

Chain Ferry Lair by Tom Cartos

Background

The River Sar is over a mile wide at its narrowest, and there is only a single bridge that is all the way South towards the coast. The fast-flowing current make the river quick to navigate when travelling towards the ocean, but when trying to cross, the current forces boats miles downstream and off track.

To solve this problem, several chain ferries have been set up along the river's length. These ferries work by pulling themselves along giant chains that are suspended below the surface of the water and attached on either bank. The chains hang low enough when not in use that other vessels can pass over them, but the chains can also be tightened to stop larger ships from being able to pass.

Grid Information

GRID SIZE – 34x22 (300DPI)

VTT SIZE –4760x3080 (140DPI)

RECOMMENDED PRINT SIZE – A1/ANSI D

Design Notes

Deck

- **01 – Outrigger** – These large floating pontoons help stabilise the ship.
- **02 – Deck** – The journey takes a couple of hours, so benches are provided for passengers to sit.
- **03 – Chain Wheel** – The wheel turns slowly, pulling the ferry along the length of the chain.
- **04 – Storage** – As well as human passengers, the ferry is used to transfer goods back and forth.
- **05 – Head**
- **06 – Captain's Quarters** – The ferry captain has little to do once the boat is moving and payment has been taken. Aside from checking the wheel for debris occasionally, he prefers to avoid talking to the passengers as much as possible.
- **07 – Armoured Prow** – As the ship cannot be steered, there is the potential for collision, either with flotsam or with ships travelling downstream that are not paying attention. The prow is armoured on either side to deflect any potential impact.
- **08 – Chain** – The chain is huge, each link hand forged and attached. Despite this it is still substantially cheaper and quicker to build and maintain than a bridge.

Canopy

- **09 – Ballista** – The single ballista is enough to ward off any small-time thieves and the captain is also adept at dealing with medium sized flying monsters. However, it is not much use against any real threat.
- **10 – Canopy** – Provides some light reprieve from the elements.