

CLEAR FOR ACTION!

A Game of Command and Courage in the Age of Sail (1750 - 1815)



Clear for Action! is a tabletop wargame of naval combat in the Age of Sail. Players command ships, crews, and officers through tense battles of maneuver, gunnery, and boarding. Every order counts: when to fire, when to hold, when to close or bear away. Victory depends as much on nerve and seamanship as on weight of metal.

The game captures not just tactics but the feel of the age: thunderous broadsides, smoke and confusion, and the struggle to keep command amid chaos. Play a single duel or a linked campaign of convoys, raids, and sieges, where every action tells a story of courage, wind, and will.

Design Philosophy

When I began designing *Clear for Action!*, my goal was to bring the thrill of Age of Sail combat to the tabletop—the roll of the deck beneath your feet, the sting of powder smoke, and the shouts of men as broadsides thunder through the haze. I wanted players to feel what it was like to command a frigate under full sail, making the same quick, perilous choices that decided the fate of ships and crews in those heroic actions we read about in history and in Patrick O'Brian's novels.

This game is built around the kind of encounters that defined the era: the hard-fought duels of frigates like *Shannon* and *Chesapeake*, the daring prize hunts, the cutting-out expeditions launched under starlight. It focuses on the clash of captains rather than fleets—moments where nerve, seamanship, and leadership mattered more than sheer weight of metal.

Each ship, officer, and crew in *Clear for Action!* has its own character and fighting spirit. The rules are meant to be quick, decisive, and steeped in the feel of real seamanship—ships heel to the wind, orders falter under smoke, and fortune shifts with every gun.

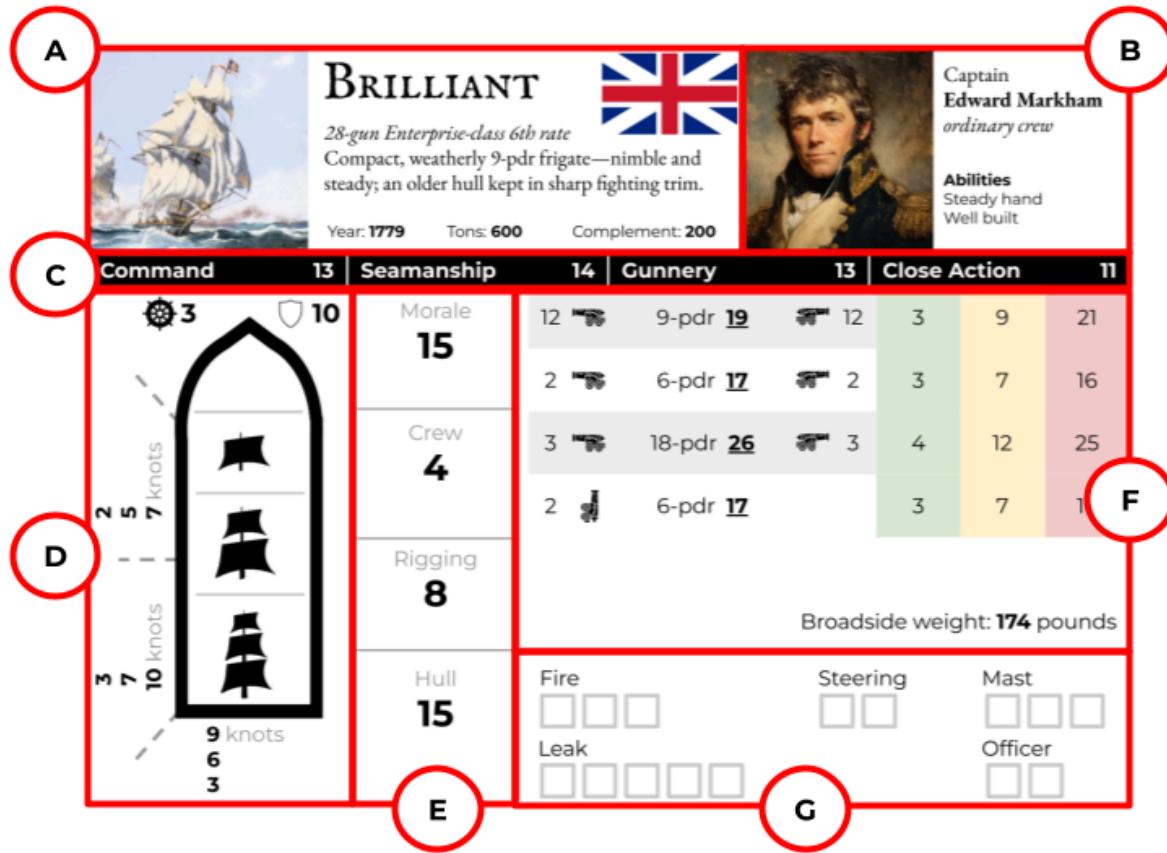
Above all, this game is meant to be a celebration of courage at sea: bold captains, weary crews, and the immortal cry to “**Clear for action!**”

The Basics

Clear for Action! uses an intuitive **d20** system to resolve all actions, from issuing orders to firing broadsides and boarding. Each game is played in **rounds**, with every round divided into six **phases** covering command, movement, combat, and resolution. Players control individual **ships** using ship cards that track crew, morale, hull, rigging, and critical damage. Success in the game depends on **skill tests** made against a ship's ratings, modified by conditions such as weather, damage, and morale. The result is a smooth balance of realism and playability that captures both the tactics and tension of naval warfare of the period.

Ship Cards

Every ship in *Clear for Action!* is represented by a **Ship Card**, the captain's command log during battle. It records everything that gives a vessel her character—her history, crew, condition, and armament. As damage mounts and morale falters, the card becomes a record of triumph or ruin, telling the story of the fight in numbers and marks. Each panel corresponds to a vital aspect of command, from a ship's identity and officers to her sails, guns, and the critical damage that threatens her survival. Together, they give the captain all he needs to command amid the roar of battle.



(A) Ship Overview

The vessel's identity: name, nation, class, and story.

(B) Captain and Crew

The officers and men who give her courage, skill, and purpose.

(C) Skills

Command, Seamanship, Gunnery, and Close Action—the measure of her crew's discipline and training.

(D) Movement & Defense

How she sails, turns, and withstands enemy fire.

(E) Vitals

Tracks the ship's morale, crew, rigging, and hull—her strength and endurance.

(F) Guns

The ship's armament, ranges, and broadside weight—the thunder of her firepower.

(G) Criticals

Fires, leaks, and other calamities that test every captain's resolve.

Ship Overview



Every ship in *Clear for Action!* has its own story—her lines, guns, and crew defining how she fights. The **Ship Overview** panel summarizes the vessel's identity and heritage at a glance. Her name and nation tie her to a proud fleet; her class, rating, and tonnage reveal her power and size. Beneath the nameplate, the brief description and launch year give context—was she a newly built frigate of daring design, or a seasoned veteran scarred by years at sea? Together, these details bring the ship to life, helping players picture her history, role, and spirit before the first shot is fired.

(A) Image of the Ship

A visual reference for the vessel, capturing her lines, rig, and character.

(B) Name of the Ship

Her given name, proudly carried into every action and logbook.

(C) Nationality

The flag she sails under; determines fleet abilities and doctrine.

(D) Class and Rating

The formal naval designation, showing her size, firepower, and role.

(E) Description

A short note on her history, character, or notable design features.

(F) Year Launched

When she first took to the water—an old veteran or a fresh-built warship.

(G) Displacement (tons)

The ship's size and weight; a measure of her presence in the water.

(H) Crew Complement

The number of souls aboard—each vital to the ship's performance in battle.

Captain and Crew



Captain

Edward Markham

ordinary crew

B

Abilities

Steady hand
Well built

C

D

No ship sails herself. The captain and crew give her will, skill, and heart. The **Captain and Crew** panel records the officers and ratings whose steadiness decides whether a ship triumphs or founders. The captain's name and portrait capture the human element of command—courage, discipline, and the burden of choice amid chaos. The crew rating reflects their training and cohesion, shaping how quickly they work the guns, handle the sails, and rally under fire. Special abilities mark a captain's unique style—some bold and reckless, others cool and precise. Together, they form the living soul of the ship.

(A) Image of the Captain

The face of command; a reminder that every order comes from one voice.

(B) Rank and Name

Identifies the ship's commanding officer, from lieutenants to post-captains.

(C) Crew Rating

The ship's overall discipline and experience; vital for every test in battle. Crew can be **Landsmen** (Green), **Ordinary** (Regular), **Able** (Veteran), or **Crack** (Elite).

(D) Abilities

Distinct traits and talents that set this captain or crew apart, giving each ship its character.

Skills



A ship's performance in battle depends on more than her guns or rigging—it rests on the skill of her officers and men. Each vessel in *Clear for Action!* is rated in four key disciplines that capture her crew's strengths and weaknesses. **Command** measures leadership and discipline; **Seamanship**, the handling of sails and ship; **Gunnery**, the precision of broadsides; and **Close Action**, the ferocity of boarding and hand-to-hand combat. These ratings define how the ship behaves under pressure, translating experience and morale into action when the sea turns to chaos.

(A) Command

The captain's ability to issue clear orders and maintain control amid confusion.

(B) Seamanship

Skill in handling the ship: sail, helm, and maneuver under every wind.

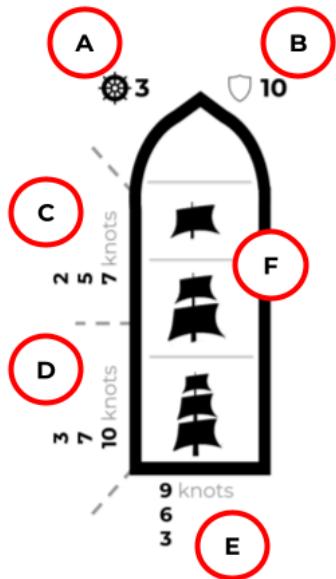
(C) Gunnery

Accuracy and timing of the guns; the art of delivering a perfect broadside.

(D) Close Action

The crew's courage and skill in boarding, repelling boarders, and fighting at close quarters.

Movement & Defense



A well-handled ship is a weapon in motion. The **Movement & Defense** panel captures how swiftly and gracefully a vessel can respond to her captain's will, and how sturdily she can endure return fire. A ship's maneuver rating determines how sharply she can turn, while her defense reflects the thickness of her timbers and the skill of her crew in bracing for impact. Speed varies with the wind and the setting of the sails—close-hauled for control, reaching for balance, running for power. Every number here decides whether a ship outpaces the enemy or weathers the storm.

(A) Maneuver Rating

How many turns a ship may make each phase; her agility in battle.

(B) Defense Value

Resistance to damage; the strength of hull, build, and discipline under fire.

(C) Close-Hauled Speed

Speed when sailing near the wind.

(D) Reaching Speed

Speed when sailing across the wind; the fastest point of sail.

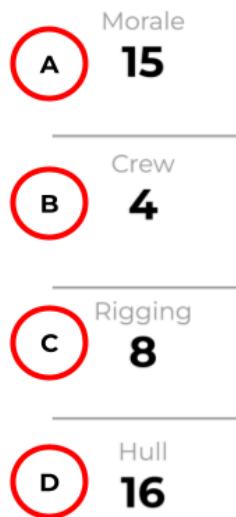
(E) Running Speed

Speed with the wind astern.

(F) Sail Setting

Current rig configuration, from reefed to full sail, dictating speed and risk.

