

FIGHTING SHIPS (DRAFT – V 2.0)

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. GENERALITIES

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 12.0).

Each ship is evaluated and defined 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 on a single reference card (where used aircraft, marine and similar counters can simply be numbered).

TYPE: The ship's 'type' or 'rating' and its name; years available etc

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, combat equipment and ability to function in battle.

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

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

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

SPECIAL: Other information relevant to that particular ship. (e.g. specialist captains, ECM levels, special rules etc etc)

For some examples of these 'stats' see Appendix 1 – 'Building Your Fleet'.

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 original 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 serious 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, confusion 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 5.6.2.).

The 'Wind Compass' is used to note the wind's direction. The wind can be going in one of eight '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 before play commences.

OPTIONAL RULES cover weather changes during the game for players who wish to incorporate these (see 10.1.).

1.3. WINNING THE GAME

In a 'Points Game' (see 12.4.), 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's morale 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' (see 12.1. – 12.3.) 'victory conditions' can also be used to decide the winner.

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' (e.g. Discipline, Sailing etc). The ship passes the test if you roll at least one 6.

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 ship *can only* test for one thing each sailing phase. So, if it has 2 damage tokens, 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 5.6.3.), a ship with both Damage tokens and an Anchor token cannot test to remove the Anchor token. It *must* clear *all* Damage tokens first.

If using the *OPTIONAL* 'specific damage' rules (see 5.6.2.) players may prioritise which token to first repair.

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 disputes by a friendly opposed dice roll.

2. THE GAME TURN

2.1. SEQUENCE OF PLAY

Each battle is played out in a series of turns. During each turn players will communicate, locate, sail their ships and associated forces; then fire and/or board (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.

The 'Turn Sequence' is:-

THE INITIATIVE PHASE:

- a) Determines which player acts first during the turn (becomes 'Player 1') and second ('Player 2').
- b) Adjudicate visibility and weather changes (see 3.2. and 10.1.) ('Player 1' then 'Player 2').
- c) Then adjudicate submarine detection (see 7.3.) ('Player 1' then 'Player 2')
- d) Communicate (see 3.2.2.)
- e) *and then* adjudicate submarine evasion (see 7.3.) ('Player 1' then 'Player 2').

THE SAILING PHASE:

- a) Player 1 sails his entire fleet, including all counters and torpedoes and missiles launched in previous turns, 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 5.8.).
- c) next calculate any impacts of torpedoes and missiles (see 5.7. and 5.8.).
- d) next launch any aircraft counters (see 8.2. – 8.3.) and close CAP interceptions (see 8.4.)

THE CANNON PHASE:

- a) Player 1 and Player 2 resolve and CAP A2a combat and interceptions (see 8.4.)
- b) Player 1 fires and/or launches the weapons of his fleet (Guns, Cannon, missiles and torpedoes) followed by Player 2, again in any order wished (including AA fire – see 8.6.).
- c) Adjudicate Boarding actions (see 6.0.)
- d) AOB (including adjusting 'Fleet Morale' if being used – see 9.0.)

3. THE INITIATIVE PHASE

3.1. PURPOSE OF 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.

a) *OPTIONAL*: Add +1 if a 'Hero' or 'National Hero' admiral; -1 if a 'Poor' admiral (see APP1.2.1.)

b) *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/Patrol aircraft counters on the table.
- c) Add a further +1 if has 'first generation' and beyond ECM/radar use

3.2. VISIBILITY, COMMUNICATION & ECM

3.2.1. Visibility

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

'Bad weather' (e.g. Fog – see 10.2. 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 (e.g. WWII Japanese) ADD 1 to their initiative roles at night.

3.2.2. Communication

Flags / Aldis etc have the same range as the current visibility. Radio has an unlimited range. 'Repeater frigates' (etc) can hoist a message received for

transmission on the next turn. *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.

