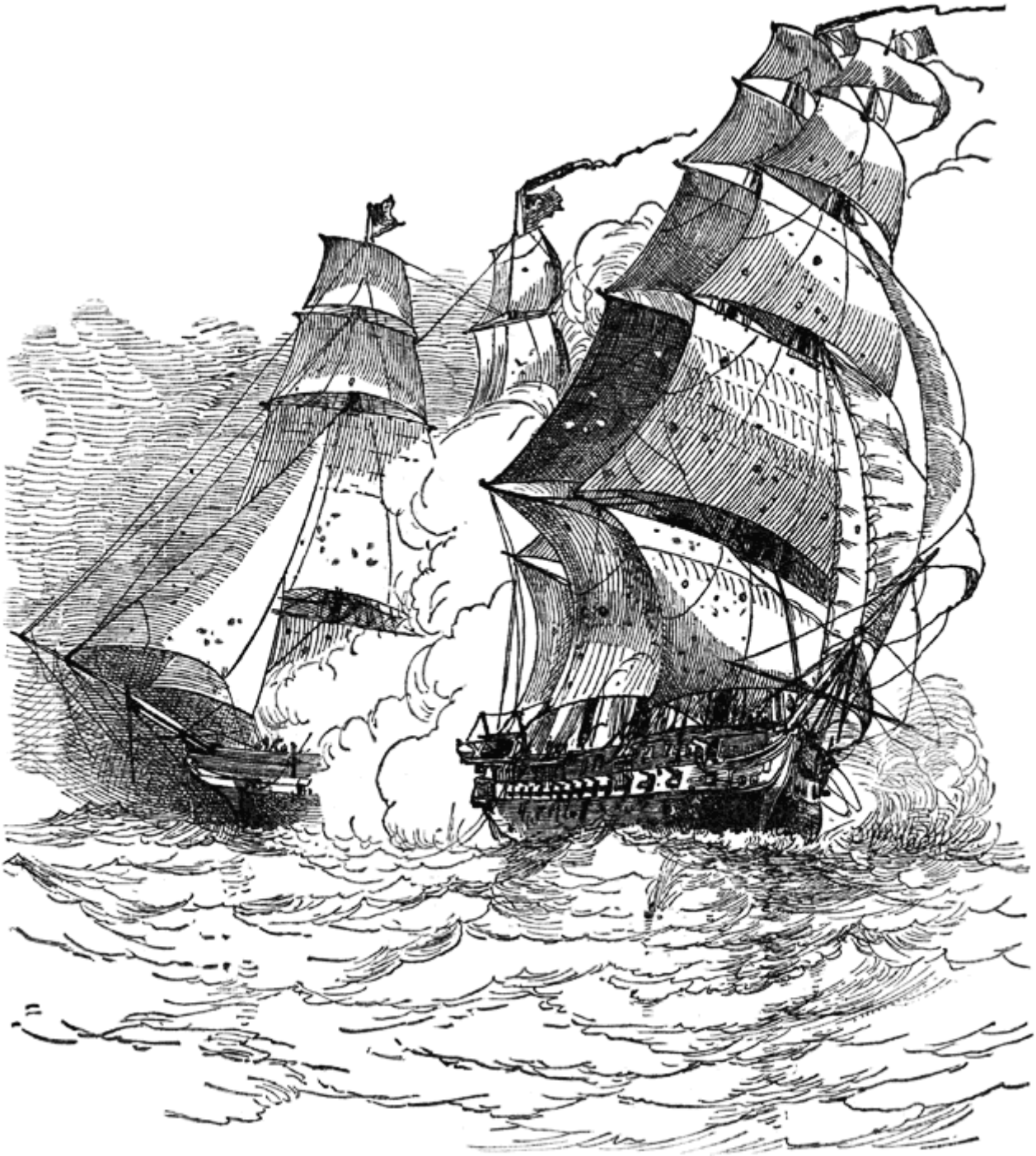
WOODEN SHIPS & IRON MEN



THE AVALON HILL GAME COMPANY'S TRADEMARK FOR ITS FIGHTING SAIL GAME

TOURNAMENT EDITION RULES

VERSION 2.6

June 15, 2016 Printing

WOODEN SHIPS & IRON MEN

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TOURNAMENT EDITION RULES 2.6

Developed by William Rohrbeck and Timothy Hitchings (hitchings@juno.com)

WS&IM rules have been revised. Some revisions are not true changes to rules, but are simply shifts between the Optional Rules and the Advanced Rules. Some provide clarification or comments. The rules are set out in a progressive numbering system for easier reference. Here are most of the changes made in versions 1.2b (2000), 2.3 (2013), 2.4 (2014), 2.5 (2015), & 2.6 (2016) . Changes preceded by "●" are changes from the 2nd Edition to version 1.2b. Changes preceded by "●●" are new for 2.3. Changes preceded by "●●●" are new for 2.4. Changes preceded by "+" are new for 2.5 Changes preceded by a # are new for 2.6 *This document is merely a guide. The actual rules control.* The rules refer to ship counters, although players may prefer to use 1/2400 miniatures. Some items yet to be updated are highlighted in red.

Dice: ●●● Rolling two dice at once—white & blue—while not necessary, is encouraged to speed play (This relates to gun hits, which are addressed below).
Counters: ●● Full Sail markers are backed with "men in rigging" symbols. Strike markers have national ensigns on their front sides. Sinking Ship markers are backed by (new) Exploding Ship symbols.
Ship Classes: ●●Class 8 vessels have been added to represent tiny craft. 2.3.1
Log Sheet: ●●Crew quality is identified with morale (3.2.5.1). Marines have a separate identity (3.2.7).

Charts and Tables: ●●There are three cards containing charts and tables needed to play, color coded for ease of location. Several of the tables and charts are revised to reflect changes in the rules. Some are merely quick reference aids for existing rules.
Ship's Log: ● A more graphic ship log sheet is provided, displaying more info. #The log now displays an overhead ship view.