Vitals



The **Vitals** panel tracks the life of the ship herself—her spirit, her crew, and the strength of her hull and rigging. These tracks rise and fall as battle rages, showing at a glance whether the ship still fights with confidence or clings to survival. Morale measures the will to stand and fight; Crew reflects manpower and readiness; Rigging governs movement and control; and Hull marks the ship's ability to stay afloat. Together, these vitals tell the story of endurance under fire—how long a ship can hold the line before the sea takes her.

(A) Morale

The crew's fighting spirit; when it fails, even the bravest ship may strike her colors.

(B) Crew

The number and effectiveness of men remaining to man the guns and rigging.

(C) Rigging

The condition of masts, yards, and sails; damage here robs speed and maneuver.

(D) Hull

The integrity of the ship's timbers and structure; once gone, the vessel founders.

Guns

A	B	C	D	E	F	G	H	I
12	9-pdr 19		12	3	9	21		
2	6-pdr 17		2	3	7	16		
3	18-pdr 26		3	4	12	25		
2	6-pdr 17			3	7	16		

J Broadside weight: **174** pounds

The ship's guns are her voice in battle—the thunder that decides the day. The **Guns** panel details her armament by number, type, and position, allowing captains to see her true weight of metal at a glance. Each broadside tells its own story: long guns that strike at range, carronades that roar at close quarters, chasers that snap through spray and smoke. Range and weight define how hard and how far she hits, while facing determines which arcs of fire she commands. Knowing a ship's gunnery is to know her soul—disciplined precision or brutal close-range fury.

(A) Number of Guns

Total pieces of ordnance on the ship or firing side.

(B) Facing of Guns

Indicates whether the guns fire larboard, starboard, fore, or aft.

(C) Type of Gun

The caliber and kind, from 4-pounders to 32-pounder carronades.

(D) Gun Damage

The striking power of each gun; higher values pierce thicker hulls.

(E) Facing of Guns

The layout of batteries across the hull or deck.

(F) Number of Guns

Repeated for clarity by battery or side.

(G) Short Range

The most lethal range where shot strikes with full force.

(H) Medium Range

The distance of controlled fire; accuracy begins to waver.

(I) Long Range

Maximum reach of the guns; hits are rare but decisive.

(J) Broadside Weight

The total weight of metal thrown in one full broadside—her measure of power.

Criticals



In battle, a single shot can change everything. The **Criticals** panel tracks the most dangerous kinds of damage—fires spreading below decks, leaks flooding the bilge, shattered masts, and fallen officers. Each track marks a growing crisis that can overwhelm even a strong ship if left unchecked. These are the moments when carpenters, surgeons, and captains earn their glory—racing against time to keep the ship afloat, steerable, and fighting. Watching the criticals rise is watching disaster creep closer with every roll of the sea.

(A) Fire Critical Track

Spreading flames threaten powder, rigging, and life itself.

(B) Leak Critical Track

Water rises in the hold; unchecked, the ship founders.

(C) Steering Critical Track

The rudder or tiller is damaged; the ship may lose control.

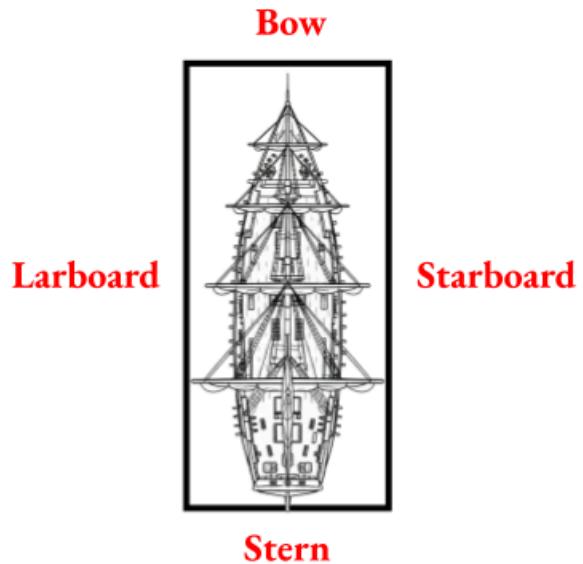
(D) Mast Critical Track

Broken spars and fallen masts cripple speed and maneuver.

(E) Officer Critical Track

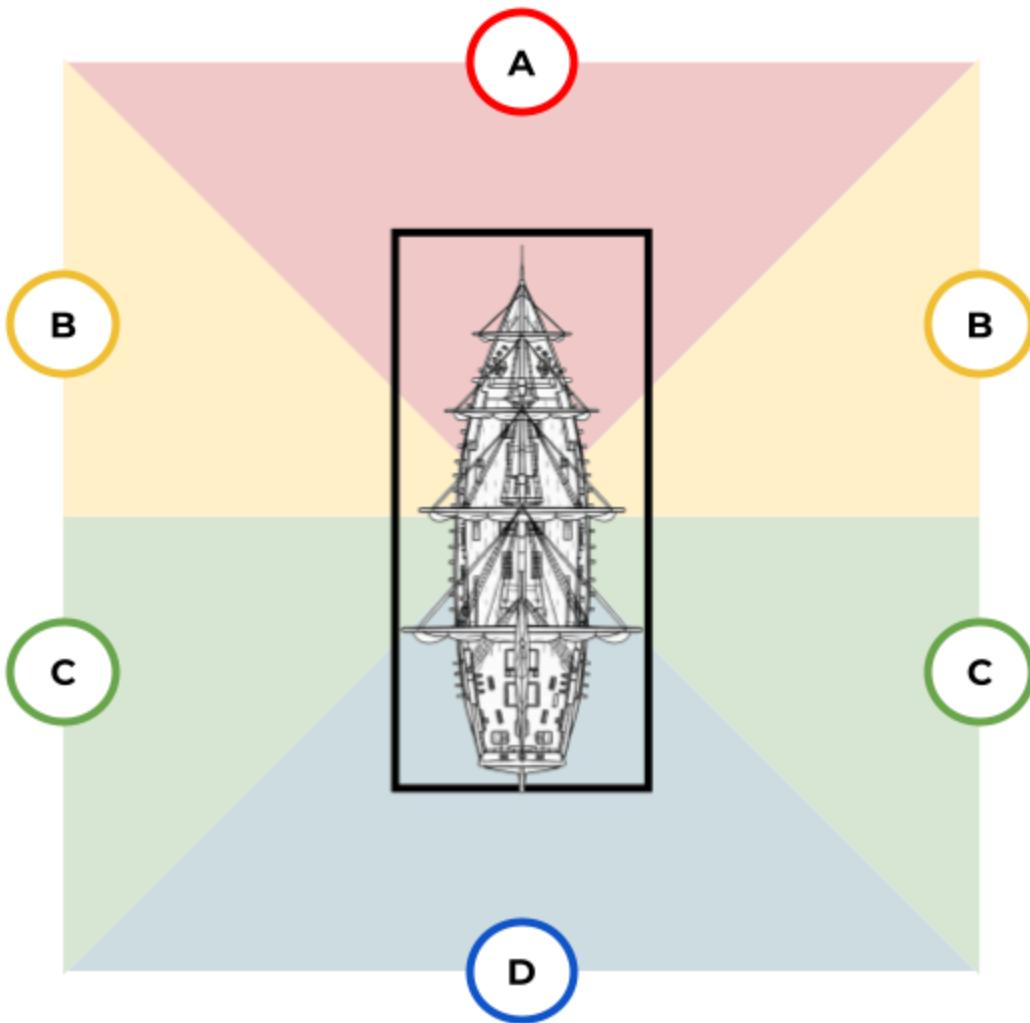
Wounded or slain officers reduce command and coordination.

Anatomy of a Ship



A ship of war is more than timber and canvas—it's a living engine of motion and will. The **Anatomy of a Ship** diagram shows the key parts that shape movement, firing arcs, and combat. Understanding these elements helps players visualize how a ship turns, where her guns bear, and what happens when battle damage takes its toll. The bow cuts the wind, the stern trails her wake, and the broadside—her deadliest edge—delivers thunder and flame. Master these features, and you command not just a model, but a warship at sea.

Points of Sail



Wind is both ally and adversary—the unseen hand that governs every move. The **Points of Sail** diagram shows how a ship's heading relates to the wind and how that affects her speed and control. Sailing *Close Hauled* demands skill and precision but sacrifices speed. *Reaching*—with the wind abeam—is the fastest and most efficient course, where sail and hull work in perfect harmony. *Running* before the wind offers power but less control, and when caught *In Irons*, facing straight into the wind, even the finest crew can do little but wait for a change. To master the wind is to master the battle.

(A) In Irons

The ship faces directly into the wind and loses all headway; sails shiver and control is lost.

(B) Close Hauled

Sailing as near to the wind as possible; slow but makes progress upwind.

(C) Reaching

The wind blows across the beam; the fastest and most efficient point of sail.

(D) Running

With the wind astern, the ship carries great speed.

Skill Tests

Most actions in *Clear for Action!* are resolved with a **Skill Test** using a single d20. Each ship and officer has ratings for **Command**, **Seamanship**, **Gunnery**, and **Close Action**. When a situation calls for a test, roll **1d20** and compare the result to the relevant rating after applying any modifiers.

- **Success:** if the roll is equal to or less than the target number.
- **Failure:** if the roll is higher than the target number.
- **Natural 1:** always succeeds, regardless of modifiers.
- **Natural 20:** always fails.

Modifiers always adjust the **target number**, not the die roll. A skilled crew or favorable conditions raise your chances; damage, weather, or confusion reduce them.

Example: Skill Test

The captain of **HMS Brilliant** (Command 13) attempts to rally his weary crew after a punishing exchange with the French frigate **Précieuse**. Because the crew is *Unsteady* (-2 modifier), the target number becomes **11**.

He rolls a **14 (fail)** — his words are drowned in the wind and crash of waves; the crew remains shaken.

Opposed Skill Tests

When two opposing ships or crews attempt conflicting actions—such as grappling, boarding, or cutting free—both perform a **Skill Test** at the same time. Compare the results as follows:

- If **neither succeeds**, both fail.
- If **only one succeeds**, that side succeeds
- If **both succeed**, the side that rolled **higher** succeeds.
- If both rolls are equal, the side with the **higher target number** succeeds.
- If still tied, the side with the **higher Command rating** succeeds.
- If still tied, both fail.

Example: Opposed Skill Test

HMS Brilliant (Seamanship 14) attempts to grapple **La Précieuse** (Seamanship 14) as the two frigates close in smoke and chaos.

Brilliant rolls **9**; Précieuse rolls **13**. Both succeed, but Précieuse's roll is higher, so she chooses to evade the grapples and bears away with sails straining.

Ranked Skill Tests

When multiple ships act at once—such as during the firing sequence—use a **Ranked Skill Test**.

1. Each ship rolls **1d20** and **subtracts** the result from their **rating**.
2. The highest value acts first, followed by the next highest, and so on.
3. Ties are broken by target rating, Command rating, then by random choice.

Low rolls represent quick decision and discipline; high rolls represent hesitation or confusion. Every captain receives an outcome, but sharper command and steadier crews act first.

Example: Ranked Skill Test

Three ships — the **HMS Brilliant** (Gunnery 13), **La Précieuse** (Gunnery 12), and the smaller corvette **L'Aigrette** (Gunnery 11) — prepare to fire at the same time.

Each rolls 1d20 and subtracts the result from their rating to find their margin.

While Brilliant and Précieuse both show discipline, Précieuse's margin 8 edges out Brilliant's 6.

