OFFICERS ADVENTURES Sea Battle Approaches Just like a normal Action Sequence, players describe their Approach for the Round. For players who are not familiar with naval CAPTAIN combat, here are some suggestions: Fire the Cannons [Brawn/Wits]: Heroes LIEUTENANT ("FIRST MATE") can fire cannons at the enemy ship, hoping to damage it enough to sink her, force her surrender or cripple her enough for a boarding action. MASTER OF SAIL VESSEL NAME Steady, Lads! [Resolve/Panache]: Heroes can use Panache to command the Crew or **BOATSWAN** Resolve to keep cool under fire. **CLASS** Man the Sails [Finesse/Resolve]: "Going aloft" gives the Heroes an opportunity to MASTER GUNNER put the Ship out of range of the enemy's cannons and grappling hooks. **ORIGIN** The Bilge Crew [Resolve]: The Bilge SURGEON/DOCTOR Crew remains below, doing repairs to the Ship during combat, patching holes, and **CARGO BACKGROUNDS** making sure she doesn't sink. Doctor's Crew [Wits]: A Hero could assist the Ship's doctor (if it has one) 1 dealing with the injured Crew. Cannon Ammunition 2 Cannons can fire four different types of rounds. The gunner's crew can choose the type of ammunition to be loaded each time it reloads. **TREASURY** Solid Shot is a big round ball made to batter walls or plow through packed CURRENT | | | | | | ranks of troops. Chain Shot is used to disable a ship. It **CREW** tears sails and rigging. Fire Pot is a regular ball heated until it **STRENGTH** glows and fired at a ship. It has a chance at starting a fire. Grape Shot is used against a target's crew. HITS 0000☆ $\bigcirc\bigcirc\bigcirc\bigcirc\bigcirc\bigcirc$ 0000☆ 0000