Beginners' Game
Unfouling Phase: ●Changed to a two dice system with more modifiers. A player may modify an unfouling die roll by marking off a rigging square.
●● **The Planning Phase** replaces the Movement Notation Phase.
●●Players must now plot their intention to grapple and suffer a Hit Table penalty for the attempt (7.2.9).
Movement: ●● Drifting is clarified (8.2.1). ●●Collisions are affected by the speed of the ships (8.3.2)
●● Some collisions may cause rigging damage (8.3.4).
Fouling: ●Fouling requires a two dice roll with more modifiers (8.3.5). ●●Fouling provides a + modifier for grappling (see table).
Grappling/Ungrappling: ●Changed to a two dice system with more modifiers & restrictions.
●●Grappling attempts now receive a + modifier if ships are fouled. ●●Once grappled, additional grapples may not be added by the same ship (a clarification) (9.1.9). A ship may attempt to ungrapple once for each ship it's grappled to (9.2.4) ●● Ungrappling is now easier on the turn of grappling (see Ungrappling Table).
Boarding Parties: ●●If a ship has marines, the marines must be included in OBPs & DBPs (10.1) +but not TBPs +Crew sections may only be added one section per turn after boarding (10.1.2.2) #The crew section used to grapple must be the first section in the BP, along w/marines.(10.1.2.1). If ships are fouled but not grappled, offensive boarding parties are limited in size (10.1.2.3) ●●Transfer Boarding Parties are restricted and + limited (10.2.6-7). ●Crews transferred to another ship assume the worst crew quality of the two ships (see 10.2.8). ●●Ships may change their boarding party status (OBP or DBP) during subsequent boarding party preparation phases.
Combat: ●●A rule controls when a player neglects to state whether fire will be at rigging or hull (11.2.5.1). #Excess gun hits now follow the games *original* rule (11.4.3.1.1)
Rakes: ●The optional rake determination rule from the 2nd edition Optional Rules is now the rake rule for the Advanced Game. The maximum range for a rake is now five hexes (11.3.2).
●●Carronades now have a 3 hex range. ●●A negative HDT modifier applies for ships plotted to grapple (11.3.3.1).
●●Marines may be substituted for regular crew hits (11.4.2.1).
Players no longer choose which gun squares to mark off; instead, an extra die roll determine which gun is marked off (11.4.3.1.1).
●●Ships now have only one initial broadside.
Melee: ●●●Before melee can occur, an OBP must successfully board an enemy ship via die roll (12.3.1-2). +Both ships' boarding roll is modified by grapeshot. (12.3.1) DBPs provide a column shift in melees + but only for one turn (12.3.4). ●●Ships transferring crew to friendly ships must be grappled to those ships (10.2.6). ●●Only one round is fought per turn. ●●Melee crew losses are shared by marines and crew (12.3.4.1). ●●Achieving a 2-1 ratio in melee points is advantageous (12.3.5).
An OBP defeated by a DBP does not surrender, but is repelled, ending the Melee Phase for that turn (12.3.5.7). A DBP that defeats an OBP cannot immediately convert to an OBP; it may do so on a later turn. ●●If a ship with an OBP is in melee and is attacked by an OBP from a different enemy ship, its OBP converts to a DBP (12.2.5). ●●Melees are lost by morale checks rather than by ratio of melee points. #Rolling for morale check is now automatic each turn of melee. (12.3.5) +if both sides fail morale check, the melee ends.(12.3.5.3)●●Prize crews now have restrictions during the turn after capture (12.4.7) ●Capturing an enemy ship no longer confers double victory points (14.2.3) (unless by special scenario rule).

+ The melee tables have undergone a reversal of polarity, i.e. higher numbers are now better than lower numbers; this does not change the odds of results. This adjustment has been made to help new players.

Advanced Game

Wind ● is now rolled every turn using two dice ●● at the end of the turn. Wind change numbers are changed to reflect a two dice system (see 17.0 Sequence of Play; N-Wind Phase and Changing Wind Number Chart).
Wind Effects: ●Changed to reflect limited use of modifiers/effects instead of entire table. ●●Being fouled or grappled to another ship during a gale or storm may cause damage (optional rule 40.3.4).
Full Sails: ●Sail changes must now be noted during the Planning Phase and require commitment of a crew section to Men in the Rigging (19.1.4.3).
●Ships at Full Sails suffer a negative HDT modifier (see Advanced Game HDT).
●Damage taken against rigging at FS has been reduced (19.1.3).
●●● Players must choose where on the ship to assign marines—deck or rigging. Musket fire is more effective from rigging, but carries a risk of rigging fire. (19.8)
Movement: ●A ship may not begin movement with a turn if it ended the previous movement with a turn (but see 19.4.1).
Repairs: ●must be plotted during Planning Phase (19.5.1). ●●Full sail capacity, once lost, cannot be regained by repairs (19.5.6).
Fouling/Unfouling, Grappling/Ungrappling: ●Modifiers added reflect Wind Effects.
Anchors: ●●Ships now have two anchors (19.3). ●●Ships anchored by one anchor may partially drift (19.3.3.1). ●●Struck ships anchor to avoid land (19.3.9).
Chainshot: ●now has a range of four (24.2.2.1). ●●Ships have a limited supply of chainshot. British ships may fire chain, but only two broadsides per game (24.2.2.3).
Doubleshot: ●●requires only one turn to load. If fired beyond one hex, it suffers a penalty (24.2.3.2).
Grapeshot: ●●has been revamped and is fired conjunction with roundshot (24.2.4). +If grape results in bonus hits, a Leader Casualty roll is made. (24.2.4.5.1)
+Crew hits when fire at rigging must come from marines if marines are in rigging, unless crew is in rigging. (24.2.7)
●●**Men in the Rigging:** Use of crew section affects combat (24.5).
Musket Fire: ●●Marines may fire muskets at adjacent ships (24.7). +Leader Casualty roll results have been added to Musket Fire Table. +If no melee is in progress, marines in boarding parties may fire muskets but at -1 if in OBP.
Critical Hits: ●It is now a two dice system (16.1.2.2.1) with significant changes in results (see Critical Hit Table).
Melee: #The grapeshot modifier for boarding applies even if the grapeshot caused no casualties. (25.0)
Sink & Explode: ●●These results occur less often and a ship's fate will be less predictable (24.3.2.2).
Exploding Ships: ●have been moved from the Optional Rules to Advanced Game Rules. ●●In addition to adjacent ships, ships two hexes away may suffer damage (24.3.2.3).
Anchored Ships: ●●Anchored ships suffer reduced rigging damage (see parenthesized note on Hit Tables).
Reload Phase: ●●If a player does not order a change of load, gun crews will usually continue to load the most previous ammunition (26.1).
Repairs: ●●Repair attempts are not as restrictive but are usually less productive. Repairs require a die roll (28.0).

