Black Spot

Fictitious Pirate Fleet Miniatures Rules

A fast playing miniatures game designed for tournament play or pick-up games in the age of sails

By David Bezio © 2015
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Now Includes:

Black Spot

FantaSea

Black Spot Supplemental Rules #1
V1.0 By David Bezio © 2025

The FantaSea supplement to Black Spot adds optional fantasy elements to your game.

These include special rules for Barbarian, Dwarf, Elf, Goblinoid, Realmsman, Saurian, Technomage, and the Undead fleets as well as for sea monsters and magic.

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Black Spot is a fast playing miniature game designed for tournament play or quick pick-up games. The goal here is not to simulate realism, but rather to allow you to play out cinematic battles in the age of sails using smart tactics and no small bit of luck.

To play you will need ship miniatures (these rules are designed for 1/2400 scale, but use what you like), 6-sided dice (D6), the cards, tokens, rulers, and templates, and a 3'x3' seascape. If not using a scenario, roll 1 6-sided die (1D6), and by the players alternating turns, place that many small islands or reefs as desired.

The rules are kept concise and to the point. They coalesce, so some confusing things will be made clear later. If you still have any questions, or to get any of the figures shown, contacts us at RRB Minis & More. We have both metal and 3d printed options. Check us out at: rrbminis.com.

For those with a 3d printer, or with access one, check out our free fleets and game pieces at thingiverse.com/Rich3d6/designs.

Rolling the Crossbones

Whenever you roll a die pool in these rules, you read the result of the **highest die rolled only**. For example: If you roll 2D6 and get a 3 and 5, the result of 5 is used (high rolls are better).

Booty Dice: Each fleet starts a battle with 1D6 (minimum score of 3) booty dice. These are one time use dice that can be used to instantly reroll any die roll that you don't like. You must take the result of the reroll, but can choose to expend as many available booty dice on a single roll as you like. You can keep track of the booty dice on a scrap of paper, or set extra dice aside and discard them as you use them.

Assemble the Fleet

In the standard game you have 10 points to assemble your fleet. There are 3 types of ships of progressively larger size. Smaller ships are faster and more maneuverable, larger ships have more guns, larger and higher quality crew, and can take more damage before being sent to Davy Jones' Locker.

Ship	Cost	Speed	Seaworth
Sloop	1	8"	1D6
Frigate	2	6"	2D6
Man-o-War	3	4"	3D6

Base Sizes: The recommended sizes to use are: Sloop 1 1/4" x 3/4", Frigate 1 5/8" x 3/4", and Man-o-War 2" x 3/4".

Play Area: Players should choose opposite sides of the play area and deploy their fleet along the seascape edge. Designate 1 seascape side to be "north"; this will matter when you start drawing wind cards.

Flagship: One ship must be designated as the flagship (put the "admiral" token next to it). If this ship is destroyed or captured, the rest of the fleet may lose heart and stop fighting. Immediately roll 1D6 for each ship in the fleet. On a roll of 1, the ship loses morale and flees (remove the model from the board).

The Game Round

A game of Black Spot takes place over a series of **rounds**. During a round each ship in the fleet will get to take a single **turn** (mark model with a blue "ordered" token, or similar item, to indicate it has taken its turn).

Wind Cards: Mix up the wind cards to create a draw pool. At the beginning of each new round draw a wind card and place it next to the seascape with the north arrow pointing north. This indicates the direction the wind is **blowing toward** this round. Note that the phrase "direction of the wind" is commonly the reverse as this (i.e. a northly wind is coming from the north).

Initiative Order: Instead of rolling dice, assign a color to each faction. Each Round, draw a colored Coin or similar Token from a bag. The Token drawn 1st will be the 1st player, 2nd next, etc. for each player. (This avoids the need to reroll ties.) **Following the determined Initiative Order:** Any ships currently involved in Boarding Actions are ordered first until all have gone. Then move onto Sloops in the same manner. Then move onto Frigates, and then finally to Man-o-Wars.

