



MARINER rules are intended to be used in harmonious conjunction with the rules of Mage Knight. First, determine which Mage Knight rules set you are playing (i.e . conquest, unlimited, etc...)

Mariner Rules only affect the following categories:

- A. Water
- B. Aquatic Abilities
- C. Ship movement
- D. Running Aground
- E. Passengers
- F. Attacks
- G. Capturing a ship

A. WATER

Water comes in two varieties only: SHALLOW water and DEEP water. Characters can walk in Shallow water, although slowly. Boats must stay in Deep water. Shallow water areas should be indicated, and agreed to prior to the beginning of play. All water in a MARINERS game is considered deep unless indicated as SHALLOW.

B. AQUATIC ABILITIES

As Mariner games take place on water, Aquatic characters gain new importance. The ships themselves are indicated as Aquatic; this may seem redundant, but after enough clicks of damage, one of the ship's counters may indicate that the damaged part of the ship is no longer Aquatic: it is sinking.

When all four counters fail to indicate "aquatic" movement abilities, the ship is considered to be under water, and sinking. A ship has not sunk until it is no longer aquatic on all four counters, or a total of five skulls are shown among the four dials.

Generally speaking, ships can endure tremendous damage before losing aquatic abilities.

Aquatic Characters move normally through any depth of water, but they are never considered out of range due to depth; there is no such thing as diving too deep to be hit by a ranged attack. As in normal Mage Knight games an Aquatic character may lose their Aquatic abilities due to damage (see passengers for more details).

C. SHIP MOVEMENT

As with all larger vehicles, the ship must move prior to any attacks being made. It must combine all of its motion, and it may only pivot prior to moving:

UNLIKE other vehicles, it may only pivot up to 45° from it's bearing at the beginning it's turn.

Breaking away from other ships is considered a normal break away roll where a six sided dice is rolled and the player wishing to break away must roll a four or higher (ships do not break away from single dial characters as you will find in passengers).

The greatest change in motion for ships is **MOMENTUM**. Momentum, is the continued motion of a ship, and must be accounted for during all navigation at sea.

1. A ship taking any move action during a turn must continue moving on it's next sequential turn
2. Momentum motion does not cost a turn marker nor is it considered pushing.
3. The ship must continue in a straight line, in the direction the bow was last pointing from the previous turn.
4. The ship must move half of the distance taken during it's previous move (not including any momentum affecting the ship during the last turn)
5. After the ship's momentum move, it may then pivot and move at will up to it's maximum allowable speed.
6. Momentum does not count towards maximum speed.
7. A momentum move may not exceed a ship maximum speed (in the case of a ship damaged between it's last move, and it's momentum

move).

8. A boat cannot ram nor attack during it's momentum move.

9. **Use of Momentum is not optional.**

Example: Admiral Vargo is evading an attack from an enemy ship, so he uses his maximum available move. His ship travels eight inches. His attackers pursue, and come within range of his stern, but their attacks miss. Once it is Admiral Vargo's turn again, his ship must move four inches in a straight line, before he is able to navigate.

Direction of motion: It should go without saying that a ship may only move in the direction of it's Stem. That is, unless it can reverse: The Black Powder Rebel's Steamer is capable of reverse. In those circumstances it can only use a total of three of it's movement dials. Whichever end is acting as the stern is not able to be counted towards it's total motion.

When a ship reverses, it must first take it's momentum move, and then begin it's reverse motion.

D. RUNNING AGROUND

There are two ways to run aground: Contacting Shallow water, and contacting Land. In either case the ship in base contact with either of these obstacles is in the process of running aground.

SHALLOW WATER

1. Any ship that comes into contact with shallow water during it's turn immediately slows to 1/4 of it's remaining speed.
2. Any ship ending it's turn in contact with shallow water must roll one six sided dice for each quarter in contact with shallow water; on a roll of one, two or three the areas in contact with shallow water roll one six sided dice each to determine damage.
3. On the player's next turn he must take 1/4 of his momentum move, and then roll to break away before moving further: even if his ship is no longer in contact with shallow water he must successfully break away. On the following turn, if the ship is no longer in contact with shallow water, he may move his ship normally.
4. If the ship's center point contacts shallow water, the ship

immediately comes to a full stop, and the player must roll for damage on all four dials.

5. Ships whose center points are in contact with shallow water no longer take momentum moves.
6. Ships whose center points contact shallow water must roll a six to break away, and their motion is reduced to 1/4 speed.
7. Ships in contact with shallow water cannot fully sink no matter how damaged they become.

LAND

1. Ships coming into base contact with land come to a full stop immediately and roll two six sided dice to determine damage (this sort of collision is considered catastrophic)
2. Ships coming into base contact with land NEVER contact land with more than one quarter because all motion stops upon contact.
3. Following a turn when land is contacted, the player must roll to break away. If the ship fails to break away roll one six sided dice to determine damage to the ship. This happens each turn until the ship breaks away.
4. If the player does not attempt to break away, two six sided dice are rolled to determine damage to the ship (damage counts on the next adjacent counter moving clockwise if the contacting quarter is eliminated).
5. Ships in contact with land, and NOT in contact with shallow water will fully sink.

E. PASSENGERS

The whole point of a ship is to carry a crew, and the Mariners boats can carry over twenty five characters, if packed onto the deck. While on board they are subject to all of the normal Mage Knight rules governing motion and attacks.

Disembarking

Typically, a non-Aquatic character will disembark by gang plank, positioning a gang plank takes one character's entire move for one turn, and the gang plank cannot be used until the next turn.

Disembarking by a gang plank is considered normal motion over non-hindering terrain. Characters disembarking without a gang plank or into hindering terrain, or shallow water reduce speed by 3/4 until the end of disembarking move.

Aquatic Characters disembarking from a ship into water should treat the disembarking move as hindering terrain. Aquatic characters disembarking from a sinking or sunken ship may move normally.

When a normal character moves from ship to ship without a gang plank, they are leaping, (flying or Bounding characters move normally according to their special abilities) to determine a leap first: reduce speed by 3", then treat as hindering terrain. IN THIS ORDER.

Ex: a character with 8" of speed subtracts 3" making their motion 5" then reduced by 1/2 is 2.5".

DO NOT treat all the motion as hindering terrain and then reduce by 3"!

CORRECT: $8'' - 3'' = 5'' \div 2'' = 2.5''$

INCORRECT: $8'' \div 2 = 4'' - 3'' = 1''$

Because Mage Knight movements are always center point to center point, in cases of leaping, The center point of the character must be able to be placed on the deck of the ship that the character is leaping to (as opposed to the entire base).

Overboard

Any non-Aquatic character who finds himself in water suffers a 3/4 reduction in speed. And takes one click of damage each turn that they are not in base contact with land or a ship.

An Aquatic Character may rescue a non-aquatic character using the same rules as capturing.

Any character in base contact with a ship moves with the ship, and is not

subject to moving penalties or turn limitations, they are thought of as holding on. A non-aquatic character may only move and pass while holding on to a ship.

An aquatic figure can still attack while holding on to a ship, but they may only target the ship itself.

A non Aquatic character may board the ship he is holding onto, however their turn ends immediately once on board. This includes figures with bound capabilities.