Optional Rules

●●**Critical Hit/Critical Miss:** Achieving a critical hit is no longer tied to rolling a "6" on the hit roll. Uncommonly poor shots can occur (32.0).
●●**Small Targets:** Negative HDT modifiers apply when firing at vessels occupying only one hex (33.0).
●●**Small Crews:** Ships with only one crew section suffer fewer crew hits (34.0).
●●**Variable Seamanship:** Crew quality can affect changing sails and repairing rigging (35.0).
●●The **Towing** optional rule has been clarified and modified (37.0).
●●**Rowing** (previously published in the General) has become an optional rule (39.0).
●●**Wind Velocity** is moved to Optional Rules. Gales & storms can cause damage to fouled/grappled ships (40.3.4-5).
●●**Land, Rocks, & Shoals:** A ship entering a land hex is not removed from the game but becomes a wreck (44.1). "Rocks" are a new terrain form (44.2). The rule for refloating a ship aground has been revamped (44.3). +Guns may be thrown over side to lighten ship (44.3.2.1)
●●**Fireships** have been modified (51.0).
●●**Boats** have been added have been included (based on rules found in The General (54.0). +Ships' boats may be needed to change flag ships and may evacuate crew from sinking and exploding ships. (54.4)
●●**Forts & Shore Battery** rules have been provided (55.0)
●**Bombs** rules from the General, clarified, are included (56.0).
+ Updated rules are provided for carrying soldiers on ships. (57.0) #Soldiers do not confer the benefits that marines confer, especially in melee. (57.4.4)
 # The Ship Specification Charts have been totally revised for historical accuracy and expanded choice. Do not make assumptions about a ships features without carefully examining it.

TABLE OF CONTENTS

INTRODUCTION....1

COMPONENTS....1

PREPARE TO PLAY....2

BEGINNERS' RULES....4
Sequence of Play....4
Unfouling Phase....4
Planning Phase....4
Movement Phase....6
Grappling and Ungrappling Phase....6
Boarding Preparation Phase....7
Combat Phase....7
Melee Phase....9
Reload Phase....11
Victory Conditions....11

ADVANCED RULES....12
Sequence of Play....12
Planning Phase....12
Full Sails....12
Anchors....13
Turning....13
Firefighting Phase....14
Combat Phase....14
Destroyed Hulls....16
Musket Fire....16
Reload Phase....17
Sail Status....17
Repair Phase....17
Wind Phase....17

OPTIONAL RULES....18
Timed Moves....18
Critical Hit/Critical Miss....18
Small Target Modifiers....18
Small Crew Modifier....18
Variable Seamanship....18
Loss of Rigging....18
Towing....18
Fore & Aft Rigging....18
Rowing....19
Wind Velocity....19
Blocked Wind....19
Variable Wind Direction & Velocity....19
Changing Wind Number....19
Land, Rocks, & Shoals, Refloating....19
Casting the Lead....20
Multi-Player Communication....20
Scurvy....20
Copper Bottoms....20
Command Lag....20

DESIGN YOUR OWN SCENARIOS....21
Fireships....21
Merchantmen....21
Pirates & Privateers....21
Boats....21
Forts…… 23
Bombs....23
Soldiers....23

INDEX....

APPENDICES

WOODEN SHIPS & IRON MEN

THE AVALON HILL GAME COMPANY'S TRADEMARK FOR ITS FIGHTING SAIL GAME

TOURNAMENT EDITION RULES 2.5

Developed by William Rohrbeck and Timothy Hitchings (hitchings@juno.com)

1.0 INTRODUCTION *Wooden Ships & Iron Men* is a tactical simulation of naval warfare during the great age of sail. The game covers the period from 1775 to 1815 when the great square-rigged ships-of-the-line dominated the oceans and the speedy and durable American frigates gave world recognition to their young navy. The game is played by two or more players, each commanding a ship, squadron, or whole fleet! Scenarios depict the famous naval engagements of the American and French Revolutions and the Napoleonic Wars. The game is also a kit from which other scenarios or any fictitious engagement may be designed.

Each ship covers two hexes of the mapboard. Orders for movement are written for each ship on a "log". Ships are then moved simultaneously over the mapboard. Ships may fire at the opposing vessels hoping to reduce them to a state of surrender. Any which foul or grapple may form a boarding party to attempt to capture the enemy's ship by force. Skillful maneuvering and good fleet organization are essential to defeat the enemy and gain victory.

"Five minutes may make the difference between victory and defeat."
Admiral Horatio Nelson

2.0 COMPONENTS

2.1 Game Equipment:

a. A mapboard consisting of two sections which can be joined together in a variety of ways to allow more freedom of movement.
b. Set of die-cut counters (or 1/2400 miniatures).
c. ●●Tables & Charts Cards—(Optional rules in Italics)

Yellow = Hit Determination Table & Hit Tables & Critical Hit Table
Blue = Wind & Water Tables--tables & charts regarding a ship's interaction with the environment
Adjacent Ship Tables--tables used when ships are adjacent (Exc. Leader Casualty)
Green = Sequence of Play and Miscellaneous Charts

The upper corners of each card contain guide boxes to help players find other tables & charts.

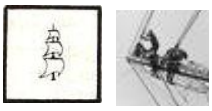
d. Rules of play and scenario manual.
e. Log sheets.
f. ●●Two dice: white and blue

2.2 Mapboard**:** The 22" by 28" mapboard is the playing surface upon which the ships are maneuvered. The hexagonal grid printed on the mapboard determines movement, firing ranges, and the positions of ships. Each hex (hexagon) has an identification code used to determine the initial placement of ships for each scenario. This code is also valuable in checking a ship's movement. Shaded areas of the board are sometimes used as land or shoals and will be defined as such in the applicable scenarios. A wind direction hexagon is found in the lower left-hand corner. Each edge of the board is labeled by the wind direction numbers pointing to it. The four edges are labeled in clockwise order: 1, 2-3, 4, 5-6.

