

FIRE BASE										
	range									
Guns	1	2	3	4	5	6	7	8	9	10
1	2	2	1	1	0					
2	3	2	2	1	1	0	0			
3	5	4	3	2	2	1	1	0		
4	7	6	5	4	4	3	2	2	1	0
5	8	7	6	5	5	4	3	2	1	1
6	9	8	7	6	6	5	4	3	2	2
7	11	10	9	8	7	6	5	4	3	3
8	12	11	10	9	8	7	6	5	4	3
9	13	12	11	10	9	8	7	6	5	4
10	14	13	12	11	10	9	8	7	6	5
11	15	14	13	12	11	10	9	8	7	6
12	16	15	14	13	12	11	10	9	8	7
13	18	16	15	14	13	12	11	10	9	8
14	20	18	16	15	14	13	12	11	10	9
Carronades										
1	+2	+1	+1							see variant
2	+4	+3	+2	+1						rules for 4+
3	+5	+4	+2	+1	+1					carronades

STABLE MODIFIERS (note on log)	
<b>Crew:</b>	El +6, Cr +4, Se +2, Av 0, Gr -2, Pr -4
<b>Hull Loss:</b>	-1 per 4 hull squares lost
<b>Crew Section Loss:</b>	-2 per section
<b>Captured:</b>	-3
<b>Dismasted:</b>	-3 (Optional Rule VIII)
<b>Anchored:</b>	+3
<b>Fatigue (opt):</b>	-1 per 5 broadsides fired

CRITICAL HIT TABLE (roll a die, add critical number corresponding to rolled FFN)			
Hull	Rigging	Hull	Rigging
1: no effect	1: Rake Bonus	9: Leader Casualty	9: Broadside Obscured
2: Rake Bonus	2: no effect	10: Anchor Cable	10: no effect
3: Leader Casualty	3: Broadside Obscured	11: Magazine may Explode	11: no effect
4: Anchor Cable	4: no effect	12: Waterline Damage	12: Leader Casualty
5: no effect	5: no effect	13: Crew Demoralized	13: Rake Bonus
6: no effect	6: Leader Casualty	14: Fire Breaks Out	14: Mast May Fall
7: Crew Demoralized	7: Rake Bonus	15: Leader Casualty	15: Broadside Obscured
8: Steering Damage	8: Mast May Fall	16: Anchor & Rake Bonus	16: Rake Bonus
<b>Anchor Cable severed:</b> anchored ships note cut anchor in log. Ships may not anchor again.			
<b>Broadside Obscured:</b> fallen rigging obscures a gunnery section. Roll a die: 1,3,5 left bds., 2,4,6: right broadside. Apply modifier for the next 3 turns. Mark out 2 rigging squares.			
<b>Crew Demoralized:</b> Roll one die, add crew quality strength points, subtract the number of lost crew sections. If the result is 6 or less, crew drops one level in quality.			
<b>Fire Breaks Out:</b> roll one die. If a 6 is rolled, fire is out of control and ship will explode (see optional rule X for effect). Any other roll is the number of turns needed to put out the fire. MFN reduced by twice this number for duration of fire.			
<b>Leader casualty:</b> roll 2 dice for each captain or admiral on board, on a 12 or more leader dies, modify roll by +1 if the range is 5 or 6, +2 range 3 or 4, +3 range 2, +5 range 1.			
<b>Magazine may Explode:</b> roll one die, add range in number of hexes. If the result is 4 or less, ship explodes (see optional rule X for effect).			
<b>Mast May Fall:</b> roll two dice, add range, if result is ≤ 13, mark out one rigging section.			
<b>Rake bonus:</b>			
1 rigging: at range of 3 hexes or less, rake causes one rigging section to be lost			
2 hull: at range of 3 hexes or less, rake doubles all hull and crew hits			
7, 13 and 16 rigging: rake causes one rigging section to be lost			
16 hull: apply Anchor Cable; in addition, rake doubles all hull and crew hits			
<b>Steering Damage:</b> roll one die. On 1, 3, or 5, turning ability is permanently reduced by 1.			
<b>Waterline Damage:</b> one crew section must be permanently assigned to keep the ship afloat for the rest of the game.			

Result of Critical Hit Table determined at the end of the Combat phase after all regular damage has been recorded. All results are cumulative. If needed, Critical Hits are applied in random order.

