



Displacement:

9500 tons

Armament:

4 x 12"

Armour:

18" Belt

Speed:

15 knots

Movement:

1 or 2 squares orthogonally.
1 square diagonally.

Turning:

8 points (90°) per turn after
the ship has moved.

Gun Range:

6 squares orthogonally
*NB. Except if ON FIRE when
the range is:*
4 squares orthogonally

Firing:

1D6 for each gun able to
bear.

*NB. Guns larger than 16"
calibre count as 2 guns.*

Damage Control Cards:

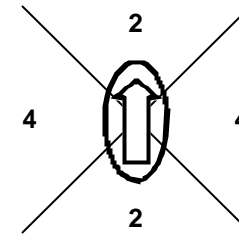
1 playing card per Conning
Tower, Engine, Steering, or
On Fire hit. The playing card
or cards must be used to
repair the most serious

damage first. A playing card
of the same suit as that
which has caused the
damage will repair the
damage unless otherwise
stated.

'Friendly' Ramming

Red activation card:
'Friendly ship' is rammed.
Black activation card:
Ship pass each other.

FIRING ARCS



DAMAGE CONTROL

FLOTATION

ACE

KING

QUEEN

JACK

1	2	3
4	5	6
7	8	9
10	11	12
13	14	15

COLLINGWOOD

CONNING TOWER HIT

The ship moves 1 square straight
ahead per turn. Ship may not fire.
This continues until the damage
is repaired.

ENGINE HIT

The ship moves 1 square straight
ahead and stops. Ship may not
move until the damage is
repaired.

STEERING HIT

The ship moves 1 square straight
ahead and turns 4 points (45°) to
Port (Red Card) or Starboard
(Black Card). Ship continues
moving and turning until the
damage is repaired.

ON FIRE

The ship may move, steer, and
fire as usual but it may blow up if
Damage Control is poor.

FLOTATION HIT

The ship may move, steer, and
fire as usual but it may sink if
Damage Control is poor.

1st PRIORITY REPAIR

King: Engine hit.
Queen: Steering hit.

4th PRIORITY REPAIR

3rd PRIORITY REPAIR

King: Engine hit.

2nd PRIORITY REPAIR

Joker: Ship blows up!
Ace: Conning Tower hit.
King: Engine hit.
Queen: Steering hit.
Jack: Additional fire.

DAMAGE CONTROL

10: Additional loss of
flotation.

Displacement:

10600 tons

Armament:

4 x 13.5"

Armour:

18" Belt

Speed:

17 knots

Movement:

1 or 2 squares orthogonally.
1 square diagonally.

Turning:

8 points (90°) per turn after
the ship has moved.

Gun Range:

6 squares orthogonally
*NB. Except if ON FIRE when
the range is:*
4 squares orthogonally

Firing:

1D6 for each gun able to
bear.

*NB. Guns larger than 16"
calibre count as 2 guns.*

Damage Control Cards:

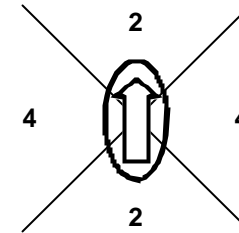
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On Fire hit. The playing card
or cards must be used to
repair the most serious

damage first. A playing card
of the same suit as that
which has caused the
damage will repair the
damage unless otherwise
stated.

'Friendly' Ramming

Red activation card:
'Friendly ship' is rammed.
Black activation card:
Ship pass each other.

FIRING ARCS



DAMAGE CONTROL

FLOTATION

ACE

KING

QUEEN

JACK

1	2	3
4	5	6
7	8	9
10	11	12
13	14	15

ANSON

CONNING TOWER HIT

The ship moves 1 square straight
ahead per turn. Ship may not fire.
This continues until the damage
is repaired.

ENGINE HIT

The ship moves 1 square straight
ahead and stops. Ship may not
move until the damage is
repaired.

STEERING HIT

The ship moves 1 square straight
ahead and turns 4 points (45°) to
Port (Red Card) or Starboard
(Black Card). Ship continues
moving and turning until the
damage is repaired.

