Napoleonic Naval Warfare Rules

S.W.A.B.

The Scuppers Were Awash with Blood

by
Timothy McCoy Price

20 Feb 06

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Introduction

These rules are designed to produce a simple and effective method of playing naval wargames in the age of *Wooden Ships and Iron Men*. Combat is at a tactical level with the intention of having one player controlling a single ship (although it is just possible to have one player controlling 2 ships, and even two players controlling one ship).

The game is easy to understand, the mechanisms are simple to use and the game is over in a reasonable time - and the results are historically realistic. The basic system idea was first invented by Jim Wallman of the **Chestnut Lodge Wargames Club**, and I am indebted to him for his advice and encouragement.
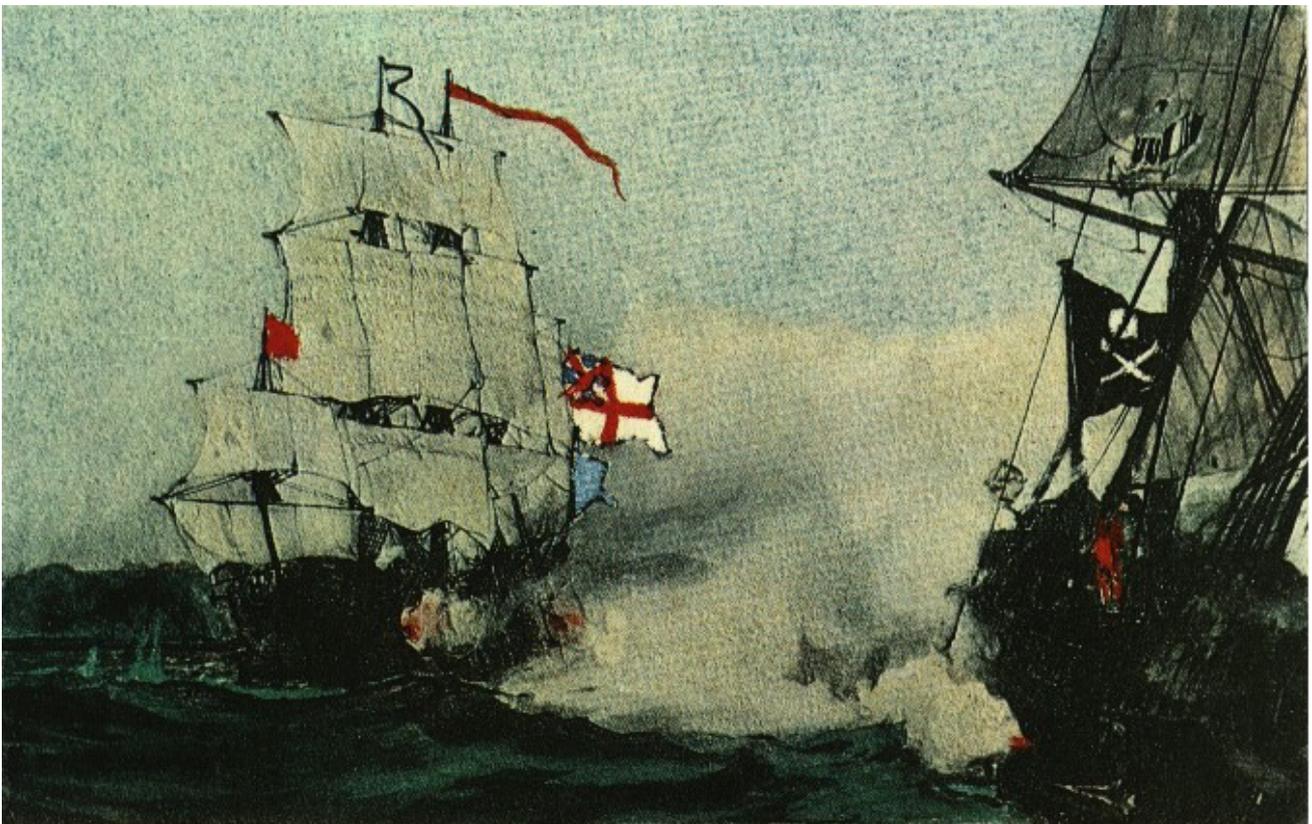
HMS Swallow attacks Roberts' ship, the Royal Fortune

Equipment

In order to play the game you will need the following items:

a.   6-Sided Dice.   Only 6-Sided Dice are used in this game.

b.   Crew Counters.   Each Crew figure represents approximately 20 men. These are represented by model figures of two types, *Sailors* and *Marines*. These are best stuck to round bases that are slightly smaller than the circles illustrating the positions on the Ship Control Panel. You can use washers but, as you will find few washers at less than a penny each, I use pennies. You can use two different coloured counters on their own, but model figures look better, are more versatile, and can be used to continue the game ashore.

c.   <u>Fire Dice</u>.   These are the 6-Sided Dice used to resolve gunnery hits and are numbered 1,2,3,4,8 and X. Use a big D6, cross out the 5 with a permanent marker and add two extra spots to the 6. Alternatively use a set of blank dice (available at most hobby stores) and write the numbers on the blank faces with a permanent marker.

d.   <u>Model Ships</u>.   These can be any scale depending on the space available and the size of your budget. I would recommend the **Triton** *Action Under Sail* 1:1200 scale series, available from **Skytrex**, with ships costing £2.50 to £3.00 each, or alternatively you could use the silhouettes provided with this article. Stick them to thin card, cut them out and then fold them over and glue them again. The resulting back-and-front counter can be placed in a little card holding stand (6 are available in a pack of *Games Components* for £1.50 from the **Early Learning Centre** (the pack includes counters and dice too!) - but don't tell them what you are going to use them for, because the **Early Learning Centre** doesn't approve of Wargames!).

e.   <u>Playing Grid</u>.   The game uses a square grid for simplicity and ease of play. The grid size should be 1.5 to 2 times the length of the model ships you are using; so with the silhouettes provided, I would recommend a 3-inch square. If you are pedantic, you can easily adapt the rules to use hexagons (the game was originally designed using offset squares (or hexagons) but I was fed-up with the additional complication and after much playtesting reverted to squares).

