

Wolves Upon the Coast

Book 1 - Rules

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Your history is gone. It was taken from you, or you from it.

You were thralls.

Now your master lies dead in the bottom of a raiding vessel, equipped for adventure.

You are free.

For use with "Volume 2: Monsters &" and "&&&&&&& Treasure" only.

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Characters

There are three Characteristics:

- Strength - measures raw physical power.
 - A Strength of 15+ gives a +1 to Hit rolls.
- Agility - measures speed and deftness of action.
 - An Agility of 15+ gives a +1 bonus to Dodging Saves.
- Constitution - measures endurance.
 - A Constitution of 15+ or more gives a +1 bonus to Physique Saves.

They are generated by rolling 3d6.

There are three Saves:

- Dodging - used to avoid peril. This begins at 15+.
- Physique - used to fight poison and disease. This begins at 13+.
- Warding - used to resist magic. This begins at 17+.

Characters forgoing armour add 4 to their Dodge Rolls.

Characters wearing Light Armour add 2 to their Dodge Rolls.

Characters wearing Heavy Armour subtract 2 from their Dodge Rolls.

Characters begin play:

- With 3d6*10 hacksilver worth of equipment. Anything not spent is lost.
- With 1 Hit Dice. This is rolled to determine how many HP they have. All Hit Dice are d6s.
- With an Attack Bonus of +2.
- Knowing 1d6/2 languages.
 - A language can be 'half known' - this being enough to conduct trade.
 - All characters should share at least one 'half known language' - the speech of their erstwhile captors.
 - Language slots can be 'held in reserve', although a character must declare they know a language the first time it is encountered. Some languages cannot be known this way.
 - If a language is 'known' twice, the character is able to read and write in it.
- Sharing a small raiding vessel (*Karvi*) with twelve rowers - fellow ex-thralls who look to you for leadership. There is enough food and water for all hands to survive for four days. You have travelled two days from the home of your captor.

Equipment

A weapons weight determines damage - Light weapons rolling 2d6 and taking the lower value, Medium weapons rolling 1d6 and Heavy weapons rolling 2d6 and taking the highest value.

Weapons	Cost	Weight	Special
Battle-Axe	10sp	Medium	After damage is rolled, reduce the result by 3 and roll a second attack - if successful, a weapon or shield is ripped from the grip of the opponent.
Club	5sp	Light	Forgo damage to attempt to stun - after a successful attack, target attempts to save vs paralysis - failure results in them losing their combat round. Further strikes against them are at +3.
Dagger	5sp	Light	Throwable. Damage as Heavy against Prone targets.
Flail	8sp	Medium	Ignores shields.
Greatsword*	40sp	Heavy	Upon a killing blow, the wielder can roll another attack. This effect can be triggered multiple times.
Hand-Axe	6sp	Light	Throwable. If 4+ damage is dealt when thrown, the Hand-axe bounces, 'attacking' again.
Polearm*†	15sp	Heavy	Attack against a nominated adjacent ally are at -2.
Poleaxe*	20sp	Heavy	AC of target is treated as 7 when attacked.
Javelin	5sp	Medium	Throwable. Can be recovered.
Longbow*	30sp	Medium	+1 to hit per round spent aiming.
Mace	8sp	Medium	+2 to hit against metallic or rigid armour.
Quarterstaff*	5sp	Light	Opponents must make a Dodge Save to approach, failure resulting in an automatic hit with this weapon.
Shortbow*	15sp	Medium	Can split move and fire (i.e. move fire move).
Shortsword	8sp	Light	<i>Riposte</i> twice.
Sling	1sp	Light	Can be used to launch grenades.
Spear†	4sp	Medium	Wielder may choose hold their attack until someone tries to approach them - they then roll an attack first.
Sword	12sp	Medium	<i>Riposte</i> once.
Two-Handed Axe*	25sp	Heavy	If a 6 is rolled for damage, roll another d6 and add the result. This effect can be triggered multiple times. Attacks against the wielder are at +1.

Weapons	Cost	Weight	Special
Warhammer*	25sp	Heavy	Those struck are thrown backwards if unable to make a Physique Save. Use the damage rolled to determine distance, minus the HD of the creature struck.

