

FIGHTING SHIPS (DRAFT – V 1.6)

Adapted and developed from '*Fighting Sail*' by Ryan Miller, and published by Osprey. No breach of copyright intended. To be developed by playtesting. Please email if wished for WIP example 'stats' for ships we intend to use. Players are encouraged to add and amend their own rules and tweaks. All players should agree to the rule changes before the game starts.

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1. GETTING STARTED

1.1. YOUR FLEET

Each player commands a fleet of ships and associated forces. Before each game players should agree a total points value for each side or devise specific scenario objectives (see 1.3).

Each ship is stated (pronounced 'stat-ed') in a number of areas that determine its fighting and sailing capabilities. These are known as 'ship's stats'. We find it convenient to include these in a single reference card (where used aircraft, marine and similar counters can simply be numbered).

TYPE: The ship's 'type' or 'rating' and name.

SAILING: The ship and crew's ability to sail the vessel. Submarines may have different values for when surfaced and submerged.

DISCIPLINE: The crew's experience, equipment and ability to function in battle.

Boarding: The crew's ability to fight in boarding actions.

GUNNERY: The firepower of the ship including the crew's ability to use it.

HULL: The ship's ability to withstand damage; this includes any armour plate fitted.

SPECIAL: Other information relevant to that particular ship.

1.2 EQUIPMENT

'D6' marked 1,2,3,4,5,6 and tape measures marked in inches are used. A neutral umpire to run games may also prove helpful.

The elegant simplicity of Mr Miller's system, from which these rules are extrapolated, is that it does not usually require one to keep detailed track of ship damage. The game uses a system of 'tokens' to display a ship's status.

CANNON TOKENS: These are placed next to a ship to show that it has fired that turn (many players frequently dispense with these – someone always remembers).

DAMAGE TOKENS: These are placed alongside ships that suffer damage.

ANCHOR TOKENS: A ship that has an Anchor token hasn't necessarily dropped its anchor; it will be slowed by other factors such as damage, turning into the wind, disorganisation and so forth.

SPECIFIC DAMAGE TOKENS: These are placed alongside a ship if using the OPTIONAL 'Specific Damage Allocation' rules. Numbered 'S1' to 'S6' they indicate 'specific damage' suffered *in parallel to the awarded conventional, and more general, Damage Token* (see 2.4.5.).

The 'Wind Compass' notes the wind's direction. The wind can be going in one of eight directions, known as 'cardinal points' (N, NE, E, SE, S, SW, W, NW). For most games the wind is deemed to blow from one edge of the table to the other, perpendicular to the table edge. Place the Wind Compass at the edge of the table to indicate the direction of the wind. OPTIONAL RULES cover weather changes for players who wish to incorporate these (see 2.7.).

1.3. WINNING THE GAME

In a 'Points Game' (see 2.6.3.1.), the object is to reduce the enemy fleet's morale to zero, thereby forcing either surrender or retreat. Each fleet starts with a set 'fleet morale', depending on how powerful it is. Once a fleet has been reduced to zero its captains either sail for friendlier waters or strike their colours – and the fleet loses the battle.

In a 'Scenario Game' victory conditions can also be used to decide the winner (see also 5. 'Scenarios'). A scenario or 'back-story', with appropriate victory conditions, is written by players, or by a neutral umpire. These may be as complex as wished, and/or with umpires withholding information from players to simulate the unknowns of naval warfare. Tailor forces involved to ensure completion.

1.4. TEST ROLLS & MEASURING

Round all fractions of half and above 'up', all others 'down'.

Whenever a ship must pass a test, roll a number of dice equal to the stat being tested, as stated on its stat card. The ship passes the test if you roll at least one 6. A ship *can only* test for one thing each sailing phase. So, if it has 2 damage tokens on it, it *cannot* roll to get rid of both of them. Likewise, if it has a Damage and an

Anchor token, it cannot roll for both of them in the same sailing phase. As per Damage Control (see 2.4.5.3.), a ship with both Damage tokens and an Anchor token cannot test to remove the Anchor token. It *must* clear *all* Damage tokens first.

Example: The Napoleonic frigate *USS 'Constellation'* is attempting to get moving under heavy fire, and finds itself with an Anchor token. Removing an Anchor token requires the ship to pass a Discipline test. The *'Constellation's'* Discipline stat is 5, so the US player rolls five dice. He gets 1, 2, 2, 4, and 6. Since he rolled at least one 6, the *'Constellation'* has passed the test and removes the Anchor token.

A quick note on measurements. Ships are large objects, so it is necessary to nominate a common 'measuring point'. Use the ship's mainmast, or the foremast on two-masted ships. With ships with no masts, count the ship's 'bridge' as 'mainmast'. Whenever you measure ranges to a ship, simply measure the line going from one ship's 'mainmast' to the other.

With boat, aircraft and submerged submarine counters measure to the nearest counter edge.

It is perfectly acceptable to measure range and arcs before deciding which target to shoot at.

If in doubt, resolve by a friendly dice roll.

2. THE RULES

2.1. THE GAME TURN

Each battle is played out in a series of turns. During each turn players will sail their ships and associated forces and fire (should targets present themselves). Each turn is further broken down into three phases. All actions for a given phase must be completed before moving on to the next.

The 'Turn Sequence' is:-

THE INITIATIVE PHASE:

This phase determines which player acts first during the turn (becomes 'Player 1') and second ('Player 2'). In this phase they also conduct sundry other activities, such as visibility (2.6.4.) ('Player 1' then 'Player 2'), then submarine detection ('Player 1' then 'Player 2') *and then* submarine evasion (see 2.6.1.3.) ('Player 1' then 'Player 2').

THE SAILING PHASE:

- a) Player 1 sails his entire fleet, including all counters and torpedoes and missiles, in any order he wishes (try not to run into your own torpedoes). He is then followed by followed by Player 2.
- b) Next calculate possible interceptions by anti-missile 'goalkeeper' systems, see 2.4.7.).
- c) then calculate any impacts of torpedoes and missiles (see 2.4.6. and 2.4.7.).

THE CANNON PHASE:

- a) Resolve and CAP A2a combat (see 2.6.2.3.)
- b) Player 1 fires and/or launches the weapons of his fleet, followed by Player 2, again in any order wished (including AA fire).
- c) Adjudicate Boarding actions (see 2.5.)
- d) AOB (including adjusting 'Fleet Morale' if being used – see 2.6.3.)

2.2. THE INITIATIVE PHASE

To determine 'initiative' each player rolls a die. The highest-rolling player becomes Player 1, the second Player 2. In the event of a tie Player 2 from the

previous turn becomes Player 1 for the new turn. If the tie happens on the first turn, re-roll until there is no tie.

OPTIONAL: Add +1 if a 'Hero' or 'National Hero' admiral; -1 if a 'Poor' admiral.

OPTIONAL: To simulate improved communications and ECM from the c.20th onwards:

- a) If a side's on-table flagship (and/or counter) has use of radio add +1 to initiative roll.
- b) Add +1 if the side has AWAC aircraft on the table.
- c) Add a further +1 if has 'first generation' and beyond ECM/radar use
- d) For games set after c.1960 the ECM rating expands to +2 for 2nd generation ECM, and/or +3 for c.1990s+ computerised satellite systems and similar.

Actions like location, communication and submarine detection and/or evasion take place during this phase *after* initiative has been decided, first Player 1, then Player 2.

2.3. THE SAILING PHASE

When it is your turn to move your fleet and associated counters, you may do so in any order you wish. Choose a ship or counter, complete its movement, and then choose another. Continue this process until you've moved your entire force.

2.3.1. Sailing Points And Moving Ships.

Moving a ship is a combination of its crew and machinery's ability to sail, and its attitude towards the wind and weather. This is abstracted as 'sailing points'.

2.3.1.1. Sailing Ships

A sailing ship's attitude relative to the wind can make it easier, or harder, to roll for sailing points. To determine the vessel's attitude, line up the Weather Gauge next to the ship and draw an imaginary line parallel to the wind to the centre of the Weather Gauge. The section the wind enters tells you the ship's attitude. Every sailing ship gets a sailing point for each success it rolls. If it fails to roll any, it

still gets a single 'free' sailing point *unless* it was 'In Irons' and/or has an Anchor token.

REACHING: The wind is coming from the stern quarter. The ship gets a sailing point for each result of 4+ on its sailing roll.

RUNNING: The wind is directly behind the ship, which is not the best angle for wind. The ship gets a sailing point for each result of 4+ on its sailing roll, but may not make tight turns.

CLOSE-HAULED: The ship is beating close to the wind. The ship gets a sailing point for each 5+ it scores on the sailing roll.

IN IRONS: The ship is pointing into the wind, and the sails are pushed back onto the masts. The ship gets a sailing point for each 6 it rolls, but *does not* get the typical 'free' sailing point if it fails to roll any successes (see above).

Example: The Napoleonic *HMS Pickle* is about to roll for sailing points, but first it needs to figure out its attitude relative to the wind. The British player lines up the Weather Gauge next to the ship, and then draws an imaginary line parallel to the wind. The line enters the Weather Gauge in the 'Reaching' quarter so, in the sailing roll, the Pickle will get a sailing point for each 4+ it scores.

Summary: Once you have determined the ship's attitude to the wind, you must roll to see how many sailing points it may use to move during this phase. Roll a number of dice equal to the ship's Sailing stat. As detailed above, the target numbers:

Reaching or Running: 4+

Close-Hauled: 5+

In Irons: 6

If the ship's attitude towards the wind changes as it moves, this has no effect on its current sailing points. Attitude is only checked only before you start to move a ship that turn, and further movement does not change how many sailing points it gets until the next turn.

Each sailing ship's sailing point may be spent in three ways:

MANOEUVRING: The ship moves up to 2". If it moved at least a full 2", it may also turn on the spot up to 30° in either direction, using its stern as the axis point of the turn. Manoeuvring costs 1 sailing point per 2" or part thereof.

TACKING: The ship moves the full 2", then makes a 'tight turn' on the spot *towards the wind*. If the wind is on the ship's starboard side, tacking would be a turn to starboard. The ship may turn up to 90°. Tacking costs 2 sailing points. Ships that are currently 'Running' cannot tack.

WEARING: The ship moves the full 2", then makes a 'tight turn' *away from the wind*. If the wind is on the ship's starboard side, wearing would be a turn to port. The ship may turn up to 90°. Wearing costs 1 sailing point. Ships that are currently 'Running' cannot wear.

Sailing ships are not required to use all of the sailing points they roll, but if a sailing ship doesn't move at least 2" during its move, it gets an Anchor token to simulate loss of momentum (etc).

There is no limit to the number of turns a ship can make during a single sailing phase, as long as it has the manoeuvring sailing points to spend. To perform a standard turn, line up the Turning Template with the ship's stern, then move the ship until the stern is at the corner of the turn. Then you may turn up to the full 30°. Sailing ships cannot make a partial move before turning – they must first move of at least a full 2".

A 'tight turn' (i.e. either tacking or wearing) uses the other 90° end of the Turning Template. Ships that are 'Running' cannot make tight turns

Sailing Ship Movement Summary

Manoeuvre: 1 sailing point. Move up to 2". If it moves the full 2", turn up to 30° in either direction

Tack: 2 sailing points. Move 2" then turn up to 90° towards the wind

Wear: 1 sailing point. Move 2" then turn up to 90° away from the wind

Example: HMS 'Syrene' is a British Napoleonic 4th Rate with a sailing stat of 5. The British player puts the Weather Gauge next to the ship to determine its attitude towards the wind. He can see that the ship is Reaching, so will get sailing points for every 4, 5 or 6 he rolls. As the ship's sailing stat is 5, he rolls 5 dice, getting 1, 4, 4, 5 and 6 – a total of 4 sailing points! He spends the first sailing point to manoeuvre, moving the ship straight ahead 2" and then turning it the full 30° to port. He is trying to beat to windward in order to get closer to his enemies, so he next opts to tack at the cost of 2 sailing points. He moves the ship another 2", then uses the square end of the Turning Template to make a 90° turn towards the wind. This costs two further sailing points. He has a single sailing point left, so he

opts to manoeuvre again, moving a final 2" and turning slightly to port in order to bring his guns to bear on the dastardly French.

2.3.1.2. Steamships

With steamships use the number of 'sailing dice' given in the ship's stat to move with, a detailed in 2.3.1.1. *Any score* enables movement - *except* if 'in irons' when '1s' mean no point of movement. Note the steamships maximum speed given on its Stat. This may not be exceeded – even if the ship has more 'sailing dice' (these extra dice merely represent redundant engine and crew efficiency).

