

NOW!!!!!!!!!!



A heavy sea sweeps a cannon overboard. Heads will roll...!

***If more than one type of cannon aboard, cast 1D6:
1-2: medium cannon
3-6: light cannon***

NOW!!!!!!!!!!



Arrrrrrrrgh, idiots! Due to an error of your crew your ship/boat slows down 1 hex this turn.

NOW!!!!!!!!!!



Navigation error! Where did that sandbank come from?!!!!!!!!!!

takes 2 rowboats with 4 rowers each to free (1D6: 4-5-6 freed), 1-2 hull strikes rocks (5 damage points)

NOW!!!!!!!!!!



**Navigation error! That damned chart can't be trusted. The bottom of your hull is damaged by rocks.
5 damage points.**

NOW!!!!!!!!!!



**A man falls from the rigging.
Cast 1D6:
1-2: drops on deck - dead.
3-4: falls overboard: to pick him up, we must drop anchor...
5-6: lucky devil! He catches a rope and lands safely on the deck!**

YOUR CHOICE



Your excellent carpenters repair your vessel whilst sailing.

Recuperate up to 5 damage points sustained this turn.

YOUR CHOICE



You're an experienced captain: you succeed in playing the wind perfectly.

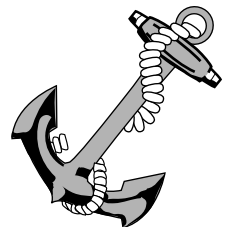
Turn your vessel as you wish

YOUR CHOICE



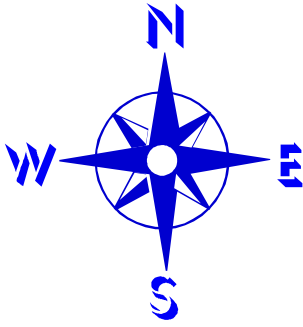
Your prayers have been answered: your sails catch the wind and your vessel advances another 6cm.

NOW!!!!!!!!!!



**An anchor sways overboard and perforates your hull!
5 damage points.**

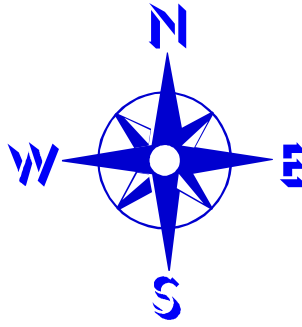
NOW!!!!!!!



The wind turns. Cast 1D6 for new direction.

(See rules).

NOW!!!!!!!



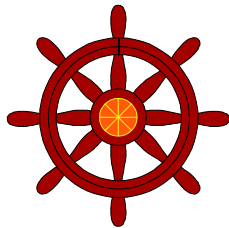
The wind turns 60° clockwise.

NOW!!!!!!!



The wind turns 60° anti clockwise.

NOW!!!!!!!



The helmsman is daydreaming about his sweetheart and does not pay attention. The vessel makes a 60° turn:

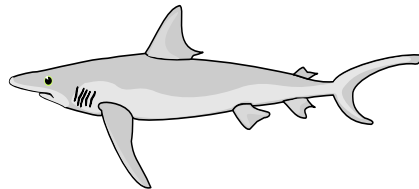
Cast 1D6:

1-3 the ship turns left

1-3 the ship turns right

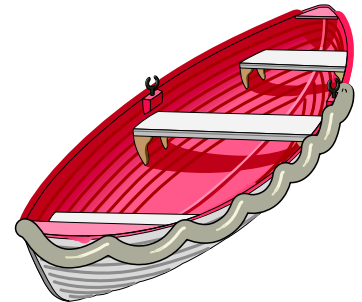
The ship then drifts 1 hex (end of move).

NOW!!!!!!!



A pack of sharks (*cast 1D6 for number*) appears and keeps following your vessel at a distance of 5cm. If any bodies (dead or alive) fall in the water within a radius of 3 hexes of their position, they will head in that direction at 2 hex/turn. When they catch up with a swimmer, he can only be saved by throwing a 6 on 1D6. Sharks that do not longer have a vessel or boat to follow or no bodies to consume disappear from the game.

NOW!!!!!!!



An empty boat floats in the direction of your vessel; you may recuperate it if you want to (and have the room aboard).

This boat may only be recuperated once in a game.