

**NAME:** Lahran, the Blade **BACKGROUND:** Nomad **LV:** 2



**EVERYDAY SKILLS**

- PERSUASION (INT) +1
- LEADERSHIP (STR) -2
- INSIGHT (INT) -2
- SEAMANSHIP (INT) +3
- STREETWISE (LUC) -3
- RESOLVE (FOC) +1
- PHYSICAL (STR/REF/MOV) +2
- AWARENESS (INT) -2

**EMERGENCY SKILLS**

- CARPENTRY +1
- METALLURGY -2
- TAILORING +2
- WILDERNESS -2
- MEDICINE -2
- CULTURE -2
- MERCANTILISM -1
- STEALTH (REF/MOV) -2

**PERSONAL COMBAT SKILLS**

- SWASHBUCKLING +1
- BRAWLING -2
- TACTICS -2
- FIREARMS +1
- COMMAND Leadership + SeamanSHIP + Tactics = +1
- CLOSE COMBAT Resolve + Swashbuckling + Brawling = +2
- LOGISTICS Physical + Carpentry + Medicine = +2
- GUNNERY Awareness + Metallurgy + Firearms = +1

**EQUIPMENT:** Lantern, SeamanSHIP Toolbox, Tailoring Toolbox.

**NOTES:** +2 to all Trade Good Spare Time Rolls.

Up to twice per Turn; When an Attack misses you; you may make a free Move.  
+1 Armour vs Splash.

**ATTRIBUTES**

- STR 3
- REF 4
- MOV 4
- FOC 2
- INT 3
- LUCK 2



**COMBAT ORDER** INT +  $\diamond$  = 3  
**MAX MOMENTUM** FOC +  $\diamond$  = 2  
**SWIMMING** -2 if no free hands. -1 per used Slot over 6.  
**DEF** 10 + Ref + Cover +  $\diamond$  = 14  
**VS TAC** Defence + Str +  $\diamond$  = 18  
**VS INT** 16 + Resolve +  $\diamond$  = 17

**MAX WEALTH** Int +  $\diamond$  = 3  
**CURRENT WEALTH** = TREASURE TRADE BOXES -2  
 A SUCCESSFUL WEALTH ROLL OF 14W OR MORE = -1 TREASURE BOX.

**ARMOUR** 2  
**VS LUCK DAMAGE** +2  
**AT 0 ENDURANCE** -1  
**END** 10 + (Str x5) +  $\diamond$  = 25  
**RECOVERY** Focus +  $\diamond$  = #

**COVER STEPS**

- ADJACENT TO AN ALLY** REDUCE ALL END DMG BY 2
- 1 LIGHT COVER** +INT DEFENCE
- 2 HEAVY COVER** +INT x2 DEFENCE
- 3 ENTRENCHED, +INT x3 DEFENCE** Immune to Critical Hits if you have Endurance.

**WEAPONS**

WEAPONS	HIT	RANGE	MAX Rng	END DAMAGE	CRIT DAMAGE	AMMO	DRAW	RELOAD	WGT	TYPE AND VARIATION	ACQUIRE	RESOURCES
Personality	*	4	20	3	-	Infinite	-	-	-	Intimidate.	Auto	-
Natural. *May not Hit targets that cannot perceive you.												
Limbs	*	1**	1**	Str-2**	1	Infinite	-	-	-	Tackle.	Auto	-
Natural. Small, Blunt. *Hit +Str with Tackle Action. **2 End Dmg OR +2 Rng and +7 Max Rng if you have a Improvised Weapon (torch, pistol butt, chair).												
Spadroon	+3	1	1	3	3	-	1	-	2	Blade, Steel.		1
Max Momentum (+1d6 Hit).												
Modification: Familiar, Low Quality.												
Fat Pistol	+4	1	4	5	1d2+1	4	0*	2	2	Firearm, Blunderbuss.		1
*+1 Draw to un-equip (may drop as a Free Action), Small, Modification: Familiar, Low Quality.												

