| Page | Phase 1 | PLANNING | |
|---|---|---|---|
| 41 | Wind Changes: | Direction changes if drawn counter is also current direction. Strength, if current increase/decrease goes unchanged. | |
| 32 | Ongoing Damage: | Add 1 fire or leak/water damage marker to damage track for each existing fire or leak marker in the special damage box. | |
| 10 | Plan Maneuver: | Select a Maneuver card for next turn within mast & veer restrictions. Exception: not if entangled, aground or struck sails. | |
| 29 | Plan Crew Actions: | Plan by placing a number of Crew Action counters (up to the current crew limit) face-down into the planned action boxes. | |
| 29 | Reveal Actions: | Adjust Sails, Pump Water, Extinguish Fire & Repair Damage, Fire Broadsides, Musketry, Boarding and Reload Ammo. | |

| Page | Phase 2 | CREW ACTIONS ✋ PHASE | Actions |
|---|---|---|---|
| 37 | Grapple-to-Board: ✋ | Ships whose bases touch, with Boarding Actions planned, select either a blank (repelling) or boarding action counter. | |
| 32 | Adjust Sails: ✋ | Increase/Decrease sails by 1 level if this action was planned. A ship at full sails drawing a sail damage receives a 2nd. | |
| 31 | Pump Water: ✋ | Remove ONE water damage marker from the damage track, shift remaining damage counters left if space is created. | |
| 30 | Repairs: ✋✋ | Extinguish Fire, Repair Leak, Rudder or Mast (damage from fires & leaks continues). During 1st turn, flip face-up. | |
| | (delayed process) | If 2nd turn, move action counter to special damage box <u>or</u> repair damage on the ship damage track (once per game). | |

| Page | Phase 3 | MOVEMENT PHASE | |
|---|---|---|---|
| 9 | Attitude to the Wind: | Determine ships attitude to the wind (Green edge - Reaching, Orange - Running/Beating or Red - Taken Aback) and Sail Setting. | |
| 24 | Taken Aback: | If taken aback, replace maneuver card with red (appropriate veer) maneuver card. 1st turn; use 1 sandglass. 2nd turn; 2 sandglasses. | |
| 29 | Struck Sails: | If a ship has struck sails, but planned a maneuver card, use backing sails line instead; then discard any other planned moves. | |
| 12 | Movement Order: | Priority: Highest Burden > Best Wind Attitude > Random. Only relevant if the ship-bases overlapped at the end of movement. | |
| 10 | Ship Movement: | Successive Maneuver cards may not differ by more than ship's veer value. Move according to sail setting and attitude to the wind. | |
| 25 | Collision Damage: | Friendly ships take [B] damage equal to the burdens of all other ships. Enemy ships checked for grappling during Phase 2 (37). | |

| Page | Phase 4 | COMBAT | Actions |
|---|---|---|---|
| 14 | Fire Broadsides: ✋ | Determine Firing Arc, Range & Firepower. To fire, turn ammo counter face-up. Target draws firepower # of damages. | |
| 25 | Rakes: (in central arc) | Draw 1 extra damage counter (for every 3) if shot is through front of ship; 1 extra (for every 2) if shot is through back. | |
| 18 | Assign Damage: | If damage value > burden, place in left most empty damage box. If damage < burden, place in an unfilled leftmost box. | |
| 17 | Musketry Fire: ✋ | The target draws [E] damage counters equal to the musketry firepower. Ship musket fire range is the width of the ruler. | |
| 39 | Resolve Boarding: ✋ | Grappled ships alternate drawing [E] damage up to each ship's burden. If no boarding planned, draw an [E] damage first. | |

| Page | Phase 5 | RELOADING | Actions |
|---|---|---|---|
| 30 | Reload Ammo: ✋ | Move face-down ammo counter(s) from ammo storage box to empty broadside box(es) if 'reload' action(s) were planned. | |
| 27 | Clear Fired Guns: | Remove face-up ammo counters from fired broadsides and return to storage. Cannot reload fired broadside this turn. | |
| 30 | Resolve Repairs: ✋ | If a repair counter is in the special damage box from Phase 2 (30) above, remove the counter and its selected damage. | |

