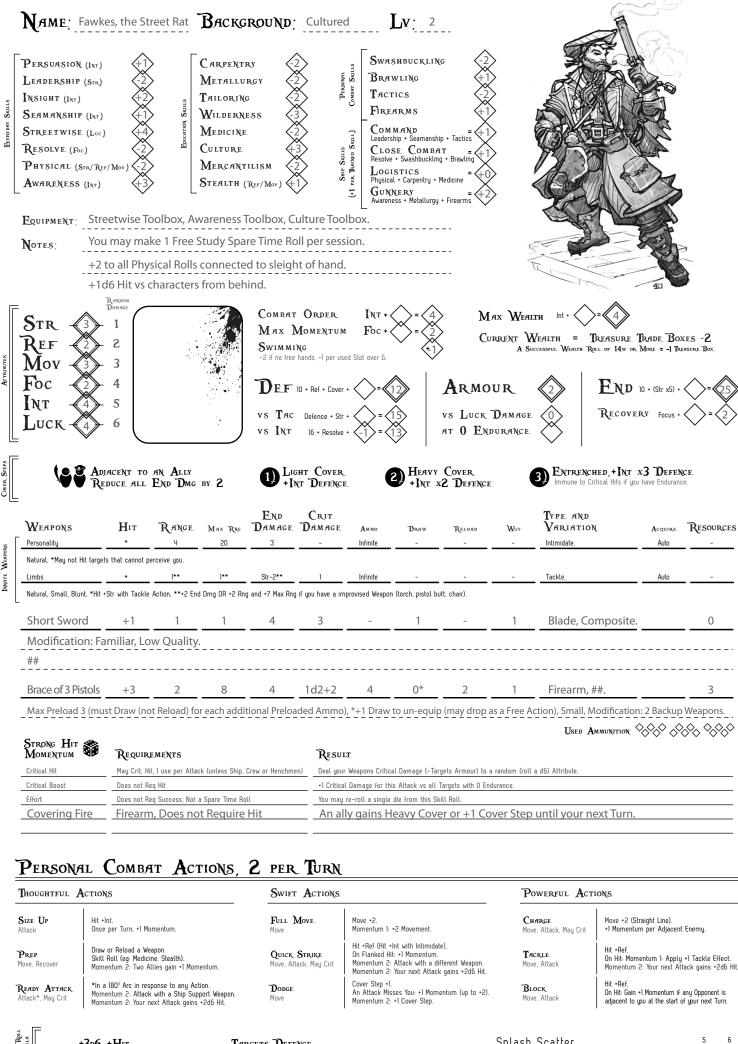


ATTACK ROLL FORMULA



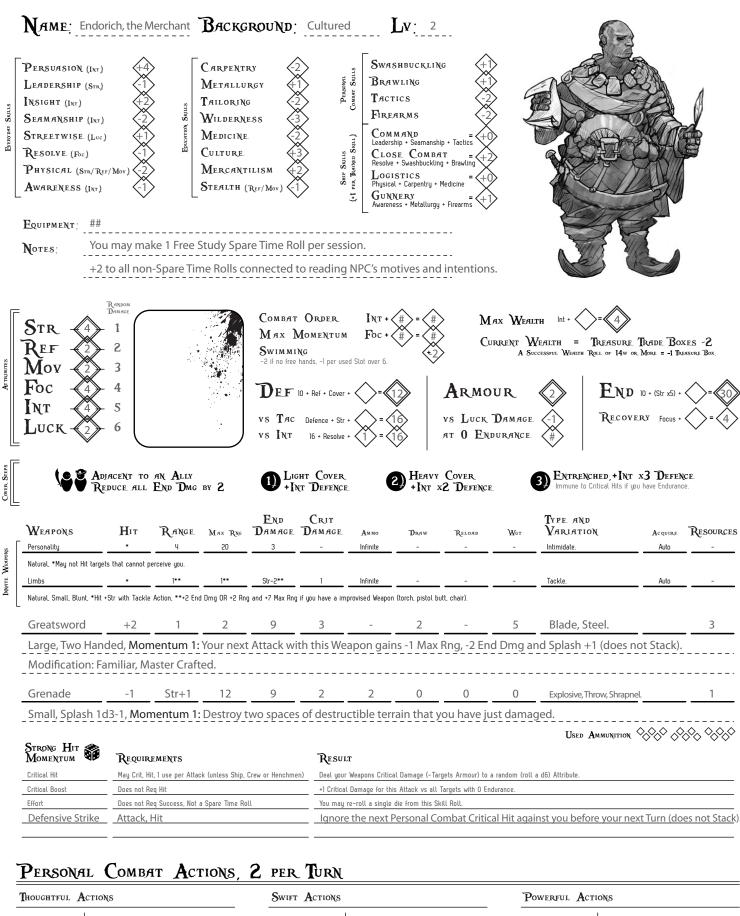
ATTACK ROLL Experies

2 per Rng Increment beyond the first.

vs

TARGETS DEFENCE
Gain a free Critical Hit vs Targets with 0 Endurance.