Only 'Manoeuvre' turning is allowed (as above, 2.3.1.1.) – thus no tacking or wearing 'tight turns' are permitted. As many 'manoeuvre turns' may be made as wished.

N.B. Steamships of destroyer (DD) size must move 2" before making a turn of up to 30°; cruiser (CA) size must move 3"; larger than cruisers and *all* merchant steamships must move at least 4" before making each 30° turn.

If moving *no more* than 6" in total a turn all steamships may, however, turn 30° after each 2" move.

Steamships can only accelerate by 2" a turn – 'making steam' taking more time. Petrol/diesel MTB and similar can *double* this acceleration to 4" a turn.

Steamships *must reduce their move* to a minimum of 2" a move because of their momentum – they *cannot* instantly drop to a 'dead stop'.

Example: RMS 'Titanic' is moving at 6" – and has spotted an iceberg. It can decelerate on its next turn to 2", on the turn after that to a dead stop. This is insufficient, and it hits the iceberg. Despite taking damage below the waterline it's heart will go on...

From a dead stop steamships can go into reverse and 'back up'. Total reverse speed cannot exceed 3".

2.3.1.3. Oar Powered Vessels

Oar powered vessels use the same movement rules as steamships (above). They may add 2" to their speed when within 6" of an enemy *and* attempting to deliberately ram (see 2.3.3.2.).

2.3.1.4. Combined Motive Systems

Ships using both sails and oars (or sails and steam) simply choose which motive system they wish to use that turn. These *cannot* be combined in the same turn.

2.3.2. Anchor Tokens And Their Effect Upon Movement

'Sail only' ships that don't move at least 2" during their sailing phase get an Anchor token; steamship, oared ships or hybrids do not.

Ships can also get Anchor tokens as a result of cannon (or other) damage, or by running aground (see 2.7.2.).

All ships with Anchor tokens only get sailing points on a 6, regardless of their attitude towards the wind or motive power. Furthermore, any such all ships don't get the 'free' sailing point.

After a ship moves, it may attempt to remove the Anchor token by passing a Discipline test. As described above, a 'sail only' ship that has an Anchor token and is 'In Irons' cannot move at all – all it can do is attempt to remove its Anchor token.

2.3.3. Collisions, Deliberate Ramming & Entanglement

Collisions usually only occur by accident, or during attempts to board enemy ships. Deliberate 'ramming to do damage' was rare *after* the ancient period, as sailing and steamships are intricate pieces of machinery not well suited to random brute force (although the tactic occasionally resurfaced in the c.19th). When moving your own ships, take care over the order in which you move them... or risk collisions!

2.3.3.1. COLLISIONS. When a moving ship is about to collide with another ship, it may (if wished) attempt to perform an 'evasive manoeuvre' to avoid the collision. To do so it must pass a 'sailing test' using its sailing dice. If it passes, the ship immediately turns on the spot using its stern as the axis point, turning only enough to clear its bow of further collisions (the ship's player may choose which way it turns). Once this move has been completed, the moving ship continues to spend sailing points normally. If the moving ship fails its 'sailing test', the other ship may then also attempt to avoid the collision by passing an emergency sailing

test. If both ships fail, or *choose not* to take the test(s), they have collided and become 'entangled'. Ships that are already entangled may *not* attempt to avoid collisions. Points to note:-

- a) Ships may attempt evasive 'sailing tests' even if they moved already in that sailing phase.
- b) If there is no room for the evading ship's and it's base to complete the evasive sailing test, it may *not* evade the collision, it being assumed the other ship was unable or unwilling to evade, and the two ships become entangled.
- c) The sailing test to evade happens every time a potential entanglement occurs.
- d) Evasive sailing tests happen outside the normal sailing point system. Since a ship that has already spent its sailing points for the phase can attempt them, they cannot cost sailing points, being 'emergencies'.
- e) When one ship collides with another, and becomes entangled, each must make a Hull test. If it fails in a 'Points Game' (see 2.3.1.), its fleet loses 1 morale point; in a 'Scenario Game' take the test again – on a second fail take a 'damage token'.

2.3.3.2. PURPOSE BUILT RAMS & SPAR TORPEDOES. If a ship fitted with a purpose built ram successfully collides with the beam of a target vessel *immediately allocate damage to the target as per 2 X torpedo hits* (see below 2.4.6.) – *if colliding elsewhere allocate damage as if 1 X torpedo hit*. Points to note:

- a) All such 'ramming' also results in damage to the ramming ship as per 1 X torpedo hit *unless it immediately passes a discipline test using half its current discipline dice*.
- b) The rammer and the rammed are both considered 'entangled'. If the rammed ship sinks as a result, the ramming ship can draw back and escape *only by passing a discipline test* – if not she too is dragged down. If the rammer sinks it drag the rammer down.
- c) Spar torpedoes simply explode as per normal torpedoes (see below 2.4.6.) and no additional damage is suffered by either ship. Neither is considered entangled.
- f) For the ramming submarines see 2.6.1.2. . No entanglement results.

2.3.3.3. ENTANGLED SHIPS. When ships become entangled each receives an Anchor token, and they are lined up alongside each other. If the ships were facing

the same direction, they line up bow-to-bow, if facing in opposite directions, they line up bow-to-stern. If one ship was perpendicular at the time of collision, the fastest moving ship's player may choose which way they line up *unless hit by a purpose-built ram* when both remain at the angle of impact.

When a ship starts its move 'entangled' it may either choose to remain so, or may attempt to disentangle. It cannot attempt to remove its Anchor token whilst still entangled. To disentangle, the ship rolls for sailing points but only gets them on a 6. It may spend any points it rolls on normal movement, but must move at least far enough to no longer be in contact with any ship's base. If the ship is blocked from moving straight ahead, then it performs an evasive manoeuvre as described in Collisions (see 2.3.3.1. above). Ships that don't have room for this *cannot* disentangle.

Ships entangled to an enemy using a corvus only roll *half their normal sail dice to disentangle*.

If a ship remains entangled, it doesn't move at all. Entangling can subsequently result in Boarding (see below 2.5.).

1.8.5.5. 'Entangling' is not considered possible by, or to, ships of larger than WWII (DD) size *not* fitted with a purpose-built ram. They simply glance off, causing the damage of an Anchor counter to the larger; 1 X D6 'Damage counters' to the smaller (*HMS 'Glowworm'* this is your life).

2.3.4. Leaving The Table

Ships do not normally leave the table during a game. If a ship finds itself in a situation where performing a normal turn would cause it to touch a table edge, the ship performs an evasive manoeuvre to avoid going off the edge. Using the stern as the axis point, turn the ship until it is parallel to the table edge. The ship receives an Anchor token as its crew scrambles to get the ship back into action. If, for some reason, the ship cannot avoid touching a table edge, remove it from play. It has - for some reason - disengaged from action. In a 'Points Game' its fleet loses morale equal to the ship's Hull stat (this will not apply in 'Scenario Games', where 'disengaging' may contribute to defeat – or victory by escape).

Players may instead consider using a so-called 'floating map' and 'multi-tables' (see 3.2.). With a 'floating map' simply move all ships and counters an equal distance back in a particular direction, to keep the action on table.

2.4. THE CANNON PHASE ('Gunnery')

Each ship, or counter, with a valid target may shoot in the Cannon Phase. During this phase 'Player 1' fires his fleet first, followed by 'Player 2'. Choose a ship, fire its weapons, and then choose another ship. Do this until all of your ships and counters with valid targets have fired.

2.4.1. Choosing A Target

A valid target is an enemy that meets all three of the following criteria:

Line of Sight: It is within your ship or counter's line of sight (larger 'guns' can fire over intervening ships – see 2.4.2.).

Range: It is within range of your guns (or will that turn be physically reached by a missile in the case of firing defensive 'goalkeepers' – see 2.4.7.)

Arc: It is within your 'broadside' or other fire arc – see 2.4.4.

2.4.2. Line Of Sight

To determine if your target is within your ship's line of sight, draw an imaginary line between your ship's and the target's 'mainmast'. If that line crosses another ship's hull, your ship does not have sufficient line of sight to that target. Note that the ship's base or bowsprit isn't considered when determining line of sight, only its actual hull.

Example: Napoleonic '74' HMS 'Agamemnon' is checking for targets. The French 'Swiftsure' is out of line of sight, due to the line of sight crossing the hull of the nearby HMS 'Antelope'. The French 'Intrepide' is within clear line of sight, but is out of HMS 'Agamemnon's' fire arc. The 'Hannibal' is within HMS 'Agamemnon's' fire arc, within clear line of sight, and within 18" range, so the 'Agamemnon's' captain chooses that as his target.

Ships with 'Guns' of 6" or larger *may* fire directly over smaller vessels that block their line of sight, at the cost of reducing their gunnery dice by 20%. Similarly, ships with guns of 6" or larger *may* fire indirectly over similar sized or larger obstacles at the cost of reducing their gunnery dice by 50%.

Aircraft counters are always in 'line of sight', and may only ever be targeted by AA weapons (see 2.6.2.5.).

Submerged submarine counters are never in 'line of sight', and may only ever be targeted by specific ASW weapons (see below 2.6.1.4.).

2.4.3. Gunnery Ranges

For gunnery measure the range to your target from your ship's mainmast to the target ship's mainmast. If the range is more than maximum, it is not a valid target. If the ship is dead on the line between two range increments, count it as being at the shorter range of the two. The distance to the target also gives the range increment: Ranges are:-

'Cannon' (muzzleloading guns – denoted on stats by a number)

0–6": Short range (this is the maximum range of mechanical engines like catapults, which can be conveniently classed as 'cannon')

6–12": Medium range

12–18": Long range

'Guns' (breachloading guns – denoted on stats by a number followed by the letter 'G')

0–12": Short range

12–40": Medium range

40–60": Long range

60+": Extreme range

N.B. Only Guns of 8" in calibre and larger may fire at 'extreme range'. The maximum 'extreme range' for 8" to 11" guns is 70"; 11" to 13.9" guns 80"; 14"+ in calibre guns 90" (if your table's that big!)

Smaller 'guns' of below 4" in calibre, on boats and small ships (like MTB), are best accommodated by counting as if 'cannon'.

2.4.4. Gunnery Arcs

There are a number of gunnery arcs, some of which overlap. These arc definitions are also used elsewhere in the rules.

a) Broadside Arc: A ship with fixed cannon can fire a 'broadside' to both its port and starboard broadside arcs – both together if lucky enough to be between two

enemy vessels. A ship's 'broadside' fire arc is an imaginary line drawn 30° off from the ship's base bow and stern corners. The Turning Template is a convenient way to determine a ship's broadside arc. An enemy ship is within this fire arc if its 'mainmast' lies within.

b) Bow/Stern 'Chaser' Arcs: A ship's 'chaser' fire arc is an imaginary line drawn 30° off from the ship's base bow and stern corners (as with broadside arcs, above). An enemy ship is within this fire arc if its 'mainmast' lies within its bow or stern.

c) Bow Arc: A ship's front 180°.

d) Stern Arc: A ship's rear 180°.

e) Port Arc: A ship's port side 180°.

f) Starboard Arc: A ship's starboard side 180°.

TURRET ARCS: Clearly, with turreted steamships, bow and stern firing will be possible as well as port or starboard broadsides. Simply consider the vessels gunnery stat flexible (ok, not if you're *HMS 'Nelson'*, but you get the general jist). Turreted steamships can therefore fire a *double broadside of gunnery points*; or fire a single broadside to bow *and/or* to stern; or to each side, or combinations thereof. A 'DB' on a ship's Stat should make this capability clear.

Example. WWII destroyer *HMS 'Zulu'* could fire a 'double broadside' (DB) to port, or to starboard, thanks to its moveable turrets; or one broadside to port and one to starboard, or one to fore and one to aft. As its gunnery 'broadside' stat is '4' it could fire '8' points to starboard, and nothing to port; or '4' points to bow and '4' points aft, or combinations thereof.

Battleships and similar 'capital ships' with secondary armament can fire these to Port or to Starboard arcs; *but only up to 1/3 of each side* to Bow and/or to Stern Arc. Individual ship stats should be clear about the limited arcs of such turrets.

Example. The WWII *KMS 'Bismarck'* has a secondary armament of 12G to port, 12G to starboard. This means a total of 1/3 of 2 X 12 points could fire to its Bow arc, and the same amount to its Stern arc. This gives 8 points to Bow; and 8 points to Stern.

2.4.5. Firing Cannon And Guns

Once you have selected a valid target, it's time to fire! If wished, place a Cannon token on the side of the ship to help you remember which ships have fired (we

find players remember quite well). Complete all of one ship's firing before moving on to the next.

Primary and secondary armaments *must* fire as separate salvos.