USED AMMUNITION  $\diamond \diamond \diamond \diamond \diamond \diamond \diamond \diamond \diamond \diamond$

**STRONG HIT MOMENTUM**

REQUIREMENTS	RESULT
Critical Hit	May Crit, Hit, 1 use per Attack (unless Ship, Crew or Henchmen)
Critical Boost	Does not Req Hit
Effort	Does not Req Success, Not a Spare Time Roll
Puncture	Once per Turn, May Crit, Hit

**RESULT**

- Deal your Weapons Critical Damage (-Targets Armour) to a random (roll a d6) Attribute.
- +1 Critical Damage for this Attack vs all Targets with 0 Endurance.
- You may re-roll a single die from this Skill Roll.
- Target character takes 1 Attribute Damage (no Armour) to a random (1d6) Attribute.

**PERSONAL COMBAT ACTIONS, 2 PER TURN**

THOUGHTFUL ACTIONS	SWIFT ACTIONS	POWERFUL ACTIONS
<b>SIZE UP</b> Attack Hit +Int. Once per Turn, +1 Momentum.	<b>FULL MOVE</b> Move Move +2. Momentum 1: +2 Movement.	<b>CHARGE</b> Move, Attack, May Crit Move +2 (Straight Line). +1 Momentum per Adjacent Enemy.
<b>PREP</b> Move, Recover Draw or Reload a Weapon. Skill Roll (eg. Medicine, Stealth). Momentum 2: Two Allies gain +1 Momentum.	<b>QUICK STRIKE</b> Move, Attack, May Crit Hit +Ref (Hit +Int with Intimidate). On Flanked Hit: +1 Momentum. Momentum 2: Attack with a different Weapon. Momentum 2: Your next Attack gains +2d6 Hit.	<b>TACKLE</b> Move, Attack Hit +Ref. On Hit: Momentum 1: Apply +1 Tackle Effect. Momentum 2: Your next Attack gains +2d6 Hit.
<b>READY ATTACK</b> 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.

**ATTACK ROLL FORMULA**

+3d6 +HIT  
-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.

**NAME:** Fawkes, the Street Rat **BACKGROUND:** Cultured **LV:** 2



**EVERYDAY SKILLS**

- PERSUASION (INT)  $\diamond +1$
- LEADERSHIP (STR)  $\diamond -2$
- INSIGHT (INT)  $\diamond +2$
- SEAMANSHIP (INT)  $\diamond +1$
- STREETWISE (LUC)  $\diamond +4$
- RESOLVE (FOC)  $\diamond -2$
- PHYSICAL (STR/REF/MOV)  $\diamond -2$
- AWARENESS (INT)  $\diamond +3$

**EMERGENCY SKILLS**

- CARPENTRY  $\diamond -2$
- METALLURGY  $\diamond -2$
- TAILORING  $\diamond -2$
- WILDERNESS  $\diamond -3$
- MEDICINE  $\diamond -2$
- CULTURE  $\diamond +3$
- MERCANTILISM  $\diamond -2$
- STEALTH (REF/MOV)  $\diamond +1$

**PERSONAL COMBAT SKILLS**

- SWASHBUCKLING  $\diamond -2$
- BRAWLING  $\diamond +1$
- TACTICS  $\diamond -2$
- FIREARMS  $\diamond +1$

**SHIP SKILLS (+1 PER TURNIP SLOT)**

- COMMAND Leadership + Seamanship + Tactics =  $\diamond +1$
- CLOSE COMBAT Resolve + Swashbuckling + Brawling =  $\diamond +1$
- LOGISTICS Physical + Carpentry + Medicine =  $\diamond +0$
- GUNNERY Awareness + Metallurgy + Firearms =  $\diamond +2$

**EQUIPMENT:** Streetwise Toolbox, Awareness Toolbox, Culture Toolbox.

**NOTES:** You may make 1 Free Study Spare Time Roll per session.  
 +2 to all Physical Rolls connected to sleight of hand.  
 +1d6 Hit vs characters from behind.

