



Ships of the Mysterious Islands

Savage Worlds™ House Rules by Jordan Peacock
for use with Pirates of the Spanish Main™ RPG



Piracy in the Victorian Era

The *Pirates RPG* doesn't take place in any particular time period, so you are free to mix Spanish galleons and American schooners if you please. However, if you wish to draw inspiration from later sets of the *Pirates Pocketmodel™* Game, you may find that certain historic events anchored in very specific points in history (or fiction) are referred to, at least obliquely.

In particular, *Pirates of the Mysterious Islands* makes references to the works of Jules Verne: Captain Nemo and the Nautilus are featured in this set, and the events of his novel, *The Mysterious Island*, take place against the backdrop of the American Civil War. Here is an attempt to "translate" submarines and other 1800s-era ships that employ the technology found in *Pirates of the Mysterious Islands* and later sets.

(Special thanks to *Jack Ace* from the Pinnacle forums for inspiration for clipper ships.)

House Rules

These are fan-made "house rules," and are in no way official. References are made to additional house rules contained in *Ships of the Spanish Main*. (These rules are presented separately, so as not to overwhelm house rules for the "classic" Pirates setting with those particular to campaigns in the 1800s.)

New Ship Types

In these descriptions, "Masts" is used as a measure of ship size. For instance, a Catamaran is listed as "1 or 2 Masts," so this ship type can only be applied to the basic "1-Masted Ship" or "2-Masted Ship" templates (p. 116, *Pirates RPG*). This is used as a measure rather than "Wounds," since some ships have additional Wounds due to secondary hulls or a protective armored shell.

The ships presented here are based on various bizarre "steampunk" ships introduced in the CSG, or historic ships (such as the clipper) from the Victorian Era.

Bombardier: This experimental ship design features a heavy turret on the forecandle deck, so that a cannon can be directed against either side.

4 Masts only. -1 Wound. 4 Guns are taken up by a single bombardier turret (c.f.) that houses an artillery cannon or a flamethrower cannon (included in the ship's cost).

A bombardier ship may also be a turbine

(steam-powered) ship (c.f.), at double the normal Cost for a ship of its size.

Catamaran: These are basically yachts that feature a second hull - or outrigger - connected by supporting arms, based on the outrigger designs of Polynesian islanders. This design allows for greater stability for sailing close to the wind and when weathering storms.



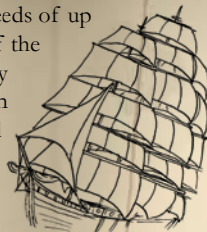
1 or 2 Masts. +1 Top Speed, -2 Toughness, +1 Wound. The extra Wound does not increase the number of Edges this ship may have. Taking the Storm Worthy Edge does not count toward a catamaran's Edge limit.

Catamaran, Double: These are like the typical catamaran, but feature two outriggers - one on each side of the central hull.



Up to 3 Masts. -2 Toughness, +2 Wounds. These extra Wounds do not increase the number of Edges this ship may have. Taking the Storm Worthy Edge does not count toward a double catamaran's Edge limit.

Clipper: These ships rule the seas of the 19th century, reaching speeds of up to 22 knots (in the case of the *Sovereign of the Seas*). They combine square and lateen rigs with narrow hulls and deep drafts (for stability and for sailing close to the wind).



3 to 5 Masts. +1 Travel Speed, +2 Top Speed, -2 Toughness, 1/2 Guns. The Storm Worthy Edge does not count against a clipper's Edge limit.

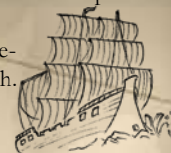
Flotilla, Stationary: Unlike the traditional use of the term "flotilla," these are floating gun platforms that lack self-propulsion.

1 Mast. Top Speed, Travel Speed and Acceleration of 0; this "ship" cannot move except by being towed by another ship. +4 Toughness, +1 Wound, +2 Guns, 0 Crew, x2 Passengers. The extra Wound does not increase the number of Edges this ship may have. Passengers are protected from crew hits caused by grapeshot.

