



REFERENCE

TURN SEQUENCE

1. Weather phase

Determine wind direction and weather conditions.

2. Sailing phase

Set sails and perform manoeuvres.

3. Gunnery phase

Open fire on the enemy.

4. End phase

Resolve any effects that remain in play, and tidy up the gaming area ready for the next turn.

THE WIND TABLE

D6	Result
1	Wind maintains direction. Roll on the Weather Conditions table and apply the result for this turn. Next turn roll a D6 before determining who holds the Weather Gage. On a 1, the weather conditions remain the same. On a 2+ they reset to 'normal'.
2-3	Wind changes 1 point clockwise.
4-5	Wind changes 1 point anti-clockwise.
6	Wind maintains direction, but changes strength. Roll on the Wind Strength table. Next turn roll a D6. On a 1, the wind remains the same. On a 2+ it resets.

WEATHER CONDITIONS TABLE

D6	Result
1-3	Fog. All ranges are reduced to 10cm. Vessels in Squadrons must move independently rather than follow the Squadron rules.
4-5	Heavy Rain. All ranges are reduced to 20cm. No vessel may use sharpshooters. Roll a dice for each ship on fire at the start of their move – on the roll of a 6, the blaze goes out.
6	Raging Storm. Apply the effects of Heavy Rain and Gale. Additionally, Ships of the Line and Frigates must halve their Broadside ratings this turn. Unrated Vessels may not fire.

WIND STRENGTH TABLE

D6	Result
1-2	Becalmed. Other than obeying the rules of Inertia, no sailing vessel may move.
3-4	Wind drops. All vessels must reduce their total movement allowance by 2cm this turn. Any vessel Taken Aback this turn may deduct -1 from the roll on the Foremast Damage table.
5-6	Gale. Any ship that is Taken Aback must add +1 to its roll on the Mast Damage table. Tacking and Boxhauling manoeuvres are made with a -1 penalty to the Command check. Any vessel that begins its turn Beating must halve its movement allowance. Any ship that begins its turn Reaching or Running adds +2cm to its movement allowance this turn.

FOREMAST DAMAGE TABLE

D6 Score	Result
1	Foremast takes D3 points of damage with no saves allowed. If the mast is destroyed, then the mainmast takes 1 point of damage, too (saves as normal).
2	Foremast takes D3 points of damage (save as normal).
3	Foremast takes 1 point of damage (save as normal).
4-6	Mast Holds, no further effect. <i>*In the case of two-masted vessels, apply foremast damage to the mainmast, and mainmast damage to the mizzen.</i>

SAILING PHASE SEQUENCE

1. Nominate Vessel or Squadron
2. Work out Inertia
3. Calculate Movement Allowance
4. Perform Manoeuvres

GUNNERY PHASE SEQUENCE

1. Nominate a Ship
2. Declare Target
3. Aim
4. Check Range and Open Fire
5. Calculate Effects of Damage



GUNNERY CHART

Situation	Modifier
Firing at close range (10cm or closer)	+1
Firing at long range (more than 20cm)	-1
Aiming High	-1
Fire as she bears!	-1
Moving at Full Sail	-1

HIGH LOCATIONS CRITICAL HIT TABLE

D6 Result

- Take a single point of damage. The ship may not change its sail setting next turn.
- Take 2 points of damage instead of 1.
- Take D3 points of damage instead of 1. If the mast is destroyed, remove 1 crew point. All boats not deployed are destroyed.
- The mast is destroyed. It kills D3 crew and inflicting a hit on the hull. If this hit is unsaved, the hull takes D3 points of damage. All boats not deployed are destroyed.

LOW LOCATIONS CRITICAL HIT TABLE

D6 Result

- Take a single point of damage and place a 'May Not Fire' counter next to the ship.
- Take a single point of damage and cross off D3 Crew points.
- Take a single point of damage and place an Ablaze counter next to the ship. Test on the Blaze table in the End phase.
- Take a single point of damage. Roll a D6 at the start of each subsequent Sailing phase – the vessel may not make any turns or manouevres until a 6 is rolled.
- Take D3 damage points instead of the usual 1, and lose a Crew point. Pass a Below the Waterline saving throw or take one Below the Waterline hit.
- Take D6 damage points instead of 1, and lose D3 Crew points. Pass a Below the Waterline saving throw or take D3 Below the Waterline hits.

BLAZE TABLE

D6 Result

- Powder Explosion!** Take D6 points of damage to the hull, and 1 Below Waterline hit, with no saves allowed. In addition, lose D3 Crew points. The ship remains ablaze, but further rolls on this table add +1.
- Fire Spreads.** The damage location takes 1 more point of damage with no save allowed, and the ship remains ablaze. In addition, lose D3 Crew Points to the blaze. Roll a D6: On the score of a 4+, the fire spreads to the sails. Randomly determine which mast is affected first. Roll on the Burning Sails table immediately.*
- Remains Afire.** The damage location takes 1 more point of damage with no save allowed, and the ship remains ablaze. Lose D3 Crew Points to the blaze.
- Remove the Ablaze counter.

*If a mast is already alight, the fire spreads to the next closest mast. If they're all alight, then you don't need to incur any more penalties – you have enough to worry about!

BURNING SAILS TABLE*

D6 Result

- Mast Destroyed.** Lose D3 Crew points and take a hit to the hull. If this hit is unsaved, the hull takes D3 points of damage. If the boats have not been deployed, they are destroyed.
- The Fire Spreads.** The damage location takes D3 points of damage with no save allowed, and remains ablaze. Roll a D6: on a 4+, an adjacent mast sets alight if it hasn't already done so – mark it as ablaze and roll on this table at the end of the next turn. If your ship has the Sharpshooters upgrade, it is lost.
- Remains Afire.** The damage location takes 1 more point of damage with no save allowed, and the ship remains ablaze.
- Remove the Ablaze counter.

* Always roll on the regular Blaze table before this one. If the fire goes out, there's no need to roll here. Make one roll for every mast on fire.

WEAPONS CHART

Weapon Type	Range (cm)	Effects
Light (LT)	20	Only roll D3 instead of D6 on the Critical Hit tables.
Heavy (HV)	30	-1 to enemy saves if target is below half range (0-15cm).
Carronade (CR)	10	-1 to enemy saves and +1 to all dice rolls on the Critical Hit tables.
Mortar (MR)	Guess range 10-20cm	See Mortar special rules.
Rocket (RK)	Guess range 10-30cm	See Rocket special rules.