**ATTRIBUTES**

- STR  $\diamond 3$  1
- REF  $\diamond 2$  2
- MOV  $\diamond 3$  3
- FOC  $\diamond 2$  4
- INT  $\diamond 4$  5
- LUCK  $\diamond 4$  6



**COMBAT ORDER** INT +  $\diamond = 4$

**MAX MOMENTUM** FOC +  $\diamond = 2$

**SWIMMING**  $\diamond +1$   
 -2 if no free hands. -1 per used Slot over 6.

**DEF** 10 + Ref + Cover +  $\diamond = 12$

**VS TAC** Defence + Str +  $\diamond = 15$

**VS INT** 16 + Resolve +  $\diamond -1 = 13$

**MAX WEALTH** Int +  $\diamond = 4$

**CURRENT WEALTH** = **TREASURE TRADE BOXES** -2  
 A SUCCESSFUL WEALTH ROLL OF 14W OR MORE = -1 TREASURE BOX.

**END** 10 + (Str x5) +  $\diamond = 25$

**RECOVERY** Focus +  $\diamond = 2$

**ARMOUR**  $\diamond 2$

**VS LUCK DAMAGE**  $\diamond 0$

**AT 0 ENDURANCE**  $\diamond$

**COVER STEPS**

- ADJACENT TO AN ALLY** REDUCE ALL END DMG BY 2
- 1 LIGHT COVER** +INT DEFENCE
- 2 HEAVY COVER** +INT x2 DEFENCE
- 3 ENTRENCHED, +INT x3 DEFENCE** Immune to Critical Hits if you have Endurance.

**WEAPONS**

WEAPONS	HIT	RANGE	MAX RNG	END DAMAGE	CRIT DAMAGE	AMMO	DRAW	RELOAD	WGT	TYPE AND VARIATION	ACQUIRE	RESOURCES
Personality	*	4	20	3	-	Infinite	-	-	-	Intimidate.	Auto	-
Natural. *May not Hit targets that cannot perceive you.												
Limbs	*	1**	1**	Str-2**	1	Infinite	-	-	-	Tackle.	Auto	-
Natural. Small. Blunt. *Hit +Str with Tackle Action. **2 End Dmg OR +2 Rng and +7 Max Rng if you have a Improvised Weapon (torch, pistol butt, chair).												
Short Sword	+1	1	1	4	3	-	1	-	1	Blade, Composite.		0
Modification: Familiar, Low Quality.												
##												
Brace of 3 Pistols	+3	2	8	4	1d2+2	4	0*	2	1	Firearm, ##.		3
Max Preload 3 (must Draw (not Reload) for each additional Preloaded Ammo), *+1 Draw to un-equip (may drop as a Free Action), Small, Modification: 2 Backup Weapons.												

USED AMMUNITION  $\diamond \diamond \diamond \diamond \diamond \diamond \diamond \diamond \diamond \diamond$

**STRONG HIT MOMENTUM**

REQUIREMENTS	RESULT
Critical Hit	May Crit, Hit, 1 use per Attack (unless Ship, Crew or Henchmen)
Critical Boost	Does not Req Hit
Effort	Does not Req Success, Not a Spare Time Roll
Covering Fire	Firearm, Does not Require Hit

**RESULT**

- Deal your Weapons Critical Damage (-Targets Armour) to a random (roll a d6) Attribute.
- +1 Critical Damage for this Attack vs all Targets with 0 Endurance.
- You may re-roll a single die from this Skill Roll.
- An ally gains Heavy Cover or +1 Cover Step until your next Turn.

**PERSONAL COMBAT ACTIONS, 2 PER TURN**

THOUGHTFUL ACTIONS	SWIFT ACTIONS	POWERFUL ACTIONS
<p><b>SIZE UP</b> Attack</p> <p>Hit +Int. Once per Turn, +1 Momentum.</p>	<p><b>FULL MOVE</b> Move</p> <p>Move +2. Momentum 1: +2 Movement.</p>	<p><b>CHARGE</b> Move, Attack, May Crit</p> <p>Move +2 (Straight Line). +1 Momentum per Adjacent Enemy.</p>
<p><b>PREP</b> Move, Recover</p> <p>Draw or Reload a Weapon. Skill Roll (eg. Medicine, Stealth). Momentum 2: Two Allies gain +1 Momentum.</p>	<p><b>QUICK STRIKE</b> Move, Attack, May Crit</p> <p>Hit +Ref (Hit +Int with Intimidate). On Flanked Hit: +1 Momentum. Momentum 2: Attack with a different Weapon. Momentum 2: Your next Attack gains +2d6 Hit.</p>	<p><b>TACKLE</b> Move, Attack</p> <p>Hit +Ref. On Hit: Momentum 1: Apply +1 Tackle Effect. Momentum 2: Your next Attack gains +2d6 Hit.</p>
<p><b>READY ATTACK</b> Attack*, May Crit</p> <p>*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.</p>	<p><b>DODGE</b> Move</p> <p>Cover Step +1. An Attack Misses You: +1 Momentum (up to +2). Momentum 2: +1 Cover Step.</p>	<p><b>BLOCK</b> Move, Attack</p> <p>Hit +Ref. On Hit: Gain +1 Momentum if any Opponent is adjacent to you at the start of your next Turn.</p>