It has no Handling, cannot perform

maneuvers, and cannot be Out of Control. Its cannons may still fire even if it is rendered derelict. The Fortification, Metal Hull, and Shock Resistant Edges do not count against this ship's Edge total.

Icebreaker: These Scandinavian ships feature reinforced prows, designed to cut through the ice-covered waters of the far north.



3 Masts. -1 Acceleration. The icebreaker takes half damage from ramming, if it initiates the ram, due to its reinforced bow. If this ship should be granted the Ram Edge, this effect is cumulative (reducing damage to one quarter if the ship initiates a ramming attack).

An icebreaker ship may also be a turbine (steam-powered) ship (c.f.), at double the normal Cost for a ship of its size.

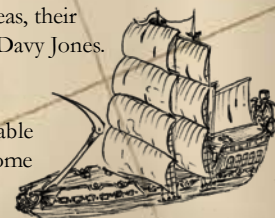
Schooner (house rule version): From the 18th century onward, this ship design sees much use, as its sails are designed to be repositioned to make best use of the wind, even when sailing close into it.



Up to 4 Masts. +2 Handling, -2 Toughness, 1/2 Guns. The Shallow Draft Edge does not count toward this ship's limit.

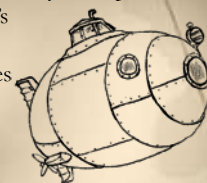
Scorpion: These nightmare ships come from the Cursed Seas, their crews enslaved by Davy Jones.

They feature large, frightening, and technically improbable scythe arms that come crashing down to splinter and pin enemy ships as a precursor to swarming it with undead crewmen running across the arm. Such craft are not available for sale among mortals.



3 Masts. Scorpion attack (q.v.). -2 Top Speed.

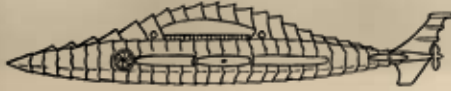
Submarine, Electric: Early attempts at mimicking Captain Nemo's designs have produced an electric submarine that uses accumulators (batteries) charged at specially-equipped stations, pioneered by the British.



One such experimental submarine station is located at Port St. George in the Bahamas. As these are still experimental, none are legally available for sale.

Up to 3 Masts. Submarine. Has an engine (see Turbine, below), but does not require fuel supply; batteries on board provide power for up to 3 days of operation. Taking the Fulton Sail Edge does not count against this ship's limit. Double (x2) Cost.

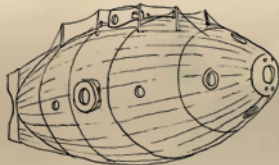
Submarine, Nemo: The most famous of



this line of ships would be the *Nautilus*. These submarines use sodium-mercury batteries that use saltwater as a catalyst, and thus essentially use sea water as their plentiful "fuel." None are available for sale, though a Cost is provided for comparative purposes.

Up to 3 Masts. Submarine. Has an engine (see Turbine, below) but does not require fuel supply. Taking the Metal Hull, Ramming Spine and Screw Engine Edges does not count against a Nemo submarine's limit. Repairs on this ship can only be performed if at least one member of the repair team has the Nemo's Plans Edge. Quadruple (x4) Cost.

Submarine, Turbine: Thanks to the innovations of Spanish inventor Narciso Monturiol Estarriol, these submarines use



anaerobic combustion to power steam engines for propulsion. This process uses a chemical compound of manganese peroxide, zinc, and potassium chlorate - and, incidentally, gives off oxygen as a byproduct. As a result, while most submarines have to surface every 5 days to replenish their oxygen supply, steam submarines can go for up to 15 days without surfacing for fresh air. These submarines are not legally available for sale.

