LITTLEBEARD
Adventures in the Age of Sail

Open Beta Rules V1.0 / August 12, 2020

Welcome, Sailor!

Littlebeard is a set of rules and scenarios for tabletop miniatures, set in a fictional tropical archipelago during the Golden Age of Sail.

In the mid-1400s, explorers and conquerors from around the globe converged on the Three Seas, each claiming the islands as their own.
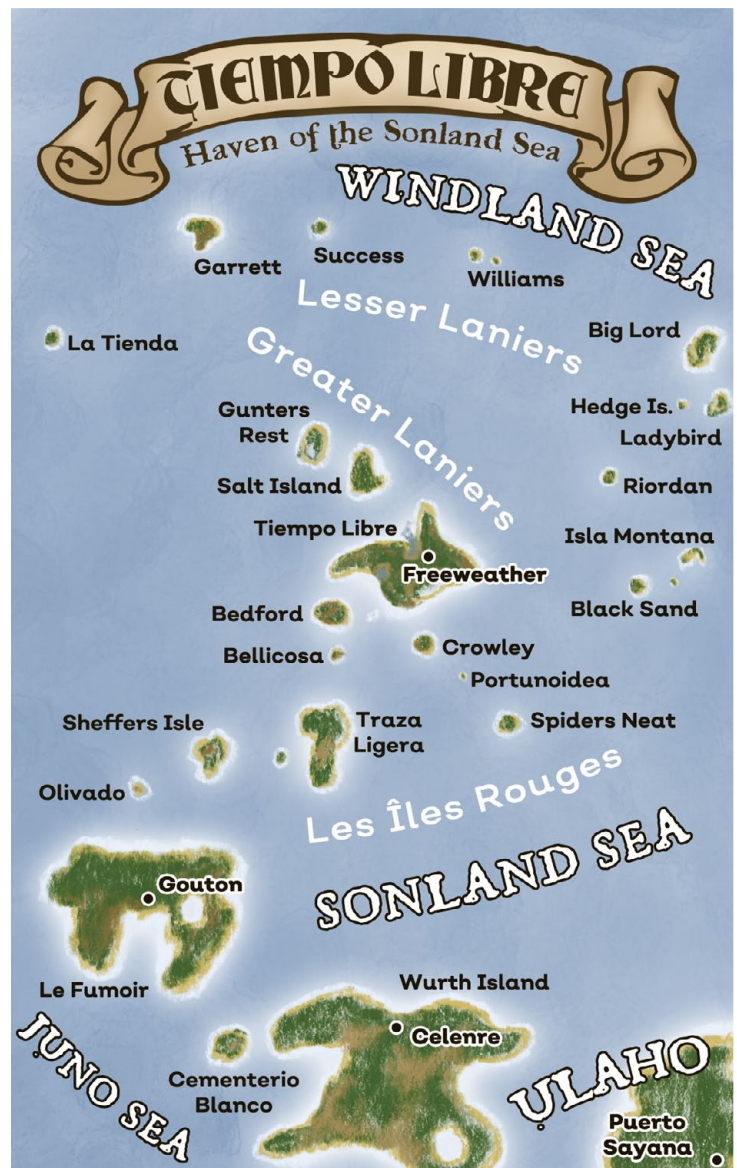
But seafaring people were already well-established throughout the islands, and they defended their lands with strength and honor.

Across a span of more than 300 years, the Wendland, Sondland, and Juno Seas became a perpetual battleground, and a hotbed for cutthroats, privateers, and scalawags.

At the center of this maelstrom rose the port of Freeweather, a harbor city at the center of the island of Tiempo Libre. It became a neutral ground and safe haven for sailors from all factions. And it is here that you find yourself today.

You are a young captain in Freeweather, newly in command of a ship and crew, and thrust unexpectedly into this endless struggle for land, power, and treasure.

So weigh anchor, set sails, and begin your adventure on the open sea. And pray that the wind is with you!

TIEMPO LIBRE
Haven of the Sonland Sea

WINDLAND SEA

Garrett
Success
Williams

Lesser Laniers

La Tienda

Big Lord

Greater Laniers

Gunters Rest

Hedge Is.
Ladybird

Salt Island

Riordan

Tiempo Libre

Isla Montana

Freeweather

Bedford

Black Sand

Bellicosa

Crowley

Portunoidea

Sheffers Isle

Traza Ligera

Spiders Neat

Olivado

Les Îles Rouges

SONLAND SEA

Gouton

Le Fumoir

Wurth Island

Celenre

ULAHO

JUNO SEA

Cementerio Blanco

Puerto Sayana

CRAB FRAGMENT™

Materials

You will need the following components to play Littlebeard. The first block are included in this rules document and other online files. The second block are components like models, dice, etc.

Included in Docs:
These Rules
Ship Info Cards
Ship Movement Templates
Movement and Range sticks

Other Equipment:
Ship Models and Islands
Dice (d6) for tracking action points
Tokens for tracking fire, wind, etc.
Pencil and Paper

Overview

Littlebeard is a lightweight, freeform miniatures game, played without a grid, and using the tabletop as open sea. It has almost no dice rolling, but there is still some randomness built into the basic activities of measuring and predicting angles and distances.

This game is by no means a realistic simulation, but it should provide a satisfying feeling of sailing, fighting, and adventuring on the high seas.

Scale: The ships in this rulebook are designed to a scale of approx. 1 cm = 12'. You can convert these numbers to any scale you want.

Because the game is played on a small area, relative to the size of the models, it is fair to assume that the ships in the game world are actually much smaller than the models representing them, when considering questions of range, cover, and overlapping models.

If you have a larger play area, you can increase the size of your movement templates, islands, etc. to better match the size of the models.

Wind: Wind is a major element of this game. It determines how fast each ship moves, and controls the "weather gage," the priority in which ships will move and shoot. We've tried to give a sense of the importance of the wind with the fewest possible rules.

Contents

Introduction

Littlebeard is a set of rules for tabletop sailing ship combat. Players can choose specific scenarios, or engage in open warfare using simple point-based fleet construction.

For your ships, you may use models at any scale, including Lego models, paper cutouts, plastic miniatures, etc. Measurements in this rulebook are based on ships ranging from 5 to 12 cm long (this scale is approx. 1 cm = 12').

