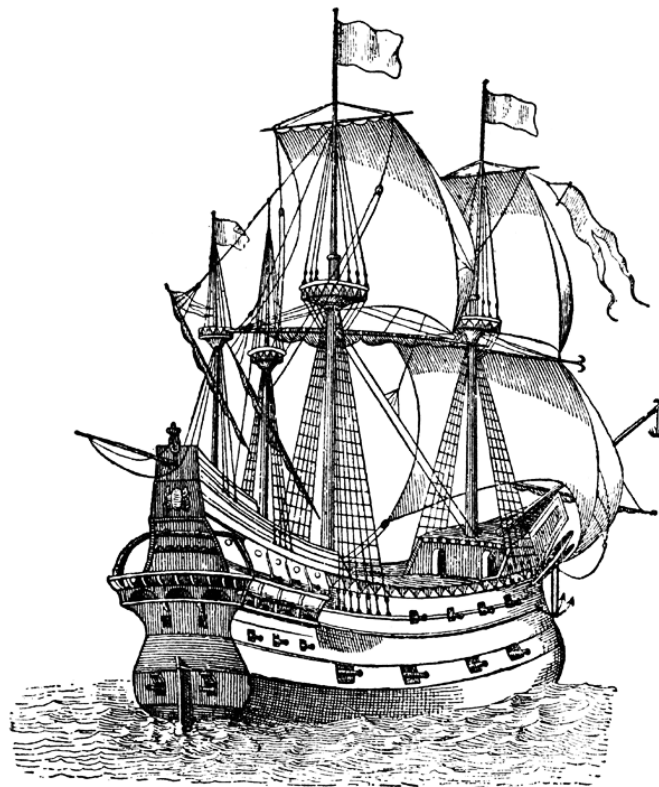# Wargames Unlimited Presents

No Quarter Naval Battles

A Supplement For No Quarter

The Fantasy Battles Miniatures Wargame

Naval Battles
For
No Quarter™ Fantasy Wargames

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No Quarter: Naval Battles

This supplement allows naval battles to be played using No Quarter rules system.

This is a bit unhinged as an expansion, you will need to build or convert yourself a few large ships, but that is half the fun.

The ships used here are either resin models purchased and modified, scratch build or in some cases, based on children's toys and then heavily customised.

When playing Naval Battles it is essential to say "arrrrr Jim Lad" and other such scurvy dog phrases as often as possible.

Terminology

A number of new terms are introduced in No Quarter Naval Battles. Some refer to a type of model whilst others refer to a model characteristic or ability.

The term vessel refers to a ship, a submarine or a Skyship.

Unless otherwise specified, a vessel is a very large target (VLT).

Bow	The front.
Stern	The rear.
Port	If facing the Bow, Port is on the left.
Starboard	If facing the Bow, Starboard is on the right.

Unit Formations

Models ignore all coherency in No Quarter Naval Battles.

Models on their own ships are by definition within coherency of their ship.

Skill Test

Some special actions and sailing manoeuvres are difficult to perform and success is not always guaranteed. Such actions require that a model or the crew in general take a skill test.

The Command (CO) value of the model attempting the special action is used to make the skill test. In the case of a crew or vessel skill test being made, the test is attempted using the Captain's Command (CO) value. If the Captain has been removed from play, the next highest Command (CO) value within the crew is used.

To pass the skill test a dice roll is required to be equal to or under the Command (CO) value being used.

> Example : To fire a Broadside, the Crew must pass a skill test using the Captain's Command (CO) value. As the Captain has a Command (CO) value of 8, an 8 or less is required on a D10.

Depending on the action or manoeuvre, the skill test may be modified by a difficulty level.

> Example : A Galleon is to attempt a hard about turn. The difficulty of the turn has a -2 modifier. The Captain of the Galleon has a Command (CO) value of 8, but the -2 modifier means that he must roll a 6 or less to pass the skill test.

If the skill test is successful the ability or manoeuvre can be used.

If the skill test fails then the ability or manoeuvre cannot be used this turn.

In some cases, there is a penalty to a failed skill test.

Captains Orders

The Captain of each vessel has one re-roll per game.

The re-roll may be used to re-roll any single dice once during the game. The re-rolled dice may not be re-rolled again.

Ship Profile
Each ship has a model profile. This records all of the important information required during a battle.

Ship Class
The class of the ship is a reference to the ships size. This value is also used to determine the number of damage points a vessel starts the game with.

Other terms are also used to denote the size of a ship, these are somewhat easier to use during a game.

Class	Term
2	Rowboat / Dingy
3	Sloop
4	Frigate
5	Galleon / Man O'War
6	Titan / Colossus

Generally speaking, a vessel's class is determined by the hull length.

Class	Length of vessel
2	Under 5" hull length
3	5" to 10" hull length
4	10 to 16" hull length
5	16" to 22" hull length
6	Over 22" hull length

Hull Length
The hull length is measured in inches from the very front of the waterline to the rear of the waterline. Exclude any overhang at the front of rear and any rudders at the rear.

The hull length is a very important value and determines the class of the ship, how far it can move as well as the crew size.

Armour
The armour (AR) of a wooden ship is generally 5.

An armour save will be modified by the strength (ST) of the attacking weapon.

In most cases, a wooden ship taking a hit from a ships cannon will not get an armour save.

Toughness
Wooden ships have a toughness (T) value of 6.

Structure Points
The structure points record how much damage a ship can take before weapons are destroyed or the vessel ultimately sinks.

The number of structure points is calculated by multiplying the class value by the hull length.

Example : A Frigate with a hull length of 12" is a class 4 size vessel. The structure points are calculated by multiplying the hull length by the class size. In this case the 12" long Frigate has a total of 48 structure points.

Movement Potential
Each vessel has a movement potential; this is the maximum move a model may make during its activation.

Movement potential is equal to the length of the vessels hull plus an additional movement distance.

