





Notes

Turn Record

Turn	Initial Speed	Impulse															Speed Change	
		1	2	3	4	5	6	7	8	9	10	11	12	13	14	15		
1																		
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Fires

At the end of each turn, apply structural damage and roll d20 for each active fire to determine if it escalates or reduces.

Intensity	Current Fires										Structural Damage	d20 Roll		Morale Effect
	1	2	3	4	5	6	7	8	9	10		Reduce	Escalate	
Small											1	1-10	20	+2
Medium											3	1-8	19-20	+2
Large											5	1-5	16-20	+4
Raging											10	1-2	10-20	+4
Inferno											20	N/A	N/A	+8

Floods

At the end of each turn, apply flotation damage and roll d20 for each active flood to determine if it escalates or reduces.

Intensity	Current Floods										Flotation Damage	d20 Roll		Morale Effect
	1	2	3	4	5	6	7	8	9	10		Reduce	Escalate	
Minor											1	1-8	N/A	+1
Limited											2	1-6	20	+1
Major											4	1-4	19-20	+2
Heavy											8	1-2	16-20	+2
Severe											16	1	10-20	+4
Catastrophic											32	N/A	N/A	+8

Morale Modifiers

At the end of any turn that a critical hit is received or morale effects are present, roll d20, apply the following modifiers and consult the Morale Table.

Note: All modifiers are cumulative

Each critical hit received this turn:	+1	Ship movement restricted in any way:	+1
Current crew morale level:	As per ship stat sheet	Ship dead in the water:	+2
Each fire and flood:	As per morale affect	Ship run aground:	+2

Morale Table

Roll	Result
1	
2	
3	
4	
5	
6	
7	
8	
9	No fire on Even - Use D20 Roll to hit resolution
10	No fire on Odd - Use D20 Roll to hit resolution
11	
12	
13	No Speed Change
14	Apply full Emergency power to slow down.
15	
16	
17	Apply full Emergency power to speed up. Test boiler even if at max speed
18	No Damage Control - Roll for escalating damage only
19	
20	Firing Blind - Apply only Range modifiers for shots, -1 crew
21	No fire on Even - Use D20 Roll to hit resolution, -2 crew
22	No fire on Odd - Use D20 Roll to hit resolution, -2 crew
23	Firing Blind - Apply only Range modifiers for shots, -2 crew
24	No Speed Change, -2 crew
25	Apply full Emergency power to speed up. Test boiler even if at max speed, -2 crew
26	No Damage Control - Roll for escalating damage only,-3 crew
27	Firing Blind - Apply only Range modifiers for shots, -3 crew
28	No fire on Even - Use D20 Roll to hit resolution -3 crew
29	No fire on Odd - Use D20 Roll to hit resolution, -3 crew
30	Apply full Emergency power to slow down. -3 crew
31	No Speed Change, -3 crew
32	Firing Blind - Apply only Range modifiers for shots, -4 crew
33	No fire on Even - Use D20 Roll to hit resolution,-4 crew
34	No fire on Odd - Use D20 Roll to hit resolution, -4 crew
35	Apply full Emergency power to speed up. Test boiler even if at max speed,-4 crew
36	No Damage Control - Roll for escalating damage only, -5 crew
37	Plot tightest turn to Starboard only,-5 crew
38	Plot tightest turn to Port only, -5 crew
39	Plot Straight forward only, -5 crew
40	Strike colors