

Poep Deck 4+

Captain Master

☐ Wheel
☐ Helm
 } -1 per empty box to *Maneuver Rolls*

Main Deck 4+

Sail hands (12/8/6/4)

Main deck boarding party

Carpenter Carpenter's Crew

Armed Schooner



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Hull 5+

leak 1
leak 2
leak 3

Pumps ☐

water level

founders

Battery 4+

Cannon crew

Damage

Port battery

Starboard battery

chain grape ☐

6d6 4d6 2d6
6 Cr 4 Cr 2 Cr

Reload

Starboard battery

Port battery

ready

broadside

Sail Setting Close-hauled: 2 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	2	5	8	12
Effects				
max. course change	4	3	2	1
speed modifier (SSL)	-	-1/2	-1	-2
Maneuver Cmd. mod.	-	+1	+2	+2

Sailing Table

Wind Str.	Light Airs	Breeze	Strong Winds	Gale
Course				
Close-hauled	1 1/2	2	2	1
Reaching	2 1/2	4	3	2
Running	2	5	3 1/2	2 1/2



Schooner