

# SHIP RECORD SHEET

## (CLASS 6)

**SHIP:** \_\_\_\_\_

**CAPTAIN:** \_\_\_\_\_

**CAPTAIN'S REPUTATION:** \_\_\_\_\_

**BASE INITIATIVE:** 1

**HULL TYPE:** WIDE, 2 CENTER SECTIONS

**BASE MOVEMENT:** 14"

**STARTING CREW**

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**MAXIMUM CANNON**

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**HULL HITS** - When the ship is down to 12 hull hits, it rolls every turn for further hull hits.

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**RIGGING HITS**

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**SHIP COMBAT**

**CANNON: ROLL TO HIT**

Roll 3 dice to hit. A cannon hits on a roll of 10 or MORE.  
Adjust your roll as follows:

- +1 if the target is within six inches.
- 0 if it's at least six inches, but less than two feet.
- 1 if the target is two full feet away.
- 1 for every full six inches past two feet.
- 6 if you are firing grapeshot.
- +2 if the firing cannon is on land.
- +1 if the target is on land.
- +1 if the target is Hull, *unless*
  - (a) you're firing at a boat: no bonus and a -3 penalty because it's a boat.
  - (b) you're crossing his T: no bonus, but a -2 penalty.
- +1 if the gun is laid by redcoats, bluecoats or a Pirate Captain.
- +1 if the gun is laid by an Expert Gunner.
- +1 for a target of Class 6 or more, or a large building (GM rules).
- 1 for a target of Class 1.
- 3 for a target of Class 0 (i.e., a boat); no bonus for a Hull shot.

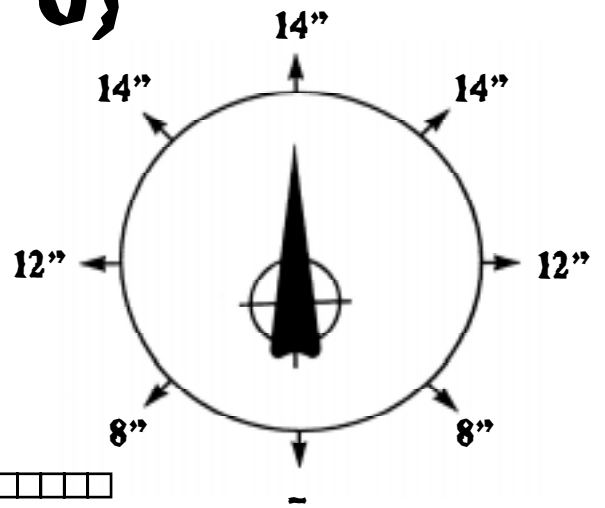
A roll of triple 1's means your cannon has burst. Remove it, and its crew. Yes, this can kill your captain.

A roll of triple 6's means you have disabled the wheel or rudder of your target, no matter what you were firing at; no further roll to hit is needed.

If you hit, roll 3 dice on the appropriate table.

**HULL**

- 3-9 - Target takes one hit of Hull Damage.
- 10-13 - Target takes two hits of Hull Damage.
- 14-15 - Target takes three hits of Hull Damage.
- 16 - A gun is hit! Remove one gun. Roll again if target has no guns.
- 17-18 - As above, and roll one die. Even: lose one crew. Odd: lose two crew.



**RIGGING**

- 3-8 - Shot passes harmlessly through the rigging.
- 9-12 - Target takes one hit of Rigging Damage.
- 13-16 - Target takes two hits of Rigging Damage.
- 17-18 - A mast comes down! Single-masted ships lose ALL remaining rigging hits. Ships with two masts lose half their ORIGINAL rigging hits. Round off in the target's favor. (Bowsprits aren't masts.)

**DECK** (firing normal shot)

- 3-6 - Target takes a point of Hull Damage.
- 7-9 - Target loses two crew.
- 10-11 - Target loses one crew.
- 12 - Lines are cut! One hit of Rigging Damage.
- 13-14 - A gun is hit! Remove one gun. Roll again if target has no guns.
- 15-16 - As above, and roll one die. Even: lose one crew. Odd: lose two crew.
- 17-18 - A mast comes down! Results are as for RIGGING, above.

**DECK** (firing grapeshot)

Remember the extra -6 to hit if you fire grape!  
Modify your roll by +1 for every 5 crew aboard your target at the moment you make this roll.

- 3-10 - Target loses one crew. But if the target is down to one or two crew, this result becomes a miss!
- 11-15 - Target loses two crew. If he has only two left, he loses one.
- 16 or more - Target loses three crew! If he has three or fewer, he loses one.

**INDIVIDUAL COMBAT**

Hand weapons hit on a roll of 9 or more.

Pistols and muskets hit on an 11 or more:

- 1 for every full inch to the target, for a pistol.
- 1 for every full 3" to the target, for a musket.
- 2 if the target is partially behind cover.
- +1 if the attacker is a Pirate Captain, Expert Marksman, redcoat or bluecoat.