



- Reference Sheet -

Ship Size	Length	45° Turns/Turn	Minimum Crew	Toughness	Structure Points
Jolly Boat	Up to 5"	4	1	6	5
Small	5" – 10"	3	3	7	16
Medium	10" – 16"	2	5	8	20
Large	16" +	1	8	9	24

Note: Ironclad ships gain +1 Toughness as they are usually built with iron plates, reinforced bulkheads, etc.

Wind Direction

At the start of the battle, roll a D6 to determine wind direction.

- 1-2 North
- 3 East
- 4-5 South
- 6 West

At the beginning of each round, roll a D6 and consult the table below.

- 1 Wind changes direction and moves 90° clockwise.
- 2-5 Wind stays the same.
- 6 Wind changes direction and moves 90° anti-clockwise.

Movement Rates

	SAILING SHIPS			OAR POWERED SHIPS			STEAM POWERED SHIPS		
	Beating	Reaching	Running	Beating	Reaching	Running	Beating	Reaching	Running
Jolly Boat	D3+3"	D6+2"	D6+3"	D3+3"	D6+1"	D6+3"	D3+3"	D6+2"	D6+4"
Small	D3+4"	D6+4"	D6+6"	D3+4"	D6+3"	D6+5"	D3+4"	D6+4"	D6+6"
Medium	D3+2"	D6+6"	D6+8"	D3+3"	D6+5"	D6+7"	D3+4"	D6+6"	D6+8"
Large	D3+1"	D6+8"	D6+10"	D3+2"	D6+7"	D6+9"	D3+3"	D6+8"	D6+10"

Naval Cannons

Type	Range	Strength	Damage	Saves	Crew
Heavy Naval Cannon	60"	10	D6	-	3
Naval Cannon	48"	9	D3	-	2

Note: cannon balls do **not** bounce on water. If the shot lands on the enemy ship then it is hit.

Damage & Wounding Modifiers for Shooting

- +1 **Point Blank.** The range is 10" or less. There is no need to guess a range when firing a cannon. Roll for Misfire otherwise the shot hits.
- +1 **Rake the Decks.** The ship is able to shoot along the length of the enemy through either the bow or stern of the enemy ship.

Note: Point Blank and Rake the Decks bonuses are cumulative. This is the exact tactic Nelson adopted in Trafalgar!

Cannon Misfires

- 1 **Destroyed!** The cannon explodes with a mighty crack. The cannon is destroyed and its crew OOA. Remove the cannon and its crew.
 - 2-3 **Malfunction.** The powder fails to ignite and the cannon does not fire. The cannon cannot fire either this turn or the next turn.
 - 4-6 **May Not Shoot.** A minor fault prevents the cannon from firing this turn. The cannon is unharmed and may shoot as normal next turn.
- Note:** If you roll a Misfire on your Bounce roll when shooting onto land then the cannon is unharmed and the Misfire merely indicates that the cannon ball has stuck in the ground where it hits.

Critical Hits for Sailing Ships

- 1 **Shaken.** D3 crew take a single S3 hit, Armour Saves apply. **Add 1 Damage Marker.**
- 2 **Torn Sheets & Falling Yards.** The ship must reduce speed by D6" immediately. D3 crew take a single S3 hit, Armour Saves apply. **Add 1 Damage Marker.**
- 3 **Rudder Damaged.** Roll a D6 at the start of subsequent turns. 1 – turn 45° to port, 2 – sail straight ahead, 3 – turn 45° to starboard, 4-6 ship moves normally. **Add D3 Damage Markers.**
- 4 **Dismasted.** One of the masts takes a direct hit. The ship's maximum movement is reduced to D6" per turn. D6 crew take a single S3 hit, Armour Saves apply. Subsequent results will immobilise the ship. **Add D3+1 Damage Markers.**
- 5 **Gun Deck Hit.** One piece of artillery is destroyed. D3 crew take a single S4 hit. If the ship has no artillery then only crew are hit. **Add D3 Damage Markers and D3 Fire Markers.**
- 6 **Fire in the Hold!** A fire has broken out on board the ship. **Add D3+1 Fire Markers.**

Running Aground

After running aground or hitting a solid object, roll a D6 and apply the modifiers listed below.

- +2 Ship struck solid obstacle (wreck, rocks, quayside, etc)
- +1 Ship ran aground (sandbanks, mudflats, etc)
- +1 Ship moving at more than 6"
- +2 Ship moving at more than 12"

If the result is a 7+ roll a further D6 and check below.

- 1 **Phew!** Lots of awful grinding of timbers but no effect on the ship.
- 2 **Look Out!** The ship takes D3 damage.
- 3-5 **Crunch.** The ship takes D6 damage.
- 6 **Kerrunch!** The ship takes 2D6 damage.

Roll a further D6. On a score of 4+ the ship is stuck and must be re-floated as described below. Add +1 to the roll if the ship is a Large or Huge class vessel.