

# *In Harm's Way*

*A Napoleonic Naval Roleplaying Game*



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Flying Mice Games

Evolve or Die

# *In Harm's Way*

## A Napoleonic Naval Roleplaying Game

It seems to be a law of nature, inflexible and inexorable, that those who will not risk cannot win."

Captain John Paul Jones, American Continental Navy

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by clash bowley

Smuggling insert by Rich Parkinson

"Dragon on the Sea" courtesy Ryan Span

The Clarissa Letters courtesy of El Zambo

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Story fragments from "A Voice from the Main Deck"

by Samuel Leech

A powder monkey in the British Navy in the War of 1812

Special Thanks to David Johansen

for the concept of trading chance of success

for quality of success

From his excellent RPG "Galactic Adventures"

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And a huge thank You goes to our playtesters!

Alpha Testers:

Klaxon Bowley, El Zambo, Adam Jarrell,  
James Belmonte, Jake Mattison, Paul Calo

Beta Testers:

Max Cairnduff, Marco Chacon, Albert Bailey, Rich Parkinson,  
Rachel Bailey, Roger Calver, El Zambo, Neil Duffell

Without them, In Harm's Way would be nothing but rootless ideas  
looking for a home

clash bowley, 2006

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From Better Mousetrap Games

# In Harm's Way Role-Playing Game

## *Dragon On The Sea*

**by Ryan A. Span**

*Rain whipped across the deck in sheets as thick as lead. The ocean sky was slashed black and blue, heavy clouds trimmed with gold from the afternoon sun, and HMS Arrow chased the rainbow as swiftly as she chased the enemy.*

*"Storm's getting worse, Cap'n!" shouted Arrow's sailing master, Mr. Henry. He held his hands up to his mouth like a megaphone to make himself heard over the roar of the mounting wind. "The fore and mizzen topgallant are going to crack if we don't reef them!"*

*"Thank you, Mr. Henry," the captain answered. His spyglass never seemed to leave his eye, utterly focused on the American frigate not a mile off the starboard bow. She couldn't run much longer.*

*Midshipman Mayhew stood on the starboard rail, a thick longcoat pulled over his Royal Navy uniform, which was now flapping violently in the storm. He didn't much care. He pointed at the enemy frigate for the benefit of his fellow Middies who served as an impromptu audience. He was seventeen, and surely up for a promotion to Lieutenant soon, so he couldn't pass up an opportunity to impress his youngers.*

*"That's the Yankee, all right!" he cheered. "She can't get away from us this time!"*

*As if to punctuate his words, the frigate spat a final volley from her chase guns, then tacked halfway into the wind to present her formidable broadside to the approaching Arrow. A hail of solid shot came screaming towards Midshipman Mayhew, and he quickly got his head down. For a moment, the crack of splintering wood and ripping canvas was louder than even the storm.*

*The captain pulled him up to his feet by his collar when the volley had passed by. "To your guns, gentlemen," he said pointedly, and the other Middies disappeared belowdecks like fleeing rats. The captain smiled as he finally let Mayhew go, then strolled back towards the bow to take command of the engagement.*

*Mayhew collected his hat and rushed to the hatch. One moaning soul was being carried below by two others, covered in blood and missing his right arm.*

*The air belowdecks was thicker than a London fog. Men sweated at their guns even as they shivered, half from fear, half from cold. Another volley thundered into*



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*the water just outside their gunports. They ached to respond in kind, but not yet, not yet.*

*Rope and canvas creaked as Arrow tacked onto her new course, her timbers straining, and the mass of the Yankee frigate crept into view from Mayhew's gunport. The officers told their gun crews to wait, wait just a little longer . . .*

*"Fire!" came the order, and the crew of HMS Arrow opened up Hell.*



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# In Harm's Way Role-Playing Game

## In Harm's Way - an Introduction

### Introduction

This game is designed as a system to emulate the wonderful historical naval fiction books by authors like Patrick O'Brian, C. S. Forester, Dudley Pope, Dewey Lambdin and others. It is not intended to be an exhaustive historical re-creation of the naval wars of the Napoleonic Era. The emphasis is on adventure, character development, and the cooperation and competition among the player characters necessary for one of them to become the captain of his own ship.

These novels are not about fleet actions and massive battles, but about single ships and individual officers. The big battles are usually no more than backdrops to punctuate the tide of the long wars. This game doesn't have any fleet battle system, just a ship vs. ship system. If you want a fleet battle system, there are several excellent games available. I recommend "Fire As She Bears" from Starboard Tack Press.

We focused on three nations - the young American and French Republics, and Britain. The American Navy, though very small, was very good. They were almost continually at war during the era of play, against the Barbary nations, Caribbean pirates, France, and England. The British Navy had, of course, by far the most powerful navy of the day, both good and numerous, and projected the might of England everywhere in the world. The French had the second largest Navy, and were opponents to both the Americans and the English.

The time period this game covers is 1794 to the global peace of 1815, but we don't want you to get locked into the historical recreation, though, unless you want to. You are free to deviate from history at any point. What if one of your young midshipmen shoots Napoleon dead when he was at the siege of Toulon? What if Nelson dies at Santa Cruz instead of merely losing an arm? What if Britain loses the Battle of Trafalgar, or Trafalgar never happens? In the long run, it's up to you. Someone will pick up the reigns in France - they are ripe for the picking. Someone will be the hero Britain focuses on. There will be a decisive battle somewhere. Don't worry about it - you can let it happen as you wish. That is the backdrop, not the main action.

### Designing In Harm's Way

The first thing I had to decide was "Am I trying to emulate the real Napoleonic Era in naval terms, or am I interested in emulating modern Napoleonic Naval fiction?" Emulating the books won hands down.

Then I had to decide what are the things that make these books (and films) cool.

#### Honor and Practicality

I chose first a fundamental conflict between Honor and Practicality. The books emphasize that this era crossed the divide between ancient and modern. The industrial revolution was in its big ramp up, but the old ways were still there. Dishonorable tricks like flying false flags, masquerading a ship of war as a merchant, attaching drogues to the enemy's rudder, etc. are all staples of the fiction, yet the heroes had to maintain a facade of honor and courtesy - they were supposed to walk the deck in dress uniform while under enemy fire, they had to switch flags to their proper flag before they fired, they entertained the enemy officers of a captured ship like brother knights, etc. I instituted a Honor/Practicality mechanic in which each can be a benefit under the right circumstances, but acting consistently one way reduces your benefit from the other.

#### Notice and intraparty competition

Another genre staple is the competition between officers on the same side for promotion. A non-ambitious character could remain at the same level forever - witness the 40 year old midshipmen who show up fairly frequently, or lieutenants older than the captain. The characters competed for notice from the higher officers, each trying to outdo the others in seamanship, heroism, intelligence, and subterfuge. To handle this, I made Notice the advancement mechanic. The characters are awarded Notice from their superior officers for showing these traits, and must accumulate Notice to advance in the Navy. PCs who don't make the grade by a certain time get left behind, and the players create new ones of appropriate rank. PCs who do gain enough points carry on.

# In Harm's Way Role-Playing Game

## Class distinctions and Interest

In the fiction, class distinctions are apparent. Characters from wealthy and politically connected families get promoted more swiftly, yet tend to display less of the drive and intelligence of the those from lower classes, or display runs of bad luck. Thus I added another mechanic, Interest, which can be purchased at character creation, but at the cost of Luck and/or IQ. Interest is added to your Notice to get promoted, so it's like saving Notice ahead of time, without having to work for it.

## Troupe Play

Another staple of the fiction is recurring minor characters - warrant officers or plain sailors who follow the heroes, themselves gradually showing more and more of themselves as trustworthy, honest, competent, and loyal followers - people like Barret Bonden in the Aubrey-Maturin novels, or Brown, Hornblower's cox'n. Also there is the competent specialist, like Maturin, a surgeon. I emulated this with troupe play. Every player is encouraged to play three characters, a sailor and a warrant officer as well as the main officer character. They can go on another player's cutting out expedition, or be a prize crew, or be another player's confidant and friend. It solves a lot of problems with the genre, and makes for great foils.

## Ship to ship battles

Huge naval battles like Trafalgar or the Glorious First of June are almost never presented as part of the fiction. If present at all, they are part of the backstory or happen offstage. This is because the scale of such things dwarfs the human scale of the main characters. For this reason, there are no fleet combat rules in the game at all. Single ship combat is another story! Clever ruses, quick maneuvers, boarding actions, and all that followed by the surrender of one or the other ship - the good guys don't always win - as their morale and energy are crushed. The officer characters can rally their men, using either Leadership or Discipline, with different effects for each. The objective is to destroy the enemy's will to continue fighting, not to kill all the enemy.

## Who is the hero?

Eventually one of the PCs will get command, having earned it through play. The other characters can still advance, but they advance out of play - though they can be returned to at any time as com-

manders in their own right. The group can switch between central characters, or the character can be brought back at a later date as commander of his own ship working with the main captain.

## In summation

None of this is cutting edge. It's all been done before, so I'm not claiming to be innovative - I shy away from that like the devil and leave that to other, smarter fellows - but it all is designed to enhance the feel of the fiction in the game.

## Smuggling! A profitable business

In the 18th/19th centuries smuggling was much more than a lark for the people involved; it was a dangerous game and the stakes were high. Often, one's life was on the line and certainly (for the smuggler,) one's livelihood. Although a great deal of the following information pertains to smuggling in England, the English did not hold a monopoly on smuggling. On the contrary, the young American Republic had its own share of smugglers to contend with. Indeed, smuggling (in its various forms) was a global pandemic.

The era in which this game is set was referred to as the Golden Age by the English smuggler. It was a time when a daring man could make his fortune. Smugglers like "Slippery Rogers" held a romantic appeal, much like the Highwayman did in the previous century. Of course, there was a huge gulf between the romantic delusions of school boys and blue stockings and the harsh realities of the smugglers' trade.

Smuggling was not new to England. The Napoleonic Wars didn't set light bulbs off in the heads of dubious adventures. Smuggling was evident in the Isle during the reign of King Edward I (1239-1307). Back in King Edward's day wool was the smuggler's cargo of choice. In the 18th century it was tea, tobacco, spirits and luxury goods and when the Royal Navy blockaded Europe, it was anything and everything. William Pitt the Younger, in particular, despised the smuggling trade. And he had good reason. The Exchequer was losing millions each year to the artful dodgers.

To combat the smugglers, the English relied on forces on land and at sea - together, they formed the thin blue line. The officers of the Custom service patrolled the coast lines along with Excise men. It was a desperate war fought with zeal on both sides.

Oddly enough, smugglers were sought by the Royal Navy, not to clap in irons but to man her ships. The smugglers were highly skilled sailors who preferred dark nights and foul weather. They were tough stuff, the kind of salt a good navy needs. They were also crafty, intelligent, and ambitious. Smugglers relied on tight, impenetrable networks, and when things ran smoothly the money rolled in.

On the water smugglers relied on cutters, luggers and galleys. The luggers ran from 50 to 300 tons in displacement. The larger specimens boasted as many as fifteen 14 pounder cannons, not to mention swivel guns. They also carried companies of "smugglers' marines" to repel any impudent boarders the king might throw their way. The galleys, though smaller, had an advantage because they weren't subject to the wind.

To combat the smugglers, the Royal Navy relied heavily on Revenue cutters. They were small, sleek vessels that boasted lots of sail. They averaged twelve guns and a crew of around thirty. Dogging the smugglers in the dead of night or in the eye of a storm their captains and crews were made of hearty stuff.

In Harm's Way Role-Playing Game

# In Harm's Way Character Generation



# In Harm's Way Role-Playing Game

## Character Generation Procedure

### Culture

The first thing to determine is the character's culture. Your character is either French, British or American. French and American cultures are more egalitarian, while British culture is more rigid and stratified. All the player characters in your game will be from the same culture. You can be a combination as well, brought up in one culture but serving another. John Paul Jones, the greatest American Captain of the Revolutionary War, was born and raised in Scotland.

Much of the reason for the War of 1812 between the British and Americans was caused by differences of interpretation of citizenship between the British and Americans. Many of the crew of American vessels were British in origin, and the British considered them deserters.

### Actions

Actions typically define the most important part of a year in the character's life, even if they only take a few weeks to complete, or even a few hours. The balance of the year, which is not played out, the character should be doing whatever characters do in their boring hum-drum lives. At the end of the action, the character should age another year on the worksheet and you can then choose from the appropriate skill list as you wish. If a Physical Deterioration is appropriate, take care of that now.

### Generating Characters

There are two different ways to create a standard character, Directed and Template. Template Characters are 18 year old lieutenants, and have already had six years of work experience as Midshipmen. These are much faster to create than standard characters, but are necessarily somewhat less individual. Directed Characters take more time, and are a lot more individualistic than Template Characters.

The default game is based on 12 year old Midshipmen entering the Navy and progressing to command, but you can start the game as lieutenants, or as a commander and crew, or anything you wish. It's all good fun!

## Directed Method

### Place initial characteristics and cash

You have 40 points to apportion between Strength, Coordination, Agility, Endurance, and Charisma. These stats can be used as is. If the GM wants more heroic stature characters, bonus points may be given.

You have 165 points to apportion between IQ, LUCK, and Class. These are raw scores, and should be looked up on the appropriate table for your culture. For example an IQ score of 50 is equal to an actual IQ of 109.

**Strength** is the character's muscular prowess. Strength is used in Melee, Blade, and Brawl combat. Strength is usually abbreviated as **STR**

**Coordination** is the linking of see, will, and do, quickness and deftness in fine motor skills. Coordination is used in Bow and Firearms combat. Coordination is usually abbreviated as **COOR**

**Agility.** Agility is acrobatics, gymnastics and whole body movement. Agility helps your character with running, jumping, climbing, and any other activity using the whole body. Agility is usually abbreviated as **AGY**

**Endurance** is the ability to keep going. Endurance helps your character with tasks that are repetitive, long lasting, or performed under adverse circumstances. Endurance is usually abbreviated as **END**

**IQ** (Intelligence Quotient) is smarts, problem solving, the ability to see significance and pattern.

**LUCK** is the ability of the character to dictate the terms of a situation for all concerned for one minute/round. The LUCK rating is the number of times a character can use this ability per Action.

**Class** is what your family background is, and what resources it can provide. You family has Interest - i.e. political pull, to help you advance in the Navy. Interest is added to Notice to advance.

**Charisma** is attractiveness and persuasiveness, and is half physical and half mental. The proportion starts mostly as physical, but increasingly becomes mental as the character ages. Charisma is usually abbreviated as **CHAR**



# In Harm's Way Role-Playing Game

These are the character's abilities at the age of twelve. The character is not finished growing, and will change as age and experience modifies the character.

## Mother's Milk Skills

Choose seven Mother's Milk Skills your character has learned before becoming a Midshipman. The character is now ready to play.

## Either Directed or Template Characters

### Midshipman Profession

Each year in this employment, the character receives one skill by choosing from the skill list for Midshipmen. For every 2 years or fraction thereof your character spends as a Midshipman, you may select one skill to be doubled.

You have to accumulate 200 points between Interest and Notice to become a Lieutenant. All characters in the party who have gained 200 points by the end of the sixth year will become Lieutenants. If none has yet done so, play continues until one PC does. At that point, he becomes a Lieutenant and the other PCs are discarded.

### Naval Officer Profession - Lieutenant

Each year in this employment, the character receives one skill by choosing from the skill list for Naval Officer. For every six years or fraction thereof your character spends as a Lieutenant, you may select one skill to be doubled, i.e. if your character spends 10 years as a Lieutenant, one skill from the first six years and one from the next four years may be doubled.

All points gained as a Midshipman are discarded. You have to accumulate 400 points between Interest and Notice to become a Commander (Master-Commandant in the American Navy.) The first PC to become a Commander will command a ship on his own. The other PCs may follow him, or may create new Lieutenant characters. After this point, if a Lieutenant reaches 400 points, the character is promoted to Commander and (temporarily) retired from play. They may be brought back if the current Commander dies.

Note that sometimes, responsible senior Lieutenants are given commands if they demonstrate initiative, zeal, and daring. This is up to the GM. If such a determination is made, the other characters can be Warrant officers or continue as midshipmen.

### Naval Officer Profession - Commander

Each year in this employment, the character receives one skill by choosing from the skill list for Naval Officer. For every six years or fraction thereof your character spends as a Commander, you may select one skill to be doubled, i.e. if your character spends 10 years as a Commander, one skill from the first six years and one from the next four years may be doubled.

All points gained as a Lieutenant are discarded. You have to accumulate 600 points between Interest and Notice to become a Post Captain. The first PC to become a Post Captain will command a large ship on his own. The other PCs may follow him, or may create new Lieutenant characters. After this point, if a Lieutenant reaches 400 points, the character is promoted to Commander and (temporarily) retired. They may be brought back if the current Commander dies.

### Naval Officer Profession - Post Captain

Each year in this employment, the character receives one skill by choosing from the skill list for Naval Officer. For every six years or fraction thereof your character spends as a Post Captain, you may select one skill to be doubled, i.e. if your character spends 10 years as a Post Captain, one skill from the first six years and one from the next four years may be doubled.

All points gained as a Commander are discarded. Promotion to Admiral (Commodore in the American Navy) is strictly by seniority. If the character lives long enough, he will become an Admiral. Lieutenant PCs may follow the Captain to his new ship, or create new Lieutenant characters. After this point, if a Lieutenant reaches 400 points, the character is promoted to Commander and (temporarily) retired from play. They may be brought back if the current Captain dies.

## Aging

Every 3 years starting at age 34, the character will deteriorate physically. Choose one characteristic from either STR, COOR, AGY or END and lower the stat by one.

This reflects the debilitating effects of aging on the character. **This deterioration happens even after characters join play, and can never be avoided.** The effects of aging can be mitigated or reversed by the character finding employment which increases characteristics, but that comes in lieu of gaining skills.

# In Harm's Way Role-Playing Game

## LUCK

The LUCK number is a resource rather than a stat. By using it, for a very short while, everything falls the character's way. The minute-long time the LUCK is in use can be used to dictate NPC actions and reactions, place NPCs at a disadvantage, get out of horrific danger by lucky flukes, or most anything short of dictating player character actions, moving the game out of genre or setting, or causing death to any character directly. In some cases the GM may need to arbitrate, but the GM is encouraged to use this with a light hand.

LUCK is refreshed every Action (game year) at the start of the year, no matter how many sessions the previous Action takes to play out.

## Good Examples of LUCK

"Luckily, the falling block is hit in midair by a stray musket shot from the French ship's tops, and deflected away from me, falling at my feet instead of on my head."

"Luckily, the foretopmast falls down across the bows of the Spanish frigate, and I lead a boarding party across."

"Luckily, the two guards patrolling the deck look right over me, not seeing us as we crouch in the main chains. When they turn away, we swarm over the rail."

## Bad Examples of LUCK

"Luckily, the shot I fired and missed with severs a rope, causing a block to fall down, killing the French Captain."

"Luckily, James and Laurence's characters see me fall off the foretopmast into the sea, and throw me a line before I drown."

"Luckily, the two French guards are secretly British Ninja Agents assigned to deep cover work on the ship."

## Mother's Milk Skills

### What are Mother's Milk Skills?

Mother's Milk Skills are the skills a character has learned before age twelve. Always keep in mind that the real purpose of Mother's Milk skills is not to give more skills to competent adult characters, but to enable a child-character to be played - a starting Midshipman has only his Mother's Milk skills. Mother's Milk Skills should therefore always be appropriate to a child in that culture.

## Selecting the Character's Mother's Milk Skills.

The easiest way to determine what Mother's Milk Skills a character has is to determine what background the character has. The skills should also be appropriate to the specific family conditions of the character. Look at the Class of the character as an indicator. Is this the child of penniless immigrants working their way through low-paying jobs? Then skills like Streetwise and Endear and maybe Brawl might be appropriate. Are the child's parents rich? Then perhaps Engrace or Taste or Evaluate. From a rural background? Maybe Husbandry or Tracking or Weather.

The Player and the GM should decide where the character is from - for example: Savannah, GA. or a manor in Herefordshire, or a little town in Tidewater Virginia, or Cheapside London. Where the character comes from should be a big aid in deciding what Mother's Milk Skills the character may have. A kid from a manor in Herefordshire is not going to have Maritime Skills. A kid from Savannah is not going to have Rural Skills. The skills chosen from the skill sets available should make sense given the character's hometown.

The Skill Sets listed here are collections of related skills. For example, Maritime skills all relate to shipboard tasks. These Skill Sets are grouped under "Appropriate Skill Sets by character background." Find the Resources which fit your character, then choose seven skills from the skill sets listed for those Resources.

Example: Jack Willet from a little town in Tidewater Virginia. Resources: Rural Middle Class:

The GM asks questions about Jack's childhood to the Player, and finds that Jack helped out a lot on the farm, tending and curing tobacco, practiced small sword with his veteran father, and loved to go fishing with his dad. The Player and GM together decide that Jack should have Riding and Weather from the Rural set, Alert and Blade from the Sport set, Herbalism from the Medical set, and Steer and Sail from the Maritime set.

## Using the Tables

- Select the row in "Appropriate Skill Sets by Character Background" which most nearly fits the character's background.
- Select the Skill Sets listed in that row which most nearly fit with what the player wants for a background.

# In Harm's Way Role-Playing Game

- From the Skill Sets selected, choose the seven skills the character would most likely have developed in childhood.

Remember that these skills are developed by the character before age twelve. They are childhood skills which the character may use as a basis for further development, or may ignore as the player decides. Go for a well rounded, balanced set of skills for the character. The character should be playable from the age of twelve, and unbalancing the character will make it less playable. Be guided by the player's input, but don't be limited by it. The player has full control after this point, and the GM has only veto power - as in "I'm not letting that character into my campaign. He just won't fit." - so this is where the GM and Player have equal input on the character.

## Character Advancement after Generation

Advancement after chargen is identical to advancement during chargen. To advance the character after he is generated, each year, the Player selects a skill from the appropriate skill list. Every six years\* or portion thereof, the Player can double one skill. This means one of the six years - it may be the first, last or anything in between - the Player may double the skill selected for that year. If the skill is listed as Skill+2, Doubling it would give Skill+4. Optionally, the Player may choose a second skill for the year. If the Player doubles a skill in the character's first year, he may not double again until the seventh year.

\* Every two years or portion thereof for Midshipmen.

## Equivalent Ranks

### British Navy

Midshipman  
Lieutenant  
Commander  
Post Captain  
Rear Admiral  
Vice Admiral  
Admiral  
Admiral of the Fleet

### American Navy

Midshipman  
Lieutenant  
Master Commandant  
Captain  
Commodore  
None  
None  
None

### British Navy

Midshipman  
Lieutenant  
Commander  
Junior Post Captain  
Senior Post Captain  
Commodore  
Rear Admiral  
Vice Admiral  
Admiral  
Admiral of the Fleet

### British Marines/Army

Subaltern  
Captain  
Major  
Major  
Colonel  
Brigadier General  
Major General  
Lieutenant General  
General  
Field Marshal

## Equivalent Naval Ranks

England	France	Spain
Midshipman	Aspirant	Guardia Marina
Sub-Lieutenant*	Enseigne de vaisseau	Alférez de Navio
Lieutenant	Lieutenant	Teniente de Navio
Commander	None	Capitan de Corbeta
Post Captain	Capitaine de fré-gate	Capitan de Frigata
Sr Post Captain	Capitaine de vaisseau	Capitan de Navio
Commodore	Chef de division	Brigadier
Rear Admiral	Contre-amiral	Jefe de Escuadra
Vice Admiral	Vice-amiral	Teniente-Gen-erale
Admiral	Amiral	Amiralante
Admiral of the Fleet	None	Capitan General de Armada

\* Sub-Lieutenants are Midshipmen who have passed for Lieutenant, but haven't secured a position.

# In Harm's Way Role-Playing Game

## In Harm's Way Character Generation Tables

Consult this table for IQ and LUCK

Points allocated)	IQ	LUCK
01-09	70	0
10-20	80	0
21-25	85	0
26-30	90	0
31-35	95	0
36-39	100	0
40-42	105	0
43-47	107	0
48-50	109	1
51-53	111	1
54-59	113	1
60-63	115	1
64-67	117	1
68-71	119	1
72-75	121	1
76-79	123	2
80-83	125	2
84-87	127	2
88-91	129	2
92-93	131	2
94-95	133	2
96-97	135	3
98-99	137	3
00	140	3

# In Harm's Way Role-Playing Game

## In Harm's Way Character Generation Tables - Class

Consult this table for Class/Interest

Points allocated)	Family Class/Interest French	Family Class/Interest British	Family Class/Interest American
01-09	Sans Culottes/0	Lower Middle Class/0	Lower Middle Class/0
10-20	Sans Culottes/0	Lower Middle Class/0	Lower Middle Class/0
21-25	Sans Culottes/0	Lower Middle Class/0	Lower Middle Class/0
26-30	Sans Culottes/0	Lower Middle Class/0	Lower Middle Class/0
31-35	Paysan/0	Middle Class/0	Middle Class/0
36-39	Paysan/0	Middle Class/0	Middle Class/0
40-42	Paysan/0	Middle Class/0	Middle Class/0
43-47	Paysan/0	Middle Class/0	Middle Class/0
48-50	Pêcheur/0	Middle Class/0	Middle Class/0
51-53	Pêcheur/0	Middle Class/0	Middle Class/0
54-59	Pêcheur/0	Upper Middle Class/5	Upper Middle Class/0
60-63	Bourgeoisie/0	Upper Middle Class/5	Upper Middle Class/0
64-67	Bourgeoisie/0	Upper Middle Class/5	Upper Middle Class/0
68-71	Bourgeoisie/0	Upper Middle Class/10	Upper Middle Class/0
72-75	Bourgeoisie/0	Upper Middle Class/10	Upper Middle Class/0
76-79	Upper Bourgeoisie/0	Gentry/15	Wealthy/0
80-83	Upper Bourgeoisie/0	Gentry/20	Wealthy/0
84-87	Gens/0	Gentry/25	Wealthy/10
88-91	Gens/0	Gentry/30	Wealthy/15
92-93	Gens/0	Gentry/40	Wealthy/20
94-95	Lower Aristocracy/0	Lower Nobility/50	Rich/20
96-97	Lower Aristocracy/0	Lower Nobility/60	Rich/25
98-99	Aristocracy/0	Nobility/70	Extremely Rich/30
00	Upper Aristocracy/0	Upper Nobility/80	Plutocrat/35

Sans Culottes, Paysan, Pêcheur = Lower Middle Class  
 Upper Bourgeoisie = Upper Middle Class  
 Lower Aristocracy, Rich = Lower Nobility  
 Upper Aristocracy, Plutocrat = Upper Nobility

Bourgeoisie = Middle Class  
 Gens, Wealthy = Gentry  
 Aristocracy, Extremely Rich = Nobility

# In Harm's Way Role-Playing Game

## Mother's Milk Skills

### Skill Sets - British

Skill Sets	Mother's Milk Skills in Skill Sets
<i>Rural</i>	Herbalism, Husbandry, Riding, Smithing, Weather
<i>Urban</i>	Goad, Linguistics, Negotiate, Streetwise
<i>Artistic</i>	Cook, Music, Painting, Sculpture, Taste, Writing
<i>Social</i>	Endear, Engrace, Evaluate, Taste
<i>Sport</i>	Alert, Blade, Climbing, Dash, Gymnastics, Riding
<i>Psychological</i>	Adapt, Goad, Entice, Psychology
<i>Scientific</i>	Biology, Chemistry, History, Mineralogy, Research
<i>Medical</i>	Drug, Herbalism
<i>Wilderness</i>	Adapt, Course, Rope, Survival, Weather
<i>Criminal</i>	Brawl, Blade, Melee, Pick, Sleight, Sneaking, Stash, Streetwise
<i>Hunting</i>	Bow, Firearms, Snare, Sneaking, Survival, Tracking
<i>Maritime</i>	Course, Rope, Steer, Weather, Sailing

### Appropriate Skill Sets by character background

Resources	Recommended Mother's Milk Skill Sets
Urban Nobility	<i>Artistic, Urban, Social, Sport, Psychological</i>
Rural Nobility	<i>Rural, Hunting, Social, Sport, Maritime, Artistic, Wilderness</i>
Urban Gentry	<i>Urban, Sport, Social, Artistic, Scientific</i>
Rural Gemtry	<i>Rural, Wilderness, Artistic, Social, Sport, Hunting, Maritime</i>
Urban Middle Class	<i>Urban, Artistic, Sport, Psychological, Medical, Criminal</i>
Rural Middle Class	<i>Rural, Artistic, Sport, Medical, Wilderness, Hunting, Maritime</i>



# In Harm's Way Role-Playing Game

## Mother's Milk Skills

### Skill Sets - American

Skill Sets	Mother's Milk Skills in Skill Sets
<i>Rural</i>	Herbalism, Husbandry, Riding, Smithing, Weather
<i>Urban</i>	Goad, Linguistics, Negotiate, Streetwise
<i>Artistic</i>	Cook, Music, Painting, Sculpture, Taste, Writing
<i>Social</i>	Endear, Engrace, Evaluate, Taste
<i>Sport</i>	Alert, Blade, Climbing, Dash, Gymnastics, Riding
<i>Psychological</i>	Adapt, Goad, Entice, Psychology
<i>Scientific</i>	Biology, Chemistry, History, Mineralogy, Research
<i>Medical</i>	Drug, Herbalism
<i>Wilderness</i>	Adapt, Course, Rope, Survival, Weather
<i>Criminal</i>	Brawl, Blade, Melee, Pick, Sleight, Sneaking, Stash, Streetwise
<i>Hunting</i>	Bow, Firearms, Snare, Sneaking, Survival, Tracking
<i>Maritime</i>	Course, Rope, Steer, Weather, Sailing

### Appropriate Skill Sets by character background

Resources	Recommended Mother's Milk Skill Sets
Urban Plutocrat	<i>Artistic, Urban, Social, Sport, Psychological</i>
Rural Plutocrat	<i>Rural, Hunting, Social, Sport, Maritime, Artistic, Wilderness</i>
Urban Very Rich	<i>Artistic, Urban, Sport, Social, Psychological</i>
Rural Very Rich	<i>Rural, Artistic, Social, Sport, Hunting, Maritime</i>
Urban Rich	<i>Artistic, Urban, Sport, Social, Artistic, Medical</i>
Rural Rich	<i>Rural, Wilderness, Artistic, Social, Sport, Hunting, Maritime</i>
Urban Wealthy	<i>Urban, Sport, Social, Artistic, Scientific</i>
Rural Wealthy	<i>Rural, Wilderness, Artistic, Social, Sport, Hunting, Maritime</i>
Urban Middle Class	<i>Urban, Artistic, Sport, Psychological, Medical, Criminal</i>
Rural Middle Class	<i>Rural, Artistic, Sport, Medical, Wilderness, Hunting, Maritime</i>

# In Harm's Way Role-Playing Game

## Mother's Milk Skills

### Skill Sets ~ French

Skill Sets	Mother's Milk Skills in Skill Sets
<i>Rural</i>	Herbalism, Husbandry, Riding, Smithing, Weather
<i>Urban</i>	Goad, Linguistics, Negotiate, Streetwise
<i>Artistic</i>	Cook, Music, Painting, Sculpture, Taste, Writing
<i>Social</i>	Endear, Engrace, Evaluate, Taste
<i>Sport</i>	Alert, Blade, Climbing, Dash, Gymnastics, Riding
<i>Psychological</i>	Adapt, Goad, Entice, Psychology
<i>Scientific</i>	Biology, Chemistry, History, Mineralogy, Research
<i>Medical</i>	Drug, Herbalism
<i>Wilderness</i>	Adapt, Course, Rope, Survival, Weather
<i>Criminal</i>	Brawl, Blade, Melee, Pick, Sleight, Sneaking, Stash, Streetwise
<i>Hunting</i>	Bow, Firearms, Snare, Sneaking, Survival, Tracking
<i>Maritime</i>	Course, Rope, Steer, Weather, Sailing

### Appropriate Skill Sets by character background

Resources	Recommended Mother's Milk Skill Sets
Urban Aristocracy	<i>Artistic, Urban, Social, Sport, Psychological</i>
Rural Aristocracy	<i>Rural, Hunting, Social, Sport, Maritime, Artistic, Wilderness</i>
Urban Gens	<i>Urban, Sport, Social, Artistic, Scientific</i>
Rural Gens	<i>Rural, Wilderness, Artistic, Social, Sport, Hunting, Maritime</i>
Urban Bourgeoisie	<i>Urban, Artistic, Sport, Psychological, Medical, Criminal</i>
Rural Bourgeoisie	<i>Rural, Artistic, Sport, Medical, Wilderness, Hunting, Maritime</i>
Sans Culottes	<i>Urban, Psychological, Criminal</i>
Paysan	<i>Rural, Hunting, Wilderness</i>
Pêcheur	<i>Maritime, Criminal, Psychological</i>

# In Harm's Way Role-Playing Game

## Britain vs. America: The War of 1812 AKA The Second American War

At Plymouth we heard some vague rumors of a declaration of war against America. More than this, we could not learn, since the utmost care was taken to prevent our being fully informed. The reason of this secrecy was, probably, because we had several Americans in our crew, most of whom were pressed men, as before stated. These men, had they been certain that war had broken out, would have given themselves up as prisoners of war, and claimed exemption from that unjust service, which compelled them to act with the enemies of their country. This was a privilege which the magnanimity of our officers ought to have offered them. They had already perpetrated a grievous wrong upon them in impressing them; it was adding cruelty to injustice to compel their service in a war against their own nation. But the difficulty with naval officers is, that they do not treat with a sailor as with a man. They know what is fitting between each other as officers; but they treat their crews on another principle; they are apt to look at them as pieces of living mechanism, born to serve, to obey their orders, and administer to their wishes without complaint. This is alike a bad morality and a bad philosophy. There is often more real manhood in the fore-castle than in the ward-room; and until the common sailor is treated as a man, until every feeling of human nature is conceded to him in naval discipline - perfect, rational subordination will never be attained in ships of war, or in merchant vessels. It is needless to tell of the intellectual degradation of the mass of seamen. "A man's a man for a' that;" and it is this very system of discipline, this treating them as automatons, which keeps them degraded. When will human nature put more confidence in itself?