ON FIRE

The ship may move, steer, and
fire as usual but it may blow up if
Damage Control is poor.

FLOTATION HIT

The ship may move, steer, and
fire as usual but it may sink if
Damage Control is poor.

1st PRIORITY REPAIR

King: Engine hit.
Queen: Steering hit.

4th PRIORITY REPAIR

3rd PRIORITY REPAIR

King: Engine hit.

2nd PRIORITY REPAIR

Joker: Ship blows up!
Ace: Conning Tower hit.
King: Engine hit.
Queen: Steering hit.
Jack: Additional fire.

DAMAGE CONTROL

10: Additional loss of
flotation.

Displacement:

10600 tons

Armament:

4 x 13.5"

Armour:

18" Belt

Speed:

17 knots

Movement:

1 or 2 squares orthogonally.
1 square diagonally.

Turning:

8 points (90°) per turn after
the ship has moved.

Gun Range:

6 squares orthogonally
*NB. Except if ON FIRE when
the range is:*
4 squares orthogonally

Firing:

1D6 for each gun able to
bear.

*NB. Guns larger than 16"
calibre count as 2 guns.*

Damage Control Cards:

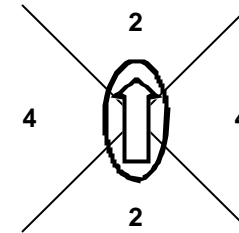
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On Fire hit. The playing card
or cards must be used to
repair the most serious

damage first. A playing card
of the same suit as that
which has caused the
damage will repair the
damage unless otherwise
stated.

'Friendly' Ramming

Red activation card:
'Friendly ship' is rammed.
Black activation card:
Ship pass each other.

FIRING ARCS



DAMAGE CONTROL

FLOTATION

ACE

KING

QUEEN

JACK

1	2	3
4	5	6
7	8	9
10	11	12
13	14	15

CAMPERDOWN

CONNING TOWER HIT

The ship moves 1 square straight
ahead per turn. Ship may not fire.
This continues until the damage
is repaired.

1st PRIORITY REPAIR

King: Engine hit.
Queen: Steering hit.

ENGINE HIT

The ship moves 1 square straight
ahead and stops. Ship may not
move until the damage is
repaired.

4th PRIORITY REPAIR

STEERING HIT

The ship moves 1 square straight
ahead and turns 4 points (45°) to
Port (Red Card) or Starboard
(Black Card). Ship continues
moving and turning until the
damage is repaired.

3rd PRIORITY REPAIR

King: Engine hit.

ON FIRE

The ship may move, steer, and
fire as usual but it may blow up if
Damage Control is poor.

2nd PRIORITY REPAIR

Joker: Ship blows up!
Ace: Conning Tower hit.
King: Engine hit.
Queen: Steering hit.
Jack: Additional fire.

FLOTATION HIT

The ship may move, steer, and
fire as usual but it may sink if
Damage Control is poor.

DAMAGE CONTROL

10: Additional loss of
flotation.

Displacement:

10300 tons

Armament:

4 x 13.5"

Armour:

18" Belt

Speed:

17 knots

Movement:

1 or 2 squares orthogonally.
1 square diagonally.

Turning:

8 points (90°) per turn after
the ship has moved.

Gun Range:

6 squares orthogonally
*NB. Except if ON FIRE when
the range is:*
4 squares orthogonally

Firing:

1D6 for each gun able to
bear.

*NB. Guns larger than 16"
calibre count as 2 guns.*

Damage Control Cards:

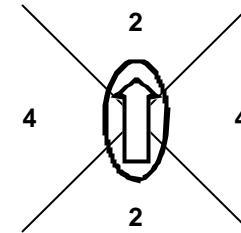
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Tower, Engine, Steering, or
On Fire hit. The playing card
or cards must be used to
repair the most serious

damage first. A playing card
of the same suit as that
which has caused the
damage will repair the
damage unless otherwise
stated.

'Friendly' Ramming

Red activation card:
'Friendly ship' is rammed.
Black activation card:
Ship pass each other.