**ATTACK ROLL FORMULA**

**+3d6 +HIT** -2 per Ring 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.



**NAME:** Salasan, the Hunter **BACKGROUND:** Street **LV:** 2



**EVERYDAY SKILLS**

- PERSUASION (INT) -2
- LEADERSHIP (STR) -2
- INSIGHT (INT) -2
- SEAMANSHIP (INT) -1
- STREETWISE (LUC) -1
- RESOLVE (FOC) +0
- PHYSICAL (STR/REF/MOV) +1
- AWARENESS (INT) +1

**EMERGENCY SKILLS**

- CARPENTRY -2
- METALLURGY -2
- TAILORING -1
- WILDERNESS +0
- MEDICINE +1
- CULTURE -2
- MERCANTILISM -2
- STEALTH (REF/MOV) +4

**PERSONAL COMBAT SKILLS**

- SWASHBUCKLING +1
- BRAWLING +1
- TACTICS -2
- FIREARMS -2

**SHIP SKILLS (+1 PER TURNIP SLOT)**

- COMMAND Leadership + Seamanship + Tactics = +0
- CLOSE COMBAT Resolve + Swashbuckling + Brawling = +3
- LOGISTICS Physical + Carpentry + Medicine = +2
- GUNNERY Awareness + Metallurgy + Firearms = +1

**EQUIPMENT:** ##

**NOTES:** +2 to all Plunder Spare Time Rolls.  
+2 to all non-combat rolls connected to Flora, Fauna, poisons, and toxins.

**ATTRIBUTES**

- STR 2
- REF 5
- MOV 4
- FOC 3
- INT 2
- LUCK 2



**COMBAT ORDER** INT +  $\diamond$  = 2

**MAX MOMENTUM** FOC +  $\diamond$  = 3

**SWIMMING** -2 if no free hands. -1 per used Slot over 6.

**MAX WEALTH** Int +  $\diamond$  = #

**CURRENT WEALTH** = TREASURE TRADE BOXES -2  
A SUCCESSFUL WEALTH ROLL OF 14W OR MORE = -1 TREASURE BOX.

**DEF** 10 + Ref + Cover +  $\diamond$  = 15

**VS TAC** Defence + Str +  $\diamond$  = 17

**VS INT** 16 + Resolve +  $\diamond$  = 16

**ARMOUR** 2

**VS LUCK DAMAGE** +2

**AT 0 ENDURANCE** -1

**END** 10 + (Str x5) +  $\diamond$  = 20

**RECOVERY** Focus +  $\diamond$  = 3

**COVER STEPS**

- ADJACENT TO AN ALLY** REDUCE ALL END DMG BY 2
- 1 LIGHT COVER** +INT DEFENCE
- 2 HEAVY COVER** +INT x2 DEFENCE
- 3 ENTRENCHED, +INT x3 DEFENCE** Immune to Critical Hits if you have Endurance.