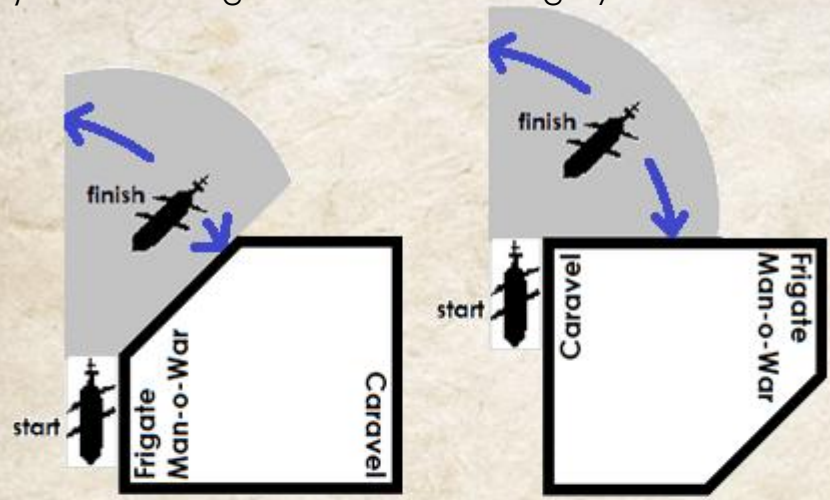
On a Turn: Once ordered a model may move and take 1 of the following actions: Fire any or all of your cannons, fight a boarding action, or make repairs to their ship.

Movement

Speed: The base number of inches a ship can move up to on its turn.

Wind: Look at the current wind card and apply the modifier to your ship's speed based on the direction your ship is **currently facing**. Use common sense in determining if your ship is facing mostly with (+2" to movement), or mostly against (-2"), the wind. Momentum carries you through the entire turn, even if you turn into the wind.

Turning: A ship that wishes to turn (i.e. any variation from straight ahead) must use the template for its ship type. It loses 1" of speed to turn (Sloop up to 90°, Frigate/Man-o-War up to 45°). Choose angle desired from the gray shaded area.



I.e. start with the template parallel to the side of the ship, and finish the movement within the gray area between straight ahead and the template angle.

Ramming: If you wish you can move your ship into contact with another ship. Unless you are planning a boarding action, this is Ramming. Ramming may cause damage to both ships. Each ship rolls its Seaworth. The ship that rolls lowest takes 1 damage. If the roll is a tie both ships toke 1 damage.

Running Aground: If your movement takes you to within 1" or closer of any land or reef terrain, you may run aground. Roll 1D6; on a roll of 1 take 1 damage and immediately stop movement. You must spend your entire next turn freeing your ship, but can place it facing any direction. If you actually run into terrain, you automatic run aground.

Throw Grappling Hooks: If your move takes you adjacent to a ship (other than Ramming), you can throw your grappling hooks as a free action. Once you have thrown your grappling hooks, you have initiated a boarding action. Note: If you fired your cannons this turn, you can't board this turn.

Shooting Cannons

On a turn you may choose to fire some, or all, of your cannons. You may fire any bank of cannons (Aft, Bow, Port, Starboard) only once per turn, but can fire them at any time during your movement. No pre-measuring is allowed. Lay the **Cannon Templates** to the Aft, Bow, Port, or Starboard of the firing ship. Any ships that fall under the template (including your own) are targets. Templates are show on page 11 as an example. Full size versions are in the Black Spot Game Components File. The Cannon Templates both show short and long range for cannon, and the roll required to hit any targets that lie under each part of the template. The 1" wide template is for Bow/Aft cannons, while the 2" is used for Port/Starboard cannons. Roll to hit each target separately.

Range: The templates indicate short and long range. You must roll (Seaworth) 4+ to hit a target at short range, and a 5+ to hit a target at long range.

Damage: Aft/Bow cannon 1, Port/Starboard 2.

Boarding Action

When two ships are adjacent and held together by grappling hooks, crews jump and swing over the rails to fight in hand to hand. Both sides roll their Seaworth (representing the size and quality of their crew), with the highest roll winning the battle and causing 1 damage. Ties indicate a stalemate this round. The side that initiated the boarding action (they threw the grappling hooks) has a +1 to the die roll the first round. The ships involved in a individual boarding action activate simultaneously and only fight a single boarding action battle. Only 2 ships can be involved in an individual boarding action.

Aftermath: If a ship is defeated during a boarding action, the winning side must decide what to do with the ship. They can **scuttle** it (which simply means sink it), leave it abandoned dead in the water, or they can add it to their fleet. If you add it to your fleet, however, you must crew it (you first take Seaworth dice from another ship). For example: If your man-o-war won against another man-o-war, you can take one die from your ship and crew the other. Even though they are both man-o-war ships, one now has a Seaworth of 2D and the other a 1D. Mark them with appropriate tokens. Abandoned ships can be crewed by other players who move adjacent to the ship.

