

DAMAGE EFFECTS TABLE

HITS ACHIEVED (Firing High at Rigging)																			
1	2	3 (1)	4 (1)	5 (1)	6 (2)	7 (2)	8 (2)	9 (3)	10 (3)	11 (3)	12 (4)								
1R	2R	3R	4R	5R	6R	7R	8R	9R	10R	11R	11R1H1C	>21							
									9R1H1C	10R1H1C	11R1H1C	20							
									8R1H1C	9R1H1C	10R1H2C	10R2H2C	19						
									7R1H1C	8R1H1C	9R1H2C	10R1H2C	10R2H3C	18					
									6R1H1C	7R1H1C	8R1H2C	8R2H2C	9R2H3C	9R3H3C	17				
									5R1H1C	6R1H1C	7R1H2C	7R2H2C	8R2H3C	9R2H3C	9R3H3C	16			
									4R1H1C	5R1H1C	6R1H2C	6R2H2C	7R2H3C	7R3H3C	8R3H3C	8R4H3C	15		
									3R1H1C	4R1H1C	5R1H2C	5R2H2C	6R2H3C	7R2H3C	7R3H3C	8R3H3C	8R4H4C	14	
									2R1H1C	3R1H1C	4R1H2C	4R2H2C	5R2H3C	5R3H3C	6R3H3C	6R4H3C	7R4H4C	7R5H4C	13
									1R1H1C	2R1H1C	3R1H2C	3R2H2C	4R2H3C	5R2H3C	5R3H3C	6R3H3C	6R4H4C	7R4H4C	7R5H5C
1R1C	1R1H2C	2R1H2C	2H2R2C	3R2H3C	3R3H3C	4R3H3C	4R4H3C	5R4H4C	5R5H4C	6R5H4C	6R6H6C	11							
1H2C	1H1R2C	2H1R2C	2H2R3C	3H2R3C	3H3R3C	4H3R4C	4H4R4C	5H4R4C	5H5R6C	6H5R6C	6H6R7C	10							
1H1C	1H1R1C	2H1R1C	3H1R2C	3H2R3C	4H2R3C	5H2R3C	5H3R4C	6H3R4C	6H4R5C	7H4R6C	7H5R6C	9							
1H	2H1C	2H1R1C	3H1R2C	4H1R2C	4H2R3C	5H2R3C	5H3R3C	6H3R4C	6H4R4C	7H4R5C	7H5R6C	8							
	2H1C	3H1C	3H1R1C	4H1R2C	5H1R2C	5H2R3C	6H2R3C	7H2R3C	7H3R4C	8H3R4C	8H4R5C	7							
	2H	3H1C	4H1C	4H1R1C	5H1R2C	6H1R2C	6H2R3C	7H2R3C	7H3R3C	8H3R4C	8H4R4C	6							
		3H	4H1C	5H1C	5H1R1C	6H1R2C	7H1R2C	7H2R3C	8H2R3C	9H2R3C	9H3R4C	5							
			4H1C	5H1C	6H1C	6H1R1C	7H1R2C	8H1R2C	8H2R3C	9H2R3C	9H3R3C	4							
			4H	5H1C	6H1C	7H1C	7H1R1C	8H1R2C	9H1R2C	10H1R3C	10H2R3C	3							
				5H1C	6H1C	7H1C	8H1C	8H1R1C	9H1R2C	10H1R2C	10H2R2C	2							
				5H	6H1C	7H1C	8H1C	9H1C	9H1R1C	10H1R1C	11H1R1C	1							
					6H1C	7H1C	8H1C	9H1C	10H1C	11H1C	11H1R1C	<0							
1	2	3	4 (1)	5 (1)	6 (1)	7 (1)	8 (2)	9 (2)	10 (2)	11 (2)	12 (3)								
HITS ACHIEVED (Firing Low at Hull)																			

Combat Results:

#= Number of Hits of the Type Noted:

H= Hull Hits

R= Rigging Hits

C= Crew Hits

DIE ROLL MODIFIERS:

