

Ship Name _____
 Ship Class: SOL 90+ Guns or Frigate 50-59 Guns
 (Starting Shooting Power = 10)

Rigging Sections

B 6, R 5, C 4, L 0 (1-SPC)
 B 5, R 4, C 3, L 0 (1-SPC)
 B 4, R 3, C 2, L 0 (1-SPC)
 B 3, R 2, C 1, L 0 (Strike)

Hull Sections

(1-SPC) (M), (2-SPC) (M), (3-SPC) (M), (Strike)

Crew Sections

(2-SPC) (M), (2-SPC) (M), (2-SPC) (M), (Strike)

Range Hexes	Alpha 1	Bravo 2-3	Charlie 4-6	Delta 7-10
Shooting Power ↓				
0000	10	7/4	6/4	5/3
0000	9	6/4	5/3	4/3
0000	8	5/3	4/3	3/2
0000	7	4/3	3/2	2/2
0000	6	3/2	2/2	1/1
0000	5	2/2	1/1	0/1
0000	4	1/1	0/1	0/1
Rake (Stern x2)	3 crew (Stern 6)	2 crew (Stern 4)	1 crew (Stern 2)	n/a

Acceleration: 2
 Deceleration: 3

Hull sections lost cause -1, -2, and -3 small shooting number circles respectively as well as a Morale Test. Each crew sections lost cause -2 small shooting number circles as well as a Morale Test.

Shooting Damage / Critical Number
 → 5/3 ←

Game Turn	Plot Movement	Gunnery Fire (ie Ajax C9+1)	Gunnery Received/Notes
1			
2			
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Crew Grade	Skill Mod	Morale
A	+2	5+
B	+1	6+
C	+0	7+
D	+0	7+
E	+0	7+
F	+0	7+
G	Strike	Strike

- Game Turn Sequence:**
1. Plot Movement / Write Admirals Orders
 2. Move Ships
 3. Plot/Assign Shooting
 4. Apply Standard Damage
 5. Apply Raking Damage
 6. Test for Critical Hits
 7. On fire; burn 3 Rig & 1 Hull
 8. Morale Test for Section loss and Strike Ships
 9. Drifting
 10. Capturing Ships
 11. Grappling and Ungrappling
 12. Un-Fouling
 13. Test for Victory
 14. Deliver Admirals Orders

Ship Name _____
 Ship Class: SOL 80-89 Guns or Frigate 40-49 Guns
 (Starting Shooting Power = 9)

Rigging Sections

B 6
R 5
C 4
L 0

B 5
R 4
C 3
L 0

B 4
R 3
C 2
L 0

B 3
R 2
C 1
L 0

Hull Sections

B 6
R 5
C 4
L 0

B 5
R 4
C 3
L 0

B 4
R 3
C 2
L 0

B 3
R 2
C 1
L 0

Crew Sections

B 6
R 5
C 4
L 0

B 5
R 4
C 3
L 0

B 4
R 3
C 2
L 0

B 3
R 2
C 1
L 0

Range Hexes →	Alpha 1	Bravo 2-3	Charlie 4-6	Delta 7-10
Shooting Power ↓				
XXXXX	10	7/4	6/4	5/3
0000	9	6/4	5/3	4/3
0000	8	5/3	4/3	3/2
0000	7	4/3	3/2	2/2
0000	6	3/2	2/2	1/1
0000	5	2/2	1/1	0/1
0000	4	1/1	0/1	0/1
Rake (Stern x2)	3 crew (Stern 6)	2 crew (Stern 4)	1 crew (Stern 2)	n/a

Acceleration: 2
 Deceleration: 3

Hull sections lost cause -1, -2, and -3 small shooting number circles respectively as well as a Morale Test. Each crew sections lost cause -2 small shooting number circles as well as a Morale Test.

