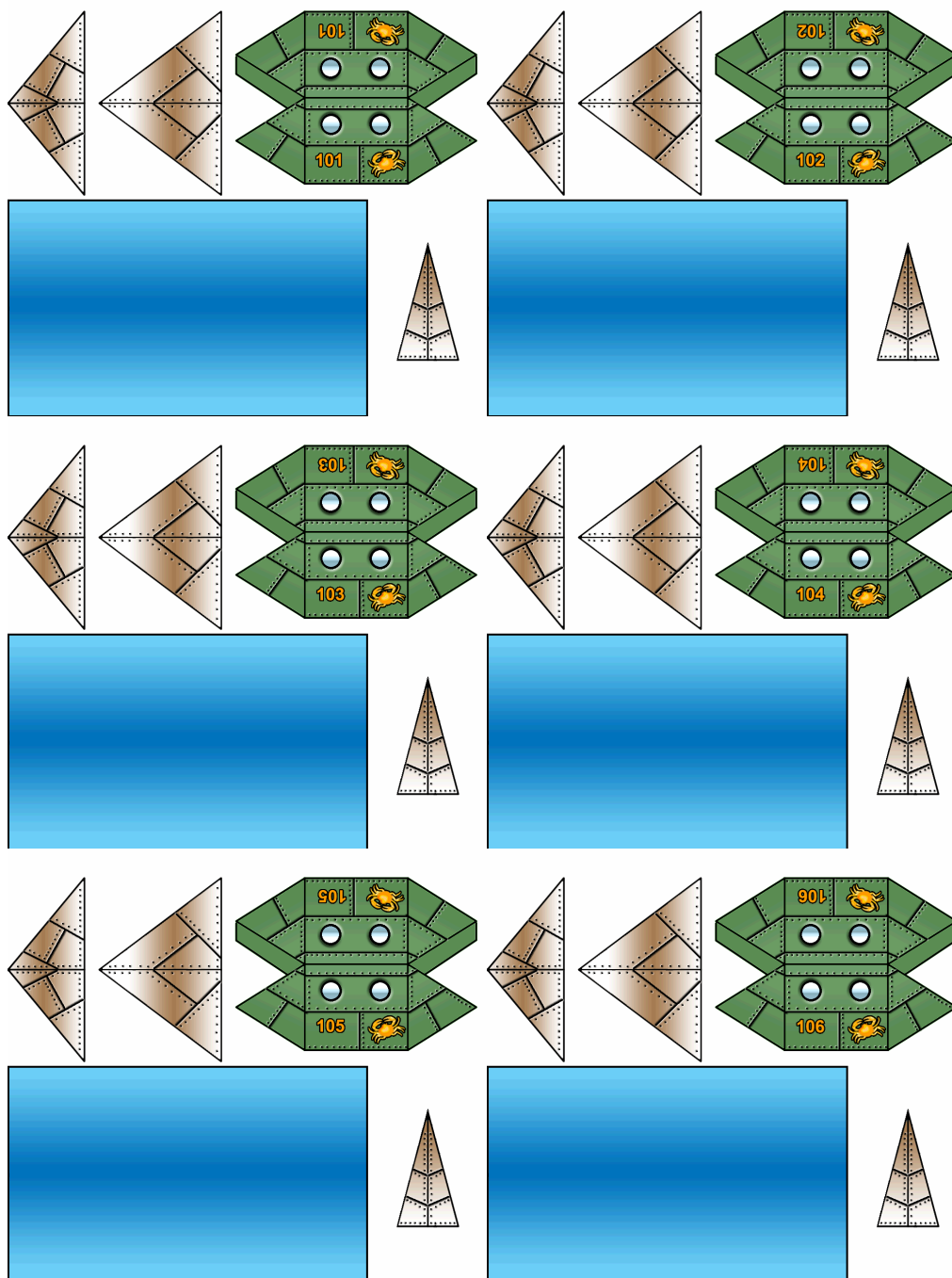# Slavers of Sadalor
Ram Submarine

Class: 1, **Weapon:** None, **Ram:** Yes, **Crew:** 1, **Move:** Oars

The Slaver Ram-Submarine is an opponent to be feared. Travelling below the surface, it is often not spotted until impact is a certainty. The Ram-sub does not have any weapons except for its ram-prow. It is moved by special underwater oars that look more like flippers. It is usually crewed by 1 or 2 slave masters and the slaves.

