

# ADVANCED GAME TABLES

## HIT DETERMINATION TABLE (HDT)

Guns Firing	RANGE IN HEXES						HIT TABLE MODIFIERS							OPTIONAL MODIFIERS							
							Stern Rake	CREW QUALITY					Crew Section loss	Initial Bdsde	Cap Ship	AMMUNITION				All types of anchor	
	1	2	3	4	5-6	7-10		EL	CR	AV	GR	PR				GP	CH	DS	RS		
1-3	1(2)	0(1)	-1(0)	-2(-1)	-3(-2)	-4(-3)	+1	+1	+1	0	0	-1	-1	+1	-1	-1	+1	+1	+1	0	+1
4-6	1(2)	1(2)	0(1)	-1(0)	-2(-1)	-3(-2)	+1	+1	+1	0	0	-1	-1	+1	-1	-1	+1	+1	+1	0	+1
7-9	2(3)	1(2)	0(1)	-1(0)	-2(-1)	-3(-2)	+1	+2	+1	0	0	-1	-1	+1	-2	-2	+1	+1	+1	0	+1
10-12	2(4)	2(3)	1(2)	0(1)	-1(0)	-2(-1)	+1	+2	+1	0	0	-1	-1	+1	-2	-2	+1	+1	+1	0	+1
13-15	3(5)	2(4)	1(3)	0(2)	-1(1)	-2(0)	+1	+2	+2	0	0	-1	-1	+2	-2	-3	+2	+2	+2	0	+1
16-18	3(6)	3(5)	2(4)	1(3)	0(2)	-1(1)	+1	+2	+2	0	-1	-1	-1	+2	-2	-3	+2	+2	+2	0	+1
19-21	4(7)	3(6)	2(5)	1(4)	0(3)	-1(2)	+1	+2	+2	0	-1	-2	-2	+2	-2	-4	+2	+2	+2	0	+2
22-24	4(8)	4(7)	3(6)	2(5)	1(4)	0(3)	+1	+2	+2	0	-1	-2	-2	+2	-2	-4	+2	+2	+2	0	+2
25	5(9)	4(8)	3(7)	2(6)	1(5)	0(4)	+1	+3	+2	0	-1	-2	-2	+2	-2	-4	+2	+3	+3	0	+2

## HIT TABLES

NUMBER 0		NUMBER 1		NUMBER 2		NUMBER 3		NUMBER 4	
HULL	RIGGING	HULL	RIGGING	HULL	RIGGING	HULL	RIGGING	HULL	RIGGING
1	0	0	0	G	0	G-C	0	G-C	R-G
2	0	0	0	H	R	H	R-C	H-R	R-H
3	0	0	0	H-G	R-C	H-G-C	R-G	2H-G-R	2R-C-G
4	C	0	0	H-C	R-G	2H-R	2R-C	2H-2G-C	2R-G
5	H	R	0	H-R-C	R-G	2H-C	2R-G	3H-C	3R-C
6	G*	C*	0	2H-G*	2R-H-C*	2H-2G*	2R-H-C*	3H-G*	4R-H-C*

NUMBER 5		NUMBER 6		NUMBER 7		NUMBER 8		NUMBER 9			
	HULL	RIGGING		HULL	RIGGING		HULL	RIGGING		HULL	RIGGING
1	H-G-C	R-C		H-2G-2C	2R-C	1	2H-G-C	2R-C	1	2H-3G-C	4R-H-G
2	2H-2C-R	2R-G		2H-2C-R	2R-G-C	2	2H-C-R	3R-G	2	3H-2G-2C	4R-H-C
3	2H-G-C	3R-H		2H-G-R	3R-H-G	3	3H-2G-2C	3R-H-G	3	3H-2G-2C-R	5R-2H
4	2H-2G	3R-G-C		2H-2G	4R-G	4	3H-2G	4R-H-2C	4	4H-2G-2C	5R-2G-C
5	3H-G-R	4R-H		3H-G-C	4R-H	5	4H-2G-C	5R-2G-C	5	4H-G-3R	6R-G-2C
6	3H-G-C*	4R-H-G-C*		4H-2G-C*	5R-H-C*	6	4H-2G-C-R*	5R-2H-G*	6	5H-G-2C*	7R-2G*

NUMBER 10	
HULL	RIGGING
1	2H-2G-4C
2	3H-3G-C-R
3	4H-2G-C-R
4	5H-2R-G
5	5H-2C-G-R
6	6H-2G-2C*

AMMUNITION RANGE TABLE	
WEAPON OR TYPE OF AMMO	MAXIMUM RANGE IN HEXES
CARRONADE	3
BALL SHOT	10
CHAIN SHOT	3
GRAPE SHOT	1
DOUBLE SHOT	1

