

Sailing

This card will have the ship move along its current course.

Special Rules: none

Station: none

Success: Move the ship in a straight line by the amount of inches read off its Sailing Table. Reduce this amount by the speed modifier from the Rigging Damage Table.

Failure: n/a

Sailing

This card will have the ship move along its current course.

Special Rules: none

Station: none

Success: Move the ship in a straight line by the amount of inches read off its Sailing Table. Reduce this amount by the speed modifier from the Rigging Damage Table.

Failure: n/a

Sailing

This card will have the ship move along its current course.

Special Rules: none

Station: none

Success: Move the ship in a straight line by the amount of inches read off its Sailing Table. Reduce this amount by the speed modifier from the Rigging Damage Table.

Failure: n/a

Sailing

This card will have the ship move along its current course.

Special Rules: none

Station: none

Success: Move the ship in a straight line by the amount of inches read off its Sailing Table. Reduce this amount by the speed modifier from the Rigging Damage Table.

Failure: n/a

Sailing

This card will have the ship move along its current course.

Special Rules: none

Station: none

Success: Move the ship in a straight line by the amount of inches read off its Sailing Table. Reduce this amount by the speed modifier from the Rigging Damage Table.

Failure: n/a

Sailing

This card will have the ship move along its current course.

Special Rules: none

Station: none

Success: Move the ship in a straight line by the amount of inches read off its Sailing Table. Reduce this amount by the speed modifier from the Rigging Damage Table.

Failure: n/a

Sailing

This card will have the ship move along its current course.

Special Rules: none

Station: none

Success: Move the ship in a straight line by the amount of inches read off its Sailing Table. Reduce this amount by the speed modifier from the Rigging Damage Table.

Failure: n/a

Sailing

This card will have the ship move along its current course.

Special Rules: none

Station: none

Success: Move the ship in a straight line by the amount of inches read off its Sailing Table. Reduce this amount by the speed modifier from the Rigging Damage Table.

Failure: n/a

Sailing

This card will have the ship move along its current course.

Special Rules: none

Station: none

Success: Move the ship in a straight line by the amount of inches read off its Sailing Table. Reduce this amount by the speed modifier from the Rigging Damage Table.

Failure: n/a

Hard a' port!

The helmsmen put the wheel over, turning the ship, whereupon the sails are braced accordingly.

Special Rules: may only be given if at least one Sailing Card has been turned over since the last Maneuver Command. Ships always turn by at least one compass point.

Station: Master or Captain, Ship Handling -4

Success: turn the ship to port on the spot by as many points as its Rigging Damage table allows.

Failure: no effect

Hard a' port!

The helmsmen put the wheel over, turning the ship, whereupon the sails are braced accordingly.

Special Rules: may only be given if at least one Sailing Card has been turned over since the last Maneuver Command. Ships always turn by at least one compass point.

Station: Master or Captain, Ship Handling -4

Success: turn the ship to port on the spot by as many points as its Rigging Damage table allows.

Failure: no effect

Hard a' port!

The helmsmen put the wheel over, turning the ship, whereupon the sails are braced accordingly.

Special Rules: may only be given if at least one Sailing Card has been turned over since the last Maneuver Command. Ships always turn by at least one compass point.

Station: Master or Captain, Ship Handling -4

Success: turn the ship to port on the spot by as many points as its Rigging Damage table allows.

Failure: no effect

Hard a' port!

The helmsmen put the wheel over, turning the ship, whereupon the sails are braced accordingly.

Special Rules: may only be given if at least one Sailing Card has been turned over since the last Maneuver Command. Ships always turn by at least one compass point.

Station: Master or Captain, Ship Handling -4

Success: turn the ship to port on the spot by as many points as its Rigging Damage table allows.

Failure: no effect

Hard a' port!

The helmsmen put the wheel over, turning the ship, whereupon the sails are braced accordingly.

Special Rules: may only be given if at least one Sailing Card has been turned over since the last Maneuver Command. Ships always turn by at least one compass point.

Station: Master or Captain, Ship Handling -4

Success: turn the ship to port on the spot by as many points as its Rigging Damage table allows.

Failure: no effect

Hard a' port!

The helmsmen put the wheel over, turning the ship, whereupon the sails are braced accordingly.

Special Rules: may only be given if at least one Sailing Card has been turned over since the last Maneuver Command. Ships always turn by at least one compass point.

Station: Master or Captain, Ship Handling -4

Success: turn the ship to port on the spot by as many points as its Rigging Damage table allows.

Failure: no effect

Hard a' starboard!

The helmsmen put the wheel over, turning the ship, whereupon the sails are braced accordingly.

Special Rules: may only be given if at least one Sailing Card has been turned over since the last Maneuver Command. Ships always turn by at least one point.

Station: Master or Captain, Ship Handling -4

Success: turn the ship to starboard on the spot by as many points as its Rigging Damage table allows.

Failure: no effect

Hard a' starboard!

The helmsmen put the wheel over, turning the ship, whereupon the sails are braced accordingly.

Special Rules: may only be given if at least one Sailing Card has been turned over since the last Maneuver Command. Ships always turn by at least one point.