The Slave masters who run the subs can be rescued by Magic or floatation device if the vessel starts to sink. The slaves are usually left to fend for themselves. . . Although there is a legend of an entire crew being rescued and set free. A Slaver fleet was almost captured when the last remaining Ram-sub managed to cripple and sink the enemy Gunship. Unfortunately the sub was irretrievably caught within the sinking vessel. When the mage retrieved the Slave master, he was found dead from a heart attack, caused by the start of the battle. The Mage promptly rescued the slaves that had saved them all.
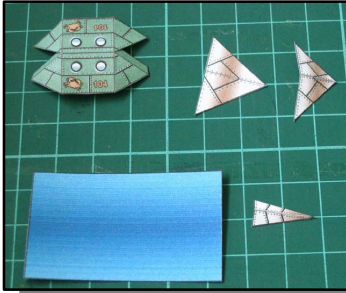
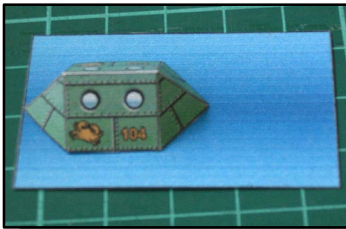1. Score all of the fold lines before cutting.

Cut out all of the pieces.

Fold the ram pieces before cutting them out.

The only difference between pieces is the numbers on each of the cabins. This makes it easier to put the ships together.

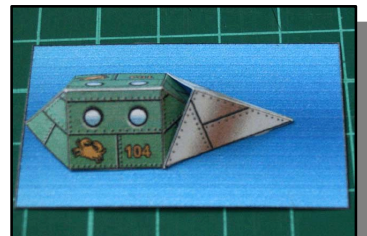2. Fold up the cabin, making sure the tabs align correctly.

When dry make the cabin bottom sit flat.

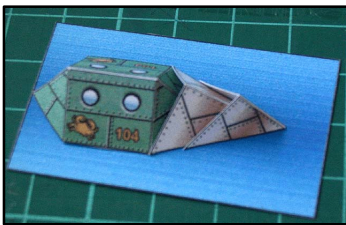

3. Glue the Cabin to the flattened base board.

4. Glue the first bow ram into position.

Line up the corners of the cabin with the corners of the ram.
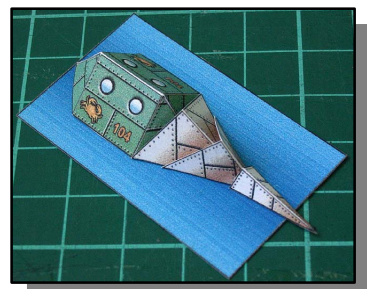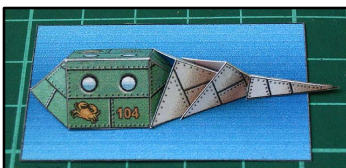

5. Glue the second bow ram into position.

Line up the point of the second ram with the point of the first ram.

6. Finally, glue the third ram into position.

It should fit over the nose of the second ram.

You now have a complete Ram-submarine.
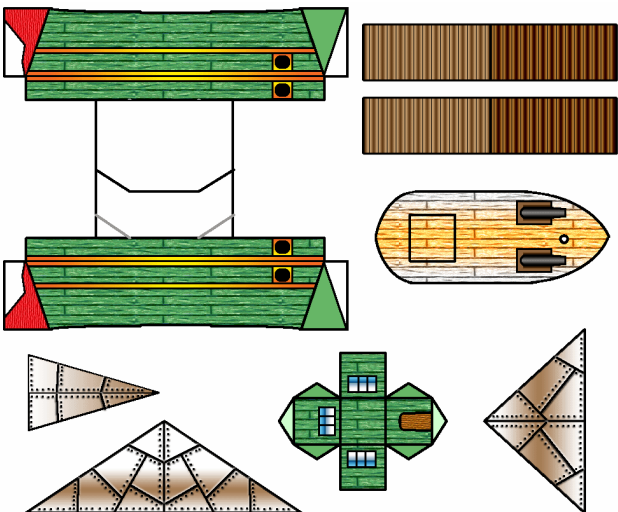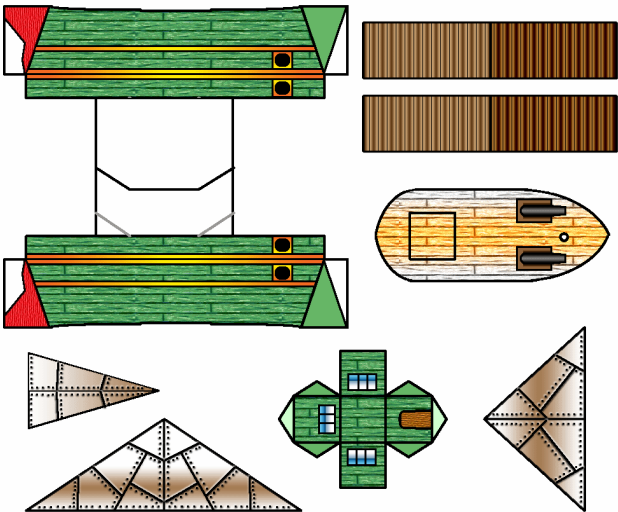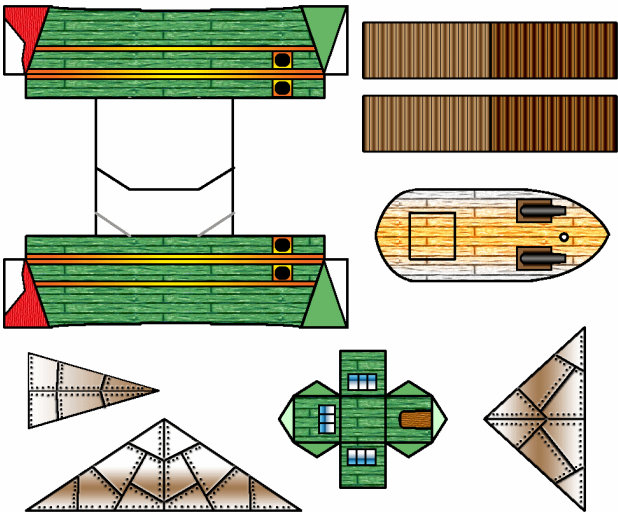
Slavers of Sadalor
Ram Galley