2.3 Ship Counters: Included in the game is a sheet of die-cut counters which represent ships and markers of various types. Each ship counter has a colored band amidships to identify it and act as the ship's colors. Red bands identify British ships; white bands identify French ships; gold bands identify Spanish and Venetian ships; light blue bands identify American ships. Various markers are printed with information helpful to the play of the game. Examine the examples below:



Wind Direction



Full Sail, backed by with Men in the Rigging



Strike, backed by flags



Sinking Ship, backed with Exploding Ship



Fouled

2.3.1 Ship Classes: Each ship overview on the counter represents a class of ship. Classes denote different sizes and types of ships. Care must be used to match the proper class counter for each ship being played. The size of the ship is indicated by the size of the class overview. Ship classes range from the highest class of 1 down to ●●8.



Nr. 1 Ship-of-the-line (S.O.L.)



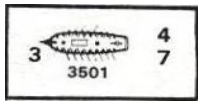
Nr. 2 Ship-of-the-line (S.O.L.)



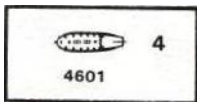
Nr. 3 Frigate (F)



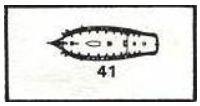
Nr. 4 Frigate (F) or Corvette (C)



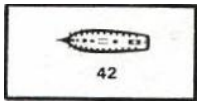
Nr. 5 Brig (B), Sloop (S), or Schooner (Sc)



Nr. 6 Gondola (GO), Galley (G), or Radeau (R)



Privateer (P) (Class varies)



Merchantman (M) (Class varies)



Fireship (FI) (Class varies)



Bomb (B)

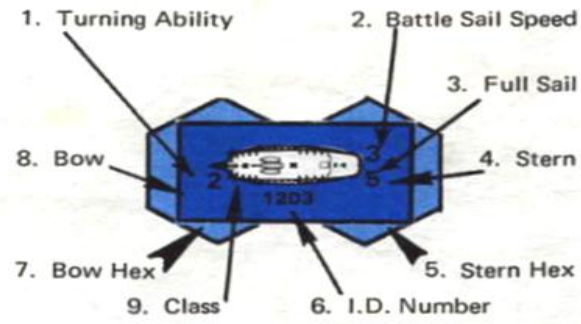


Nr. 7 Gunboat (GB)

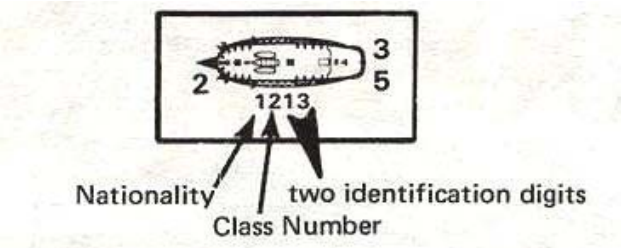


●●Nr. 8 Ship's Boat or other small boat (SB)

2.3.1.1 Turning Ability: The maximum number of 60 degree turns which that ship can make during the course of the Movement Phase.
2.3.1.2 Battle Sail Speed: The maximum speed that a ship has under battle sails. (3 or 4.)



2.3.1.3 Full Sail Speed: The lower right-hand number represents a ship's movement ability under an increased spread of sail. This speed is used in the Advanced Game only.
2.3.1.4 Stern: The stern of a ship is its rear section. This is the blunt end of the ship diagram on the counter.
2.3.1.5 Stern Hex: The hex that the stern half of the ship occupies.
2.3.1.6 Identification Number: Each counter has a four digit number which is used to identify it with the ship it represents.



The first digit refers to the nationality of the ship (see below).
The second number refers to the class of the ship.
The last two digits serve to identify the specific counter.

1 (red) = British	2 (white) = French
3 (gold) = Spanish (or Venetian)	4 (light blue) = American
5 (orange) = Dutch	6 (violet) = Danish
7 (gray) = Ottoman Empire (Turks)	8 (green) = Russians
9 (yellow) = Swedes	0 (pink) = Portuguese

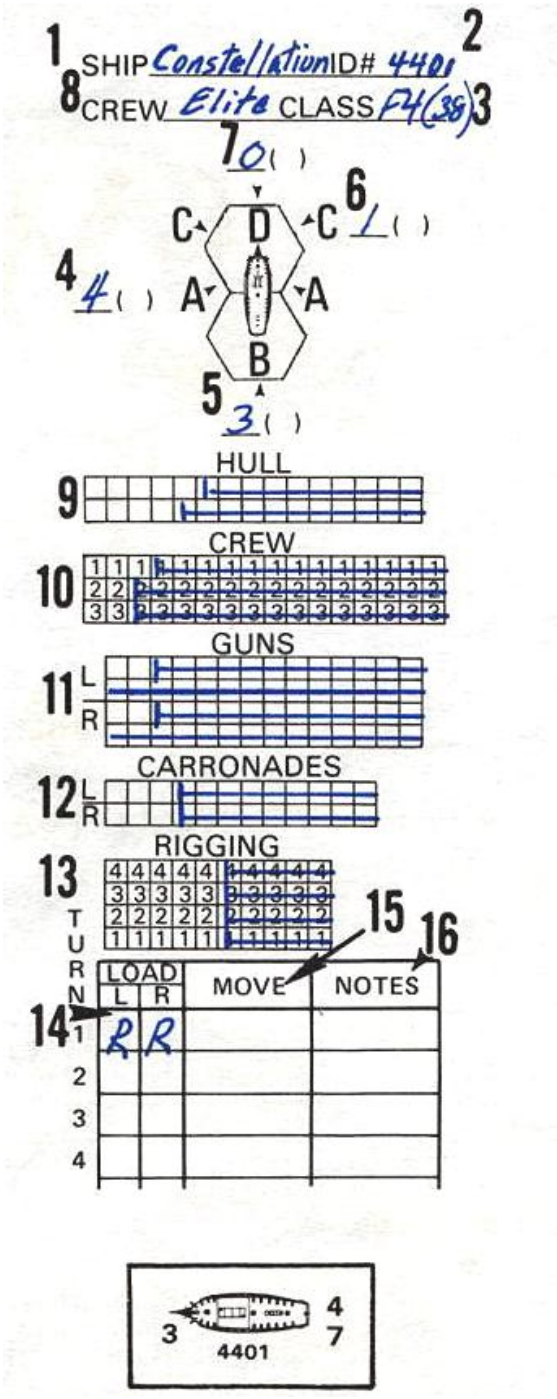
2.3.1.7 Bow: The bow of a ship is its front. This is the pointed end of the ship diagram on the counter. The bow always points in the direction in which the ship is sailing.
2.3.1.8 Bow Hex: The hex that the bow occupies.
2.4 Log Sheet Pad: All the essential information needed for moving and firing ships is placed here.

