Beyond fending off vicious pirates, trading blows in drunken brawls, and struggling to scrape together enough crowns to buy a hot meal, the sailors of western Immoren face danger from an altogether uncaring source: the very waters of the Meredius on which they ply their trade. Rough storms, powerful tides, and more can destroy a vessel, leaving its hapless crew to struggle against the waves or die a watery death.

The following hazards are designed to increase the danger of your maritime encounters and include rules for situations like explosions below deck and severe weather conditions.

**REMINDER**

The rules for Swimming (p. 194) and effects of deep water (p. 222) are found in the Iron Kingdoms Full Metal Fantasy Roleplaying Game: Core Rules book.
Fire Down Below
Description: While combat rages on the deck of a ship, gunnery crews beneath keep firing, hoping to wreak enough damage to force the enemy vessel to break away from the attack or cause a defending crew to surrender. These shots tear through a ship’s hull and can hit volatile stores of blasting powder or the pressurized boilers that power a ship’s paddle wheels. When this happens, violent secondary explosions erupt up through the deck, throwing great blasts of fire, steam, and shrapnel into the air.

Special Rules: If you decide a shot has hit a volatile location below decks, place a 3, 4, or 5´ AOE on deck and roll for deviation. If the AOE deviates off the deck of the ship, the shot did not trigger a chain reaction. Otherwise, all characters in the AOE take a POW 8 hit that deals fire damage. The affected area of the AOE becomes rough terrain.

Massive Waves
Description: One of the great dangers of sailing far from the relative safety of the Broken Coast are the massive waves. These walls of water are twice as tall as normal waves, and some grow even higher. Massive waves easily wash over the deck of a ship and sweep away anything not securely strapped to the deck—guns, cargo, and crewmen alike are washed overboard by the force of such waves.

Special Rules: Massive waves are easy to spot at a distance. A character automatically discovers a wave when it is within his PER in turns away. When the wave hits the ship, anything not securely tied down is pushed 1d6´ in the direction the wave is moving (for instance, if a massive wave washes over the starboard side of a ship, objects are pushed toward the port side). Characters hit by the massive wave must pass a STR + Sailing roll against a target number of 15 to avoid being pushed. If a character is holding rigging, ropes, or other secured objects, he gets a +2 bonus to this roll. Medium- and large-based characters also gain this bonus. A pushed object or character falls overboard if it has less than 1´ of ground under its base after being pushed.

Rough Seas
Description: The Meredius is both unforgiving and unpredictable. The pull of Caen’s three moons cause tides of terrifying power, turning the deck of a ship into tilting, shifting terrain of unreliable footing. This combined with a constant spray of ocean water wetting the deck means that simply moving about becomes a challenge and close-in fighting becomes a nightmare. A heaving ship can cause a crewman to veer wildly off course if he doesn’t make careful, measured movements.

Special Rules: Rough seas can be added to any maritime encounter. While engaged in rough seas, characters that move more than 30 feet (5´) must make an AGL + Sailing roll against a target number of 14. If the roll succeeds, nothing happens. If the roll fails, however, the character is pushed d3´ in a random direction and knocked down.

Storm Winds
Description: Winds of terrible force are a common feature of the storms of the Meredius. At its peak, a gale’s force can rip the masts from a ship, particularly if the crew is unable to bring the sails in before they are caught by the storm. Blasts of wind make sight difficult and cause shots to veer wildly off course.

Special Rules: Storm winds can be added to any maritime encounter. While storm winds are in effect, all characters gain +2 DEF against ranged attacks.