Class	Movement
2	Hull length +12"
3	Hull length +14"
4	Hull length +10"
5	Hull length -4"
6	Hull length -8"

Example : A Galleon with a hull length of 18" can move up to 14" during its activation.

Example : A Frigate with a hull length of 12" can move up to 22" (12" + 10").

Turning
Small vessels with a class size of 2 are super manoeuvrable and may pivot to face any direction at any time during its movement.

Vessels with a class size of 3 and above must move half ships hull length before it may make a turn.

For turning purposes, if a vessels maximum move is less than its hull length, the hull length is assumed to be half the vessels total movement.

Example : A Galleon with a hull length of 18" can move up to 14" during its activation; therefore it must move 7" before making a turn.

A vessel may undertake a turn of up to 45° for each half hull length movement performed.

The 45° turn is pivoted from the half way point of the hull.

Example : A Frigate with a hull length of 12" moves forward 6" and then makes a 45° turn to port.

Crew Compliment

The crew compliment is calculated from the hull length and the class of the ship.

The main deck crew is equal to the hull length plus the class value.

The maximum crew allowed in Crow's Nest is equal to the ship class.

Below deck crew equal to twice the hull length.

Example : A Frigate with a hull length of 12" is a class 4 size vessel.
The total crew for such a vessel is:
- *Deck crew - hull length (12) plus the class size (4)*
- *Crow's Nest – class size (4)*
- *Below Decks - twice the hull length (24)*
This gives a total crew of 44.

The Rocinante

Class	5
Length	18
Movement	14
Turn	7"
Structure	90
Armour	5
Toughness	6
Total Crew	64
	23 Deck Crew
	5 Rigging Crew
	36 Below Deck Crew
Max Weapons	23 Main Guns
Points	457

Rear Castle Weapons — 2 Cannon / 1 Rockets / 2 Cannon

Deck Weapons — 1 Cannon / 1 Volley Gun / 1 Cannon

Hull Weapons — 5 Cannon / 1 Cannon / 1 Cannon / 5 Cannon

19 Main Guns
1 [W] Every 4 Structure Cells

Class	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	
5																					
4	W		W		W		W		W		W										
3		W		W		W		W		W		W									
2	W		W		W		W		W		W										18
1		W		W		W		W		W											

Length

Crew on main deck & rigging

Crew below deck

Captains Re-roll

Sample ship status tracker

Initiative And Activation

At the start of a game, players roll a D10 and the player with the lowest roll wins the initiative. The winning player may choose to move first or pass the first turn to another player.

The player with the next lowest initiative is next to go.

The Player who wins initiative may activate one vessel and complete all of its movement and attacks. Play alternates between players until all vessels have been activated.

One-On-One Ship Combat

If a game involves one vessel on each side, once the first turn initiative has been determined, play should simply alternate from one player to another for the duration of the game.

Multiple Ship Combat

Where there are multiple vessels in one or more of the players fleets, then some agreement should be reached to balanced the activation sequence. If one side has more units to activate, then it is likely that they would get to activate several vessels at once which can provide a considerable tactical advantage.

A player who has fewer activating squadrons of vessels than his opponent should always have the option of activating first at the start of each turn.

During the game, if vessels are destroyed that bring the number of squadrons on each side back in line, then initiative is rolled as normal.
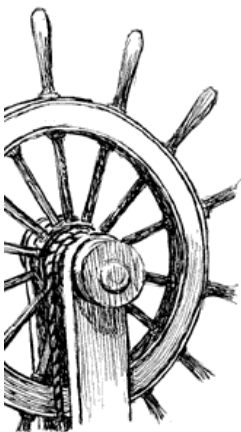
Ship Movement

When a ship is activated, it may move up to its full movement potential.

To turn, any vessel with a hull length of 5" or more must move forwards at least half the hull length before making the turn.

The 45° turn is pivoted from the half way point of the hull.

Example : A Frigate with a hull length of 12" moves forward 6" and then makes a 45° turn to port.

A vessel may make any number of turns during its activation.

Example : A Frigate with a hull length of 12" moves forward 6" and then makes a 45° turn to port. It may then continue another 6" and make a second 45° turn to port.

A vessel may make a mixture of turns during its movement.

Example : A Frigate with a hull length of 10" has a total movement potential of 20". The Frigate moves forward 5" and then makes a 45° turn to port. It then continues 7" forward and makes a second 45° turn to port. Finally, the Frigate moves its remaining 8" and makes a 35° turn to starboard.

Any vessel with a hull length of less than 5" (class 2) is classed as super manoeuvrable and may pivot to face any direction at any time during its movement.

Crew Movement

When a ship is activated, the crew may move around the ship at the beginning or end of the ships movement.

There are many obstacles on a ship but the crew are adept at moving around. Consequently, when a model is moving on a ship it may move in a straight line from its starting point to its required destination. In other words, the model does not have to move around obstacles including friendly crew. The final position of the model must still be a valid position and the model must still be able to physically fit into the position required.

Models moving below deck are removed from the ship and placed to one side.

On any turn following the turn in which a model was removed from a ship, a model may re-emerge from any doorway or hatch onto the deck.

Changing Levels

Ships equipped with ladders and stairs allow models move about the ship from one level to another.

Any model may move from one level of the ship to another via a ladder or stairway for the cost of 1 action (AC).

Using Rigging

Ships equipped with rigging allow models to climb masts to Crow's Nests.

As it is not practical to have large numbers of models part way up rigging, any model may move up or down any height of rigging for the models full activation.

Example : A model with 8 actions (AC) wants to climb a 12" mast to get to the Crow's Nest. The model must start its activation at the base of the mast. When activated, it may make a special "climb rigging" action and move straight to the Crow's nest. When the model is positioned in the Crow's Nest, it may not make any further action that turn.

Crew Below Decks

The crew below decks are performing important duties such as making repairs and firing the all important weapons.

The number of crew below decks are recorded on the ship status tracker.

