

**3<sup>RD</sup> RATE**  
SHIP OF THE LINE

**33**

**SKILL**  
+2 1  
+4 2



3  
9  
4



**WEIGHT OF FIRE:** When this ship makes a Broadside attack at Musket Shot or closer, reduces the target's Fortitude rating by 1 for this attack.

**VERY HIGH FREEBOARD:** Broadside or Partial Fire attacks made against this ship must score at least 3 hits to cause Fatigue.

+6 **ADDITIONAL CREW**  
+2 **ADDITIONAL GUNS**  
+6 **STOUT**  
+1 **SWIFT**

**2<sup>ND</sup> RATE**  
SHIP OF THE LINE

**40**

**SKILL**  
+2 1  
+4 2



4  
10  
4



**WEIGHT OF FIRE:** When this ship makes a Broadside attack at Musket Shot or closer, reduces the target's Fortitude rating by 1 for this attack.

**VERY HIGH FREEBOARD:** Broadside or Partial Fire attacks made against this ship must score at least 3 hits to cause Fatigue.

+8 **ADDITIONAL CREW**  
+2 **ADDITIONAL GUNS**  
+8 **STOUT**  
+1 **SWIFT**  
+2 **WEATHERLY**

**1<sup>ST</sup> RATE**  
SHIP OF THE LINE

**43**

**SKILL**  
+2 1  
+4 2



4  
11  
5



**WEIGHT OF FIRE:** When this ship makes a Broadside attack at Musket Shot or closer, reduces the target's Fortitude rating by 1 for this attack.

**VERY HIGH FREEBOARD:** Broadside or Partial Fire attacks made against this ship must score at least 3 hits to cause Fatigue.

+8 **ADDITIONAL CREW**  
+2 **ADDITIONAL GUNS**  
+8 **STOUT**  
+1 **SWIFT**  
+2 **WEATHERLY**

**HMS "ANNE"**  
3<sup>RD</sup> RATE SHIP OF THE LINE

**34**

**SKILL**  
+2 1  
+4 2



3  
9  
4



**WEIGHT OF FIRE:** When this ship makes a broadside attack at musket range or less, it reduces its targets fortitude rating by one for that attack.

**VERY HIGH FREEBOARD:** Attacks made against this ship that score less than three hits do not cause fatigue.

**TOUGH:** When this ship becomes crippled, roll a Skill Test. If the test is passed, the ship remains at 6 points of damage and takes an additional point of Fatigue instead.

**UNIQUE:** Only one of these ships may be included in a squadron or Fleet.



## 2<sup>ND</sup> RATE

SHIP OF THE LINE

### UPGRADES

**+8 ADDITIONAL CREW**  
This ship becomes Shaken when it receives 10 points of fatigue, instead of 7. Add 1 dice to this ship's Close Combat attacks.

**+2 ADDITIONAL GUNS**  
Increase this ship's broadside value by 1.

**+8 STOUT**  
This ship becomes Crippled when it receives 10 points of damage, instead of 7.

**+1 SWIFT**  
Increase this ship's large sailing value by 1.

**+2 WEATHERLY**  
Increase this ship's windward sailing value by 1.

## HMS "ANNE"

3<sup>RD</sup> RATE SHIP OF THE LINE

HMS Anne was a 70-gun third rate ship of the line of the English Royal Navy. She was one of 20 third rates built under the 1677 Construction Programme at Chatham Dockyard during 1677/78. Originally sent out as the Flagship of a squadron sent to the Mediterranean to enforce peace treaties with the Barbary States. She fought in the War of the League of Augsburg 1688 to 1697. She played a pivotal role in the Battle of Beachy Head where she was badly damaged and ran aground, where she was burnt by her crew to avoid capture by the French.

## 3<sup>RD</sup> RATE

SHIP OF THE LINE

### UPGRADES

**+6 ADDITIONAL CREW**  
This ship becomes Shaken when it receives 10 points of fatigue, instead of 7. Add 1 dice to this ship's Close Combat attacks.

**+2 ADDITIONAL GUNS**  
Increase this ship's broadside value by 1.

**+6 STOUT**  
This ship becomes Crippled when it receives 10 points of damage, instead of 7.

**+1 SWIFT**  
Increase this ship's large sailing value by 1.

## 1<sup>ST</sup> RATE

SHIP OF THE LINE

### UPGRADES

**+8 ADDITIONAL CREW**  
This ship becomes Shaken when it receives 10 points of fatigue, instead of 7. Add 1 dice to this ship's Close Combat attacks.

**+2 ADDITIONAL GUNS**  
Increase this ship's broadside value by 1.

**+8 STOUT**  
This ship becomes Crippled when it receives 10 points of damage, instead of 7.

**+1 SWIFT**  
Increase this ship's large sailing value by 1.

**+2 WEATHERLY**  
Increase this ship's windward sailing value by 1.