Ship	Gunnery	Roll	Margin
HMS Brilliant	13	7	6
La Précieuse	12	4	8
L'Aigrette	11	13	-2

The firing order is therefore:

1. La Précieuse (8)
2. HMS Brilliant (6)
3. L'Aigrette (-2)

Smoke bursts from Précieuse's guns an instant before Brilliant's own broadside thunders in reply.

Universal Modifiers

Most tests in *Clear for Action!* are affected by the condition of the ship, crew, and weather. These modifiers apply to the **target number**, not the roll. Add or subtract all that apply before rolling.

Condition	Effect	Situation
Crew and Officers		
Officer Down	-1	One officer disabled.
Command Lost	-4	All officers disabled; no effective command.
Shorthanded	-2	Crew reduced to half strength.
Skeleton Crew	-5	Only a handful of men remain. Crew track is 0.
Unsteady	-2	Morale reduced to half or less.
Demoralized	-4	Morale is 0.
Ship Damage		
Fire Aboard	-3	Active, spreading fire aboard ship.
Taking Water	-1	Ship leaking; pumps manned.
Dismasted	-2	One or more masts are destroyed.
Battered	-1	Lost half of Rigging or Hull integrity

Crippled	-2	Rigging or Hull integrity is 0.
Environment		
Heavy Weather	-1	High winds and rough seas.
Gale Conditions	-2	Severe storm; mountainous seas.
Night Action	-2	Engagement in darkness; visibility and range reduced.

These universal modifiers represent the confusion, fatigue, and physical damage that influence every decision in battle. Apply them consistently across all tests unless a specific rule states otherwise.

Using **Stand-To!** and **Clear for Action!** Together

Stand-To! (land) and *Clear for Action!* (naval) are designed as companion systems that can operate seamlessly in the same battle. When combining them, treat both as parts of a single sequence of play, but always resolve the **land** portion first.

Sequence of Play

1. Setup:

- Follow the *Stand-To!* setup instructions for terrain, objectives, and deployment of land forces.
- Then place ships and coastal batteries according to the *Clear for Action!* scenario or naval setup.

2. Round Order:

- In each game round, complete all *Stand-To!* phases first.
- After the Status Phase on land, proceed to the full *Clear for Action!* round sequence.

3. Interacting Fire:

- Ships and coastal artillery may exchange fire during the **Naval Gunnery Phase**.
- Both systems use their normal rules for arcs, ranges, and modifiers, with the following adjustments:

4. Artillery Firing at Ships:

- Artillery may only fire at land units or at a ship but not both during a round.
- Treat each artillery battery as a “ship” for timing purposes — it may fire during the Naval Gunnery Phase.
- Use the **land** rules for range, firing arcs, and artillery modifiers.
- Apply **naval target modifiers** when firing at ships.
- Resolve any successful hits using the *Clear for Action!* gunnery resolution rules.

5. Ships Firing at Land Units:

- Ships fire as normal during the Naval Gunnery Phase.
- Use standard **naval arcs, ranges, and modifiers**, but apply the **land gunnery**

resolution rules when resolving hits against infantry, cavalry, or artillery.

6. Damage & Morale Effects:

- Hits on ships follow the *Clear for Action!* tables (Hull, Rigging, Morale).
- Hits on land units reduce **Morale** per *Stand-To!* rules.

Setup

Before play begins, prepare the battlefield and determine the conditions of the engagement.

1. Choose a Scenario

Select a historical, prewritten or make your own scenario. Each defines objectives, victory conditions, and starting positions.

2. Assemble Forces

Each player selects their ships and records their starting Hull, Rigging, Crew, and Morale on their Ship Cards. Assign captains and note any Special Abilities.

3. Prepare the Play Area

Use a flat surface such as an ocean mat 4' x 4' or larger. Place islands, reefs, or coastal features as described in the scenario.

4. Determine Wind and Weather

Roll 1d20 for Wind Direction and 1d20 for Wind Strength using the setup tables. Place a marker or compass rose to show wind direction.

Roll	Wind Direction
1 - 3	North
4 - 5	Northeast
6 - 8	East
9 - 10	Southeast
11 - 13	South
14 - 15	Southwest
16 - 18	West
19 - 20	Northwest

Roll	Wind Strength
1	Calm
3 - 5	Light
6 - 16	Normal

17 - 19	Heavy
20	Storm

5. Deploy Ships

Place ships in their starting zones, bow pointing toward their chosen heading. Unless stated otherwise, the leeward ship will act first each round.

Playing a Round

A **Round** represents about ten minutes of real time — the confusion, smoke, and thunder of action at sea. Each round is divided into **six phases**, played in order. The first three are **Player Phases**, when captains actively command their ships. The final three are **Resolution Phases**, when the results of battle, damage, and weather are resolved.

Player Phases

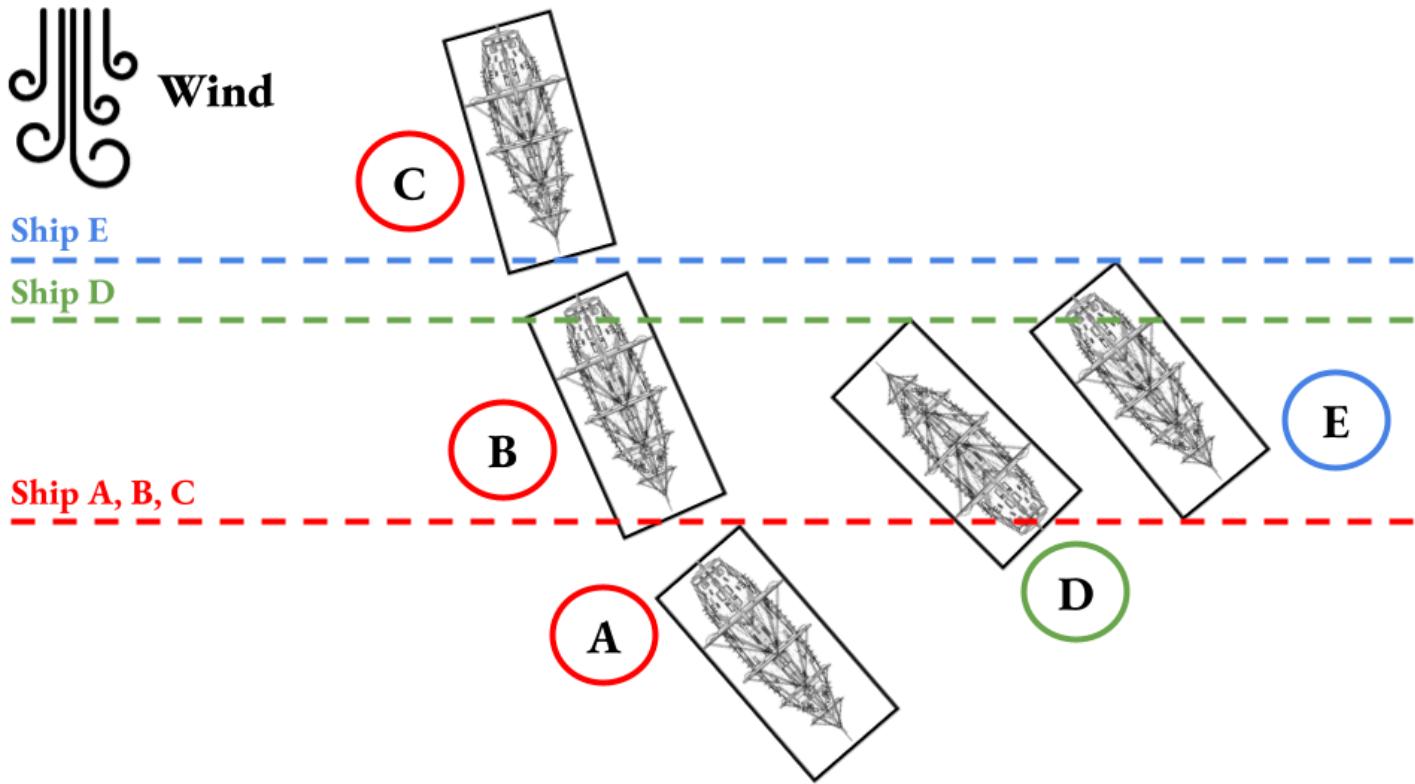
1. **Command** – Captains issue orders to their crews. Continue issuing orders until one fails.
2. **Seamanship & Gunnery** – Ships sail. Gunnery is resolved during movement.
3. **Close Action** – Resolve boarding actions.

Activation Order

During each **Player Phase**, ships act in **activation order**, from **leeward to windward**. A ship's position is determined by the **windwardmost point of its base**.

If ships are sailing in **line ahead**, determine activation by the **lead ship** in the line. Activate the entire line together, from **lead to last**, before proceeding to the next ship or formation.

Ships are in line ahead if they are within 6" and the following ship could move in a single round to be directly behind and facing the same direction as the lead ship.



Example: Activation Order

Five ships are in play: A, B, C, D, E. The wind blows from the top of the diagram. A, B, and C are on the same side and sailing line-ahead with A as the lead.

- Ship A is farthest to leeward. As the lead of the line, it sets the activation slot for the entire formation, which then activates in order A → B → C.
- Next farthest leeward is Ship D, which activates after the A-B-C line.
- Ship E, being the most windward of the three groups measured, activates last.

The activation order is A → B → C → D → E.

Resolution Phases

4. **Weather** – Determine any change in wind strength or direction. Apply the effects of storms.
5. **Spread Damage** – Apply the effects of critical hits, fires, and leaks. Check for ship destruction.
6. **Status** – Check for ships that strike their colors or that are captured.

End of Round

After the Check Status Phase, begin a new Round starting again with **Orders**. Play continues until the scenario ends, one side disengages, or victory conditions are met.

Phase 1: Command

The **Command Phase** represents the tense moments when a captain's voice cuts through wind and gunfire. Orders shouted across the decks determine whether the ship holds together or falls into chaos.

Each captain may attempt to issue **one order at a time** by making a **Command Test**.

- **Success:** The order is carried out immediately.
- **Failure:** The captain's voice is lost in the confusion—no further orders may be given this phase.

Although a captain may not repeat an order in a round, they may attempt multiple orders in a round, but each subsequent order becomes more difficult as fatigue, noise, and confusion mount.

Cumulative Difficulty: Each additional order in the same phase suffers a **-3 penalty** for every previous order given.

When an order fails, the ship takes **no further actions** during the Command Phase, but continues to act normally in later phases.

Command Modifiers

Apply all that apply to the current state of the ship:

Condition	Effect	Situation
Include Universal Modifiers		
Cumulative Difficulty	-3*	Each additional order in the same phase suffers a -3 penalty for every previous order given.

Types of Orders

Orders are divided into three broad categories: **Repair Damage**, **Repair Criticals**, and **Other Actions**.

Order	Effect
General	
Command Focus	Direct your officer's full attention to a key moment. Choose one test this round that test gains +1.
Repair Damage	
Plug the Shot-Holes	Carpenters repair hull, deck, and fittings, securing breaches and splinter damage. Remove one <i>Hull Damage</i> .
Make Fast Aloft	Sailmakers and topmen repair torn canvas and rigging. Remove one <i>Rigging Damage</i> .
Rally the Hands	Officers and marines restore order and morale. Recover one point of <i>Morale</i> .
Repair Criticals	
Man the Pumps	The crew works the pumps to expel flooding water. Remove one <i>Leak Critical</i> .
Fight the Flames	The crew forms fire parties to smother or douse burning sections. Remove one <i>Fire Critical</i> .
Hands to the Helm	Carpenters and helmsmen repair the tiller, cables, or rudder. Remove one <i>Steering Critical</i> .