Crew from below decks may move onto the main deck at any time. If a crewman moves from below decks onto the main deck, a model must be used to represent him. In addition, the crewman is marked off the ship status tracker as being below decks

Conversely, if a crew man moves from the main deck to below deck, remove the model from the deck and add a crew man back onto the ship status tracker.

Remember that two crew are required to operate a main gun. However, it is likely that main guns on both sides of a vessel will not fire at the same time, therefore it is usual for the main gun crew to move from one side of a vessel to the other to crew a main gun.

Removing Casualties

As crew casualties are inflicted, the player controlling the targeted vessel may choose to either remove models from the main deck or mark off crew from the ship status tracker or a mixture of both.

Boarding Actions

When two ships are close enough, one may attempt a boarding action.

Using Grappling Hooks

Models with grappling hooks may deploy their lines against a target vessel within range.

Target vessel must be within 6" to attempt a grapple.

The model must expend 3 actions (AC) and roll a 7 or less on a D10. If successful, the line is attached.

Once the number of lines equals or exceeds the target vessels size value, the target vessel is secured. When secured, the ships are moved close enough together for any boarding ramps to be positioned.

A secured ship may not move, effectively, any movement by the secured ship would drag the attacking ship with it.

Boarding Ramps

Some ships may be specially equipped for boarding actions. Boarding planks and ramps may be deployed. These are often equipped with hooks and barbs to secure the target vessel.

Each barbed ramp counts as three grappling lines when determining is a vessel is secured.

Repelling Grappling Hooks And Ramps

A model may spend 3 actions (AC) to cut a grappling line or heave a boarding ramp off the deck.

A model may heave a boarding ramp over the side as long as there are no models on the ramp. If the ramp has one or models on the ramp, then it requires two models to heave the ramp off the side.

Any models on a falling ramp must roll under their strength (ST) to jump back onto their own ship. If a model fails, it will fall into the sea and drown.

A ship that starts its turn secured but has enough grappling lines repelled may move away at half its movement potential.

Swinging From Ship To Ship

Models with masts may use ropes to swing majestically from ship to ship.

A model must expend 3 actions (AC) to make an assault swing move.

The model may move up to 8" when making an assault swing move.

The swinging model may target an enemy model; in this case, it automatically wins a push attack against a single model of same base size or smaller (friend or foe) to occupy its position.

A model making an assault swing move into base to base contact with an enemy model counts as charging.

Using The Leap Ability

The leap ability may be used to leap from one ship to another.

If the resulting leap distance (D10+5") is sufficient, the leap is successful and the model may be placed on the target vessel. The leaping model may target an enemy model, in this case, it automatically wins a push attack against a single model of same base size or smaller (friend or foe) to occupy its position.

A model does not overshoot the target vessel. If the distance obtained would take the leaping model beyond the target vessel, the leaping model is positioned at the furthest point of its leap without going overboard.

If insufficient distance is obtained when attempting the leap, the model will fall into the water and be lost overboard.

Main Gun Ranged Combat

Naval vessels are usually equipped with an array of powerful weapons such as cannon, catapults and rockets.

A vessels weapons are referred to as Main Guns. A main gun is any weapon that uses a template or has the Siege Weapon ability. These are usually large cannons and can be located below the main deck in the hull of the vessel or mounted on the main deck.

Fire Arc

Main guns have a 90° fire arc in the direction the weapon is facing on vessel.

A vessel may fire its weapons at the start and the end of its movement. Each weapon may only fire once per activation.

Example : A Frigate fires it main guns on its starboard side. It then proceeds to move 6" and make a hard about 90° turn. It then moves a further 6" and makes a normal 45° turn. As the Frigate has a total move of 22", it may make a further 6" followed by yet another 45° turn and a further 4" move. The Frigate has now succeeded in turning a total of 180° turn and may fire its port main guns if targets are within the fire arcs.

Reloading

After firing, any main gun that uses a template, must spend the next activation reloading. Therefore, a main gun may only fire every other turn.

When a weapon is fired, place some cotton wool in the ends of the barrels if possible or place a fired counter next to the weapon.

Cotton wool used to signify fired weapons

Alternatively, you may place a reloading counter next to each weapon that fired at the end of the ships activation.

When the vessel is next activated, replace the fired counters with reloading counters.

Reloading counter

Any reloading counters are removed at the end of a vessels activation. The weapon may be fired the next time the ship is activated.

All weapons start the battle loaded and ready to fire.

No Critical Hits

As the dice roll required is often going to be very low due to modifiers, ranged combat attacks that result in a natural 1 do not inflict a critical hit as per the normal No Quarter rules. The target model will always get its armour save (if it has any armour).

"Siege Machines"

As most ships are large and resilient structures, attacking them with arrows and crossbow bolts will have no effect.

To represent this resilience, no ranged attacks can harm a ship of class 3 or larger unless it uses a template or has the siege weapon ability. Essentially a ranged weapon with a template automatically gets the siege weapon ability for free. This means that cannons and catapults may damage a ship whilst a bolt thrower cannot.

Ship To Ship Ranged Attacks

Although most vessels are deemed to be a very large target (VLT), they are on a moving surface and the firing model is on a moving surface, this can make them more difficult to hit!

For the purposes of No Quarter Naval Battles, all weapon crew are assumed to be trained to the same seafaring level.

Ranged attacks between two vessels are resolved differently from ranged attacks on dry land.

The following table provides the D10 roll required to hit a target.

Range	D10 To Hit	Special
Long	2	
Medium	4	
Close	6	
Broadside	6	Reroll Misses

There is an additional -1 modifier for all Very Small vessels or those with a limited visible profile.

Template attacks against targets at sea do not deviate if the attack misses. A miss means that the shot just causes a big splash near to the intended target.

Broadside

Ships aligned side by side at a distance of no more than 10" may fire a Broadside.

To initiate a Broadside, a special action skill test is required. If passed, any misses may be rerolled.