-1 DRM Firing with the wind (to Leeward)

+1 DRM Firing into the wind (to Windward)

Firing High

+1 DRM Crew **Morale** is Handy

-1 DRM Crew **Morale** is Unfit

Firing Low

-1 DRM Crew **Morale** is Handy

+1 DRM Crew **Morale** is Unfit

MORALE EFFECTS TABLE

HITS ACHIEVED												DIE ROLL	
1	2	3	4	5	6	7	8	9	10	11	12		
0	0	0	0	1	1	1	2	2	2	3	3		7
0	0	0	1	1	1	2	2	2	3	3	3		6
0	0	1	1	1	2	2	2	3	3	3	4		5
0	1	1	1	2	2	2	3	3	3	4	4		4
0	1	1	1	2	2	2	3	3	3	4	4		3
1	1	1	2	2	2	3	3	3	4	4	4		2
1	1	2	2	2	3	3	3	4	4	4	5		1
1	1	2	2	2	3	3	3	4	4	4	5		0

DIE ROLL MODIFIERS:

+1 DRM if the Defending Crew **Morale** is Handy

-1 DRM if the Defending Crew **Morale** is Unfit

COMBAT PROCESS

- The attacker rolls a number of dice equal to the number of guns fired and records hits. (Carronade values are doubled at a range of three or fewer movement points.)
- The defender rolls dice based upon smoke and the distance between the attacker and the defender.
- Reduce the number of attacker hits by the number of successful defender rolls to determine the number of hits achieved.
- Roll three dice (two of one color and one of a another) and cross reference this modified roll with the number of hits achieved on the Damage Effects Table to determine damage sustained.
- Cross reference the modified value of the third (differently colored) die with the number of hits achieved on the Morale Effects Table to determine the number of Morale rolls the defender must make.
- If any Morale rolls fail, the defender's Crew Status is moved one space to the left.
- Finally, note the parenthesized number of fire checks on the Damage Effects Table to make if the header (rigging) or footer (hull) is red. (When checking for fires, the header values are used if the die roll is eleven or higher, otherwise use the footer.)

COMBAT EFFECTS TABLES

BASE MOVEMENT POINT TABLE

Initiative Player								Non-Initiative Player
A	B	C	D	E	F	G	H	
0/0	7/6	2/4	1/6	2/9	1/8	2/9	0/9	
7/6	0/0	2/4	2/9	1/6	2/9	1/8	0/9	
4/2	4/2	0/0	2/5	2/5	2/6	2/6	0/6	
6/1	9/2	5/2	0/0	3/3	0/2	2/3	0/3	
9/2	6/1	5/2	3/3	0/0	2/3	0/2	0/3	
8/1	9/2	6/2	2/0	3/2	0/0	2/1	0/2	
9/2	8/1	6/2	3/2	2/0	2/1	0/0	0/2	
9/0	9/0	6/0	3/0	3/0	2/0	2/0	0/0	

Result #/# = Initiative Player/Non-Initiative Player

HULL TYPE BONUS TABLE

DIE ROLL						Hull Type
≤1	2	3	4	5	≥6	
+1	+2	+2	+3	+3	+3	
+1	+1	+2	+2	+3	+3	
+1	+1	+1	+2	+2	+3	Slow

Die Roll Modifier: +/- Crew **Quality**

MOVEMENT TABLES

SEQUENCE of PLAY

- Assign Crew
- Determine Initiative
- Determine Movement Rates
- Activation Cycle:
 - *Select Maneuvers* (if not already selected)
 - *Select First Marked Impulse*
 - *Complete Impulse Activation:*
 - Reveal Maneuver
 - Complete Maneuver
 - Select Maneuver (*if not 12th Impulse*)
 - *Reload* (if applicable)
 - *Conduct Fire Combat* (if applicable)
 - *Grappling* (only if both ships are in same square)
- Melee (only if ships are grappled)
- Bonus Move
- House Keeping
- **Begin Next Turn**

