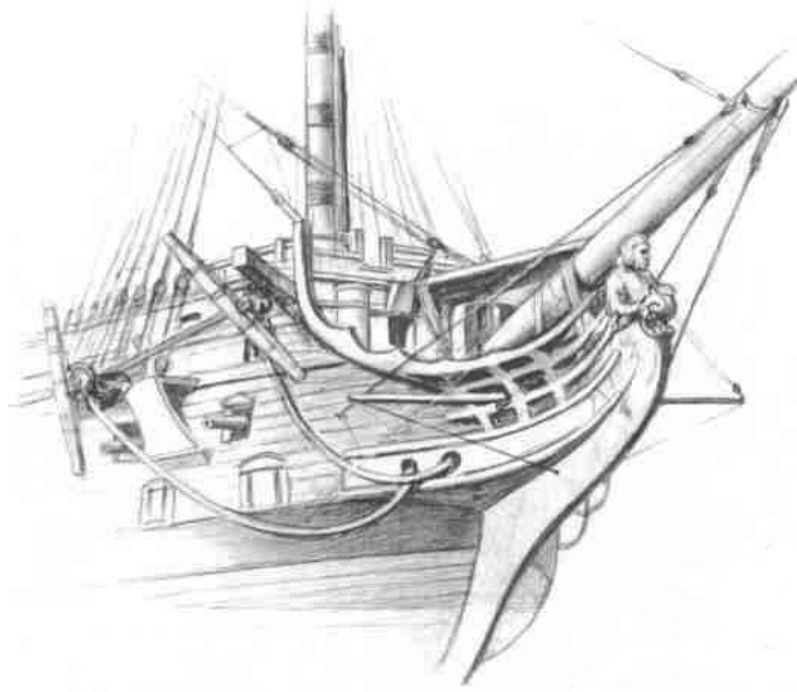


# Beat To Quarters

Version 4.0.1 – 6/1/2003

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#### Changes in 4.0

- Repaired multiple typographical errors.
- Added optional rules for Weather, Shoals and Ammunition (Shot).
- Bolded Fireship rule lines.
- Re-aligned Crew Check rule.
- 4.0.1 Moved fireships to optional rules and updated burning ships rule.

#### *Many thanks to:*

*My wife Francis.*

*Gary Chatel, John Whitbourn, Kelley Blevins, Burton T. Gifford, David Manley,  
Mr. Bergham (my 7<sup>th</sup> grade art teacher who introduced me to Fletcher Pratt and Ship o` the Line so  
many years ago)*

**1. Introduction.** *These rules are a streamlined approach to Napoleonic Naval Wargaming. They can be used for boardgame actions or miniature actions using 1:1200 or 1:2400 scale miniatures.*

**2. Ships.** All ship data is contained on the Master Ship Table.

**3. Setup.** To setup a game, determine the number and type of ships per side. A good way is to agree on a point value, and let each player buy his ships. Determine the wind direction. Players start with their ships sailing in "A" attitude to the wind from corresponding opposite corners of the mapboard.

**4. Ship Data Cards (SDC).** Ship Data Cards contain all information on each ship. Damage is recorded here. This allows for ships to be carried over and repaired for campaign actions. Ship information is contained in the Master Ship Table.

**5. Turn Sequence.** The turn sequence is as follows-

a. There are 6 color chips. 3 each of two colors. These color chips are used, to determine phases. They are drawn one at a time from a bag or cup. One player is Color "A", the other is color "B". The first chip drawn of your color is your Command and Control phase. The other two represent your Action phases.

b. Command and Control Phase. The only movement during this phase is drifting of grappled/fouled ships.

1. Orders are issued (for multiple ship actions) (See Orders and Formations)
2. Your Fouled ships roll for unfouling. (See Crew Check rules)
3. Your ships that are grappled attempt to ungrapple. (See Crew Check rules)
4. Your ships that are "in irons" (bow towards the wind) attempt to recover.
5. Your ships with hanging masts attempt to cut masts (Crew Check).
6. Your ships with steering damage attempt to repair. (Crew Check)
7. Your ships on fire attempt to put fires out. (See Crew Check rules).
8. All grappled, fouled, or collided ships drift. The non-active player makes note that his grappled/fouled ships have already drifted for the turn. This portion of the Command and Control phase only takes place once per turn (the first time it's drawn).
9. **Your** unfouled/ungrappled/non-collided ships drift.
10. Ships record the setting or removal of bow/stem chasers. (See Optional Rules)

d. Action phase. During your each of your action phases, (there are two per side per turn) you conduct movement. You may only fire two broadsides per turn (one per side per ship). Your broadside may be fired during your opponents phase as he sails by. The active player always has the right to first firing in this instance.

e. Boarding/Melee Phase. This is an "extra" phase after the last action phase of the turn.

1. Ships that are adjacent and grappled or fouled may attempt to board.
2. Boarding actions are conducted according to the boarding table.
3. Boarding between friendly ships is automatic.

## 6. Movement.

a. Movement is conducted as follows:

1. Ships sail with the wind. The wind can come from any of the 6 hexsides. Their movement is based on their attitude before the wind. There are four possible attitudes:

- a. "A" attitude. The wind is coming from the left or right rear quarter of the ship. This attitude is the best for sailing.
- b. "B" attitude. The wind is coming from directly behind the ship.
- c. "C" attitude. The wind is coming from the left or right front quarter of the ship. This is also known as "close hauled"
- d. "D" attitude. The wind is coming directly towards the bow of the ship. Little or no movement is possible. If movement is not possible and the sails are flapping, this is known as "In Irons".

