

# REFERENCE SHEETS

## Turn Sequence

1. Roll for Wind (from Turn 2 onwards)
2. Initiative
3. Activations (repeated for each ship)
  - a. Movement (1 Move Step at a time, turning at the end)
  - b. Shooting (after each Move Step)
  - c. Boarding Actions (After all Move Steps and Shooting)
4. End Phase

| Crew Level    | Required Score to Pass Skill Test |
|---------------|-----------------------------------|
| Inexperienced | 6                                 |
| Regular       | 5+                                |
| Veteran       | 4+                                |

## Roll for Wind

| 2D6 score | Effect                     |
|-----------|----------------------------|
| 2-4       | Move 1 step clockwise      |
| 5-9       | No change                  |
| 10-12     | Move 1 step anti-clockwise |

## Evading & Colliding

Skill Test with +1 modifier. If one ship is 2 sizes smaller, it gets another +2. If both tests fail, there is a collision. Otherwise, moving ship turns away to avoid contact and completes Turn.

Damage:

- Both ships start with 1D10
- +1 D10 for each size larger than the other
- The result is the damage the other ship suffers. If Activating ship is at Full Speed, add 5 to the damage score of both ships. Tiny ships only do half the final damage total however (rounding down)
- Terrain causes 1D10 damage per size of ship hitting it

After a collision, if one or both ships have not been destroyed, reduce their Speed by one, or take D3 more damage if already Anchored or Grounded.

Activating ship turns to avoid collision and Activation then is over.



## Shooting

When a ship shoots, follow the procedure below:

1. Choose targets
2. Measure range
3. Determine dice
4. Roll to hit
5. Apply Damage

| Card Icon | Weapon Type               | Max Range | Dice  | Damage |
|-----------|---------------------------|-----------|-------|--------|
|           | Heavy Weapons (H)         | 20"       | Blue  | 2      |
|           | Light Weapons (L)         | 14"       | Red   | 1      |
|           | Close Quarter Weapons (C) | 8"        | Black | 3      |
|           | Indirect Weapons (IDW)    | 22"       | Green | D6     |

- Natural 1s are misses
- 6+ is a hit
- Natural 10s that are successful hits also cause a Critical Hit
- Misses are discarded

Any dice that score hits will cause Damage.

## Damage Modifiers

| Type of Shot | >3" or IDW         | ≤ 3" (Point Blank), not IDW |
|--------------|--------------------|-----------------------------|
| Normal       | normal             | x2                          |
| Bow Rake     | normal + 1 per hit | x2 + 1 per hit              |
| Stern Rake   | x2                 | x3                          |

**Firing at Grappled Ships** - First pass a Skill Test. Fail and the shot is wasted (but the ship is still considered to have fired into the arc). Pass and roll to hit as normal, but then divide any Damage caused equally (rounding up) to all ships in the Grapple. If any Critical Hits are scored, only the original target enemy ship rolls on the table.

## Crippled Ships

A ship is Crippled while Damage on it exceeds its Nv value.

- Cannot move faster than Battle Speed
- Halves the number of each type of Weapon it has in each Weapon Position (rounding up)
- Halves its Crew Strength (rounding up) in Boarding Actions (if also Surrendered, the CS is only halved once)

Every time a Crippled ship Activates within 10" of a non-Surrendered enemy ship, of size Medium or greater, that is at least partially visible to it, it must again make a Skill Test (known as a Nerve Test) to avoid Surrendering.

## Shooting Modifiers

| Factor                | Condition  | Modifier |
|-----------------------|--|----------|
| Range                 | Target over 10" from attacking ship (not applicable to Indirect Weapons)   | -1       |
|                       | Point Blank – target is within 3" of attacking ship                        | +2       |
| Crew of Shooting ship | Veteran  | +1       |
|                       | Inexperienced  | -1       |
| Speed                 | Shooting OR Target ship is Anchored/Grounded                               | +1       |
|                       | Shooting ship is at Full Speed   | -1       |
|                       | Target ship is at Full Speed   | -1       |
| Target size           | Tiny   | -2       |
|                       | Small  | -1       |
|                       | Large or Extra Large   | +1       |
| Visibility            | Target is Partially Visible  | -1       |
| Indirect Weapon       | Shooting ship fires with an Indirect Weapon                                | -2       |
| Snap fire             | A ship Fires as She Bears (see page 29)                                    | -2       |
| Evasive Move          | Shooting ship has previously rolled to Evade during the current Activation | -1       |

## Critical Hit Table

| 2D6 result | Effect  |
|------------|---|
| 2-3        | Sail/Engine Critical Hit - The ship takes an additional D6+2 damage. Reduce the ship's current Speed by one (e.g. from Battle Speed to Steady). If the ship is already Anchored or Grounded, it suffers a further D3 damage instead |
| 4-5        | Major Structural Damage - The ship takes an additional D6+2 damage  |
| 6-8        | Minor Structural Damage - The ship takes an additional D3+1 damage  |
| 9-10       | Major Structural Damage - The ship takes an additional D6+2 damage.   |
| 11-12      | Crippling Damage! - The ship takes an additional D6+4 damage. Place a Blaze marker next to the ship. See Ships on Fire on page 28 for details of this damage effect   |

## Boarding Actions

Boarding Actions are resolved in a sequence as follows:

- Grapple** – unless the ship is already Grappled, it may attempt to ensnare a target (within 3")
- Align** – if the Grapple is successful, the two ships are then moved together
- Attack!** – the crews of both ships now roll to attack each other (1D10 per CS). Half CS (round up) for Surrendered or Crippled Ships. 6+ to cause 2 damage. Natural 10s cause 4 damage
- Results** – the results of the boarding action are determined and then the Activating ship's Turn is complete. If a losing ship is Crippled, it must make a Nerve Test with a -1 modifier

## Boarding Action attack roll modifiers

| Crew Level  | Modifier |
|---|----------|
| Inexperienced   | -1       |
| Veteran   | +1       |
| Attacking ship in the first Boarding Action following a Grapple | +1       |
| Fighting crew has Surrendered                                   | -1       |

When a ship Activates and is already Grappled it may either:

- Attempt to Repel Boarders (fight a Boarding Action),
- or**
- Attempt to Disengage (pass a Skill Test with -1 if Crippled; Fail and Repel Borders instead)

Any Crippled ships must roll their Nerve Test first, prior to selecting either of these options.