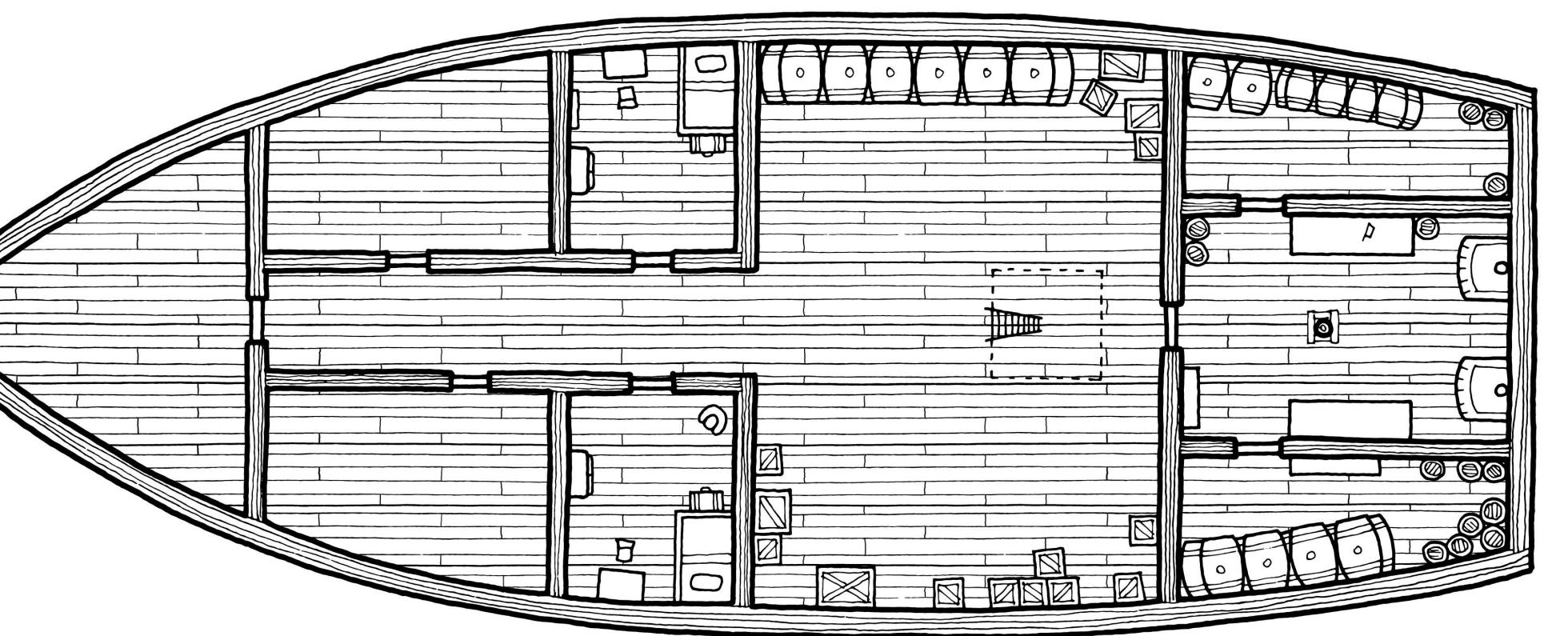
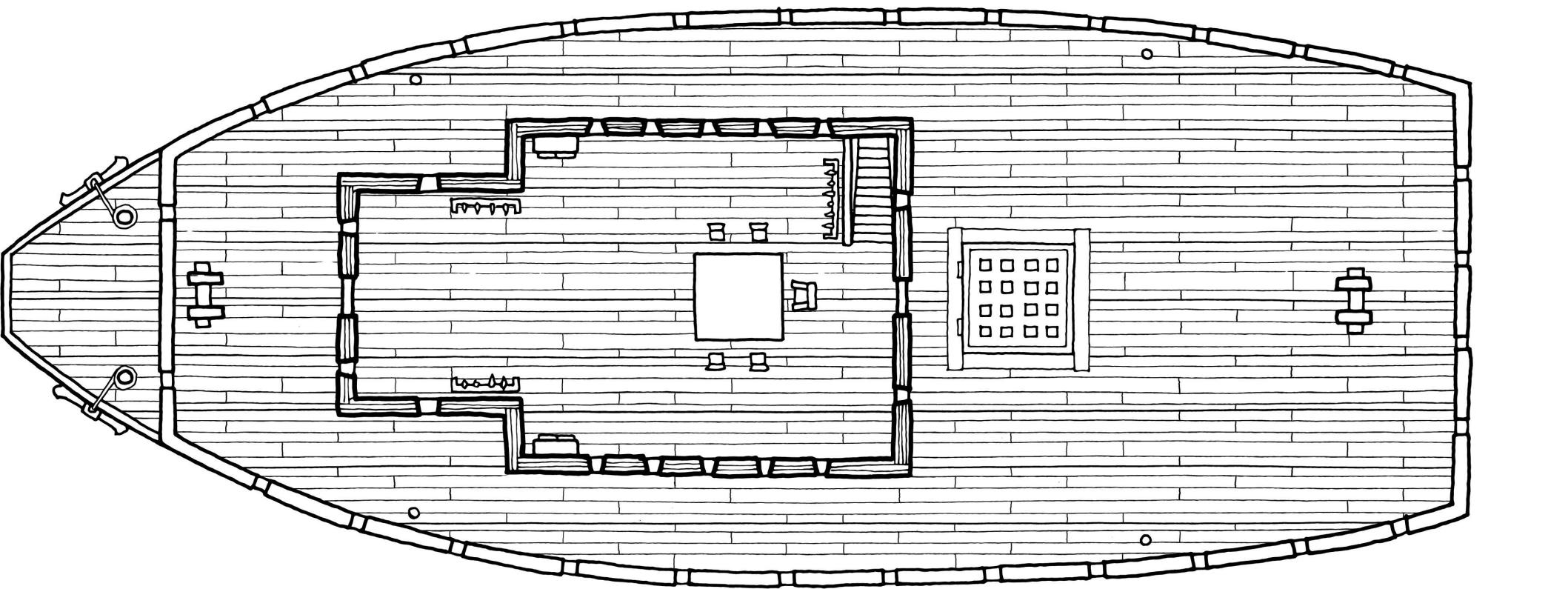
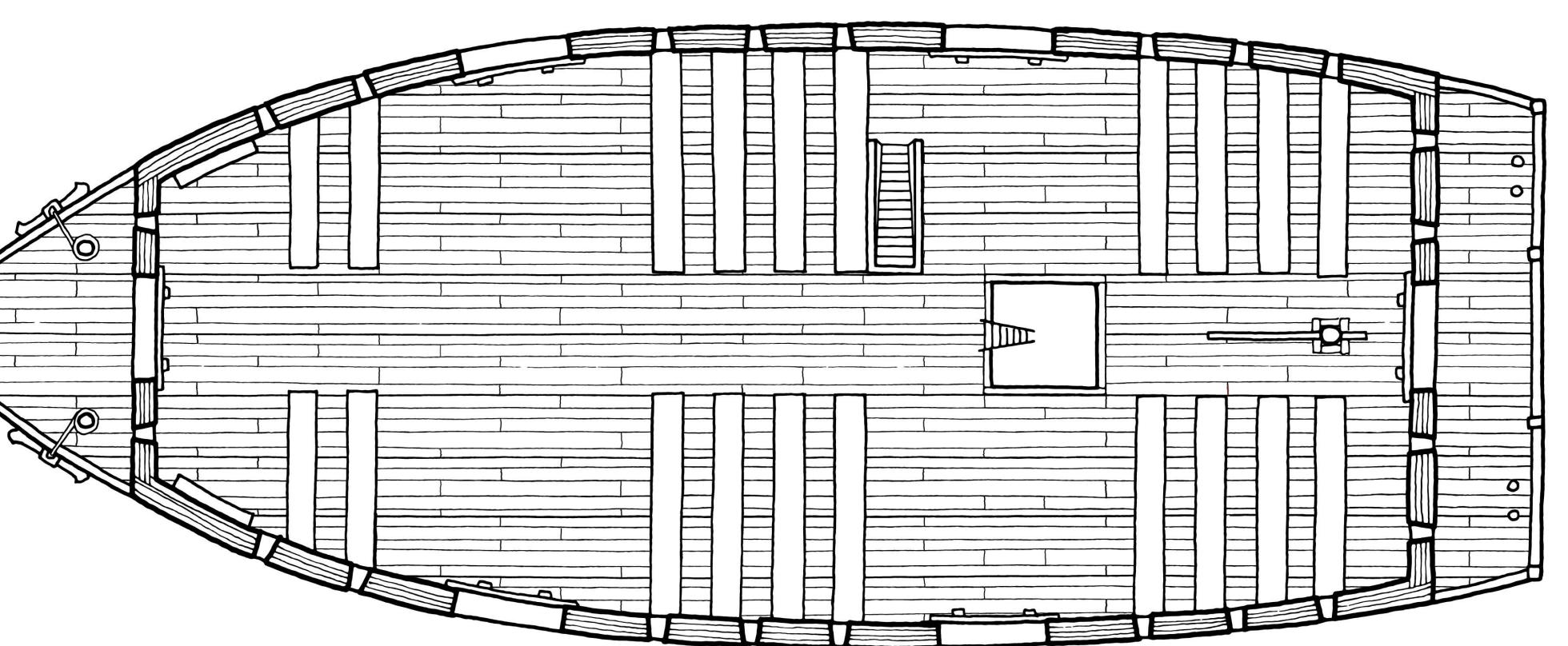
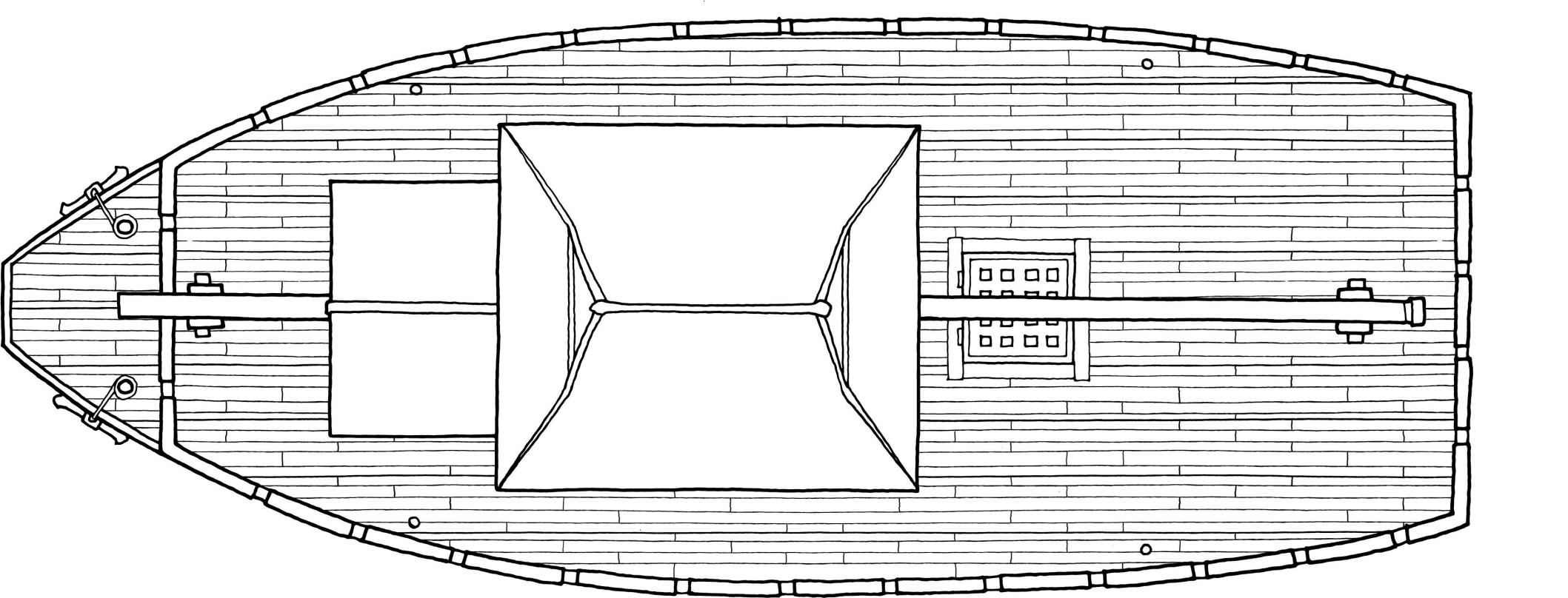
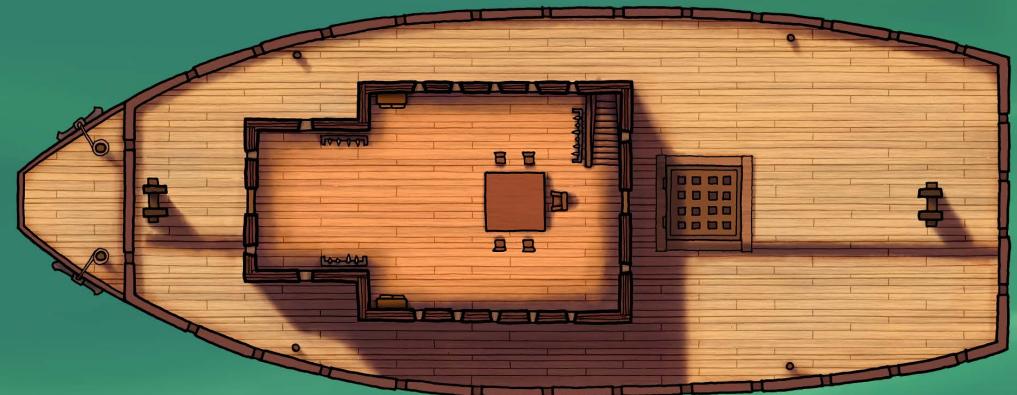
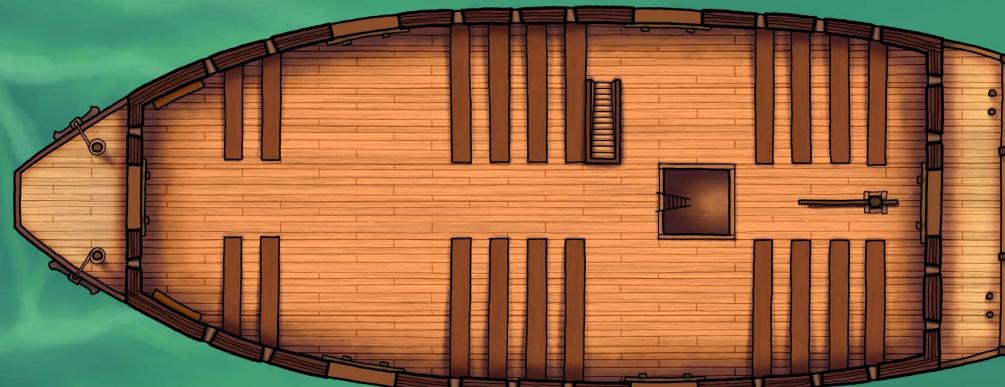
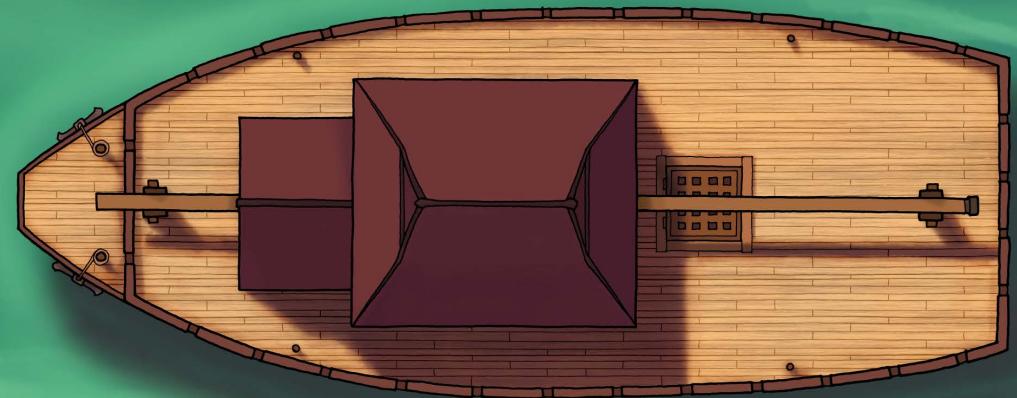
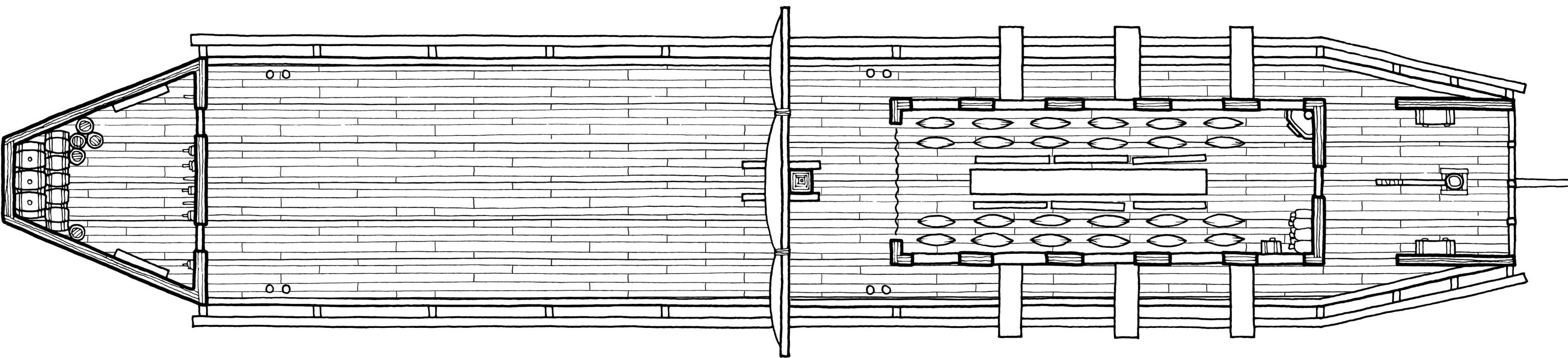
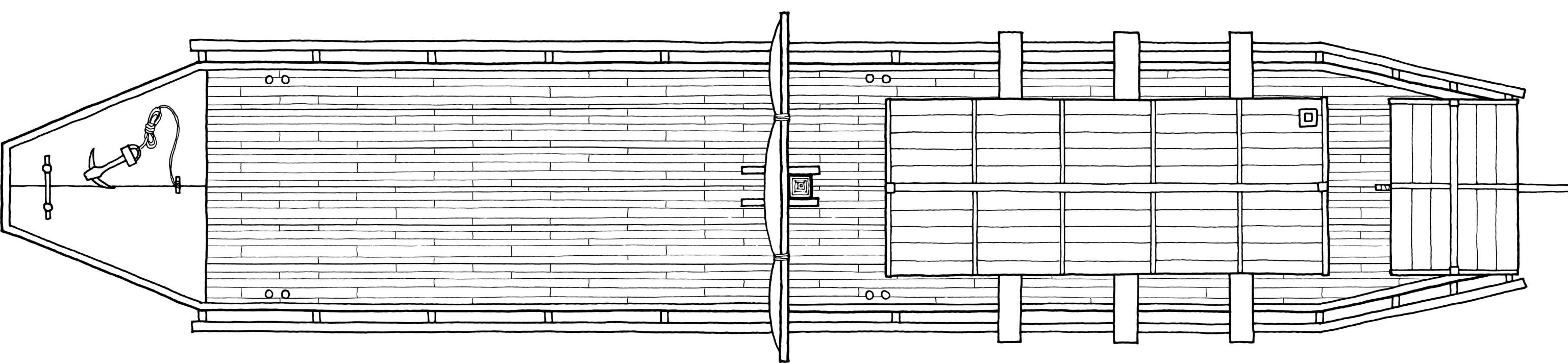
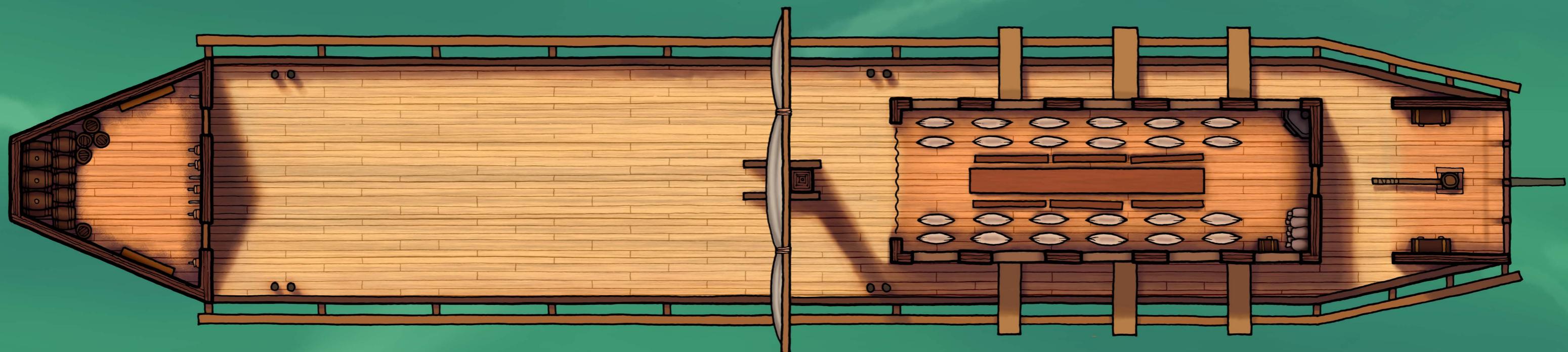
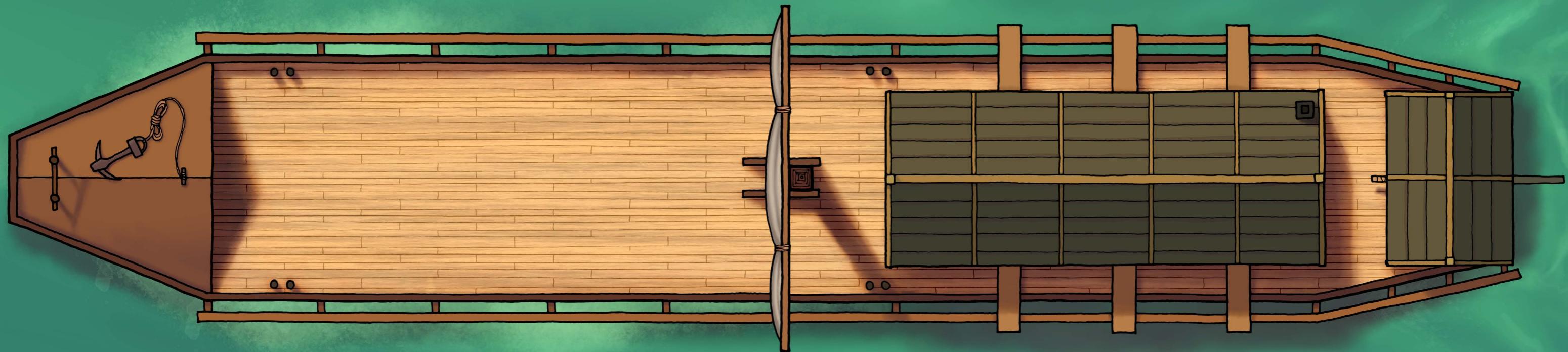