2. Check the ship's attitude to the wind. Roll the number of D4 called for in the Ship Chart.
3. A player may move the sum total of all of the roll results, or a number of hexes equal to one (and only one) of the dice rolled.
4. Ships move only in straight lines until they have reached the number of hexes called for in the movement roll.
5. A ship may only turn at the *end* of movement. Ships are turned by swinging the stem to point the bow towards the desired hexside.
6. The number of hexsides a ship can turn is listed on the Ship Data Card. A ship may turn some, none, or all of the available hexsides, unless it turns its bow into the wind.
7. When a ship attempts to tack (turning by running the bow of the ship through the wind), turning stops when the bow is directly into the wind. The ship conducts a Crew Check at that point to see if the ship goes into "irons". If the crew check passes, the ship may turn an additional hexside (in addition to its turning ability) and completes the tack immediately. **The ship may turn back towards its original direction of travel (simulating a feint tack), or may complete the tacking maneuver through.** (The *Gary Rule*). The ship moves normally during the next action phase. If the ship fails, it goes into irons. When a ship is "in irons", it can only drift until it passes a Crew Check. Once a ship in irons passes the crew check, the ship may only turn one hexside during the next movement phase.

b. Movement Incidents.

1. Ships that occupy adjacent hexes may attempt to grapple. (See Crew Check rules). Only one attempt to grapple may be made per ship per phase.
2. Ships that, during the course of their movement, pass through, or occupy the same hex as any other ship must check for collision and fouling. If ships collide or become fouled, movement stops.
3. Ships that, during the course of their movement, cross a shoreline with any part of the ship, run aground. Ships which have run aground do not change facing or drift.
4. Either player may attempt to grapple at this time. The target ship must be adjacent to the ship attempting to grapple. If a ship passes through a hex adjacent to another, either ship may attempt to grapple at that point. There is only one attempt to grapple per target ship. Ships must be adjacent (or collided/fouled) to grapple.
5. Ungrappling attempts take place during the Command/Control phase.
6. Grappling and ungrappling between friendly ships is automatic.
7. Ships that have become grappled or fouled may no longer move until they become ungrappled or unfouled.
8. Ships that are grappled, fouled, or collided drift according drifting rules. Drifting takes place during the Command/Control phase of the turn sequence.
9. The movement of a successfully grappled ship stops immediately.
10. To check for fouling, roll 1D6. Ships are fouled on a roll of 1 or 2.

## 7. Collisions and Running Aground.

- a. No two ships may occupy the same hex at any time, unless they are fouled or have collided. If the paths of two ships cross, a collision roll takes place.
- h. The active player rolls for a Crew Check.
- c. If the check passes, no collision takes place.
- d. If the check fails, the collision takes place.
- e. **If there is a collision, both** ships roll for damage using damage table 5.
- f. Both players roll for fouling if the collision is avoided. If there is a collision, fouling is automatic.
- g. To check for fouling, roll 1D6. Ships are fouled on a roll of 1 or 2.
- h. If the collision and the fouling are avoided, the active player stops his movement. His movement is traced back to the point just prior to the avoided collision. He may attempt to grapple at this point, as the ships will be adjacent. **If the active player does not wish to grapple, the movement is completed and relative ship positions are adjusted to ensure that the ships are no more than adjacent to each other.**
- i. If there is either a collision, or fouling, the players then agree on the relative position of both ships.

- j. When ships have become unfouled, movement can again take place next movement phase.
- k. Ships that have collided, or become fouled, may attempt to grapple.
- l. Ships that run aground roll for damage using damage table 5.
- m. Ships that run aground can kedge off when they pass a successful crew check. When kedged off, the ship is moved away from the shoreline one hex and may be turned one hexside in either direction from its grounded facing. If this change grounds the ship again, the ship repeats the damage/crew check process.

8. **Drifting.**

- a. Drifting movement takes place during the Command/Control phase of the turn sequence.
- b. Whenever a ship does not move, it begins to drift.
- c. The ship will drift 1D4 in the direction of the wind, during the Command/Control phase.
- d. The ship will not turn, spin or otherwise change directions during this drift.
- e. Ships that are grappled or fouled drift beginning the turn after becoming grappled or fouled. They may make no other movement until ungrappled, or unfouled. They drift together during the first Command/Control Phase only.
- f. Dismasted ships may only drift, they may not turn.
- g. Ships in "irons" may only drift until they pass a Crew Check.

9. **Anchors.** Instead of moving, a ship may drop anchor.

- a. Ships are either anchored by the bow or the stem. Note AB on the SDC for anchored by the bow. Note AS on the SDC for anchored by the stem.
- b. Ships at anchor may turn two hexsides per turn, regardless of the wind, and do not drift.
- c. Ships anchored by the bow turn by swinging their stem.
- d. Ships anchored by the stem turn by swinging their bow.
- e. A ship may raise anchor instead of moving. This takes two turns. The first turn the AB or AS notation is crossed off on the SDC. The second turn it is erased. The third turn, the ship may move normally.
- f. A ship may cut anchor. If a ship cuts anchor, a "C" is marked through the AB or AS notation. The ship may move normally that turn. However, the ship may not anchor again.

10. **Gunnery.**

- a. Field of fire. Each ship has two fields of fire. One field is to the left (Port); the other is to the right (Starboard). The field is the three adjacent hexes along the length of the ship base out to a range of 13 hexes. This field extends along adjacent hexsides and is a triangular in shape.
  - 1. Gun types. There are two types of guns aboard ship.
  - 2. Cannon. These are the main guns of most ships. Their range is 13 hexes.
  - 3. Carronades. These are short-barreled versions of main guns. Carronades have a range of 4 hexes. Carronades are accounted for in the firing modification tables
- b. To fire, the active player announces his/her intention to engage a target each ship may fire only one broadside per battery (1 per side per ship) each turn. The broadside may be fired during your opponent's action phase, if you fire during your opponent's phase, you may not fire during your own as you have fired for the turn.
- c. This constitutes firing the broadside.
- d. Range is then checked, as well as Line Of Sight.
- e. If the target is within range and the LOS is unblocked, Hit determination and results are then rolled for.
  - 1. The firing player rolls 1D6, then adds the rating of the target ship.
  - 2. The firing player adds or subtracts from the result using the gunnery modifiers.
  - 3. The targeted player rolls 1 D6 and adds the ship rating of the firing player.
  - 4. The target roll is subtracted from the firing roll.
  - 5. The adjusted result is the damage table to use. Results of less than "0" are automatic misses. Results of greater than "10" use table 10 and the appropriate table to add up to the result.
  - 6. The firing player rolls 1D12.
  - 7. The targeted player applies the result to the target ship.