3.0 PREPARE TO PLAY *Clear for Action!*

3.1 Mapboard Set Up:
3.1.1 A scenario is selected from the scenario section of this manual. All information necessary for the set-up is found in the scenario. It is better to start with the single ship encounters and move on as experience is gained.
3.1.2 Remove from the counter sheet a counter of the proper nationality and class for each ship played.
3.1.3 Lay the mapboard out and place each ship's bow in the assigned bow hex and pointing in the number direction corresponding to the wind direction hex on the board.
3.1.4 The wind arrow counter is placed in the wind direction hex pointing to the proper numbered direction.
3.1.5 If the scenario has any land features, shoals or rocks, the applicable hexes will be listed.
3.2 Log Sheet: A log must be filled out for each ship. All information for that ship necessary to play the game will be

placed there. This information is found on the ship counter or in the ship's Order of Battle, found in the scenario. A diagram is given as an example of this procedure.

The ship counter and log below represent the starting Beginners' Game strength of the Constellation. Check her specifications on the Master Scenario Chart on page -__- to ascertain how to correctly fill out the ship's log.



3.2.1 The name of the ship and number of guns is placed on line 1.

3.2.2 The identification number of the counter to be used for the ship is placed on line 2.

3.2.3 The class of ship is placed on line 3. (Some ships may be given a specific counter to use in the scenario. This will indicated by giving the I.D. number in this section.)

3.2.4 On lines 4, 5, 6 and 7, place the movement allowance for each attitude to the wind. This information can be found in the Movement section of the Beginners' Game (7.0). Ignore the parenthesis for the Beginners' Game as these spaces are intended for full-sail movement in the Advanced Game.

"Heart of oak are our ships, heart of oak are our men." Heart of Oak

3.2.5 The quality of a ship's crew is placed on line 8. ●●**3.2.5.1** Each crew quality level has a number value: elite=5, crack=4, average=3, green=2, and poor=1. The crew quality number affects the crew's ability to fire guns & melee. At times, a ship will be required to take a "morale check" by rolling a die. If the roll is equal or below the crew quality number, the ship passes the morale check. If the roll is greater than the crew quality number, the ship fails the morale check. The effects of failing a morale check are described in the relevant sections of these rules.

3.2.6 The number of hull squares for each ship is placed in section 9. Excess squares are marked out.

3.2.7 The number of marine squares and crew squares allotted to each ship is placed in section 10. All sections are divided into squares. Find the number of sections and number of squares per section in the Order of Battle. Each crew section has a corresponding numbered row in the log. Marine sections are identified with the letter "M". Squares not being used should be marked out.

●●On all ships of the line and most frigates, marine squares form a section, distinct from the crew. Marines are not counted as a crew section for any purpose other than as specified. (Most nations had men designated as marines. Those that didn't still had men assigned to fire small arms and serve in boarding parties and shore parties. For game play, "marines" applies to both)

3.2.8 The number of gun squares allotted for each ship is placed in section 11. This section divides the guns into left and right broadsides (labeled L and R). Mark out gun squares not being used.

3.2.9 Section 12 is the carronades section. This section is completed exactly like section 11. Carronades are special heavy guns of limited range, hence the reason for the separation from section 11.

3.2.10 Section 13 is the rigging section. Each line of squares represents one battle sail speed factor. The number of rigging squares per battle sail speed factor is found in the Order of Battle. Squares not used are marked out.

3.2.11 On the movement column (14) of the ship's log, there is a load section. It is composed of two spaces, one marked L for left (port) broadside; the other marked R for right (starboard) broadside. The shot for each broadside is marked. Only roundshot ("R") may be loaded in the Beginners' Game. (The Advanced Game adds chain, double and grapeshot.

3.2.12 Section 15 denotes the move column. All movement for the ship will be placed here. No information is placed here at this time.

3.2.13 The notes section (16) is where special orders and notations are written. These notations will be explained in appropriate sections of the rules. No information is placed here at this time

BEGINNERS' RULES

4.0 INTRODUCTION The Beginners' Game gives the information needed for a beginner to play a scenario of *Wooden Ships & Iron Men.* Once this section of the rules is complete, play can begin. Later rules sections include the Advanced Game and Optional Rules which provide more realism and challenge. There is also a section of rules which allows players to design their own scenarios.

The rules outline for the Beginners' Game follows the sequence of play for each turn.

5.0 SEQUENCE OF PLAY Once the game has been set up, play begins. The Game is played in turns (representing approximately three minutes). Most scenarios have no limit to the number of turns to be played. Each turn is divided into phases. The sequence of play for each turn is as follows:

Unfouling Phase: Make attempts to unfoul ships which were fouled on previous turns.

●●**Planning Phase:** Players secretly write intended movements for each ship and attempts to grapple on their log sheets.

Movement Phase: When both players have completed their log notations, all ships move simultaneously, exactly as their movement is written in the log. Retrace any possible collisions one movement point at a time. If any collisions occur, check for fouling and damage.

Grappling and Ungrappling Phase: Make all attempts to grapple and ungrapple.

Boarding Preparation Phase: Write any boarding parties in the logs of the involved ships.

Combat Phase: Resolve all gunfire and mark all hits on the hit boxes of the log sheet.

Melee Phase: Resolve all boarding actions and mark all lost crew hits on the log sheet.

Reload Phase: Load broadsides.

6.0 UNFOULING PHASE Ships with rigging fouled (tangled with other ships) on previous moves may attempt to unfoul (They are not required to).

6.1 Roll two dice on the Unfouling Table for each ship attempting to unfoul. ●Players may add +1 to the unfouling roll by marking off one rigging square for the rolling ship *before rolling the dice*. Only one rigging square may be marked off per attempt in this fashion.

6.2 If unfouling is successful, both ships may move normally on that turn. If a ship is fouled with more than one ship, a player may roll for each fouled condition. Successful unfouling is noted by writing a circled letter F in the notes section of the log.

6.2 If, after all unfouling attempts, a ship remains fouled to one or more other ships, it must wait until next turn to attempt to unfoul again.

7.0 PLANNING PHASE *"'Tis to glory we steer."—Heart of Oak*

All ships move simultaneously. The move of each must be written secretly in its log before any ship can actually be moved on the mapboard.

