

DINOSAUR COWBOYS – SWIMMER RULES

Overview

The purpose of this document is to provide rules for naval warfare in the sense of ferries, sloops, and skiffs fighting on lakes and oceans.

Remember that traditional boats are not used, instead compartments are strapped to the back of Thalassomedon, Mosasaurus, or Nothosaurus dinosaurs (collectively called "Swimmers"). So when the term "ship" or "boat" is used the actual reference would be to a compartment on a Swimmer.

SHIPS

Ship Statistics

Like characters and dinosaurs each ship has a set of statistics that define how it functions. These are:

Speed: In inches, and used just like normal Speed, except in a special phase dedicated to ships.

Bonus Speed: In inches, and used in circumstances where a Helm is available.

Turn Speed: In inches, minimum number of inches that must be moved before a turn is allowed.

Defense: Helps against ranged attacks, but is set directionally as Front/Side/Back, such as 2/2/1.

Hullpoints: Similar to Hitpoints. May have negative effects as Hullpoints are lost, such as slower Speed.

Stations: A list of named stations available on the ship which can be used by characters.

Specific Ships

Here are some specific ships used in play.

Sloop

SPD 10, Bonus SPD 6, Turn SPD 3

DEF 4/4/3, HP 40 (20 HP = no Bonus SPD, 0 HP = 2 SPD)

Stations: Helm, Bowsprit, 1 Cannon, 2 Swivel Guns, Below Decks, 6 Boarding Planks, Skiff

Skiff

SPD 6, Bonus SPD 3, Turn SPD 1

DEF 2/2/1, HP 20 (0 HP = sunk)

Stations: Helm, 1 Swivel Gun, 1 Boarding Plank

SHIP MOVEMENT

At the start of each turn, before any activations, both players roll Initiative (following the normal rules) for the "Ship Phase".

Then based on Initiative each player can move their ship using its Speed.

Movement is measured from the Bowsprit (if available) or the front of the ship.

A ship can only go half Speed if it starts its movement within 2" or less of an enemy ship.

Multiple Ships: If there is more than 1 ship per player, alternate movement during the Ship Phase using the rolled Initiative value. Smaller ships must always move before larger ships.

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Turning: Swimmers are somewhat manoeuvrable, but are still slower to turn than a dinosaur on land.

Ships must move at least their Turn Speed statistic before turning.

Ships can turn up to 90 degrees, measured from the Bowsprit or front of the ship.

Moving Through Obstacles: Swimmers can clamber over smaller islands, so any obstacle 3" or less in width can be crossed at no penalty.

Ships can move through characters in the water (no effect on the character) but cannot occupy the same location as a character.

If a ship moves into another ship this is a "Ram" (see below).

Embarking or Disembarking

Only applies to a character's own ship. Interacting with an enemy ship is considered "Boarding" (see below).

Characters can move up/down the side of a ship, which is 2" in height. They do not take Falling Damage if they end up in water.

Forced Disembark: If a character is Pushed off a ship they *do* take Falling Damage (even if they end up in water) as per the normal rules.

SHIP COMBAT

Attacking Ships

Swimmers and their compartments are fairly durable, so most traditional weaponry has less of an effect.

To attack a ship use the normal range attack rules, including the ship's Defense statistic for the facing (front/side/back) that was attacked. Ships cannot be attacked in close combat.

Ships ignore Critical Hits.

Unless otherwise specified ships take half damage (rounded down) from all weapons.

Weapon Special Abilities: Ships ignore any weapon special ability, such as *Armor Piercing* or *Scoped*. Also weapon special abilities cannot be used against a ship, such as *Fan the Hammer* or *Both Barrels*.

Attacking Sailors

All characters on a ship benefit from the "Movement" combat modifier, even if they have not yet activated or moved. Otherwise passengers can be attacked as normal.

Sinking Ships

If a ship is reduced to 0 or less Hullpoints it will begin sinking. Characters can voluntarily disembark per the normal rules.

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At the start of the next Ship Phase all sinking ships are removed from play and any characters onboard take D6 damage and are placed in the water directly below the space they were in on the ship.

Ramming

If a ship moves into another ship that is considered a Ram.

If the ships are the same size they both take 1D12 damage. If an involved ship is larger it does 2D12 and only takes 1D12.

Boarding

Boarding is when a character forces their way onto an enemy ship.

If a ship is within the length of a Boarding Plank this can be done automatically, just by moving across the plank.

Boarding Attempt: Otherwise a character can try a Boarding Attempt, which is climbing onto a ship. When adjacent or from the water a Boarding Attempt is made by rolling 1 CTN attack, including the ship's Defense statistic for the facing they are trying to board. If successful the character boards the ship at the nearest space.

If a Grappling Hook is used the Boarding Attempt attack is made using RTN and can be from up to 2" away.

Moving on Ships

Characters can move onboard a ship with the normal Movement Phase rules.

Jostle: Because of the cramped nature of ships characters may have to push past enemies. An example of this would be trying to board and the desired space is blocked.

When a character tries to enter a space occupied by an enemy entity they must Jostle. Both characters roll 1D12, with the initiator adding +2. If the initiator wins they can move through the enemy entity, otherwise they cannot.

No two entities can ever end their Activation in the same space.

SHIP STATIONS

Manning Stations

If a character is in the same space as a ship station they can choose to use that station during their Activation. The effect will depend on what the station is.

Specific Stations

Helm: A character can use their whole Activation to move the ship using it's Bonus Speed statistic.

Bowsprit: No character use.

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Below Decks: Use in Action Phase to restore 1D6 HP. If used the character is removed from the main deck of the ship until the start of their next Activation, wherein they appear back at the Below Decks station.

Boarding Planks: 2" long, Difficult Terrain, can be used to easily board other ships.

Locker: Can store up to 20 Large pieces of equipment. Adjacent characters can use their Action Phase to withdraw or deposit equipment.

Cannon: Fire in Action Phase. 2A-10D, 0-20" Long Distance, Reload "Auto", full damage vs ships, cannot target characters.

Swivel Gun: Fire in Action Phase. 0-16" Long Distance, Reload "None". Before firing choose ammo type: "round shot" 1A-6D, "grape shot" 6A-1D, "explosive shot" 3A-3D with 1" Explosion.

Launching Ships

Some ships have smaller ships onboard, such as a Sloop carrying a Skiff.

The smaller ship can be entered as normal, and launched using a character's Action Phase.

Once launched a ship will function as normal, except it would have missed the Ship Phase for that turn (but could still potentially use a Helm to move).

Smaller ships can be docked automatically if adjacent to the main ship during a Ship Phase.

SWIMMING

Moving into and through deep water, such as the ocean or a big lake, requires a character to swim.

Deep Water: Any body of water not within 2" of land (such as an island or coastline) is considered deep water.

Swim Roll

If a character starts their Activation in deep water, roll 1D6 (called the "Swim Roll").

Characters can move up to the lowest of their Speed of the Swim Roll result.

If this roll is greater than or equal to the character's Speed statistic that character takes 1 Damage from drowning.

If a character has Speed of 7 or higher they do not need to make a Swim Roll, but deep water instead counts as Difficult Terrain. Otherwise deep water does not count as Difficult Terrain.

For example a character with Speed 4 starts their Activation. They roll the D6 Swim Roll and get a 5. Because this is higher than their Speed of 4 they take 1 Damage, and can now move up to their Speed of 4.

Alternatively the same character rolls a 2 on the Swim Roll. Now they do not take damage, but can only move as if they had Speed 2 instead of 4, because the lower of the statistic or roll is used.

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