This is an Alpha Version. Littlebeard is still in early development, which means this rulebook is quite rough and nothing is final. We're looking for feedback on the basic rules, as well as help in designing scenarios, ships, and additional rules.

Core Rules

Setting Up: You can choose one of the scenarios provided, or build a fleet for each player based on the point values of the ships.

Scenarios: Each scenario includes a list of ships and crew, an objective for both players, and a scoring method. Scenarios typically don't use the same point cost for each side, because the objectives for each side are often different, and outweigh the point cost of the fleets.

Open Warfare: Using the point costs of the ships, equipment, and crew, players can assemble fleets of matching point value and fight an open sea battle. You can use islands and other obstacles to add variety, and remember that the initial placement of the wind should be fair to both sides. The objective in open warfare is sometimes total destruction, but you might opt to play only until one team captures an enemy ship, since that is usually the turning point in any battle.

The Play Area: Your table space should be at least one meter square. You can treat the edges of the table as more open sea, relocating the battle as necessary, or treat them as an obstacle (e.g. land) if you want to constrain the battle. Individual scenarios might call for areas of a different size.

Phases of the Turn: On each turn, there are two main phases. The first is the *Movement Phase*, where ships will move and take other movement-related actions. The second is the *Combat Phase*, where ships will shoot their guns and take other combat-related actions. There are also brief Beginning and End phases for certain types of limited actions.

Action Points: Each ship has a number of Action Points (usually six) that can be divided between the Movement and Combat phases. Sometimes a ship will have extra actions left over at the end of Combat, and these can be used for Repairs, or thrown away. To track action points, place a d6 next to each ship showing how many points remain on that ship.

Wind: The wind can either come from a single point ("point source wind") or it can run in the same direction throughout the play area ("parallel wind"). Unless you have a grid on your tablecloth, it's often easier to deal with point source wind, using a string or just lining up the templates by eye. Usually, a scenario will dictate the location and type of wind.

Measurements: This rules set uses a standard scale of 1 cm = 12 ft. Ships of the era are typically measured in feet, so as a general rule we'll keep the "game world" numbers in Imperial units, and the "real world" in metric units. If a ship's cannon has a range of 120 ft, you can assume that measurement is in game world, not on your tabletop.

Movement: Ships have a variable speed based on their attitude to the wind. There are five colored measuring sticks, each marked in segments, with different lengths representing speeds. These sticks are referred to as their colors, Brown through Blue. Red, Yellow, and Green are the most common slow, medium, and fast speeds. Brown is uncommonly slow, and Blue is uncommonly fast.

Below is an example ship template, showing which color of movement is used in each direction, based on the ship's relation to the wind.
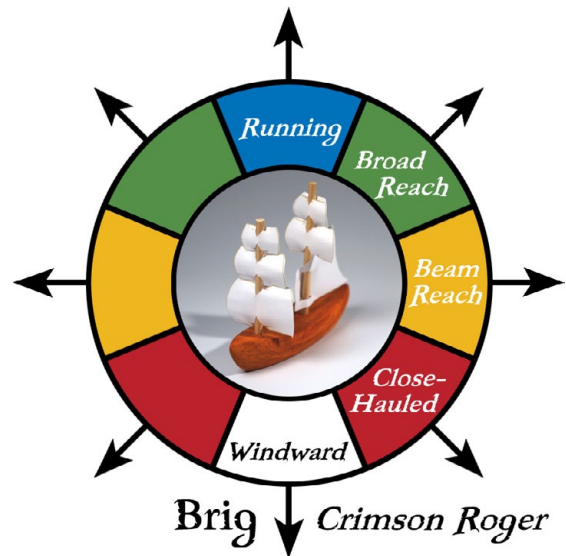
Ship Speeds

Brown: Very Slow, 3 cm per segment
Red: Slow, 4 cm per segment
Yellow: Standard, 5 cm per segment
Green: Fast, 6.25 cm per segment
Blue: Very Fast, 8 cm per segment

If you choose to play with ships of a different scale, you can adjust these dimensions up or down. The Red stick is also the default stick for measuring ranges, but this too can be adjusted depending on the size of your play area.

Starting the Turn

To begin, place a d6 beside each ship, indicating its action points for this round. A ship's action points are determined by its health, as shown in its health chart. Healthy ships usually have 6 actions.

There are some game effects that occur at the beginning of a turn, such as damage from fire. These effects are applied before action points are calculated. For effects such as fire, the "beginning" of the turn should be thought of as its own short phase.

Movement

In the Movement Phase, ships can move, and take other Movement Phase actions, listed below. Each ship takes its action in order, starting with those ships farthest *downwind*.

To determine which ships are the farthest downwind, imagine an imaginary wave moving *towards* the source of the wind. The ships that this wave touches first will take their Move actions first.

Priority Exception: If two or more ships are back-to-back in the sequence and controlled by the same player, that player can move them in any order. This is sometimes useful to keep two friendly models from running into each other, etc.

Move: The basic move phase action is Move. A ship can move forward one line segment for a cost of one action point, and can turn up to 45° at no cost, as long as it keeps moving forward. (Other types of turning are described below.) An example move is shown in the diagram at right.

The speed of the ship is determined by which color of movement stick it is allowed to use, and that is determined by the ship's attitude to the wind. Place the ship's movement template beside the ship, with the "windward" arrow pointed towards the wind. The ship's heading will tell you what color of movement template to use.

A ship can turn up to 45° each time it moves a full segment forward. Greater turns are not allowed as part of a single step, but there are alternatives if you find yourself in a jam. To make a normal turn, put the end of the stick at the bow of the ship along the ship's new heading (the angle of the new heading determines the color of the stick, as shown in the diagram). Move the bow of the ship at least one segment forward along the line, and turn the ship so that it matches the new heading.

Paying for the Move: After movement is complete, subtract the number of action points used (one per segment), and reflect that change on the d6 beside the ship. If the ship's actions have been reduced to 0, remove the die from the table.