Station: Master or Captain, Ship Handling -4

Success: turn the ship to starboard on the spot by as many points as its Rigging Damage table allows.

Failure: no effect

Hard a' starboard!

The helmsmen put the wheel over, turning the ship, whereupon the sails are braced accordingly.

Special Rules: may only be given if at least one Sailing Card has been turned over since the last Maneuver Command. Ships always turn by at least one point.

Station: Master or Captain, Ship Handling -4

Success: turn the ship to starboard on the spot by as many points as its Rigging Damage table allows.

Failure: no effect

Hard a 'starboard!

The helmsmen put the wheel over, turning the ship, whereupon the sails are braced accordingly.

Special Rules: may only be given if at least one Sailing Card has been turned over since the last Maneuver Command. Ships always turn by at least one point.

Station: Master or Captain, Ship Handling -4

Success: turn the ship to starboard on the spot by as many points as its Rigging Damage table allows.

Failure: no effect

Hard a 'starboard!

The helmsmen put the wheel over, turning the ship, whereupon the sails are braced accordingly.

Special Rules: may only be given if at least one Sailing Card has been turned over since the last Maneuver Command. Ships always turn by at least one point.

Station: Master or Captain, Ship Handling -4

Success: turn the ship to starboard on the spot by as many points as its Rigging Damage table allows.

Failure: no effect

Hard a 'starboard!

The helmsmen put the wheel over, turning the ship, whereupon the sails are braced accordingly.

Special Rules: may only be given if at least one Sailing Card has been turned over since the last Maneuver Command. Ships always turn by at least one point.

Station: Master or Captain, Ship Handling -4

Success: turn the ship to starboard on the spot by as many points as its Rigging Damage table allows.

Failure: no effect

Hard a 'starboard!

The helmsmen put the wheel over, turning the ship, whereupon the sails are braced accordingly.

Special Rules: may only be given if at least one Sailing Card has been turned over since the last Maneuver Command. Ships always turn by at least one point.

Station: Master or Captain, Ship Handling -4

Success: turn the ship to starboard on the spot by as many points as its Rigging Damage table allows.

Failure: no effect

Hard a 'starboard!

The helmsmen put the wheel over, turning the ship, whereupon the sails are braced accordingly.

Special Rules: may only be given if at least one Sailing Card has been turned over since the last Maneuver Command. Ships always turn by at least one point.

Station: Master or Captain, Ship Handling -4

Success: turn the ship to starboard on the spot by as many points as its Rigging Damage table allows.

Failure: no effect

Hard a 'starboard!

The helmsmen put the wheel over, turning the ship, whereupon the sails are braced accordingly.

Special Rules: may only be given if at least one Sailing Card has been turned over since the last Maneuver Command. Ships always turn by at least one point.

Station: Master or Captain, Ship Handling -4

Success: turn the ship to starboard on the spot by as many points as its Rigging Damage table allows.

Failure: no effect

Back Tops 'ls!

On this command some of the sails are set aback, to decrease a ship's speed.

Special Rules: in strong winds or a gale, check for strain on the rigging as per III. whenever the 'All aback!' order is given.

Station: Master or Captain, Ship Handling -2

Success: Discard the next Sailing Card in your stack when it comes up, resolving the card beneath it.

Failure: no effect

Back Tops 'ls!

On this command some of the sails are set aback, to decrease a ship's speed.

Special Rules: in strong winds or a gale, check for strain on the rigging as per III. whenever the 'All aback!' order is given.

Station: Master or Captain, Ship Handling -2

Success: Discard the next Sailing Card in your stack when it comes up, resolving the card beneath it.

Failure: no effect

Back Tops 'ls!

On this command some of the sails are set aback, to decrease a ship's speed.

Special Rules: in strong winds or a gale, check for strain on the rigging as per III. whenever the 'All aback!' order is given.

Station: Master or Captain, Ship Handling -2

Success: Discard the next Sailing Card in your stack when it comes up, resolving the card beneath it.

Failure: no effect

Back Tops 'Is!

On this command some of the sails are set aback, to decrease a ship's speed.

Special Rules: in strong winds or a gale, check for strain on the rigging as per III. whenever the 'All aback!' order is given.

Station: Master or Captain, Ship Handling -2

Success: Discard the next Sailing Card in your stack when it comes up, resolving the card beneath it.

Failure: no effect

Back Tops 'Is!

On this command some of the sails are set aback, to decrease a ship's speed.

Special Rules: in strong winds or a gale, check for strain on the rigging as per III. whenever the 'All aback!' order is given.

Station: Master or Captain, Ship Handling -2

Success: Discard the next Sailing Card in your stack when it comes up, resolving the card beneath it.

Failure: no effect

Back Tops 'Is!

On this command some of the sails are set aback, to decrease a ship's speed.

Special Rules: in strong winds or a gale, check for strain on the rigging as per III. whenever the 'All aback!' order is given.

Station: Master or Captain, Ship Handling -2

Success: Discard the next Sailing Card in your stack when it comes up, resolving the card beneath it.

Failure: no effect

Heave to!

The vessel's sails are braced so as to stabilise it without giving it headway.