Samuel Leech: "A Voice From The Main Deck."



# In Harm's Way Role-Playing Game

## Template Lieutenant Characters

Another way of speeding up character creation is to use pregenerated Template characters. This gives a typical Lieutenant at the age of 18. The player or GM can modify this with subsequent years of skill acquisition and add the attributes. All of the following templates were created using the Determined method of character generation outlined in the Character Generation section of the core rulebook. All of these characters have been generated up to the age of 18 - i.e. after the six year term as a Midshipman. These do \*not\* include Mothers Milk skills, as those are determined by the character's background. The GM is encouraged to create more templates as needed.

### The Sailmaster

STR:+2 COOR:+4 AGY: END: IQ: LUCK: CHAR:  
Skills: Blade+2, Sailing+4, Gunnery, Discipline+2

### The Monkey

STR: COOR:+4 AGY: +4 END: IQ: LUCK: CHAR:  
Skills: Alert, Leadership+4, Climbing+2, Gymnastics+2

### The Warrior

STR: +2 COOR: AGY: END: +2 IQ: LUCK: CHAR:  
Skills: Blade+2, Gunnery+2, Discipline+2, Rope+2

### The Intellectual

STR: COOR: AGY: +2 END: +4 IQ: LUCK: CHAR:  
Skills: Linguistics+2, Overdo+2, Astronomy, Mathematics

### The Zealot

STR: COOR: AGY: +2 END: +2 IQ: LUCK: CHAR:  
Skills: Leadership+2, Climbing+2, Overdo, Firearms+2

### The Brute

STR: +4 COOR: AGY: END: +4 IQ: LUCK: CHAR:  
Skills: Discipline+2, Sailing+2, Overdo+2, Stash

### The Boarder

STR: +4 COOR:+4 AGY: END: IQ: LUCK: CHAR:  
Skills: Leadership+4, Endear, Firearms, Blade

# In Harm's Way Role-Playing Game

## The Seaman

STR: COOR:+2 AGY: END: +2 IQ: LUCK: CHAR:  
Skills: Steer+2, Sailing+4, Rope+2, Course+2

## The All-Around

STR: +2 COOR: AGY: END: IQ: LUCK: CHAR:  
Skills: Weather+4, Alert+2, Discipline+2, Gunnery+2, Sailing+2

## The Socialite

STR: COOR:+2 AGY: END: IQ: LUCK: CHAR:  
Skills: Linguistics+2, React, Tactics+2, Firearms+2, Endear

## The Charmer

STR: COOR: AGY: +2 END: IQ: LUCK: CHAR:  
Skills: Endear+2, Leadership+4, Course, Firearms+2, Gymnastics

## The Gunner

STR: COOR:+4 AGY: END: +2 IQ: LUCK: CHAR:  
Skills: Overdo, Course+2, Gunnery+4, Blade

## The Bladesman

STR: +4 COOR: AGY: END: IQ: LUCK: CHAR:  
Skills: Blade+2, Steer+2, Weather+4, Astronomy+2, Discipline+2

## The Shooter

STR: COOR: +4 AGY: END: IQ: LUCK: CHAR:  
Skills: Firearms+2, Climbing+2, Sailing+2, Gunnery+2, Leadership+2

## The Topman

STR: COOR: AGY: +4 END: IQ: LUCK: CHAR:  
Skills: Climbing+4, Sailing+2, Gymnastics+2, Weather+2, Steer+2

## The Slogger

STR: COOR: AGY: END: +4 IQ: LUCK: CHAR:  
Skills: Alert+2, Overdo+4, Discipline+4, Gunnery, Organize

# In Harm's Way Role-Playing Game

## PC Careers

### Midshipman

**Class:** None - use family Class.

**Midshipman Skill List:** STR+2, COOR+2, AGY+2, END+2, CHAR+1, IQ+5, Steer+2, Course, Sailing+2, Discipline+2, Gunnery, Firearms, Blade, Astronomy, Rope, Leadership+2, Alert, Climbing+2, Endear, Gymnastics+2, Linguistics, Overdo, Organize. React, Stash, Tactics, Weather+2., Mathematics, Swimming, Observe

### Naval Officer

**Class: Lieutenant** - at least Middle Class. If of a lower Class, the character is advanced to Middle Class.

**Class: Commander/Master Commandant** - at least Upper Middle Class. If of a lower Class, the character is advanced to Upper Middle Class.

**Class: Post Captain** - at least Gentry/Wealthy. If of a lower Class, the character is advanced to Gentry/Wealthy.

**Naval Officer Skill List:** IQ+5, CHAR+1, Steer, Course, Sailing, Gunnery, Firearms, Evaluate, Blade, Astronomy, Leadership, Discipline, Mathematics, History, Analyze, Convinced, Dash, Evaluate, Focus, Goad, Intimidate, Linguistics, Music, Negotiate, Observe, Organize, Overdo, Psychology, React, Shipbuilding, Tactics, Taste, Weather, Writing, Mathematics, Law

## Troupe Characters

Troupe characters are characters for the other players to use when some of the officers are on separate missions, such as boarding parties or cutting out expeditions. They have appropriate social class for their professions - a Surgeon would be of higher class than a seaman - and do not generate that stat. Troupe characters have 44 points to split among STR, COOR, AGY, END, and CHAR, and 12 points to split between IQ and Luck, looking up the results in the appropriate table.

## Sailors

Sailors are grouped into one of three types. Each has a general group of skills. Listed below are generic examples of each type:

### Able Bodied Seamen

Choose any 20 skill levels from the following list.

**Typical:** Climbing +5, Sail +4, Rope+3, Steer+2, Firearms+2, Blade or Melee+2, Weather+2

### Ordinary Seamen

Choose any 10 skill levels from the following list

**Typical:** Climbing +3, Sail +2, Rope+2, Steer+1, Firearms+1, Blade or Melee+1

### Sandsmen

Choose any 5 skill levels from the following list

**Typical:** Climbing +1, Sail+1, Rope+1, Firearms+1, Blade or Melee+1

### Sailor Characters Skill List.

For a custom sailor character, use this skillset:

Climbing, Sail, Rope, Steer, Firearms, Blade, Melee, Adapt, Alert, Brawl, Drinking, Goad, Gymnastics, Intimidate, Music, Overdo, Sleight, Snare, Sneaking, Stash, Streetwise, Weather, Swimming



# In Harm's Way Role-Playing Game

## Warrant and Petty Officers

### Purser

In charge of money & provisions: Choose 20 skill levels from the following list.

Analyze, Convince, Drinking, Evaluate, Forgery, Husbandry, Mathematics, Negotiate, Organize, Stash, Streetwise, Writing

**Typical: Analyze+2, Drinking+2, Evaluate+3, Mathematics+3, Negotiate+3, Organize+2, Stash+2, Streetwise, Writing+2**

### Master

In charge of sailing the ship: Choose 20 skill levels from the following list.

Alert, Analyze, Astronomy, Course, Evaluate, Firearms, Focus, Intimidate, Mathematics, Observe, Organize, React, Rope, Sail, Shipbuilding, Steer

**Typical: Astronomy+4, Course+4, Math+3, Observe+2, Firearms, Sailing+3, Shipbuilding+2, Steer**

### Master's Mate

As, or assists, Master: Usually a post occupied by a sub-lieutenant - AKA Passed Midshipman - a Midshipman who has passed the Lieutenant examination but cannot find a berth as a Lieutenant. Master's Mates were often promoted to acting lieutenant if a Lieutenant was killed or couldn't fulfil his duties. Choose 10 skill levels from the following list. Alert, Analyze, Astronomy, Course, Evaluate, Firearms, Focus, Intimidate, Mathematics, Observe, Organize, React, Rope, Sail, Shipbuilding, Steer

**Typical: Astronomy+2, Course+2, Mathematics, Steer, Evaluate+2, Organize+2**

### Bosun

In charge of rigging & discipline aboard ship: Choose 20 skill levels from the following list.

Rope, Sail, Discipline, Alert, Brawl, Blade, Climbing, Focus, Goad, Instruct, Intimidate, Law, Melee, Organize, Psychology, React, Repair, Streetwise, Weather

**Typical: Rope+4, Sail+3, Weather+2, Discipline+4, Instruct, Intimidate+3, Melee+3**

### Bosun's Mate

As, or assists, Bosun: Choose 10 skill levels from the following list.

Rope, Sail, Discipline, Alert, Brawl, Blade, Climbing, Focus, Goad, Instruct, Intimidate, Law, Melee, Organize, Psychology, React, Repair, Streetwise, Weather

**Typical: Rope+2, Sail+2, Brawl, Blade, Goad, Intimidate, Melee+2**

### Sailmaker

In charge of sails - repairing and storage: Choose 15 skill levels from the following list.

Analyze, Climbing, Evaluate, Instruct, Observe, Organize, Repair, Sail, Weather

**Typical: Analyze+2, Climbing+2, Observe+2, Repair+3, Weather+3, Stash+3**

### Sailmaker's Mate

As, or assists, Sailmaker: Choose 7 skill levels from the following list.

Analyze, Climbing, Evaluate, Instruct, Observe, Organize, Repair, Sail, Stash, Weather

**Typical: Analyze, Evaluate, Repair+2, Weather, Sailing, Stash**

# In Harm's Way Role-Playing Game

## Carpenter

In charge of hull, masts & spars: Choose 20 skill levels from the following list.

Carpentry, Repair, Shipbuilding, Climbing, Evaluate, Focus, Instruct, Melee, Observe, Organize, Painting, Sculpture, Stash, Taste

**Typical: Carpentry+4, Repair+4, Shipbuilding+2, Evaluate+2, Instruct, Melee+2, Sculpture, Painting+2, Focus**

## Carpenter's Mate

As, or assists, Carpenter: Choose 10 skill levels from the following list.

Carpentry, Repair, Shipbuilding, Climbing, Evaluate, Focus, Instruct, Melee, Observe, Organize, Painting, Sculpture, Stash, Taste

**Typical: Carpentry+2, Repair+2, Shipbuilding, Melee, Focus, Evaluate+2, Observe**

## Cox'n

In charge of ship's boats: Choose 20 skill levels from the following list.

Adapt, Alert, Brawl, Carpentry, Course, Endear, Goad, Instruct, Intimidate, Leadership, Melee, Observe, Organize, Psychology, Repair, Sail, Steer, Streetwise, Weather

**Typical: Adapt, Alert+2, Brawl+2, Course+2, Steer+4, Intimidate, Melee+2, Psychology, Sailing, Weather+2, Streetwise+2**

## Surgeon

In charge of Officer & Crew's health: Choose 25 skill levels from the following list.

Adapt, Analyze, Biology, Blade, Chemistry, Convince, Diagnosis, Drinking, Drug, Endear, Evaluate, Focus, Herbalism, Instruct, Linguistics, Observe, Overdo, Psychology, Repair, Research, Sleight, Surgery, Treatment, Writing

**Typical: Surgery+4, Diagnose+4, Treatment+2, Biology+2, Blade+3, Chemistry, Convince, Evaluate+2, Focus+2, Herbalism+2, Drinking+2**

## Surgeon's Mate

As, or assists, Surgeon: Choose 12 skill levels from the following list.

Adapt, Analyze, Biology, Blade, Chemistry, Convince, Diagnosis, Drinking, Drug, Endear, Evaluate, Focus, Herbalism, Instruct, Linguistics, Observe, Overdo, Psychology, Repair, Research, Sleight, Surgery, Treatment, Writing

**Typical: Surgery+2, Diagnose+2, Treatment, Drink+2, Drug, Herbalism, Research, Sleight, Repair**

## Gunner

In charge of guns, powder, wads, and shot: Choose 20 skill levels from the following list.

Analyze, Brawl, Chemistry, Demolition, Evaluate, Firearms, Focus, Gunnery, Instruct, Intimidate, Mathematics, Melee, Observe, React, Repair, Smithing

**Typical: Gunnery+4, Chemistry+2, Demolition+3, Firearms+3, Mathematics+2, Smithing+2, Observe+2, Repair+2**

## Gunner's Mate

As, or assists, Gunner: Choose 10 skill levels from the following list.

Analyze, Brawl, Chemistry, Demolition, Evaluate, Firearms, Focus, Gunnery, Instruct, Intimidate, Mathematics, Melee, Observe, React, Repair, Smithing

**Typical: Gunnery+2, Demolition+2, Firearms+2, Smithing+2, Repair, Observe**

# In Harm's Way Role-Playing Game

## Marines

The Marine Complement aboard naval vessels varied by the size of the vessel: Marine officers count as if they were Warrant officers, and Non-Coms and Marines count as Seamen for purposes of Troupe Characters.

### First Rate

1 Marine Captain, 3 Marine Subalterns, 1 Marine per gun carried by the ship.

### Second Rate

1 Marine Captain, 3 Marine Subalterns, 1 Marine per gun carried by the ship.

### Third Rate

1 Marine Captain, 2 Marine Subalterns, 1 Marine per gun carried by the ship.

### Fourth Rate

2 Marine Subalterns, 1 Marine per gun carried by the ship.

### Fifth Rate

1 Marine Subaltern, 1 Marine per gun carried by the ship.

### Sixth Rate

1 Marine Subaltern, 1 Marine per gun carried by the ship.

### Other Vessels

1 Marine Sergeant, 1 Marine per gun carried by the ship.

### Marine Officer

Commands Marine detachment on Naval vessels.

**Marine Captain:** Choose 20 skill levels from the following list.

**Typical:** Alert, Blade+4, Dash+2, Evaluate, Firearms+4, Leadership+2, Linguistics, Organize+2, Tactics+2, Writing

**Marine Subaltern/Lieutenant:** Choose 15 skills from the following list

**Typical:** Alert, Blade+4, Dash, Endear, Firearms+3, Law, Leadership+2, Organize+2, Tactics

Alert, Analyze, Blade, Dash, Endear, Evaluate, Firearms, Linguistics, Law, Leadership, Organize, Riding, Strategy, Tactics, Writing

### Marine Non-Commissioned Officer

Directs men so as to fulfill the Officer's orders.

**Marine Sergeant:** Choose 25 skills from the following list.

**Typical:** Adapt, Alert+2, Brawl+3, Discipline+3, Drinking, Evaluate+2, Firearms+3, Goad+3, Instruct, Melee+3, Organize+2, Psychology

**Marine Corporal:** Choose 18 skills from the following list.

**Typical:** Alert, Brawl+3, Convince, Discipline+3, Drinking, Firearms+2, Goad+2, Instruct, Intimidate+2, Melee+2

Adapt, Alert, Brawl, Convince, Discipline, Drinking, Evaluate, Firearms, Goad, Instruct, Intimidate, Melee, Observe, Organize, Overdo, Psychology, Streetwise

### Marine

Choose 10 skills from the following list.

**Typical:** Alert, Brawl+2, Firearms+2, Melee+2, Overdo+2, Stash

Alert, Brawl, Firearms, Melee, Overdo, Stash, Survival

# In Harm's Way Role-Playing Game

## Avocations: Hobbies and Interests

Players may take an Avocation as well as a Profession. Avocations are passionately pursued hobbies, sometimes at the expense of the character's main profession. Any character may have at most one Avocation.

### Intelligence Agents

Intelligence agents in this era were almost entirely amateur, spying for either extra money or political conviction while outwardly acting as something else. If an Officer character wants to be a spy, the cost is subtracting two points of Honor. Spying is a starkly practical game, with no room for chivalric values. There is no cost to non-Officer characters. In any case, only one Agent should be allowed at a time in the game. If two players both want to be an Agent, use a bidding system - the player who bids the most attribute points to be subtracted from the Character can be the Agent. This way only the player who wants it the most will have it.

The character gains the Observe and Cryptography skills immediately, and has access to the Intelligence Skill Set along with the normal skill set when choosing skills each year.

### The Intelligence Skill Set:

Analyze, Blade, Convince, Disguise, Drug, Endear, Entice, Evaluate, Focus, Forgery, Linguistics, Observe, Overdo, Pick, Sleight, Sneaking, Stash, Streetwise, Writing

### Musicians

Amateur music was a very popular avocation in the game era. As there was no way to record and play back music, playing one's own music from printed sheet music was the only substitute. Officers and Warrant officers would get together in the evening to play in duets, trios, and quartets, while the crew would play hornpipes and other popular music in their berths or up on deck. Singing, both solo and in choral music was also very popular. There is no limit to how many amateur musicians a ship can contain, nor is there any cost beyond the cost of the instruments.

The character gains the Music and Taste skills immediately, and has access to the Musician Skill Set along with the normal skill set when choosing skills each year.

### The Musician Skill Set:

Adapt, Discipline, Endear, Focus, Music, Organize, Taste

### Naturalists

Naturalists observed, analyzed, and quantified the natural world. In the days before rampant specialization, Naturalists were folk of wide-ranging interests, being fascinated by nature in all its forms - birds, beasts, reptiles, plants, volcanos, ocean currents, fish, fossils, and many other phenomena. Trapping, observing, and dissecting animals; classifying and organizing collections; careful notation of habits and circumstances; drawing and painting biota in situ, all were demanding and exacting tasks willingly undertaken. There is no limit to how many naturalists a ship may contain, nor is there any cost beyond the time and effort required. Naturalists were generally Warrant Officers due to their specialized tasks and consequent relative wealth of free time.

The character gains the Herbalism and Biology skills immediately, and has access to the Naturalist Skill Set along with the normal skill set when choosing skills each year.

### The Naturalist Skill Set:

Analyze, Biology, Chemistry, Evaluate, Focus, Herbalism, Husbandry, Mineralogy, Observe, Organize, Painting, Research, Snare, Surgery, Tracking

# In Harm's Way Role-Playing Game

## Modelers

Modelling, particularly ship modelling, was a popular hobby, particularly among the crew. Sailors made models from anything they could get their hands on, from scraps of wood to dried salt beef - nicknamed "mahogany" for its red color - and beef bones. The models were constructed in great detail, though not always precise in scale. Sometimes the ship the crewmember is on is the object of the modelling, sometimes another ship which struck him as beautiful, sometimes the object is a ship from his past, and the intent is sentimental. In any case, a great amount of time and trouble is expended on the model, resulting in skill growth. There is no limit to how many modelers a ship may contain, nor is there any cost beyond the time and effort required.

The character gains the Carpentry and Sculpture skills immediately, and has access to the Modeler Skill Set along with the normal skill set when choosing skills each year

### The Modeler Skill Set:

Blade, Carpentry, Discipline, Focus, Observe, Painting, Sculpture, Shipbuilding, Stash, Taste

## Gamblers

Gambling was a way of life in the 19th century, no matter the social class of the gambler. What changed was the object of the gamble, not the fact of gambling. Men bet on anything - athletic contests, bear baiting, ratting, horse and ship racing, cards, dice, drinking contests, and anything in between. Popular card games were Piquet, Faro, and Whist; while popular dice games were Hazard, Backgammon, and Passe-Dix - AKA Passage - with sometimes enormous sums riding on the outcome of the turn of a card or throw of the dice. There is no limit to how many gamblers a ship may contain, but gamblers wanting to take either the Sleight or Stash skills from gambling must pay two Honor points, as these skills are only learned from cheating.

The character gains the Evaluate and Entice skills immediately, and has access to the Gambler Skill Set along with the normal skill set when choosing skills each year

### The Gambler Skill Set:

Alert, Analyze, Convince, Entice, Evaluate, Goad, Intimidate, Observe, Psychology, Sleight, Stash

## Sportsmen

Sports in the 18th century varied enormously - fox hunting, boxing, wrestling, fencing, croquet, polo, tennis, cricket, and many other sports were played. Sports were vigorous and hard, and extremely competitive - especially as wagers were often openly placed. Many physical skills were developed, the particular skill depending on the sport itself. Let the choice of skill determine the sport played - Riding could be gained from either polo or fox hunting, for example. There is no limit to how many sportsmen a ship may contain, nor is there any cost beyond the time and effort required.

The character gains two skills of his choice immediately, and has access to the Sportsmen Skill Set along with the normal skill set when choosing skills each year

### The Sportsman Skill Set:

Adapt, Alert, Blade, Brawl, Dash, Engrace, Goad, Gymnastics, Intimidate, Overdo, Riding, Swimming

# In Harm's Way Role-Playing Game



## Guide to Skills



# In Harm's Way Role-Playing Game

## Skills

All skills work at a base chance of success of 45% at level+1, and 5% is added per level of skill. Each skill has a characteristic which modifies it's chance of success - either a physical characteristic such as strength, coordination, agility, endurance, or charisma - or IQ. Physical stats modify the chance of success at a rate of 5% for every 2 points over 7 - i.e. at 9, 11, 13, etc. IQ modifies by 1 per point of IQ over 120 - i.e. at an IQ of 137, the modifier would be +17.

Skills may be used at +0 - no skill - by rolling the modifying stat or lower on percentile die unless the modifying stat is IQ, which receives a 10% chance. Example: Climb+0. Modifying stat is Agility. Character has an Agility of 11 so the character can climb with a roll of 11 or less on percentile dice. Example: Biology+0. Modifying stat is IQ. Character has a flat 10% chance of success. High modifying stats give additional bonuses to success.

### WHEN TO USE SKILLS

Skills should only be rolled if a normally competent individual would have trouble. For example, climbing a ladder would not require a climb skill check, whereas climbing a mountain may. Riding a horse would not normally require a riding check, while shooting from horseback would. If the GM keeps in mind the 'Normally Competent Individual' concept, the number of rolls, and thus the number of player failures, will be kept to a meaningful minimum.

Skills in the StarCluster System, which is the base system In Harm's Way uses, are both numerous and broad. These skills are designed to overlap, so there are often several different skills which are applicable. This is by design - there's always more than one way to skin a cat.

For example  
GM as sailor NPC Nagle: "Deck there! Sails in sight!"  
Larry as Lt. Faucett "Where away, Nagle?"  
Nagle "Three points on the larboard bow, topsails up over the horizon."  
Nancy as Lt. Harn "Harn is going to the foretop with his telescope to take a look."  
Larry as Lt. Faucett "I'm going to the maintop to do the same."  
GM "What skills are you using?"  
Nancy "Harn will use observe.... That's a success!"  
GM "Harn sees she's a brig, flying the Swedish flag. Looks like a merchanter, but neutral."  
Larry "I'll use Observe too... no wait! I'll use Sail... That's a success too!"  
GM "How are you using 'Sail'?"  
Larry "I'm trying to determine if she really is what the flag says by the set of her headsails."  
GM "Ah! You're of the opinion she's really French."

# In Harm's Way Role-Playing Game

## In Harm's Way - Skills

Skill	Description	Governing Attribute
<b>Adapt</b>	<i>To change to accommodate new and unfamiliar circumstances, use unfamiliar materials, learn new methods, etc.</i>	CHAR
<b>Alert</b>	<i>The ability to stay alert without sleep</i>	END
<b>Analyze</b>	<i>The ability to discover underlying forces and properties at work</i>	IQ
<b>Astronomy</b>	<i>The ability to use instruments to find matter and energy in space</i>	IQ
<b>Biology</b>	<i>The study of plants and animals and their effects on mankind</i>	IQ
<b>Blade</b>	<i>The ability to effectively use cutting weapons in combat</i>	STR
<b>Bow</b>	<i>The ability to effectively use bow weapons in combat</i>	COOR
<b>Brawl</b>	<i>Fighting without weapons in an undisciplined manner. Damage equals percentile dice plus 1 per level of skill, plus 5 for every 2 points of strength above 7. For example a character with brawl+4 and STR 11 would have a damage of 4+10 or %d+14</i>	STR
<b>Carpentry</b>	<i>The ability to shape wood into useful tools and furniture</i>	COOR
<b>Chemistry</b>	<i>The study of the molecular interaction of elemental components</i>	IQ
<b>Climbing</b>	<i>The ability to climb walls, cliffs, and trees</i>	AGY
<b>Cook</b>	<i>The ability to cook nutritious and palatable meals</i>	IQ
<b>Convince</b>	<i>The ability to persuade others to a course of action</i>	CHAR
<b>Course</b>	<i>The ability to navigate a course</i>	IQ
<b>Dash</b>	<i>Daring and movement which sweeps all before it. A success means the character has performed a marvellous feat and opponents attempting to hit the dashing character have a -5 per level of dash to hit.</i>	AGY
<b>Demolition</b>	<i>The ability to use explosives effectively</i>	IQ
<b>Diagnosis</b>	<i>The ability to identify an injury or disease</i>	IQ
<b>Disguise</b>	<i>The ability to change the outward appearance of some person or thing using makeup and prosthetics</i>	CHAR
<b>Discipline</b>	<i>The ability to compel obedience from those under your command</i>	CHAR

# In Harm's Way Role-Playing Game

Skill	Description	Governing Attribute
<b>Drinking</b>	<i>The ability to consume large quantities of alcoholic beverages</i>	END
<b>Drug</b>	<i>The ability to use and make drugs to cause and cure injury, illness, or sensory abnormalities</i>	IQ
<b>Endear</b>	<i>To make yourself liked by charm or flattery used on a target</i>	CHAR
<b>Engrace</b>	<i>To fill one's movements with grace and eloquence</i>	CHAR
<b>Entice</b>	<i>To lure or bait someone or something with hints of pleasurable reward</i>	CHAR
<b>Evaluate</b>	<i>The ability to quickly assess the value of something</i>	CHAR
<b>Firearms</b>	<i>The ability to effectively aim recoil-inducing high-speed projectile weapons</i>	COOR
<b>Focus</b>	<i>The ability to concentrate on one thing despite distractions</i>	CHAR
<b>Forgery</b>	<i>The ability to convincingly create documents which appear official</i>	COOR
<b>Goad</b>	<i>To force people into action by annoying and pestering them, without controlling which action the recipient of the goading will take</i>	CHAR
<b>Gunnery</b>	<i>The ability to effectively use cannon and missiles</i>	COOR
<b>Gymnastics</b>	<i>The ability to make leaps, somersaults and other gymnastic moves</i>	AGY
<b>Herbalism</b>	<i>The ability to use plants and extracts to heal or harm</i>	IQ
<b>History</b>	<i>Knowledge of history</i>	IQ
<b>Husbandry</b>	<i>The ability to care for plants animals effectively</i>	END
<b>Instruct</b>	<i>The ability to effectively pass on knowledge to others</i>	CHAR
<b>Intimidate</b>	<i>The ability to bluff and deceive others as to one's true strength</i>	CHAR
<b>Linguistics</b>	<i>The ability to speak &amp; comprehend languages from basic principles</i>	IQ
<b>Law</b>	<i>The ability to use, circumvent, and deal with law, and project an entire system from a few examples</i>	IQ
<b>Leadership</b>	<i>The ability to take command of others by making them want to follow</i>	CHAR

# In Harm's Way Role-Playing Game

Skill	Description	Governing Attribute
<b>Mathematics</b>	<i>The study of numeric combination and relation</i>	IQ
<b>Melee</b>	<i>The ability to efficiently use non-blade hand held weapons in combat</i>	STR
<b>Mineralogy</b>	<i>The study of minerals</i>	IQ
<b>Music</b>	<i>The ability to express oneself in the medium of sound</i>	CHAR
<b>Negotiate</b>	<i>The ability to sway another to your point of view</i>	CHAR
<b>Observe</b>	<i>The ability to discern important facts by watching a system in action</i>	END
<b>Organize</b>	<i>The ability to bring separate actions together into a smoothly operating whole</i>	CHAR
<b>Overdo</b>	<i>The ability to push oneself past one's usual limits of fatigue or injury. One can stay functional after reaching Stunned level, orate for hours in a filibuster, ignore sleep to study, etc.</i>	END
<b>Painting</b>	<i>The ability to effectively express oneself using paint.</i>	COOR
<b>Pick</b>	<i>The ability to open locked doors using simple metal tools</i>	COOR
<b>Psychology</b>	<i>The ability to understand the hidden drives behind a person's actions</i>	CHAR
<b>React</b>	<i>To move quickly without thinking to avoid an avoidable danger - for example jerking away before a sniping attempt. Reacting to bullets or other extremely fast missiles entails a -40 to chance of success.</i>	AGY
<b>Repair</b>	<i>The ability to fix things which are broken</i>	COOR
<b>Research</b>	<i>The ability to find out information on a given subject using libraries and other sources.</i>	END
<b>Riding</b>	<i>The ability to ride an animal or open seated vehicle in complex maneuvers</i>	AGY
<b>Rope</b>	<i>The ability to efficiently use ropes and knots</i>	COOR
<b>Sail</b>	<i>The ability to correctly trim sails to catch the wind most efficiently</i>	IQ

# In Harm's Way Role-Playing Game

Skill	Description	Governing Attribute
<b>Sculpture</b>	<i>The ability to express oneself in creating 3 dimensional objects</i>	COOR
<b>Shipbuilding</b>	<i>The ability to construct a waterborne ship</i>	IQ
<b>Sleight</b>	<i>The ability to use sleight-of-hand tricks</i>	COOR
<b>Smithing</b>	<i>The ability to shape metal using heat and hammering</i>	STR
<b>Snare</b>	<i>The ability to create, set, and disable traps</i>	COOR
<b>Sneaking</b>	<i>The ability to move quietly and unseen</i>	AGY
<b>Stash</b>	<i>The ability to hide things in nooks and crannies or in plain sight</i>	IQ
<b>Steer</b>	<i>The ability to direct large vehicles in the direction desired.</i>	COOR
<b>Strategy</b>	<i>The ability to dispose forces and plan long range</i>	IQ
<b>Streetwise</b>	<i>The ability to find connections, rumors, and general urban survival</i>	CHAR
<b>Surgery</b>	<i>The ability to cure wounds and other physical ailments by operating</i>	COOR
<b>Survival</b>	<i>The ability to effectively live off the land</i>	END
<b>Swimming</b>	<i>The ability to swim for long distance or speed.</i>	END
<b>Taste</b>	<i>The ability to discern quality in an item, creature, or person.</i>	CHAR
<b>Tactics</b>	<i>The ability to use personnel and resources on hand to best effect.</i>	IQ
<b>Treatment</b>	<i>The ability to cure diseases and wounds without surgery</i>	IQ
<b>Tracking</b>	<i>The ability to follow a creature or object by noticing signs of its passage</i>	AGY
<b>Weather</b>	<i>The ability to predict weather patterns</i>	IQ
<b>Writing</b>	<i>The ability to express oneself in written words</i>	CHAR

## In Harm's Way Role-Playing Game



## Non-Player Characters

# In Harm's Way Role-Playing Game

## Non-Player Characters

Non-Player Characters are all the other people in your game setting, besides the Players' characters. They are the farmers whose land the player characters cross. They are the lawyers whose advice the Player Characters seek. They are the mothers and fathers, sisters and brothers, and long lost cousins who show up on the doorstep needing a place to stay. All of them are created by the Game Master to propel the game along and populate the setting.