Gunnery	
Both Broadsides!	Prepare both broadsides to fire this round. Apply a -2 Gunnery penalty to each broadside as crews divide their attention.
Special Ammunition	Prepare special ammunition to fire this round .The ship may choose one type of special ammunition (chain, grape, heated shot, etc.). Apply effects per that ammunition's rule.
Close Action	
Repel Boarders!	Prepare the ship and crew with defenses to repel boarders.
Boats	
Lower Away	Boats are lowered for boarding, rescue, or cutting-out operations. May only be attempted at <i>Reefed Sails</i> or slower.
Hoist the Boats	Boats are taken aboard. May only be attempted at <i>Reefed Sails</i> or slower.

Example: Orders

The **HMS Brilliant** (Command 13) has suffered in a fierce exchange with the French frigate **La Précieuse**. Her decks are awash; she has lost two Morale, taken two Hull damage, one Officer Critical, and a Leak.

Order 1 – Man the Pumps

Captain Edward Markham decides the first priority is stopping the flooding. Target number = 13 (Command) – 1 (Officer Down) – 1 (Taking Water) = 11. He rolls **9 (success)** — the leak is secured as men work the pumps below.

Order 2 – Rally the Hands

Markham now attempts to restore order. Target = 13 (Command) – 1 (Officer Down) – 3 (One Previous Order) = 9. He rolls **6 (success)** — the crew's spirit rises by +1 Morale as cheers echo down the gundeck.

Order 3 – Focus

Encouraged, he now directs his officers to focus on the starboard broadside. Target = 13 – 1 – 6 = 6. He rolls **16 (fail)** — the attempt falters amid the roar of surf and battle; no further orders may be given this phase. Had he succeeded, he might have ordered carpenters to repair the battered hull next.

Phase 2: Seamanship

The Seamanship Phase represents the careful art of handling a ship under sail, crews bracing yards, trimming canvas, and steering through wind and sea. During this phase, ships activate one at a time in **Activation Order** to adjust sails, determine speed, and move across the table.

Gunnery may occur during this phase as an **interrupt**, whenever a ship crosses a firing opportunity.

Seamanship Modifiers

Whenever a ship makes a **Seamanship Test**, apply any relevant modifiers from the table below. These represent the crew's ability to handle sails, rigging, and helm under varying conditions.

Condition	Effect	Situation
Include Universal Modifiers		
Impaired Steering	-2	The steering is damaged and slow to respond.
Steering Lost	-4	With the steering dead, she answers only to her canvas.

Step 1: Cutting Free

If a ship is entangled or grappled, she may choose to try to cut free. To do so, perform an **Opposed Seamanship Test** with the other ship. If both ships fail the test, then they remain locked together. Otherwise, the winning ship determines whether they cut free or not. If they choose to cut free then move the ships $\frac{1}{2}$ " apart.

Step 2: Adjust Sail

A ship may attempt to adjust its sail setting by one step up or down:

Setting	Description
Hove-To / Anchored	Stationary; the ship does not move.
Reefed Sails	Minimum sail area for control in heavy weather or tight situations; slowest speed.
Battle Sails	Standard combat setting; balanced between speed and maneuver.
Full Sails	All canvas set for maximum speed, at risk of strain or reduced control.

To change sail settings, the ship must pass a **Seamanship Test**. If successful, it may move one step up or down the table. If it fails, the sails remain as they are for the phase.

Step 3: Active Trimming

A crew can squeeze extra performance from the rigging or deliberately spill wind to slow down. The ship may attempt a **Seamanship Test** to adjust its **speed** by ± 1 (to a minimum of 0). If successful, apply the adjustment immediately after determining base speed.

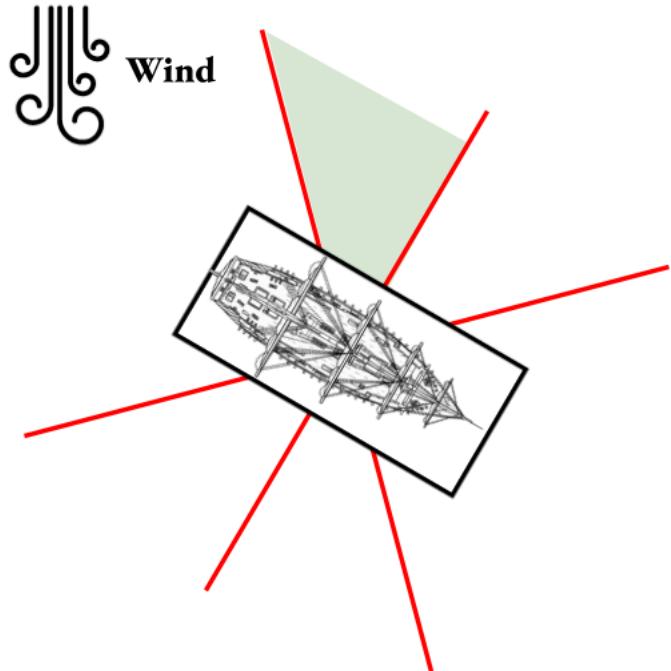
Step 4: Movement

Once the sails and trim are set, the ship moves. It first determines its **Speed** and the number of **Maneuvers** it may attempt this phase, then carries out its movement accordingly. Movement represents the ship's progress through wind and sea, adjusting course, tacking, or bearing down upon the enemy.

Determine Speed

1. Point of Sail

Check the direction of the wind relative to the ship and determine the point of sail of the ship:



- In Irons - Facing the wind
- Close Hauled - Sailing near the wind
- Reaching - Sailing across the wind
- Running - Sailing with the wind astern

2. Base Speed

Using the Sail Settings (Hove-To, Reefed, Battle, Full) and the Point of Sail, look up the speed. If the ship is Hove-To or In Irons the Base Speed is 0.

3. Damage

Apply the following reductions (each step is cumulative):

- Fully Flooded - Reduce speed by 1.
- Each Mast Critical – Reduce current speed to $\frac{1}{2}$ (rounded up).
- Battered Sails – Reduce current speed to $\frac{1}{2}$ (rounded up).
- Battered Hull – Reduce current speed to $\frac{1}{2}$ (rounded up).

4. Weather

Light Wind decreases speed by 1. Heavy wind or a storm increases speed by 1.

5. Active Trimming

If the ship successfully actively trimmed the sails during this phase, it may increase or decrease its speed by 1 to a minimum of 0.

6. Stationary Ships

If the ship is In Iron, Anchored, Hove-To, Beccalmed or has no masts, it moves 0.

7. Rowing Speed

If a ship has a rowing speed, they can choose to move at least that fast.

If two ships are grappled or entangled, they move together using the speed of the ship with the higher initial Hull track (if tied, use the slower ship's speed). The controlling ship's effective Sail Setting is reduced by one level.

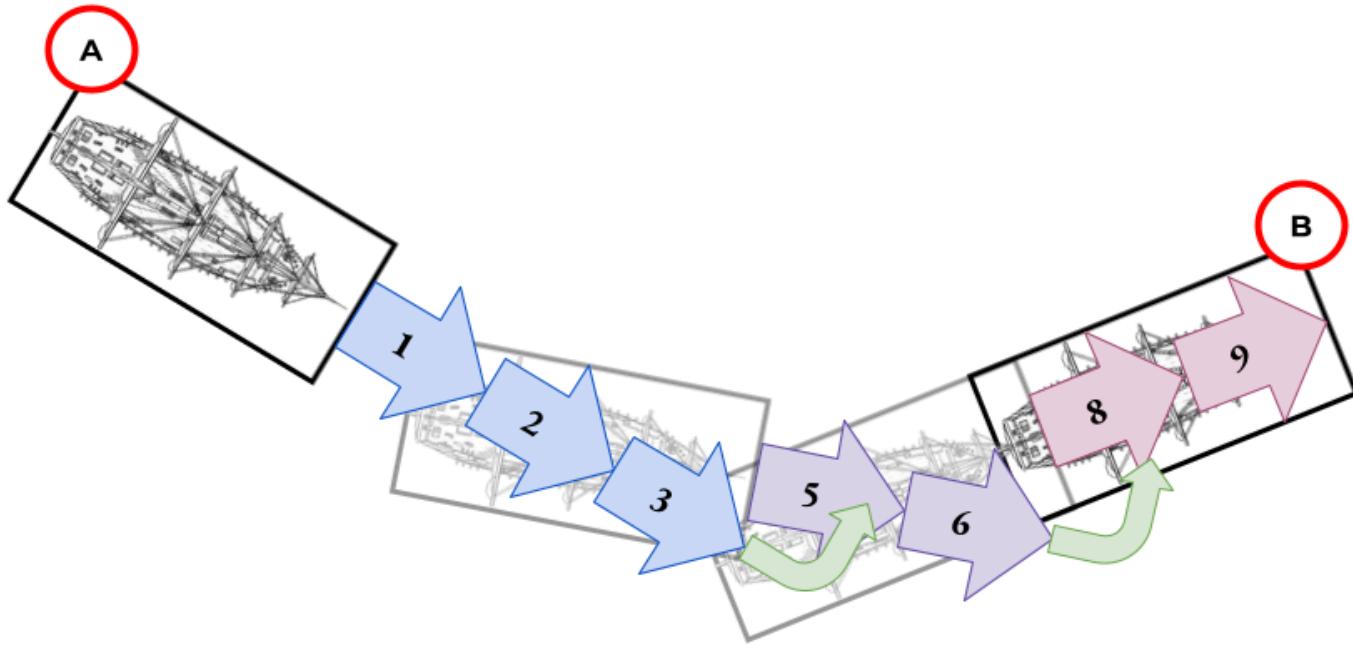
Determine the Number of Maneuvers

Use the ship's base Maneuver rating. If the ship has Impaired Steering, subtract one Maneuver. If the ship has Lost Steering then it has 0 Maneuvers. If the ship is missing all its Masts and has zero Speed (no rowing), then it has 0 Maneuvers. If a ship is becalmed then it has 0 Maneuvers. In storm weather, reduce the Maneuvers by one to a minimum of one.

Move the Ship

Move the ship a number of inches equal to its Speed. A ship must use its full movement.

During its movement, the ship can turn a number of times equal to its Maneuvers. Each turn it makes can be up to 3 points (33.75°). Before each turn, the ship must move at least one inch unless the ship's Speed is zero. Each turn uses 1 movement and 1 maneuver. If a ship's speed is 0 then it may make one maneuver if it has at least one maneuver. A ship need not use all of its maneuvers.



Example: Movement

The **HMS Brilliant** has **Full Sails** set and is **Reaching**. Her steering is **Impaired**, and a **Heavy Wind** is blowing.

1. Determine Speed

At Full Sails and Reaching, Brilliant's base speed is **10**. The light wind decreases it by 1, for a final speed of **9**.

2. Determine Maneuvers

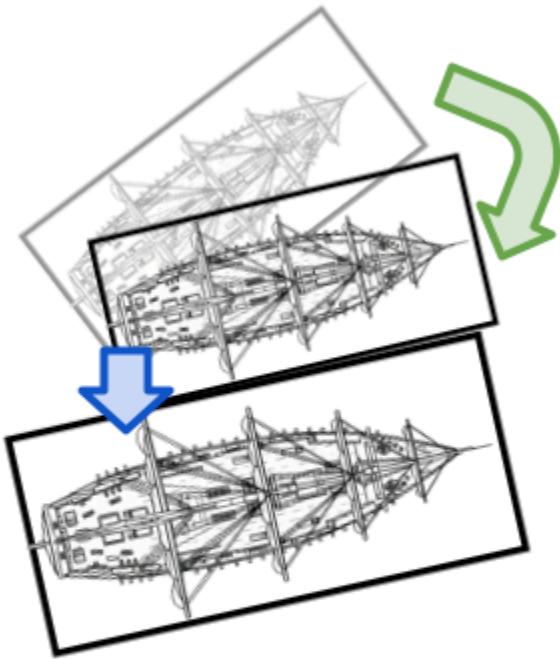
She normally has 3 Maneuvers, but Impaired Steering reduces it to **2**.

