BEER AND PRETZELS IRONCLADS

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Damage and Penetration (1d20)

Weapon	Modified Armor Value of Target						
Very Light	NA	NA	NA	Very Light	Light	Medium	Heavy & V. Heavy
Light	NA	NA	Very Light	Light	Medium	Heavy	V. Heavy
Medium	NA	Very Light	Light	Medium	Heavy	V. Heavy	NA
Heavy	Very Light	Light	Medium	Heavy	V. Heavy	NA	NA
Very Heavy	Light & Very Light	Medium	Heavy	V. Heavy	NA	NA	NA
1	1H	None	None	None	None	None	None
2	1HC	1H	None	None	None	None	None
3	1H 2C	1H 1C	1H	None	None	None	None
4	2H	1H 2C	1H 1C	1H	None	None	None
5	2H 1C 1G	2H	1H 1C	1H 1C	1H	None	None
6	2H 2C	2H 1C	2H	1H 1C	1H	1H	None
7	2H	2H 2C	2H	2H	1H 1C	1H	1H
8	3H 1C	2H	2H 1C	2H	1H 1C	1H 1C	1H
9	3H 2C	2H	2H 2C	2H	2H	1H 1C	1H 1C
10	3H 1C 1G	3H 1C 1G	2H 1C 1G	2H 1C	2H	2H	1H 1C
11	3H 3C	3H 2C	3H F	2H 1C	2H 1C	2H	3H
12	3H F	3H F	3H 1C	2H 2C	2H 2C	2H 1C	2H 1C
13	3H	3H 3C	3H 2C	3H 1C	3H	2H 1C	2H 1C
14	4H 2C	4H	3H 3C	3H 2C	3H 1C	3H	2H 1C
15	4H 1C G T	4H 1C G T	4H 1C G T	3H 1C G T	3H 1C 1G	3H 1C 1G	2H 1C 1G
16	3H 3C	4H	4H	4H	3H	3H	3H
17	5H 1C F	4H F	4H 1C F	3H 1C F	4H F	3H 2C F	3H F
18	5H 2C	5H	4H 2C	4H 2C	4H 2C	4H	3H 1C
19	6H 2C 2G	5H 1C 1G	5H 1CG	4H 1C 1G	4H 1C 1G	4H 1C 1G	3H 1C 1G
20	19 PLUS *CRITICAL HIT!*						

G = Gun, C = Crew, H = Hull, T = Turret Control, F = Fire
Gun and Turret hits in areas with no guns or turrets ☞H.
Hull hits in areas with no more hull boxes go onto other hull areas.

When a ship's card is drawn, it performs actions in the following order: move, then fire, then numbered actions (in number order).

Critical Hits (1d20)

Wooden	Iron		Result
1-2	1-2	Crew	3d6 crew casualties
3-4	3-4	Steam drums	½ move
5	5-6	Boiler	*Ship explodes and sinks!*
6-7	7-8	Smoke stack	½ move
8-9	9-10	Rudder	No turning: (1-6 left; 7-13 straight; 14-20 right)
10	11	Anchor	Cannot remain stationary
11-14	12-13	Major Fire	Lose 4 hull boxes each turn until fire is put out
15-16	14-16	Bridge	Lose 2 crew, no commands next two turns.
17-18	17-18	Magazine	*Ship explodes and sinks!*
19-20	19-20	Ship's boat	One boat lost

Running Aground (1d20)

Draft	Run Aground
Shallow	1-3
Deep	1-17

small ships +1, ☞ medium ships +2, and large ships +3

①Ramming (1d20)

Speed	Success	Damage (1d6 X)
< 6"	1-10	1
6"-9"	1-12	2
> 9"	1-15	3

If ramming ship has a ram, it loses one ram box; otherwise it loses 1d6 x 5 H

②Spar Torpedo/Mine

Explodes on 1-16 on 1d20 very heavy vs. light column for ironclads, 1d6 x 5H for wooden ships

Grapple/Ungrapple

Grapple on 1-14
Ungrapple on 1-11

③Fire (1d20)

Roll < # crew boxes used to fight the fire or lose 2 more hull boxes

④Boarding Actions
(1d10 + 1 per Δcrew/5)

1st turn	Which ship gets boarded	(loser loses (winner - loser)+1 crew boxes, winner loses 1)
2nd turn	Clear the decks or force off	Crack crew +1 Green crew -1
3rd turn	Capture the ship or reman the decks	In the case of a tie, both sides lose 1d6 crew boxes.

Marines and Musketry (4" max range) (1d20)

Die Roll	1	2	3	4	5
1-5	0	0	0	0	1
6-10	0	0	0	1	2
11-15	0	0	1	2	3
16-18	0	1	2	3	4
19-20	1	2	3	4	5

Grape Shot (6" max range) (1d6)

Very Light/Light	1d6 crew killed
Medium/Heavy	1d6+2 crew killed
Very Heavy	2d6 crew killed

For Grape Shot and musketry, -2 from the die roll if the crew is under partial cover