These Specials are just the beginning. Players and Referees should look beyond them.

† Denotes a weapon with reach, being able to strike from behind another.

* Denotes weapons requiring two hands.

Riposte: Attacks against the wielder which score below 7 (before AC is applied) result in the wielder being able to attempt a counter-attack, resolved normally.

Arrows cost 1sp each. Five sling bullets cost 1sp.

Armours	Cost	AC
Unarmoured	Free	9
Leather (Light)	15sp	7
Maille (Medium)	75sp	5
Full-Length Maille (Heavy)	150sp	3
Byzantine Plate (Medium†)	-	3
Shield	15sp	-1

† Byzantine Plate is treated as Medium armour for Initiative and Saves despite the protection it affords. As such, no modification to Saves are made, and their AC is treated as 5 when determining Initiative.

Before damage is rolled, a shield may be sacrificed to negate a single strike. This only works for conventional strikes - other, specific types of shields might stop magical attacks.

Encumbrance

Characters may carry items equal to their AC plus 5. 250 coins count as an item. Worn or wielded equipment does not count towards this limit.

Characters carrying over this amount are encumbered. They move at half-speed, and are liable to drop items and fall.

Characters carrying double this are overburdened. They are exhausted by any sustained movement.

Beasts of burden may carry 24 items.

Supplies	Cost	Supplies	Cost
Backpack	5sp	Mirror, Large Metal	10sp
Bandages(5)	10sp	Mirror, Small Silver	20sp
Bottle	5sp	Mirror, Small Metal	5sp
Box, Large Iron	30sp	Net	10 sp
Box, Small Iron	15sp	Oil, Pint Flask	5sp
Candle, Tallow	1sp	Pole, 10'	5sp
Candle, Wax	2sp	Ration, Dry Day	5sp
Cart	50sp	Ration, Trail Day	2sp
Case, Map	5sp	Rope, 50' Silken	70sp
Checkers	5sp	Rope, 50' Hemp	5sp
Chest, Large Wooden	15sp	Sack	1sp
Chest, Small Wooden	8sp	Shovel	5sp
Compass	100sp	Shovel, Wooden	5sp
Crowbar	5sp	Water or Wineskin	15sp
Dice	2sp	Skiing Equipment	15sp
Flint & Steel	5sp	Sled	20sp
Grappling Hook	10sp	Sleeping Bag	2sp
Hammer & Wooden Stakes	5sp	Snare	1sp
Laboratory (portable)	150sp	Iron Spike	3sp
Lantern, Bullseye	12sp	Tent	15sp
Lantern, Hooded	7sp	Tinderbox	10sp
Lock-Picks	25sp	Torches (6)	1sp
Map, Local	20sp	Wagon	150sp

Livestock	Cost	Livestock	Cost
Chicken	1sp	Mule	20sp
Cow	10sp	Ox	15sp
Dog	15sp	Pigeon	1sp
Donkey	8sp	Piglet	1sp
Goat	3sp	Pig	3sp
Hawk	20sp	Pony	15sp
Horse, Draught	30sp	Sheep	2sp
Horse, War	200sp	Songbird	25sp
Horse, Riding	25sp		

Resolution Tools

Tests

If discussion does not offer an obvious resolution, a suitable Characteristic may be tested. Players attempt to roll under the Characteristic on a variable number of d6s to succeed. Easy tasks with consequences for failure use 2d6. Challenging tasks use 3d6. Hard tasks use 4d6. Items or abilities which help (or hinder) should modify the number of dice rolled.

Saves

Saves are called for when discussion is unsuitable - often as a consequence of action.

Dodging is used to avoid peril. A 15 or more must be rolled.

Physique is used to fight poison and disease. A 13 or more must be rolled.

Warding is used to resist magic. A 17 or more must be rolled.

To save, a character must roll a d20. This roll may be modified.

In the case of monsters, ask each of these questions:

- If a monster is fast, it adds +4 to its Dodging saves.
- If a monster is tough, it adds +4 to its Physique saves.
- If a monster is magical, it adds +6 to its Warding saves.

