

**Broadside Table**

Modified factor	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 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, 1 Hull, 3 Crew
Chainshot (No Critical Hits) (1)	Short	No effect	1 Mast	1 Broadside, 1 Mast
Single Shot with Grape (2)	Short	1 Broadside, 0 Hull, 1 Crew	2 Broadside, 1 Hull, 2 Crew	3 Broadside, 2 Hull, 3 Crew
Double Shot (2)	Short	1 Broadside, 1 Hull, 0 Crew	2 Broadside, 2 Hull, 1 Crew	3 Broadside, 3 Hull, 2 Crew
Double Shot with Grape (3)	Point Blank	1 Broadside, 1 Hull, 1 Crew	2 Broadside, 2 Hull, 2 Crew	3 Broadside, 3 Hull, 3 Crew
1st 2nd or 3rd rate target attacked by 5th or 6th rates (attacked by 4th 5th or 6th with effect from 1780)		<i>This effect is not used with <b>Advanced Rules for Small Actions</b></i>		
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. Critical hits have normal effect.		
Result s = Shattered	The ship strikes automatically and is unsalvageable			
Result str = Strike Test	The ship must immediately take a strike test			

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 1F. If this takes it over 4F the fire is out of control (see 7.6 – Fire)
5	Structural damage – Reduce Hull Rating by 1 (Mast rating if using <b>Detailed rules</b> and firing high)
6	Heavy structural damage – Reduce Hull Rating by 2 (Mast rating if using <b>Detailed rules</b> and firing high)