Brig-Sloop ↓ *Red Lady*
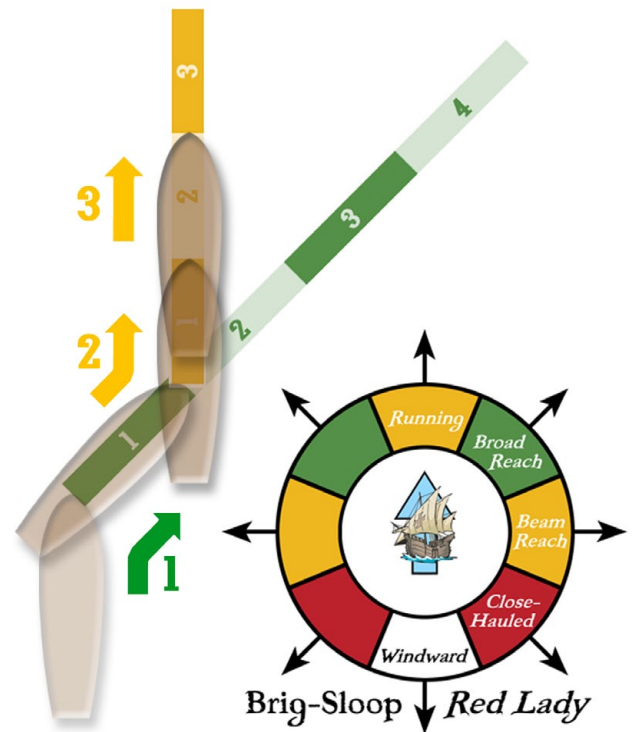
Other Move Phase Actions

Stall: A ship that has no movement ability directly into the wind (a white wedge on its movement template) will "stall" if it turns into the wind. This action is a turn of 45° (or less) that orients the ship directly into the wind, and it costs 1 action point without moving the ship forward. This ends the ship's movement for the turn, but does not sap the rest of its action points.

Drift: A ship may "drift" to re-orient itself. It must move one red length downwind, unless it is blocked by an obstacle, in which case it doesn't move. After doing so, it may pivot on its center point, to face in any direction. The ship can take no other Move actions before this, and drifting uses all of its action points.

Dock: A ship can "dock" when any part of it is in contact with a land mass, such as an island or coastline. This allows the ship to take actions related to the island. Docking costs one action point, and the ship cannot move again on the same turn (though it can take other movement actions related to docking, such as exploring).

Grapple: Similar to docking, a "grapple" action attaches one ship to another. This action can be performed when one ship moves into contact with another, but it does not prevent the target ship from moving away (if it still has the ability to do so, for example, it has not taken its move).

Grappling costs one action point and causes both ships to do combat damage based on their close combat value, rather than their guns. Grappling can also be included in campaigns where stealth is a factor, for example when a small pirate ship must effectively dock beside a larger target that it wishes to board and capture.

If either ship moves away from the spot, the grapple is broken.

Explore: A ship can "explore" when it is docked. This costs one action point, and the results of exploring are usually dictated by the scenario. For example, gathering supplies or searching for buried treasure.

Combat

In the Combat Phase, ships may fire their guns and take other Combat Phase actions, listed below. Each ship takes its action in turn, starting with those farthest *upwind*.

Determine which ships are farthest upwind by the same process as with movement, but now favoring those upwind: An imaginary wave crosses the table, radiating from the source of the wind. Each ship in turn takes its Combat action.

Weapons: Ships have guns as described on their card. All of a ship's firepower is normally simplified to a single gun (one available shot) in one of four directions. You may fire *once* in the Combat Phase, and this costs a single action point. Additional action points can be spent on *aiming*.

Broadside cannons are typically stronger than fore- and aft-guns, though not always. You may fire in only one direction in a given turn.

Firing Arcs: Typically, fore- and aft-guns have a 180° firing arc from the center point of the end of the vessel. Broadside cannons have no angle of fire, but can fire at anything that falls into a horizontal band that runs from the front to the back of the ship. (See diagram below.)
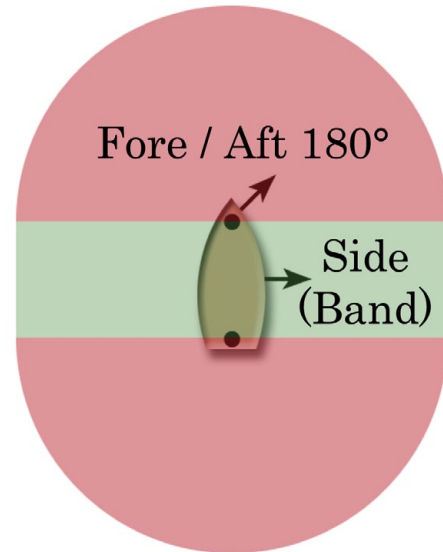
Sight Lines: If any part of an enemy ship is within a gun's line of fire, that ship is a valid target, unless that ship has cover, described below.

Note that the "ship" for sighting purposes is the ship's *hull only*. Masts, flags, sails, and other decorations are not considered part of the ship for determining sight lines. (This is because we assume the ships are actually much smaller than the models suggest.)

Cover: If a target is more than half obscured by an obstacle (an island, another ship) then it is not a valid target. As above, only hulls count as covering objects; ignore the other parts of the model.

Note: It might seem that a partially covered target should be valid if the part that is in the firing arc is not the part that is covered. However, the "any part" rule actually represents a small degree of freedom in the gun's firing arc. So partial cover is still relevant, even if it is not within the printed firing arc.

Damage: The damage done by a shot is given in a chart such as the one on the next page. Damage is determined by measuring the range of the shot, which is the distance between the closest point within the gun arc and the closest part of the target. See also the aiming rules below.

Example Damage Chart

COMBAT

Range	Side	Fore-Aft
9+		
8	1	
7	1	
6	2	1
5	2	1
4	3	1
3	3	2
2	4	2
1	4	3
0	CV	CV

Tracking Damage: Use a pencil to mark damage on the ship's tracking card.

Combat Value: When two ships are touching, their guns are no longer effective. The crew are battling each other, which means they use their "combat value (CV)" from the chart at right. This value will vary based on the Health of the attacking ship.

Aiming: A ship can spend extra action points to "take aim" and increase the accuracy of a cannon shot. This is accomplished by decreasing the effective range of the shot by 1 per action point spent. So for example, if you have 4 action points, and are firing your side cannons at range 7 on the chart above, you spend one point to shoot, and may then spend the remaining 3 points to decrease the effective range to 4, dealing 3 points of damage.

