

**Poep Deck** 4+

Captain  Master

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

Boarding party

**Main Deck** 4+

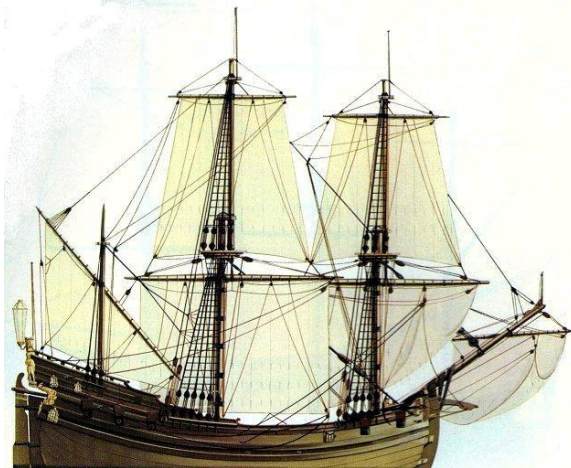
Sail hands (14/10/6)

Main deck boarding party

Foc'sle boarding party

**Carpenter** Carpenter's Crew

# Merchant Fluv



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**Hull** 6+

leak 1 ☐ leak 2 ☐ leak 3 ☐

Pumps ☐ ☐

water level ☐

founders ☐

**Battery** Cannon crew

Damage ☐

Port battery ☐ Starboard battery ☐

chain grape ☐ ☐

4d8 4 Cr 2d8 2 Cr 1d8 1 Cr

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 | 5 | 9    | 14 | 19 |
|---------------------------|---|------|----|----|
| Effects                   |   |      |    |    |
| max. course change        | 2 | 2    | 1  | 1  |
| speed modifier (SSL)      | - | -1/2 | -1 | -2 |
| Maneuver Cmd. mod.        | - | +1   | +1 | +2 |

**Sailing Table**

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