Up to 3 Masts. Submarine. Has a steam engine (see Turbine, below), but fuel costs \$1000 per 500 units. Taking the Metal Hull, Ramming Spine and Screw Engine Edges does not count against a turbine submarine's limit. Triple (x3) Cost.

Switchblade: These improbable monstrosities of mad science feature huge metal "blades" that sweep out to embed themselves in enemy ships and allow for boarding actions with considerable ease.

4 Masts. Crew gain a +4 bonus to group Throwing rolls to attempt a boarding action, and may perform boarding actions on ships up to 1" away (naval scale). 1/2 Guns.

Turbine: These ships combine steam



boilers with paddle wheels mounted on the rear or sides, to provide movement even if the winds die, or the sails are damaged. (Although later steam ship designs would do away with the sails entirely, early incarnations of steamers combined sails with engines.)

The turbine has a steam engine; it may travel at normal Top Speed and Travel Speed listed for a ship with its number of Masts, under engine power, even if it is reduced to 0 Wounds. Its guns may still fire even if the ship is rendered derelict, as long as the steam engine is still running. When traveling, it may move diagonally on the travel map even when going against prevailing winds. Requires fuel (1 Cargo Space, \$500, 500 units), consumed at a rate of 2 units per Mast per day of operation. Double Cost.

Windcatcher: Only three prototypes of this experimental American design are known to exist. Although a Cost multiplier is provided for comparison, none are available for sale.



3 Masts. +2 Handling, double Cost.

New Ship Edges

The following are new Edges, most of them inspired by special ship abilities from the *Pirates PocketModel* game. They are identified as either "Ship," "Crew," or "Equipment" Edges, in accordance with the Ship Edge Types house rules presented in *Ships of the Spanish Main*.

Fireproof (Equipment)

Any time a Fire would start on this ship (due to Critical Hit, spreading Fire, touching a Fire Ship, etc.), roll 1d6. On a roll of 4+, the Fire does not start or spread. Fire crews get a +4 bonus to rolls to put out Fires on this ship.

Fulton Sail (Equipment)

Submarine only. When surfaced, the submarine may extend sails to move by wind power more like a normal

ship, rather than burning fuel or using battery power. When the ship is under sail, Boating skill is used instead of Piloting to control it. While sailing, its Handling is worsened by -2, its Top Speed drops by -1, and it is potentially subject to the slowing effects of chainshot.

Hydroponics (Equipment)

Only available for a ship built or maintained by a character with the Nemo's Plans Edge. This ship is a veritable showcase of Captain Nemo's ingenuity, including an enclosed garden and aquarium capable of growing enough food for the ship's galley to satisfy provisions requirements for up to a number of people equal to the ship's Crew. (For any Passengers, additional provisions stores will still be required.)

This equipment requires maintenance from someone with the Nemo's Plans Edge once a month in order to continue functioning.

Luxurious (Equipment)

The interior is extravagantly appointed with modern conveniences, with a spacious galley and entertainments for the crew and passengers. Fatigue due to Cabin Fever happens half as quickly; one fatigue level per 60 days at sea for most ships, or per 30 days for a submarine.

Metal Hull (Ship)

With the advent of the French *La Gloire* in 1859, it became evident that "ironclad" battleships were the way of the future. Ironclads have +2 Armor, but -1 Acceleration and -1 Top Speed. They cannot be set afire by firepot unless the shot causes a wound.

Ramming Spine (Equipment)

Submarine only. The ship has an arcing spine over the top that may be used to ram a ship's hull while the submarine is submerged. The spine has AP 4 and halves damage sustained when ramming. This is only useful against surface ships, not other submarines or sea monsters. (For that, the Ram Edge is required.)

Screw Engine (Equipment)

Submarine or Turbine only. This ship gains +1 Acceleration and +1 to Top Speed when operating under engine (not sail or oar) power.