**INVOKE WEAPONS**

WEAPONS	HIT	RANGE	MAX RNG	END DAMAGE	CRIT DAMAGE	AMMO	DRAW	RELOAD	WGT	TYPE AND VARIATION	ACQUIRE	RESOURCES
Personality	*	4	20	3	-	Infinite	-	-	-	Intimidate.	Auto	-
Natural. *May not Hit targets that cannot perceive you.												
Limbs	*	1**	1**	Str-2**	1	Infinite	-	-	-	Tackle.	Auto	-
Natural. Small. Blunt. *Hit +Str with Tackle Action. **2 End Dmg OR +2 Rng and +7 Max Rng if you have a Improvised Weapon (torch, pistol butt, chair).												
Short Sword	+2	1	1	5	3	-	1	-	1	Blade, Composite.		1
Modification: Familiar.												
Bow	+1	4	35	5	3	10	1	1	3	Projectile, Bow, Wood.		2

May only preload while Activated, Two Handed, Momentum 1: Your next Attack gains +2 Hit, Rng, End Dmg (Stacks). USED AMMUNITION  $\diamond\diamond\diamond\diamond\diamond\diamond$

**STRONG HIT MOMENTUM**

REQUIREMENTS	RESULT
Critical Hit	May Crit, Hit, 1 use per Attack (unless Ship, Crew or Henchmen)
Critical Boost	Does not Req Hit
Effort	Does not Req Success, Not a Spare Time Roll
Inigorating Remedy	First Aid, Success
Poison Blade	Blade or Projectile, May Crit, Hit

**RESULT**

- Deal your Weapons Critical Damage (-Targets Armour) to a random (roll a d6) Attribute.
- +1 Critical Damage for this Attack vs all Targets with 0 Endurance.
- You may re-roll a single die from this Skill Roll.
- Target character gains a Recovery and +1 Momentum.
- Your target takes 2 Endurance Damage at the Start of their Turn until they receive a Patch-Up or Extended Care Healing Roll (Stacks up to 4 times).

**PERSONAL COMBAT ACTIONS, 2 PER TURN**

THOUGHTFUL ACTIONS	SWIFT ACTIONS	POWERFUL ACTIONS
<b>SIZE UP</b> Attack Hit +Int. Once per Turn, +1 Momentum.	<b>FULL MOVE</b> Move Move +2. Momentum 1: +2 Movement.	<b>CHARGE</b> Move, Attack, May Crit Move +2 (Straight Line). +1 Momentum per Adjacent Enemy.
<b>PREP</b> Move, Recover Draw or Reload a Weapon. Skill Roll (eg. Medicine, Stealth). Momentum 2: Two Allies gain +1 Momentum.	<b>QUICK STRIKE</b> Move, Attack, May Crit Hit +Ref (Hit +Int with Intimidate). On Flanked Hit: +1 Momentum. Momentum 2: Attack with a different Weapon. Momentum 2: Your next Attack gains +2d6 Hit.	<b>TACKLE</b> Move, Attack Hit +Ref. On Hit: Momentum 1: Apply +1 Tackle Effect. Momentum 2: Your next Attack gains +2d6 Hit.
<b>READY ATTACK</b> 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.

**ATTACK ROLL FORMULA** +3d6 +HIT VS TARGETS DEFENCE  
-2 per Rng Increment beyond the first. 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.



SHIP NAME ScarletTide

BUILD Ship of the Line

UPKEEP COST 10 + WEAPONS + (TRAITS x5) + = **24**

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

HULL	BULK		1	<p>-Hull = Leaking -4 Hull = Destruction  -4 Sailors, 0 Moral = Surrender </p>
	DECK		2	
	SAILS		3	
	SWABBIES		4	
	GUNNERS		5	
	CUTTHROATS		6	
SAILORES				
	SIZE	2 +	2	

CANNONS SIZE + BULK + = **5**

MAX SPEED -1

CARGO (SIZE x SIZE) + 2 + = **6**

CONSUME (SIZE) BOXES OF FOOD & WATER EVERY 7 + = **7** DAYS

DAILY TRAVEL DISTANCE 100% + = **100** %



DEFENSIVE STATS

DEFENCE 16 - (SIZE x 2) + -1 = **11**

REDUCE ALL CANNON HITS BY -1d6 WHEN THEY ATTACK YOUR FRONT OR REAR.