## Chance Met NPCs

There are various levels of reality which go into making up Non-Player Characters (NPCs). Some NPCs are chance met on the road or bumped into at the club. For example, here is an encounter with a chance met NPC on the island of Minorca:

[Game Master (GM)] Will goes down in front of the charging pack of boars. Tom and Esteban, the guide, make it to his side just in time.

[Larry] Ouch! This is gonna hurt!

[GM] (Rolls) Ugh! That's six hits for (Rolls) an average damage of 55 - that's 330 points.

[Larry] Crap! Will's out for the count! Critical! Wow!

[Paula] I know! Tom uses his luck! The guide - what's his name? Esteban! He was a ship's surgeon before he left the Spanish Navy! He can help!

[GM] Ummm, OK... he was a medico, huh? Just give me a second here. That's a twist...

## The Instant Character

The Game Master needs to very quickly roll up a character. He knows Will's really bad off, and the accident has put a crimp in his plans. Will will heal a lot faster with a surgeon's care. What he needs is an **Instant Character**, just a couple of skill levels and a basic sketch of a personality. He didn't anticipate this particular interaction. He rolled twice on the following table - **Relevant Skill Level Table** - once for Surgery and once for Drugs, getting a +1 and a +3. He decided to change that to a Surgery+3. Then he rolled on the table after that - **Quick Stats Table**- but he didn't like the roll, a 05, so he chose a COOR of 12. Finally he rolled on the last table - **Quick and Dirty Personalities Table**- and got a 29 - Honorable. He liked the result and kept it.

Of course, other NPCs are not just met once and then discarded. Some are coworkers or professionals who interact frequently with the player characters, and some are folk who hire their services, such as guards, or perhaps students who follow the characters around to learn from them. If the characters meet up with or travel with these NPCs frequently, the Game Master will want a bit more detail in the NPC.

## The Temporary NPC

For instance, the Game Master had initially decided that Esteban was just window dressing for the little hunting trip, but when Larry went down, the Game Master realized he had a cool opportunity. He decided right then to make the guide a focus of the campaign. After the field operation, in which Esteban performed creditably, the Game Master began shaping the newly important guide.

The Guide was now to be a retired surgeon, and the Game Master decided to make him be a spy as well. He needed a hook for the new NPC, so he rolled on the **NPC Missions Table**. There he rolled that Esteban was on a *Secret Political Mission*. Further amplifying his NPC's background, he chose *A Particular Item of Great Political Value* from the **Object of Mission Table**. He decides that Esteban is an operative for the Spanish Government, who is using the PCs as cover for his mission - to steal a document the PCs are innocently carrying.

The Game Master decides to give *Esteban Dos Santos* 3 more relevant skills and 10 incidental skills. He rolls 3 more times on the Relevant Skill Table and 10 times on the **Incidental Skill** table. The relevant skills in this case are important skills a surgeon would have, and the incidental skills are minor skills which the Game Master decides should include climbing, riding, linguistics, and such other useful skills. He adds up all of Esteban's skill levels and subtracts one out of every 7 skills. Rounding to the nearest whole number results in Esteban's approximate age.

Deciding how many skills to award an NPC is a delicate thing, and should be left to the discretion of the GM. We offer the following as guidelines:



# In Harm's Way Role-Playing Game

- Unless a character is very old, she will not have a lot of very high level skills. Remember the trade-off between many skills and depth in those skills. Typical characters will have mastery (skill+5) in at most one skill by the age of 25, and perhaps three or four by age 45. Double mastery (skill+10) is rare, and triple mastery (skill+15) is truly exceptional. Double and triple mastery are indications that the character has neglected breadth of knowledge for the sake of depth of knowledge.
- Giving a character very many skills, many skill masteries, or both means the character will be old. Remember to decrease the character's physical attributes appropriately to reflect the character's aging.
- All these tables are there for your convenience as GM. Think of randomly rolling such things as spur to your imagination. If you decide to just pick something interesting instead of rolling, go for it! If you do roll randomly, ignore any result that is inconsistent with the setting or anything previously established about the character.

The listings are very vague. They should be used as spurs for your creativity. For instance, the result of "Fleeing Persecution" in the **NPC Missions** table implies that there is persecution to be fled from, that someone/some organization is persecuting people, and that this someone has a reason for this persecution, good or bad. Fitting this into your game setting may be impossible, in which case toss out the result and select something different. On the other hand, this could be a hook deeper into something interesting that you hadn't thought about. Is the persecution public? Is it deadly? Are the persecutors likely to come here looking to enforce the persecution? What about the PCs? What will their reaction be? A lot can be built on a vague little two word table result.

The last table the Game Master uses is the **NPC Relative Wealth** table. This gives an indication of the NPC's possessions. The Game Master selects a moderately wealthy result. This is to reflect the age and skill set the guide would have. With this the character is ready to play long term.





# In Harm's Way Role-Playing Game

## NPC Missions Table

Roll or Choose	NPC Mission
01-05	Open Religious Rite or Ceremony
06-10	Secret Religious Rite or Ceremony
11-15	Victim of Vast Political Conspiracy
16-20	Delusions of Vast Political Conspiracy
21-25	Trade Mission
26-30	Spying
31-35	Searching
36-40	Open Political Mission
41-45	Secret Political Mission
46-50	Tourist
51-55	Member of Political Cabal
56-60	Delusions of Membership in Political Cabal
61-65	On Way to Somewhere Else
66-70	Fleeing Persecution
71-75	Fleeing Law
76-80	Theft or Criminal Activity
81-85	Compelled Against Will
86-90	Madness
91-95	Prophecy
96-00	Love

## Object of Mission Table

Roll or Choose	Mission Object
01-05	A Particular Player Character
06-10	A Particular Political Figure
11-15	A Particular Religious Figure
16-20	A Particular Relic or Religious Artifact
21-25	A Particular Weapon
26-30	A Particular Person of Opposite Sex
31-35	A Particular Person of Same Sex
36-40	Political Information
41-45	The Player Character Party
46-50	A Particular Symbolic Item
51-55	A Particular Item of Great Monetary Value
56-60	A Particular Item of Great Political Value
61-65	A Particular Technological Item
66-70	A Particular Animal
71-75	A Particular Plant
76-80	A Particular Mineral
81-85	Military Information
86-90	A Particular Piece of Property
91-95	A Particular Item of Great Religious Value
96-00	Information on a Process

# In Harm's Way Role-Playing Game

## Incidental Skill Table

Roll or Choose	Skill Plus
01-45	1
46-85	2
86-93	3
94-97	4
98-99	5
00	6

Incidental Skills are skills which the character has learned, but which have not proven vital in the character's life's work. For instance, Ride skill for a Diplomat is not vital to the Diplomat's performance of duty, although it may be very useful.

## Quick and Dirty Personalities Table

Roll or Choose	Personality Hook
01-03	Whimsical
04-06	Brooding
07-09	Pondering
10-12	Joking
13-15	Teasing
16-18	Flighty
19-21	Monomaniacal
22-24	Laid Back
25-27	Focused
28-30	Honorable
31-33	Scheming
34-36	Byzantine
37-39	Straight Arrow
40-42	Patient
43-45	Sneaky
46-48	Despondent
49-51	Sloppy
52-54	Haughty
55-57	Tricky
58-60	Earnest
61-63	Bashful
64-66	Humble
67-69	Angry
70-72	Bitter
73-75	Paranoid
76-78	Watchful
79-81	Planner
82-84	Improvisor
85-87	Whacky
88-90	Reserved
91-93	Brash
94-96	Whining
97-99	Languid
00	Roll twice



# In Harm's Way Role-Playing Game

## NPC Relative Wealth Table

%d roll	Possessions
01-15	Poor Clothing and Poor Weapon
16-30	Poor Clothing, Poor Weapons, and Poor Mount or property
31-40	Decent Clothing and Poor Weapons
41-50	Decent Clothing and Decent Weapons
51-55	Decent Clothing, Decent Weapons, and Decent Mount or property
56-60	Good Clothing, Decent Weapons, and Decent Mount or property
61-65	Good Clothing, Good Weapons, and Decent Mount or property
66-70	Good Clothing, Good Weapons, and Good Mount or property
71-73	Excellent Clothing and Decent Weapons
74-76	Excellent Clothing and Good Weapons
77-79	Excellent Clothing, Good Weapons, and Good Mount or property
80-82	Excellent Clothing, Excellent Weapons, and Good Mount or property
83-85	Excellent Clothing, Excellent Weapons, and Excellent Mount or property
86-88	Superb Clothing and Good Weapons
89-90	Superb Clothing and Excellent Weapons
91-92	Superb Clothing, Good Weapons, and Good Mount or property
93-94	Superb Clothing, Excellent Weapons, and Good Mount or property
95-96	Superb Clothing, Excellent Weapons, and Excellent Mount or property
97	Superb Clothing, Superb Weapons, and Good Mount or property
98	Superb Clothing, Superb Weapons, and Excellent Mount or property
99	Superb Clothing, Excellent Weapons, and Superb Mount or property
00	Superb Clothing, Superb Weapons, and Superb Mount or property

## NPC Relevant Skills Table

Relevant Roll or Choose	Skill Level Table Add a +1 if the NPC is a professional	Quick Stats Roll or Choose	Table Statistic
%d roll	Skill Level	%d roll	
01-10	0	01-02	1
11-35	1	03-05	2
36-60	2	06-10	3
61-84	3	11-18	4
85-98	4	19-38	5
99	5	39-59	6
0	6	60-80	7
		81-85	8
		86-90	9
		91-93	10
		94-96	11
		97-99	12
		00	13

# In Harm's Way Role-Playing Game

## Ruffians and Runagates

Sometimes you want less complex characters, ones you can drop in most anywhere to provide opposition to the Player Characters without a lot of social interaction. In other words, sometimes you just want someone to shoot and be shot at. The following characters are generic opponents, able to be dropped into most any situation with only slight customization. The generic characters

are graded from easiest to most difficult to allow you the most flexibility. Throughout this section, the term "weapon skill" is used in place of the actual weapon skill relevant to the situation. Replace this term with the skill appropriate to the scenario and go. The stat for "Brawl Combat Damage" assumes that Brawl Combat skill is equivalent to Weapon Skill.

### Ruffian

STR:8	COOR:8	AGY:8	END:8	Full Constitution:	320
Weapon Skill+2				Hindered Level:	240
Other Relevant Skills: Intimidate+1				Stunned Level:	160
Brawl Combat Damage: +2		To Hit:50%		Critical Level:	80

### Thug

STR:8	COOR:8	AGY:8	END:8	Full Constitution:	320
Weapon Skill+3				Hindered Level:	240
Other Relevant Skills: None				Stunned Level:	160
Brawl Combat Damage: +3		To Hit:55%		Critical Level:	80

### Constable

STR:8	COOR:8	AGY:8	END:8	Full Constitution:	320
Weapon Skill+4				Hindered Level:	240
Other Relevant Skills: Law+1				Stunned Level:	160
Brawl Combat Damage: +4		To Hit:60%		Critical Level:	80

### Runagate

STR:9	COOR:9	AGY:9	END:9	Full Constitution:	360
Weapon Skill:+3				Hindered Level:	270
Other Relevant Skills: Sneak+1, React+1				Stunned Level:	180
Brawl Combat Damage: +8		To Hit:60%		Critical Level:	90

### Army:

STR:9	COOR:9	AGY:9	END:9	Full Constitution:	360
Weapon Skill:+4				Hindered Level:	270
Other Relevant Skills: Tactics+2, Discipline+2				Stunned Level:	180
Brawl Combat Damage:+9		To Hit: 65%		Critical Level:	90

### Highwayman

STR:10	COOR:10	AGY:10	END:10	Full Constitution:	400
Weapon Skill:+5				Hindered Level:	300
Other Relevant Skills: Dash+2, React+2				Stunned Level:	200
Brawl Combat Damage:+10		To Hit: 70%		Critical Level:	100

# In Harm's Way Role-Playing Game

## Assassin

STR:10	COOR:10	AGY:10	END:10	Full Constitution:	400
Weapon Skill:+5				Hindered Level:	300
Other Relevant Skills: Observe+3, React+3, Disguise+2				Stunned Level:	200
Brawl Combat Damage: +10 To Hit:70%				Critical Level:	100

## Marine:

STR:10	COOR:10	AGY:10	END:10	Full Constitution:	400
Weapon Skill:+6				Hindered Level:	300
Other Relevant Skills: Dash+2, Observe+2, React+2				Stunned Level:	200
Brawl Combat Damage: +11 To Hit: 75%				Critical Level:	100

## Ranger:

STR:10	COOR:10	AGY:10	END:10	Full Constitution:	400
Weapon Skill:+6				Hindered Level:	300
Other Relevant Skills: Survival+2, React+2, Dash+2				Stunned Level:	200
Brawl Combat Damage: +11 To Hit:75%				Critical Level:	100

## Thieftaker

STR:11	COOR:11	AGY:11	END:11	Full Constitution:	440
Weapon Skill:+7				Hindered Level:	330
Other Relevant Skills: Analyze+2, Research+3				Stunned Level:	220
Brawl Combat Damage: +17 To Hit:85%				Critical Level:	110

## Double Master:

STR:13	COOR:13	AGY:13	END:13	Full Constitution:	520
Weapon Skill:+10				Hindered Level:	390
Other Relevant Skills: React+5, Observe+5				Stunned Level:	260
Brawl Combat Damage: +25 To Hit:105%				Critical Level:	130

**Note:** The names are for illustrative purposes.

## The Permanent NPC

For NPCs which require more than this, the NPC should be created exactly as if the character were a player character. This will always give the best and most realistic results. Any character which needs to be that realistic should go through the complete process.

### Britain vs. America: The War of 1812 AKA The Second American War

Our men were all in good spirits; though they did not scruple to express the wish that the coming foe was a Frenchman rather than a Yankee. We had been told, by the Americans on board, that frigates in the American service carried more and heavier metal than ours. This, together with our consciousness of superiority over the French at sea, led us to a preference for a French antagonist.

Samuel Leech: "A Voice From The Main Deck."

## In Harm's Way Role-Playing Game



## Playing the Game

# In Harm's Way Role-Playing Game

## The In Harm's Way RPG

The object of the game of In Harm's Way is to *Get Notice*. Notice - and Interest - is what gets you promoted, and getting promoted is the only way you can demonstrate your character's abilities to the utmost.

High attributes are most important at young ages, where the character's skill levels are low. In general, skills are much more important than high stats, and a character who has low stats is not necessarily unplayable.

In Harm's Way is designed to be played in a linked series of actions, with each action forming the highlight of that year for the character. Each action may be one or several sessions long. You can skip one year or several between actions, or even go back in time, if you want to allow the character a certain script immunity. Because of its year-based character progression, In Harm's Way excels at this method of play. In this process, each character becomes an individual person, with all an individual person's richness.

In Harm's Way is all about the characters, and it is their strength which propels the game.

### Creating a character

The Character Generation section, together with the Skills and Equipment Sections, contain all that is necessary to create an In Harm's Way character. In In Harm's Way, you will continually be forced to decide between depth and breadth of knowledge. The deeper your character's knowledge, that is, the higher your plus rating in your skills, the better your character can use those skills. The broader your character's knowledge, the more skills you have to affect things. Your character will always be a compromise between depth and breadth. Every character is unique in In Harm's Way, and there is no "better" character. In Harm's Way characters proceed directly from the life experiences and history of the character.

### Constitution

Constitution is the character's total ability to keep functioning.

***Constitution is the character's strength, coordination, agility, and endurance added together and multiplied times ten.***

The constitution has various levels which indicate how the character is doing:

#### **Normal**

The character is at peak condition, and functioning normally.

#### **Hindered**

The character is hurting. Initiative, To Hit, Damage, Skill, and any other %d roll is at a penalty of 20. This may be a +20 where you need to roll low as in initiative, or a -20 where you prefer to roll high, such as damage.

#### **Stunned**

The character becomes Stunned. The character can be made conscious again by shaking or shouting, but any damage will make the character Stunned again. In addition, the character is also Hindered. The character can bring himself out of the stunned state with a successful Overdo check, or an END X 1 Attribute check.

#### **Critical**

The character is really hurting. The character is Stunned, cannot be woken up, and is bleeding to death at the rate of 10 points per round. The bleeding will stop if the wound is bound, another character taking one round to do so, and is defenseless while doing so.

**Normal Level** is 100% of constitution,

**Hindered Level** is 75% of constitution,

**Stunned Level** is 50% of constitution, and

**Critical Level** is 25% of constitution.

When the character is between Hindered Level and Normal Level, the character is Normal. Between Stunned Level and Hindered Level, the character is Hindered. Between Critical Level and Stunned Level, the character is Stunned. Below Critical level, the character is Critical. If the character is exactly on a level, a character functions at the level above. For instance, if a character is exactly at Hindered Level, the character is Normal.

### In Harm's Way Task Resolution

There are three possible in-game task resolution rolls in the StarCluster System, used by In Harm's Way. All are performed with percentile dice:

#### **Initiative:**

Initiative rolls answer the question "Exactly when is your best shot at attempting what you want to do?" The lower you roll, the earlier you can go. Many times, exactly when you attempt an action is unimportant, so this roll is not needed. If the GM says "Roll Initiative," it means that from this point until the GM tells you initiative is over, timing is vital to determine what happens. Combat is almost always done in initiative, but there are other times when initiative may be very important too - defusing a bomb, debating, sports, sealing a hull rupture, etc. It is up to the GM to call for initiative, but players may always suggest going into initiative if they feel it would be better. There are sometimes modifiers to this roll. They are always applied to the roll itself. Bonuses subtract from the roll, and penalties add to the roll.



# In Harm's Way Role-Playing Game

## Chance of Success:

Chance of Success rolls answer the question **"Do you succeed at what you are trying to do?"** Chance of success rolls are always of the 'roll under target number' type, but there are different ways of determining the target number to suit different circumstances. There are usually modifiers to this roll. They are always applied to the target number. Bonuses add to the target number, and penalties subtract from the target number. **A "to hit" roll in combat is a chance of success roll.** Many times, the chance of success for an action is assumed to be unnecessary, especially given enough time. Other times, the chance of success is not at all certain, and a roll must be made.

Here are the various ways of determining target numbers for chance of success:

## Skill Check

Skill checks are generally used when the character has a skill that is relevant to the situation, such as a skill of surgery to deal with a bullet wound. The player can propose interesting and imaginative ways any skill can be used in any situation, but final judgement is the GM's.

**In a skill check, the target number is the player character's skill chance. The base skill chance is always 45 at skill+1, with 5 added per level of skill. Thus base skill+2 is 50, skill+3 is 55, etc. To the base skill chance is added a bonus due to high scores in the governing attribute; 5 for every 2 point above 7 in STR, COOR, AGY, END, and CHAR, and 1 per point above 120 for IQ.**

Thus STR 11 would get +10, COOR 8 would get +0, CHAR 10 would get +5, and IQ 127 would get +7. A character with climb+3 and AGY 11 attempting to climb a steep rockface would have a target number of (base 45 + skill level 10 + attribute 10) 65. Further situational modifiers may be given by the GM - if the cliff is of weak shale, there might be a penalty, or if the cliff is knobbed and full of handhold and footholds, there might be a bonus.

## Attribute Check

Attribute checks are generally used when the player has no skill to properly apply to a situation, so the character's raw abilities are used to determine the target number.

In an attribute check, the target number is the attribute in question multiplied by a number, and modified for high values for that attribute.

**The number to multiply the attribute by is determined by the difficulty of the situation.** Lifting a 20 kg block of wet ice is much more difficult than lifting the same mass properly balanced with straps or handgrips. The suggested multipliers for **STR**, **COOR**, **AGY**, **END**, and **CHAR** are AttributeX1 to AttributeX5, with X1 being very difficult and X5 being moderately easy.

For **IQ**, the suggested multipliers are X1, X1/2, and X1/4, with X1 being moderately easy and X1/4 being difficult. To the base target number is added a bonus due to high scores in the particular attribute; 5 for every 2 point above 7 in STR, COOR, AGY, END, and CHAR, and 1 per point above 120 for IQ. Further situational modifiers may be given by the GM.

**The attribute to use should be determined by what the character is trying to do:**

**STR** for lifting, pushing, pulling, prying, gripping, etc.

**COOR** for catching, throwing, aiming, etc.

**AGY** for running, jumping, dancing, swimming, etc.

**END** for staying awake, noticing, keeping going, etc.

**CHAR** for convincing, lying, sweet-talking, etc.

**IQ** for problem solving, learning, pattern recognizing, etc.

Thus a difficult puzzle might be IQX1/4, a moderate notice check might be ENDX3, or an easy lifting job might be STRX5.



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## Cover Check

A cover check is used to assess whether a character's cover is good enough to prevent an opponent's success. The target number is the amount of cover, standard cover being 0%, 25%, 50%, and 100%, while varying amounts of cover are given due to skills, such as the Dash skill. A roll under the target number means the cover succeeded in preventing the opponent's success. The GM may give bonuses or penalties due to lighting, camouflage, atmospheric conditions, etc. Cover can be used for combat, sneaking, hiding, and other attempts of the sort.

## Quality of Success

Quality of success rolls answer the question "**How well did you succeed?**" The higher you roll, the better the success was. Modifiers to quality of success rolls are added directly to the roll, with bonuses increasing the roll and penalties subtracting from the roll. **A damage roll in combat is an example of a quality of success roll**, with one modifier being determined by the weapon used. Another example would be a character writing a story. The higher the quality of success roll, the better the story. Many times, quality of success is unimportant, and can be eliminated.

## In Harm's Way Combat

The initiative system of In Harm's Way works on the assumption of a one-minute round. This is divided into 120 half-second segments called "initiatives". Normal initiative is between one and 100, and is decided using a %d roll. Characters who are hindered or worse have a +20 penalty to their initiative, and thus may go as late as 120. During their initiative, the character may use a weapon and attack, use a skill, or perform a major action. What constitutes a major action is necessarily left to the discretion of the GM, but certainly driving a carriage, performing first aid, or moving long distances are major actions, and these should give the GM some indication of the use of the term.

**If there is an ambush or surprise attack situation**, the skill Tactics should be checked. Setting up an ambush or surprise attack requires a Tactics check and Quality of Success roll. Discovering a properly set-up ambush before walking into it requires a successful Tactics check, with the quality of success compared to that of the character setting the ambush. An END or Observe check could also be used to sense the ambush, with the quality

of success compared to that of the character setting the ambush.

Alternatively, if the characters don't have Tactics, the PCs and the enemy as a whole roll %d. The results are compared. If the PC's die roll is within 20 of the enemy, there is no surprise, and normal combat begins. If the PCs roll more than 20 lower than the enemy, the PCs have surprised the enemy and get an entire round (one minute) to attack without effective reply from the enemy before normal combat begins. If the enemy rolls more than 20 lower than the PCs, the enemy gains this surprise round before normal combat begins.

If the player characters achieve surprise, they should individually roll initiative on %d, and act from lowest roll to highest. When normal combat begins, initiative is rolled. Each player rolls %d separately, and the enemy rolls collectively. Lowest roll goes first, and proceeds to highest. Characters and enemies can talk out of turn.

## Trading Points

Player characters may trade percentile points between initiative, the to-hit roll, and damage. That is, a player may choose to delay his character's initiative in order to achieve a better percentage to hit, or take a penalty on damage to speed his initiative, or take a penalty to hit to speed up initiative and increase damage. Any initiative lower than 1 goes first, any initiative higher than 120 goes last, and in case more than one character does so, the player with the lower total goes before the others. The penalties and bonuses must equal each other - i.e. a 40 point speed up on initiative must be balanced by penalties to the to-hit roll and/or damage which equal 40. The points traded must be declared before dice are rolled, except in the case of initiative.

**For example.** John rolls a 55 on his initiative roll. He slows down his initiative by 20, pushing him up to a 75. On his initiative, his target number is 60% and he elects to raise that to 65%. He rolls a 63 and hits. His damage would normally be a +15, but with the additional +15 left over from the initiative penalty, he does +30. He rolls an 82, which comes to 112 points of damage after bonuses are added.

Characters who have achieved **weapon mastery**, that is at least a +5 in that weapon skill, gain an extra attack each round with certain weapon types. The same holds true at every fifth level of weapon skill, i.e. +5, +10, +15,

# In Harm's Way Role-Playing Game

and so on. A character with a firearms skill of +11 thus would have 3 attacks per round with any firearm. These attacks should take place at intervals of 10 initiatives. Any other skill used in initiative gains the character a reroll per level of mastery.

**For example:** Peter, a character with Firearms+11, has 3 attacks per round with Firearms. For his initiative, he rolls a 54. If he is not hindered, he may perform an attack on initiatives 54, 64, and 74. This is referred to as 'splitting' an initiative. A character may opt to perform a small action on one of his split initiatives if the GM feels that is reasonable. For instance, Peter uses his attack on initiative 54 to gain 50% cover behind a large boulder. Peter may **not** use one of his three split initiatives to perform a major action, or attack with a different type of weapon, unless the same level of mastery applies to that weapon skill. These things take up the entire initiative.

**Damage** is a quality of success roll using %d plus the damage modifier of the weapon. For example, a pistol has a damage modifier of +30, so the player rolls %d and adds 30 points, for a result between 31 and 130. If the damage modifier is negative, the number is subtracted from the %d roll, with any negative result rounded to zero, so a weapon rating of -20 would have a result of 0 to 80 points. This number is subtracted from the constitution of the character who was hit.

Combat in In Harm's Way tends to be short, brutal, and bloody, but seldom deadly. One side of the combat will usually end up Stunned, with a few Critical, and possibly one or two dead. This is good for the game, and good for the players, as losing a single combat usually means they are taken prisoner, rather than dead.

## Ranges

Ranges in In Harm's Way are given by weapon as chance of success modifiers. A weapon's range rating is one of the following:

**Point Blank** - Within 2 meters. This is the range for all held weapons that must be used held in the hand, like most blades and melee weapons.

**Short** - Between 2 and 10 meters.

**Medium** - Between 10 and 50 meters.

**Long** - Between 50 and 250 meters.

**Far** - Between 250 and 1000 meters.

**Very Far** - Between 1000 and 2000 meters.

**A weapon's Range rating is the range at which it is normally effective**, that is, at a penalty of zero. The next range higher is always at minus 40% to hit, the range after that is impossible to hit. Closer ranges give a +5% for each of the next range steps, giving a +5% to hit for the next nearer range step and +10% for the next range step closer than that. .

**For example:** Mike has a Firearms+5 and a COOR of 9. This gives him a base to hit percentage of 65% to hit with Firearms weapons, modified up +5% for his coordination to 70%. Using a Flintlock Pistol, with a Range rating of "Short", Mike hits targets at short range at the normal percentage, which is 70%. At "Medium" range with this weapon, Mike has a -40%, or 30% chance to hit. At one step nearer, or "Point Blank" range, Mike has a +5% or 75% chance to hit.

**In a further example:** Mike uses a Rifle, with a Range Rating of "Long". If the target is at long range, Mike has a 70% chance to hit. If the target is at "Far" range, Mike has a -40% modification giving him a 30% chance to hit. At "Medium" Range, Mike has a +5%, or 75% chance to hit. At "Short" range, he gets a further +5% to hit, increasing his chance to 80%. If the target is further away than "Far", Mike cannot hit the target because it is too far away.

## Cover

Cover is the use of obstructions to decrease the probability of being hit. Examples are hiding behind a rock, or firing from around a doorway. In the In Harm's Way game, normal cover is rated in 4 steps: 25% cover, 50% cover, 75% cover, and 100% cover. The effects of such cover are given below.

**25% Cover** - The target is behind a light barrier, or perhaps an obscuring curtain of cloth or leaves. If the shooter rolls a hit, a second roll against the cover is made. A roll of 26 or higher, unmodified, is a true hit, anything lower hits the cover instead of the target. The target has no penalty to return fire.

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**50% Cover** - The target is behind low bulwarks, or shooting around a doorway or a large tree, or something similar. If the shooter rolls a hit, a second, unmodified roll is made against the cover. A roll of 51 or greater is a true hit, anything else hits the cover. The target has a -25 penalty to return fire.

**75% Cover** - The target is in a well protected position, firing through a loophole or a gunport, or some similar situation. If the shooter rolls a hit, a second roll against the cover is made. A roll of 76 or higher, unmodified, is a true hit, anything lower hits the cover instead of the target. The target has a -50 penalty to return fire.

**100% Cover** - The target is entirely behind some large, solid object, and cannot be hit. The target cannot return fire, as doing so will reduce the cover to a 75% rating at least. Cover should be adjudicated by the GM using the examples above.

## Healing

Natural healing takes place over time, at a rate of 20 points a day. A successful Diagnosis skill check adds a bonus of +20% to the success of the treatment, drug, herbalism, or surgery skills. With a successful drug or herbalism skill check, the regimen boosts the rate of healing by another 30 points a day. A successful treatment or surgery skill check adds a bonus of another 30 points a day.

