



Ship # of Masts	Wind Conditions and Relative Direction											
	Calm MR0			Breezy MR1			Windy MR2			Gale MR3		
1	-2	-3	-6	+2	-	-	+3	-	-	+1	-	-2
2	-2	-4	-6	+1	-	-1	+2	-	-1	+1	-	-2
3	-3	-4	-6	+1	-1	-1	+1	-	-1	+2	+1	-3
4	-3	-4	-6	-	-1	-2	+1	-	-2	+2	+1	-3
5	-4	-4	-6	-	-1	-2	+1	-	-2	+3	+1	-3

MR	Move	MR	Move
0	-	7	L+S+S
1	L-S	8	L+L+S
2	S	9	L+L+L
3	L	10	L+L+S+S
4	S+S	11	L+L+L+S
5	L+S	12	L+L+L+L
6	L+L	+1	+Etc

Shooting	MR	Actions
Before any Move.		
During Move if a May Hold Fire	Cap'n on board	
Sails left	MR	Move
1/2 or less	-1	Explore
1/4 or less	-2	Repair
0	=0	
1+	1+	

Effect	Long Range	Grapeshot	Chainshot
Canons	S=L, L=S+S, +1 to target #	Removes 1 Crew only	MR-1, No Canon loss.

D6	Initial Wind Direction	Speed	D6=6=Wind Changes Direction	Speed
<1	-	Calm	-	-
1	RR; -1	Speed Breezy	Shift d3's Port	1 left
2	North	Breezy	Shift 1 ⁰ Port	1 left
3	East	Windy	Remain Steady	Steady
4	South	Windy	Remain Steady	Steady
5	West	Windy	Shift 1 ⁰ Starboard	1 right
6	RR; +1	Speed Windy	Shift d3's Starboard	1 right
>6	-	Gale	-	-

Crew	Pts	Affect
Captain	3	Shoot/Move. Hold Fire. Up-Anchor & Move.
Musketeer	2	Re-roll 1 Boarding roll.
Helmsman	2	+1 MR if Masts
Canoneer	2	Re-roll 1 Shooting roll.
Shipwright	2	Repair when not at HI
Explorer	1	Move & Explore
Oarsman	1	Lowest MR is 2. Takes no Cargo Space.