Roll a number of dice equal to the ship's 'Gunnery Stat' currently being used (this may be modified by other rules). The range increment your target is at tells you what you need to roll to score hits:

- Short range: 3+
- Medium range: 4+
- Long range: 5+
- Extreme range: ('Guns' only) 6+

If you roll high enough you may also cause 'explosions' against your target.

Explosions represent strikes against more critical locations that cause additional damage. The number needed to roll to cause explosions depends on the range to the target:

- Short range: 5 or 6 cause explosions
- Medium range: 6 cause explosions
- Long & extreme ranges: No explosions possible for 'Cannon'; 6 causes explosions for 'Guns' that use explosive shells.

After you've rolled your Gunnery dice, count the number of explosions you've rolled, then roll that many additional Gunnery dice to maybe score extra 'hits'. These extra dice *do not* cause more explosions *unless you have a raking shot* (as explained below, see 2.4.5.1.)

Example: When firing at a target at medium range, any dice that scores a 4 or greater will cause a hit. If any of those dice score a 6, you cause an explosion as well as a 'hit', so roll an extra dice for each 6 scored.

OPTIONAL: Varying Gunnery Dice Depending Upon Tactical Circumstances

- a) Reduce a ship's dice *by 1/4* if at night and/or if firing 'blind' through smokescreens
- b) *Deduct one from a ship's gunnery dice* if the target ship is moving faster than 6".
- c) *Add one to a ship's gunnery dice* if plunging shot onto decks (i.e. if firing at 'extreme range').

- d) *Halve the gunnery dice* if the salvo is from ‘Cannon’ against an armoured metal target (e.g. *USS ‘Congress’* firing on *CSS ‘Virginia’*.)
- e) *Add 2 gunnery dice* if ‘Guns’ firing on a wooden and/or rigged ship
- f) *Deduct 2 gunnery dice* if first shot at target

OPTIONAL: Firing To Dismast

Ships can elect to ‘fire to dismast’ sailing vessels. If firing in this way any Damage tokens are replaced by additional Anchor tokens that must be subsequently removed.

2.4.5.1. Raking Shots

If your ship’s mainmast lies within your target’s bow or stern ‘chaser arc’ (see 2.2.4.), you are making a ‘raking shot’. ‘Rakes’ are especially vicious as the cannonballs and shells have much more wood, canvas, metal and meat to pass through than shots from the sides. To represent this, ‘explosions’ caused by Cannon and *non-explosive shell* Guns during a raking shot *do* cause further explosions. Keep rolling dice until you roll no more explosions are indicated. Engines using ‘Greek fire’ *always* count as making ‘raking shots’, regardless of arc. No ‘raking shots’ are possible at long or extreme range.

Example: In the Napoleonic wars *HMS ‘Agamemnon’* is firing at a French frigate at medium range. The British captain has skilfully ‘crossed the T’ of his enemy, giving him a raking shot. Since the Cannon shot is at medium range, hits are caused on a 4+, and explosions on any rolls of 6. The British player rolls 7 dice to match his ship’s Gunnery stat, scoring a 1, 2, 2, 3, 4, 6 and 6. Three hits and two explosions! He rolls two further dice and gets a 5 and a 6 for the two extra hits. Normally, the 6 he rolled here would not cause another explosion, but since this is a raking shot, it does. He rolls another die and gets a 6, yet another explosion! He rolls another die, scoring a 2. That’s a total of 6 hits – there’s sure to be an extra tot of rum for *HMS ‘Agamemnon’s’* gunners tonight!

2.4.5.2. Taking Damage

If a ship has taken any ‘hits’, it must roll to see if it staves off the effects of those shots. The ship’s player rolls a number of dice equal to the ship’s Hull stat. Each 4+ rolled scores a ‘save’. Subtract the number of saves from the total number of

hits inflicted. If the remainder is 1 or more, the ship has taken some degree of damage, and that number of hits 'goes through'.

In 'Points Games' the ship's fleet loses morale equal to the number of unsaved hits, up to a maximum equal to the ship's Hull stat. In addition to any morale loss, refer to the 'Damage Deck' for the results of unsaved hits. If the damage effect doesn't apply (e.g. a disrupted ship that already had an Anchor token) then there is no further effect, save a loss of morale in a Points Game.

The 'Damage Deck' is:-

0 or less: No effect

1: Disrupted – the ship takes an Anchor token unless it already had one.

2: Shaken – the ship takes an Anchor token. If it already had one, it gets a Damage token instead.

3: Light Damage – the ship takes two Damage tokens and an Anchor token (unless it already has an Anchor token).

4: Heavy Damage – the ship takes three Damage tokens and an Anchor token (unless it already has an Anchor token).

5 or 7: Catastrophic Damage – the ship takes four Damage tokens and an Anchor token (unless it already has an Anchor token).

8+: Explosion – the ship is destroyed / breaks up (if it can't 'explode' it is terminally on fire)

In all cases check accumulated damage tokens to see if the ship has passed its 'Sink Threshold' (see below 2.4.5.3.).

Example: The Napoleonic sloop *USS 'Lynx'* comes under fire and takes 4 hits, all of which go unsaved. Its Hull stat is 2, so (as it's a 'Points Game') the fleet loses 2 fleet morale, as morale loss is 'capped' by the ship's Hull stat. In addition to the fleet morale loss, the *'Lynx'* also suffers Heavy Damage, gaining two Damage tokens and an Anchor token. Had the *'Lynx'* already had an Anchor token, it would only have gained the two Damage tokens. If it was a 'Scenario Game' the morale rules would not apply.

Damage tokens are markers placed on the ship to denote possibly lasting damage (an Anchor represents items easily repairable, or temporary issues and confusion). *Whilst a ship has one or more Damage tokens, it's Gunnery and Boarding stats are*

halved, rounded up. This represents crew casualties, as well as the general reduction in crew efficiency as the ship takes and repairs damage.

Example: The Napoleonic French frigate ‘*Syrene*’ normally has a Gunnery stat of 5 and a Boarding stat of 4. While it has at least one Damage token, those stats are halved, rounded up. So the damaged ‘*Syrene*’ has a Gunnery stat of 3, and a Boarding stat of 2.

Example: At the battle of Trafalgar HMS ‘*Bellerophon*’ is firing on the French ‘*Redoubtable*’. The ‘*Redoubtable*’ has already been found to be a valid target, and is at medium range. This means HMS ‘*Bellerophon*’ needs 4+s to hit, and causes explosions on 6s. The ‘*Bellerophon*’ has a Gunnery stat of 7, so the British player rolls 7 dice. He rolls 1, 2, 2, 4, 4, 6 and 6 – four hits and two explosions! He rolls two more dice, getting a 3 and a 6. This 6 doesn’t cause another explosion because he does not have a raking shot on his enemy, so the rolling stops here with a respectable 5 hits. The ‘*Redoubtable*’ has a Hull stat of 6, so the French player rolls 6 dice, getting 1, 1, 3, 3, 4 and 6. The 4 and the 6 cancel out one hit each, so three hits remain to ‘go through’. As this is a non-scenario Points Game the French fleet loses 3 morale and the French player looks up the damage effects on the Damage Deck – Light Damage! The French player puts a Damage token and an Anchor token on the ‘*Redoubtable*’.

OPTIONAL: Specific Damage Allocation.

When a new damage token is awarded to a ship, also allocate ‘specific damage’ to add to that counter’s other effects (add additional numbered counters to the basic Damage Counter to assist record keeping). To adjudicate roll a further dice:-

- 1) Armament – if damage by gunnery lose *two extra gunnery points* or a tube/launcher until associated damage token is removed. If torpedo / mine / missile / bomb damage roll again. 1-4 additionally reduce available sailing dice by 2; 5-6 additionally allocate as if score 4 (below) until the associated damage token is successfully removed.
- 2) Motive damage – roll again. 1-4 lose 5 sailing dice from current total until the associated damage token is removed, 5-6 ignore as negligible. In all cases submerged submarines must surface immediately.
- 3) Fire – allocate a further general Damage Counter but do not allocate this as further ‘specific damage’.
- 4) Steering – the ship can’t turn until the associated damage token is removed. If turning on its last move it must circle as tightly as possible.

Submarines can no longer submerge – if submerged they must surface immediately.

5) 'Critical hit' – roll 2 X further dice. If 'doubles' are rolled the magazine has exploded and the ship immediately sinks. Exploding ships produce wreckage (*HMS 'Hood'* – this is your life). If no explosion occurs simply allocate a further Damage Counter *but don't* allocate as well any further 'specific damage'.

6) Mess deck – negligible damage. The mess is a mess. That's all. The captain's golf clubs are broken (as happened to Commodore Harwood at the River Plate), or his cello or collection of '*Jane's Fighting Ships*'.

N.B: extra damage tokens *can* flip ships above their 'sink threshold' as a result of a chain reaction (see 2.4.5.3.).

Example: 1970's TV star '*Leander*' class frigate *HMS 'Hero'* has received a second Damage token. The optional 'Specific Damage' rules are being used; and the resultant score is a '4', indicating steering damage. '*Hero*' cannot turn until this associated Damage token is removed. This will become the top priority to remove, above a more general damage token already received for a '6', especially with the Soviet submarine they were hunting is able to manoeuvre and aim torpedoes.

2.4.5.3. Damage Control & 'Sink Thresholds'

Whilst a ship has one or more Damage tokens *and hasn't sunk* (see below, 'Sink Thresholds'), it may attempt to remove one token per turn *after* it moves in its Sailing Phase. Once the ship has finished spending its sailing points, it can take a Discipline test. If it passes, remove one Damage token.

If the ship has both an Anchor token *and* one or more Damage tokens, it *must* remove the Damage token(s) before attempting to remove the Anchor token – serious damage control taking precedence! Once all Damage tokens are removed it can then subsequently use its Discipline test to remove the Anchor token on subsequent turns.

OPTIONAL: 'Specific damage Allocation'

If a Damage Token with an 'SP' token attached is removed, so is the associated 'Specific Damage'. If more than one 'SP' token is currently allocated, the damaged ship can choose which one to prioritise for removal.

The 'Sink Thresholds' from accumulating damage tokens are:-

- a) All ships of MTB size with 1 damage token are removed from play as sunk.
- b) Metal ships of corvette and similar size with more than 3 damage tokens are removed from play as sunk.
- c) Metal ships of DD size with more than 4 damage tokens are removed from play as sunk.
- d) All wooden ships with more than 4 damage tokens are removed from play as sunk.
- e) Metal ships of cruiser size (and all battlecruisers and aircraft carriers) with more than 5 damage tokens are removed from play as sunk.
- f) Metal ships of battleship size with more than 6 damage tokens are removed from play as sunk.

N.B. Metal merchant ships count one class below (e.g. a battleship sized liner counts as a cruiser for its sink threshold).

Really tough battleships like *KMS 'Bismarck'* should require more than 7 damage counters to sink; Stats will specify. Special rules can apply to particular ships, e.g. reduce saving hull dice for British c.20th battlecruisers hit on deck armour by plunging shot at extreme range, because of their design flaws – again 'Stats' should specify.

STRIKING: Ships with a damage counter 'one below' their 'sink threshold' are in danger of 'striking their colours' (e.g. a sailing or oared ship with four Damage tokens). Such a ship must take an immediate 'damage control discipline test'. If it fails will 'Strike' it colours and surrender. In Points Games its fleet loses morale equal to its Hull stat. *Steamships of DD size and larger will not 'Strike' in this way – they will instead sail for the nearest board edge to disengage upon crossing (see 'Leaving The Table' 2.3.4.)*

Damage token effects summary:-

1 and more: Gunnery and Boarding stats are halved, rounded up.

One below 'sink threshold': If the ship fails its damage control Discipline test, it will 'strike' or disengage.

Above it's 'sink threshold': The ship sinks. Remove it from play. Place a wreckage token is larger than MTB size.

2.4.5.4. Firing And Entangled Ships

Firing on ships that are entangled with friendly ships can be a dangerous business. It can and *will* affect your own fleet (and its morale in 'Points Games') if damage is inflicted on your own side in an accidental 'blue-on-blue'.

When an entangled ship is *fired upon*, the ship(s) with which it is entangled may take damage as well. To represent this, roll any misses against the target ship as a fresh attack against the next entangled ship. This attack uses the same range as the original, regardless of any difference in actual range between the firing vessel and the entangled ships. If a target ship is entangled with more than one ship, misses continue to be rolled for until there are no misses to carry over, or each entangled ship has been rolled for.

Entangled ships *may only fire upon enemy ships with which they are entangled*, as the confusion and bustle involved with being so close to another ship precludes firing on more distant targets. In this case, misses only cause fresh attacks against any ships entangled on the other side of the firing ship. Thus, if you manage to 'bracket' an enemy ship with two of your ships, think carefully before firing with one of them!