F. ATTACKS

Any passenger may be the target of ranged attacks while on board a ship. The defending player has the option of using the either figure's defense or the defense of the ship. Some ships offer more defense than others.

Any character in base contact – even while overboard – are vulnerable to flame/lightning attacks made against the ship, however Flame/Lightning attacks only affect one quadrant of the ship at a time.

Flame /Lightning attacks made against a specific character or groups of characters do not affect the ship and are subject to normal Flame/Lightning rules.

When ships collide both ships immediately come to a halt and must thereafter roll to break away, should either player decide they wish to move again. There is no damage penalty unless specified by the damage dials on each ship (ram, polearm, etc...).

H. CAPTURING A SHIP

A ship may only be captured when Attacking figures outnumber defending figures on the deck of the ship that is being captured. At this time one of the attacking figures on board the ship makes an ordinary capture attempt against the ship's strongest damage dial. The figure does not have to be in contact with that dial.

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defending player must roll to re-capture his ship, or destroy the character that has captured the ship.

The point allocation of a game does not change! The player who captures a ship does not receive any more actions during his turn. Take for example a four hundred point Rebellion game: Each player still has four actions regardless of the Ship's capture. The capturing player must then figure out how best to allocate his actions in order to navigate both ships and still, presumably, defend the ship he has captured.



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II. Building the Base

The base has three layers:

- The ground floor
- The core mechanism
- The top-sheet



Do not forget the damage dials, which fit into the mechanism; you have to be very careful to place in the right location or your ship will be all messed up.



There is no artwork on the site for the ground floor. The Great Forge council had determined that it would be a little bit confusing. You don't want to have a bunch of paper stuck between your cardboard layers, so you'd have to remove it like the Core mechanism stencil. The Council saw that as too much to remove, and so the decision was made to simplify.

The shape of the ground floor is made at the same time as the Top-sheet, as you'll soon find.



The Base Making steps:

- A. [Dial Crafting](#)
- B. [Making the Layers](#)
- C. [Center Posts](#)
- D. [The Mechanism](#)
- E. [Checking the Mechanism](#)
- F. [Making it Oval](#)
- G. [Glue the Core](#)

A. Dial Crafting

1. Print the dials making sure that you have a full set: Stem, Stern, and both side
2. Double check the scale guide, to determine they are the right size
3. Mount the dials on white illustration board using Super 77 adhesive.
4. Cut out the damage dials completely removing all of the black wedges from the artwork.
5. Use a knife tip to boar a hole for the center pin.



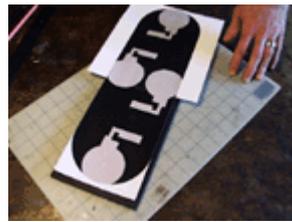


B. Making the Layers

1. Take the two Topsheet prints and glue them along their overlap area.
2. Take both Mechanism pages and glue them along their overlap area as indicated on the prints.
3. Double check the scale reference to make sure that the artwork has been scaled correctly by your printer/computer.
4. Cut three identical sheets of Letramax Jet Black Illustration board, making them slightly over sized compared to the topsheet artwork.
5. Attach the topsheet Artwork using Super 77, you never want this to come up, so make sure it's well attached
6. Attach the Mechanism stencil with a lower tact spray adhesive: **you're going to peel it off later**, so you **DON'T** want to use Super77.



Step 2 Detail: Trim excess white area from the artwork you plan to put on top, then check the alignment of the artwork; know how you're going to put it together. Add glue, and then join. Your illustration board should be slightly oversized; trim that down later (remember to use removable adhesive when attaching the mechanism art to it's illustration board).



The three layers

By now your artwork is simply mounted to two of your three identical rectangles of the "superblack" Illustration board. You should really go over your topsheet with a roller several times to ensure a good bond.



C. Center Posts

1. Using one of your paperclips and a pair of dykes (diagonal cutters) cut four sections being cautious to keep them the same length – 1/4” long.
2. Bore holes at each center point mark on the stencil layer. Make sure the holes go all the way through
3. Bore the marked holes in the topsheet.
4. Bore the holes in the topsheet completely
5. Stack the groundfloor beneath the mechanism layer, and mark the holes again
6. bore the holes more delicately in the groundfloor – they need only seat the posts, and not go all the way through the illustration board.
7. Using a touch of glue - permanently affix the center posts into the groundfloor layer, and allow them to dry completely
8. It's okay if they stick out the top, the ships hull will cover the posts.



Note: the posts may come out a few times during construction, just be judicious about using glue to fix them later: if you manage to adhere the damage dial to the basefloor you're going to wish you hadn't.



D. The Mechanism

1. Cut away the gray areas making sure that your edges are precise and your cuts are as straight up and down as possible.
2. It's easiest to remove the areas in sections. Straight cuts with rulers first, and then the arched cuts.
3. Remember to score your cuts: this is very dense board; cut it by making several passes, each time applying light pressure.



When you are finished clearing the gray areas, you should have the mechanism core, be sure the rounded cuts are at least smooth, so that they don't catch on the dials.

The whole point of this exercise is to have a working mechanism, right? So make sure this is going to work.

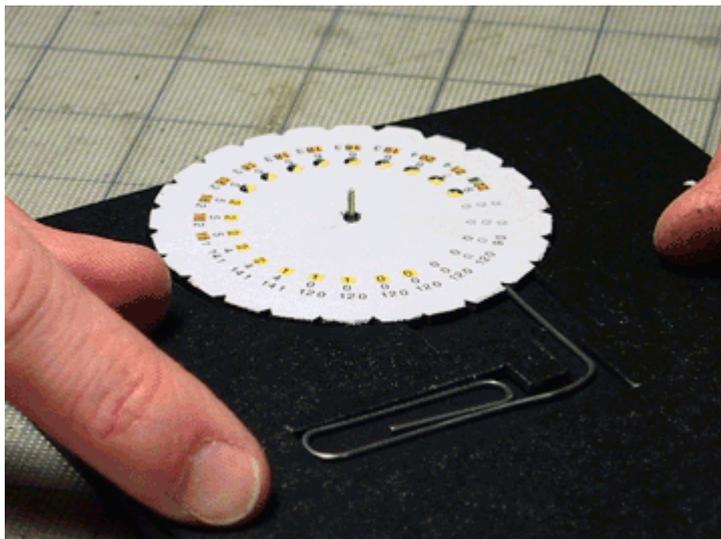


It is absolutely vital that you peel the artwork off of the mechanism level; if you fail to do this, the base will not adhere properly, and your ship will be a failure.



E. Checking the Mechanism

It's tempting to check one dial in all of the mechanism holes, isn't it; don't do it. **Check the specific dial in the specific hole**, because this is all hand made, and therefore non standard.



The heart of the mechanism

A jumbo sized "gem" paperclip is what provides the beloved click to the Paperforge Ship mechanism.

The arm of the Paperclip catches in the notches and clicks as the damage dial is rotated. eventually this will cause your dials to be irreparably worn, but not before countless maritime battles have transpired.

Notice that the entire

outer wind actually needs to move, remember this when you are going ape crazy with glue later: the entire arm needs to be able to yield to the dial.



