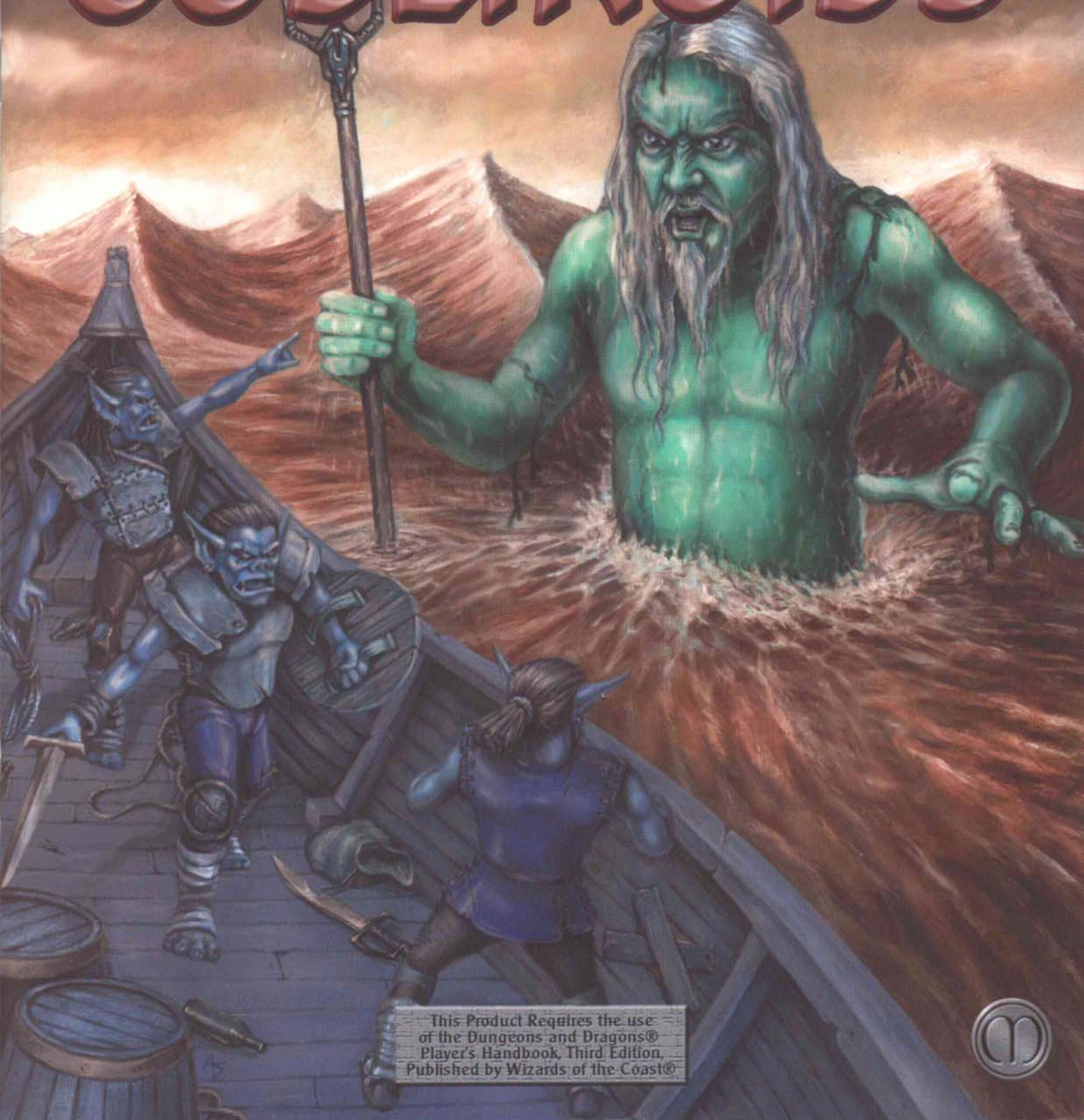


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TRAVELLERS' TALES

d20
system

SHIPS OF THE GOBLINOIDS



This Product Requires the use
of the Dungeons & Dragons®
Player's Handbook, Third Edition,
Published by Wizards of the Coast®





Ships of the Goblinoids

Matthew Sprange

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INTRODUCTION

Across the high seas, the fleets of the goblinoids terrorise the civilised nations and prey upon their merchantmen. For as long as sailors can remember, the goblinoid races have had a powerful influence on life at sea and despite concerted efforts to completely eradicate them from the waves, more always rise to wage their continual war of slaughter and plunder.

Lowly goblins, on board overcrowded war rafts and battle barges, sail up and down the coast, sacking ports and stealing gold and other valuables whenever the opportunity arises. The renowned hobgoblins, often regarded as the worst of the goblinoid races at sea, can form great pirate fleets that all but bring a halt to merchant shipping until they are destroyed by massed navies, whilst others hire themselves out as mercenaries to the highest bidder. Bugbears, though rarely taking to the sea in their own ships, can often be found as captains of subjugated goblin tribes, or enslaved as oarsmen within the bellies of hobgoblin ships. The murderous orcs are the bane of all vessels plying the ocean for they act as pirates, even as they construct huge numbers of warships to sail as a massive invasion fleet whenever their numbers grow too great within their secluded lairs and fortresses.

Any adventurer voyaging across the sea must quickly become aware of the adversaries he may face and he will soon learn that the mighty kracken and leviathan are the least of his worries. The goblinoid races roam the waves in large fleets, seeking to prey upon any other vessel weaker than themselves and, unfortunately for the sailors within such vessels, they have both the numbers and the weaponry to succeed in any attack.

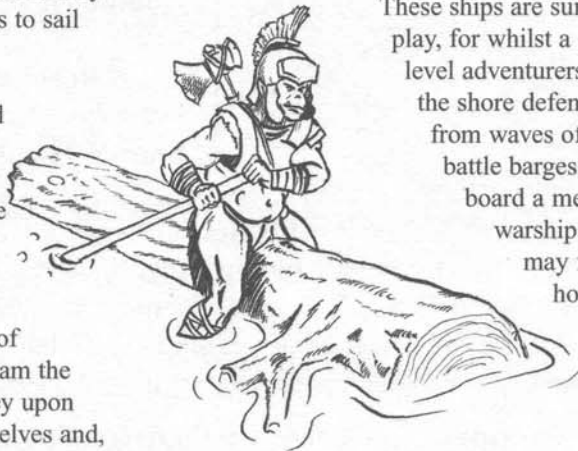
TRAVELLERS' TALES

Ships of the Goblinoids expands and enhances the information provided in *Seas of Blood*, also from Mongoose Publishing. This series of supplements, designed for use in any fantasy-based d20 games system, takes an exhaustive look not just at sea travel and nautical adventures, but also at the specific ships used by various races within the

worlds of fantasy. This supplement will quickly be followed by *Ships of the Elves* and *Ships of War*, two supplements guaranteed to give nautical scenarios and campaigns an additional boost that will thrill players and Games Masters alike. It is also recommended that Games Masters interested in such adventures also look for *The Slayer's Guide to Sahuagin*, due soon and packed full of information on one of the cruellest races to lurk beneath the waves.

SHIPS OF THE GOBLINOIDS

Every book in this series focuses on the ships and crews of a single group of races, in this case the goblinoids. Within these pages, you will find detailed information on how the goblinoids operate at sea, how they fight and the unusual weaponry they use. In addition, many new ship designs are presented, all demonstrative of the goblinoids' methods of warfare on the ocean, from the small but lightning fast hobgoblin *Swift Seas* cutter, to the massive and virtually impregnable orc *Great Axe* battleship.



These ships are suitable for all levels of play, for whilst a single group of low-level adventurers may stand firm on the shore defending a coastal village from waves of goblin war rafts and battle barges, as part of a crew on board a merchantman or warship the same characters may fight against hobgoblin pirates attacking from their *Raiders*. Higher level characters may

purchase their own ships and be prepared to do battle against entire orcish war fleets, the highlight of such engagements being the sinking of the massive *Glaive* battleship leading the orcs.

Seas of Blood gives all the information required to run exciting nautical adventures in any gaming group. *Ships of the Goblinoids* takes such adventures to even greater levels, presenting players with an old foe seen in a completely new light.

'You don't actually believe any of that business do you, milord? Goblin assaults on the archipelago. No one's seen a goblin around here in a hundred years!'

Lord Tarviel shrugged. 'It doesn't matter much whether you or I believe in anything, Scaros. The important fact is that his Eminence does. Besides I –' Tarviel paused as a sailor clad only in a pair of blue striped trousers ran up, gasping.

'Milord! The sage –' the sailor gasped.

'Slowly, lad. Slowly. What is it?'

'Goblins, milord! Thousands of them!'

Tarviel reached out with a delicate but sword-calloused hand and gently pushed Scaros' mouth shut again, earning a good natured glare from the old soldier. 'Well, I guess that settles that, then. Sound recall!'

Within minutes the *Regula* was cutting through crystal waters, racing her own clearly visible shadow on the bottom of the lagoon over thirty feet below. Breaking out into the open ocean, her oarsmen strained to bring the ship up to her full cruising speed of over twenty five knots. She turned north and paralleled the coast quickly reaching the point where the great rolling waves broke upon the coral reefs. Beyond was the goblin fleet. Tarviel gasped at the size of it, a great mass of ramshackle wood and sodden rope stretching nearly as far as the eye could see. No masts or sails rose from the barely floating wreckage, which was instead propelled by thousands of goblins each with an oar, a plank or their bare hands paddling for all they were worth.

Corus just shook his head. 'I've never seen such a mass of garbage in all my life!'

'Agreed,' Scaros replied, 'but they certainly have numbers.'

Tarviel nodded. 'That they do. We'll just have to make certain they don't have a chance to use them. Ready your marines!'

'Aye, sir,' the old soldier replied with a smile as Tarviel took the steering board himself.

The galley wound up to its ramming speed of thirty knots, the water rushing by with a gentle hiss. She came about, lining up on the outermost edge of the pack of waterlogged flotsam the goblins had the audacity to title a 'fleet'. With practiced ease, the *Regula* ran down the first two rafts, her great iron-shod ram splintering rotten wood and sending goblins flying in all directions from their shattered craft. A few had the presence of mind to try to toss grapnels aboard the human galley and some of those thrown caught on the low gunwale. One hooked an oarsman, pulling him from his position and pinning him to the ship's side. The man screamed like a child as the hook tore his armpit open. Many of the ropes were quickly cut by either marines or sailing crewmen. Others dragged goblins across the surface of the water where they made easy targets for the *Regula's* archers.

Skimming lightly out of reach of the goblinoid raft mass – Tarviel refused to think of it as a fleet – the galley pirouetted like a dancer, shaking off of her goblin hangers-on. The light catapult and two ballistae went to work as the ship began building up to ramming speed for another pass. In the distance, two more hegemony warships had begun smashing the goblins to shreds.

Scaros snorted, his derision not at all helped by the subhumans' performance on their first pass. 'If it continues to go on like this, milord, we're not likely to lose more than a single man in the whole fight! Our biggest enemy won't be goblin blades or catapults but exhaustion from killing them all day!'

'Likely true, my old friend – but fortunately we have allies.' Tarviel nodded at a black fin cutting the waters now turning red with blood. 'The sharks feed well tonight!'



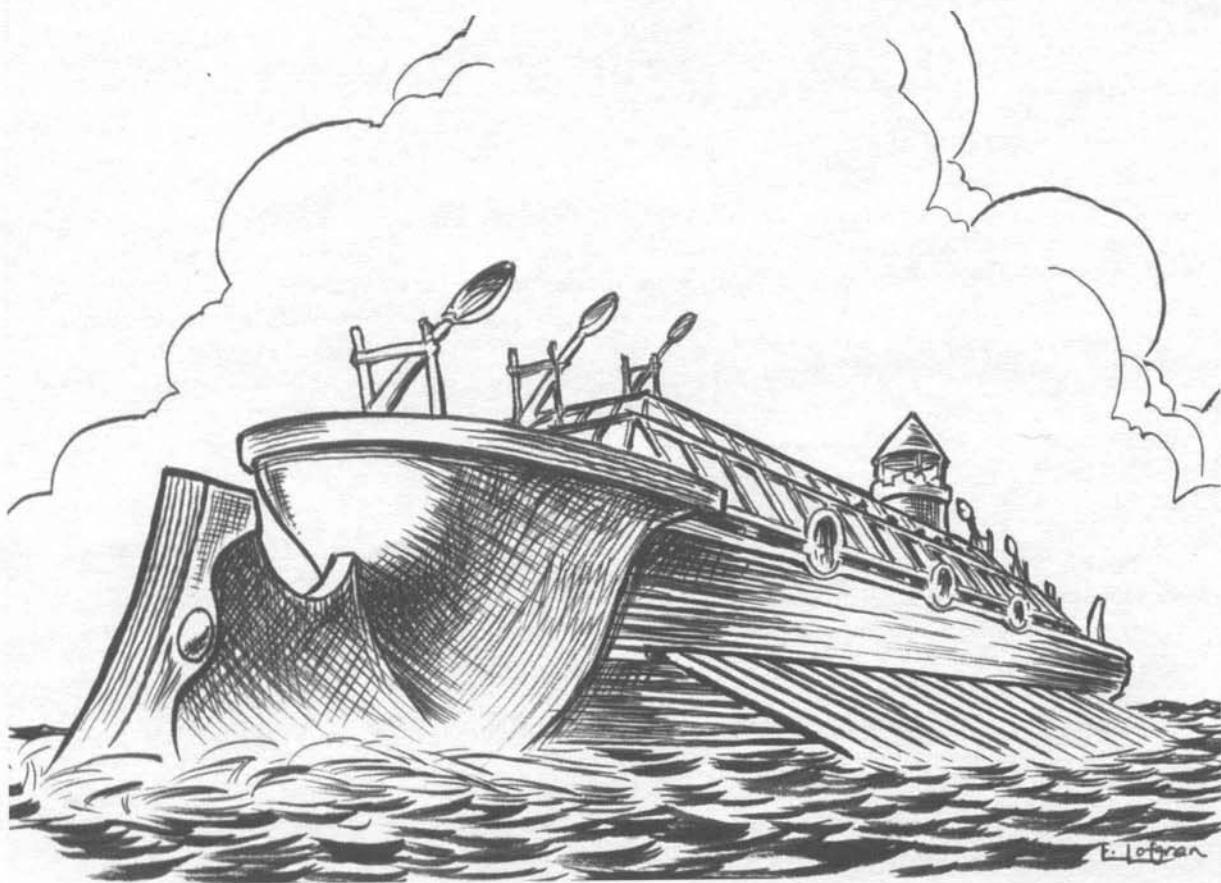
GOBLINOIDS AT SEA

Feared across the ocean, a ship crewed by the goblinoid races is able to overcome any merchantman and many warships with a determined attack. These races live for war and battle, and their vessels are designed to fulfil this specific need on the high seas. However, whereas many ignorant sailors may simply assume all goblinoid ships are much the same, there are important differences between each race, and this is reflected in the quality of their crews, the aims of their captains, and the design of their vessels. Any adventurer taking to the sea should be very much aware of such differences, for goblinoid pirates and war fleets are a common feature of many oceans and if one is expecting to survive an encounter, then a basic knowledge of the way such ships function is essential.

GOBLINS

Goblins are usually deemed the least threatening of all goblinoids found on the ocean, for individually they are very weak and their vessels are severely dilapidated, constantly leaking and barely managing to stay afloat. It is only when they begin to gather in vast numbers that the true threat is revealed, for large goblin tribes may suddenly spring up without warning, gathering huge armadas of ramshackle vessels, as much at peril from the waves as from any potential enemy.

