

The Revenge.
Andrew Ellem

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| Design: | Space | |
| Helm: | Major *2 | |
| Cost: | 432,000gp (without Helms) | |
| Tonnage: | 100 | |
| Frame: | Extra Heavy, Thick Wood | |
| Hull: | Thick Wood | |
| Hull Points: | 137 | |
| Plating: | Metal | |
| Armour Rating: | 4 | |
| Ram: | Piercing | |
| Enclosure/Deck: | Open | |
| Rigging: | Topped Out | |
| Manoeuvrability: | D | |
| Landing Capabilities: | Water Only | |
| Minimum Crew: | 15 | |
| Optimal Crew: | 100 | |
| Air Capacity: | 12000MD's (120 days patrol with full crew) | |
| Weapons: | External Bays: | |
| | 1 Heavy Ballista | - 5 crew |
| | 2 Medium Ballistae | - 2*3 crew |
| | 2 Medium Catapults | - 2*4 crew |
| | 1 Heavy Catapult | - 6 crew |
| | 2 Light Catapults | - 2*2 crew |
| | Rigging Shears | |
| | Internal Bays: | |
| | 2 Accelerators | - 2*1 crew, 2*4 tons |
| | 4 Light Ballista | - 4*1 crew, 4* 1 ton |
| Internal Facilities: | Captain Cabin: Luxurious Room | - 1.5 tons |
| | Meeting Room: | - .75 ton |
| | Helmsmen: Standard Room*3 | - 2.25 tons |
| | Officers: Standard Room *10 | - 7.5 tons |
| | Officers Laundry | - .5 ton |
| | Officers Head | - .5 ton |
| | Helm room * 2 | - 2 tons |
| | Chart Room | - 1 ton |
| | Crew: Standard Crew Quarters*90 | - 22.5 tons |
| | Galley (20 crew/hour) | - 1.25 ton |
| | Mess Hall (seating for 40) | - 5 tons |
| | Advanced Engineering Room | - 4 tons |
| | Heavy Weapon Engineering (basic) | - 2 tons |
| | Laundry Facilities | - 1 .25 tons |

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| | Cargo | - 20 tons |
| | Larder | - 5 tons |
| | Internal Weapons | - 12 tons |
| | Weapons Locker | - 1.5 tons |
| | Training Hall | - 4 tons |
| | Internal Storage | - 5.5 tons |
| Total | | - 100 |

2 Standard Years ago a Tender was released by the Greyhawk City Officials for the design and construction of a new Heavy Warship to be designated the Revenge Class. Greyhawk was on the eve of a massive self defense re-armament and was considering building a fleet of Spelljammers for the first time in it's history. Several Requests for Tender where issued, the final selection coming down to the Mintarian Shipwrights Guild and the Bral Shipwrights Guild.

The Revenge was designed as a heavy combat vessel with the following design brief:

1. It must be capable of defeating all currently known mass produced vessels,
2. It must be capable of extended voyages with minimal support,
3. Crew accommodations must be generous and comfortable,
4. Crew survivability must be as high as possible,
5. The vessel should be no more than 100 tons and no less than 80,
6. Maneuverability should be as high as possible given the vessels' size
7. Must be capable of acting in a variety of roles, including but not limited to:
Mobile HQ, planetary blockade, planetary defense, space interdiction and
convoy escort,

The Mintarian Shipwrights guild won the contract after providing the Oerth Officials with both an outstanding design specification and a fully commissionable prototype of incredible quality.

The Revenge class uses current technology but on a scale rarely seen in the Spheres. All turrets are fully self contained; the driving gear mechanisms are built into a false floor within the turret itself, being driven by wheels and gears powered by the crew. The internally mounted light ballista are mounted on a fully pivoting and rotating stand attached to a steel guide bar within their self contained enclosures. This allows the ballista full freedom of horizontal movement and a significant altitudinal inclination and declination.

The Revenge was constructed with an extra heavy wooden frame with an armour plated thick wooden hull. Construction techniques are traditional, allowing easy repair and maintenance. The rigging has been designed to give the greatest possible MC and is protected from head on attack by the ingenious incorporation of frontal wing shears. These shears lie in the same plane as the horizontal rigging, affording it protection whilst also allowing normal shearing attacks.

Weaponry is mostly housed in fully protective turrets on the top decks, with the light ballistae being housed in protective blisters on the side of the Rigging Deck enclosure. The Accelerators are located on blisters alongside the prow.

