

Fire When Yar Sees Thar Whites 'o Thar Fillin'!

Round Sequence:

1. Draw and reveal Initiative Cards, each Slog Schooner acts as a unit
2. Mark down turn direction for each of your Slog Schooners on their status sheet
3. Activate each Slog Schooner in Initiative Order
 - a. Move
 - b. Make all available attacks
 - c. Perform Boarding Actions
 - d. Maintenance Phase
4. Continue activating Slog Schooners until all have gone.

Movement Phase:

- Base Movement is determined by the Slog Schooner's Speed Rating.
- The Slog Schooner's Kaptin can give Special Movement Crew Orders as long as they have an active crewmember of the right type.
 - Vittles Fore!
 - The runner tosses a parcel of Slog Chow off the forward gangway, bringing the Slog Schooner to a complete halt, canceling all other movement this round. Requires Active Runner
 - Jiggle Yer Timbers!
 - The First Bait does their thing, shakin' and Gyrating to catch the Slog's eye. The active slog gets 2 additional yorts of movement this round. Requires active First Bait.
 - Vittles Aft!
 - A vittles marker is placed directly aft of the activated Slog Schooner. Any Slog Schooner moving within $\frac{1}{2}$ its length from the vittles marker has 2 yorts removed from its movement this round.
- After moving a yort straight forward, the Kaptin may turn the Slog Schooner in the direction indicated on the status sheet.
 - The Kaptin does not have to turn, but if they do it must be in the direction indicated.
 - They may turn up to a maximum of 45 degrees
 - If the Slog Schooner is nimble and has more than one turn allowed in a round, they must move an inch straight forward between each turn.

Attack Phase:

- Select one weapon at a time on the attacking Slog Schooner
 - Determine if the weapon is in range
 - Determine the face of the target that will be struck
 - Roll to hit using the Gunner's Shooting Skill
 - As normal if the Crewpeep doing the shooting doesn't have any shooting skill they roll 1d4-2
 - Roll the weapon's damage
 - DO use exploding dice for damage
 - if the dice rolls the maximum value for that dice type (Rolling a 6 on a 1d6), roll the dice again and add the additional roll to the total.
 - Keep rolling as long as rolls come up the maximum value
 - Roll Damage Location
 - Roll 1d6 to see if the Slog or the Superstructure is hit
 - 1-4 The Slog is hit
 - Subtract the Slog's Toughness from the damage
 - Subtract any remaining damage from the Slog's Body rating
 - When the Slog reaches 0 Body Rating it is DED! The crew may continue to fire, but the Slog Schooner can't move
 - 5-6 The Superstructure is hit
 - Roll on the Target's Hit Location chart. Select the column for the target's facing that is hit.
 - If the results is a location, subtract the location's toughness from the damage.
 - If there is still damage left
 - The location is destroyed, cross it out on the Target's Hit Location Chart
 - If a Crewpeep is stationed at that location, the crew peep is kilt
 - If the damage equals the toughness
 - If a Crewpeep is stationed at that location, the crew peep is kilt
 - If the results is a number of Crewpeeps, cross off the indicated number of Crewpeeps from the Reserve Crewpeep List (starting at the bottom)
 - Continue until all the Slog Schooner's Weapon Stations have fired

Boarding Action Phase

- If your Slog is within boarding range (1/2 yort) you have the option of performing a boarding action.
- Only Crewpeeps on your Slog Schooner's Reserve Crewpeep list may perform Boarding Actions.
- Write the Name of the Slog Schooner in the Boarding Action box for each Reserve Crewpeep you are going to commit to a Boarding Action.
 - These Crewpeeps are no longer in reserve and may not be used to re-peep posts in the maintenance phase!
 - These Crewpeeps are now assumed to have boarded the adjacent Enemy Slog Schooner. They are now Boardingpeeps!
- Boardingpeeps may be given one of two orders
 - Git Um! – in which case they make attack rolls (see below)
 - Secure from Boarding – In which case they prepare to leave and may not fight this round
- All Boardingpeeps with 'Git um!' orders, now roll their attacks:

- Roll Fighting skill rolls for all Boardingpeeps
- Roll Parry skill rolls for all Reserve Crewpeeps on the Boarded Vessel.
- The defender matches up their rolls to the attacker's rolls.
 - If there are more Attackers than Defenders
 - The defender may free up more defenders, by removing Active Crewpeeps from their posts. This posts are then Unmanned until all Boardingpeeps have been kilt. If that happens, any survivors may return to their posts.
 - If after the Defender has had the chance to free up Active Crewpeeps, there are still attackers not paired with a defender, the Attacking Player may assign them to whichever Defender (non-active Crewpeeps) they wish.
 - If there are no surviving defenders, the attacker may assign them to Active Crewpeeps, forcing them to become defenders at a -2 to their Parry.
 - If the Defender's roll is \geq the Attacker's roll, the defender parries successfully and is unharmed.
 - If the Attacker's roll is greater, they defender is kilt and scratched off the reserves.
- On your Activated Slog Schooner, these rolls reverse this phase. Your defenders become attackers and any enemy Boardingpeeps become defenders. Fight a round of boarding action as above.
 - Defenders may also attack Dammits, using the same rules

Maintenance Phase

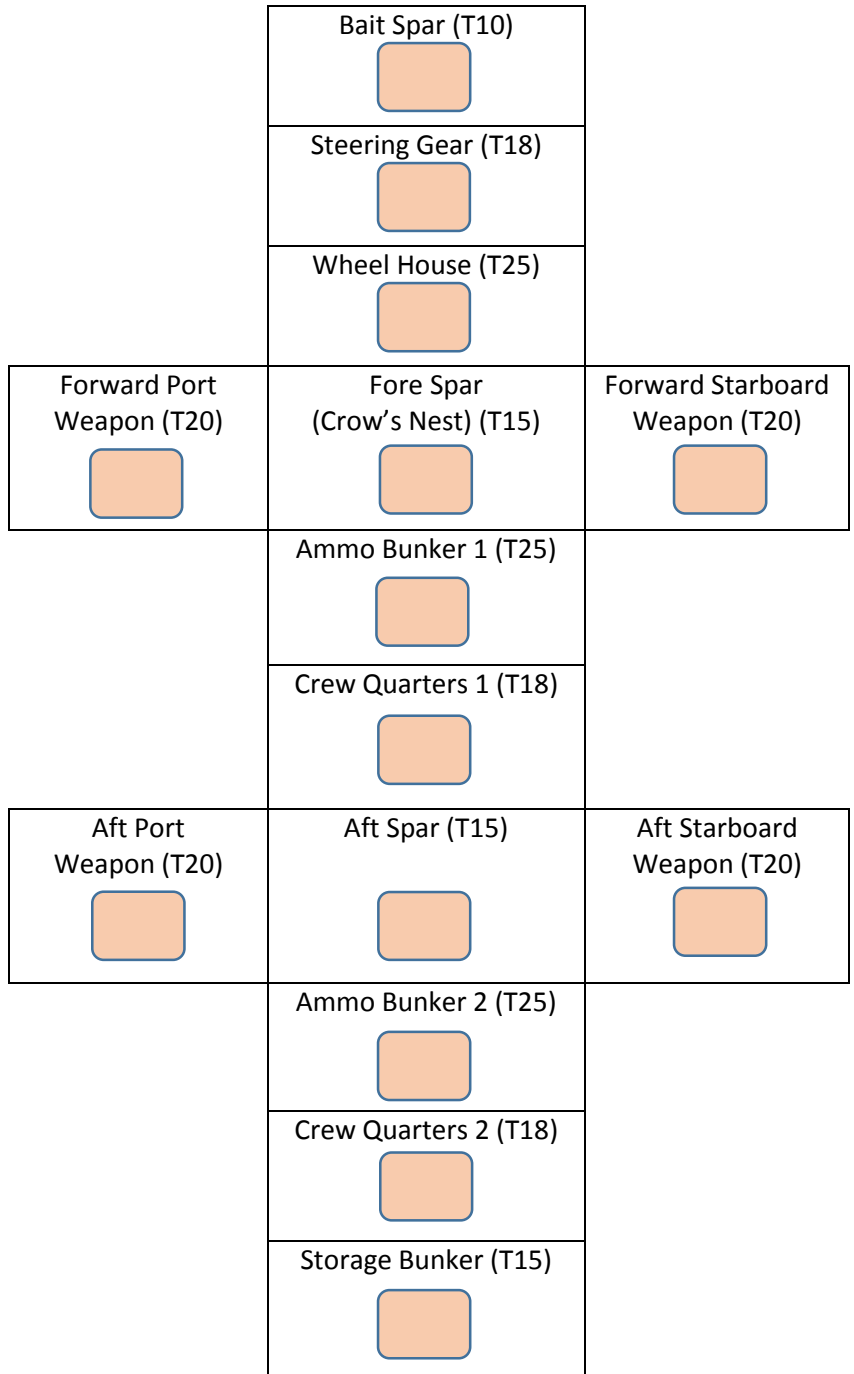
- You may move any Reserve Crewpeeps to an unmanned position.
 - Next Round, they will have a -2 modifier to any skill rolls required.
- If your Slog Schooner is adjacent to another Slog Schooner that has your Boardingpeeps on it who have 'Secure From Boarding' Orders may move back onto your Slog Schooner and are released to your Reserve Crewpeep List (Erase the boarded ship name).
- If the activated Slog Schooner has a Dammit infestation, for each Dammit, roll a 1d6. On a 5-6, they start a fire. Roll on the Side Random Location chart to determine where. If the roll indicates a non-structure (crew peeps), Roll again.