OTHER MODIFIERS (as appropriate)						
<b>Half Broadside:</b>						
halve Fire Base, rounded down						
<b>Broadside Obscured: -2</b>						
range						
	1	2	3	4	5	6+
<b>Initial Broadside</b>	+4	+3	+3	+2	+1	+1
<b>Rake</b>	Bow	+5	+4	+3	+2	+1
	Stern	+7	+6	+4	+3	+2
<b>Ammunition</b> max range						
Grape Shot: no roll needed, find MFN						1
critical number is # of Crew hits						
Chain Shot: +3, hull hits do not count						3
Doube Shot: +3, two turns to load						1

SPECIAL DAMAGE	
<b>Full Sails on target ship:</b>	
double Rigging hits	
<b>Boarding Party on target ship: (2nd ed.)</b>	
add another crew square loss	
<b>Fallen mast (Optional Rule VIII)</b>	
for each rigging section lost, roll a die:	
1: mast hangs over side, roll again:	
1,3,5 left broadside, 2,4,6 right bds.	
2-6: mast falls free	
<b>Exploding ships (Optional Rule X)</b>	
Roll for each adjacent ship on the rigging with a MFN of the Basic Fire Number on range 1 doubled, no modifiers. Apply in addition the critical Fire Breaks Out.	

FIRE RESULTS TABLE (roll two dice)							
Final Fire Number	Hull		Rigging		Critical Number		
	H	C	H	C			
7 or less					0		
8	1			1	0		
9			1		1		
10	1				1		
11					1		
12	1				1		
13		1	1	1	1		
14	2		1	2	1		
15	1		1	1	2		
16	1		1		2		
17	1		1		2		
18	2	1		2	2		
19	1		1	1	2		
20	2	1		2	2		
21	2		1	2	3		
22	1	1	1	2	3		
23	2	1	1	3	3		
24	2	1	1	1	3		
25	2		1	2	3		
26	3	1		4	4		
27	2		1	1	3	4	
28	1	1	1	1	4		
29	2	1		4	4		
30	3	1	1	1	3	4	
31	3	2	1	1	4	5	
32	3		1	3	5		
33	2	1	1	2	5		
34	4	1	1	4	5		
35	3	1	1	3	6		
36	3	1	1	4	6		
37	1	2		2	5	6	
38	4	1		1	4	6	
39	3	2	2	4	7		
40	4	1		5	7		
41	4	2	1	1	5	7	
42	3	1	1	1	6	7	
43	4	2	1	1	2	5	8
44	5	2		1	6	8	
45	3	1	1	2	5	8	
46	4	1		1	6	9	
47	4	2	1	1	1	5	9
48	5	2	1	1	7	9	
49	4	2	1	2	2	6	10
50	5	2		1	6	10	
51	6	1	2	1	1	6	10
52	5	1		2	1	6	10
53	5	2		1	1	5	10
54	4	3	1	1	2	7	10
55	5	2	1	1	6	10	
56	6	2	2	1	6	10	
57 (+)	6	3	2	2	2	7	10

DESTROYED HULL TABLE (roll a die)	
1-4:	ship surrenders by striking
5:	ship may sink *
6:	ship may explode * (Opt. Rule X)
*: on a 6 rolled in a subsequent Unfouling Phase	

*Italics: Casus Belli Battle and Fire rules only, otherwise no effect*

CREW MELEE STRENGTH TABLE	
ELITE Crew Square	5 Strength points
CRACK Crew Square	4 Strength points
SEASONED Crew Square	3 ½ Strength points*
AVERAGE Crew Square	3 Strength points
GREEN Crew Square	2 Strength points
POOR Crew Square	1 Strength point

\*: rounding up

GRAPPLING TABLES			
GRAPPLING TABLE		UNGRAPPLING TABLE	
die	result	die	result
1-2	Grappling succeeds	1-2	Ungrappling succeeds
3-6	Attempt fails	3-6	Attempt fails
-1 for each ship motionless during the movement phase			

MELEE RESOLUTION TABLE									
Total melee strength (round fractions up)									
die	1-10	11-20	21-30	31-40	41-50	51-60	61-70	71-80	81+
1-2	1	1	2	2	2	3	3	4	4
3-4	0	1	1	1	2	2	2	3	4
5-6	0	0	0	1	1	1	2	2	2
Die roll Modifiers		-1 Class 1 ship vs Class 2 ship or below							
		-1 Class2 ship vs Class 3 ship or below							
+1 OBP vs DBP		+1 Class 2 ship vs Class 1, Class 3 ship or below vs Class 2							
-2 DBP vs OBP		+2 Class 3 ship or below vs Class 1 ship							

FOULED RIGGING TABLES			
FOULING TABLE		UNFOULING TABLE	
die	result	die	result
1-3	Ships are fouled	1-2	Ships are unfouled
4-6	Ships are not fouled	3-6	Ships remain fouled