F. Making it Oval

1. Set aside the damage dials, do not have them in your stack!
2. **Stack the three layers** using the posts as a guide
3. Holding them firmly, trim along the edge of the topsheet artwork.
4. Remember to score repeatedly, keeping your knife upright!



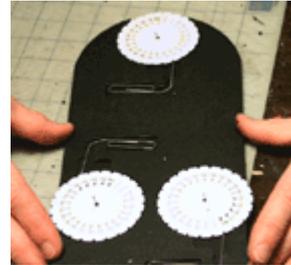
G. Glue the Core

1. Apply glue to the underside of the Mechanism layer.
2. Attach the Mechanism layer to the groundfloor, and double check the mechanism as the glue dries
3. Place the damage dials
4. clear all glue from the dial wells.
5. carefully glue the paperclips into place
6. Apply glue to the top of the mechanism layer
7. Attach the topsheet.





This is your last chance to check your mechanism, and I suggest you make sure that it is clicking in the right direction, and that everything will work.



Glue will help to hold the paperclips, but don't be afraid to add cardboard in the center of the paperclip, that's a better hold.

JUST REMEMBER! Any glue or cardboard limiting the motion of that outer arm will impact the mechanism, and probably cause it not to work.

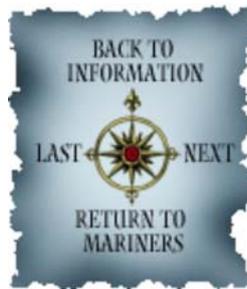
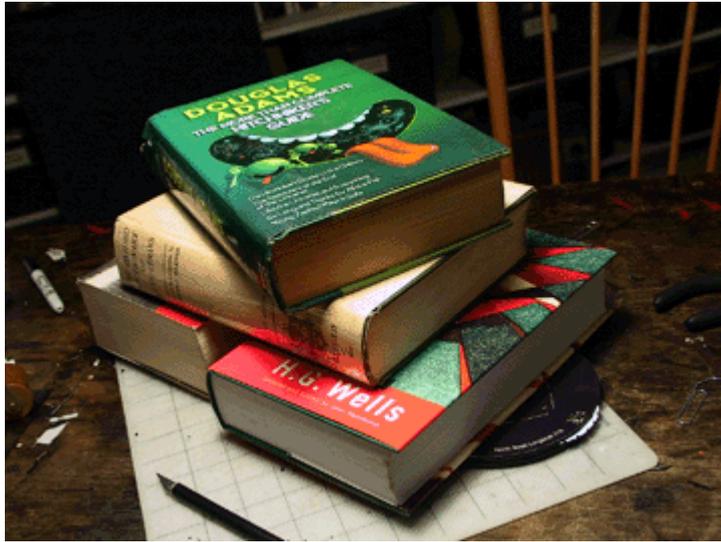


When you go to attach the topsheet, and you have drying glue all over the place, and you're tired and hungry, be sure to exercise caution, and carefully align your center rods. This will be a royal pain in the ass, and we're very sorry.



Congratulations! You have made a working Paperforge Mariners Base!

Now would be a good time to get some rest and leave this to dry over night.





SHIP BUILDING

If you have made it this far it means that you must be intent on actually building one of our fine ships; an effort we at the Paperforge applaud heartily. We wish you the best of luck building, and a terrific time playing MAGE KNIGHT with Paperforge ships.

-- The Ancient Mariner, and the Forge Master



Warning:



i. This model is for Advanced and Expert Modelers ONLY. A novice does not stand a chance completing this model, and should not attempt it until they have made several other models, and feel confident with their abilities.

ii. Europeans: the Forge Smiths regrets that all of our artwork is presently made for 8.5"x11" paper, the US standard, and not A4 the World standard. Also, the instructions call for use of Foam Core, or Foam board. The Forge masters have seen a great many things in our travels, but Foam Core is not one of them: it is an ultra-light EPP foam sandwiched between two sheets of paper making it both rigid and lightweight. You can substitute balsa wood, but do not use other cardboards.

iii Time: Allow enough time for this model to be built. It takes the great Forge Master himself two whole days to complete this boat model, and he designed it. It is an intricate model, and requires time to assemble it well. If you try to rush, you will certainly end up with a mess.

iv. Necessary Supplies

- Cutting mat, so you don't destroy the kitchen table.
- T-square at least 16" long.
- # 11 x-acto knife. Shaped like a pencil or pen
- An entire box of #11 x-acto blades, that's 100 blades. You'll use over twenty.
- A steel, cork backed ruler at least 12" long



- A clear plastic ruler is very helpful, because it allows you to measure very precisely.
- A triangle will help getting square corners.
- A light colored marking pencil like a PRISMACOLOR pencil for marking on black board.
- Scissors are helpful, although not essential, especially if you are handy with a knife.
- 3M Super 77 Adhesive spray glue for long lasting bonds.
- 3M Spray mount Artists adhesive for temporary bonds.
- A white glue like Sobo made for paper adhesion
- Small, disposable plastic cups for pouring glue into
- A long tipped marker, in brown, black or gray for “edging”
- 1 box of natural brown file folders
- 1 box jumbo paperclips
- 18 x 20 sheet of Bainbridge/Letramax Superblack illustration board
- 11x 14 sheet of black foamcore



The weight and thickness of the illustration board is absolutely essential. Foam Core (Foam Board) is recommended for the most although balsa wood of equivalent size is an acceptable substitute; corrugated cardboard is not. Under no circumstances is this model to be attempted using dime-store poster board.



v. Better Cuts

To get better cuts you need to leave the scissors behind. Which means you enter the perilous world of X-acto knives.

LEARN BY WARNINGS NOT BY INJURIES.



The **Forge Master** himself bears many scars from x-acto knives, and he wishes better for you:

These knives are sharp, and will cut you easier than a thick piece of paper.

Always respect the blade. It will cut you if you are careless.

Make sure your other hand isn't in the flight path: if the knife slips will it land in your hand?

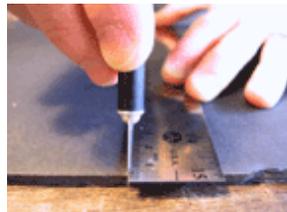
To make a straight, clean cut:

Always use a steel ruler with a cork backing, and a proper cutting surface underneath your knife. Not Aluminum. Never a plastic edge.

Place the ruler over the artwork you want to protect, so that if the knife strays from the ruler, it will not cut important artwork.

Buy a box of blades and replace them often. They get dull quickly.

Apply light pressure repeatedly, **never use excessive pressure** to try to cut through something quickly.



vi. Spraying Glue

It shouldn't take a genius to figure out that spraying glue indoors is a downright bad idea, the overspray is invisible and catastrophic. It can get all over unintended surfaces, It can get inside important places like your computer or - worst of all - YOU!



The Forge Masters have called for the use of two types of spray glue, which, if nothing else, should let you know that we are sitting on stock piled arsenals of adhesives, build up during the mutually assured adhesion phase of the cold war. You should always have 3M Super 77 for permanent bonds, and then 3M Sprya mount or Removable spray mount for removable bonds.