●●If a player plans for a ship to grapple and board another ship during the turn, that intent must be noted. (Ships on fire may not attempt to grapple other ships.)

7.1 Movement and Turning Allowance:

7.1.1 Before writing orders, the movement allowance for each ship must be determined. This movement allowance is a product of a ship's sail speed and its attitude to the wind direction.

7.1.2 The battle sail speed of each ship is printed on the counter, adjacent to the stern of the ship diagram (see 2.3.1.2). All ships have a battle sail speed of either 3 or 4.

7.1.3 Along with the battle sail speed, the attitude of the ship to the wind must be determined. There are four attitudes to the wind for each ship: labeled A, B, C, and D. Each letter represents a different position of the ship in relation to the direction that the wind is blowing. See diagram:

Diagram No. 1 compares the different ship positions to wind.

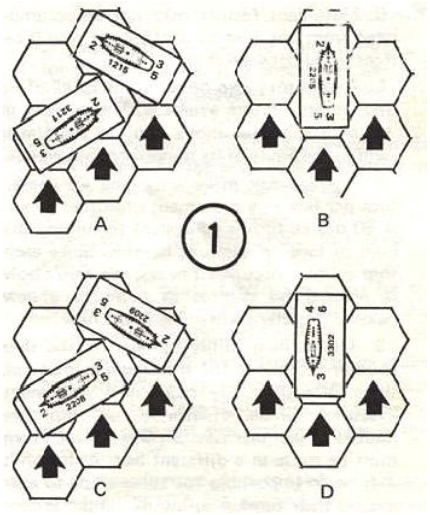
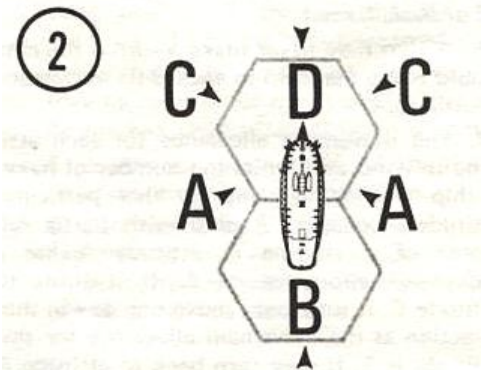
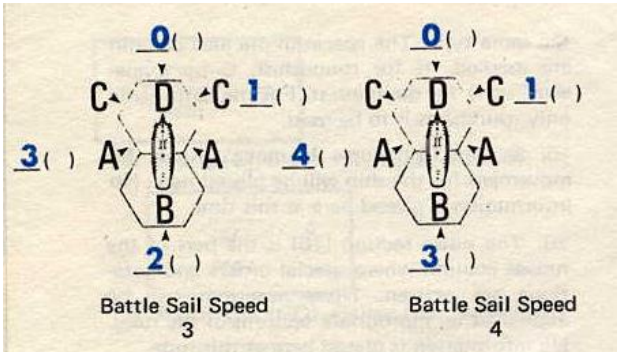


Diagram No. 2 compares the different wind directions to the ship position.



7.1.4 The movement allowance is now checked on one of these two charts:



Examples:
a. A ship with a battle sail speed of 3 starts the Planning Phase in attitude C in relation to the wind direction. Its movement allowance is 1.
b. A ship with a battle sail speed of 4 starts the Planning Phase in attitude A in relation to the wind direction. Its movement allowance is 4.

7.1.5 The movement allowance is the maximum number of hexes a ship may move in a Movement Phase. A ship may only move into a hex toward which its bow is pointing. A ship cannot move sideways or backwards. (Exc.: Drifting, 8.2) Each hex a ship's bow enters costs one movement factor of its allowance. Once a ship has used all of its factors, it must stop.

7.1.6 Movement factors may not be accumulated from one turn to another nor may they be transferred between ships.

7.1.7 A ship may use none, some or all its movement factors available. The number of hexes a ship may move is up to the player within the limits of its movement allowance.

7.1.8 A ship may make only one 60-degree turn per hex in a Movement Phase. A 60-degree turn is equivalent to turning the bow to face an adjacent hexside. Since each ship occupies two hexes, as a ship's bow pivots 60 degrees to point to a new hexside, the stern half swings into a new hex.

7.1.9 The turning ability number on the ship counter represents the maximum number of turns that a ship may make in a Movement Phase. Remember, all ships are limited to just one turn per hex, so each turn must be made from a different hex. (Although it may seem impossible for some ships to ever exceed its turning ability maximum, it does become relevant in the Advanced Game.)

7.1.10 Each turn costs a ship one movement factor of its allowance. (Exc.: 7.1.15)

7.1.11 A ship may never make a turn if the cost would cause that ship to exceed its movement allowance. (Exc.: 7.1.15)

7.1.12 The movement allowance for each wind attitude also limits the number of hexes a ship may move while in that attitude. Ex: A ship with a battle sail speed of 4 starting in attitude A has a movement allowance of 4. If it turns into attitude C, it may only move one hex in that direction as the movement allowance for this attitude is 1. It may turn back to attitude A after moving one hex in C and finish its move in attitude A.

7.1.13 Rule 7.1.12 does not work both ways. A ship with battle sail speed of 3 starting her movement in attitude B has a maximum movement allowance of 2, even if it moves to attitude A later in the movement phase.

7.1.14 Rule 7.1.12 does not limit the number of turns in attitude (other than the limit of 1 hex per hex traversed), just the number of hexes which the ship may move.

7.1.15 A ship which has a movement allowance of 0 may always turn in place 60 degrees. This is free.

7.1.16 A ship which turns into Attitude D must immediately stop and may not move or turn for the remainder of the movement phase, even if it has movement factors remaining.

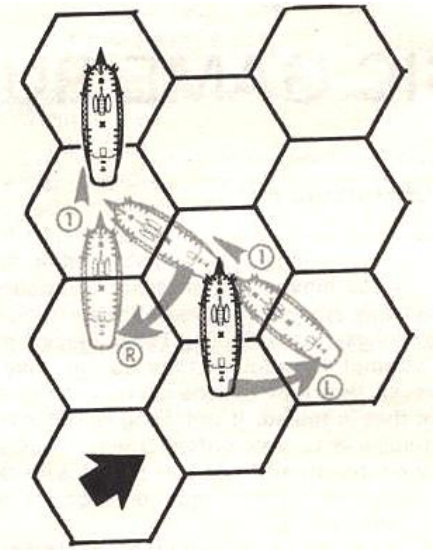
7.1.17 A ship's movement allowance may never be reduced below 0.

