

# 1 Converting Ships

1. Check tonnage. Ubiquity Space 1889 uses more realistic (larger) gun crews than *Sky Galleons of Mars*. See Section 2. Some smaller ships may need to function without full gun complements, saving 2.5 tons (and £20) per gunner.<sup>1</sup>
2. Calculate Size:<sup>2</sup>

Tonnage	Size	Base Structure	Tonnage	Size	Base Structure
20+	4	10	1000+	14	22
25+	5	12	1200+	15	23
30+	6	14	1400+	16	23
40+	7	16	5000+	16	24
50+	8	18	10000+	16	25
100+	9	19	15000+	16	26
200+	10	20	20000+	16	27
400+	11	21	25000+	16	28
600+	12	21	30000+	16	29
800+	13	22	35000+	16	30

Zeppelins have size 16, but Base Structure calculated based on their weight.

3. Calculate Handling:

Maximum Altitude	Handling
VH	0
H	-1
M	-2

4. Calculate Active & Passive Defence:

Hull Type	Active Defence	Passive Defence
Steel	2 + Handling	6 + Armour
Wood	2 + Handling	4 + Armour
Zeppelin	2 + Handling	2 + Armour

Total defence is sum of active and passive defence.

5. Calculate Structure: Base Structure + Passive Defence.
6. Calculate Speed: Sky Galleon Speed  $\times$  3.4 = Speed in mph.

<sup>1</sup>Common practice on many period ships was to have gunners sufficient to man one broadside at a time.

<sup>2</sup>This table is based on five examples: a size 4 yacht with base structure 10, a 50 ton tramp steamer with size 8, base structure 18, a 1400 ton (!) MacKenzie's Leviathan with size 16, base structure 23, the 29,000 ton U.S.S. Arizona with size 16, base structure 28, and the 37,000 ton I.J.N. Kirishama with size 16, base structure 30.

## 2 Weapons

Gun	Weight	Crew	Price	Dam	ROF	Rng	Notes
<b>Modern Breach Loading</b>							
2pdr	10	3	100	6L	1/4	1500'	
3"	20	3	240	8L	1/4	2500'	Light gun
4"L	40	4*	400	9L	1/4	3000'	
4.7" QF	100	4*	1000	10L	1/2	3500'	Medium gun
5"	80	4*	800	11L	1/4	4000'	
6"	100	6*	1000	12L	1/4	4000'	Heavy gun
7"	200	9	2000	13L	1/8	4500'	
8"	300	10*	3000	14L	1/8	4500'	
9"	400	10	4000	15L	1/8	5000'	
10"	600	12*	6000	16L	1/8	5000'	Very Heavy gun
11"	-/800	-/12	8000	17L	1/8	5500'	
12"	-/900	-/12*	9000	18L	1/8	6000'	
14"	-/1300	-/12	12000	20L	1/8	6500'	
16"	-/2250	-/12*	24000	22L	1/12	7500'	
17"	-/2800	-/12	27000	23L	1/16	8000'	
18"	-/3400	-/12	30000	24L	1/20	8500'	Massive gun
<b>Low Power (RML &amp; RBL)</b>							
6pdr	10	3*	100	6L	1/4	1500'	
9pdr	20	3*	220	7L	1/4	2000'	
3"	20	3*	240	8L	1/4	2500'	Light gun
4"S	30	4*	300	9L	1/4	2500'	
4.7"	50	4*	600	9L	1/4	3000'	
5"	60	4	700	10L	1/4	3000'	Medium gun
6"	80	6	800	11L	1/8	3500'	
7"	140	9*	1000	11L	1/8	4000'	
8"	200	10*	2000	12L	1/8	4000'	Heavy gun
9"	250	10*	3000	13L	1/8	4000'	
10"	410/400	14*/10*	6000	14L	1/8	4500'	
11"	455/450	14/12*	7000	15L	1/8	4500'	
12"	505/500	14*/12*	8000	16L	1/8	4500'	Very Heavy gun
13"	-/750	-/12*	10000	17L	1/8	4500'	
14"	-/1000	-/12	12000	18L	1/12	5000'	
15"	-/1400	-/12	16000	19L	1/16	5000'	
16"	-/1600	-/12*	18000	20L	1/16	5500'	
17"	-/1800	-/12	20000	21L	1/20	6000'	
18"	-/2000	-/12	24000	22L	1/20	6500'	