You are just being stupid if you don't use some kind of a spray hood, and spray everything out of doors. That's all there is to it. A spray hood can be as simple as a box, and it isn't just to keep the spray from going onto your precious sidewalk or whatever. It helps keep the spray going in the right direction, such as: away from you. It cuts down on cross breezes and insures a better consistency of sprayed coating.

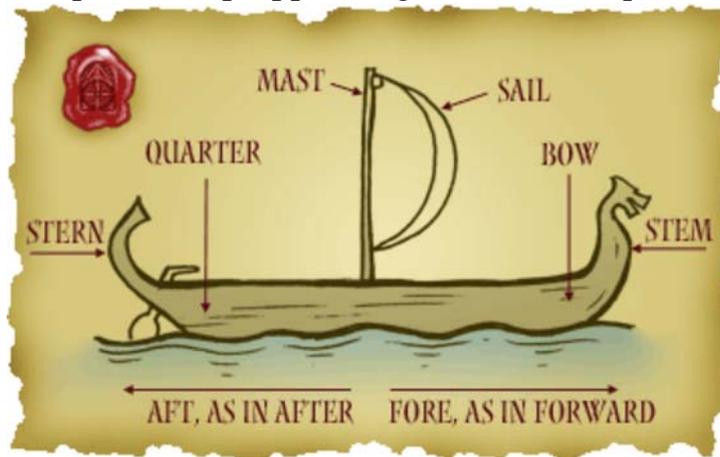


For spray glues line the box with paper, regularly to keep artwork from sticking to the box. Then when you're done you still have a usable spray box.





In order to build a boat you actually have to know what to call all of the parts, or else you won't be able to follow the instructions. The most important terms are the Stem and Stern. All Paperforge ships have symmetrical sides, so there is no need to learn port (left) or starboard (right), but there is bonus points for proper usage on the final quiz.



The Steps:

- I. [Take Inventory](#)
- II. [Build the Base](#)
- III. [Secure the Sides](#)
- IV. [Deck Dealings](#)
- V. [Make the Mast and Sail](#)
- VI. [Add Decoration, Armor, and Take a picture](#)



I. Inventory

Make sure you have all of the pieces that you need by using the following Guide:

Part 1: Topsheet Stem

Part 2: Topsheet Stern

Part 3 & 4: Mechanism Stencil 2x

Part 5 & 6: Side 1 (print two copies)

Part 7 & 8: Side 2 (print two copies)

Part 9: Subfloor

Part 10 & 11: Deck (print twice)

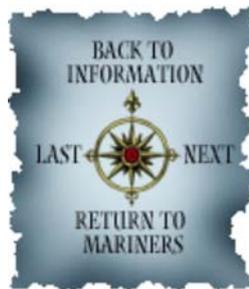
Part 12: Mast

Part 13 SailFront, and Sailback on the same paper

Part 14: Stem and Stern

Part 15: Deck items

Scale is of critical importance, be sure to be vigilant about checking the scale indicator that is part of each page of artwork: be sure that they are consistent. Constant Vigilance!





III. Securing the Sides

1. [Backing](#)
2. [Cutting](#)
3. [Attach sides to base](#)
4. [Attach stem and stern](#)
5. [Assemble subfloor support](#)
6. [Deck officer](#)
7. [Mast Maker](#)
8. [Sail Hanging](#)



1. Backing

Most of the remaining parts of the boats (except for the sail) require what we call “backing” meaning a reinforcement of the paper with a light cardboard, in this case, file folder weight is very good for increased rigidity without going overboard. Most office supply stores offer a manila color, which is light tan, but often you can find a natural or brown folder, and those are the best to buy because they look the most like wood, and are therefore exceptionally cool.

Backing is easy;

1. examine the folder, and decide how you’re going to place the artwork on top of it.
2. spray the Super77 onto the back of the artwork, and then lay it down onto the folder.
3. Use a roller to really make the two surfaces bond.

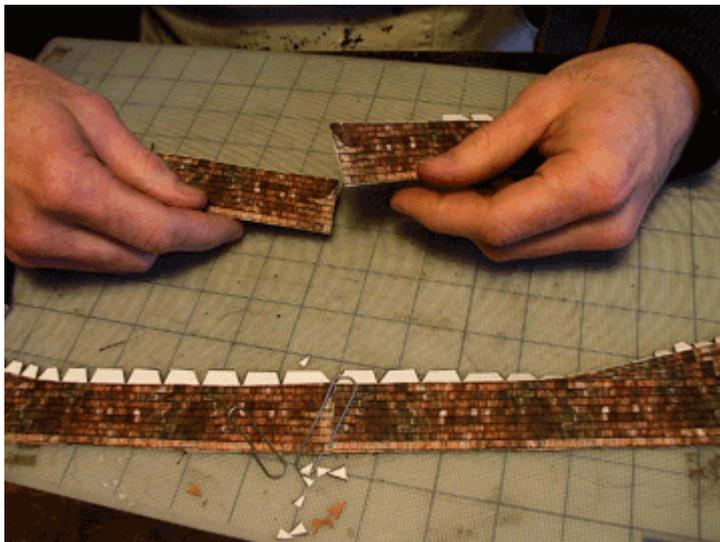


2. Cut the Artwork out carefully

After cutting that illustration board this is going to seem like a breeze, but remember to keep cool, take your time, and do not try to rush and force the cuts. Replace your blades often.

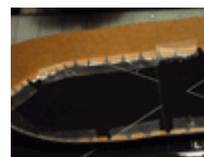


score the tabs **lightly** so they bends easily



3. Attach the sides to the base:

1. The sides have an overlap, just like the Base topsheet or mechanism, and they need to be joined into continuous sides, before they can be attached.
2. Attach the sides to the ship one side at a time; do not be afraid to use tape as well as glue, as long as the tape is on the inside of the hull.
3. Appearance on the inside is not an issue, as the deck will cover it up.
4. Try to make the sides symmetrical if possible
5. temporarily hold the sides together with tape at the Stem and Stern, keeping it below deck level if possible.



4. Stem and Stern

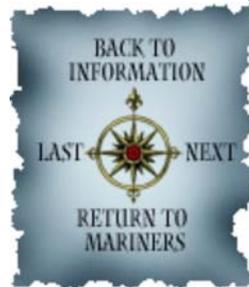
1. Decide which Faction artwork you wish to have on your ship
2. Once backed, and cut out, the Stem and Stern is folded over, and glued.
3. Affix to the Stem and the Stern of the ship, trimming excess artwork as needed.



One of the biggest assembly problems we at the forge have faced has been the Stem and Stern buckling up from the base. If this happens to you DO NOT place weight on the deck - there's no support at stem and stern, and you'll wreck the ship. DO form a paperclip chain and clamp that down to you desk then secure the boat in the opposite direction so there is tension on the chain of paperclips. this will force the stem and stern back down selectively.

NOTE: this porcedure can only be done once the stem and stern have been affixed.