There are very few truly seafaring goblin tribes, and most build ad hoc fleets of extremely primitive vessels known as war rafts and battle barges only when they desire to attack an enemy best reached by water. These small boats are regarded as death traps by the sailors of other races and it is true that few will ever make more than one voyage without sinking. However, this is a minor concern to goblins, who will typically use their war rafts to make one single attack on a coastal settlement or small island community, and then break their boats down for firewood after battle. The rarest goblin vessel is the fighting yacht, a crude sailing ship



similar to the fishing boats of the other races, fitted for battle. This represents the pinnacle of goblin technology on the waves and is likely only to be built by a goblin chieftain who aims to develop a permanent presence at sea, a very rare circumstance indeed. Goblins will never make good sailors and most will typically view the sea as no more than an obstacle in-between themselves and potential prey and plunder. Even the fighting yacht is only really suitable for coastal waters and no goblin ships are likely to be found on the open sea unless they have been accidentally blown out from the shoreline or otherwise in a great deal of trouble.

Goblins prefer to use their primitive vessels to launch attacks against small ports from the sea, where an overland assault may prove too costly. Such a tribe will build large numbers of war rafts and battle barges in a surprisingly short amount of time and overcrowd them dreadfully as every warrior seeks to gain a place on the most seaworthy looking vessel. The 'fleet' will then set forth and it is their sheer weight of numbers that can often cause a problem for even warships of other races. The rafts and barges will swarm to any available target, using grappling hooks and crude ladders to scale hulls and harbours, and then set wave after wave of warriors against the defenders. Few tribes will turn to actual piracy, for this requires at least a degree of patience, and any that do will likely attack nothing larger than fishing boats or cargo ships that stray too close to shore.

Individually, captains have little to fear from a goblin vessel, for it is just as likely to spontaneously sink from a high wave as from a catapult shot. It is when they are found in large numbers that one must be wary of being swarmed by a great many of their crude craft at once.

HOBGOBLINS

Orcs have, by far, a greater reputation at sea for being brutally efficient, but it is likely the hobgoblins who pose the greater threat, especially to the merchantmen who constantly ply the ocean with their fully-laden hulls. Compared to the other goblinoid races, there are proportionally much greater numbers of purely seafaring hobgoblin tribes and their discipline and efficiency mark them as comparatively superb sailors.

The hobgoblin tribes and warbands found at sea are little different in structure and outlook than those found on land (see *The Slayer's Guide to Hobgoblins* for more details). So long as they are consistently well-paid, maritime warbands make exceedingly good mercenaries whilst the tribes engage in piratical practices with a deadly efficient purpose. All excel at hunting down their enemies and destroying them in naval manoeuvres that would impress any admiral of the civilised races.

Most seafaring hobgoblin tribes are pirates and highly specialised in the art of locating and boarding merchantmen. Such tribes will only have one or two ships, normally their familiar *Raiders*, though a few will also maintain a small vessel such as a *Swift Seas* cutter in order to better scout ahead of their main force. Their dogged persistence and the effectiveness of their ships when compared to the merchantmen of other races enables any tribe to subsist on this bounty of the ocean for a great length of time before warships are finally dispatched to locate and destroy the pirates. However, few



'Just goblins? Stupid boy. Those them ships we are tryin' ta outrun are 'obgoblins, nasty pirates all of 'em. Wot's that? Ya fought goblins before? Are ya not 'earin' wot I'm tellin'? Those there are 'obgoblin ships and ya don't wanna be messin' around with 'em, not if yers can 'elp it. See, they may just look like monsters ta ya, boy, but they is smart. Real smart. They got brains, alright. Any one of them will be a better sailor than any one on this ship, I tell ya boy. Well, maybe not better than me, but certainly better than ya, stupid boy. They lay in wait for ships like us, just getting' ready to sail out, board us, steal our cargo and then sink us to the bottom o' the sea. And that ship they are sailin'? That one, right over there. Built it themselves. No, they didn't steal it from us. They are good at wot they do, boy. Yes, I know they are a gainin' on us. . .'

First Mate Drakkar, not welcoming news that hobgoblins pirates have been sighted

hobgoblins chieftains are foolish enough to stay in one area for too long.

The greatest danger from this race is the hobgoblins' disconcerting tendency to ally themselves with other hobgoblin tribes, far more readily than those who exist solely on the land. Large gatherings of tribes are rare, but they are legendary and form the basis of many seaport tavern tales of immense pirate fleets with ships stretching far across the horizon. When tribes join in this way, they will often develop a wide range of vessels, all for specific duties and it is here the craftsmanship of hobgoblins, equal to any human shipwright, is made known. Whilst still retaining their *Raiders*, a wide variety of other ships will spring up within the secluded bays the hobgoblins use as harbours, including the famed cutters and various frigates capable of tackling any other warship on an even footing. The hobgoblins of these pirate fleets rapidly become adept at chasing or drawing in merchant vessels through the use of their fast cutters, straight into the waiting weapons and boarding crews of the main body of the fleet. Over time, the captured ships of other races will be added to the pirate fleet, greatly expanding the numbers and capabilities of the hobgoblins as they spread their sphere of influence over growing portions of the ocean. By the time a hobgoblin pirate fleet reaches this size, it is likely only many warships from a great nation or kingdom will ever be able to wipe them out in direct battle.

Hobgoblin warbands, whilst suffering from the stigma of being goblinoid, are often much sought after by captains without scruples, for they not only make good sailors, but are also incredibly well disciplined and often possess far superior vessels to those of other races. It is not unusual for hobgoblin warbands to specialise themselves at sea, thus putting their services much in demand to the right bidder. This is

where such strange ships as the *Pounder* may be found, a *Raider* specially converted to aid attacks on port towns and stationary fleets. The *Pounder* is very rarely found within pirate fleets, for it has such limited use at sea, and so is evidence of the hobgoblins' way of tactical thought, building a ship that, in the right circumstances, will allow them to name their own price.

Captains are well-advised to never underestimate any vessel under the command of hobgoblins. In all respects, they are just as capable as the sailors of any



other race and are typically far superior in the tactics they employ to destroy their enemies.

BUGBEARS

Very few bugbear tribes or cetes (see the forthcoming *Slayer's Guide to Bugbears* for more information) ever take to the sea, for they have the typical goblinoid lack of patience for any new skill and their numbers tend to be relatively small, being too few to effectively crew an average ship.

However, their physique makes them effective warriors and, properly supervised, powerful oarsmen on larger vessels. To this end, hobgoblin and orc tribes will often seek to subjugate their larger cousins, using them as slave crew or shock troops in boarding actions. The benefits to any hobgoblin or orc tribe able to do this are obvious, but the fierce independence of the bugbears, coupled with their great fighting skill tends to make this a difficult proposition to fulfil.

More commonly, single or small groups of bugbears cast out of their own cetes will be found leading a goblin or growing orc tribe, effectively becoming their captain when setting out to sea. Few last long in such a position, for the resentment of their underlings will steadily grow, particularly in times where plunder is scarce, and mutiny is the inevitable result of a bullying bugbear pushing his dominated tribe too hard and too fast.

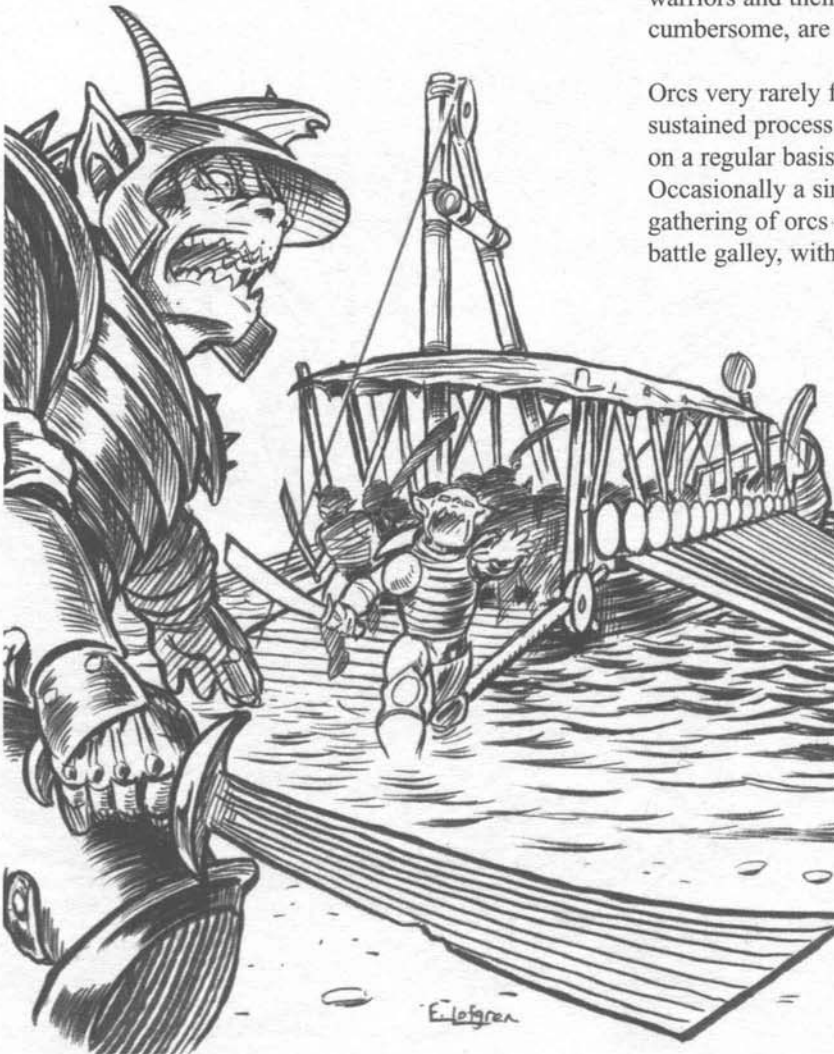
ORCS

Though not strictly goblinoids, orcs are often regarded by the ignorant as being little different to goblins, hobgoblins and bugbears, and so they are covered here too. However, there are important differences between orcs and the goblinoids. Orcs do not make for particularly good sailors themselves as they generally have less patience and intelligence than even the meanest goblin, but they are superior warriors and their ships, whilst crude and cumbersome, are devastatingly effective in battle.

Orcs very rarely form actual pirate fleets, for the sustained process of hunting down and raiding prey on a regular basis is completely alien to them. Occasionally a single tribe will break from a larger gathering of orcs and take a single ship, perhaps a battle galley, with them to embark on piratical

activities, but will rarely do so for long. Their cunning does not extend to outwitting the captains of warships sent to hunt them down and any long period where weak merchantmen are not found will usually result in such tribes sailing home to rejoin with others of their kind.

It is in their massive war fleets that orcs have gained their dreadful reputation upon the high seas. Any isolated community of orcs will steadily grow in numbers, so long as resources allow them to continue their expansion. Over the course of decades, or even centuries, the gathering of orc tribes can eventually reach epidemic proportions, with tens of thousands of orcs all



GOBLINOIDS AT SEA

crowded together in a relatively confined space. When orcs reach such numbers, they have little choice but to launch attacks and invasions against any other race nearby, in an attempt to gain new land and resources to support their burgeoning hordes. Upon the sea, this can result in immense war fleets numbering hundreds of vessels, all spreading out across the ocean to destroy the ships of other races and capture land.

This is an uncommon occurrence, usually taking place on some forgotten island far from civilisation, where the number of orcs can grow unchecked and unrestrained. Over time, their homeland will prove inadequate to support thousands upon thousands of orcs, and the construction of ships will begin. The manpower available to such orcs has to be witnessed to be believed and indeed, they are the only one of the 'goblinoid' races capable of even attempting the construction of battleships. Any surviving goblin tribes present on the island are often enslaved at this point, and set to work as oarsmen in the great multi-banked rows typical of orc vessels. After a great many warships have been built, the orcs will then begin the laying down of tribal transports, great wallowing vessels capable of carrying an entire tribe incredible distances across the ocean. These are the ships used to take orc warriors to other islands and continents, where they will disembark and begin a land-based campaign to dominate huge regions in the name of their ultimate warlord.

Orc ships are highly distinctive and whilst generally large, over-crowded and cumbersome, they are utterly functional and dreadful to fight against. The most obvious feature is their covered decks, giving ships the appearance of flat-topped armoured wedges at sea, but this covering not only shields the orcs' sensitive eyes from bright sunlight, it also provides a great measure of protection few other vessels can match. They are almost always overcrowded and the sheer number of brutal orc warriors on board even their smallest ships will force other captains to keep their distance, lest a boarding action be launched against which there are few defences. Orc shipboard weaponry

tends to be crude but effective, based either around ballistae to aid in boarding actions, or catapults and rams to literally smash enemy vessels apart. The hammerfist is a unique weapon of orcish crafting and is typical of their crude mentality in ship combat. Overall, orc ships are slow and ungainly, but well armoured and in possession of a great many weapons. A captain facing an orc ship in battle will usually find he can constantly out-manoeuvre it whilst chipping away at its strong armour, but one mistake may see the orc vessel closing range to launch a boarding action that even the largest warships are unlikely to survive. Any vessel spotting several orc ships on the horizon is well-advised to hoist sail and run, for it is all too likely there will be many more following.



CREWS

The crews of goblinoid ships are not renowned for either their discipline or ability to sail ships, and even competent hobgoblins are often looked down upon by those sailors who truly know no better. They all, however, have their own unique strengths, even if it is simple numbers and thus these races become the scourge of all civilised shipping if left to spread unchecked.

Almost without exception, goblinoid crews are formed directly from the warriors of the tribes and warbands, working together to further the greed and lust for power of their chieftain, just as goblinoid warriors do on land. To this end, the seafaring tribes often have access to incredible numbers of crewmen, allowing their ships to not only be fully (or even over-) crewed at all times but, in the case of the orcs, to build huge vessels capable of matching anything set afloat by the more civilised races. Because of the dominance hierarchy present in the structure of such tribes, huge crews need not be paid, only bullied when they fall short of their chieftain's expectations, and granted a minute share in any plunder taken from piratical activities.

Goblinoid ships also commonly carry extra warriors to supplement the fighting capability of their vessels during boarding actions and when sacking ports. However, these are not the mercenaries used by other races, but the tougher and stronger warriors of the tribe who by virtue of their higher position and status, are able to avoid the daily chores of actually running and maintaining the ship. Because they belong to the tribe, the chieftain avoids having to pay them regular wages as would a captain of any other race, instead simply sharing out any plunder taken.

AVAILABILITY

Any seafaring tribe of goblinoids will have access to a large number of crew with which to sail any vessel they build or capture and they will effectively be free to the chieftain – simply by maintaining his position at the head of the tribe will ensure his orders are obeyed and so long as he gives no cause to be challenged and overthrown, he will be secure. In effect, every warrior at his disposal may be ordered to serve on board ship.

However, it has been known for the captains of other races to attempt to hire goblinoid crews to serve on

their ships. Whether they are simply looking for a cheap crew, or interested in their fighting ability, such ventures are usually doomed to failure. It takes a great deal of strength for any goblinoid to serve another and such rule is by fear, not gold. These crews are notoriously unreliable, apt to mutiny at any time and, on top of that, few others can stomach living in close proximity to goblinoids for a voyage of any great length. On the other hand, they *do* tend to be cheap and for a captain with few scruples, they will be found willing to commit many acts and deeds that sailors of other races would find repugnant. A group of adventurers may well see benefits in hiring a goblinoid crew, but others are likely to think they are quite mad at best, or in league with evil at worst.

The one exception to this stereotype is, of course, the hobgoblins. The hobgoblin warbands and tribes that have taken to the sea are often sailors of great skill as well as fine warriors and thus such mercenary crews can often command a great price. They are also fairly reliable and so long as the captain keeps paying



Goblinoid crewmen and mercenaries often operate very differently to those of the civilised races. Aside from the hobgoblins, they are not noted for their discipline and there are many tales of mutinies on ships who dared to hire such crew. They also tend to be far more resilient than other crews and whilst generally unreliable, goblinoids are able to withstand far greater hardships.