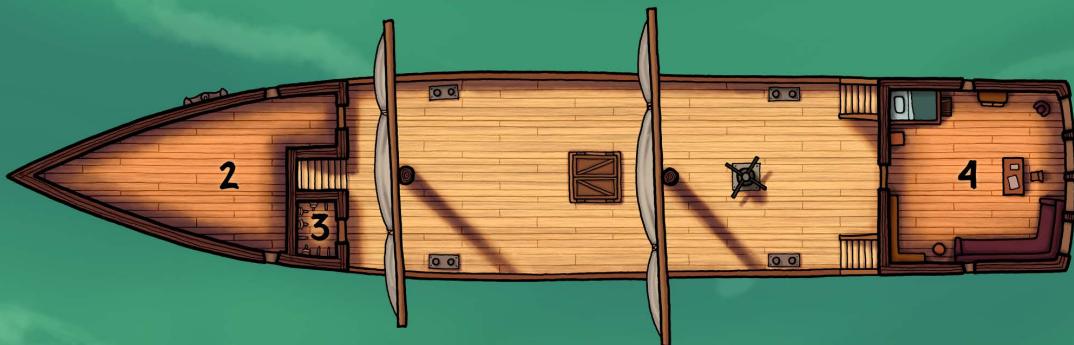
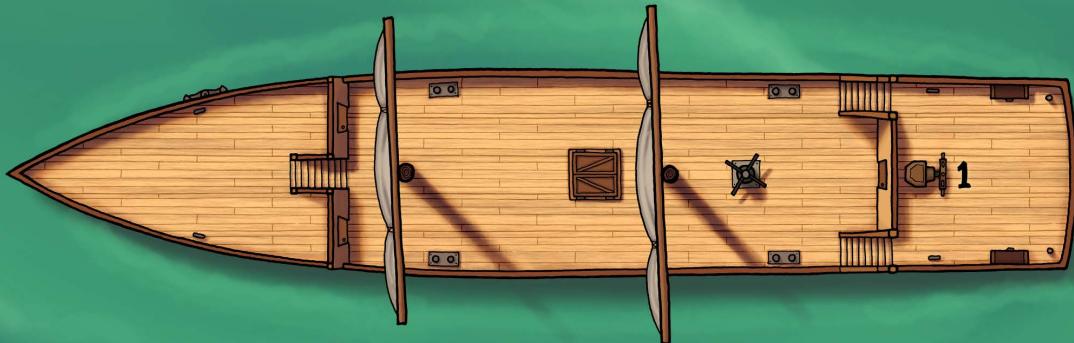
- 1 - Command House
- 2 - Foredeck
- 3 - Rowing Deck
- 4 - Helm (Tiller)
- 5 - Afterdeck
- 6 - First Officer's Cabin
- 7 - Captain's Cabin
- 8 - Main Hold
- 9 - Galley
- 10 - Food Stores











1 - Helm

2 - Forward Berth

3 - Rope Locker

4 - Captain's Cabin

5 - Anchor Windlass

6 - Officers' Cabins

7 - Gun Deck and

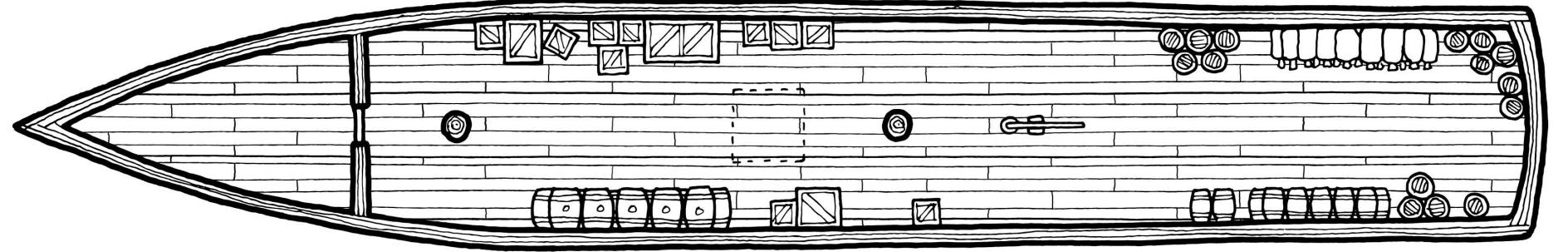
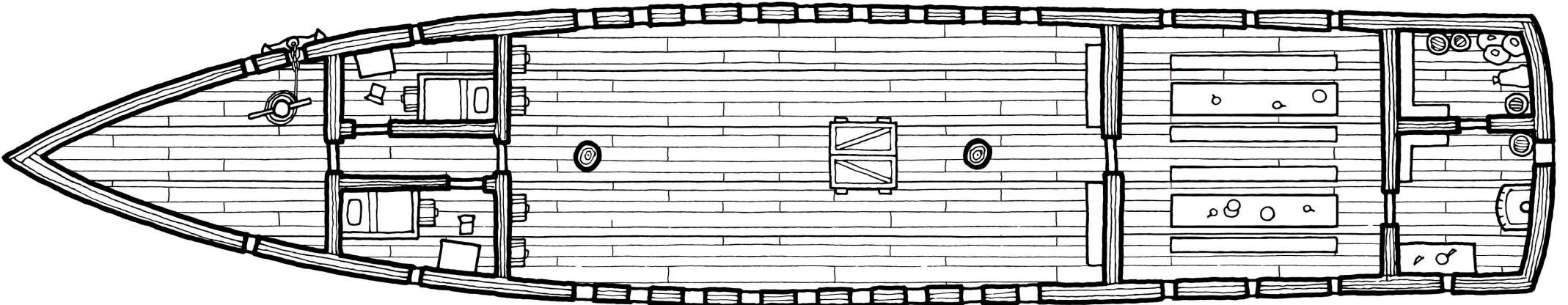
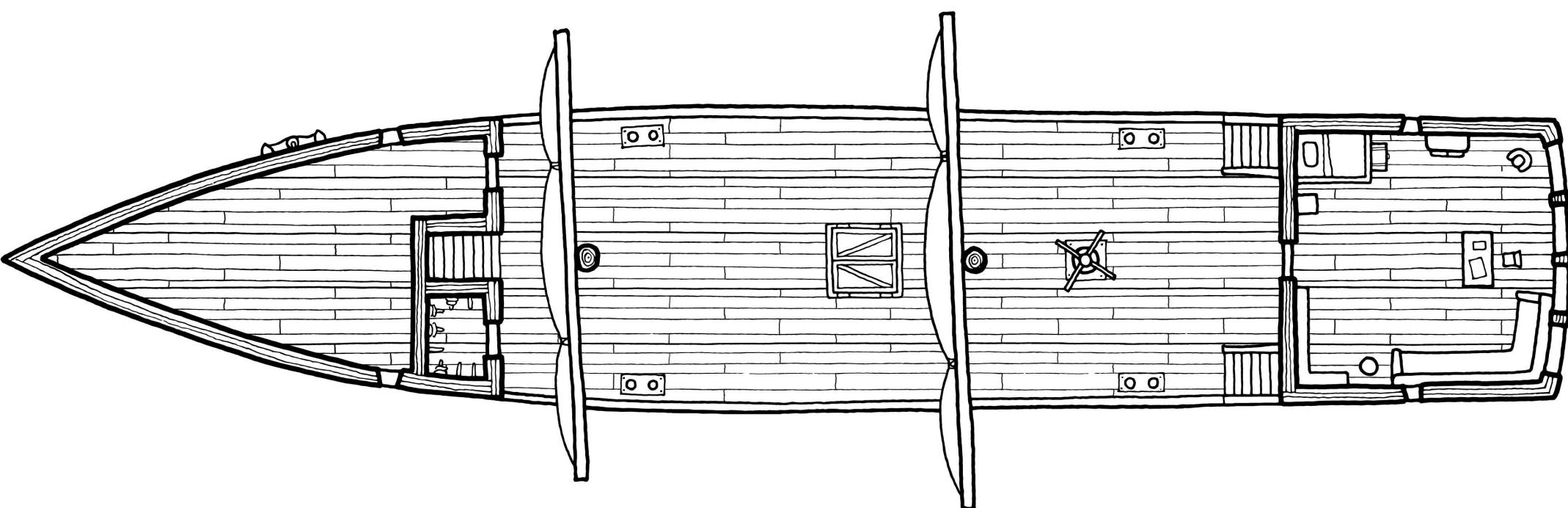
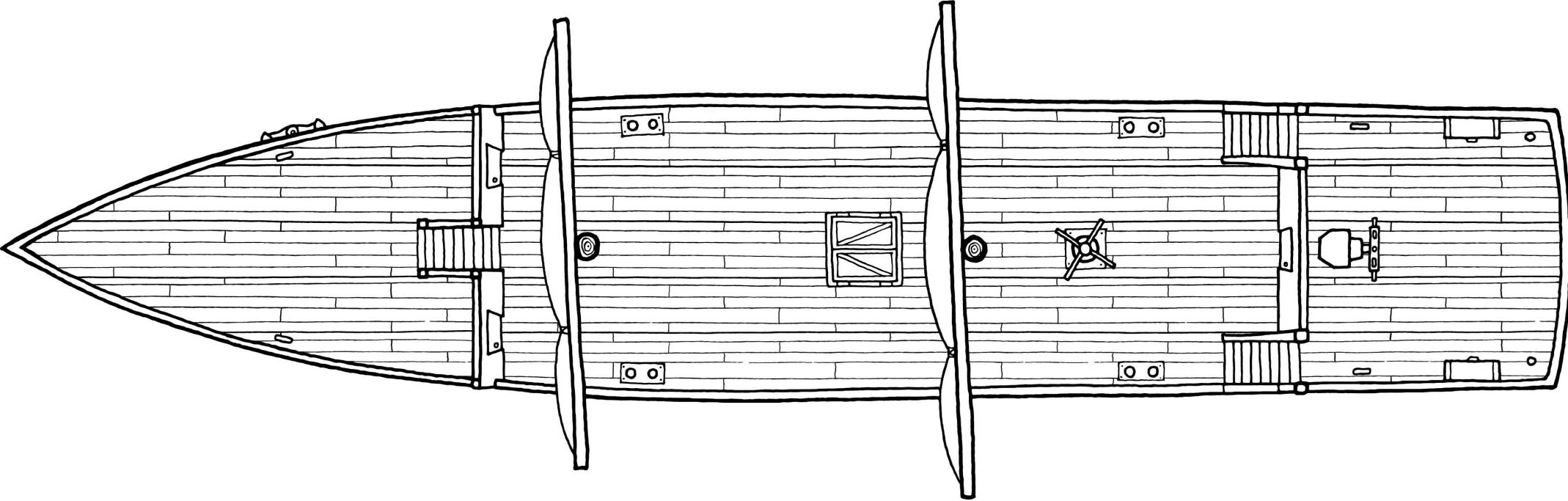
Crew Quarters