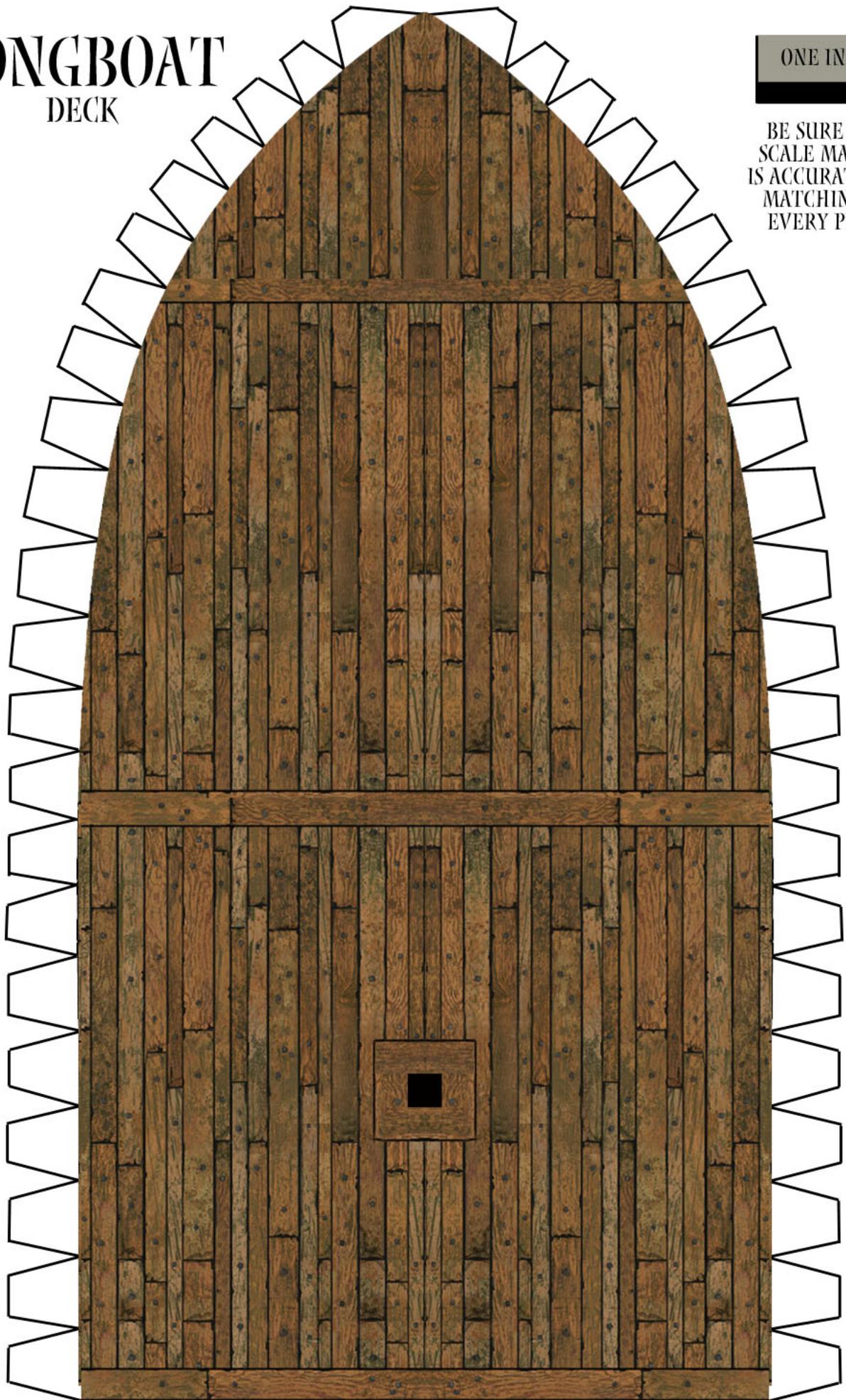
You can avoid this by really securing the sides to the base during the side luing phase, but who has the patience for that?



