

# Flying Colors

## PLAYER AID CARD

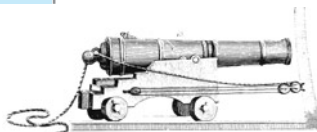
Version: October, 2014

### Firepower Determination Table (3.7.7)

Relative Rate	Range (Hexes to Target)									
Rate	1	2	3	4	5	6	7	8	9	10
T	2	1	1	0	0	-	-	-	-	-
G	3	2	2	1	0	-	-	-	-	-
6	4	3	3	2	1	1	0	-	-	-
5	7	5	4	3	2	2	1	0	-	-
4	10	7	6	5	4	3	2	1	0	-
3	12	9	8	6	5	4	2	2	1	0
2	15	12	10	7	6	5	3	2	2	1
1	17	14	12	9	8	7	5	3	2	2
(1)	19	16	14	11	10	8	6	4	3	2

#### Relative Rate Modifiers

- +1 for every 6 hull hits
- +1 Partial Broadside
- +1 Rotating at anchor
- +1 when firing during a Tack
- +1 when firing with Full Sails raised
- +1 when firing while Dismasted
- +1 when firing while On Fire



#### Firepower Modifiers

- 1 Rate value in black background if base firepower is shaded
- +1 Rate value in white background if base firepower is shaded
- +? attacker's Audacity
- +2 Point-Blank fire
- +? Cumulative Carronade bonus
- +2 initial broadside (optional)

#### Procedure

1. Find Relative Rate Row
2. Modify Rate by moving up or down rows
3. Cross-reference modified Rate with range to find Firepower
4. Modify Firepower

#### Notes

1. '-' indicates fire has no effect
2. Ships with red Relative Rate may not fire further than a range of 5
3. Rate shifts beyond row T automatically result in no effect
4. Ships whose fire has no effect are still marked as 'Fired'



### Carronade Table (3.7.10)

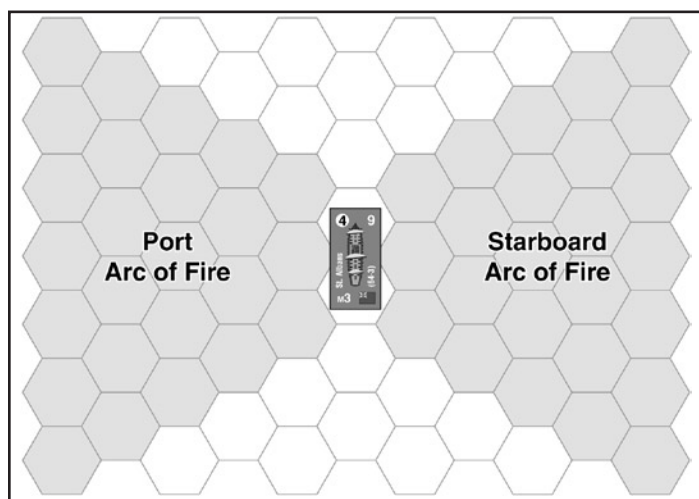
	1779-1786	1787-1826
British fire—range 3 or less	+1	+1
British fire—range 1 or less	+1	+1
American fire—range 3 or less	n/a	+1
American fire—range 1 or less	+1	+1
French/Dutch fire—range 3 or less	n/a	+1
Spanish fire—range 1 or less	n/a	+1
Russian/Turkish fire—range 1 or less	n/a	+1
Hexagonal Rate value—range 3 or less	+1	+1
Square Rate value—range 3 or less	+2	+2

### Rake Table (3.7.7)

Die Roll	Result
4 or less	Rake successful
5-9	No Rake

#### Modifiers

- ? Audacity Rating
- ? Commander Quality
- 2 if Stern Rake
- +? Range to Target



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## Firing vs Large Vessels (1.0" units)

Modified 1

Die Roll	< 0		0		1		2		3		4		5		6		7		8		9		10	
	R	H	R	H	R	H	R	H	R	H	R	H	R	H	R	H	R	H	R	H	R	H	R	H
0-	-	-	-	-	-	-	-	-	-	-	-	-	-	R	-	R	-	H	H	R	H	H	H	
1	-	-	-	-	-	-	-	-	-	-	-	-	R	-	R	-	H	H	R	H	H	R	2R	
2	-	-	-	-	-	-	-	-	-	R	-	R	-	H	H	R	H	H	R	H	2R	H	2R*	
3	-	-	-	-	-	-	R	-	R	-	H	H	R	H	R	H	H	R	2R	H	2R*	R	2RH	
4	-	-	-	-	-	R	-	R	-	H	H	R	H	H	R	H	2R	H	2R*	R	2RH	HR	3R	
5	-	-	-	-	R	-	R	-	H	H	R	H	H	R	2R	H	R*	R	2RH	HR	2R	2H	2RH	
6	-	-	R	-	R	-	H	H	R	H	H	R	2R	H	R*	R	2RH	HR	2R	2H	3R	2HR	3R	
7	R	-	R	-	H	H	R	H	H	R	2R	H	R*	R	2RH	2H	2R	H	3R	2HR	4R	2H	3R*	
8	R	-	H	H	R	H	H	R	2R	H	R*	R	2RH	2H	2R	2H	3R	2HR	4R	2H	3R*	3H	3RH	
9	H	H	R	H	H	R	2R	H	R*	R	RH	2H	2R	2H	3R	2HR	4R	2H	3R*	3H	3RH	4H	4R	
10	R	H	H	R	2R	H	R*	R	RH	2H	2R	2H	2R	2HR	3R	2H	3R*	3H	3RH	4H	4R	3H*	3RH	
11	H	R	2R	H	R*	R	RH	2H	2R	2H	2R	HR	3R	2H	2R*	3H	3RH	4H	4R	3H*	3RH	3HR	5R	
12	2R	H	R*	R	RH	HR	2R	2H	2R	HR	3R	2H	2R*	2H	2RH	3H	4R	3H*	3RH	3HR	5R	4H	4R*	

## Firing vs Small Vessels (0.5" units)

Modified 1

Die Roll	< 0		0		1		2		3		4		5		6		7		8		9		10	
	R	H	R	H	R	H	R	H	R	H	R	H	R	H	R	H	R	H	R	H	R	H	R	H
0-	-	-	-	-	-	-	-	-	-	-	-	-	-	R	-	2R	-	H	H	3R	H	H	H	
1	-	-	-	-	-	-	-	-	-	-	-	-	R	-	R	-	H	H	3R	H	H	R	3R	
2	-	-	-	-	-	-	-	-	-	R	-	R	-	H	H	3R	H	H	R	H	3R	H	3R*	
3	-	-	-	-	-	-	R	-	R	-	H	H	2R	H	H	R	H	3R	H	3R*	R	3RH	HR	
4	-	-	-	-	-	R	-	R	-	H	H	2R	H	H	R	3R	H	3R*	R	3RH	HR	4R	2H	
5	-	-	-	-	R	-	R	-	H	H	2R	H	H	R	2R	H	3R*	R	3RH	HR	3R	2H	3RH	
6	-	-	R	-	R	-	H	H	2R	H	H	R	2R	H	2R*	R	3RH	HR	4R	2H	4R	2HR	4R	
7	R	-	R	-	H	H	2R	H	H	R	2R	H	2R*	R	2RH	2H	4R	H	4R	2HR	5R	2H	4R*	
8	R	-	H	H	2R	H	H	R	2R	H	2R*	R	2RH	2H	3R	2H	4R	2HR	5R	2H	4R*	3H	4RH	
9	H	H	2R	H	H	R	2R	H	2R*	R	2RH	2H	3R	2H	3R	2HR	5R	2H	4R*	3H	4RH	4H	5R	
10	2R	H	H	R	2R	H	2R*	R	2RH	2H	3R	2H	3R	2HR	4R	2H	4R*	3H	4RH	4H	5R	3H*	4RH	
11	H	R	2R	H	2R*	R	2RH	2H	3R	2H	3R	HR	4R	2H	3R*	3H	4RH	4H	5R	3H*	4RH	3HR	6R	
12	2R	H	2R*	R	2RH	HR	3R	2H	3R	HR	4R	2H	3R*	2H	3RH	3H	5R	3H*	4RH	3HR	6R	4H	5R*	

(\*) chance of a fire (3.7.11)

### Die Roll Modifiers (maximum modification of +5)

#### Rigging Target Modifiers

Grappled/fouled ships cannot target each other's rigging

- +1 if French ship firing
- +1 if firing into wind
- 1 if firing with wind
- +2 if target at Full Sail
- 2 if firing in Calm conditions

#### Damage Results Modifiers

- x2 all M damage if firing Point-Blank
- x2 H damage caused by Stern Rake
- Increase Hull damage caused by Bow Rake attacks by 50%

#### Hull Target Modifiers

- +1 if British ship firing
- +1 if firing with wind
- 1 if firing into wind

"+1 if firing with wind" and "-1 if firing into wind" do not apply to ships that are grappled or fouled.

#### Other Modifiers

- +2 if firing while anchored
- +2 if battery firing
- 1 if firing outside the broadside arc and not within own Rake Line.
- 3 if firing down own Rake Line

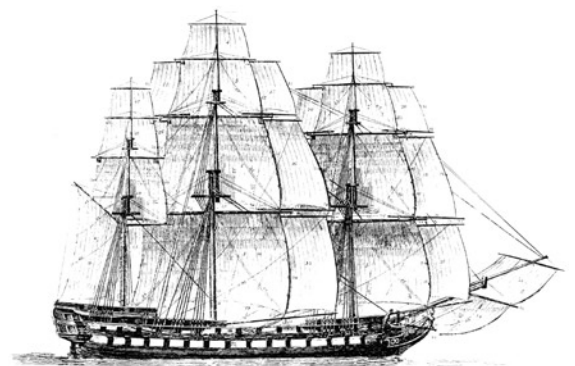
# alts Tables

## Firepower

11		12		13		14		15		16		17		18		19		20		>20	
R	H	R	H	R	H	R	H	R	H	R	H	R	H	R	H	R	H	R	H	R	H
2R	R	2R*	R	2RH	HR	3R	2H	3R	2HR	4R	3H	4R*	3H	4RH	4H	5R	4H*	6RH	5HR	7R	6H
2R*	R	2RH	HR	3R	2H	3R	2HR	4R	3H	3R*	3H	4RH	4H	5R	4H*	5RH	4HR	7R	6H	7R*	6HR
2RH	HR	3R	2H	3R	2HR	4R	3H	3R*	3H	4RH	4H	5R	3H*	4RH	4HR	6R	5H	6R*	6HR	6RH	7H
3R	2H	3R	2HR	4R	3H	3R*	3H	3RH	4H	5R	3H*	4RH	4HR	6R	5H	6R*	5HR	6RH	7H	7R	7H*
3R	2HR	4R	3H	3R*	3H	3RH	4H	4R	3H*	4RH	4HR	6R	5H	6R*	4HR	5RH	6H	6R	6H*	7R	6HR
3R	3H	3R*	3H	3RH	4H	4R	3H*	4RH	3HR	6R	5H	5R*	4HR	5RH	6H	6R	6H*	7R	6HR	8R	7H
3R*	3H	3RH	4H	4R	3H*	4RH	3HR	6R	4H	5R*	4HR	5RH	6H	6R	6H*	7R	5HR	8R	6H	7R*	7H
3RH	3H	4R*	3H*	4RH	3HR	6R	4H	5R*	4HR	5RH	6H	6R	5H*	7R	5HR	7R	6H	7R*	7H	6R2H	8H
3R*	3H*	3RH	3HR	5R	4H	5R*	4HR	5RH	6H	6R	5H*	6R	5HR	7R	6H	6R*	7H	5R2H	8H	7RH	7H*
3RH	3HR	5R	4H*	5R*	4HR	5RH	6H	6R	5H*	6R	5HR	7R	6H	6R*	7H	5R2H	7H	6RH	7H*	7RH	6H2R
5R	4H*	4R*	3HR	4RH	5H	6R	5H*	6R	5HR	7R	6H	6R*	6H	5R2H	7H	6RH	6H*	7RH	5H2R	9R	7HR
3R*	3HR	4RH	5H	5R	5H*	5RH	5HR	7R	6H	6R*	6H	5R2H	7H	6RH	6H*	6RH	5H2R	9R	6HR	8R*	7HR
3RH	5H	5R	4H*	4RH	4HR	7R	6H	6R*	6H	5R2H	7H	6RH	6H*	6RH	5H2R	8R	6HR	8R*	7HR	7R2H	9H

## Firepower

11		12		13		14		15		16		17		18		19		20		>20	
R	H	R	H	R	H	R	H	R	H	R	H	R	H	R	H	R	H	R	H	R	H
3R	R	3R*	R	3RH	HR	4R	2H	4R	2HR	5R	3H	5R*	3H	5RH	4H	6R	4H*	7RH	5HR	8R	6H
3R*	R	3RH	HR	4R	2H	4R	2HR	5R*	3H	4R*	3H	5RH	4H	6R	4H*	6RH	4HR	8R	6H	8R*	6HR
3RH	HR	4R	2H	4R	2HR	5R*	3H	4R*	3H	5RH	4H	6R	3H*	5RH	4HR	7R	5H	7R*	6HR	7RH	7H
4R	2H	4R	2HR	5R	3H	4R*	3H	4RH	4H	6R	3H*	5RH	4HR	7R	5H	7R*	5HR	7RH	7H	8R	7H*
4R	2HR	5R	3H	4R*	3H	4RH	4H	5R*	3H*	5RH	4HR	7R	5H	7R*	4HR	6RH	6H	7R	6H*	8R	6HR
4R	3H	4R*	3H	4RH	4H	5R*	3H*	5RH	3HR	7R	5H	6R*	4HR	6RH	6H	7R	6H*	8R	6HR	9R	7H
4R*	3H	4RH	4H	5R	3H*	5RH	3HR	7R	4H	6R*	4HR	6RH	6H	7R	6H*	8R	5HR	9R	6H	8R*	7H
3RH	3H	5R*	3H*	5RH	3HR	7R	4H	6R*	4HR	6RH	6H	7R	5H*	8R	5HR	8R	6H	8R*	7H	7R2H	8H
5R*	3H*	4RH	3HR	6R	4H	6R*	4HR	6RH	6H	7R	5H*	7R	5HR	8R	6H	7R*	7H	6R2H	8H	8RH	7H*
3RH	3HR	6R	4H*	5R*	4HR	6RH	6H	7R	5H*	7R	5HR	8R	6H	7R*	7H	6R2H	7H	7RH	7H*	8RH	6H2R
6R	4H*	5R*	3HR	5RH	5H	7R	5H*	7R	5HR	8R	6H	7R*	6H	6R2H	7H	7RH	6H*	7RH	5H2R	10R	7HR
5R*	3HR	5RH	5H	6R	5H*	6RH	5HR	8R	6H	7R*	6H	6R2H	7H	7RH	6H*	7RH	5H2R	10R	6HR	9R*	7HR
3RH	5H	6R	4H*	5RH	4HR	8R	6H	7R*	6H	6R2H	7H	7RH	6H*	7RH	5H2R	9R	6HR	9R*	7HR	8R2H	9H