Combat

Combat is conducted in rounds of 6 seconds. To determine order, all Player Characters roll a d10. Those rolling equal to or under their AC act first. Then all opponents act, and finally those rolling over their AC act. This should be rolled each round. Hirelings and followers act with their leaders.

To make a standard attack, roll 1d20 and add any attack modifiers and the AC of the opponent. If this value is 20+, the opponent is struck and damage is rolled.

Light weapons roll 2d6 and take the lowest result.

Medium Weapons roll 1d6.

Heavy weapons roll 2d6 and take the highest result.

The damage rolled is subtracted from the HP of the target. NPCs hitting 0 HP are dead. Player Characters hitting 0 HP die in 2 turns without assistance.

Monsters

Monsters add half their HD (rounded up) to all attack rolls.

Monsters with 1-3 HD make one attack per round. Monsters with 4-6 HD make two attacks per round. Monsters with 7+ HD make three attacks per round.

Combat Complications

- Unaware mortals are instantly slain if the attacker has time to ensure a killing blow, can mitigate any armour etc.
- Prone characters are automatically hit with melee weapons.
- Characters take +2 to their Attack Roll for each other person striking the same target.
- Mounted characters take +3 to their Attack Roll against unmounted foes, and deal 2d6 with a weapon that can be couched.

Healing

Per nights rest, characters recover 1HP per HD. A full day spent doing nothing recovers 3HP per HD.

Reaction

When attitudes are uncertain or chaos desirable, roll 2d6 and consult the table below. Reputation may modify this roll, a strong opinion eliciting a ± 4 .

2d6	Reaction
2-	Hostile
3-5	Negative Inclination
6-8	Disinterested
9-11	Positive Inclination
12+	Friendly

Determining what these results in the situation is a matter of experience and extrapolation. It may also reveal facts about the group - especially extreme results necessitating explanation.

Morale

Friends and foes alike must test their morale in strenuous situations.

To do so, roll 2d6 for each group. On a 7+, their morale holds.

This roll may be modified according to familiarity, cultural taboos etc. A ± 1 represents a minor factor and a ± 2 a major factor. A ± 3 obviates the need for a morale check.

2d6	Action
2-	Disorganised retreat - those left behind surrender.
3-6	Organised retreat.
7+	Morale holds.

Common events triggering morale checks include:

- Reduced to 50% of their fighting strength.
- Reduced to 25% of their fighting strength.
- Death or retreat of a leader.
- Ambushed.
- Presence of massive or horrific foes.
- Seeing a friendly group fail a morale check.

Companions & Hirelings

For every 1000sp of wealth owned, a character may attract and support 1 Companion who requires a 1/2 share of all loot obtained.

Hirelings are salaried employees. As many as can be paid may be hired. Non-combat hirelings are usually 2sp a day, whilst mercenaries charge according to their equipment.

Type	Cost/day	Attributes
Skirmisher*	5sp	AC 9 HD 1
Footman	10sp	AC 6/7 HD 1+1
Marine	12sp	AC 7 HD 1+1
Armoured Footman	20sp	AC 4/5 HD 1+2
Horsemen	40sp	AC 4/5 HD 1+1

*Must test Morale to enter and stay in close combat.

Boasts

A Character who makes a Boast of Heroic Proportions either gains 1HD or +1 Attack Bonus in addition to any wager or reward offered by others

If they are found to shirk their Boast, they lose the HD or Attack Bonus and may never again Boast.

Those failing the Boast lose the HD or Attack Bonus, but may try again or make another Boast.

Only one Boast can be pending at a time.

A friend or Rival may up the stakes of a Boast if present when it is made - for each complicating factor, another HD or Attack Bonus may be added. If this new Boast is refused, the challenger takes up the Boast instead - with the complication they specified.

Travel

Hexes are assumed to be 6 miles across.

Abreast the Sea

Between the lands march whale-roads. The ships of the north are able to travel the deeper seas where no land may be seen, before snaking into rivers to find plunder inland. Others are bound to the coast, existence liminal.

Vessels have a default movement which is modified by wind-speed. Ships able to drop sails can elect to ignore such modifications and use only muscle-power.