LONGBOAT DECK

ONE INCH

BE SURE THIS
SCALE MARKER
IS ACCURATE AND
MATCHING ON
EVERY PRINT



LONGBOAT MAST



ONE INCH

BE SURE THIS
SCALE MARKER
IS ACCURATE AND
MATCHING ON
EVERY PRINT

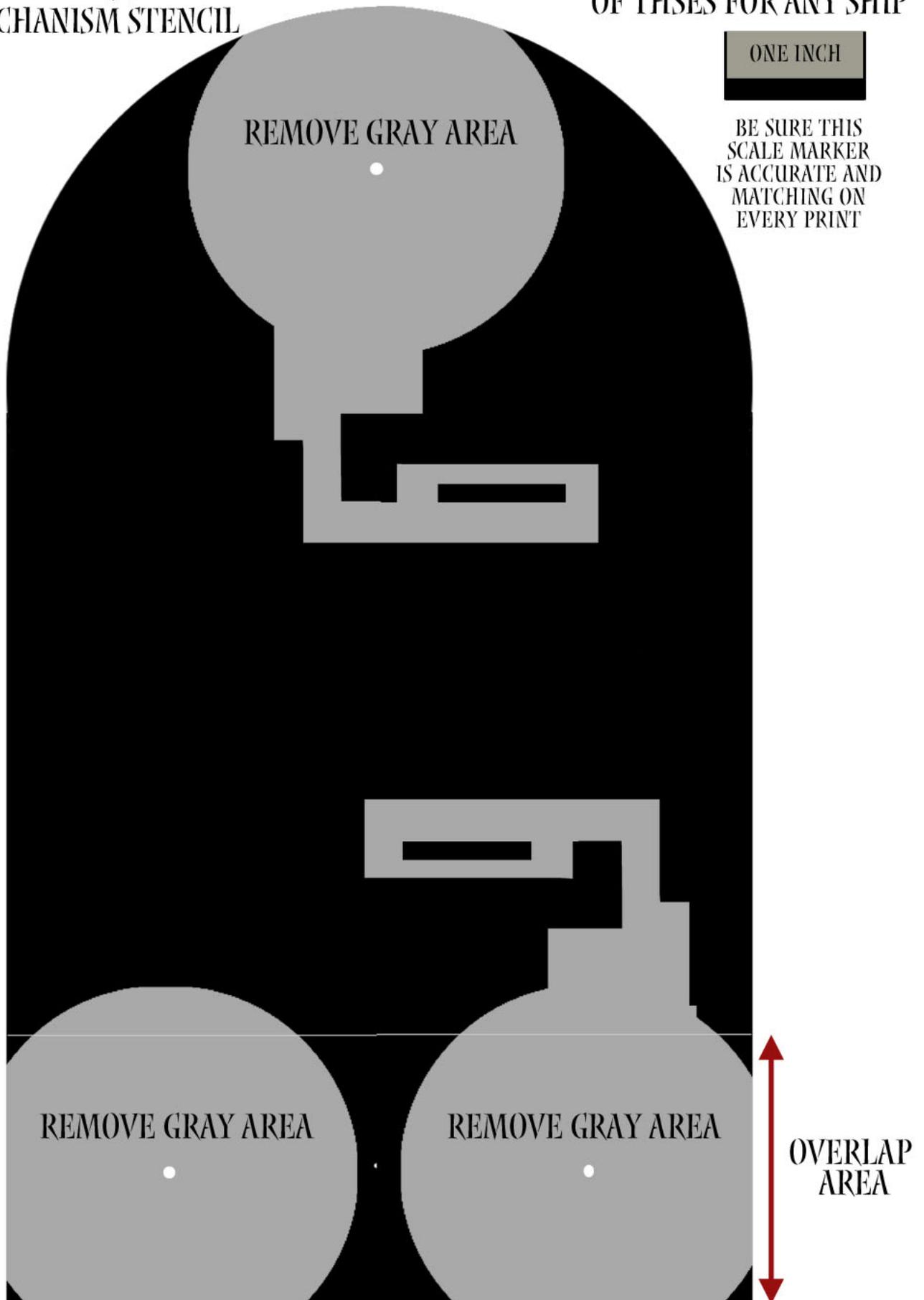
MARINER SHIP

BASE MECHANISM STENCIL

YOU WILL NEED TWO
OF THESE FOR ANY SHIP

ONE INCH

BE SURE THIS
SCALE MARKER
IS ACCURATE AND
MATCHING ON
EVERY PRINT





ONE INCH

BE SURE THIS
SCALE MARKER
IS ACCURATE AND
MATCHING ON
EVERY PRINT

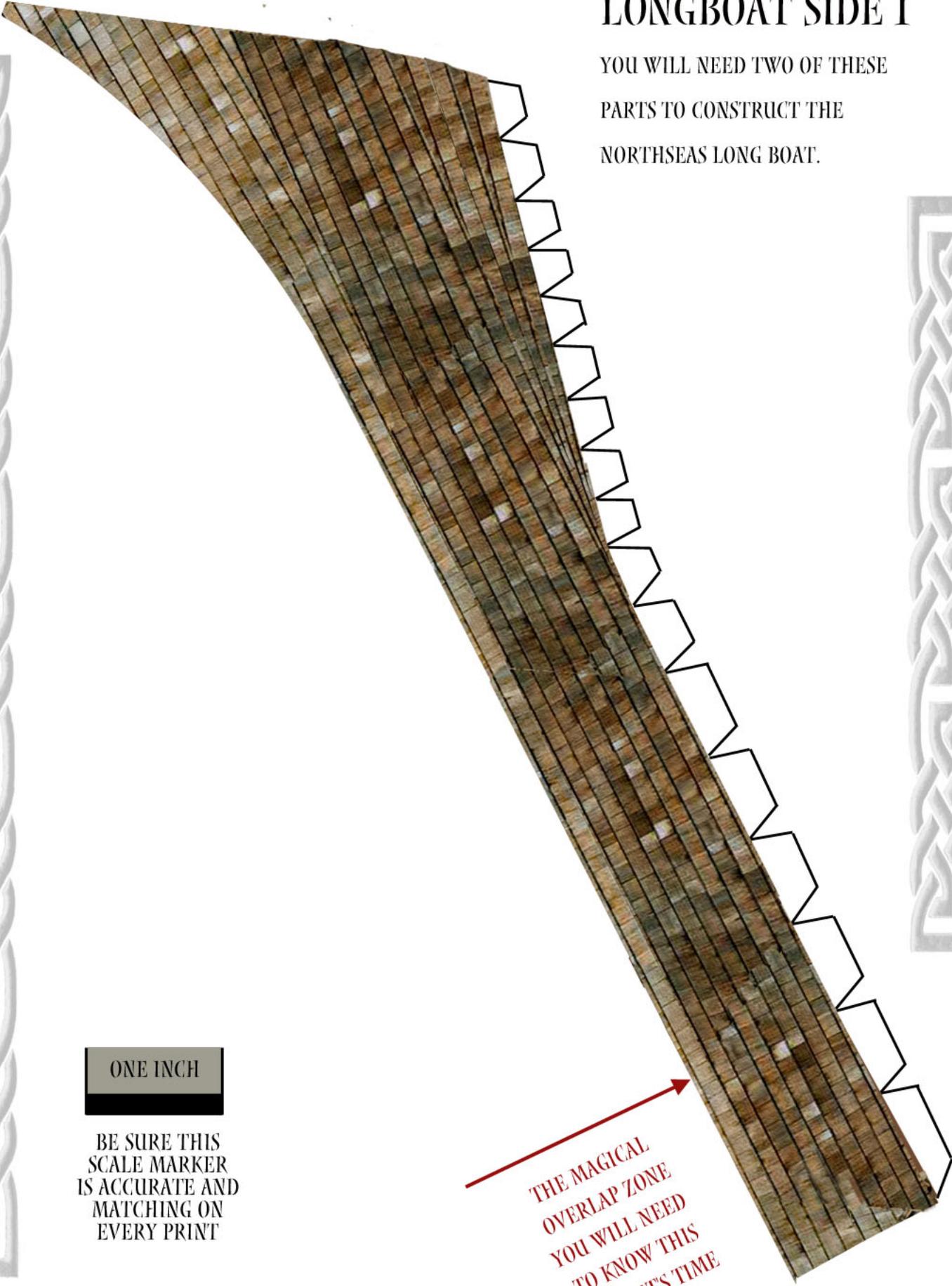
LONGBOAT SAIL

ONE INCH

BE SURE THIS
SCALE MARKER
IS ACCURATE AND
MATCHING ON
EVERY PRINT

LONGBOAT SIDE 1

YOU WILL NEED TWO OF THESE PARTS TO CONSTRUCT THE NORTHSEAS LONG BOAT.



ONE INCH

BE SURE THIS SCALE MARKER IS ACCURATE AND MATCHING ON EVERY PRINT

THE MAGICAL OVERLAP ZONE YOU WILL NEED TO KNOW THIS WHEN IT'S TIME TO BUILD

LONGBOAT SIDE 2

YOU WILL NEED TWO OF THESE
PARTS TO CONSTRUCT THE
NORTHSEAS LONG BOAT.

