

Turn	Opponent	Action 1	Action 2	Parry Guess (circle one)
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**Turns:** Turns are approximately twelve seconds and consist of two normal actions or one long action. Only one action per type is allowed—only one action in any of the five boxes below.

**Action types:** Move, Attack, Defense, Counter, Miscellaneous. Note that dueling weapons get a free reaction parry at -6 if the parry defense is not chosen.

**Order of actions:** Move, Attack, Miscellaneous. Ties broken by dexterity, expertise, height, dice.

**Order of attacks:** Missiles, Polearms, Dueling weapons, Other weapons, Unarmed attacks.

**Other notes:** Other bonuses or penalties may apply, such as high ground, off-hand, etc. Parries can break your weapon; if trained in French Style you can use a left-handed weapon.

Miscellaneous actions consist of things like getting up or loading a weapon.

Normal Actions		Long Actions
Movement:	Move (6m, +1 for dex 15+)	Run (12m, +2 for dex 15+)
Missile:	throw, fire	
Polearms, other:	strike	
Dueling:	thrust, slash	lunge (+3m)
Unarmed:	punch, kick	haymaker, grapple, tackle (+3m)
Defense:	duck, sidestep, dodge, parry, block	step back (-3m)
Counter:	counterattack at +1 (or disarm/entangle)	
Miscellaneous:	actions are normal or long depending on circumstances	



**Always round up!** “For every two points” means “and fraction thereof”. Divided by 3, round up.

**Attacks** use expertise, plus weapon modifier, modified by defense and then situational modifiers.

**Light wounds** inflict base damage. If made by half or less, it is a **serious wound**, which adds d6.

If the attacker’s strength is lower than **MinSTR**, reduce damage by one for every two points difference. If the character’s strength is higher than **AdvSTR**, add 1 to all damage.

**Parrying** requires a weapon. Only attacks with daggers, foils, rapiers, longsword, sabres, cutlasses, and 2-H swords may be parried, and these are the only weapons with which one may parry. Successful parries require a breakage test. Parry chance is chance to hit modified by:

- +3 if attack form guessed or if it’s a 2-H sword, which can only strike
- x attacker’s weapon bonus if positive
- +x weapon parry bonus
- x expertise, if lower than attacker: -1 for every two points difference
- +x French Style defenders gain +3 for main gauche, +2 for baton, cloak, hat, or buckler, and +1 for sword or normal dagger, in left hand
- +1 Italian Style defenders get +1 for main gauches, bucklers, and batons
- x -1 for every previous parry this turn

**Blocking** requires a thing to block with (**improvised**), unless against unarmed attack (**brawling**).

Grapple:	str vs. str	defender immobilized for one turn (light) or two turns (serious), plus optional 1 point damage.
Tackle:		attacker and defender fall, otherwise same as grapple if desired
Punch:	str vs. end	stunned, plus 1 damage if serious, another 1 on str 16+; helmets/cuirasses reduce damage by 1 each; if both, punches ineffective
Haymaker:	str vs. end	as punch but +1 damage
Kick:		2 pts on serious, +1 for str 16+; may roll to stun as for punch

**Stunned** means the character loses all remaining actions that turn, and may only take one (normal) action on the following turn. If stunned 2+ times in a turn, no actions may be taken.

**Brawling blocks** are strength vs. strength or dexterity vs. dexterity resistance roll, chosen by the attacker. The higher expertise brawler gets +1 for every two points higher.

**Improvised blocks** are rolled against dexterity divided by three, modified by the attacker’s weapon bonus and expertise, comparing weapon expertise against brawling expertise. Improvised blocks may break in the same way as parry weapons.

**Sidestep** moves one meter to either side. **Counterattacks** may be parried or defended normally.

**Wheellocks** get +1 to hit.

In **resistance rolls** (such as **brawling blocks**) the first character rolls; how much they made or missed their roll modifies the second character's roll.

If the **head** takes 2+ points, or the **chest/flank** 4+ points, from one attack, a character is stunned. If total damage equals ½ hit points, 1d6 hours unconsciousness. If exceeds ½ hit points, the character dies. If an **arm** or a **leg** take 3+ points from a single blow, make an endurance roll or the limb is useless for 1d6 days. If total equals or exceeds ½ hit points, uselessness is automatic.

A **useless arm** may not hold a weapon, parry, or grip, etc. A **useless leg** reduces movement by ½ and restricts from using long action attacks.

If **total damage** equals hit points, 1d6 hours unconsciousness. If exceeds total, character dies.

When using a **cloak** as a left-hand weapon, **entangle** may be used as a **counter** action. Roll to hit as normal for right-hand weapon. If a hit, opponent must roll against Dexterity-3 or become entangled, losing all actions on the next turn.

A character with a **dueling weapon** may **disarm** an opponent with a **dueling weapon**, after making a **successful parry** or instead of a normal **counter** action. The weapon used to disarm must have equal or greater strength as the opponent's. The character and their opponent make a resistance roll based on weapon expertise. If successful, the opponent drops their weapon.

**Characters not used to fighting at sea** have a -1 to hit and move half speed when fighting shipboard. After three successful attacks, the player may roll against Wit to develop "sea legs".