7.2 Log Notations:

7.2.1 All notations of movement are written in the move column of the ship's log. The column is divided into numbered sections corresponding to the game turns. All notations are written in the appropriate turn section.

7.2.2 The number of hexes a ship is to move is written as a number.

7.2.3 Turns made by the ship are written as "R" for a right-hand turn of 60 degrees or "L" for a left-hand turn of 60 degrees. Example: A frigate in attitude A has a battle sail speed of 4. Its movement allowance is 4. The notation in the log reads "L1R1" (left turn 60 degrees; forward 1 hex; right turn 60 degrees; forward 1 hex). This depletes the ship's allowance. After its turn into attitude C, the maximum the ship could move in that direction is one hex. If it is to remain in attitude C, it must end its move at that point, "L1".



7.2.4 Notation must be specific and in the same order in which the ship will be moved.

7.2.5 After completing orders, logs are open for inspection by the other players. ●●Exc.: The load column of the log may only be inspected upon firing.

7.2.6 Orders must be written for each ship. If a player does not wish a ship to move, a "0" will be used as notation.

7.2.7 If a log sheet is incorrectly filled out and/or indicates an illegal move for a ship, end that ship's movement at the point of the infraction.

7.2.8 Ships which are to enter the game on this turn have their movement noted in their log's movement column. The first hex entered counts against their movement allowance.

●●**7.2.9** A ship which is intended to grapple another ship during the turn must have the letter "G" written in the "Move"

column (not "Notes"), along with the orders for ship movement.

8.0 MOVEMENT PHASE

8.1 Movement:

8.1.1 All players move their ships simultaneously.

8.1.2 Ships which are scheduled to enter, enter and move this turn.

8.2 Drifting: This is a special type of movement. It may be voluntary or involuntary.

8.2.1 Whenever the bow hex of a ship does not change or is not plotted to change for two consecutive Movement Phases, at the end of the second phase, it will drift one hex in the direction the wind is blowing (The obligation to drift is not fulfilled by turning in place.) Both bow and stern halves move in this direction. This applies also to ships which are fouled or grappled together, if both or all are on at least their second consecutive Movement Phase without moving into another hex. ●●Ships drift at the end of all other movement

8.2.2 Ship-of-the-line class ships (classes 1-2) drift one hex every other turn while drifting. Frigate and smaller vessels (classes 3-8) drift one hex per turn while drifting. They continue at these rates until they voluntarily move forward at least one hex. (Struck and other surrendered ships drift normally.)

8.2.3 Ships which are fouled or grappled together cannot move or turn in place; they can only drift.

●**8.2.3.1** Where ships of different classes are fouled or grappled together, they drift at the speed of the highest class ship (8.2.2).

8.2.4 For each turn a ship is to drift, a "D" is written in the move column.

8.2.5 Ships which have lost all rigging squares (become dismasted) drift with a special turning allowance:

8.2.5.1 Dismasted ships with a turning ability of one must wait at least three consecutive turns while drifting before being able to make a single 60 degree turn.

8.2.5.2 Dismasted ships with a turning ability of 2 must wait at least two consecutive turns while drifting before being able to make a single 60 degree turn.

8.2.5.3 Dismasted ships with a turning ability of 3 must wait at least one turn while drifting before being able to make a single 60 degree turn.

8.2.5.4 If a dismasted ship makes a 60-degree turn while drifting, it must again wait the same period before making another turn.

8.3 Collision: "Can't help it…let the weakest fend off."
Captain Thomas Troubridge at Cape St. Vincent

Ships that cross the course or position of other ships (enemy or friendly) during movement may collide with the other ship.

8.3.1 To see if ships have collided, players must retrace the courses of the involved ships one hex at a time. For purposes of collision, a 60-degree turn counts the same as a hex moved into by forward movement. If two or more ships are found to be in the same hex at the same time in their move, a collision takes place.

8.3.2 Only one ship can remain in the collision hex. If the bow or stern of a ship is in the hex at the same point in movement when one or more other ships attempt to enter the hex, the occupying ship remains. The other ship moves back to the hex(es) occupied just prior to the collision. If the stern of a ship enters a hex in a turning maneuver at the same point in the phase as the bow of another ship, the bow enters the hex. The turning ship returns to its previous position. In all other cases, roll a die for each ship involved. ●●A player whose ship was plotted to move a higher number of hexes in forward movement adds 1 to the die roll. The high roller decides which ship will occupy the hex.

8.3.3 When a collision occurs and the positions of the collided ships have been determined, voluntary movement ends for the ships involved, even if their logs have been plotted for further movement. Log notations must be changed to match with the actual move. Ships due to drift do so at the end of the phase.

●●**8.3.4** If the collision was caused by one or both of the ships' bows entering the collision hex at the moment of collision, roll a die for each such ship for possible bowsprit damage. On a 1 or 2: for a ship of the line, mark out the remainder of its first rigging section; for any other vessel under sail, mark out one half of the remainder of the first section, rounded up.

8.3.5 When a collision occurs, the rigging of the involved ships may become fouled, locking them together. ●For each collision, one of the involved players rolls two dice and consults the Fouling Table, applying the appropriate modifiers, implementing the result immediately. Rolls of 12 always foul, regardless of modifiers. If the result is "ships are not fouled", they may continue to move normally the next movement phase.

8.3.6 Fouled ships cannot move or turn in place. On the second turn after fouling they must drift.

8.3.7 Ships that are fouled may perform boarding maneuvers and melee on that turn and/or on any or all subsequent turns that they remain fouled.

8.3.8 The fact that a ship is fouled is indicated in the Notes section of the ship's log by writing an "F".

9.0 GRAPPLING AND UNGRAPPLING PHASE At the end of the Movement Execution Phase, any ship occupying a hex adjacent to a hex occupied by another ship (friendly or enemy), fouled or unfouled, ●●may attempt to grapple, if a "G" was written in its "Move" column during the Planning Phase and if it has a crew section available (i.e., not in rigging, engaged in melee, assigned to waterline damage, etc.). If no crew is available, an attempt cannot be made.