FIRING ARCS



DAMAGE CONTROL

FLOTATION

ACE

KING

QUEEN

JACK

1	2	3
4	5	6
7	8	9
10	11	12
13	14	15

HOWE

CONNING TOWER HIT

The ship moves 1 square straight
ahead per turn. Ship may not fire.
This continues until the damage
is repaired.

ENGINE HIT

The ship moves 1 square straight
ahead and stops. Ship may not
move until the damage is
repaired.

STEERING HIT

The ship moves 1 square straight
ahead and turns 4 points (45°) to
Port (Red Card) or Starboard
(Black Card). Ship continues
moving and turning until the
damage is repaired.

ON FIRE

The ship may move, steer, and
fire as usual but it may blow up if
Damage Control is poor.

FLOTATION HIT

The ship may move, steer, and
fire as usual but it may sink if
Damage Control is poor.

1st PRIORITY REPAIR

King: Engine hit.
Queen: Steering hit.

4th PRIORITY REPAIR

3rd PRIORITY REPAIR

King: Engine hit.

2nd PRIORITY REPAIR

Joker: Ship blows up!
Ace: Conning Tower hit.
King: Engine hit.
Queen: Steering hit.
Jack: Additional fire.

DAMAGE CONTROL

10: Additional loss of
flotation.

Displacement:

10300 tons

Armament:

4 x 13.5"

Armour:

18" Belt

Speed:

17 knots

Movement:

1 or 2 squares orthogonally.
1 square diagonally.

Turning:

8 points (90°) per turn after
the ship has moved.

Gun Range:

6 squares orthogonally
*NB. Except if ON FIRE when
the range is:*
4 squares orthogonally

Firing:

1D6 for each gun able to
bear.

*NB. Guns larger than 16"
calibre count as 2 guns.*

Damage Control Cards:

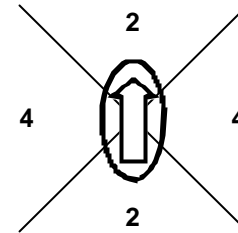
1 playing card per Conning
Tower, Engine, Steering, or
On Fire hit. The playing card
or cards must be used to
repair the most serious

damage first. A playing card
of the same suit as that
which has caused the
damage will repair the
damage unless otherwise
stated.

'Friendly' Ramming

Red activation card:
'Friendly ship' is rammed.
Black activation card:
Ship pass each other.

FIRING ARCS



DAMAGE CONTROL

FLOTATION

ACE

KING

QUEEN

JACK

1	2	3
4	5	6
7	8	9
10	11	12
13	14	15

RODNEY

CONNING TOWER HIT

The ship moves 1 square straight
ahead per turn. Ship may not fire.
This continues until the damage
is repaired.

ENGINE HIT

The ship moves 1 square straight
ahead and stops. Ship may not
move until the damage is
repaired.

STEERING HIT

The ship moves 1 square straight
ahead and turns 4 points (45°) to
Port (Red Card) or Starboard
(Black Card). Ship continues
moving and turning until the
damage is repaired.

ON FIRE

The ship may move, steer, and
fire as usual but it may blow up if
Damage Control is poor.

FLOTATION HIT

The ship may move, steer, and
fire as usual but it may sink if
Damage Control is poor.

1st PRIORITY REPAIR

King: Engine hit.
Queen: Steering hit.

4th PRIORITY REPAIR

3rd PRIORITY REPAIR

King: Engine hit.

2nd PRIORITY REPAIR

Joker: Ship blows up!
Ace: Conning Tower hit.
King: Engine hit.
Queen: Steering hit.
Jack: Additional fire.

DAMAGE CONTROL

10: Additional loss of
flotation.

Displacement:

10600 tons

Armament:

2 x 16.25"

Armour:

18" Belt

Speed:

17 knots

Movement:

1 or 2 squares orthogonally.
1 square diagonally.

Turning:

8 points (90°) per turn after
the ship has moved.

Gun Range:

6 squares orthogonally
*NB. Except if ON FIRE when
the range is:*
4 squares orthogonally

Firing:

1D6 for each gun able to
bear.