ARMOUR 3 + = **3**

FRONT ARMOUR 3 + = **3**

MORALE (SIZE x 10) + 2 = **22**

RESILIENCE 4 + = **4**

WIND

- DIRECTLY WITH WIND YOU MAY GAIN UP TO +2 -2 SPEED. MAX SPEED = 2 + YOUR SAILS.
- DIRECTLY PARALLEL WIND YOU MAY GAIN UP TO +2 -2 SPEED. MAX SPEED = 2 + YOUR SAILS.
- PARALLEL WITH WIND YOU MAY GAIN UP TO +3 -2 SPEED. MAX SPEED = 3 + YOUR SAILS.
- PARALLEL AGAINST WIND YOU MAY GAIN UP TO +1 -2 SPEED. MAX SPEED = 1 + YOUR SAILS.
- DIRECTLY AGAINST WIND YOU MAY GAIN UP TO +0 -3 SPEED. MAX SPEED = 1.

WEAPONS	HIT (+ SKILL)	RANGE	MAX RNG	MORALE DAMAGE	CRIT DAMAGE	AMMO	MIN SIZE	TYPE AND VARIATION	ACQUIRE	UPKEEP
Ram	+Speed*	1, Front	1	Bulk +Speed	Size	-	-	Ram.	Auto	-
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	4	-	-	Assault.	Auto	-

CANNON AMMUNITION x3

Round Shot	+0	Gun +1	14	5	4	15	1	Cannon Ammunition.		4
Crit Location: 2d6 choose the lowest.										
USED AMMUNITION										
Grapeshot	+1d6	Gun -2	6	8	4	8	1	Cannon Ammunition.		4
Crit Location: 1d3+3.										
USED AMMUNITION										
Light Mortar Shell	-1d6	Gun x3	25*	3	4	3	2	Cannon Ammunition.		6
*Min Rng 6.										
USED AMMUNITION										

STRONG HIT MOMENTUM	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	CLOSE COMBAT	LOGISTICS	GUNNERY
Lowest Speed First (or lowest Cutthroats if equal).	Highest Deck First (or highest Cutthroats if equal).		
<b>TACK</b> 15-Speed Alter your ship's Speed. Rotate 45° OR Rotate 90° and -3 Speed.	<b>GRAPPLE</b> 12-Cutthroats Reduce your, and an adjacent, ship's Speed by 2. And one of you gains or removes a Boarded Effect.	<b>PATCH JOB</b> 12-Bulk Repair 1 Attribute Damage that was dealt since your last Turn.	<b>TAKE AIM</b> 12-Gunners Boost next Cannon Attack: Rng +2.
<b>PUSH CREW</b> 14-Deck* A single Ship Roll gains Str Hit +1. *And take 5 Morale Damage.	<b>VOLLEY</b> vs Defence Hit: +Gunners. Attack with Assault. Crit Attribute location: 1d3+3.	<b>SUPPORT CREW</b> 12-Deck +1 to all Ship Skill Rolls this Turn. Remove Leaking or On Fire Effect. Deploy an Auxillary.	<b>POT SHOT</b> vs Defence Attack with front or side Cannons. Requires no Ammunition.
<b>GIVE SPEECH</b> 14-Swabbies +1 to all Ship Skill Rolls this Turn. Regain Moral.	<b>TO ARMS</b> vs 12+Size Hit: +Cutthroats. Attack all Boarded ships with Assault. No Rng penalties.	<b>CATCH WIND</b> 14-Sails Move forward 1d3 spaces, not Directly Against Wind.	<b>PORT BROADSIDE</b> vs Defence Hit: +1d6 per Cannon. Rng: -1d6 per Increment, not -2. Attack with left side Cannons.
<b>PLOT ESCAPE</b> 12-Sails* 5 Successes = Leave Combat Area. *No enemy ships within 4 of you.	<b>DUEL</b> vs 4d6* An adjacent Boarded ship takes 1 Dmg (no Armour) to any Sailors Attribute. *Failed Roll = YOU take 1 Dmg.	<b>NAVIGATE</b> 15-Deck Alter your ship's Speed by +1 to -1. Rotate 45°.	<b>STARBOARD BROADSIDE</b> vs Defence Hit: +1d6 per Cannon. Rng: -1d6 per Increment, not -2. Attack with right side Cannons.

ATTACK ROLL FORMULA **+3d6 +HIT** VS **TARGETS DEFENCE**  
-2 per Rng Increment beyond the first. 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.