Starvation Resilience: A goblinoid crew that is on rations will lose only 1d4 Crew Hit Points per day. Those who have run out of food completely will lose only 2d4 Crew Hit Points per day. The rules for starvation onboard a ship are covered in more detail on p28 of *Seas of Blood*.

Disease Resilience: Goblinoid crews have no chance of contracting a disease whilst on ship under normal circumstances. Those on rations will suffer disease in a month only on a roll of 1 on a d20. Those with no food at all will suffer disease only on a roll of 2 or less.

Goblins: Goblin crews suffer a -6 modifier to all Mutiny checks.

Hobgoblins: Hobgoblin crews gain a +1 bonus to all Morale checks.

Bugbears: Bugbear crews suffer a -4 penalty to all Mutiny checks.

Orcs: Orc crews suffer a -2 penalty to all Mutiny checks.

their wages month after month, they are only likely to mutiny when faced with the utmost incompetence on the part of their employer. However, they are still hobgoblins, and few civilised ports will allow a vessel crewed by them to even approach, let alone dock. A captain with a hobgoblin crew may have a fine ship and reliable sailors, but he will not be welcomed wherever he travels.

CREWMEN

Listed below are a set of sample goblinoid crewmen, along with a rough guide on how much a captain of another race may expect to pay for their services for the period of one month. A goblinoid chieftain will effectively be paying nothing for his crew, as they will either be members of his own tribe, or those of a lesser tribe now subjugated.

The rules for preparing Crew Rosters and engaging in crew combat are detailed on p41 within *Seas of Blood*. Players should keep in mind that only the majority of the crew are taken into account in Crew Rosters and so should plan their recruitment accordingly – a single bugbear may prove of little use amongst an entire goblin crew, but a large band of them can greatly increase the fighting strength of even the weakest of sailors.

Tribal chieftains and captains are at perfect liberty to buy their goblinoid crewmen new weapons and armour but they may not take existing equipment

away from them. It should be noted that armour check penalties have not been factored into the crew statistics below and must always be borne in mind whenever such a character attempts to use relevant skills.

Goblin Crewman (1 gp/month)

1st level warrior

Str: 8, Dex: 13, Con: 11, Int: 10, Wis: 11, Cha: 8; HP: 4; Initiative +1; AC: 15 (+1 size, +1 Dex, +3 studded leather); Attacks: Morningstar +1 melee; Damage: Morningstar 1d8-1; Fort: +2, Ref: +1, Will: +0; Skills: Hide +6, Listen +3, Move Silently +4, Spot +3; Feats: Alertness.

Seamanship: +0

Hobgoblin Pirate (5 gp/month)

1st level warrior

Str: 11, Dex: 13, Con: 13, Int: 10, Wis: 10, Cha: 10; HP: 5; Initiative +1; AC: 14 (+1 Dex, +3 studded leather); Attacks: Longsword +1 melee; Damage: Longsword 1d8; Fort: +3, Ref: +1, Will: +0; Skills: Hide +1, Knowledge (seamanship) +1, Listen +2, Move Silently +2, Spot +3; Feats: Alertness.

Seamanship: +1

Hobgoblin Veteran Pirate (11 gp/month)

2nd level warrior

Str: 11, Dex: 13, Con: 13, Int: 10, Wis: 10, Cha: 10; HP: 11; Initiative +1; AC: 14 (+1 Dex, +3 studded leather); Attacks: Longsword +2 melee; Damage: Longsword 1d8; Fort: +4, Ref: +1, Will: +0; Skills: Hide +1, Knowledge (seamanship) +2, Listen +2, Move Silently +3, Spot +3; Feats: Alertness.

Seamanship: +2

Bugbear Crewman (14 gp/month)

1st level warrior (3 HD)

Str: 15, Dex: 12, Con: 13, Int: 10, Wis: 10, Cha: 9; HP: 16; Initiative +1; AC: 16 (+1 Dex, +3 natural, +2 leather); Attacks: Morningstar +4 melee; Damage: Morningstar 1d8+2; Fort: +2, Ref: +4, Will: +1; Skills: Climb +2, Hide +3, Listen +3, Move Silently +6, Spot +3; Feats: Alertness.

Seamanship: +0

Orc Warrior (6 gp/month)

1st level warrior

Str: 15, Dex: 10, Con: 11, Int: 9, Wis: 8, Cha: 8; HP: 4; Initiative +0; AC: 14 (+4 scale mail); Attacks: Greataxe +3 melee; Damage: Greataxe 1d12+3; Fort: +2, Ref: +5, Will: -1; Skills: Listen +2, Spot +2; Feats: Alertness.

Seamanship: -1

MERCENARIES

Listed below are a range of sample goblinoid mercenaries captains may employ to bolster the fighting prowess of their crews. As with the goblinoid crewmen above, these will be nothing more than additional warriors from the tribe and thus any chieftain will not strictly have to pay them. A hiring adventurer had better make sure gold is ready every month though, or he will face a string of mutinies in very short order...

Goblin Archer (1 gp/month)

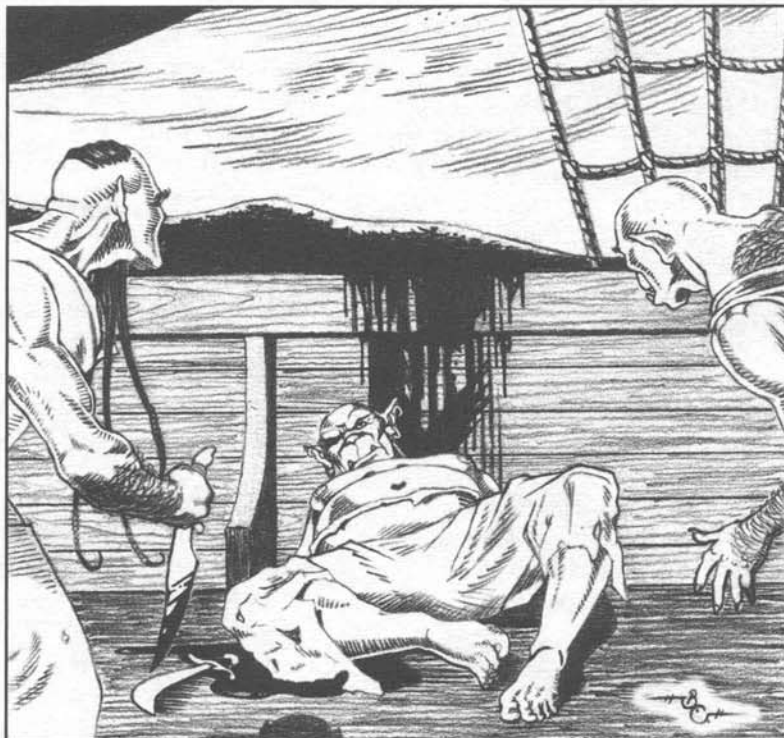
1st level warrior

Str: 8, Dex: 13, Con: 11, Int: 10, Wis: 11, Cha: 8; HP: 4; Initiative +1; AC: 14 (+1 size, +1 Dex, +2 leather); Attacks: Short bow +2 ranged; Damage: Short bow 1d6-1; Fort: +0, Ref: +3, Will: +0; Skills: Hide +6, Listen +3, Move Silently +4, Spot +3; Feats: Alertness.

Goblin Warrior (1 gp/month)

1st level warrior

Str: 8, Dex: 13, Con: 11, Int: 10, Wis: 11, Cha: 8; HP: 4; Initiative +1; AC: 15 (+1 size, +1 Dex, +3 studded leather); Attacks: Morningstar +1 melee; Damage: Morningstar 1d8-1; Fort: +2, Ref: +1, Will: +0; Skills: Hide +6, Listen +3, Move Silently +4, Spot +3; Feats: Alertness.



Hobgoblin Longbowman (5 gp/month)

1st level warrior
 Str: 11, Dex: 13, Con: 13, Int: 10, Wis: 10, Cha: 10;
 HP: 5; Initiative +1; AC: 14 (+1 Dex, +3 studded leather); Attacks: Longbow +2 ranged; Damage: Longbow 1d8+; Fort: +3, Ref: +1, Will: +0; Skills: Hide +1, Listen +3, Move Silently +3, Spot +3; Feats: Alertness.

Hobgoblin Heavy Infantry (7 gp/month)

1st level warrior
 Str: 11, Dex: 13, Con: 13, Int: 10, Wis: 10, Cha: 10;
 HP: 5; Initiative +1; AC: 15 (+1 Dex, +4 chain shirt); Attacks: Longsword +1 melee; Damage: Longsword 1d8; Fort: +3, Ref: +1, Will: +0; Skills: Hide +1, Listen +3, Move Silently +3, Spot +3; Feats: Alertness.

Hobgoblin Shock Troop (9 gp/month)

1st level warrior
 Str: 11, Dex: 13, Con: 13, Int: 10, Wis: 10, Cha: 10;
 HP: 5; Initiative +1; AC: 16 (+1 Dex, +4 chain shirt, +1 small shield); Attacks: Long sword +2 melee; Damage: Long sword 1d8+1; Fort: +3, Ref: +1, Will: +0; Skills: Hide +1, Listen +3, Move Silently +3, Spot +3; Feats: Alertness, Weapon Focus (longsword).

Bugbear Warrior (14 gp/month)

1st level warrior(3 HD)
 Str: 15, Dex: 12, Con: 13, Int: 10, Wis: 10, Cha: 9;
 HP: 16; Initiative +1; AC: 16 (+1 Dex, +3 natural, +2 leather); Attacks: Morningstar +4 melee; Damage: Morningstar 1d8+2; Fort: +2, Ref: +4, Will: +1; Skills: Climb +2, Hide +3, Listen +3, Move Silently +6, Spot +3; Feats: Alertness.

Orc Berserker (13 gp/month)

1st level barbarian
 Str: 15, Dex: 10, Con: 11, Int: 9, Wis: 8, Cha: 8; HP: 6; Initiative +0; AC: 12 (+2 leather); Attacks: Greataxe +3 melee; Damage: Greataxe 1d12+3; Fort: +2, Ref: +0, Will: -1; Skills: Climb +2, Intimidate +4, Jump +2, Listen +2, Spot +2; Feats: Cleave, Power Attack.



Orc Warrior (6 gp/month)

1st level warrior
 Str: 15, Dex: 10, Con: 11, Int: 9, Wis: 8, Cha: 8; HP: 4; Initiative +0; AC: 14 (+4 scale mail); Attacks: Greataxe +3 melee; Damage: Greataxe 1d12+3; Fort: +2, Ref: +0, Will: -1; Skills: Listen +2, Spot +2; Feats: Alertness.

TYPICAL GOBLINOID CAPTAINS

Whilst no two goblinoid captains are ever truly the same, the following list may be used by Games Masters to quickly provide statistics as a base for vicious leaders of goblinoid ships on the high seas. Such captains will usually also be the tribal chieftain of their crew. However, in larger fleets where a tribe or collection of tribes are working together with many ships, individual captains are likely to be of slightly lower character class level, whereas the overall leader of the fleet may be slightly higher.

Goblin Captain

4th level warrior
 Str: 8, Dex: 13, Con: 11, Int: 10, Wis: 11, Cha: 8;

'Beggin' your pardon, me Lord, but you ain't knowin' wot ya talkin' about. Yes, I've 'eard ya many times this voyage, boastin' an' a preenin' yerself on wot ya done ta orcs on the land. But we ain't on the land now, right? This 'ere is the sea. Orcs ain't the same as ya know 'em on land. Not by a long shot. Ya see, orcs don't really go on the sea all that much – but when they do, they take 'uge great war fleets wiv 'em, 'undreds of ships stretchin' across the horizon. I know. I've seen 'em. Now, they ain't that fast, and they ain't that clever, but ya don't want ta be lettin' them get close, no matter 'ow good ya think ya ship is. An orc ship the size of this 'un could carry over ate 'undred orcs, as the gawds are me witness. And they'll all try ta board, none will stay behind ta guard their ship. That, of course, is if we survive their catapults – they 'ave rather more than us and their aim ain't all that bad, no matter wot you've 'eard on land. So no, ya will beg the Capt'n's pardon if 'e does not sail straight toward that fleet wot is gainin' on us. . .'

First Mate Drakkar, educating adventuring passengers

HP: 18; Initiative +5; AC: 15 (+1 size, +1 Dex, +3 studded leather); Attacks: Morningstar +4 melee; Damage: Morningstar 1d8-1; Fort: +4, Ref: +2, Will: +1; Skills: Hide +6, Intimidate +4, Listen +3, Knowledge (seamanship) +2, Move Silently +4, Spot +3, Swim +4; Feats: Alertness, Improved Initiative.

Cha: 8; HP: 52; Initiative +0; AC: 12 (+2 leather); Attacks: Greataxe +9/+4 melee; Damage: Greataxe 1d12+3; Fort: +6, Ref: +2, Will: +1; Skills: Climb +8, Intimidate +10, Knowledge (seamanship) +4, Jump +8, Listen +2, Spot +2; Feats: Alertness, Cleave, Power Attack, Rage 3/day, Uncanny Dodge.

Hobgoblin Captain

7th level fighter

Str: 11, Dex: 13, Con: 13, Int: 10, Wis: 10, Cha: 10; HP: 43; Initiative +5; AC: 16 (+1 Dex chain shirt, +1 small shield); Attacks: Long sword +8/+3 melee; Damage: Long sword 1d8+2; Fort: +6, Ref: +5, Will: +2; Skills: Climb +6, Hide +1, Knowledge (seamanship) +4, Listen +3, Move Silently +3, Spot +3, Swim +6; Feats: Alertness, Cleave, Improved Initiative, Lightning Reflexes, Power Attack Weapon Focus (longsword), Weapon Specialisation (longsword).

Bugbear Captain

6th level rogue

Str: 15, Dex: 12, Con: 13, Int: 10, Wis: 10, Cha: 9; HP: 43; Initiative +5; AC: 16 (+1 Dex, +3 natural, +2 leather); Attacks: Morningstar +9/+4 melee; Damage: Morningstar 1d8+2; Fort: +4, Ref: +9, Will +3; Skills: Balance +5, Climb +8, Hide +12, Intimidate +8, Jump +10, Listen +3, Move Silently +6, Search +9, Sense Motive +9, Spot +3, Swim +11, Use Rope +10; Feats: Alertness, Evasion, Improved Initiative, Sneak Attack, Uncanny Dodge, Weapon Focus (morningstar).

Orc Captain

8th level barbarian

Str: 15, Dex: 10, Con: 11, Int: 9, Wis: 8,



WEAPONRY

In the main, goblinoids use many of the same weapons as other races at sea, for such tried and tested methods of smashing another ship to pieces are relatively simple to comprehend and well within the scope of their shipwrights and labourers. A great preponderance of ballistae will always be found on goblinoid vessels, given their preference for boarding actions, and catapults of all sizes are uncomplicated devices that any of their races may eventually learn to use with some fair degree of skill. Almost every orc warship will sport a ram, usually of metal-shod design, as the naval tactics of orc warlords invariably revolve around smashing through an enemy's ship before launching a devastating boarding action guaranteed to overcome its crew. Hobgoblins are more varied in their use of shipboard weaponry and can easily cope with almost any weapon used by the more civilised races, and so even trebuchets may be found on board their relatively small ships. Fire projectors, however, are rarely used by any of the goblinoid races, as they are extremely complicated in their design, and even the hobgoblins have scant resources to continually maintain them in fine fighting order.

In addition to these, the goblinoid races have developed two other weapons for their ships that serve to mark them as unique on the ocean. All but the hobgoblins commonly use disease-ridden shot for their catapults, whilst a small number of orc ships sport the mighty hammerfist, a weapon designed to smash open any enemy vessel that refuses to succumb to ramming.