3. Movement

Starting from Point A, Brilliant moves 3" forward, then turns 20° to larboard (using 1 movement and 1 maneuver). She sails another 2", then turns another 33.75° to larboard (second maneuver and using another 1 movement). Finally, she moves the remaining 2" forward to Point B, completing her 9" move under full control.

Step 5: Casting the Grapples

At the **end of its movement**, a ship may attempt to **cast grapples** and lash itself to an enemy vessel within $\frac{1}{2}$ ". This represents the crew hurling grappling irons and hauling the ships together amid smoke and shouting.



Procedure

1. The active ship declares its intent to grapple a target within $\frac{1}{2}$ ".
2. The ships make an **Opposed Seamanship Test**.
 - o If **both fail**, the attempt fails: lines fall short or are cut free.
 - o If **one succeeds**, the successful ship decides whether the ships become grappled.
 - o If **both succeed**, the ship with the higher roll decides.
3. If the ships become **grappled**, bring them together:
 - o Identify the **smaller ship** (the one with the lower initial Hull track).
 - o Move the smaller ship directly toward the larger by the **shortest route** until their bases touch, avoiding overlap with other models.
 - o Rotate the smaller ship as needed until the sides are fully aligned and touching base-to-base.

Once grappled, the ships are locked together and may engage in **Close Action** later in the round. To break free, they must later attempt to **Cut Free** test at the start of their movement.

Example: Casting the Grapples

The **HMS Brilliant** (Seamanship 14) bears down upon **La Précieuse** (Seamanship 14), both within $\frac{1}{2}$ " after exchanging broadsides. Brilliant has lost 1 Morale but remains steady; Précieuse is **Battered** and **Unsteady**. They must perform an **Opposed Seamanship Test**.

- Brilliant needs a 14 (no penalties).
- Précieuse needs a $14 - 2$ (Battered) – 2 (Unsteady) = **10**.

Brilliant rolls **5 (success)**; Précieuse rolls **17 (fail)**. The grapples bite home.

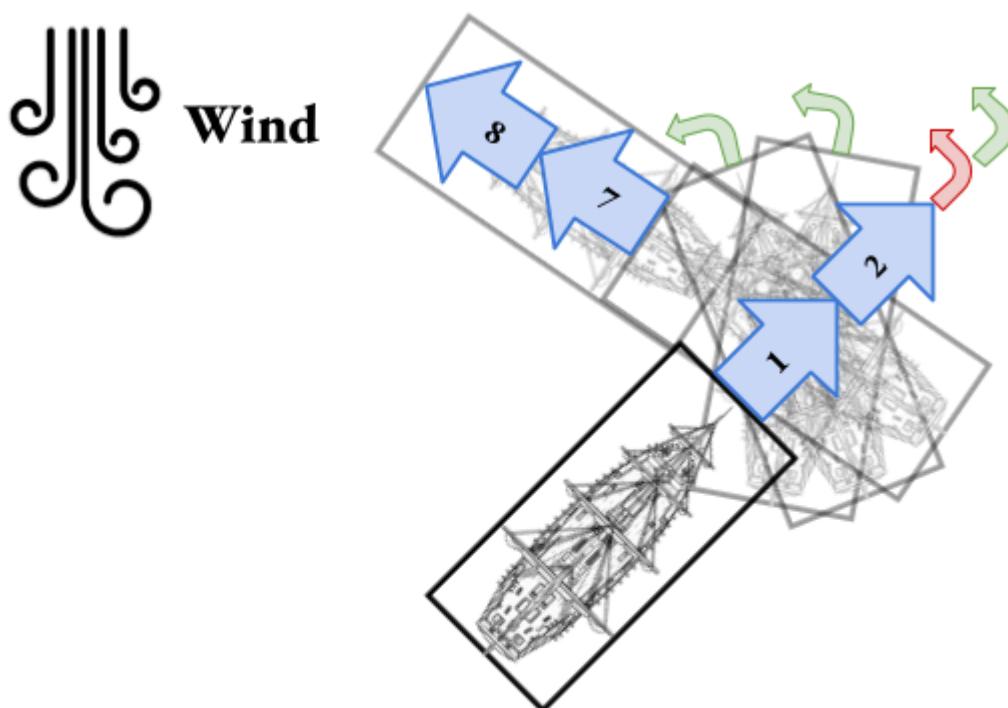
Brilliant's smaller hull (Hull 20 vs Précieuse's 28) is pulled alongside the French frigate, hulls grinding as boarding nets are cut free and cries of "Boarders away!" echo through the smoke.

Tacking

If any turn carries the ship through the wind (the *In Irons* point of sail), the ship must make a **Seamanship Test** when it first enters the *In Irons* zone (including if it starts there).

- **Success:** The ship completes the tack normally.
- **Failure:** The ship stalls and loses **1" of movement** for the failed attempt, but the maneuver does **not** occur. If it still has movement remaining, it may attempt the Seamanship Test again to try to complete the tack.

A ship that ends its turn in Irons has **missed stays.**,



Example: Tacking

The **HMS Brilliant** is under Full Sails, sailing Close-Hauled in Heavy Wind. Her **Seamanship** is 14.

- **Speed:** At Full Sails and Close-Hauled, her base speed is 7", increased to **8"** by the heavy wind.
- **Maneuvers:** 3 total.
 1. Brilliant moves 2" ahead, then attempts to turn into the wind to tack. Because she's entering the *In Irons* zone, she must make a Seamanship Test: **Target = 14 - 1 (Heavy Weather) = 13.**

2. She rolls a **17 (failure)** — Brilliant has missed stays, using **1" movement** for the failed attempt. She still has 5" remaining.
3. She tries again and rolls **10 (success)** — Brilliant regains her way and begins her tack through the wind, yards swinging as the crew braces the sails to the opposite tack.
4. It takes two more turns to complete the maneuver, leaving her with **2" of movement** remaining after gaining way.

Collisions

If a ship hits the base of another ship, there is a collision and it immediately stops. The ship that causes the collision must take one rigging damage for each sail setting above Hove-To. It also moves its sail setting to Hove-To.

Sail Setting	Rigging Damage
Reefed	1
Battle	2
Full	3

The Captains then roll an opposed **Seamanship test**. If both fail then the ships become entangled (equivalent to grappled). Otherwise, the winning Captain determines whether they become entangled or not. Just as with grappling, with entangled ships, draw the smaller ship alongside the larger ship. If they do not become entangled, move the collide ship a half inch backward.

Example: Collision

The **HMS Brilliant** is running before the wind at **Battle Sails** with **Speed 6** and **3 Maneuvers**. Ahead, the battered **La Précieuse** lies dead in the water, only two inches distant.

Brilliant moves 1", begins to turn, but collides before clearing the French frigate's stern. The collision stops her movement immediately; she takes two Rigging Damage because she is at Battle Sails.

The captains roll an **Opposed Seamanship Test** to see if the ships entangle:

- Brilliant: 14 – 3 (Fire Aboard) = **11**, rolls **9 (success)**.
- Précieuse: 14, rolls **13 (success)**.

Both succeed; Précieuse's captain chooses not to entangle, hauling clear to avoid boarding. Brilliant drifts $\frac{1}{2}$ " astern and reduces sails to **Hove-To** to regain control.

Running Aground

Ships moving through shallow water must test **Seamanship** to avoid running aground using the modifiers below. If failed the ship runs **Aground** effectively making it **anchored** and rolls one **Hull critical**. Stop the ship at the first point of maximal overlap with the shallow water along the

movement.

Use the initial hull track (before damage) when determining the size of the ship and its draft.

Some shallow water is more difficult or more deadly changing the modifiers to avoid it or even causing more Hull criticals if failed.

Condition	Effect	Situation
Include Seamanship Modifiers		
Reefed	+2	Moving slowly
Full Sails	-2	Moving quickly
Hull 8-15	-1	Small Ship
Hull 16-23	-2	Medium Ship
Hull 24-31	-3	Large Ship
Hull 32-39	-4	Very Large Ship
Hull 40+	-5	Extra Large Ship
Shoal Difficulty	+X/-X	How difficult the obstacle is to avoid

Example: Running aground

The **HMS Brilliant** is **Running** before the wind at **Full Sails** near the shallows of a rocky coastline. Her Hull rating is **20**, qualifying her as a Medium Ship.

The water ahead is a **standard shoal**, offering no bonus or penalty. She must make a Seamanship Test to avoid grounding: Target = 14 (Seamanship) – 2 (Full Sails) – 2 (Medium Ship) = **10**.

She rolls **15 (fail)** — her keel strikes hard with a jolt; Brilliant lurches to a stop, **anchored and grounded**. She rolls one Hull Critical: **13**, destroying one of her 18-pounder guns from the shock.

Boats

Ships carry boats. During the Command phase, they can be lowered from or raised into the boats. In the Seamanship phase, they move independently and have a speed of 4. They can turn any number of times and do so in place. One turn (one movement) turns a boat as far as it wants. A boat need not use all of its movement.

Example: Boats

Earlier in the Command Phase, the **HMS Brilliant** lowered a boat for a boarding party. Now, during the Seamanship Phase, the boat activates independently. It has a **Speed of 4**, turning freely in place.

The boat moves forward 2", turns 90 with one movement, then rows forward 1", and stops alongside the drifting **La Précieuse**, ready to throw grapples and board.

Interrupt: Gunnery

Gunnery can happen at any point during the Seamanship phase, any ship may attempt to fire its guns at a target whether it is the active ship or not. Each side may only be fired once per round. A ship that is currently in close action cannot fire its guns because the crew are focused on the close action.

Declaring Gunnery

When the order “*Clear the guns!*” is given, a captain declares fire by stating:

1. **The firing ship.**
2. **The firing side** (larboard, starboard, bow, or stern).
3. **The target.**
4. **The type of ammunition.**

Each of these choices must be made before rolling dice.

Firing a Side

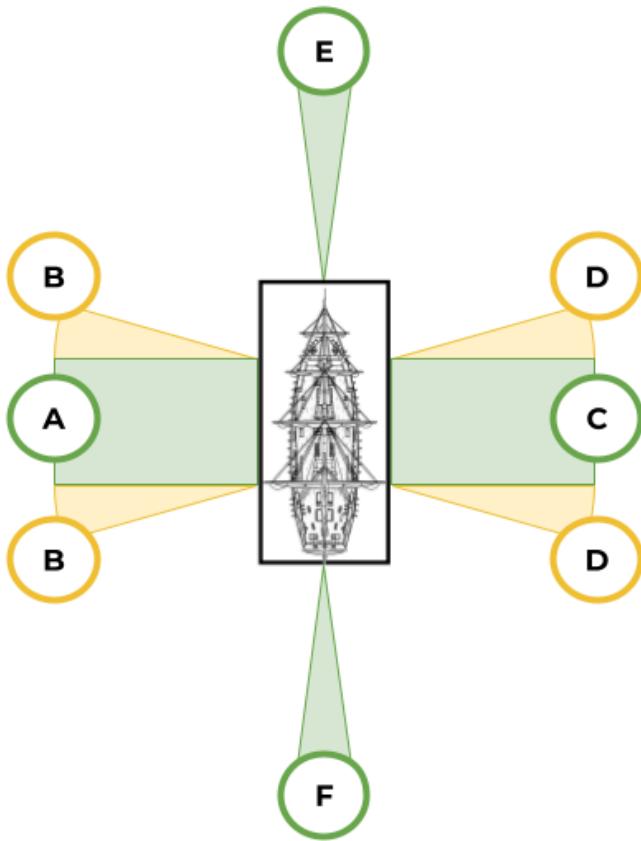
A ship may fire any side with operational guns, but each side may only be fired once per round and only one broadside may be fired per round unless directed to fire both during the Orders phases. When a side fires, all operational guns on that side discharge together. A ship may fire multiple sides in the same round if they bear on valid targets.