*NB. Guns larger than 16"
calibre count as 2 guns.*

Damage Control Cards:

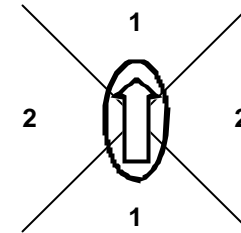
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Tower, Engine, Steering, or
On Fire hit. The playing card
or cards must be used to
repair the most serious

damage first. A playing card
of the same suit as that
which has caused the
damage will repair the
damage unless otherwise
stated.

'Friendly' Ramming

Red activation card:
'Friendly ship' is rammed.
Black activation card:
Ship pass each other.

FIRING ARCS



DAMAGE CONTROL

FLOTATION

ACE

KING

QUEEN

JACK

1	2	3
4	5	6
7	8	9
10	11	12
13	14	15

BENBOW

CONNING TOWER HIT

The ship moves 1 square straight
ahead per turn. Ship may not fire.
This continues until the damage
is repaired.

ENGINE HIT

The ship moves 1 square straight
ahead and stops. Ship may not
move until the damage is
repaired.

STEERING HIT

The ship moves 1 square straight
ahead and turns 4 points (45°) to
Port (Red Card) or Starboard
(Black Card). Ship continues
moving and turning until the
damage is repaired.

ON FIRE

The ship may move, steer, and
fire as usual but it may blow up if
Damage Control is poor.

FLOTATION HIT

The ship may move, steer, and
fire as usual but it may sink if
Damage Control is poor.

1st PRIORITY REPAIR

King: Engine hit.
Queen: Steering hit.

4th PRIORITY REPAIR

3rd PRIORITY REPAIR

King: Engine hit.

2nd PRIORITY REPAIR

Joker: Ship blows up!
Ace: Conning Tower hit.
King: Engine hit.
Queen: Steering hit.
Jack: Additional fire.

DAMAGE CONTROL

10: Additional loss of
flotation.

Displacement:

11910 tons

Armament:

3 x 14.5"

Armour:

21" Belt

Speed:

16 knots

Movement:

1 or 2 squares orthogonally.
1 square diagonally.

Turning:

8 points (90°) per turn after
the ship has moved.

Gun Range:

6 squares orthogonally
*NB. Except if ON FIRE when
the range is:*
4 squares orthogonally

Firing:

1D6 for each gun able to
bear.

*NB. Guns larger than 16"
calibre count as 2 guns.*

Damage Control Cards:

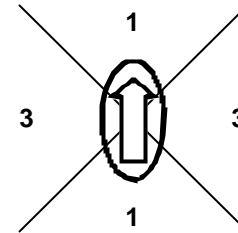
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Tower, Engine, Steering, or
On Fire hit. The playing card
or cards must be used to
repair the most serious

damage first. A playing card
of the same suit as that
which has caused the
damage will repair the
damage unless otherwise
stated.

'Friendly' Ramming

Red activation card:
'Friendly ship' is rammed.
Black activation card:
Ship pass each other.

FIRING ARCS



DAMAGE CONTROL

FLOTATION

ACE

KING

QUEEN

JACK

1	2	3
4	5	6
7	8	9
10	11	12
13	14	15

ADMIRAL BAUDIN

CONNING TOWER HIT

The ship moves 1 square straight
ahead per turn. Ship may not fire.
This continues until the damage
is repaired.

1st PRIORITY REPAIR

King: Engine hit.
Queen: Steering hit.

ENGINE HIT

The ship moves 1 square straight
ahead and stops. Ship may not
move until the damage is
repaired.

4th PRIORITY REPAIR

STEERING HIT

The ship moves 1 square straight
ahead and turns 4 points (45°) to
Port (Red Card) or Starboard
(Black Card). Ship continues
moving and turning until the
damage is repaired.

3rd PRIORITY REPAIR

King: Engine hit.

ON FIRE

The ship may move, steer, and
fire as usual but it may blow up if
Damage Control is poor.

