

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	rHC	rHC	rHC	rC	-	rg	rg	rg	rg	rg	rC	rC	rC	0
1	rX	rX	rX	rX	rX	rHC	rH	rH	rC	rC	-	rg	rg	rg	rg	rg	rg	rC	rC	-	1
2	rX	rX	rX	rX	rHC	rH	rH	rC	rC	-	rg	rg	rg	rg	rg	rg	rg	rC	rC	rg	2
3	rX	rX	rX	rHC	rH	rH	rC	rC	-	rg	rg	rg	rg	rg	rg	rg	rg	rC	rg	-	3
4	rX	rX	rHC	rHC	rH	rC	rC	-	rg	rg	rg	rg	rg	rg	rg	rg	rg	rC	rg	rg	4
5	rX	rHC	rHC	rH	rC	rC	-	rg	rg	rg	rg	rg	rg	rg	rg	rg	rg	-	-	-	5
6	rHC	rHC	rH	rC	rC	-	rg	rg	rg	rg	rg	rg	rg	rg	rg	rg	rg	rg	-	-	6
7	rHC	rH	rC	rC	-	rg	rg	rg	rg	rg	rg	rg	rg	rg	rg	rg	rg	-	-	rg	7
8	rH	rC	rC	-	rg	rg	rg	rg	rg	rg	rg	rg	rg	rg	rg	rg	rg	rg	rg	rg	8
9	rH	rC	-	rg	rg	rg	rg	rg	rg	rg	rg	rg	rg	rg	rg	rg	rg	-	-	-	9
10	rC	-	rg	rg	rg	rg	rg	rg	rg	rg	rg	rg	rg	rg	rg	rg	rg	rg	-	-	10
11	rC	rg	rg	rg	rg	rg	rg	rg	rg	rg	rg	rg	rg	rg	rg	rg	rg	-	-	rg	11
12	rg	rg	rg	rg	rg	rg	rg	rg	rg	rg	rg	rg	rg	rg	rg	rg	rg	-	rg	rg	12
13	rg	rg	rg	rg	rg	rg	rg	rg	rg	rg	rg	rg	rg	rg	rg	rg	rg	rg	rg	rg	13
14	rg	rg	rg	rg	rg	rg	rg	rg	rg	rg	rg	rg	rg	rg	rg	rg	rg	rg	rg	rg	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