Gun	Weight	Crew	Price	Dam	ROF	Rng	Notes
<b>Quick Firing guns</b>							
1pdr HRC	10	3*	220	6L	A	1300'	Per core book
3pdr HRC	13	4	240	6L	A	1500'	
6pdr HRC	14	4*	280	6L	A	2000'	
Gardner	15	5*	150	5L	A	800'	Per core book
Gatling	11	4*	120	4L	A	700'	Per core book
Maxim	11	4*	230	4L	A	330'	Per core book
Mitrailleuse	17	6*	180	4L	A	1150'	Per core book
Nordenfelt	15	5*	200	5L	A	1000'	Per core book
<b>Smoothbore guns: Martian</b>							
Sweeper	6	1*	200	4L	1/4	100'	Per core book
Light	20	5	400	6L	1/4	1000'	
Heavy	40	7	1000	8L	1/4	1500'	
Rod	30	7	800	8L	1/8	2500'	
Rogue	60	21	2000	9L	1/8	2500'	
Lob	200	25	2000	11L	1/8	1300'	
<b>Smoothbore guns: Human</b>							
6 pdr	20	5	100	6L	1/4	1000'	
9 pdr	25	5	200	6L	1/4	1300'	
12 pdr	30	5*	400	7L	1/4	1500'	
24 pdr	40	7*	800	8L	1/4	1500'	
32 pdr	60/45	13*/7	1000	8L	1/4	2500'	
9"SB	60/40	17*/9	1000	9L	1/4	1500'	
68 pdr	80/60	19/11	1500	9L	1/4	2500'	
10"SB	80/58	21*/12	2000	10L	1/8	2000'	
11"SB	150/123	25*/14*	3500	11L	1/8	2500'	
15"SB	300/265	36/20*	6000	12L	1/12	3000'	
<b>Exotic weapons</b>							
Drogue	10	—	20	13L	—	—	Ram attack
Tether (M)	—	—	200	10L	—	—	Ram attack
Tether (B)	—	—	200	11L	—	—	Ram attack
Smutts Dis.	200	3	1000	16L	1/8	4500'	
Smutts Dis.+	100	3	1500	16L	1/8	4500'	
Liquid Fire	20	—	200	3L/hit	n/a	—	Drop area touch attack
Spike Dropper	5	—	150	1L/hit	n/a	—	Drop area touch attack
Bomb rack	5	(4)	50	8L/hit	1/4	—	Drop area touch attack
Bomb load	5	—	10	—	—	—	
Hale rockets	5	(1)	50	6L	1	2000'	Area touch attack
Power Grapnel	20	(2)	200	—	1/12	500'	Grapple

Gun crew sizes marked “\*” are sourced from either the core rulebook, the *Ordnance Instructions for the United States Navy*, 1866 (Smoothbore guns), the *Manual for Victorian Naval Forces*, 1887, 1890 (Rifled guns), the *Gunnery Drill Book for Her Majesty's Fleet* 1885, 1889, 1899 (Rifled guns), or the *Gun and torpedo drills for the United States Navy*, 1900 (Rifled guns). Guns listed with two crews/weights use the latter figure if mounted in a turret (with a steam/hydraulic mechanism to turn the gun), and the former number if mounted where hand adjustment is necessary. Those guns marked “—” for hand adjustment are too large for non turret mounting.

### 3 Combat Rules

These rules focus on a situation where ships are fighting rather than engaged in pursuit. Pursuit rules can be found in *Revelations of Mars*. Range is abstracted from here: ships are presumed to be moving past and around each other. In a pursuit, range becomes far more relevant.

1. Initiative is determined by pilot skill test.
  - (a) Each ship chooses a ship to engage.
  - (b) If ship attacks another ship with initiative half or less of its own, pilot may declare the attack angle from target's perspective, choosing from: rear, port, starboard, front, above, below.
  - (c) Absent this, each ship may choose which aspect to present to its target in its turn (bow, stern, port, or starboard). Unless a ship has the initiative advantage listed above, it may not choose to be above/below its target.
2. A ship that has chosen a front aspect to its target may:
  - (a) Fire as normal.
  - (b) *or* ram its target (see *Secrets of the Surface World*). This is an opposed pilot roll. If a ship has a ram, its defence is doubled for determining damage to itself. If the ram hits, the two ships are automatically grappled.
  - (c) *or* attempt to grapple, as per *Revelations of Mars*.
3. A ship that has a target *below* it may:
  - (a) Ram using a *deployed* drogue. This is an opposed exotic weapons roll vs pilot roll.
  - (b) *and/or* Bomb the target using liquid fire, bomb racks, downward facing rockets, and/or spike droppers.
4. A ship that has a target *above* it may:
  - (a) Ram using a *deployed* tether mine. This is an opposed exotic weapons roll vs pilot roll.
  - (b) *and/or* attack the target using upward facing rockets.
5. Deploying a drogue lowers speed by 3mph and lowers handling by 1. Deploying a tether mine lowers speed to 10mph, and lowers handling by 1. Either requires a deckhand's action to deploy/retract.
6. Bombing attacks or rocket attacks require a gunnery attack, ignoring armour (a touch attack). Each success is a hit by one munition.