Example: Napoleonic HMS 'Naiad' is firing on a French ship that is entangled with another British ship. The French ship is at short range, so the British player needs a 3+ to hit, and causes explosions on 5+. He rolls HMS 'Naiad's' 5 Gunnery dice, and gets a 1, 1, 2, 3 and 5 – 1 hit, 1 explosion and 3 misses! He deals with the results of the hit and the explosion against the French ship, and then looks to the misses. The 3 misses are now rolled as a short range cannon attack on the entangled British ship as a 'blue-on-blue'. This time, the British player rolls a 2, 4, 5 and 5 – 1 hit and 2 explosions against his own fleet! In a 'Points Game' morale is lost accordingly.

2.4.6. Torpedoes

2.4.6.1. These are best represented by 1cm² counters that move over the table. They move for a maximum of 4 turns at 12" speed (14" speed after c.1970). They move in a straight line and must travel for at least 6" to be considered 'armed' Guided torpedoes will track their indicated target. The effect of their impact is adjudicated upon touching a ship's base. For non-guided torpedoes we suggest placing an 'end of track' counter to keep them on the straight and narrow, and torpedo run-times can be recorded by using small tracking dice. Torpedo 'time

outs' sink harmlessly, and care should be taken launching torpedoes when friendly ships are in arc.

OPTIONAL: Japanese WWII 'long-lance' torpedoes increase their duration to *six* turns.

2.4.6.2. Each tube can launch torpedoes *once* per *alternate* turn to a ship's stated arc; each aircraft counter one torpedo counter before rearming. In the Cannon phase Simply place launched counters at the beam, bow or stern of the launcher (as appropriate), and at the angle required. Torpedo counters they will move on subsequent Sailing Phases. OPTIONAL: Limit submarines to only *three* salvos of all types per game (unless stated in their stats they have a plethora, or fewer, reloads).

2.4.6.3. For each impact upon a ship's base by a torpedo counter roll 1 X dice. This will give the total number of damage hits scored (see above 2.4.5.). Ships may roll *only ½ of their hull dice to negate torpedo hits* - as damage below the waterline is extremely hazardous.

2.4.6.3.1. Ships with ECM3 can negate a hit from a guided torpedo by passing an enable test to successfully decoy the guidance system

Example: In WWII a salvo of 2 X torpedo counters from two plucky RN Swordfish bomber counters has hit German battleship *KMS 'Brandenburg'*, scoring 8 hits in total (a '3' and a '5'). With a hull of 26 the '*Brandenburg*' rolls 13 dice and saves 6 of these hits. As it already has an anchor token 'two get through' and the '*Brandenburg*' now takes a Damage token as well.

Example using OPTIONAL 'Specific Damage Allocation': In WWII a salvo of 2 X torpedo counters from two plucky RN Swordfish bomber counters has hit battleship *KMS 'Brandenburg'*, scoring 8 hits in total (a '3' and a '5'). With a hull of 26 the '*Brandenburg*' rolls 13 dice and saves 6 of these hits. As it already has an anchor token 'two go through' and the '*Brandenburg*' now takes a Damage Token as well. As the OPTIONAL 'Specific Damage' rules are being used an additional roll of a '4' would indicate the Damage Counter a steering hit – making the '*Brandenburg*' a sitting duck next turn for lurking submarine. *HMS 'Sea Tiger'*.

2.4.7. Missiles

2.4.7.1. These are treated similarly to torpedoes; so similarly use 1cm² counters and turn indicator dice. Missiles move above the water for a maximum of 3 turns at 30" speed - guided missiles (as most are) will track their target. They must

travel at least 6" to be considered armed. Missile 'time outs' sink harmlessly; those intercepted by 'goalkeepers' are also harmlessly destroyed.

2.4.7.2. Each missile launcher can launch *once* per *alternate* turn to any arc (each aircraft counter one missile to its front arc) before reloading. OPTIONAL: Limit all vessels to *three* salvos, unless stated in their stats.

2.4.7.3. For each impact upon a ship by a missile counter roll 2 X dice to obtain the total number of hits scored. Ships may roll *only ½ of their hull dice to negate these*.

2.4.7.4. ANTI MISSILE 'GOALKEEPER' AND JAMMING: These systems (if fitted), use a ship's gun AA points. They have an 8" range on a 360° arc. If the 'goalkeeper' is to be used a ship *cannot* fire other weapons on its next Cannon phase (use a counter to indicate this). N.B. This may mean firing out of sequence. Ships *may* fire 'goalkeepers' in support of friends within range, measuring 'mainmast' to 'counter' as normal, other conditions and firing restrictions also applying.

2.4.7.4.1. For 'goalkeeper' effect roll one D6 per each 2 X AA points. A 6 intercepts the missile and prevents impact. OPTIONAL: Only ships with ECM 2 and above can use their AA gun points as 'goalkeeper' *instead* of as AA weapons.

Example. Two missile counters fired by 'Player 2's' submarine 'H320' home in on 'Player 1's' model HMS 'Leviathan', who fires its 4 X AA gun points to 'goalkeeper' intercept. HMS 'Leviathan' rolls a 1 and a 6, so 1 X missile is harmlessly destroyed. The other impacts, and causes 5 X hits from two dice. HMS 'Leviathan' saves 3, so 'two go through' and it takes a Damage token to add to its existing Anchor token. On its next Cannon phase HMS 'Leviathan' may not fire *any* weapons, be it 'Player 1' that turn, or 'Player 2'.

2.5. BOARDING ACTIONS, MARINES & BOATS

2.5.1. Boarding Ships

If a ship is 'entangled' with an enemy ship, during the Cannon phase it may attempt a boarding action *instead* of shooting. If a ship is entangled with two enemy ships, it may choose which one to board, but may defend against all.

Each ship rolls a number of dice equal to its Boarding stat. Each 4+ rolled scores a hit. If two or more friendly ships are entangled with the same enemy ship, they may combine boarding stats for the attack.

Compare the number of hits scored by the attacker and the defender.

If the defender rolled at least as many hits as the attacker, they have successfully repelled the boarders with no further effect.

If the attacker(s) rolled more hits than the defender, the ship has been taken as a prize! Any attacking ship(s) get a Damage token unless they already had one – this represents the chaos caused by a boarding action, as the winning ship regroups its crew and sends a prize crew to the newly captured ship.

Capturing a ship is a serious blow to its former fleet, as well as quite a boon to the attacking fleet, who in a Points Game gains Fleet Morale (see 2.3.1.) equal to the captured ship's Hull stat, while the enemy fleet loses an equal amount. Prizes *can* be recaptured, when morale is again adjusted.

A captured ship must attempt to reach a friendly port. The skeleton crew aboard, focusing all its efforts on sailing, do not have the manpower to fight with their prize.

Example: In the Napoleonic wars *HMS 'Defiance'* is entangled with the French '*Achille*'. The '*Defiance's*' Boarding stat is 6, while the '*Achille's*' is 5. The British player rolls 6 dice, getting 1, 3, 4, 4, 5 and 6 – four hits. The French player rolls 5 dice, scoring 2, 2, 3, 4 and 5 – two hits. The British player rolled more hits than the French, so the '*Achille*' is taken as a prize. Since the '*Achille*' has a Hull stat of 6, and it's a non-scenario game, the French fleet loses 6 morale, whilst the British fleet gains 6 morale. *HMS 'Defiance'* had no Damage tokens, so it gets one. The '*Achille*' must attempt to reach a safe port and take no further part in combat.

2.5.2. Marine Counters

Each 'marine counter' carried by a ship (as extra passengers) adds two extra boarding dice. These represent soldiers and other specialists. They can be landed, and also be created from existing crew as 'landing parties' by removing a dice from each category (e.g. sailing, discipline, gunnery and hull). These rules facilitate landing actions using landing craft and boats, and may be elaborated.

If and when marines meet on land, they fight as per Boarding (above 2.5.1.), one dice each. Landed marines have a 'combat range' of 0" before c.1700, of 1" from c.1700 to c.1850; 2" c.1850-c.1900; 3" after c.1920. Count armoured vehicle counters as having double the dice of marine counters, and double the range.

2.5.3. Boats

Small 'boat' counters (including small landing craft used to land and move marines and crew) do *not* count towards Fleet morale in a game. 1 'hit' sinks all with no hull saving throws. Carrying capacities need to be agreed. They move 2" if rowed, 6" if motorised.

2.6. OTHER COMBAT RULES

2.6.1. Submarines & ASW

2.6.1.1. Representation On The Table

Submerged submarines move three, identical, unmarked counters over the table using the normal steamship movement rules (see 2.3.1.2.). One is for the submarine itself and two are misleading 'Red Herrings' (RH). Counters should be the same size as the submarine model's base.

When surfacing the submarine voids any RH; when submerging place both its RH and ship counters together, shuffle, and move off independently, the owning player keeping secret track of which is the real submarine.

Example: Kriegsmarine U-Boat 'U-2' is represented by a 'wolf pack' of three identical counters, one with its name on the underside, and two marked on the underside as 'Red Herrings'. Only the moving player will know which is the real one until it shoots, or surfaces. Upon surfacing the representing counter is replaced by the model of 'U-2'.

2.6.1.2. Additional Submarine Movement Rules

On the turn it is submerging or surfacing a submarine must move at its submerged speed and *cannot* shoot weapons.

On a turn it is submerging or surfacing, or travelling on the surface, a submarine can potentially be rammed by any surface ship crossing its counter, the rammer taking damage (see 2.3.3.1.), the submarine this damage and two additional Damage Counters. No entanglement results.

A submerged submarine can move using its surface sailing points, but by so doing voids all its RH.

2.6.1.3. Locating Submarines & Their Evasion

To locate submarines during the Initiative Phase, using Asdic/sonar (where fitted) the range is 6" *plus* 4" per point value of ECM (e.g. 9" total for WWII era destroyers with devices superior to WWI era destroyers). To successfully detect a submarine, searching ships/aircraft/subs need to roll a 5 or above *adding* their ECM value. Measure distances to any point of a counter. A 'natural 1' rolled is *always* a fail, regardless of ECM capability.

Successful detection reveals a target counter to be either a submarine, or an RH. A detected RH is removed from play – a located submarine declared and any of its remaining RHs voided and removed from play.

2.6.1.3.1. A submarine that fires weapons voids its RHs, but these and the submarine counter can move off again from the point of firing upon subsequent turns.

2.6.1.3.2. Once a submarine has been located it can only shake off detection by 'evasion' upon *a subsequent* 'Sailing Phase' (see above, 2.1.). To 'evade' roll a 5+ on a single dice. If successful shuffle, disperse and place the submarine counter and its two RHs, up to 5" away from its present location. The detection process will then need to begin all over again. An evading submarine may do nothing else that turn but 'evade'.

Add '1' to a submarine's evasion score if 'Authoritarian' captain and/or ECM 2 or above.

2.6.1.4. ASW / Depth Charges

The range of these weapons is 6". Each launcher can fire once per alternate turn. A launcher's firing arc is to a ship's 'stern arc' until c.1942, when they may also fire on a bow arc for 'hedgehogs' type weapons. Later 'Limbo' type mortars can fire to any arc.

All ASW weapons 'hit' on a score of 6.

Add ECM value of firer to all hit tests (e.g. late WWII DD adds 1).

For each hit scored roll 1 X dice to obtain the total number of 'damage hits' scored on the submarine; who may try to save in the usual way *using one half of its hull dice*. Any unsaved damage 'goes through' and is then allocated as Anchor and/or Damage tokens in the usual way.

Where historically appropriate torpedoes and missiles can be fired at submarines, using the relevant rules. These pose no danger to surface ships.

Unlocated counters can be attacked and the results adjudicated – you may just waste time killing a ‘Red Herring’ – or get lucky.

2.6.2. Aircraft & Carrier Operations

2.6.2.1. Aircraft Capability Definitions

Unless detailed below all aircraft counters have 1 X ‘load’ of weapons to use, before they must return to base to rearm. The types of aircraft that can be used and the ‘warloads’ they carry have been rationalised for play as below:-

Long Range ‘Patrol’ Carries 1 X bomb *or* ASW depth charge. Combat value 1 (in defence only).

AWACS (Usually) unarmed. Combat value 0.

Piston-Engined Fighters Carry 1 X bomb *or* can intercept other aircraft in a CAP (*not both*). Combat value 1 to 3 (2= Fiat Falco, Gladiator, Wildcat etc. 3= ME109, Spitfire, Zero etc.) WWI era fighters have a combat value of 1.