Special Rules: ship has to be reaching. In strong winds or gale, check for strain on the rigging.

Station: Master or Captain, Ship Handling -1

Success: Discard all Sailing Cards. To get under weigh again, roll a Ship Handling -1 check in the maintenance phase. Receive Sailing Cards for one setting lower.

Failure: no effect.

Repair Section

The carpenter is ordered to repair a damaged section of the ship.

Special Rules: none

Station: Captain or Master, Leadership -4

Success: Place carpenter in damaged section. At the end of the turn, roll 2d6 for each crew counter. If result is equal to or smaller than the carpenter's 'Carpentry' skill, move the damage marker back by one box up the section's damage track.

Failure: No other 'Repair Section' commands this turn.

Set sails!

Sail hands will run aloft, setting some sails and shaking the reefs out of others.

Special Rules: this order may only be given once per turn.

Station: Master or Captain, Ship Handling -3

Success: shift the Sail Setting on your ship sheet up one setting.

Failure: no effect

Ready to tack ship!

Sailing close-hauled, bow is turned into the wind, and sails are braced round, bringing the ship to a close-hauled course on the opposite tack

Special Rules: may only be given if the ship is sailing as close-hauled as possible

Station: Master, Ship Handling -1 (-3 for gaff-riggers)

Success: turn ship to a close-hauled course on opposite tack.

Failure: the ship goes into stays. In anything above a 'Breeze', check for strain on the rigging.

Ready to wear ship!

Running before the wind, sails are hauled over, allowing ship to luff on the other tack.

Special Rules: may only be given on a running course. Must be given before changing tack.

Station: Master, Ship Handling -3 (-1 for gaff-riggers)

Success: may turn onto the new tack by a point. Note new tack.

Failure: remain on current tack.

Gaff-riggers in anything above 'Breeze' check for strain on the rigging.

Reallocate Crew

The ship's master commands crew to man other stations, as the tactical situation requires.

Special Rules: none

Station: Captain or Master, Leadership -1

Success: you may rearrange the crew figures on your ship sheet in any way you like.

Failure: no effect.

Shorten sails!

Sail hands will run aloft gathering in some sails and reefing others.

Special Rules: this order may only be given once per turn.

Station: Master or Captain, Ship Handling -3

Success: shift the Sail Setting on your ship sheet down one setting.

Failure: no effect

Aimed Fire

The battery commander assigns individual targets.

Special Rules: battery must be ready to fire.

Station: Battery commander, Gunnery ± 0

Success: The next time the battery's guns are fired, the player may choose to assign particular targets to his ship's cannon.

Failure: next time the battery is fired, reduce each die by one step.

Load different Shot

The battery commander instructs his gun crews to charge their cannon with either chain or grape shot.

Special Rules: this order may only be given once per turn.

Station: Battery Commander, Gunnery -3

Success: The reload counter of that battery is moved back to its first box. Shift the marker to the shot type you wish to be loaded.

Failure: no effect

All Hands, Fight Fires!

The ship's master orders his sailors to put out blazes.

Special Rules: Command affects all stations with blaze markers. May only be given once per turn.

Station: Master or Captain, Leadership -4

Success: Roll a d6 for every crew marker in each station with blazes. For each roll of 6, remove one Blaze Marker. Such stations may execute no other orders this turn

Failure: no effect

Prepare for Boarding!

A boarding party is assembled in anticipation to close quarter fighting.

Special Rules: order is prerequisite initiating a boarding action.

Station: Captain of Marines, Leadership -2

Success: move any number of crew markers into 'Boarding Party' box.

Failure: No boarding attempt may be made that turn, crew markers remain in the 'Boarding Party' box.

Stand by to Repel Boarders!

The crew prepares to give enemy boarders a warm welcome aboard their vessel's deck.

Special Rules: none.

Station: Captain of Marines, Leadership -3

Success: see III.3.3.

Failure: Resolve all subsequent Command Checks at +1 to the die roll until the end of the turn.

Drop Anchor!

The crew drops the ship's anchor.

Special Rules: Ship must have taken away all sail. May only be given once per turn.

Station: Master or Captain, Ship Handling -4

Success: The ship is now at anchor. Usually, it will swing round to have its bows point directly into the wind.

Failure: Ship will be adrift for the remainder of the turn and for the next as well.

Weigh Anchor!

The crew raises the vessel's anchor.

Special Rules: Ship must be at anchor. May only be given once per turn.

Station: Master or Captain, Ship Handling -2

Success: Ship is now free to move.

Failure: Ship continues at anchor.

Lower away boats !

The crew gets the ship's boat into the water.

Special Rules: Ship must be hove to, at anchor or must have taken away all sail.

Station: Captain, Leadership -2

Success: Boats are now alongside. Crew may be transferred at will.

Failure: No effect.

Take in boats!

The crew takes in the ship's boats.

Special Rules: The crew takes in the ship's boats.

Station: Captain, Leadership -2

Success: boats that are alongside may be taken in. Crew may be transferred at will.

Failure: No effect.

Weigh Anchor!

Special Rules:

Station:

Success:

Failure: