

Master Ship Table			Speeds (# of D-4's)				Turnin	Cost				
Rate	Type	Mast #	A	B	C	D	g Ability	El	Cr	Av	Gr	Pr
1	100+ Gun SOL	3	3	2	1	0	1	45	35	30	25	20
2	80-98 Gun SOL	3	3	2	1	0	2	40	30	25	20	15
3	60-75 Gun SOL	3	4	3	2	0	3	35	25	20	15	10
4	Frigate	3	5	4	2	0	3	30	20	15	10	8
5	Brig, Sloop, or Light Frigate	3	5	4	2	0	3	25	15	10	8	6
6	Galleon or Radeau	2 or 3	6	5	3	1-2 Mast	3	20	10	6	5	4
7	Merchantman	2 or 3	6	5	4	1-2 Mast	3	15	5	4	3	2
8	Cutter	1	3	2	1	1	3	6	4	3	2	1
*	Cannot Cause Rate 1 or 2 ships to lose Rate unless Raking							Crew Quality				
9 th Rate Ships = Strike								+3	+2	+1	0	-1
10 th Rate Ships = Sink								El	Cr	Av	Gr	Pr

Crew Checks
Roll 1d6 + Crew Quality: If >4 Pass
Grapppling / Un-grappling
Collision / Un-fouling
Cutting Masts/ Un-Grounding
Fire Fighting
Drift Recovery
Morale

1. Firer rolls 1d6 + Target Ship Rating+ Range Modifier												
2. Target Rolls 1d6 +Firing Ships Rating												
3. Firer - Target = Damage Table Column Number												
Range Modifier												
1	2	3	4	5	6	7	8	9	10	11	12	13
+4	+3	+2	+1	0	-1	-2	-3	-4	-5	-6	-7	-8
Bow Rake +2 (Maximum 4 Hexes)												
Stern Rake +4 (Maximum 4 Hexes)												

Column	0	1	2	3	4	5	6	7	8	9	10	Grape	
Roll	Damage Table					Collision		Roll 1D12					
1	-	-	-	Mast	Mast	Mast	Steer	Steer	Steer	Sink	Sink	-	
2	-	-	-	-	-	-	-	-	Strike	Mast	Explode	-	
3	-	-	-	-	-	-	-	-	Mast	+3	+3	-	
4	-	-	-	-	-	-	-	Mast	+3	+2	+3	-	
5	-	-	-	-	-	-	-	+2	+2	+2	+2	-	
6	-	-	-	-	-	-	+2	+2	+2	+2	+2	CC	
7	-	-	-	-	-	Mast	+2	+2	+2	+2	+2	CC	
8	-	-	-	-	+1	+1	+1	+1	+2	+1	+1	CC	
9	-	-	-	+1	+1	+1	+1	+1	+1	+1	Fire	CC	
10	-	-	+1	+1	+1	+1	+1	+1	+1	Steer	Steer	CC	
11	-	+1	+1	+1	+1	+1	+1	+1	+1	Mast	Strike	Strike	
12	Mast	Mast	Mast	Mast	Mast	Mast	Fire	Fire	Fire	Fire	Explode	Strike	

-	No Damage	Mast	-1 Mast, roll for Mast loss	Loss of Mast	1 st Roll 1d6 If:
+1	+1 Raise Rating	Steer	Ship May Not Turn	1-4	2 nd Roll 1d6
+2	+2 Ratings, -1 Crew	Fire	No Fire, May Not Turn		1,3,5 = falls to Left
+3	+3 Ratings, -1 Crew	Strike	Holds Position		2,4,6 = Falls to Right
CC	Crew Check	Explode	Destroyed, Check for others	5-6	Mast Falls Free
Rate Loss	Lose 2 Rates than Lose 1 Crew level	Sink	Destroyed, Check for others	Collosion	Active Ship Crew Checks, Both ships Roll on table #5

GrapeShot	Range 1 Hex, Roll extra d12, If CC Failed = Strike	Drifting	1d4 in direction of Wind
DoubleShot	Range 2 Hexes, 2 Command Phases to load, Moves Damage Right 2 Columns	Anchors	Bow or Stern, Turn 2 hex sides per turn, Two turns to unanchor or Cuts the Anchor may move normally. Anchor lost.
ChainShot	Range 5 Hexes, (+1 = None, +2 = CC, +3 = Mast), If CC Failed = Strike	Boarding	1. Attacker Rolls 1d6 + Crew Quality + Rating of Target Ship 2. Defender Rolls 1d6 + Crew Quality + Rating of Attacking Ship 3. If Attacker higher wins else Unsuccessful
HotShot	Before making attack, attacker rolls 1d6, (If = 6 = Fire and no shot at Target) Range 8 Hexes, Roll additional d6, (If = 6 = Fire), If Regular roll = Fire = Explode		
Fire	Command Phase Roll to Put out fire, If not than Roll 1d6, (If = 6 = Explode)	Fouling	1D6 for each ship. fouled on a roll of 1 or 2.
Mast	Lose 1 D-4 per lost Mast, Roll for "Loss of Mast"	Ground	Roll on Table #5

Sequence of Play	
1. Command and Control Phase	
a)	Issue Orders
b)	Unfouling = CC
c)	Ungrappling = CC
d)	Recover out of Irons = CC
e)	Cut Mast = CC
f)	Steering Repair = CC
g)	Fires = CC
h)	Drift for Grappled or Fouled
i)	Drift for others
j)	Record Settings
2. Action Phase	
a)	Movement and fire, Active Player may fire first
3. Boarding / Melee Phase	
a)	Grappled or Fouled ships may attempt to Board

Name	#				CREW	RATE	Name	#				CREW	RATE
					Elite	1 st						Elite	1 st
					Crack	2 nd						Crack	2 nd
Masts	3	2	1		Average	3 rd	Masts	3	2	1		Average	3 rd
Turn Ability					Green	4 th	Turn Ability					Green	4 th
					Poor	5 th						Poor	5 th
Wind Attitude						6 th	Wind Attitude						6 th
Quater	A	=				7 th	Quater	A	=				7 th
Astern	B	=				8 th	Astern	B	=				8 th
Close Hauled	C	=			Strike	9 th	Close Hauled	C	=			Strike	9 th
Dead Ahead	D	=			Sink	10 th	Dead Ahead	D	=			Sink	10 th

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Quater	A	=				7 th	Quater	A	=				7 th
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