3.2.3. ECM

ECM (‘electronic counter measures’) became increasingly important through the c.20th and onwards. This ability is referred to at various points in the rules, and we class it by three ‘generations’:-

- a) ECM 1. ‘First generation’ early radars and equipment to c.1960
- b) ECM 2. ‘Second generation’ improved electronic and early computerised equipment c.1960-c.1990
- c) ECM 3. ‘Third generation’ computerised / satellite systems and similar.

4. THE SAILING PHASE

4.1. 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'.

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.

4.1.1. 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 marker 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 against its 'sailing dice' total. If it fails to roll any successes it still gets a single 'free' momentum 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.

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 straight forward 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. 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°. Ships cannot make a partial move before turning – they must first move of a least a full 2".

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.

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

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.

4.1.2. Steamships

Steamships use the number of 'sailing dice' given in the ship's stat to move with. *Any score* enables movement - *except* if 'in irons' when '1s' mean no point of movement has been scored.

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 (see 4.1.1.) – *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 and smaller must move 2" before making a turn of up to 30°; cruiser (CA) size must move at least 3"; larger than cruisers and *all* merchant steamships must move at least 4" before making each 30° turn. If moving *no more than 4" 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 time. Petrol/diesel MTB and similar can *double* this acceleration to 4" a turn. Steamships *may only reduce their move* by a minimum of 2" a move because of their momentum – they *cannot* instantly drop to a 'dead stop' unless as a result of gaining Damage or Anchor tokens.

Example: RMS 'Titanic' is moving at 4" – 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 heavy damage below the waterline its heart will go on...

From a dead stop steamships can go into reverse and ‘back up’. Total reverse speed cannot exceed 3”.

Steamships receive the ‘free 2”’ momentum sailing point (as detailed in 4.1.1.)

4.1.3. Oar Powered Vessels

Oar powered vessels use the same movement rules as steamships (see 4.1.2.). They may also add a further ‘free 2”’ to their speed when within 6” of an enemy *and* attempting to deliberately ram (see 4.3.2.).

4.1.4. 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.

4.2. 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; steamships, oared ships and hybrids do not.

Ships can also get Anchor tokens as a result of cannon (or other) damage, or by running aground (see 10.2.).

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’ momentum sailing point. 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.

After a ship has finished all movement it may attempt to remove the Anchor token by passing a Discipline test.

4.3. COLLISIONS, DELIBERATE RAMMING & ENTANGLEMENT

Collisions usually only occur by accident, or during deliberate attempts to board enemy ships. '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!

4.3.1. 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 an 'emergency 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 just 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 ship continues to spend sailing points normally. If the 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' (see 4.3.3.). Ships that are already entangled may *not* attempt to avoid collisions. Points to note:-

- a) Ships may attempt evasive 'sailing tests' even if they have already moved in that sailing phase (these are emergencies after all).
- b) If there is no room for the evading ship(s) and bases to complete the evasive sailing test, they may *not* evade the collision, it being assumed one or the other of the vessels 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 12.4.), its fleet loses 1 morale point; in a 'Scenario Game' take the test a second time – on a second fail take a 'damage token'.

4.3.2. Purpose Built Rams & Spar Torpedoes

If a ship fitted with a purpose built ram successfully collides with the port/starboard arc of a target vessel *immediately allocate damage to the target as per 2 X torpedo hits* (see 5.7.) – *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’ (see 4.3.3.). If the rammed ship sinks as a result, the ramming ship can draw back and escape *only by passing an immediate discipline test* – if not she too is dragged down and sinks.

c) Spar torpedoes simply explode as per normal torpedoes (see below 5.7.) and no additional damage is suffered by either ship. Neither is considered entangled.

f) For the ramming submarines see 5.7.

4.3.3. 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* (see 4.3.2.) 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, it performs an evasive manoeuvre as described in Collisions (see 4.3.1.). Ships that don’t have room for all this *cannot* disentangle.

Ships 'entangled' to an enemy ship that is 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 6.0.).

'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*).

4.4. 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 or pass 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' (see 12.4.) 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 – depending upon the victory criteria).

Players may instead consider using a so-called 'floating map' and 'multi-tables' (see 13.2.). With a 'floating map' simply move all ships and counters an equal distance back in a particular direction, to keep the action on table.

5. THE CANNON PHASE ('Gunnery')

5.1. CHOOSING A TARGET

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 and/or launch weapons, and then choose another ship. Do this until all of your ships and counters have fired.

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

- a) Line of Sight: It is within your ship or counter's line of sight (larger 'Guns' can fire over intervening ships – see 5.2.).
- b) Range: It is within range of your weapons (or will that turn be physically reached by a missile in the case of firing defensive 'goalkeepers' (see 5.8.)
- c) Arc: It is within your 'broadside' or other fire arc (see 5.4.).

5.2. 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 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 or larger sized 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 specific AA weapons (see 8.6.).

Submerged submarine counters are never in 'line of sight', and may only ever be targeted by specific ASW weapons (see 7.4.).

5.3. 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 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 of 4"+ in calibre – 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 ever 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'.

5.4. GUNNERY ARCS

There are a number of gunnery arcs, some of which overlap. These arc definitions are also used elsewhere in the rules. An enemy ship is within this fire arc if its 'mainmast' lies within that arc, when measured.

a) BROADSIDE ARC: A ship with fixed Cannon/Guns 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.

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/or stern corners (as with broadside arcs, above).

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°.

g) MAIN ARMAMENT TURRET ARCS: Clearly, with turreted steamships, bow and stern firing will be possible as well as port or starboard 'broadside'. Simply consider the vessels gunnery arcs 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' mark 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 it's 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.

h) SECONDARY ARMAMENT TURRET ARCS: 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; leaving 4 to port, 4 to starboard - useful if beset in the night by perishing enemy destroyers like HMS 'Solent'.

5.5. FIRING CANNON AND GUNS

5.5.1. Salvos

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* calculate firing as separate salvos, as must all firing at separate targets.

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 – see 5.3.) 6+

5.5.2. Explosions

If you roll high enough you may also cause 'explosions' against your target. Explosions represent strikes against more critical locations that can 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 5.5.5.)

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.

5.5.3. *OPTIONAL:* Varying The Number Of Gunnery Dice Depending Upon Tactical Circumstances

- a) Reduce a ship's dice *by 1/4* if at night and/or if firing 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

5.5.4. *OPTIONAL:* Firing To Dismast

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

5.5.5. Raking Shots

If your ship's mainmast lies within your target's bow or stern 'chaser arc' (see 5.4.), 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 Guns during a raking shot *do* indeed cause further explosions (see 5.5.2.). Keep rolling dice until you roll no more explosions.

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!

5.6. TAKING DAMAGE

5.6.1. Basic 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 'go 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 5.6.3.).

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 – in a 'Campaign Game' the *'Lynx'* might like to consider retiring to live to fight another day.

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

5.6.2. *OPTIONAL:* Specific Damage Allocation

When a new damage token is awarded to a ship, roll a further dice to *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):-

- 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 is smashed or collection of *'Jane's Fighting Ships'* broken.

N.B: extra damage tokens *can* flip ships above their 'sink threshold' as a result of a 'chain reaction' (see 5.6.3.).

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 as the Soviet submarine they were hunting is able to manoeuvre and aim torpedoes.

5.6.3. Damage Control & 'Sink Thresholds'

Whilst a ship has one or more Damage tokens *and hasn't sunk* (see below), 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 takes a Discipline test. If it passes it removes 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 use its Discipline test to remove the Anchor token on subsequent turns (see 1.4.).

when using the *OPTIONAL*: 'Specific damage Allocation' rules (see 5.6.2.), and 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 (and all submarines) count one class below (e.g. a battleship sized liner counts as a cruiser for its sink threshold).

When the 'Sink Threshold' is exceeded the ship sinks. Remove it from play. Place a wreckage token if larger than MTB size and/or not a submarine.

Really tough battleships (like *KMS 'Bismarck'*) can require more than 7 damage counters to sink; Stats will specify. Special rules can be deemed to 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/drill flaws – again 'Stats' should specify.

5.6.4. Striking & Disengaging

Ships with a damage counter 'one below' their 'sink threshold' (see 5.6.3.) are 'critically damaged' and cannot conduct repair rolls until these 'issues' are resolved. They 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 attempt to sail for the nearest table edge to disengage upon crossing (see 4.4.)

5.6.5. 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 also take damage. 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 re-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*, since 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 for boarders 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.

5.7. TORPEDOES

5.7.1. Torpedo Firing

These are best represented by 1cm² counters that move over the table. Torpedo counters will move on subsequent Sailing Phases. The effect of a torpedo's impact

is adjudicated upon touching a ship's base. They move for a maximum of 4 turns at 12" speed (14" speed after c.1970). They move in a straight line on the turn after launching and must travel for at least 6" to be considered 'armed'. Guided torpedoes will track their indicated target after becoming armed. 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.

Each notional 'tube' on a 'stat' can launch torpedoes *once* per *alternate* turn to a ship's permitted 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. *OPTIONAL*: Limit submarines and DDs to only *three* salvos of all types per game (unless stated in their stats they have a plethora, or fewer, reloads).

5.7.2. Torpedo Hit Effects

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 5.6.). Ships may roll *only ½ of their hull dice to negate torpedo hits* - as damage below the waterline is extremely hazardous. *OPTIONAL*: Ships with ECM3 can negate a hit from a guided torpedo counter by rolling a 5 or 6 on a D6 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 is a steering hit – making the 'Brandenburg' a sitting duck for lurking submarine. HMS 'Sea Tiger'.

5.8. GUIDED MISSILES

5.8.1. Missile Firing & Effects

These are treated similarly to torpedoes; so similarly use 1cm² counters and turn indicator dice. Missiles skim 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.

Each notional 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.

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*.

5.8.2. 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 will mean firing out of sequence – see 2.1.

Ships *may* fire 'goalkeepers' in support of friends within range, measuring 'mainmast' to 'counter' as normal, other conditions and firing restrictions also applying.

For 'goalkeeper' effect roll one D6 per each 2 X 'gun' AA points. A 6 intercepts the missile and prevents impact. Ships with ECM3 add +1 to their goalkeeper dice score.

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'.

6. BOARDING ACTIONS, MARINES & BOATS

6.1. BOARDING SHIPS WITH CREW

If a ship is currently '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:-

- a) If the defender rolled at least as many hits as the attacker, they have successfully repelled the boarders with no further effect.
- b) 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(s) regroups its crew and sends a prize crew to the newly captured ship. At least one 'Damage token' must remain for the rest of the game.

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 12.4.) equal to the captured ship's Hull stat, while the enemy fleet loses an equal amount. Prizes *can* be recaptured, and morale adjusted accordingly.

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, and will attempt to exit the table.

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 'Points 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 under British colours and take no further part in combat.

6.2. SPECIALIST 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 *for the duration of the game* a dice from each category (e.g. sailing, discipline, gunnery and hull). These rules facilitate landing actions using landing craft and boats.

If and when marines meet on land, they fight as per Boarding (see 6.1.), 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; 4" after c.1900. Count armoured vehicle counters as having *double* the dice of marine counters, and double their combat range.

6.3. USE OF BOATS

Small 'boat' counters (including small landing craft used to land and move marines and/or crew detached as marines).

Boat counters do *not* count towards Fleet morale in a 'Points Game'. 1 'hit' sinks any with no hull saving throws. Carrying capacities need to be agreed. They move 2" if rowed, 6" if motorised.

7. SUBMARINES

7.1. REPRESENTATION ON THE TABLE

Submerged submarines move three, identical, unmarked counters over the table. 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 and the counters are replaced by a model; when submerging remove the model, place both its RH and ship counters together, shuffle, and move off independently, the owning player keeping secret track of which counter is the real submarine.

