

# FIGHTING SAIL REFERENCE SHEET

## THE TURN SEQUENCE

- **The Initiative Phase:** This phase determines which player will act first for the turn.
- **The Sailing Phase:** The first player sails his entire fleet, followed by the second player.
- **The Cannon Phase:** The first player fires the cannons of his fleet, then the second player follows suit.

## INITIATIVE SUMMARY

Highest die roll is first player for the turn. Re-roll ties on the first turn of the game *only*. If a tie is rolled from the second turn onwards, the first player from the previous turn becomes the second player in the new turn.

If you are using the advanced rules for weather changes, look up on the Weather Deck the die roll that gave the tied result.

## THE WEATHER DECK

- **1:** Becalmed.
- **2–3:** The wind changes 1 point clockwise.
- **4–5:** The wind changes 1 point counter-clockwise.
- **6:** The wind picks up to a gale.

## SAILING SUMMARY

- Roll a number of dice equal to the ship's Sailing stat.
- The target number depends on the ship's attitude towards the wind.
- Each success rolled = 1 sailing point.
- If no successes are rolled, the ship gets one free sailing point unless it was In Irons or had an Anchor token.

## WIND ATTITUDES

Attitude	Sailing Points	Notes
Reaching	4+	
Running	4+	Cannot tack or wear
Close-Hauled	5+	
In Irons	6	No free sailing point

## SPENDING SAILING POINTS

Option	Cost	Movement	Turn
Manoeuvre	1 sailing point	Up to 2"	If it moves the full 2", up to 30° in either direction
Tack	2 sailing points	2"	Up to 90° towards the wind
Wear	1 sailing point	2"	Up to 90° away from the wind

## SHOOTING SUMMARY

- A valid target is within range, within your ship's firing arc, and within line of sight.
- Measure range from mainmast to mainmast.
- Roll a number of dice equal to the ship's Gunnery stat. If the ship has any Damage tokens, its Gunnery stat is halved, rounded up.
- Place a Cannon token next to the ship.
- The number needed to hit and cause explosions depends on the range.

Range	Distance	Hits	Explosions
Short	0–6"	3+	5+
Medium	6–12"	4+	6
Long	12–18"	5+	n/a

For each explosion, roll a further Gunnery die. These extra dice *do not* cause more explosions unless you have a raking shot.

- The target rolls a number of dice equal to its Hull stat. Each 4+ rolled cancels out a hit. Look up any remaining damage on the Damage Deck and apply the effects.
- The target's fleet loses fleet morale equal to the amount of damage taken, to a maximum of the target's Hull stat.

## THE DAMAGE DECK

- **0 or less:** No effect
- **1:** Disrupted – the ship gets an Anchor token unless it already had one.
- **2:** Shaken – the ship gets an Anchor token. If it already had one, it gets a Damage token instead.
- **3:** Light Damage – the ship gets an additional Damage token and an Anchor token unless it already had one.
- **4:** Heavy Damage – the ship gets two additional Damage tokens and an Anchor token unless it already has one.
- **5 or more:** Catastrophic Damage – the ship is sunk.

## DAMAGE TOKENS SUMMARY

- **1+:** Gunnery and Boarding stats are halved, rounded up.
- **3:** If the ship fails its damage control Discipline test, it strikes its colours and is removed from play.
- **4+:** The ship sinks. Remove it from play.

## BOARDING ACTION SUMMARY

- Each ship rolls a number of dice equal to its Boarding stat. Each 4+ scores a hit.
- If the defender rolls at least as many hits as the attacker, it repels the attack and there is no further effect.
- If the attacker rolls more hits than the defender, the defending ship is taken as a prize. The attacker's fleet gains morale equal to the defending ship's Hull stat and the defender's fleet loses the same amount. The attacking ship gets a Damage token, unless it already had one. The defending ship is removed from play.