2nd PRIORITY REPAIR

Joker: Ship blows up!
Ace: Conning Tower hit.
King: Engine hit.
Queen: Steering hit.
Jack: Additional fire.

FLOTATION HIT

The ship may move, steer, and
fire as usual but it may sink if
Damage Control is poor.

DAMAGE CONTROL

10: Additional loss of
flotation.

Displacement:

11910 tons

Armament:

3 x 14.5"

Armour:

21" Belt

Speed:

16 knots

Movement:

1 or 2 squares orthogonally.
1 square diagonally.

Turning:

8 points (90°) per turn after
the ship has moved.

Gun Range:

6 squares orthogonally
*NB. Except if ON FIRE when
the range is:*
4 squares orthogonally

Firing:

1D6 for each gun able to
bear.

*NB. Guns larger than 16"
calibre count as 2 guns.*

Damage Control Cards:

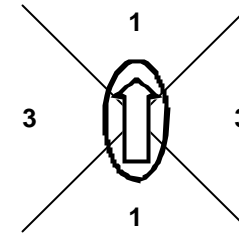
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Tower, Engine, Steering, or
On Fire hit. The playing card
or cards must be used to
repair the most serious

damage first. A playing card
of the same suit as that
which has caused the
damage will repair the
damage unless otherwise
stated.

'Friendly' Ramming

Red activation card:
'Friendly ship' is rammed.
Black activation card:
Ship pass each other.

FIRING ARCS



DAMAGE CONTROL

FLOTATION

ACE

KING

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JACK

1	2	3
4	5	6
7	8	9
10	11	12
13	14	15

FORMIDABLE

CONNING TOWER HIT

The ship moves 1 square straight
ahead per turn. Ship may not fire.
This continues until the damage
is repaired.

ENGINE HIT

The ship moves 1 square straight
ahead and stops. Ship may not
move until the damage is
repaired.

STEERING HIT

The ship moves 1 square straight
ahead and turns 4 points (45°) to
Port (Red Card) or Starboard
(Black Card). Ship continues
moving and turning until the
damage is repaired.

ON FIRE

The ship may move, steer, and
fire as usual but it may blow up if
Damage Control is poor.

FLOTATION HIT

The ship may move, steer, and
fire as usual but it may sink if
Damage Control is poor.

1st PRIORITY REPAIR

King: Engine hit.
Queen: Steering hit.

4th PRIORITY REPAIR

3rd PRIORITY REPAIR

King: Engine hit.

2nd PRIORITY REPAIR

Joker: Ship blows up!
Ace: Conning Tower hit.
King: Engine hit.
Queen: Steering hit.
Jack: Additional fire.

DAMAGE CONTROL

10: Additional loss of
flotation.

Displacement:

7197 tons

Armament:

2 x 16.5"

Armour:

19.5" Belt

Speed:

14 knots

Movement:

1 or 2 squares orthogonally.
1 square diagonally.

Turning:

8 points (90°) per turn after
the ship has moved.

Gun Range:

6 squares orthogonally
*NB. Except if ON FIRE when
the range is:*
4 squares orthogonally

Firing:

1D6 for each gun able to
bear.

*NB. Guns larger than 16"
calibre count as 2 guns.*

Damage Control Cards:

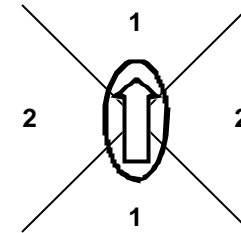
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Tower, Engine, Steering, or
On Fire hit. The playing card
or cards must be used to
repair the most serious

damage first. A playing card
of the same suit as that
which has caused the
damage will repair the
damage unless otherwise
stated.

'Friendly' Ramming

Red activation card:
'Friendly ship' is rammed.
Black activation card:
Ship pass each other.

FIRING ARCS



DAMAGE CONTROL

FLOTATION

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QUEEN

JACK

1	2	3
4	5	6
7	8	9
10	11	12
13	14	15

CAIMAN

CONNING TOWER HIT

The ship moves 1 square straight
ahead per turn. Ship may not fire.
This continues until the damage
is repaired.