f.   <u>Directors</u>.   These are the wooden holders used to display the player's movement instructions to one another (or the Umpire) and to show what sail settings their ship currently has. The Movement Cards published here are designed to be used with the wooden things from a Scrabble set. You can glue the cards to the Scrabble counters themselves or to thick card if you don't want to ruin your Scrabble set. You will require 2 Directors per player.

g.   <u>Movement Cards</u>.   These are used on one of the Directors above to show your opponent (or the Umpire) what you intend to do during the turn. They are marked: P (Port), S (Starboard), 1, 1, 1, 2, 2, 3, T (Tack), B (Board), R (Ram), L (Launch or Recover ship's boats), A (Anchor) and * (Firing).

h.   <u>Damage Cards</u>.   These are used in preference to damage tables, as they are far quicker and easier to use, and the details of the damage effects can be included on the cards (saving you looking up the rules every time!).

i.   <u>Sail Status Indicator</u>.   These are provided with the Movement Cards and are displayed on the other Director to show what sail setting the ship has. You will not that in the movement cards there is a card with an arrowhead in it and the words "Sail Marker". This is placed in front of the Sail Status Indicator (SSI) to show which setting is the current one.

j.   <u>Stationary</u>.   The following items are useful:

     Chinagraph (wax) pencils or water-soluble felt pens.
     Transparent document protectors (for the ship control panels).

Setting Up

For a simple game, with 2 ships per side and an Umpire (5 players), you will require the following:

A table with both the playing grid and the models on it. If you are using big ship models, the grid can be drawn or laid directly onto the floor. The players should have a space in front of them for the 2 Control Sheets, the 2 Directors, the Damage Cards, the Movement Cards and the Stationary. In large games, where the grid is on the floor, each player should have a separate table for all his pieces.

You will need to photocopy the Ship Control Cards, cover them with plastic, and delete the detail that is not appropriate to your ship (unless everyone is equipped with a 1st Rate Ship of the Line!). The Damage and Movement Cards should be photocopied onto thin card and cut out. Each ship gets a complete set of Damage Cards.

Outline of a Game

The game is set up as above, with the players each briefed by the Umpire about the scenario. The Umpire places the ships and the terrain (90% of all Naval engagements during the period took place in sight of land) on the grid, and the players have some time to study the layout. The players on the same side may confer at this stage.

It is important that the players do not talk to each other during the game, unless their ships are side-by-side. They may, however, signal each other using a code agreed before the game. They can use flags drawn onto card, playing cards or even hand signals (I allow written messages, provided the other player can read it from across the room!).

The players then take their places behind the Control Sheets and make their crew allocations between sails and gun batteries. They move the Sail Status Indicator up or down the Director (where everyone can see it) and place their Movement Cards on the other Director (out of sight to the other players).

The Umpire will then tell the players to turn around their Directors so that he (and everyone else) can see them, and move all the ships. There should be a strict time limit to this and, if the players are too slow, the Umpire will force them to continue doing what they did last move. Once the Movement Cards are revealed, no player is allowed to move any crew figures (other than for damage) until the move has finished. The players who are shooting will tell the Umpire who they are shooting at and with how many guns. The Umpire then works out the damage and tells the other player the result.

The opposing player then takes the required number of Damage Cards out of the pile. Permanent damage is marked on the sheet with the pen, and the card returned to the pile; temporary damage cards are kept alongside the Control Sheets until repaired. Lastly repair rolls are made to see if any temporary damage can be fixed.

The players are then ready for the next turn. This whole procedure should take no more than 60 seconds.
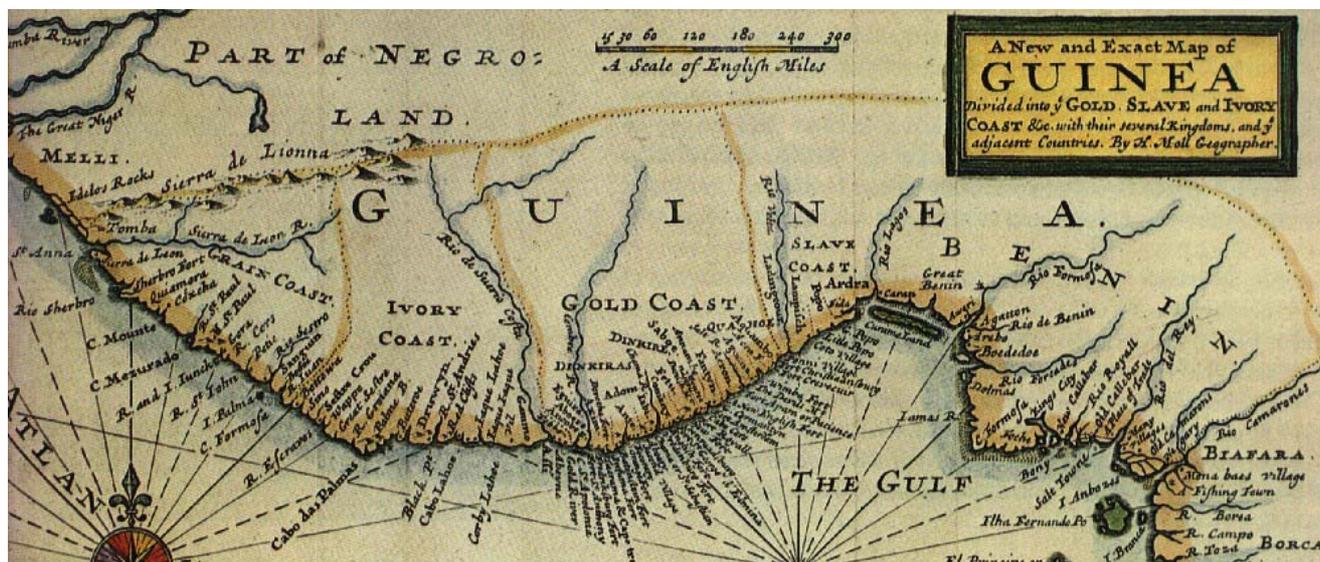
THE MAIN RULES

Movement

The speed of the ship is dependent on the wind speed, the type of ship, the sail setting and the direction in which the ship is heading. Despite all this, however, variations in the wind speed effect everyone equally and, as it is in the relative differences in ship performance that we are interested in, wind speed will be ignored (except in extremes, such as flat calm or gale). Furthermore, the difference in speed between a ship running before the wind, and one with the wind on the stern quarter (the most effective direction) was so minor as to be only relevant over chases that lasted several days.

Each ship is assumed to have 7 sails producing, between them, 4 sail settings (2 sails per sail setting, with the mainsail counting as 2 on its own). These are listed under the Movement Cards and are the Sail Status Indicators used (with the little "pointer" counter) to show all players what sail setting you have on your ship, and hence your maximum speed.

There are 8 possible orientations for your model ship to be placed in, within each square, with 45° between each heading. These correspond to the Nautical Compass Rose, with North (N), North East (NE), East (E), South East (SE), South (S), South West (SW), West (W), and North West (NW). There are, however, only two relevant directions in relation to the wind: *Reaching* to windward, and any *Other Direction* (you cannot sail directly into the wind). When you are on an *Other Direction* you can sail up to your maximum speed relevant to the current sail setting. When you are *Reaching*, you sail at a maximum speed equal to *2 sail settings less than your current sail setting*.

The directions are as follows:

Sailing Directions
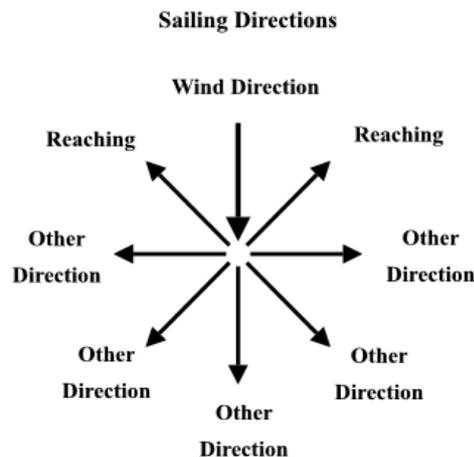
Therefore, assuming that we have a ship that has *B Class Movement* with all sails set, it can go 7 squares in any *Other Direction* and can go 3 squares when *Reaching*.

A ship cannot remain stationary for any length of time, unless anchored. The first part of any move must start with the ship moving one square forward, if it is under sail, and has a speed greater than 0. If a ship is halted (because it has had a mast shot away, or has turned into wind with only its mainsail (or less) set) then it will not move in this move, but merely turn in place, 1 heading per move, down wind. The next move, if its speed is still 0, it will turn again, and drift down wind 1 square. It will continue to do this until it is facing downwind; where it will continue to drift 1 square per move.

In order to turn or keep in a straight line the player must have a crew figure in the *Helm* position. If no figure is available, the ship turns downwind at its tightest turn, until heading directly downwind, or a

helmsman is found. In order to increase sail, decrease sail, or tack there must be crewmen in *all* the *Rigging* positions. In order to turn or spill wind (allowing you to move at a speed 1 less than the maximum for the sail setting) you must have a crew figure in the *Stays* position.

A ship may make any number of 45° turns in a move, but there must be at least 1 square of movement between each turn. If you change from any *Other Direction* to *Reaching* in the middle of a move, you deduct the number of squares you have already travelled from your movement allowance in the *Reaching* direction. This may well mean that you have no further movement left.

Normal turns and movement are shown on the *Directors* as follows:

2 P 1 S 3 *

This means the ship moves 2 squares Forward, 1 turn to Port, 1 square Forward, 1 turn to Starboard, 3 squares Forward and, finally, Firing.

If 2 ships finish on the same square, their speeds are added together. A dice is then thrown that is equal (or greater) than the sum of their speeds +1. So if a ship with a speed of 2 enters a square with a ship with a speed of 3, 1D6 is thrown. There are 2 chances in 6 that the final orientation of the ships is decided by the slower ship, 3 chances in 6 that the faster ship will decide, and 1 chance in 6 that they will accidentally collide. Deduct one chance for an *Dreadful* Crew, and add 1 chance for a *Trained* Crew. See *Ramming, Boarding and Running Alongside*, below, for details of damage from collisions.

Tacking

Tacking (moving across the wind from one *Reach* to another *Reach*) was a special manoeuvre that was risky, so is covered by a separate rule. Any ship wishing to *Tack* must be on a *Reach* and capable of moving 1 square or more. It displays the "T" movement card on the *Director* and the ship remains stationary for the entire move, and rolls a dice. If it succeeds in *Tacking* it is placed on the opposite *Reach*, where it ends its move. If it fails to tack it remains on its old heading and must move forward at least 1 square before it tries again. The chances of failure are as follows:

<div align="center">

1/6 = Trained Crews
2/6 = Average Crews
3/6 = Dreadful Crews

</div>

Gunnery

In order to fire a gun it must have a crewman in a *Gun* position, and a crewman in the *Gunner* position, and the "*" (Fire) card must be displayed on the *Director*.

The procedure is to throw 1 dice per gun. The score on the dice indicates the maximum range at which a hit can be caused. The faces marked with an "X" indicate an automatic miss at any range. All firing is carried out after movement. The arcs of fire are 45° either side of the centreline of the gun, but all guns in a battery must fire at the same target. Simple, isn't it?

Marines

Marines in the *Rigging* can fire at an opposing ship with a range of 1 square. They have 1/6 chances of killing a crewman in the *Rigging* or on *Deck*. They may not specify which crewman is killed. Marines can be used to pump, but may not man any other positions.

Ramming, Collisions and Running Alongside

If a ship wishes to *Ram* or *Run Alongside* another ship, movement is carried out as normal. If at any time during the move the two ships occupy the same square at the same time, refer to the rules above for two ships occupying the same square. If the ship who wishes to *Ram* or *Run Alongside* wins the dice throw, the *Ram* takes place, or the ship *Runs Alongside*; if not, it fails. The chance of *Collisions* remains the same.

Both ships take 1D6 damage on a *Ram* or *Collision*, and their ships have 2/6 chances of becoming entangled (until cut free with a successful *Repair* roll). Ships that *Run Alongside* successfully take no damage, but may still become entangled.

Boarding

When the ships involved have contacted, either from a *Ram*, *Collision*, or merely *Running Alongside*, the crew may *Board*. Only the crew in the *Fighting Crew* positions in the Control Sheet, and the Marines in the *Marines* positions in the *Deck* plan may fight.

1D6 is rolled for each figure, with the grading of the crew being taken into account (*Trained Crew* +1, *Dreadful Crews* -1) and 3 being added to the score of the Marine figures (so a Marine from a *Trained Crew* rolls on a 5-10). Alternatively, if you have lots of blank dice you can prepare special 6-Sided dice with the relevant numbers. The dice are lined up, highest vs highest, with a casualty for each dice that is beaten by the opposing dice throw. Surplus dice (when one side outnumbers the other) are ignored (they will, by definition, be lower in value than the opposing dice (unless you have wiped the opposition out!)). It may sound a little complicated, but these examples should explain (the Marine Dice are shown in **Bold** type) (Both Ships have *Average Crews*):

Ship A (with a boarding party of 8 + 2 Marines) vs Ship B (with 4 crew + 2 Marines on deck)

Move 1:	Ship A:**8** 6 6 5 **4** 4 4 2 1 1	(loses 1 casualty)
	Ship B:**8 8** 6 3 3 1	(loses 3 casualties)
Move 2:	Ship A:5 **4 4** 4 3 2 2 1 1	(loses 3 casualties (2 are marines!)
	Ship B:**9 5** 5	(loses no casualties)
Move 3:	Ship A:6 5 5 4 2 1	(loses no casualties)
	Ship B:**5 4** 1	(loses 3 casualties)

The ship that is boarded can only fight with the crew on deck at the time. In the move that the ship is boarded the crew in the *Repair*, *Helm* and *Stays* positions may join in, *but none of the crew below decks or in the rigging may fight*. The ship surrenders when it has no crew left alive on deck (or before then, if the player wishes).

Damage

A Damage Card is selected for every hit caused. Temporary damage (damage that can be repaired) cards are retained and placed beside the Ship Control Panels to act as a reminder, until repaired. Permanent Damage is marked with a wax pencil or marker in the protective cover over the panel. These cards are returned to the pile, *providing this sort of damage could happen again* (ie: A *Gun Destroyed* card would be returned, if you have other guns remaining, whereas a *Mainmast Shot Away* card would be discarded). This also applies if you take temporary damage cards for items you either don't have, or have had

destroyed during the course of the game.

The effects of the damage are usually self-explanatory and are described on the cards.

Hull damage is crossed off the boxes marked on the Below Deck panel. These represent holes in the hull and will increase unless they are *Repaired* (plugged). They can be stopped from getting worse temporarily by *Pumping*. In order to *Pump* a crewman is required in the relevant position on the Below Deck panel, *for each un-repaired unit of hull damage*. Plugged holes don't get better, they simply don't get any worse. Plugged holes should be recorded by shading in the square concerned.

For each complete row of Hull Damage recorded, *the ship sails as if it were at one sail setting less than it was*. This represents the effect of the waterlogged hull slowing the ship down. Each pair (2) of sails shot away (remember the Mainsail counts as 2 on its own) has the same effect.

Surgeon

A crewman on the *Surgeon* position represents the clearing up parties responsible for throwing the debris (and dead) overboard to make room for the fighting crew. They also carried the wounded below to the "sawbones" and generally "sorted out" those crew who were wandering around dazed, confused, or even a little "shy". To represent these efforts, if a crew counter is placed on the *Surgeon* position, the player may dice, at the same time as he makes his *Repair* roll, with 1/6 chances of getting a "dead" crewman back from the casualty box.

Ships Boats

Every fighting ship in this period had a number of ships boats of varying sizes. These are launched (or recovered) at the end of a move in which the "L" (Launch) card is displayed on the *Director*. The crew must have been allocated to the positions in the relevant ships boat at the start of the move. The boats can be launched (or recovered) irrespective of the parent ship's current speed.

The boats are moved after all other movement and firing is completed, at a speed of 3 squares per move up to a maximum of 5 moves, and at 1 square per move at any other time. If the *Cutter* or *Launch* are equipped with a gun, they can carry one less crew and a gun must be deleted from below decks on the ship control panel. This allocation should be made before the game starts. If the player wishes to put a gun on board during the game, a successful *Repair* is required by the Below Deck crew to bring it on deck, and another *Repair* roll made by the Deck crew to load it on the relevant boat. Boats carrying guns cannot be launched at speeds greater than 3 squares per move.

When a boat finishes its move in the same square as a ship, the boat player may immediately *Board* and combat is resolved as above. Ships may fire at boats, however, in order to score a hit the *exact range must be rolled on the Fire Dice*. Each hit causes 1 casualty and the boats are destroyed when all the crew are killed. If crew that board from a boat are losing, the boat player may retreat them back to the boats. The ship player may not follow up.

As an alternative, a ship may *run a boat down* by sailing through the same square as the boat at any time during its movement. It has the same number of chances out of 6 as its current speed, to hit the boat, but the skill of the crew of both the boat and the ship act as modifiers. If the boat is run down, the crew on the boat can still *Board* automatically, but cannot retreat, and the boat (with a gun, if so equipped) is lost.

Ships boats were used a lot during the period, even in the heat of battle. They are particularly useful for capturing Merchantmen.

Rule Summary

1.   Move Sequence: Make Crew allocations
    Move Sail Marker to show current sail setting (openly).
    Place movement cards on the *Director* (secretly).
    Reveal movement cards.
    Move ships
    Resolve gunnery and damage.
    Move Ships boats.
    Launch/Recover Ships boats.
    Make *Repair* rolls and *Surgeon* rolls.

2.   Ships speed = current sail setting, when sailing in an *Other Direction*.

3.   Ships speed = 2 sail settings less than the current setting, when sailing on a *Reach*.

4.   Movement: To move and steer requires Helmsman. To turn and spill wind (-1 from current speed) needs crew on Stays. To add or reduce sail, or Tack, requires crew in *all* rigging positions. Each turn = 45° but there must be 1 square between turns. The first move of a turn must be 1 square forward, if the ship is capable of it.

5.   Tacking: Requires 1/6 for Trained Crew, 2/6 for Average Crew, and 3/6 for Dreadful Crews to succeed. Failure = no movement.

6.   Ramming: Each ship has chances equal to current speed to gain initiative, and decide final placement. There is always 1 chance of collision. Damage for Ram or Collision = 1D6 damage to each.

7.   Running Down Boats: Chance of success = current speed or more on 1D6. Modify for crew training. Survivors automatically board.

8.   Gunnery: 1D6 per gun (1,2,3,4,8 and X). Crew on Gunner and Gun positions. Score must equal, or exceed range to target to hit a *Ship*, and must equal range to target to hit a *Boat*. Arc of fire = 45° but all guns in the same battery must fire at the same target.

9.   Damage: Take 1 damage card per hit. Hull damage must be pumped or repaired, or will get worse by 1 damage point per move. Successful repairs do not restore hull points, they just mean you don't have to pump any more. For each row of hull damage, or 2 sails lost (mainsail = 2), reduce speed by 1 sail setting.

10.   Fighting: Roll 1D6 per crewman, +1 for Trained Crew, -1 for Dreadful Crew, +3 for Marines. Line up the dice, highest vs highest and ignore extras. Higher dice "kill" lower dice. Only crew on Deck can fight (not Below Deck or Rigging).

11.   Marines in Rigging: Can fire at a range of 1 square. Kill 1 crew on 1/6 on 1D6 each.

12.   Boats: Move 3 squares per move for 5 moves. 1 square per move at any other time.

Sample Ships

1st Rate Ship of the Line

20 Guns	Bow Gun	Stern Gun	5 Rigging Positions
Crew: 22	Marines: 4	Damage: 28	Movement: C,D or E
Cutter	Pinnace	Launch	Gig & Jolly Boat

Ship of the Line

14 Guns	Bow Gun	Stern Gun	5 Rigging Positions
Crew: 19	Marines: 3	Damage: 24	Movement: C or D
Cutter	Launch	Gig	Jolly Boat

2 Decker

10 Guns	Bow Gun		4 Rigging Positions
Crew: 16	Marines: 2	Damage: 20	Movement: C,D or E
Pinnace	Launch	Gig	Jolly Boat

Frigate

8 Guns			3 Rigging Positions
Crew: 14	Marines: 2	Damage: 16	Movement: B,C or D
Pinnace		Gig	Jolly Boat

Sloop or Brig

4 Guns			2 Rigging Positions
Crew: 9	Marines: 1	Damage: 8	Movement: A,B or C
		Gig	Jolly Boat

Merchantman

2 Guns			2 Rigging Positions
Crew: 6		Damage: 16	Movement: M
	Launch	Gig	

Blockade Runner

4 Guns			2 Rigging Positions
Crew: 7		Damage: 12	Movement: B,C or D
	Launch		

Transport   (a Merchantman with 200 Soldiers on board...)

2 Guns			2 Rigging Positions
Crew: 8	Marines: 10	Damage: 16	Movement: M
	Launch	Gig	Jolly Boat

Of course, if you wish you can vary these slightly – such as having a bow gun on the Frigate.

Movement Examples

Sail Status Indicator

| 0	0	1	▶	5	6

Movement Cards

1	P	2	S	1
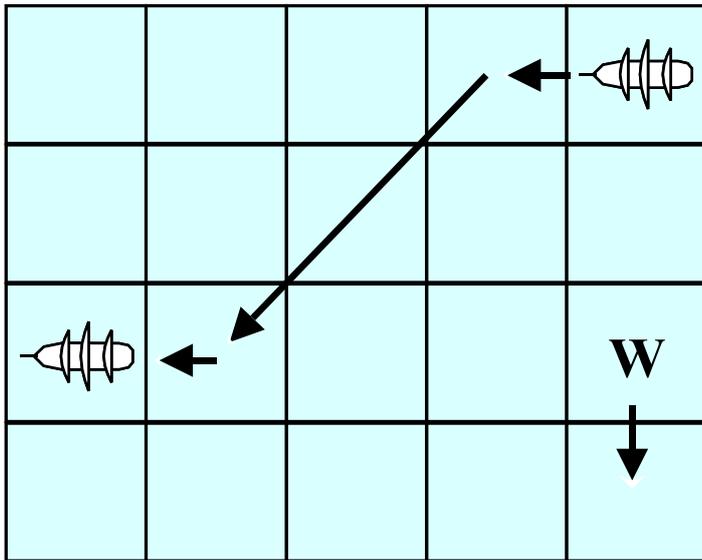
(The STAYS are manned,
so speed can be 4 or 5)

Tacking

T

Sail Status Indicator

0	0	1	3	5	◀

Movement Cards

1	P	1	P	1	P	1	P	1
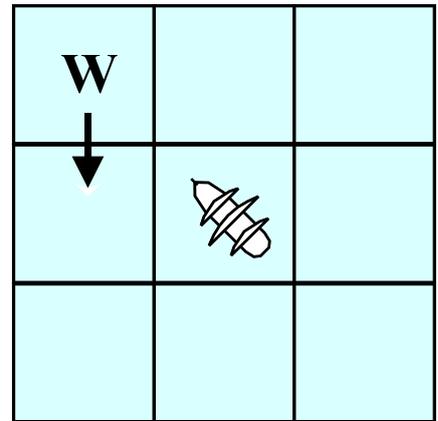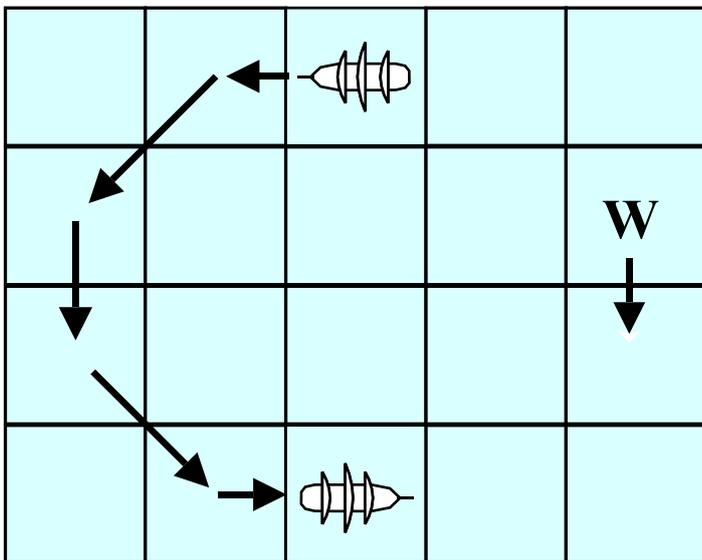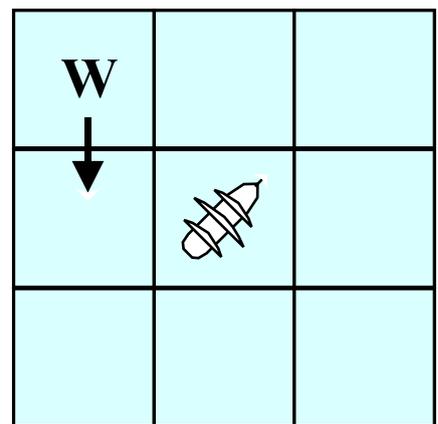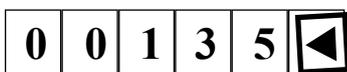
Sailing Directions

Wind Direction

Reaching   Reaching

Other   Other
Direction   Direction

Other   Other
Direction   Direction

Other
Direction

Movement Cards

1	**2**	**3**	**1**	**1**	**2**	**T** tack	**B** board
R ram	**A** anchor	**L** launch	***** FIRE	**P** left	**P** left	**S** right	**S** right
P left	**S** right		▶ sail marker	**P** left	**P** left	**S** right	**S** right

Sail Status Indicators

A Class Movement

Anchor	No Sail	Reefed	Mainsail	Topsail	All Sails
0	0	2	4	6	8

B Class Movement

Anchor	No Sail	Reefed	Mainsail	Topsail	All Sails
0	0	1	3	5	7

C Class Movement

Anchor	No Sail	Reefed	Mainsail	Topsail	All Sails
0	0	1	3	5	6

D Class Movement

Anchor	No Sail	Reefed	Mainsail	Topsail	All Sails
0	0	1	3	4	5

E Class Movement

Anchor	No Sail	Reefed	Mainsail	Topsail	All Sails
0	0	1	2	3	4

M Class Movement

Anchor	No Sail	Reefed	Mainsail	Topsail	All Sails
0	0	1	1	2	3

1st Rate

Rigging

Deck

Fighting Crew

Helm	1D6	1D6	1D6	1D6
Stays	1D6	1D6	1D6	1D6
	1D6	1D6	1D6	1D6

Marines

1D6 +3   1D6 +3

1D6 +3   1D6 +3

Repair Crew

1/6   2/6   3/6

Crew Rating: Trained +1, Average 0, Dreadful -1
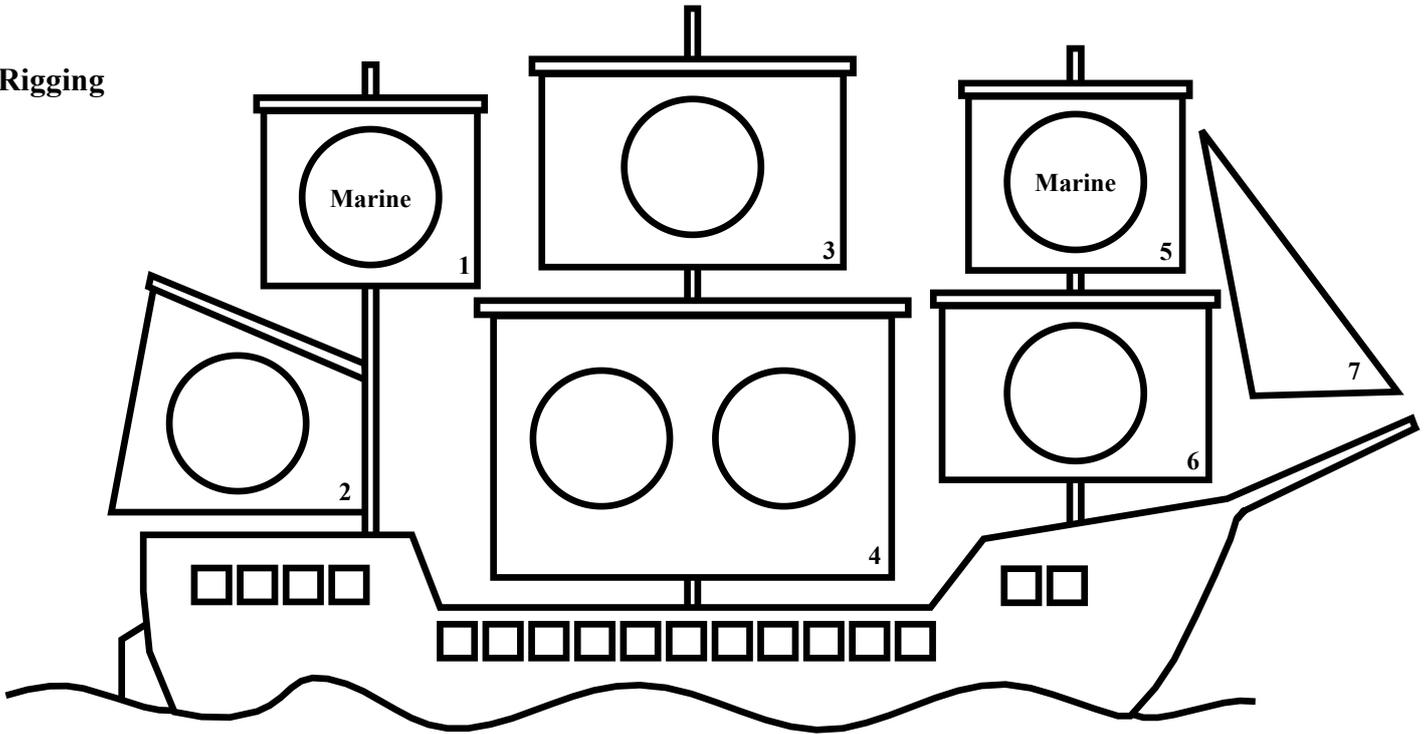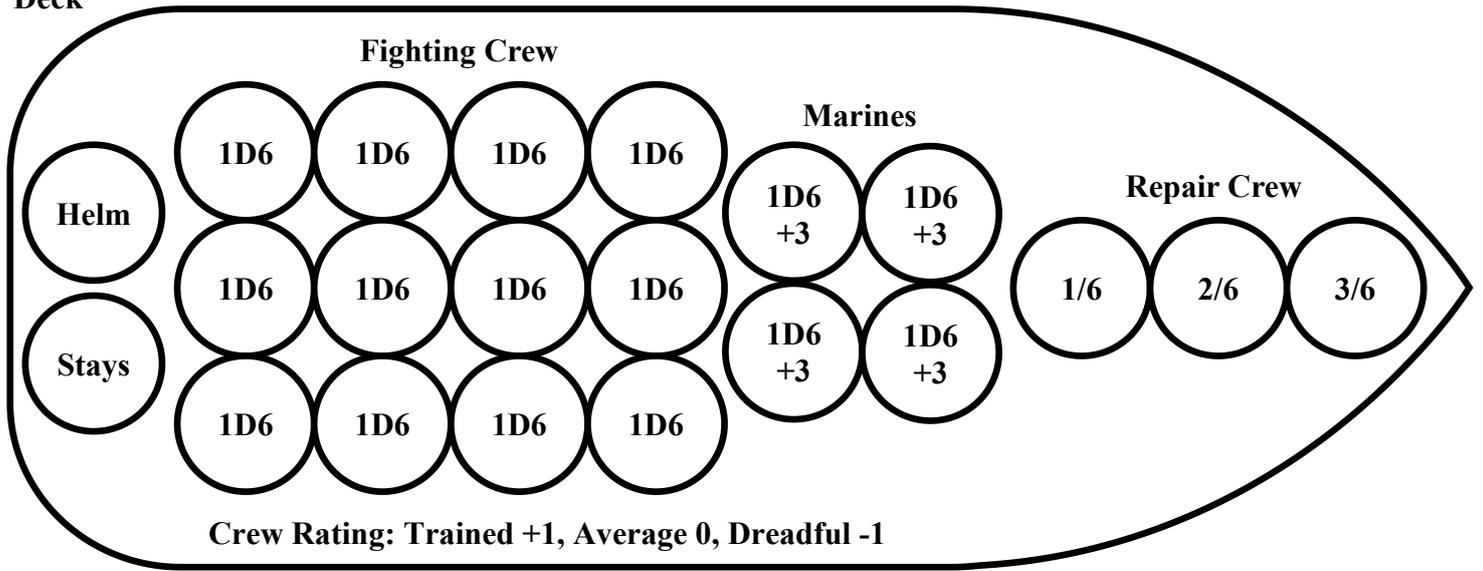
Landing/Boarding Party

Crew = 22 Marines = 4

Cutter
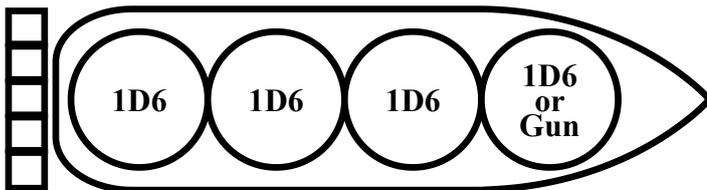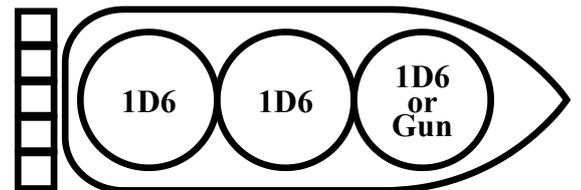
1D6   1D6   1D6   1D6 or Gun

Pinnace

1D6   1D6   1D6 or Gun

Launch

1D6   1D6   1D6

Gig

1D6   1D6

Jolly Boat

1D6   1D6

1st Rate

Bow Gun

Gunner

Surgeon 1/6

Below Deck Repair

1/6 **2/6** **3/6**

Gun **Gun**

Gun **Gun**

**Hull Damage
Below Waterline**

Gun **Gun**

Gun **Gun**

Gun **Gun**

Pumps

Gun **Gun**

Gun **Gun**

Gun **Gun**

Gun **Gun**

Gun **Gun**
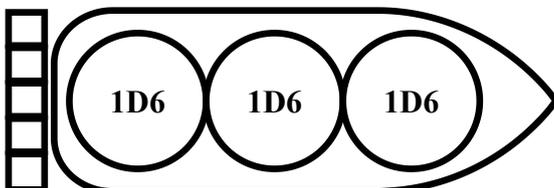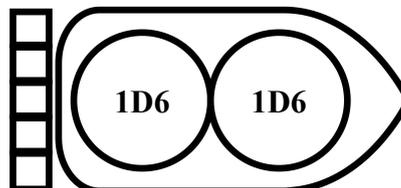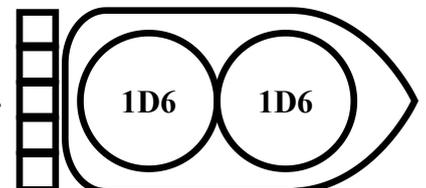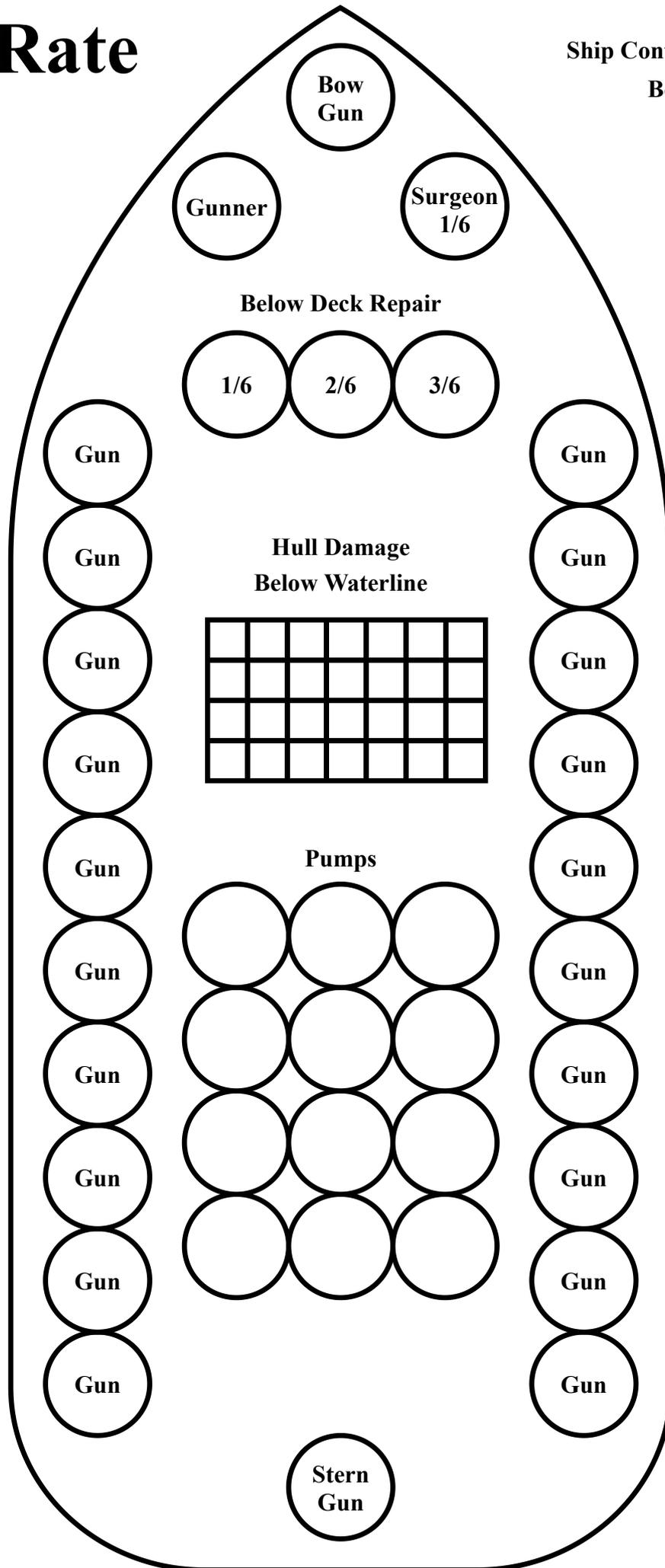
Stern Gun

BOW GUN **Dismounted** **(Repairable)**	**BOW GUN** **Dismounted** **(Repairable)**	**STERN GUN** **Dismounted** **(Repairable)**	**STERN GUN** **Dismounted** **(Repairable)**
G U N **Dismounted** **(Repairable)**	**G U N** **Dismounted** **(Repairable)**	**G U N** **Dismounted** **(Repairable)**	**G U N** **Dismounted** **(Repairable)**
G U N **Destroyed** **(No Fix)**	**G U N** **Destroyed** **(No Fix)**	**G U N** **Destroyed** **(No Fix)**	**G U N** **Destroyed** **(No Fix)**
G U N **Dismounted** **(Repairable)**	**G U N** **Dismounted** **(Repairable)**	**G U N** **Dismounted** **(Repairable)**	**G U N** **Dismounted** **(Repairable)**
G U N **Dismounted** **(Repairable)**	**G U N** **Dismounted** **(Repairable)**	**G U N** **Dismounted** **(Repairable)**	**G U N** **Dismounted** **(Repairable)**
CUTTER **Destroyed** **(No Fix)**	**PINNACE** **Destroyed** **(No Fix)**	**LAUNCH** **Destroyed** **(No Fix)**	**G I G** **Destroyed** **(No Fix)**
JOLLY BOAT **Destroyed** **(No Fix)**	**RUDDER** **Jammed** **No turns** **Until Repaired**	**SURGEON** **Killed** **(No Fix)**	**RUDDER** **Shot Away** **Turn Downwind** **Until Repaired**
MARINE **1 Marine** **Killed**	**GUNNER** **Killed** **No Fire Next Move**	**RUDDER** **Damaged** **No Turns** **(Repairable)**	**BOWSPRITE** **Shot Away** **-1 to Tack Chance** **(No Fix)**
CREW **1 Crew** **Killed** **Below Deck**	**CREW** **1 Crew** **Killed** **Below Deck**	**CREW** **1 Crew** **Killed** **Below Deck**	**CREW** **1 Crew** **Killed** **Below Deck**
CREW **1 Crew** **Killed** **Below Deck**	**CREW** **1 Crew** **Killed** **Below Deck**	**CREW** **1 Crew** **Killed** **Below Deck**	**CREW** **1 Crew** **Killed** **Below Deck**

SAIL Shot Away (Repairable)	**SAIL** Shot Away (Repairable)	**SAIL** Shot Away (Repairable)	**SAIL** Shot Away (Repairable)
SAIL Shot Away (Repairable)	**SAIL** Shot Away (Repairable)	**SAIL** Shot Away (Repairable)	**SAIL** Shot Away (Repairable)
SAIL Shot Away (Repairable)	**SAIL** Shot Away (Repairable)	**SAIL** Shot Away (Repairable)	**SAIL** Shot Away (Repairable)
MAINSAIL Shot Away -1 Sail Setting (Repairable)	**MAINSAIL** Shot Away -1 Sail Setting (Repairable)	**FOREMAST** Shot Away -1 to Tack Chance (No Fix)	**MAINMAST** Shot Away Ship stops & turns downwind until cut away (repair roll) (No Fix)
MIZZEN MAST Shot Away (No Fix)	**SPAR** Shot Away Lose 1 sail (No Fix)	**SPAR** Shot Away Lose 1 sail (No Fix)	**SPAR** Shot Away Lose 1 sail (No Fix)
CAPTAIN'S CABIN H i t Cosmetic Damage	**ROPE LOCKER** H i t Cosmetic Damage	**PANTRY** H i t Some food Destroyed	**CAPSTAN** H i t Cannot raise Anchor
1 HULL DAMAGE -1 damage per turn unless pump or repaired	**1 HULL DAMAGE** -1 damage per turn unless pump or repaired	**1 HULL DAMAGE** -1 damage per turn unless pump or repaired	**1 HULL DAMAGE** -1 damage per turn unless pump or repaired
1 HULL DAMAGE -1 damage per turn unless pump or repaired	**1 HULL DAMAGE** -1 damage per turn unless pump or repaired	**1 HULL DAMAGE** -1 damage per turn unless pump or repaired	**1 HULL DAMAGE** -1 damage per turn unless pump or repaired
2 HULL DAMAGE -1 damage per turn unless pump or repaired	**1 HULL DAMAGE** -1 damage per turn unless pump or repaired	**1 HULL DAMAGE** -1 damage per turn unless pump or repaired	**1 HULL DAMAGE** -1 damage per turn unless pump or repaired
CREW 1 Crew Killed Above Deck	**CREW** 1 Crew Killed Above Deck	**CREW** 1 Crew Killed Above Deck	**CREW** 1 Crew Killed Above Deck