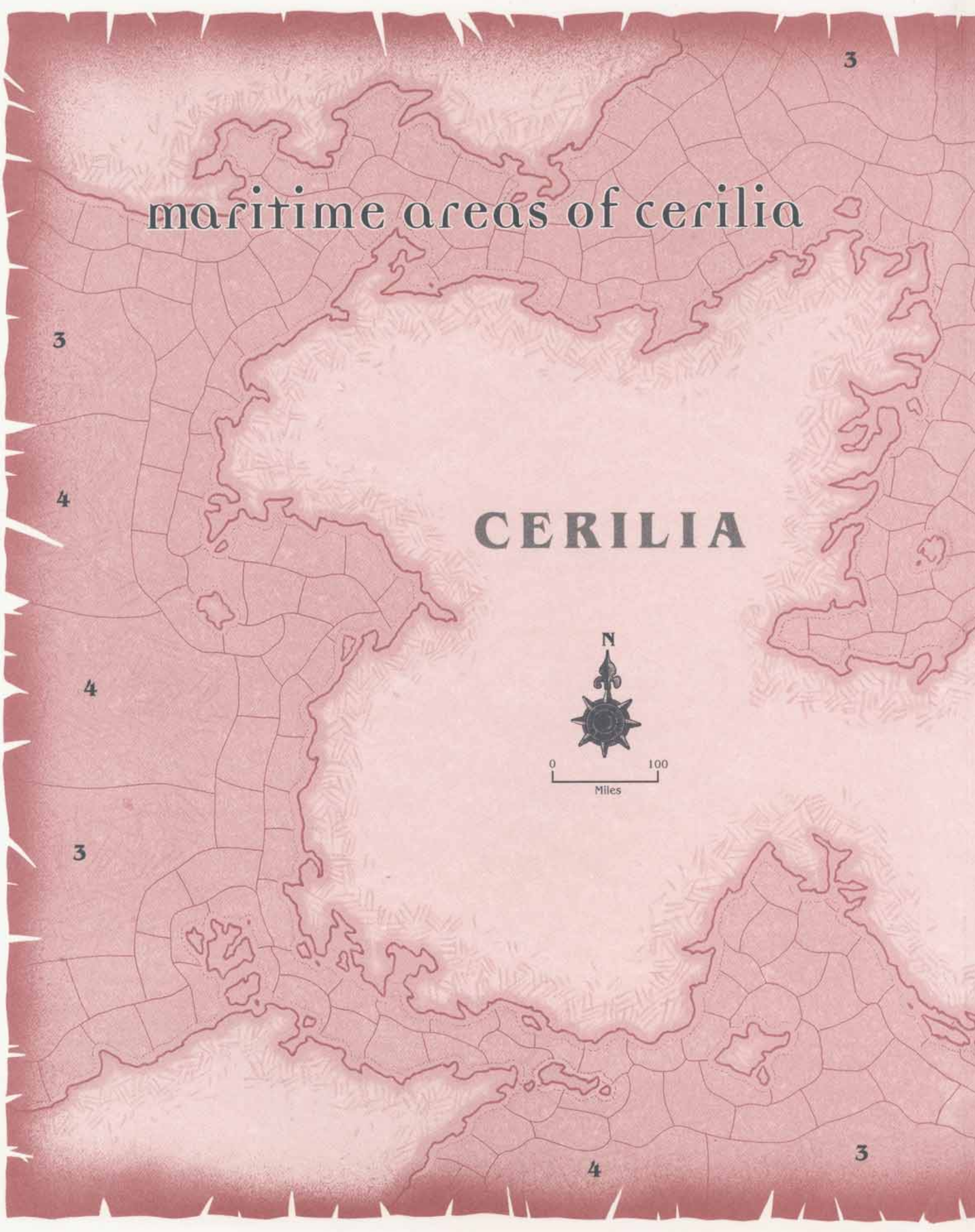

maritime areas of cerilia

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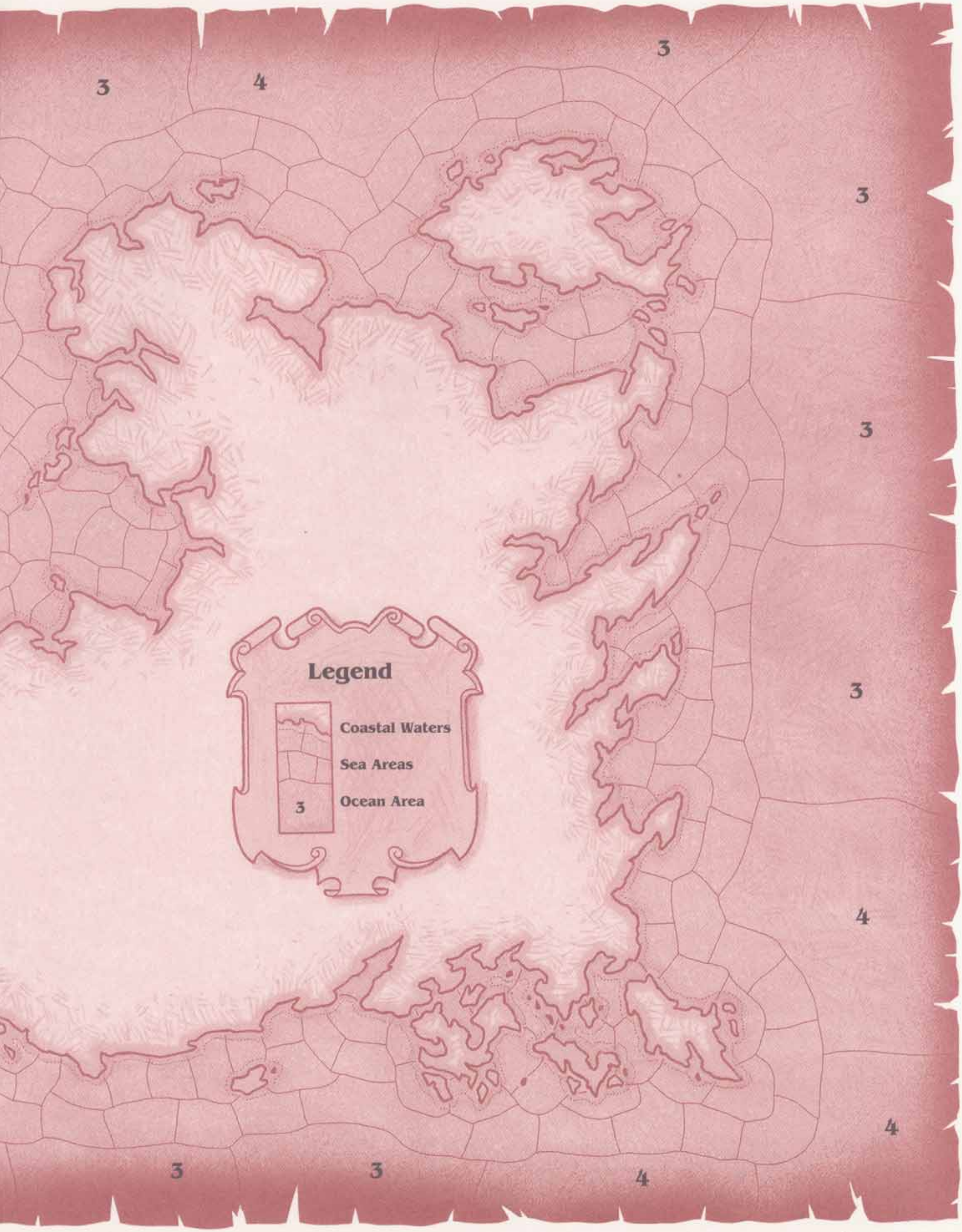