DISEASE SHOT

Goblinoids are far more comfortable living in foul conditions than any of the civilised races, and can prove remarkably resilient to disease when at sea, even when kept below the decks of their filth-ridden ships. They are well aware of the vulnerability of other crews to disease, and so many employ catapult shot impregnated with infectious blights. This is usually accomplished by simply tying the rotting corpse of a past enemy to ammunition, though some goblinoid adepts are also skilled in concocting virulent pastes that are spread thickly all over the shot. It is a measure of goblinoid vindictiveness that the effects of these shots will never have an effect within battle, for the disease takes days to spread. However, many enemy crews will fail to realise the

danger they are in until the first rashes and warts appear, as to all intents and purposes such shot appears just as any other when it comes smashing through a ship's hull. Hobgoblins, whilst similarly resilient to disease, rarely carry diseased shot, as it slightly increases the chance of outbreaks on board their own vessels, something few chieftains are willing to contend with.

Disease shot is treated the same as any other catapult shot within ship-to-ship combat, as detailed in *Seas of Blood*. However, the crew of any vessel struck with diseased shot will double their chances of catching disease (thus, a roll of 2 or less in each month under normal circumstances, a roll of 4 or less when the crew are on rations and a roll of 8 or less if starving). This will continue until the ship has returned to a port or harbour and the crew spend a week thoroughly cleaning their vessel – this may not be accomplished whilst at sea. Goblinoid crews have a small risk of suffering from diseased shot themselves, but it is greatly reduced. Any goblinoid crew carrying diseased shot (or struck by it) will lose their Disease Resilience, as described on p10.

HAMMERFIST

The hammerfist is an immense weapon so far only seen emerging from the decks of orc warships. Mounted on a gigantic pivot rising from the covered deck, the hammerfist is held aloft by strong chains. A long wooden shaft extends across the prow of the ship, on to the end of which is mounted a heavy stone or metal hammer, often carved or forged into the likeness of a fist. When the orc ship succeeds in ramming another vessel, the hammerfist is dropped on to the deck of the enemy, smashing through timbers like matchwood and invariably crippling the target ship. When ships become locked together in a ram, the hammerfist is raised by many orcs working the chains, and dropped time and again until the enemy has been completely destroyed. Few ships can survive two strikes from the hammerfist.

The hammerfist may only be used after the orc ship it is mounted on has rammed an enemy and the two have become locked (see p36 within *Seas of Blood* for details). The hammerfist requires a crew of 60 to operate, automatically causes 4d6 points of structural damage every time it is dropped, and takes 3 rounds to raise once used. Any creature caught under the 10 ft. by 10 ft. mass of the hammerfist when it is dropped will be dealt 6d10 points of damage, though a Reflex save at DC15 will halve this amount.

SHIPS OF THE GOBLINOIDS

This chapter introduces just a few of the many classes of ships the goblinoid races have been witnessed sailing on the high seas. With the exception of the vessels of the hobgoblins, which are the equal of almost any other race, these ships tend to appear ramshackle and distinctly unseaworthy. However, as many merchantmen will testify, they can be frighteningly efficient and the distinctive lines of a goblinoid ship approaching fast on the horizon will cause most sailors to hoist full sail and speed away as quickly as they are able.

SUBTYPE — COVERED

Ships of the Goblinoids introduces a new subtype to those detailed in *Seas of Blood*. Orcs suffer greatly from light-sensitive eyes, a potentially crippling problem on the high seas where the sun can beat down upon a vessel for days at a time. Orc vessels are therefore built almost fully enclosed, with great wooden structures spreading across their decks, shielding the crew from the direct sunlight. Even captured vessels are likely to be modified with either a wooden or sheet covering designed to protect the orcs working on the deck below.

An orc serving on board a covered ship does not suffer from Light Sensitivity. In addition, a covered ship receives a +2 bonus to its Armour Class and all crew on the deck will benefit from nine-tenths cover (+10 AC, +4 Reflex). However, covered ships have greatly reduced fields of vision and the crew tend to be very slow to respond to the actions of enemy vessels — they also suffer a -2 penalty to Manoeuvrability.

Goblin War Raft

Tiny Auxiliary (Oared, Cumbersome)

Structure Dice: 1d4 (2 sp)

Hardness: 4

Manoeuvrability: +0 (+2 size, -2 cumbersome)

Speed: 20 ft./24 miles

Turn Rate: 0 ft.

AC: 12 (+2 size)

Weapons Fore: None

Weapons Aft: None

Weapons Broadside: None

Damage: None

Special Qualities: Ramshackle

Crew: 10

Passengers: -

Cargo: -

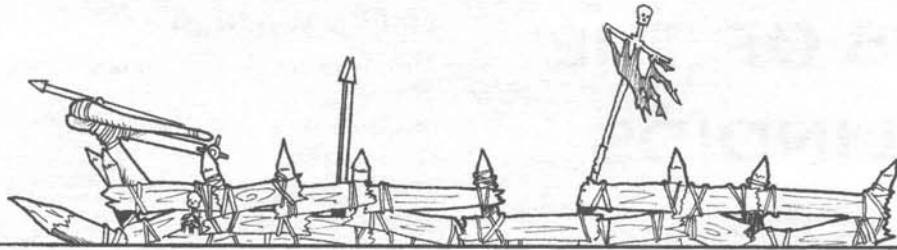
Building Time: 1 week

Cost: 40 gp

Ramshackle: It is truly a wonder that the war raft continues to stay afloat, especially when loaded down with squabbling goblins who rarely agree on precisely which direction to row unless an enemy is present directly ahead of them. Leaks are common and the entire vessel can break apart at the slightest provocation. The goblin war raft suffers a -4 penalty to all Seaworthiness and Seamanship checks.

Regarded as the most primitive vessel afloat, the goblin war raft is rarely seen as a great threat by larger vessels. Mounting no weaponry but often crammed to capacity with desperately paddling goblins, the war raft is restricted to coastal waters and none daring to venture further out has ever been heard of again. They are generally used to move entire tribes short distances along the coast and their simple construction enables the goblins to construct a great many in a relatively short period of time. It is at this point that the war raft can actually become dangerous — goblins tend to use them in vast numbers and even a well handled warship may find itself under siege as dozens of these tiny vessels crowd around it, the goblins scaling up the sides of the hull to attack crewmen directly.





Goblin Battle Barge

Small Auxiliary (Oared, Cumbersome)

Structure Dice: 2d4 (5 sp)

Hardness: 4

Manoeuvrability: -1 (+1 size, -2 cumbersome)

Speed: 20 ft./24 miles

Turn Rate: 40 ft.

AC: 11 (+1 size)

Weapons Fore: Ballista

Weapons Aft: None

Weapons Broadside: None

Damage: Ballista 3d6/-

Special Qualities: Ramshackle

Crew: 40

Passengers: -

Cargo: -

Building Time: 2 weeks

Cost: 200 gp

Ramshackle: It is truly a wonder that the battle barge continues to stay afloat, especially when

loaded down with squabbling goblins who rarely agree on precisely which direction to row unless an enemy is present directly ahead of them. Leaks are common and the entire vessel can break apart at the slightest provocation. The goblin battle barge suffers a -4 penalty to all Seaworthiness and Seamanship checks.

Essentially a larger version of the war raft, the battle barge is the kind of vessel goblins construct when intending to launch attacks against either enemy ships or coastal settlements. Just as dilapidated as the smaller war raft, the battle barge is not intended to be used over a protracted period of time and is instead just utilised as a means of getting goblin warriors to an enemy otherwise protected by an expanse of water. Battle barges are perpetually overloaded, with as many as eighty goblins being crammed into each one and despite their ramshackle nature, not helped by an overbalancing ballista mounted to their front, can prove dangerous when deployed in large numbers.

Goblin Fighting Yacht

Small Coastal (Sailed)

Structure Dice: 2d6 (7 sp)

Hardness: 4

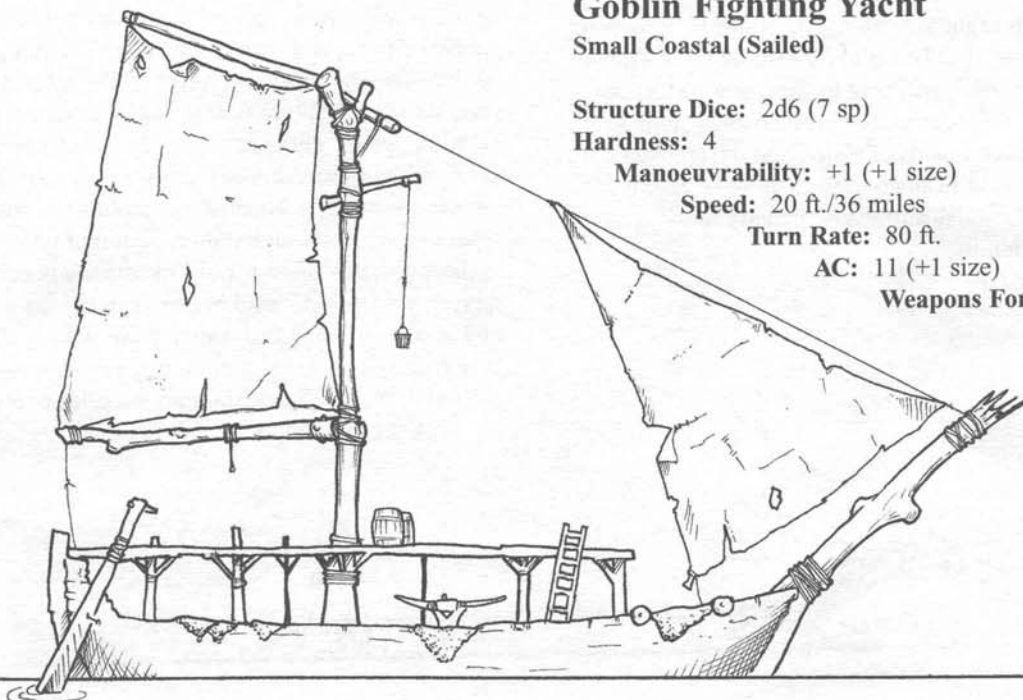
Manoeuvrability: +1 (+1 size)

Speed: 20 ft./36 miles

Turn Rate: 80 ft.

AC: 11 (+1 size)

Weapons Fore: None



Weapons Aft: None
Weapons Broadside: Ballista
Damage: Ballista 3d6/-
Special Qualities: None

Crew: 20
Passengers: 15
Cargo: 4 tonnes
Building Time: 1 month
Cost: 2,500 gp

The fighting yacht is generally about as large as goblin built vessels ever get and is unusual in that it is sailed, a departure from the usual craft of this race. A little smaller than most fishing boats, the fighting yacht's two-deck design allows more goblins to cram on board and still leave room for cargo when plunder is seized – the war raft and battle barge rely on casualties being caused amongst the goblins in order to make room for stolen goods when raiding. Few goblin tribes have the capability or patience to construct, what is for them, an advanced sailing vessel like this and many warriors may question the need when goblin piratical activities tend to be short term and restricted to the coast. Some goblin chieftains, however, harbour desires to build an entire pirate fleet to rival the hobgoblins on the open seas. It is unfortunate for them that their dreams are crippled by the innate goblin inability to construct any vessel capable of weathering the perils of the sea beyond quiet coastal areas.

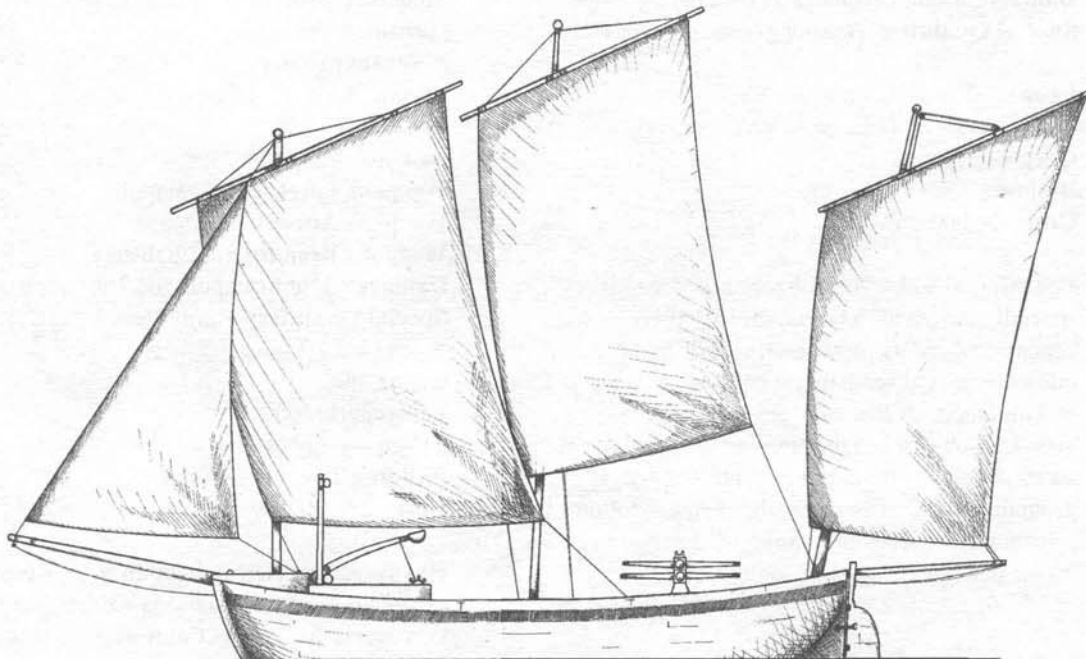
Hobgoblin *Swift Sea* Cutter

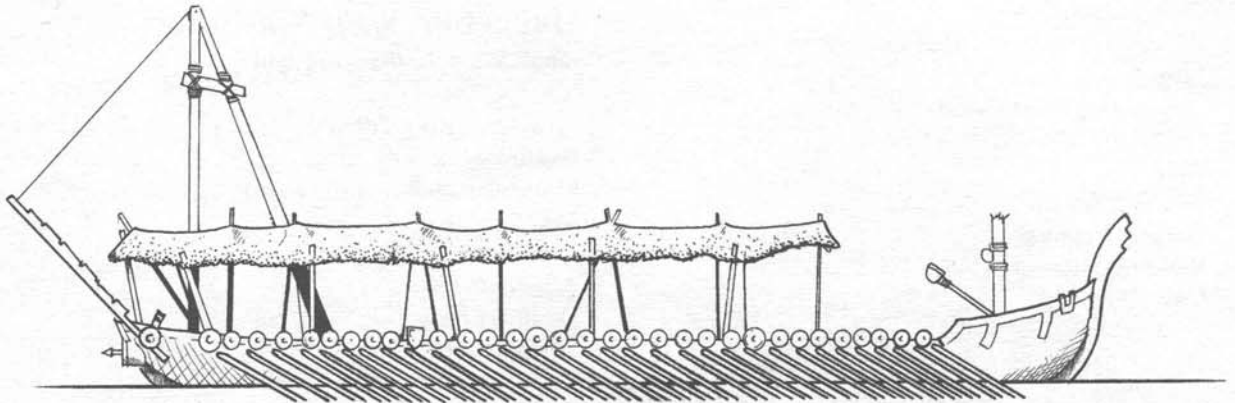
Small Warship (Sailed, Light)

Structure Dice: 2d10-2 (9 sp)
Hardness: 5
Manoeuvrability: +1 (+1 size)
Speed: 50 ft./120 miles
Turn Rate: 50 ft.
AC: 11 (+1 size)
Weapons Fore: Light catapult
Weapons Aft: None
Weapons Broadside: 2 Ballistae
Damage: Light catapult 3d6/1d6; ballista 3d6/-
Special Qualities: None

Crew: 10
Passengers: 15
Cargo: 2 tonnes
Building Time: 2 months
Cost: 9,000 gp

Ships such as the *Swift Sea* cutter often come as a great surprise to the captains of larger warships, for this vessel is small, light and very, very fast. Built by hobgoblins as a ship able to out-race anything else afloat, it is said that the *Swift Sea* is able to match even the graceful elven ships in speed, though it does not have anything like their resilience or firepower. However, it is still able to provide a respectable punch against smaller enemies and merchant vessels, and remains surprisingly seaworthy for a ship little bigger than the coastal fishing boats used by other races. Its sleek lines are distinctive and its hull





literally cuts through the waves, hence its name. It is typically used as a raider in coastal areas where a larger and slower vessel may easily be trapped by warships, and as a scout and messenger upon the high seas, where it has few equals in terms of sheer speed.