Piston-engined Dive Bomber Carries 2 X bomb. Combat value 0.

Piston-engined Torpedo Bomber Carries 1 X torpedo. Combat value 0.

Larger ‘Level’ Bomber Carries 1 X missile *or* 2 X bomb. Combat value 1 (used in defence only)

Kamikaze If successful in hitting a ship count the impact as 1 X bomb *and* 1 X torpedo (ignore bomb effect if hitting carrier with armoured deck). Combat value -1 (too preoccupied)

Jet Multi Role/Strike Count as dive bomber *or* level bomber *or* fighter depending on warload. Combat value 4 (for c.1950-1969 types like Skyhawk or Forger); 5 (c.1970-1990 types like Sea Harrier); 6 (c.1990s+ types like Typhoon, F14, Lightning II). *Combat values are for after discharging warload; or if dedicated to ‘Fighter’ role.*

Transport Carries 1 X marine counter (amend depending on type). Combat value 0

Attack Helicopter Carries 1 X missile *or* 1 X torpedo *or* ASW depth charge. Combat value 2

2.6.2.2. Carrier Operations

One table edge for each side should be designated the point of aircraft arrival and departure (i.e. the direction of a land base or a notional off-board carrier). This base will be deemed to be 1+1XD6 turns away. Aircraft carriers can instead be kept upon the table (see 3.2 for using 'Multi-Tables').

If aircraft *are* deemed able to return from a table edge after re-arming, in 'Points Games' a cost of 200 incurred. The refuelling and rearming of an aircraft counter takes *two turns*. An aircraft carrier can refuel and rearm $\frac{1}{2}$ of the total number of its aircraft counter capacity in a single turn; land bases this number +5 extra (as they have more space).

Fleet carriers can launch and/or recover up to 3 counters per turn - double this if operating VTOL aircraft or helicopters, or if a land base. Aircraft formations may therefore need to form-up before launching a strike.

Whilst a carrier (or base) has three or more damage tokens it may no longer launch aircraft. Carriers operating fixed-wing aircraft need to turn into the wind to launch and recover; those operating VTOL and helicopters need not do so.

2.6.2.3. Aircraft Movement & CAP

Upon arrival from off-table all aircraft are – on this first turn – limited to half their maximum move (to simulate approach).

Piston-engined / Helicopter / VTOL aircraft move a maximum of 36" a turn (a minimum of 10" – helicopters can hover). Jet aircraft move a maximum of 50" a turn (a minimum of 16").

A 6" minimum move forward is needed before aircraft are able to make a single turn of up to 90° (this is increased to 180° if VTOL or Helicopter).

Aircraft counters can loiter over the table until they have discharged their 'warload', when they must return to their base to refuel and rearm (see 2.6.2.2.). This is except for long range 'Patrol' and 'AWACS' who can remain on station for the course of a game.

Once the aircraft counter has moved it may launch weapons during the Cannon Phase as normal – so anticipation is the key.

Instead of moving, dedicated 'Fighters' can be assigned to intercept enemy aircraft as part of a 'Combat Air Patrol' (CAP). Place and deploy these counters within 12" of a flagship or other primary protected ship, base or aircraft formation.

Interception of enemy aircraft entering the CAP's 12" zone is considered automatic *unless* the enemy is superior in combat performance by more than 1 point (e.g. combat value 1 couldn't intercept combat value 3). Move all CAP and intercepted aircraft into combat at the end of the 'Sailing Phase'.

CAP A2A combat is adjudicated *before any* AA fire (see 2.6.2.7.). Aircraft surviving CAP *must* return to base to refuel and rearm, just like all other aircraft who've discharged their warload.

Examples: Two 'Stuka' dive bomber counters (combat value 0) enter the CAP zone of two RAF Spitfire counters (combat value 3), and are intercepted, so combat results. Two RN Lightning II counters (combat value 6) can evade two Argentine Skyhawk counters (combat value 4), but two RN Sea Harriers (combat value 5) could *not* evade two Argentine Skyhawk counters (combat value 4), but would still have the edge when the resulting combat is adjudicated.

2.6.2.4. Aircraft Launched Weapons

Aircraft counter launched torpedoes and missiles are already described above (see 2.4.6. and 2.4.7.)

Bombs have a notional 'range' of 4" from an edge of a launching aircraft counter to the target's 'mainmast'. They 'miss' on a score of 1 to 3 (only on a 1 or 2 if guided). For the impact damage caused by bombs count them as if torpedoes (see above, 2.4.6.).

Ships of 'cruiser' or larger size amend the 'bomb' hit chance by -1 (i.e. they 'miss' on a score of 1 to 2; only on a 1 if guided).

2.6.2.5. Anti-Aircraft Fire

The range for AA fire is 8" on a 360° arc from 'mainmast' to target. This is extended to 14" for AA rocket launchers. Multiple shots against the same target are permitted, and these must be declared before adjudication begins.

A 5 or above is needed to 'hit' per AA point shot (add the firer's ECM rating when testing to hit – e.g. WWII radar guided need a 4 or above to hit. Any 'hit' destroys the target aircraft counter on a further roll of 4-6; forces it to immediately turn away 180° on a 1-3 (it may return on subsequent turns).

Ships may fire AA weapons in support of friends within range of their weapons.

2.6.2.6. Dedicated ASW & Spotter Aircraft

ASW helicopters counters (from post c.1960 frigates etc) move as if aircraft counters, but may *only* act as their parent ship's ASW weapons and/or spotter. Likewise, WWII era 'spotter' aircraft can be launched. These types have no combat value but can increase a ship's visibility, communicating via radio. They can only be recovered to ship's stationary for a turn.

Submarine based 'spotter' aircraft take a full turn surfaced to launch; two full turns both surfaced and stationary to recover.

In exceptional cases 'spotters' + ASW helicopters may carry an anti-ship warload – SD's will state.

2.6.2.7. A2A ('Air-To-Air') Combat

This is pretty much factored out, and is calculated at the start of Gunnery.

- a) The range for A2A combat across the table is 2" for aircraft with AA guns – extended to 40" for those with AA rockets.
- b) Where aircraft 'counters' meet in intercepted A2A (e.g. CAP – see 2.6.2.3.) they 'pair off', rolling 1 X D6 each and adding their combat values (as given above). The loser is shot down by the winner.
- c) In multiple combats each 'spare' intercepting fighter aircraft counter allocated to a pair adds its combat value to a combat's dice score – more bombers and fighters the excess evade.
- d) Where scores draw, no damage that turn is inflicted to either side and no other attacks or combat take place that turn involving those aircraft counters. *All* must break off to retire from the table. They may return later, after re-arming (see above 2.6.2.2.).
- e) 'Exceptional pilots' can add 1 to each combat.

2.6.3. Fleet Morale

A fleet's morale total is a measure of its resolve to carry on fighting, even in the face of heavy damage and terrible casualties. As the fleet takes damage and loses ships, it will eventually give up the fight and withdraw (unless it forces the enemy to give up first!)

2.6.3.1. Fleet Morale In Points Games

In a 'Points Game', where the points system is being used to achieve balance, once a fleet's morale has been reduced to zero or negative, the game ends, and

that player loses. His ships flee, and the battle is over. For a standard Points Game, each fleet starts with fleet morale equal to 10% of their fleet's maximum point value, rounded to the nearest whole number. Some Designed Scenarios and special rules may alter initial fleet morale (see 5. Scenarios).

Example: In a 300-point game, each player starts with 30 fleet morale. If you wish to play a quick 150-point game, then each player gets 15 fleet morale.

Fleets can gain or lose morale in a few ways:

a) **Gunnery Damage:** Whenever a ship suffers damage (i.e. receives a damage token), its fleet loses the same amount of morale, up to a maximum equal to the ship's Hull stat. Over the course of the game there is no limit to how much morale you can lose from a single ship – the limit of morale loss from a single attack (or the combined attack of a squadron) is set at the ship's hull rating.

b) **Boarding Actions:** Whenever a ship is captured during a boarding action, its fleet loses morale equal to the ship's Hull stat.

c) **Collisions:** When one ship collides with another, both must roll a Hull test. If either ship fails, its fleet loses 1 fleet morale.

d) **Sinking/Striking Colours:** When a ship sinks as a result of having more Damage tokens than it can deal with, or when it strikes its colours or disengages from the table; its fleet loses morale equal to its Hull stat; regardless of how much morale its fleet has already lost due to damage to that ship.

e) **Prizes:** Whenever a ship is taken as a prize, or is recaptured if previously lost, its fleet loses morale equal to its hull, whilst the fleet that took her gains that much morale. Again, this is regardless of how much morale already lost due to damage to that ship.

N.B. Aircraft, marine and boat counters do *not* count towards Fleet Morale totals in any way.

2.6.3.2. Fleet Morale In Non-Points Games

In a campaign (see 3.3) there may be sensible reasons for withdrawing, to live to fight another day. In a Designed Scenario game victory conditions should be specified. In a general 'beat 'em up' players will know when to concede defeat and maintain their 'fleet in being' to live to fight another day.

2.6.4. Visibility & Communication

Visual range is 40" basic - plus 10" per ECM rating of current flagship (e.g. ECM 1/WWII radar = 50"). If you can 'see' it – you can react to it.

'Bad weather' reduces visibility by half – but still add all ECM bonuses to ranges (e.g. ECM 1 in bad weather = 30").

Count night as 'bad weather' - 'bad weather at night' - halve everything again! E.G. Bad weather at night visibility is 10" (to which ECM can be added).

Fleets especially adept at night-fighting ADD 1 to their initiative roles at night.

Flags / Aldis etc have the same range as the current visibility. Radio has an unlimited range. *With all* communications roll a D6 – if a natural '1' is rolled the message is not received - but can be diced for again on subsequent turns.

'Repeater frigates' (etc) can hoist a message received for transmission on the next turn.

2.7. WEATHER & SEASCAPES

2.7.1. Weather Changes

The default is the wind is blowing from one set, or agreed, or random direction.

OPTIONAL. After the first turn of the game, if the 'natural' (i.e. unmodified) initiative rolls are tied, the weather can be deemed to change (ties that happen on the first turn of the game do not affect the weather). Consult the below 'Weather Deck':

1: Becalmed.

2–3: The wind changes 1 point clockwise.

4–5: The wind changes 1 point anticlockwise.

6: The wind picks up to a gale.

Once the weather effects have been applied, the second player from the previous turn becomes the first player for this turn.

Example: On the third turn of the game, the players roll for initiative. They each roll a 'natural' 4, so they look up 4 on the 'Weather Deck': the wind changes 1 point anticlockwise. The Wind Compass is turned 1 point anticlockwise, and initiative passes to the player who went second in the previous turn.

2.7.2. Weather & Seascape Effects

WIND BLOWING: No effect other than in rules. The default (see 2.7.1.)

BECALMED: When the wind is becalmed, all sailing ships only get sailing points on 6s regardless of their attitude, and *do not* get a free sailing point. The wind stays becalmed until the next turn, at which point it picks up and its effects on play return to the previous. **OPTIONAL:** The becalming can be deemed to continue for D6 turns. If this rule is being followed sailing ships may lower boats to tow. This takes a turn and a towed ship receives sailing dice on 5 and 6s.

GALE: The wind has picked up to a fierce speed, and ships must take precautions, such as closing the lower gun ports and furling sails and battening down hatches. Sailing ships that are Reaching get sailing points on 3+, whilst sailing ships that are Close-Hauled get sailing points on 6s and *do not* receive their free sailing point. All ships 'In Irons' get a Damage token unless they already had one, as their rigging and equipment is blown dangerously against the masts and they batter heavy seas. The gale can be deemed to continue for D6 turns.

No aircraft operations are possible in gales.

When firing during a gale, gunnery suffers. If a ship's target's 'mainmast' is downwind, its cannon gunnery dice are halved, rounded down. These effects are cumulative with having Damage tokens, so such a ship would only get a quarter of its gunnery dice when firing downwind. If a ship's target is upwind, it cannot be considered to fire at short range. The gale continues until the next turn, at which point the wind dies down and its effects on play return to the previous. 'Guns' suffer the similar effects to 'Cannons', *but are reduced only a quarter*. Missiles and torpedoes cannot be launched.

FOG: If a ship's base is partially in fog, it can only shoot or be targeted at within medium or short range. If the entire ship's base is in fog, it can only shoot or be targeted at short range. Ships with ECM 1 or greater can also fire at long range.

SQUALLS: Squalls are patches of rainfall usually accompanied by heavy seas. A ship that moves into a squall, or starts its move in one, gets an Anchor token unless it already had one. Otherwise, squalls are additionally treated as if fog (see above).