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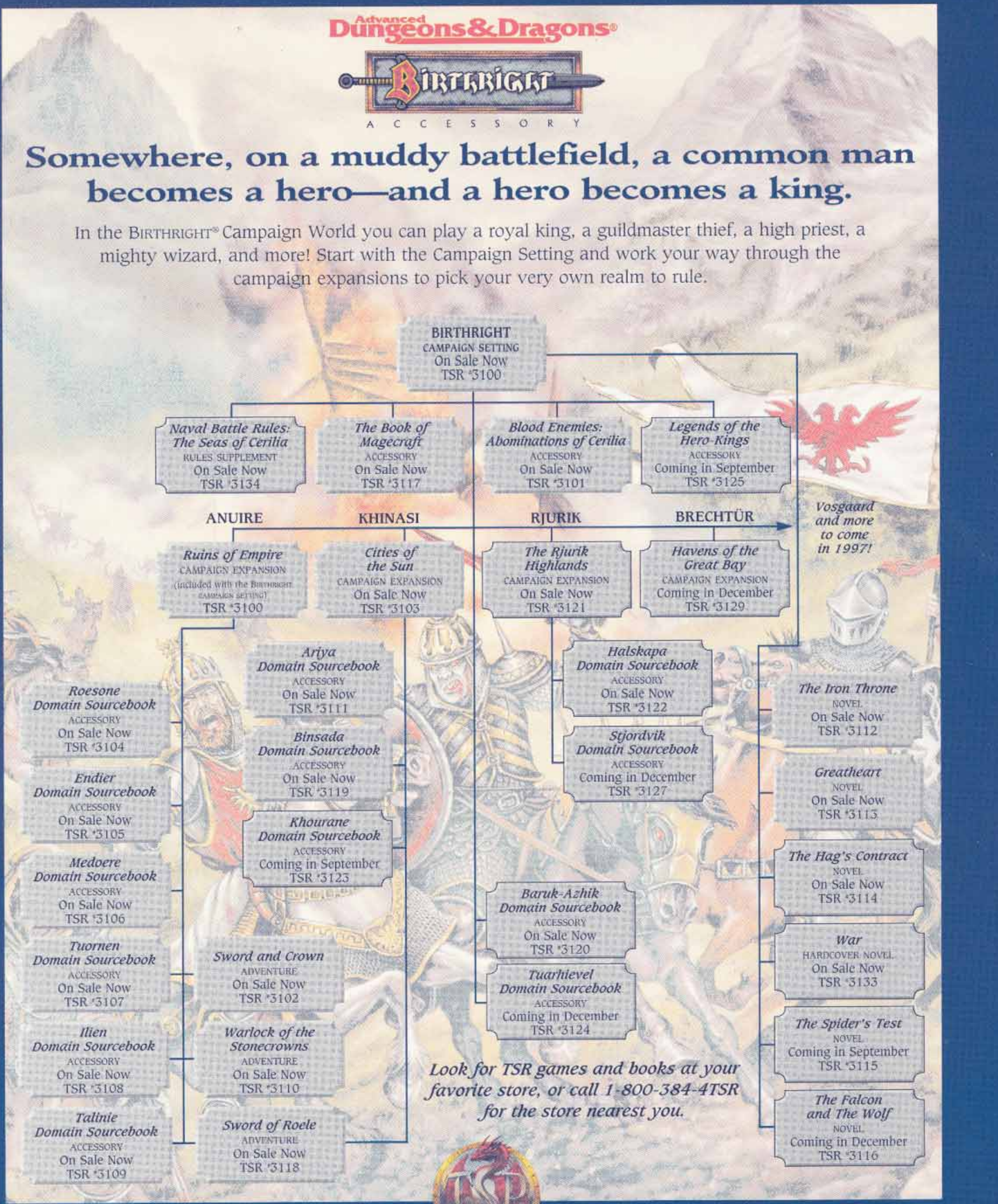
Legend
Coastal Waters
Sea Areas
Ocean Area
3