Raking Fire

Raking fire is fire directed parallel to the long axis of an enemy ship. Although each shot is directed against a smaller target profile than by shooting broadside and thus more likely to miss the target ship to one side or the other, an individual cannon shot that hits will pass through more of the ship, thereby increasing damage to the hull, sails, and crew. A stern rake is more damaging than a bow rake because the shots are not deflected by the curved and strengthened bow.

The attacking ship must be completely within the rear 90° of the target vessel.

Due to the reduced aspect of the target, all main guns will fire with a -1 to hit modifier.

Damage inflicted is greater than normal, each damaging shot inflicts an extra point of structure damage. In addition, such as hit will inflict crew casualties as if hit by grape shot.

Crossing The "T"

If a ship can cross directly in front of an enemy vessel, its main gun attacks can be brought to bear while facing fewer enemy weapons.

Due to the reduced aspect of the target and the fact that the bow is strengthened, all main guns will fire with a -2 to hit modifier.

As with raking fire, damage inflicted is greater than normal, each damaging shot inflicts an extra point of structure damage. In addition, such as hit will inflict crew casualties as if hit by grape shot.

The blue ships at the top are "Crossing The T" of the red ships below

Collisions

When two ships collide, either accidently or deliberately, both vessels will suffer damage.

Each vessel takes one automatic hit. There is no armour save and no roll made against toughness.

Smaller vessels will take an additional hit for each difference in class size.

Head-on Collision

For a collision to be treated as a head-on collision, the bow of the moving vessel must make direct contact with the enemy vessel.

Each ship takes D10 damage less its class value.

Example : A class 5 Galleon rams a class 4 Frigate. The Galleon takes D10 - 5 damage. As the Frigate is a smaller vessel, it takes two rolls of D10 – 4 damage.

Glancing Collision

If the vessels collide at an angle, this is treated as a glancing collision.

Each ship takes D5 damage less its class value.

Example : A class 5 Galleon is unable to turn fully to avoid a class 4 Frigate and makes a glancing collision. The Galleon takes D5 - 5 damage. As the Frigate is a smaller vessel, it takes two rolls of D5 – 4 damage.

Armour Saves & Damage

Once hit by an attack, armour saves and damage rolls are made as normal.

A vessel has a number of structure points. Each point of damage inflicted by a weapon will reduce the remaining structure points.

Armour Save

A vessel taking a hit from a weapon must make an armour save to avoid taking damage.

The armour save is modified by the penetration modifier of the weapon.

Example : A Frigate is hit by a mortar shell. The Frigate has an armour (AR) value of 5. The mortar has a total armour modifier of -2. The ship must make an armour save of 3 or less to avoid damage from the mortar.

Most ship main guns are very powerful weapons with a Penetration Modifier. This will usually result in no armour save being made by the target vessel.

Example : A Frigate is hit by cannon fire. The Frigate has an armour (AR) value of 5 but the cannon has a total armour modifier of -5 thus negating all armour.

Damage

If a vessel fails its armour save, it will take structure damage in the normal way.

ST	Target Toughness									
	1	2	3	4	5	6	7	8	9	10
1	5	4	3	2	1	1	1	1	1	1
2	6	5	4	3	2	1	1	1	1	1
3	7	6	5	4	3	2	1	1	1	1
4	8	7	6	5	4	3	2	1	1	1
5	9	8	7	6	5	4	3	2	1	1
6	9	9	8	7	6	5	4	3	2	1
7	9	9	9	8	7	6	5	4	3	2
8	9	9	9	9	8	7	6	5	4	3
9	9	9	9	9	9	8	7	6	5	4
10	9	9	9	9	9	9	8	7	6	5

The weapon is strength (ST) is compared against the target toughness (T) to determine the dice roll required to inflict damage.

Example : A wooden Frigate is hit by cannon fire. The Frigate has a toughness (T) of 6. The cannon has a strength (ST) of 7. To inflict damage on the Frigate, the players targeting the Frigate must roll 6 or less on a D10.

The template area of the weapon determines the amount of structure damage inflicted on the target vessel OR the number of crew killed.

Structure Or Crew

The attacking vessel can decide what type of shot to fire. To inflict damage on a vessels structure, normal solid shot (cannon ball) is fired. If the objective is to specifically target the crew, then grape shot is used.

Structure Damage

If solid shot is used against a target, the template size will determine the amount of structure damage inflicted on the vessel.

Blast Radius	Structure Damage
1"	1
1½"	2
2"	4
2½"	5
3"	6

Loss Of Crew

If crew are lost from a grape shot template attack, the player controlling the target vessel may select the crew to be removed as casualties.

Blast Radius	Crew Lost
1"	1
1½"	1
2"	2
2½"	2
3"	3

Crew models are removed from the deck or marked off the "below decks" compliment as appropriate.

Damage Effects

Structure damage is marked off the ship tracker.

Main guns are marked a regular intervals on the tracker.

As a weapon cell is reached, a main gun is made inoperable. The player controlling the target vessel may select the weapon to be damaged.

Main guns facing the direction of the attack must be marked off first. Once all weapons from the direction of the attack have been marked off, other weapons may be marked off.

Main guns may be repaired using a skill test special action.

Sinking

A ship that has been reduced to zero structure points will sink.

Standard Ranged Combat

Standard ranged attacks are made weapons such a muskets, crossbows or bows.

Crew with ranged weapons may make a ranged attack when they are activated during the ship activation.

All standard ranged weapons used by crew may not damage an enemy ship. Such weapons are only effective against the crew of the enemy ship.

Ranged Attack Modifiers

In addition to the standard No Quarter ranged attack modifiers, some new modifiers are introduced to reflect models shooting from and at a moving target.

The standard No Quarter ranged modifiers are detailed here for convenience.

- +1 for large target
- +1 aiming at target
- -1 soft cover
- -2 hard cover
- -1 indirect fire

The following modifiers are used when resolving standard ranged weapon attacks.

- -1 firing from a ship
- +1 for elevated position (such as a Crow's nest)
- -3 extreme cover

The firing model must have line of sight to at least a part of the target model. If the firing model cannot see any of the target model, then it cannot fire. However, models declared as inside a structure and firing from portholes or arrow slots may be targeted with the extreme cover penalty.

