

**AD MARE BELLUM : QUICK REFERENCE SHEET**

	<b>P</b>	<b>H</b>	<b>2/L /[ ]</b>	<b>3 T /[ ]</b>	<b>[4]</b>	<b>[5]</b>
<b>DISPL</b>	1	2	2	3	4	5
<b>SPEED</b>	4	4	4	4	4	4
<b>SHOOT</b>	-	0	-	0	1	1
<b>ARTY</b>	-	-	-	-	1	1
			L	L	LL	LM
<b>MARINE</b>	2	3	3	4	5	6
<b>TOWER pos.</b>	-	-	-	-	1	1
	<b>[6]</b>	<b>[7]</b>	<b>[8]</b>	<b>[9]</b>	<b>[10]</b>	<b>BOAT -RAM</b>
<b>ST</b>	6	6	7	<b>7</b>	<b>8</b>	0
<b>SPEED</b>	4	4	3	3	3	5
<b>SHOOT</b>	2	2	3	3	4	-
<b>ARTY</b>	2	2	3	3	4	-
	MM	MH	MMH	HHM	HHH	
<b>MARINE</b>	6	6	7	7	8	0
<b>TOWER</b>	2	2	3	3	3	-

**GAME TURN SEQUENCE**

**COMMAND PHASE**

RELOAD ARTILLERY IF NOT IN CONTACT  
CHECK SQUADRON MORALE  
WRECK ABANDONED ON 6 DRIFT, NO PRIZE

**SIX ACTION PHASES (BY CARD/DICE)**

MOVE  
SHOOT ARTILLERY THEN OTHER  
RAMMING RESOLUTION  
BOARDING RESOLUTION

**SHOOTING**

**SHOOTER ROLLS D6 (+ARTY ?)**  
-1 LONG RANGE -1 VS [ ]  
-1 INTO WIND -1 EACH CREW HIT  
MUST HAVE LOS CENTRE TO CENTRE  
**TARGET ROLLS D6 : ADDS SPEED DIFF**  
UNLESS HOVE-TO (**DSP WITH ARTY**)

<b>USE H HIT FOR ARTY FACTOR HIT</b>	MISSILES SHOT <b>RANGE 3</b>	ARTILLERY SHOT <b>RANGE 6</b>
ATTACK IS DOUBLE TARGET DSP	H DAMAGED M CREW L 4+=CREW	H WRECKED M DAMAGED L CREW
ATK>TARGET	CREW	1 WORSE (D)

**TYPE OF HIT - OR USE ARTY FACTOR**

BATTERY>	L	M	H
SHIP> MARINES SHOOTING	BOAT P/H EARLY3	T/3/4	5+
BOAT P/H	M	H	H
T/3	L	M	H
LARGER	L	L	M

**DAMAGED**

2 = W -2 BOARDING  
MISSILE, ARTILLERY TEST EACH  
SPEED HALVED

**CREW CAS**

: -2 BOARDING EACH  
TEST ALL ARTY FOR HITS, 6 KOs A PIECE

**IMMOBILISED** : DRIFTS

**WRECKED** : DRIFTS, DEFEND ONLY

**RAMMING ATTACK RESULTS (D6+MODS)**

BOW MODS	+DISPLACEMENT, RAMTAC+1,		
BEAM MODS	A:DP>T+2, DP<T-1, RAMTAC+1		
STERN MODS	A:DP>T+1, DP<T-2, RAMTAC+1		
<b>SCORE</b>	<b>BOW HIT</b>	<b>BEAM HIT</b>	<b>STERN HIT</b>
A<T	X	X	X
A=T	X	I	X
A>T	D	I even D odd	D
A 2+ xT	W	W	W

**BOARDING ATTEMPT**

**CORVUS** 1FAIL 2CONTACT 3+CAUGHT  
**NO CORVUS** 1FAIL 2+CONTACT 6CAUGHT

**SEPARATION MOVE**

**NOT CAUGHT** - MOVE AWAY  
**CAUGHT** - 5+ TO MOVE AWAY  
**CORVUS CAUGHT** - CARRIER NEEDS 1 TURN TO  
CUT FREE, TARGET CANNOT CUT FREE

**BOARDING COMBAT**

SCORE = D6 + MARINES + TOWERS  
ADD 1 FOR BOARDTAC, USING CORVUS, USING  
BIO-WEAPONS

<b>WIN SCORE</b>	<b>RESULT</b>
EQUAL	CONTINUE ENGAGEMENT
GREATER	INFLECT CREW CAS
DOUBLE	SHIP CAPTURED