

MAN O' WAR

BACKGROUND

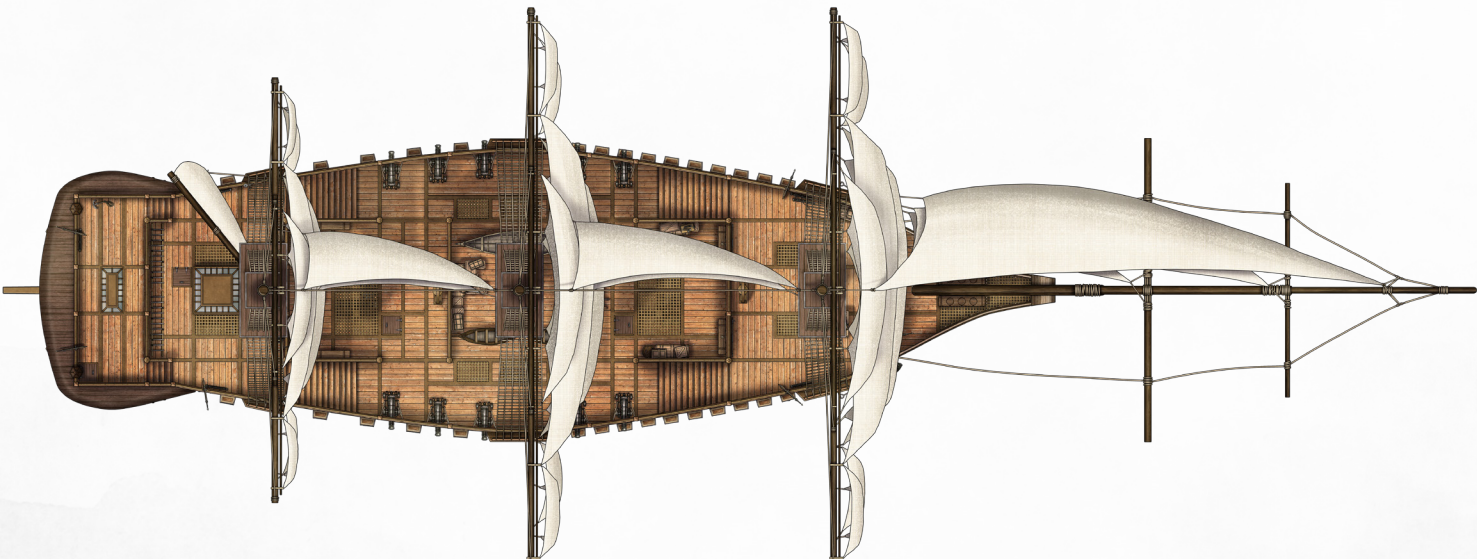
The Man o' War is a formidable warship, the pride of any navy. Known for its looming size, intense firepower, and commanding presence on the high seas it can immediately turn the tide of a battle simply by its presence.

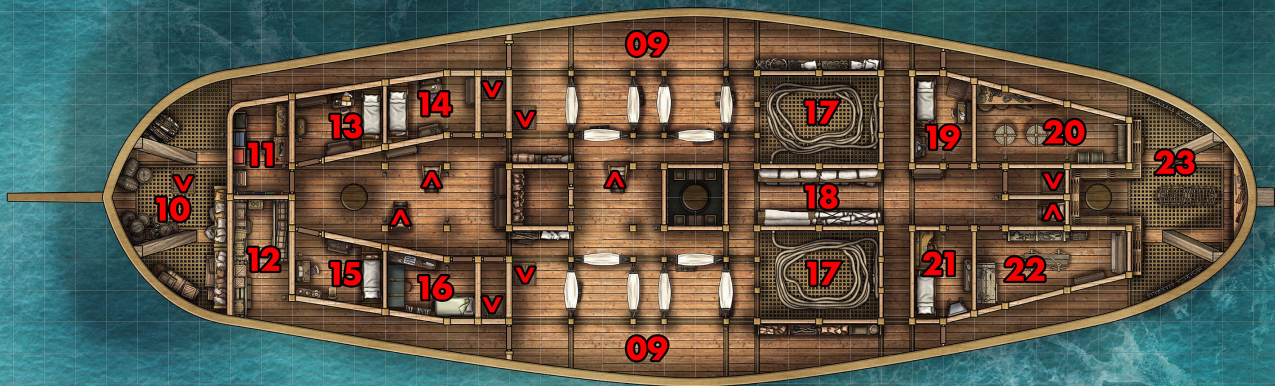
Over 200 feet in length with three towering masts, this ship is rigged with an array of sails that allow it to harness the wind with incredible efficiency. The hull is constructed from the strongest oak, reinforced with iron bands. Gunports bristle with rows of heavy cannons ready to unleash devastating broadsides.

The decks are bustling with activity, housing a crew

of several hundred sailors and officers, all trained to maintain and operate this floating fortress with military precision. It has sufficient stores and resources aboard for months at sea, and enough raw materials to replace or fix any parts damaged in battle. If you spot one of these on the horizon, it may already be too late.

GRID SIZE	
GRID	66x34 (300DPI)
VTT	9240x4760 (140DPI)
PRINT	A0/ANSI E x2





Man O' War - Orlop Deck



Man O' War - Cargo Deck

ROOM	NAME	DESCRIPTION
01	Cargo Hold	Stores all the main supplies needed aboard the ship such as water, firewood, canvas, timber, salted meats, and ships biscuits. The shot lockers are also found here, holding hundreds of cannonballs for use in combat.
02	Hold Well	Water is collected here at the lowest point of the ship to be pumped out.
03	Treasury	Stores the ships valuables and sailors' wages.
04	Spare Cannon	Cannon are heavy and expensive and most ships use all they have on board. The Man O' War is able to carry a few spares.
05	Grand Magazine	Stores barrels of gunpowder. The walls are lined with copper to keep the powder dry and protect it from fires or sparks.