Submarine Hunter (Equipment)

This ship is equipped with the latest weaponry designed to fight submarines. This ship may make cannon attacks against submerged submarines (or sea monsters) within Short Range - either using "depth charges" (treat as normal cannon fire) or "steel nets" (treat as chain shot). Sea monsters hit by steel nets may escape (negating any reduction to aquatic pace) by spending an action and making a successful Agility test.



New Ship Hindrances

Inefficient (Major)

Submarine (electric or turbine) or turbine only. The ship's design results in an overall increased drain on resources. It consumes twice the amount of fuel or energy to operate. (So, a 3-mast turbine ship consumes 12 units of coal per day of operation. An electric submarine can only operate for one day and a half before having to recharge its accumulators.)

Luddites' Revenge (Major)

The ship seems to be cursed with bad luck. Any time a 1 is rolled on a Shooting roll (regardless of the Wild Die) when firing this ship's cannons, a mishap renders the cannon inoperable until it can be repaired (a Repair check and an hour of work). If it's a Power Cannon, it's destroyed outright.



Touchy Boiler (Major)

Submarine (turbine) or turbine only. The boiler lacks effective safety valves, and requires constant attention. Each day, the boiler room crew must make a group Repair check; on a failure, the steam engine is shut down for the day.

Any time the ship takes damage, the boiler room crew must make an immediate group Repair check; on a failure, it shuts down. On a Botch, it blows up, starting a Fire, and inflicting 1d6 crew hits.

Replacing the boiler (removing the Hindrance) costs \$600 per point of the ship's base Toughness.

Weak Seams (Major)

On any hit dealing enough damage to meet or exceed the ship's Toughness, whether or not a wound is actually caused, the ship springs a Leak. Overcoming this flaw in the ship's design (and thus removing the Hindrance) requires a complete overhaul, at a cost of \$500 per point of the ship's base Toughness.

New Character Edges

The following are new Edges that should only be included as player options if submarines are allowed in your campaign.

Nemo's Plans

Requirements: Novice, Repair d8+, Smarts d8+, Special

Only a select few understand Captain Nemo's innovations, which border on the realm of mad science. This Edge is required when making repairs on a ship employing Nemo's special technology (e.g., Hydroponics, Mercury-Sodium Battery, or Power Cannons).

A character with this Edge gains the benefits of the Shipwright Edge (see p. 42, Pirates RPG) when directing repairs on a submarine.

Submarine Captain

Requirements: Novice, Piloting d8+, Command

This Edge duplicates the Captain Edge (p. 30, Pirates RPG), except that it works aboard a submarine, and the character has a "1-Mast" electric submarine he can call his own. It's up to the GM to determine under what circumstances he can recharge the ship; he may be limited to a small range of travel since his base of operations is unlikely to be mobile.

Submarines



Submarines

The most famous submarine, of course, would be Captain Nemo's own *Nautilus*, but other brilliant inventors have ventured beneath the seas as well in the *Pirates* timeline. The main differences between the submarine sub-types is a matter of technological level and means of propulsion.

All submarines follow the rules outlined in the "Submarine Rules" section that follows.

Enclosed

A submarine is immune to crew hits from Grape Shot until at least one Wound is inflicted. Fatigue due to Cabin Fever (see p. 130, Pirates RPG) happens twice as quickly; characters gain one level of fatigue for every 15 days spent at sea on a submarine. Submarines may not stay submerged longer than 5 consecutive days without surfacing to get fresh air (or 15 days, for steam submarines).

Leaks

Any submarine that takes a wound while submerged - or which submerges after taking fresh damage - will automatically spring a Leak for each Wound.

Leaks follow the same rules as Fires (see p. 135, Pirates RPG), except that Leaks don't "spread" to other vessels, and a Repair roll at -2 is used instead of Boating to seal a Leak. If the submarine is surfaced while they fight the Leak, the Repair roll is made at +2 rather than -2.

The springing of a Leak on a submarine automatically extinguishes any Fires.