Note that effective range can't decrease below 1, since range 0 requires that the ships are actually touching. Note also that aiming can't increase your gun's maximum range, it can only increase the damage at a legal distance. So if a gun's value is 0 at a given range, aiming won't help.

Dead Ships: When a ship's HP has been reduced to zero, it is *dead in the water*. Subsequent attacks do not deal more damage. To scuttle or commandeer an enemy ship, you must be in contact with it.

Close Combat: When ships are touching, their close combat value is variable, depending on their hit points. Combat Value is given in the third column of the ship's Health Chart, such as the one below.

Example Health Chart

HEALTH		
Health	Actions	CV
17-24	6	5
12-16	5	4
8-11	4	3
5-7	3	2
3-4	2	2
1-2	1	1
0	0	0
Starting Health: 24		

Capture: If a vessel is dead in the water, an enemy ship that is in contact with the ship can commandeer it. This is done by removing any number of HP from the capturing ship, and adding them to the captured ship. (This represents a transfer of crew.) This action costs one action point, spent by the capturing ship. This cost is in addition to the point spent to grapple (to dock, or come into close contact, with the target ship).

Scuttle: A ship can "scuttle," a dead ship next to it, spending 1 action point to immediately sink that ship removed it play. This action is available only to a ship with action points left; a dead ship can't scuttle itself. (Note that in most cases, you would rather take command of an enemy ship than to send it to the bottom of the ocean.)

Friendly Ship Repair: Two or more friendly ships that are touching can share health points in the same was as described under Capture. This costs just one action point from either of the connected ships. Distribute the health between the two ships however you like. Ships can also share cargo, special crew, etc. all in a single exchange.

End of Turn

Normally the end of the turn is a quick step. Some game effects happen in this step, and there is one End Phase action called Repair.

Repair: During the End Phase, any ship that is damaged may spend its remaining action points to perform *repairs*, at a cost of 1 action point for every 2 points of damage erased. However, this action requires that the ship have *supplies*, which are depleted by the same amount. If a ship has no supplies, it cannot perform repairs.

Some other similar actions are allowed during the End Phase, such as dousing fire (described below), usually detailed in the scenario.

Other Special Rules

Most of the additional and optional rules of the game are currently given in the scenarios, but they will migrate into this section as they become more generally applicable.

Ramming: Ships of this era will rarely ram one another. The goal of most scenarios is to disable and capture your enemy, not to sink her (and yourself in the process).

As mentioned above, one should treat the game world ships as much smaller than the models that represent them. So when ship models interfere with each other on the game table, you can assume that they are not actually crashing into each other. (Though when the models touch, this does still mean that they are in close combat.)

A ramming action will severely damage both ships, and in most scenarios each player is seriously penalized for losing a ship. It's probably more valuable than whatever booty you're trying to plunder, not to mention the unwillingness of most sailors to sink their own ship.

Therefore, for the moment, our rules with regard to ramming ships together are "don't do it," and we will explain the rules for special ramming ships when they are introduced.

Pinning: Similar to the ramming rules above, ships cannot pin or block each other.

Again, assuming that the ships in the game world are much smaller by comparison to the models that represent them, it is usually legal to move one ship straight through another, unless there is an obstacle such as an island on the other side.

Grappling is a Move Phase action that can bring two ships into close combat, but either ship can break the grapple by moving away.

Fire: Some game effects can cause fire, which is represented by tokens. At the beginning of each turn, your ship takes a point of damage for every fire token on it.

In the End Phase, the burning ship can spend one Action Point to attempt to "douse" the fire. Normal fire requires a roll of 3 or more on a d6; magical fire can require higher rolls. It costs one Action Point for each attempt, and each success removes only one fire token.

Scenarios:

The scenarios for this draft are described on pages 9 and 10. They are:

The Ruins: A "treasure grab" in which three fast-moving ships must pick up treasure from three islands and remove it from the play area, while two larger ships try to stop them.

Cover of Darkness: A "blockade run" scenario in which one team tries to run three ships through a narrow passage, and to defending ships try to stop them.

Following the scenarios are several pages of half-page ship cards for the ships therein. The model silhouettes on these pages are at 1/4 scale. If you want to duplicate our models at scale, look for a separate PDF with those designs ("Ship Models").

Credits:

Littlebeard, formerly known as Cagway Bay, was designed by James Ernest, Max Clendenning, Rick Fish, and Toivo Rovainen. We hope to add many names to this list as friends and playtesters help us create ships and scenarios, and develop the core rules.

Playtesters: Joe Benz, Mark Diaz Truman, Dave Howell, Steve Martin, Andrew Mayer, Nora Miller, Jacob Morris, Paul Peterson, Jeff Wilcox.

Movement Templates

LITTLEBEARD

Adventures in the Age of Sail
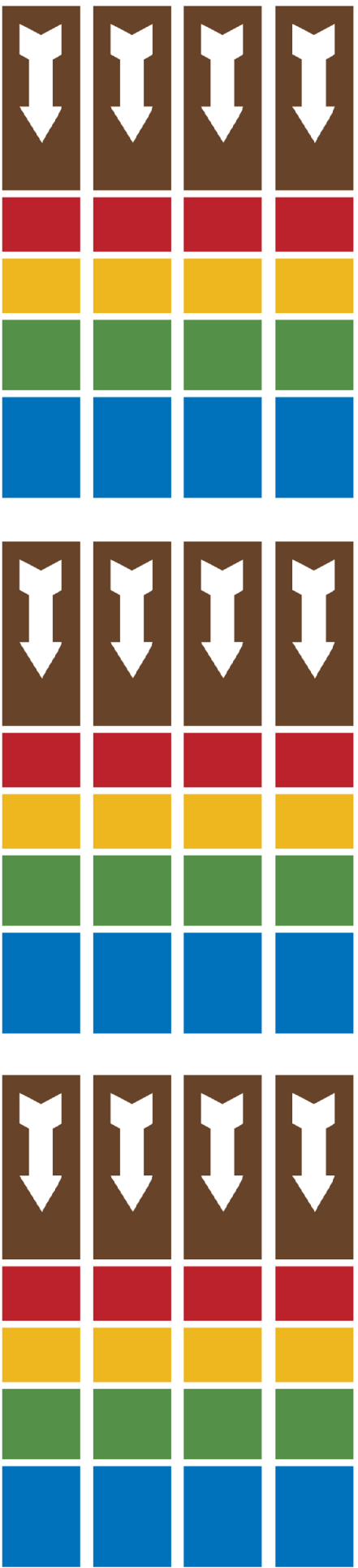
CRAB FRAGMENT games

Hint: Print these templates on a full-sheet label, stick it to heavy cardstock, and then trim it down.