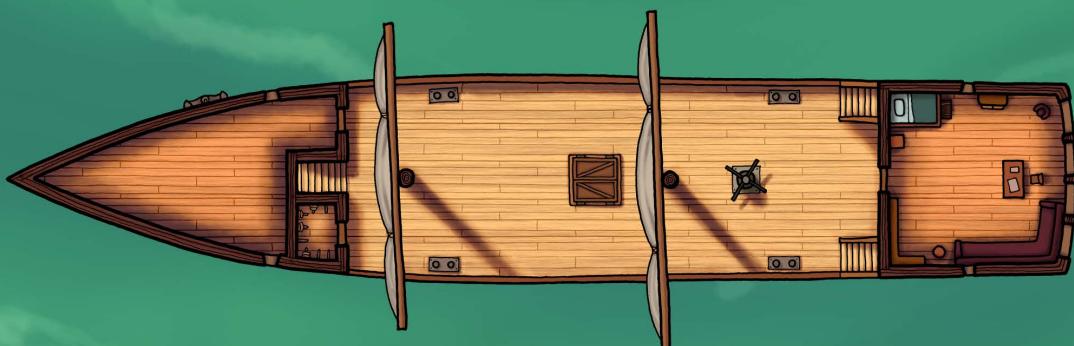
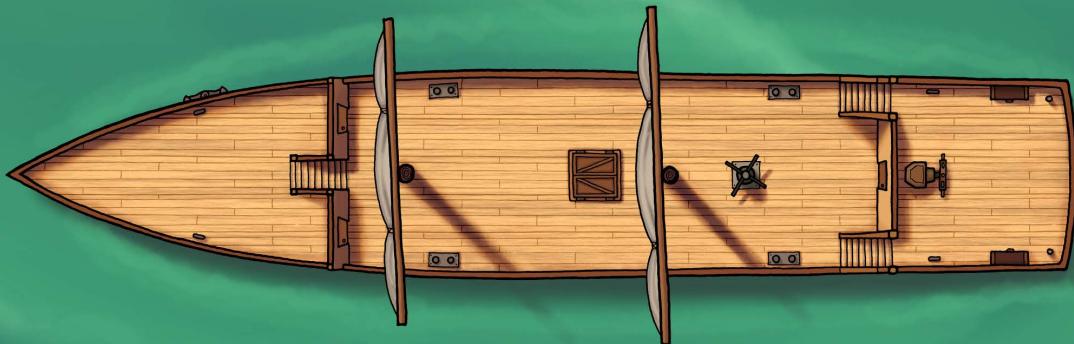
8 - Mess Hall

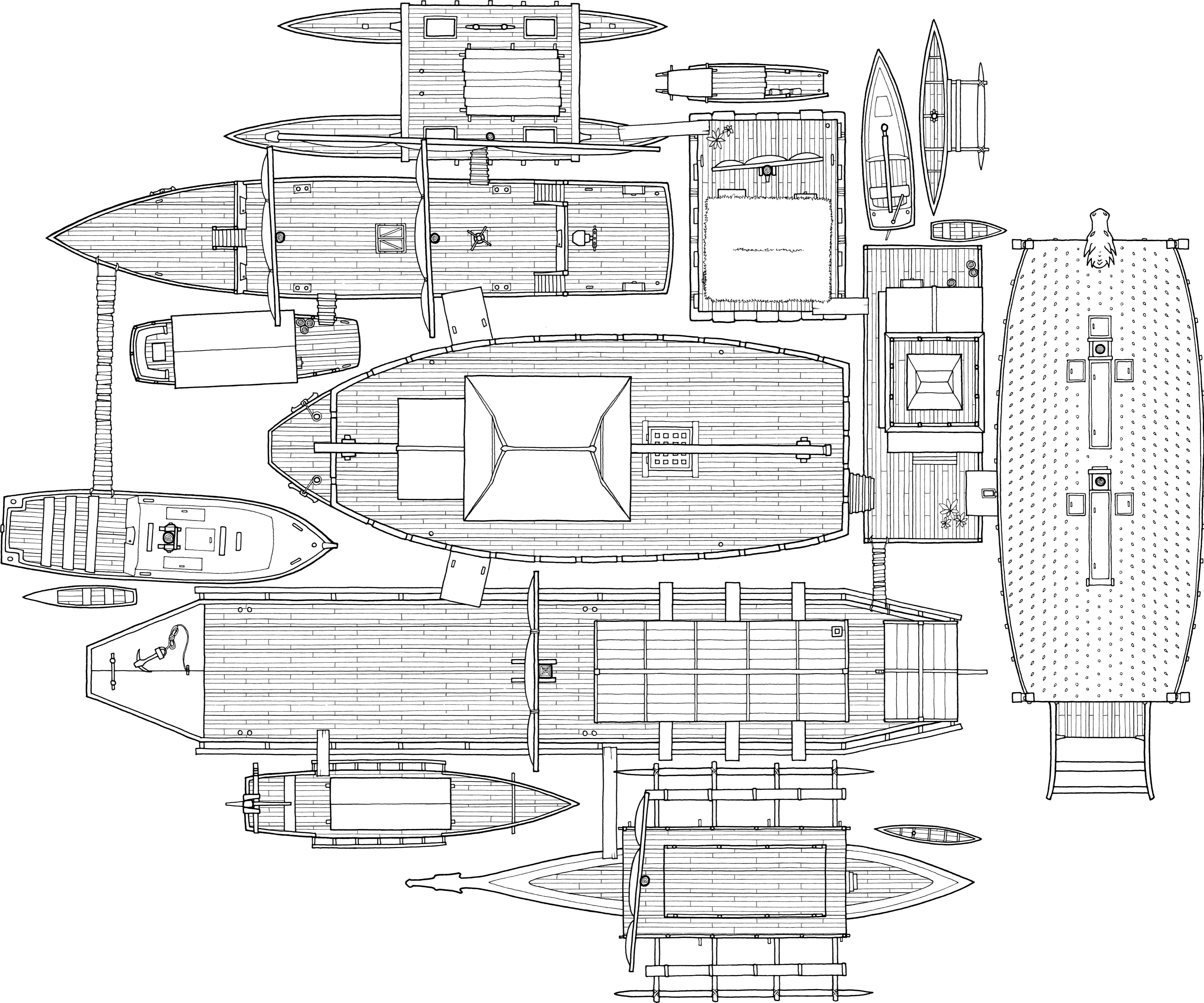
9 - Galley

10 - Pantry

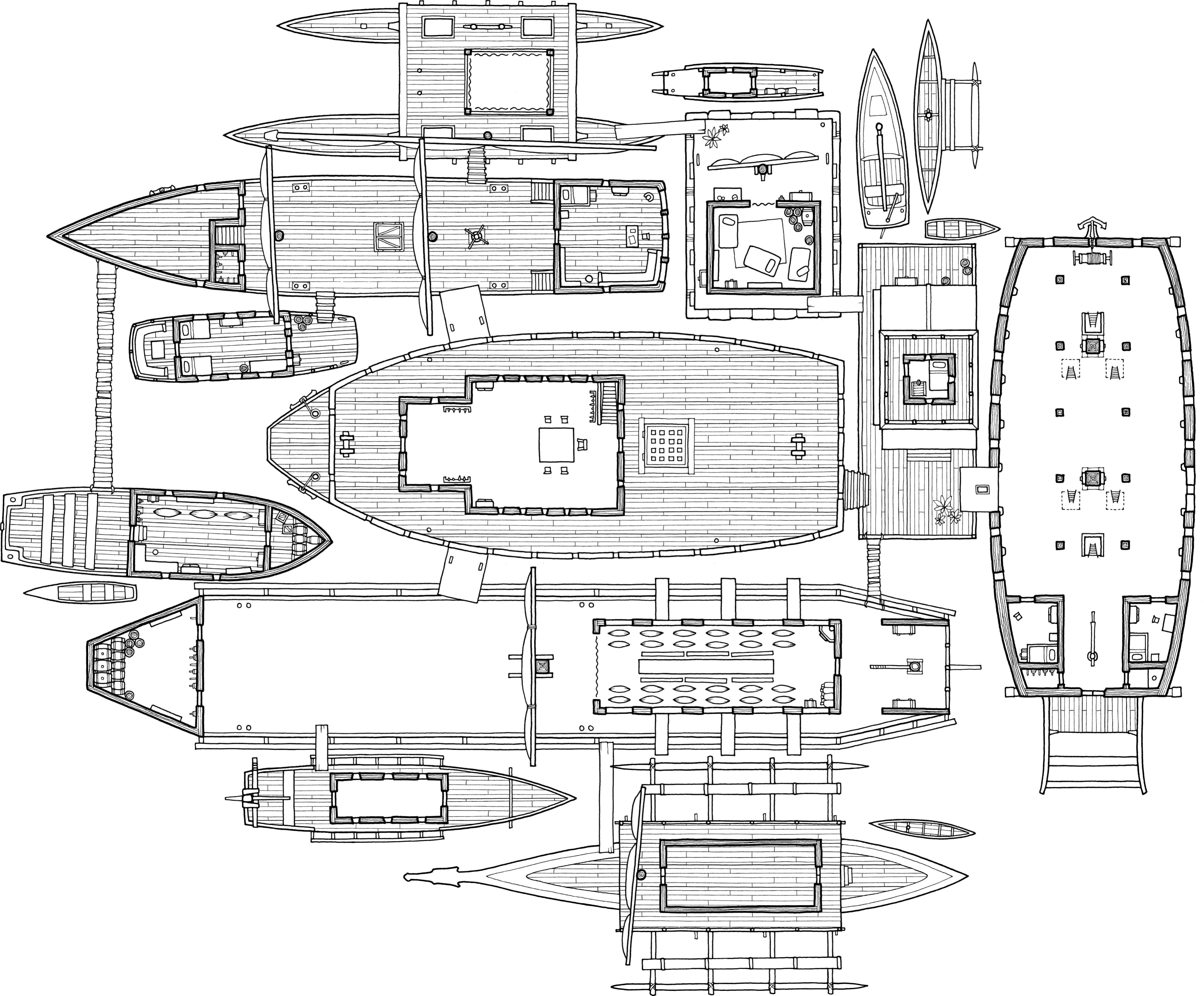
11 - Hold



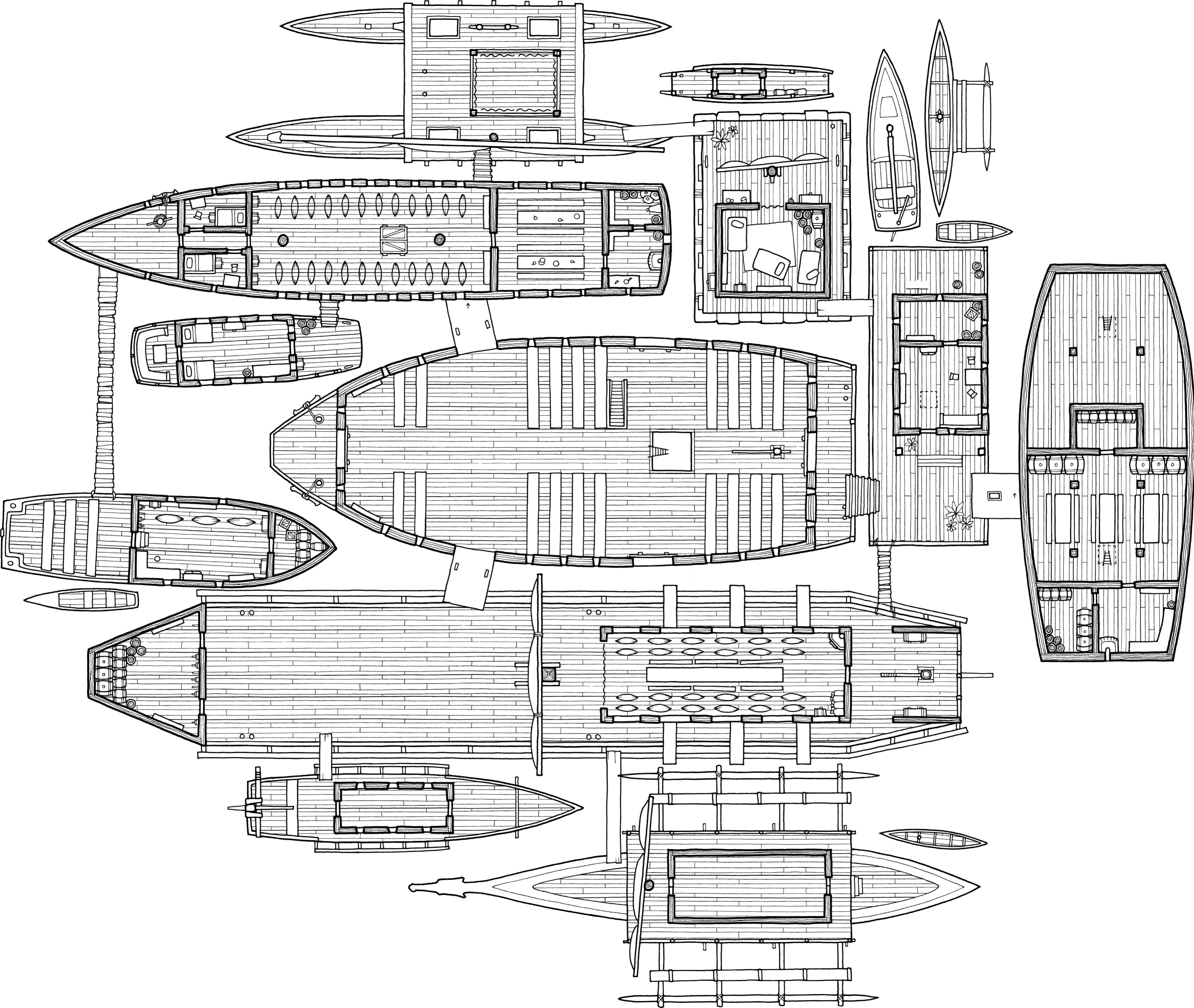




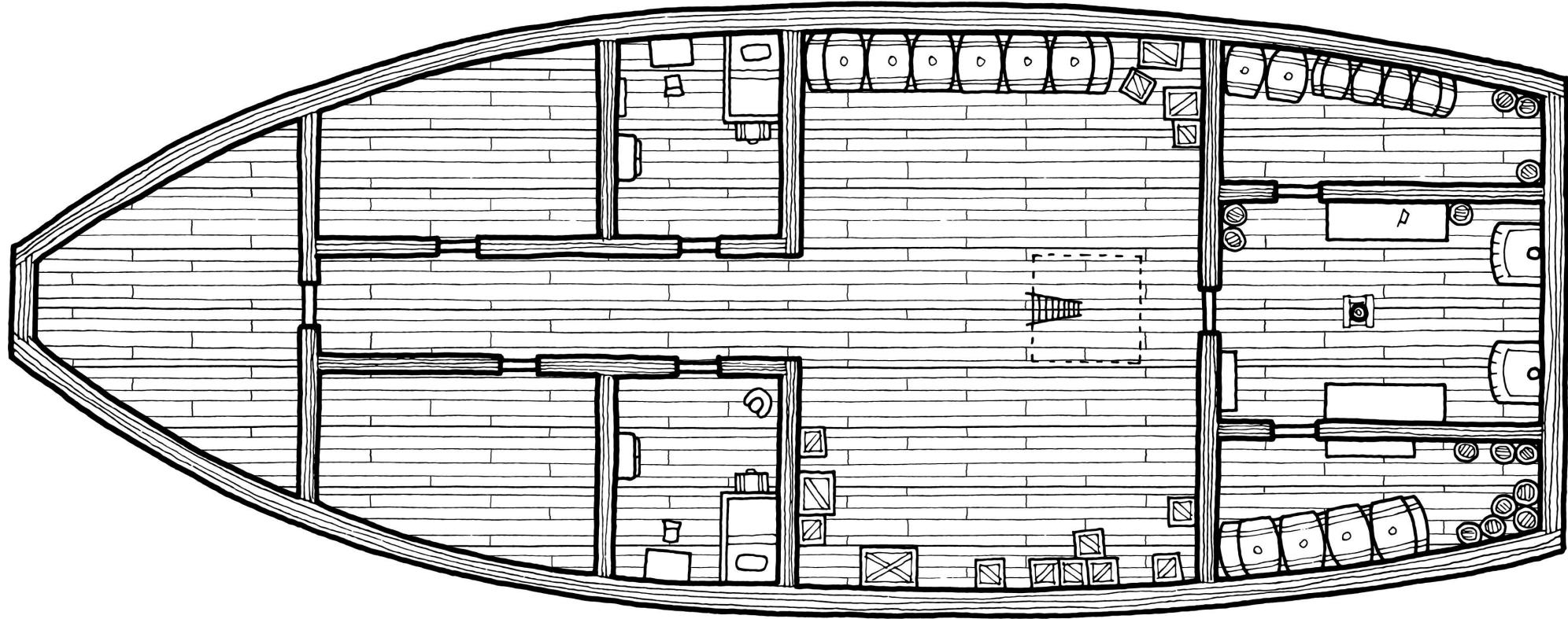
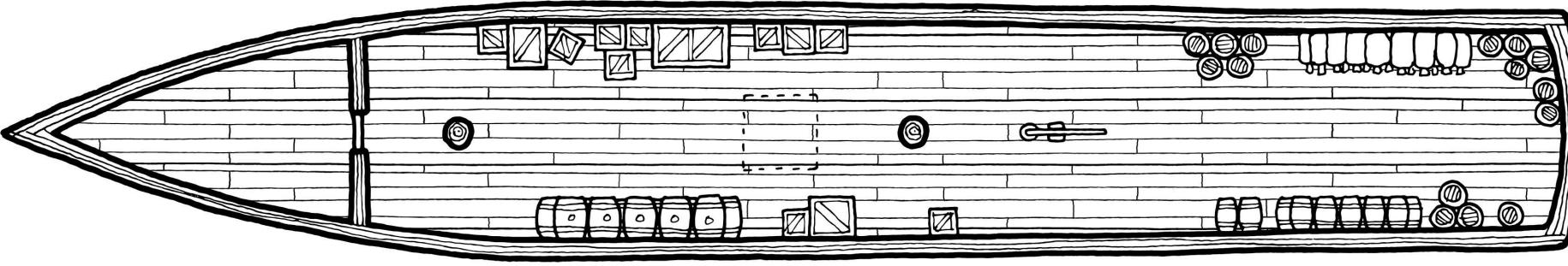














THE COBALT FLOTILLA

ABOUT

The Cobalt Flotilla is a community of nomadic seafarers, who travel together on a very diverse collection of vessels. When anchored, they tether their ships to each other, lay out planks and rope bridges to connect them and form a sort of island, where the community can meet, talk and trade.