Choosing a Target

All guns on a side must fire at the same target. The firing ship must be able to trace a clear line of sight from the center of its firing side to the center of a side of the target, without crossing another ship or terrain that blocks view.

Bearing and Arc of Fire

Determine whether the target lies within the firing side's arc of fire.



(A) Larboard Broadside - Central Bearing

The ship's main larboard guns fire directly abeam, where aim and power are strongest.

(B) Larboard Broadside - Outer Bearing

The forward or aft edge of the larboard arc; shots here are less accurate as the ship bears away.

(C) Starboard Broadside - Central Bearing

The ship's main starboard guns firing directly abeam—its most accurate and devastating position.

(D) Starboard Broadside - Outer Bearing

The limits of the starboard arc; fire can still be delivered but with reduced precision.

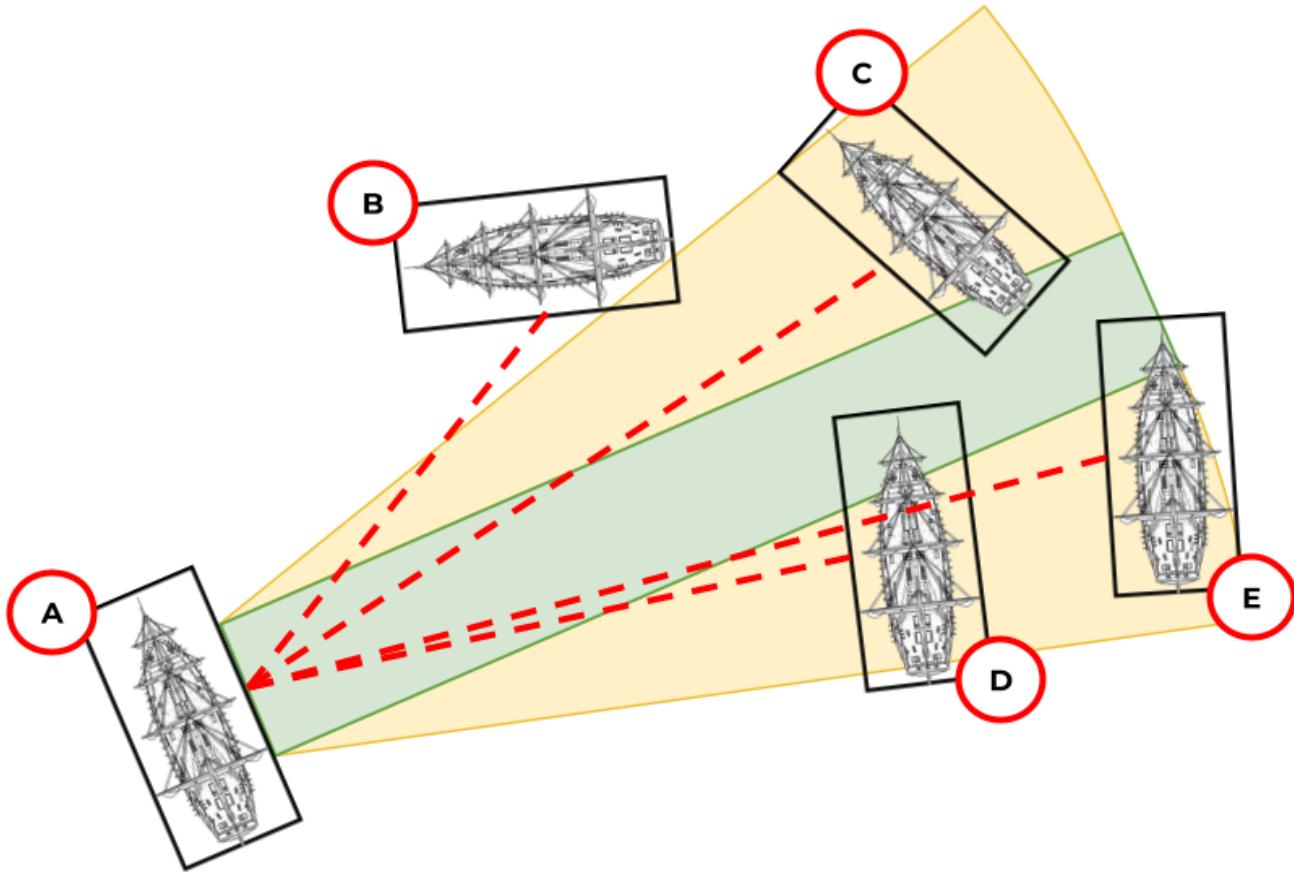
(E) Bow Chasers - Central Bearing

Forward-facing guns that can engage enemies ahead while pursuing or closing the range.

(F) Stern Chasers - Central Bearing

Aft-facing guns used to harry pursuers or cover a retreat, firing along the ship's wake.

If the target lies within the arc, it bears. Targets directly abeam fall within the central bearing; those near the edge fall within the outer bearing (and suffer a penalty). This gives life to the old order: *"Fire as she bears!"*

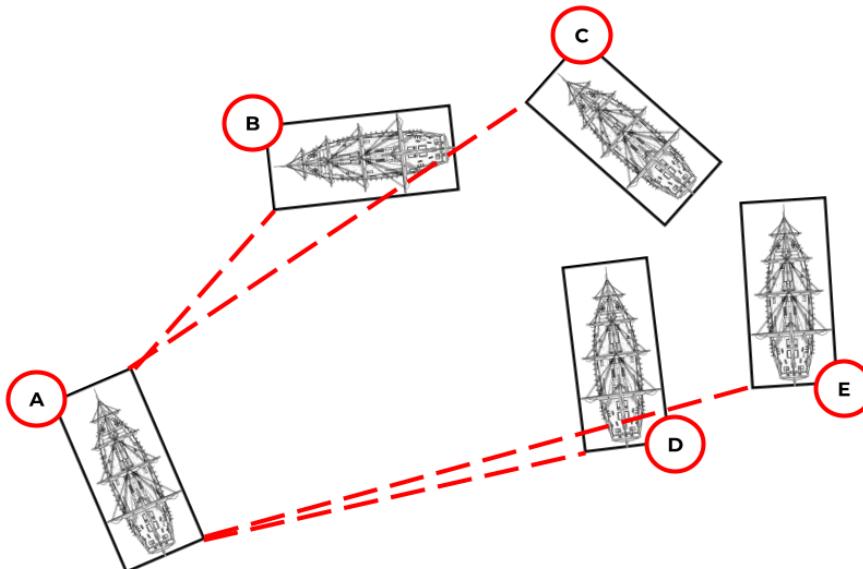


Example: Line-of-sight and Firing Arcs

Ship A is declaring fire. It can target Ship B, C or D, but not Ship E because it does not have line-of-sight to Ship E. Ship B is in its Outer Bearing. Ships C and D are in the Central Bearing.

Range

Measure the distance between the closest points of the firing and target ships' bases. At least one gun on the firing side must have the range to reach the target for the side to be fired.



Example: Range

Ship A is declaring fire and establishing the range to targets. The red lines indicate the range to ships B, C, D and E.

Ammunition

When firing, the firer declares what kind of ammunition they will use.

Ammunition	Range	Effect
Round Shot	Any	Standard solid shot. Resolve hits normally by location (Hull/Rigging/Deck). No modifiers.
Chain Shot	Short or Medium	Whirling links to shred canvas and lines. -2 to hit. If damage is scored, it always applies to Rigging..
Grape Shot	Only Short	A deck-sweeper against men, not wood. -2 to hit. If damage is scored, it always applies to Deck.
Heated Shot	Only Short	Incendiary solid shot. -2 to hit. If damage is scored, add 1 Fire Critical. If one or more natural 20s are rolled, then pass a Gunnery Test or add 1 Fire Critical to the firing ship.
Double Shot	Only Short	Two balls, brutal at pistol-shot range. -2 to hit. On damage, add 50% hits (round down). If one or more natural 20s are rolled, then pass a Gunnery Test or remove one gun (burst) and inflict 1 Crew casualty and lose 1 Morale.
Overcharge	Any (+2")	Extra powder for reach and punch. -2 to hit. The range bands of every gun are expanded by 2". If one or more natural 20s are rolled, then pass a Gunnery Test or remove one gun (burst) and inflict 1 Crew casualty and lose 1 Morale.

Gunnery Resolution Order

When multiple ships fire in the same instant, all those declaring fire make a **Ranked Gunnery Test.** Resolve the ships' firing in order of result—from highest margin (most disciplined crews) to lowest (hesitant or smoke-choked crews). This represents which captains fired first in the exchange.

Example: Declaring Gunnery

As Brilliant passes across the bow of **La Précieuse**, the French frigate shouts, “Feu tribord!”—opening fire with her **starboard broadside** of 12-pounders at the British ship using round shot.

Captain Markham immediately replies: “The Brilliant returns fire—larboard broadside, round shot!”

- Both ships have clear line-of-sight.
- Précieuse has Brilliant in her **central bearing**, while Brilliant catches Précieuse only in her **outer bearing**.
- The range is **8"** well within range of the guns for both ships.

They now make a **Ranked Gunnery Test**:

- *Brilliant* = 13 (Gunnery) – 2 (Outer Bearing) = 11 target.
- *Précieuse* = 12 (Gunnery) target.

Brilliant rolls 19 → margin = 11 – 19 = –8. *Précieuse* rolls 11 → margin = 12 – 11 = 1. *Précieuse* therefore fires first; her guns thunder before *Brilliant*'s reply.

Resolving Gunnery

Once fire is declared, resolve each broadside in five steps.

Step 1: Fire the Guns!

Roll a **Gunnery Test** for each gun firing using the Gunnery Modifiers Table. Each success scores a **hit**.

Condition	Effect	Situation
Include Universal Modifiers		
Firer Modifiers		
First Broadside	+2	The guns are clean, powder dry, and the crew eager—the broadside is carefully aimed.
Both Broadsides	-2	Ordering both broadsides to fire at once taxes the crew's discipline and focus—few ships can manage it without loss of accuracy.
Full Sails	-2	Firing with all sail set; the ship heels and the guns pitch violently.
Special Ammunition	-2	Specialty ammunition is harder to aim and handle.
Target Modifiers		
At Medium Range	-4	Target lies at medium range; accuracy falls sharply.
At Long Range	-8	Target lies at long range; roll and pitch ruin aim.
In the Outer Bearing	-2	Target is at the edge of the broadside's firing arc as she bears.
Obscured Target	-1	Line of sight partly blocked by fog, smoke, masts, or another ship.

Example: Fire the Guns!

Précieuse fires her **first broadside**—thirteen 12-pounders and three 6-pounders—at *Brilliant* eight inches distant.