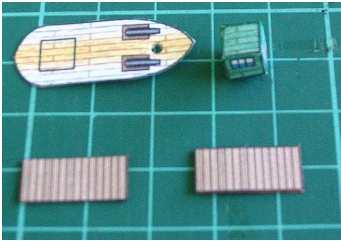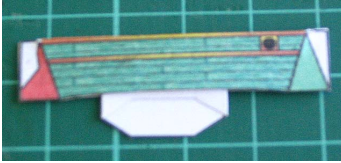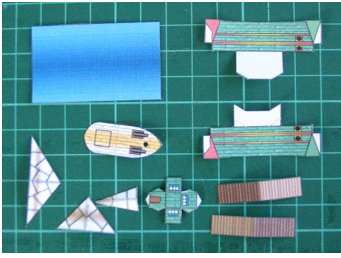The Ram Galley is the original small ship of the Sadalor fleet.

Armed with forward facing cannons and the oversized ram prow, it still causes fear to those who must combat it.

The ram Galley was to be replaced by the Ram Submarine but too many Admirals like the versatility of the little vessel to decommission them from their fleets.

Ram Galleys need to be fast to survive. Because of this ram galley slaves have the chance to be set free after 20 years of service (if they survive). In fact, some of the best Sadalorite commanders started as Ram Galley crew.

This includes Admiral Dumas the current fleet commander, who started in a Ram Galley at the age of 14 and was a senior Captain by the age of 40.

