

Galleon

Barrage Cards

Speed

Captain Level

Decks

Crew

Soldiers



Crimson Cutlass

- Cunning
- Lordly
- Overgunned
- Pirate
- Elite
- Swashbuckler

Galleass

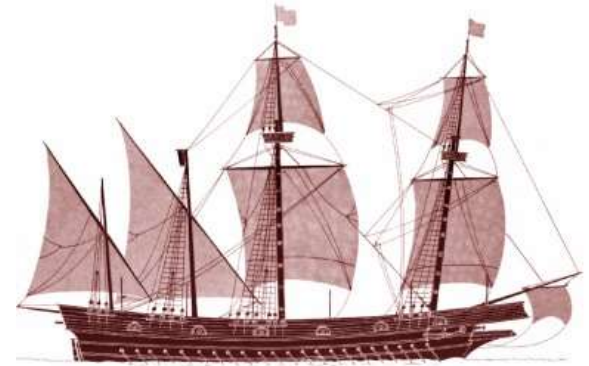
Barrage Cards

2* Speed

Captain Level

Crew

Soldiers



Crimson Cutlass

(No Deep Water)

- Cunning
- Lordly
- Overgunned
- Pirate
- Elite
- Swashbuckler

Galley

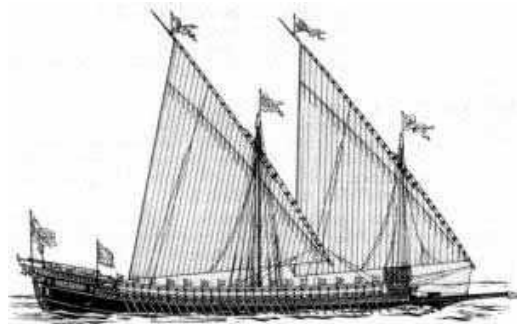
Barrage Cards

1* Speed

Captain Level

Crew

Soldiers



Crimson Cutlass

(No Deep Water)

- Cunning
- Lordly
- Overgunned
- Pirate
- Elite
- Swashbuckler

Caravel

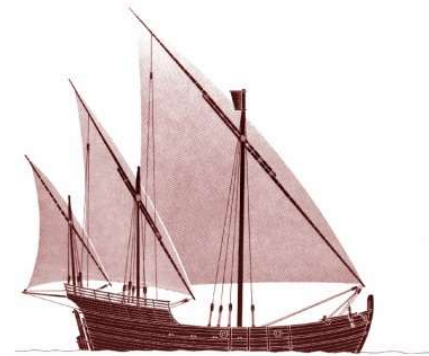
Barrage Cards

Speed

Captain Level

Crew

Soldiers



Crimson Cutlass

- Cunning
- Lordly
- Overgunned
- Pirate
- Elite
- Swashbuckler

Galleon

Barrage Cards

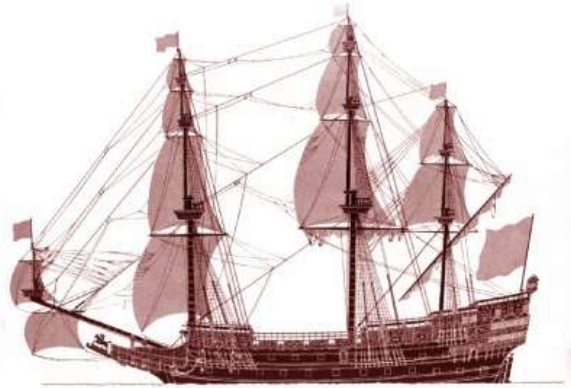
Speed

Captain Level

Decks

Crew

Soldiers



Crimson Cutlass

- Cunning
- Lordly
- Overgunned
- Pyrate
- Elite
- Swashbuckler

Galleass

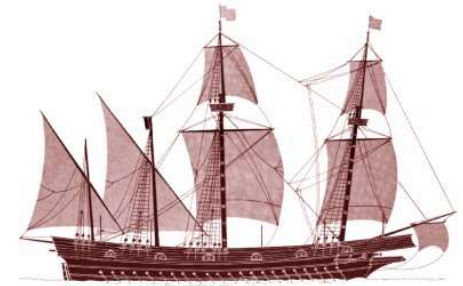
Barrage Cards

Speed **2***

Captain Level

Crew

Soldiers



(No Deep Water)

Crimson Cutlass

- Cunning
- Lordly
- Overgunned
- Pyrate
- Elite
- Swashbuckler

Great Cog

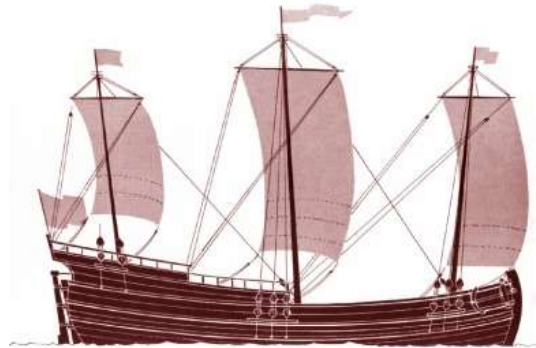
Barrage Cards

Speed **1**

Captain Level

Crew

Soldiers



Crimson Cutlass

- Cunning
- Lordly
- Overgunned
- Pyrate
- Elite
- Swashbuckler

Cog

Barrage Cards

Speed **2**

Captain Level

Crew

Soldiers



Crimson Cutlass

- Cunning
- Lordly
- Overgunned
- Pyrate
- Elite
- Swashbuckler

Ship	Tonnage	Sailors	Speed Factor	Barrage Base
Cog (Standard)	10-200	3	2	0
Cog (Greater)	200-500	5	1	0
Galley	30-200	3	1 *	0
Galleass	50-300	5	2 *	1
Caravel (Light)	5-100	12	D4 + 4	0
Caravel (Medium)	100-300	20	D4 + 3	0
Galleon (2 Deck)	100-400	30	D4 + 2	1
Galleon (3 Deck)	400-900	40	D4 +1	2
Galleon (4 Deck)	900-1200	50	2	2
Galleon (5 Deck)	1200-1600	60	1	3

Card	Barrage Base
Cups	Hull Damage. Ship Founders and Sinks.. If Caravel and Card is Inverted, Treat as Coin
Rods	Sail Damage. Ship Loses a Speed Factor Point. (If none remain, ignore result)
Coins	Cannons Destroyed. Ship Loses a Barrage Card. If No Barrage Card, treat as Sword.
Swords	Crew Slain. Kill 25 soldiers or seaman (victim chooses) and 50 rowers (if Oared)

* If Oarsmen Used add 1 or 2

Grapple or Evade Success Table

Vessel Speed Factor	0 or Less	1	2	3	4	5 or More
1	8	10	12	14	17	20
2	6	8	11	13	15	17
3	4	7	10	12	14	15
4	Auto	Auto	5	9	11	13
5 or More	Auto	Auto	Auto	4	8	10

Add to 2d8 and add +2 for each Swashbuckler, Lordly, Cunning Commander.
Subtract 2 for enemy Swashbuckler, Lordly, Cunning, Commander.

Commander's Level and Attempts

Level 0 – 3: One Attempt

Level 5 – 7: Two Attempts

Level 8 or above: Three Attempts