SHOALS & SHALLOW WATER: Each turn a ship enters, or is in, an area of shoals or shallow water it must interrupt its movement and take a Sailing test. If it fails, the ship runs aground. If it passes, it continues normally. You must also test if the ship begins its movement in shoals.

If the ship has an Anchor token, you may choose to test using the ship's Discipline rating instead of its Sailing.

Boat counters are immune to the effects of shoals. Ships of 'cruiser' and large size entering shoals will automatically run aground and remain so for the rest of the game.

SHORELINES: If any ship comes into base contact with a shore, it automatically runs aground, unless it's a boat counter or it deliberately 'docks'. Ships designed to do so (e.g. landing craft and Viking longships) can instead 'beach'.

The damage effects of running aground are that a ship gets a Damage token unless it already had one. Place *three* Anchor tokens on the ship's base to show that it has run aground.

While a ship has more than one Anchor token it cannot move at all. Instead, it may attempt to remove one Anchor token per turn by passing a Sailing test during the sailing phase. If it fails a test, it gets an additional Damage token. Removing Anchor tokens for grounded ships takes precedence over removing Damage tokens.

Once a grounded ship is down to a single Anchor token, it makes an evasive manoeuvre, exactly as if to avoid a collision (see above 2.3.3.1.), to clear its bow of the obstacle.

WRECKAGE: When a ship is sunk replace it with a Wreckage token. Treat these tokens as 'ships' for the purposes of line of sight and collision. At the end of each sailing phase, roll a die for each wreckage token. On a roll of 4+, remove it from play. Boats and MTB and similar sized vessels do *not* create wreckage.

3. ADDITIONAL RULES

3.1. USING SQUADRONS OF SMALL WARSHIPS

Destroyers, Napoleonic frigates (ships of 5th or 6th Rate) and smaller craft such as MTB and similar can be formed into squadrons of 2–3 ships before the game begins. A squadron can have a mix of types as long as they contain 2–3 ships. Once formed a squadron must act together until the end of the game.

Under the right circumstances, squadrons can combine their Gunnery dice when firing upon enemy ships. To gain this advantage, the squadron must choose a single target for their shots. Each squadron member that has line of sight to that target, and is within 6" of one of their squadron members (remembering 'mainmast measuring points'), may contribute dice towards the shot or launch weapons.

Squadrons must similarly launch torpedoes or missiles at the same target.

Combining fire takes a lot of skill and concentration on the part of the captains and crews and, as such; it's a more difficult than normal firing. When working out the range to the target, use the ship that is furthest away to determine what your 'to hit' and 'explosion' numbers are. Furthermore, squadron shots *never* counts a raking, regardless of the position of the squadron.

If one or more of the squadron members have the 'Marksman' captain type, then you must roll for those shots separately but may add their hits to your total hits. Combining fire is not compulsory, so you could choose to have two squadron members combine, while the third gets a raking shot. Further, if your squadron has targets on both sides, you may combine fire with each set of broadsides if you wish.

Example: The British player has a squadron of three Napoleonic 5th Rates, each with a Gunnery stat of 4. He has sailed them next to a Spanish 1st Rate, and intends to fire on it using the combined fire of the squadron. First, he checks line of sight, and discovers that one of the 5th Rate's views is blocked by another British ship. The other two have line of sight, so they may combine their fire. One of them is at short range, and the other at medium, so the shot will be worked out at medium range – hits on 4+, and explosions on 6s. He rolls 8 dice, the sum of the two eligible ships' Gunnery stats.

3.2. MULTI-TABLES

Large scale 'Midway-like' battles can be accommodated by using a series of 'adjacent', loosely connected, tables. Each of these tables is considered to be *two ship moves away*.

Example. HMS 'Warrior' wishes to move to an 'adjacent' table. It leaves its table on turn 1 and spends turns 2 and 3 'in transit', then emerges upon turn 4, on the 'adjacent' table, at any chosen point up to 8" from the centre of the nearest table edge to its point of departure.

All ships and counters 'in transit' *cannot* be attacked but *can* be 'tracked' by all players. Whilst 'in transit' they are *not* treated as having 'left the table' (see above).

Aircraft transit times between tables are *one turn only*, e.g. leave + transit + arrive. Tracking counters can be used.

Example. Two Dauntless dive-bomber counters leave a table after having been launched by USS 'Enterprise'. They spend *one full turn* in transit before emerging on the turn after that to attack IJN 'Kaga', on its table.

3.3. CAMPAIGNS

A game usually ends when one side admits defeat and flees the table area for port (see 2.6.3.). Battles make more sense when part of a campaign, and fighting to the finish is futile bravado. A campaign ends when one side achieves its given objectives, and a good umpire is helpful if 'secret movement' is required.

3.3.1. Campaign Mechanics

A campaign can be fought over a real map divided up into equal sized areas, named or numbered, with appropriate ports and bases marked.

Forces move according to written orders.

Where opposing forces meet in the same area, transfer events to the table and play out to achieve some kind of resolution. Equate 1 map move to 20 table moves.

Movement rates across the campaign maps are:

Sailing ships and c.pre-1900 steamships, non-nuclear submarines, all merchantmen and similar speed vessels - 1 area per campaign turn.

Steamships post-c.1900, nuclear submarines - 2 areas per campaign turn.
AWAC and patrol aircraft - sweep through up to 8 areas per campaign turn before returning to base.

Shorter range aircraft - sweep through up to 2 areas per campaign turn before returning to base.

3.4. MULTIPLAYER GAMES

'Fighting Sail' was designed primarily as a two-player game, but the rules do not preclude three or more players getting in on the action! Thus it is with *'Fighting Ships'*.

In a Points Game a points total must still be agreed upon, and this applies to each player's fleet. So in a 4-player 300-point game, each of the four players has 300 points to spend on their fleets. Alternatively, two sides could have a total that is split up as agreed.

There are two basic types of multiplayer games: 'team' and 'free-for-all'.

3.4.1. Team Games

In a team game there are still only two sides to the conflict, but each (or one) side is made up of multiple fleets, each controlled by a different player. The turn sequence is altered slightly:-

- a) In the Initiative phase: One member of each team rolls for initiative. The team that rolled highest gets the initiative for the turn. In the case of a tie, the team that went second last turn goes first this turn. If a tie happens on the first turn of the game, re-roll until there is no tie.
- b) Sailing phase: The team that won initiative nominates a player to move their fleet, followed by a player from the other team. Alternate players this way until all fleets have moved.
- c) Cannon phase: The team that won initiative nominates a player to shoot their fleet's cannons, followed by a player from the other team. Alternate players this way until all fleets have fired.
- d) In Points Games each team shares a combined fleet morale equal to 10% of the total point cost of all fleets on the team. Whenever either player loses fleet morale, it is subtracted from the team total.

Example: In a 4-player 300-point team game, each team has two players with a total point value of 600. The team's fleet morale is 60.

3.4.2. Free-For-All Games

There can be any number of players, and each player is fighting against all other players. Each player rolls for initiative normally. If two or more players roll the highest number, only those players re-roll to see who gets the initiative for the turn.

- a) Free-for-all games follow the normal turn sequence, with one small twist – when the first player is finished with their actions for the current phase, the player to the first player's left takes their actions. Play continues to the left until all players have taken their actions for the phase.
- b) In Points Games players start the game with the normal amount of fleet morale, equal to 10% of their fleet's maximum point value. When a player is reduced to zero or negative fleet morale, he is out of the game. Replace each of his ships with a wreckage token.
- c) If you are using the 'Weather' rules (see 2.7.), the weather only changes if three or more players roll the same number.
- d) The last player left in the game is the winner!

Example: Five players are playing a free-for-all game. Each player deploys their fleet, and initiative is rolled. The player that won initiative moves his ships first in the sailing phase. Once he is finished, the player to his left sails his fleet. It continues like the round the table until all five fleets have moved. In the cannon phase, the player who won the initiative shoots first. Once he is done firing his fleet's cannons, play passes to the player on his left. It continues passing to the left until all players have fired. Then the turn ends.

4. BUILDING YOUR FLEET

4.1. 'PURCHASING' SHIPS & SUPPORTING COUNTERS

There are several steps involved in constructing a fleet, and each should be completed before moving on to the next one:

1. Choose a Nation(s): Your fleet should be from one nation or historical alliance.
2. Choose a Flagship: Select a single flagship for your admiral.
3. Choose an Admiral Type: You must choose the type of admiral that will lead your fleet, paying the cost listed (see below 4.2.).
4. In Points Games choose your ships (etc) to an agreed points total, and within the realms of reasonable historical possibility.
5. Don't forget to add the cost of 'special captains' and 'legends' (see 4.2. below) and the use of 'special ordinance' (see 4.3. below).

The below 'ship stats' have been developed by playtesting.

4.1.1. For before that covered by 'Fighting Sail' :-

	COST	SAILING	DISCIPLINE	BOARDING	GUNNERY	HULL
GALLEY	40	4	5	6	1 (engine)	3-4

Maximum possible speed 6". If oars not used reduce sail dice to 2. Carries Ram.
Up to 2 marine counters.

	COST	SAILING	DISCIPLINE	BOARDING	GUNNERY	HULL
LONGSHIP	20	4	3	4	N/A	2

Maximum possible speed 6". If oars not used reduce sail dice to 2. Up to 1 marine counter.

	COST	SAILING	DISCIPLINE	BOARDING	GUNNERY	HULL
MEDIEVAL COG	30	3	3	4	1 (engine)	2

	COST	SAILING	DISCIPLINE	BOARDING	GUNNERY	HULL
C.16 th LARGE GALLEON	36	5	5	4	3	3

	COST	SAILING	DISCIPLINE	BOARDING	GUNNERY	HULL
C.16 th SMALL GALLEON	26	6	5	3	2	2

	COST	SAILING	DISCIPLINE	BOARDING	GUNNERY	HULL
C.17 th MAN 'O WAR	42	6	5	4	4	3

	COST	SAILING	DISCIPLINE	BOARDING	GUNNERY	HULL
SAILING MERCHANTMAN	N/A	6	3	2	1	3

4.1.2. For 18th c. and 'Napoleonic' games the original '*Fighting Sail*' rules exquisitely cover this period, and can happily push the envelope back into the mid to early 18th century.

	COST	SAILING	DISCIPLINE	BOARDING	GUNNERY	HULL
GENERIC 1 st RATE	98	3	6	10	10	10

	COST	SAILING	DISCIPLINE	BOARDING	GUNNERY	HULL
GENERIC 2 nd RATE	71	3	6	7	9	9

	COST	SAILING	DISCIPLINE	BOARDING	GUNNERY	HULL
GENERIC 3 rd RATE	52	4	6	7	8	7

	COST	SAILING	DISCIPLINE	BOARDING	GUNNERY	HULL
GENERIC 5 th RATE FRIGATE	26	6	5	3	4	3

	COST	SAILING	DISCIPLINE	BOARDING	GUNNERY	HULL
GENERIC 6 th RATE BRIG	14	7	4	2	2	1

4.1.3. The c.19th. Figures in brackets indicate secondary armament. The gunnery stats are 'undoubled' so are just a standard 'broadside' (see above in 'Gunnery' - 2.4.4.):-

	COST	SAILING	DISCIPLINE	BOARDING	GUNNERY	HULL
IRONCLAD 'A'	150	4	5	3	6	10

Maximum possible speed 3". Can replace cannon with 4" guns, depending on ship.

	COST	SAILING	DISCIPLINE	BOARDING	GUNNERY	HULL
IRONCLAD 'B'	200	4	5	3	6(G)	10

Maximum possible speed 3". 4" or 5" guns, depending on ship.

	COST	SAILING	DISCIPLINE	BOARDING	GUNNERY	HULL
PRE-DREADNOUGHT	300	5	8	3	12G(2G)	17

Maximum possible speed 6". Main armament 12" guns, depending on ship, secondary 6" guns.

4.1.4. Suggested generalised stats for WWI/II are below. Figures in brackets indicate secondary armament. Note different stats for submarines when submerged and surfaced. The gunnery stats are 'undoubled' so are just a standard 'broadside' (see above in 'Gunnery' 2.2.4.):-

	COST	SAILING	DISCIPLINE	BOARDING	GUNNERY	HULL
MTB	50	8	2	0	1 cannon	1

1 one-shot torpedo tube to Bow. 1 X AA point. Maximum possible speed 18"

	COST	SAILING	DISCIPLINE	BOARDING	GUNNERY	HULL
CORVETTE	100	6	3	1	2 guns	5

1 torpedo tube to P or S. 2 X AA points. 2 X ASW launcher points. Maximum possible speed 12". 4" guns

	COST	SAILING	DISCIPLINE	BOARDING	GUNNERY	HULL
DESTROYER	150	6	5	3	4 guns	7

1 torpedo tube to P or S. 2 X AA points. 1 X ASW launcher point. Maximum possible speed 12". 4-5" guns.