Close Combat

All close combat rules apply as normal with the exception that ships may only be damaged by models with the siege weapon ability.

Attacking Troops

To attack a figure on a ship, the model or unit must declare a charge and the model must have enough actions to reach its opponent.

Where the charge takes a model between two vessels, there must be a means to reach the other vessel. A model must be able to crow a boarding ramp or use a rope to swing across.

Making the crossover either by ramp or rope costs the charging model three actions (AC).

The charging model receives the +1 to hit modifier and the bonus 3 actions (AC) for charging as outlined in the No Quarter rules.

Push Attack

When fighting a boarding action, it is important to control space on the enemy ships deck as this will enable players to move more models onto the enemy vessel. A push attack represents two models battling to push one another overboard or back.

A push attack is a 3 action (AC) attack. The enemy model must be an adjacent to the attacking model and all rules for determining close combat target eligibility are used.

When a model makes a push attack, a single enemy model is selected as the target. Both models roll a D10 and add the models base strength. The player with the highest score wins the contest. In the event of a tie, it is a stand off and nothing happens.

The following modifiers apply when making a push attack:
- +1 for charging

Pushing Back

The player who fails the test is pushed away from the winning model – enough to allow the winning model to take the space where the defending model once stood. The direction of the push back is chosen by the winning player and may result in the losing model falling from the ship. Once the losing model has been moved, the wining model is allowed to move into the space created – this is an out of sequence move and does not affect the models remaining action (AC) points.
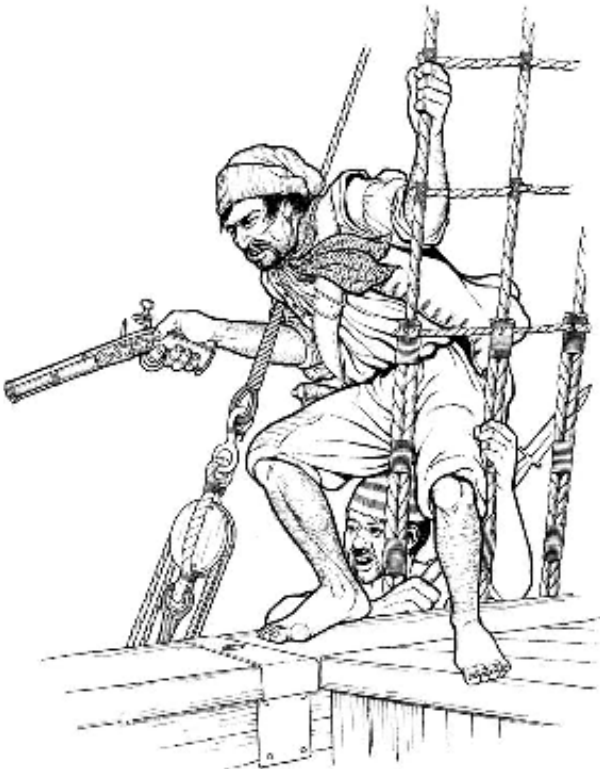
Models On Hold

All the normal rules for models on hold apply to Naval Battles.

Defending models on hold may make a single close combat attack against attacking enemy at the point that they are engaged by an enemy model. This attack can be a push back attack if the player wishes.

Barrel Bombs

There is no shortage of gunpowder on a warship, the majority of weapons are cannons and so barrels of powder are commonplace. In desperate circumstances, these barrels may be used as bombs to see off particularly tough opponents if they board a ship.

A model carrying a barrel may make a bomb attack against any enemy models.

The model must be able to move into base to base contact with the enemy models and then be able to move at least 2" away from the enemy models – the model does not really want to be around when the barrel explodes.

Once the attacking model has moved at least 2" from the target enemy models, roll a D10, on a roll of 10, the fuse fails to ignite the powder and the barrel fails to explode. On any other result, the barrel explodes inflicting a strength (ST) 7 hit with a -2 penetration modifier. The vessel will also take a hit from the explosion.

In summary:
- 2" blast
- All models in blast area take a strength (ST) 7 hit with a penetration modifier of -2
- Models in the blast area take 2 damage
- Vessel takes a strength (ST) 7 hit and damage as from a cannon

Magic In Naval Battles

Spells can be devastating; especially when targets are bunched together in confined spaces, such as on the deck of a ship.

Attacking Crew With Spells

The following rules apply to spells in No Quarter Naval Battles.

- Any spell which affects a target unit will only affect troops within 2" of a nominated point.

- The Summon Fallen spell does not function on an enemy vessel.

Attacking Ships With Spells

Ships may also be attacked using spells. Any spell with a template can damage a vessel. Spells without templates cannot damage a vessel.

If any part of a template from a spell touches a ship then the target is automatically hit – there is no need to roll a D10 to see if the component is hit.

Saves and to wound rolls are rolled as normal unless the spell allows no save or wounds automatically.

Vessels take a number of damage points based on the size of the template used.

Steam-Plane Carriers

Steam powered aircraft have been created by Dwarves and it was only a matter of time before they built specialist vessels to launch their aircraft from sea going vessels.

Carriers are very large vessels, usually of the Titan class.

Launching Aircraft

When aircraft are launched or recovered, the carrier vessel is not allowed to make any turns.

Ironclads

An ironclad is a steam-propelled warship notably used by Dwarves. Such vessels are protected by iron or steel armour plates.

Most of the crew will be below decks and depending of the design, there may be little room for models to stand on the deck.