1. Score all top fold lines

2. Cut out the pieces of the ship, taking care around the bottom curves of the hull

3. Score the reverse side of the hull pieces

4. Fold down side pieces of hull and glue.

5. Trim the inside hull pieces at the front and back

6. Fold the oar sections

7. Fold the Cabin box

8. Pierce the Deck for the Toothpick mast

9. Glue the two hull sides together

10. Trim the bow flap and rudder flap.

11. Glue the two deck supports together, making sure they line up correctly

12. Glue the cabin to the deck

13. Glue the oars to the hull, they should fit just under the line

14. Glue the deck to the hull

15. Glue the hull to the base

16. Glue the first ram to the bow, try to make it fit the bow as close as possible

17. Glue the second ram to the first, try to make it fit as close as possible

18. Glue the third ram to the second, try to make it fit as close as possible

19. Cut a toothpick to 3.5cm (1 3/8") in length
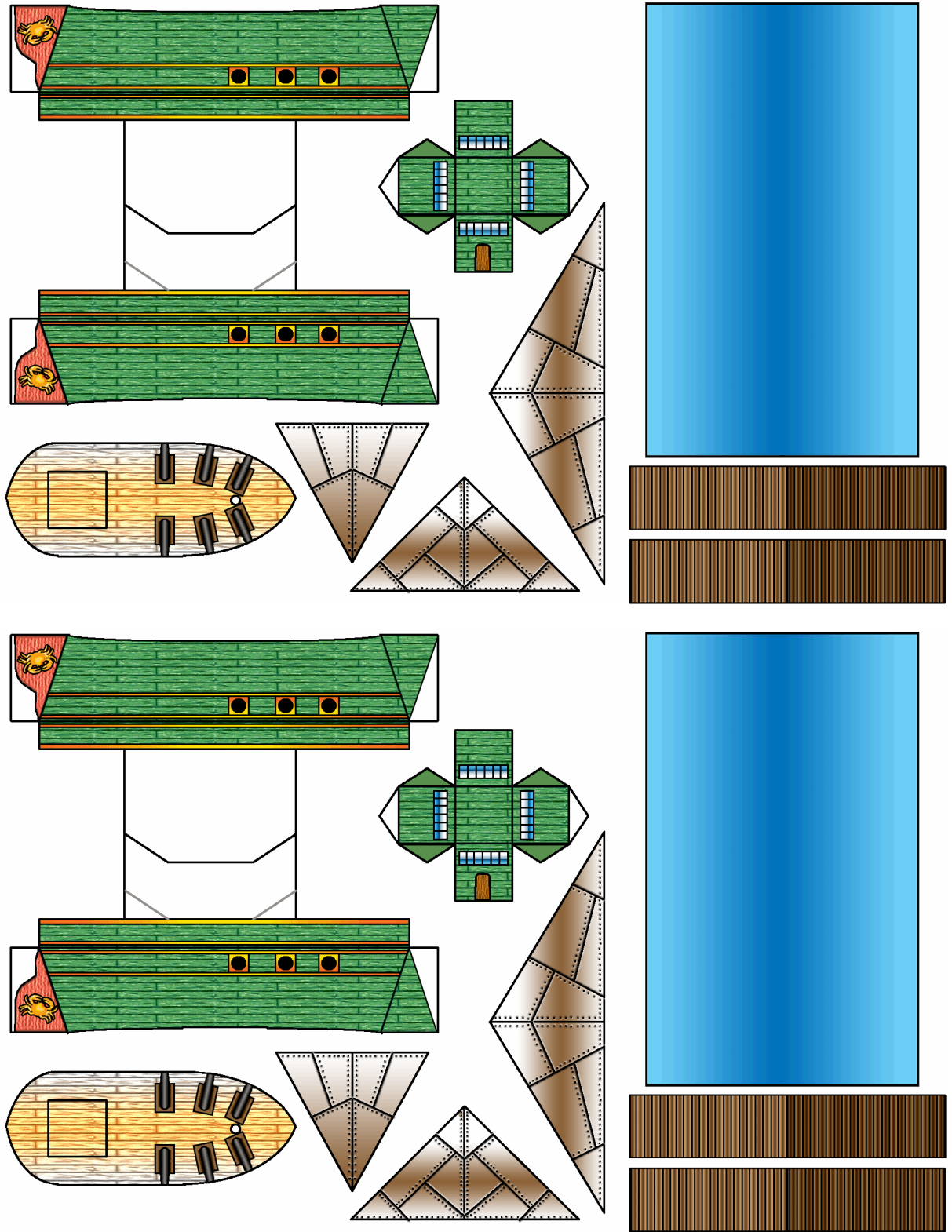
20. Insert toothpick into deck

The Banner Sail will be supplied in another file, along with sails for the other ships

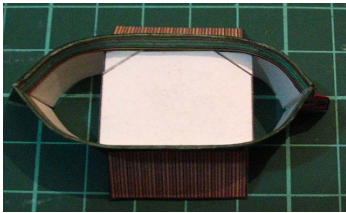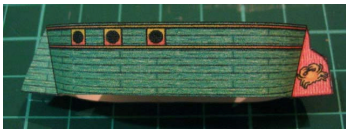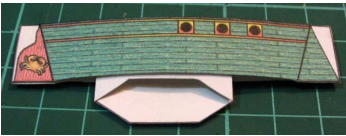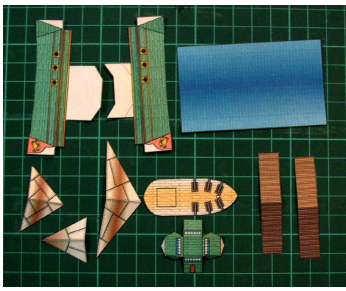For those who can't wait the sail size is 2cm x 3.5cm (3/4"x1 3/8"). Double the size to 7cm and draw two sides and then wrap around the mast, put two curves in the sail.
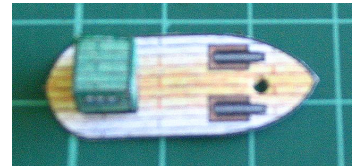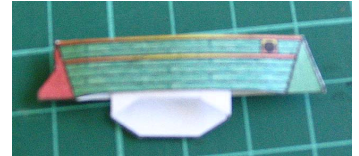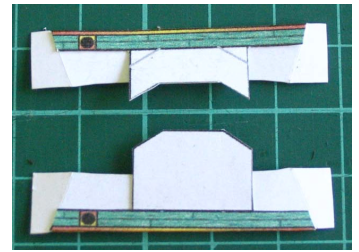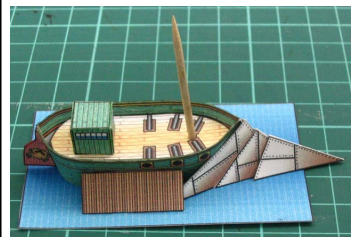
Slavers of Sadalor
Ram Ship

The Ram ship is the mainstay of the Slaver fleet. The originals were converted from Kingdom Great ships but now they are specifically constructed in the shipyards of Sadalor. The broadside cannons and massive ram prow, make this one of the best offensive ships on the sea. Slaves sent to work on a Ram Ship are doomed to a lifetime of hard work. Usually only the worst or most dangerous slaves are found on a Ram ship. Occasionally a slave may get transferred to a Ram Galley but they receive no credit to their service record from any years spent on the ram ship.