Piloting vs. Boating

A submarine's helmsman requires Piloting rather than Boating skill. Any Edges that normally depend upon Boating skill affect Piloting instead. For example, to gain the benefit of the Helmsman Edge (p. 39, Pirates RPG) on a submarine, the Helmsman must

have a d8 in Piloting (instead of or in addition to the normal d8 required in Boating). Similarly, a character with the Pilot Edge (p. 41, Pirates RPG) makes Piloting rolls to negate wounds to the submarine - and gets the +2 bonus from the Edge to his Piloting rather than Boating skill when operating a submarine.

Crew may have either Boating, Piloting or Repair skill to fulfill minimum Crew requirements (to avoid the -2 or -4 penalty to Handling for being under-crewed).

All Thumbs

With the advent of technology, a single saboteur on a submarine can disable the entire craft. It's also a very dangerous thing to have crew with the All Thumbs Hindrance on board a submarine. If the helmsman should roll a natural 1 on a Piloting check while operating a submarine, the submarine shuts down immediately. Getting the submarine in working order again requires 2d6 hours of work and a successful Repair check.

Any group crew checks involved in operating the ship will result in a similar effect if a 1 comes up on the skill roll, if even one member of the group has the All Thumbs Hindrance.

Submersible

A submerged submarine may not be targeted by normal cannon fire, nor may it fire its cannons. It may avoid surface obstacles such as Sargasso sea, icebergs, flotsam, or other ships. Shallow water and reefs are impassable

Submarine Out of Control Chart

Use this for submarines, instead of the normal table on p. 139 of the Pirates RPG.

2d6	Effect
2	Sharp Dive: The submarine scrapes bottom or dives deeper than its hull can withstand. It springs a Leak.
3-4	Turn: Move the submarine 1d4" in direction of maneuver or away from damaging hit; roll 1d12 to randomly determine facing.
5-11	Slip: Move the submarine 1d6" left or right (50% chance either direction).
12	Roll: The submarine rolls to one side, keeling over hard. The pilot must make a Piloting roll (-4) or the submarine capsizes; all crewmembers are Shaken, and the ship immediately springs a Leak. If there is any loose cargo in the hold, the roll is at -6.

to submarines, since they're even deeper in the water than a normal ship. Sea monsters may still attack submarines normally.

Recharging

Electric submarines are particularly vulnerable, with a limited range of operation; they often work in concert with a more conventional surface ship (capable of towing it beyond its normal range of operation), and with a base capable of recharging its batteries.

Recharging an electric submarine's batteries takes one day per Mast. This can be performed either at a base equipped to recharge an electric submarine (and these are quite rare), or else by a Nemo submarine that spends the time using its generators to charge the battery instead of doing anything else.

Turrets

In the latter part of the 19th century, many warships mount their guns in rotating shielded stations, rather than the fixed arrangement of old-style cannons.

Basic Turrets

Any gun mounted in a turret is capable of swivelling and even tracking a target to a certain degree. Therefore, it is capable of being fired at targets even if the ship it is mounted on is derelict (but not if it is sinking), the firer is no longer subject to the Unstable Platform penalty, and furthermore he receives a +1 bonus to hit.

Mounting Turrets

Gun slots on a ship may be designated as having turrets, for the cost listed. For the sake of keeping things Fast, Fun and Furious, you don't have to worry about how many "heavy turrets" or "medium turrets" or "light turrets" a ship has; all that matters is how many of the ship's Guns benefit from turrets, and which cannons (if you have mixed types) you have mounted in turrets. You can only build turrets in even numbers (one on each side of the ship).

Turrets cost \$1,000 per 2 Gun slots to be converted.

Central Turrets

A steam ship (turbine) may optionally have

centrally-mounted turrets, at the expense of masts. Any cannon mounted in a central turret takes up at least 2 Gun slots (so it's customary to go ahead and mount larger cannons).