Pocket Ironclads

Small Ironclads are called Pocket Ironclads. Such vessels are usually equipped with one or two main guns and little else.
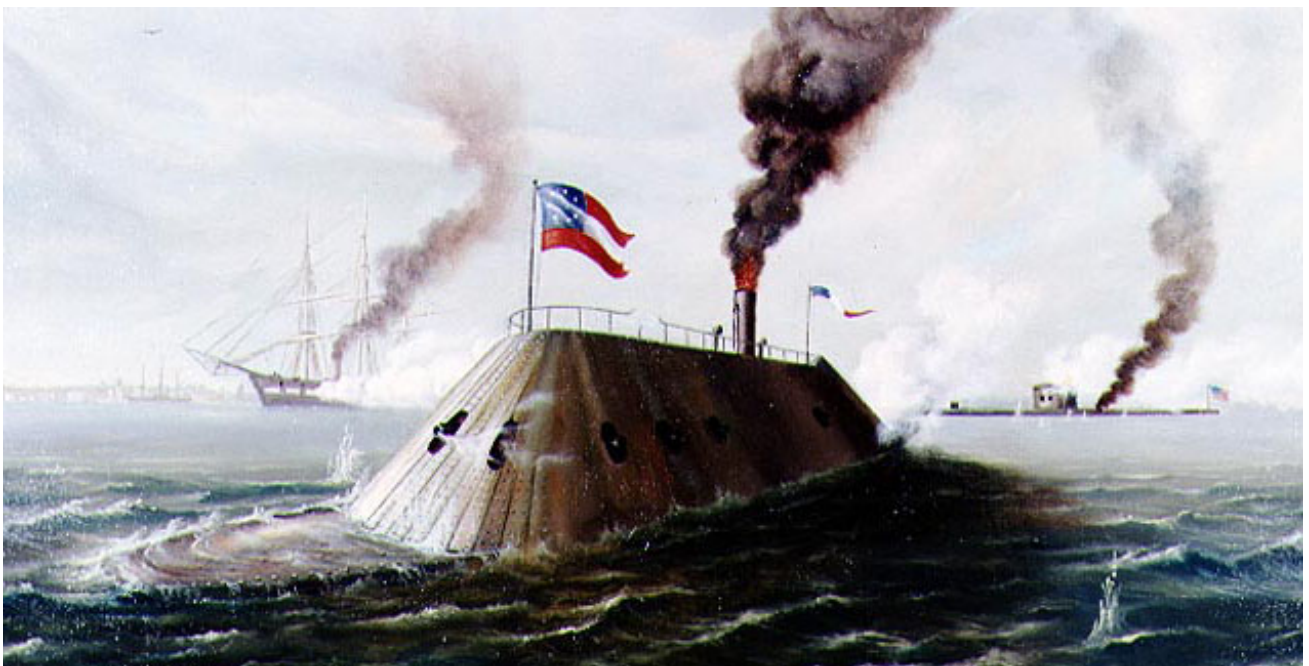
Ironclad by Raymond Bayliss

Submersibles

No Quarter Naval Battles submersibles are quite primitive machines. They are generally steam powered and may only dive for a limited period before they must surface to replenish their air supply.

Early submersibles were constructed from barrels although more sturdy iron submersibles have been created.

Unless otherwise stated in a mission, all submersibles start a game on the surface.

When activated, a submersible may declare a dive move. The model is removed and replaced with a submerged counter.
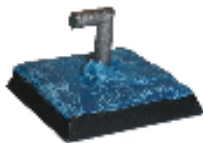
Submerged marker

When below the surface, a submersible may move in any direction up too its movement potential without having to calculate turns regardless of its size. Remember that small class 2 vessels are super manoeuvrable.

The facing of a sub when it is below the surface is irrelevant.

Vessels below the surface may not be targeted by any standard surface attacks.

When the vessel surfaces, it may appear anywhere within D10" of the counter with any facing.

A submersible must be on the surface to perform a ramming attack.
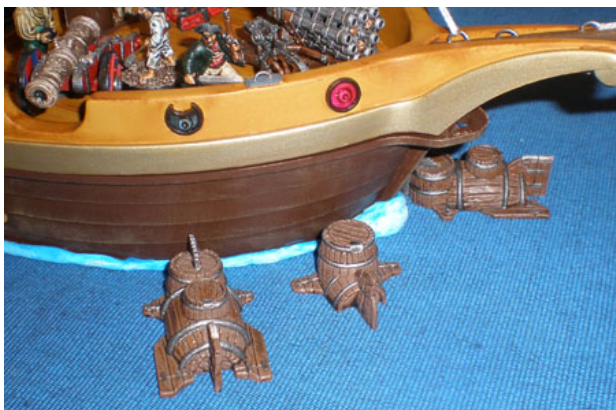
To ram a ship, the submersible crew must pass a skill test. If successful, the submersible hits the target vessel without making an attack roll; just roll for damage. If the skill test is unsuccessful, the vessel may not make the attack.

The crew of a submersible have a standard command (CO) value of 7.

After making any ramming or cutting attack against an enemy vessel, the submersible must attempt to disengage.

To disengage, the submersible must make a skill test. If passed, the submersible is moved backwards away from the enemy vessel the number of inches rolled on the disengage test.

If the disengage is unsuccessful, the submersible has sustained critical damage and sinks.

"Cutters"

Cutters may attack the hull of a ship inflicting a strength 7 hit. If the target fails its saves, D5 structure damage points are inflicted.

- Strength 7
- No save allowed
- D5 damage

Shifting Sand's Cutter Submersible

"Rippers"

Rippers are designed to ram the hull of a vessel and puncture a hole below the waterline. The amount of damage inflicted is fixed.

- Strength 7
- No save allowed
- 2 damage

Shifting Sand's Ripper Submersible

"Battle Axe"

The Battle Axe is equipped with a heavy duty armour penetrating ram on the bow. It can inflict greater damage, but may well inflict substantial damage to its own hull.

- Strength 7
- No save allowed
- D10 damage
- Disengage test is attempted with a -2 modifier

Shifting Sand's Battle Axe Submersible

"Wooden Glad" And "Recon I"

The earliest of the wooden submersibles was the Wooden Glad and the Recon. These vessels were designed to ram the rudder of an enemy ship to limit its movement.

To implement an attack, the Glad or the Recon must make contact with the enemy vessels rudder.

