

**Poep Deck** 5+

Captain  Master

☐ ☐ ☐ ☐ Wheel  
☐ ☐ ☐ ☐ Helm

-1 per empty box to *Maneuver Rolls*

Boarding party

**Main Deck** 5+

Sail hands (25/18/12/8)

Main deck boarding party

Foc'sle boarding party

**Carpenter** Carpenter's Crew

☐

# Indiaman



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**Hull** 6+

damage ↓

leak 1

leak 2

leak 3

Pumps ☐ ☐ ☐

water level ↑

founders

**Battery**

Cannon crew

Damage

Port battery	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Starboard battery	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

8d8 8 Cr      6d8 6 Cr      4d8 4 Cr      2d8 2 Cr      1d8 1 Cr

**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	10	16	23
Effects				
max. course change	2	1	1	1
speed modifier (SSL)	-	-1/2	-1	-1 1/2
Maneuver Cmd. mod.	-	-	+1	+2

**Sailing Table**

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

**Reload** 5+

chain grape ☐ ☐

Starboard battery ☐ ☐ ☐ ☐ ☐ ☐

Port battery ☐ ☐ ☐ ☐ ☐ ☐

ready

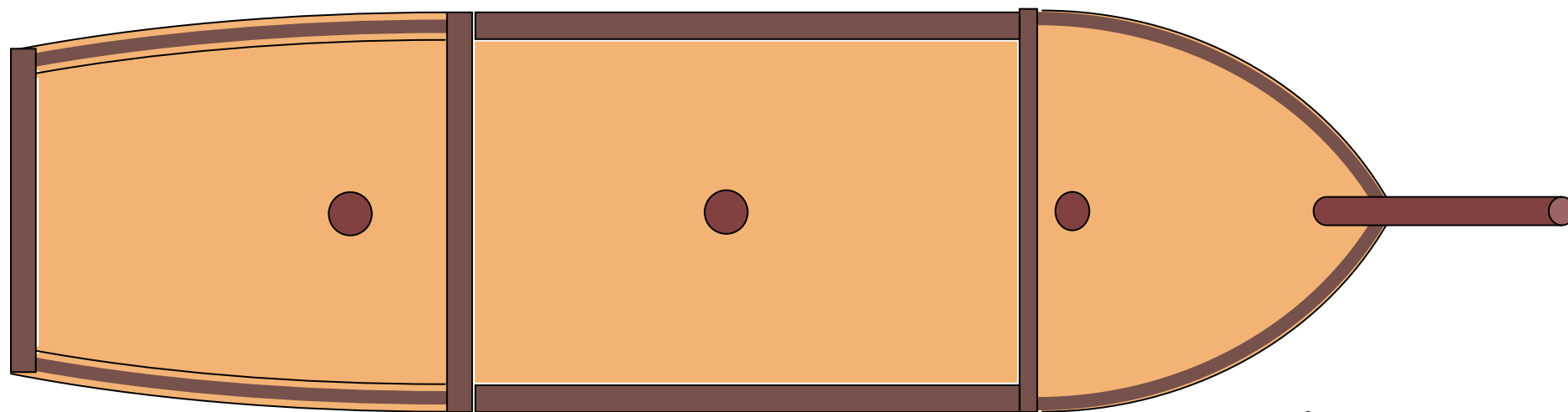
broadside

**Stern Chasers**

☐ ☐

2d8 2 Cr

ready



*Indiaman*