

ROSTERS

ROSTERS

USING THE FLEET ROSTERS

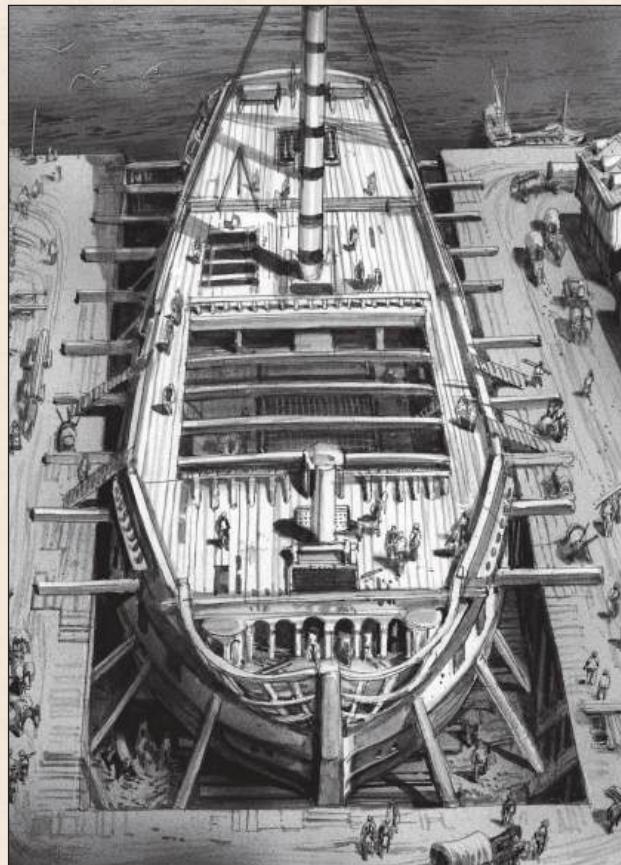
Each vessel has a series of damage trackers (tick boxes), which are used to determine the effects of damage during a game. You'll need to copy out or photocopy a ship roster for each vessel and fortification in your fleet.

Damage Trackers

Damage Trackers
There are several locations on each roster. These are usually High, Low, Waterline and Crew. The main rules dictate which location is hit. If a vessel doesn't have a high or waterline location on the roster, then the Low location is automatically used. High locations are usually subdivided into types of mast, and it's important to work out which mast is hit before you start to cross off the damage. Once the location is determined, damage points are crossed off the tick boxes, starting at the top row if applicable, and working left to right. Whenever you reach a shaded box, apply the effects written at the end of the row immediately, then carry on to the next row down if there is one.

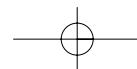
Extra Crew

Extra Crew
Some vessels have a faded box on their Crew rating tracker. This is because these vessels can take upgrades, or receive Admiralty bonuses, which increase their Crew rating. Only use these faded boxes when you have the relevant upgrade.



**When all masts are destroyed, ship may not move.*

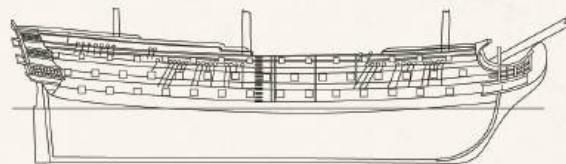




ROSTERS

**2ND RATE****SHIP OF THE LINE**

Name:



Command Value:

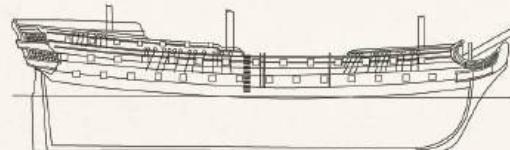
Speed: 10

Nation:

Broadside Rating: / /

High Locations (Save 5+)FOREMAST: Lose 3cm Speed*MAINMAST: Lose 3cm Speed*MIZZENMAST: Lose 3cm Speed***Low Locations (Save 4+)** Lose caronades Lose heavy cannons **Crippled****Below Waterline (Save 4+)** **Sunk****Crew** -1 Command Value **Decrewed****Upgrades:****When all masts are destroyed, ship may not move.***3RD RATE****SHIP OF THE LINE**

Name:



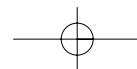
Command Value:

Speed: 12

Nation:

Broadside Rating: / /

High Locations (Save 5+)FOREMAST: Lose 3cm Speed*MAINMAST: Lose 3cm Speed*MIZZENMAST: Lose 3cm Speed***Low Locations (Save 4+)** Lose caronades Lose heavy cannons **Crippled****Below Waterline (Save 5+)** **Sunk****Crew** -1 Command Value **Decrewed****Upgrades:****When all masts are destroyed, ship may not move.*

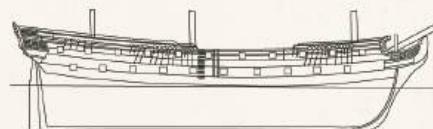


ROSTERS

4TH RATE

SHIP OF THE LINE

Name:



Command Value:

Speed: 12

Nation:

Broadside Rating: / /

High Locations (Save 5+)

FOREMAST: Lose 3cm Speed*MAINMAST: Lose 3cm Speed*MIZZENMAST: Lose 3cm Speed*

Low Locations (Save 4+)

 Lose carronades Lose heavy cannons Crippled

Below Waterline (Save 5+)

 Sunk

Crew

 -1 Command Value Decrewed

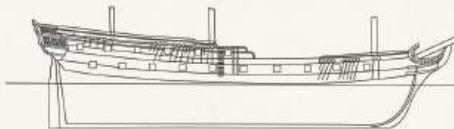
Upgrades:

*When all masts are destroyed, ship may not move.

4TH RATE RAZEE

FRIGATE

Name:



Command Value:

Speed: 14

Nation:

Broadside Rating: / /

High Locations (Save 5+)

FOREMAST: Lose 3cm Speed*MAINMAST: Lose 3cm Speed*MIZZENMAST: Lose 3cm Speed*

Low Locations (Save 4+)

 Halve Broadside rating Crippled

Below Waterline (Save 5+)

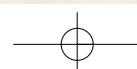
 Sunk

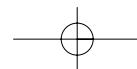
Crew

 -1 Command Value Decrewed

Upgrades:

*When all masts are destroyed, ship may not move.



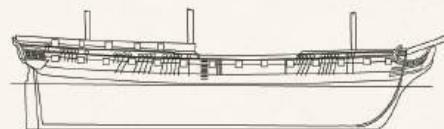


ROSTERS

**5TH RATE**

FRIGATE

Name:



Command Value:

Speed: 14

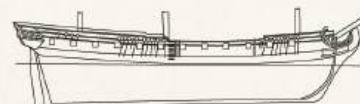
Nation:

Broadside Rating: / /

High Locations (Save 5+)FOREMAST: Lose 3cm Speed*MAINMAST: Lose 3cm Speed*MIZZENMAST: Lose 3cm Speed***Low Locations (Save 5+)** Halve Broadside rating Crippled**Below Waterline (Save 5+)** Sunk**Crew** -1 Command Value Decrewed**Upgrades:****When all masts are destroyed, ship may not move.***6TH RATE**

FRIGATE

Name:



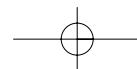
Command Value:

Speed: 14

Nation:

Broadside Rating: / /

High Locations (Save 5+)FOREMAST: Lose 3cm Speed*MAINMAST: Lose 3cm Speed*MIZZENMAST: Lose 3cm Speed***Low Locations (Save 5+)** Halve Broadside rating Crippled**Below Waterline (Save 5+)** Sunk**Crew** -1 Command Value Decrewed**Upgrades:****When all masts are destroyed, ship may not move.*

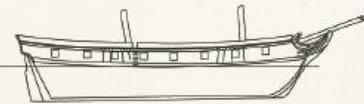


ROSTERS

SCHOONER

UNRATED

Name:



Command Value:

Speed: 18

Nation:

Broadside Rating: / /

High Locations (Save 6+)

MAINMAST: Lose 6cm Speed*MIZZENMAST: Lose 6cm Speed*

Low Locations (Save 5+)

 Crippled

Below Waterline (Save 6+)

 Sunk

Crew

 Decrewed

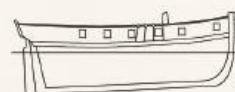
Upgrades:

*When all masts are destroyed, ship may not move.

CUTTER

UNRATED

Name:



Command Value:

Speed: 18

Nation:

Broadside Rating: / /

*When all masts are destroyed, ship may not move.

