

## 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

<i>die roll</i>	<i>results:</i>
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

<i>crew quality</i>	
+3 expert	
+2 average	
+1 green	
0 slave	
<i>ramming ship</i>	
+5 ram in beam	
+2 ram in stern	
-1 at cruising speed	
-2 crippled	
<i>target ship</i>	
+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