

Atakebune by Tom Cartos

Background

The Atakebune is a floating fortress. Its outer hull is plated with thick bronze and steel making it impervious to most attacks, artillery fires out unimpeded from every angle and its upper deck is twice the height of most vessels giving it a significant advantage in combat. More than 100 crew can comfortably fit on the ship and all are also highly trained as soldiers.

This particular ship has been marauding the coastline for months, firing on port towns and halting all sea faring traffic. None of the local navy's ships can get close without being sunk. The admiral is looking for an elite team to sneak aboard the ship, take out its general, and blow up the gunpowder cache in the hold.

Grid Information

- **GRID SIZE – 44x34 (300DPI)**
- **VTT SIZE – 6160x4760 (140DPI)**
- **RECOMMENDED PRINT SIZE – A0/ANSI E**

Design Notes

Atakebune

- **01 – Brig** – A place to securely hold captives or mutineers.
- **02 – Secure Room** – The ships gunpowder stores are kept tightly locked up. The general carries the only key, and the walls and door are too thick to break down without attracting attention.
- **03 – Storage** – The ship carries enough stores to last for months at sea.
- **04 – Anchor Winch**
- **05 – Cargo Hatch**
- **06 – Oars** – Two banks of well-trained oarsmen allow the ship to manoeuvre very tightly relative to its size.
- **07 – Crew Quarters** – The crew sleep in shifts. One third on watch, one third on oars and one third resting at all times. They rotate to keep everyone fresh.
- **08 – Rudder Control**
- **09 – Head**
- **10 – Cannon** – The ship has 6 large cannons and 16 smaller swivel mounted cannons. A full salvo can bring down most other vessels in the region.
- **11 – Armoury**
- **12 – Galley**
- **13 – Pantry**
- **14 – Upper Deck**

- **15 – Lookout Platform** – If the lookout spots any approaching vessels, they will hit the gong alerting the entire crew.
- **16 – War Room** – The ship is so large that an entire building is constructed on its top deck. This is where the general resides, and where the senior staff meet with him to discuss tactics.
- **17 – Treasury** – The ships gold is kept under close watch by the general. It is used to pay the crew, as well as for trade or bribes.
- **18 – Aides Quarters** – The general’s personal aide and bodyguard is always close by.
- **19 – Generals Quarters**