Hobgoblin *Beacher* Landing Craft

Medium Warship (Oared, Cumbersome)

Structure Dice: 4d10 (22 sp)

Hardness: 5

Manoeuvrability: +1 (Cumbersome)

Speed: 40 ft./72 miles

Turn Rate: 200 ft.

AC: 10

Weapons Fore: Ballista

Weapons Aft: Light catapult

Weapons Broadside: None

Damage: Light catapult 3d6/1d6; ballista 3d6/-

Special Qualities: Beaching Vessel

Crew: 90

Passengers: 80 (1 horse = 3 passengers)

Cargo: 2 tonnes

Building Time: 5 months

Cost: 29,000 gp

Beaching Vessel: The hobgoblin *Beacher* is specially designed to be run directly up onto soft beaches, where its front hatch will drop down and allow the easy disembarking of warriors both on foot and mounted. A *Beacher* that is intentionally grounded on soft beaches may be freed within four hours so long as the weather is not stormy. If grounding on hard beaches, the *Beacher* follows the rules for other ships grounding, as detailed in *Seas of Blood* p25.

The hobgoblin *Beacher* is the goblinoid solution to the problem of quickly deploying ship-borne troops and cavalry against a land-based enemy. Similar to the *Raider* in many respects, the *Beacher* has a much flatter bottom and lower draft, allowing the hobgoblin crew to intentionally beach it on soft ground and permitting warriors carried inside to disembark and begin fighting almost immediately. The design of this vessel does not lend itself to tight manoeuvres and so tends to be far more cumbersome than other hobgoblin vessels. However, hobgoblin fleets going to war tend to be very well escorted and the *Beacher* makes them one of the few races capable of utilising cavalry when attacking ports and coastal villages.

Hobgoblin *Raider*

Medium Warship (Sailed, Oared)

Structure Dice: 4d10 (22 sp)

Hardness: 5

Manoeuvrability: +0

Speed: 40 ft./72 miles

Turn Rate: 100 ft.

AC: 10

Weapons Fore: Light catapult

Weapons Aft: Light catapult

Weapons Broadside: 2 ballistae

Damage: Light catapult 3d6/1d6; ballista 3d6/-

Special Qualities: Hardy Vessel

Crew: 80

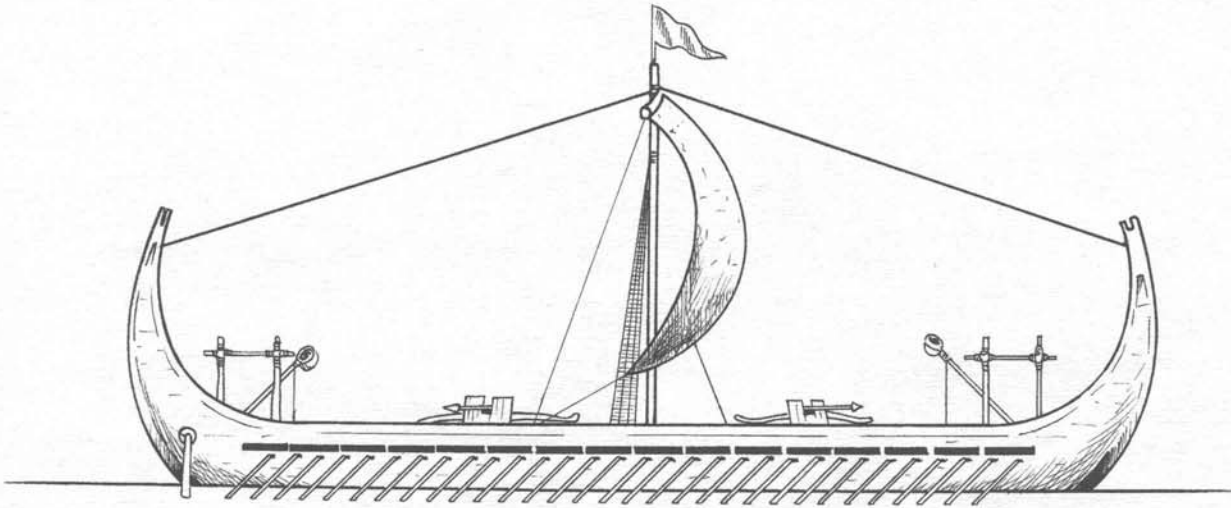
Passengers: 60

Cargo: 4 tonnes

Building Time: 4 months

Cost: 27,000 gp

Hardy Vessel: The hobgoblin *Raider* is an extremely hardy and durable vessel, able to take the very worst the sea can throw at it, so long as it has a



capable crew. The *Raider* receives a +4 bonus to all Seaworthiness checks.

Based on the longship commonly used by pirates and northmen, the hobgoblin *Raider* is slightly larger and features two decks instead of just one. Though more complicated to build, the hull itself retains both the simplicity and durability of the longship and is well within the grasp of hobgoblin construction. Used in the main for raiding the merchant vessels of other races, hobgoblins commonly use goblins or even bugbears in the lower deck to man the oars, though they are not beyond enslaving other races or manning the oars themselves when need arises. The advantage of using goblins, of course, is to enable all hobgoblin warriors to remain in fighting condition even on long voyages, where they can strike a great distance from their home port. Hobgoblins typically favour attacking weak merchant ships, though they will not shy away from engaging larger warships if they believe the odds are on their side.

Hobgoblin *Pounder*

Medium Warship (Sailed, Oared)

Structure Dice: 4d10 (22 sp)

Hardness: 5

Manoeuvrability: +0

Speed: 40 ft./72 miles

Turn Rate: 100 ft.

AC: 10

Weapons Fore: None

Weapons Aft: None

Weapons Broadside: 2 trebuchet

Damage: Trebuchet 6d6/4d6

Special Qualities: Hardy Vessel, Turntable Trebuchets

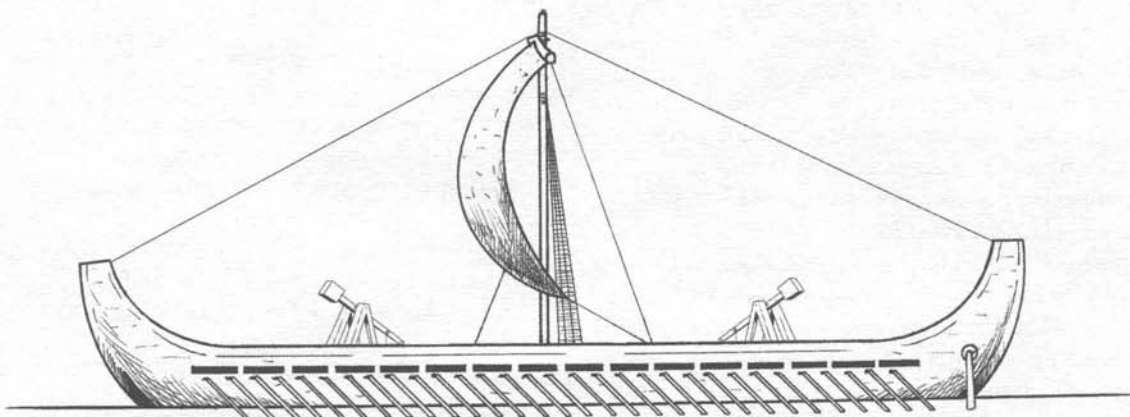
Crew: 80

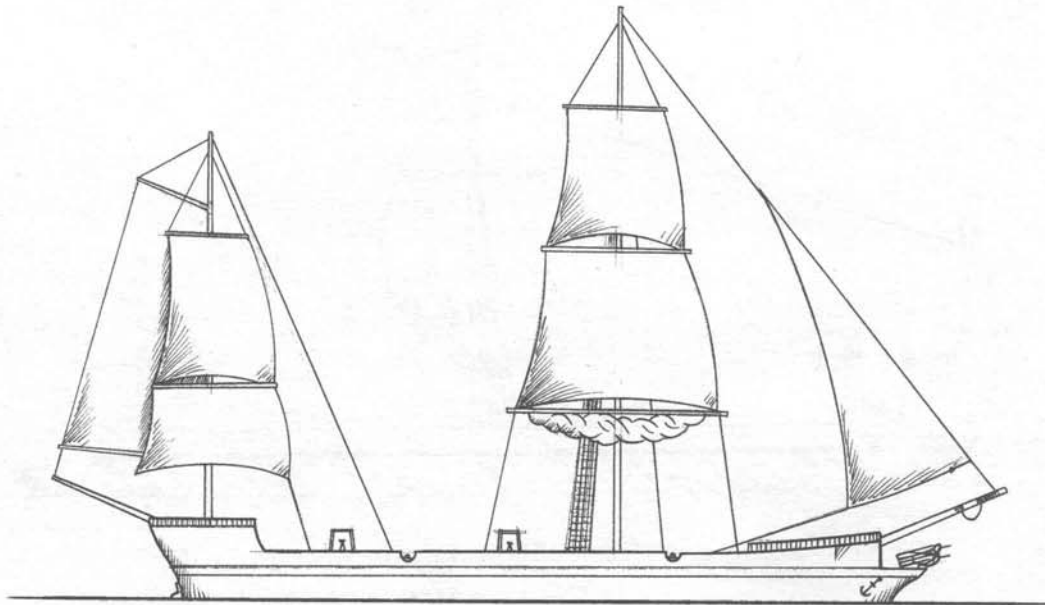
Passengers: 20

Cargo: 4 tonnes

Building Time: 6 months

Cost: 26,000 gp





Hardy Vessel: The hobgoblin *Pounder* is an extremely hardy and durable vessel, able to take the very worst the sea can throw at it, so long as it has a capable crew. The *Pounder* receives a +2 bonus to all Seaworthiness checks.

Turntable Trebuchets: The trebuchets present on the deck of the *Pounder* are mounted on a crew-operated turntable, allowing them to target enemies in any fire arc. Only one target may be attacked by each trebuchet in any round.

Built upon the hull of a *Raider*, the hobgoblin *Pounder* is a rare vessel, only seen when mercenary warbands go to war – it is almost never seen in the hands of hobgoblin pirates. Designed to literally pound an enemy into submission, the *Pounder* has a relatively open deck allowing its only weaponry, two immense trebuchets, to be mounted on crew-operated turntables and used to fire upon targets within any fire arc. It is used primarily to support hobgoblin attacks on coastal settlements and fleets within harbour, where the two trebuchets can rain down a steady stream of giant rocks that are likely to flatten anything they hit. It is almost useless in battle on the open sea, as trebuchets take an inordinate time to reload and having just two of these immense weapons can place the *Pounder* at a distinct disadvantage. It is therefore rarely seen alone and will usually be escorted by at least two *Raiders* or similar ships. The *Pounder* is also noted for being the smallest ship to mount trebuchets and the hobgoblin shipwrights are to be congratulated for actually mounting two on the slight deck.

Hobgoblin *Predator* Fast Frigate Medium Warship (Sailed, Light)

Structure Dice: 4d10-4 (18 sp)

Hardness: 5

Manoeuvrability: +1 (light)

Speed: 40 ft./96 miles

Turn Rate: 100 ft.

AC: 10

Weapons Fore: 2 ballistae

Weapons Aft: None

Weapons Broadside: Light catapults, 2 ballistae

Damage: Light catapult 3d6/1d6; ballista 3d6/-

Special Qualities: None

Crew: 40

Passengers: 50

Cargo: 30 tonnes

Building Time: 6 months

Cost: 44,000 gp

Merchantmen often take extraordinary precautions to avoid the attentions of pirates, constructing ever faster vessels, or taking circuitous routes that force pirates to scour the seas for prey for days on end. With every trick employed by the great mercantile companies of the world, the hobgoblins readily adapt, building their own even faster vessels and quickly learning of the routes taken by the merchants. The *Predator* fast frigate is much the same size as similar ships, such as the *Plunderer*, but it has much sleeker lines and has been greatly lightened throughout its construction. This results in a ship less resilient to damage and the elements, as

well as carrying lighter armament, but it also grants much greater speed. Hobgoblin pirate fleets use fast frigates such as the *Predator* to scout and harass merchant vessels that stray into their territory, slowing them down or guiding them into the waiting teeth of much heavier ships.

Hobgoblin *Plunderer* Frigate

Medium Warship (Sailed)

Structure Dice: 4d10 (22 sp)

Hardness: 5

Manoeuvrability: +0

Speed: 30 ft./72 miles

Turn Rate: 120 ft.

AC: 10

Weapons Fore: Medium catapult

Weapons Aft: Light catapult

Weapons Broadside: 2 medium catapults

Damage: Medium catapult 4d6/2d6; light catapult 3d6/1d6

Special Qualities: None

Crew: 60

Passengers: 40

Cargo: 50 tonnes

Building Time: 7 months

Cost: 46,000 gp

A common ship built by the hobgoblins, the

Plunderer is the scourge of merchantmen, carrying enough warriors to make boarding a simple proposition whilst its medium catapults ensure many merchant vessels will strike their colours after a single salvo rather than try to outshoot or out-range the frigate. Its heavier weaponry also allows it to battle with escorts and marauding warships without having to constantly retreat from determined opposition. As such, the *Plunderer* is a popular choice amongst hobgoblin pirate fleets and mercenary warbands, second only to the *Raider*, due to its more complicated construction.

Hobgoblin *Ravager* Frigate

Medium Warship (Sailed)

Structure Dice: 5d10 (27 sp)

Hardness: 5

Manoeuvrability: +0

Speed: 30 ft./72 miles

Turn Rate: 150 ft.