Ship	HD	Speed - # Hexes per Day	Encumbrance Carried	Crew	Value
Raft†	1	3 (3)	20	1	10sp
Boat†	2	4 (4)	40	2-10	50sp
Karvi†	4	6 (4)	60	8-24	1000sp
Knarr	5	7 (3)	100	8-12/2	2000sp
Snekkja†	6	8 (4)	100	20-50	3000sp
Galley, Small	6	8 (3)	160	50/10	5000sp
Galley, Large	8	10	360	120/30	8000sp
Skeid†	9	9 (5)	240	60-80	10000sp

Values given in parenthesis are for River travel. If sailing against the current, halve this number again.

Those vessels marked with a † do not require a port - they are light enough to be beached. Smaller vessels can even be carried.

The Karvi, Snekkja and Skeid are crewed by Marines only. Others will have separate crews of Crew and Marines, as shown by the slash. These values are standard - loads are changed according to purpose.

Value is the ransom paid for the return of a captured vessel - triple this to pay for a new one. This is in addition to the value of any goods carried.

Wind

2d6	Wind Strength	Effect
2-3	Calm	None
4-8	Light Breeze	+1/+1
9-11	Strong Breeze	+2/+1
12	Gale/Storm	+3/+2

Wind conditions persist for 1d6 days. Characters know of a storm 1 day before it arrives - roll Wind ahead of time.

Determine initial direction randomly. Then, each day, roll 1d6.

1d6	Direction Change
1-2	1 Direction 'left'
3-4	No change
5-6	1 Direction 'right'

If the Wind is behind the Vessel, increase the number of hexes travelled a day by the first value listed in the Wind Strength chart. If it is 'adjacent' - 1 direction distant - add the second value. Otherwise, ignore the wind. (e.g. NE and NW both speed a vessel travelling North.)

Storms

Vessels in a storm have a 30% chance of capsizing per day. Capsized vessels lose any loose cargo, and have a 40% chance of sinking before being righted by the crew. All encounters with other ships are ignored.

Becoming Lost

Characters may see into adjacent hexes. Mountains are visible from 4 hexes away. Weather conditions may hamper visibility. When no landmark (e.g. coast, mountain, lighthouse) can be seen, characters have a 2-in-6 chance of becoming Lost if they have no Navigator. Hide any map and continue play without reference to it, until they are able to re-establish their location. Movement is in a random direction.

There is a 4-in-6 chance of becoming Lost during a Storm.

Naval Encounters

Unless conditions are poor or there is a submarine element, encounters on Coasts and the Ocean are spotted at a distance of a hex. Reaction should be used for unknown groups.

If the curvature of the river is unknown, River encounters are spotted at $3d6 \times 10'$.

The tables below can be used where no regional encounter table has been prepared, although results will need modification. By default, there is a 1-in-6 chance of an encounter each day.

1d12	River	Coast	Ocean
1	Merchants	Merchants	Merchants
2	Merchants	Merchants	Pirates
3	Merchants	Patrol (local lord)	Raiders
4	Patrol (local lord)	Pirates	Raiders
5	Patrol (local lord)	Pirates	Wreck
6	Pirates	Raiders	Fishermen
7	Pirates	Raiders	Merfolk
8	Raiders	Fishermen	Merfolk
9	Fishermen	Fishermen	Wandering Isle
10	Fishermen	Wreck	Wandering Isle
11	Wreck	Merfolk	Sea Monster
12	River Monster	Sea Monster	Sea Monster

Merchants, Patrols and Pirates in Rivers use Boats and local equivalents of Karvi. Upon the Ocean, any vessel could be found.

Raiders use Karvi, Snekkja and Skeid.

On rivers, only single vessels are encountered. On the coast, groups of 1d6 vessels are encountered. Vessels are usually crewed by 1d6 fewer people than the ship's maximum crew count. On the coast, 2d10 Merfolk appear. Upon the ocean, they number 2d20.

Naval Combat

Naval combat is conducted in Turns of 1 minute each.

Artillery and sea-monsters may attack Ships directly. Mortals must instead rely upon fire or boarding.

Melee attacks against vessels automatically hit. Ranged weapons treat them as AC 7 - to account for firing from a moving platform. Hand weapons deal no damage - artillery and the strength of monsters is sufficient to deal damage normally. If a 6+ is rolled, the boat may begin Sinking.