Taking Damage

When a ship is struck with cannon balls, is rammed, loses a boarding action, or runs aground, it takes damage. Taking "**Damage**" is not the same as taking "**Hits**". Damage means POTENTIAL hits. Every time you take Damage, roll your Seaworth once for each point of Damage taken. If you roll a 5+, your ship has held against the forces trying to destroy it. If you fall, you take a Hit.

A ship can take hits equal to the number of dice it has in Seaworth (mark model with a red "hit" token for each hit sustained). Once a ship has taken hits equal to its Seaworth dice, any further damage sinks the ship to the bottom of the ocean. For example: A frigate has 2D6 in Seaworth. It can take 2 hits. After that any further hits and the ship sinks!

Making Repairs: If a ship does not shoot any cannon or fight a boarding action during its turn, the crew can attempt to repair damage a ship has sustained. Roll the crews Seaworth. On a 6, 1 hit is repaired.

Optional Rules

Batteaux (Pull/Sail Boat): This include all of the smaller vessels used in war such as the small Great Lake Ships, etc. Treat as Sloops but with these pros/cons:

Pros: They only lose 1/2" of movement to turn up to 90°, and may sail right along lands edge, or over reefs (but not sandbars), without fear of Running Aground.

Cons: No Port/Starboard broadside shooting. Fore/Aft shooting is at (5+ for short and 6 for long).

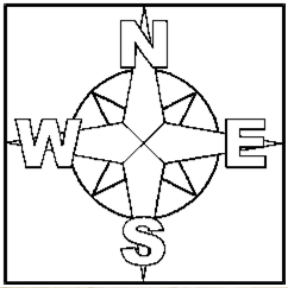
This accounts for the greater maneuverability, and the many fewer guns and smaller guns, of these small/light boats/ships.

Super Frigates: These have either more guns (such as the East Indiaman Merchant Traders) or stronger hulls (such as the Constitution Class ships) than standard Frigates. The one type will use 2D6 to fire guns and 3D6 for defense; the other type is reversed.

Additional Ship Classifications: The Ships Table was expanded to include the above ship type, and to include the post 1800 British ship rating system. This allows for easy scenario development based on historical battles.

Ship	Cost	Speed	Seaworth
Batteaux (Pull/Sail Boat)	0.5	4"	1D6
Sloop, other Unrated Ship	1	8"	1D6
Frigate, i.e. 5th-6th Rate	2	6"	2D6
Super Frigate, i.e. 4th-5th Rate	2.5	6"	2D6/3D6
Man-o-War, i.e. 1st-4th Rate	3	4"	3D6

Base Sizes: For 1/2400 scale ships, it is recommended to use:
Batteaux (Pull/Sail Boat): 1" x 1/2"
Sloop, other Unrated Ship: 1 1/4" x 3/4"
Frigate, Super Frigate: 1 5/8" x 3/4"
Man-o-War: 2" x 3/4"



Wind Compass: Instead of using the (swingy) wind cards, you can simply use one blank card as a compass, draw one other card to determine the initial wind direction (omit any "No Wind" cards), and then use a token to mark the wind direction on the compass. Then each round, before initiative, roll 1D6 and move the token accordingly. A slightly more elaborate option to the cards is a spinner-pointer. It is spun to get the initial wind direction, then manually adjusted each turn as needed.

1D6	Wind change (move the token)
1-2	No change
3	1 point clockwise
4	1 point counterclockwise
5	2 points clockwise
6	2 points counterclockwise

Movement: Ships still have momentum from the last turn when they activate. So, while a ship doesn't have to move its FULL movement, it MUST move at least 2" (modified by the wind) if it moved more than 2" on its previous turn.

Opportunity Fire - Ships that have already activated may take opportunity fire with any guns that have not yet fired this turn. You may only fire a bank of cannons (Aft, Bow, Port, Starboard) once per round.

Fire: When a ship takes a hit from cannon fire, roll another d6. On a 1, the model has caught fire (mark it with a flame token). When a ship on fire activates, roll 1D6. On a 1 it must make a damage roll or take another hit; on a 6 the fire goes out. The crew can spend an action to put out the fire. Ships can have more than 1 fire, which are delt with cumulatively.