If you want to save the game logos for labeling boxes, etc, trim them off before applying the templates to the board.

Scale: 12' = 1 cm

Scenario 1: The Ruins

A Golden Fleet splinter group, the Hard Men, led by Elias Merin and his ship, the Breakwater, have tracked down three ancient artifacts in the Dearu Sea. As they arrive at the island chain, they are greeted by the Smallwood Boys, led by Captain Kerin Hornblood! Can they get to the ruins and escape with the artifacts and their lives?

Goal: *Retrieve the Artifacts.*

Setup: This scenario takes place in a "cove," approx. 1 m wide and 1.5 m long. There are three islands, as shown here, and one artifact starts on each island.

    The Hard Men must pick up each artifact and retreat to the starting edge with all artifacts and all three ships.

    The Smallwood boys must prevent this from happening.
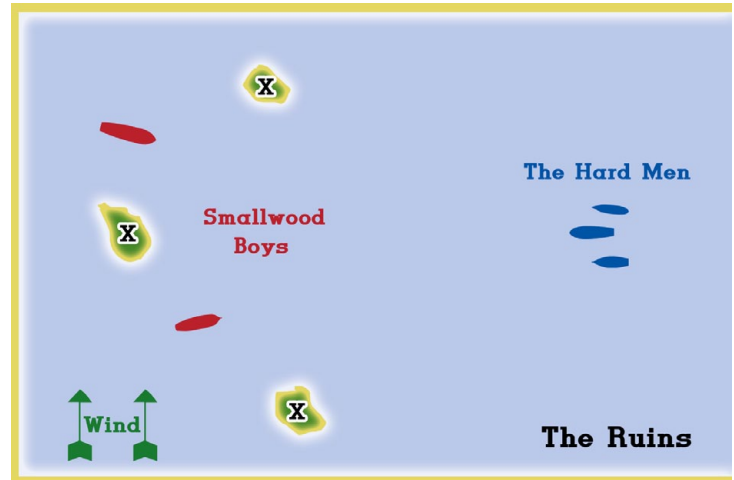
The Teams

The Hard Men: Three small, fast ships.

Ship	Captain	Type	Length	Point Value	Ability
Breakwater	Elias Merin	Brig-Sloop	72'	35	Nimble
Dierdre	Corel Moy	Ketch	60'	25	Nimble
Heather Moon	Samel Conard	Tartane	54'	20	Nimble

Nimble: Ships with this ability can turn up to 90 degrees in one step.
Captain Elias Merin: Crack Shot. This ship gains +1 aim for no cost.

Smallwood Boys: Two medium gunships.

Ship	Captain	Type	Length	Point Value	Ability
Waterlord	K. Hornblood	Brig	96'	55	Flame Cannon
Red Lady	Albert Moris	Brigantine	76'	35	-

Flame Cannon: The forward gun of the Crimson Roger is a Flame Cannon. If this gun does at least 2 damage in a single shot, the target ship gains one Fire token.

Ancient Artifacts: Each artifact gives its ship the ability to get rid of Fire tokens without rolling. (Each Fire token still costs one Action Point to remove.)

Notes on this Scenario: None of these ships has any Supplies (health reserves), so healing is not possible, except for the fire prevention ability of the artifacts.

Scoring: Each Hard Men ship that escapes is worth its point cost. Each artifact is worth 15 points. If you play the scenario twice, changing sides, the player who escapes with the highest score wins. As a tiebreaker, add up the damage currently remaining on the Smallwood Boys.

Scenario 2: Under Cover of Darkness

As the Flotsam Corporation plots to retake Beretto, the Beretto Authority seeks strange and new allies... like Jasper Caudrine, a Mystic who has agreed to carry Berettan gold back to Steelhead in an attempt to buy support for the slave rebellion's cause. Yet as the Berettan ships carry her east under the cover of darkness, a Flotsam Corporation fleet moves into position to capture her. Can Jasper and her allies escape with the gold?

Goal: *Break the Blockade.*

Setup: This scenario takes place in a narrow strait, in which two powerful warships lie in wait for the Berettan runners.

The strait is approx. 1m wide and 1.5m long, with three islands randomly arranged in the middle. Ships begin roughly as shown here.

Before the game, the Blockade Runners divide 100 gold coins secretly between three ships. The goal is to get as much gold as possible, and as many points worth of ships, past the blockade.
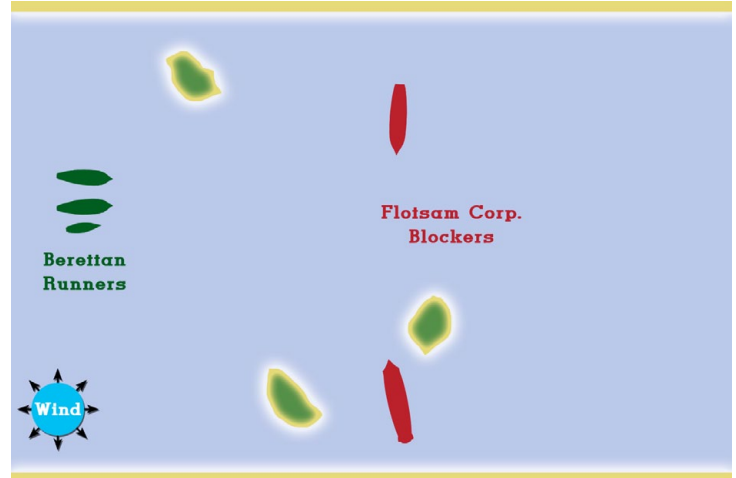
The Teams

Berettan Fleet: Three fast ships.

