

**Broadside Table**

Attack Number	Die Roll (2d6)										
	2	3	4	5	6	7	8	9	10	11	12
12 or better	3rr, s	3rr, s	3rr, s	3rr, str	3rr	3rr	2rr	2rr	rr	rr	rr
11	3rr, s	3rr, s	3rr, str	3rr	3rr	3rr	2rr	2rr	rr	rr	rr
10	3rr, s	3rr, str	3rr, str	3rr	3rr	2rr	2rr	rr	rr	rr	rr
9	3rr, str	3rr, str	3rr	3rr	3rr	2rr	2rr	rr	rr	rr	rr
8	3rr, str	3rr, str	3rr	3rr	2rr	2rr	rr	rr	rr	rr	rr
7	3rr, str	3rr	3rr	3rr	2rr	2rr	rr	rr	rr	rr	rr
6	3rr, str	3rr	3rr	2rr	2rr	rr	rr	rr	rr	rr	—
5	3rr	3rr	3rr	2rr	2rr	rr	rr	rr	rr	rr	—
4	3rr	3rr	2rr	2rr	rr	rr	rr	rr	rr	—	—
3	3rr	3rr	2rr	2rr	rr	rr	rr	rr	—	—	—
2	3rr	2rr	2rr	rr	rr	rr	rr	rr	—	—	—
1	3rr	2rr	2rr	rr	rr	rr	rr	—	—	—	—
0	2rr	2rr	rr	rr	rr	rr	—	—	—	—	—
-1	2rr	2rr	rr	rr	rr	rr	—	—	—	—	—
-2	2rr	rr	rr	rr	rr	—	—	—	—	—	—
-3	2rr	rr	rr	rr	—	—	—	—	—	—	—
-4	rr	rr	rr	rr	—	—	—	—	—	—	—
-5	rr	rr	rr	—	—	—	—	—	—	—	—
-6	rr	rr	—	—	—	—	—	—	—	—	—
-7	rr	rr	—	—	—	—	—	—	—	—	—
-8 or worse	rr	—	—	—	—	—	—	—	—	—	—

Ammunition (Reload Actions)	Max range	rr	2rr	3rr
Single Round Shot (1)	Long	1 Broadside, 0 Hull, 0 Crew	2 Broadside, 1 Hull, 1 Crew	3 Broadside, 2 Hull, 2 Crew
Grapeshot (No Critical Hits) (1)	Short	0 Broadside, 0 Hull, 1 Crew	1 Broadside, 0 Hull, 2 Crew	2 Broadside, 0 Hull, 3 Crew
Chainshot (No Critical Hits) (1)	Short	No effect	1 Mast	1 Broadside, 1 Mast
Single Round Shot with Grape (2)	Short	1 Broadside, 0 Hull, 1 Crew	2 Broadside, 1 Hull, 2 Crew	3 Broadside, 2 Hull, 3 Crew
Double Round Shot (2)	Short	1 Broadside, 1 Hull, 0 Crew	2 Broadside, 2 Hull, 1 Crew	3 Broadside, 3 Hull, 2 Crew
Double Round Shot with Grape (3)	Point Blank	1 Broadside, 1 Hull, 1 Crew	2 Broadside, 2 Hull, 2 Crew	3 Broadside, 3 Hull, 3 Crew
Result s = Shattered	The ship strikes automatically and is unsalvageable (See 6.12)			
Result str = Strike Test	The ship must immediately take a strike test (See 6.11)			

**Damage reduction when larger ships are attacked by smaller: (This effect is not used with Advanced Rules for Small Actions)**  
*Critical hits have normal effect if damage is inflicted by the shot.*

1st 2nd or 3rd rates attacked by 5th or 6th rates (attacked by 4th 5th or 6th with effect from 1780) 4th, 5th or 6th rates attacked by Unrated	If attacked from Broadside or Bow Rake reduce the 'rr' result by 2. If attacked by Stern Rake reduce the 'rr' result by 1.
1st, 2nd or 3rd rates attacked by Unrated	Ignore the attack – no damage can be inflicted

Roll	Critical Hit Effects – Roll 1d6 and apply results below. If not available drop down the table until a valid result is found
1	Senior Officer hit: Roll 1d6: 1-3 he is killed, 4-6 he is wounded. If Admiral on board, roll d6: 1-3 Admiral is hit, 4-6 Captain is hit.
2	Lose 1 mast (determine which randomly). If under Full Sail two masts are brought down.
3	Wheel shot away
4	Fire starts. If the chosen vessel is already on fire, fire increases in severity by 1HF. If this takes it over 4HF the fire is out of control (see Fire)
5	Structural damage – Reduce Hull Rating by 1 (Mast rating if using “Standard” rules and firing high)
6	Heavy structural damage – Reduce Hull Rating by 2 (Mast rating if using “Standard” rules and firing high)