Fire deals 1d6 damage. If a 1 is rolled, the fire reduces in size - roll one dice less next round. If a 6 is rolled, the fire has increased in size - now roll 2d6 for damage.

Ramming

Ships in this era are not designed for ramming. A ship performing a ram takes 1d6 damage. It deals 1d6 for each remaining HD to the target. If a 6 is rolled on a damage dice, that ship may begin Sinking.

Boarding

Characters may leap from one vessel to the next as part of boarding. This requires a 2d6 Agility test. Marines automatically succeed. Combat is then had on the vessel. Note this means 10 'normal' Rounds of combat happen per naval Turn.

Sinking

When a vessel may begin sinking, roll 1d6 - on a 1-3, it is fine. On a 4-6, it begins sinking. This process takes 3d6 Turns. If half the crew works to save the vessel, it might (70% chance) avoid this fate. This takes 1d6 Turns, and cannot be done if under attack.

Any further Sinking result halves the time left before the vessel sinks.

Drowning

Those in the water for a full naval Turn, or flung into the water, risk drowning. Characters must roll under their AC on a d20 to avoid drowning.

Upon the Land

Most kings survey their entire dominion by eye on a clear day. Empire has broken under its own weight - struggles are local even as threads of trade and exchange are woven over months of sailing. Isles weighed down by fen and bog know the spices of desert lands. All know the best steel is in the south, and that the silver pennies with holes in the centre are accepted in all ports. Ruins stud the landscapes, and many halls lie haunted.

Travel

Method of Travel	Speed - # Hexes per Day
On Foot	2
Wagons/Carts	3
Horseback	4
Horses, Ridden to Death	6

Horses Ridden to Death have a 2-in-6 chance of dying each day, and are useless by the end of the journey.

Inclement terrain (thick woods, bogs, and mountains) lacking a road halves movement - round fractions down.

Becoming Lost

From a good vantage point, characters may see into adjacent hexes. Mountains are visible from 4 hexes away. Weather conditions may hamper visibility.

When no landmark (e.g. mountain, hill, road, town) can be seen, characters have a 2-in-6 chance of becoming Lost. Deserts and Swamps increase this to a 3-in-6 chance. Hide any map and continue play without reference to it, until they are able to re-establish their location.

Movement is in a random direction.

Encounters

Every 12 hours, an Encounter roll should be made on a chart prepared for the area.

In the case of an Encounter, consider if either party is aware of the other - factors such as light and sound being major determinants. Unaware parties are surprised 2-in-6 of the time.

If a group is surprised, encounters begin with parties 1d6*10' away. Otherwise, 2d6*10'. Both groups can be surprised.

Beneath the Earth

Beneath the earth, warrens, ruins, underworlds unseen by the sun. Things slink. Nightmares breed and multiply and fester. Beasts lair and stalk forth when the light of day is extinguished.

Timekeeping

Time is measured in 10 minute intervals - Turns.

Each turn, there is a 1-in-6 chance of an Encounter, using a prepared Encounter table for the location.

Most major activities take 10 minutes - searching for traps, unlocking doors, clearing obstacles etc.

After combat or an hour's exploration, most parties require a Turn of rest - those pushing beyond this take a penalty of 2 to any d20 rolls made until they rest for two Turns.

Light

Beneath the Earth there is no light - those who would plumb the depths should carry their own. A torch burns for an hour (6 turns) whilst a pint of lantern oil burns for 4 hours (24 turns). Those who dwell beneath the Earth have often learnt to see without light through long centuries groping in the darkness.

Movement

Cautious movement allows for 240' to be covered in a single Turn. This allows for mapping, trap checking, close observation of darkness.

Those abandoning caution could quadruple this, but are sure to become lost and stumble into any ambushes, trigger any traps etc.

Encounters

In the case of an Encounter, consider if either party is aware of the other - factors such as light and sound being major determinants. Unaware parties are surprised 2-in-6 of the time.

If a group is surprised, encounters begin with parties 1d6*10' away. Otherwise, 2d6*10'. Both groups can be surprised.

Postscript

The great tool of Creation is the knife.