Ship	Captain	Type	Length	Point Value	Ability
Fairwind	Jasper Caudrine	Xebec	96'	50	-
Lenay	Fox Correl	Xebec	96'	45	-
Sea Turtle	Jorge Wallis	Schooner	60'	25	-

Jasper Caudrine: Untouchable, First Strike
Untouchable: Jasper Caudrine's ship can never be grappled by an enemy ship.
*First Strike: Ships with First Strike take their Combat actions first.*
Health: Each of the Xebecs starts with 5 Health Reserves (Supplies). The Sea Turtle has none.

Flotsam Corporation Fleet: Two warships.

Ship	Captain	Type	Length	Point Value	Ability
Westwind	Sara Jespers	Warship	145'	90	-
Houndstooth	Lyle Rondel	Frigate	125'	75	-

Health: Neither of these ships has any Health reserves.

Scoring: For every ship that crosses the strait, score that ship's point cost, plus the value of any gold that was hidden aboard.
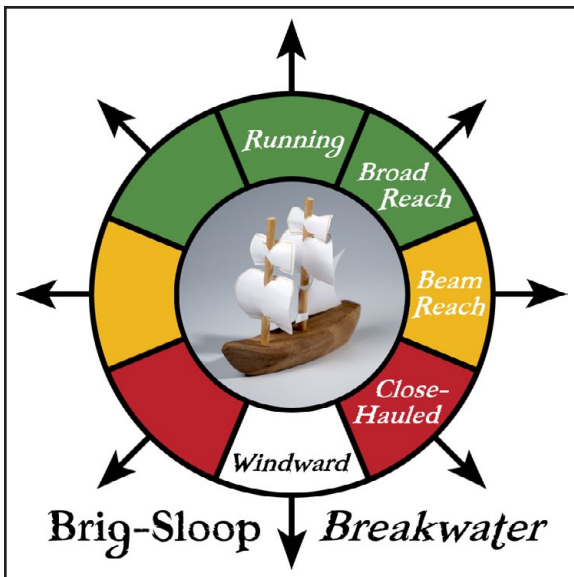
HEALTH

Health	Actions	CV
15-20	6	4
11-14	5	3
8-10	4	3
5-7	3	2
3-4	2	2
1-2	1	1
0	0	0
Starting Health: 20		

COMBAT

Range	Side	Fore-Aft
8+		
7	1	
6	1	
5	2	1
4	2	1
3	3	2
2	3	2
1	4	3
0	CV	CV
Point Cost: 35		

Brig-Sloop ↓ *Breakwater*

Breakwater: The *Breakwater* is a 72-foot brig-sloop commanded by the Hard Men Captain Elias Merin.

Special Abilities: Nimble, Crack Shot (Elias Merin).
   Nimble: This ship can turn up to 90° with one turn.
   Crack Shot: This ship gets +1 to its aiming skill.
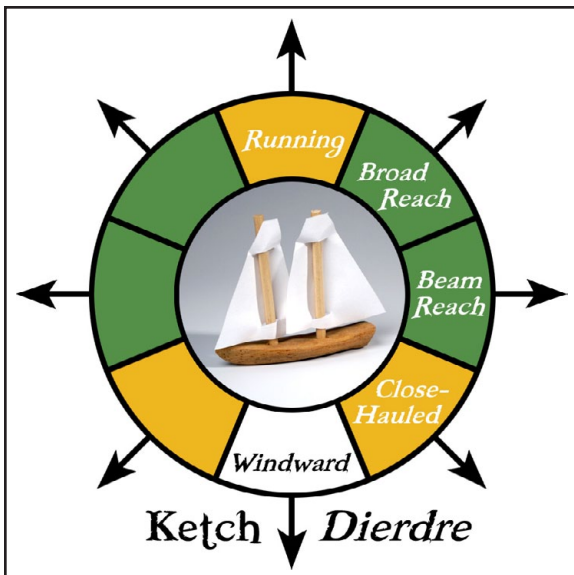
HEALTH

Health	Actions	CV
13-17	6	3
9-12	5	3
7-8	4	3
4-6	3	2
2-3	2	2
1	1	1
0	0	0
Starting Health: 17		

COMBAT

Range	Side	Fore-Aft
7+		
6	1	
5	1	1
4	2	1
3	2	2
2	3	2
1	4	2
0	CV	CV
Point Cost: 25		

Ketch ↓ *Dierdre*

Dierdre: The *Dierdre* is a 60-foot ketch commanded by the Hard Men Captain Corel Moy.

Special Abilities: Nimble.
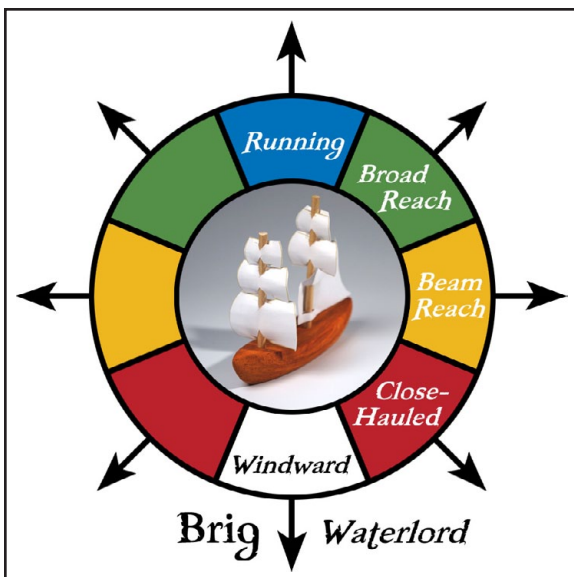   *Nimble:* This ship can turn up to 90° with one turn.
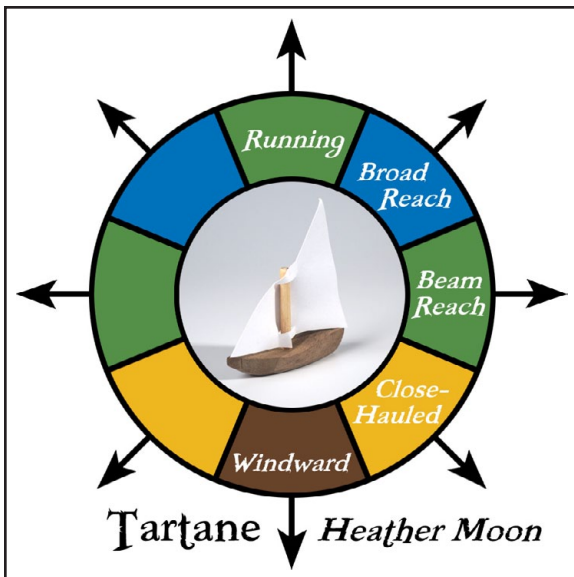
HEALTH

Health	Actions	CV
11-15	6	3
8-10	5	3
6-7	4	2
4-5	3	2
2-3	2	1
1	1	1
0	0	0
Starting Health: 15		

COMBAT

Range	Side	Fore-Aft
6+		
5	1	1
4	2	2
3	2	2
2	3	3
1	3	3
0	CV	CV

Heather Moon: The *Heather Moon* is a 54-foot tartane commanded by Hard Men Captain Samel Conard.