A submerged 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.

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'.

7.2. SUBMARINE MOVEMENT

Submarines move using the normal steamship movement rules (see 4.1.). 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 4.3.1.e.), 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.

7.3. 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. 10" total for WWII era destroyers with devices superior to WWI era destroyers who may have ASDIC, but not 'real ECM').

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) a submarine, or, b) a RH. A detected RH is removed from play – a located submarine declared and any of its remaining RHs voided and removed from play.

Once a submarine has been located it can only shake off detection by 'evasion' upon *a subsequent* turn (see 2.1.). To 'evade' roll a 5+ on a single dice. Add '1' to a submarine's evasion score if 'Authoritarian' captain and/or has ECM 2 or above.

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 on future turns.

An evading submarine may do nothing else that turn but 'evade' – whether successful or not. Submarines with Damage/Anchor tokens *cannot* evade.

7.4. ASW WEAPONS

The range of these weapons is 6". Each notional launcher can fire once per alternate turn. A launcher's firing arc is to a ship's 'stern arc' (for depth charges) until c.1942, when they may also fire on a bow arc for 'hedgehog' or 'squid' type weapons. Later 'Limbo' type mortars and similar 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 (see 5.6.1.).

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

Unlocated counters can be attacked with ASW weapons and the results adjudicated – you may just waste time removing a 'Red Herring' – or get lucky.

8. AIRCRAFT

8.1. 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:-

- 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 (1 = WWI era etc. 2 = Fiat Falco, Gladiator, Wildcat etc. 3 = ME109, Spitfire, Zero etc.)
- 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 MIG 15, Skyhawk or Forger); 5 (c.1970-1990 types like Sea Harrier, F14); 6 (c.1990s+ types like Typhoon, 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
- Disposable CAM Fighters – count as –one-shot Piston-Engined Fighters

8.2. CARRIER OPERATIONS

If on-table carriers are *not* being used, 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 'nearby tables' (see 13.2. 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 is incurred. The refuelling and rearming of an aircraft counter takes *one turn*. An aircraft carrier can refuel and rearm 1/3 of the total number of its aircraft counter capacity in a single turn; land bases this number +5 (as they have more space).

Fleet carriers can launch and/or recover up to 3 counters per turn – smaller ships (e.g. escort carriers) 1 counter per turn. *Double* these rates if operating VTOL aircraft or helicopters, or if a land base. ASW/Spotter counters can only ever be launched and/or recovered one at a time. Carriers operating fixed-wing aircraft need to turn into the wind to launch and recover; those operating VTOL and helicopters need not do so.

Whilst a ship (or land base) has three or more damage tokens it may no longer launch and/or recover aircraft.

8.3. AIRCRAFT MOVEMENT

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

Piston-engined / Helicopter / VTOL aircraft move a maximum of 36" a turn - a minimum of 10".

Jet aircraft move a maximum of 50" a turn - a minimum of 16".

VTOL and helicopters can hover for one consecutive turn.

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 8.2.). This is except for long range 'Patrol' and 'AWACS' who can remain on station for the course of a game (see 8.4.).

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

8.4. COMBAT AIR PATROL ('CAP') / PATROL 'MOVEMENT'

'Patrol' and 'AWAC' aircraft can remain on station for the course of a game, and are considered to be 'circling'. Place their counters at an appropriate table edge to simulate their overview position. They can (of course) be attacked by enemy aircraft, but not by enemy ships.

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 10" of a flagship or other primary protected ship, base or aircraft formation they are dedicated to protect. They 'move' with these; providing a protective air umbrella.

Interception of enemy aircraft entering the CAP's 10" 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). Simply move all CAP and intercepted aircraft into combat at the end of the 'Sailing Phase' (see 2.1.). Excess 'unintercepted' aircraft counters can press home their attack (see 8.8.). Where two CAP's meet – they fight (see 8.8.).