**Movement in rigging** requires Seamanship: 2 meters per turn (+1 for dex 15, +1 for acrobatics, +1 for mastery. Double for long actions. During storms or combat, there is a -1 on all attacks and parries and a dexterity roll is required to avoid falling (+3 for seamanship, +3 for acrobatics).

**Swimming** is 1 meter per turn (+2 for seamanship, +1 for dexterity 15). A character may stay underwater for endurance combat turns. All attacks and parries except daggers and unarmed attacks/blocks in water are at -5. **Characters may drown** if they do not have seamanship, are in rough water, or are fighting. Make a dex roll at -1 for each weight point worn. Once underwater, a strength roll is required to retain the surface -1 for each weight point and -1 for each previously failed attempt, +2 for seamanship. Being held underwater is strength vs. strength.

## Ship Combat (pages 19-21 of *High Seas*)

### Tactics

Range	Meters	Optional
Too Far:		800+
Far:	192+	400+
Long:	96	200+
Medium Long:		100+
Medium:	32	75+
Medium Short:		32+
Short:	16	16+
Close:	16-	16-

The optional version adds too far, long range, and short range, so that it takes six or seven changes instead of four to go from Far to Close. This extends chases and escapes.

Each turn, a captain chooses **Evade**, **Bear Down**, or **Circle**. Desperate strategies are **wet sails** and **hard turns**. The Captain, and failing that the First Mate, rolls for **Brilliant Maneuver** if they have the skill Strategy.

Evasion		Bear Down	Circle
Evasion	Escape	Roll 2d6+speed. Winner alters range by 1.	+1
Bear Down	See <i>Evasion-Bear Down</i>	-2	-1
Circle	+1	-1	no change

**Wet sails** risk tearing the sails and straining the rigging. Wetted sails last two turns before they dry, and the ship's **speed** increases by 2. Each turn, roll d6. On a 6 the rigging is damaged (-1d6 Rigging Hit Points) and the ship moves at half normal speed next turn.

A **hard turn** risks straining the rudder. The ship's **handling** is increased by 2. Each turn, roll d6. On a 6 the rudder is damaged: -1 Hull Hit Point, and -1 handling until rudder is repaired in port.

**Brilliant maneuvers** grant a +3 to all rolls that turn.

Action	Opponent	Guns
Evading	any	Stern Guns before close range, broadside at close range
Bearing Down	Bearing/Evading	Chasers before close range, broadside or grapple at close range
Circling	Evading	Broadside
Circling	Bearing Down	Both ships roll 2d6+handling (+2 for hard turn). If circling ship wins, it may fire a broadside. If circling ship does not win, both may fire a broadside.
Circling	Circling	Roll as circling vs. bearing down. If one ship makes the roll by four or more, she may fire a broadside and the loser only chasers or stern guns. Otherwise, both may fire broadsides.
Bearing Down	Circling	See circling vs. bearing down, above.

## Cannon Fire

A ship may not fire more than two broadsides per turn, and they must target different ships. A ship has four batteries: two broadsides, stern guns, and chasers. Each battery requires one turn to reload. Firing occurs after grappling. Roll to hit on d20, aiming for either the Hull or the Rigging. At close range, an attacker can choose to fire grapeshot at the enemy crew.

Range	Hull/Crew	Rigging
Long	6	4
Medium	10	8
Short	14	12
Close	automatic	18

A roll of 1 means double damage. A 20 means a gun has exploded and three crewmen killed.

Chief Gunner is Master Superior in Gunnery:	+2
Ship is a Navy Warship:	+1
Enemy Ship is larger:	+1
Fog or Storm:	-3
Enemy has higher handling:	-1
Enemy is grappled to other ship (both share):	+3

**Damage** is a roll of 3d6 times the firepower of the cannon, which is number of guns divided by 10. This damage is done to the Hull or the Rigging; or is the number of men on deck killed.

For every **ten points hull damage**, a gun and its crew are destroyed. When Hull damage exceeds half, the ship loses one point Handling and takes on water. When reduced to zero, the ship sinks and the crew have two turns to escape.

For every **five points rigging damage**, a man on Sail duty is killed. When Rigging damage exceeds half, Speed is halved and the ship's 2d6 chase rolls are only 1d6. When reduced to zero, the ship is crippled. It may not move other than to circle at -5 to Handling.

## Grappling and Boarding

At Close Range, one or both may attempt to grapple. Grappling occurs before cannon fire. A grappled ship may only fire into the Hull. Roll d6 to attempt a grapple:

Grappling ship is smaller:	5-6
Grappling ship is same size:	4-6
Grappling ship is larger:	3-6

One third of the crew of a Navy ship are trained fighters, plus any officers taking part. One-fifth of trained fighters carry pistols. Boarders are led by the Master-at-Arms, but in this game the Captain and First Mate may also do so. 1) Roll d6 for each pont gun; a 5 or 6 kills one trained fighter. 2) Roll d6 for each pistol. Each 6 kills one trained fighter. 3) if one side is outnumbered by 3 to 1, they surrender. 4) Roll d6 for every two trained fighters and every five untrained crew. Each 6 is an enemy killed. 5) Those below deck can come up at one third per turn. Return to (3).

**Damage done to grappled ships** by third parties is shared equally among the two ships!

Player characters in melee should fight individually. They may also attempt to **cut sails and rigging** or **light the ship's magazine** (page 21) or **cut the grapples** (page 22).