Kiss Me Hardy! QR Sheet

Tacking

	Elite	Average	Poor
Jolly Jack Tars	Perfect 2+ Success 1+	Perfect 3+ Success 2+	Perfect 4+ Success 2+
Sans Cullotes	Perfect 3+ Success 2+	Perfect 4+ Success 2+	Perfect 5+ Success 3+
Landlubbers	N/A	Perfect 5+ Success 3+	Perfect 6+ Success 4+

Shooting

To-hit

Range	Distance	To-hit
Point blank – no rigging shots	5cm or less	2+
Short	6-12cm	3+
Medium	13-20cm	4+
Long	21-30cm	5+
Extreme	30-40cm	6+

Modifiers	
Poor shots (landlubbers)	1D6
Initial broadside (elite)	+1D6 per deck (min 2)
Initial broadside (not elite)	+1D6
Fire on board	-2D6 per turn on fire
Per 5 damage points sustained	-1D6
Base speed now halved	-1D6
Elite JJTs	+1D6
Average JJTs close range or less	+1D6
Elite JJTs close range or less	+1D6 per deck (min 2)
Elite Sans Cullotes	+1D6
Sans Cullotes at extreme range	+2D6
Sans Cullotes at long range	+1D6
Stern Rake	Double dice *after* all other modifiers
Bow Rake	50% more dice *after* all other modifiers
Rake of rigging	Double dice *after* all other modifiers
Partial broadside	50% fewer total dice, rounding up
Carronades	Only fires at close range or less, double dice
Grapeshot	50% chance of CREW casualty when raking

Damage

For every 5DP lose 1D6 when firing and one secondary speed box.

When firing at rigging each 6 rolled equals one secondary speed box of damage, not DP
Roll 1D10 after rolling to hit, if the result it equal or lower than the number of hits consult special damage chart:

Score	Hull Shot	Rigging	Hull Rake	Rigging Rake	Grapeshot	Hot Shot
1	GB	GB	GB	GB	GB	GB (F)
2	N/A	N/A	+1DP	-1SB	N/A	N/A
3	+1DP	-1SSB	+2DP	-2SB	N/A	(B) (F)
4	+2DP	-2SSB	+2DP	-2SB	+1DP	+2DP (F)
5	+2DP	-3SSB	+3DP	-2SB	-1SB	+2DP (F)
6	+2DP (B)	-3SSB (B)	+3DP (B)	-3SB (B)	+1DP (HOC)	+2DP (F)
7	+3DP (F)	-4SSB	+3DP (M)	-3SB (M)	-2SB (HOC)	+3DP (F)
8	+3DP (HOC)	-4SSB	+3DP (HOC)	-3SB (M)	+2DP (HOC)	+3DP (F)
9	+3DP (S)	-5SSB (M)	+4DP (S)	-4SP (M)	-2SB (CREW AUTO)	+3DP (S) (F*)
10	+5DP (M)	-5SSB (M) (HOC	+5DP (M)	-4SP (M&M)	+2DP (CREW AUTO)	+5DP (M) (F*)

GB = -5DP   HOC = high officer casualties

M = Mast lost, 1-2 Mizzen -3SP -5DP, 3-4 Main –SP -5DP, 5 fore -3SP -5DP, 6 Bowsprit -1SP -5DP

M&M = two masts lost   S = steering damage   F = fire   F* = Hazardous fire

B = boat destroyed   CREW = crew casualties

Strike Test

<u>Any ship that has taken 75% of total DP will automatically strike</u>

Test when:

-first time ship reaches 50% DP   - 15+DP in one turn   -totally demasted

-lost a deck in boarding   -after a rake   -speed drops below 50%

-any of the above are reached and the ship takes further damage

Current Value	Original Value							
	100-+	80-99	60-79	50-59	40-49	30-39	20-29	<20
100+	0	0	N/A	N/A	N/A	N/A	N/A	N/A
80-99	5	0	0	N/A	N/A	N/A	N/A	N/A
60-79	15	5	0	0	N/A	N/A	N/A	N/A
50-59	25	20	10	0	0	N/A	N/A	N/A
40-49	35	30	25	10	10	0	N/A	N/A
30-39	45	40	35	30	20	10	0	N/A
20-29	55	50	45	40	35	30	25	0
15-19	65	60	55	50	40	35	30	10
10-14	70	65	65	60	50	45	40	30
1-9	80	75	70	65	60	55	50	50

Modifiers

Per lost mast	+10%
Less than half speed	+10%
Lost a boarding action	+10%
On fire	+10%
Rudder shot through	+5%
HOC	+10%
CREW	+5%
Raked this turn	+15%
Raked previously	+5%
Per friendly vessel struck	+5%
Grappled to bigger ship	+5%
Cowardly Lubbers	+15%
Merchant	+30%
Flagship struck	+5%
Winning a boarding action	-5%
More friends than enemy within 20cm	-5%
Determined	-10%
Fervent Determined	-20%
Elite	-5%
Flagship	-15%