Sailing movement

Ship facing	All ships	Small ship additions	Medium / large ship additions
Wind from ahead	Turn (spin) 1 face within existing hex.	3, 4, 5, 6 move 1 additional hex.	
Wind from front quarter	Move 1 hex.	3, 4, 5, 6 move 1 additional hex.	
Wind from rear quarter	Move 3 hexes, 4th hex if 3, 4, 5, 6 rolled.		3, 4, 5, 6 for extra hexes, repeat until fail.
Wind from rear	Move 2 hexes, 3rd hex if 3, 4, 5, 6 rolled.	3, 4, 5, 6 for extra hexes, repeat until fail.	

Notes	
D6 for extra hexes	1 easier for battle hardened. 1 more difficult for scurvy.
Additions	Maximum 3.
Large ships and all merchants	1 direction change per turn max.
Small warships	Can turn into each new hex.
Medium warships	2 direction changes per turn max.
Reduction in movement	All ships may reduce by 1 hex.
Zero level sail from point of loss	**No dicing for extra hexes**

Gunnery

Range in hexes
Warships   Small = **3**, medium = **4**, large = **5**.
Merchants   All sizes = **3** hexes.
All bow and stern chaser gun range = **2** hexes.

Modifiers in D6

Additions		Subtractions	
Per gun marker	+2	Scurvy	-2
Target smaller (max 2)	+2	Target bigger (max 2)	-2
Short range	+3	Crew level zero	-2
Battle hardened crew	+2	Sail level zero	-2
Raking (warship in own turn)	+3	Opportunity or return shoot	-3

Minimum 2D6 after all modifiers applied

Hits are scored on 6
ALL BROADSIDES GET A RE-ROLL

First hit applied by target. Other hits applied by shooter.

Opportunity shooting = Only allowed at 1 hex range.	
Return shooting = Only allowed if hits received.	
Chasers = 1D6. No modifiers. No return shoot.	

Wind change

Moving player declares how many D6. Rolls D6.
Each 5, 6 = success

Opponent responds with his own D6.
Opponent can cancel mover's successes.

If **mover** wins by any amount, wind changes by 1 direction of mover's choice.

Change of direction will affect fog, 2 hexes in the new wind direction.

Playsheet
BACK

Battle clock = 3, 4, 5

Game turn sequence

	Activity		Notes
1	**Wind change**		Mover chooses and rolls. 5, 6 = success. Opponent may roll to cancel. Remember fog.
2	**One ship at a time**	*Recovery*	1D6 per crew. 5,6. Crew 0 = 1D6.
		Move/gunnery	Opportunity and return shooting from opponent.
		Boarding	Must be alongside. Ends ships move even if fail.
3	**Battle clock**		Each turn player moves battle clock **3, 4, 5.**
Game ends at end of turn if all merchant ships exited / captured. **OR** loop completed.			

Zero (low) level

Crew	1D6 recovery roll. Gunnery -2D6
Guns	No initial 2D6 per gun. Just modifiers.
Sail	No movement hexes may be rolled for. Gunnery -2D6

Death rolls

Hits on ships with no markers 1D6 per hit.
1 = ship burns, stays in position.

Recovery

+1D6 per crew +1D6 battle hardened
Minimum 1D6. **Success = 5, 6.**

Captured ships

Recovery max 1D6 per turn. All scurvy.
Only allowed opportunity shooting.
Will resist hostile boarding attempts.
Normal movement rules.

Struck ships

Ownerless until boarded. Always scurvy
Does not move, shoot, recover, is not shot at.
Owned by most recent boarder.
Ownerless boarding needs grapple
with 1 success by a warship.

Fog

Roll D6 for first fog hex entered. 1, 2 move
ends. 3, 4, 5, 6, no effect on movement in
this turn. Cannot shoot in or out. Position
affected by wind change only.

Boarding

Stage 1 = the grapple

Basic 4D6	+1 per crew **(max 5)**	+2 better quality	+1 bigger (2 steps)
Opposed 5, 6. Winner can board.			

Stage 2 = the fight

Basic 4D6			
+1 per crew **(max 5)**	+2 better quality	+1 bigger (2 steps)	+1 warship
Opposed 5, 6. More = win fight.			

Stage 3 = the result
defender will win a draw

If boarder wins
All target markers removed.
Target captured.
Move 1 crew to captured ship.
Lose 1 crew (gun, sail) as fatigue loss.

If target equals or wins
Lose 1 crew off boarder.
+ both ships lose 1 crew to fatigue.
Both ships pause for their next turn.

Shallows

Roll D6 upon moving into **first** shallows hex. Small = 1D6. Medium = 2D6. Large = 3D6.
Less 1D6 if battle hardened. **Score of 6 = aground.** Stop moving.
Whilst grounded = no shooting at all. Re-float automatically at end of own next turn.
Recovery and being boarded allowed.