

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.

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|---|---|
| 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) |