

SHIP DAMAGE TABLE

2-12 dice roll	RAM RATIO (Rammer Size - Target Size)																	OAR RAKES			2-12 dice roll
	-11 or less	-9 or -10	-7 or -8	-5 or -6	-4	-3	-2	-1	equal (0)	+1	+2	+3	+4	+5 or +6	+7 or +8	+9 or +10	+11 or more	poorer crew	equal crew	better crew	
0	rX —	rX —	rX —	rX —	rX —	rX —	rHC tg	rHC tg	rHC tg	rHC tg	rC tg	— tg	rg tg	rg tg	rg —	rg tC	rg tC	rC tg	rC tg	rC —	0
1	rX —	rX —	rX —	rX —	rX —	rHC tg	rH tg	rH tg	rC tg	rC tg	— tg	rg tg	rg tg	rg —	rg tC	rg tC	rg tH* g	rC tg	rC —	— —	1
2	rX —	rX —	rX —	rX —	rHC tg	rH tg	rH tg	rC tg	rC tg	— tg	rg tg	rg tg	rg —	rg tCg	rg tC	rg tH* g	rg tH	rC tg	rC —	rg tg	2
3	rX —	rX —	rX —	rHC tg	rH tg	rH tg	rC tg	rC tg	— tg	rg tg	rg tg	rg —	rg tCg	rg tC	rg tH* g	rg tH	rg tH	rC tg	rg —	— —	3
4	rX —	rX —	rHC tg	rHC tg	rH tg	rC tg	rC tg	— tg	rg —	rg —	rg —	rg tCg	rg tC	rg tH* g	rg tH	rg tH	rg tHC	rC —	rg tg	rg —	4
5	rX —	rHC tg	rHC tg	rH tg	rC tg	rC tg	— tg	rg tg	rg tg	rg tg	rg tCg	rg tC	rg tH* g	rg tH	rg tH	rg tHC	rg tHC	— tg	— —	— tC	5
6	rHC tg	rHC tg	rH tg	rC tg	rC tg	— tg	rg tg	rg tg	rg tg	rg tCg	rg tC	rg tH* g	rg tH	rg tH	rg tHC	rg tHC	rg tHC	rg tg	— —	— tC	6
7	rHC tg	rH tg	rC tg	rC tg	— tg	rg tg	rg tCg	rg tCg	rg tCg	rg tC	rg tH	rg tH	rg tH	rg tHC	rg tHC	rg tHC	rg tHC	— —	— tC	rg tC	7
8	rH tg	rC tg	rC tg	— tg	rg tg	rg tCg	rg tC	rg tC	rg tC	rg tH* g	rg tH* g	rg tH	rg tHC	rg tHC	rg tHC	rg tHC	rg tHC	rg —	rg tC	rg tC	8
9	rH tg	rC tg	— tg	rg tg	rg tCg	rg tC	rg tC	rg tH* g	rg tH* g	rg tH	rg tH	rg tHC	rg tHC	rg tHC	rg tHC	rg tHC	rg tX	— tC	— —	— tC	9
10	rC tg	— tg	rg tg	rg tCg	rg tC	rg tCg	rg tH* g	rg tC	rg tH	rg tH	rg tHC	rg tHC	rg tHC	rg tHC	rg tHC	rg tHC	rg tX	rg tC	— tC	— tC	10
11	rC tg	rg tg	rg tCg	rg tC	rg tH* g	rg tH* g	rg tC	rg tH* g	rg tH	rg tHC	rg tHC	rg tHC	rg tHC	rg tHC	rg tHC	rg tX	rg tX	— tC	— tC	rg tC	11
12	rg tg	rg tCg	rg tC	rg tH* g	rg tC	rg tH	rg tH* g	rg tHC	rg tHC	rg tHC	rg tHC	rg tHC	rg tHC	rg tHC	rg tX	rg tX	rg tX	— tC	rg tC	rg tC	12
13	rg tCg	rg tC	rg tH*	rg tH	rg tH*	rg tHC	rg tHC	rg tHC	rg tHC	rg tHC	rg tHC	rg tHC	rg tHC	rg tX	rg tX	rg tX	rg tX	rg tC	rg tC	rg tC	13
14	rg tC	rg tH*	rg tH	rg tHC	rg tHCg	rg tHC	rg tHC	rg tHC	rg tHC	rg tHC	rg tHC	rg tHC	rg tX	rg tX	rg tX	rg tX	rg tX	rg tC	rg tC	rg tC	14

Ram Ratio Modifiers

+1 target stationary
+1 target crippled
+1 rammer better crew
-1 target better crew

Dice Roll Modifiers

+1 contact by A move
+1 Forward/after beam ram
-1 no full speed this turn
-1 rammer crippled

Results Key

X = sunk
H = holed
H* = beam holed, otherwise crippled
C = crippled
g = grappling advantage

Oar Rake Dice Roll Modifiers

+1 target used full speed
-2 raker did not use full speed