### Movement Table (3.6)

Wind Gauge	Plain Sails	Full Sails
Running	4	6
Reaching	5	8
Beating	2	3
In Irons	0	0

**Weather Effects (3.6.3):** Calm: -1, Breezy: +1

**Rigging Damage:** -1 MP for every 3 rigging hits

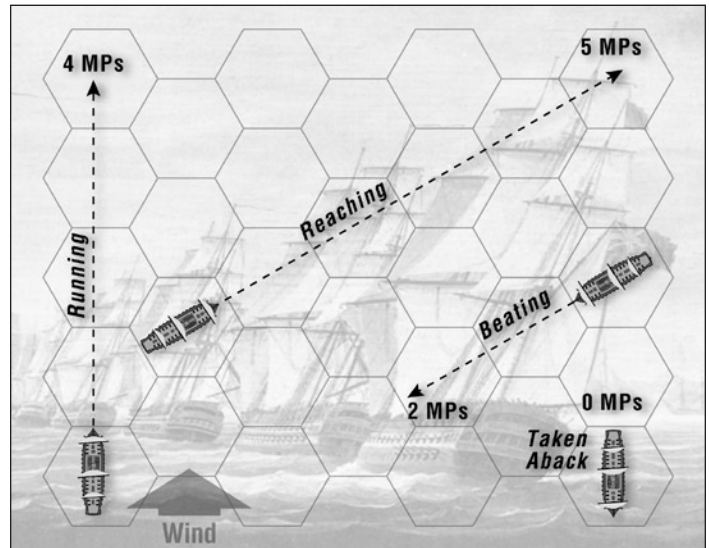
**Turning Costs (double at full sail):**

From Reaching to Running = 1 MP

From Reaching to Beating = 2 MPs

All Other = 0 MP

**Anchor:** 1/2 MPs when slipping anchor



### Tacking Table (3.6.6)

Die Roll	Movement Points
0 or less	In Irons!
1-2	0
3-5	1
6 or more	2

**Modifiers**

- +? Commander Quality if present on ship
- ? Rigging Damage Modifier
- 1 if Damaged
- 1 if Enemy within three hexes
- +1 if Enemy beyond ten hexes

### Ships on Fire Table (3.7.11)

Die Roll	Result
0-2	Fire Extinguished
3-4	Fire Extinguished, 1R Hit
5-6	1R Hit*
7-8	1H Hit*
9	1R, 1H Hit*

\* Fire may spread. Roll a die for each fouled or grappled ship. Fire spreads on a seven or more (+1 if fouled, +2 if fouled and grappled). After determining spread, roll another die: if the roll is a '9' the burning ship explodes! The exploding ship sinks immediately, along with any ships to which it is fouled or grappled.

### Wind Adjustment Table (3.2)

Die Roll	Change
0-5	No Change
6-7	One Point Clockwise
8	Two Points Clockwise
9	One Point Counter-Clockwise

### Grounding Table (4.3)

Die Roll	Result
< 0	Grounded, 1H damage
0-2	Grounded
3-5	1H damage
> 5	No Effect

**Modifiers**

- +? Commander Quality
- ? Shoal Value
- 1 Ship Rate of 4-6
- 2 Ship Rate of 1-3
- 3 Ship Rate of (1)



### Sternway Table (3.6.9)

Die Roll	Result
0-4	May drift one hex before rotating
5 or more	Must drift one hex before rotating

**Modifiers**

- ? Commander Quality