Shooting Damage / Critical Number
 → 5/3 ←

Game Turn	Plot Movement	Gunnery Fire (ie Ajax C9+1)	Gunnery Received/Notes
1			
2			
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19			
20			

Crew Grade	Skill Mod	Morale
A	+2	5+
B	+1	6+
C	+0	7+
D	+0	7+
E	+0	7+
F	+0	7+
G	Strike	Strike

- Game Turn Sequence:**
1. Plot Movement / Write Admirals Orders
 2. Move Ships
 3. Plot/Assign Shooting
 4. Apply Standard Damage
 5. Apply Raking Damage
 6. Test for Critical Hits
 7. On fire; burn 3 Rig & 1 Hull
 8. Morale Test for Section loss and Strike Ships
 9. Drifting
 10. Capturing Ships
 11. Grappling and Ungrappling
 12. Un-Fouling
 13. Test for Victory
 14. Deliver Admirals Orders

Ship Name _____
 Ship Class: SOL 70-79 Guns or Frigate 30-39 Guns
 (Starting Shooting Power = 8)

Range Hexes	Alpha 1	Bravo 2-3	Charlie 4-6	Delta 7-10
Shooting Power ↓				
⊗⊗⊗⊗	10	7/4	6/4	5/3
⊗⊗⊗⊗	9	6/4	5/3	4/3
⓪⓪⓪⓪	8	5/3	4/3	3/2
⓪⓪⓪⓪	7	4/3	3/2	2/2
⓪⓪⓪⓪	6	3/2	2/2	1/1
⓪⓪⓪⓪	5	2/2	1/1	0/1
⓪⓪⓪⓪	4	1/1	0/1	0/1
Rake (Stern x2)	3 crew (Stern 6)	2 crew (Stern 4)	1 crew (Stern 2)	n/a

Acceleration: 2
 Deceleration: 3

Hull sections lost cause -1, -2, and -3 small shooting number circles respectively as well as a Morale Test. Each crew sections lost cause -2 small shooting number circles as well as a Morale Test.

Shooting Damage / Critical Number
 ↘ 5/3 ↙

Game Turn	Plot Movement	Gunnery Fire (ie Ajax C9+1)	Gunnery Received/Notes
1			
2			
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16			
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18			
19			
20			

Crew Grade	Skill Mod	Morale
A	+2	5+
B	+1	6+
C	+0	7+
D	+0	7+
E	+0	7+
F	+0	7+
G	Strike	Strike

- Game Turn Sequence:**
1. Plot Movement / Write Admirals Orders
 2. Move Ships
 3. Plot/Assign Shooting
 4. Apply Standard Damage
 5. Apply Raking Damage
 6. Test for Critical Hits
 7. On fire; burn 3 Rig & 1 Hull
 8. Morale Test for Section loss and Strike Ships
 9. Drifting
 10. Capturing Ships
 11. Grappling and Ungrappling
 12. Un-Fouling
 13. Test for Victory
 14. Deliver Admirals Orders

Ship Name _____
 Ship Class: SOL 60-69 Guns or Frigate 20-29 Guns
 (Starting Shooting Power = 7)

Rigging Sections

B 6 -1SPC
R 5
C 4
L 0

B 5 -1SPC
R 4
C 3
L 0

B 4 -1SPC
R 3
C 2
L 0

B 3
R 2
C 1
L 0

Hull Sections

-1SPC (M)
-2SPC (M)
-3SPC (M)

Crew Sections

-2SPC (M)
-2SPC (M)
-2SPC (M)

Range Hexes	Alpha 1	Bravo 2-3	Charlie 4-6	Delta 7-10
☒☒☒☒	10	7/4	6/4	5/3
☒☒☒☒	9	6/4	5/3	4/3
☒☒☒☒	8	5/3	4/3	3/2
OOOO	7	4/3	3/2	2/2
OOOO	6	3/2	2/2	1/1
OOOO	5	2/2	1/1	0/1
OOOO	4	1/1	0/1	0/1
Rake (Stern x2)	3 crew (Stern)	2 crew (Stern 4)	1 crew (Stern 2)	n/a

Shooting Power ↓

Shooting Damage / Critical Number → 5/3

Acceleration: 2
 Deceleration: 3

Hull sections lost cause -1, -2, and -3 small shooting number circles respectively as well as a Morale Test.
 Each crew sections lost cause -2 small shooting number circles as well as a Morale Test.

Game Turn	Plot Movement	Gunnery Fire (ie Ajax C9+1)	Gunnery Received/Notes
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16			
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18			
19			
20			

Crew Grade	Skill Mod	Morale
A	+2	5+
B	+1	6+
C	+0	7+
D	+0	7+
E	+0	7+
F	+0	7+
G	Strike	Strike

- Game Turn Sequence:**
1. Plot Movement / Write Admirals Orders
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