1. Score all top fold lines

2. Cut out the pieces of the ship, taking care around the bottom curves of the hull

3. Score the reverse side of the hull pieces

4. Fold down side pieces of hull and glue.

5. Trim the inside hull pieces at the front and back

6. Fold the oar sections

7. Fold the Cabin box

8. Pierce the Deck for the Toothpick mast

9. Glue the two hull sides together

10. Trim the bow flap and rudder flap.

11. Glue the two deck supports together, making sure they line up correctly

12. Glue the cabin to the deck

13. Glue the oars to the hull, they should fit just under the line

14. Glue the deck to the hull

15. Glue the hull to the base

16. Glue the first ram to the bow, try to make it fit the bow as close as possible

17. Glue the second ram to the first, try to make it fit as close as possible

18. Glue the third ram to the second, try to make it fit as close as possible

19. Cut a toothpick to 5cm (2") in length

20. Insert toothpick into deck

The Banner Sail will be supplied in another file, along with sails for the other ships

For those who can't wait the sail size is 2.5cm x 5cm (1"x2"). Double the size to 10cm and draw two sides and then wrap around the mast, put two curves in the sail.
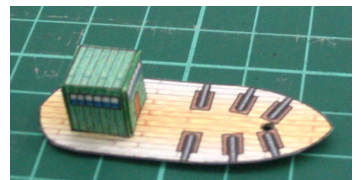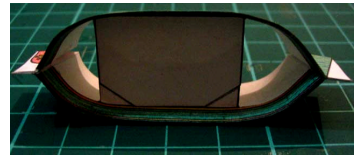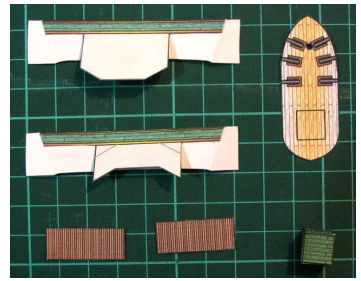
Slavers of Sadalor
Transport Hulk
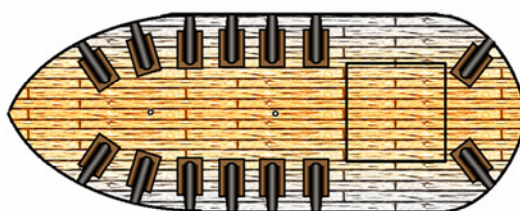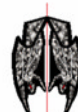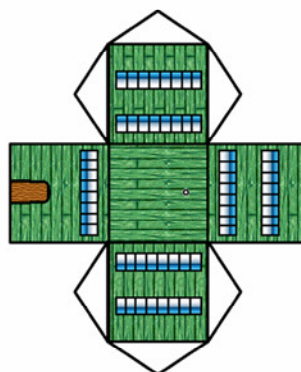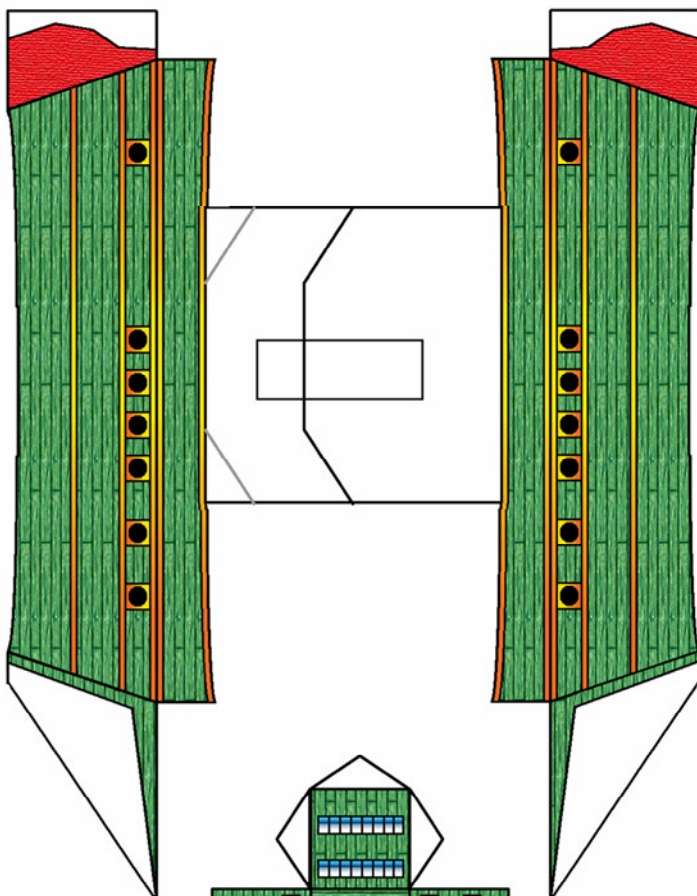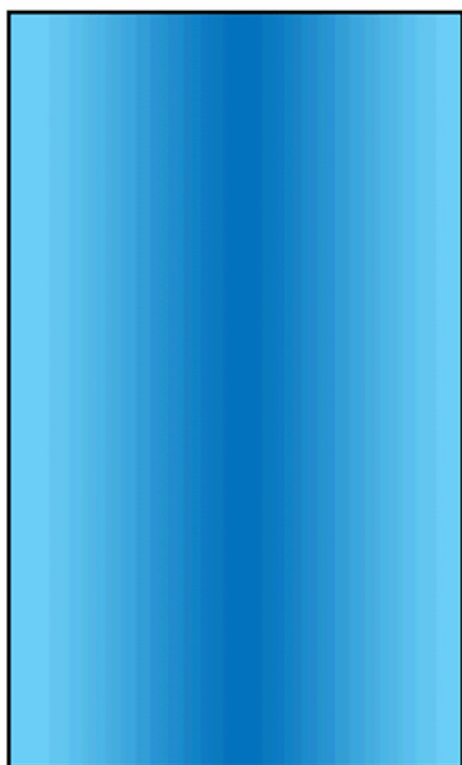
The Hulks are large transport ships. The crew are normally hard tough men who operate the ship under sail and man the ranks of cannons that fill the deck. Down below are four levels of cells. Two levels contain oar banks to enable the captives to row the ship. Rebellious captives are usually made to row the boat for the whole trip, but all captives except for some women and children must take a turn at the oars. This breaks their will and helps make them into willing slaves for the markets. Captives who show strength and ability in rowing will usually be retained to man the Ram Galleys or Ram Ships of the Sadalor fleets.