AC: 10

Weapons Fore: Light catapult

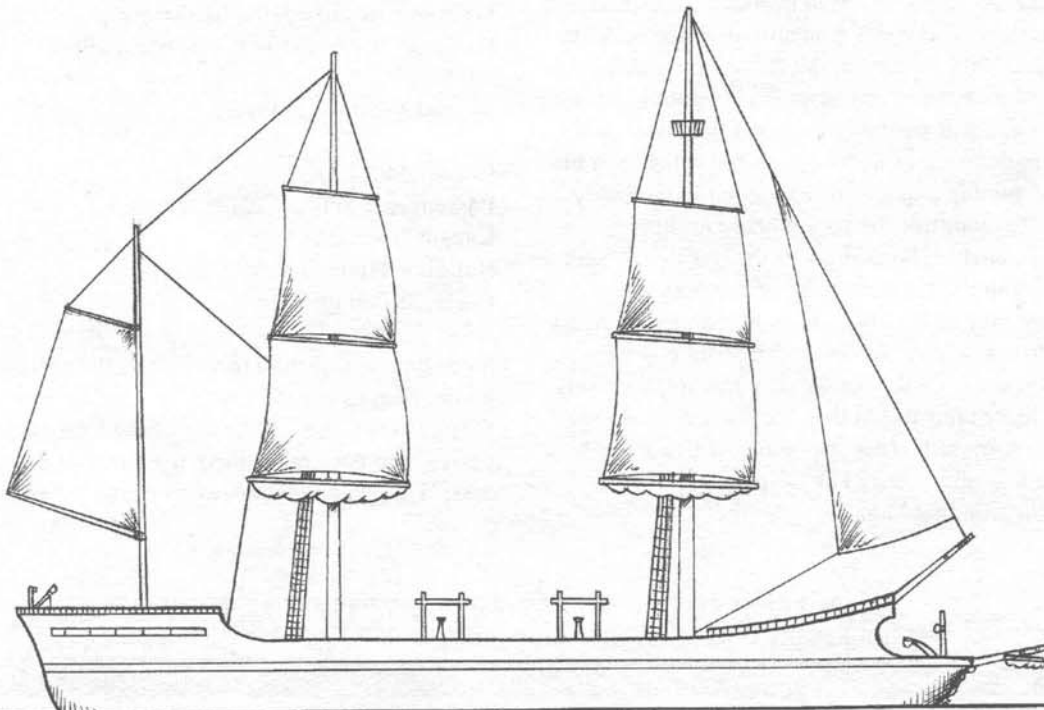
Weapons Aft: None

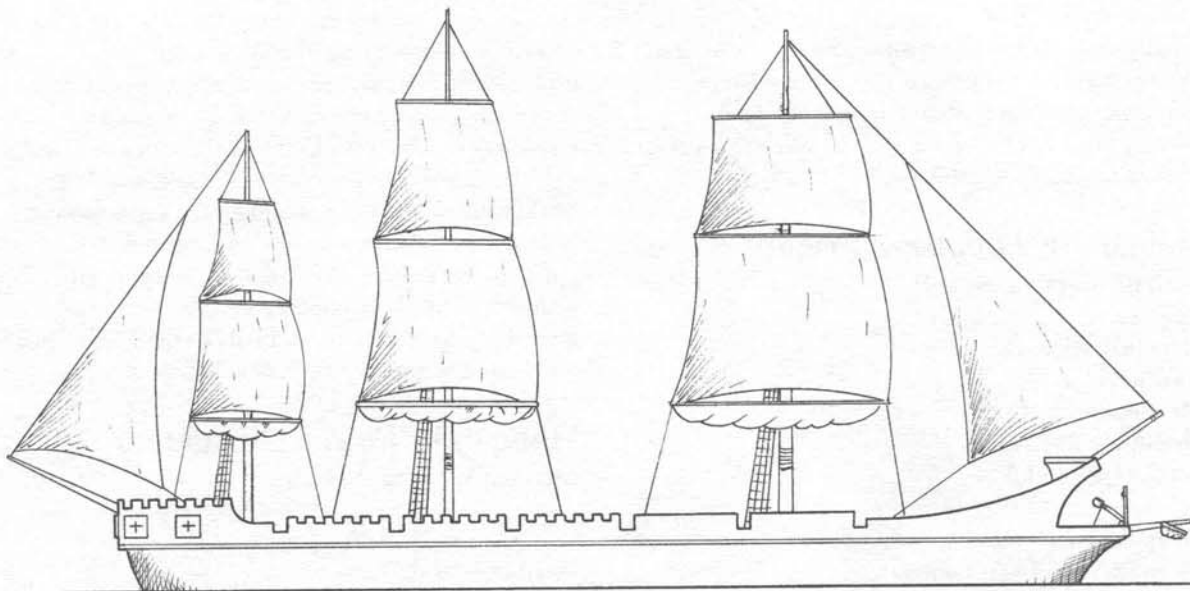
Weapons Broadside: 6 ballistae

Damage: Light catapult 3d6/1d6; ballista 3d6/-

Special Qualities: None

Crew: 65





Passengers: 70
Cargo: 40 tonnes
Building Time: 9 months
Cost: 52,000 gp

Generally the largest ship built by the hobgoblins themselves, the *Ravager* was constructed with but a single purpose in mind – the attacking and boarding of merchant vessels. To this end, the hobgoblins have built an out-sized frigate that maintains the speed of its cousin the *Plunderer*, and yet carries more boarders and is able to mount six ballistae down each broadside to aid in boarding actions. Whereas the *Plunderer* is generally used to pound an enemy until they surrender, the *Ravager* is able to capture many completely intact. A hobgoblin captain of this vessel will normally engage a merchantman with a single firing of its fore-mounted catapult in the hopes of gaining a quick surrender, but will quickly manoeuvre alongside his prey where the sheer number of chained bolts fired by the line of ballistae, together with the huge numbers of warriors swarming over the railings, make boarding actions an almost foregone conclusion. It is a testimony to hobgoblin shipwrights that the *Ravager* requires only slightly more crew to sail than the smaller *Plunderer*, due to its extra sail. This ship, along with the *Swift Sea* cutter, is often viewed as the pinnacle of hobgoblin ship-building.

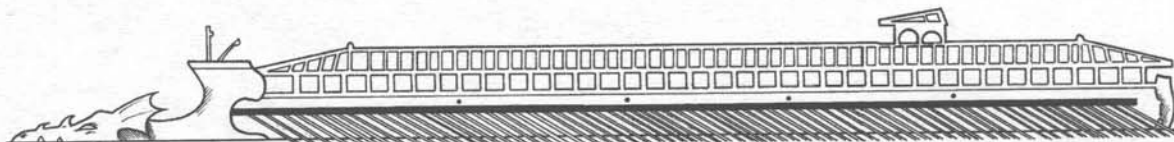
Orc Scimitar Battle Galley

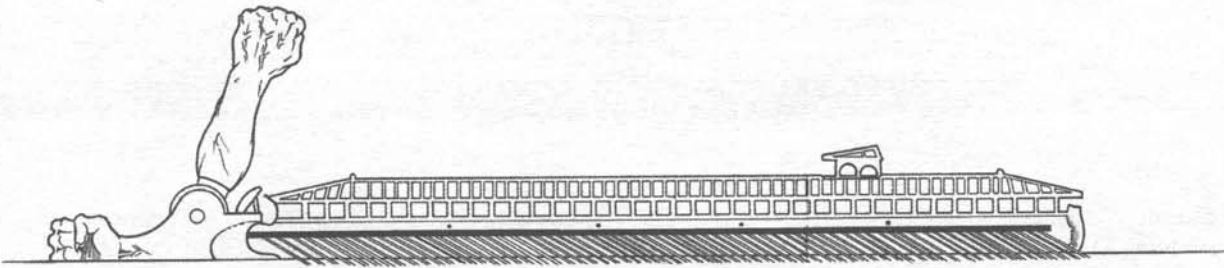
Large Warship (Oared, Cumbersome, Covered)

Structure Dice: 6d10 (33 sp)
Hardness: 5
Manoeuvrability: -5 (-1 size, -2 cumbersome, -2 covered)
Speed: 20 ft./24 miles
Turn Rate: 200 ft.
AC: 11 (-1 size, +2 covered)
Weapons Fore: Light catapult, metal-shod ram
Weapons Aft: None
Weapons Broadside: 4 ballistae
Damage: Light catapult 3d6/1d6; ballista 3d6/-; ram 4d6/6d10
Special Qualities: None

Crew: 340
Passengers: 60
Cargo: 15 tonnes
Building Time: 1 year
Cost: 38,000 gp

More typically seen in the hands of the few orc pirates than as part of a massive invasion fleet, the *Scimitar* combines all the qualities of the larger orc vessels that have made them the terror of the high seas. Though ponderous when coming about to bear





on a new target and relatively slow, the metal-shod ram and covered decks copied from such ships as the *Broadsword* provide the *Scimitar* with both a powerful punch and a steady measure of protection for the crew. Typically, a single orc tribe will crew a *Scimitar* and only rarely ally themselves with other tribes or gathering battle fleets. Such tribes act primarily as pirates, operating from hidden harbours where the non-combatant members of their tribe work, and striking out at any lone ship unlucky enough to be spotted. The *Scimitar* can sometimes be seen docking in 'civilised' ports that are not too fussy about which ships and crews come to trade and where piratical activities are viewed with a blind eye.

Orc Warhammer Battle Galley

Large Warship (Oared, Cumbersome, Covered)

Structure Dice: 6d10 (33 sp)

Hardness: 5

Manoeuvrability: -5 (-1 size, -2 cumbersome, -2 covered)

Speed: 20 ft./24 miles

Turn Rate: 200 ft.

AC: 11 (-1 size, +2 covered)

Weapons Fore: Hammerfist, metal-shod ram

Weapons Aft: None

Weapons Broadside: 4 ballistae

Damage: Hammerfist 10d6/6d6; ballista 3d6/-; ram 4d6/6d10

Special Qualities: None

Crew: 340

Passengers: 60

Cargo: 15 tonnes

Building Time: 1 year

Cost: 38,000 gp

Based upon the hull of the *Scimitar*, the *Warhammer* is one of the more imaginative and even outrageous vessels to have sailed from an orcish harbour. Retaining the large crew and devastating ram, the *Warhammer* sacrifices the light catapult and two ballistae to mount the incredible hammerfist, an orcish weapon designed to smash an enemy ship into timbers with a single blow. Captains of other ships are advised to steer well clear of the prow of a *Warhammer*, for the orcs within will constantly seek to gain enough speed to ram an enemy and, whilst the two ships are locked together, the hammerfist will be constantly raised and dropped onto the deck of the enemy. Few ships can survive more than two blows from the heavy club and a crew sighting one of these ships will quickly realise the orcs have come not to plunder their cargo but to send their vessel to the bottom of the ocean.

Orc Longspear Tribal Transport

Huge Merchantman (Oared, Covered, Cumbersome)

Structure Dice: 9d8 (45 sp)

Hardness: 5

Manoeuvrability: -8 (-2 size, -2 merchantman, -2 covered, -2 cumbersome)

Speed: 20 ft./24 miles

Turn Rate: 240 ft.

AC: 8 (-2 size, -2 merchantman, +2 covered)

Weapons Fore: 2 ballistae

Weapons Aft: 2 ballistae

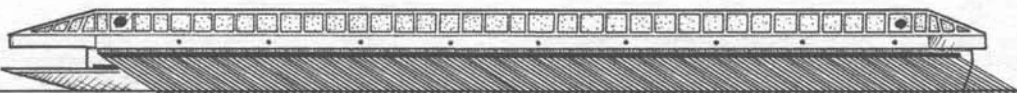
Weapons Broadside: 8 ballistae

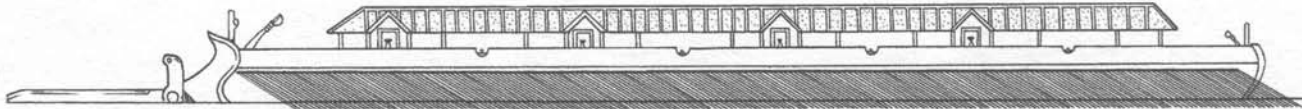
Damage: Ballista 3d6/-

Special Qualities: None

Crew: 440

Passengers: 490





Cargo: 15 tonnes
Building Time: 1 year
Cost: 47,000 gp

An incredible vessel to be conceived by the orcish mind, the *Longspear* is designed not as a warship but as a means of transporting an entire tribe across immense distances. This is occasionally done when an orc tribe is forced to relocate from its current territory by pressing enemies, but more usually such ships are built in preparation for war. An orc war fleet may comprise of several *Longspears* carrying hundreds of orcs to battle, escorted by a mass of war galleys and led by one or two battleships. Though ponderous in the water and barely a match for any warship of similar size, the *Longspear* is virtually impossible to board successfully as nearly one thousand orcs are likely to be found within. Once the vessel reaches its destination, it can take more than a day to unload all the warriors in smaller landing craft (use the Orc Ship template on top of the lifeboat on p50 of *Seas of Blood*). The *Longspear* is, however, relatively quick to build due to its much simplified construction and orcs have been known to enslave entire tribes of goblins to man the banks of oars, leaving them to concentrate upon the bloody business of war.

Orc Broadsword War Galley
Huge Warship (Oared, Cumbersome, Covered)

Structure Dice: 9d10 (49 sp)
Hardness: 5
Manoeuvrability: -6 (-2 size, -2 cumbersome, -2 covered)
Speed: 30 ft./32 miles
Turn Rate: 260 ft.
AC: 10 (-2 size, +2 covered)
Weapons Fore: Medium catapult, metal-shod ram
Weapons Aft: Light catapult
Weapons Broadside: 4 light catapults; 4 ballistae

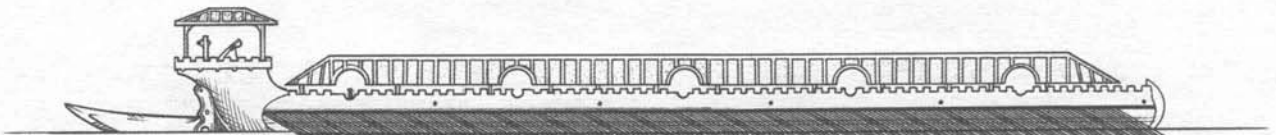
Damage: Medium Catapult 4d6/2d6; light catapult 3d6/1d6; ballista 3d6/-; ram 5d6/8d10
Special Qualities: None

Crew: 620
Passengers: 110
Cargo: 20 tonnes
Building Time: 2 years
Cost: 65,000 gp

Built to outclass any similar-sized vessel of the other races, the *Broadsword* war galley is a relatively common sight amongst orc fleets and is well respected by enemy captains. Fast for an orcish vessel, it is slightly larger than most other comparable war galleys and is bedecked with weaponry of varying types. Over-crowded, as most orc ships are, the *Broadsword* is used to smash its enemy to pieces, its forward mounted medium catapult and heavy metal-shod ram being its primary weapons. However, once locked together with an enemy ship, the huge numbers of orcs inside will grab their weapons and surge forward to engage their foes. The *Broadsword* is also a superior vessel in straight boarding actions, where its crew and ballistae will combine to entrap any other ship. However, the cumbersome manoeuvrability of the *Broadsword* often leaves it flailing for a target to board as lighter and more agile ships simply keep at arm's reach and pound the war galley until one or the other is destroyed.

Orc Glaive Battleship
Gargantuan Warship (Oared, Covered)

Structure Dice: 10d10 (55 sp)
Hardness: 5
Manoeuvrability: -6 (-4 size, -2 covered)
Speed: 20 ft./24 miles
Turn Rate: 300 ft.
AC: 8 (-4 size, +2 covered)



Weapons Fore: Medium catapult, metal-shod ram

Weapons Aft: 2 ballistae

Weapons Broadside: 5 medium catapults, 4 ballistae

Damage: Medium catapult 4d6/2d6; ballista 3d6/-; ram 6d6/10d10

Special Qualities: None

Crew: 810

Passengers: 180

Cargo: 10 tonnes

Building Time: 4 years

Cost: 119,000 gp

A smaller vessel than the dreaded *Great Axe*, the *Glaive* is still a warship of awesome capabilities and can easily engage the fleets of the other races on a more or less equal footing. As with all orc warships, it has an oversized crew and is thus lethal in boarding actions. A little more agile than the *Great Axe*, possibly due to its lighter load of weaponry, the *Glaive* is able to surprise some captains used to the ponderous nature of most orcish vessels. The tactics used by orc chieftains tend to be predictable, based around ramming and boarding their enemies and in this, the *Glaive* serves very well. It is able to weather a good amount of damage, due to its covered design, and so can easily take the battering suffered as it closes with a target before launching a heavy attack few can survive.

Weapons Broadside: 3 heavy catapults, 5 light catapults, 5 ballistae

Damage: Heavy catapult 5d6/3d6; Light catapult 3d6/1d6; ballista 3d6/-; ram 6d6/10d10

Special Qualities: None

Crew: 920

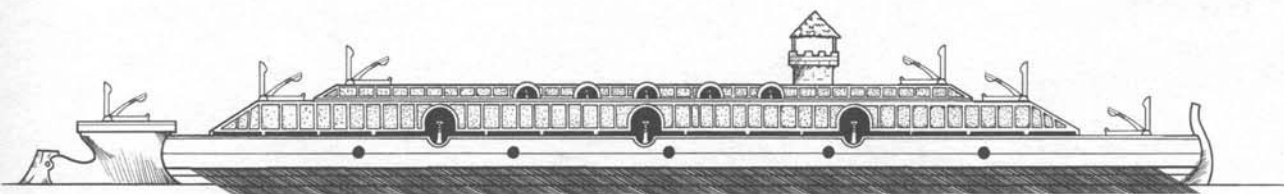
Passengers: 220

Cargo: 20 tonnes

Building Time: 4 years

Cost: 126,000 gp

This is the largest vessel ever known to have been constructed and sailed by any goblinoid race. Battleships similar to the *Great Axe* are occasionally built when many orcish tribes come together in order to pool their resources in preparation of a great crusade against civilised nations. With its primarily heavy catapult armament, the *Great Axe* can throw an incredible weight of firepower against a target within any fire arc, and too many captains on board other warships have doubted the accuracy of orc crews, to their cost. Orc battleships such as the *Great Axe* can hold a staggering amount of crew and warriors, easily rivalling such great vessels as the *Sovereign* dreadnought. These immense warships are usually intended to hammer enemies from a distance and allow escorting vessels to board weakened foes, but the poor discipline of orc crews often sees the *Great Axe* surging forward from the line of battle, to ram and board with devastating results.



