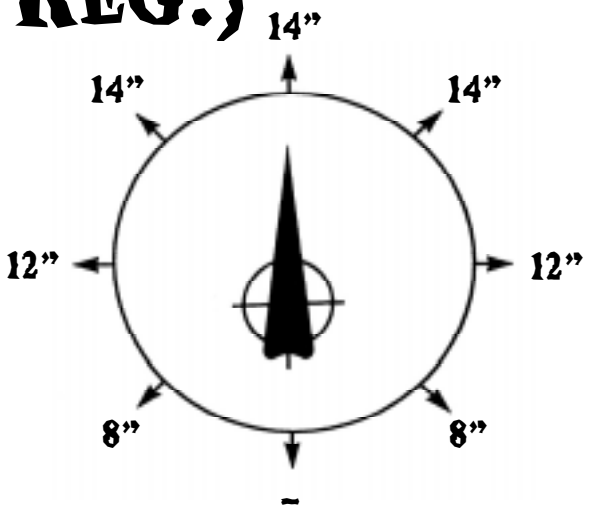
# Ship Record Sheet (Class 4, Reg.)




**Ship:**_____

**Captain:**_____

**Captain's Reputation:**_____

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**Base Initiative: 1**

**Hull Type: Regular, 2 center sections**

**Base Movement: 14”**

**Starting Crew**

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**Maximum Cannon**

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**Hull Hits** - When the ship is down to 8 hull hits, it rolls every turn for further hull hits.

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**Rigging Hits**

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## Ship Combat

### Cannon: Roll to Hit

Roll 3 dice to hit. A cannon hits on a roll of 10 or MORE. Adjust your roll as follows:

+1 if the target is within six inches.
0 if it's at least six inches, but less than two feet.
-1 if the target is two full feet away.
-1 for every full six inches past two feet.
-6 if you are firing grapeshot.
+2 if the firing cannon is on land.
+1 if the target is on land.
+1 if the target is Hull, *unless*
(a) you're firing at a boat: no bonus and a -3 penalty because it's a boat.
(b) you're crossing his T: no bonus, but a -2 penalty.
+1 if the gun is laid by redcoats, bluecoats or a Pirate Captain.
+1 if the gun is laid by an Expert Gunner.
+1 for a target of Class 6 or more, or a large building (GM rules).
-1 for a target of Class 1.
-3 for a target of Class 0 (i.e., a boat); no bonus for a Hull shot.

A roll of triple 1's means your cannon has burst. Remove it, and its crew. Yes, this can kill your captain.

A roll of triple 6's means you have disabled the wheel or rudder of your target, no matter what you were firing at; no further roll to hit is needed.

If you hit, roll 3 dice on the appropriate table.

### Hull

3-9 – Target takes one hit of Hull Damage.
10-13 – Target takes two hits of Hull Damage.
14-15 – Target takes three hits of Hull Damage.
16 – A gun is hit! Remove one gun. Roll again if target has no guns.
17-18 – As above, and roll one die. Even: lose one crew. Odd: lose two crew.

### Rigging

3-8 – Shot passes harmlessly through the rigging.
9-12 – Target takes one hit of Rigging Damage.
13-16 – Target takes two hits of Rigging Damage.
17-18 – A mast comes down! Single-masted ships lose ALL remaining rigging hits. Ships with two masts lose half their ORIGINAL rigging hits. Round off in the target's favor. (Bowsprits aren't masts.)

**DECK** (firing normal shot)

3-6 – Target takes a point of Hull Damage.
7-9 – Target loses two crew.
10-11 – Target loses one crew.
12 – Lines are cut! One hit of Rigging Damage.
13-14 – A gun is hit! Remove one gun. Roll again if target has no guns.
15-16 – As above, and roll one die. Even: lose one crew. Odd: lose two crew.
17-18 – A mast comes down! Results are as for RIGGING, above.

**DECK** (firing grapeshot)

Remember the extra -6 to hit if you fire grape!

Modify your roll by +1 for every 5 crew aboard your target at the moment you make this roll.

3-10 – Target loses one crew. But if the target is down to one or two crew, this result becomes a miss!
11-15 – Target loses two crew. If he has only two left, he loses one.
16 or more – Target loses three crew! If he has three or fewer, he loses one.

## Individual Combat

Hand weapons hit on a roll of 9 or more.
Pistols and muskets hit on an 11 or more:

-1 for every full inch to the target, for a pistol.
-1 for every full 3” to the target, for a musket.
-2 if the target is partially behind cover.
+1 if the attacker is a Pirate Captain, Expert Marksman, redcoat or bluecoat.