

FLEET GAME CHARTS & TABLES

PLAYING PROCEDURE

- 1) Cripple Recovery
- 2) First Player Movement
- 3) Second Player Movement
- 4) Ram Results
- 5) Boarding Battles

CRIPPLE RECOVERY

die roll results:

1	ship flounders and sinks
2	ship permanently crippled
3	no effect, may attempt recovery again
4	recover boarding factor, speed reduction remains, +2 future recovery
5+	recovers completely

FULL SPEED & TIRING

<i>crew quality</i>	<i>to tire</i>	<i>okay</i>
expert	1	2-6
average	1-2	3-6
green	1-3	4-6
slave	1-5	6

SAILING MOVEMENT RATES

<i>attitude</i>	<i>mainsail</i>	<i>boatsail</i>
A	2*	2
B	2	1
C	1	0
D	0	0

*3 if has oars, and size 1-7, or Veneti

RAM MODIFIERS

crew quality	
+3	expert
+2	average
+1	green
0	slave
ramming ship	
+5	ram in beam
+2	ram in stern
-1	at cruising speed
-2	crippled
target ship	
+3	rammed in bow beam
+1	rammed in quarter beam
+1	has higher full speed
-2	crippled

GRAPPLING

+1	rammed other ship
+1	has better crew
-1	is crippled
+1	grappling equipment (optional)

RAM RESULTS

+3 or more	no effect
-2 to +2	crippled if even total, no effect if odd total
-3 to -6	crippled
-7 or less	sunk

BOARDING BATTLE TABLE

<i>boarding value comparison</i>	<i>die roll:</i>					
	1	2	3	4	5	6
stronger ship triple (3x) or more value of the weaker ship	-	Sw	Sw	Sw	Sw	Sw
stronger ship double (2x) or more value of the weaker ship	-	-	-	Sw	Sw	Sw
stronger ship higher, but not double the value of weaker	Ws	-	-	-	Sw	Sw
values exactly equal	Ws	-	-	-	-	Sw

Sw = stronger ship captures weaker ship

Ws = weaker ship captures stronger ship

- = stalemate, battle continues unless ships degrapple