Anchoring and Raising Anchor: A ship within 3" of land/reef/sandbar may anchor as an action if it moves less than 2" that turn. A ship can raise anchor as an action and make a move that same turn of 1" max without turning.

Anchored Repairs: Repairs on an anchored ship occur on a roll of 5-6. All other Repair rules are the same.

Swapping Crew: The crew (Seaworth) of ANY ship can be bolstered/reduced by friendly ships that grapple and swap crew (Seaworth dice). This counts as an action. A ships Seaworth can never be raised above its original score. Likewise, crew from an anchored ship can be sent to land within 3" via row boats for any special scenario listed missions. Row boats move 1" per turn.

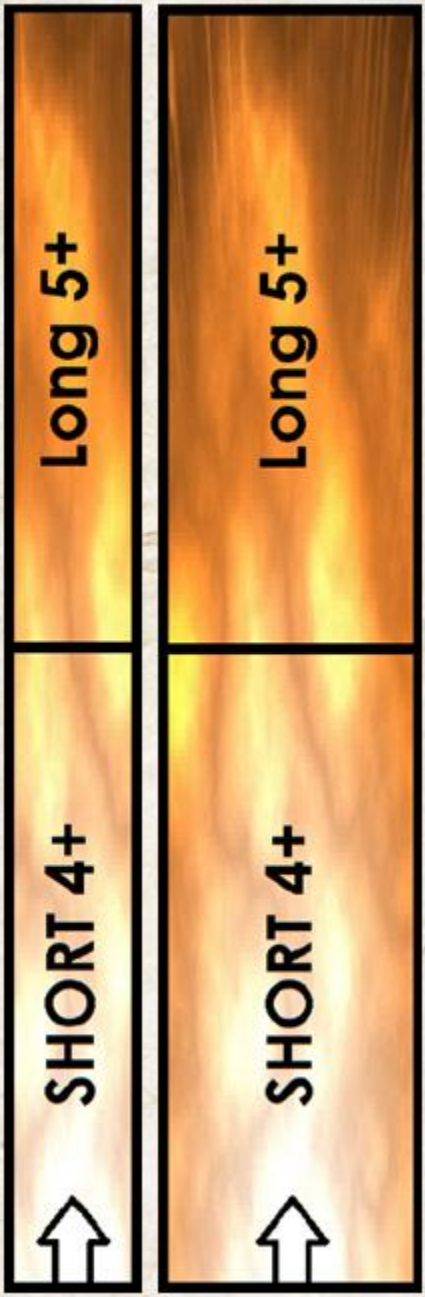
Boarding Action: After "Both sides roll their Seaworth", add "plus their Cost, minus their ship's total accumulated number of hits (not only unrepaired hits; this is to reflect crew casualties)". For example: A frigate has a Cost of 2. In a Boarding Action, it would roll 2D6 and add 2 to the highest die. If the ship had previously sustained 1 hit (repaired or not), then it would subtract 1. So, if the rolls were a 2 and a 4, the 4 is used: 4 + 2 - 1 = 5. This gives extra weight for crew size difference and accounts for casualties taken from previous hits, but the extra math may slow the game some.

Note: For illustration only... NOT full Size. Use the Black Spot Game Components file to print pieces for game use!

Black Spot Game Tokens and Templates

Glue this sheet to some thin cardboard and then cut the items out.

Hit	Hit	Hit	Hit	Hit	Hit
Hit	Hit	Hit	Hit	Hit	Hit
Hit	Hit	Hit	Hit	Hit	Hit
Hit	Hit	Hit	Hit	Hit	Hit
Hit	Hit	Hit	Hit	Hit	hit
order	order	order	order	order	order
order	order	order	order	order	order
order	order	order	order	order	order
Flag Ship	Flag Ship	1D	1D	1D	1D
Run Aground	Run Aground	2D	2D	2D	2D



Black Spot

FantaSea

Black Spot Supplemental Rules #1

V1.0 by David Bezio & Rich Brown © 2025

The FantaSea supplement to Black Spot adds optional fantasy elements to your game. These include special rules for Barbarian, Dwarves, Elves, Goblinoids (Orcs, Goblins, and similar folk), Realmsmen (Humans), Saurians, Technomages, and Undead fleets as well as sea monsters and faction Wizards to cast magic.

