5.1 Movement Under Sail

	No. of Dice Rolled (Class 1/Class 2)	
	Square Rigged	Fore and Aft Rigged
Beating	1 (or 2*)/2	2/3
Broad Reaching	3/4	4/5
Quarter Reaching	4/5	3/4
Running	2/3	1/2

* Class 1 warships with Experienced Crews or Better, and which have not lost any masts, may roll 2 dice but only move the distance shown on one of them (their choice). (Beating was one of the easier courses on which to control speed by spilling wind from the sails and using other ship handling techniques.)

5.11 Movement effects of Lost and Fallen Masts

Usual # of dice rolled for movement	1 Mast Lost	2 Masts Lost, or 2-Masted Vessel Losing 1 Mast
5	4d6	3d6
4	3d6	2d6
3	2d6	1d6
2	1d6	1d6-1
1	1d6-1	1d6-2

6.8 Repair Tasks (1d6)

	Superior: +2	
Modifier for Captain's rating applied to dice roll	Inspired: +1	
	Inept: -1	
Damage	**Crew > 0**	**Crew = 0**
Freeing fallen masts	4-6	5-6
Cutting Grapples	4-6	5-6
Freeing entangled masts	4-6	5-6
Repairing Wheel	5-6	6

6.9 Fire Fighting (1d6)

	Elite: +2	
Modifier for Crew Quality rating applied to dice roll	Veteran: +1	
	Poor: -1	
Severity of Fire	**Crew > 0**	**Crew = 0**
1 'HF'	4-6	5-6
2 or 3 'HF'	5-6	6
4 'HF'	6	impossible
5 'HFs' or more	impossible	impossible
Any Fire on a mast 'MF'	5-6	6

6.11 Strike Test Modifiers

Strike Test Modifiers
Poor crew: -1
Veteran crew: +1
Elite crew: +2
Lost 1 or more masts, but not dismasted: -1
Dismasted completely: -2
Inept Admiral on board: -1
Inspired Admiral on board: +1
Superior Admiral on board: +2
Wounded Admiral on board: +2
Admiral on board killed: -2
Multiple Strike tests required: -1 for each extra test
Captain Wounded: +1
Captain Killed: -1

6.3 Loading and Reloading

Elite Crew	+2
Veteran Crew	+1
Poor Crew	-1
Loading Single Round Shot plus Grape or Double Round Shot	-2
Loading Double Round Shot plus Grape	-4

A reload action takes place in the player's Command Phase. The number of Command Phases required to load 1 Broadside and one Chaser, or two Chasers, depends on what the player chooses as the ammunition:

Single Round Shot, Grape or Chain 1	1
Double Round Shot or Single Round Shot plus Grape 2	2
Double Round Shot plus Grape 3	3

The player must declare the reload actions he is undertaking, and for which broadside or chaser. The guns may not fire until the rounds are loaded (i.e. double Round Shot may not be fired as single Round Shot after 1 round). Remove Fired Broadside and Fired Chaser markers from each ship as appropriate after the reload action is completed.

6.4 Gunnery Procedure

Range Modifiers

Range	1st to 3rd Rates	4th Rate or smaller	Gunnery Class				
			A	B	C	D	E
Point Blank	0-10 cm	0-10 cm	+4	+2	+2	+6	+3
Short	10-20 cm	10-20 cm	+1	+1	+1	+1	0
Medium	20-40 cm	20-30 cm	0	0	0	n/a	n/a
Long	40-60 cm	30-40 cm	-4	-4	-6	n/a	n/a

Tactical Modifiers

Stern rake* (not Chasers and not Chain Shot)	+3
Bow rake* (not Chasers and not Chain Shot)	+1
Loaded with Double Round Shot or Double Round Shot with Grape (not Ships of Gunnery Class D)	+2
No crew parties and on fire	-1 per fire
Dismasted	-2
Mast over firing side (If the total score on the dice rolled to hit is even, the firing ship catches fire)	-2
Friendly Grappled/Entangled Ship	-4
Superior Ship** vs. ships the same rate or smaller	+1
Inferior Ship** vs. ships the same rate or larger	-1
Elite crew	+2
Veteran crew	+1
Poor crew	-1
Initial Broadside (not Chasers)	+2
Second Broadside	-2
Weather effects	-1 or -2 x ½

*Raking modifiers apply only if the target is at point blank or short range.
To determine whether the target is raked place the Firing Arc Indicator against the bow or stern - if the mainmast of the firing ship falls within the rake arc the target is raked.