Splash Scatter Scatters distance = 1d6 in a random (roll 1d6) direction. Weapons with 'Splash' Keyword only. 4 3 1



Thoughtful A	CTIONS	Swift Actions		Powerful Actions			
Inonentian Metrods		Owill Actions		I onewer Merions			
SIZE UP Attack	Hit +Int. Once per Turn, +1 Momentum.	FULL MOVE.	Move +2. Momentum 1: +2 Movement.	<b>Сняксе</b> Move, Attack, May Crit	Move +2 (Straight Line). +1 Momentum per Adjacent Enemy.		
PREP Move, Recover	Draw or Reload a Weapon. Skill Roll (eg: Medicine, Stealth). Momentum 2: Two Allies gain +1 Momentum.	QUICK STRIKE Move, Attack, May Crit	Hit +Ref (Hit +Int with Intimidate). On Flanked Hit: +I Momentum. Momentum 2: Attack with a different Weapon. Momentum 2: Your next Attack gains +2d6 Hit.	TACKLE Move, Attack	Hit +Ref. On Hit: Momentum 1: Apply +1 Tackle Effect. Momentum 2: Your next Altack gains +2d6 Hit.		
READY ATTACK Attack*, May Crit	*In a 180° Arc in response to any Action. Momentum 2: Attack with a Ship Support Weapon. Momentum 2: Your next Attack gains +2d6 Hit.	<b>Dodge</b> Move	Cover Step +1. An Attack Misses You: +1 Momentum (up to +2). Momentum 2: +1 Cover Step.	<b>BLOCK</b> Move, Attack	Hit +Ref. On Hit: Gain +1 Momentum if any Opponent is adjacent to you at the start of your next Turn.		