Barbarians - Raid hard, burn fast

Battle-born raiders of the frozen shoals, blazing a furious path in shallow-draft rear-paddle ships trimmed in war-red. Their crews favor brutal boarding tactics backed by a red-streaked ichthyosaur that rends hulls, while war-wizards bind a colossal Ring of Fire—an eerie, blood-tinted inferno that encircles and punishes any trapped vessel.

Motto: "Blood and fire carve the law of the waves."

- Stern-wheel steamers have shallow draft; can move withing 1" of land and/or over coral reefs.
- Steam ships are unaffected by the wind (good or bad).
- The Barbarian Flagship makes damage rolls at 4+.
- Fleet may include 0-1 Ichthyosaur.

Dwarves - Anvil, hull, victory

Stout masters of forge and hull, their gray-trimmed side-paddle ironclads bite and pivot with surgical precision. Hidden beneath those decks lies a war-submarine built to ram and tear keels, and runecasters summon opposing arrays of colossal Crushing Rocks that rise to trap, batter, or grind foes into wreckage.

Motto: "If it's built true, no tide can break it."

- Steam ships are unaffected by the wind (good or bad).
- Side-wheel steamers all use the Sloop turn template.
- The Dwarf Flagship makes damage rolls at 4+.
- Fleet may include 0-1 Submarine.

Elves - Silent wind, lethal strike

Ageless guardians of the living woods, their green-trimmed swift sails dart across the waves with uncanny speed. They strike from afar with deadly precision, call a verdant green dragon to scatter enemy ranks, and summon the Kelp King — a titanic frond-crowned colossus wielding a monstrous trident to tear ships apart and reshape the tide.

Motto: "We bend the sea like we bend the bough."

- All Elven ships gain +1" movement.
- Elf ships all use the Sloop turn template.
- Fleet may include 0-1 Dragon.

Goblinoids - Swarm, snare, seize

A rambunctious horde under sun-faded yellow sails on cumbersome barges, they win with numbers, cunning, and improvisation. Yellow-streaked krakens lurk beneath their waters to seize and drown whole ships, while mud-savants raise sudden yellowed sandbars to strand foes and bend the battlefield to the horde's advantage.

Motto: "If we cannot outfight you, we will outsmart and outnumber you."

- Goblinoid ships all use the Frigate/Man-o-War template.
- +1D6 to ramming rolls; on a win, they can choose to take 1 damage to inflict an additional damage to their foe.
- They receive a +1 on all Boarding Actions.
- Fleet may include 0-1 Kraken.

Realmsmen - Numbers, grit, dominion

The industrious backbone of civilization, their fleets fly broad blue sails and arrive in greater numbers than any other faction. Stoic and resourceful, they call on a blue-hued giant narwhal to pierce hulls and scatter blockades, while naval wizards conjure colossal whirlpools that drag whole ships beneath the waves.

Motto: "From many hands comes the power to hold the world."

- Realmsmen Fleets are as presented in the core rules, however, in fantasy games, they get 12 points (instead of 10) to build their fleet.
- Fleet may include 0-1 Narwhal.

Saurians - Purple sails, thunder roars

Salt-scarred seafarers born of storm and scaled fury, their proud purple sails rally crews and strike dread into coastal foes. A colossal Purple-Striped Jelly rends rigging and men, and storm-wizards summon the Amethyst Abyssal Titan — a benthic behemoth etched with glowing amethyst veins that fires razor crystalline spikes with deadly accuracy.

Motto: "By tooth, tentacle, and tide; claim the sea."

- They receive a +1 on all Boarding Actions.
- +1D6 to ramming rolls; on a win, they can choose to take 1 damage to inflict an additional damage to their foe.
- Fleet may include 0-1 colossal Purple-Striped Jelly, or Chrysaora colorata.

Technomages - Gears, glyphs, genius

Eccentric scholars aboard ivory-white side-paddle wheeled fleets which turn with pinpoint precision and dominate with arcane machinery. Technomages are wizards at making advanced technology look like magic to others. Balloon-borne airships settle to the sea to launch boarding raids, and arch-mages rend the surf or sky to summon the Pale Tooth Maw — a yawning maw of colossal teeth that shreds everything in its path.

Motto: "When science sings with sorcery, the sky is ours."

- Steam ships are unaffected by the wind (good or bad).
- Side-wheel steamers all use the Sloop turn template.
- The Technomage Flagship makes damage rolls at 4+.
- Fleet may include 0-1 Air Ship.