| Page | During Phase 1 | **Sailors** | Actions |
|---|---|---|---|
| 34 | Let them Drink: | A 'Grog' action may be planned (once per game) if no enemy is within half range; remove 1 crew damage from track. | |
| 34 | Lacking Training: | Gunners take an extra delayed action turn to reload. Sailors miss an action by drawing a blank (of 2 action counters). | |

| Page | During Phase 1 | **Movement** |
|---|---|---|
| 35 | **Entangled:** | When bases touch, draw an [E] damage during Phase 1(32) above. If a counter with a crew symbol is drawn, ships are entangled. |
| | (yards & rigging) | Repeat each turn. To disentangle, draw an [E] damage counter. If a counter with a crew symbol is drawn, ships are disentangled. |

| Page | During Phase 4 | **Combat** |
|---|---|---|
| 35 | **Continuous Fire:** | You can plan to fire from an empty broadside, however use ½ the damage counters, rounded down. May not plan a reload action. |
| 36 | First Broadside: | Draw 1 more damage counter (for every 3) rounded up! Use reload counter in broadsides box as a reminder. |
| 36 | Forced Aim: | A broadside may only fire at the nearest target. If a friendly ship is nearest, you may not fire that broadside. |
| 36 | Double Shot: | Plan a reload action. 1st turn; place face-up in storage box, 2nd turn; flip face-down into the broadside box. |
| | | Double shot is ½ range. Target draws double [A] & [B] damage counters. Firing ship - guns burst for each [B] damage '0' drawn. |
| 37 | Aiming High: | Ball/double shot. Underlined or regular crew damage counters exchange for [C] damage. A Leak = Sail damage, A Rudder = Mast. |

| Page | During Game | **Damage** |
|---|---|---|
| 42 | Low/High Winds: | Sails enable one state lower/higher. A ship at full sails in high winds draws a [E] damage counter. A crew symbol = sail damage. |
| 40 | Ammo Explosion: | If a ship receives a 3rd fire marker, mix 3 fire and 1 explosion markers and draw randomly. Ship is destroyed if the explosion marker is drawn. Nearby ships in base-contact with exploding ship draw one [B] damage. If a numbered counter is drawn, apply normal damage plus a fire starts. If the damage counter has a fire symbol, place two fire markers in the special damage box. |
| 40 | Spreading Fires: | If a ship starts on fire from enemy fire within base contact, the firing ship also receives a fire marker in its special damage box. |
| 32 | Special Damages: | <u>Mast</u> Broken: A ship may plan only grey-edged maneuver cards, unless taken aback (red). May repair only one mast per game. |
| | | <u>Sails</u> Damaged: 2nd sail damage = no full sails; 4th damage = only backing sails, 6th damage = a broken mast (cannot repair). |
| | | <u>Rudder</u> Damaged: A ship reduces its veer rating -1, effective immediately. Each further rudder damage = a broken mast (above). |
| 40 | Sinking Ships: | A leaking ship with 2(+) water markers that receives further water damage must shuffle 3 damage & 1 sinking marker and draw. |
| 41 | Surrendered Ship: | Remains in play as an immobile wreck. Exception: A ship that is sinking, leaking or on fire is removed (unless it is run aground). |

| Page | During Game | **Terrain** |
|---|---|---|
| 43 | Reefs and Shoals: | Ship stops when base touches. Reefs cause drawing of [B] damage counters equal to ships burden. A ship will 'run aground' if damage value (ignore symbols) is greater than the ships burden. Ships automatically run aground on shoals when base touches. |
| 44 | Coasts and Islands: | Moving too close to a sandy shoreline, treat as overlapping a shoal; a rocky shoreline, treat as overlapping a reef. If a ships base overlaps the coastal element, treat as a reef but draw double the damage counters. Ships that are 'run aground' cannot move. |
| 46 | Coastal Batteries: | Ignore special damage except crew & fire. If all crew damage boxes are covered, battery surrenders. Musket range = red/purple. |