ENGINE HIT

The ship moves 1 square straight
ahead and stops. Ship may not
move until the damage is
repaired.

STEERING HIT

The ship moves 1 square straight
ahead and turns 4 points (45°) to
Port (Red Card) or Starboard
(Black Card). Ship continues
moving and turning until the
damage is repaired.

ON FIRE

The ship may move, steer, and
fire as usual but it may blow up if
Damage Control is poor.

FLOTATION HIT

The ship may move, steer, and
fire as usual but it may sink if
Damage Control is poor.

1st PRIORITY REPAIR

King: Engine hit.
Queen: Steering hit.

4th PRIORITY REPAIR

3rd PRIORITY REPAIR

King: Engine hit.

2nd PRIORITY REPAIR

Joker: Ship blows up!
Ace: Conning Tower hit.
King: Engine hit.
Queen: Steering hit.
Jack: Additional fire.

DAMAGE CONTROL

10: Additional loss of
flotation.

Displacement:

7197 tons

Armament:

2 x 16.5"

Armour:

19.5" Belt

Speed:

14 knots

Movement:

1 or 2 squares orthogonally.
1 square diagonally.

Turning:

8 points (90°) per turn after
the ship has moved.

Gun Range:

6 squares orthogonally
*NB. Except if ON FIRE when
the range is:*
4 squares orthogonally

Firing:

1D6 for each gun able to
bear.

*NB. Guns larger than 16"
calibre count as 2 guns.*

Damage Control Cards:

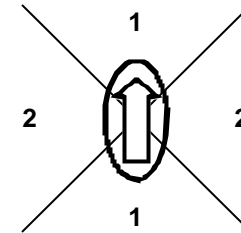
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Tower, Engine, Steering, or
On Fire hit. The playing card
or cards must be used to
repair the most serious

damage first. A playing card
of the same suit as that
which has caused the
damage will repair the
damage unless otherwise
stated.

'Friendly' Ramming

Red activation card:
'Friendly ship' is rammed.
Black activation card:
Ship pass each other.

FIRING ARCS



DAMAGE CONTROL

FLOTATION

ACE

KING

QUEEN

JACK

1	2	3
4	5	6
7	8	9
10	11	12
13	14	15

INDOMPTABLE

CONNING TOWER HIT

The ship moves 1 square straight
ahead per turn. Ship may not fire.
This continues until the damage
is repaired.

ENGINE HIT

The ship moves 1 square straight
ahead and stops. Ship may not
move until the damage is
repaired.

STEERING HIT

The ship moves 1 square straight
ahead and turns 4 points (45°) to
Port (Red Card) or Starboard
(Black Card). Ship continues
moving and turning until the
damage is repaired.

ON FIRE

The ship may move, steer, and
fire as usual but it may blow up if
Damage Control is poor.

FLOTATION HIT

The ship may move, steer, and
fire as usual but it may sink if
Damage Control is poor.

1st PRIORITY REPAIR

King: Engine hit.
Queen: Steering hit.

4th PRIORITY REPAIR

3rd PRIORITY REPAIR

King: Engine hit.

2nd PRIORITY REPAIR

Joker: Ship blows up!
Ace: Conning Tower hit.
King: Engine hit.
Queen: Steering hit.
Jack: Additional fire.

DAMAGE CONTROL

10: Additional loss of
flotation.

Displacement:

7197 tons

Armament:

2 x 16.5"

Armour:

19.5" Belt

Speed:

14 knots

Movement:

1 or 2 squares orthogonally.
1 square diagonally.

Turning:

8 points (90°) per turn after
the ship has moved.

Gun Range:

6 squares orthogonally
*NB. Except if ON FIRE when
the range is:*
4 squares orthogonally

Firing:

1D6 for each gun able to
bear.