Special Abilities: Nimble.
   Nimble: This ship can turn up to 90° with one turn.

Point Cost: 20

HEALTH

Health	Actions	CV
17-24	6	5
12-16	5	4
8-11	4	3
5-7	3	2
3-4	2	2
1-2	1	1
0	0	0
Starting Health: 24		

COMBAT

Range	Side	Fore-Aft
9+		
8	1	
7	1	
6	2	1
5	2	1
4	3	1
3	3	2
2	4	2
1	4	3
0	CV	CV

Waterlord: The *Waterlord* is a 96-foot brig commanded by the Smallwood Captain Kerin Hornblood.

Special Abilities: Flame Cannon
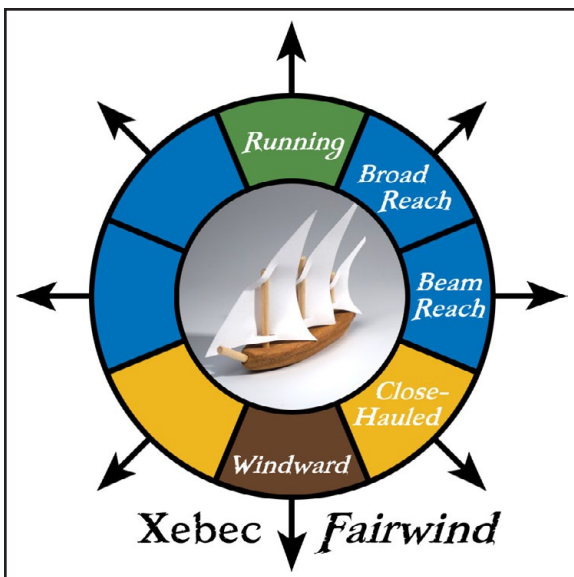   *Flame Cannon:* On a hit of 2 or more from the forward gun, the target gains a fire token.

Point Cost: 55

Brigantine — Red Lady
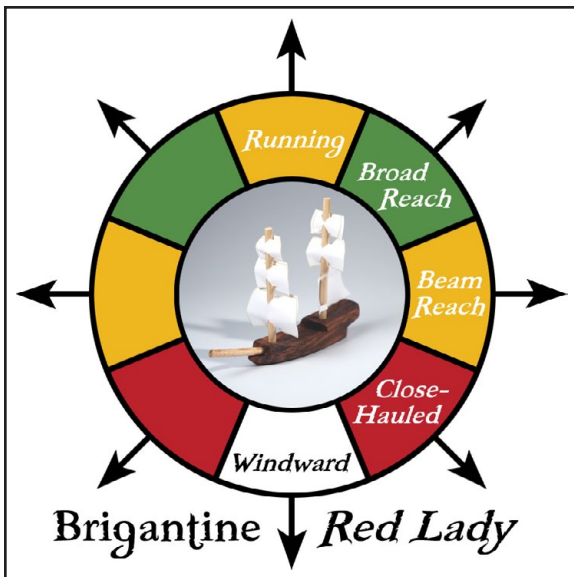
HEALTH		
Health	Actions	CV
16-22	6	4
11-15	5	3
8-10	4	3
5-7	3	2
3-4	2	2
1-2	1	1
0	0	0
Starting Health: 22		

COMBAT		
Range	Side	Fore-Aft
8+		
7	1	
6	1	
5	2	1
4	2	1
3	3	2
2	3	2
1	4	3
0	CV	CV
Point Cost: 35		

Red Lady: The *Red Lady* is a 76-foot brigantine commanded by the Smallwood Captain Albert Moris.
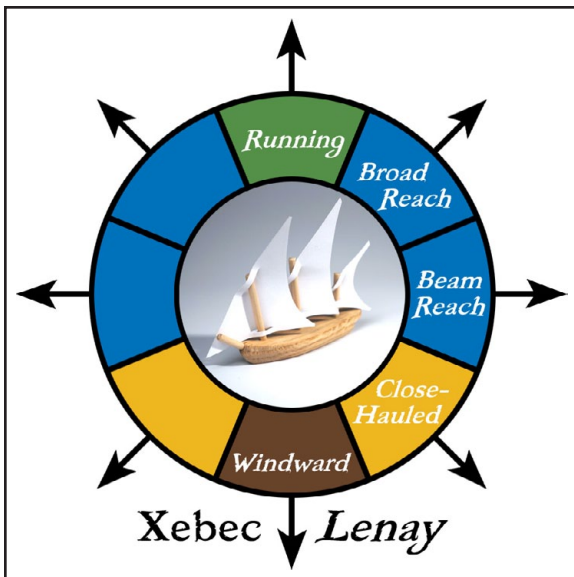
Special Abilities: None.

Xebec — Fairwind

HEALTH		
Health	Actions	CV
16-21	6	3
11-15	5	3
7-10	4	2
4-6	3	2
2-3	2	1
1	1	1
0	0	0
Starting Health: 21		

COMBAT		
Range	Side	Fore-Aft
9+		
8	1	
7	1	
6	1	
5	2	1
4	2	1
3	2	1
2	3	2
1	3	2
0	CV	CV
Point Cost: 50		

Fairwind: The *Fairwind* is a 96-foot xebec commanded by the Berettan Captain Jasper Caudrine.