- 12-pounders: Target = 12 (Gunnery) – 4 (Medium Range) + 2 (First Broadside) = 10. She rolls 13d20: 2, 3, 4, 5, 7, 10, 11, 12, 13, 16, 18, 19. **6 hits**.

- 6-pounders: Target = $12 - 8$ (Long Range) + 2 (First Broadside) = 6. Rolls 3d20: 3, 7, 15. **1 hit.**

A solid opening salvo—seven total hits tear through spray and smoke.

Step 2: Resolve Penetration

For each hit, determine if it pierces the target.

Damage Threshold = Gun Damage - Target Defense

Roll a **Damage Test** applying the modifiers below and comparing to the **Damage Threshold**. If it fails then the shot is on target but harmless. If it succeeds then the shot inflicts damage. If the roll is 10 or more below the threshold or on a natural 1, it inflicts both damage and a critical.

Condition	Modifier	Description
Target Modifiers		
Raking the Bow	+4	Shot rips through the forward gun decks and bulkheads in a plunging path.
Raking the Stern	+8	Shot sweeps the full length of the decks—carnage among men and timbers alike.

Example: Resolve Penetration

Each hit must pierce Brilliant's defenses (Defense 10).

- 12-pounder threshold = 21 (Gun Damage) – 10 (Defense) = 11 . Précieuse rolls 6 dice: 1, 5, 9, 13, 14, 16. **3 damage**, one of which is a **critical** (the 1).
- 6-pounder threshold = $17 - 10 = 7$. Rolls 13. No effect.

Three solid hits smash home amidships, one critical among them.

Step 3: Determine Hit Location

Roll 1d20 per damaging hit. Chain shot always strikes the **Rigging**; Grape always strikes the **Deck**. Subtract 3 for short range. Add 3 for long range.

Roll	Location
≤ 10	Hull
$11 - 16$	Deck
≥ 17	Rigging

Example: Determine Hit Location

*For the two damaging 12-pounder hits, Précieuse rolls 2d20: 6, 14. One strikes the **Hull**, one the **Deck**.*

Step 4: Apply Damage Effects

Reduce the appropriate track by 1. Use the Morale track for the Deck. **If there is no more damage of that kind roll an extra critical.** Additionally, if there was any damage reduce the Morale track by 1. If the target is using Full Sails then add 50% damage rounded up to the Rigging.

Example: Apply Damage Effects

Brilliant reduces her **Hull track by 1** and **Morale track by 2** (one for the deck hit, one for total damage sustained). Smoke and splinters fill the gundeck as marines drag the wounded below.

Step 5: Determine Critical Effects

For each critical, reduce Morale by 1 and then roll 1d20 using the table below (for raking roll twice and the firer chooses the best result). Results above 20 count as 20. If the indicated effect type no longer applies, re-roll.

Roll	Type	Effect
Hull		
1-4	Hull	Reduce hull track by one
5	Magazine	If the ship is armed and has a fire critical already then it explodes. Otherwise, reduce hull track by one.
6-8	Leak	Add one leak critical
9-10	Hull Breach	A heavy shot tears through the lower planking. Add two Leak criticals and mark two Hull damage.
11	Fire	Add one fire critical
12-13	Guns	Destroy one random gun. If raking, the firer chooses one gun.
14	Crew	Reduce crew track by one
15-19	Morale	Reduce morale track by one
20	Steering	Add one steering critical
Deck		
1-8	Morale	Reduce morale track by one
9-10	Guns	Destroy one random gun. If raking, the firer chooses one gun.
11	Steering	Add one steering critical
12-13	Officer	Add one officer critical

14-20	Crew	Reduce crew track by one
Rigging		
1-9	Rigging	Reduce rigging track by one
10-11	Crew	Reduce crew track by one
12-14	Morale	Reduce morale track by one
15-18	Settings	Reduce sail setting by one
19-20	Masts	Add one mast critical

Example: Determine Critical Effects

The critical comes from a hull hit. *Précieuse* rolls 1d20: **9**, resulting in a **Hull Breach**. A lucky shot below the waterline. Water rushes in and the crew scrambles to man the pumps and plug the hole. The Hull Breach causes **two Leak Criticals** and **two Hull Damage**.

Phase 3: Close Action

When ships are lashed together by grapples or drift entangled in the smoke, battle shifts from gunnery to hand-to-hand combat — pistols flashing, cutlasses ringing, and marines storming the decks.

Close Action Modifiers

Apply any that fit the situation in addition to Universal Modifiers.

Condition	Modifier	Description
Include Universal Modifiers		
Outnumbered	-3	Enemy crew outnumbers you at least 2:1.
Repel Boarders!	+2	The crew was ordered to prepare defenses this round.

Who May Fight

- Any opposing ships **grappled or entangled** may engage in Close Action.
- **Boats** in contact with an enemy ship may also participate.
- Resolve each distinct melee **separately**, one pair or group of ships at a time.

Resolving the Fight

Each ship makes a **Close Action Test** using a number of dice equal to its **Crew value**, with a minimum of **1 die**. Each die that meets or exceeds the attacker's **Close Action Target** counts as a **success**.

Results of Close Action

After both sides roll:

- **Each side reduces the enemy's Morale** by the number of successes it scored.
- The side that caused **more Morale damage** also inflicts **1 Crew loss** on the enemy. If both sides score an equal number of successes, no crew are lost.
- If a side rolls **any natural 1**, the enemy suffers **one Officer critical**.

If a ship's **Morale is reduced to 0**, it **automatically Strikes** at the start of the next Status Phase. If both sides reach 0 Morale in the same Close Action, both make Strike tests, but they cannot both Strike. If neither side Strikes and their ships remain grappled, the melee continues next round.

Example: Close Action

*Moments after a brutal point-blank grape broadside and the crash of grappling irons, the **HMS Brilliant**'s boarding parties surge over the rails (Morale 15, Crew 4). Opposite them, the crew of **La Précieuse** (Morale 5, Crew 5), battered, listing, and bloodied, brace behind the shattered bulwarks.*

*Both ships are grappled, locked hull-to-hull. It's time for **Close Action**.*

Each side establishes the target

- *Brilliant: 11 (Close Action) target.*
- *Précieuse: 11 (Close Action) – 2 (Battered) – 2 (Unsteady) – 1 (Officer Down) = 6.*

Brilliant rolls 4 dice (Crew 4): 6, 13, 14, 17 → 1 success

Précieuse rolls 5 dice (Crew 5): 1, 1, 7, 12, 16 → 2 successes (and natural 1s)

- *Précieuse inflicts 2 Morale damage. Brilliant Morale 15 → 13.*
- *Brilliant inflicts 1 Morale damage. Précieuse Morale 5 → 4.*
- *Précieuse inflicted more Morale damage, so Brilliant loses 1 Crew (4 → 3).*
- *Précieuse rolled 1s, so Brilliant suffers 1 Officer critical.*

*Despite her battered state, **La Précieuse** rallies fiercely, wounding a British officer and driving back the first wave of boarders. The fight remains unresolved and the melee will continue next round.*

Phase 4: Weather

If there was a storm this round then each ship must make a **Seamanship Test** using the **Seamanship Modifiers**. If they fail then roll a storm critical.

Roll	Type	Effect
------	------	--------

1-5	Leak	Add one leak critical.
6	Fire	Add one fire critical.
7-10	Morale	Reduce Morale track by one.
11-12	Crew	Reduce Crew track by one.
13	Officer	Add one officer critical.
14-20	Rigging	Reduce Rigging track by one.

Roll **1d20** for Wind Direction changes. If a 1 is rolled, the wind moves counter-clockwise. If a 20 is rolled, the wind moves clockwise.

Roll **1d20** for Wind Strength changes. For every round it was previously calm, add +5 to the result. If a 1 is rolled, the wind decreases (light becomes calm, normal becomes light, etc). If a 20 is rolled, the wind increases (normal becomes heavy, heavy becomes storm, etc).

Example: Weather

The battle drifts into a rising gale off the Channel coast. Both frigates must test Seamanship as the wind howls from the northeast.

- *Brilliant: 14 (Seamanship) – 2 (Storm Weather) = 12. She rolls 17 (fail).*
- *Précieuse: 14 – 2 = 12. She rolls 4 (success).*

*Because Brilliant failed, she rolls a **storm critical**. Result = 5. A **Leak Critical** is added — more water surges through her lower decks.*

Then check for wind changes:

- *Wind Direction roll 17. No change.*
- *Wind Strength roll 1. The storm eases to heavy wind.*

The sea moderates slightly, but both ships labour hard in the swell.

Phase 5: Spread Damage

During this phase, for each ship, first apply spreading damage and then check destruction.

Spreading Damage

Fire Criticals

Don't check on the first round a fire is added. If there is a fire critical, roll 1d20. On a 16+, add one fire critical. If another fire can't be added then the ship burns along with the officers and crew.

Leak Criticals

Don't check on the first round a leak is added. If there is a leak critical, roll 1d20. On a 11+, add one

leak critical. If another leak can't be added then the ship sinks along with the officers and crew.

Crippled Hull

If the Hull track is 0 then add one Leak and remove one morale.

Steering

If a ship has lost steering and it is moving then it makes a random turn.

Skeleton Crew

If the Crew track is 0 then subtract one morale.

Example: Spreading Damage

The **HMS Brilliant** is in peril. She has one Fire Critical, two Leak Criticals, and 0 Hull remaining.

Step 1 – Fire: Roll 1 d20 = 6. No spread.

Step 2 – Leaks: Roll 1 d20 = 11. Another Leak Critical added.

Step 3 – Crippled Hull: Since Hull = 0, add one additional Leak and reduce Morale by 1.

Brilliant now has one Fire, four Leaks, and 0 Hull — barely afloat and in serious trouble.

Phase 6: Status

Striking

When a ship strikes its colors, it surrenders and plays no further part in the battle. This represents a captain lowering the ensign to signal defeat, whether from hopeless damage, overwhelming odds, or collapsing morale.

A ship must test whether it strikes if it is Demoralized (0 Morale) or if one of the following events happened:

- Dismasted
- Crippled
- Command Lost
- Skeleton Crew
- Fire Crit track full
- Leak Crit track full

And an enemy ship threatens it. Meaning the enemy ship has:

- Line of sight
- The ship within a firing arc
- The ship within medium or short range

To check whether it strikes, test **Command**. If it fails then the ship strikes its colors and immediately changes to Hove-To and no longer activates.

Example: Striking

The **La Précieuse**, unsteady and newly dismasted, lies under Brilliant's guns at close range. Her captain knows resistance is futile.

Conditions for striking are met: she because she is newly **Dismasted**

Target = 12 (Command) – 2 (Unsteady) – 2 (Mast Destroyed) = 8. She rolls 11. **Failure**. She strikes her colors.

The British cheer as her ensign falls. Boarding parties secure the French frigate—**La Précieuse** is taken as a prize of war.

Capture

If a ship has boarders on an enemy ship that has struck, then the enemy ship is captured. Assign one crew to the ship. You may assign one officer.

Appendix

Troop Quality	Naval Rating	Sailor (Civilian) Rating	Description
Green	Landsmen	Greenhands	Raw recruits or men unused to the sea. Clumsy aloft, often seasick, and slow to follow orders.
Regular	Ordinary	Sailors	Competent seamen with some experience. Can hand, reef, and steer, but not yet masters of their trade.
Veteran	Able	Old Hands	Seasoned mariners who know every rope and sail. Reliable, steady, and quick to act in foul weather or battle.
Elite	Crack	Sea Dogs	Hardened veterans—swift, disciplined, and fearless. The pride of any ship; their skill and spirit can turn a fight.