DESTROYED HALL TABLE	
DIE	RESULTS
1-4	SHIP SURRENDERS BY STRIKING
5	SHIP MAY SINK*
6	SHIP MAY EXPLODE*

\*The ship will explode or sink when a "6" is result of subsequent roll

WIND VELOCITY CHANGE TABLE	
DIE	RESULTS
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	RESULTS
1	WIND SHIFTS BACK TO INIT DIR
2	NO CHANGE
3	WIND SHIFTS 60 DEG CLOCKWISE
4	WIND SHIFTS 60 DEG COUNTERCLOCKWISE
5	WIND SHIFTS 120 DEG CLOCKWISE
6	WIND SHIFTS 120 DEG COUNTERCLOCKWISE

## WIND EFFECTS TABLE

Wind Velocity	Ship Class	NUMBER 1				NUMBER 2				NUMBER 3 & 4				NUMBER 5 & 6				ROWED VESSELS			
Number	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	Medium 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 Gale or Storm			
6	Storm	-2	-1	-1	0	-3	-2	-1	0	-3	-2	-1	0	-3	-3	-2	0				
7	Hurricane	SCENARIO ENDED																			

STORM: Full sails not allowed. Ship classes Number 1 and Number 4 subtract 2 from Hit Table

GALE: Ship Classes Number 5 and Number 6 cannot use full sails. Ship classes Number 1, Number 5, and Number 6 subtract 1 from Hit Table

## MELEE TABLES

CREW MELEE STRENGTH TABLE	
ELITE CREW SQUARE	5 STRENGTH PTS.
CRACK CREW SQUARE	4 STRENGTH PTS.
AVERAGE CREW SQUARE	3 STRENGTH PTS.
GREEN CREW SQUARE	2 STRENGTH PTS.
POOR CREW SQUARE	1 STRENGTH PT.

MELEE RESOLUTION TABLE									
TOTAL MELEE STRENGTH									
DIE	1-10	11-20	21-30	31-40	41-50	51-60	61-70	71-80	81-
1-2	1	1	2	2	3	3	4	4	4
3-4	0	1	1	1	2	2	2	3	4
5-6	0	0	0	1	1	1	2	2	2

## FOULED RIGGING TABLES

FOULING TABLE	
DIE	RESULTS
1-2	SHIPS ARE FOULED
3-6	SHIPS ARE NOT FOULED

UNFOULING TABLE	
DIE	RESULTS
1-2	SHIPS ARE UNFOULED
3-6	SHIPS REMAIN FOULED

## GRAPPLING TABLES

GRAPPLING TABLE	
DIE	RESULTS
1-2	GRAPPLING SUCCEEDS
3-6	ATTEMPT FAILS

UNGRAPPLING TABLE	
DIE	RESULTS
1-2	UNGRAPPLING SUCCEEDS
3-6	ATTEMPT FAILS

If one ship was motionless during the movement phase subtract one from the die roll. If both ships were motionless during the movement phase subtract two from the die roll.

## THE CRITICAL HIT TABLE

1	R: At range of 3 hexes or less rake causes one rigging section to be lost. (See optional rule VII for effect). H: No Effect
2	R: No Effect H: At range of 3 hexes or less, rake causes all gun and crew hits to be doubled.
3	R: No Effect H: No Effect
4	R: Fallen rigging obscures a gunnery section in the left broadside. Reduce Hit Table by 1 for the next three turns. Mark out to rigging squares. H: No Effect
5	R: No Effect H: Anchor cable severed. Anchored ships must note cut anchor in "log." Ships may not anchor again.
6	R: Fallen rigging obscures a gunnery section in the right broadside. Reduce Hit Table by 1 for the next three turns. Mark out to rigging squares. H: No Effect
7	R: No Effect H: Crew is demoralized. Roll one die; add crew quality strength points. Subtract the number of lost crew sections. If the result is six or less, crew drops one rate in quality.
8	R: Mast falls. Mark out one rigging section. (See optional rule VIII for effect). H: Possible damage to steering: Roll one die. If a 1, 3, or 5 appears, turning ability number is permanently Recuced by one.
9	R: No Effect H: No Effect
10	R: Rake causes one rigging section to be lost. (See optional rule VIII for effect). H: Anchor cable severed. Anchored ships must note cut anchor in "log." Ships may not anchor again.
11	R: No Effect H: Magazine may explode. Roll one die. Add the range in number of hexes. If the result is four or less, ship explodes. (See optional rule X for effect of explosion.)
12	R: No Effect H: Water line damage: One crew section must be permanently assigned to keep ship afloat for the remainder of the game.
13	R: Rake causes one rigging section to be lost. (See optional rule VIII for effect). H: Rake causes double the crew and gun hits.
14	R: No Effect H: Fire breaks out. 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 number rolled is the number of turns needed to put out the fire. Hit Table reduced by the amount of the duration of fire.
15	R: No Effect H: No Effect
16	R: Mast falls. Mark out one rigging section. (See optional rule VIII for effect). H: Crew is demoralized. Roll one die; add crew quality strength points. Subtract the number of lost crew sections. If the result is six or less, crew drops one rate in quality.

Results of Critical Hit Table determined at the end of the Combat phase after all regular damage has been recorded.  
All results are cumulative.