To move:

Wind check: d20 must beat 5

If they don’t move then a saving role will be needed to break the dry spell.

If they move then the speed is on the ship sheet. Then edited by the current.

x2 going with the current

x½ going against the current

x1 orthogonal

Moves ½ speed in cm

Health:

100% fine

60% -2 to average

moral

50% slowed, ½ speed

30% -20% attack Dmg.

10% about to sink

<10% sinking, cannot be saved

Repairs:

Repairs per journey: crew/20

Repair value: 1/10 Max HP

Mutiny:

No food then Cpt. Saving throws

Damage:

Cannons:

Attack Range vs. Distance Dmg. (1d20 +1d8)\*number of cannons

Grapples:

Attack Range vs. Distance Dmg. 2d4 + ½ per grapple

Boarding:

To board ships must either touch or be grappled. The percentage of boarding party boarding is (1d20\*5) + boarding modifier