

SHIPS RULES REFERENCE

SETTING COURSE

Information must be gathered, stolen, or overheard. Once done this is a Sailing test vs Difficulty or Sailing vs target's Sailing.

THE CHASE

Sailing vs Difficulty, or Sailing vs target's Sailing. May be modified by a good 'Setting Course' roll, good information, inclement weather, etc.

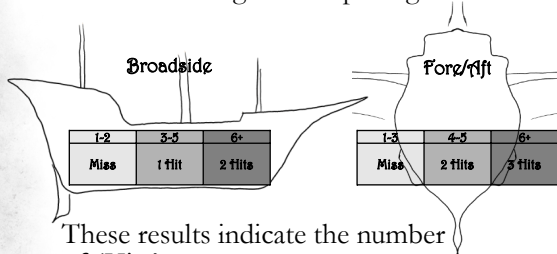
COMBAT ~ BROADSIDES...

Usually at 'Broadside' though lucky rolls or cunning plans may allow at 'Fore/Aft'.

Master Gunner rolls Crackshot vs target Sailing, note + or - Draft.

Captain or Quartermaster rolls Cannon Rating in D6. Each die result modified by Draft of the attack skill roll.

Check results against Ship Diagrams:



These results indicate the number of 'Hits'.

Master Gunner rolls 1D6 for each Hit, and a circle on the target's Damage Track is crossed for every result.

Excess damage is applied to Hull.

COMBAT ~ BOARDING...

Usually at 'Broadside' though lucky rolls or cunning plans may allow at 'Fore/Aft'.

Captain, Quartermaster, or other player rolls 2D6 for every uncrossed crew circle on their ship. Another player or the GM rolls 2D6 for every uncrossed Crew circle on the target ship.

For every '6' rolled, cross off one Crew Circle on the opposing ship's Damage Track.

Each roll represents between 15 and 20 minutes of fighting.

ROUSING SPEECHES

May be given by the Captain or Quartermaster. Player makes a Rhetoric and Oratory test vs Difficulty.

The Dice results of any Board Roll (as above) is modified by the + or - Draft of the Rousing Speech test.

WEIGHING IN

Characters may 'Weigh In' on a boarding action. This takes all their actions for that time period. That character adds their Swordplay dice to the number of D6 rolled for the Boarding Roll.

If the enemy rolls a '6' on their Boarding dice, any characters Weighing In roll a D6, if they roll a '6' they automatically become 'Maimed', as well as crossing off a Crew Circle as usual.