You can't use certain skills in combination. For instance, surgery and treat work with different methods in a similar manner. Thus they cannot be used on the same person at the same time. The same holds true for drug and herbalism. **The maximum natural healing rate, therefore, is 80 points a day. This assumes normal healing (20), plus either drug or herbalism (+30), plus either surgery or treatment (+30).** Normal healing requires a minimum of seven hours of sleep per night and non-strenuous work for the duration. Without both of these conditions being met, no healing will occur.

## Applicable Skills

In running a In Harm's Way game, you may find that for a given situation there are several skills which can be applicable. For instance, Jack, Joe, and Jim all need to get over a fence. Jack says he would like to use Dash and flip over it, Joe wants to use Gymnastics to vault it, while Jim wants to use his Climb skill to climb it. All these are per-

fectly applicable to the situation. In many cases you will have to use your judgement as to which skill is applicable, but generous use of common sense is indicated.

Remember, if you feel that in the given situation a different check would be more suitable, go with your instincts. These are guidelines, not hard and fast rules. We laid out these several methods to give GMs a choice, as we felt that the GMs, who know more about the given situation than we ever could, would be the best ones to decide.

## Weapons and Skills

The "Skill Required" column in the Equipment: Weapons guide refers to the skill required to wield the weapon effectively. Anyone can pick up a boarding axe and hack at things with it, but it takes real skill to use effectively. A person using a weapon uses it at the lowest level of the appropriate skill unless their skill level meets or exceeds the skill required to wield the weapon effectively.

**For example:** Horatio, with a skill of melee+2, attempts to wield a boarding axe, which requires a skill level of melee+3. Horatio will be effectively melee+1 while using the axe until his melee skill is at least melee+3. At that point, he can use the axe to its full potential and has an effective skill of melee+3 with the boarding axe.

**Damage is prorated to the level of skill the weapon wielder possesses.** For instance a boarding axe has a damage rating of +30 and requires a skill level of melee+3. The damage is divided by the level and rounded down, so that the axe has a damage rating of +10 in the hands of a person with a skill level melee+1 and a damage rating of +20 in the hands of a person with a skill level of melee+2. To return to Horatio, our example from before, he has the following to hit and damage ratings at various skill levels:

At 15 Horatio gets Melee+1, making him a Melee+1. He uses a boarding axe with a 45% chance to hit and a damage of +10.

At 18, Horatio gains a Melee+1, making him a Melee+2. He is still 45% to hit and his damage is now +20.

At 22, Horatio gains a Melee+1, making him a Melee+3. He is now at 55% to hit, and his damage is the full +30, which is the maximum damage with this weapon.

People with no skill in the appropriate weapon type inflict damage as if at the character were at skill level +1, but halved.

# In Harm's Way Role-Playing Game

**For example:** Before he was 15, Horatio wielded a Boarding Axe at a damage rating of  $(+10)/2$  or  $+5$ .

## Firearms

All firearms in this game are muzzle-loading weapons. This means reloading is difficult and time consuming, and limits the maximum shots per round to three for smoothbores, and 2 for rifled weapons. In addition, these weapons cannot be reloaded in close combat. The usual usage is to fire pistols and drop them for later collection, or to fire muskets and use the stock as a club.

## Suppressive Volley Fire

Suppressive volley fire is used to pin down the enemy in heavy cover, giving them substantial penalties in firing. It is primarily a defensive option, but if the fire happens to hit an unprotected human, the results are generally lethal. For example, volley fire is pinning down a small group of ten in a rockpile. They are safe as long as they stay under cover. If one of the three breaks cover, a roll to hit is made by the officer controlling the fire. Use a default Firearms+2 for sailors or +3 for marines.

On a hit,  $1d10/2$  rounds hit the target. If volley fire is used against targets out in the open, cover rules are not used. Volley fire is achieved from a group of at least five weapons firing into the same area.

A successful suppressive fire pins down the opponent so he can't move without risking being hit. A Quality of Success roll for the suppression can be directly applied to the opponent as a negative modifier on his Chance of Success. One quarter the Quality of Success should be used for volley fire.

**For example,** volley fire is being used to suppress fire from enemies using muskets. The suppression is successful, and the leader of the volleying group makes a Quality of Success roll of 45. The enemies have a negative modifier of 11 on their attempts to hit this turn.

## Grenadoes

Grenadoes burst in an area of effect 10 feet (approx. 3 meters) in diameter. The character using the grenado picks a particular target. On a hit, the target suffers the grenado's standard damage. If any other character is within the area of effect, and the number rolled for the original hit would hit that other character with a -30 penalty, that character is also hit. Cover rules apply, but the cover must be between character and blast.

**For example,** Joe throws a grenado onto a group of three enemy in the wood. He has a target number of 65% with grenades, and hits the target with a roll of 20. The target number of  $65 - 30$  is 35, which is above his roll of 20, so both other characters in the radius of effect are also hit. The trees provide some cover, so each of the three characters make cover rolls. The first roll, for the target, fails, as does the second, but the third cover roll succeeds. Thus targets one and two are hit by the blast, while a tree happens to be between 3 and the blast, and thus he suffers no damage.

Other area of effect weapons such as volleys, artillery fire, etc. use the same process as above, varying in the radius of their area of effect and the damage suffered on a hit. Area of effect weapons can be smothered at great risk. A character can throw himself on a grenado if within the area of effect. If he does, the character suffers 4 times the damage he would normally with no chance of cover. This does protect any others in the area of effect from the blast. Throwing oneself on a grenado is an act of great heroism, and few such heroes survive.

## General Knowledge and Languages

There are a lot of situations in which the character has unquantifiable knowledge, such as general geographic knowledge of an area or perhaps cultural knowledge of a people. In these cases, the GM should decide if the player knows anything concerning the situation based on the character's background, and how much the character knows. The level of knowledge can be placed as 4 basic categories: None, Acquainted, Competent, and Fluent.

**None** means the character has no knowledge or only the most rudimentary knowledge of a situation.

**Acquainted** means the character has some knowledge, but that knowledge is sparse and incomplete.

**Competent** means that the character's knowledge is quite good, and the character can be expected to know quite a bit concerning the subject.

**Fluent** means that the character knows anything a native of the area or equivalent would know.

Fluent does not mean the character knows everything.

These categories should be used for languages as well. Each time a character takes the Linguistics skill, he

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learns a new language at Acquainted level, and any other languages a character already has are moved up a level - Acquainted becoming Competent, and Competent becoming Fluent. A character can have any level of competence in any language if it fits his background without taking the Linguistics skill.

A person with a Fluency in a language is automatically rated competent in any nonnative dialect of that language, and is automatically rated as Acquainted in related languages. For example, a Fluency in Standard German means the person is automatically Competent in the Bavarian dialect and is automatically Acquainted with Dutch. This simulates the fact that root words can be similar enough to be understandable between languages. A German speaker would be able to - say - ask where the bathroom is and be generally understandable to a Dutch speaker with a bit of effort on both parts, but would be unable to have anything approaching a normal conversation.

With Competence, the people involved can communicate normally, but many subtleties are lost. No one would mistake a Competent person as a native. With Fluency, all shades of meaning come through, true translations become possible, and one can pass as a native, all other things being equal.

## Levels of Mastery

Levels of mastery are skill levels at the multiples of +5 (+5, +10, +15, etc.) Each level of mastery gives the character repeated attempts at success. In combat, this translates to multiple attacks per round. A character with a single level of mastery gains a second attack, while one with double mastery (+10) has three attacks per round. Repeated attacks wouldn't mean much for - say - a biology check, so for non-combat skills, each level of mastery gains the character a re-roll if the previous roll fails.

**For example**, a character with a skill level of +11 not only has a base success chance of 95%, but if the first roll is a failure, the character has 2 re-rolls to make it. A character with a double mastery should almost never fail at that skill.

## Descriptions of Success or Failure

The players should describe what they are attempting to do with a success or failure, whether in combat or non-combat. The GM interprets the degree of success/damage roll according to what was attempted

### For example:

Paula: "A 38! That's a hit! I thrust the cutlass into the sailor's belly and rip down!"

Paula: "I roll for damage - a 52, plus 20 from my initiative, +20 for the cutlass, makes 92 total."

GM: "Ahhh - the sailor shudders and jerks away from you, twisting toward Yves. A spatter of blood rains down underneath him. Yves? You are next."

Yves: "I swack him away from me with the butt of my musket. Umm - drat! That's a 74! A miss! I needed a 65 or less!"

GM: "Your blow hits the boom and glances off, deflecting the force into thin air."

## Complex Problems and Solution Points

If you have a complex task that you don't want to be solved too quickly, you can assign the task a number of Solution Points, which work like Constitution works in combat. The number of points you assign should be proportional to the difficulty of the task. Limit the attempts at solution to one per unit on the list below, depending on your idea of the speed of the task.

### Task units:

1 min., 2 min., 4 min., 8 min., 15 min., 30 min., 60 min./1 hr., 2 hrs., 4 hrs., 8 hrs., 15 hrs., 24 hrs./1 day, 2 days, 4 days, 7 days/1 week, 2 weeks, 4 weeks/1 month, 2 months, 4 months, 6 months, 12 months/1 year

**For example:** A player wants to adjust the sailing trim of his ship by re-raking the masts. You assign - say - 500 points, and allow attempts once an hour. That should draw the task out properly.

Characters can push the time between checks down by taking risks. Increasing the time by 1 step would be -10, making success either 10 points more likely, or making success 10 points more useful. Decreasing the time by 1 step would be +10, so you'd either have to reduce the value of success by 10, getting less done, or reduce the chance of success by 10.

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**For example**, say fishing a sprung mast took 100 points to do, with 8 minutes per check. If you didn't have enough time, you could reduce the time between to 2-minute checks; -30% to chance (reducing your chances of success notably) or -30 to the value of the quality (meaning you rush to get just one more thing done, no matter how well done,) or a lesser penalty to both equalling 30.

Conversely, one could take longer to achieve a task, gaining consequent bonuses to chance and/or quality.

Note that with levels of mastery, truly skilled people could afford to save time or improve progress much more frequently

## Practicality and Honor

The Players must continuously choose between the practical course of action and the honorable course. Taking the honorable course when there is a choice adds 1 to the PC's Honor score, and subtracts one from the PC's Practicality score. Conversely, choosing the practical course adds one to the PC's Practicality score and subtracts one from the PC's Honor score.

The PC can add his Honor score to any rolls where the PC's Honor might help, such as convincing captains and admirals of the need for a certain action, dealing with lords and ladies and other court actions, and diplomacy, or for any Leadership roll.

The PC can add his Practicality score to any rolls where the PC's Practicality might help, such as dealing with criminals, pirates, and Dockyard officials, bribing, finding information from low lives, intimidating, or any Discipline roll.

Practicality plus Honor must always equal 20. The PCs start with 10 points in each.

## Command

A character need not be a Commander to command a small vessel, such as a cutter or schooner. These vessels are known as Lieutenant's Commands, because of this. If a Lieutenant is selected for commanding such a vessel, there can be no Lieutenants under him - the other officers must be Warrant Officers and/or Midshipmen. This is an option for the GM and play group. Only senior Lieutenants are chosen for such commands.

A Commander properly commands a small vessel, such as a Corvette or Brig. A Commander may have Lieutenants under him, but never many. The balance of the PC officers would be Warrant Officers and Midshipmen. Any vessel commanded by a Commander is technically a Sloop of War. Commanders wear a single epaulette on the left shoulder.

Post Captains command all ships larger than a Corvette. The more senior the Captain, the larger the ship or the more independent the command. Junior Post Captains wear a single epaulette on the right shoulder. Those with three years service or more are Senior Captains, and wear an epaulette on each shoulder.

In the British Navy, Commodore is a temporary rank given the senior captain commanding a flotilla, or small mixed group of vessels. When the command ends, the rank is rescinded. There are two different types of Commodore. A junior Commodore commands his own ship as well as the flotilla, and is treated as a senior Captain. A senior Commodore has a Captain under him to command his flagship, and is treated as a Rear Admiral.

In the American Navy, Commodore is a permanent rank. The American Navy had no admirals until the 1860s, and Commodores functioned in place of Admirals. American Commodores were treated as Rear Admirals.

No matter what the rank of the vessel's commander, he was always addressed as Captain by courtesy.

## The Chain of Command

Captain, 1st Lieutenant, 2nd Lieutenant, etc. by seniority, Senior Midshipman, Next senior Midshipman, etc. by seniority. If the Captain and all the Lieutenants fall, the senior Midshipman is responsible for commanding even the largest ship. Warrant Officers are not in the Chain of Command.

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## Troupe Play

Troupe play is highly recommended for In Harm's Way. It is the default play style, though the GM and Players may decide not to use it.

In Troupe Play, the Players have more than one PC, of different rank. This allows a great deal of flexibility in running the game, as it would be awkward to conceive of many situations where all the officers are together all the time. What with being on different "watches" or shifts, being physically isolated from each other, and being sent off on various missions.

Troupe Play resolves this by having one or two PCs being their main characters, while the others play Warrant or Petty Officers or sailors, as the situation requires. We recommend that each Player have three PCs - one officer, one Warrant or Petty Officer, and one Seaman. This way, the GM can fill a party out, no matter what situation crops up.

The GM is entreated to give equal spotlight time to each of the PC officers, as - unlike the secondary characters - the Officers are in a race to accumulate points for promotion. Giving one PC officer substantially more spotlight time would be unfair to the other players.

For Example, in a playgroup with four players, Sean, Jerry, Gwen, and Jo.

Sean's Officer is James Eggleston, Midshipman. He also plays the ship's Surgeon, George Abernathy, and Able Bodied Seaman Willie Forman.

Jerry's Officer is Gregory Jones, Midshipman. He also plays the Bosun, Michael Deever, and Able Bodied Seaman Horace Reed.

Gwen's Officer is Jack Hiller, Midshipman. She also plays the Sailmaker, Harry Rhodes, and Able Bodied Seaman Big John Fielding.

Jo's Officer is Frank Whipple, Midshipman. She also plays the Gunner, Joe Black, and Able Bodied Seaman Ronald Given.

Mr. Whipple is given a task of watering - filling barrels with drinking water - at a little spring along the coast of Sardinia. He takes along the Surgeon, who likes to get out of the ship when he can, and a party of ten seamen, including Horace Reed and Big John Fielding.

Mr. Jones is given the task of furling the main topsail in a terrible storm. Helping him along the yardarm are Willie Forman, Big John Fielding, and Ronald Given, among others.

Mr. Hiller is given the task of rowing guard duty about this ship on a cold December night as she's anchored at Spithead. Among the eight men manning the oars are Willie Forman, Horace Reed, and Ronald Given.

Mr. Eggleston is given the task of escorting the young Prince of Seitz-Budenow on a tour of the ship, visiting among others, the Sailmaker, the Gunner, and the Bosun.

In each of these instances, there is potential for Notice. The watering party may be ambushed by hostile Sardinian guerrillas. The storm may crack the topmast, sending the seamen and officer over the side. The guard boat might meet up with a French privateer, sneaking into the anchorage under the cover of fog. The Prince may be a temperamental spoiled brat, and the tour may require ticklish diplomacy to avoid disaster. In any case, all the Players are involved, no matter what the situation.

## Giving Notice

Giving notice to a PC should always be done in character - as the Captain, Admiral, or Lieutenant in charge. This lets the PC interact with his superiors, and learn why the notice was given as well as where he stands in the superior's estimation. A "Well done there, Mr. Jones." goes a long way towards cementing relationships between the Officers, and makes the Players feel good for a job well done.

## Negative Notice

Notice is not always a good thing. Sometimes the PCs screw up, and sometimes fate conspires against them. In these cases, negative notice is given, setting the PC back and giving the PC a bad name amongst his superiors, just as Notice gains him a good name. Setbacks should be temporary, spurring the PC on to greater renown in order to erase the stain on his name. No one wants to be known as the fellow who screwed up a simple assignment.

In giving Negative Notice, let the PC know just how disappointed the superior is in his conduct - the Lieutenant was expecting better of him, and the PC let him down. Give the PC a dressing down, but don't give him cause to hate the superior officer, unless the officer is deserving of that hatred - some real bad apples get commissions in the Navy.



## In Harm's Way Role-Playing Game





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## Medicine and Surgery

### The status of surgery and surgeons

Surgeons of the game era were not doctors, they were barely one step up from the medieval barber-surgeons. They did not have degrees, but were examined by the Sick and Hurt Board for a certificate. They could cut off a limb, extract a bullet, sew up flesh wounds, set broken bones, treat syphilis with the mercury cure, bleed and purge a patient, and that was about it.

The theory of disease was just starting to emerge from the "balance of humours" phase. They knew certain treatments helped certain diseases and wounds, but they had no real clue why it all worked. They worked with whatever practical knowledge they could find, and dealt with the inevitable heavy losses by a near universal habit of heavy drinking.

### Debilitating Wounds

The standard damage system doesn't reflect the primitive nature of the era's medical capabilities. To better reflect this, and to better reflect the source literature, the players can decide for their PCs to take debilitating wounds rather than standard Constitution damage. Here's how it works:

A player may choose to voluntarily take a debilitating wound by simply declaring so at the time of the injury. Instead of taking whatever damage was rolled, the PC can nullify most or all of the damage, and continue on as if nothing happened. After the fight, when the adrenaline wears off, the wound takes effect. This may be for various reasons - the adrenaline rush of combat kept him going without noticing the wound, the wound was minor but later became infected, or whatever. The choice is up to the player.

### Example:

Lt. Hardy, leading a boarding party aboard a French frigate, meets up with the opposing Captain on the quarterdeck. The Captain, a master of Blade, slashes twice at Hardy, doing 205 total points of damage. Hardy's player rolls an END check and fails. Knowing he'll fall, and without him the Boarding action may falter, he declares Hardy will take the loss of his left hand instead, and only takes 70 points of normal damage, well under his Stunned threshold.

After he's won the match and taken the ship, Hardy keels over from blood loss. The Surgeon, unable to heal his hand, has to amputate it at the wrist.

### Wounds and their effects

Wound	Damage Nullified	Permanent Effect
Disfiguring Scar	50	-1 CHAR
Loss of Ear	-60	-10 to all Alert and Observe rolls
Loss of Eye	-75	-20 to all Alert and Observe rolls
Permanent Limp	-85	-1 AGY
Shattered Elbow	-100	-1 STR
Lung Injury	-120	-1 END
Loss of Hand/Arm	-135	-1 COOR
Loss of Foot/Leg	-150	-2 AGY

### Standard Medical Procedure

#### Diagnosis

Diagnosis attempts to ascertain exactly where the problem lies. A Diagnosis check is done before any other medical procedure. A successful Diagnosis check gains the Surgeon a 20 point bonus to all subsequent medical rolls for this patient.

#### Surgery

Surgery is used if the patient is wounded rather than ill. It covers operations, extracting musket balls, stitching open wounds, and amputations. Once the patient has been treated with surgery, all subsequent treatment uses the Treatment skill instead.

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## Treatment

Treatment covers all other types of medical procedures. It is used instead of, never with, the Surgery skill.

## Drugs

Drugs of the period are prepared extracts of natural poisons, soporifics, and medicinal plants of any type. Drugs are used with either Surgery or Treatment to help the healing process.

## Herbalism

Herbalism is the knowledge of the medicinal properties of wild plants. Herbs are less strong than drugs, but available anywhere, and the knowledge is easily gained by anyone.

## Example Procedure

A patient comes in with a bullet wound. The Surgeon uses Diagnose to find the exact position of the ball, then uses Surgery to extract it and any cloth or other foreign matter that may have been driven into the body. Drugs are used to treat the wound and promote healing. After sleeping, the patient gains 20 points from sleep, 30 from the Surgery, and 30 from the Drug.

The next day, the Surgeon uses Diagnosis to track the healing process, Treatment to heal the wound and prevent infection, and Drugs for medication. After sleeping, the patient gains 20 points from sleep, 30 from the Treatment, and 30 from the Drug.

## Sickness

Sickness took many more lives than wounds did in this era, especially in unhealthy places like the Caribbean and the East Indies, where Cholera, Yellow Jack, Malaria, and the like abounded. Crew mortality rates in these areas - especially on land - should be very high.

Treatment for these diseases was very chancy. Sometimes the treatment was worse than the disease. Successful recovery should be random or dictated by the GM.

PCs are immune from the worst effects of these diseases. If they get sick, it is a roleplaying opportunity - or perhaps a good way to explain the absence of a player from a game session. They will always eventually recover.

## Cannonballs and Gore

In the midst of a sea battle, when the cannonballs are flying, men are decapitated, shredded, disemboweled, pulped, and lacerated. Grape and canister act like a giant shotgun. 24 pounders obliterate men. Jagged foot long splinters fly through the air, spitting men like spears. The man standing next to you may be pulped by a cannonball, spraying you with blood and brains.

Play this up during a cannonading. It's a violent, bloody era. You know your group better than we ever will, so make sure you push but do not exceed their limits.

## The Butcher's Bill

The Butcher's Bill is a phrase used after an action to refer to the number of killed and wounded. The Captain is sure to ask the Surgeon for the Butcher's Bill after the conflict is resolved. As a rule of thumb, the GM needs to know the crew size on the vessels involved, the results of Crew Hits, and any lucky shots which wounded a significant number of crew. Relative Ferocity is a judgement call by the GM.

Relative Ferocity	Casualty Adjustment
<b>Mild</b>	<b>-20</b>
<b>Moderate</b>	<b>-10</b>
<b>Normal</b>	<b>0</b>
<b>Tough</b>	<b>+10</b>
<b>Fierce</b>	<b>+20</b>
<b>Brutal</b>	<b>+30</b>

The captain and the GM roll a Quality of Success check for their effectiveness in keeping their men alive, adding the Casualty Adjustment above to the roll. A modified roll of 0 or less means 10% casualties, while a modified roll of 100 or more means 75% casualties.

Generally, the loser of the conflict had 50% of its casualties wounded and 50% dead, while the winner had 75% of its casualties wounded and 25% dead.

## In Harm's Way Role-Playing Game

### Britain vs. America: The War of 1812 AKA The Second American War

Though the recital may be painful, yet, as it will reveal the horrors of war and show at what a fearful price a victory is won or lost, I will present the reader with things as they met my eye during the progress of this dreadful fight. I was busily supplying my gun with powder, when I saw blood suddenly fly from the arm of a man stationed at our gun. I saw nothing strike him; the effect alone was visible; in an instant, the third lieutenant tied his handkerchief round the wounded arm, and sent the groaning wretch below to the surgeon.

The cries of the wounded now rang through all parts of the ship. These were carried to the cockpit as fast as they fell, while those more fortunate men, who were killed outright, were immediately thrown overboard. As I was stationed but a short distance from the main hatchway, I could catch a glance at all who were carried below. A glance was all I could indulge in, for the boys belonging to the guns next to mine were wounded in the early part of the action, and I had to spring with all my might to keep three or four guns supplied with cartridges. I saw two of these lads fall nearly together. One of them was struck in the leg by a large shot; he had to suffer amputation above the wound. The other had a grape or canister shot sent through his ankle. A stout Yorkshireman lifted him in his arms and hurried him to the cockpit. He had his foot cut off, and was thus made lame for life. Two of the boys stationed on the quarter deck were killed. They were both Portuguese. A man, who saw one of them killed, afterwards told me that his powder caught fire and burnt the flesh almost off his face. In this pitiable situation, the agonized boy lifted up both hands, as if imploring relief, when a passing shot instantly cut him in two.

I was an eye-witness to a sight equally revolting. A man named Aldrich had his hands cut off by a shot, and almost at the same moment he received another shot, which tore open his bowels in a terrible manner. As he fell, two or three men caught him in their arms, and, as he could not live, threw him overboard.

One of the officers in my division also fell in my sight. He was a noble-hearted fellow, named Nan Kivell. A grape or canister shot struck him near the heart: exclaiming, "Oh! my God!" he fell, and was carried below, where he shortly after died.

Mr. Hope, our first lieutenant, was also slightly wounded by a grummet, or small iron ring, probably torn from a hammock clew by a shot. He went below, shouting to the men to fight on. Having had his wound dressed, he came up again, shouting to us at the top of his voice, and bidding us fight with all our might. There was not a man in the ship but would have rejoiced had he been in the place of our master's mate, the unfortunate Nan Kivell.

Samuel Leech: "A Voice From The Main Deck."

# In Harm's Way Role-Playing Game

## Suggested Notice Awards

This is a general list of suggested Notice awards for various actions. Since player characters do unexpected and creative things, this list is for reference only - you will probably have to interpolate where the character's actions lie on this list and adjust your reward accordingly.

If a character does multiple things deserving Notice in a single session, you have to judge whether the PC's actions were dependent on another action, or were independent. You should only Notice the action with the highest Notice award if the actions were dependent. Independent actions deserve separate Notice.

For example, Lt. Hardy captures a frigate in a boarding action, during which he exhibits extreme bravery and saves another player character from certain death. After the boarding, while commanding the prize crew, he discovers a secret stash of papers with the Spanish private signal for the month hidden in the Spanish Captain's cabin.

The extreme bravery and saving of the other character's life happened during the course of capturing of the frigate, so only the highest award, for capturing the frigate, is given. Finding the papers is a separate and independent action, and separate Notice should be given for that.

Notice awards which carry an asterisk should only be given the for first time the player character does a particular action. After this, it becomes expected behavior. Notice is only given when the character goes beyond expectations.

Feel free to adjust the Notice given if the circumstances are particularly noteworthy or easy. These awards should be considered guidelines, not strait-jackets.

Action	Award
<b>Taking a 1st through 4th rate leading a boarding party</b>	<b>200</b>
<b>Stealing a vessel from the enemy</b>	<b>200</b>

Action	Award
<b>Defeating a vastly superior enemy</b>	<b>200</b>
<b>Taking a 4th through 3rd rate leading a boarding party</b>	<b>150</b>
<b>Leading a successful mass escape from captivity</b>	<b>150</b>
<b>Taking a 6th through 5rd rate leading a boarding party</b>	<b>100</b>
<b>Performing a successful diplomatic mission</b>	<b>100</b>
<b>Taking an unrated vessel leading a boarding party</b>	<b>50</b>
<b>Escaping from enemy captivity</b>	<b>50</b>
<b>Exhibiting extreme bravery</b>	<b>50*</b>
<b>Leading a successful cutting out operation</b>	<b>30*</b>
<b>Leading a successful shore raid</b>	<b>30*</b>
<b>Successfully exploiting a lucky break</b>	<b>30*</b>
<b>Going behind enemy lines for information</b>	<b>30</b>
<b>Using successful delaying tactics</b>	<b>30</b>
<b>Leading a successful detached mission</b>	<b>20*</b>
<b>Saving another player character from certain death</b>	<b>20*</b>
<b>Finding secret information</b>	<b>20</b>
<b>Getting an important message to its intended recipient</b>	<b>20*</b>
<b>Leading a successful counterattack</b>	<b>15</b>

# In Harm's Way Role-Playing Game

## Small Notice Awards

Smaller notice awards can be given freely, especially to Midshipmen. These would range from 1 to 20 Notice, and could involve anything from a nice bit of seamanship to very good manners in a ticklish situation to taking in a topgallant sail in a storm to brewing the Captain willow bark tea for his hangover.

These are individual action awards, not given for leading others, but for handling oneself well. They are given for actions done in the direct presence of a superior officer. Remember that Midshipmen have six years to accumulate 200 Notice + Interest, and most don't make it. The vast bulk of their notice should come from doing the small things well.

Lieutenants, on the other hand, are expected to do the small things well. The bulk of their Notice should come from the larger awards given for leading their men.

Commanders should never get individual action awards of Notice. They are not under the eye of their superiors, and their reports are not conducive to self-magnification. All of their Notice should come from the larger awards listed. In addition, they get 25% of the notice they give their officers.

## Negative Notice

Don't be afraid to give out negative notice. Any action which gives the appearance of cowardice, treason, disobedience, or improper behavior should be noticed and punished. Officers are - by definition - Gentlemen, and are required to act as such. It doesn't really matter whether the charge is substantive or not. Notice is the opinion of the character's superiors, and that opinion is sometimes formed erroneously. A stern disciplinarian may think a lieutenant is too slack because he relies on leadership, and vice versa.

## Toadying

Buttering up one's superiors is called toadying. Toadying can be a powerful tool - many Captains in the service owe their promotions to toadying - but it can also be a two edged sword. Laying it on too thick will usually be noticed except by the most obtuse individuals, so the toady much walk a fine line. Knowledge of the superior's personalty is vital.

Undercutting rivals is also risky. This makes enemies and foments dissension. It also can get the PC beat up or tossed overboard, and can lead to anger between the players.

Use of toadying and undercutting should result in increases in Practicality at the expense of Honor.

## Doing the Stupid Thing

Sometimes, the smart thing is to do the stupid thing. Giving a defeated enemy back his sword, for example, is foolish, yet very often done. Trusting the men not to mutiny is dumb. Standing on the deck in a brightly colored uniform under a hail of bullets and shot is insane, yet demanded of Officers.

At the heart of this is the antiquated code of conduct known as Honor. Honorable actions are the type of romantic gesture which can astonish a modern person. Inviting an enemy ship out of harbor for single combat. Tossing a disarmed enemy back his sword. Promoting your brother officers instead of yourself.

These actions, and others like them, should be rewarded by an increase in Honor at the expense of Practicality.



In Harm's Way Role-Playing Game  
Prizes and Prize Money



# In Harm's Way Role-Playing Game

Prize money was the money given out to officers and crews for the capture of merchant ships and vessels of war. The money came from the sale of the vessel and cargo for merchant ships, and the sale of the vessel to the government and "head money" paid for each sailor aboard in the case of warships.

Merchant ships were far richer prizes for the most part than ships of war, even with the head money. Sometimes ships earned enormous amounts of money from the sales of prizes. In any case the prize money for captures was always shared between all ships in sight, as it was felt the additional ships encouraged the prizes to surrender rather than continue fighting.

For example, the share-out of prize-money for the Royal Navy is given below in its pre-1808 state.

1/8 to the Flag Officer  
 1/4 to the Captain(s) involved  
 1/8 to the Captains of Marines, Lieutenants, Masters, and Surgeons  
 1/8 to the Lieutenants of Marines, Secretary to Flag Officer, Principal Warrant Officers, Chaplains.  
 1/8 to the Midshipmen, Inferior Warrant Officers, Principal Warrant Officer's Mates, Marine Sergeants  
 1/4 to the rest.

After 1808 the regulations were changed to give the following:

The Flag Officers got 1/3 of the Captain's share  
 1/4 for the Captains involved  
 1/8 to the Captains of Marines, Lieutenants, Masters, and Surgeons  
 1/8 to the Lieutenants of Marines, Secretary to Flag Officer, Principal Warrant Officers, Chaplains.  
 1/2 to the rest.

In the game, PCs don't use money, instead they have wealth which supports a lifestyle. Prize money can change a character's wealth category depending on the amount of prize money gained.

## Prizes

Prizes varied in both size and quality. A big ship is worth more when sold than a small felucca, but if the ship is filled with beans and blankets, and the felucca is carrying spices, dyes, and gold, the

felucca would be worth far more overall.