High Locations (Save 6+)

MAINMAST: Ship may not move

Low Locations (Save 5+)

 Crippled

Below Waterline (Save 6+)

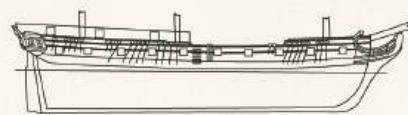
 Sunk

Crew

 Decrewed**SHIP-SLOOP/CORVETTE**

UNRATED

Name:



Command Value:

Speed: 16

Nation:

Broadside Rating: / /

High Locations (Save 6+)

FOREMAST: Lose 4cm Speed*MAINMAST: Lose 4cm Speed*MIZZENMAST: Lose 4cm Speed*

Low Locations (Save 5+)

 Crippled

Below Waterline (Save 5+)

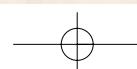
 Sunk

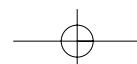
Crew

 Decrewed

Upgrades:

*When all masts are destroyed, ship may not move.



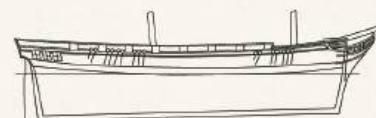


ROSTERS

**BRIG**

UNRATED

Name:



Command Value:

Speed: 14

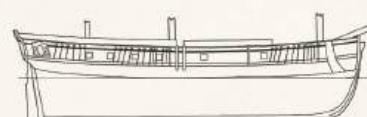
Nation:

Broadside Rating: / /

High Locations (Save 6+)MAINMAST: Lose 5cm Speed*MIZZENMAST: Lose 5cm Speed***Low Locations (Save 5+)** Crippled**When all masts are destroyed, ship may not move.***Below Waterline (Save 5+)** Sunk**Crew** **Decreed****Upgrades:****When all masts are destroyed, ship may not move.***BARQUE**

UNRATED

Name:



Command Value:

Speed: 16

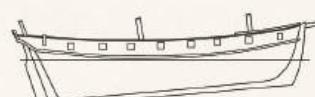
Nation:

Broadside Rating: / /

High Locations (Save 6+)FOREMAST: Lose 4cm Speed*MAINMAST: Lose 4cm Speed*MIZZENMAST: Lose 4cm Speed***Low Locations (Save 5+)** Crippled**When all masts are destroyed, ship may not move.***Below Waterline (Save 6+)** Sunk**Crew** **Decreed****LUGGER/CHASSE-MAREE**

UNRATED

Name:



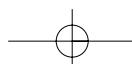
Command Value:

Speed: 16

Nation:

Broadside Rating: / /

High Locations (Save 6+)FOREMAST: Lose 4cm Speed*MAINMAST: Lose 4cm Speed*MIZZENMAST: Lose 4cm Speed***Low Locations (Save 5+)** Crippled**When all masts are destroyed, ship may not move.***Below Waterline (Save 6+)** Sunk**Crew** **Decreed**

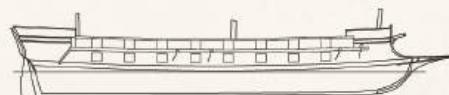


ROSTERS

PRAM

UNRATED

Name:



Command Value:

Speed: 14

Nation:

Broadside Rating: / /

High Locations (Save 6+)

FOREMAST: Lose 3cm Speed*

MAINMAST: Lose 3cm Speed*

MIZZENMAST: Lose 3cm Speed*

Low Locations (Save 5+)

Crippled

**When all masts are destroyed, ship may not move.*

Below Waterline (Save 6+)

Sunk

Crew

Decrewed

GALLEY

UNRATED

Name:



Command Value:

Speed: 12/8

Nation:

Broadside Rating: / /

High Locations (Save 6+)

FOREMAST: Lose 3cm Speed*

MAINMAST: Lose 3cm Speed*

MIZZENMAST: Lose 3cm Speed*

Low Locations (Save 5+)

Crippled

**When all masts are destroyed, ship may not move.*

Below Waterline (Save 5+)

Sunk

Crew

-2cm to oared movement

Decrewed

XEBEC/CHEBECK

UNRATED

Name:



Command Value:

Speed: 16/6

Nation:

Broadside Rating: / /

High Locations (Save 6+)