- f. If another ship blocks line of sight, Hit determination and damage against that ship are rolled
- g. Range and line of sight are checked from either the bow or stem hex (whichever is closest).
- h. Ships that are grappled, or fouled may fire at each other.
- i. Ships that are fired upon during their movement *do not stop moving*. They have the right to fire first, but do not stop moving.
- j. A rake occurs when the firing ship can fire down the length of the target ship. A ship is raking position anytime the target ship is 4 hexes or less away and lies within the play of its broadside, but it lies outside the play of the target ship's broadside.
  - 1. A bow rake adds an additional +2 to the firing die roll.
  - 2. A stem rake adds an additional +4 to the firing die roll.

#### 11. **Damage.**

- a. Damage occurs immediately, not simultaneously. Ships strike when they go above 8<sup>th</sup> rate.
- b. Every two levels of damage to a ship lowers the crew rating one level. (A 1<sup>st</sup> rate SOL is damaged enough to become a 3<sup>rd</sup> rate. The Average crew becomes Green. **A result leading to a Poor crew losing a level requires the ship to strike.**
- c. The damage table has different possible results. They are-
  - 1. N. "N" equals no damage.
  - 2. +1. "+1" equals damage that raises the target ships rating one level. (Example; a 2nd rate Ship of the Line takes +1, becoming a 3d rate).
  - 3. +2. "+2" equals damage that raises the target ships rating two levels and lowers the crew rating one level.
  - 4. +3. "+3" equals damage that raises the target ships rating three levels and lowers the crew rating one level..
  - 5. Mast. "Mast" equals the loss of a ship's mast. Excess "Mast" hits are misses. Ships that have been dismasted completely may only drift. Loss of a mast reduces the quantity of D4 rolled for movement by one for each mast lost. A dismasted ship is defenseless.
  - 6. Steer. "Steer" equals steering damage to the target ship. The damaged ship may not turn, and can only move in a straight line until the steering is repaired. Repairs take place during the Command/Control phase of the turn. To repair, a successful crew check must be made.
  - 7. Strike. "Strike" equals damage, or perhaps a captain's death. The ship strikes its colors, heaves-to and maintains position without drifting. If an enemy ship successfully grapples a ship that has struck her colors, the struck ship automatically surrenders.
  - 8. Fire. "Fire equals fire has broken out aboard ship. The burning ship may not fire its guns, or turn until the fire is put out. Attempts to put out fires are made during the Command/Control Phase of the turn. The ship may only move in a straight line.
  - 9. Expld. "Expld" equals explosion. The target ship explodes and is destroyed.
  - 10. Sink. "Sink equals sinking of the target ship.
  - 11. Ships rated 5 through 8 (light frigates and small ships) cannot cause a 1<sup>st</sup> or 2<sup>nd</sup> rate ship to lose a rating (i.e. - go from 1<sup>st</sup> to 2<sup>nd</sup> rate) unless they are firing from a raking position. They can cause fire, steering, or mast damage however.
  - 12. Rating changes affect gunnery, targeting and damage. The higher the rating number, the more vulnerable and less powerful a ship is.
  - 13. Damage is recorded on the SDC by changing the rating, noting masts gone, etc.

12. **Fire and Exploding Ships.** When a ship is on fire, each turn that the crew fails to put the fire out during the Command and Control Phase, roll an additional D6. On a roll of 6, the ship explodes. When a ship explodes, it will cause damage to adjacent ships. To figure damage, roll the equivalent of an *undamaged* broadside against all adjacent ships. All modifiers apply except use the undamaged ship rating for the exploding ship. Burning ships, other than fireships that are boarded, strike.

13. **Sinking Ships.** A ship will sink if it goes above 9<sup>th</sup> rate. If a ship sinks while fouled, or grappled the ship attached to it may also sink. Roll a Crew check on the non-sinking ship. If the crew check is successful, the ship does not sink. If the check fails; the ship is "drug down" with the sinking ship.

14. **Loss of Rigging.** When a ship loses a mast, Roll 1 D6 for each mast lost that turn.

ROLL	RESULTS
1-4	Mast hangs over side. (Roll for which side)
5-6	Mast falls free.
1,3,5	Mast hangs over left side
2,4,6	Mast hangs over right side

If the mast falls free, do not roll for side. If the mast hangs over a side, the ship cannot fire on that side or turn until it has been cut loose. Mast cutting attempts are made during the Command/Control phase of the turn. (See Crew Check)

15. **Crew Checks. Updated for version 3.2.** Crew checks perform a wide variety of functions in this game. They are, putting out of fires, cutting loose of masts, boarding, unfouling, grappling/ungrappling, and recovering from being "in irons". If a crew falls below the poor (PR) level, the ship strikes. Crew checks work as *follows*:

Roll 1D6, and add the crew quality value as below:

Elite (EL)	+3
Crack (CR)	+ 2
Average (AV)	+ 1
Green (GR)	+ 0
Poor (PR)	- 1

The crew passes it's check if the result of the roll is 5 or more.

16. **Boarding/Melee. Updated for version 3.2**

- Adjacent Ships that are grappled, or fouled may be boarded.
- Boarding between adjacent friendly ships is automatic.
- To board, the attacking player rolls 1D6, adds his crews current quality value and adds the current rating of the target ship.
- The defending player rolls 1D6 adds his crews current quality value and adds the current rating of the attacking ship. If the attacker's roll is higher than the defender, boarding is successful. If the defender's roll is higher than the attacker, boarding is unsuccessful.
- In the event of a tie, the boarding is unsuccessful.
- If boarding is successful, the attacker gains control of the target ship in its current condition.
- If boarding is unsuccessful, the defender may attempt to ungrapple or unfoul during the next Command/Control phase, or may elect to become the attacker the next turn.
- Boarding of adjacent surrendered ships is automatic. This is regardless of which side boards.
- Boarding of adjacent burning ships is automatic. This is regardless of which side boards.

17. **Victory**

- Single ship victory conditions are met when one ship sinks, or surrenders. Boarding is not necessary.
- Multi ship victory conditions. Each ship has a point value, or cost. This can be found on the master ship chart.
  - Captured ships provide their value to the enemy.
  - Surrendered but not captured ships do not provide points to either side.
  - Sunk ships provide points to the enemy.

18. **Shore Batteries.** If creating a scenario involving ports, and shore batteries, the following rules are used to construct a shore battery.

- a. Shore batteries are used to defend ports from sea attack. They must be placed in a port. Shore batteries are built using the tables below. Shore batteries use the Ship Data Card.
- b. All ships, regardless of rate can damage shore batteries.
- c. There are no mast sections. Mast hits are misses. Steer hits are misses.
- d. Shore batteries may never move, or change facing. They are represented on the shoreline with an appropriate marker.

RATE	BATTERY COST				
	EL	CR	AV	GR	PR
THIRD	19	17	15	14	12
SECOND	29	27	22	20	18
FIRST	38	35	28	26	23

19. **Orders and Formations**

- a. When two or more ships are sailing in a column 1 hex apart, it is called a squadron. They are considered to be in LINE AHEAD formation. The SDC notes section must be annotated with the letter L to indicate their formation status. Multi-ship actions may use numbers to designate these squadrons.
- b. A squadron moves at a speed equal to that of the slowest ship in that formation. The benefit to this is that ships can avoid colliding and move in formation. When moving a squadron, the quantity of D4 for the slowest ship is the speed of the squadron.
- c. The option of using one or all of the results rolled still exists just as in normal movement.
- d. A squadron may only turn 1 hexside per turn (still at the end of movement).
- e. The squadron may turn as a group and sail side by side. The formation still exists, but is called LINE ABREAST. Squadrons may be formed while in line abreast formation.
- f. Squadrons MAY NOT TACK simultaneously. They may tack in succession.
- g. Ships in formation may NEVER break formation without orders.
  1. If a ship is damaged, the remainder of the formation slows.
  2. If a ship in formation is forced to stop (such as the lead ship colliding with another ship), The ship immediately behind the stopping ship in formation makes a crew check.
  3. If the check passes, the formation stops forward movement.
  4. The remaining ships execute a turn to line abreast. This turn may be either a wear or a tack.
  5. If that ship fails and collides, the ship immediately behind that one in formation make a crew check, and so on.
  6. The uninvolved ships are still in formation until ordered otherwise.
- h. A player may not create, or break up a formation without issuing orders.
- i. Orders must be written, and a player can only issue 2 sets of orders per turn.
- j. Orders are issued during the Command/Control phase of the turn.
- k. A squadron may never form, or dissolve without written orders. Orders are written on a piece of paper, and remain in effect until changed.
- l. The following are the only valid orders-.
  1. **<ship names> Form Squadron:** The named ships form a squadron. Ships must already be in either line ahead, or line abreast 1 hex apart to be formed as a squadron. The SDC's of the ships are annotated with "L" and the number of the squadron (for multiple squadrons)
  2. **<ship name>Take Station (Squadron Number):** Orders a ship acting independently to re-form with the squadron (or the numbered squadron if multiple squadrons exist). Once within 1 hex of the squadron and sailing in formation, the SDC is annotated.
  3. **<Ship name> Break Station:** The named ship or ships break station. This is used to send out frigates, or order a damaged ship out of formation. The remaining ships close the gap to the other ships in the squadron. This is done by increasing the speed of the lagging group by 1. The SDC of the ship is annotated.

4. **<squadron number>Break Stations:** The squadron dissolves and ships sail independently. Used primarily to tack, or get away from the enemy. The SDC's of the squadron ships are annotated.
5. **Close Action:** All squadrons dissolve, ships sail independently and engage the enemy at will. All SDC's are annotated.

**20. Campaign Module. The campaign module does not involve physically moving ships, or tracking units on a map. It is a module designed to set-up tactical engagements, and allow players to manage resources much in the way a senior naval officer might have to.**

- a. **Scale.** Each turn equals one month. The game length is twenty-four turns (two years).
- b. **Sides.** One player chooses to be side "A" the other is side "B". Being side "A" or "B" has no bearing or advantage over the other.
- c. **Module Setup.**
  1. Each player begins with 240 points. He/she is purchases as many ships as can be afforded using the charts for this game. The only limitations are; only two 1st class SOL can be purchased and up to three shore batteries may be purchased. Any other number of ships may be purchased. Shore Battery information is recorded on the campaign sheet. Ship information is recorded on SDC'S. Players may purchase more 1<sup>st</sup> class SOL after the beginning of the game, but may never have more than three shore batteries. Destroyed shore batteries may not be replaced. *The player divides his/her ships into two or more squadrons.*
  2. Points not used are saved up and carried over to the beginning of the *campaign.*. The left over points (if any) from setup are recorded next to the "Start" indicator on the campaign sheet.
- d. **Turns.** Turns are simultaneous. At the end of each turn, each player gains 10 points. These points are used to build and/or repair ships.
  1. The Turn Sequence is as follows:
    - a. Players record the beginning of ships under construction. Ships to be built must be paid for at this time. (SEE Ship Construction)
    - b. Players pay for ship repairs. (SEE Repairs)
    - c. Players pay for the re-crew of captured ships.
    - d. Tactical engagement setup takes place. (SEE Tactical Engagements)
    - e. Tactical engagement takes place.
    - f. Players record captured ships (SEE Captured Ships)
    - g. Players record ships in for repair.
    - h. Repaired and new ships are launched.
    - i. Players gain their 10 points.
- e. **Ship Construction.**
  1. Ships take 5 turns (months) to build. A ship must be paid for (using the BTQ tables) when the beginning of construction is recorded. Up to 2 ships can be under construction at any one time. When construction is recorded, the turn of launch (5 turns later) is recorded next to the construction note. A new ship cannot be begun until there is an empty construction "berth" on the campaign sheet. When the construction is complete, the ship is recorded on the SDC, *assigned to a squadron* and the construction berth is emptied.
  2. Shore batteries may not be built during the game, only at the beginning during setup.
- f. **Repairs.**
  1. Ships can be repaired at the rate of 1 rate per turn. Each rate of repair costs 5 points. A ship may not be "repaired" to a higher rate than it was originally built at. There are two repair "berths" on the campaign sheet. Only two ships may be under repairs at any one time. A ship brought in for repairs need not be fully refitted prior to re-launch. Ships under repair are annotated with "UR" on their SDC.
  2. All lost masts and steering are automatically repaired on all ships at the end of each campaign turn.
  3. Shore batteries cannot be repaired.

4. Captured ships must be re-crewed prior to use.
5. ***Ships in UR status are anchored in port during port tactical engagements. If boarded by the enemy, these ships are destroyed.***

g. **Captured ships.**

1. When a ship is captured, the original SDC is annotated with "Captured". The gaining player records the ships information on a new SDC ***and assigns the ship to the capturing squadron*** in it's current condition. The new player cannot re-name the captured ship.
2. Ships captured during tactical engagements must be re-crewed prior to use. Captured ships are recorded on the right side of the campaign sheet. After being re-crewed, ships are moved to the SDC.
3. The costs for re-crewing are as follows:
  - a. Poor crew 5 points
  - b. Green crew 10 points
  - c. Average crew 15 points
4. These costs are in addition to any repairs that may be needed. The costs simulate the mixing of new sailors being pressed into service and mixed with crewmembers that "elect" to stay on in the service of the new government.
5. Re-captured ships (ships captured by one side and re-captured by the original owner) are re-crewed for a cost of 5 points to bring the ship back to the original crew morale level. These Ships may not participate in tactical engagements until they are re-crewed. ***These ships must be assigned to their original squadron. If the original squadron no longer exists, Then the ship is forced to remain in a port. This ship will be anchored in port in the event of a tactical engagement involving ports. This ship may participate in the engagement and join the other squadron after the engagement is over.*** If a re-captured ship cannot be re-crewed immediately, the SDC is annotated with "RC" until re-crewing is complete. ***Ships in RC status are in port during port tactical engagements. They are anchored, and may be captured, but they may not be used.***
6. Ships re-captured by the non-original owner (back and forth between countries) are treated as original captures and must be re-crewed as an original capture.

g. **Tactical Engagements.**

1. Tactical engagements are setup as follows:
  - a. Players decide whether or not to conduct a tactical engagement. If both players agree not to engage; no engagement takes place. If one player refuses, the following are the effects:
    1. The refusing player gains ZERO points that campaign turn.
    2. The non-refusing player gains double points that turn (20 points). This simulates the political and social upheaval caused by such actions.
  - b. Players ***secretly decide which one of their squadrons will take place*** in the engagement. Ships not used for the engagement have their SDC's annotated with "NE" for Not Engaged.
  - c. With the exception of rolls 11 and 12, ships are placed simultaneously.
  - d. One D6 is rolled for wind direction. Then, One D12 is rolled and applied on the following table;
    1. FOG Ships are placed in line ahead formation in "A" attitude to the wind with the opposing sides 3 hexes apart. One D6 is rolled each turn. 1, 3, and 5 the fog remains. 2, 4, and 6 the fog dissipates.
    2. Ships are placed in any formation sailing in "A" attitude to the wind within a 10 hex area of their corner of the mapboard. Their corner is defined as either the lower light or lower left corner of the map in relation to attitude "A".
    3. Player A is close hauled in any formation and at the top of the map board. Close hauled is attitude "C" to the wind. Player B's nearest ship is 20 hexes away sailing in attitude "A" to the wind. Player B's ships are in any formation.

4. Ships are placed in any formation sailing in "B" attitude to the wind within a 10 hex area of their side of the mapboard.
5. Player B is close hauled in any formation and at the top of the map board. Close hauled is attitude "C" to the wind. Player A's nearest ship is 20 hexes away sailing in attitude "A" to the wind. Player A's ships are in any formation.
6. Ships are placed in any formation sailing in "A" attitude to the wind within a 10 hex area of their corner of the mapboard. Their corner is defined as either the lower right or lower left corner of the map in relation to attitude "A".
7. Player A is hove-to in any formation and at the top of the map board. Hove-to is attitude "D" to the wind. Player B's nearest ship is 20 hexes away sailing in attitude "B" to the wind. Player B's ships are in any formation.
8. Ships are placed in any formation sailing in "B" attitude to the wind within a 10 hex area of their side of the mapboard.
9. Player B is hove-to in any formation and at the top of the map board. Hove-to is attitude "D" to the wind. Player A's nearest ship is 20 hexes away sailing in attitude "B" to the wind. Player A's ships are in any formation.
10. Ships are placed in any formation sailing in "A" attitude to the wind within a 10 hex area of their corner of the mapboard. Their corner is defined as either the lower right or lower left corner of the map in relation to attitude "A".
11. Player B's shoreline. Roll for one D4 for mapboard side. Player B draws a shoreline up to 10 hexes in from his side of the mapboard. ***Player B must designate a port in this shoreline to place his ships in UR and RC status.*** Then Player B places all of his shore batteries along his shoreline. Darkening in the hex marks the batteries and placing an arrow showing the direction of fire. The batteries are also annotated with H M or L to designate Heavy, Medium, or Light. Player B then places his ships anywhere within 10 hexes of his shoreline in any attitude to the wind. Player A places his ships anywhere within 5 hexes of his side of the map in any attitude to the wind. Player B may place his ships at anchor.
12. Player A's shoreline. Roll for one D4 for mapboard side. Player A draws a shoreline up to 10 hexes in from his side of the mapboard. ***Player A must designate a port in this shoreline to place his ships in UR and RC status.*** Then Player A places all of his shore batteries along his shoreline. The batteries are marked by darkening in the hex and placing an arrow showing the direction of fire. The batteries are also annotated with H, M or L to designate Heavy, Medium, or Light. Player A then places his ships anywhere within 10 hexes of his shoreline in any attitude to the wind. Player B places his ships anywhere within 5 hexes of his side of the map in any attitude to the wind. Player A may place his ships at anchor.

- e. If a player has ships that he did not choose for the engagement, he may not bring them into the engagement. If he has ships that he has chosen for the engagement, but did not place on the mapboard, he may bring them in from his side of the mapboard after the tenth turn of the tactical engagement.
- f. If there are surrendered (struck) ships at the obvious end of the scenario, the scenario will not end until either both players agree to abandon the ships, or one side physically brings his ship alongside and boards.

i. **Victory Conditions.**

1. Players win as follows:
  - a. The other player surrenders.
  - b. The other player loses all of his/her active ships. (This does not include ships in repair, or under construction).
  - c. The game goes 24 turns and Victory Points are totaled up.