Since space on ships is limited, many of the rooms serve multiple purposes. A ship's gun deck would often be used as sleeping quarters for the crew, who went to bed in hammocks, which were then stowed overhead during the day. These kinds of sleeping arrangements are normal in the flotilla as well, with the exception of the lucky few who have their own cabins.

Since there would be quite a few rooms used for crew quarters, depicting them all being used that way would result in a map full of hammocks. In an effort to avoid that, most of the ships' crew quarters are depicted as they would be during the day, with the hammocks stowed overhead.

NOTES

The decks of this map are shown from the top down. The uppermost deck of each ship is shown on the uppermost level. The level below shows the lower decks of the ships that have lower decks. Those ships that do not have lower decks are depicted as they were in the previous level. The lowest level shows only the two ships that have a fourth deck.

The small rowboats and the canoe are not for long-distance travel. These are used for short trips or fishing when the flotilla is anchored. When the flotilla is on the move, they would be transported on the decks of the larger vessels.

Some of the flotilla's vessels are better prepared than others for long-distance ocean travel. A few are not well-prepared for it at all. These smaller vessels and riverboats would rely on the rest of the flotilla to get by.

SHIPS

1) Drua - A double-hulled ship built for Fijian chieftains. The four holes in the deck lead down into the hollow hulls, where cargo can be stored. This area is a crawl space and is not depicted on the map.

2) Caravel - A fast and maneuverable ship of Iberian design, used often for exploration and long-distance trade.

3) Riverboat - A small, flat-bottomed boat built for travel on rivers. Not the most stable vessel in a storm. Powered by oars.

4) Bermuda Sloop - A small, single-masted ship capable of great speed and agility.

5) Atakebune - A Japanese warship. Built like a floating castle, this ship was designed for boarding, rather than ranged engagement. Atakebunes would pursue a vessel, throw grappling hooks onto its deck, then draw it in and send marines over to assault the crew. This ship is powered by both sails and oars. The mast is collapsible, so it can be taken down in combat or at port. It is depicted here in the stowed position.

6) Barge - I'm uncertain exactly what this ship is called, but it is a Japanese design as well, primarily used for trade. It has a single mast and square sail, but is propelled mainly by rowers, who would be seated on the beams along the sides of the ship.

7) Yakatabune - A Japanese pleasure boat, powered by rowers along the sides.

8) Karakoa - A Filipino raiding ship, primarily powered by rowers seated along the sides of the deck and on the beams between the deck and the outriggers.

9) Turtle Ship - A Korean warship designed to combat Japanese vessels such as the atakebune, above. To deter boarding, the upper deck is completely enclosed and covered in metal spikes. All hatches can be barred and locked from inside and the masts can be taken down in combat, leaving the rowers on the middle deck to propel the ship. The holes along the sides of this deck are for the oars. Cannons or chongtongs (a Korean style of cannon) would be used in combat.

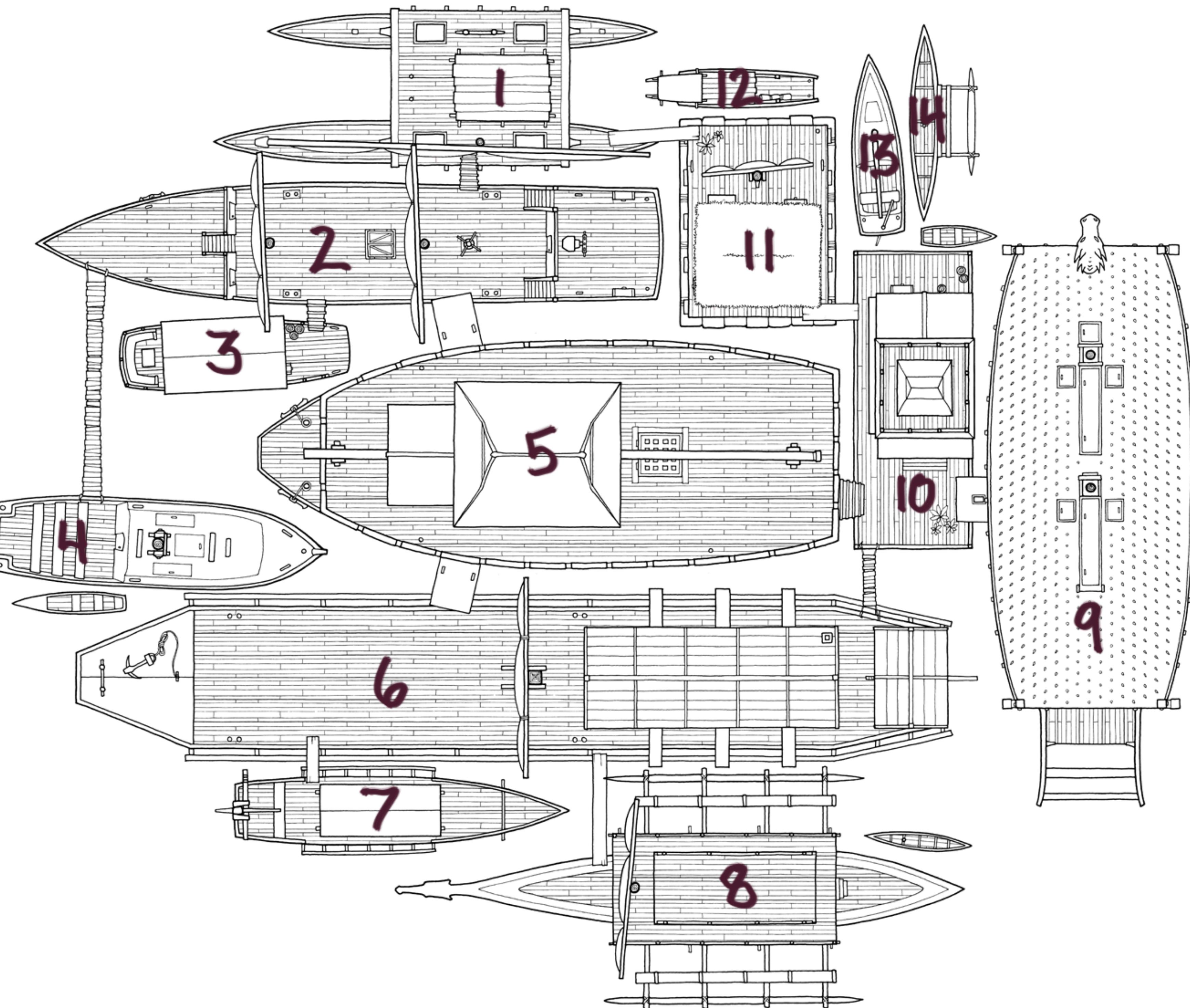
10) Houseboat - This is an asian style of houseboat. Like the riverboat above, it is flat-bottomed and designed for the calm waters of a river. It is powered by oars and may need to be towed by a larger vessel to achieve much speed.

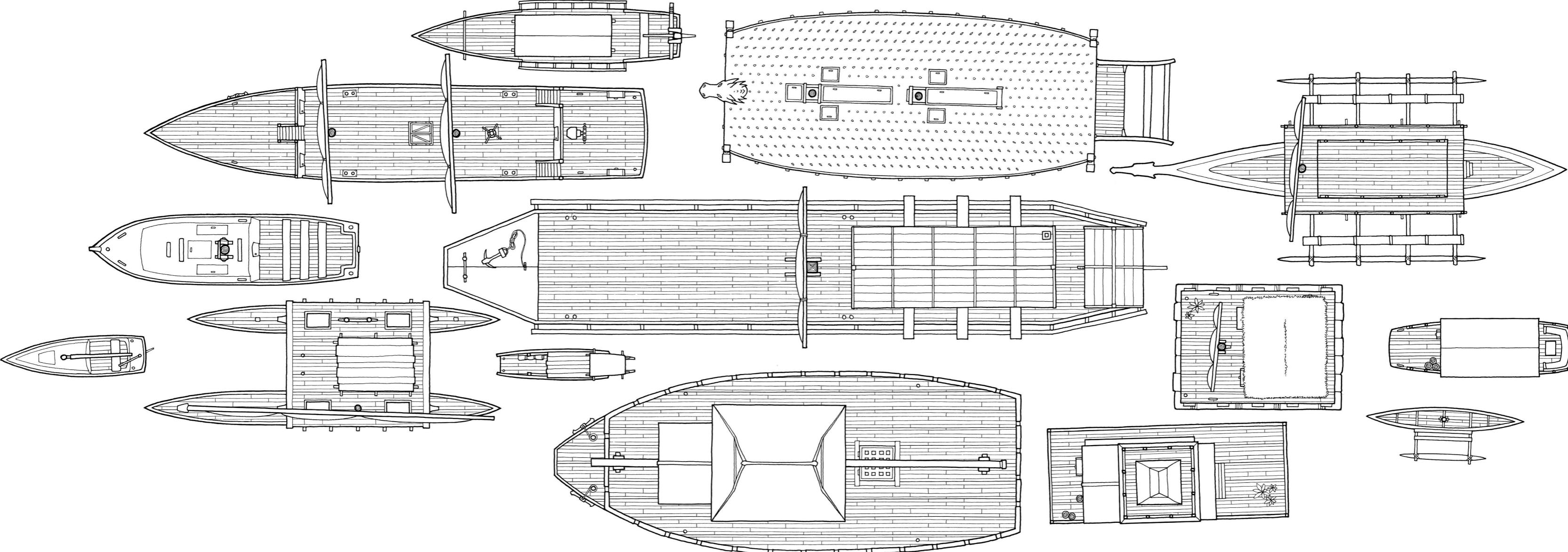
11) Raft - Despite its flat bottom, this raft is meant for ocean travel and fares reasonably well in a storm. Propelled by a combination of oars and a single mast and sail, it can travel at a good speed under the right conditions. This raft is partly based on the famous Kon-Tiki.

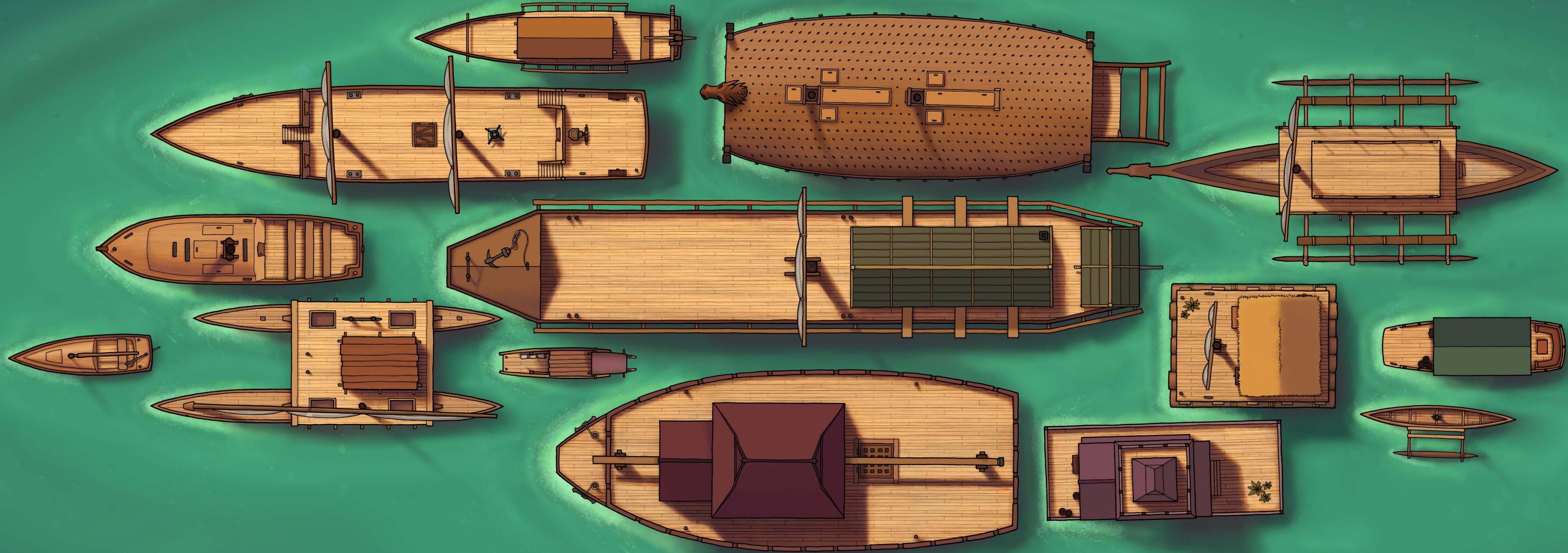
12) Fishing Boat - This is a small, Southeast Asian vessel meant for fishing.

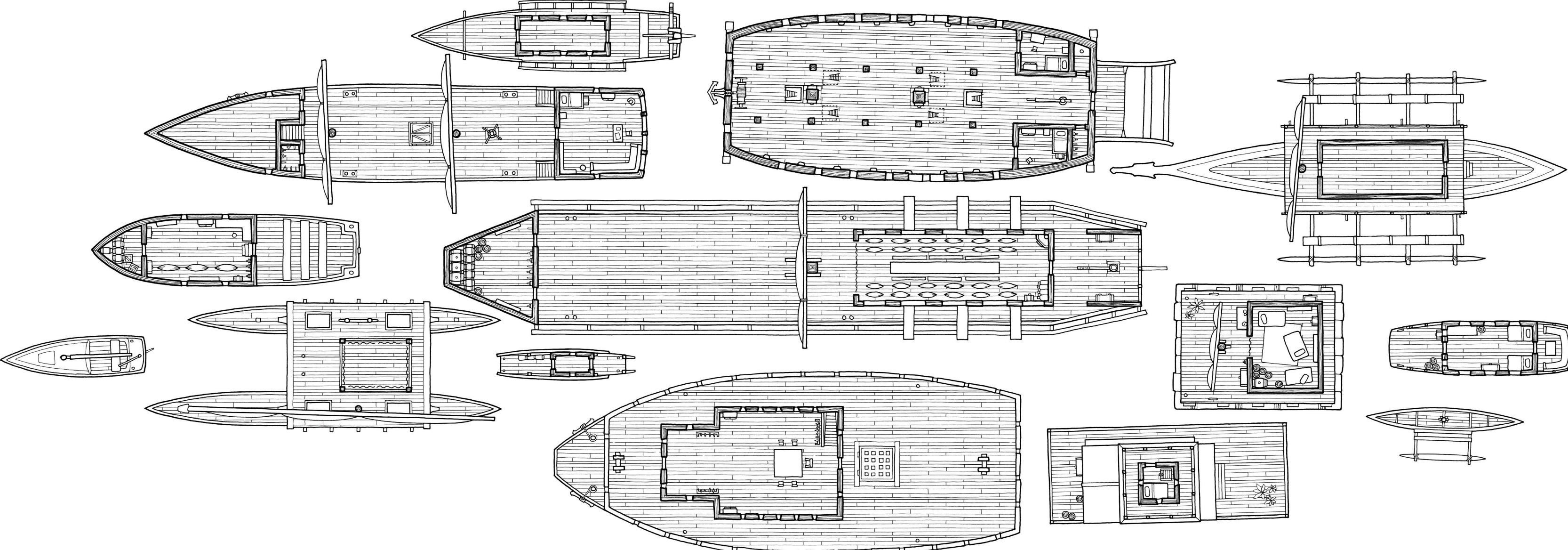
13) Small Sloop - This small sloop is powered by a single, triangular sail and is one of the fastest vessels in the flotilla. Under the hatch near the bow, there is a small space for storage and sleeping. This is a crawl space and is not depicted in the map.

