

Burning

A ship with the Burning Condition crosses 1 circle off its Damage Track every 6 Turns. The first Circle must be in the Hull Row, the next may be the same row or one row down, and so on.

Putting out the fire takes a Grit Skill Test with a Difficulty equal to the number of circles crossed off due to the fire.

See pg. 7 of *Smoke and Oakum*.

Charmed

When Charmed any dice rolled for a Skill Test succeed on a 3+

See pg. 7 of the *Corsairs Rule Book*.

Cursed

When Cursed, any Difficulty Dice rolled will explode on a '6' like Skill Dice.

See pg. 7 of the *Corsairs Rule Book*.

Damaged

For each Damaged Condition a Ship has, add +1 to the Difficulty of any Sailing Test made when making an action requiring the Sailing Skill.

See pg. 6 of *Smoke and Oakum*.

Dry Rot

Every time a ship with the Dry Rot Condition takes damage (crosses a circle off on the Damage Chart), cross off an extra Circle in the Hull Row.

Dry Rot may be removed by paying 1 extra share of Booty during Repair and Resupply.

See pg. 7 of *Smoke and Oakum*.

Entangled

A ship that has the Entangled Condition is regarded as having the 'In Irons' Point of Sail.

Removing Entangled requires a successful Acrobatics Skill Test, followed by a successful Swordplay Skill Test.

See pg. 7 of *Smoke and Oakum*.

Malady

A Character with the Malady Condition treats all their Stats as one die lower than normal (4D6 becomes 3D6, etc). Malady lasts for 5 days minus the Draft of an unopposed Strength Test.

See pg. 7 of *Smoke and Oakum*.

Yellow Jack

If a character is on board a ship with the Yellow Jack Condition and rolls 'Bad Luck' or is injured they must take the Malady Condition.

Any crew member of a ship with the Yellow Jack Condition who goes aboard another ship, gives that ship the Yellow Jack Condition as well.

See pg. 6 of *Smoke and Oakum*.