

Man O' War by Tom Cartos

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 Information

GRID SIZE – 66x34 (300DPI)

VTT SIZE – 9240x4760 (140DPI)

RECOMMENDED PRINT SIZE – A0/ANSI E x2

Design Notes

Cargo Deck

- **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.
- **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.

Orlop Deck

- **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 – Surgeons 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 – Carpenters Workshop** – For ship maintenance and repair.
- **23 – Armoury** – Rifles and pistols are stored and maintained here.

Lower Gun Deck

- **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.

Upper Gun Deck

- **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**

Main Deck

- **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 – Captains Secretary's Quarters**
- **43 – Navigators 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.
- **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.

Quarter Deck

- **48 – Aft Deck**
- **49 – Mounted Harpoon Launchers**
- **50 – Fore Deck**