Crew facilities include:

1. Full laundry facilities,
2. A large crew mess/common room with gaming tables,
3. A fully equipped galley large enough to cook for 20 persons per hour,
4. An Officers meeting room and separate Officer only laundry facilities,
5. A fully equipped Engineering room capable of full ship repairs,
6. Separate workshops for heavy weapon maintenance
7. A secured armory and, finally
8. A full combat training area within the ship's hull.

The typical crew complement includes:

Officers:

1. Captain
2. First Officer,
3. Both Gunnery and Marine Officers,
4. 3 Helmsmen
5. 1 Chief Navigator
6. 2 Combat trained Mages.

Total Officers: 10

NCO's:

1. 3 Petty Officers assigned to the Crew,
2. 1 Petty Officer assigned to Gunnery
3. 1 Petty Officer assigned to the Marine force.

Total NCO's: 5

Enlisted Men:

1. 3 Ship's Engineers
2. 2 Heavy Weapons Engineers
3. 4 Cooks
4. 2 Cabin Boys
5. 36 Weaponeers
6. 28 Riggers and
7. 10 Marines

Total Enlisted Crew: 85

Total Crew : 100

Unfortunately the Greyhawk Officials have chosen not to pursue the rearmament policy at this time, leaving the sole Revenge class ship relegated to patrolling Mintarian space.

The specifics of the design are:

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| Frame: | Extra-heavy, thick wood construction: $750\text{gp} * 3 * 100\text{tons} = 225,000\text{gp}$ | | |
| Ram: | Piercing. Demountable for easy replacement. $100\text{gp} * 100\text{tons} = 10,000\text{gp}$ | | |
| Hull: | Thick Wood: $250\text{gp} * 100\text{tons} = 25,000\text{gp}$ | | |
| Hull Points: | $137 (1 * .25 * 100) + (1 * 1.5 * .75 * 100) = (25 + 112.5) = 137$ | | |
| Rigging: | $200\text{gp} * 100\text{tons} = 20,000\text{gp}$ | | |
| MC: | D (Base E + 1 for rigging) | | |
| Plating: | Metal $400\text{gp} * 100\text{tons} = 40,000\text{gp}$ | | |
| AR: | 4 | | |
| Landing: | Water Only $50\text{gp} * 100 \text{ tons} = 5000\text{gp}$ | | |
| Weapons: | Internal: | Light Ballista * 4 | - 4*1 ton 1600gp |
| | | Accelerators * 2 | - 2*4 tons 90,000gp |
| | External: | Medium Catapult *2 | - 2 tons *2 1700gp |
| | | Medium Ballista *2 | - 2 tons *2 1200gp |
| | | Heavy Catapult | - 4 tons 1000gp |
| | | Light Catapult 2 | - 2*1 ton 1000gp |
| | | Heavy Ballista | - 4 tons 800gp |
| | Turrets: | Protective Medium Turret *4 | 4000gp |
| | | Protective Heavy Turret *2 | 5400gp |
| | | Protective Light Turret *2 | 1000gp |
| Crew: | Officers: 6 | | |
| | Rigging: 12 | | |
| | Weapons: 10 | | |
| | Marines: 8 | | |
| | Support: 4 | | |

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| Internal Fit out: | Captain Cabin: Luxurious Room | - 1.5 tons | 175gp |
| | Meeting Room: | - .75 ton | 125gp |
| | Officers: Standard Room *10 | - 7.5 tons | 1250gp |
| | Officers Laundry | - .5 ton | 100gp |
| | Officers Head | - .5 ton | 100gp |
| | Helm room * 2 | - 2 tons | |
| | Chart Room | - 1 ton | 100gp |
| | Crew: Standard Crew Quarters*90 | - 22.5 tons | 9000gp |
| | Galley (20 crew/hour) | - 1.25 ton | 2000gp |
| | Mess Hall (seating for 40) | - 5 tons | 3000gp |
| | Advanced Engineering Room | - 4 tons | 600gp |
| | Heavy Weapon Engineering (basic) | - 2 tons | 300gp |
| | Laundry Facilities | - 1 .25 tons | 250gp |
| | Cargo | - 20 tons | |
| | Larder | - 5 tons | 250gp |
| | Internal Weapons | - 12 tons | |

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| Weapons Locker | - 1.5 tons | 112.5gp |
| Training Hall | - 4 tons | 600gp |
| Internal Storage | - 5.5 tons | |

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| Total | - 100 tons | |
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Price for fit out included in ship construction costs.