WIND EFFECTS TABLE																					
wind vel.	ship class	Number 1				Number 2				Number 3 & 4				Number 5 & 6				Rowed Vessels			
	Wind attitude	A	B	C	D	A	B	C	D	A	B	C	D	A	B	C	D	A	B	C	D
0	Becalmed	ships may not move																0	0	0	0
1	Light Breeze	-3	-2	-2	0	-3	-2	-1	0	-3	-2	-1	0	-2	-1	0	0	0	0	0	0
2	Moderate Breeze	-1	-1	-1	0	-1	-1	0	0	-1	0	0	0	-1	0	0	0	-1	-1	-1	-1
3	Normal Breeze	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	-2	-2	-2	-2
4	Heavy Breeze	0	0	0	0	-1	0	0	0	-1	-1	0	0	-2	-2	-1	0	-3	-3	-3	-3
5	Gale	-1	0	0	0	-1	-1	0	0	-1	-1	-1	0	-3	-2	-2	0	Can only drift in			
6	Storm	-2	-1	-1	0	-3	-2	-1	0	-3	-2	-1	0	-3	-3	-2	0	Gale or Storm			
7	Hurricane	scenario is ended																			
STORM: Full Sails not allowed, Ship classes nr. 1 and 4 subtract 4 from fire number. Ship classes nr. 2 and 3 subtract 2 from fire number.																					
GALE: Ship classes nr. 5 and 6 cannot use Full Sails. Ship classes nr. 1, 5 and 6 subtract 2 from fire number.																					

WIND VELOCITY CHANGE TABLE	
die	result
1-2	Wind velocity drops 1 number
3-4	Wind velocity does not change
5-6	Wind velocity increases 1 number

WIND DIRECTION CHANGE TABLE	
die	result
1	Wind shifts back to initial direction
2	No change
3	Wind shifts 60° clockwise
4	Wind shifts 60° counterclockwise
5	Wind shifts 120° clockwise
6	Wind shifts 120° counterclockwise

ACCELERATION/DECELERATION TABLE (CB rule V)				
ship class	max accel.	max decel.	Standard Movement Values turn allow.	speed (BS/FS)
1	1	1	1	3/5
80 gun	1	1	2	3/5
2	1	2	2	3/5
3	2 *	2	3	4/6
4	2 *	2	3	4/7
5	3 *	3	3	4/7
6-7	3 *	3		4

\*: deduct 1 after loss of 1st rigging section

WIND CHANGE TABLE (CB rule VIII)	
WSN 6:	on 2, 12; 5: on 2, 11, 12; 4: on 2, 3, 11, 12

SHIP'S LOG PAD NOTES		NOTES	
<b>MOVES</b>		G	Grappled*
L	Left	F	Fouled*
R	Right	A	ordinary Anchor*
T	Turn Back (1L after R, 1R after L in same plot - does not count as turn towards turning allowance)	AB	Anchor by Bow
W	follow in Wake (add ship nr if more than one ship can be followed)	AS	Anchor by Stern
B	Backing sails	a	Anchor cut
D	Drift	NBP	No Boarding Party
BW	row BackWards	OBP	Offensive Boarding Party
RW	RoWing to maintain position	DBP	Defensive Boarding Party
		TBP	Transfer Boarding Party
		RH	Hull Repairs
		RR	Rigging Repairs
<b>LOADING &amp; FIRING</b>		RG	Gun Repairs**
R	Roundshot	FS	Full Sails*
DS	Double Shot (2 turns to load)	F-#	Fatigue fire modifier (opt)
C	Chainshot	*	a ○ around these notes means unGrappled,
G	Grapeshot	unFouled, upAnchored and Battle Sails	
/ across	Fired	**:	not available with the Casus Belli Fire rules

SEQUENCE OF PLAY	
<b>A. Wind Phase</b>	Roll two dice each turn to determine wind change, and if so, how it will change. Changes take effect next turn.
<b>B. Signal Phase</b>	Receive signals sent last turn and send new signals.
<b>C. Unfouling Phase</b>	Make attempts to unfoul ships and rigging fouled on previous moves. Roll for sinking or exploding ships.
<b>D. Movement notation Phase</b>	Movement is plotted secretly. Anchoring, up-anchoring and cutting Anchors orders are written in the log.
<b>E. Movement execution Phase</b>	Each ship is moved as ordered. Drifting occurs as last part of the move. Retrace any possible collisions one hex at a time. Check for fouling.
<b>F. Grappling/ungrappling Phase</b>	Attempt to grapple, avoid grappling, or ungrapple.
<b>G. Boarding Preparation Phase</b>	Write any boarding parties in the logs of the involved ships.
<b>H. Combat Phase</b>	Resolve all firing, and mark all hits in the logs. Determine if certain ships are to sink or explode (in phase C).
<b>I. Melee Phase</b>	Change 1st Crew Sections of any ships to be attacked to DBP if not already boarding party. Resolve Melee.
<b>J. Load Phase</b>	Reload one broadside per ship. Mark any repairs in the Notes section of the log; erase applicable squares if repairs are completed.
<b>K. Full Sails Phase</b>	Place or remove Full Sails counters from ships. (Optional hidden: plot all Sail changes first.)

Italics: Casus Belli Battle and Fire rules only, otherwise no effect or not available.