

## MODULE ARMORED PROW



- When you Face Danger or React Under Fire by sailing through an obstacle or barrier, add +1. If you Withstand Damage as an outcome of this action, also add +1.
- When you Strike by ramming your foe, choose the force of the hit: 1, 2, or 3. Then, add +that amount. On a strong hit, mark progress. On a weak hit or miss, in addition to the outcome of the move, Withstand Damage and suffer damage equal to the force of the hit.
- When you Secure an Advantage or Gain Ground by bringing your ship to ramming speed and sailing headlong toward a threat, roll +integrity or +heart, whichever is higher. On a strong hit, take +1 momentum.