

ON THE SEVEN SEAS QUICK REFERENCE SHEET

SEQUENCE OF PLAY

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Morale & Motivation
Shooting
Ship Movement
Figure Movement
Hand-to-Hand Combat

MORALE & MOTIVATION

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MORALE

- Greed higher than Fear-2 = OK
- Fear higher than Greed+1 = No advance
- Fear higher than Greed+3 = No shooting
- Fear 10+ = Flee

MOTIVATION

7+ to succeed

- Encouragement: +1 Own Greed
- Exhortation: -1 Own Fear
- Intimidation: +1 Opponent Fear
- Manipulation: +1 Opponent Greed

SHOOTING

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Weapon	Range	Notes
Bow	12"	2 shots per turn, -1 beyond 6"
Crossbow	12"	
Arquebus	6"	12" if used by Sharpshooter
Musket	8"	12" if used by Sharpshooter
Blunderbuss etc.	6"	+2 within 2", -1 beyond 4"
Volley gun etc.	6"	Up to 3 targets. +1 within 2", -1 beyond 4"
Knife	2"	Cutthroats only. -1 v armour
Pistol	2"	
Grenade, stinkpot	3"	Dice to hit all figures within 1" of target
Horoku	6"	Dice to hit all figures within 1" of target
Swivel gun	8"	Up to 4 targets. +2 within 2", -1 beyond 4"
Light cannon	24"	Can hit all in line of fire, needs to reload
Heavy cannon	32"	Can hit all in line of fire, needs to reload

SHOOTING AT SHIPS

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- 5+ to hit up to 2"; 7+ up to 8"; 9+ over 8".
- -2 firing light cannon at ships.

THROW D10 FOR DAMAGE:

- 3 or less = Light damage
- 4 = Pieces of Ei...!
- 5 = The grog!
- 6 = Sweeping the deck
- 7 = Gun dismounted
- 8 = Dismasted
- 9 = Sunk
- 10 = Magazine hit

SHIP MOVEMENT

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SAILING INTO WIND

- Boats, galleys, pre-1620 ships: 15 degrees
- Other ships: 30 degrees
- Sloops: 45 degrees

DISTANCES

Main move under sail: 6"

Main move under oars:

- Galley: 4"
- Boat: 3"
- Sloop, towed ship: 2"
- Secondary move: 3"

DIRECTION CHANGES:

- Sailing ship or galley: 15 degrees
- Boat, sloop, any under oars: 30 degrees

FIGURE MOVEMENT

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- On foot: 4"
- Mounted: 8"
- Manhandled cannon: 2"
- Fall back: 1"

HAND-TO-HAND COMBAT

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Throw a D10 and compare scores:

- 4+ less than opponent = Killed
- 2 or 3 less = Fall back

MODIFIERS

- -2 if fighting more than 1 opponent
- -1 if opponent armoured (unless with axe)
- +1 Giant, officer, Swashbuckler
- +1 opponent trying to board or cross obstacle
- +2 on a horse, unless v pike or obstacle
- +1 if using sword
- +2 if using pike or halberd in 1st turn
- +2/+1 firepike in 1st/2nd turn