## 2. Victory Points

- a. Victory points are kept in running total, but only added at the end of the game.
- b. An enemy ship sunk by hostile fire gives one-half of its original point value to the enemy.
- c. An enemy ship captured gives it's full original point value to the enemy.
- d. A re-captured ship returns its point value to its re-capturer. The previous (enemy) owner loses that value.
- e. A ship intentionally sunk to prevent capture gives no points to the enemy, but costs it's full point value to the current owner. If a player intentionally sinks a captured ship, he gains, and then loses the value.
- f. Ships abandoned (the ships surrenders, but is not boarded by the either side) provide no points to either side. *Ships abandoned this way are lost.*

## 21. Optional Rules.

**Bow and Stern Chasers.** Any ship can employ chasers. To employ chasers, record "CHASERS" on the SDC during the command/control phase. To remove chasers, erase "CHASERS" from the SDC during the command/control phase. The ship may not fire during the **turn** that chasers are setup or taken down. The field is the three adjacent hexes directly in front of and immediately to either side of the bow and stem of the ship out to a range of 13 hexes. This field extends along adjacent hexsides and is a triangular in shape. If a ship fires its chasers, the to hit procedures are the same, however the no rake modifiers are used, and the column result (if any) on the damage table is halved. Damage column results of "0" are treated as misses. A ship with Chasers recorded on the SDC raises its rating by one **for firing only** when firing its normal broadside. 7<sup>th</sup> rate and smaller ships using chasers may not fire their normal broadsides.

**National Differences.** New for version 3.2 are national differences. (As suggested by John Whitbourn, Thanks!) To add additional complexity to the game, national differences may be incorporated. These national differences take into account higher rates of fire, powder improvements, organizational skills, etc.

1. Ship handling. Depending on who's history you read, each nation had superior ship handling regardless of crew skills and quality.
  - a. Elite and Crack crews may use all, one or TWO dice for movement. (not necessarily a national difference).
  - b. Spanish ships may use all dice, or the largest single die only.
2. Gunnery.
  - a. British crews may fire two broadsides per side per turn. They may not fire a broadside more than once per phase.
  - b. American crews add 1 damage column to their gunnery rolls to simulate increased accuracy.

### **Weather.**

If players wish to add the variance of weather to their tactical games, the following rule applies:

1. Add a 7<sup>th</sup> chip to the draw bag, labeled WX. This is the weather chip. If the weather chip is drawn first, then roll for weather as follows:

Roll 1D8, 1D4 and 1D12 all together.

D8

- 1 = Wind direction changes left from current.
- 2 = Wind direction changes right from current.
- 3-7 = No Weather or wind change.
- 8 = Weather Change.

D4 = Number of hexsides wind direction changes if the D8 result was a 1 or a 2.

D12 = Used when the D8 result is = 8.

- 1 = Perfect weather! Add 1D4 to all attitude movement rolls except for "0"s.
- 2-3 = Heavy Seas and Poor Visibility. Halve all gunnery ranges. Halve number of movement dice. -4 to gunnery rolls.
- 4-8 = Normal Weather. Even perfection goes away.
- 9-10 = Heavy Seas. Halve Number of movement dice. -2 to gunnery rolls.
- 11-12 = Poor Visibility. Halve all gunnery ranges. -3 to gunnery rolls.

### *Shoals.*

To simulate shoals along shorelines, players may wish to indicate depths for the full or partial sea hexes adjacent to shorelines. The draft rating of a ship is equal to the undamaged rate of the ship (ie frigates = 4). An un-marked depth will accomodate all ships. If the shoal rating is equal to or greater than the undamaged rating of a ship, then grounding may occur. (ie a 2<sup>nd</sup> rate ship enters or crosses a 2<sup>nd</sup> or higher rate shoal hex). If the shoal rating is equal to the ship's undamaged rating, the ship makes a Crew Check. If the check passes, the ship does not ground. If the check fails, the ship grounds. This check is made each time the ship attempts to move in, out or through the shoal hex. If the ship is anchored in the shoal, the check is not made while at anchor. When made, the check is made prior to movement. If the shoal rating is higher than the ships undamaged rate (ie a rating of 2 and the ship is a 120+ gun 1<sup>st</sup> rate SOL), grounding occurs as per the basic ruleset. Grounding damage is per the basic rules.

### *Shot.*

The basic gunnery rules assume that each ship's captain chooses the best ammunition for the job from what he has available. If players wish to simulate different shot and their effects within this rule framework, the rule modifiers are here. A suggestion is to limit the turns of available ammunition other than roundshot to the result of 1D6 per side. It is assumed that the admiral (player) has distributed his ammunition amongst the fleet. The composition of the "other" types of shot are left to the players to work out.

**Loads.** All ammunition loads are indicated for each side (port and starboard) during the command and control phase for each ship. If no load is annotated on the SDC, the load is roundshot. If a player's C&C phase is out of synch (end of turn), such are the fates.

**Hotshot.** Max Range is 8. Prior to firing, the player firing the hotshot rolls 1D6. A result of 6 indicates that a fire has started aboard. The player may not shoot, and all normal rules concerning burning ships apply. If successfully fired, normal damage rules apply. An additional D6 is rolled. If the result is a 6, the target catches fire and the normal damage and burning ship rules apply. If the normal damage result is fire, and the hotshot starts a fire with the seperate roll, the target ship explodes.

**Chainshot (Langridge, etc).** Max range is 5. Damage results of +1 become no damage. Damage results of +2 become Crew Checks. Damage results of +3 become "Mast". If the crew check fails, the target ship strikes.

**Doubleshot.** Loading doubleshot takes 2 C&C phases. Annotate the SDC with D1 to indicate the beginning of the load process, change the D1 to a DBL on the 2<sup>nd</sup> C&C phase. The ship may not fire that side during the loading phase of doubleshot. Doubleshot has a range of 2. Damage is moved 2 columns right for doubleshot. Columns over 12 are handles as per the basic rules.

