

**Poep Deck** 4+

Captain

Master

Wheel  
Helm

} -1 per empty box  
to *Maneuver Rolls*

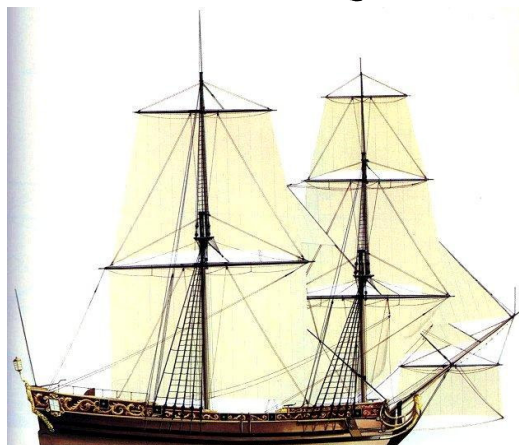
**Main Deck** 4+

Sail hands (15/9/6)

Main deck boarding party

**Carpenter** Carpenter's Crew

# Merchant Brigantine



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**Hull** 5+

damage

leak 1  
leak 2  
leak 3

founders

pumps

water level

**Battery** 4+

Damage

Cannon crew

Port battery

Starboard battery

4d6  
4 Cr

2d6  
2 Cr

1d6  
1 Cr

chain grate

Reload

Starboard battery

Port battery

ready

broadside

**Sail Setting** Close-hauled: 3 points off the wind

3 Storm Sail

7 All Plain Sail

5 Fighting Sail

9 Full Sail

Current Tack

Pt

Stbd

**Rigging** 4+

Foremast

+2 to *Wear Ship*

Main mast

+2 to *Tack Ship*

**Damage Table**

up to ... boxes of damage	3	7	10	14
Effects				
max. course change	3	2	2	1
speed modifier (SSL)	-	-1/2	-1	-2
Maneuver Cmd. mod.	-	+1	+2	+3

**Sailing Table**

Wind Str.	Light Airs	Breeze	Strong Winds	Gale
Course				
Close-hauled	1 1/2	2	1 1/2	1
Reaching	2 1/2	4	3	2
Running	2	3 1/2	2 1/2	1 1/2



*Brigantine*