No damage is inflicted to the enemy ship, but each turn performed by the target ship is reduced by half to 22½° degrees.

The Wooden Glad is the earliest of the barrel sub design and is somewhat unique in that it may not dive below the surface.

Depth Charge Attacks

Surface vessels may make depth charge attacks against submersibles.

A surface vessel will not know exactly where a submersible is, but the technology of these primitive diving machines is not sufficient to fully mask their general position; trails of bubbles are often left along their route.

A surface vessel equipped with depth charges may drop them as part of its shooting action.

May be positioned up too 5" from the side of the vessel.

Depth charges do not have to be detonated immediately; they may be launched with a time delay fuse. The played launching the depth charges may choose when to detonate the depth charges at any time before the firing ship is next activated.

When detonated, roll a D10 for each submersible within 5" of the depth charge. This is used to determine the actual position of the submersible.

On a 6 or more, the submersible is not caught within the blast shockwave. Move the submerged counter the number of inches away from the vessel that launched the depth charge.

If the D10 result is 5 or less, the submersible is within the blast shockwave. The submersible takes a strength 7 hit with no save allowed. The hit will inflict 4 points of structure damage.
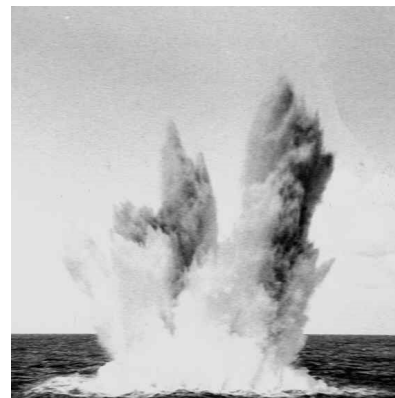
Depth charge

"Wetjacks"

A Wetjack is a War Walker converted for use on a sea-going vessel. As most War Walkers were very heavily armoured steam powered fighting machines, some modifications were required to allow them to be used on ships. This usually required the overall weight of the War Walker to be reduced. As the weapons were of primary importance, the weight reduction usually revolved around removing armour and a certain amount of structural substance.

Once converted, the modified machines became known as "Wetjacks".

Wetjack Design Restrictions

A Wetjack's model profile must conform to the following design restrictions.

- Base strength (ST) must not exceed 6
- Toughness (T) must not exceed 6
- Wounds must not exceed 3
- Armour (AR) must not exceed 4

Maximum Number Of Wetjacks

The following table details the maximum number of Wetjacks allowed on each class of vessel.

Class	Term	Maximum Wetjacks
2	Rowboat	0
3	Sloop	0
4	Frigate	1
5	Man O'War	2
6	Titan	3

Activating A Wetjack

When activated, a Wetjack is treated as an individual model.

Remember that all Wetjacks have the Mechanical trait as so must roll a 9 or less on a D10 each activation to operate normally.

All ranged attacks are resolved using the model profile RA value with range adjustments.

As an individual model, a Wetjack does not need to spend a turn reloading a siege weapon; it may therefore fire every turn.

A Wetjack armed with a siege weapon does not benefit from the re-roll rule if the vessel fires a broadside.

Wetjack
(Model by Privateer Press)

Weapon Profiles

Main Guns

A list of ships main guns are provided here.

Name	UC	CR	MR	LR	ST
Cannon	7	15/+1	30/+0	45/-1	7
Special Rules	Siege Weapon Indirect Fire 2" Blast Penetration Modifier (-2)				

Name	UC	CR	MR	LR	ST
Light Cannon	7	12/+1	24/+0	36/-1	6
Special Rules	Siege Weapon Indirect Fire 1½" Blast				

Name	UC	CR	MR	LR	ST
Rockets	7	15/+0	30/-1	45/-2	7
Special Rules	Siege Weapon Indirect Fire Burst Fire (x2) 2" Blast Penetration Modifier (-2)				

Name	UC	CR	MR	LR	ST
Mortar	6	15/+1	30/+0	45/-1	6
Special Rules	Siege Weapon Indirect fire 3" blast Save (x2)				

Name	UC	CR	MR	LR	ST
Catapult	7	12/+1	24/+0	36/-1	7
Special Rules	Siege Weapon Indirect fire 3" blast				

Name	UC	CR	MR	LR	ST
Trebuchet	8	20/+0	40/+1	60/+0	8
Special Rules	Siege weapon Indirect 2" Blast Penetration Modifier -2				

Note that all main guns in games of No Quarter Naval Battles do not knock models prone.

Heavy Guns

The following weapons are those usually used as anti-personnel weapons.

Name	UC	CR	MR	LR	ST
Volley Gun	7	10/+1	20/+0	30/-1	7
Special Rules	Penetration modifier (-1) Burst fire (x4)				

Name	UC	CR	MR	LR	ST
Organ Gun	6	8/+1	16/+0	24/-1	6
Special Rules	Penetration modifier (-1) Burst fire (x3)				

Name	UC	CR	MR	LR	ST
Bolt Thrower	7	15/+1	30/+0	45/-1	7
Special Rules	Penetration modifier (-1) Projectile travel (D10")				

Name	UC	CR	MR	LR	ST
Repeating Bolt Thrower	6	12/+1	24/+0	36/-1	6
Special Rules	Penetration modifier (-1) Burst fire (x2) Projectile travel (D5" each shot)				

Gunwale mounted Swivel Gun

Name	UC	CR	MR	LR	ST
Swivel Gun	6	6/+1	12/+0	18/-1	5
Special Rules	Penetration modifier (-1) Burst fire (x2)				

Standard Ranged Weapons

Name	UC	CR	MR	LR	ST
Bow	4	10/+1	20/+0	30/-1	4

Special Rules	May not be used by cavalry

Name	UC	CR	MR	LR	ST
Long Bow	4	12/+1	24/+0	36/-1	4

Special Rules	May not be used by cavalry

Name	UC	CR	MR	LR	ST
Mongolian Bow	4	8/+1	16/+0	24/-1	4

Special Rules	The mongolian bow is specially suited to mounted units

Name	UC	CR	MR	LR	ST
Crossbow	5	8/+1	16/+0	24/-1	5

Special Rules	Add 1 point for penetration modifier (-1)

Name	UC	CR	MR	LR	ST
Repeating Crossbow	5	8/+1	16/+0	24/-1	4

Special Rules	Burst fire (x2)

Name	UC	CR	MR	LR	ST
Pistol	4	6/+2	12/+1	18/-1	4

Special Rules	Model gains Extra Attack (x2) for first round of close combat
Points Cost	2 points

Name	UC	CR	MR	LR	ST
Repeating Pistol	4	6/+2	12/+1	18/+0	4

Special Rules	Burst fire (x2)

Name	UC	CR	MR	LR	ST
Musket	5	8/+1	16/+0	24/-1	5

Special Rules	Penetration modifier (-1)

Name	UC	CR	MR	LR	ST
Repeating Musket	5	6/+1	12/+0	18/-1	5

Special Rules	Burst fire (x2)

Name	UC	CR	MR	LR	ST
Long Rifle	6	12/+0	24/+1	36/+0	6

Special Rules	Penetration modifier (-2)

Name	UC	CR	MR	LR	ST
Blunderbuss	4	4/+2	8/+0	12/-2	4

Special Rules	Burst fire (x2)

Close Combat Weapons

Name	UC	CR	MR	LR	ST
Hand Weapon	3	Close Combat			+0

Special Rules	None

Name	UC	CR	MR	LR	ST
Dagger/Knife	3	Close Combat			+0

Special Rules	Penetration modifier (-1)

Name	UC	CR	MR	LR	ST
Sword	4	Close Combat			+1

Special Rules	None

Name	UC	CR	MR	LR	ST
Broadsword	5	Close Combat			+2

Special Rules	Two handed, may not be used with a shield

Name	UC	CR	MR	LR	ST
Axe	4	Close Combat			+1

Special Rules	Penetration modifier (-1)

Name	UC	CR	MR	LR	ST
Spear	4	Close Combat			+1

Special Rules	The first two rows of a ranked unit may fight at all times, even when charging

Name	UC	CR	MR	LR	ST
Halberd	5	Close Combat			+2

Special Rules	Extended reach 1" Two handed, may not be used with a shield

Special Actions

A vessel may attempt one special action per activation.

Special Action	Description	Skill Modifier	Penalty
Broadside	Fire a broadside	-1	
Hard-about	Attempt a 90° turn to port or starboard. The ship must move forward half its hull length as normal. If the skill test is passed, the ship may turn 90° in the direction required	-1	If the skill test is failed, the vessel not make the turn and must move forwards another half hull length before making a normal turn.
Club-haul	Attempt a 180° turn using the ships anchor. The ship must move forward half its hull length as normal. If the skill test is passed, the ship may turn 180° turning around its bow position. The ship drops one of its anchors at high speed to turn abruptly. This was sometimes used as a means to get a good firing angle on a pursuing vessel.	-2	If the skill test is failed, the vessel not make the turn and must move forwards another half hull length before making a normal turn.
Ramming Speed!	A vessel may make a ramming attack if the crew passes a skill test.	-	If failed, the vessel may not make the ramming attack.

Repair Actions

A vessel may make one repair action per activation.

Repair Action	Description	Skill Modifier	Penalty
Back In Action	Get a ship main gun operating. Any previously destroyed main gun may be repaired on a successful skill test.	-1	None
Fix Rudder	The crew may attempt to repair damaged steering. After the vessel has made at least one reduced turn, a skill test may be performed. If successful, the steering is repaired.	-1	Steering remains damaged and the vessel may not attempt another repair until its next activation. When the vessel is next activated, it must make at least one reduced turn before attempting a repair.
Repair Structure	Repair D10 points of structure damage. Weapons must be repaired separately.	-1	None

Tables

Main Gun To Hit

Range	D10 To Hit	Special
Long	2	
Medium	4	
Close	6	
Broadside	6	Reroll Misses

Standard Weapon Modifiers

-1	firing from a ship
+1	elevated position (such as a Crow's nest)
+1	large target
+1	aiming at target
-1	soft cover
-2	hard cover
-3	extreme cover
-1	indirect fire

Armour Modifiers

Weapon Strength	Armour Modifier
4	0
5	-1
6	-2
7	-3
8	-4
9	-5
10	-6

Damage

ST	Target Toughness									
	1	2	3	4	5	6	7	8	9	10
1	5	4	3	2	1	1	1	1	1	1
2	6	5	4	3	2	1	1	1	1	1
3	7	6	5	4	3	2	1	1	1	1
4	8	7	6	5	4	3	2	1	1	1
5	9	8	7	6	5	4	3	2	1	1
6	9	9	8	7	6	5	4	3	2	1
7	9	9	9	8	7	6	5	4	3	2
8	9	9	9	9	8	7	6	5	4	3
9	9	9	9	9	9	8	7	6	5	4
10	9	9	9	9	9	9	8	7	6	5

Structure Damage

Blast Radius	Structure Damage
1"	1
1½"	2
2"	4
2½"	5
3"	6

"Raking Fire" and "Cross The T" inflict structure damage AND loss of crew.

Loss Of Crew

Blast Radius	Crew Lost
1"	1
1½"	1
2"	2
2½"	2
3"	3

"Raking Fire" and "Cross The T" inflict structure damage AND loss of crew.

Ship Classification Summary

Class	Term	Length of vessel	Movement	Special Rules
2	Rowboat	Under 5"	Hull length +12"	Super Manoeuvrable
3	Sloop	5" to 10"	Hull length +14"	
4	Frigate	10 to 16"	Hull length +10"	
5	Man O'War	16" to 22"	Hull length -4"	May not club-haul
6	Titan	Over 22"	Hull length -8"	May not hard-about or club-haul

Counters

Reloading Counters

On Hold Counters