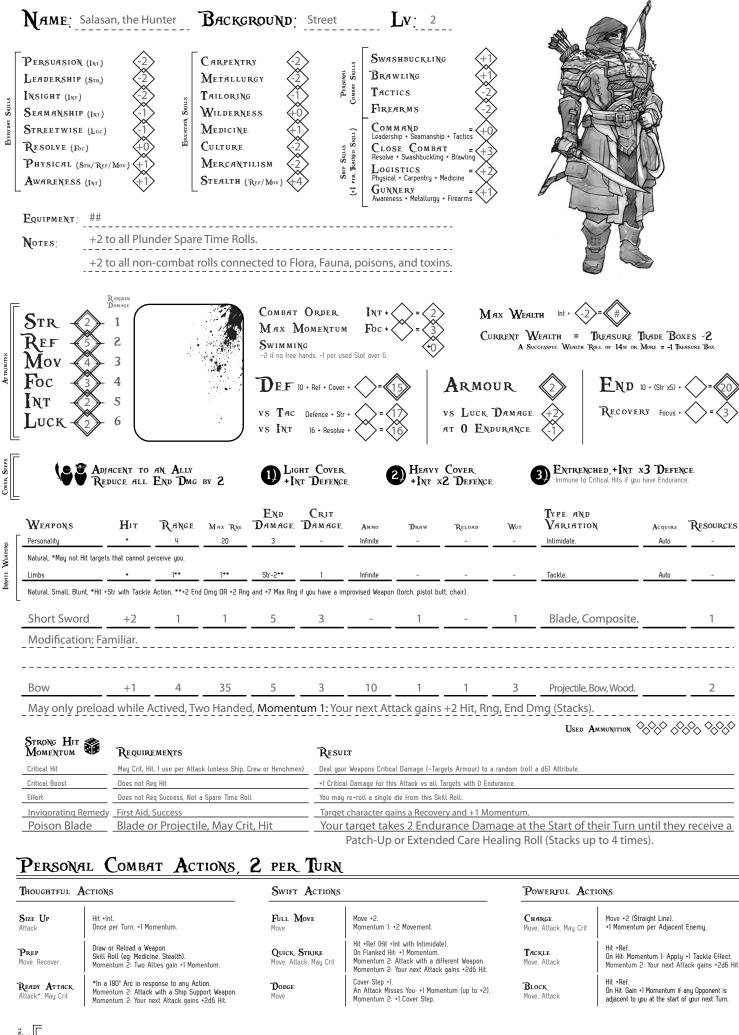
гтиск Рог. Рокмил

+3p6 +HrT -2 per Rng Increment beyond the fir VS

TARGETS DEFENCE

Splash Scatter Scatters distance = Id6 in a random (roll Id6) direction. Weapons with 'Splash' Keyword only.





Аттяск Roll Вокмиля

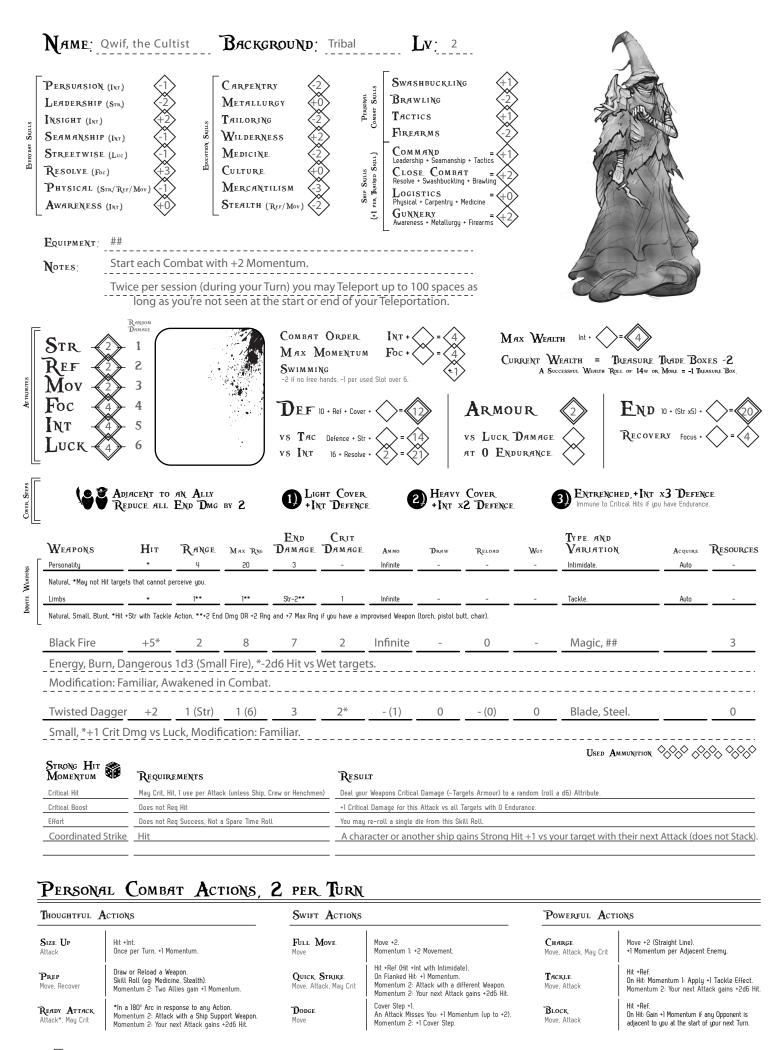
+3p6 +Hrr 2 per Rng Increment beyond the first.

VS 6

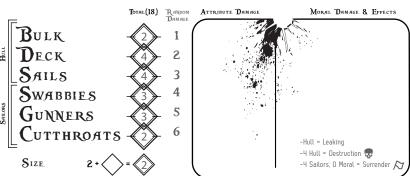
TARGETS DEFENCE
Gain a free Critical Hit vs Targets with 0 Endurance.

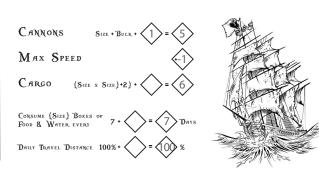
Splash Scatter

Scatters distance = 1d6 in a random (roll 1d6) direction. Weapons with 'Splash' Keyword only.  $1 \xrightarrow{5} \xrightarrow{6} 1$ 



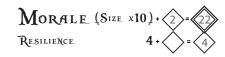
ATTACK ROLL FORMULA TRAITS/NOTES: Your ship counts as 1 Size larger for the purposes of Shallows.





