

## Simple Sails

### Gunnery

Declare Hull or Sail as target, then roll number of D6 = to Firepower, Score to hit = Gunnery Rating or under.

### Gunnery Rating Modifiers

Short Range = +1

Long Range = - 1

Target Closing or Moving Away = -1 (not at short range)

Raking (short range & Moving Away or Closing) = +1

### Damage

Subtract half hits(round up) done directly from Firepower or Sail Rating (all speeds) depending on target.

A ship is sunk when all Firepower and all Sail rating is gone.

If snake eyes are rolled (double 1) then a critical hit may be scored. It's only snake eyes that count not triple 1 etc.

#### Critical Hit (roll 1d6)

1,2 = Nothing special

3 = Captain Killed Roll for new captain at end of players turn.

4 = Rudder Destroyed Can't make any more turns.

5 = Fire On Board Take 1 point of hull damage, if can't repair then next turn take 2 damage etc.

6 = Magazine HitShip blows up in spectacular fashion.

### Boarding

Roll 1d6 for each Fire Power to see number of hull hits scored. 2 or under is needed to hit.

#### Gun Range

	Short	Med	Long
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Heavy	2	12	16
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Light	2	8	12
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### Sailing

Capital ships may turn up to 45 points once during movement. Escort ships may turn twice.

Ships only turn at beginning or end of movement.

Use 1<sup>st</sup> speed when sailing with the wind, Use 2<sup>st</sup> speed when sailing abeam to the wind, Use 3<sup>st</sup> speed when sailing into the wind. All ships must move at least half max (modified) speed.

### Orders

Roll Captain skill with 2D6 or under to succeed.

⊙Come About: Make a turn.

⊙Set All Sails: move straight only add 1D6" to move (half firepower)

⊙Trim Sails: may move less than half speed (half firepower).

⊙Clear away: Repair 1 point of damage (half max speed, half firepower).

⊙Boarding stations: Add 50% to boarding strength (half max speed, half firepower).

### Set-up

	<u>Gunnery</u>	<u>Captain</u>
British	1=2 : 2,3=3 : 4,5=4 : 6=5	1,2= 7 : 3,4,5=8 : 6=9
French	1=2 : 2,3,4=3 : 5,6=4	1,2= 7 : 3,4,5=8 : 6=9
Spanish	1=2 : 2,3,4=3 : 5,6=4	1,2= 7 : 3,4,5=8 : 6=9

### Example Ship

Ship Name: The Eventful

Ship Type: 1<sup>st</sup> Rate

Captain Name: Cpt Ivor

Captain Skill: 8

Gunnery: 4 (experienced)

Fire Power: 7 (per gun type, 1 per 10 guns)

Speed Rating: 8/5/3