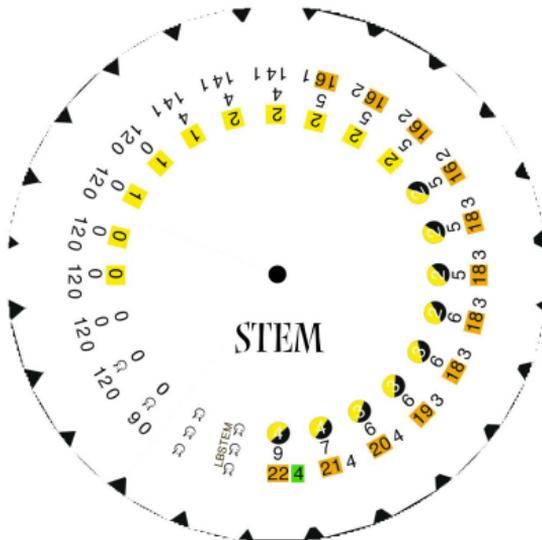


THE MAGICAL
OVERLAP ZONE
YOU WILL NEED
TO KNOW THIS
WHEN IT'S TIME
TO BUILD

ONE INCH

BE SURE THIS
SCALE MARKER
IS ACCURATE AND
MATCHING ON
EVERY PRINT

LONGBOAT DIAL



PLACE AT STEM



BE SURE TO
DOUBLE CHECK
SCALE AND DIAL
LOCATION



FOLD AT THE CENTER

FOLD AT THE CENTER



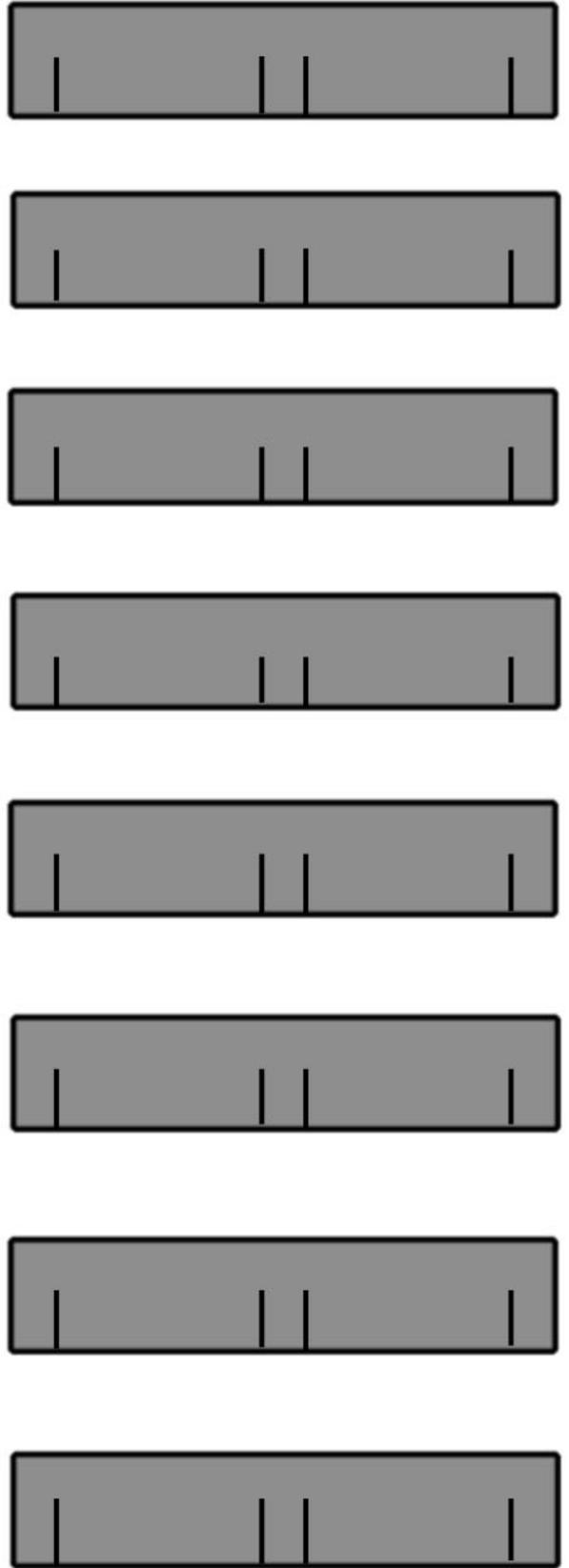
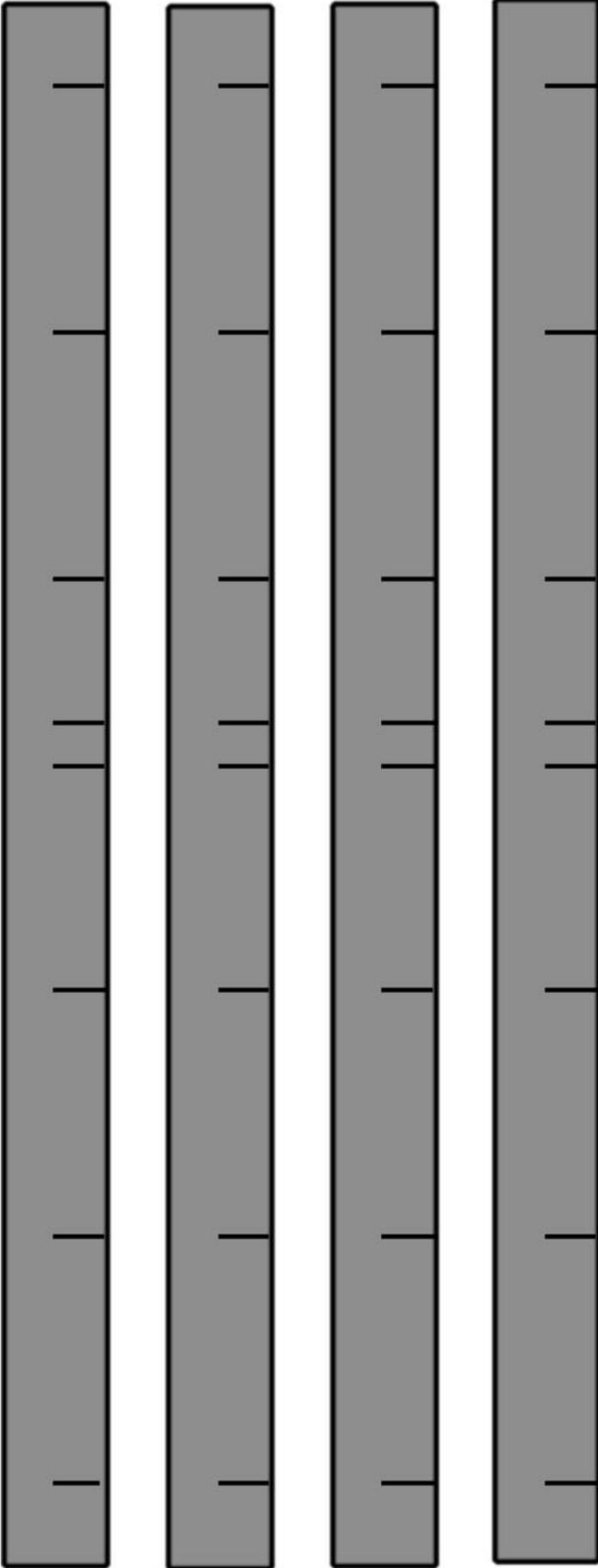
STEM