**Grapeshot.** Grapeshot has a range of 1. An additional row is added to the damage table. If the crew check fails, the target ship strikes.

<i>1</i>	<i>2</i>	<i>3</i>	<i>4</i>	<i>5</i>	<i>6</i>	<i>7</i>	<i>8</i>	<i>9</i>	<i>10</i>	<i>11</i>	<i>12</i>
N	N	N	N	N	CC	CC	CC	CC	CC	Strike	Strike

### *Fireships.*

**A ship may be set ablaze as a fireship. This fact is annotated during the C&C phase. At the point of annotation, the ship's crew departs. From then, until the ship explodes, the ship moves all the dice in one direction (no turning) after being lit, and explodes on the roll of 4-6. When the ship explodes, the basic exploding ship rules are followed, with the addition that any adjacent ships, damaged or not, are also set**

**ablaze on a 1D6 roll of 4+. Any ship adjacent to a burning fireship at any point will itself be set ablaze on a 1D6 roll of 6. If the fireship does not explode after three movement phases, it begins drifting only. It will be very risky business to board a fireship, even with automatic boarding. Once boarded, the boarding crew may steer the ship and attempt to put the fire out. If the fireship is drifting at the time of boarding, the only hope is to put the fire out as the cordage has burned away.**

*Solo Play.*

1. Determine the wind direction. Ships will enter the map from opposite corners of the map in an “A” attitude to the wind. Ships will enter in a Line Ahead formation. Only one ship will be on the board to start with.
2. The following rule modifications are applied.
  - a. After choosing the ships for both sides, roll 1D6 for each ship on each side for crew quality.
 

1	Poor
2	Green
3	Average
4	Average
5	Crack
6	Elite
  - b. Command and Control Phase Modifiers
    1. When the enemy Command and Control Phase is drawn, a crew check is made for each ship. If the crew check passes, the enemy ship is in Aggressive mode.
    2. If the check fails, a second check is made. If this check passes, the ship is in Standard mode.
    3. If the second check fails, the ship is in Unsure mode.
  - c. Movement Modifiers.
    1. When your ships move, roll all of the dice, add them up and divide the result by 2. The result is the number of hexes you MUST move. You still cannot turn until the end of movement.
    2. When the enemy ships move, 1D12 is rolled on the following table:

Aggressive Mode	Standard Mode	Unsure Mode	Result	
1, 2	1, 2, 3, 4	1 – 8	Maintain Course	No turns
3, 4, 5	5	NO	Aggressive Move	Must turn to best firing position regardless of towards, away or maintain course
6, 7, 8	6, 7	NO	Standard Turn Towards Enemy	½ of turn value, or 1 hexside turning bow towards enemy.
9	8,9	9,10,11,12	Standard Turn Away From Enemy	½ of turn value, or 1 hexside turning bow away from enemy
10,11	10,11	NO	Hard Turn Towards Enemy	FULL turn value turning bow towards enemy.
12	12	NO	Hard Turn Away from Enemy	FULL turn value turning bow away from enemy.

3. After rolling the above table, each enemy ship rolls the full allotment of dice and divides the result by 2. The ending result is the number of hexes that the ship must move. This movement is applied with the results from the table above.
4. Grappling and boarding attempts. Enemy ships must be in aggressive mode to attempt boarding and grappling. When the ship is in aggressive mode, boarding and grappling attempts are automatic.
  - d. Gunnery Modifiers. All Enemy ships will ALWAYS fire at the closest ship within range. Firing is not an option. All enemy firing takes place at the earliest opportunity, even during your movement phase.

## Tables Master Ship Table

Rate	Type	# Masts	Speed				Turn Ability	Costs				
			A	B	C	D		EL	CR	AV	GR	PR
1	100+ Gun SOL	3	3	2	1	0	1	45	35	30	25	20
2	80-98 Gun SOL	3	3	2	1	0	2	40	30	25	20	15
3	60-74 Gun SOL	3	4	3	2	0	3	35	25	20	15	10
4	Frigate	3	5	4	2	0	3	30	20	15	10	08
5	Brig/Sloop/Lt Frigate	3	5	4	2	0	3	25	15	10	08	06
6	Galleon/Radeau	2 or 3	6	5	3	1 (2 mast only)	3	20	10	06	05	04
7	Merchantman	2 or 3	6	5	4	1 (2 mast only)	3	15	05	04	03	02
8	Cutter	1	3	2	1	1	3	06	04	03	02	01

### Crew Checks

Used for Grappling/Ungrappling, Unfouling, Cutting Masts, Firefighting, Drift Recovery, Morale

Roll 1D6, and add the crew quality value as follows:

Elite (EL) +3  
 Crack (CR) +2  
 Average (AV) +1  
 Green (GR) +0  
 Poor (PR) -1

The crew passes its check if the result of the modified roll is 5 or more.

## Boarding

- a. Ships which are grappled or fouled may be boarded
- b. Boarding between friendly ships is automatic.
- c. To board, the attacking player rolls 1D6 adds his current crew quality value and adds the current rating of the target ship.
- d. The defending player rolls 1D6 adds his current crew quality value and adds the current rating of the attacking ship.
- e. If the attacker roll is higher than the defender, boarding is successful.
- f. If the defender roll is higher than the attacker, boarding is unsuccessful.
- g. If the roll is a tie, the boarding is unsuccessful.
- h. If boarding is successful, the attacker gains control of the target ship in its current condition.
- i. If boarding is unsuccessful, the defender may attempt to ungrapple or unfoul during the next Command/Control phase, or may elect to become the attacker the next turn.
- j. Boarding of surrendered ship is automatic. This is regardless of which side boards.
- k. Boarding of burning ships is automatic. This is regardless of which side boards.

## Collision

- a. The active player rolls a crew check.
- b. If the check passes, no collision takes place.
- c. If the check fails, the collision takes place.
- d. Both ships roll for damage using damage table 5.
- e. Both players roll for fouling if the collision is avoided. If there is a collision, fouling is automatic.
- f. If the collision and the fouling are avoided, the active player stops his movement. His movement is traced back to the point just prior to the avoided collision. He may attempt to grapple at this point as the ships will be adjacent.
- g. If there is either a collision, or fouling, the players then agree on the relative position of both ships.
- h. When ships have become unfouled, movement can again take place during the next movement phase.
- i. Ships that are fouled, and/or collided may attempt to grapple.