Prizes should be classified overall as the worth of both ship and cargo, or ship and head money if the prize is a warship. Here are the classes of prizes used in the game:

### Prize Class Typical Cargo Description

Poor	Beans, rice, flour, salt meat
Fair	Leather, cotton, linen
Moderate	Cloth, porcelain, lumber
Good	Tea, coffee, mfg goods, lace
Excellent	Wines, spirits, naval stores, weapons, silk, woolens
Rich	Gold, specie, dyes, spices, mercury, silver, spermaceti

Quantity can make up for lack of quality - four of any given category equals one of the next higher category.

Target Wealth Category British	Prize Needed
Lower Middle Class	2 X Poor
Middle Class	Fair
Upper Middle Class/5	2X Fair
Upper Middle Class/10	Moderate
Gentry/15	2 X Moderate
Gentry/20	Good
Gentry/25	2 X Good
Gentry/30	Excellent
Gentry/40	Rich
Lower Nobility/50	N/A*
Lower Nobility/60	N/A*
Nobility/70	N/A*
Upper Nobility/80	N/A*

\* Grants of nobility are given only for highly valuable services to the crown - no automatic advance.

# In Harm's Way Role-Playing Game

For French characters, use equivalents.

Target Wealth Category American & French	Prize Needed
Lower Middle Class	2 X Poor
Middle Class	Fair
Upper Middle Class/5	2 X Fair
Wealthy/0	Moderate
Wealthy/10	2 X Moderate
Wealthy/15	Good
Wealthy/20	2 X Good
Rich/20	Excellent
Rich/25	2 X Excellent
Extremely Rich/30	Rich
Plutocrat/35	2 X Rich

Warships were not rich prizes, but were ripe with possibilities for notice. After a particularly spectacular battle, the officer in charge was often knighted, and occasionally raised to the nobility.

Prize Class	Ship Type
Poor	Schooner or Cutter
Fair	Brig or Corvette
Moderate	Fifth or Sixth Rate
Good	Third Rate or Fourth Rate
Excellent	First or Second Rate

Advancement in wealth categories can only move upward by one at most per year, the balance considered as being wasted on poor investments, hobbies, and useless fripperies.

## Types of vessels

Each area of the world had typical ship types which were optimized for local conditions or economies. The traditional vessels found in each area are listed under the area.

### Atlantic and Baltic

- Buss** A Dutch vessel in the herring trade, with three stubby masts and square sails.
- Snow** A big two masted vessel, much like a brig
- Lugger** A fast and nimble two or three masted vessel with lugsails, equivalent to a schooner.
- Ketch** A two masted vessel with only a main and mizzenmast
- Cat** A Baltic vessel with three pole masts and square sails which could be lowered to the deck

### Far East

- Prahu** Huge outrigger sailing craft - extremely fast - a favorite of Malay pirates.
- Junk** Enormous lugsail rigged craft with many masts and a compartmented hull.
- Dhow** Wide, shallow drafted ships with two lateen sails
- Lorcha** Combination of Chinese lugsail and European hull, popular in Indian waters.

### Mediterranean and Black Sea

- Xebec** A very fast two or three master with mixed lateen and square sails.
- Felucca** A two master with long whippy lateen sails on short stumpy masts.
- Tartane** A vessel with a large mainmast and small mizzen, with mixed lateen and square sails.
- Pink** A three masted lateen vessel.
- Poleacre** A square rigged vessel very like a ship, but with each mast being a single pole, up and down which the yards slide.

### Caribbean

- Sloop** A single masted gaff-rigged vessel.
- Schooner** A two or three masted gaff-rigged vessel.

### Universal

- Ship** Three masted, square-rigged vessel with segmented masts.
- Brig** A vessel with two masts, both square rigged.
- Brigantine** A Vessel with two masts, the foremast square rigged, and the mainmast gaff rigged.
- Bark** A three masted vessel with the fore and main masts square rigged, and the mizzenmast gaff rigged.
- Barkentine** Same as a bark, but with the main and mizzen mast gaff rigged.



## In Harm's Way Role-Playing Game

### Britain vs. America: The War of 1812 AKA The Second American War

Such was the terrible scene, amid which we kept on our shouting and firing. Our men fought like tigers. Some of them pulled off their jackets, others their jackets and vests; while some, still more determined, had taken off their shirts, and, with nothing but a handkerchief tied round the waistbands of their trousers, fought like heroes. Jack Sadler, whom the reader will recollect, was one of these. I also observed a boy, named Cooper, stationed at a gun some distance from the magazine. He came to and fro on the full run and appeared to be as "merry as a cricket." The third lieutenant cheered him along, occasionally, by saying, "Well done, my boy, you are worth your weight in gold."

. . . (T)he din of battle continued. Grape and canister shot were pouring through our port-holes like leaden rain, carrying death in their trail. The large shot came against the ship's side like iron hail, shaking her to the very keel, or passing through her timbers and scattering terrific splinters, which did a more appalling work than even their own death-giving blows. The reader may form an idea of the effect of grape and canister, when he is told that grape shot is formed by seven or eight balls confined to an iron and tied in a cloth. These balls are scattered by the explosion of the powder. Canister shot is made by filling a powder canister with balls, each as large as two or three musket balls; these also scatter with direful effect when discharged. What then with splinters, cannon balls, grape and canister poured incessantly upon us, the reader may be assured that the work of death went on in a manner which must have been satisfactory even to the King of Terrors himself.

Suddenly, the rattling of the iron hail ceased. We were ordered to cease firing. A profound silence ensued, broken only by the stifled groans of the brave sufferers below. It was soon ascertained that the enemy had shot ahead to repair damages, for she was not so disabled but she could sail without difficulty; while we were so cut up that we lay utterly helpless. Our head braces were shot away; the fore and main top-masts were gone; the mizzen mast hung over the stern, having carried several men over in its fall: we were in the state of a complete wreck.

A council was now held among the officers on the quarter deck. Our condition was perilous in the extreme: victory or escape was alike hopeless. Our ship was disabled; many of our men were killed, and many more wounded. The enemy would without doubt bear down upon us in a few moments, and, as she could now choose her own position, would without doubt rake us fore and aft. Any further resistance was therefore folly. So, in spite of the hot-brained lieutenant, Mr. Hope, who advised them not to strike, but to sink alongside, it was determined to strike our bunting. This was done by the hands of a brave fellow named Watson, whose saddened brow told how severely it pained his lion heart to do it. To me it was a pleasing sight, for I had seen fighting enough for one Sabbath; more than I wished to see again on a week day. His Britannic Majesty's frigate Macedonian was now the prize of the American frigate United States.

Samuel Leech: "A Voice From The Main Deck."

## In Harm's Way Role-Playing Game



Equipment: Personal

# In Harm's Way Role-Playing Game

## Instruments

Item	Description	Cost
Sextant	A device for finding Latitude from the sun and stars	Upper Middle Class
Chronometer	A very accurate clock for finding Longitude	Gentry/Wealthy
Pocket Watch	A small timepiece	Upper Middle Class
Telescope	A device for seeing far-away objects	Upper Middle Class
Night Telescope	A telescope for use in poor light with inverted image	Gentry/Wealthy
Barometer	A device for predicting weather	Upper Middle Class

## Clothing

Item	Description	Cost
Midshipman's Jacket	Uniform Jacket for Midshipman	Lower Middle Class
Lieutenant's Jacket	Uniform Jacket for Lieutenant	Middle Class
Commander's Jacket	Uniform Jacket for Commander	Upper Middle Class
Captain's Jacket	Uniform Jacket for Captain	Gentry/Wealthy
Admiral/Commodore's Jacket	Uniform Jacket for Admiral/Commodore	Gentry/Wealthy
Epaulettes - Gold	Epaulettes made from gold boullion	Upper Middle Class
Epaulettes - Plated	Gold-plated brass epaulettes	Middle Class
Silk Shirt	High Quality Shirt	Gentry/Wealthy
Linen Shirt	Good Quality Shirt	Middle Class
Silk Hose	High Quality Stockings	Gentry/Wealthy
Cotton Hose	Decent Quality Stockings	Middle Class
Cotton Breeches	White Cotton Calf-length Pants	Any
Wool Boat Cloak	Dark Blue Heavy Cloak	Upper Middle Class
Cocked Hat	Uniform Hat for Officers	Middle Class
Cheap Shoes	Inexpensive Footgear	Lower Middle Class
Expensive Shoes	High Quality Footgear	Gentry/Wealthy
Boots	Calf-high Black Leather Boots	Gentry/Wealthy

# In Harm's Way Role-Playing Game

## Drink

Item	Description	Cost
Armagnac	An expensive brandy made in the Armagnac area of France, often smuggled.	Gentry/Wealthy
Cognac	An expensive brandy made in the Cognac area of France, often smuggled.	Gentry/Wealthy
Sherry	A wine fortified with brandy made in the region of Jerez, Spain, sometimes smuggled.	Upper Middle Class
Port	A wine fortified with brandy made in the region of Oporto, Portugal - always legal.	Middle Class
Whisky	A distilled drink made in Scotland (Scotch,) Ireland (Irish Whisky,) and America (Bourbon.)	Lower Class
Gin	A distilled drink flavored with juniper berries	Lower Class
Bordeaux	A dark red wine from the Bordeaux region of France.	Middle Class

## Shore Residences & Servants

Item	Description	Cost
Club Membership	Membership in a private Club, including residence and meals.	Gentry/Wealthy
Rooms in the City	Rooms at a discrete rooming house when in London or other big city.	Upper Middle Class
Country House	A small cottage in the country	Gentry/Wealthy
Manor House	A large, showy house in the country	Nobility/Rich
Apartment	A cheap city residence	Lower Class
Stables	Housing for horses	Gentry/Wealthy
Observatory	A small outbuilding with telescopes	Gentry/Wealthy
Personal Body Servant	To care for uniforms, clothing, serve meals, etc.	Gentry/Wealthy
Personal Cook	To cook interesting meals and deserts	Gentry/Wealthy
Personal Clerk	To take care of official and personal paperwork	Gentry/Wealthy
Maid	To care for and clean lodgings and houses	Upper Middle Class

# In Harm's Way Role-Playing Game

## Musical Instruments

Item	Description	Cost
German Flute	A metal transverse flute with 4 or 8 keys	Middle Class
Fiddle	An inexpensive violin, used in folk music	Any
Moderate Violin	A fair quality violin	Middle Class
Good Violin	A good quality violin	Wealthy/Gentry
Excellent Violin	An excellent quality violin	Nobility/Rich
Moderate Cello	A fair quality cello	Middle Class
Good Cello	A good quality cello	Wealthy/Gentry
Excellent Cello	An excellent quality cello	Nobility/Rich
Moderate Viola	A fair quality viola	Middle Class
Good Viola	A good quality viola	Wealthy/Gentry
Excellent Viola	An excellent quality viola	Nobility/Rich
Bugle	A trumpet without keys, using natural harmonics	Middle Class
Recorder	A straight flute with finger holes	Middle Class
Penny Whistle	A small straight flute with finger holes	Any
Fife	A small transverse flute with finger holes	Any
Drum	A cord tension double-headed drum	Any
Concertina	A squeezebox	Middle Class
Mandolin	A small lute with eight strings, four doubled	Middle Class
Bagpipe	A celtic bag instrument with drone and melody pipes	Middle Class
Oboe	A small double reed instrument	Upper Middle Class
Jaw Harp	A vibrating tongue, shaped by the mouth	Any
Guitar	A plucked stringed instrument with 6 strings	Any
Trombone	A brass instrument with a slide	Gentry/Wealthy

To use these tables, the PC doing the purchasing must have the listed class or higher to purchase the item. One item only may be purchased at one class higher than normal, for example scrimping on food for months to have an Admiral over to an impressive dinner.

# In Harm's Way Role-Playing Game



## Equipment: Weapons

# In Harm's Way Role-Playing Game

## Firearms

Weapon	Damage	Skills Req	Range	Special
Flintlock Pistol	+30	firearms+2	short	Up to 3 shots per round max
Fowling Piece	+20	firearms+1	medium	Up to 3 shots per round max
Musket	+40	firearms+1	medium	Up to 3 shots per round max
Musketoön	+35/+20	firearms+1	point blank/ short	Up to 3 shots per round max
Petard/Grenado	+40	melee+1	short	Must be lit before use
Flintlock Carbine	+40	firearms+3	short	Up to 3 shots per round max
Flintlock Rifle	+30	firearms+4	long	Up to two shots per round
Flintlock Volley Gun	+30	firearms+3	point blank	One shot per round. Up to 5 targets with 5 splayed barrels

## Non-Firearm Weapons

Weapon	Damage	Skills Req	Range	Special
Boarding Axe	+30	melee+2	point blank	
Brass Knuckles	+5 to Brawl	melee+1	point blank	Adds to damage in Brawl combat
Crossbow	+40	bow+2	long	
Cudgel /Marlinspike	+0	melee+1	short	Club, nightstick
Cut-and-thrust	+30	blade+4	point blank	Includes filigree guard
Cutlass	+15	blade+1	point blank	Includes cup guard
Dagger/Dirk	+0	blade+1	short	
Dart	+0	melee+1	short	
Foil	+10	blade+4	blank	Includes cup guard
Halberd	+40	melee+3, STR 10+	short	
Tomahawk	+15	melee+1	short	
Longbow	+40	bow+4	long	
Rapier	+30	blade+4	point blank	Includes filigree guard
Recurved Bow	+25	bow+4	long	
Sabre	+20	blade+2	point blank	

## In Harm's Way Role-Playing Game

Singlesticks	+15	blade+1	short	Used in pairs
Small Sword	+15	blade+2	point blank	
Boarding Pike	+15	blade+1, melee+1	short	
Throwing Knife	+15	blade+2, melee+2	short	
Brawl	(varies)	Brawl+1	point blank	
Whip	+15	melee+3	short	Entangle limb on 01-10 hit

To use these tables, the PC doing the purchasing must have the listed class or higher to purchase the item. One item only may be purchased at one class higher than normal, for example scrimping on food for months to have an Admiral over to an impressive dinner.



# In Harm's Way Role-Playing Game

## Weapons - Weapon Ammunition and Weapon Costs

Weapon	Ammunition	Weapon Cost
Boarding Axe	none	Supplied
Brass Knuckles	none	Any
Crossbow	bolt	Upper Middle Class
Cudgel /Marlinspike	none	Supplied
Cutlass	none	Supplied
Flintlock Pistol	ball and powder	Upper Middle Class
Dagger /Dirk	none	Supplied
Dart	none	Any
Foil	none	Gentry/Wealthy
Fowling Piece	shot and powder	Gentry/Wealthy
Halberd	none	Supplied
Tomahawk/Hatchet	none	Supplied
Longbow	long arrow	Gentry/Wealthy
Musket	ball and powder	Supplied
Musketoön	shot and powder	Middle Class
Petard/Grenado	N/A	Supplied
Rapier	none	Lower Nobility
Recurved Bow	arrow	Gentry/Wealthy
Sabre	none	Gentry/Wealthy
Singlesticks	none	Supplied
Small Sword	none	Gentry/Wealthy
Boarding Pike	none	Supplied
Throwing Knife	none	Any
Brawl Combat	none	Any
Flintlock Carbine	ball and powder	Gentry/Wealthy
Flintlock Rifle	ball and powder	Lower Nobility
Flintlock Volley Gun	ball and powder	Supplied
Whip	none	Any

# In Harm's Way Role-Playing Game

## Weapon Modification Tables

### Blade/Head/Barrel Decoration

Item	Cost Modifier	Skill Required	Description
Damascening	Up 1	smith	Swirling patterns all over metal
Etching	Up 1.5	chem	Intricate patterns burned into metal with acid
Engraving	Up 2	sculpt	Intricate patterns cut into material
Inlay - Mother of Pearl	Up 1	sculpt	Patterns cut into material and filled with Mother of Pearl
Inlay - Silver	Up 1.5	sculpt	Patterns cut into material and filled with Silver
Inlay - Gold	Up 2	sculpt	Patterns cut into material and filled with Gold
Inlay - Copper	Up 1	sculpt	Patterns cut into material and filled with Copper
Polish	Up 0.5	smith	Material is burnished to a mirror shine
Gold Wash	Up 1	chem	A golden tint is formed on the metal
Pattern Hammering	Up 0.5	smith	The hammer marks are left showing in intricate patterns

### Materials for Hilt and Hafts

Item	Cost Modifier	Skill Required	Description
Leather wrapping	Same	none	Wrapping around haft to cushion the grip
Cotton wrapping	Down 0.5	none	Wrapping around haft to cushion the grip
Sharkskin wrapping	Up 0.5	none	Wrapping around haft to cushion the grip -non-skid grip
Wire wrap - gold	Up 1	smith	Counter-wrap to hold soft material on - decorative
Wire wrap - silver	Up 0.5	smith	Counter-wrap to hold soft material on - decorative
Wire wrap - copper	Same	smith	Counter-wrap to hold soft material on - decorative

# In Harm's Way Role-Playing Game

## Guard

Item	Cost Modifier	Skill Required	Description
Cup	Same	smith	Standard
Filigree	Up 1	smith	Fancy
Bejeweled	Up 2	smith	Fancy with jewels mounted
Gold wash	Up 1	chem	Golden tint is formed on the metal
Silver wash	Up 1.5	chem	Silver tint is formed on the metal

## Pommel/Shoe/Buttplate

Item	Cost Modifier	Skill Required	Description
Brass knob/shoe plain	Same	smith	Standard
Silver knob/shoe plain	Up 0.5	smith	Silver material
Gold knob/shoe plain	Up 1	smith	Gold material
Copper knob/shoe plain	Same	smith	Copper Material
Fancy knob/shoe	Up 0.5	smith	Decorative Shape
Bejeweled knob/shoe	Up 1	smith	Set with Jewels

## Workmanship Cost Modifier

Superb	Up 1
Excellent	Up 0.5
Good	Same
Poor	Down 0.5
Slipshod	Down 1

**Add all the modifiers together, and move the cost up or down that many categories.**

To use these tables, the PC doing the purchasing must have the listed class or higher to purchase the item. One item only may be purchased at one class higher than normal, for example scrimping on food for months to have an Admiral over to an impressive dinner.

# In Harm's Way Role-Playing Game

## Ships



# In Harm's Way Role-Playing Game

## Naval Ships and other vessels

There were a multitude of vessel types in the period, distinguished by hull type, masts, rigging, number of decks, and size.

### Ships, Schooners, Brigs, and Cutters

**Ships** have three masts, all with square sails. There is a big gaff sail on the rear (mizzen) mast called the spanker.

**Schooners** have two or three masts, all with gaff sails, sometimes with square topsails.

**Brigs** have two masts, a shorter front (fore) mast, and a tall main mast, both with square sails. There is a spanker on the main mast.

**Cutters** have one towering mast, with a special sail called a crossjack in front of the boom sail, and an extremely long bowsprit with several triangular jib sails.

#### First Rates - Big Three Decker Ships

**Guns:** 100 or more arranged in 3 1/2 decks - 42 pndrs on the Gundeck, 24 pndrs on the Main Deck, 12 pndrs on the Upper Deck, and 6 pndrs on the Quarterdeck and Forecastle

**Maneuverability:** Poor. A -20 to all Maneuvers.

**Crew:** 637 Typical, 850 Full

**Warrant and Petty Officers:** Master & Mate, Surgeon & 5 Mates, Carpenter & 10 Mates, Bosun & 5 Mates, Sailmaker & Mate, Cox'n, Gunner & 3 Mates

**Officers:** 1 Captain, 8 Lieutenants

**Penetration:** 24 sides/18bow/12 stern

**Constitution:** 2000/1500/1000/500

#### A Generic First Rate

Guns: 100

Gundeck 30 X 32 pndrs

Middle Deck 28 X 24 pndrs

Upper Deck 30 X 12 pndrs

Quarterdeck 12 X 6 pndrs

Forecastle 4 X 32 pndr Carronades

Penetration: 24 sides/18bow/12 stern

**Constitution:** 2000/1500/1000/500

#### Second Rates - Small Three Decker Ships

**Guns:** 90-100 arranged in 3 1/2 decks - 32 pndrs on the Gundeck, 18 pndrs on the Main Deck, 12 pndrs on the Upper Deck, and 6 pndrs on the Quarterdeck and Forecastle

**Maneuverability:** Poor. A -15 to all Maneuvers

**Crew:** 563 Typical, 750 Full

**Warrant and Petty Officers:** Master & Mate, Surgeon & 4 Mates, Carpenter & 8 Mates, Bosun & 4 Mates, Sailmaker & Mate, Cox'n, Gunner & 3 Mates

**Officers:** 1 Captain, 7 Lieutenants

**Penetration:** 18 sides/12 bow/9 stern

**Constitution:** 1800/1350/900/450

#### A Generic Second Rate

Guns: 98

Gundeck 30 X 32 pndrs

Middle Deck 28 X 18 pndrs

Upper Deck 30 X 12 pndrs

Quarterdeck 10 X 6 pndrs

Forecastle 4 X 32 pndr Carronades

Penetration: 18 sides/12 bow/9 stern

**Constitution:** 1800/1350/900/450

#### Third Rates - Big Two Decker Ships

**Guns:** 64 to 84 guns arranged in 2 1/2 decks - 32 pndrs, on the Gundeck, 18 pndrs on the Upper Deck, 12 pndrs on the Quarterdeck and Forecastle

**Maneuverability:** Fair - A -5 to all Maneuvers

**Crew:** 450 Typical, 600 Full

**Warrant and Petty Officers:** Master & Mate, Surgeon & 3 Mates, Carpenter & 6 Mates, Bosun & 3 Mates, Sailmaker & Mate, Cox'n, Gunner & 2 Mates

**Officers:** 1 Captain, 5 Lieutenants

**Penetration:** 18 sides/12 bow/9 stern

**Constitution:** 1600/600/800/400

#### A Generic Third Rate

Guns: 74

Gundeck 28 X 32 pndrs

Upper Deck 28 X 18 pndrs

Quarterdeck 14 X 9 pndrs

2 X 32 Pndr Carronades

Forecastle 4 X 9 pndrs

6 X 32 pndr Carronades

# In Harm's Way Role-Playing Game

Penetration: 18 sides/12 bow/9 stern

**Constitution:** 1600/600/800/400

## **Fourth Rates - Small Two Decker Ships**

**Guns:** 50 to 54 guns arranged on 2 1/2 decks - 24 pndrs on the Gun Deck, 12 pndrs on the Upper Deck, 6 pndrs on the Quarterdeck

**Maneuverability:** Fair - A -5 to all Maneuvers

**Crew:** 360 Typical, 480 Full

**Warrant and Petty Officers:** Master & Mate, Surgeon & 2 Mates, Carpenter & 5 Mates, Bosun & 2 Mates, Sailmaker & Mate, Cox'n, Gunner & 2 Mates

**Officers:** 1 Captain, 4 Lieutenants

**Penetration:** 12 sides/9 bow/6 stern

**Constitution:** 1200/900/600/300/

### *A Generic Fourth Rate*

Guns: 56

Gundeck 24 X 24 pndrs

Upper Deck 22 X 12 pndrs

Quarterdeck 8 X 6 pndrs

2 X 32 Pndr Carronades

Forecastle 6 X 32 pndr Carronades

Penetration: 12 sides/9 bow/6 stern

**Constitution:** 1200/900/600/300/

## **Fifth Rates - Big Frigates (Ship)**

**Guns:** 32 to 44 guns arranged on 1 1/2 deck - 18 pndrs on the Upper Deck, 9 pndrs on the Quarterdeck

**Maneuverability:** Good - no penalties

**Crew:** 260 Typical, 350 Full

**Warrant and Petty Officers:** Master & Mate, Surgeon & 2 Mates, Carpenter & 5 Mates, Bosun & Mate, Sailmaker & Mate, Cox'n, Gunner & Mate

**Officers:** 1 Captain, 3 Lieutenants

**Penetration:** 9 sides/6 bow/4 stern

**Constitution:** 1000/750/500/250

### *A Generic Fifth Rate*

Guns: 38

Upper Deck 28 X 18 pndrs

Quarterdeck 6 X 9 pndrs

8 X 32 pndr Carronades

Forecastle 4 X 9 pndrs

Penetration: 9 sides/6 bow/4 stern

**Constitution:** 1000/750/500/250

## **Sixth Rates - Small Frigates (Ship)**

**Guns:** 24 or 28 guns arranged on 1 1/2 deck - 12 pndrs on the Upper Deck, 6 pndrs on the Quarterdeck

**Maneuverability:** Very Good - A +5 on all Maneuvers

**Crew:** 188 Typical, 250 Full

**Warrant and Petty Officers:** Master & Mate, Surgeon & 2 Mates, Carpenter & 5 Mates, Bosun & Mate, Sailmaker & Mate, Cox'n, Gunner & Mate

**Officers:** 1 Captain, 3 Lieutenants

**Penetration:** 6 sides/4 bow/any stern

**Constitution:** 800/600/400/200

A Generic Sixth Rate Frigate

Guns: 28

Upper Deck 20 X 12 pndrs

Quarterdeck 4 X 6 pndrs

4 X 32 pndr Carronades

Forecastle 4 X 9 pndrs

Penetration: 6 sides/4 bow/any stern

**Constitution:** 800/600/400/200

## *Jackass Frigates AKA Post Ships (Ship)*

**Guns:** 20-22 guns arranged on 1 1/2 deck - 9 pndrs on the Upper Deck, 6 pndrs on the Quarterdeck

**Maneuverability:** Very Good - A +5 on all Maneuvers

**Crew:** 150 Typical, 200 Full

**Warrant and Petty Officers:** Master & Mate, Surgeon & Mate, Carpenter & 3 Mates, Bosun & Mate, Sailmaker, Cox'n, Gunner & Mate

**Officers:** 1 Captain, 2 Lieutenants

**Penetration:** 6 sides/4 bow/any stern

**Constitution:** 600/450/300/150

### *A Generic Sixth Rate Post Ship*

Guns: 22

Upper Deck 20 X 9 pndrs

Quarterdeck 2 X 6 pndrs

4 X 24 pndr Carronades

Forecastle 2 X 6 pndr Chase

Penetration: 6 sides/4 bow/any stern

**Constitution:** 600/450/300/150

# In Harm's Way Role-Playing Game

## Unrated Vessels

### *Corvettes (Ship)*

**Guns:** 16 - 20 guns arranged on a single flush deck - 9 pndrs on the Upper Deck

**Maneuverability:** Excellent - A +10 to all Maneuvers

**Crew:** 135 Typical, 180 Full

**Warrant and Petty Officers:** Master, Surgeon, Carpenter & 2 Mates, Bosun, Sailmaker's Mate, Cox'n, Gunner

**Officers:** 1 Commander, 1 Lieutenant

**Penetration:** 6 sides/ 4 bow/any stern

**Constitution:** 500/375/250/125

### *A Generic Corvette*

Guns: 18

Upper Deck 18 X 9 pndrs  
2 X 6 pndr Chase

Penetration: 6 sides/ 4 bow/any stern

**Constitution:** 500/375/250/125

### *Brigs*

**Guns:** 12 or 14 guns arranged on 1 1/2 deck - 6 pndrs on the Upper Deck, 4 pndrs on the Quarterdeck

**Maneuverability:** Superb - A +15 to all Maneuvers

**Crew:** 60 Typical, 80 Full

**Warrant and Petty Officers:** Master, Surgeon's Mate, Carpenter & Mates, Bosun's Mate, Sailmaker's Mate, Cox'n, Gunner's Mate

**Officers:** 1 Commander, 1 Lieutenant

**Penetration:** 6 sides/4 bow/any stern

**Constitution:** 400/300/200/100

### *A Generic Brig*

Guns: 14

Upper Deck 14 X 32 pndr Carronades

Penetration: 6 sides/4 bow/any stern

**Constitution:** 400/300/200/100

## *Schooners*

**Guns:** 8 to 12 guns arranged on one flush deck - 6 pndrs on the Upper Deck

**Maneuverability:** Superlative - A +20 to all Maneuvers

**Crew:** 45 Typical, 60 Full

**Warrant and Petty Officers:** Master's Mate, Surgeon's Mate, Carpenter & Mate, Bosun's Mate, Sailmaker's Mate, Cox'n, Gunner's Mate

**Officers:** 1 Lieutenant

**Penetration:** 4 sides/any bow/any stern

**Constitution:** 360/270/180/90

### *A Generic Schooner*

Guns: 10

Upper Deck 10 X 6 pndrs

Penetration: 2 sides/any bow/any stern

**Constitution:** 360/270/180/90

## *Cutters*

**Guns:** 6 to 10 guns arranged on one flush deck - 4 pndrs on the Upper Deck

**Maneuverability:** Superlative - A +20 to all Maneuvers

**Crew:** 30 Typical, 40 Full

**Warrant and Petty Officers:** Master's Mate, Surgeon's Mate, Carpenter & Mate, Bosun's Mate, Sailmaker's Mate, Cox'n, Gunner's Mate

**Officers:** 1 Lieutenant

**Penetration:** 2 sides/any bow/any stern

**Constitution:** 300/225/150/75

### *A Generic Cutter*

Guns: 6

Upper Deck 6 X 4 pndr

Penetration: 2 sides/any bow/any stern

**Constitution:** 300/225/150/75

# In Harm's Way Role-Playing Game

## Individual Ships

The following are game stats for several famous ships of the In Harm's Way era. Note that American ships are larger - and therefore faster, tougher, and more heavily gunned than the equivalent vessel from other nations. Note also that American ships had only highly paid, all-volunteer crews, unlike other nations, and therefore American crews were never Green.