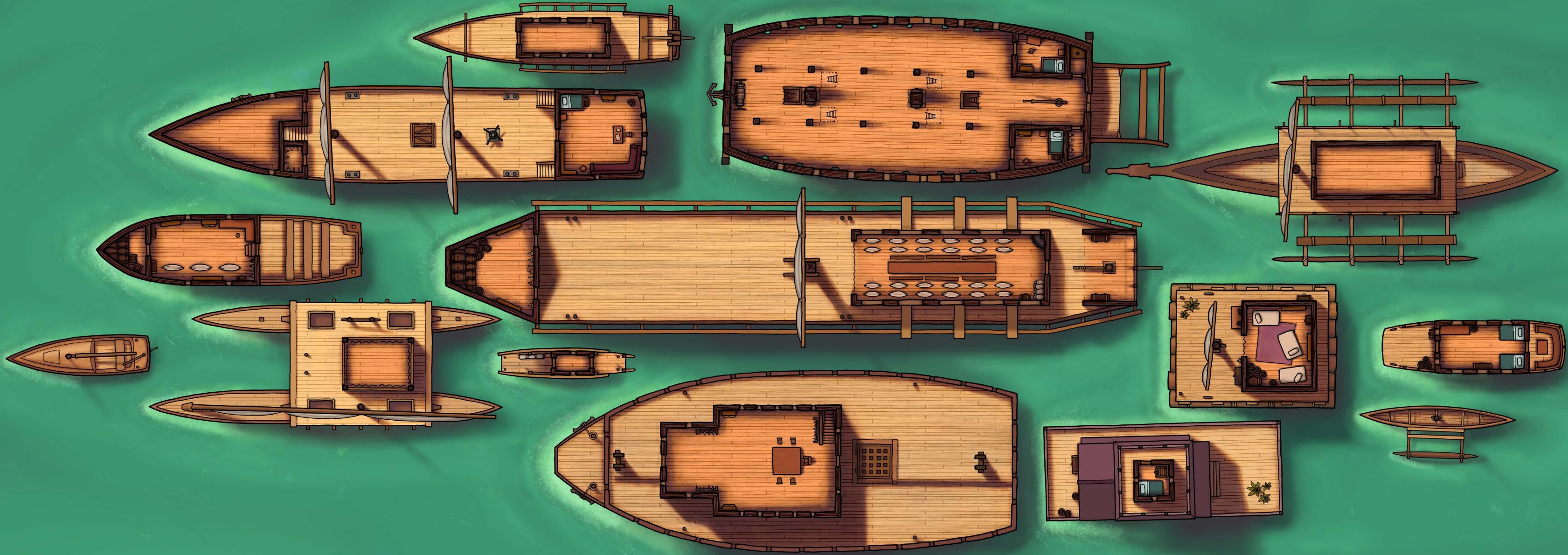
14) Proa - A fast, Polynesian vessel with a single outrigger for stability. The single mast and sail provide propulsion, although it can be rowed as well.

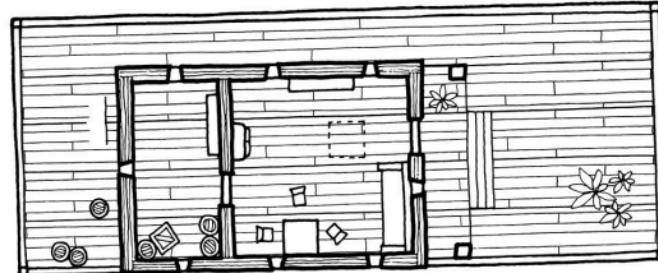
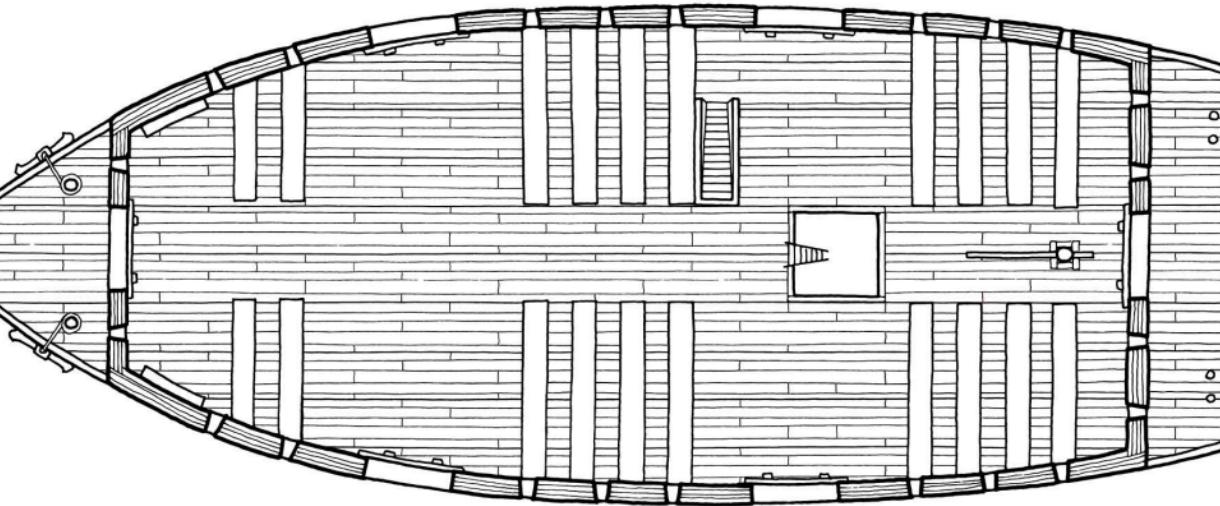
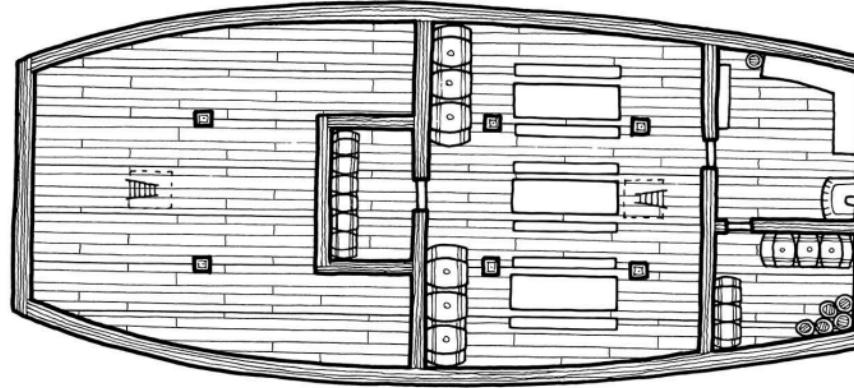
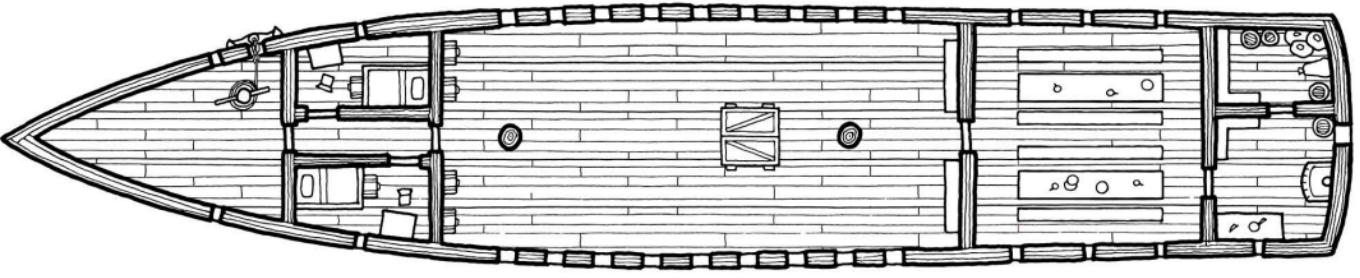


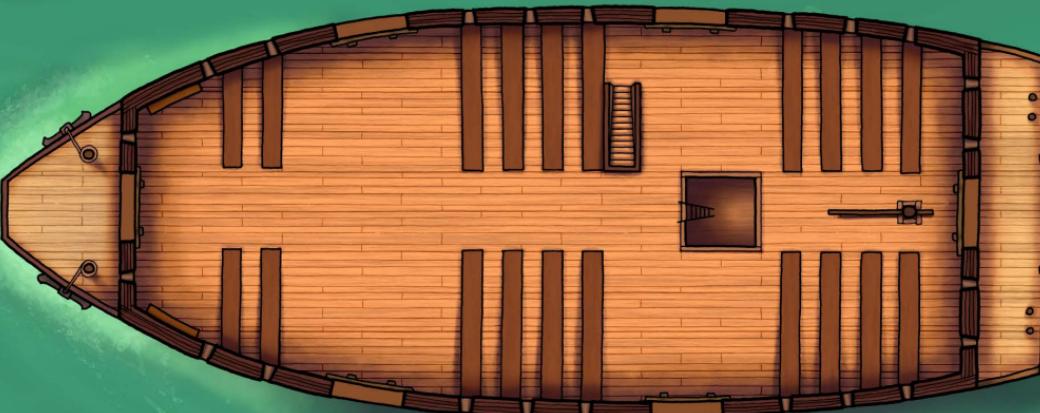
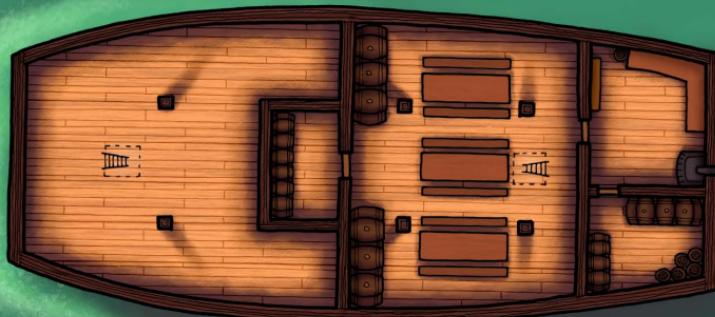
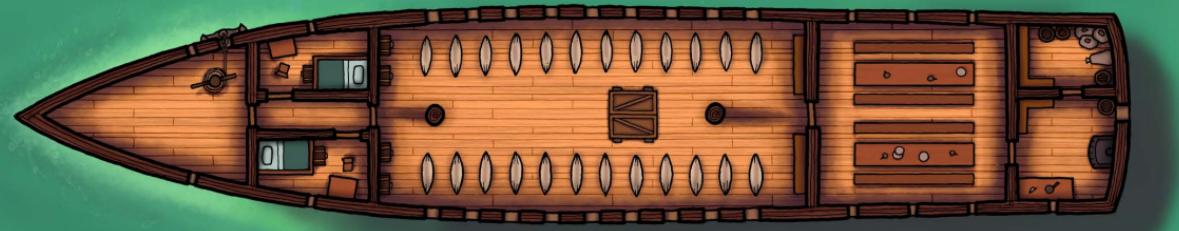


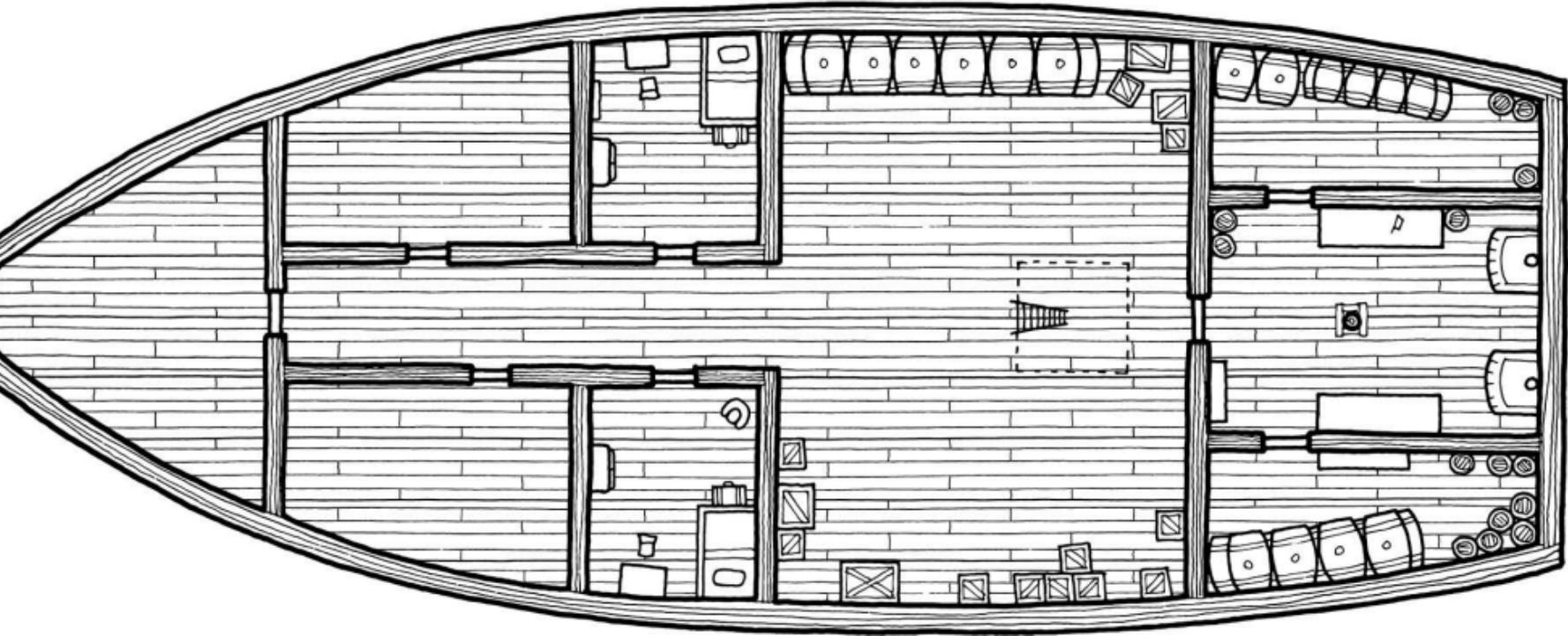
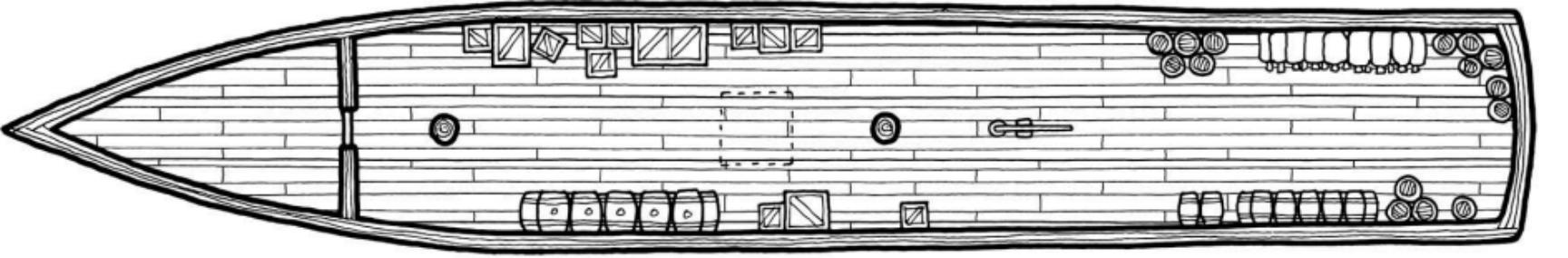