Orc Great Axe Battleship

Gargantuan Warship (Oared, Covered, Cumbersome)

Structure Dice: 11d10 (60 sp)

Hardness: 5

Manoeuvrability: -8 (-4 size, -2 covered, -2 cumbersome)

Speed: 20 ft./24 miles

Turn Rate: 360 ft.

AC: 8 (-4 size, +2 covered)

Weapons Fore: 3 heavy catapults, metal-shod ram

Weapons Aft: 3 heavy catapults

CAPTURED VESSELS

Whilst the goblinoid races have developed many of their own vessels to suit their own physiology and methods of warfare, many tribes prefer to let other races take the time, trouble and expense of the actual construction of ships, and then simply steal them at sea. However, only the hobgoblins have any real ability in maintaining a ship in the peak of condition and so vessels tend to dilapidate very rapidly when in the hands of goblins, bugbears and orcs.

Goblin Ships

Captured ships in the hands of goblins tend to suffer far worse than when crewed by any other race. Goblins have only the faintest knowledge of the actual mechanics of sailing vessels and care little for maintenance. As a result, their ships are crudely patched when damaged and poorly controlled when faced with combat or other adversities. Many sailors report filth and muck actually streaming off the decks of captured vessels whenever they heel hard around. When recaptured, many such ships are simply burnt rather than restored, as the smell and poor repairs made by goblins can be almost impossible to rectify.

Creating a Goblin Ship

Goblin ships are created whenever goblins capture a ship belonging to another race and have kept it for any period of time longer than a month. By this time, the ship has degraded to the point where the template is applied. Captured ships owned by bugbears also use this template, though this is a very rare occurrence.

'Goblin ship' is a template that may be added to any ship of large size or smaller that has been captured by goblins or bugbears. It uses all the original ship's statistics and special abilities except as noted here.

Structure Dice: -1 sp per Structure Dice

Hardness: -1

Manoeuvrability: -2

Crew: +50%

Cargo: -25%

Orc Ships

Those vessels captured by orcs tend to be kept in far better condition than those in goblin hands, though they still fall far short of the standards of humans and hobgoblins. However, through virtue of their greater numbers and superior fighting skill, they are able to attack and capture ships of far larger size than goblins, and more than one human battleship has fallen to their boarding axes in recent history. Because of this, orcs tend to be feared at sea, for a sufficiently large gathering of tribes will seek to capture as many vessels as possible to supplement their growing fleets, before unleashing their might across an entire ocean.

Creating an Orc Ship

Orc ships are created whenever orcs capture a ship belonging to another race and have kept it for any period of time longer than a month. By this time, the ship has degraded to the point where the template is applied.

'Orc ship' is a template that may be added to any ship that has been captured by orcs. It uses all the original ship's statistics and special abilities except as noted here.

Subtype: As original ship plus Covered

Manoeuvrability: -1

Crew: +50%

Cargo: -25%



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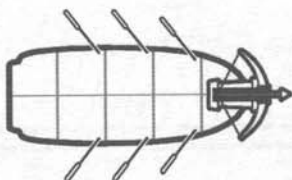
Ship Deck Plans

1 Square = 5 feet

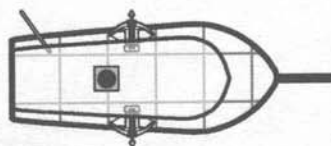
Goblin War Raft



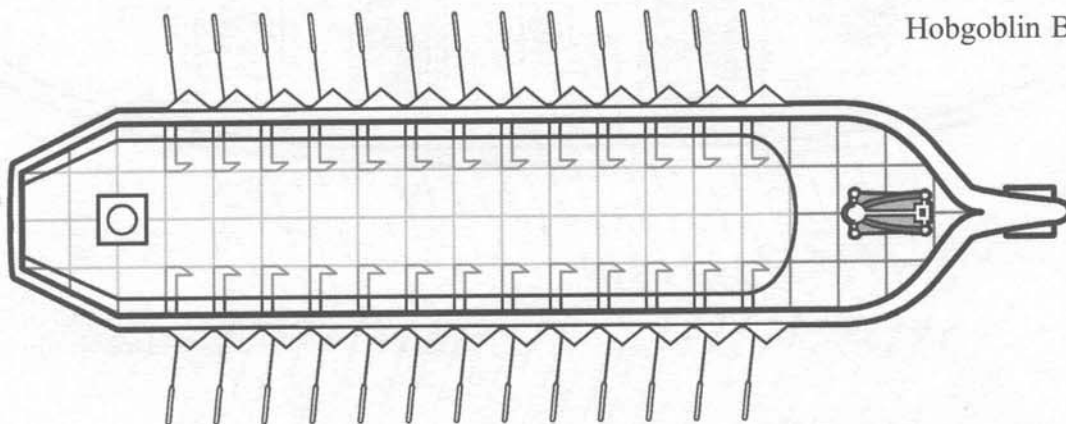
Goblin Barge



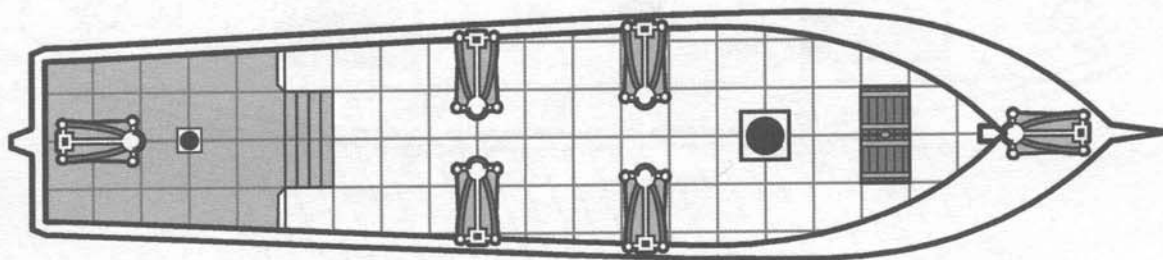
Goblin Fighting Yacht



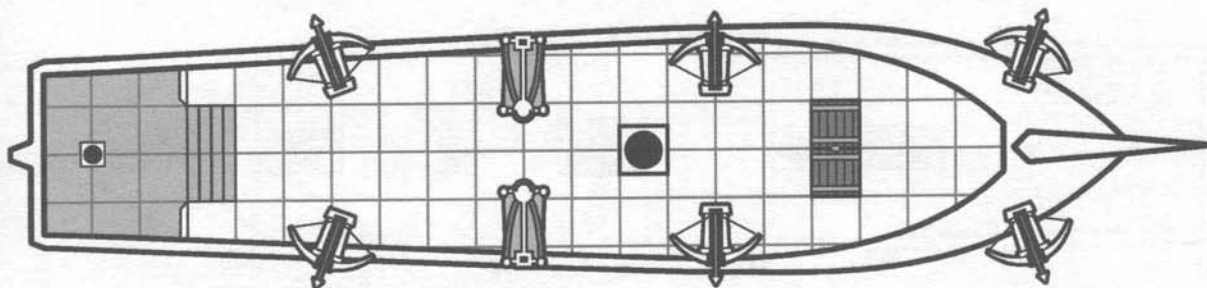
Hobgoblin Beacher



Hobgoblin Plunderer



Hobgoblin Predator

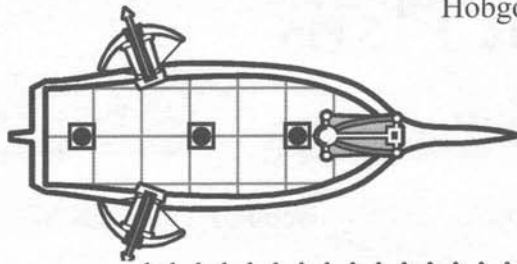


SHIPS OF THE GOBLINOIDS

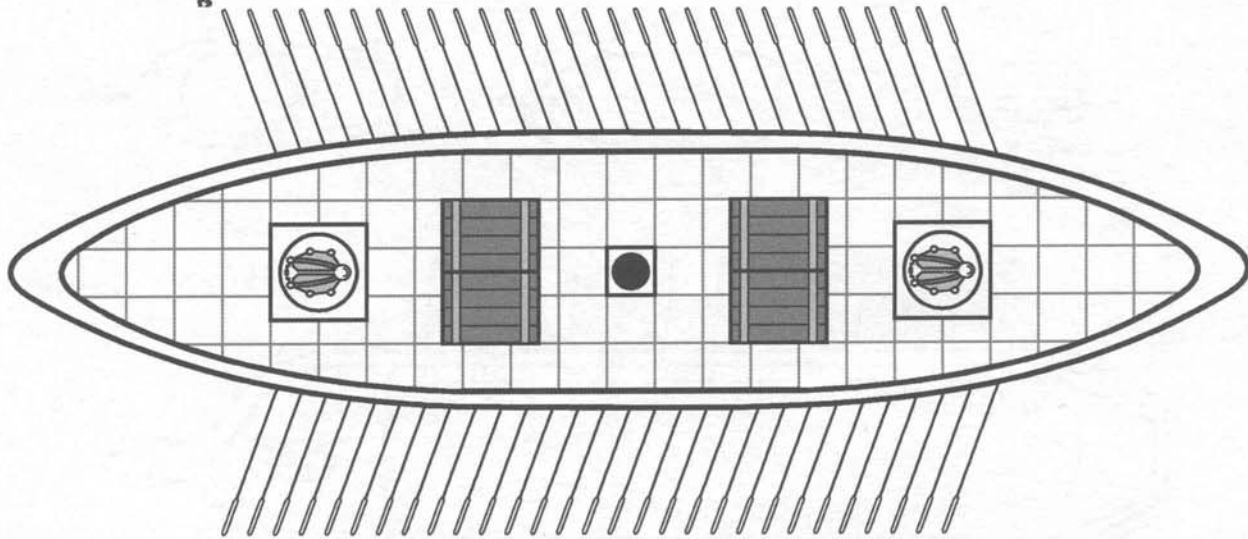
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Hobgoblin Cutter

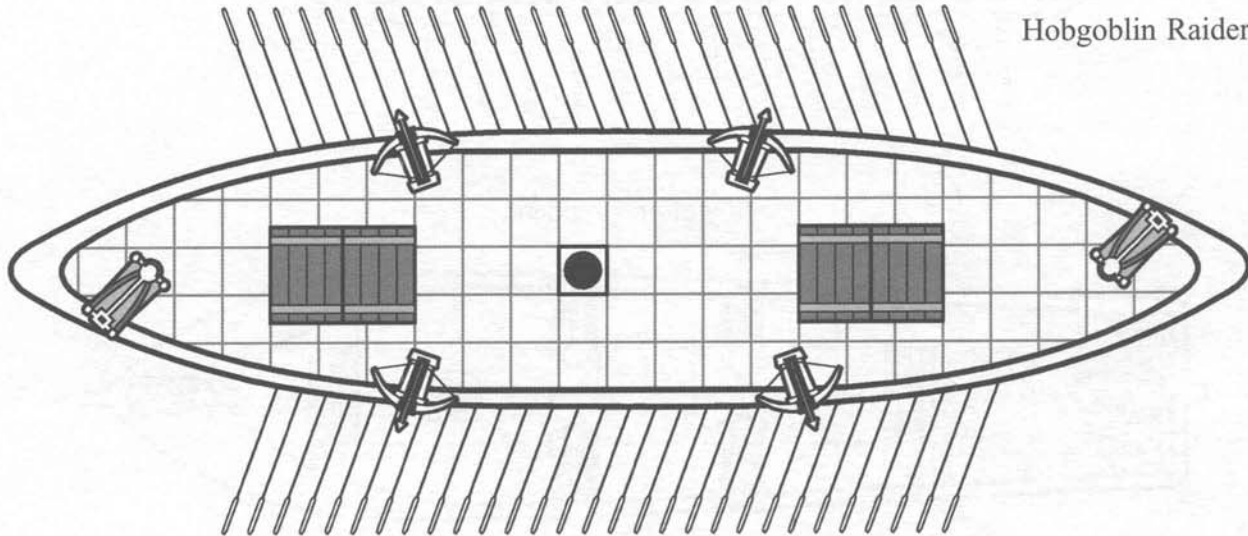
1 Square = 5 feet



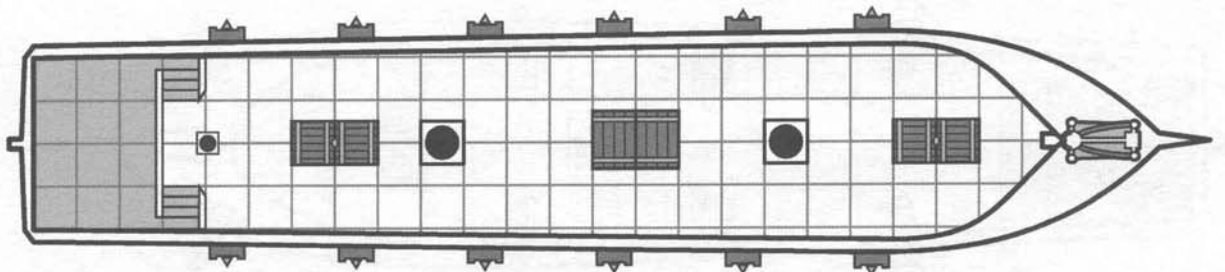
Hobgoblin Pounder



Hobgoblin Raider



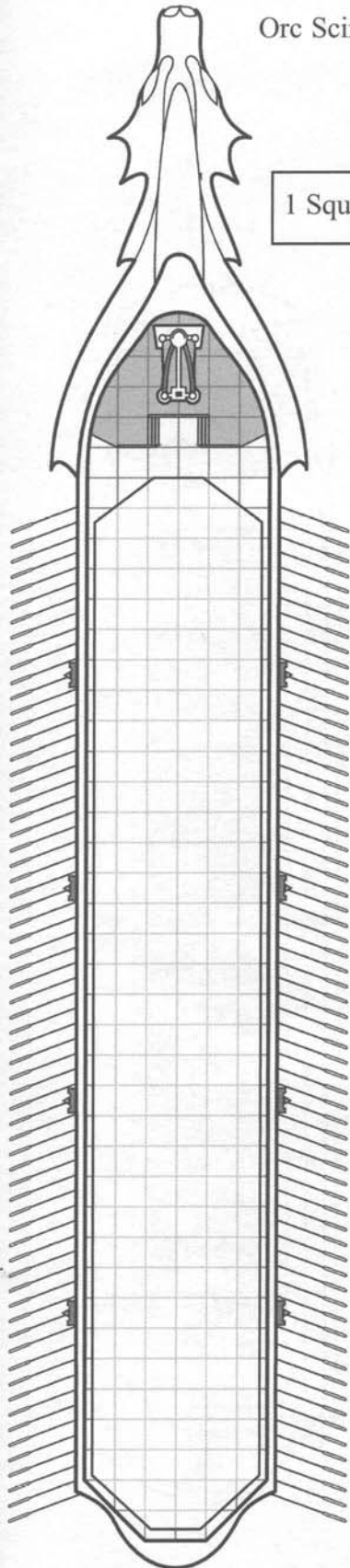
Hobgoblin Ravager



SHIPS OF THE GOBLINOIDS

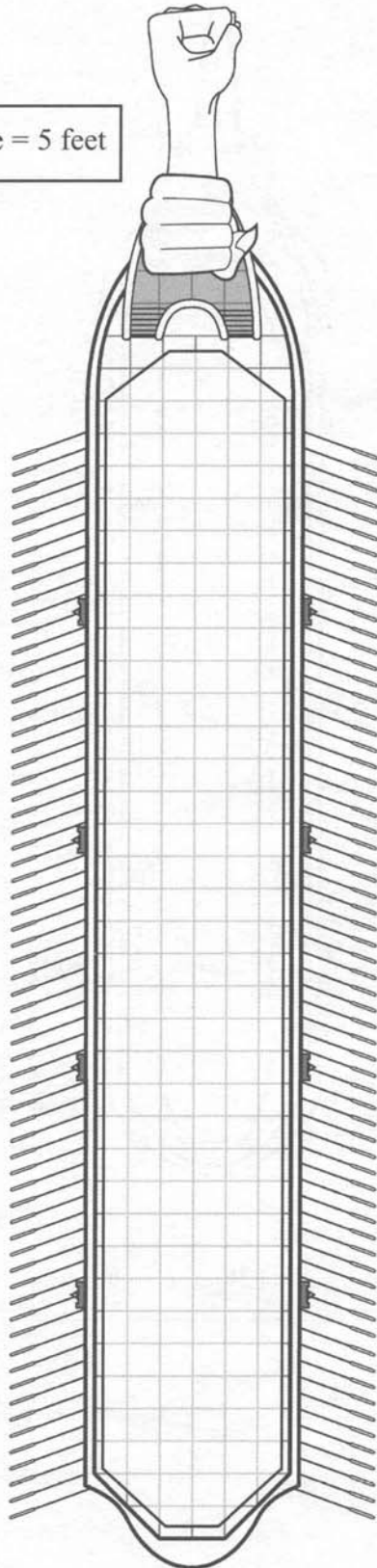
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Orc Scimitar