## Line of Battle Ships

HMS Victory, 100

Guns:

Gundeck 30 X 32 pndrs  
Middle Deck 28 X 24 pndrs  
Upper Deck 30 X 12 pndrs  
Quarterdeck 12 X 12 pndrs  
Forecastle 2 X 12 pndr  
2 X 68 pndr Carronades

Penetration: 24 sides/18bow/12 stern

**Constitution:** 2000/1500/1000/500

HMS Bellerophon, 74 (AKA Billy Ruffian)

Guns:

Gundeck 28 X 32 pndrs  
Upper Deck 28 X 18 pndrs  
Quarterdeck 14 X 9 pndrs  
2 X 32 Pndr Carronades  
Forecastle 4 X 9 pndrs  
6 X 18 pndr Carronades

Penetration: 18 sides/12 bow/9 stern

**Constitution:** 1600/600/800/400

## Frigates

### 5th Rates

USS Constitution, 44

Guns:

Upper Deck 32 x 24 pndrs  
Quarterdeck 14 X 24 pndr Carronades  
Forecastle 6 X 24 pndr Carronades  
2 X 24 pndr Chase

Penetration: 18 sides/12 bow/9 stern

**Constitution:** 1600/600/800/400

Crew 450, 55 Marines

USS Constellation, 38

Guns

Upper Deck 28 X 24 pndrs  
Quarterdeck 6 X 12 pndrs  
Forecastle 4 X 12 pndrs  
Penetration: 12 sides/9 bow/6 stern  
**Constitution:** 1200/900/600/300

HMS Shannon, 38

Guns

Upper Deck 28 X 18 pndr  
Quarterdeck 2 X 9 pndrs  
2 X 12 pndr Carronades  
14 X 32 pndr Carronades  
Forecastle 2 X 9 pndrs  
2 X 32 pndr Carronades  
Hull Thickness: 9 sides/6 bow/4 stern  
**Constitution:** 1000/750/500/250  
Note: Crew considered ELITE

HMS Lively, 38

Guns

Upper Deck 28 X 18 pndrs  
Quarterdeck 14 X 32 pndr Carronades  
Forecastle 4 X 9 pndrs  
Penetration: 9 sides/6 bow/4 stern  
**Constitution:** 1000/750/500/250

## 6th Rates

HMS Surprise, 28

Guns

Upper Deck 24 X 32 pndr Carronades  
Quarterdeck 6 X 32 pndr Carronades  
2 X 6 pndr Chase  
Forecastle 2 X 32 pndr Carronades  
2 X 6 pndr Chase  
Penetration: 6 sides/4 bow/any stern  
**Constitution:** 600/450/300/150

HMS Bonne-Citoyenne, 20

Guns

Upper Deck 18 X 32 pndr Carronades  
2 X 9 pndrs  
Penetration: 6 sides/4 bow/any stern  
**Constitution:** 600/450/300/150



# In Harm's Way Role-Playing Game

## Sloops of War

### Corvettes

USS Hornet, 18  
Guns  
Upper Deck 18 X 32 pndr Carronades  
2 X 12 pndr Chase  
Penetration: 6 sides/4 bow/any stern  
**Constitution:** 500/375/250/125

USS Wasp, 18  
Guns  
Upper Deck 19 X 32 pndr Carronades  
3 X 12 pndr Chase  
Penetration: 6 sides/4 bow/any stern  
**Constitution:** 600/450/300/150

L'Unite, 24 (French)  
Guns  
Upper Deck 24 X 8 pndrs  
Penetration: 6 sides/4 bow/any stern  
**Constitution:** 500/375/250/125

### Brigs

USS Eagle, 14  
Guns  
Upper Deck 14 X 6 pndrs  
Penetration: 6 sides/4 bow/any stern  
**Constitution:** 400/300/200/100

HMS Boxer, 14  
Guns  
Upper Deck 12 X 18 pndr Carronades  
2 X 6 pndrs  
Penetration: 6 sides/4 bow/any stern  
**Constitution:** 400/300/200/100

HMS Cruizer, 16  
Guns  
Upper Deck 16 X 32 pndr Carronades  
Penetration: 6 sides/4 bow/any stern  
**Constitution:** 400/300/200/100

La Jalouse, 18 (French)  
Guns  
Upper Deck 19 X 6 pndrs  
Penetration: 6 sides/4 bow/any stern  
**Constitution:** 400/300/200/100

## Schooners

USS Enterprise, 14  
Guns  
Upper Deck 14 X 18 pndr Carronades  
2 X 9 pndr Chase  
Penetration: 6 sides/4 bow/any stern  
**Constitution:** 400/300/200/100

*Note: This is after the total rebuild in Venice in 1805. Before this, she was identical to the USS Experiment.*

USS Experiment, 12  
Guns  
Upper Deck 12 X 6 pndrs  
Penetration: 4 sides/any bow/any stern  
**Constitution:** 360/270/180/90

US Privateer Lynx, 6  
Guns  
Upper Deck 6 X 12 pndrs  
Penetration: 4 sides/any bow/any stern  
**Constitution:** 360/270/180/90

HMS Pickle, 10  
Guns  
Upper Deck 10 X 4 pndrs  
Penetration: 2 sides/any bow/any stern  
**Constitution:** 300/225/150/75

### Cutters

HM Cutter Lady Nelson, 10  
Guns  
Upper Deck 10 X 4 pndrs  
Penetration: 2 sides/any bow/any stern  
**Constitution:** 320/240/160/80

HM Cutter Sherbourne, 8  
Guns  
Upper Deck 8 X 3 pndr  
Penetration: 2 sides/any bow/any stern  
**Constitution:** 300/225/150/75

### Other

HM Mortar Vessel Convulsion  
Guns  
Upper Deck 4 X 18 pndr Carronades  
1 X 10 inch Mortar  
Penetration: 4 sides/any bow/any stern  
**Constitution:** 360/270/180/90

# In Harm's Way Role-Playing Game

## HMS Prospero

Maneuverability: Very Good - A +5 on all Maneuvers

Crew: 150 Sailors, 22 Marines

Captain (Post) William Hope

Lieutenant Peter Joiner

Lieutenant James Crowe

Midshipman Arty Wainwright

Midshipman Richard York

Master Holden Jones

Master's Mate Larry Wilson

Surgeon George Hooper

Surgeon's Mate Robert McDill

Carpenter Alf Whitby

Carpenter's Mates Paul Farnsworth, Harry Garret, Daniel Young

Bosun Uriah Harn

Bosun's Mate Will Quincy

Sailmaker David James

Cox'n Hezekiah Olin

Gunner Oren Digby

Gunner's Mate Arnold Harris

Marine Subaltern Jan McKay

Marine Sergeant Edward Jones

# HMS Prospero

## ex-French Prospero

22 Gun Jackass Frigate

20 X 9 pndrs on the Upper Deck

4 X 24 pndr Carronades

2 X 9 pndrs on the Quarterdeck

Penetration: 6 sides/4 bow/any stern

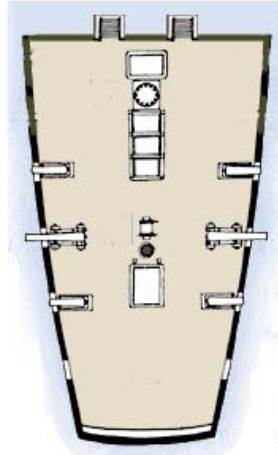
Constitution: 600 / 450 / 300 / 150

### Max Speed:

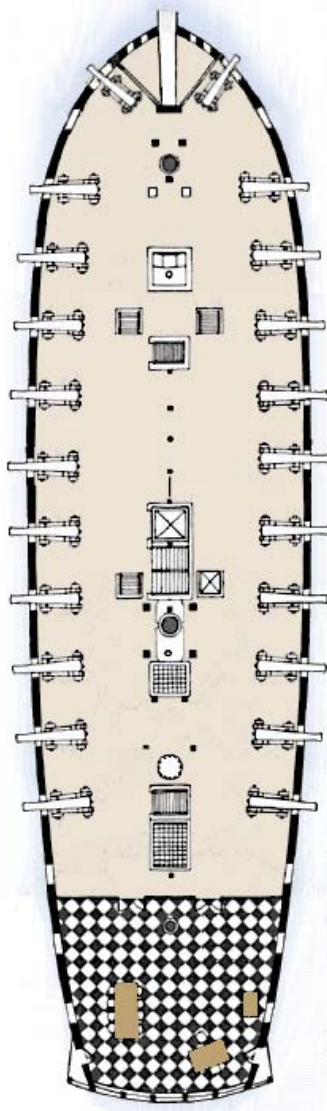
Wind Astern	9 knots
Wind RQ	12 knots
Wind Abeam	11 knots
Wind FQ	11 knots
Wind CH	8 knots

Optimum Beaufort Scale 6

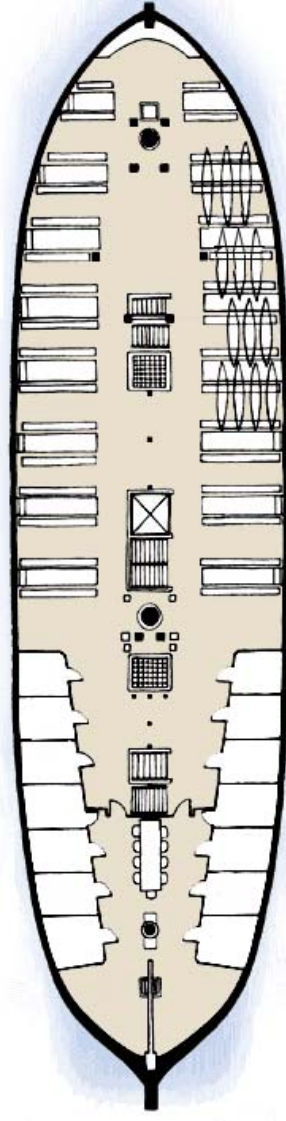
Strong Breeze 22-27 knots



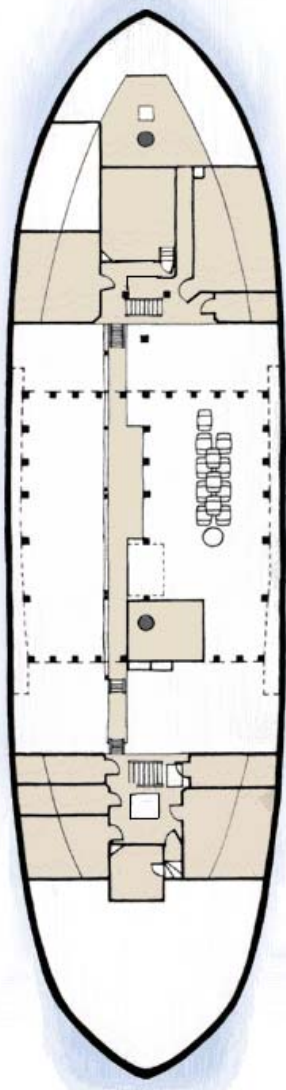
Quarterdeck



Upper Deck



Gun Deck



Orlop Deck

# In Harm's Way Role-Playing Game

## USS Franklin

Maneuverability: Good - No Penalties

Crew: 350 Sailors, 40 Marines

Captain [Post] Josiah Banks

Lieutenant Simon Lawrence

Lieutenant Ethan Grant

Lieutenant Frank Grimes

Midshipman John Tolliver

Midshipman Brigham Gale

Midshipman George Washington Hard

Master Micah Mullins

Master's Mate Thomas Jones

Surgeon Prescott Hughes

Surgeon's Mates Josiah Briggs, Oliver Higgins

Carpenter Will Sweet

Carpenter's Mate James Collins, Hezekiah Dole, Oliver Mars, David Love

Bosun Bruce Williams

Bosun's Mate Jackson Ford

Sailmaker Jake McMillan

Sailmaker's Mate Joshua James

Cox'n Salty Brinecat

Gunner Gregory Johanson

Gunner's Mate Thomas Hebert

Marine Lieutenants Larry Chalmers, Phillip Barry

Marine Sergeants George Briggs, Stewart Carter

# USS Franklin

## 40 gun Frigate

28 X 18 pndrs on the Upper Deck

8 X 48 pndr Carronades

8 X 12 pndrs on the Quarterdeck

2 X 48 pndr Carronades

4 X 12 pndrs on the Forecastle

Penetration: 9 sides/6 bow/ 4 stern

Constitution: 1000/750/500/280

## Max Speed:

Wind Astern 9 knots

Wind RQ 11 knots

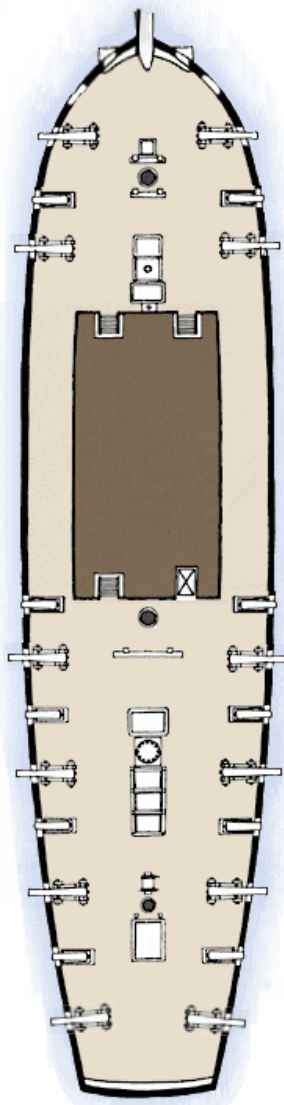
Wind Abeam 10 knots

Wind FQ 10 knots

Wind CH 9 knots

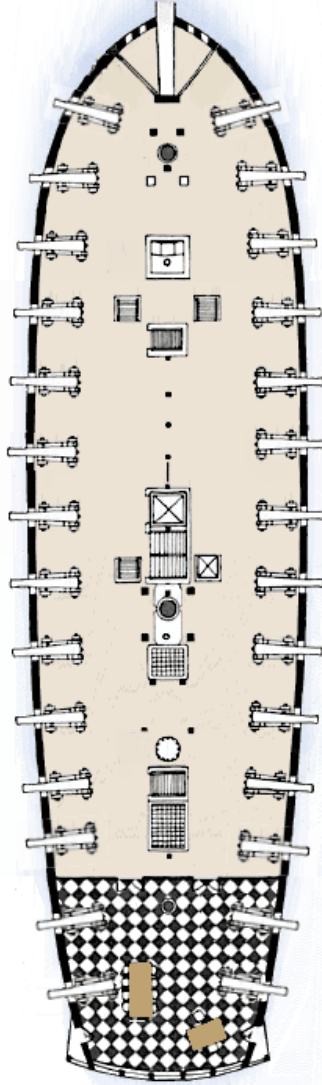
Optimum Beaufort Scale 6

Strong Breeze 22-27 knots

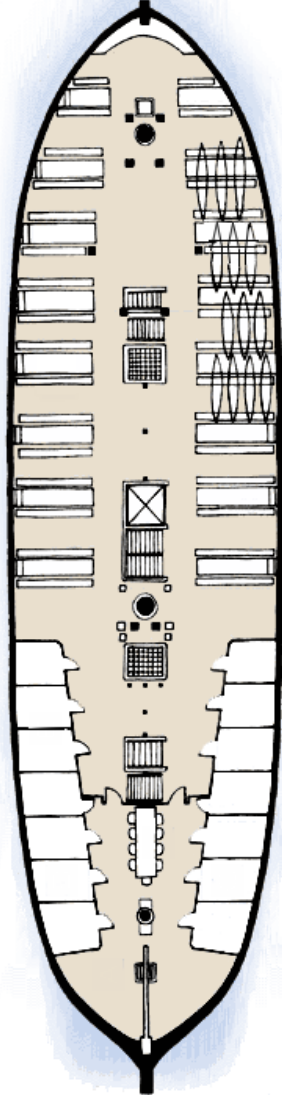


Quarterdeck

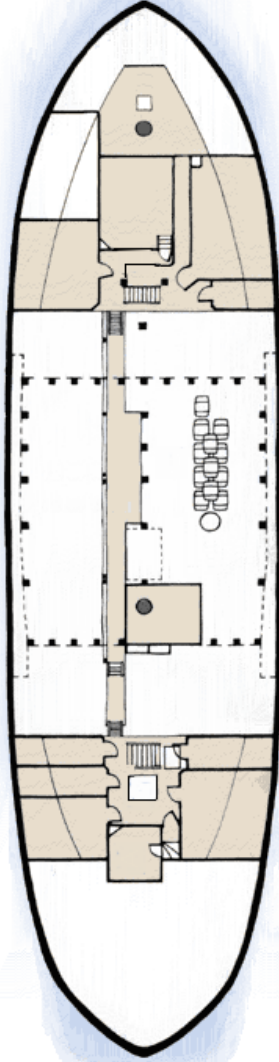
Forecastle



Upper Deck



Gun Deck



Orlop Deck

# In Harm's Way Role-Playing Game

## FNS Magicienne

Maneuverability: Superlative ~ A +20 to all Maneuvers

Crew: 60 Matelots, 12 Marines

Capitaine (Lieutenant) Arnaud Fournier

Aspirant Jules La Fort

Aspirant Henri Monmarte

Master's Mate Georges Auberville

Surgeon's Mate Dagobert Carnot

Carpenter Yves Lille

Carpenter's Mate Jaques Le Blanc

Bosun's Mate Armand Pecheur

Sailmaker's Mate Jean Petit

Cox'n Jean Thibodoux

Gunner's Mate Henri Tourenne

Marine Sergeant Guillaume Orville



# FNS Magicienne

## 12 gun Schooner

14 X 6 pndrs on the Upper Deck  
8 X 24 pndr Carronades  
2 X 6 pndr Chase

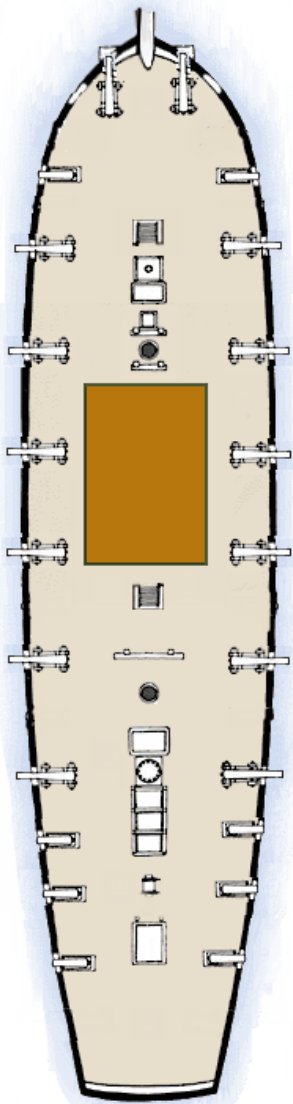
Penetration: '4 Sides/Any Bow/Any Stern  
Constitution: 360/270/180/90

### Max Speed:

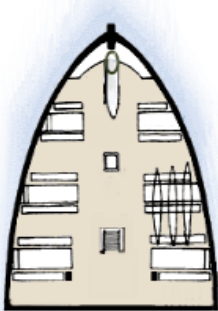
Wind Astern	8 knots
Wind RQ	10 knots
Wind Abeam	12 knots
Wind FQ	12 knots
Wind CH	10 knots

Optimum Beaufort Scale 4

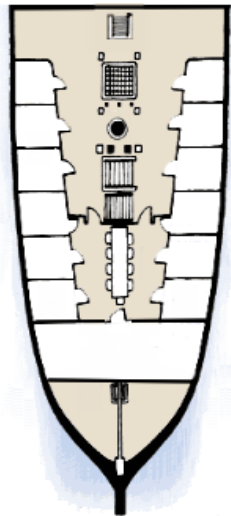
Moderate Breeze 11-16 knots



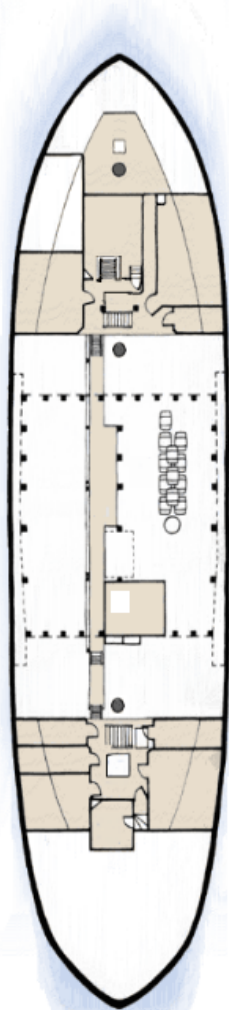
Upper Deck



Fore Platform



Aft Platform



Orlop Deck

## In Harm's Way Role-Playing Game

### Britain vs. America: The War of 1812 AKA The Second American War

I now went below, to see how matters appeared there. The first object I met was a man bearing a limb, which had just been detached from some suffering wretch. Pursuing my way to the ward-room, I necessarily passed through the steerage, which was strewed with the wounded: it was a sad spectacle, made more appalling by the groans and cries which rent the air. Some were groaning, others were swearing most bitterly, a few were praying, while those last arrived were begging most piteously to have their wounds dressed next. The surgeon and his mate were smeared with blood from head to foot: they looked more like butchers than doctors. Having so many patients, they had once shifted their quarters from the cockpit to the steerage; they now removed to the ward-room, and the long table, round which the officers had sat over many a merry feast, was soon covered with the bleeding forms of maimed and mutilated seamen.

. . . I now set to work to render all the aid in my power to the sufferers. Our carpenter, named Reed, had his leg cut off. I helped to carry him to the after ward-room; but he soon breathed out his life there, and then I assisted in throwing his mangled remains overboard. We got out the cots as fast as possible; for most of them were stretched out on the gory deck. One poor fellow, who lay with a broken thigh, begged me to give him water. I gave him some. He looked unutterable gratitude, drank, and died. It was with exceeding difficulty I moved through the steerage, it was so covered with mangled men and so slippery with streams of blood."

There was a poor boy there crying as if his heart would break. He had been servant to the bold boatswain, whose head was dashed to pieces. Poor boy! he felt that he had lost a friend. I tried to comfort him by reminding him that he ought to be thankful for having escaped death himself.

. . . We found two of our mess wounded. One was the Swede, Logholm, who fell overboard, as mentioned in a former chapter, and was nearly lost. We held him while the surgeon cut off his leg above the knee. The task was most painful to behold, the surgeon using his knife and saw on human flesh and bones as freely as the butcher at the shambles does on the carcass of the beast! Our other messmate suffered still more than the Swede; he was sadly mutilated about the legs and thighs with splinters. Such scenes of suffering as I saw in that ward-room, I hope never to witness again. Could the civilized world behold them as they were, and as they often are, infinitely worse than on that occasion, it seems to me they would forever put down the barbarous practices of war, by universal consent.

Most of our officers and men were taken on board the victor ship. I was left, with a few others, to take care of the wounded. My master, the sailing-master, was also among the officers, who continued in their ship. Most of the men who remained were unfit for any service, having broken into the spirit-room and made themselves drunk; some of them broke into the purser's room and helped themselves to clothing; while others, by previous agreement, took possession of their dead messmates' property. For my own part, I was content to help myself to a little of the officers' provisions, which did me more good than could be obtained from rum. What was worse than all, however, was the folly of the sailors in giving spirit to their wounded messmates, since it only served to aggravate their distress.

Samuel Leech: "A Voice From The Main Deck."



In Harm's Way Role-Playing Game  
Sailing ~ Travel & Combat



# In Harm's Way Role-Playing Game

## Fighting the Ship

Ships are fought using massed volley fire methods. The weapons are not aimed except in a most general fashion. The point is to deliver the most shots in the least time. Statistically, only a certain percentage of shots hit the target. The target is either the other ship's hull, its rigging, or its personnel.

### Broadsides

The vast majority of a ship's guns are in its broadside. Broadside guns are those which point out the sides, away from the centerline of the ship. Only a ship's broadside guns are numbered in its rating. Only half the ship's broadside guns can bear on any given target, as the rest are pointed in the opposite direction.

### Sections

The ship's broadside is divided into sections. On small ships, each deck, the quarterdeck, and the forecastle count as a separate section. On larger ships, each deck is divided into a fore (front) and aft (rear) section. So a 2 decker 74 third rate would have six sections - the forecastle, the quarterdeck, the fore upper deck, the aft upper deck, the fore gundeck, and the aft gundeck. Each section is under the command of an officer. All guns in a section have the same weight of shot.

### Firing Broadsides

Each section of the broadside rolls separately, using the officer of the section's gunnery skill chance as the target number, with a +5 to the check Target Number for each gun in the section over 1 - a section of 5 guns would have a +20 to hit.

### Chase Guns

Chase guns are the one or two guns fitted to the bow or stern of the vessel. The bow chasers fire forward when chasing another ship, while the stern chasers point directly behind, to fire on a chasing ship. Firing these guns was done individually. Use a standard Gunnery skill check. Some ships used forecastle guns as chase guns, moving them to special gunports at the bow.

### Hull Damage

Each ship type has a "Penetration" rating for the hull, which is the smallest weight of shot which will actually damage the hull. Shot weight smaller than this will just bounce off. If the shot weight is heavy enough to penetrate the hull, damage is 1d% + the weight of the shot fired.

### Rigging Damage

Damage is 1d% + the weight of the shot, halved - i.e. a 6 pndr section hitting the Rigging would do 1d% roll, say 62, plus 6, equalling 68, divided by 2 for a total of 32 points of damage.

### Crew Damage

Damage is 1d% + the weight of the shot, halved - i.e. a 6 pndr section hitting the Crew would do 1d% roll, say 62, plus 6, equalling 68, divided by 2 for a total of 32 points of damage.

# In Harm's Way Role-Playing Game

## Lucky Shots

In every battle there is the chance that one single shot can change the pace of the battle. Each result can only happen once per battle, and should be checked off when chosen. A Lucky Shot occurs when the target number is hit exactly. Roll a quality of success and refer to the chart below.

Result	Check	Effects
Entire Quarterdeck Dead or Severely Wounded	96-100	All officers and men on the quarterdeck are dead or seriously wounded. The ship is leaderless for at least one round and no maneuvering rolls can be made. Roll 1d10 for number of minutes (rounds) it takes for the next in line of command to reach the quarterdeck and take command.
Rudder Hit	86-95	The ship is at -40 to all maneuvering rolls for the next 2d10 rounds, until makeshift repairs can be made. After this point and until the battle is over, the ship is at -20 on all maneuvering rolls.
Mast Down	71-85	The ship is dead in the water until the mast can be cleared away, for 2d10 rounds. A proportionate amount of all remaining rigging constitution is lost.- i.e. on a 3 masted ship, one third is lost, while on a 2 masted brig, one half is lost
Explosion	66-70	The magazine is hit, and the enemy ship is destroyed with enormous loss of life.
Crushing Blow	61-65	All weapons which will bear hit and do maximum double damage.
Sweep Decks	56-60	The shots combine to sweep a designated area of the top deck free of crew, for 2d10 X 1000 Crew Constitution points of damage in addition to normal damage. This is an ideal time to board.
Topmast Down	26-55	The ship is at -10 to all maneuvering rolls for the rest of the battle.
Wheel Hit	16-25	The ship is at -40 to all maneuvering rolls for the next 3 rounds, after which steering will be effected by other means.
Fire Started	06-15	A fire is started below decks. Ship loses 2d10 X 100 Hull Constitution points in addition to normal damage before it is put out.
Captain Dead or Severely Wounded	01-05	The ship is leaderless for 2 rounds and no maneuvering rolls can be made. The next in line of command becomes captain.

## Initiative

Each ship rolls for initiative each round, with the lowest roll going first.

Each initiative:

Marines fire muskets or throw grenades if in range

Captain maneuvers ship

The big guns fire

# In Harm's Way Role-Playing Game

## Different types of shot

### Ball Shot

Ball shot is the default ammunition for hitting the Hull. Unless otherwise specified, it is assumed that Hull shots are made with Ball. Ball shot is a spherical, solid shot of the weight specified by the cannon it is used in - a 32 pounder uses ball shot that weighs 32 pounds. Ball shot does half damage against anything but Hull hits.

### Chain and Bar Shot

Chain shot is the default ammunition for hitting the Rigging. Unless otherwise specified, it is assumed that Rigging shots are made with Chain. Chain shot is two spherical balls joined by a chain, so that they whirl around and slash rigging. Bar shot is two spherical balls joined by a short iron bar, and is treated as identical to Chain in the game. Chain shot does half damage against anything but Rigging hits

### Case or Canister Shot

Case shot is the default ammunition for hitting the Crew. Unless otherwise specified, it is assumed that Crew shots are made with Case. Case or Canister shot consists of a thin iron cylinder soldered together, with a tin coating, and a wooden bottom. This cylinder is filled with .50 calibre musket balls and is covered with a painted paper. A black powder propellant charge is tied onto the bottom. The ignition of the charge breaks the wooden bottom and shoots the musket balls out like a giant shotgun. Case shot does half damage against anything but Crew hits

### Grape Shot

Grape shot is an alternate to Case shot, being one inch diameter iron balls in a canvas bag which disintegrated on firing. The effect is much like Case shot and is treated identically in game.

### Langridge

Langridge is jagged scrap metal used as shot, used as a cheap alternative to case shot. It has much the same effect, and is identical to Case shot in game terms.

## Cannon, Carronades, and Chases

### Cannon

Cannon are smooth bore, muzzle loading artillery. On ship, cannon are set on wheeled trucks and secured to the gunport pierced in the side of the ship by thick cables. Powder is loaded in pre-measured bags, the shot is pushed in, and a piece of wadding is placed over the top and rammed in. After the shot, the recoil sends the cannon jerking back until the slack in the rope is used up and the gun comes to a stop. The cannon is reloaded and pulled up tight to the port for firing. Cannon have a range of Far.

### Carronades

Cannon are light, large bore, muzzle loading artillery. On ship, carronades are set on pivoting slides which can be adjusted by an elevating screw. Powder is loaded in pre-measured bags, the shot is pushed in, and a piece of wadding is placed over the top and rammed in. After the shot, the recoil sends the carronade jerking back until the slide stops the recoil and the gun comes to a stop. The carronade is reloaded and pulled up tight to the port for firing. Carronades use large shot and low quantities of powder, and are usually mounted on the quarterdeck and forecastle. Carronades have a range of Long.

### Chases

Chases are small, very accurate cannon used in the bow or stern of a vessel. Chases have a +10 to hit.

# In Harm's Way Role-Playing Game

## Ship Constitution

The ship's base constitution is given in the description of ships. This applies to its Hull, Rigging, and Crew constitution - thus a 1st Rate would have Hull, Rigging, and Crew Constitutions of 2000 each.

### Hull Constitution

Hull constitution is a direct indicator of how well the ship is floating and fighting. There are four stages of damage which the hull is subject to:

At 3/4 of the normal hull constitution is the Hindered Level. When a ship's hull constitution goes below the Hindered Level, each hit from the Hindered ship does 20 points of damage less than normal.

At 1/2 of the normal hull constitution is the Splintered Level. When a ship's constitution goes below the Splintered Level, each hit from the Splintered ship does 40 points of damage less than normal. In addition, the ship is taking on water and is sluggish and slow to respond. All changes of direction are at -20%.

At 1/4 of the normal hull constitution is the Shattered Level. When a ship's constitution goes below the Shattered Level, each hit from the Shattered ship does 60 points of damage less than normal. In addition, the ship is taking on water - a lot of water - and is extremely sluggish and slow to respond. All Maneuvers are at -40%.

A ship with a carpenter can repair minor damage at a rate of 20 points per round, or can stop the influx of water due to the ship being Shattered in 10 rounds. As a Shattered ship is losing 10 points of damage per round, that means if the ship has less than 100 hull constitution points left, and is Shattered, the ship will sink. Ship's carpenters cannot repair a Shattered ship - it is all they can do to keep the ship floating - and the ship must return to a port for repairs.

A ship with a carpenter's mate can repair damage at a rate of 15 points per round, or can stop the influx of water due to the ship being Shattered in 15 rounds. As a Shattered ship is losing 10 points of damage per round, that means if the ship has less than 150 hull constitution points left, and is Shattered, the ship will sink. Ship's carpenter's mates cannot repair a Shattered ship - it is all they can do to keep the ship floating - and the ship must return to a port for repairs. In port, repairs take place at a rate of 100 points of damage repaired per day.

### Rigging Constitution

Rigging constitution is a direct indicator of how well the ship can maneuver and sail. There are four stages of damage which the rigging is subject to:

At 3/4 of the normal rigging constitution is the Hindered Level. When a ship's rigging constitution goes below the Hindered Level, enough rigging has been shot away that the ship is difficult to maneuver. Any change in direction in relation to the wind will be made at a -25 penalty to execution. Also, the ship's speed is halved until repairs are made to the rigging.

At 1/2 of the normal rigging constitution is the Splintered Level. When a ship's rigging constitution goes below the Splintered Level, enough rigging has been shot away that the ship is extremely difficult to maneuver. Any change in direction in relation to the wind will be made at a -50 penalty to execution. Also, the ship's speed is 1/4 normal until repairs are made to the rigging.