**D**EFENCE 16-(Size x2)+ $\langle 1 \rangle$ REDUCE ALL CANNON HITS BY -106 WHEN THEY ATTACK YOUR FRONT OR REAR.















	<b>W</b> EAPONS	HIT (+SKILL) +Speed*	RANGE.	Max Rng	MORALE DAMAGE Bulk +Speed	CRIT DAMAGE Size	<b>А</b> ммо -	Min Size	Type and $V$ ariation $_{Ram}$	Acquire.	Upkeep -
	Strong Hit (5-6), Crit Location: 1d3, *On a hit you deal equal Crit Damage to yourself (Front Armour) and reduce both of your Speeds by 2, *Auto Hit if your target has 0 Speed.									-	
	Assault		1	4	Cutthroats		-		Assault,	Auto	
ſ	Round Shot	+0	Gun +1	14	5	4	15	1	Cannon Ammunition.		4
	Crit Location: 2d6 choose the lowest.										
χ									Used Ammunition 🛇	500 000	\ \\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\
TTION,	Grapeshot	+1d6	Gun -2	6	8	4	8	1	Cannon Ammunition.		4
AMMUN	Crit Location: 1d3+3.										
Сликой Амминитой,									Used Ammunition 🛇	,\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\	> <>>>
٥	Light Mortar Shell	-1d6	Gun x3	25*	3	4	3	2	Cannon Ammunition.		6
	*Min Rng 6.										
									Used Ammunition 🛇	~\^\	> <>>>



## REQUIREMENTS

## RESULT

Critical Hit	May Crit, Hit, 1 use per Attack (unless Ship, Crew or Henchmen)	Deal your Weapons Critical Damage (-Targets Armour) to a random (roll a d6) Attribute.
Critical Boost	Does not Req Hit	+1 Critical Damage for this Attack vs all Targets with 0 Endurance.
Effort	Does not Req Hit or Success	You may re-roll a single die from this Skill Roll.
Promote	Ship Skill Roll, Success, Combat	Permanently reduce your Swabbies by 1 and gain 1 Gunner OR Cutthroat.
##	##	##

Ship Skill Rolls, 1 per Person per Turn										
COMMAND Lowest Speed First	(or lowest Cutthroats if equal).	CLOSE COMBAT Highest Deck First (or highest Cutthroats if equal).		Logistics 4	$\Diamond$	GUNNERY 🔷				
TACK 15-Speed			Reduce your, and an adjacent, ship's Speed by 2. And one of you gains or removes a Boarded Effect.	Pятсн Joв 12-Bulk			Boost next Cannon Attack: Rng +2.			
Push Crew 14-Deck*	A single Ship Roll gains Str Hit +1. *And take 5 Morale Damage.	<b>V</b> olley vs Defence	Hit: +Gunners. Attack with Assault. Crit Attribute location: 1d3+3.	SUPPORT CREW 12-Deck	+1 to all Ship Skill Rolls this Turn. Remove Leaking or On Fire Effect. Deploy an Auxillary.	<b>Por Sнот</b> vs Defence	Attack with front or side Cannons. Requires no Ammunition.			
GIVE SPEECH 14-Swabbies	+1 to all Ship Skill Rolls this Turn. Regain Moral.	To ARMS vs 12+Size	Hit: +Cutthroats. Attack all Boarded ships with Assault, No Rng penalties.	CATCH WIND 14-Sails	Move forward 1d3 spaces, not Directly Against Wind.	PORT BROADSIDE VS Defence	Hit: +1d6 per Cannon. Rng: -1d6 per Increment, not -2. Attack with left side Cannons.			
PLOT ESCAPE 12-Sails*	5 Successes = Leave Combat Area. *No enemy ships within 4 of you.	<b>D</b> UEL vs 4d6*	An adjacent Boarded ship takes 1 Dmg (no Armour) to any Sailors Attribute. *Failed Roll = YOU take 1 Dmg.	<b>N</b> avigate 15-Deck	Alter your ship's Speed by +1 to -1. Rotate 45°.	Starboard Broadside vs Defence	Hit: +1d6 per Cannon. Rng: -1d6 per Increment, not -2. Attack with right side Cannons.			

-2 per Rng Increment beyond the first. YS Gain a free Critical Hit vs Targets with 0 Endurance.