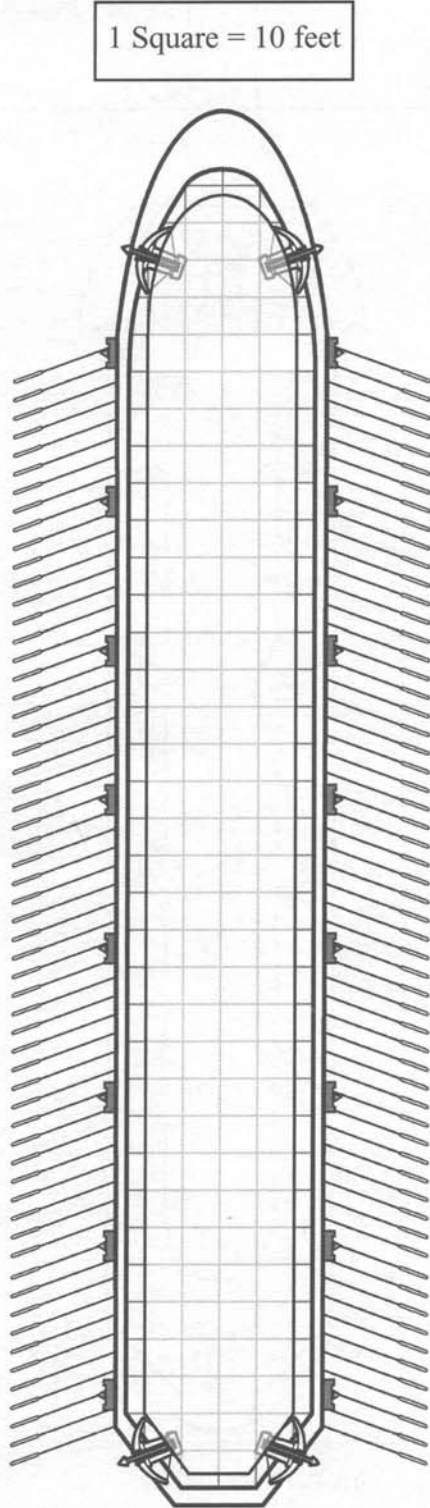


1 Square = 5 feet

Orc Warhammer



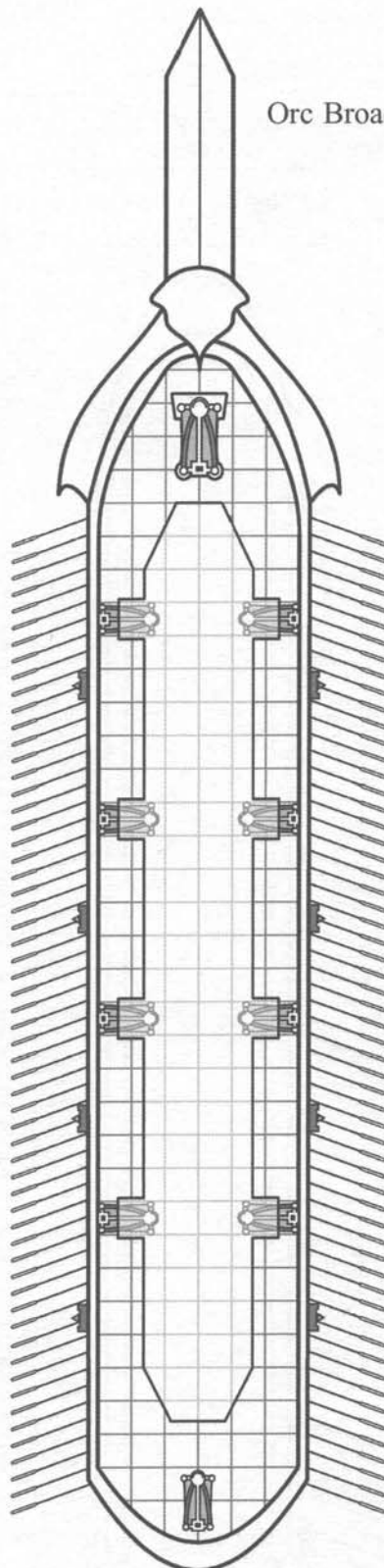
Orc Longspear



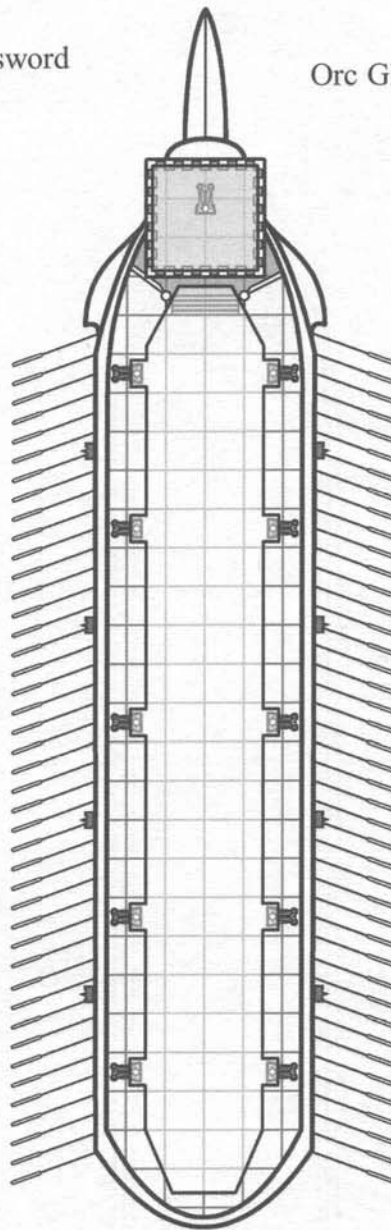
1 Square = 10 feet

SHIPS OF THE GOBLINOIDS

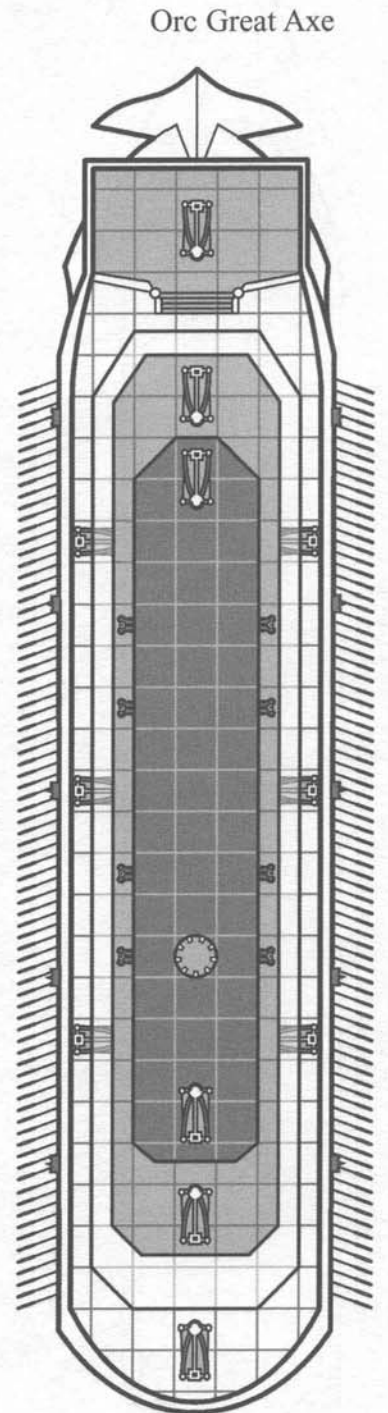
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1 Square = 10 feet



1 Square = 20 feet



'Sail ho!' came the wind-torn cry from the cutter's high crow's nest.

'Where away?' Morkar shouted back.

'Two points off the port beam.'

Eagerly, the hobgoblin captain darted to the ratlines and scrambled part way up until he could make out the other vessel's rigging over the mountainous waves. He cursed under his breath before leaping for a nearby rope and sliding back down it to land on the command deck with a familiarity born of decades on the sea. 'Helm, come about. Hard to port. We run with the wind too close!' He turned to his other crew. 'Make ready for combat. Four crew to pumps. Open the forward hatches and ready chocks and bales! Be prepared to re-batten as soon as the chocks and bales are on deck. Catapult crew – load naphtha. Ballista crews – spears only. Your targets are the other ship's ballistae. We will not be boarding.' The *Fury of the Mighty One* continued to close on the human war galley. As she ran before the wind, Morkar's skilled crew called out their status.

'Chocks in place! Placing bales.'

'For'ard hatch re-battened, sir!'

'Catapult ready. Naphtha ready and burning!'

'Ballistae ready!'

'Marines ready to repel boarders.'

The mighty human galley had not tried to use sail in such foul weather and now stroked toward the tiny hobgoblin cutter on half a thousand wooden legs. Its great copper ram rose up out of the water with each wave, thirsting for a bite of the hobgoblin ship. They were close enough now that Morkar could see the catapult crews readying their weapons. The great wooden arm of the first one leapt forward, sending a huge rock toward *Fury*. Zelrab, the marine commander, flinched as it struck water well to starboard with a tremendous splash. 'Not even close, Zelrab. Not much to worry about in weather like this. Catapults aren't very accurate on a pitching deck. Even on a big ship it's too hard to judge the angle in rough seas. There goes the other.' He watched carefully. 'It'll be long.'

The two ships continued to close as the second great rock missed, *Fury* running before the wind much more quickly than the human ship could row. 'Come to me,' whispered the hobgoblin captain. 'Come to your doom, human.'

As it looked like they would pass, the great galley began to turn to starboard, one bank of oars backstroking while the other continued to churn forward. Aiming for the cutter. As the ram grew larger, Morkar's arm went up. The tension in the crew was a bowstring at full draw.

'NOW! Hard a-starboard!' He cried dropping his arm. The helmsman swung the wheel full over and held it with all the might of his large frame and the cutter spun on a farthing, turning so tightly it created a spray that shot to port. The wind now caught the cutter's full sail and it picked up speed, running on a parallel course to the galley.

'Catapult, FIRE!' The crew at the bow let loose with flaming naphtha, their aim the perfection of long hours training with the added benefit of point blank range. The fire sprayed across the poop of the human galley exactly as they had planned.

'Ballistae, FIRE!' The shafts sprang at the human vessel, which launched its own weapons in return, the well trained crew firing on their own initiative. The human bolts were steel 'iron hands', large grappnels attached to chains. These fired over the gunwales and landed on the deck of *Fury* and were pulled taught by the hobgoblin's own speed, catching against the straw bales piled on sloped wooden chocks in the scuppers. Rather than catching the speeding cutter and holding it fast, the great steel hands simply pulled the straw bales over the sides and into the iron grey sea. The *Fury of the Mighty One* was away clean, speeding from the crippled human vessel on the wings of the wind. The hobgoblins cheered as the galley began to burn.



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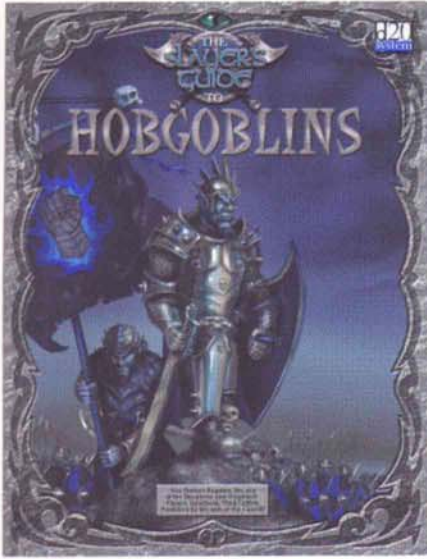
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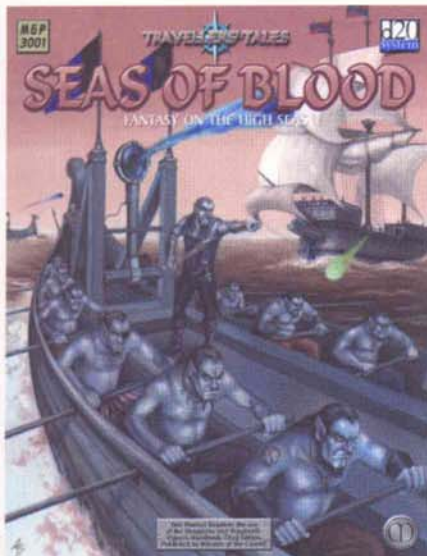
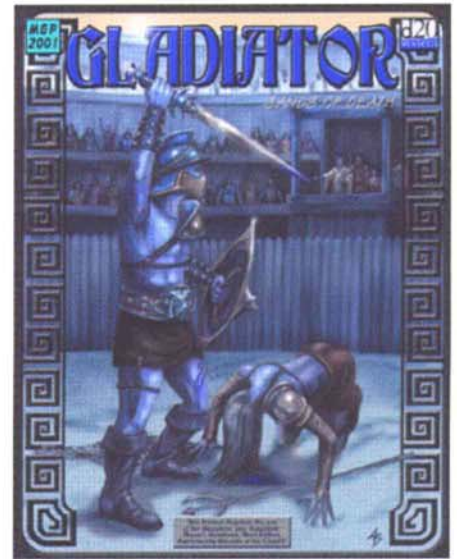
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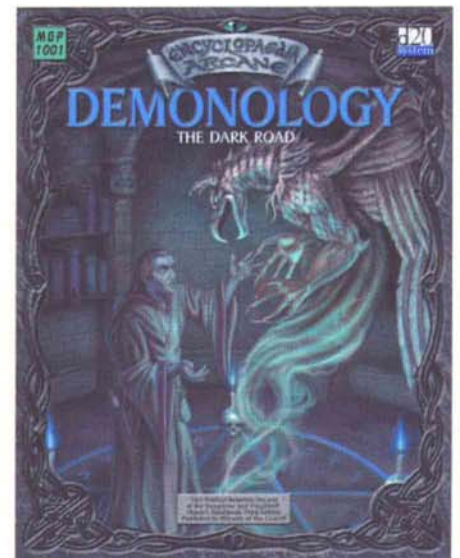
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