1/4 of the normal rigging constitution is the Shattered Level. When a ship's rigging constitution goes below the Shattered Level, The ship's masts have been almost shot down to stumps, and any change in direction in relation to the wind is made at a -80 penalty to execution. The only sails pulling are jury rigged and cannot stand any severe wind. The ship's speed is 1/8 normal.

# In Harm's Way Role-Playing Game

If the rigging constitution is reduced to 0, The ship is at the mercy of the wind, waves and enemy. It cannot maneuver at all, and the ship rolls about on the waves like a log.

A ship's bosun is able to repair minor rigging damage at a rate of 20 points of damage per round, while a ship is under way. If a ship is damaged to below Splintered Level, the ship can only be repaired up to nominal Splintered Level (1/2 normal constitution) in battle. If a ship is damaged to below Dismasted Level, the ship can only be repaired up to the nominal Dismasted level (3/4 normal constitution) without bringing the ship into port. In port, repairs take place at a rate of 100 points of damage repaired per day.

## Ports and Repairs

A "port" is a place of safety where the ship can be partially or completely disarmed to properly repair the damage, and supplies for the repairs are readily available. This can be a secluded anchorage or a bustling port city with a shipyard. In port, repairs take place at a rate of 100 points of damage repaired per day. If a shipyard is available, repairs can be preformed at the rate of 1000 points of damage repaired per day.

## Crew Constitution

When a hit is made in combat on Crew, subtract the damage from the current Crew Constitution. At 3/4 of the normal Crew Constitution is the Green level. When the current Crew Constitution drops below this level, a Green crew will attempt to give up, and a successful discipline or leadership check must be made to rally the crew and avert a surrender. At half of the normal Crew Constitution is the Veteran level. When the current crew constitution drops below this level, a Veteran crew will attempt to give up, and a Green crew will attempt to give up again, and a successful discipline or leadership check must be made to rally the crew and avert a surrender. At 1/4 of the normal Crew Constitution is the Elite level. When the current crew constitution drops below this level, any crew will surrender, and will disregard any attempt by the officers to stop them.

## Crews and Training

Crews vary widely as to their abilities. Some are crack, elite units with high esprit de corps, while others are rotten scum of the earth, barely one step away from mutiny, while still others are untrained and raw, but decent sorts with a bit of training. Naval ships have little choice in crews, while merchants have a bit more, and privateers get the cream of the crop. Depending on the service the ship is in, different crews will be available at the initial fitting out.

Crews can be trained by the officers, who take their lead from the Captain. The Captain chooses one of two ways to train the crew, Discipline or Leadership. Discipline is faster, but more dangerous, while Leadership is slower but surer. Each week of sailing, the officer makes a roll against his chosen method. Use the Complex Problems and Solution Points.

**For Officers using discipline** to train their crews, 200 Solution Points are needed to raise the crew from Green to Veteran, and 400 Solution Points to raise the crew from Veteran to Elite. Any missed rolls will result in a check for Mutiny.

**For Officers using leadership** to train their crews, 400 Solution Points are needed to raise the crew from Green to Veteran, and 800 Solution Points to raise the crew from Veteran to Elite. There is no check for Mutiny.

A Mutiny Check is a Leadership check for the training officer. A failure means a mutiny is brewing. The proto-mutiny must be put down by the officer with a successful leadership roll, or the mutiny will spread. How the officers are treated is directly proportional to how they have treated the crew.

# In Harm's Way Role-Playing Game

## Rate of Fire

A Green crew will fire once every three rounds. A Veteran crew will fire once every other round. An Elite crew will fire once every round.

## Maneuvering the Ship

In most cases, the characters need not make any skill rolls to control and maneuver the ship. In most cases, normal competence is assumed if the skill is possessed at all. Skill checks are only made where the characters are performing the skill in a dangerous or pressured situation. Maneuvering during a battle, a storm, or a race, are all examples of dangerous or pressured situations. In these cases, there are modifiers to success:

CREW MODIFIERS: Green Crew: -10

Veteran Crew: -0

Elite Crew: +10

## Points of Sailing

To begin to find how the vessel sails, first note on the figure below the different areas that the wind can come from. All ships have the same basic sailing properties. These are modified by the mass and ballasting of the ship, the wind direction and strength, the sail plan, the workmanship, and the individual quirks of the ship. The basic properties are:

Wind is from:	Astern	Rear Quarter	Abeam	Fore Quarter	Close Hauled
Maximum speed: 1st through 2nd rates	5 knots	10 knots	9 knots	7 knots	5 knots
Maximum speed: 3rd through 4th rates	6 knots	10 knots	9 knots	8 knots	6 knots
Maximum speed: 5th through 6th rates	9 knots	12 knots	10 knots	9 knots	8 knots
Maximum speed: Brigs and Corvettes	8 knots	11 knots	11 knots	8 knots	7 knots
Maximum speed: Schooners and Cutters	8 knots	11 knots	12 knots	10 knots	9 knots

Each vessel has it's own quirks. You may add two knots to any one wind direction, and one knot to another, then subtract one knot from a third. This represents the particular personality of the vessel. For Example:

## Schooner Independence

Astern	Rear Quarter	Abeam	Front Quarter	Close Hauled
8 knots	10 knots	14 knots	10 knots	10 knots

These numbers are further modified by the wind strength. To achieve optimum results, the ship has a wind strength at which it sails at it's best. This depends on the mass of the ship. At optimum, a vessel sails at the speed of the wind or its maximum speed, whichever is lower. The Beauford Wind Speed Scale below shows the optimum wind speed range for each type of vessel.

# In Harm's Way Role-Playing Game

## Beaufort Wind Scale ~ Sir Francis Beaufort, 1805

Beaufort Scale Number	Wind Speed Knots	Name	Remarks
0	Less than 1	Calm	
1	1-3	Light Air	
2	4-6	Light Breeze	
3	7-10	Gentle Breeze	
4	11-16	Moderate Breeze	Optimum for Schooners and Cutters
5	17-21	Fresh Breeze	Optimum for Corvettes and Brigs
6	22-27	Strong Breeze	Optimum for 5th & 6th Rates
7	28-33	Near Gale	Optimum for 3rd & 4th Rates
8	34-40	Gale	Optimum for 1st & 2nd Rates
9	41-47	Strong Gale	
10	48-55	Storm	
11	56-63	Violent Storm	
12	64+	Hurricane	

If the Beaufort Scale number is less than the optimum, the ship will sail slower than the wind speed, by 1 knot for every point on the scale lower than optimum. If the Beaufort Scale number is at optimum, the ship sails at its maximum speed. If the Beaufort Scale number is higher than the optimum, the ship will sail slower than the maximum speed by 1 knot for every 2 points on the scale higher than optimum.

### Examples:

A schooner is sailing with the wind abeam at Beaufort Scale 3, 8 knots. The schooner sails at 1 knot lower than the wind speed for each category lower than it's optimum, or 7 knots.

A frigate is sailing close hauled at Beaufort Scale 6, 25 knots. The schooner sails at it's maximum speed close hauled, or 5 knots.

A third rate is sailing with the wind in the rear quarter, at Beaufort Scale 9, 43 knots. The ship sails at 1 knot lower than its maximum for every 2 points lower than optimum, or 9 knots.

## Long Distance Sailing

Generally, except in periods of extended calm or storm, a vessel can expect to sail around 150-180 miles per day. This should be modified by the GM for the weather conditions prevailing.



# In Harm's Way Role-Playing Game

## Maneuvers

### Standard Maneuvers

Standard Maneuvers are those maneuvers which require a skill check, but have no penalty. These are maneuvers which are done frequently in the course of normal sailing. Examples are:

Maneuver	Description	Skill	Modifier
Tack in Strong Wind	Turn the ship into and through the eye of the wind so as to go on the other tack close hauled, when the wind is above 25 knots.	Sail	+0
Man Overboard	Stop the ship quickly so as to put boats over the side to rescue a man overboard.	Steer	+0
Narrow Channel	Steer the ship through a tight passage.	Steer	+0
Tow Ship	Pull another vessel - particularly a dismasted vessel.	Rope	+0
Out of Irons	If a ship gets stuck pointing into the eye of the wind during a tack, free her to finish the tack	Sail	+0
Spring Cables	Set up a special cable so that by hauling on it, the ship can be turned at anchor.	Rope	+0

# In Harm's Way Role-Playing Game

## Special Maneuvers

Special Maneuvers are very difficult tricks that can be performed at some risk in dangerous situations. Examples are:

Maneuver	Description	Skill	Modifier
Club Haul	Spin the ship about to a new tack using an anchor as the pivot. Used to avoid running aground in a high wind against a lee shore.	Sail	-30
Lame Duck Drogue	Use a towed sea anchor to slow the ship, making it appear clumsy or wounded	Rope	-10
Tack Feint	Pretend to tack, reversing at the last second to fool a chasing ship.	Sail	-15
Float Grounded Vessel	Get a vessel free if run aground by rocking the ship using the men running back and forth, shooting off the cannon to break the suction, and/or other devices.	Steer	-10
Cross Stern	Trick the enemy into shooting ahead, so as to fire into his vulnerable stern.	Steer	-20
Free Hamper	Cut away a fallen mast which is acting as a sea anchor, slowing and/or turning the ship.	Rope	-5
Close for Boarding	Close the distance between the ships so that a boarding party can cross.	Steer	-10

# In Harm's Way Role-Playing Game

## Ruses de Guerre

A Ruse de Guerre is a trick played to get advantage in a conflict. They are considered legitimate, so long as no breach of faith is committed. Examples are:

Ruse	Description	Skill to Detect	Modifier
False Colors	Flying the flag of the enemy or of a neutral nation. Permitted so long as the true flag is raised prior to firing.	Observe	+20
Bait and Switch	Disguising a ship of war as a merchantman, usually to provoke an attack.	Observe	+0
False Teeth	Disguising an armed merchantman as a ship of war, usually to intimidate an enemy.	Sail	+0
Phantom Flags	Signalling to nothing to persuade the enemy that there are ships over the horizon, usually to intimidate the enemy.	Analyze	-10
Mock Battle	Pretending to fight a companion vessel flying the enemy's flag - best when staged with a captured prize - to induce the enemy to help his "compatriot."	Gunnery	-10
Will o' the Wisp	Using a small craft with an openwork superstructure hung with lights at night to mimic the pattern on your own ship, to deceive the enemy into following the craft.	Observe	-10

## In Harm's Way Role-Playing Game



# In Harm's Way Role-Playing Game

## Expeditions

### Getting Away From the Ship

Sailors often are called upon to perform various actions away from the ship, for various reasons. These expeditions are always led by an officer or two, as well as men and Marines.

#### Boarding Actions

Boarding is an assault from one ship to another, over rigging, cables, or more commonly by jumping the gap between grappled ships. This usually happens as the end gambit of a sea battle. The officer leading the boarding action rallies his men, using either Discipline or Leadership.

On a success, the officer and men leap over to the other ship with a rush, pushing the enemy before them in a wave. The opposing officer attempts to rally his men, a success meaning the enemy pushes back. Each consecutive success after the first means the officer has momentum, and gains a +5 per consecutive success on the next attempt. This may surge back and forth several times.

On a failure, the officer's men retreat one area, and a Discipline (Morale) check is rolled. If the morale check fails, the men flee, or if they can't flee, surrender. If they flee, the next Leadership check and Morale check are at -10.

There are three areas on each ship involved, and one in between. On each ship is a forecastle, a waist, and a quarterdeck. Between the two ships is the 'bridge' area they crossed over at. If a group is pressed to retreat and they cannot, they will surrender.

Example: Mr. Edmunds leads a boarding party from the forecastle of the Lively onto the tangled bowsprits of the Lively and L'Insurgente. M. Fontaine leads his men to repel. Mr. Edmunds succeeds at his leadership check, and M. Fontaine fails a Discipline check, though he makes his Morale check. The Livelys push the French out of the bowsprits back onto the forecastle, the French making a fighting retreat.

Mr. Edmunds again rallies his men for a charge, this time with a +5 for 1 consecutive success, and succeeds. M. Fontaine fails his Discipline - again making their Morale check, and the French retreat into the waist.

Meanwhile, Mr. Williams has grappled L'Insurgente, and leads a rush of seamen over the quarterdeck rail. Mr. Williams makes his Leadership check, and Capitaine de Vaisseau Du Maurier makes his Leadership roll as well, and the melee is locked on the quarterdeck.

In the waist, Mr. Edmunds fails his leadership roll, despite his +10, though he makes his Morale check, and M. Fontaine makes his Discipline, driving the Livelys back to the Forecastle.

Mr. Williams succeeds with his +5 on Leadership, and M. le Capitaine fails both Leadership and Morale, pushing the French into the waist in a panic.

Mr. Edmunds rallies his men, succeeding on his Leadership check, and M. Fontaine fails, though he makes his Morale check, pushing the rest of the men back into the waist.

Mr. Williams succeeds on his check, and when the Captain fails, he surrenders to Mr. Williams, as he has no retreat.

When one side or the other has lost, the officer who won makes a quality of success - the higher the roll, the less the proportion of his men who are casualties. A roll of 100 or over means all his men made it with only nicks and scratches. A roll of 01 or less means half his men are down. The losing side will be worse off in terms of men down, the actual number being at the GMs discretion.

You can spice up the leadership rolls with individual combats using the Mook Rules in the appendices. You can treat all but PCs as mooks, or treat all but PCs and enemy officers as mooks, or only officers as non-mooks. The exact division is up to you. Mook combat is very fast, and fits into the speed of the boarding rush. The whole combat should take minutes. GM rolls for initiative - 1-50, the enemy has the advantage, over 50 goes to the PCs

# In Harm's Way Role-Playing Game

## Cutting Out Expeditions

Cutting Out is the process of assaulting a ship in harbour from the ship's boats, for the purpose of taking her as a prize, or of destroying her by burning. The officer in charge of the expedition should make a Tactics roll. A success gains the assault team a +20 bonus to the initial assault.

The officer in charge of each boat crew needs to make a discipline check to keep his men quiet during the assault, as surprise is everything. If all the boats remain quiet, surprise is automatic. If all fail, surprise automatically fails. Otherwise, surprise should be rolled, with a -10 for each boat that did not remain quiet.

One group of 2 men should be detailed to cut the anchor, another group of 5 to either set sail if taking the ship, or set combustibles if burning her. The balance of men are to assault the sentries, and should be resolved as a Boarding action. If the anchor detail and sail detail both succeed, all rallies are made with a -20 for the defending crew.

The anchor detail needs to make a total of 200 points of success to the anchor cable with boarding axes before it will part. The sail detail needs to make 500 points of success at a Sailing skill check before the sails are set properly. The officer in charge of the combustibles detail needs to make 200 points of quality on a Demolitions skill check before the destruction is assured.

The escaping crew must then get away through fire from any protective fortification.

## Shore Assaults

Shore assaults are expeditions designed to take and/or destroy a shore fortification from its more vulnerable, landward side.

This can include various methods, such as a night surprise assault, setting up ship's guns on land at a higher position to enfilade the fort, scaling walls, blowing a hole in the landward walls with gunpowder, etc.

Use the silence rules in the cutting out expedition for a surprise night assault. Use the setting combustibles rules in the cutting out expeditions for blowing a hole in the walls. Use the boarding actions rules for the actual fighting in the fortification. For setting guns up, use gunnery skill checks

with a total quality of 400 before the fort will surrender. Use these recommendations as guidelines for your player's undoubtedly crazier ideas.

## Boat Expeditions

Sometimes, a ship needs to get in touch with another ship or the shore for various reasons, such as watering at a nearby spring or creek, getting essential supplies in a town, picking up people of importance from a hostile beach, getting or sending orders or important information, etc.

A boat crew is detailed and sent to achieve the objective, but the objectives vary so much that we encourage the GM to use the examples for other expeditions as guidelines, to be interpreted liberally.

## Fireship Crews

A fireship is a ship - sometimes a capture, sometimes a purpose-built ship - full of gunpowder and combustibles. A scratch crew is sent in with the ship, who will set fire to it, then abandon it just before it hits a ship or ships in a harbor.

Whether the fireship hits or not depends on the officer's Steer skill. The earliest the crew can abandon ship is five turns before it hits, in which case the Steer check is at standard chance. Each round the crew stays on past this point gains a +10 on success for the Steer Check.

At five rounds before hitting, the scratch crew has a 0% chance of getting caught in the explosion, but each round past this before abandoning increases the chance of getting caught by 5%.

## Prize Crews

Prize crews are crews sent over to take command of prizes taken, whether merchant or naval. The prize crew has to take the vessel into the designated port to be adjudicated by the Prize Court. This entails all the usual problems in navigation attendant upon taking a ship from one place to another, plus the prize crew is often outnumbered by the captured crew, which is a recipe for danger.

This danger can be lessened if the crew takes proper precautions with the captured crew, and if the officers give their parole, but the danger will never go away.

## In Harm's Way Role-Playing Game

### Britain vs. America: The War of 1812 AKA The Second American War

There was every reason why the United States should beat us. She was larger in size, heavier in metal, more numerous in men, and stronger built than the Macedonian. Another fact in her favor was that our captain at first mistook her for the Essex, which carried short carronades, hence he engaged her at long shot at first; for, as we had the weather gage, we could take what position we pleased. But this maneuver only wasted our shot and gave her the advantage, as she actually carried larger metal than we did. When we came to close action, the shot from the United States went "through and through" our ship, while ours struck her sides and fell harmlessly into the water. This is to be accounted for both by the superiority of the metal and of the ship. Her guns were heavier and her sides thicker than ours. Some have said that her sides were stuffed with cork. Of this, however, I am not certain. Her superiority, both in number of men and guns, may easily be seen by the following statistics. We carried forty-nine guns; long eighteen-pounders on the main deck, and thirty-two-pound carronades on the quarter deck and forecastle. Our whole number of hands, including officers, men and boys, was three hundred. The United States carried four hundred and fifty men and fifty-four guns: long twenty-four-pounders on the main deck, and forty-two-pound carronades on the quarter deck and forecastle. So that in actual force she was immensely our superior.

To these should be added the consideration that the men in the two ships fought under the influence of different motives. Many of our hands were in the service against their will; some of them were Americans, wrongfully impressed and inwardly hoping for defeat: while nearly every man in our ship sympathized with the great principle for which the American nation so nobly contended in the war of 1812. What that was, I suppose all my readers understand. The British, at war with France, had denied the Americans the right to trade thither. She had impressed American seamen and forcibly compelled their service in her navy; she had violated the American flag by insolently searching their vessels for her runaway seamen. Free trade and sailors' rights, therefore, were the objects contended for by the Americans. With these objects our men could but sympathize, whatever our officers might do.

On the other hand, the crew of our opponent had all shipped voluntarily for the term of two years only (most of our men were shipped for life). They understood what they fought for; they were better used in the service. What wonder, then, that victory adorned the brows of the American commander? To have been defeated under such circumstances would have been a source of lasting infamy to any naval officer in the world. In the matter of fighting, I think there is but little difference in either nation. Place them in action under equal circumstances and motives, and who could predict which would be victor? Unite them together, they would subject the whole world. So close are the alliances of blood, however, between England and America, that it is to be earnestly desired, they may never meet in mortal strife again. If either will fight, which is to be deprecated as a crime and a folly, let it choose an enemy less connected by the sacred ties of consanguinity.

Samuel Leech: "A Voice From The Main Deck."

# In Harm's Way Role-Playing Game

## Ship's Boats

### The various types of ship's boats

Ship's boats were vitally important for ships in the period covered in this game. These boats were the main connection between the ship and shore, as naval vessels seldom tied up to quays in harbor. They also served for all kinds of auxiliary tasks, such as cutting out expeditions, assault landings, towing the ships in calms, communications, and many other tasks.

#### Longboat

Carvel-built (hull planks laid edge to edge)  
32 feet long  
Double banked (two men per thwart, each with a single oar)  
Crew: 12 oars, one cox'n  
Sails: 2 gaff rigged removable masts

Longboats were generally, though not universally, replaced by Pinnaces during the game period. They were excellent sea boats, capable of carrying heavy loads.

#### Barge

Carvel built  
32 feet long  
Double Banked  
Crew: 20 oars, one cox'n  
Sails: 2 gaff rigged removable masts

Barges were usually showpieces, used for dignitaries and special passengers, but awkward to get in and out of the water. Not a general workboat.

#### Pinnace

Carvel built  
28 feet long  
Double banked  
Crew: 12 oars, one cox'n  
Sails: 2 gaff rigged removable masts

Pinnaces were heavy lifters, and excellent work boats, though they were not good sailors. They were best used in harbour

#### Cutter

Clinker built (hull planks overlapping)  
25-30 feet long  
Single banked (one man per thwart, each with a single oar)  
Crew 6-8 oars, one cox'n  
Sails: 2 ketch rigged removable masts

Cutters were the best sailors and very strongly built. Cutters were often substituted for Barges

#### Yawl

Carvel built  
25-30 feet long  
Single banked  
Crew: 5-6 oars, one cox'n  
Sails: 2 gaff rigged removable masts

Yawls were replacements for cutters for ships on foreign station. They were easier to repair, though frailer than a cutter.

#### Launch

Carvel built  
25-26 feet long  
Double banked  
Crew: 14 oars, one cox'n  
Sails: 2 gaff rigged removable masts

Launches were excellent sea boats, though poor sailors

#### Gig

Clinker built  
24-25 feet long  
Single Banked  
Crew: 5 oars, one cox'n  
Sails: 2 lugsail rigged removable masts

Gigs were small, light boats used by the captain.

#### Jollyboat

Clinker built  
18 feet long  
Single banked  
Crew: 5 oars, one cox'n  
Sails: 2 ketch rigged removable masts

Jolly boats were basically miniature Cutters.



# In Harm's Way Role-Playing Game

## 1812 British Navy establishment for ship's boats

### First Rate

Launch, Barge, 2 X Cutters, 2 X Pinnaces, Gig, Jollyboat

### Second Rate

Launch, Barge, 2 X Cutters, 2 X Pinnaces, Gig, Jollyboat

### Third Rate

Launch or Longboat, 2 X Pinnace, Yawl, Cutter, Gig

### Fourth Rate

Launch, Pinnace or large Cutter, Yawl, small Cutter, Gig

### Fifth Rate

Launch, Barge or Pinnace, 2 X Cutters, Jollyboat

### Sixth Rate

Launch, Barge or Pinnace, Cutter, Jollyboat

### Unrated

Varied greatly. Officially, Launch, Cutter, Jollyboat

Note: American ships frequently carried more boats per rating than British or French, because American ships were larger.

## Armament for Ship's Boats

Ship's boats often carried armament, cannon or carronades. Usually located in the bows, but occasionally in the stern, the armament was always fitted to fire in line with the boat's keel.

In the larger boats, a 24 pndr carronade or 6 pndr cannon could be carried.

In the smaller boats, an 18 pndr carronade or 4 pndr cannon could be carried.

Often, two 12 pndr carronades were carried, one in the bow, one in the stern.



# In Harm's Way Role-Playing Game

## Appendix A

### Optional Rules

Use of these optional rules is solely at the discretion of the GM and may be dropped at any time if the GM feels the rule is detrimental to the game.

#### Optional Rule: Sniping and Single Shot Kills

If the character wishes to snipe, and the situation and weapon is proper, sniping is possible. If the hand-held weapon has a range factor of Long and is within the proper range for the weapon, and the target is unaware of the presence or general position of the sniper, the sniping rules are in effect. In this case a hit is either a death blow or a wound. If the adjusted number rolled to hit is 5 or less from the maximum, but still a hit, then the target takes the normal damage from the hit X2 (double damage.) If the adjusted number rolled to hit is 10 to 6 from the maximum, but still a hit, then the target takes the normal damage from the hit X3 (triple damage). Any other hit results in the target sustaining a potentially lethal wound.

For example: a sniper with firearm+5 and coordination of 9 has a 70% chance of a hit to skin. The target is at long range and unaware of the sniper, and the firearm is a rifle. A result of 70 or less on %d is required for a hit.

If the number rolled is 66-70, the target sustains double damage from the hit. If the number rolled is 61-65, the target sustains triple damage from the hit. Anything above 70 is a miss, and anything 60 or below causes instant death to the target.

Sniping brings sudden death into the combat picture. Normally, In Harm's Way combat is bloody, but seldom lethal. Some GMs are loath to use sudden death on their own players. We have left the decision here up to the individual GM. If the Player characters are able to snipe, but the opponents are not able to snipe at the PCs, the GM will have to deal with what amounts to indestructible PCs. This is not necessarily a bad thing, but can drastically alter the flavor of any campaign.

Here are some possible options:

Player characters and opponents can snipe: This tends to lead to a very grim, extremely gritty feel. Players may feel very vulnerable and may refrain from sticking their characters' necks out. This is the most realistic option, in that the player characters will behave more like real people in a stressful situation.

Player characters only can snipe: This leads to a more open game. The player characters are able to snipe with impu-

nity, but the GM can control the \*conditions\* for sniping. In other words, the player characters can snipe, but only when the GM says they can. This can satisfy the player need for tactical involvement but allows the GM to control things on a higher level.

#### Optional Rule: Commando-type Actions

Characters may attempt commando-type actions such as picking off a sentry by clapping a hand over the sentry's mouth while slicing his neck with a knife. This should be purely a question of the character's ability to sneak up on (using the sneak skill) or rush the sentry (using the dash skill), and nothing to do with weapon skill. If the sentry does not detect the approach of the character (sneak) or is unable to respond in time (dash) the sentry should die. If a character without an appropriate skill attempts it, roll at sneak+0 or dash+0 as appropriate, with modifiers for agility. In any case, the sentry's constitution should be ignored.

#### Optional Rule: Plot Points

Using this optional rule, the characters and the GM each receive one Plot Point per session. They can be used any time during that session, but cannot be accumulated across sessions. The Plot Point can be used to do one of two things: the player may make any Chance of Success attempt, by anyone, an automatic success or an automatic failure, or it can make a Quality of Success roll, by anyone, either maximum or minimum. The Plot Point can be used at any time on any character.

#### Optional Rule: Active Defense

Using this optional rule, a character who is performing an offensive action may shift points from initiative, to-hit, or damage into an active defense. This defense gives the character effective cover of the amount of points shifted.

For example: Freya shifts 20 points from her to-hit to Active Defense, giving her a -20 penalty to hit and giving her 20% effective cover. Any attack on her must penetrate the cover before it hits her. Active Defense stacks (adds together) with any cover given by the Dash skill, but does not stack with natural cover.

#### Optional Rule: Nitty Gritty

Using this optional rule, the characters have a much higher chance of getting hurt and dying. Some people

# In Harm's Way Role-Playing Game

prefer a chance of any given shot having a chance of killing a character, and this will do it.

Instead of multiplying STR, COOR, AGY, and END by ten, multiply it by five. Leave everything else the same.

## Optional Rule: Flip Dice

Use the reverse of a Chance of Success as a QoS roll - i.e 57% becomes 75 points Quality.

## Optional Rule: Seamanship Skills

PC Midshipmen can advance in those physical skills which are used every day in the performance of their duty short of taking an actual skill.

The default chance for trying an action with no skill is the governing stat times 1, plus any modifiers. After every four months, the PC can raise the default multiplier by one until the multiplier is five times the Governing Attribute of the skill.

For example, Climbing has the governing Attribute of AGY. A PC with an AGY of 9 has a default chance of  $1 \times 9$  plus the modifier of 5 for a high attribute, or 14%. After four months, the PC has a chance of  $2 \times 9$  plus 5, or 23%. After another 4 months, it goes up to  $3 \times 9$  plus 5 or 32%, and so on. At five times the Attribute, that is after a year and eight months, this rule tops out and does not continue increasing.

The skills affected are:

### **Climbing, Steer, Rope, Gunnery, Blade, Firearms**

This rule is superseded when the PC takes the skill in question.

## Optional Rule: Mook Rules

For faster mass combat, each non-officer is a mook. If a character hits a mook, and the Quality+Weapon Modifier is above 75, the mook goes down. If not, the mook takes a wound. Mooks can take three wounds before going down.

The GM rolls for initiative. On 1-50, the enemy has initiative. On 51-00, the PCs have the initiative and go first.

Mook Rule combat runs very fast, and is great for mass combat using the PCs such as boarding actions, cutting out operations, and shore raids.



# In Harm's Way Role-Playing Game

## Appendix B

### Optional Ship Combat Rules

These rules are more like real ship to ship combat in the period, but are more difficult to use. They are here for your use if you wish, but are neither preferred nor discouraged.

Use of these optional rules is solely at the discretion of the GM and may be dropped at any time if the GM feels the rule is detrimental to the game.

#### Hull Damage

On a Hull hit, subtract the Hull Thickness from the weight of the shot - if this results in a zero or less, the shots bounce off. Multiply the result times the number of guns in the section, then multiply the result times 1d10.

Examples:

5 X 6 pndrs vs. Hull Thickness of 4.  $((6 - 4 = 2) \times 5 = 10) \times \text{roll of } 6 = 60$

7 X 32 pndrs vs. Hull Thickness of 12.  $((32 - 12 = 20) \times 7 = 140) \times \text{roll of } 4 = 560$

#### Rigging Damage

On a Rigging hit, Multiply half the weight of the shot times the number of guns in the section, then multiply the result times 1d10.

5 X 6 pndrs vs. Rigging.  $((6 / 2 = 3) \times 5 = 15) \times \text{roll of } 6 = 90$

7 X 32 pndrs vs. Rigging.  $((32 / 2 = 16) \times 7 = 112) \times \text{roll of } 4 = 448$

#### Crew Damage

On a Crew hit, Multiply the weight of the shot times the number of guns in the section, then multiply the result times 1d10.

5 X 6 pndrs vs. Crew.  $(6 \times 5 = 30) \times \text{roll of } 6 = 180$

7 X 32 pndrs vs. Crew.  $(32 \times 7 = 224) \times \text{roll of } 4 = 896$

### Ship Constitution

The ship's base constitution is given in the description of ships. This applies to its Hull and Rigging

Constitution - thus a 1st Rate would have Hull and Rigging Constitutions of 900 each.

#### First Rates - Big Three Decker Ships

Hull Thickness: 12 sides/8 bow/2 stern

Constitution: 22000/16500/11000/5500

#### Second Rates - Small Three Decker Ships

Hull Thickness: 12 sides/8 bow/2 stern

Constitution: 20000/15000/10000/5000

#### Third Rates - Big Two Decker Ships

Hull Thickness: 11 sides/7 bow/2 stern

Constitution: 18000/13500/9000/4500

#### Fourth Rates - Small Two Decker Ships

Hull Thickness: 10 sides/6 bow/2 stern

Constitution: 15000/11250/7500/3750

#### Fifth Rates - Big Frigates (Ship)

Hull Thickness: 9 sides/6 bow/2 stern

Constitution: 12000/9000/6000/3000

#### Sixth Rates - Small Frigates (Ship)

Hull Thickness: 6 sides/4 bow/2 stern

Constitution: 6000/45000/3000/1500

#### Unrated Vessels

*Jackass Frigates AKA Post Ships (Ship)*

Hull Thickness: 5 sides/3 bow/2 stern

Constitution: 4000/3000/2000/1000

*Corvettes (Ship)*

Hull Thickness: 5 sides/ 3 bow/1 stern

Constitution: 3000/2250/1500/750



# In Harm's Way Role-Playing Game

## *Brigs*

**Hull Thickness:** 4 sides/2 bow/1 stern

**Constitution:** 2000/1500/1000/500

## *Schooners*

**Hull Thickness:** 2 sides/1 bow/0 stern

**Constitution:** 1500/1125/750/375

## *Cutters*

**Hull Thickness:** 1 sides/1 bow/0 stern

**Constitution:** 800/600/400/200

## **Crew Constitution**

Crews have collective constitution depending on their Esprit rating. Each member of a Green crew has a constitution of 250, each member of a Veteran Crew has a constitution of 300, and each member of an Elite crew has a constitution of 350. Multiply the constitution given by the number of crew to find the collective Crew Constitution. For example: a 30 man Veteran crew would have  $300 \times 30 = 9000$ . This is the normal constitution.