Enormoslog

Speed	8 Yorts
Crew	16
Weapons	4 (2 Port, 2 Starboard)
Body Rating	60
Toughness	23
Turns / Round	1
TL to Hit	6

Active Crew		Boarder
Kaptin	Wheel House	
First Bait	Bait Spar	
Gunner, 1st	FP Weapon	
Gunner, 1st	FS Weapon	
Gunner, 1st	AP Weapon	
Gunner, 1st	AS Weapon	
Runner	Storage	

Crew Peep Reserves		
Gunner, 2nd		
Runner		
Runner		
Deck Hand		
Deck Hand		
Deck Hand		
Deck Hand		
Deck Hand		
Deck Hand		



Weapons	Damage	Short	Medium	Long
Mega-Doom Boomer	6d6	5y	10y	20y
Kaboom Kannon	8d6	3y	6y	12y

Dammit Deliverer*	Special	2y	4y	8y
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Slog Schooner, Enormoslog Class	Front	Side	Rear
1	Bait Spar	Bait Spar	Wheel House
2	Steering Gear	Steering Gear	Ammo Bunker 1
3	Wheel House	Wheel House	Fore Spar (Crow's Nest)
4	Ammo Bunker 1	Ammo Bunker 1	Port Weapon
5	Starboard Weapon	Fore Spar (Crow's Nest)	Aft Spar
6	Port Weapon	Forward Weapon	Ammo Bunker 2
7	Crew Quarters 1	Crew Quarters 1	Starboard Weapon
8	Ammo Bunker 1	Aft Spar	Crew Quarter 2
9	Port Weapon	Ammo Bunker 2	Storage Bunker
10	Fore Spar (Crow's Nest)	Aft Weapon	Starboard Weapon
11	Starboard Weapon	Crew Quarter 2	Storage Bunker
12	Storage Bunker	Storage Bunker	Port Weapon

*On a successful hit, delivers 1d6 Dammits onto the target vessel.

Crew Skills	
Kaptin	Driving d8, Riding d6, Fighting d10, Shooting d8, Parry 7
First Bait	Driving d4, Riding d6, Fighting d6, Parry 5
Gunner, 1st	Fighting d6, Parry 5, Shooting d8
Gunner, 2nd	Fighting d6, Parry 5, Shooting d4
Runner	Fighting d6, Parry 5
Deck Hand	Fighting d4, Parry 4

Roll Modifiers	
Same Round Manned post	-2 all rolls
No Kaptin	-2 yorts to speed No turns allowed
No 1st Bait	-2 speed per turn made that round
No Steering Gear	-4 speed per turn made that round
No 1st Bait AND No Steering Gear	No turning
Move within ½ Slog Length of Vittles	-2 Speed
Crew Quarters Destroyed	Cross off bottom 4 Crewpeep Reserves