At the start of each round, before any of the ship's cannons are fired, the captain must declare which direction (port or starboard) each central turret on his ship is pointing. The cannon in each turret can then fire normally, so long as its target is on the appropriate side of the ship.

A ship may have central turrets, at a cost of \$2,000 per 2 Gun slots converted, but only by sacrificing sails. It is no longer able to travel under sail, and relies entirely upon steam propulsion instead.

Bombardier Turrets

Bombardier ships represent a strange hybrid ship that relies on sails and yet features a large turret. A bombardier ship has a single central turret that occupies 4 Gun slots. It normally mounts either a single artillery cannon or flameburst cannon. For all intents and purposes, it is identical to a central turret, though this ship is built so that it can still accommodate sails.

New Attack Types

Cannonball Drop

Submarines are able to attack most ships with impunity. However, some desperate crews have taken to dropping cannonballs over the side in the hopes of hitting submerged submarines (or sea monsters) - and sometimes they actually reach their intended target.

To perform a cannonball drop, the helmsman steers the ship over the suspected location of the submarine. Each cannon crew dumps cannonballs over the side, making a Shooting roll at -6 (plus any other penalties, such as due to relative speed) to hit the submarine. The ship may make as many "shots" as it has cannons, but requires two crewmen to man each station that "fires."

Each hit deals damage equal to a normal cannonball of its type, but without Armor Piercing, and with one die removed from its damage. For example, a standard 8-pdr cannon would only deal 2d6+1 damage on a hit. Hot pot, chain shot and grape shot cannot be used with this method.

Scorpion Attack

This attack is only available to scorpion ships, by using the large (and unwieldy) "scorpion" arm to come crashing down on an enemy ship (or sea monster).

This ship's crew may make a boarding attempt (using a group Throwing roll) against a ship that is up to 2" away, as long as the target is directly in front of the scorpion ship. The scorpion arm grants the attacking crew a +4 on their boarding attempt.

New Ship Weapons

The following weapons are not actually available for sale, but may be found on some of the ships designed by Captain Nemo or other mad scientists; Costs are listed for comparative purposes. "Guns" indicates how many Gun positions occupied. These are all Heavy and Fixed Weapons, and must be bought and installed in pairs (one on each side).

Type	Range	Damage	Cost	Guns	Notes
Claw Cannon	2/-/-	2d6	2,000	1/2	
4-GW Power Cannon	6/12/24	2d6+2	3,000	1/2	AP 2
8-GW Power Cannon	12/24/48	3d6+1	6,000	1	AP 4
16-GW Power Cannon	15/30/60	3d8+1	12,000	2	AP 8
Artillery Cannon	24/48/96	4d8+1	24,000	4	AP 12
Flamestrike Cannon	2/-/-	4d8+1	24,000	4	AP 12

Artillery Cannon: So far, these weapons have only been found on the experimental bombardier ships, mounted on turrets. Unstable weapon.

Flamestrike Cannon: This cannon spews a gout of flame in a long stream. In addition to causing considerable damage to most everything in its path, on a successful hit (even if a wound is not scored) a fire starts on the target. Unstable weapon.

Claw Cannon: This cannon fires a grappling hook and chain, at short range only. Upon a successful hit (even if no damage is done), the two ships are pulled together, and there's a +2 bonus to the crew's group Throwing attempt to board that ship that round. Additional claw cannon hits against the same target grant a cumulative +1 bonus to boarding per hit. If the boarding attempt fails, the chain breaks, though additional shots may be attempted.

Alternately, a Claw Cannon can be loaded with grapeshot, with the same limited range and damage as listed above.

Power Cannon: These marvels of mad science shoot "cannonballs" of glowing plasma, by processes not fully understood. So far, they only work on Nemo-class submarines; they use no ammunition and require only one crewman per gun. Unstable weapon.