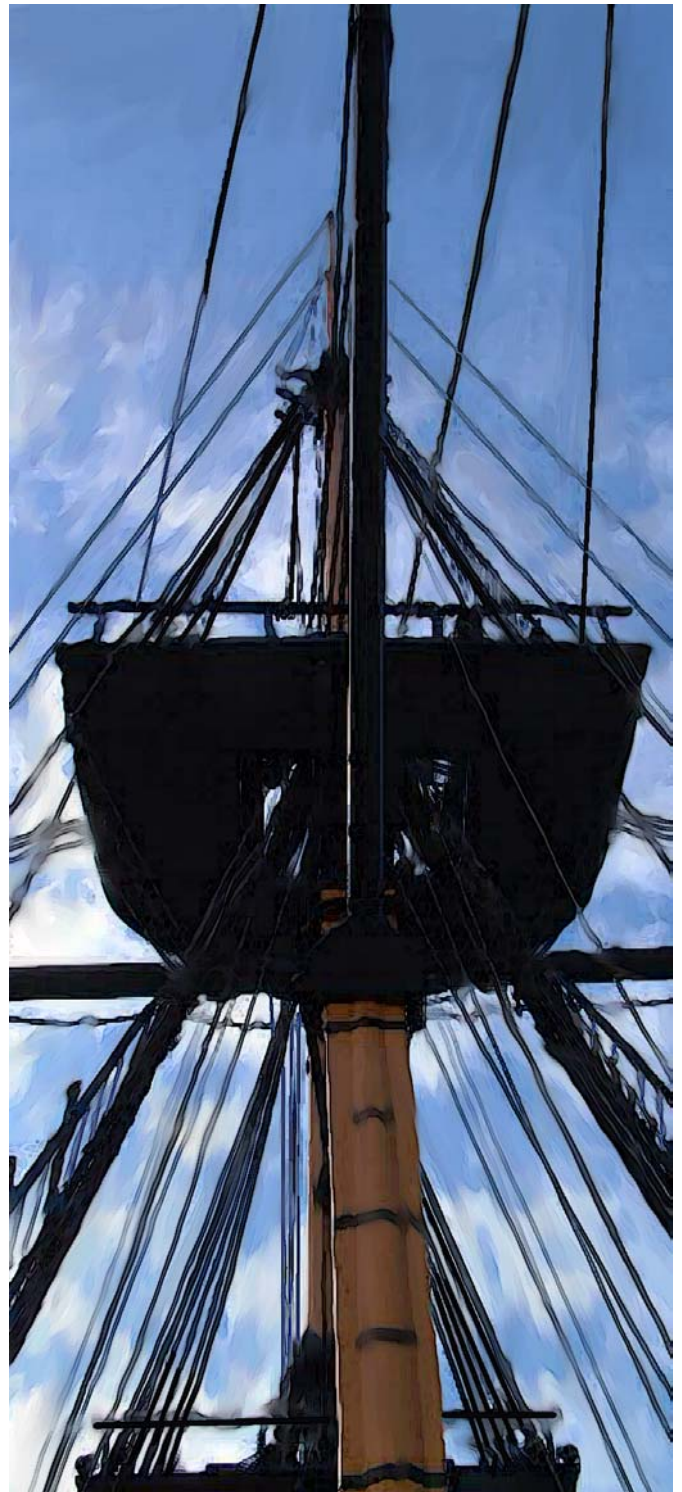
### **Examples:**

A 30 man Green crew has a normal constitution of 7500, a Green Level of 5625, a Veteran Level of 3750, and an Elite Level of 1875.

A 30 man Veteran crew has a normal constitution of 9000, a Green Level of 6750, a Veteran Level of 4500, and an Elite Level of 2250.

A 30 man Elite crew has a normal constitution of 10500, a Green Level of 7875, a Veteran Level of 5250, and an Elite Level of 2625.

**In all other respects, combat is as normal.**



# In Harm's Way Role-Playing Game

## Appendix C Campaigns and Playstyles

### The Default Campaign

The default campaign in In Harm's Way starts with all PCs as 12 year old Midshipmen, moves into a phase with all PCs as Lieutenants, then into one where one PC is the Commander or Captain and the rest are Lieutenants. This campaign style, however, is not the only way one can play the game.

### The Lieutenants Campaign

This campaign cuts off the Midshipmen phase of the campaign, allowing the PCs to start as seasoned Lieutenants, fully grown, and far more competent than any midshipman. Otherwise it proceeds as the default campaign.

### The Commander or Captain Campaign

This campaign starts the game with one PC as Commander or Captain of the vessel, with the other PCs as Lieutenants. This is the heart of the fiction that IHW is based on - a single ship as a closed world, one autocrat at the top, and others doing his bidding. On smaller vessels, some PCs may have to take non-Officer roles. Master's Mates are recommended for this, as they are all passed Midshipmen, or are sailors who have taken the equivalent of the Lieutenant's exam and passed.

### The One Shot

You can play a one shot or short campaign with all the PCs almost ready to move up to captaincy - this may be a short prelude to the previous campaign type. Set all the PCs at 350 points of Notice plus Influence, and let it rip. First one to hit 400 combined points wins.

### The Lieutenant Commander Campaign

This one is played with one PC as Lieutenant commanding a very small, unrated ship, such as a schooner or cutter, or maybe a bomb vessel. The other PCs must play non-officer types, and there is no competition for notice beyond the Lieutenant commanding.

### The Commodore's or Admiral's Campaign

In this campaign, one player plays the Commodore or Admiral in charge of a flotilla or fleet, and the other players play commanding Officers, each with their own vessel. Each player competes for notice from the Commodore or Admiral, which the commanding player awards.

### Playstyles

Playstyle is the way a campaign is played, rather than what the characters do. Any Playstyle can be used in any campaign. There are a number of optional Playstyles you can use with In Harm's Way.

### Player-Centered Playstyle

In this Playstyle, the players vote awards for Notice for the other Player Characters, that is other than their own characters, rather than having the GM award them. This should be done, as with GM awards, at the end of the night of play. This type of play can get intensely competitive.

### Yo-Yoing in Time Playstyle

In this Playstyle, The play can drop back in time at any point to play out a scene or scenario in the past before popping back. If you want, you can also pop forward in time as well, though this can introduce problems. The change in time can be initiated and described by the players or by the GM. This requires the PCs to keep several different character sheets - just the top, colored sheet - one for each time period. The GM may want to distribute a token to each player per campaign, and charge a token to change times.

### No Competition Playstyle

In this Playstyle, the players do not compete with each other. At the first step, from Midshipmen to Lieutenants, everyone advances after 6 years. At the second step, From Lieutenant to Commander, the players vote for the winner, without voting for their own characters, after a few actions. From that point onward, winner of that round continues on automatically. PCs can be voted into promotions - and into command of their own - by acclaim of the players.

### GM Fiat Playstyle

In this Playstyle, the GM judges the actions of the PCs, and at the proper time, typically after some amazing action, awards promotions to those whom he feels deserving. Since there are no set accumulations of points, there should be no undercutting of other players, yet the GM's scrutiny should still prompt PCs to excel. This Playstyle does require immense trust in the GM.

# In Harm's Way Role-Playing Game

## Timelines

### Timeline - British & French

1793	January	Louis XVI beheaded
	February	Revolutionary France declares war on Britain
	April	The Terror begins in France
	August	British-Spanish-Neapolitan forces occupy Toulon
	December	Artillery Major Napoleon evicts the Allies from Toulon
1794	July	British Navy lands French emigre army at Quiberon Bay in Brittany
	July	Robespierre deposed, Terror ends after 40,000 die
		British Navy captures Martinique & St. Lucia in West Indies
		British Navy captures Seyscelles in Indian Ocean
1795	January	Dutch enter war, taking the French side
	February	British Navy captures Ceylon in India
	September	British Navy captures Cape Colony in Africa from Dutch
		British Navy captures Guyana Colony in S. America from Dutch
	October	Emigre army in Brittany defeated
1796	October	Spain declares war on Britain
1797	February	British Navy defeats Spain at the Battle of St. Vincent, off Portugal
	February	British Navy captures Trinidad from Spain and Tobago from Dutch
	April	British Navy mutinies at Spithead - the 'justifiable' mutiny
	May	British Navy mutinies at the Nore - they 'went too far'
		French land in Pembrokeshire, find no support
		British Navy defeats Dutch at Camperdown
1798	May	French Navy departs for Egypt, taking Malta en route
	August	British Navy defeats French at Battle of the Nile, in Aboukir Bay
	autumn	French land in County Mayo, Ireland. Defeated 2 weeks later
1799	August	British Navy lands Expeditionary Force in Netherlands
	October	British Navy extracts Exp. Force, institutes blockade on Dutch
	November	Napoleon seizes power as First Consul
1800	June	Napoleon crushes Austrians at Marengo in Italy
	September	British Navy captures Malta
	December	Armed Neutrality of North formed between Russia, Denmark, Sweden & Prussia, threatening British interests in Baltic
	December	Napoleon defeats Austrians at Hohenlinden - Austria sues for peace
1801	March	British defeat French in Egypt
	April	British Navy defeats Danish at Copenhagen
	June	Armed Neutrality dissolves
	October	Treaty of London - war suspended
1802	March	Peace of Amiens - war ended, most captured territories returned, British keep Trinidad and Ceylon
1803	May	War resumes when British refuse to turn over Malta

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1804	December	British Navy re-captures Tobago, St. Lucia, and Guyana British capture Spanish treasure ships, Spain declares war
1805	October	British defeat Spanish-French allied fleet at Trafalgar, off Portugal, Nelson killed
1806	April November	British Navy institutes blockade of France Napoleon institutes Continental System, cutting all European trade with Britain
1807	September November	British Navy blockades Europe, forcing neutral trade to go through Britain British Navy attacks Copenhagen France invades Portugal
1808	August	British Expeditionary Force under Wellesley lands in Portugal, winning Battle of Vimiero
1809		BEF defeats French in Battle of Corunna BEF defeats French in Battle of Oporto BEF defeats French in Battle of Talavera Wellesley created Duke of Wellington British Expedition to Walachern in Netherlands defeated British Navy captures Ionian Islands and Cerrigo in the Med
1810	October	BEF stops French attack at Torres Vedras British Navy captures Guadaloupe in West Indies
1811		BEF stops French attack at Fuentes d'Onoro BEF stops French attack at Albuhera
1812	June August September September October	BEF defeats French at Ciudad Rodrigo BEF defeats French in Battle of Badajoz Americans declare war on British BEF defeats French in Battle of Salamanca, enters Madrid BEF forced to retreat to Portugal Napoleon enters Moscow Napoleon retreats from Moscow
1813	June October October	BEF utterly crushes French at Battle of Vitoria, winning Peninsular War Napoleon defeated at Leipzig BEF crosses Pyrenees into France
1814	March March April	BEF defeats French at Battle of Laon, captures Bordeaux Allies enter Paris Napoleon abdicates, given island of Elba off Italy
1815	March June	Napoleon lands in southern France, begins the Hundred Days Wellington & Blucher defeat Napoleon at Waterloo. Napoleon exiled to St. Helena Congress of Vienna - Britain keeps all territories taken



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## Timeline - American

1794	March	Congress passes An Act to Provide for a Naval Armament,
1795		Construction begins on the six frigates authorized in the Navy Act. Angered by Jay's Treaty, French vessels begin to seize American ships on the high seas.
1796	March	A peace accord is signed between the United States and Algiers.
	May	United States, the first of the 6 frigates is launched in Philadelphia.
1797		President Adams dispatches a special commission to France
1798	March	After a year of fruitless negotiations the American commission to France returns empty-handed.
	March	President Adams produces proof of bribes requested by French officials. The incident is named the XYZ Affair.
	April	A new naval appropriations bill passes Congress.
	May	Congress authorizes U.S. warships to seize "armed vessels under authority or pretense of authority from the Republic of France"
	July	Captain Stephen Decatur, Sr., in the 20-gun schooner Delaware, defeats French privateering ship Croyable
1799	February	Constellation, commanded by Thomas Truxton, defeats French ship L'Insurgente in the Leeward Islands of the Caribbean.
1801	May	Tripoli declares war on the United States.
	July	The American fleet sent by President Jefferson arrives in Gibraltar
	July	Treaty of Mortefontaine ends hostilities with France.
	August	Lieutenant Andrew Sterrett, in the Enterprise, defeats the Tripoli.
1802	April	Commodore Dale returns to the US and resigns from the navy
1803	June	Commodore Edward Preble commands the Med. Squadron.
	September	Commodore Richard Morris is recalled to the United States. Jefferson dismisses him from the navy when a court of inquiry censures him for lack of diligence.
	October	Capt. Bainbridge runs the Philadelphia aground on a reef in Tripoli Harbor.
1804	February	The Intrepid recaptures the Philadelphia. The Americans set the Philadelphia afire and make good their escape.
	September	The Intrepid, loaded with one hundred barrels of gunpowder, sails into Tripoli Harbor to be abandoned by her crew and then exploded. However, a direct hit ignites the Intrepid's gunpowder before the crew can escape, obliterating the ship.
	September	Commodore Barron arrives off Tripoli with reinforcements, assuming command of the squadron.
1805	June	The Pasha of Tripoli accepts the last American offer of \$60,000 for the release of American prisoners and approves a new treaty that does not require tribute payments.

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October-The British defeat the French at the Battle of Trafalgar.

1807	January	The British Orders in Council decree that ships entering or leaving French ports shall be seized.
	June	The American ship Chesapeake is fired on and boarded by the crew of the HMS Leopard. The British take four deserters
	July	Jefferson signs a decree ordering all British vessels out of American waters.
	December	Congress imposes a worldwide embargo on American trade called the Non-Intercourse Act.
	December	Napoleon issues the Milan Decree, which labels all ships from any nation engaged in commerce with the English as lawful prizes
1810	May	Macon's Bill Number 2 lifts all restrictions on trade with both England and France.
1811	May	The USS President fires on the sloop of war HMS Little Belt off New Jersey coast. The captains' stories contradict each other.
1812	June	The U.S. Congress declares war on Britain.
	June	Captain John Rogers, commanding the frigate President, fires the first shot of the War of 1812 at the British frigate Belvidera.
	August	The Constitution defeats HMS Guerrière
1813	March	Captain Porter and the frigate Essex attack British whaling ships along the west coast of South America.
	April	Commander Chauncey takes his squadron on the offensive, crossing Lake Ontario to capture and burn York (Toronto).
	June	Perhaps the greatest American defeat of the War of 1812 occurs when the Chesapeake and the Shannon fight near Boston.
	September	The American squadron on Lake Erie defeats the British
1814	March	Essex is defeated by two Royal Navy warships, Phoebe and Cherub, at Valparaiso, Chile
	August	British troops land at Benedict, Maryland
	August	The British burn Washington, D.C.
	September	Master Commandant MacDonough's American squadron defeats the British Squadron on Lake Champlain, stopping an invasion from Canada
	September	The British attack Fort McHenry at Baltimore, but are driven off, inspiring Francis Scott Key to write the Star Spangled Banner
	December	The British attack and defeat an American naval force under the command of Lieutenant Thomas ap Catesby Jones on Lake Borgne near New Orleans
	December	Andrew Jackson and American forces attack the British camp eight miles south of New Orleans. American ships Carolina 14 and Louisiana 22 bombard the British
	December	The Treaty of Ghent is signed, ending the War of 1812.
	December	The British attempt to advance toward New Orleans, but are driven back by the American troops and the Louisiana.
1815	January	The Americans crush the British at Battle of New Orleans
	January	The President runs aground in a snowstorm. Damaged and hard to

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maneuver, the ship is forced to surrender when two pursuing frigates from the British squadron move to attack.

February

Off the Cape Verde Islands, the Constitution captures the HMS Cyane and HMS Levant in the last naval action of the war.



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American Heavy Frigates 1794-1826 An overview of the American's favorite sailing man of war	Larda	Osprey/New Vanguard	1841766305
Book of Old Ships, The A charming book filled with descriptions and drawings of strange regional vessels of various periods	Culver	Dover	0486273326
Book of the Navy, The A very hard to find book with first person reports of naval actions, sea chanteys, and true stories of the sea	Roberts & Brentano	Doubleday	Unknown
British Napoleonic Ships of the Line An overview of Britain's signature men of war	Konstam	Osprey/New Vanguard	184176308X
End of Barbary Terror, The A history of the second Barbary War	Leiner	Oxford University Press	0195189949
Frigates, The Another hard to find book, concentrating on the great British frigate captains	Henderson	Leo Cooper	0850524326
History of the American Sailing Navy, The A brilliant, classic book, filled with drafts of various American men of War	Chapelle	Konecky & Konecky	1568522223

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Jack Aubrey Commands	Lavery	Naval Institute Press	1591144027
A beautifully written and structured book giving an overview of the British Navy during the Napoleonic era			
Maritime Power and the Struggle for Freedom	Padfield	Overlook Press	158567589X
A classic of political-economic theory applied to command of the sea. A real thinking book.			
Rise of American Naval Power, The	Sprout & Sprout	Naval Institute Press	087021778X
Covers the period from the revolution to the first World War, detailing the infighting and internal politics of the American Navy			
Sailing Warships of the US Navy	Canney	Naval Institute Press	1557509905
A gorgeous book, full of ship plans and pictures. Very well written as well			
Search for Speed Under Sail, The	Chapelle	W. W. Norton	0393031276
Another classic from America's greatest Sail historian, chock full of ship plans, both merchant and Naval. Highly recommended!			
Seize the Fire	Nicholson	Harper Collins	0060753617
A psychological dissection of the state of mind of the British naval sailors and officers, wrapped around an analysis of the Battle of Trafalgar. Fascinating!			
The World of Jack Aubrey	Miller	Courage Books	0762416521
An excellent companion/overview to the British Navy of the era, with special attention to the fictional Jack Aubrey			
Warships of the Great Lakes	Malcomson	Knickerbocker Press	0785817980
A fascinating analysis of the immense shipbuilding arms race between Britain and the US on Lakes Erie and Ontario - lots of plans and paintings!			

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## Fiction Book Series

Series Title	Author	Publisher	ISBN
Alan Lewrie Series	Lambdin	Fawcett	0449003604 et al
A bawdy, rollicking series with a very different type of hero. Lewrie is a scamp and a womanizer, but he's also very good at this captain thing!			
Horatio Hornblower Series	Forester	Back Bay Books	0316289124 et al
The original naval adventure series, more popular in its time than the Aubrey Maturin series is today. Very well written, and a fascinating hero			
Isaac Biddlecomb Series	Nelson	Pocket	0671519247 et al
Interesting series from the American point of view during the Revolution.			
Jack Aubrey-Stephen Maturin Series	O'Brian	W. W. Norton	0393307050 et al
What can I say? The best written naval series ever - Naval adventure as great literature			
Lord Nicholas Ramage Series	Pope	McBooks Press	0935526765 et al
Nicely written and crackling with energy, but a bit contrived at times. Ramage is a wealthy aristocrat who speaks several languages - a high Interest character!			
Nathaniel Drinkwater Series	Woodman	Sheridan House	1574091239 et al
A well written series with a somewhat different hero - Drinkwater had a hard road, spending years as a Master's Mate - a high Notice character!			
Richard Bolitho Series	Kent	McBooks Press	0935526412 et al
The longest series, taking Bolitho from Middie to Admiral. Not to my taste, too contrived, but very popular			
Richard Delancy Series	Parkinson	McBooks Press	1590130014 et al
Aside from O'Brian, the best written series. Delancy is from Guernsey rather than Britain proper.			

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## *Excerpts from The Letters to Clarissa*

by El Zambo

September 7, 1800, Gibraltar

Dear Clarissa,

How are you? I hope all is fine with you and yours. I am missing you! I am aboard the USS Hound, a brig of war. Our Captain is Josiah Banks. He seems a good captain, a decent fellow. The first Lieutenant, Simon Lawrence, is quite a character. Captain Banks sent him into a heavy fog with six sailors in the jolly boat, and he came back with a captured corvette. Turns out it was a plague ship, and Lawrence was able to fool the few remaining healthy sailors that he led a large boarding party!

At a later date, he and I captured a schooner that had intelligence information and a treasure of gold coins! Simon got me going into all kinds of intelligence operations pretending to be a French agent. This pretense caught up with me and I was captured in a fort. An officer at the fort knew the agent I was imitating, but I somehow got the drop on him and managed to escape. How harrowing and exciting at the same time!

Please keep me in your thoughts,

Sincerely,

Ethan Grant, Master's Mate, USS Hound

☆☆☆☆☆

October 5, 1801, Tenes Harbor, Algiers

My Dearest Clarissa,

My love, how are you? Keeping in fine spirits, I hope? Your family is well?

We have had a very exciting adventure. We followed a Barbary frigate that had taken over an American merchantman and captured the crew to sell as slaves into the small Algerian port of Tenes. Tolliver and I led a charge on the city, while Lawrence and Gale led a charge on the city's fortress.

Our group were disguised as locals after I took over a local tartane, a peculiar type of small local merchantman. We slipped into the docks and waited overnight. At first light, we put up a successful barrage on the wharves and warehouses. We freed twelve Americans with minimal effort. Sgt. Gibbs and the marines were having a

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*bit of a problem with a cavalry troop, but I arrived with my sailors in time to back him up. Our ship's gunner Johansen was critical, making a couple of excellent shots.*

*Lawrence and Gale also very successful. Even the doctor had a critical success with the guns. It was his first shore assault.*

*I think I am now able to give you the life you deserve. I am quite moneyed, and have achieved great notice. I can't wait for the wedding. It will be a glorious affair. My elite seamen will pull our carriage from the church to the reception. They have grand plans! The kind doctor has asked us to his home in Virginia to spend our honeymoon.*

*I miss you, my love, and dream of you constantly.*

*With greatest fondness,*

*Ethan Grant, Lieutenant, USS Magicienne*

☆☆☆☆☆

*August 11, 1802, in Alexandria Bay*

*My sweetest Clarissa,*

*Ah, how I miss you. You have stamped my heart and soul with your wit, your love, and your unending passion. It has been by far the most difficult time in my life being away from you for so long. I trust you are taking care of yourself, visiting your family if lonely. And I hope the servants are to your satisfaction.*

*We have spent endless days patrolling, guarding, convoying merchants, Finally, we had an encounter. I ordered the merchant ships of the current convoy to slow and tighten up. Captain Banks came on deck as we began to fire into the two leading Barbary schooners, knocking their sails down so we could capture them at our leisure, as per my plan. Mr. Grimes took the cutter to the back of the convoy, and boarded the third Barbary schooner as she approached the last of our merchantmen, successfully taking the enemy unawares.*

*Mr. Laurence has received a charming letter from Delilah, and the doctor has met a charming italian contessa. Reports are that sparks flew!*

*We are staying over in Alexandria Egypt for a week to resupply and spit polish the ship. Our new Lieutenant, Tom Jones, had a battle with a nine foot long Nile catfish. He almost lost his family jewels, but he conquered in the end. Captain Banks*

## In Harm's Way Role-Playing Game

*proved the card, and it ended up a splendid laugh.*

*I am including a few small gifts for you and the baby. The necklace is ancient Egyptian gold, and the baby's talisman is for good health and prosperity. Also, please be sure my father gets the enclosed herbs - they may be useful to him.*

*Yours forever,*

*Ethan Grant, Lieutenant, USS Franklin*

☆☆☆☆☆

*August 15, 1802, in Alexandria Bay*

*Clarissa my love,*

*We have had our most terrible, exciting adventure yet, as our dear Mr. Lawrence became Lawrence of Arabia. As we moved through the market in Alexandria, Lawrence was costumed in native dress, and overheard men speaking in English of a plot to kidnap a rich contessa for ransom. Well, easy enough for him to deduce that they meant our lovely Theresa, who has captured the doctor's heart. We sent Mr. Jones to inform the Captain - the rest of us set off. We knew the doctor was taking the contessa to a famous ruin for a picnic.*

*We found the remains of their picnic, and took off on their trail. We had to stop several times to find their traces, but we finally came up to them at the shore. A French Lieutenant and several sailors had rowed a boat to shore, with their frigate out at sea. Mr. Laurence rode right up to the kidnappers, who had likewise disguised themselves in native robes. He put a gun to the leader's head, while the brave doctor purposefully ran his shoulder onto the French Lieutenant's sword, totally surprising him.*

*Yes, we managed to save the day. As it turned out, the doctor had told the no-gooders that he and the contessa were engaged - and the contessa held him to it - although it seems he had planned to ask for her hand anyway. The Captain was at first angry that we had taken off on our own, but then it turned out he was proud that we had jumped to the rescue of one of our own.*

*I have to put this aside for now - more later*

*September 1st, 1802, at sea off the Tripolitanian coast*

*- to pick up*

*Our most outrageous mission yet! We scouted the Tripolitanian port city of Beng-*

## In Harm's Way Role-Playing Game

*hazi in a cutter, and sighted a huge captured American merchantman! As we toured the city for information, pretending to be French, we tried to see into the military harbor but were turned back by the guard, as we had no papers. We dashed back just in time to save the two sailors who were guarding our boat. Off we went!*

*That night the action took place. Me and mine went in and secured the merchant ship - successfully! My dear, the riches are great!*

*Mr. Lawrence guided Grimes and Jones into the military harbor. My God! Jones is a hero! He and the crew of the jolly boat - with no demolition experience between them - blew up two brigs and stole a cutter, creating a distraction so that Lawrence & Grimes could capture the Frigate Mukhbar.*

*I think that we all did great things tonight!*

*I love you and miss you! I hope you are well and thriving with impending motherhood. I can only imagine the beautiful bloom in your cheeks. I count the days until I can be with you again.*

*All my love,*

*Ethan Grant, Lieutenant, USS Franklin*

☆☆☆☆☆

*May 25, 1803, in Algerian waters*

*Hello Darling! Hugs and kisses to Tommy! I hope you both are healthy and happy.*

*Congress granted a Medal of Tripoli! Captain Banks, Mr. Lawrence, Mr. Grimes, Mr. Jones, and myself all received one. Also, Simon and I were gifted with silver plates in honor of Tenes Harbor. I am quite honored, humbly so.*

*Our voyage to the Mediterranean was sweet - the Helen is a fine brig, and Simon's Achilles is a worthy match. We have captured our first prize in concert, but may very well decide to let it go! The French-Arab owner of the dhow finally admitted his nefarious ways to Captain Lawrence, after we found his hidden cargo. We took the dhow to Tenes.*

*There we discovered terrible news! The British have funded a revolution in Tenes - a new Bashar or leader - who "hates?" Americans. We ponder the problem now.*

*more later*

*June 1, 1803, off the Tunisian coast*

## In Harm's Way Role-Playing Game

*Dearest sweetheart,*

*We met with the famous Commodore Truxton, who has given us permission to take back our little port of Tenes - absolutely imperative that we do so!. On our way there, we faced a tremendous gale - mostly sand. The Helen almost went over! Fortunately, we came upon a small island and were able to sail to leeward of the island, to a relatively safe anchorage.*

*Unfortunately, a Spanish frigate foundered on the rocky shores. The ship was pounded mercilessly. I sent out Jones and Quincy in the boats to rescue the many seamen in the sea, Lawrence likewise with de Luca and Gale. The waters were shark-infested. How proud I am of their extreme feats of bravery! The Achilles and the Helen together rescued 194 men, including the Spanish officers who had stayed with their ship.*

*I am very sad to tell you that Mr. Midshipman Gale did not survive. His boat crashed on the rocks, and we did not find his body. Poor Tolliver took it well, though he surely misses his friend, as do I.*

*Now we sail to Formenterra to deliver the Spanish home.*

*What a feast! And another prize! No need to go over that - you know how these things go -*

*Off to Tenes!*

*All my love,*

*Ethan Grant, Master-Commandant, USS Helen*

*Note: El Zambo used these "Letters to Clarissa" as campaign notes for a playtest campaign, which was ongoing as In Harm's Way went to press.*

STR

COOR

AGY

END

CHAR

IQ

LUCK

Modify

X5

X4

X3

X2

Name:

Born:

Rank:

Nationality

PRACTICALITY

X1/2

HONOR

X1/4

In Harm's Way

SKILLS

Skill

Plus Mod.

Chance

Constitution

(STR+COOR+AGY+END)\*10

Full:

Hindered:

Stunned:

Critical:

Weapons

Weapon

Dam

Range

Notice

Influence

# In Harm's Way Role-Playing Game

## Troupe Characters

Warrant Officer Name: \_\_\_\_\_ Position: \_\_\_\_\_

Attribute	STR	COOR	AGI	END	CHAR	IQ	LUCK
STD							
Bonus							
X2							
X3							
X4							
X5							
X 1/2							
X 1/4							

### Skills

Skill	Plus	Bonus	Percent	Skill	Plus	Bonus	Percent

### Notes


# In Harm's Way Role-Playing Game

Sailor

Name: \_\_\_\_\_ Position: \_\_\_\_\_

Attribute	STR	COOR	AGU	END	CHAR	IQ	LUCK
STD							
Bonus							
X2							
X3							
X4							
X5							
X 1/2							
X 1/4							

Skills

Skill	Plus	Bonus	Percent	Skill	Plus	Bonus	Percent

Notes




# In Harm's Way Role-Playing Game

## Character Design Worksheet

Mother's Milk Skills: \_\_\_\_\_  
 \_\_\_\_\_

Initial Stats:

STR \_\_\_\_ COOR \_\_\_\_ AGU \_\_\_\_ END \_\_\_\_

IQ \_\_\_\_ LUCK \_\_\_\_ CHAR \_\_\_\_ CASH \_\_\_\_

Year by year record

Year	Employment/School	Skill Earned	Cumulative Skill	Promote?	Pay	Phys.Deterior.
12	_____	_____	_____	_____	_____	
13	_____	_____	_____	_____	_____	
14	_____	_____	_____	_____	_____	
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# In Harm's Way Role-Playing Game

## EQUIPMENT SHEET

### Clothing

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### Kits

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### Gadgets

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### Accessories

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### Weapons

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### Miscellaneous Equipment

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### Mounts

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# In Harm's Way Role-Playing Game

## Personal Information

Date of Birth: \_\_\_\_\_ Place of Birth: \_\_\_\_\_

**Background:** \_\_\_\_\_

This image shows a single sheet of white paper with horizontal ruling lines. The lines are evenly spaced and run across the width of the page. There are no margins, text, or other markings on the paper.

Marital Status: \_\_\_\_\_ Spouse: \_\_\_\_\_

**Children:** \_\_\_\_\_

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**Current Residence:** \_\_\_\_\_

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Family (siblings & parents):

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