Undead - Unending night, unstoppable tide

A relentless tide of bone-laden fleets cloaked in black sails, they march without fear and swell with every casualty. Nightmarish sea wraiths—inky except for their luminous eyes—strike with cursed blades or channel dark energy, while necromancers raise living volcanoes from the deep to belch fire and ash over doomed ships.
Motto: "Die, and join the fleet."

- They receive a +1 on all Boarding Actions.
- If they win a Boarding Action, the dead crew will be changed to Undead at the rate of 1 Seaworth per turn that the ships remain grappled up to the original. I.e. they do not give up their crew to ships they take over.
- Fleet may include 0-1 Sea Wraith.

Air Ship, Submarine, & Monsters: Special Notes and Rules…

- Monsters are unaffected by wind, and may turn freely. They can't partake in boarding actions (except Kraken), and can't catch on fire (except Sea Wraith).
- Submergible items, take an action to submerge (emerging is free). While submerged, they cannot shoot cannons, or be targeted (except from other submerged items).
- Fliers: All attacks against it are considered long range, except from other fliers. Taking off or landing take an action. Does not include Sea Wraith Floating.

Name (M=Monster/S=Ship)	Cost	Speed	Seaworth
Air Ship (S)	3	5"	2D6
Dragon (M), Ichthyosaur (M)	3	8"	2D6
Kraken (M), Narwhal (M)	2	6"	2D6
Purple-Striped Jelly (M)	2	3" Surf./6" Subm.	2D6
Sea Wraith (M), Submarine (S)	2	5"	2D6

Air Ship: Flier, uses the Sloop turn template, can freely move over any obstacle, Bow Cannon only.

Dragon: Flier, can freely move over any obstacle, uses Broadside damage and template. Hits cause a fire on a 1-3.

Ichthyosaur: Can Submerge. Attacks by ramming.

Kraken: Can Submerge. Its attack is like a boarding action. In any round, if the Kraken wins and a hit is scored, roll 1D6; on a 1 the Kraken pulls the ship under and it is destroyed.

Narwhal: Can Submerge. Attacks by ramming.

Purple-Striped Jelly: Can Submerge. Attacks only if adject.

Sea Wraith: Can Submerge/Float above sea. Moves thru all obstacles. Magic attack uses Bow damage and template.

Submarines: Can Submerge. Submarines can't partake in boarding actions or catch on fire. A submerged submarine can ram at +1, but if they lose, it is automatically destroyed.

Wizards (If you choose to include magic in your game):

- Each fleet has 1 wizard on the fleet's flagship.
- If a Flagship model is removed, the wizard is dead.
- A fleet without a wizard cannot cast any spells, but can still use any Spell Card to attempt to dispel on a 6+.
- A wizard can attempt to cast OR dispel 1 spell per round.

Magic Cards: Before the first round of the game, deal 6 magic cards to each player. (1 deck is need for each increment of 4 players.) These, plus the faction specific card(s), are all the players' cards for the entire game. Once they are successfully used, they are gone. Each card can be used to EITHER cast the spell on it, OR to attempt to dispel any spell of another wizard. All cards used for dispel attempts are discarded. The Casting Difficulty (the roll needed on a 1D6) of the spell, and the dispel (if the card is used to dispel a spell) is listed next to the spell name.

The Magic Phase: Magic takes place first (i.e. before those currently in Boarding Actions) following the Initiative Order.

- The player with initiative may attempt to cast or dispel one spell, or pass. If they pass, they can attempt to cast or dispel one spell LATER in this Magic Phase.
- To cast, the player picks a card and shows it to everyone. The wizard declares the target(s) of the spell. If no one attempts to dispel it or the dispel attempt fails, the player rolls the Casting Difficulty. If successful, the spell goes off as described; discard the card. If unsuccessful, the spell fizzles; return the card to the player's deck.
- Any wizard who hasn't yet cast a spell can choose to play a card to dispel a spell attempted by another wizard.
- Dispels are attempted AFTER a spell card has been played but BEFORE the Casting Roll has been attempted.
- If a Dispel Roll is successful, the spell is canceled and both cards are discarded.
- Play continues in Initiative Order until each wizard that wants to has (attempted to) cast a single spell or dispel.
- Unless specified, each spell lasts only the round it's cast in.