	COST	SAILING	DISCIPLINE	BOARDING	GUNNERY	HULL
SURFACED SUB	150	4	3	1	1 gun	3

1 torpedo tube to Bow, 1 to stern. 1 X AA point. Maximum possible speed 6". 4" gun.

	COST	SAILING	DISCIPLINE	BOARDING	GUNNERY	HULL
SUBMERGED SUB	150	2	3	N/A	N/A	2

1 torpedo tube to Bow, 1 to stern. Maximum possible speed 4"

	COST	SAILING	DISCIPLINE	BOARDING	GUNNERY	HULL
STEAM MERCHANT	N/A	2-4	3	1	N/A	4-8

Can be armed – will need to be amended. 1 X AA point.

	COST	SAILING	DISCIPLINE	BOARDING	GUNNERY	HULL
LIGHT CRUISER	200	6	6	3	8 guns	15

1 torpedo tube to P and to S. 3 X AA points. Maximum possible speed 12". Usually 6" guns. Spotter plane.

	COST	SAILING	DISCIPLINE	BOARDING	GUNNERY	HULL
HEAVY CRUISER	300	6	8	3	12 guns	20

4 X AA points. Maximum possible speed 12". Usually 8" guns. Spotter plane.

	COST	SAILING	DISCIPLINE	BOARDING	GUNNERY	HULL
BATTLECRUISER	400	6	8	3	20 g (10) g	22

6 X AA points. Maximum possible speed 12". Gun size will need researching. Usually spotter plane.

	COST	SAILING	DISCIPLINE	BOARDING	GUNNERY	HULL
BATTLESHIP	600	5	10	3	20 g (10) g	30

10 X AA points. Maximum possible speed frequently 10". Gun size will need researching. Usually spotter plane.

	COST	SAILING	DISCIPLINE	BOARDING	GUNNERY	HULL
AIRCRAFT CARRIER	300	5	10	2	N/A	20

10 X AA points. Carries up to 12 X aircraft counters. Maximum possible speed frequently 10". Add points cost of aircraft carried.

4.1.5. Post WWII. Figures in brackets indicate secondary armament. Note different stats for submarines when submerged and surfaced. The gunnery stats are 'undoubled' so are just a standard 'broadside' (see above in 'Gunnery' 2.4.4.):-

	COST	SAILING	DISCIPLINE	BOARDING	GUNNERY	HULL
FRIGATE	200	7	6	2	3 guns	6

1 torpedo tube to P or S. 6 X AA points. 2 X ASW launcher point. 2 X missile launchers. Maximum possible speed 12". 4" guns. ASW helicopter counter (add cost).

	COST	SAILING	DISCIPLINE	BOARDING	GUNNERY	HULL
SUBMERGED SUB	300	5	4	N/A	N/A	5

2 torpedo tube to Bow, 1 to stern. These can also launch missiles. Maximum possible speed 8". 'Modern' submarines do not tend to operate surfaced, so simply use the same stats.

4.1.6. Counters

Each aircraft counter +20 pts (*double if missile armed, halve if purely fighter*)

Each ASW helicopter counter +10 pts

Each boat or spotter plane counter + 5 pts

Each marine counter +5 pts

Each carrier / off-table base capable or aircraft rearmament +200 points

If 'Exceptional' aircraft counter pilot(s) +5 points each.

Use of mines – add 10% to fleet cost.

Use of only 'Red Herring' mine counters +50pts

4.2. ADMIRALS, CAPTAINS & LEGENDS

Add these to you ships and forces

4.2.1. Admirals

The admiral of a fleet often had a significant effect on its effectiveness and fighting style. His philosophies on sailing and warfare would trickle down through his officers and crew, turning the fleet into a reflection of the admiral's personality. Choose one of the admirals listed to lead your fleet. If your flagship is ever lost, you lose your admiral's ability, and a 'Methodical' admiral takes over.

Allied fleets can each have their own admiral, though one must be deemed senior, and chains of command established.

Admiral archetypes are detailed below. Points costs are indicated:-

- a) Methodical (0 points): No special characteristics. The default.
- b) Disciplinarian (7 points): This admiral uses strict discipline to maintain an orderly fleet. The sailors may love him or hate him, but his rigid philosophy gets results. Once per battle, after one of your ships fails a Discipline test, you may change the result of that test to a success.
- c) Gunner (10 points): This admiral constantly trains his men to fire faster and with more accuracy. Once per battle, after one of your ships fires, it may fire again that turn.
- d) Hero (6 points): Well known amongst captains and sailors alike, the Hero leads by example. His men often fear his disappointment more than they fear their enemies. In a Points Game your fleet gets a +10% fleet morale bonus. In a Designed Scenario game instead add 1 to initiative rolls once a game *and* on the first turn.
- e) National Hero (20 points): As Hero – only your fleet gets a +20% fleet morale bonus in a Points Game. In a Designed Scenario game instead add 2 to initiative rolls once a game *and* on the first turn.
- f) Revolutionary (6 points): Unconventional, a divergent thinker. Once per game, at the start of the turn, you may add +3 to your initiative roll for the turn. You must decide to use this ability before rolling for the turn.
- g) Former Privateer (11 points): *'Irregular' fleets and 'regular' fleets before c.1820 only.* This admiral spent his early years with a cutlass in one hand and a letter of marque in the other. Once per battle, when one of your ships collides with an enemy ship, the enemy ship may not make a Sailing test in order to avoid it.
- h) Noble/Technocrat (10 points): With financial and political pull, this admiral can often outfit their fleets better than others. In a Points Game you get a +10% bonus to build your fleet. In a designed Scenario game instead once a game freely remove a damage token.
- i) Veteran Sailor (5 points): Many admirals have been sailing the seas for decades. Bringing their vast expertise to the operation of their fleet, they are able to pull off daring strategies. Your squadrons may combine fire while within 9" of each other, instead of the normal 6".

- j) **Pragmatist (8 points):** This admiral knows that no battle comes without a terrible cost, and constantly trains his men in damage control techniques. Your ships get +1 Discipline when rolling to remove Damage tokens.
- k) **Daring (11 points):** Not all fleets have huge ships, so they have to rely on bravado and skill to help them best their foes. When the initiative roll is tied, your fleet gets the initiative. If both admirals have this ability, then determine who gets initiative as per the usual rules.
- l) **Former Frigate Captain (9 points):** Squadron tactics are key to naval strategy, something this admiral knows well. He trains his fleet to work as a single, cohesive whole. When your squadrons combine fire, use the closest squadron member when working out range.
- m) **Master of the Coast (7 points):** This admiral is experienced in the more shallow waters of near landlocked seas and coastal areas. Your ships get +1 Sailing while rolling for sailing points and all other rolls in shoals and shallow water, including dicing for running aground.
- n) **Explorer (7 points):** This admiral has travelled the world, and is an expert at fleet navigation. If you win the roll to take the first turn of the game, you may let your opponent take the turn instead.
- o) **Sea Dog (8 points):** This admiral has plied the seven seas his entire life, and has perfected the art of capturing ships. Whenever one of your ships without Damage tokens collides with an enemy ship, it may take a Sailing test. If it passes, the enemy ship may not try to avoid the collision.
- p) **Buccaneer (13 points):** This admiral keeps his ships packed with extra crew, in order to overwhelm enemy ships and quickly press them into service. Whenever one of your ships wins a boarding action, you may instantly add the newly captured ship to your fleet. The captured ship gets a Damage token (if it didn't already have one); can never lose its last Damage token but can instantly join the action.
- q) **Villain (6 points):** This admiral strikes fear in the hearts of friend and foe alike. Friendly ships within 12" of your flagship get +1 Discipline. Enemy ships must pass a Discipline test before attacking your flagship in a boarding action. If they fail, they cannot continue with the boarding action.
- r) **Poor (-10 points):** A 'poor' admiral's captains within 12" cannot make any re-rolls and deduct one dice from each of their ships gunnery, discipline and sailing dice to represent their admiral's incompetence.

4.2.2. Special Captains

Like admirals, the way a captain trains his crew has a large effect on that ship's capabilities. Each ship can have up to one 'special captain', adding this captain's cost to the points cost of the ship. Even your flagship will have a captain (every ship has a 'captain' – but not all will be 'special'). Some captains allow you to re-roll any 1s that you roll for various stats. E.G. a 'Marksman' captain permits that ship re-roll any 1s it scores when rolling its Gunnery stat. Subsequent 1s rolled do not cause more re-rolls – you have to stick with the results of the second roll! In the case of Gunnery, re-roll your 1s before rolling more dice for explosions. An easy way to remember this is to think of the '1' on the die as representing the captain himself, as he directs his crew to where they are needed the most. Whenever you see a '1', it represents an opportunity for the captain to intervene.

Special captain archetypes are detailed below – points cost are indicated:-

- a) Competent (0 points): No special characteristics. Not a 'special captain'. The default.
- b) Poor (-4 points): 'Poor' captains cannot make any re-rolls and deduct one dice from each of their ships gunnery, discipline and sailing dice to represent their incompetence.
- c) Navigator (2 points): The ship may re-roll 1s when rolling its Sailing dice.
- d) Authoritarian (3 points): The ship may re-roll 1s when rolling its Discipline dice.
- e) Marksman (6 points): The ship may re-roll 1s when rolling its Gunnery dice.
- f) Swashbuckler (1 point): The ship may re-roll 1s when rolling its Boarding dice.
- g) Architect (5 points): The ship may re-roll 1s when rolling its Hull dice.

4.2.3. Legends

Some nations may be able to recruit a number of 'Legends' to their fleet, be they captains or admirals. These represent the legendary ships and men that carved out their own pieces of history. 'Legends' have more than one 'special quality' awarded.

Examples: England's Sir Francis Drake as a 'Swashbuckler', 'Authoritarian' and 'Marksman' captain (for a total of 10 pts). The pirate 'Blackbeard' as an

'Authoritarian' and 'Swashbuckler' captain (for a total of 4 pts); Horatio Nelson as a 'National Hero' and 'Gunner' admiral (for 30 points).

4.3. SPECIAL ORDINANCE

Whilst each of the seagoing nations of history had their own variants of the weapons listed below, their capabilities were close enough to allow for them to be listed in generic groups. These weapons were relatively rare in open combat, and as such they can only be included in your fleet if the scenario you're playing allows for them.

If a Points Game makes one or more of these weapons available to a fleet, no more than half the total point cost may be spent on them.

4.3.1. Fireships

In the age of sail (c.1530-c.1850) older hulks were often outfitted as fireships to attack ports, or fleets at anchor. The ships sail with a skeleton crew and no operable cannons. The holds and gun decks are packed with explosives and flammables.

- a) Once a fireship has one or more Damage tokens, it is considered to be 'set alight'. The crew may attempt to intentionally set it alight by passing a Discipline test during its sailing phase. If it passes, give the fireship a Damage token.
- b) Once it is set alight, a fireship can no longer make turns, and must move 4" straight ahead during its player's sailing phase. If a fireship has an Anchor token, it moves 2" in the direction of the wind during its player's sailing phase.
- c) At the start of each turn, roll a die for each fireship that is alight. On a 4+, it receives an additional Damage token. If a fireship ever has four or more Damage tokens, it explodes and is removed from play. When a fireship explodes, each ship within 6" of it receives a Damage token.
- d) Whenever a burning fireship ends its move within 2" of another ship, that ship must roll a Discipline test. If it fails, it gets a Damage token.
- e) If a burning fireship collides with another ship, the fireship cannot attempt to avoid the collision since it has no crew aboard to do so. The other ship may attempt to avoid as normal – if it succeeds, it must then test as above for coming within 2" of the fireship. If it fails to avoid the collision, it

receives a Damage token and will receive a further Damage token at the start of each subsequent turn it remains entangled with the fireship.

f) If a burning fireship runs aground, it explodes immediately.

Ship	Cost	Sailing	Discipline	Boarding	Gunnery	Hull
Fireship	14	4	4	0	0	1

4.3.2. Shore Batteries / Bases

Shore forts were extremely dangerous to vessels, not only because they are shooting from a stable (and therefore more accurate) platform, but because in the age of sail many of them could heat their cannonballs until they are red-hot. Shore batteries use the same procedure for shooting as ships. Because of their stable firing platforms, they always hit on a 4+ and cause explosions on 6s. If qualifying they always treat their targets as if they have a raking shot.