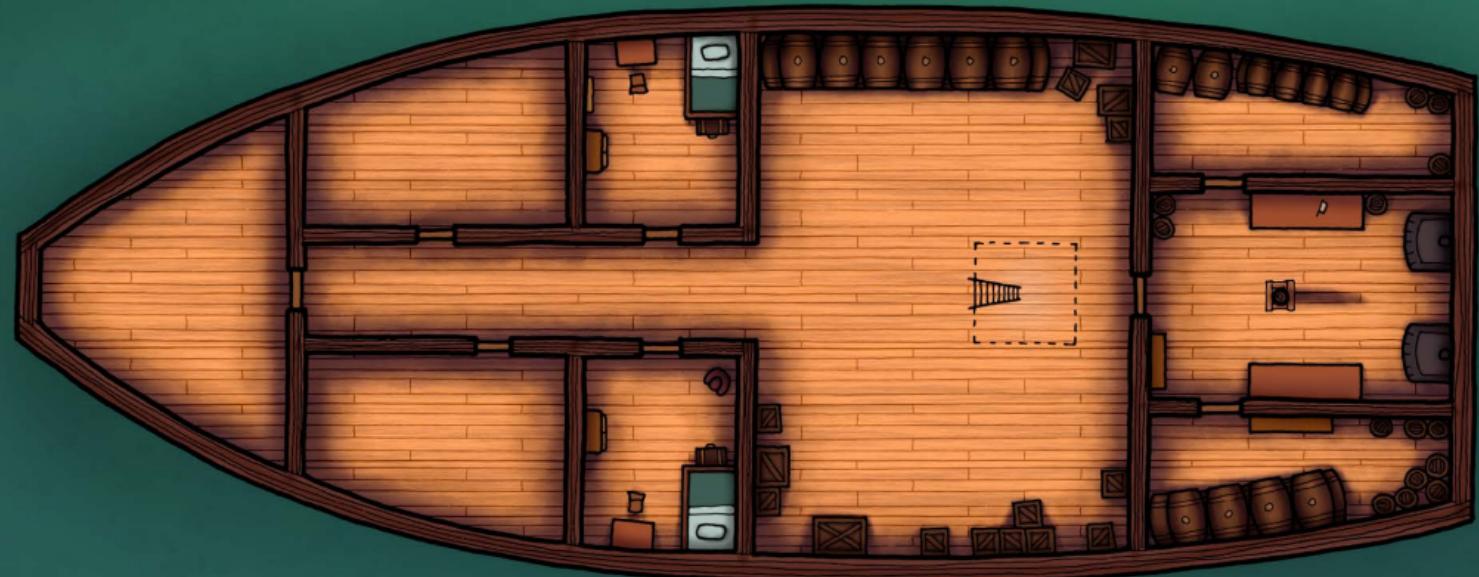


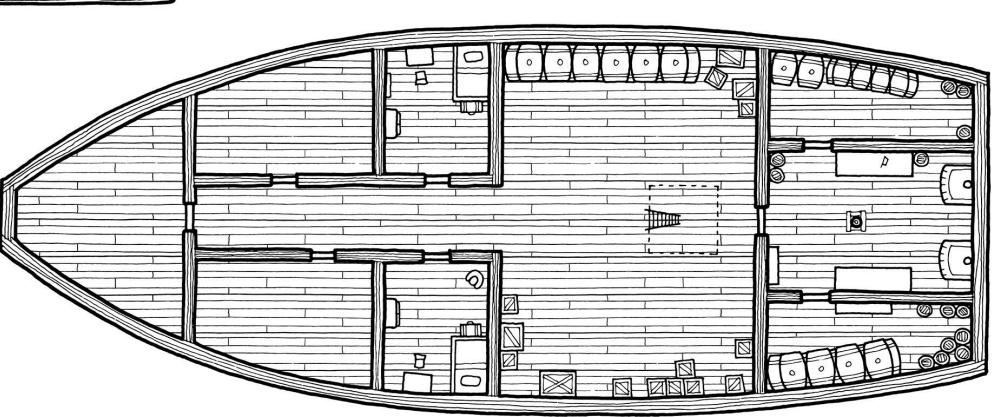
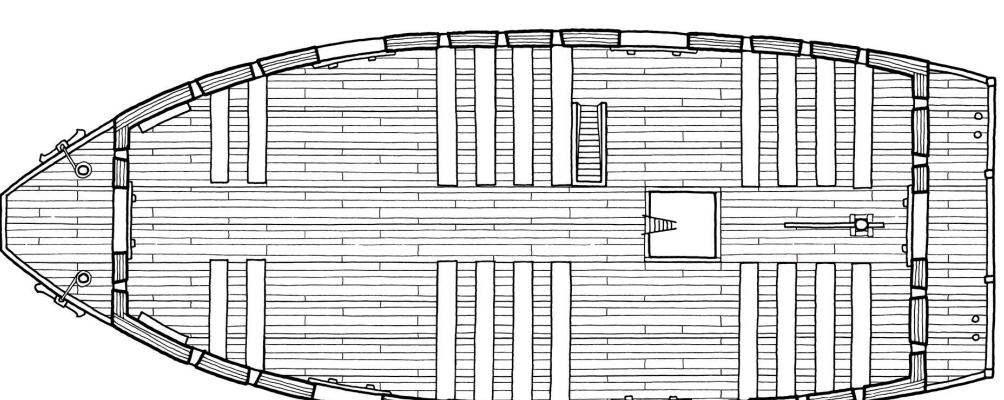
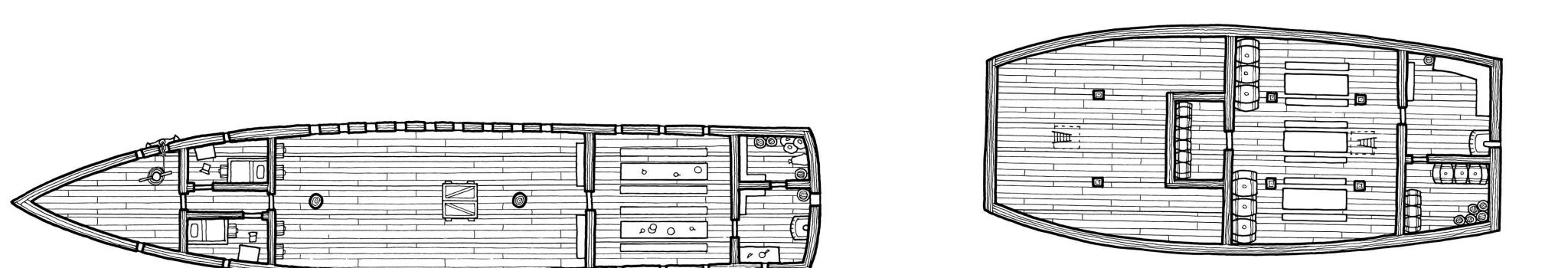
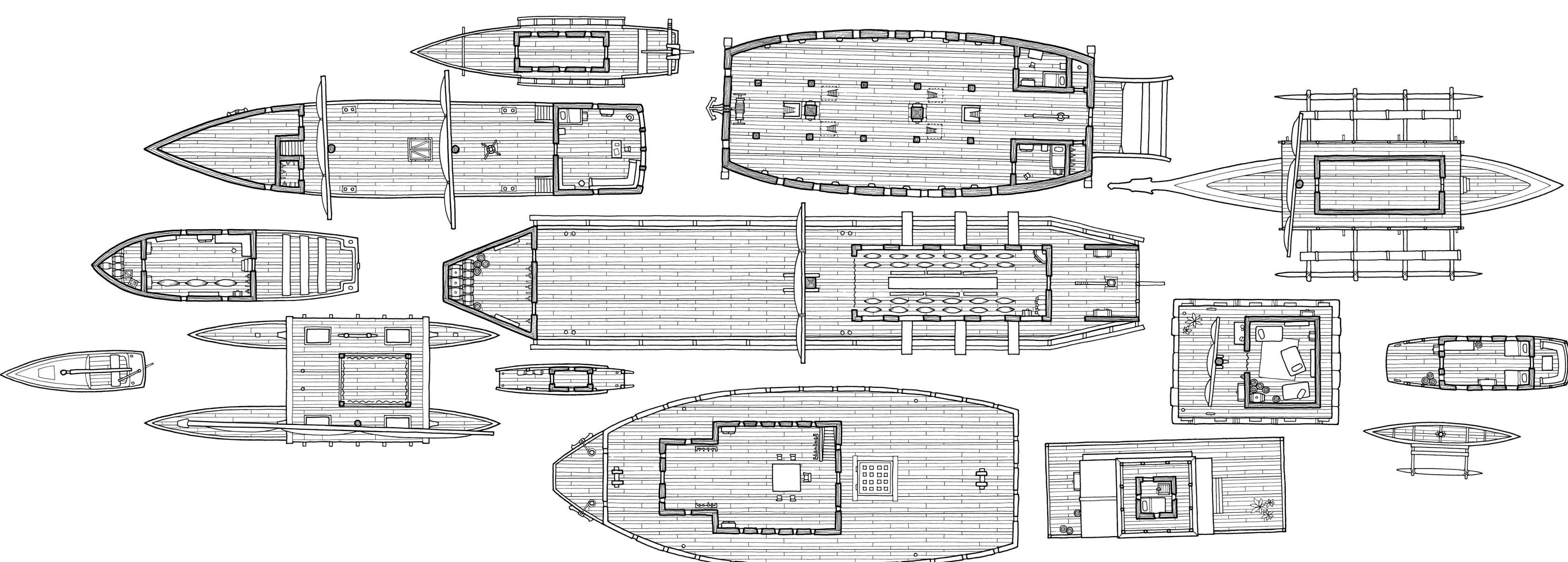
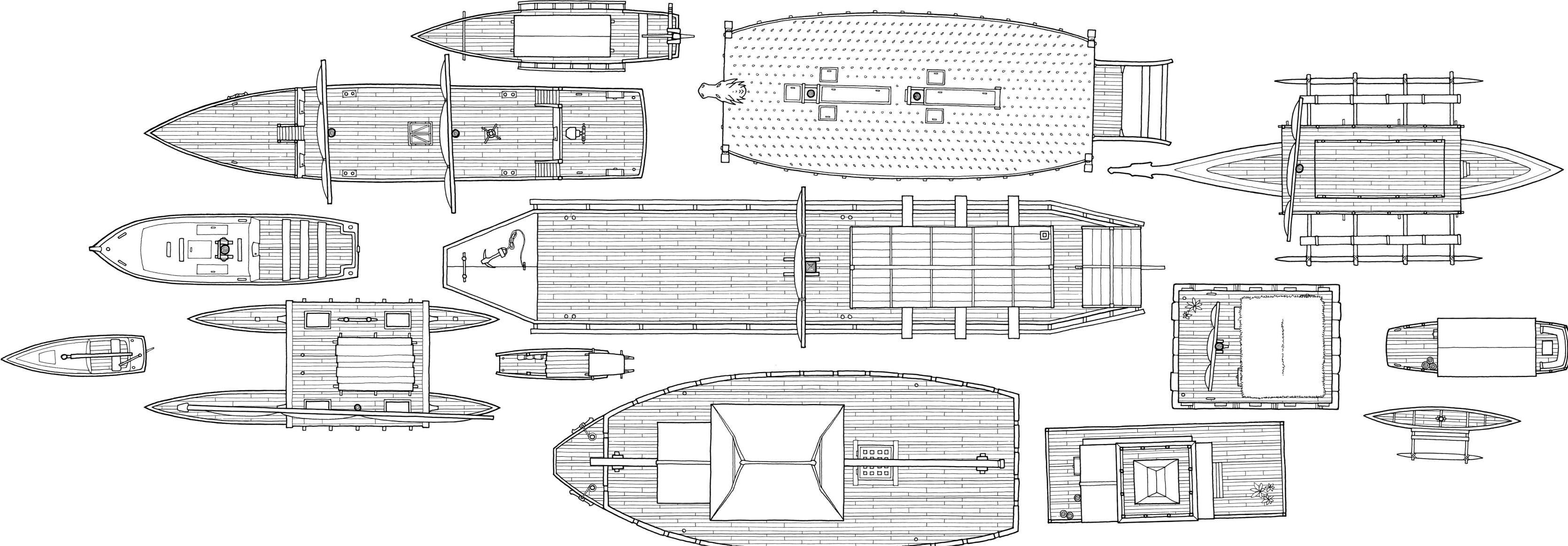




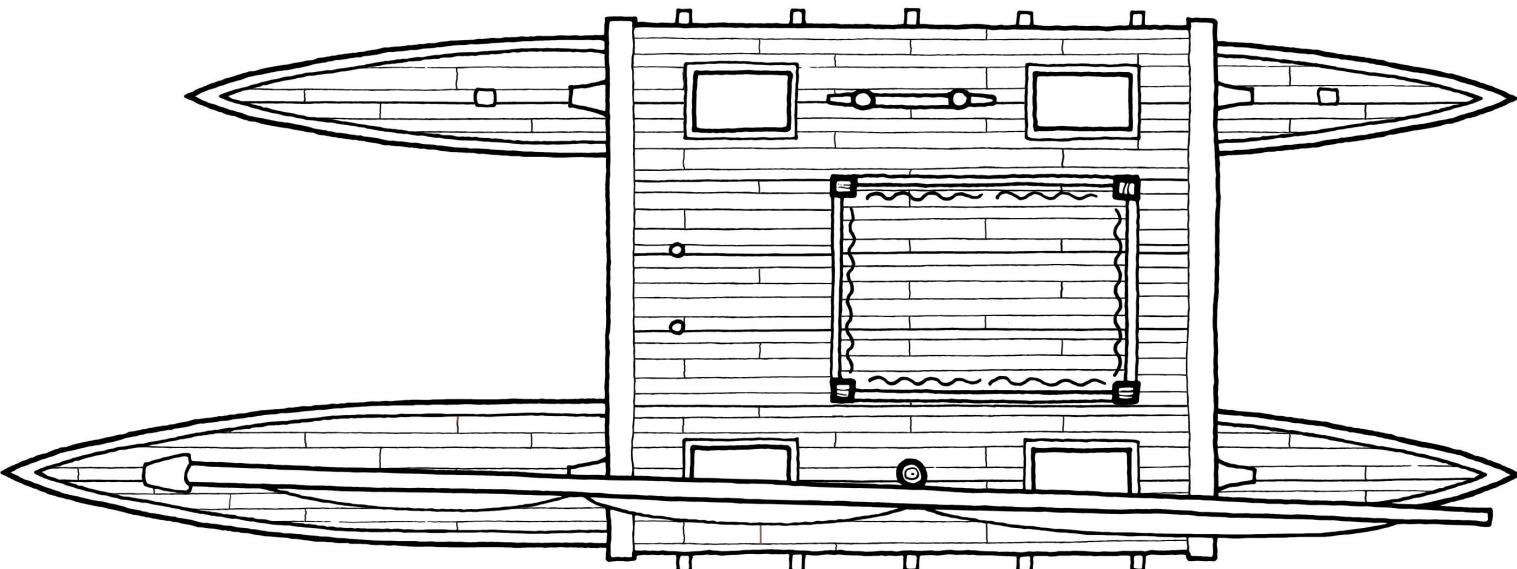
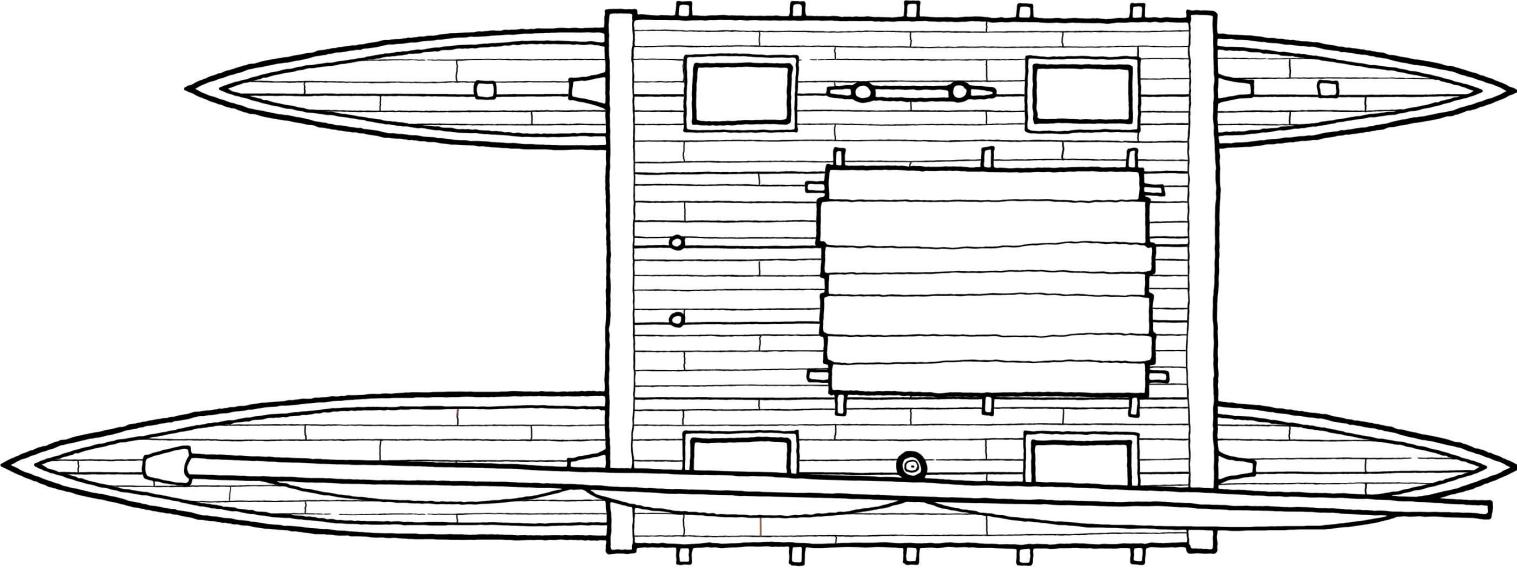