Shoal	Difficulty	Hull Criticals
Sandy	0	0
Standard	-1	1
Hazardous	-2	2
Treacherous	-4	3

Full	Battle	Reefed
1	1	0

2	1	1
3	2	1
4	3	1
5	3	2
6	4	2
7	5	2
8	5	3
9	6	3
10	7	3
11	7	4
12	8	4
13	9	4
14	9	5
15	10	5

Gun	Damage	Short	Medium	Long
1-pounder	11	1	3	6
2-pounder	13	1	5	10
3-pounder	14	2	5	12
4-pounder	15	2	6	14
6-pounder	17	3	7	16
8-pounder	18	3	8	18
9-pounder	19	3	9	21
12-pounder	21	4	10	23
18-pounder	23	4	12	25
24-pounder	26	4	14	27
32-pounder	29	5	15	30
36-pounder	30	5	16	32
42-pounder	32	5	17	34
64-pounder	36	6	18	36

6-pounder carronade	20	3		
12-pounder carronade	24	4		
18-pounder carronade	26	4		
24-pounder carronade	28	4		
32-pounder carronade	30	5		
36-pounder carronade	31	5		
42-pounder carronade	32	5		
64-pounder carronade	38	6		
68-pounder carronade	40	6		

Ship Default Stats																
Ship	Tonnage	Defense	Morale	Crew	Rigging	Hull	Maneuver	Close Hauled	Reaching	Running	Fire	Leak	Steering	Mast	Officer	
Warships																
Boat / Launch / Gunboat (1 - 2 guns)	20 - 110	3	5	1	3	4	6	4	5	4	1	1	1	0	1	
Cutter (2 - 6 guns)	80 - 180	4	6	1	4	5	6	5	6	5	2	2	1	1	1	
Small Brig / Schooner (6 - 10 guns)	140 - 230	6	8	2	5	6	5	6	7	6	2	3	1	2	1	
Brig / Sloop / Small Corvette (12 - 18 guns)	230 - 400	8	9	3	6	11	4	6	8	7	2	4	1	2	2	
Light Frigate / Corvette (20 - 28 guns)	450 - 650	10	12	4	8	15	3	8	11	10	3	5	2	3	2	
Frigate (30 - 40 guns)	900 - 1100	11	16	6	9	23	3	8	11	10	3	6	2	3	2	
Heavy Frigate (42 - 50 guns)	1200 - 1600	13	20	7	12	28	3	9	12	11	4	7	2	3	3	
4th Rate / Small 3rd Rate (50 - 64 guns)	1050 - 1700	16	22	8	14	32	2	7	10	9	4	9	3	3	3	
3rd Rate (70 - 80 guns)	1600 - 2100	17	24	9	15	34	2	7	10	9	4	9	3	3	3	
2nd Rate (82 - 100 guns)	2000 - 2300	18	30	10	17	37	1	7	10	9	5	10	3	3	4	
1st Rate (100+ guns)	2100 - 2500	19	32	12	20	40	1	6	9	8	5	10	3	3	4	
Merchants and Traders																
Boat / Launch / Lighter	10 - 60	2	3	1	2	3	6	3	4	4	1	1	1	0	0	
Smack	20 - 60	3	4	1	3	4	6	4	5	4	1	1	1	1	0	
Hoy	50 - 80	3	4	1	3	4	5	3	5	4	1	2	1	1	0	
Felucca / Tartane (Mediterranean)	30 - 100	3	5	1	3	4	6	4	6	6	1	1	1	1	0	
Lugger	50 - 120	4	6	1	4	5	7	4	7	6	1	2	1	1	0	

Cutter (merchant)	80 - 150	4	6	1	4	5	6	5	7	6	2	2	1	1	0
Schooner (merchant)	100 - 200	5	6	1	5	6	6	5	7	6	2	2	1	1	0
Brigantine (merchant)	50 - 150	5	6	1	5	6	6	4	6	6	2	2	1	1	0
Polacca / Xebec	100 - 250	5	6	1	5	6	6	5	7	8	2	2	1	1	0
Snow	150 - 350	6	7	2	6	8	4	5	7	6	2	3	1	2	0
Brig (merchant)	180 - 350	6	7	2	6	9	4	5	7	6	2	3	1	2	0
Collier	280 - 380	6	7	2	6	10	4	5	6	6	2	4	1	2	0
Fluyt	300 - 600	7	7	2	7	10	3	5	7	6	2	4	1	2	0
Barque / Small Ship-rigged Merchant	300 - 700	7	7	2	7	12	3	6	8	7	2	5	2	2	0
West Indiaman	400 - 800	8	8	3	8	14	3	6	8	7	3	6	2	2	0
Packet Ship	400 - 900	8	9	2	8	13	4	7	9	8	4	6	2	2	0
East Indiaman	800 - 1400	9	9	4	10	18	2	6	8	7	3	7	2	3	1
Large Indiaman	1200 - 1600	10	10	5	11	20	2	6	9	8	3	8	2	3	1

Force Default Ratings					
Force	Command	Seamanship	Gunnery	Close Action	
British Navy	13	13	13	11	
French Navy	12	13	12	11	
Spanish Navy	10	11	10	12	
Dutch Navy	12	13	12	11	
American Navy	12	12	13	11	
Ottoman Navy	10	11	9	12	
Minor Navy	10	11	10	10	
Privateers	11	13	12	11	
Pirates	10	12	10	13	
Merchants	9	10	9	9	

Ability	Effect
Ship	

Elusive	-1 Gunnery to all enemies firing at this ship.
Flush Deck	+2 to tests to extinguish Fire criticals.
Handy	Reroll failed Tacking tests. Must keep the new result.
Sea Kindly	Treat weather one step calmer for movement purposes.
Stout Hull	Ignore the first Hull critical each game.
Tumblehome	Enemy boarding tests suffer -2 Close Action against this ship.

Captain

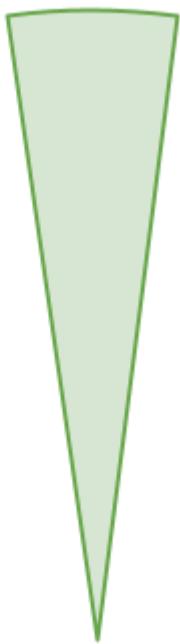
Calculated Ambition	If the turn ends with no enemy within 6", gain +1 Command next turn.
Corsair	+1 Command for boarding and prize-taking. +1 Seamanship when disengaging.
Crowd On Sail	Gain +1" movement for two turns, but suffer -1 Command during that period.
Cunning Maneuver	Once per game, make one free turn before firing a broadside.
Damn the Risk!	+1 Gunnery when firing within 1" of the target.
Devil's Luck	Force a reroll on three dice per game (yours or opponent's).
Flash of Brilliance	Once per game, roll twice for any test and keep the better result.
Follow Me!	Friendly ships within 6" gain +1 Command.
Fox of the Sea	If this ship did not use all its maneuvers, it may make one after all other ships have moved.
Hold Your Fire	Skip firing for a full turn to gain +2 Gunnery next broadside.
Inspiring Leader	+1 to Command tests to Rally.
Local Pilot	Reroll all checks to run aground, strike reefs, or hit rocks.
No Retreat	Ignore the first failed morale test (Strike or Rally) each game.
Point of Honor	When fighting a single opponent, gain +1 Gunnery if this ship took damage this turn.
Press Home	+1 Command when within 1" of an enemy ship.

Sails Before Guns	If this ship does not fire this round, it may make one extra maneuver.
Sang-Froid	Only suffer -1 Command when Unsteady (instead of normal penalty).
Sea Wolf	+1 Command when within 6" of an enemy flagship.
Strategist	Once per game, choose this ship's place in the activation order.
Crew	
Blood Up	After successfully rallying, gain +1 Gunnery
Dead Eye	+1 Gunnery at long range.
Rolling Broadside	Once per game, fire a broadside twice in the same turn.
Sharpshooters	After firing a broadside at short range, make a Close Action test. On success, inflict one additional Officer critical.
Broadside!	Once per game, when firing a broadside, reroll all failed Gunnery dice. Must keep the new results.
Drilled Gunnery	Reroll natural 20s on Gunnery tests (normally automatic misses). Must keep the new results.
Boarders Away!	+1 Close Action in boarding combat.
Fire-Eaters	+2 Close Action when this ship initiates boarding.
Unflinching	No penalty for being Unsteady.
Stout Hearts	Reroll failed Rally tests. Must keep the new result.
Stand by the Captain	Ignore the first Officer critical each game.
Jury-Rig	Once per game, immediately repair one Rigging or Mast critical.
Bosun's Pride	+1 to Command tests to repair damage.
Boarding Nets	When the enemy initiates boarding, make a Seamanship test. On success, the boarding is repelled — the enemy must try again next turn.
Surgeon	Once per game, test Command. On success, recover one Officer critical or 1 Crew damage.
Unflinching	No penalty for being Unsteady.
Weakness	

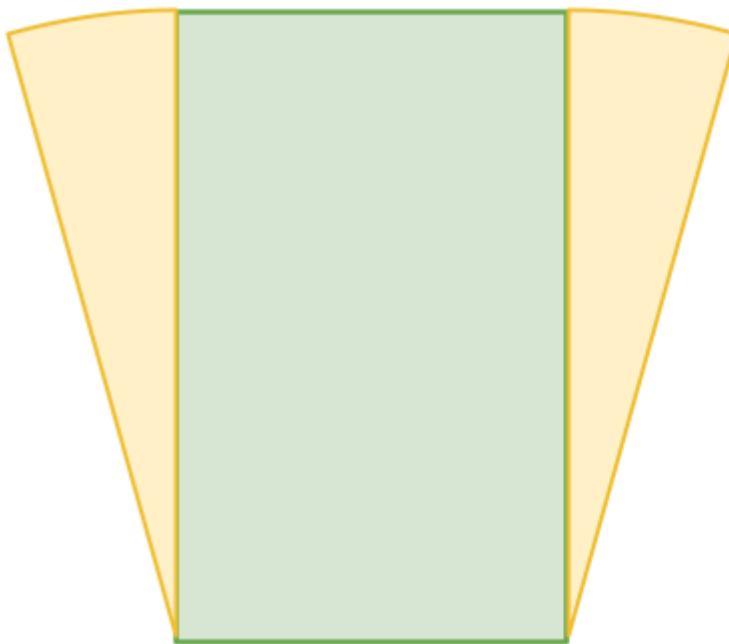
Crank	In Heavy weather or above, -1 Maneuver and -1 to Seamanship tests.
Dry as Tinder	After taking a Fire critical, test Command. If failed, take a second Fire critical immediately.
Faint Heart	Must pass a Command test to initiate boarding or close within short range of an enemy.
Green Crew	First time this ship takes broadside damage, test Command. If failed, become Unsteady immediately. On natural 1, gain +1 Morale for the rest of the game.
Hot-Headed	At the start of activation, if an enemy is within 12", test Command. If failed, must move toward the nearest enemy this turn.
Nerves of Glass	After taking broadside damage, test Command. If failed, make a random turn.
Powder Keg	When this ship suffers a Magazine result on the Hull critical table, the explosion occurs even if there is no active Fire critical.
Rotten Timbers	When this ship takes a Hull critical, test Seamanship. If failed, take one additional Hull critical.
Wanting Hands	Cannot fire both broadsides in the same turn. Cannot initiate boarding.

Templates

Chasers



Broadside



Movement and Turning