CAP A2A combat is adjudicated *before any* AA fire (see 2.1.). 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), and press home their attack on the ARA 'William Brown'. However, 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. If they win they would then have to return to base to rearm before renewing their attack upon Argentine shipping assets.

8.5. AIRCRAFT LAUNCHED WEAPONS

Aircraft counter launched torpedoes and missiles are already described above (see 5.7. and 5.8.)

'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 bombs). 'Big ships' of cruiser and larger size amend the 'bomb' hit chance by -1 (i.e. they 'miss' only on a score of 1 to 2; only on a 1 if guided). For the impact damage caused by bombs count them as if torpedoes (see 5.7.).

8.6. AA (ANTI-AIRCRAFT) FIRE

The range for AA fire is 8", on a 360° arc, from 'mainmast' to target counter. This is extended to 14" for AA rocket launchers. Multiple shots against the same target are permitted, but these must be declared before adjudication begins – if you choose *not* to fire a weapon at a target you cannot change your mind later that turn.

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. N.B. Not all AA weapons historically had the ECM of their ship.

Any 'hit' destroys the target aircraft counter *upon a further roll* of 5-6; forces it to immediately turn away 180° on a 1-4 (it may manoeuvre to return for another pass on subsequent turns).

Ships *may* fire AA weapons in support of friends within range of their weapons (e.g. modern carrier escorts).

8.7. DEDICATED ASW & SPOTTER AIRCRAFT COUNTERS

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 counters can be launched. These types have no combat value but can increase a ships visibility, communicating via radio. They

can only be recovered by ships 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. They have a value of '1' in A" A combat (see 8.8.)

8.8. A2A ('AIR-TO-AIR') COMBAT

This is pretty much factored out, and is calculated during 'The Cannon Phase' (see 2.1.).

- 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 8.4.) they 'pair off', rolling 1 X D6 each and adding their combat values (as given in 8.1.). Range is irrelevant – and 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 – if more bombers and fighters the excess bombers evade the CAP (bomber escorts help by accompanying enemy fighters).
- d) Where scores draw, no damage that turn is inflicted to either side and no other attacks or combat can take place that turn that involve these aircraft counters. *All* must break off to retire to rearm and refuel. They may return later (see 8.2.).
- e) 'Exceptional pilots' can add 1 to each combat.

9. FLEET MORALE

9.1. GENERAL

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!)

For 'striking colours' and 'disengaging' see 5.6.4.

9.1.1. 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 12.0).

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 by an enemy squadron – see 13.0.) 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.

9.1.1. Fleet Morale In Non-Points Games

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.

In a 'Campaign' (see 12.5.), there may be sensible reasons for withdrawing, to live to fight another day. A 'Scenario' game (see 12.1. – 12.3.) should specify 'victory conditions'.

10. WEATHER & SEASCAPES

10.1. WEATHER CHANGES

The default is that the wind is blowing throughout the game from one 'scenario set', or agreed, or random, direction.

OPTIONAL: After the first turn of the game, if the 'natural' (i.e. unmodified) initiative dice rolls are tied, the weather can be deemed to change. This occurs once only per game.

For weather changes consult the below 'Weather Deck':

- 1: Becalmed.
- 2–3: The wind changes 1 cardinal point clockwise.
- 4–5: The wind changes 1 cardinal 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. The weather is deemed not to change again during the game.

10.2. WEATHER AND SEASCAPE EFFECTS

THE WIND IS BLOWING: No effect other than in normal rules. The default (see 1.2. and 10.1.)

BECALMED: No wind. When the wind is becalmed 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 normal. *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 only. Recovering boats also takes a turn.

GALE: The wind has picked up to a fierce speed, and ships must take precautions, such as closing 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 their masts and equipment as they battle heavy seas. The gale can be deemed to continue for D6 turns.

No aircraft operations are possible in gales. Missiles and torpedoes cannot be launched.

When firing during a gale, gunnery suffers. If a target's 'mainmast' is downwind, a ship's cannon gunnery dice are halved. 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, count short range as medium, medium as long; long as extreme.

