

**Poep Deck** 4+

Captain  Master

☐ ☐ Wheel  
☐ ☐ Helm

-1 per empty box to *Maneuver Rolls*

Boarding party

**Main Deck** 4+

Sail hands (16/12/8)

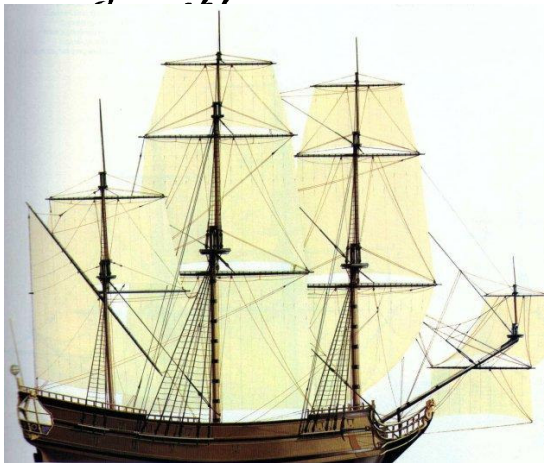
Main deck boarding party

Foc'sle boarding party

**Carpenter** Carpenter's Crew

☐

# Ship rigged Merchant



The above image is Copyright of John Batchelor, Publishing Solutions ([www.johnbatchelor.com](http://www.johnbatchelor.com))

**Hull** 5+

leak 1  
leak 2  
leak 3

Pumps ☐ ☐

water level

founders

damage

**Battery**

Cannon crew

Damage

Port battery ☐ ☐ ☐ ☐ ☐ ☐

Starboard battery ☐ ☐ ☐ ☐ ☐ ☐

4d6 4 Cr      2d6 2 Cr      1d6 1 Cr

chain grape ☐ ☐ ☐ ☐

ready

broadside

Reload

Starboard battery ☐ ☐ ☐ ☐ ☐ ☐

Port battery ☐ ☐ ☐ ☐ ☐ ☐

**Stern Chasers**

☐ ☐

2d6 2 Cr

ready

Reload

**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 ☐ ☐ ☐ ☐ ☐

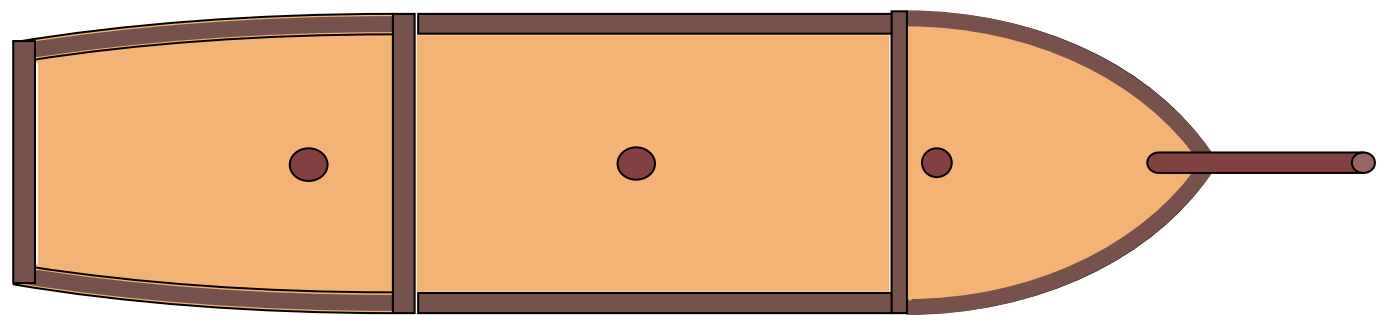
Mizzen mast ☐ ☐ ☐ ☐ ☐ +2 to *Tack Ship*

**Damage Table**

up to ... boxes of damage	5	9	14	18
Effects				
max. course change	3	2	1	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	2	2	1
Reaching	2	3	3 1/2	2 1/2
Running	1	2 1/2	3	2



*Ship-rigged merchant*