

# SPOQVI's Rule Modifications for Warlord's *Cruel Seas*

## Version 1.0

### Rationale for modifying *Cruel Seas*

Cruel Seas is a fun and fast-paced naval combat game. It uses some great concepts to represent some aspects of war at sea, but falls down on certain aspects of realism. My rant on the rules changes below offers some clarification on why I chose the changes below. It is available [here](#).

### Turning (p 9)

1. Vessels should be pivoted about their bow, not their stern.
2. Medium and smaller vessels should be able to turn after each speed level moved. E.g., if they move at slow speed, they can only make 1 alteration. They are allowed to make the first turn **prior** to moving forward (as they are already at speed). Large and huge vessels must move prior to their first alteration and can only make 2 alterations regardless of speed travelled while merchant ships can only make 1 alteration.
3. When stationary, medium and smaller vessels can pivot about their midpoint 45 degrees. Large and huge vessels, 30 degrees.
4. A disabled vessel should be moved 30 degrees per turn to lie beam to the wind – which should be diced for prior to the start of the game.
5. Option: Single screw merchant ships should turn to port at 45 degrees and starboard at 30 degrees to reflect single screw shiphandling. Which direction a merchant favours can be diced for at the beginning of the game.

### Torpedoes (p 12)

Torpedoes do 60+10d6 damage. 6s are not re-rolled but 4 critical effects (p28) take place: Crew Hit, Engine Hit, Gun Hit, and 1 other random effect (roll 1d10 as per the rules).

### Gun Platforms/To Hit Table (p12)

Gunnery modifications based on realistic platform stability:

Shooting Vessel Size	Stationary	Slow Speed	Combat Speed	Full Speed
Tiny	-1	0	-1	-2
Small	0	0	-1	-1
Medium	+1	0	0	-1
Large+	+1	0	0	0

### Astern Movement (p 24)

A vessel going astern can move at slow speed and only alter its heading by 30 degrees per turn, pivoted from the stern.

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#### Crossing A Wake (p 24)

This rule has 3 conditions:

(1) *A medium or smaller vessel*

(2) *travelling at combat or full speed*

(3) *crossing the wake of a large or huge vessel proceeding over 20 knots*

must make a skill check or be impacted by the wake. If the skill check is failed roll 1d6. On a 1-2, the vessel turns 30 degrees to port, on a 3-4, reduces its speed by one category, on a 5-6, it turns 30 degrees to starboard. Tiny vessels take 1d6 damage (if they failed the skill roll).

#### Collisions and Ramming (p 24)

1. Vessels are not obligated to avoid collision in a battle. If a vessel will impact another vessel when executing forward movement, it can maintain course and speed. Only naval vessels can turn into collisions (or increase speed to create a collision), but merchants are not obligated to deviate from their course. All naval vessels, regardless of experience can impact another vessel.
2. Collisions and or ramming does not need to happen at full speed.
3. If a collision will happen, either from an intentional move or poor driving of a vessel passing too close under the bows of a vessel unable to alter, the "ramming" vessel does not make a skill check. **Only the vessel about to be hit makes a skill check.**
4. The vessel about to be impacted DOES NOT receive an out of turn chance for last minute.
5. Rudder/steering damage does not occur.

#### Splash Spotting/Plumes (p 26)

Use different plume markers for each vessel. This may imply that the vessels gunnery is centrally controlled, but essentially it would represent the improvement in accuracy that occurs during a gunnery duel.

Or: Scrap the rule (but still put splash markers up because they look cool).

#### Critical Hits (p 28)

Additional accessory hits are to be counted as gun hits vice crew hits.

#### Repair (p 30)

Vessels have a limited number of repair dice, based on their size. Tiny: 1d6, Small: 2d6, Medium: 3d6, Large 4d6, Huge 5d6. Once these dice are used there are no more resources aboard and no further repairs can be made during the game.

#### Starshell (p 32)

Illumination be increased to 100cm.

Option: I like the idea of having the illumination last 2 turns as the turns in Cruel Seas don't correspond to any real length of time. Otherwise you'll be losing a mount to illumination for the entire battle.

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#### Searchlights (p 34)

Searchlights illuminate out to 100cm and can blind a gun position out to 45cm. A vessel illuminated will dice randomly for the gun position impacted, which will be unable to act for that turn with no skill check to save.

#### Sandbars (p 45)

When crossing a sandbar, the following modifiers should be applied to the skill roll: full speed, -2, combat speed -1.

#### Wind and Sea (p 47)

Use the following table to determine the impact of weather upon ship size:

Vessel Size	Choppy Sea	Rough Sea	Stormy Sea
<b>Tiny</b>	Skill test to go combat speed. No full speed	Tiny craft are unusable	Tiny craft are unusable
<b>Small</b>	Skill test to go full speed	Skill test to go combat speed. -1 to shoot. No torpedoes. 1d3 damage a turn.	Only slow speed. -3 to shoot. No torpedoes. 1d6 damage a turn.
<b>Medium</b>	Skill test to go full speed	Skill test to go combat speed. -1 to shoot. No torpedoes	Only slow speed. -2 to shoot. No torpedoes. 1d3 damage a turn
<b>Large</b>	No impact	Skill test to go full speed. -1 to shoot	Skill test to go combat speed. -2 to shoot. No torpedoes
<b>Huge</b>	No impact	No impact	Skill test to go full speed. -1 to shoot. No torpedoes

#### Feedback

These modifications are based on my experience at sea in both patrol boats and surface combatants as a warfare officer. They are guidelines and have not been heavily play-tested yet. If you come across a problem or wish clarification, please let me know by commenting on the [House Rules Page](#).