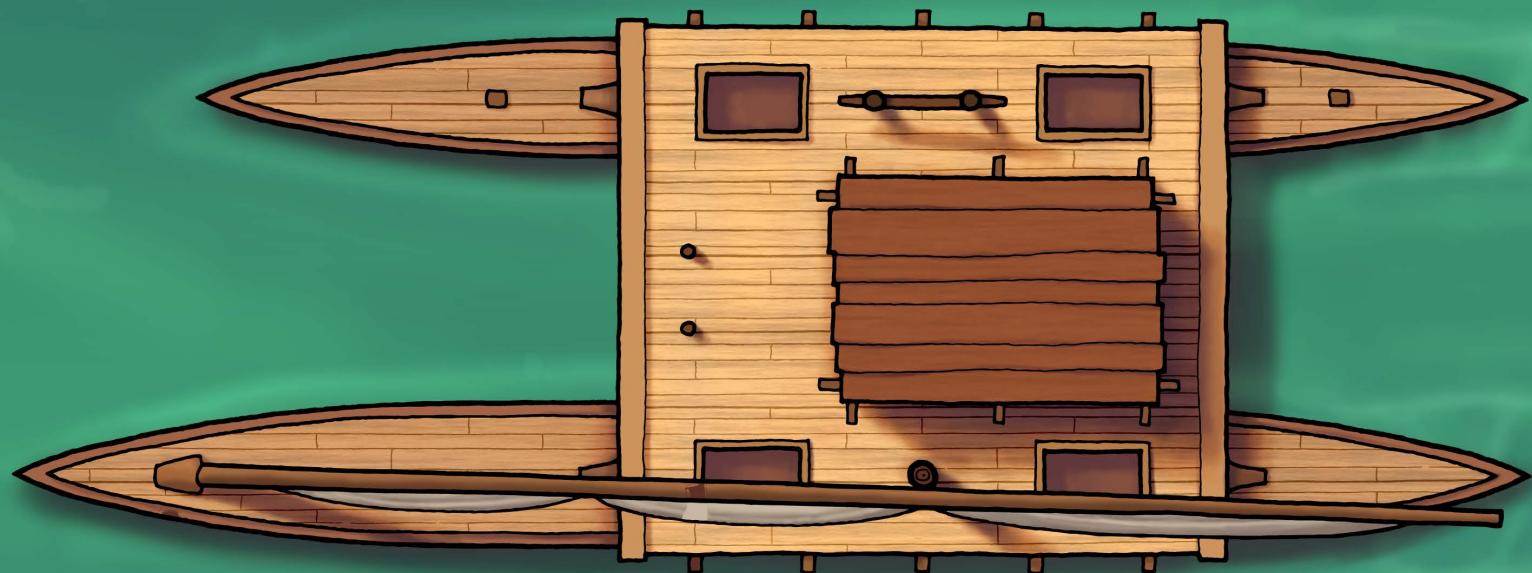


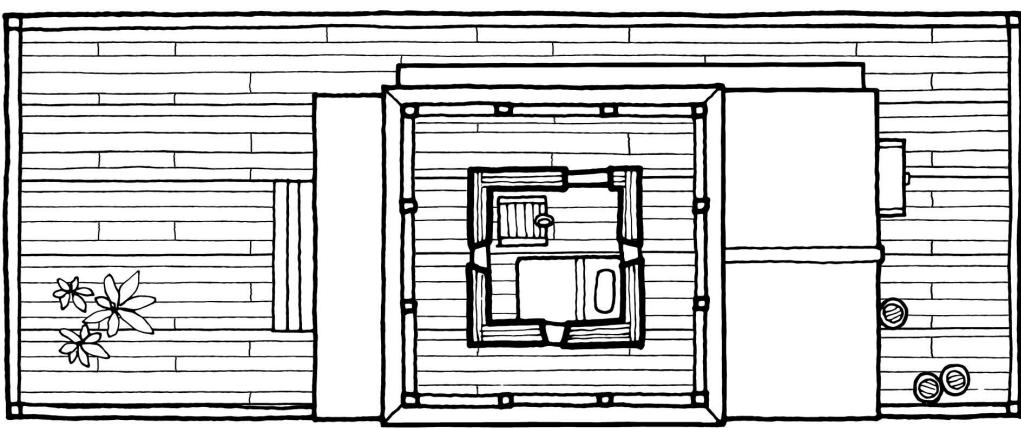
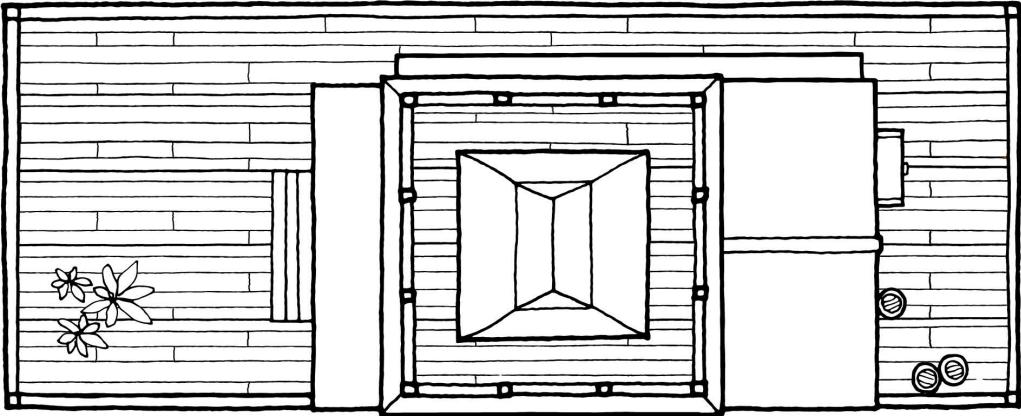


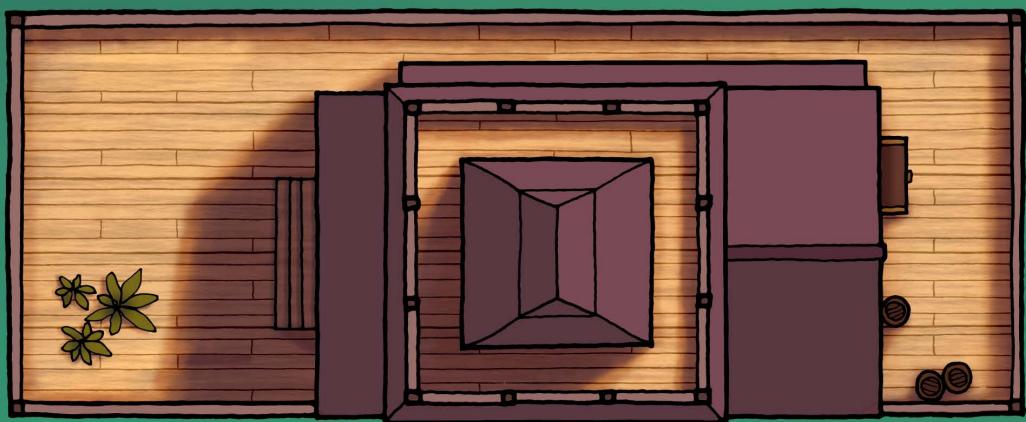


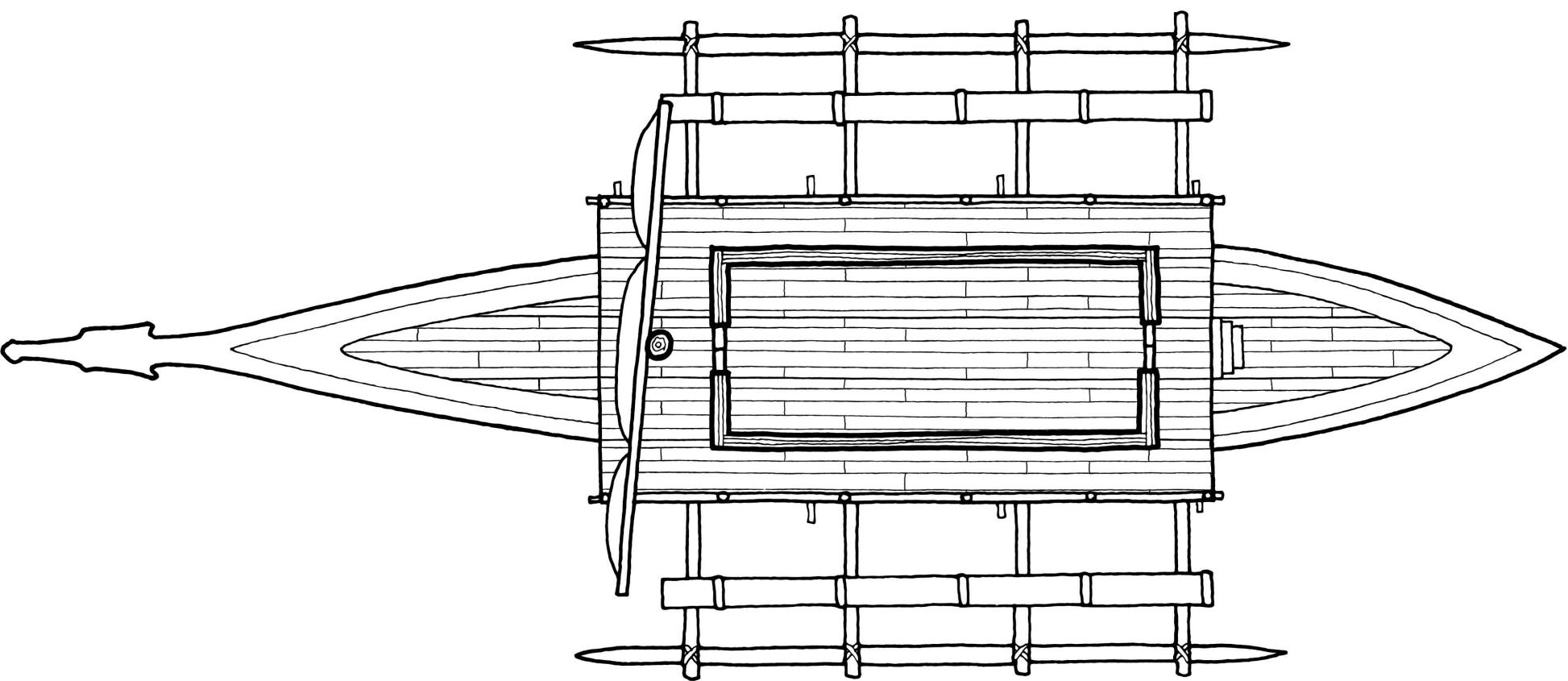
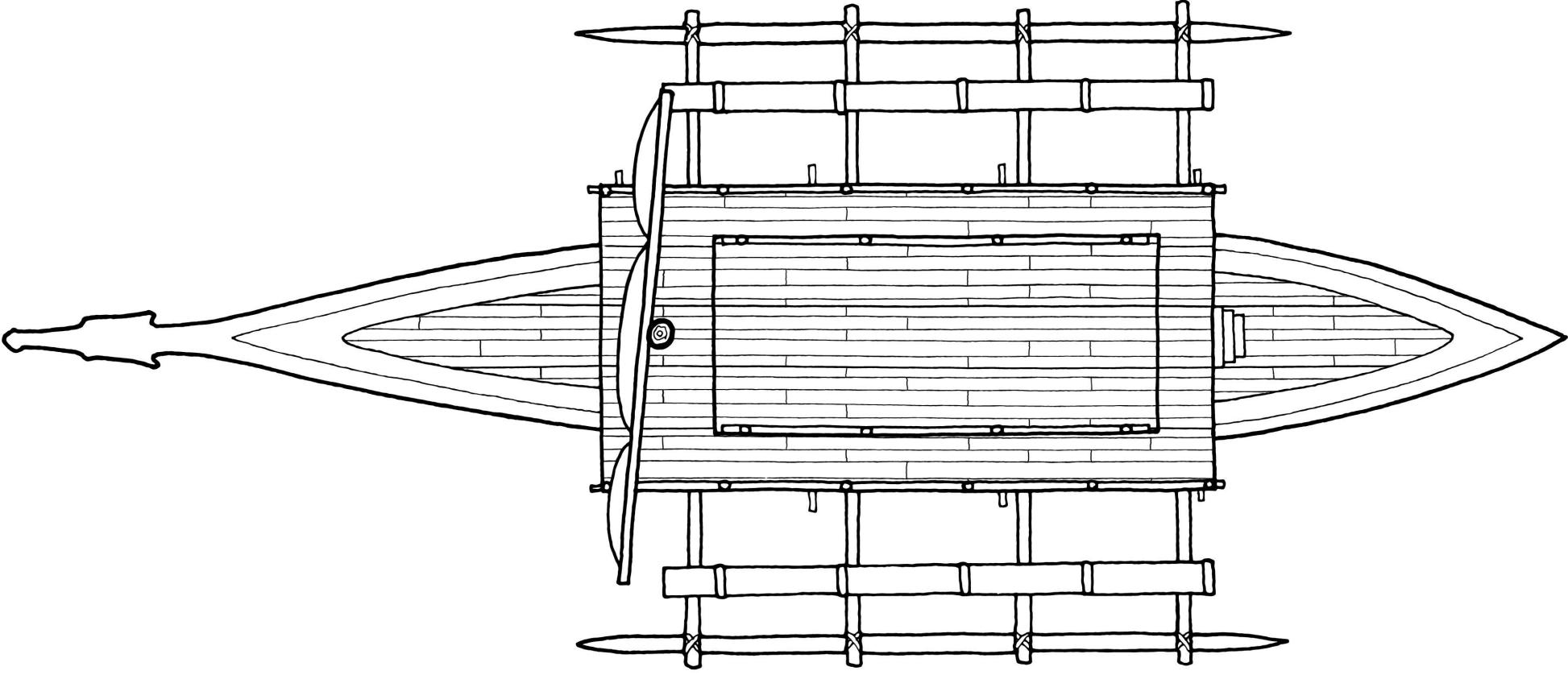