The gale continues until the next turn, at which point the wind dies down and its effects on play return to the previous.

FOG: If a ship's base is partially or entirely in fog, it can only shoot, or be targeted at short range. Ships with ECM 1 or greater can also fire at medium range. Visibility is naturally affected (see 3.2.1.)

SQUALLS: Squalls are patches of heavy 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: At the start of each turn a ship enters, or is in, an area of shoals or shallow water it must take a Sailing test. If it fails, the ship runs aground. If it passes, it continues normally. Ships of 'cruiser' and large size entering shoals will *automatically run aground* (see below for effects).

Boat counters are immune to the effects of shoals.

SHORELINES AND RUN AGROUND: 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. Also, place *three* Anchor tokens on the ship's base to show that it has run aground.

Whilst 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 4.3.1.), 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, MTB, and similar sized vessels do *not* create wreckage.

11. SPECIAL ORDINANCE

11.1. GENERAL

Whilst 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 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.

11.2. 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 acquires 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 (see 4.3.1.) – if it succeeds, it must then test (as d), 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 (see 4.3.3.).

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

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

11.3. 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 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 also treat their targets as if they have a raking shot.

Shore batteries take damage just like ships. Simply substitute ‘sunk’ with ‘destroyed’ and ignore all 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 are liable to ‘strike’ in all eras* for receiving a fourth damage token (see 5.6.4.).

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

Unless amended shore batteries are deemed to be armed with:-

‘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 defence and torpedo and missile launchers will need to be allocated, as historically appropriate and points cost increased by 50%. Some shore batteries can be air bases, in which case treat as 'static aircraft carriers' using the 'Carrier Operations' rules (see 8.2.).

OPTIONAL: Shore batteries can combine fire just like squadrons (see 13.1.)

11.4. 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 only whilst they receive and display a compulsory Anchor token (to indicate their sail settings). They 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 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

11.5. MINES

Used from the Industrial Era onwards (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 5.7.). 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 instead of using weapons.

Simply roll a D6 - a '4' sweeps; all natural '1's' being 'misses'. *OPTIONAL*: ECM 1 and ECM 2 need a '3' and above to sweep, ECM 3 a '2'.

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 – if fending off enemy aircraft (etc) all minesweeping must cease.

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.

11.6. 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 (see 10.2.).

For game purposes count 'smokescreens' as if it is 'Fog' (see 10.2.).

OPTIONAL: Reduce gunnery into smoke (as per 5.5.3.).

12. SCENARIOS

12.1. DESIGNED SCENARIOS

Players are encouraged to invent their own scenarios. These do not need to use the points system (see Appendix 1 – ‘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). 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.

12.2. GENERIC SCENARIOS

If you wish the vagaries of war decide for you, randomly pick one of the below scenarios to 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 victory conditions.

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 modified 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 simply 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 Player 1's right to left side of the table, parallel with the table edges. Player 1 sets up their fleet within 12" of their table edge, but no closer than 12" from a table side. Player 2 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 or drive off 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 short table edge. The wind will blow from his right to left, parallel to the table edges. Deploy as per 'Encounter On the High Seas'. The convoy player has to get to the other side.

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, 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 that table edge.

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 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" (see 10.2.). 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' (above) for fleet deployment details.

SPECIAL RULES: The defending player is trying to run the blockade. His ships must exit the table along the attacker's 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, 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 Player 1 then deploys one of his squadrons/ships anywhere on the table. Player 2 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 (se 13.1.) 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. Player 1 commands the attacking fleet, Player 2 the escaping fleet. Player 2 chooses a short table edge. The wind will blow from that table edge to the opposite one, so he has the 'wind gauge'. He then deploys his flagship in the centre of the table and the rest

of his fleet within 12" of his flagship. Player 1 may deploy his ships anywhere within 6" of the same 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, and Player 1 wins. If the escaping flagship exits the table, the game ends and the escaping player wins.