## Fouling/Grappling

To check for fouling, roll 1D6. Ships are fouled on a roll of 1 or 2.

To grapple, roll a crew check.

## Gunnery

**FIRER rolls 1D6, Adds rating of target ship and modifies as follows:**

### RANGE

1	+4
2	+3
3	+2
4	+1
5	+0
6	-1
7	-2
8	-3
9	-4
10	-5
11	-6
12	-7
13	-8

**Bow Rake +2 (4 hex or less range only)**

**Stern Rake +4 (4 hex or less range only)**

**TARGET rolls 1D6, Adds rating of firing ship.**

**SUBTRACT Modified TARGET roll from Modified FIRER roll. Result is column number on the DAMAGE TABLE.**

**Damage**  
Ships strike when they go above 8<sup>th</sup> rate.

Column> Roll \	0	1	2	3	4	5	6	7	8	9	10
1	N	N	N	MAST	MAST	MAST	STEER	STEER	STEER	SINK	SINK
2	N	N	N	N	N	N	N	N	STRIKE	MAST	EXPLD
3	N	N	N	N	N	N	N	N	MAST	+3	+3
4	N	N	N	N	N	N	N	MAST	+3	+2	+3
5	N	N	N	N	N	N	N	+2	+2	+2	+2
6	N	N	N	N	N	N	+2	+2	+2	+2	+2
7	N	N	N	N	N	MAST	+2	+2	+2	+2	+2
8	N	N	N	N	+1	+1	+1	+1	+2	+1	+1
9	N	N	N	+1	+1	+1	+1	+1	+1	+1	FIRE
10	N	N	+1	+1	+1	+1	+1	+1	+1	STEER	STEER
11	N	+1	+1	+1	+1	+1	+1	+1	+1	MAST	STRIKE
12	MAST	MAST	MAST	MAST	MAST	MAST	FIRE	FIRE	FIRE	FIRE	EXPLD

**Fire and Exploding Ships.** When a ship is on fire, each turn that the crew fails to put the fire out during the Command and Control Phase, roll an additional D6. On a roll of 6, the ship explodes. When a ship explodes, it will cause damage to adjacent ships. To figure damage, roll the equivalent of an *undamaged* broadside against the all-adjacent ships. All modifiers apply except use the undamaged ship rating for the exploding ship. **A ship may be set ablaze as a fireship. In that event, the ship moves all the dice in one direction (no turning) after being lit, and explodes on the roll of 4-6 as above.**

**Sinking Ships.** A ship will sink if it goes above 9<sup>th</sup> rate. If a ship sinks while fouled, or grappled the ship attached to it may also sink. Roll a Crew check on the non-sinking ship. If the crew check is successful, the ship does not sink. If the check fails; the ship is "drug down" with the sinking ship.

**Loss of Rigging.** When a ship loses a mast, Roll 1 D6 for each mast lost that turn.

**ROLLRESULTS**

1-4	Mast hangs over side. (Roll for which side)
5-6	Mast falls free.
1,3,5	Mast hangs over left side
2,4,6	Mast hangs over right side

If the mast falls free, do not roll for side. If the mast hangs over a side, the ship cannot fire on that side or turn until it has been cut loose. Mast cutting attempts are made during the Command/Control phase of the turn. (See Crew Check).

### Ship Data Card

Name: \_\_\_\_\_ ID# \_\_\_\_\_ Rate: \_\_\_\_\_ Turn Ability: \_\_\_\_\_

Crew Quality: EL CR AV GR PR

Masts: 3 2 1 0

Wind/Sail Attitude:

Notes

“A”: \_\_\_\_\_ (Quarter) ↘

“B”: \_\_\_\_\_ (Astern) ▲

“C”: \_\_\_\_\_ (Close Hauled) ↙

“D”: \_\_\_\_\_ (Dead Ahead) ↓

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### Ship Data Card

Name: \_\_\_\_\_ ID# \_\_\_\_\_ Rate: \_\_\_\_\_ Turn Ability: \_\_\_\_\_

Crew Quality: EL CR AV GR PR

Masts: 3 2 1 0

Wind/Sail Attitude:

Notes

“A”: \_\_\_\_\_ (Quarter) ↘

“B”: \_\_\_\_\_ (Astern) ▲

“C”: \_\_\_\_\_ (Close Hauled) ↙

“D”: \_\_\_\_\_ (Dead Ahead) ↓

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### Ship Data Card

Name: \_\_\_\_\_ ID# \_\_\_\_\_ Rate: \_\_\_\_\_ Turn Ability: \_\_\_\_\_

Crew Quality: EL CR AV GR PR

Masts: 3 2 1 0

Wind/Sail Attitude:

Notes

“A”: \_\_\_\_\_ (Quarter) ↘

“B”: \_\_\_\_\_ (Astern) ▲

“C”: \_\_\_\_\_ (Close Hauled) ↙

“D”: \_\_\_\_\_ (Dead Ahead) ↓

Turn	Points Added	Points Subtracted	Reason Subtracted	Captured Ships	Notes
Start					
1					
2					
3					
4					
5					
6					
7					
8					
9					
10					
11					
12					
13					
14					
15					
16					
17					
18					
19					
20					
21					
22					
23					
24					

**Shore Batteries**  
Rate, Crew

**Construction Berths**  
Name, Rate (Cost), Launch Turn

**Repair Berths**  
Name, Current Rate (Original Rate)

1. \_\_\_\_\_

1. \_\_\_\_\_

1. \_\_\_\_\_

2. \_\_\_\_\_

2. \_\_\_\_\_

2. \_\_\_\_\_

3. \_\_\_\_\_

**Recrew Captured Ships. Poor – 5 points, Green – 10 points, Average – 15 points.**  
**Recrew Re-Captures (Originally yours, then theirs, then yours again) 5 points to bring your ship back to it's original Crew Quality. Theirs, then yours, then theirs, then yours again counts as an ORIGINAL capture and must be re-crewed as above.**