Unstable Weapons: Unstable weapons are a product of weird science and break down on a roll of 1 on the Shooting die (regardless of the Wild Die) when fired. A Repair check by a character with the Nemo's Plans Edge or the Gunsmith Edge is required, with 1 hour of work, to return the weapon to working order again.

Upon a success, the scorpion arm deals 3d8 damage (Heavy Weapon, AP 8) to the target ship, and boarding may commence. The scorpion ship's crew may withdraw the arm by spending a complete round doing so; it is then free to move (as is the target ship, if it is still operable).

Modern Technology

Even beyond the wonders of Nemo's inventions, or those of other weird scientists of the era, there are various advances that have been made to ease the task of traveling on the high seas. If your campaign spans multiple eras (for example, a crew of pirates from 1690 passing through a whirlpool at Ocean's Edge and ending up at the Mysterious Islands circa 1890), they should likely be impressed by modern conveniences.

Provisions

Thanks to canned goods, ships in this era can carry more provisions in less space. For \$1000, you can buy one cargo space full of provisions - with 1000 provision units (each unit being enough for one crewmember for one day).

Munitions

Toward the latter part of the century, breach-loaded cannons and self-contained cartridges became the norm, rather than big barrels of gunpowder and assorted balls just waiting to go off. Modern munitions cost \$1000 per cargo space, and provide enough for 100 shots with the modern equivalent of an 8-pdr cannon (or 50 shots for a 16-pdr, or 200 shots for a 4-pdr). This includes an assortment of standard cannon shot, as well as "canister" shot (which works the same as grape shot).

However, "hot pot" and "chain shot" are no longer available as ammunition choices during battle, using these modern guns.

Navigation Suite

Modern ships have greatly improved methods of navigation over their counterparts from earlier centuries. Longitude can be accurately determined, thanks to spring-wound ship's clocks, and charts are far more accurate. For \$1000, a ship can be upgraded to have a cutting-edge navigation room, with all the latest in charts in equipment. This does not take up a cargo space, or count against the ship's total number of Edges - it's just another benefit of living in the 19th century.

A navigator on a ship with a navigation suite may reroll any dice that come up a "1" when making a navigation check, though the second result must be kept (even if it's another "1"). Bennies may still be spent on the roll normally.

Sample Ships

The Nautilus (Submarine)

Captain Nemo's "masterpiece containing masterpieces," this is a war machine that nonetheless features exquisite craftsmanship in every detail - even an organ in its Grand Salon.

Acceleration: 2 **Toughness:** 17(5)
Top Speed: 5 **Wounds:** 3
Crew: 15 + 30 **Travel Speed:** 3
Cargo Space: 8 **Handling:** -1
Guns: 12
Notes: 3 "Masts," Heavy Armor
Edges: Hydroponics, Ironclad, Luxurious, Mercury-Sodium Battery, Ramming Spine, Screw Drive
Special: Carries 12 8-GW power cannons.

The Ebba (Submarine)

The bloodthirsty and brilliant pirate Ker Kerraje secretly preys upon American shipping in waters that will one day be known as the Bermuda Triangle.

Acceleration: 3 **Toughness:** 14(2)
Top Speed: 5 **Wounds:** 2
Crew: 8 + 16 **Travel Speed:** 2
Cargo Space: 4 **Handling:** +0
Guns: 6
Notes: 2 "Masts," Heavy Armor
Edges: Steam Engine, Screw Drive

The HMS Sword (Submarine)

This experimental British "pirate-hunter" submarine operates from Port St. George, under the command of the brave Lt. Devon.

Acceleration: 3 **Toughness:** 13(2)
Top Speed: 4 **Wounds:** 1
Crew: 3 + 6 **Travel Speed:** 1
Cargo Space: 4 **Handling:** +2
Guns: 2
Notes: 1 "Mast," Heavy Armor
Edges: Accumulator, Screw Drive
Hindrances: Weak Seams