The Hulks can use their cells to transport goods, but they are usually a lot slower when full and travelling under sail. Although they look the same size as a Kingdom Galleon, a large amount of their bulk is below the surface,

If all the Hulks in a Sadalorite fleet are full then the fleet will try to avoid combat, not because they can't fight, but because they do not want to waste merchandise by leaving them to drown.
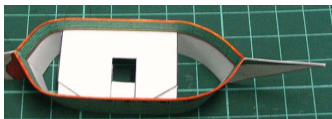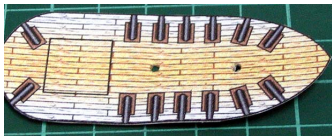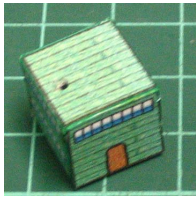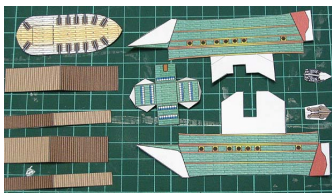
1. Score all top fold lines

2. Cut out the pieces of the ship, taking care around the bottom curves of the hull

3. Score the reverse side of the hull pieces

4. Fold down side pieces of hull and glue.

5. Trim the inside hull pieces at the front and back

6. Fold the oar sections

7. Fold the Cabin box

8. Pierce the Deck and cabin for the three Toothpick masts

9. Glue the two hull sides together

10. Trim the bow flap and rudder flap

11. Attach a figure head if required

12. Glue the two deck supports together, making sure they line up correctly

13. Glue the cabin to the deck

14. Glue the small oars to the hull, they should fit just under the lower line

15. Glue the large oars to the Hull they should just fit under the upper line

16. Glue the deck to the hull

17. Cut two toothpicks to 5cm (2") in length for the front and rear masts

18. Insert a whole toothpick into the centre hole in the deck

19. Insert the cut toothpicks into the cabin and for deck

20. Glue the hull to the base

The Sails will be supplied in another file, along with sails for the other ships

For those who can't wait the sail sizes are two 3.5cm x 3.5cm (1 3/8"x1 3/8") triangles and one 5cm x 5cm (2"x2") triangle. Make sure to curve the sails.
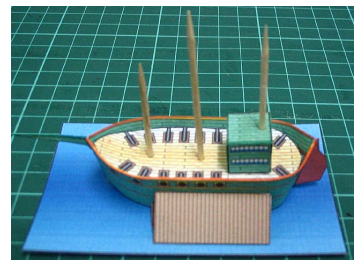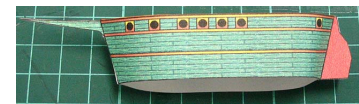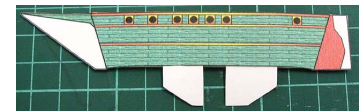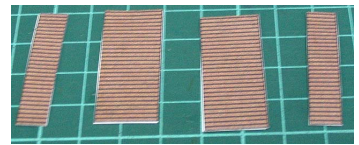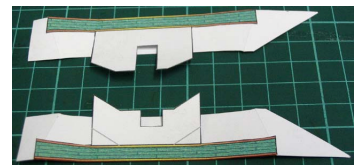
SLAVERS OF SADALOR