Spell Card Summary:

- There are 30 Spell Cards total with some duplicates. A (4x) or (2x) indicates how many. 10 are Faction Specific, meaning that only the listed Faction my use them, and 20 are for any/all Factions to use. They are all listed here.
- The dispel value listed is the casting roll to use this card as a dispel, NOT the number needed to dispel the spell listed. Any Spell Card can dispel any spell.
- A wizard can later attempt to dispel their own cast spell.

Faction Specific Spells (All remain until dispelled):

Barbarian: Ring of Fire-- CD 5+ / Dispel 3+. An enormous Ring of Fire (4" diameter) surrounds the target. Moving through it causes 1 hit and causes a fire on a 1-4 (instead of just a 1).

Dwarf: Crushing Rocks-- CD 5+ / Dispel 3+. Jagged rocks rise up on either side of a target (including a flier) causing 1 hit and trapping it on a 1-4 roll.

Elf: Kelp King -- CD 6+ / Dispel 5+. A massive colossus armed with a trident which slams into the enemy at 2D6. Can Submerge and freely move over reefs or any land obstacle.

Goblinoid: Sandbar -- CD 4+ / Dispel 6+ (4x). Place the Sandbar (approx. 1" x 3") in any open sea area. If put directly under a ship, it automatically Runs Aground.

Realmsmen: Whirlpool -- CD 6+ /Dispel 2+. Creates a 3" dia. Whirlpool. Any model touched by it takes 1 damage. It moves at the beginning of each magic phase 1D6" in a random direction.

Saurian: Amethyst Abyssal Titan – CD 6+ / 5+. A powerful titan able to fire deadly crystals at the enemy at 2d6. Can Submerge and freely move over reefs or any land obstacle.

Technomage: Pale-Tooth Maw -- CD 6+ / Dispel 3+. Can Submerge. It powerfully bites the enemy at 2D6. If a hit is scored, roll 1D6 and on a 1 a surface ship is destroyed.

Undead: Volcano -- CD 5+ / Dispel 3+. Place a small island volcano (3" diameter) in any open sea area. The Volcano erupts every magic phase (until dispelled). Any model within 6" takes 1 damage on a 1D6 roll of 5+.

Any/All Faction Spells:

Bloodthirst! -- CD 4+ / Dispel 4+
Choose any ship. That ship's crew roll +1D6 for any boarding actions this round. If they win this round, roll 1D6; on a 4+ the spell stays in effect.

Death Cannon -- CD 4+ / Dispel 4+
Choose 1 ship to roll 1D6 extra on all shooting rolls this round.

Disrupting Dispel (2x)
This card automatically dispels any spell (except one cast along with Mega Magic).

Eagles Eye -- CD 4+ / Dispel 4+ (3x)
Choose 1 ship; all shooting is at +1.

Lightning -- CD 5+ / Dispel 3+ (2x)
Chose 1 enemy model to take 1 damage.

Magic Flux -- CD 3+ / Dispel 5+
1st: Wind Burst, Change the wind to ANY direction.
2nd: Draw 2 more Spell Cards.

Mega Magic (3x)
Play this with another magic card to auto-cast that spell with no chance for an opponent to dispel it.

Poseidon's Breath -- CD 3+ / Dispel 5+
Choose 1 ship with sails to move up to +4".

Rum for Everyone! -- CD 3+ / Dispel 5+ (3x)
Choose 1 model that has taken hits and remove 1 hit token. On a Casting Roll of 6, remove ALL hits taken.

Siren Call -- CD 3+ / Dispel 5+
Choose any ship. The ship can move, but cannot attack in ANY way this round.

Teleport -- CD 5+ / Dispel 3+
Move any 1 model anywhere on the seascape 6" from the table edge. The owner chooses the facing.

Typhoon -- CD 6+ / Dispel 2+
The caster can move 1D6 enemy ships 1" in any direction OR change their facing. Resolve damage from this if needed.

Wind Burst -- CD 4+ / Dispel 4+ (3x)
Change the wind to ANY direction.

Wind Gust -- CD 2+ / Dispel 5+ (3x)
Change the wind direction up to 2 points on the compass.

Quick Reference Sheet (Core Rules Only)

Black Spot

Ship	Speed	Seaworth
Sloop	8"	1D6
Frigate	6"	2D6
Man-o-War	4"	3D6

Activation Order
Boarding Actions
Sloops
Frigates
Man-o-Wars

Movement/Actions: Once ordered a model may move, and take 1 other action (fire any or all of its cannons, fight a boarding action, or make repairs to the ship).