STERN

ONE INCH



LONG BOAT UNDER DECK SUBFLOOR

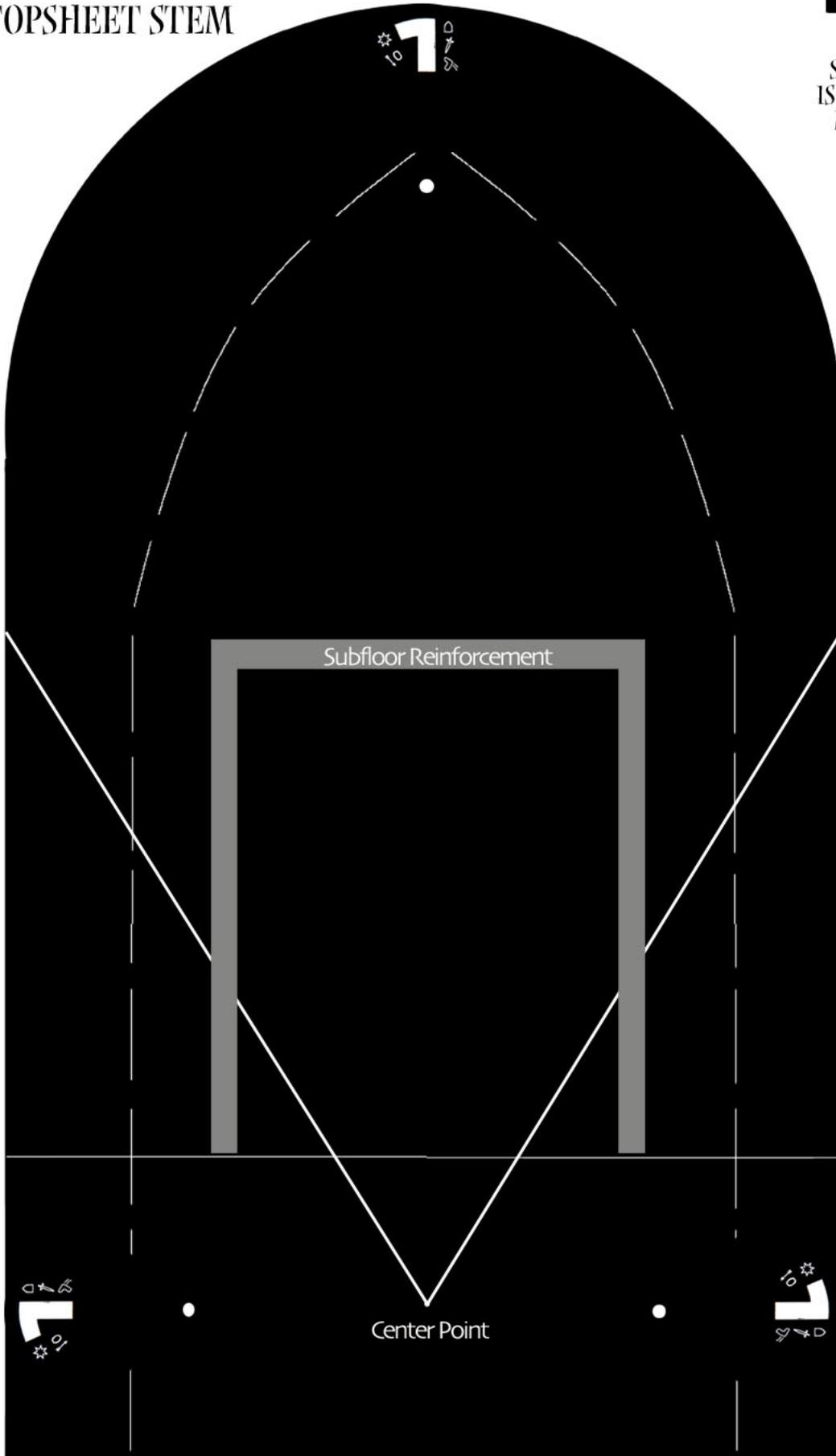


BE SURE THIS
SCALE MARKER
IS ACCURATE AND
MATCHING ON
EVERY PRINT

LONGBOAT BASE TOPSHEET STEM

ONE INCH

BE SURE THIS
SCALE MARKER
IS ACCURATE AND
MATCHING ON
EVERY PRINT

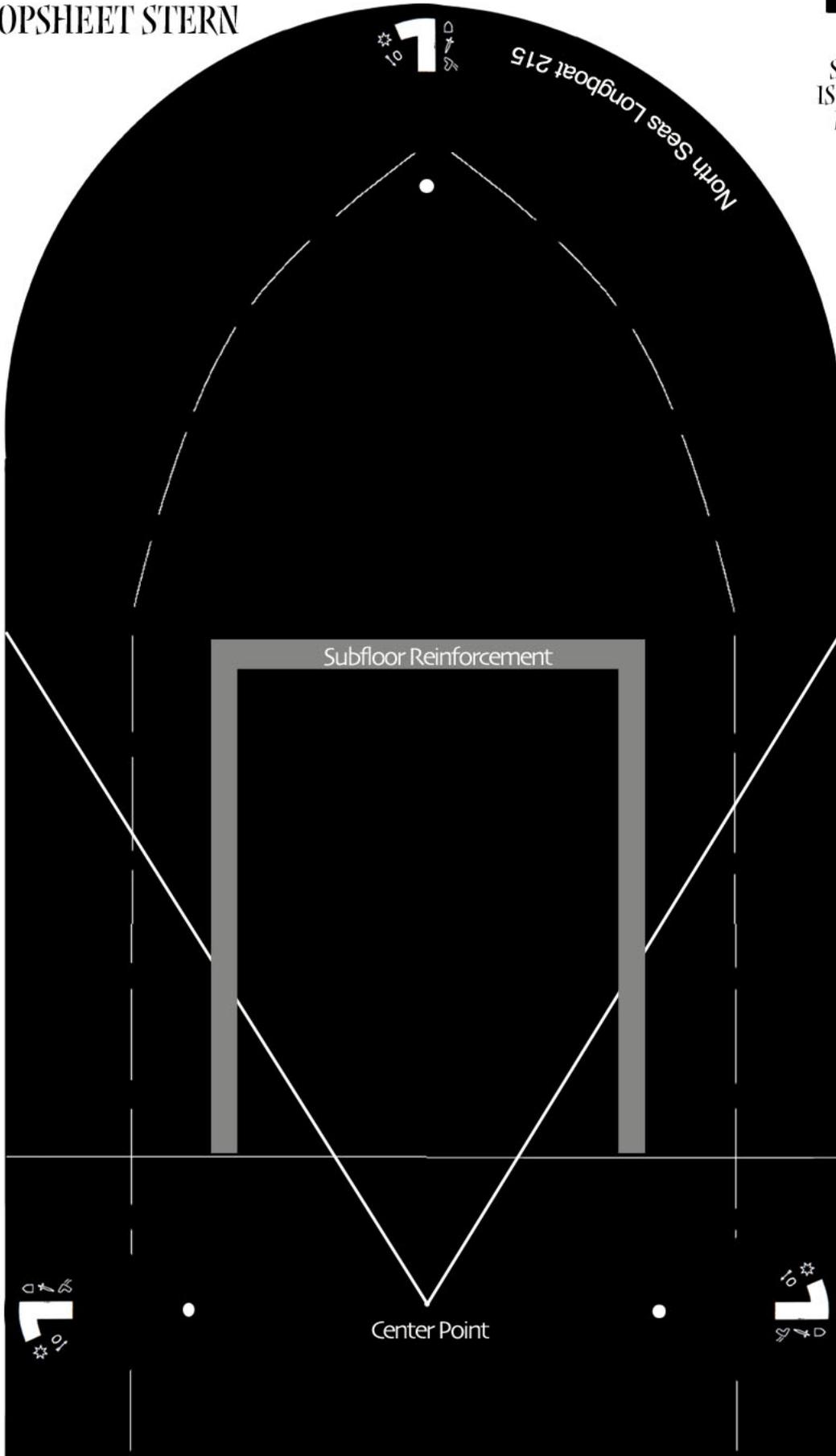


LONGBOAT

BASE TOPSHEET STERN

ONE INCH

BE SURE THIS
SCALE MARKER
IS ACCURATE AND
MATCHING ON
EVERY PRINT



MAGE KNIGHT FACTION WAR BANNERS