FOREMAST: Lose 4cm Speed*

MAINMAST: Lose 4cm Speed*

MIZZENMAST: Lose 4cm Speed*

Low Locations (Save 5+)

Crippled

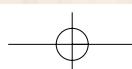
**When all masts are destroyed, ship may not move.*

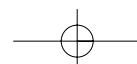
Below Waterline (Save 5+)

Sunk

Crew

Decrewed



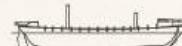


ROSTERS

**KAIK**

UNRATED

Name:



Command Value:

Speed: 12/6

Nation:

Broadside Rating: / /

High Locations (Save 6+)

MAINMAST: Lose 5cm Speed*

MIZZENMAST: Lose 5cm Speed*

Low Locations (Save 5+)

Crippled

**When all masts are destroyed, ship may not move.*

Below Waterline (Save 6+)

Sunk

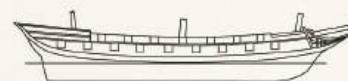
Crew

Decrewed

HEMMEMA

FRIGATE

Name:



Command Value:

Speed: 12/8

Nation:

Broadside Rating: / /

High Locations (Save 5+)

FOREMAST: Lose 3cm Speed*

MAINMAST: Lose 3cm Speed*

MIZZENMAST: Lose 3cm Speed*

Low Locations (Save 5+)

Halve Broadside rating

Crippled

**When all masts are destroyed, ship may not move.*

Below Waterline (Save 5+)

Sunk

Crew

-2cm to oared movement

Decrewed

OARED FRIGATE

FRIGATE

Name:



Command Value:

Speed: 14/8

Nation:

Broadside Rating: / /

High Locations (Save 5+)

FOREMAST: Lose 4cm Speed*

MAINMAST: Lose 4cm Speed*

MIZZENMAST: Lose 4cm Speed*

Low Locations (Save 5+)

Halve Broadside rating

Crippled

**When all masts are destroyed, ship may not move.*

Below Waterline (Save 5+)

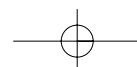
Sunk

Crew

-2cm to oared movement

Decrewed



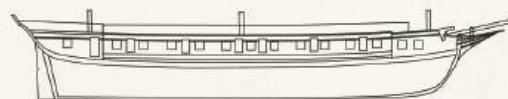


ROSTERS

SECRET BOAT

UNRATED

Name:



Command Value:

Speed: 12/8

Nation:

Broadside Rating: / /

High Locations (Save 6+)FOREMAST:

Lose 3cm Speed*

MAINMAST:

Lose 3cm Speed*

MIZZENMAST:

Lose 3cm Speed*

Low Locations (Save 5+)

Halve Broadside rating

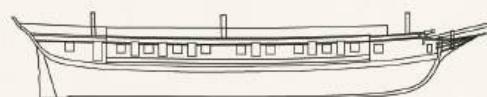
 Crippled**When all masts are destroyed, ship may not move.***Below Waterline (Save 5+)** **Sunk****Crew**

-2cm to oared movement

 Decrewed**UDEMA**

UNRATED

Name:



Command Value:

Speed: 12/6

Nation:

Broadside Rating: / /

High Locations (Save 6+)FOREMAST:

Lose 3cm Speed*

MAINMAST:

Lose 3cm Speed*

MIZZENMAST:

Lose 3cm Speed*

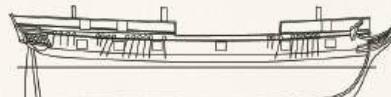
Low Locations (Save 5+)

Halve Broadside rating

 Crippled**When all masts are destroyed, ship may not move.***Below Waterline (Save 5+)** **Sunk****Crew** **Decrewed****BOMB VESSEL**

UNRATED

Name:



Command Value:

Speed: 12

Nation:

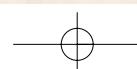
Broadside Rating: / /

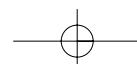
High Locations (Save 6+)MAINMAST:

Lose 5cm Speed*

MIZZENMAST:

Lose 5cm Speed*

Low Locations (Save 5+) **Crippled****When all masts are destroyed, ship may not move.***Below Waterline (Save 6+)** **Sunk****Crew** **Decrewed**



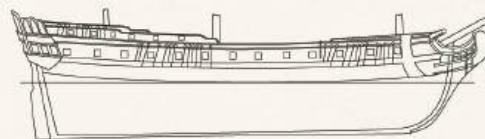
ROSTERS



LARGE MERCHANT

SHIP OF THE LINE

Name:



Command Value:

Speed: 10

Nation:

Broadside Rating: / /

High Locations (Save 5+)

FOREMAST: Lose 3cm Speed*MAINMAST: Lose 3cm Speed*MIZZENMAST: Lose 3cm Speed*

Low Locations (Save 4+)

 Lose heavy cannon Lose remaining cannon Crippled

Below Waterline (Save 5+)

 Sunk

Crew

 -1 Command Value Decrewed

Upgrades:

*When all masts are destroyed, ship may not move.

MERCHANT

FRIGATE

Name:



Command Value:

Speed: 12

Nation:

Broadside Rating: / /

High Locations (Save 5+)

FOREMAST: Lose 3cm Speed*MAINMAST: Lose 3cm Speed*MIZZENMAST: Lose 3cm Speed*

Low Locations (Save 5+)

 Halve Broadside rating Crippled

Below Waterline (Save 5+)

 Sunk

Crew

 Decrewed

Upgrades:

*When all masts are destroyed, ship may not move.

FLOATING BATTERY

FORTIFICATION

Name:



Command Value:

Speed: -

Nation:

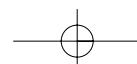
Broadside Rating: / /

Damage Locations (Save 5+)

 Lose heavy cannons Sunk

Crew

 Decrewed



ROSTERS

GUNBOAT/GUN-YAWL/KANNONJOLLE

Name: _____

**UNRATED****Command Value:****Speed:** 12/6**Nation:****Broadside Rating:** / /**High Locations (Save 6+)**MAINMAST:

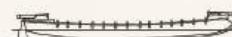
Lose 5cm Speed*

MIZZENMAST:

Lose 5cm Speed*

Low Locations (Save 6+) **Crippled****When all masts are destroyed, ship may not move.***Below Waterline (Save 6+)****Sunk****Crew****Decrewed****GUNBRIG**

Name: _____

**UNRATED****Command Value:****Speed:** 12**Nation:****Broadside Rating:** / /**High Locations (Save 6+)**MAINMAST:

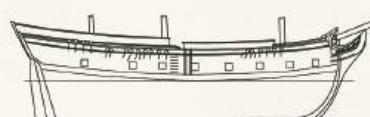
Lose 5cm Speed*

MIZZENMAST:

Lose 5cm Speed*

Low Locations (Save 6+) **Crippled****When all masts are destroyed, ship may not move.***Below Waterline (Save 6+)****Sunk****Crew****Decrewed****FIRESHIP**

Name: _____

**UNRATED****Command Value:****Speed:** 12**Nation:****Broadside Rating:** / /**High Locations (Save 6+)**FOREMAST:

Lose 2cm Speed*

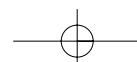
MAINMAST:

Lose 2cm Speed*

MIZZENMAST:

Lose 2cm Speed*

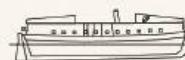
Low Locations (Save 5+) **Crippled****When all masts are destroyed, ship may not move.***Below Waterline (Save 5+)** **Sunk****Crew****Decrewed**



ROSTERS

**BLOCK-SLOOP****FORTIFICATION**

Name:



Command Value:

Speed: 2

Nation:

Broadside Rating: / /

*When all masts are destroyed, ship may not move.**High Locations (Save 6+)**MAINMAST:

Lose 1cm Speed*

MIZZENMAST:

Lose 1cm Speed*

Low Locations (Save 5+)

Lose heavy cannons

Crippled

Below Waterline (Save 5+)

Sunk

Crew

Decrewed

SHORE FORTRESS**FORTIFICATION**

Name:



Command Value:

Speed: -

Nation:

Broadside Rating: / /

Damage Locations (Save 3+)

Halve broadside rating

Destroyed

Crew

Decrewed

MARTELLO TOWER**FORTIFICATION**

Name:



Command Value:

Speed: -

Nation:

Broadside Rating: / /

Damage Locations (Save 3+)

Destroyed

Crew

Decrewed

LIGHTHOUSE**SPECIAL**

Name:



Command Value:

Speed: -

Nation:

Damage Locations (Save 3+)

Destroyed

Crew

Decrewed