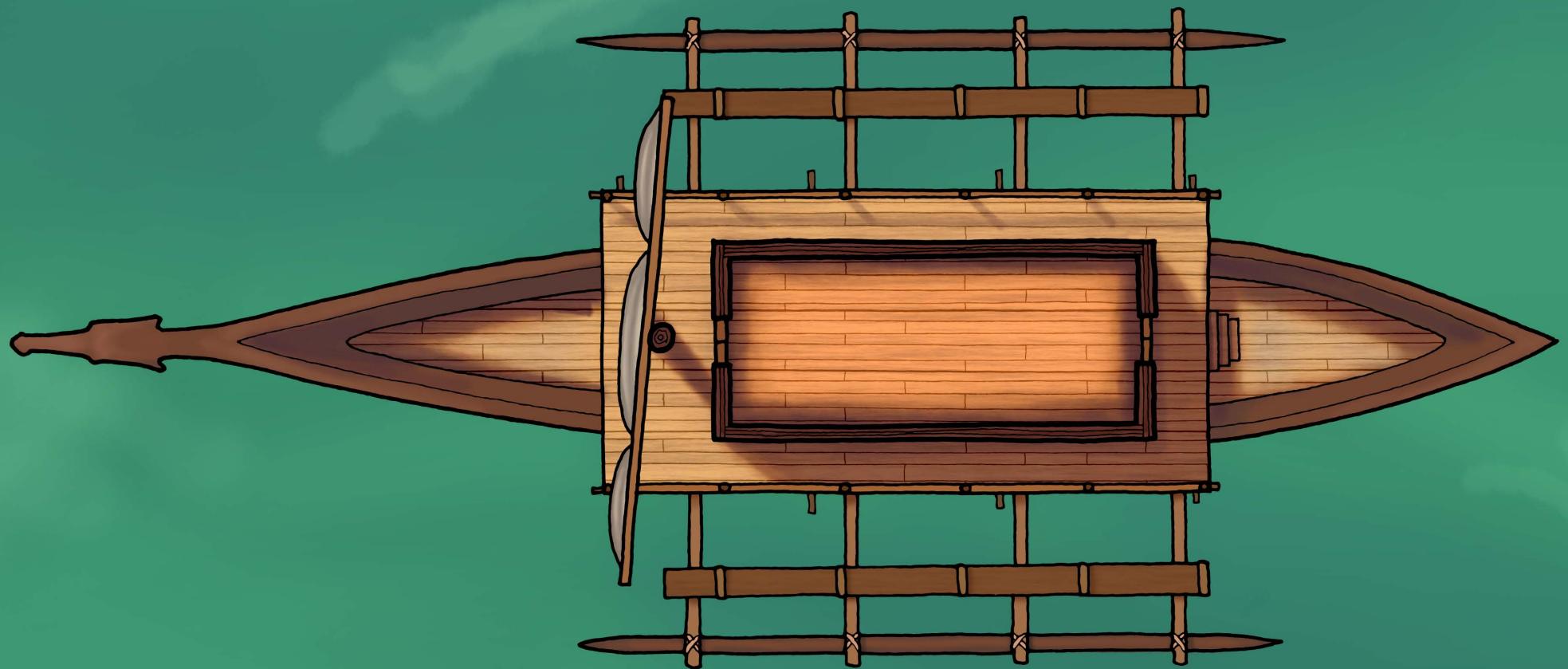
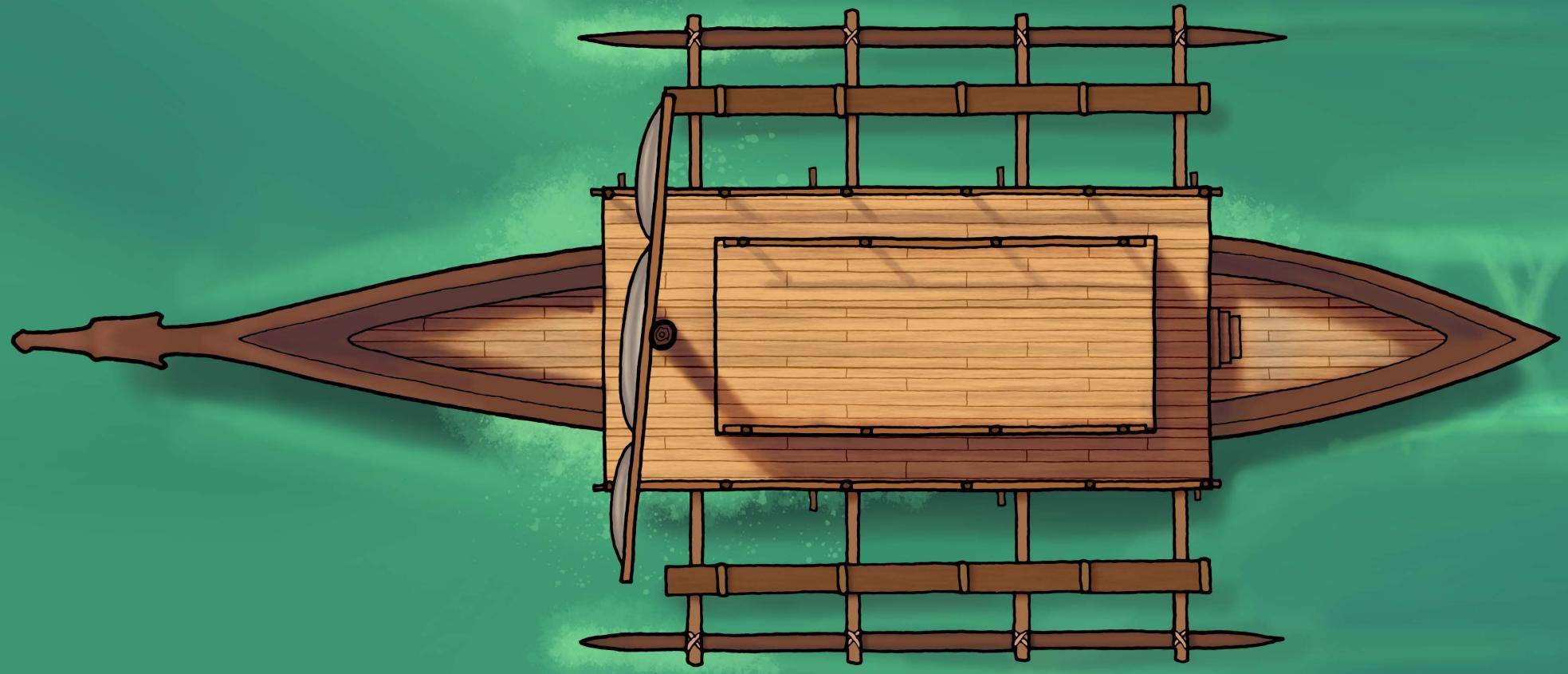


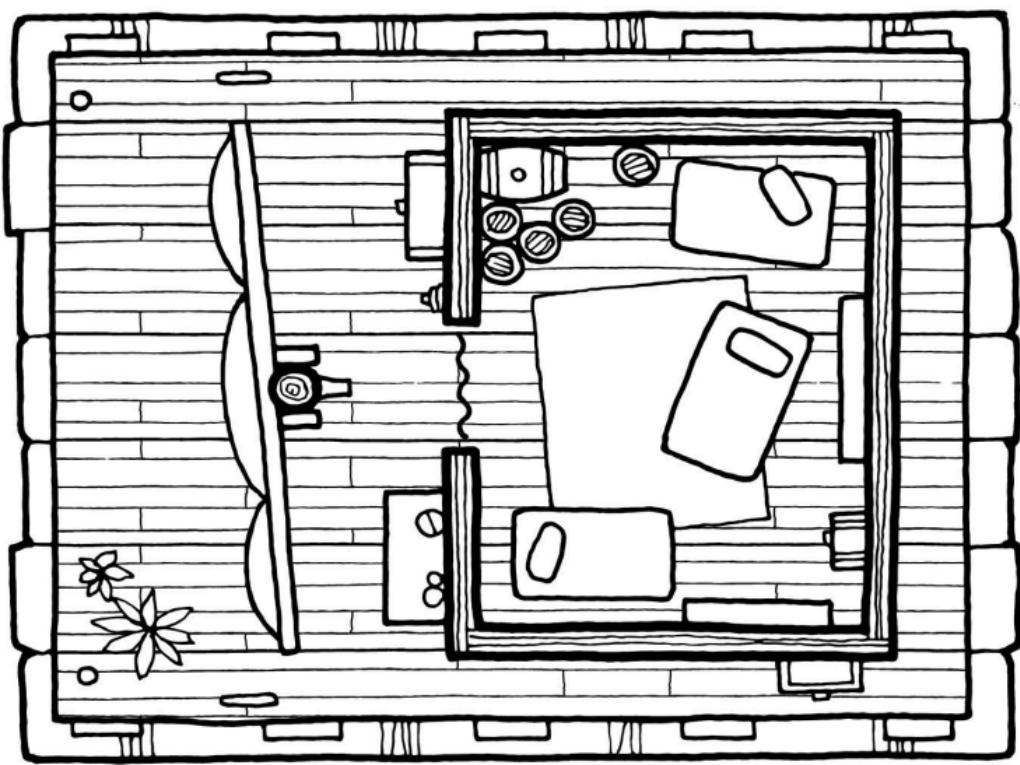
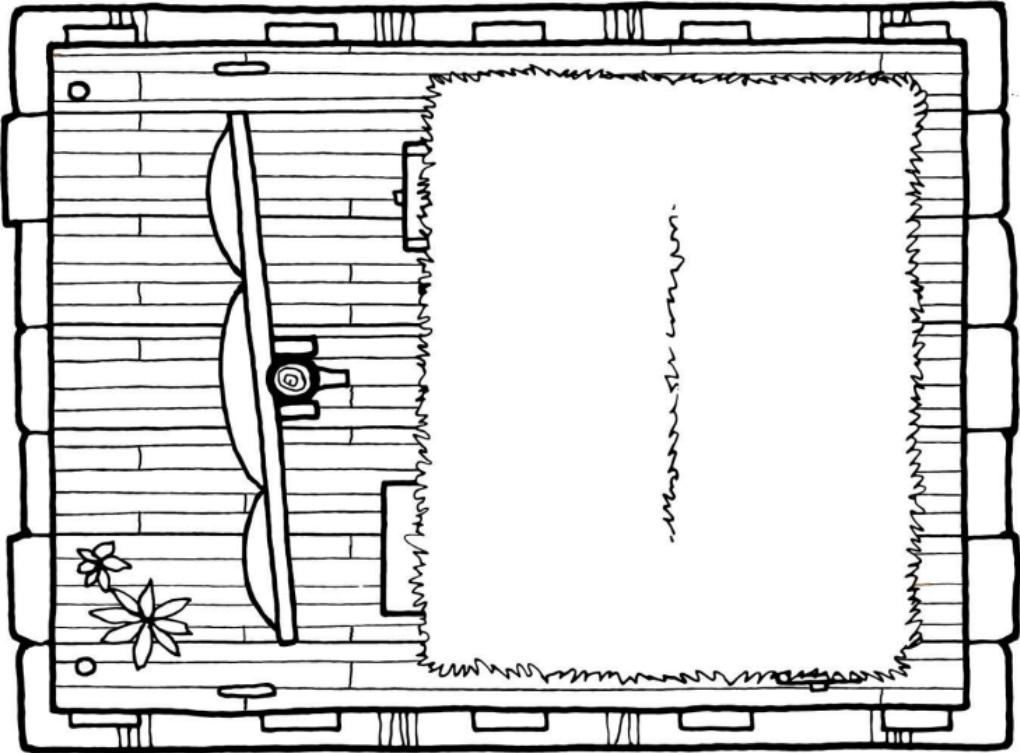


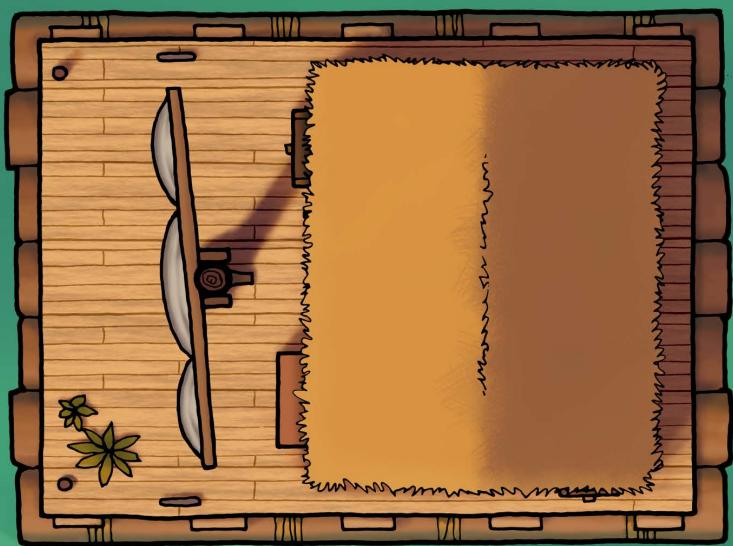


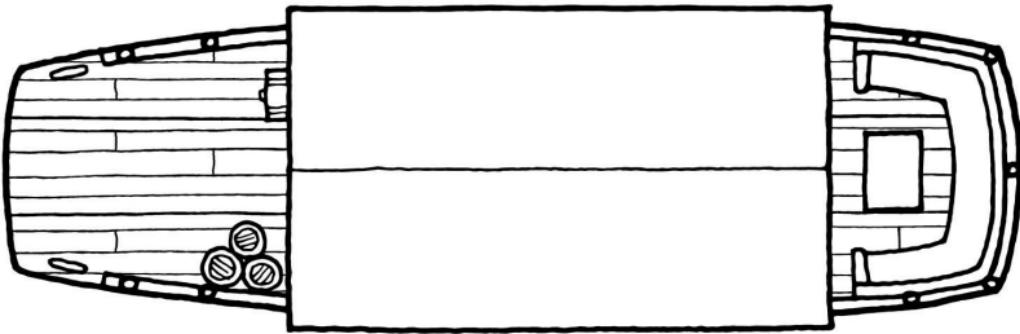
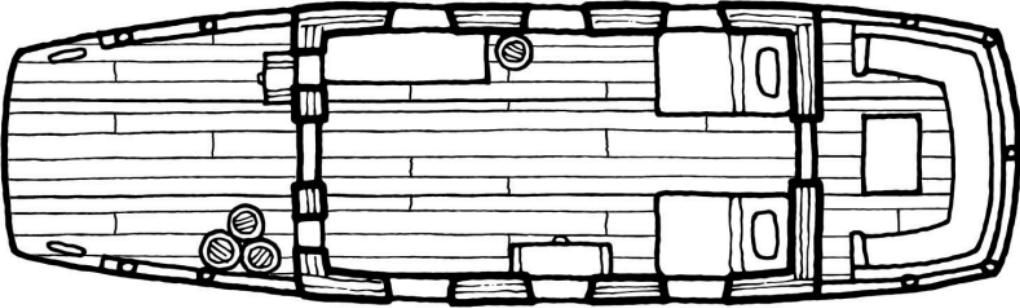




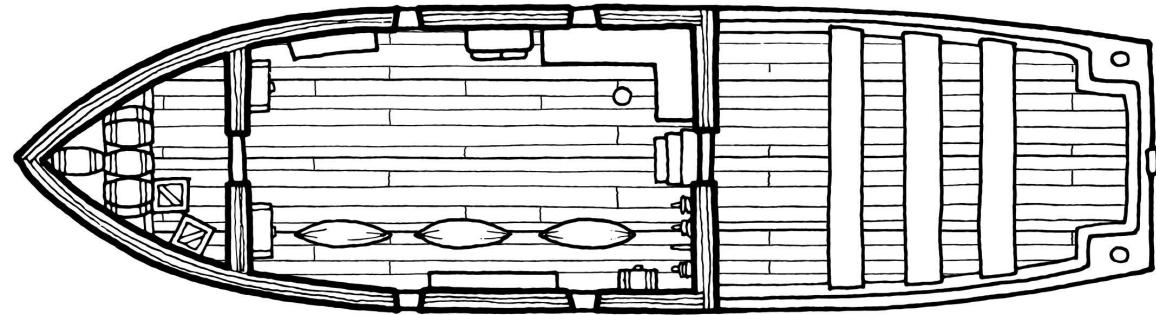
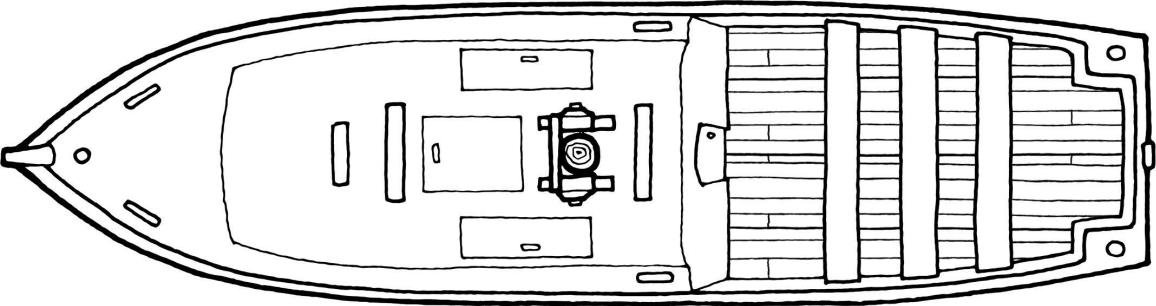




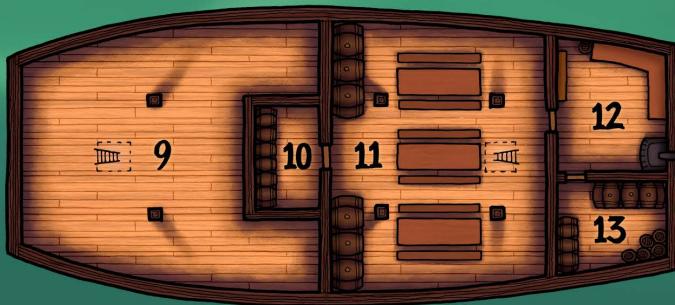
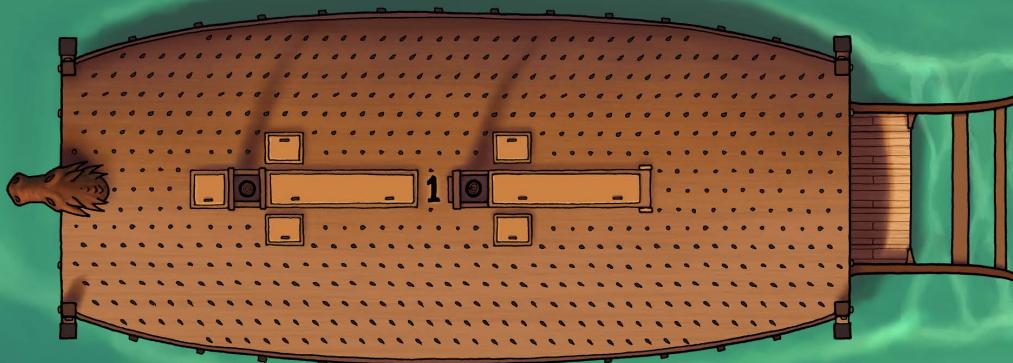












- 1 - Upper Hatches
- 2 - Anchor Winch
- 3 - Gun Deck
- 4 - Helm (Tiller)
- 5 - Captain's Cabin
- 6 - Head
- 7 - Officer's Cabin
- 8 - Rope Locker
- 9 - Main Hold
- 10 - Magazine
- 11 - Mess Hall
- 12 - Galley
- 13 - Pantry