Ship Direction	Modifier
Against the wind	-2"
Perpendicular, or Any if Calm	0"
With the wind	+2"

Cannon	Damage
Aft or Bow	1
Port or Starboard	2

Damage/Hits: Roll Seaworth once for each point of damage. On 5+, the ship has held against the forces trying to destroy it; else it takes a hit.

Flagship: If destroyed or captured, roll 1D6 for each ship in the fleet. On a roll of 1, the ship loses morale and flees.

Repairs: Roll the crews Seaworth. On a 6, 1 hit is repaired.

Quick Reference Sheet (w/Optional Rules)

Black Spot

Ship	Speed	Seaworth
Batteaux (Pull/Sail Boat)	4"	1D6
Sloop, other Unrated Ship	8"	1D6
Frigate, i.e. 5th-6th Rate	6"	2D6
Super Frigate, i.e. 4th-5th Rate	6"	2D6/3D6
Man-o-War, i.e. 1st-4th Rate	4"	3D6

Activation Order
Boarding Actions
Sloops & other Unrated Ships
Frigates & Super Frigates
Man-o-Wars

Movement/Actions: Once ordered a model may move, and take 1 other action (fire any or all of its cannons, fight a boarding action, make repairs to the ship, drop/raise anchor, or swap crew).

Ship Direction	Modifier
Against the wind	-2"
Perpendicular, or Any if Calm	0"
With the wind	+2"

Cannon	Damage
Aft or Bow	1
Port or Starboard	2

Damage/Hits: Roll Seaworth once for each point of damage. On 5+, the ship has held against the forces trying to destroy it; else it takes a hit.

Flagship: If destroyed or captured, roll 1D6 for each ship in the fleet. On a roll of 1, the ship loses morale and flees.

Repairs: Roll the crews Seaworth. On a 6 (or on a 5-6 if Anchored), 1 hit is repaired.

Quick Reference Sheet (A Side)

FantaSea

Ships: Name	Speed	Seaworth
Batteaux (Pull/Sail Boat)	4"	1D6
Sloop, other Unrated Ship	8"	1D6
Air Ship	5"	1D6
Submarine	5"	1D6
Frigate, 5th-6th Rate	6"	2D6
Super Frigate, 4th-5th Rate	6"	2D6/3D6
Man-o-War, 1st-4th Rate	4"	3D6

Name (Monster/Ship)	Cost	Speed	Seaworth
Air Ship (Ship)	2	5"	1D6
Dragon (Monster)	2	8"	1D6
Ichthyosaur (Monster)	1	10"	1D6
Kraken, Narwhal (Monster)	1	6"	2D6
Purple-Striped Jelly (Monster)	1	3"	2D6
Sea Wraith (Monster)	1	4"	1D6
Submarine (Ship)	2	5"	1D6

Notes:

- Stern-wheel steamers and Batteaux have shallow draft; can move withing 1" of land and/or over coral reefs without fear of running aground.
- Side-wheel steamers all use the Sloop turn template.
- Steam ships are unaffected by the wind (good or bad).
- Monsters are unaffected by wind, and may turn freely. They can't partake in boarding actions (except Kraken), and can't catch on fire (except Sea Wraith).
- Submergible items, take an action to submerge (emerging is free). While submerged, they cannot shoot cannons, or be targeted (except from other submerged items).
- Fliers: All attacks against it are considered long range, except from other fliers. Taking off or landing take an action. Does not include Sea Wraith Floating.

Quick Reference Sheet (B Side)

FantaSea

Activation Order
Magic Phase
Boarding Actions
Sloops & other Unrated Ships
Frigates & Super Frigates
Man-o-Wars

Movement/Actions: Once ordered a model may move, and take 1 other action (fire any or all of its cannons, fight a boarding action, make repairs to the ship, drop/raise anchor, swap crew, submerge, land, take-off).

Ship Direction	Modifier
Against the wind	-2"
Perpendicular, or Any if Calm	0"
With the wind	+2"

Cannon	Damage
Aft or Bow	1
Port or Starboard	2

Damage/Hits: Roll Seaworth once for each point of damage. On 5+, the ship has held against the forces trying to destroy it; else it takes a hit.

Flagship: If destroyed or captured, roll 1D6 for each ship in the fleet. On a roll of 1, the ship loses morale and flees.

Repairs: Roll the crews Seaworth. On a 6 (or on a 5-6 if Anchored), 1 hit is repaired.