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 ashore 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: Once per 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. 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 still below deck can be contained). If he wins he may 'fire' the ship and withdraw – or attempt to sail it away if he has present at least 1/3rd of the ship's original sailing dice. Points conditions can be substituted.

FLEET IN BEING (*POST c.1900 ERAS ONLY*)

SETUP: Use a 6' x 4' area. Player 1 deploys 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.

12.3. DESIGNED AND PLAYTESTED SCENARIOS

TO FOLLOW

12.4. POINTS GAMES

Choose and agreed points total and choose historical forces accordingly – and they choose a scenario to fight.

‘Points Games’ rely upon ‘Fleet Morale’ – see 9.1.1. for details.

12.5. CAMPAIGNS

A tabletop game usually ends when one side admits defeat and flees the table area for port. Battles make more sense, however, 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.

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 a resolution. Equate 1 map move to 20 table moves.

Movement rates across the campaign maps are:

- a) Sailing ships and c.pre-1900 steamships, non-nuclear submarines, all merchantmen and similar speed vessels - 1 area per campaign turn.
- b) Steamships post-c.1900, nuclear submarines - 2 areas per campaign turn.
- c) AWAC and long range patrol aircraft - sweep through up to 6 areas per campaign turn before returning to base.
- d) Shorter range aircraft - sweep through up to 2 areas per campaign turn before returning to base.

13. ADDITIONAL RULES

13.1. USING SQUADRONS OF SMALL WARSHIPS

Destroyers, corvettes, 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.*

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 fellow 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 as raking, regardless of the position of the squadron.

If one or more of the squadron members have the 'Marksman' captain type (see APP.1.2.2.), then you must roll for those shots separately but may add their hits to your total hits.

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.

13.2. USING 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 4.4.).

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.

13.3. MULTIPLAYER GAMES

13.3.1. General

'*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 (see 12.4.) 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'.

13.3.2. 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.

13.3.3. Free-For-All Games

Very ahistoric! Ok, may be not with pirates...

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 10.1.), 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.

APPENDIX 1 - BUILDING YOUR FLEET

APP.1.1. '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 APP.1.2.1.).
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 APP.1.2.2 and APP.1.2.3.) and the use of 'special ordinance' (see 11.0.); and any ECM and other fixtures and fittings

The below sample 'ship stats' have been developed by playtesting. Please contact for specific details.

APP.1.1.1. For eras 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

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

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

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

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

APP.1.1.2. 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.

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

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

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

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

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

APP.1.1.3. The c.19th. Figures in brackets indicate secondary armament. The gunnery stats are 'undoubled' so are just a standard 'broadside' (see 5.4.):-

	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.

APP.1.1.4. Suggested generalised stats for WWI/II are below. Figures in brackets indicate secondary armament. Note different stats for submarines when submerged and surfaced. 'ECM' will be level 1 for c.1941 onwards. The gunnery stats are 'undoubled' so are just a standard 'broadside' (see 5.4.):-

	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
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SURFACED SUB	150	4	3	1	1 gun	3
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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.

APP.1.1.5. Post WWII. Figures in brackets indicate secondary armament. Note different stats for submarines when submerged and surfaced. 'ECM' will be level 1 and above – depending on the ship and period. The gunnery stats are 'undoubled' so are just a standard 'broadside' (see 5.4.):-

	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.

APP.1.1.6. 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
 Each 'Exceptional' aircraft counter pilot(s) +5 points each.

APP.1.1.7. Fleet Abilities

Use of mines – add 10% to fleet cost
 Use of only 'Red Herring' mine counters +50pts
 Use of ECM 1 add 10% to fleet cost
 Use of ECM 2 add 15% to fleet cost
 Use of ECM 1 add 20% to fleet cost

APP.1.2. ADMIRALS, CAPTAINS & LEGENDS

After building your fleet add these to you ships and forces

APP.1.2.1. 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.

APP.1.2.2. 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 an especially '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.

APP.1.2.3. 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).