- (a) For rockets and bombs, each hit is then resolved as an area attack, using ship's passive defence (Defence - (2+handling)). Damage resolved as hull hit (full damage to structure, half to exposed crew; see below).
  - (b) For liquid fire, each hit results in a level 3 fire starting on the ship. Caustic damage is inflicted based on total level of fires. Ship may ignore (Size/2) damage. Deck crew can fight fires using Dexterity (difficulty 3 task). Each success extinguishes a fire. Fires are fatal for zeppelins.
  - (c) Spike dropper hits result in deck and exposed gun crews being exposed to a 1L area attack for each hit rolled by the gunner.
7. For regular gun attacks, the gunner may target:
- (a) Hull. Normal damage to ship's structure. Deckhands and exposed gun crews subjected to an area attack at half the damage inflicted. E.g. 2 damage to ship results in 1L area attack on exposed crew.
  - (b) Gun (-2 penalty). *Use gun's armour in calculating defence.* Gun destroyed if hit. Gun crew subjected to an area attack at half the damage inflicted.
  - (c) Manoeuvre (-2 penalty). Half damage to ship's structure (and similar area attack on manoeuvre crew), but calculate performance effects (see *Secrets of the Surface World*) as if double damage.
  - (d) Crew (-4 penalty). Half damage to ship's structure, but exposed crew subject to area attack at full damage. E.g. 4 damage results in 2 structure damage to ship, and 4L area attack on exposed crew.
8. All shots are subject to -1 per 20 mph relative speed.
9. Power Grapnel hits are touch attacks (active defence only) where any hits result in the two ships being grappled.
10. Most machineguns can use fully automatic fire (20 shots; +2L), but the HRC having only a 10 shot magazine is limited to burst fire (3 shots; +1L).
11. With a full machinegun crew, the gun misses one turn each time it exhausts its capacity.

Gun	Rounds of full auto fire
Gardner	5
Gatling	20
Hotchkiss	3 (burst)
Maxim	12
Mitrailleuse	2
Nordenfelt	2

12. A gun with a reduced crew takes one extra round to reload for each crew member lost, and cannot function below half crew (rounded up; e.g. a Martian Light Gun cannot function with a one or two man crew). Machinegun minimum crews are noted in the core book.

## 4 Converted Cloudships and Gunboats

Name	Size	Defence	Structure	Speed	Handling
<b>Kites</b>					
Bloodrunner	9	5	23	up to 23	-1
Swiftwood	10	6	24	up to 23	0
Whisperdeath	12	7(5)	27	up to 23	-1
Warm Winds	16	4	27	up to 23	-2
Skylord	16	7(5)	29	up to 23	-1
<b>Screw Galleys</b>					
Fleetfoot	8	6	22	17	0
Small Bird	9	6	23	10	0
Clearsight	10	5	24	17	-1
Skyrunner	10	6	24	14	0
Endtime	11	5	25	10	-1
Hullcutter	12	5	25	10	-1
Skyfire	16	6(5)	28	10	-1
<b>Aerial Gunboats</b>					
Aerial Launch	8	6	22	17	0
Aphid	9	10(8)	27	20	0
Dauntless	10	10(8)	28	20	0
Locust	9	9(8)	26	20	0
Macefield	11	9(7)	29	20	-1
Reliant	13	9(7,10)	30	14	-1
Thunderer	14	10(7)	31	14	-1
Triumph	15	10(7)	32	14	-1
Intrepid	16	10(7)	32	14	-1
Czarina	10	11(8)	29	20	0
Hamburg	12	10	30	17	-1
Harpon	10	10(8)	28	20	0
Gloire	14	11(7)	32	10	-1
Eagle	11	9(7)	29	20	-1
Ranger	10	6	24	14	0
Mikasa	10	5	24	10	-1
Yashima	10	10(8)	28	14	0
Leopold	10	10(8)	28	20	0
Duc de Brabant	11	10(8)	29	20	0
Liege	13	6	26	17	0
Boarding Launch	5	6	16	up to 27	0

Defences in parentheses are for unarmoured gun positions. For the Reliant, the second number is for its armoured sponsoons.