** This modifier is not used with Advanced Rules for Small Actions

8 - Boarding Actions

Situation	Modifier	Comment
Superior attacking captain:	+2	
Inspired attacking captain:	+1	
Inept attacking captain:	-1	
Superior defending captain:	-2	Defending ship must be mobile or maneuverable (i.e., not dismasted, lost wheel, drifting, "in irons")
Inspired defending captain:	-1	
Inept defending captain:	+1	
Defending ship not maneuverable* or declared counterboard:	+1	*Dismasted, lost wheel, drifting, or "in irons"
Parallel courses:	+1	Course is within 45° of same or opposite heading
Opposite courses:	-1	
Impromptu attempt:	-1	i.e., due to collision
Difference in rate: (Unrated = 7)	-diff	affects both larger and smaller attackers
Ships entangled:	+1	

Broadside Table											
Attack Number	**Die Roll (2d6)**										
	2	**3**	**4**	**5**	**6**	**7**	**8**	**9**	**10**	**11**	**12**
12 or better	3rr, s	3rr, s	3rr, s	3rr, str	3rr	3rr	2rr	2rr	rr	rr	rr
11	3rr, s	3rr, s	3rr, str	3rr	3rr	3rr	2rr	2rr	rr	rr	rr
10	3rr, s	3rr. str	3rr, str	3rr	3rr	2rr	2rr	rr	rr	rr	rr
9	3rr. str	3rr. str	3rr	3rr	3rr	2rr	2rr	rr	rr	rr	rr
8	3rr. str	3rr, str	3rr	3rr	2rr	2rr	rr	rr	rr	rr	rr
7	3rr, str	3rr	3rr	3rr	2rr	2rr	rr	rr	rr	rr	rr
6	3rr, str	3rr	3rr	2rr	2rr	rr	rr	rr	rr	rr	—
5	3rr	3rr	3rr	2rr	2rr	rr	rr	rr	rr	rr	—
4	3rr	3rr	2rr	2rr	rr	rr	rr	rr	rr	—	—
3	3rr	3rr	2rr	2rr	rr	rr	rr	rr	—	—	—
2	3rr	2rr	2rr	rr	rr	rr	rr	rr	—	—	—
1	3rr	2rr	2rr	rr	rr	rr	rr	—	—	—	—
0	2rr	2rr	rr	rr	rr	rr	—	—	—	—	—
-1	2rr	2rr	rr	rr	rr	rr	—	—	—	—	—
-2	2rr	rr	rr	rr	rr	—	—	—	—	—	—
-3	2rr	rr	rr	rr	—	—	—	—	—	—	—
-4	rr	rr	rr	rr	—	—	—	—	—	—	—
-5	rr	rr	rr	—	—	—	—	—	—	—	—
-6	rr	rr	—	—	—	—	—	—	—	—	—
-7	rr	rr	—	—	—	—	—	—	—	—	—
-8 or worse	rr	—	—	—	—	—	—	—	—	—	—

Ammunition (Reload Actions)	**Max range**	**rr**	**2rr**	**3rr**
Single Round Shot (1)	Long	1 Broadside, 0 Hull, 0 Crew	2 Broadside, 1 Hull, 1 Crew	3 Broadside, 2 Hull, 2 Crew
Grapeshot (No Critical Hits) (1)	Short	0 Broadside, 0 Hull, 1 Crew	1 Broadside, 0 Hull, 2 Crew	2 Broadside, 0 Hull, 3 Crew
Chainshot (No Critical Hits) (1)	Short	No effect	1 Mast	1 Broadside, 1 Mast
Single Round Shot with Grape (2)	Short	1 Broadside, 0 Hull, 1 Crew	2 Broadside, 1 Hull, 2 Crew	3 Broadside, 2 Hull, 3 Crew
Double Round Shot (2)	Short	1 Broadside, 1 Hull, 0 Crew	2 Broadside, 2 Hull, 1 Crew	3 Broadside, 3 Hull, 2 Crew
Double Round Shot with Grape (3)	Point Blank	1 Broadside, 1 Hull, 1 Crew	2 Broadside, 2 Hull, 2 Crew	3 Broadside, 3 Hull, 3 Crew
Result s = Shattered	The ship strikes automatically and is unsalvageable (See 6.12)			
Result str = Strike Test	The ship must immediately take a strike test (See 6.11)			

Damage reduction when larger ships are attacked by smaller: (This effect is not used with Advanced Rules for Small Actions)
Critical hits have normal effect if damage is inflicted by the shot.

1st 2nd or 3rd rates attacked by 5th or 6th rates (attacked by 4th 5th or 6th with effect from 1780) 4th, 5th or 6th rates attacked by Unrated	If attacked from Broadside or Bow Rake reduce the 'rr' result by 2. If attacked by Stern Rake reduce the 'rr' result by 1.
1st, 2nd or 3rd rates attacked by Unrated	Ignore the attack – no damage can be inflicted

Roll	**Critical Hit Effects – Roll 1d6 and apply results below. If not available drop down the table until a valid result is found**
1	Senior Officer hit: Roll 1d6: 1-3 he is killed, 4-6 he is wounded. If Admiral on board, roll d6: 1-3 Admiral is hit, 4-6 Captain is hit.
2	Lose 1 mast (determine which randomly). If under Full Sail two masts are brought down.
3	Wheel shot away
4	Fire starts. If the chosen vessel is already on fire, fire increases in severity by 1HF. If this takes it over 4HF the fire is out of control (see Fire)
5	Structural damage – Reduce Hull Rating by 1 (Mast rating if using "Standard" rules and firing high)
6	Heavy structural damage – Reduce Hull Rating by 2 (Mast rating if using "Standard" rules and firing high)