*NB. Guns larger than 16"
calibre count as 2 guns.*

Damage Control Cards:

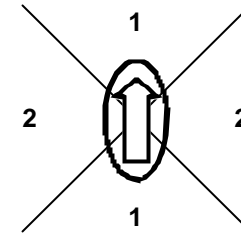
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Tower, Engine, Steering, or
On Fire hit. The playing card
or cards must be used to
repair the most serious

damage first. A playing card
of the same suit as that
which has caused the
damage will repair the
damage unless otherwise
stated.

'Friendly' Ramming

Red activation card:
'Friendly ship' is rammed.
Black activation card:
Ship pass each other.

FIRING ARCS



DAMAGE CONTROL

FLOTATION

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JACK

1	2	3
4	5	6
7	8	9
10	11	12
13	14	15

REQUIN

CONNING TOWER HIT

The ship moves 1 square straight
ahead per turn. Ship may not fire.
This continues until the damage
is repaired.

ENGINE HIT

The ship moves 1 square straight
ahead and stops. Ship may not
move until the damage is
repaired.

STEERING HIT

The ship moves 1 square straight
ahead and turns 4 points (45°) to
Port (Red Card) or Starboard
(Black Card). Ship continues
moving and turning until the
damage is repaired.

ON FIRE

The ship may move, steer, and
fire as usual but it may blow up if
Damage Control is poor.

FLOTATION HIT

The ship may move, steer, and
fire as usual but it may sink if
Damage Control is poor.

1st PRIORITY REPAIR

King: Engine hit.
Queen: Steering hit.

4th PRIORITY REPAIR

3rd PRIORITY REPAIR

King: Engine hit.

2nd PRIORITY REPAIR

Joker: Ship blows up!
Ace: Conning Tower hit.
King: Engine hit.
Queen: Steering hit.
Jack: Additional fire.

DAMAGE CONTROL

10: Additional loss of
flotation.

Displacement:

7197 tons

Armament:

2 x 16.5"

Armour:

19.5" Belt

Speed:

14 knots

Movement:

1 or 2 squares orthogonally.
1 square diagonally.

Turning:

8 points (90°) per turn after
the ship has moved.

Gun Range:

6 squares orthogonally
*NB. Except if ON FIRE when
the range is:*
4 squares orthogonally

Firing:

1D6 for each gun able to
bear.

*NB. Guns larger than 16"
calibre count as 2 guns.*

Damage Control Cards:

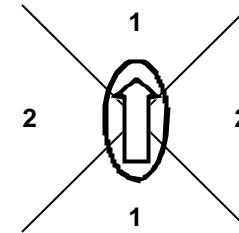
1 playing card per Conning
Tower, Engine, Steering, or
On Fire hit. The playing card
or cards must be used to
repair the most serious

damage first. A playing card
of the same suit as that
which has caused the
damage will repair the
damage unless otherwise
stated.

'Friendly' Ramming

Red activation card:
'Friendly ship' is rammed.
Black activation card:
Ship pass each other.

FIRING ARCS



DAMAGE CONTROL

FLOTATION

ACE

KING

QUEEN

JACK

1	2	3
4	5	6
7	8	9
10	11	12
13	14	15

TERRIBLE

CONNING TOWER HIT

The ship moves 1 square straight
ahead per turn. Ship may not fire.
This continues until the damage
is repaired.

1st PRIORITY REPAIR

King: Engine hit.
Queen: Steering hit.

ENGINE HIT

The ship moves 1 square straight
ahead and stops. Ship may not
move until the damage is
repaired.

4th PRIORITY REPAIR

STEERING HIT

The ship moves 1 square straight
ahead and turns 4 points (45°) to
Port (Red Card) or Starboard
(Black Card). Ship continues
moving and turning until the
damage is repaired.

3rd PRIORITY REPAIR

King: Engine hit.

ON FIRE

The ship may move, steer, and
fire as usual but it may blow up if
Damage Control is poor.

2nd PRIORITY REPAIR

Joker: Ship blows up!
Ace: Conning Tower hit.
King: Engine hit.
Queen: Steering hit.
Jack: Additional fire.

FLOTATION HIT

The ship may move, steer, and
fire as usual but it may sink if
Damage Control is poor.

DAMAGE CONTROL

10: Additional loss of
flotation.