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Advanced Dungeons & Dragons®

BIRTHRIGHT®

ACCESSORY

Naval Battle Rules: the seas of cerilia

by Rich Baker

Otto van Riede, captain of the Brechlen, *fixed his gaze on the pirate cog that fled before him. He'd combed the Krakennauricht for a week, searching for the* Icedrake, *and now he intended to run her to ground. His lookouts had sighted the cog an hour after sunrise, beating her way into the bitter north winds. Van Riede had immediately turned in pursuit. Now the cog was only three or four cable lengths ahead and quickly racing into dangerous shallows.*

Van Riede smiled; the pirate vessel would have to turn and fight or run herself aground. "Sound general quarters," he ordered. "Archers to their stations! Clear the catapults! And ready a boarding party!" As his officers and crew clattered to their stations, readying the Brechlen *for a fight, van Riede folded his arms and nodded. "Keep an eye on her, helm. She'll be turning any moment now. . . ."*

Every land in Cerilia depends on the sea for military strength and trade. Many times, the quality of a regent's fleet and the naval power at his command prove the deciding factors in his success or failure as a ruler.

This supplement expands the BIRTHRIGHT® domain and War Card rules to handle sea travel and combat. Players can use the sample navies included for Anuirean, Khinasi, and Rjurik kingdoms as guidelines to tailor fleets to meet the needs of their own domains. Special maps illustrating the maritime areas surrounding Cerilia make it easy to add a naval dimension to any campaign.

The BIRTHRIGHT® *Naval Battle Rules* contain:

- *The Seas of Cerilia*, a 16-page book detailing the rules for naval battles in the BIRTHRIGHT game, including sea movement, ship types, naval armament, sea trade routes, and battles on the water.
- A set of 51 naval War Cards featuring game statistics for the vessels of all the lands of Cerilia, as well as special wind cards governing movement at sea, and cards describing naval war magic.
- Counters for indicating crew capacity and ship movement rate.
- A full-color, poster-sized naval battle mat for ship-to-ship combat.

These naval battle rules first appeared in the Cities of the Sun *campaign expansion. If you already own that product, it is not necessary to purchase this one.*

Add the excitement of naval combat to every BIRTHRIGHT campaign!

Suitable for all levels of play.

TSR, Inc.
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120 Church End
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United Kingdom

ISBN 0-7869-0628-6

9 780786 906284 51095>

Sug. Retail
U.S. $10.95 CAN $15.95 U.K. £7.50 Incl.VAT

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