

Poep Deck 4+

Captain Master

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

Boarding party

Main Deck 5+

Sail hands (20/15/10/6)

Bow Chasers ☐ Reload ☐

2d8 2 Cr ☐

ready ☐

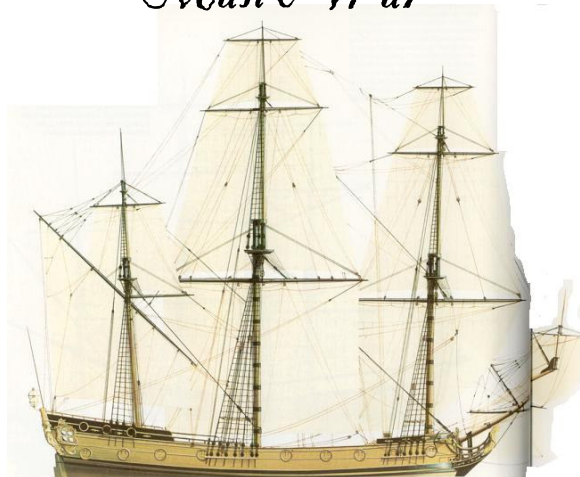
Main deck boarding party

Foc'sle boarding party

Carpenter Carpenter's Crew

☐

Man o' War



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Hull 6+

leak 1 ☐ leak 2 ☐ leak 3 ☐

Pumps ☐ water level ☐

damage ☐ founders ☐

Battery Cannon crew

Damage ☐

Port battery ☐ Starboard battery ☐

10d10 10 Cr 8d10 8 Cr 6d10 6 Cr 4d10 4 Cr 2d10 2 Cr

chain grape ☐ ready ☐ broadside ☐

Reload ☐

Stern Chasers ☐ Reload ☐

2d6 2 Cr ☐

ready ☐

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	3	7	14	21
Effects				
max. course change	2	2	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				
Close-hauled	1	1 1/2	2	1 1/2
Reaching	2	3	4	3
Running	1	2	3	3