Shore batteries take damage just like ships do. Simply substitute 'sunk' with 'destroyed' and ignore Anchor tokens. This means that doing 1 or 2 damage points to the shore fort will have no effect – stone and earth is much harder to damage than wood and steel.

All forts are deemed to receive 'terminal damage' and 'sink' on 5 damage tokens, and all are liable to 'strike' in all eras for receiving a fourth damage token (see above).

Shore battery stats:

Ship	Cost	Sailing	Discipline	Boarding	Gunnery	Hull
Small	23	0	4	0	2	2
Medium	38	0	4	0	4	4
Large	67	0	5	0	6	6

Shore batteries have:-

'Cannon until c.1860 (Points cost as above)

Half 'Cannon and half 4" calibre Guns c.1860-1880 (double above points cost)

6" calibre Guns thereafter (treble above points cost).

AA points and torpedo and missile launchers will need to be allocated, as historically appropriate. Some shore batteries can be air bases, in which case treat as 'static aircraft carriers' using the above rules as well.

OPTIONAL: Shore batteries can combine fire just like squadrons (see 3.1.)

4.3.3. Bomb Vessels

In the golden age of sail (c.1750-c.1850) these ships were fitted with large mortars or rocket batteries that fire their ordnance in a high, arcing, pattern. They were originally used to attack shore forts, but were often used to attack other ships as well.

Bomb vessels can only fire once per turn, and then whilst they display a compulsory Anchor token (to indicate their settings), but have a 360° arc of fire and may target any ship in range, regardless of whether it is the nearest. They cannot fire at short range, due to the high trajectory of their weapons – so may only choose targets at their medium or long range. Furthermore, they always fire as if they have a raking shot, regardless of their position relative to their target.

Ship	Cost	Sailing	Discipline	Boarding	Gunnery	Hull
Bomb Vessel	13	4	4	1	1	1

4.3.4. Mines

Used in the Industrial era (c.1850+). Capable ships can lay one ‘mine’ or ‘Mine RH’ counter per turn.

If any ship moves within 4” of a mine counter the mine will explode with the same effect as if 2 X torpedoes (see above, 2.4.6.). Exploding RH cause no damage – and are simply voided. Dare you take the chance?

Mines can be ‘swept’ by designated minesweeping capable vessels moving at a speed of up to 2” and notionally ‘firing’ at the counter. Simply roll a D6 - a ‘4’ sweeps; all natural ‘1’s’ being ‘misses’.

OPTIONAL: If using ECM rules ECM 1 and above need a ‘3’ and so forth if (see above). A successfully swept counter is simply removed from play.

No other weapons may be fired by the sweeping ship on a turn it is minesweeping.

In Points Games the use of mines adds 10% to a fleet’s cost – if only using mine ‘Red Herrings’ the cost is a flat 50 points.

4.3.5. Smoke

Used from c.1900 onwards to mask a ship's movement.

Smoke dissipates after two turns if not renewed. Simply lay cotton wool counters across the movement track of the laying ship.

For simplicity of play smoke *will not* drift with any wind, but cannot be used in Gales or Squalls.

For game purposes count Smoke as if it is 'Fog' (see above 2.7.2.).

OPTIONAL: Reduce gunnery as per (2.4.5. above).

5. SCENARIOS

5.1. DESIGNED SCENARIOS

Players are encouraged to invent their own scenarios. These do not need to use the points system (see 4. Building Your Fleet). It's perfectly reasonable to choose situations and forces both players wish to play with before the game starts. The points system may or may not be used, and players may decide 'victory conditions' (if any).

5.2. GENERIC SCENARIOS

If you wish the vagaries of war decide for you, randomly pick which of the below scenarios you will play. Each will tell you how to set up the table and deploy the fleets. It may also have special rules attached and/or modify the win condition.

THE DUEL

A one-on-one (frigate?) duel. Since the fight is between two ships, the rules are 'zoomed-in' in the following ways:

- a) In non-scenario games players must agree on a point limit. Furthermore, each player is limited to a single ship, though they may also choose a captain from the list of archetypes.
- b) As befits a duel the game ends when a ship is captured, sunk, or strikes its colours!
- c) The Duel uses its own turn sequence:
 1. Sailing Roll. Each player rolls for sailing points, using the standard rules.
 2. Manoeuvre Phase. Players alternate spending sailing points one manoeuvre at a time, starting with the player who controls the ship with the mainmast furthest downwind. If both ships are equally downwind, roll to see who goes first.
 3. After a player finishes a manoeuvre, his ship may fire with a broadside he hasn't previously used this turn.

ENCOUNTER ON THE HIGH SEAS

This is the best scenario for the first few games, as well as any game where you just want to clash forces. Two fleets meet on the open sea, ready for battle!

SETUP: An area of 4' x 4' works best (6' x 4' post c.1900). There should be no seascape features. Players roll to see who will get the initiative for the first turn. The player who won the initiative chooses a table edge (smaller edge only post c.1900). The wind will blow from the first player's right to left side of the table, parallel with the table edges. The first player sets up their fleet within 12" of their table edge, but no closer than 12" from a table side. Then the second player sets up their fleet on the opposite table edge under the same restrictions.

SPECIAL RULES: None.

SPECIAL ORDINANCE: Neither side may use special ordnance for this scenario.

OBJECTIVES: This scenario uses the standard objective – in a points game reduce your enemy's fleet morale to zero! In a scenario game sink the enemy. The first player to do this is the winner.

PROTECT THE CONVOY

Protecting maritime trade was of chief importance to most seagoing nations. Conversely, disrupting your enemy's merchant marine was an effective and common strategy of naval warfare. In this scenario, one player will need to keep his convoy from falling into the hands of their enemy – or being destroyed by them!

SETUP: Use a 6' x 4' area. Players roll for initiative for the first turn. The player who won will be protecting the convoy, while the other player will attack it. The convoy player chooses a table edge. The wind will blow from the convoy player's right to left, parallel to the table edges. Deploy as per 'Encounter On the High Seas'. For daring players play a larger distance for the convoy to traverse.

SPECIAL RULES: The convoy player adds 2 merchant vessels to his fleet for every warship. These represent the convoy he has been charged to protect. In a points game the convoy player gets +10% fleet morale to account for their willingness to protect the merchant ships. Merchant ships can exit the table along the attacking player's table edge. In games post c.1900 the attacker may use submarines; the defender may not.

SPECIAL ORDINANCE: Neither side may use special ordnance for this scenario.

OBJECTIVES: In a points game this scenario doesn't use the normal fleet morale rules for ending the game. If the convoy gets at least ½ of the ships off the table in this way, the game ends and the convoy player wins. If two-thirds of the merchant ships strike their colours, sink, or are captured, the game ends and the attacking player wins.

ATTACK THE PORT

SETUP: Use a 6' x 4' area. One long edge represents the port, and should have a shoreline at least 12" long to accommodate shore batteries. If you have a port model and cliffs etc – even better! Players roll for initiative for the first turn. The winning player becomes the attacker, and the other player becomes the defender. The defender sets up his fleet first, within 12" of the shore and no closer than 12" to a table side. The wind will blow from the defender's right to left side of the table, parallel to the table. The attacker then sets his fleet up within 12" of the opposite table edge, no closer than 12" to a table side.

SPECIAL RULES: In a points game the defending player gets an additional 20% fleet points to spend solely on shore batteries. On top of these 'free' points of shore batteries, they may also spend half of their standard fleet points allocation on additional shore batteries. They get +10% fleet morale to account for their increased motivation of defending the port. Since this port is strategically important to both sides, any fleet morale lost due to damage against shore batteries is *doubled*.

SPECIAL ORDINANCE: In a points game the attacking fleet may use fireships and bomb vessels. The defending fleet may use shore batteries and (where historically appropriate) mines.

OBJECTIVES: The standard rules for ending the game apply – reduce your enemy to zero fleet morale before they do the same to you!

BLOCKADE

SETUP: Use a 6' x 4' area. Blockades happened far away from the enemy port, both to keep out of range of harbour defences as well as remain in a flexible position to counter the enemy fleet's move. The escaping fleet has chosen a period of rough weather to help mask their movements, so players take turns placing a squall until six squalls have been placed. Squalls cannot overlap, but otherwise may be placed anywhere. Squalls should be irregularly shaped, but should measure roughly 12" by 6" (the rules for squalls can be found in 'Advanced Rules'). Players roll for initiative for the first turn. The winning player becomes the attacker, and the other player becomes the defender. The attacker chooses a table edge. The wind will blow from the attacker's right to left, parallel to the table edges. Use 'Encounter On The High Seas' for fleet deployment details.

SPECIAL RULES: The defending player is trying to run the blockade. His ships may voluntarily exit the table along the attacker's table edge.

SPECIAL ORDINANCE: Neither side may use special ordinance for this scenario.

OBJECTIVES: In a points game the standard rules for ending the game apply – reduce your enemy to zero fleet morale before they do the same to you! Furthermore, the attacker loses fleet morale equal to the hull rating of any defending ship that leaves his table edge having ‘run the blockade’.

THE FOG LIFTS

SETUP: Use a 6’ x 4’ area. Players take turns placing seascape features one at a time, until 6 features have been placed. These can be islands, shoals or whatever is wished. Features may not be placed closer than 6” to another feature. Players roll for initiative for the first turn. The first player then deploys one of his squadrons/ships anywhere on the table. The second player then deploys one of his, at least 6” away from an enemy vessel. Players continue to take turns like this until all ships have been deployed. Squadrons deployed this way must be placed within 3” of another of their squadron’s members. Once all ships have been deployed, nominate a table edge as the north edge. Then roll a die to see which way to wind is going:

- 1: The wind blows from North to South.
- 2: The wind blows from South to North.
- 3: The wind blows from East to West.
- 4: The wind blows from West to East.
- 5: The defender chooses one of the 1–4 results to apply.
- 6: The attacker chooses one of the 1–4 results to apply.

SPECIAL RULES: There are no special rules for this scenario.

SPECIAL ORDINANCE: Neither side may use special ordnance for this scenario.

OBJECTIVES: In a points game the standard rules for ending the game apply – reduce your enemy to zero fleet morale before they do the same to you!

PURSUIT AND EVASION

SETUP: Use a 6’ x 4’ area – double (if possible) if using steamships. There are no seascape features. Players roll for initiative for the first turn. The first player commands the attacking fleet, while the second player is the escaping fleet. The escaping player chooses a short table edge. The wind will blow from that table edge to the opposite one. The escaping player then deploys his flagship in the centre of the table and the rest of his fleet within 12” of his flagship. The attacking player may deploy his ships anywhere within 6” of a table edge.

SPECIAL RULES: The escaping player’s flagship may voluntarily leave the table along any table edge.

SPECIAL ORDINANCE: Neither side may use special ordnance for this scenario.
OBJECTIVES: In a points game the standard rules for ending the game apply – reduce your enemy to zero fleet morale before they do the same to you! Furthermore, if the escaping flagship strikes its colours, is sunk or captured, the game ends immediately. The attacking player wins. If the escaping flagship exits the table, the game ends and the escaping player wins.

FLEET IN BEING (POST c.1900 ERAS ONLY)

SETUP: Use a 6' x 4' area. Player 1 has his fleet in the centre of the table, Player 2 has 1/4 of Player 1's points total to spend on aircraft and submarines *only*.

SPECIAL RULES: None.

SPECIAL ORDINANCE: Neither side may use special ordnance for this scenario.

OBJECTIVES: Player 2 must sink as many of Player 1's ships as possible within 12 turns. At the end of the game total points. If Player 1's surviving points total exceeds half his original points value he has won; less than that Player 2 has won. Scenario conditions can be substituted.

CUT IT OUT (PRE c.1870 ERAS ONLY)

SETUP: A port with Player 1's solitary rated (or similar) warship in harbour at night. The crew are carousing shore and a minimum guard is on duty, on deck, of one boarding dice plus half of the rest of the vessels normal boarding dice below decks, asleep. Player 2 has three boat counters 1 X D6 inches away with 1 X boarding dice each *plus* one marine counter. These approach at a stealthy 1" a turn.

SPECIAL RULES: Each turn Player 1 may attempt to detect the approach of the boarders by rolling a 5 or 6. Once he has detected them the alarm may be raised and crew brought up from below, one per turn. He cannot stop Player 2 from boarding via boat.

SPECIAL ORDINANCE: Neither side may use special ordnance for this scenario.

OBJECTIVES: Player 2 must capture the ship by boarding and overpowering all on deck (those below deck can be contained). If he wins he may 'fire' the ship and withdraw – or attempt to sail it away if he has at least 1/3rd of the ship's original sailing dice. Points conditions can be substituted.

5.3. DESIGNED AND PLAYTESTED SCENARIOS

(to follow)