Sadalor originally was a large inhospitable island bequeathed by the King to the Von Heldridge Royal line.
An old extinct volcano, the main island consists of a group of small hills and craters that was uninhabited except for a small fort that some previous Von Heldridge thought was necessary to protect the ocean-bound property. Around the main island are the remains of the first volcano crater. This made accessing the island almost impossible with sharp outcroppings creating a natural barrier to enemy ships and keeping the main island out of cannon range. If that was not enough, the only gap in the outer crater is where a group of giant crabs had taken residence. The location is close to the turbulent ocean, their main source of food but still within the calm waters of the outer crater.

Duke Talmir Von Heldridge commandeered the island when his coupe to take over the Kingdom failed. The Royal family, in retaliation, tried to invade the fortified stronghold but had to give up when half their fleet was lost and other countries started looking on them as a weak opponent ready for conquering.
Duke Talmir exiled from his homeland and still seething from his failed act of treachery, decided to set up his own small protectorate on the island, eventually aiming to wreak havoc on his former homeland.
Through old acquaintances and new "friends" he developed the island into a safe harbour for pirates and brigands. It was his son, Garden, however who started the kidnapping and selling of the Kingdom's civilians. The Sadalorites developed specific craft to destroy enemy ships, forcing the survivors to be captured or drown in the sea. The Sadalor fleet would head out to the open sea with a fleet of hulks and ram ships. The ram ships would sink the enemy ships and the survivors put to work on the hulks to row them back to Sadalor. This helped break the captives spirits and weed out the non-productive slaves. The Slavers of Sadalor were becoming a new force on the oceans.

Garden Von Heldridge also bestowed upon himself the title - "King of Sadalor" when his father died. He replaced the coat of arms featuring an Owl on blue to a crab on turquoise, taking the Giant Crab as the mascot and using the colour of the ocean surrounding the island. However the King of Sadalor is no longer a hereditary line. Today, although the current king is a descendant of Garden and Talmir, the king is always elected by the Sadalor Slave council, to reign until considered unworthy.

The island is well defended with cannon towers lining the outer crater. A safe harbour was created by opening up a smaller crater to the sea, on the lee side of the main island. Farmland has been cultivated in the valley of the main crater, where the soil was found to be particularly rich. The entrance through the outer crater has a fortress on the main island directly opposite and the Giant crabs have been trained to ignore the slaver's ships but attack anything else that tries to enter.

The hulks make excellent cargo carriers, so whatever Sadalor can't produce; they buy with the proceeds of their business. The slave items of trade now include all races and creeds, not just kingdom citizens.
This has caused many delegations to be sent to Sadalor, requesting they cease their attacks and stop the slave trading. However, all that has been achieved is a ransom system to retrieve persons of importance before they are transported and sold at the slave markets.