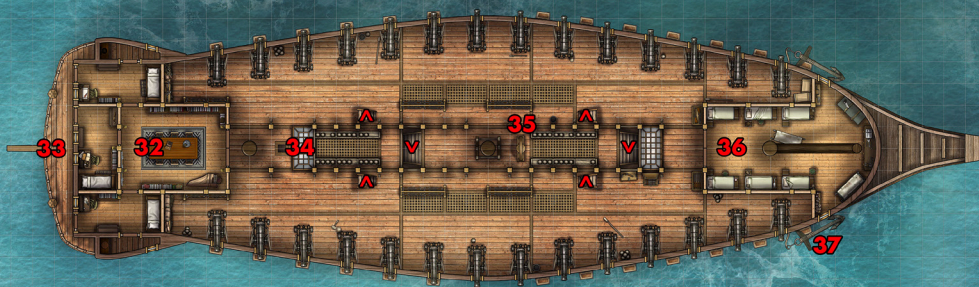
ROOM	NAME	DESCRIPTION
06	Filling Room	Sailors very carefully take powder from the barrels and fill small pouches to be stored in the powder rooms above for quicker access.
07	Spirit Room	Contains barrels of beer and liquor. Kept under strict lock and key.
08	Brig	Holding cells for prisoners of war or mutineers.
09	Midshipman's Berths	Midshipmen are officers in training, usually teenagers. They have not yet earned their own cabins, but still sleep separately from the rest of the crew.
10	Bread Room	
11	Tailor	Stores the sailors spare clothing and repairs any damage.
12	Stewards Hold	Daily rations are dispensed from here to the cooks to ensure food is not being wasted or stolen.
13	Purser's Quarters	Handles the ships accounts, distribution of wages and any pay disputes for the crew.
14	Stewards Room	
15	Surgeon's Quarters	Also doubles as a medical dispensary.
16	Surgery	For more in-depth procedures requiring the surgeon's full attention, and long term patient recovery.
17	Cable Tiers	Coiled anchor cables are held here when the anchors are hoisted. The long cables mean anchor can be dropped even in deep waters.
18	Sail Room	Spare sails
19	Boatswains Quarters	Oversees the deck crew and holds the keys to the cargo deck hatches.
20	Boatswains Store	Spare rigging and other deck supplies.
21	Carpenter's Quarters	
22	Carpenter's Workshop	For ship maintenance and repair.
23	Armoury	Rifles and pistols are stored and maintained here.



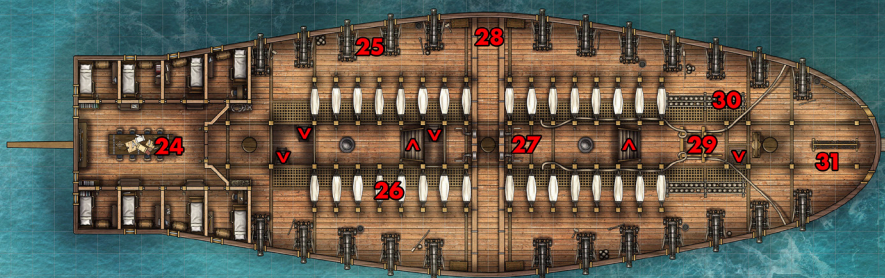
Man O' War - Quarter Deck



Man O' War - Main Deck



Man O' War - Upper Gun Deck



Man O' War - Lower Gun Deck

	NAME	DESCRIPTION
24	Junior Officers Quarters	Junior officers have separate quarters to the crew, but still have to share bunks between watches.
25	Cannon	
26	Crew Hammocks	The crew sleep anywhere on the intermediate decks where there is space. Hooks are attached to the beams so hammocks can easily be hung and stowed as needed. On calmer nights the crew may sleep on a thin mattress on the floor, or even on the upper decks when the weather is good.
27	Bilge Pumps	Water is pumped up from the hold well below and voided from the ship via the bilge pipes.
28	Bilge Pipes	
29	Bitt	Wooden structure for securing the anchor cables. The anchor can be raised and lowered by attaching thinner more manageable lengths of rope called nippers between the capstan and anchor cables. The capstan is rotated by inserting lengths of wood or metal so it can be turned by the crew.
30	Shot Garlands	Holds shot for the cannons to stop them rolling around in combat.
31	Rifle Stand	Rifles are kept on every level, so they are at hand in case of boarding.
32	Senior Officers Quarters	The senior officers all have their own private quarters that are not shared.
33	Stern Balcony	
34	Skylight	Skylights and removable hatches allow for ventilation and light into the lower parts of the ship.
35	Ships Bell	Used to signal time, sound the alarm in battle or alert crew to a change of watch.
36	Sick Bay	Primary recovery room for injured or sick sailors.
37	Anchors	
38	Main Deck	
39	Steering Wheel	Connected via a series of inter-deck cables to the rudder
40	Captain's Office	
41	Captain's Quarters	
42	Captain's Secretary's Quarters	
43	Navigator's Quarters	The navigator would help the captain chart a course and ensure it was maintained. They would also take over steering when the captain was asleep. The ships charts would be kept here.

	NAME	DESCRIPTION
44	Jolly Boats	Used to ferry crew to and from land when at anchor nearby, or in case of emergency.
45	Mess Hall	Meals are served 6 times a day, twice for each watch.
46	Galley	All food is prepared here. There is also a condenser to turn salt water into fresh water if the stores run out.
47	Seats of Ease	Surprisingly, this is not called the poop deck.
48	Aft Deck	
49	Mounted Harpoon	
50	Fore Deck	