

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 (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, 5 th -6 th Rate	6"	2D6
Super Frigate, 4 th -5 th Rate	6"	2D6/3D6
Man-o-War, 1 st -4 th 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.

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

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Boarding Actions
Sloops & other Unrated Ships
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Man-o-Wars

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