Although individual fleets have been conquered and destroyed, the Island of Sadalor stands firm. It would take the combined fleets of all the nations to defeat Sadalor, and then only at a cost that many consider to be too high to pay.
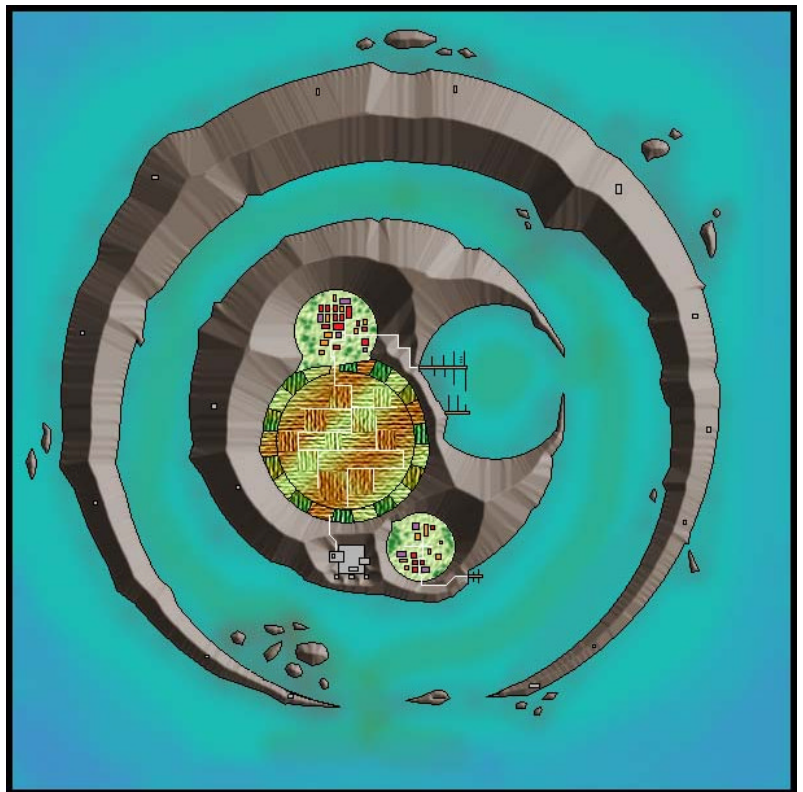
However the day may come . . .
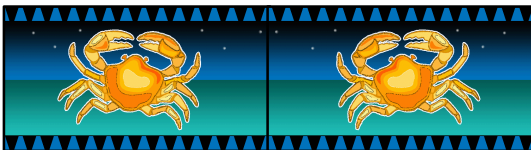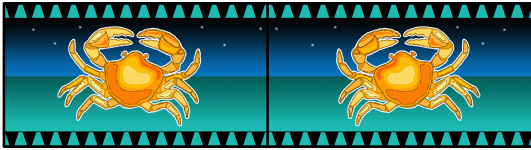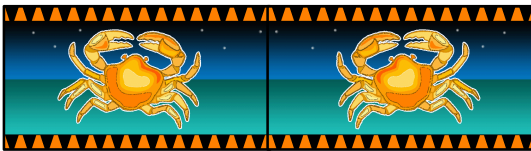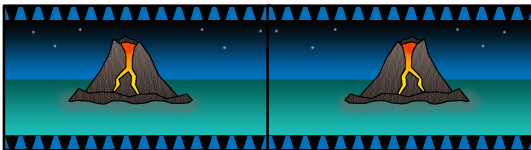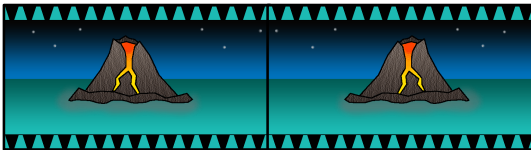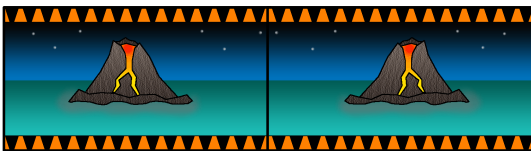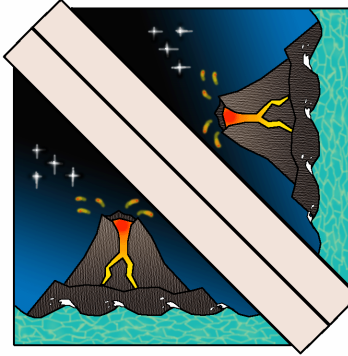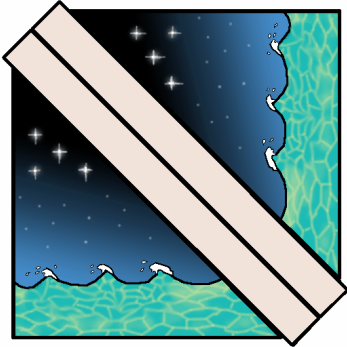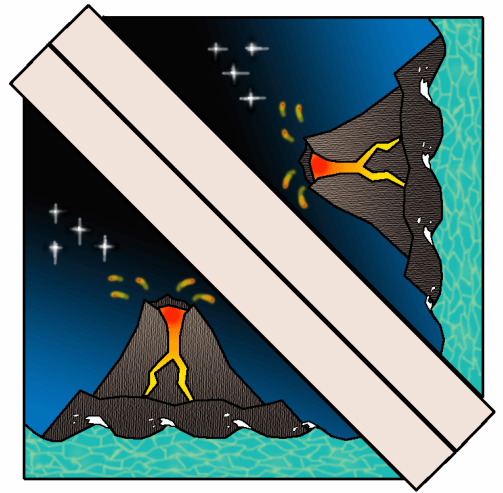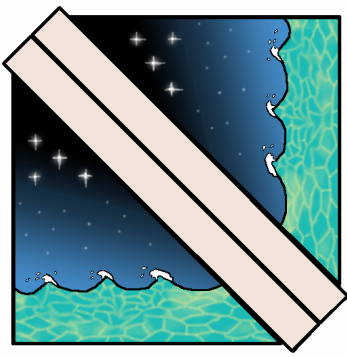
Fold the Hulk sails in half. Roll the sail spars to create round rods or trim for a flat easier to glue surface.

Banner sails get glued around the mast.