Special Abilities (Jasper Caudrine): Untouchable, First Strike
   Untouchable: This ship can not be grappled by an enemy ship.
   *First Strike:* Ships with this ability take their combat actions before ships without it.

Xebec — Lenay

HEALTH		
Health	Actions	CV
16-21	6	3
11-15	5	3
7-10	4	2
4-6	3	2
2-3	2	1
1	1	1
0	0	0
Starting Health: 21		

COMBAT		
Range	Side	Fore-Aft
9+		
8	1	
7	1	
6	1	
5	2	1
4	2	1
3	2	1
2	3	2
1	3	2
0	CV	CV
Point Cost: 45		

Lenay: The *Lenay* is a 96-foot xebec commanded by the Berettan Captain Fox Correl.

Special Abilities: None

Schooner — Sea Turtle
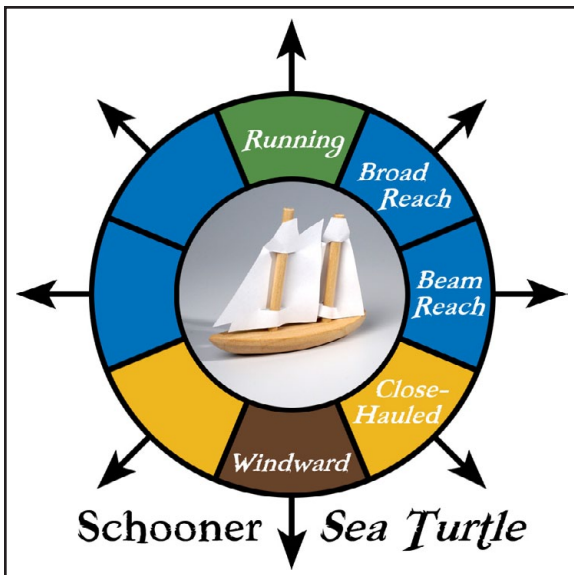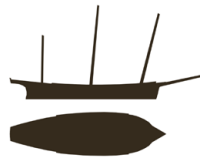
HEALTH		
Health	Actions	CV
11-14	6	3
8-10	5	3
6-7	4	3
4-5	3	2
2-3	2	2
1	1	1
0	0	0
Starting Health: 14		

COMBAT		
Range	Side	Fore-Aft
7+		
6	1	
5	1	
4	2	1
3	2	1
2	3	2
1	4	2
0	CV	CV
Point Cost: 25		

Sea Turtle: The *Sea Turtle* is a 60-foot schooner commanded by the Berettan Captain Jorge Wallis.

Special Abilities: Nimble.
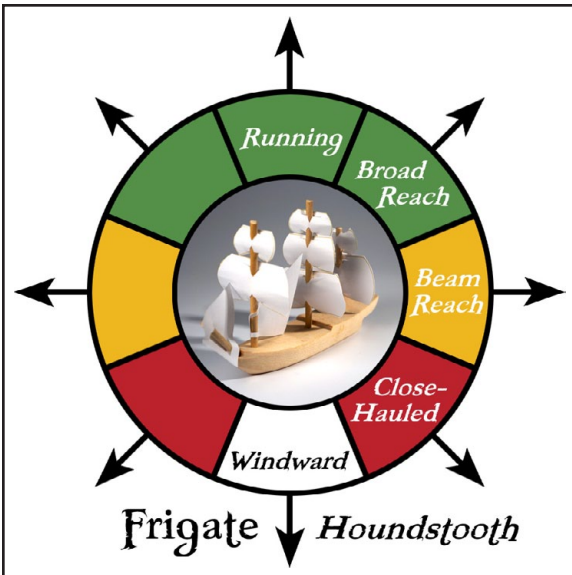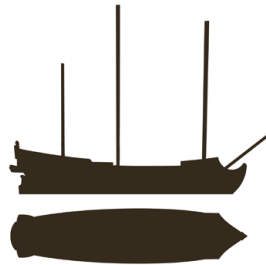   *Nimble:* This ship can turn up to 90° with one turn.
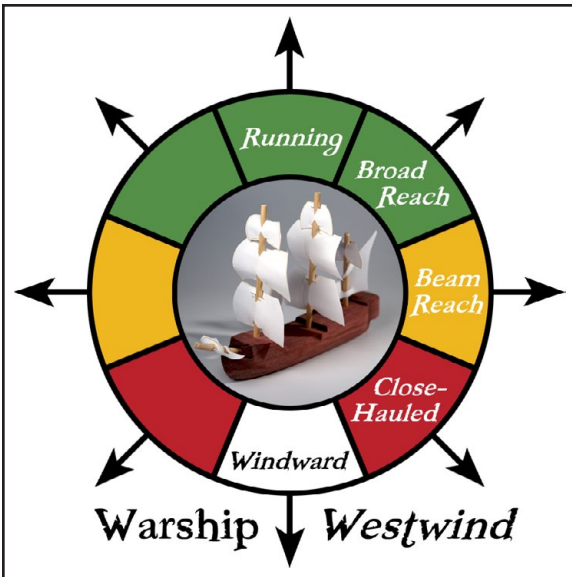
HEALTH

Health	Actions	CV
21-32	6	7
13-20	5	6
8-12	4	4
5-7	3	3
3-4	2	2
1-2	1	1
0	0	0

Starting Health: 32

COMBAT

Range	Side	Fore-Aft
11+		
10	1	
9	1	
8	2	
7	2	
6	3	1
5	3	1
4	4	2
3	4	2
2	5	3
1	5	3
0	CV	CV

Point Cost: 90

Warship — Westwind

Westwind: The *Westwind* is a 145-foot warship commanded by the Flotsam Corporation Captain Sara Jespers.

Special Abilities: None

HEALTH

Health	Actions	CV
20-28	6	6
13-19	5	5
8-12	4	4
5-7	3	3
3-4	2	2
1-2	1	1
0	0	0

Starting Health: 28

COMBAT

Range	Side	Fore-Aft
10+		
9	1	
8	1	
7	1	
6	2	1
5	2	1
4	3	2
3	3	2
2	4	3
1	4	3
0	CV	CV

Point Cost: 75

Frigate — Houndstooth

Hundstooth: The *Houndstooth* is a 125-foot frigate commanded by the Flotsam Corporation Captain Lyle Rondel.

Special Abilities: None