9.1 Grappling:



9.1.1 ●●A ship plotted to grapple during the Planning Phase may attempt to grapple, but is not required to do so.

9.1.2 ●To grapple, roll two dice, consult the Grappling Table and apply the appropriate modifiers.

●●**9.1.3** If the involved ships are friendly, include the "friendly ships" modifier (+4).

9.1.4 ● Rolls of 12 always grapple, regardless of modifiers.

9.1.5 As with fouled ships, grappled ships cannot move or turn in place. They can only drift.

9.1.6 Boarding parties can be formed and boarding actions fought between grappled ships.

9.1.7 The fact ships are grappled is indicated by writing a "G" in the Notes section of each ship's log for each successful grapple.

9.1.8 Ships that are grappled may fire during the Combat Phase.
9.1.9 A ship may attempt to grapple once per turn to each ship to which it is adjacent. ●●Once two ships are grappled, additional grapples may not be made between them.

9.2 Ungrappling
9.2.1 ●After all attempts at grappling have been made in this phase, any ship which has been grappled may attempt to ungrapple by rolling two dice, consulting the Ungrappling Table, and applying the appropriate modifiers. Friendly ships ungrapple automatically without dice roll. A roll of 12 always succeeds, regardless of modifiers.
9.2.2 A successful ungrapple negates all effects of the grappling. Each ungrappled ship may move normally the next turn.
9.2.3 On each turn that a ship is in a grappled state, it may attempt to ungrapple. If a ship is grappled to more than one other ship, it must ungrapple every successful grapple before it is free.
9.2.4 ●●A ship may attempt to ungrapple each successful grapple, once per turn.
9.2.5 If, after completing all ungrappling attempts, any ship remains grappled to one or more enemy ships, it must wait until next turn to attempt to ungrapple again.
9.2.6 Ungrappling is indicated by writing a circled letter "G" in the Notes section of the ship's log.

10.0 BOARDING PREPARATION PHASE

"Commandant, n'oubliez pas l'abordage!"

10.1 Boarding Party Formation
10.1.1 +Boarding parties intended to board an enemy ship are formed by the ship's marines and/or crew.
10.1.2 From one to all sections may comprise a boarding party as long as the following procedure is followed:
+10.1.2.1 For Offensive Boarding Parties (OBPs) and Defensive Boarding Parties (DBPs), a ship's marines must be used and may be joined by the lowest numbered crew section with at least one undestroyed crew square #(Starting with the crew section used to grapple). If a crew section is under strength, squares may be added from the next section to bring the boarding section to full strength.
(Marines are not required on a TBP, see 10.2.2.)

10.1.2.2 + After boarding has occurred, one additional crew section may be added each turn as desired. This is true for both OBPs and DBPs. Sections must be chosen in order. A player may never skip a lower numbered crew section to choose a higher numbered crew section for a boarding party.

10.2 Boarding Preparation Procedure
10.2.1 Players secretly write down crew sections assigned to boarding parties in the notes section for all ships fouled and/or grappled. If the player does not want to form boarding parties, "NBP" is written.
10.2.2 There are three types of boarding parties which may be formed: offensive boarding party ("OBP"), defensive boarding party ("DBP"), and transfer boarding party ("TBP"). (These abbreviations will be used to denote the boarding party types hereafter). An OBP must melee in the Melee Phase. A DBP melees only if attacked by an OBP. A TBP is used only for transfer of crews between friendly ships. ●●Only one type of boarding party may be formed per ship.

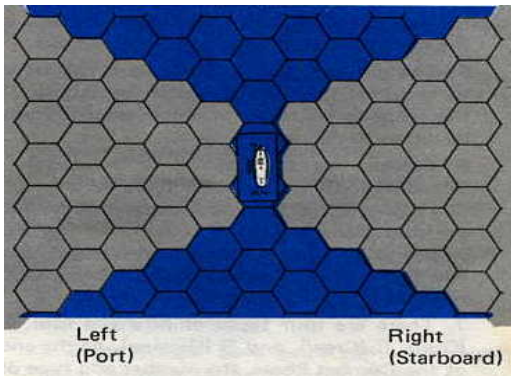
●●The selection of an OBP, DBP, or TBP commits you to that status for the length of the melee phase. (Exc.: If a ship with an OBP meleeing an enemy ship is attacked during melee by an OBP from a different ship, its OBP converts to a DBP.) If no ship surrenders and an OBP isn't repelled, the ships are considered locked in melee. If the ships remain grappled or fouled in the next turn, the melee continues. During the next turn's Boarding Party Preparation Phase, ships may alter their boarding parties' statuses, changing from OBP to DBP or from DBP to OBP and adding crew sections (unless the ships are fouled but not grappled.)
10.2.3 To form a boarding party, the abbreviation for the boarding party type desired plus each crew section number involved are written in the notes section.
10.2.4 If there are several ships to which a OBP could board at the same time, the log notation must also indicate the ship(s) to be boarded.
10.2.5 If all crew sections of a ship are used for a boarding party, that ship may not fire in the Combat Phase nor move in the next Movement Phase.
●●**10.2.6** Transfer of crew is allowed between grappled friendly adjacent ships if neither is grappled or fouled to an enemy ship, and neither has been fired at on any hit table during the Combat Phase. **+** A ship may not accept additional crew squares resulting in a doubling of its specified crew size.
●●**10.2.7** Transferred crew may not be used for any purpose on the turn of transfer. On the following turn, transferred crew may only be used as part of a defensive boarding party. On later turns, they function normally as part of their new ship.
●●●**10.2.8** A ship receiving transferred crew immediately assumes the worse crew quality of the two ships involved.
10.2.9 TBPs may be formed to board ships which one thinks will surrender. If, for any reason the ship does not surrender, no transfer is made and the crew section(s) involved may not be used in any other function for that turn.

11.0 COMBAT PHASE

"No captain can do very wrong if he places his ship alongside the enemy."-- Nelson

In this phase, ships may fire broadsides at enemy ships in their field of fire and within range. Firing is considered simultaneous.

11.1 Fire Determination:
11.1.1 Each ship has a right and left broadside (starboard and port). Each broadside has an area over which its broadside firepower is effective—its "field of fire". The play of each broadside is shown on the following diagram:



11.1.2 Each ship has two fields of fire, one for each broadside. Blocking of one field has no effect on the other field of fire.
11.1.3 A broadside's field of fire is the area covered by the play of the broadside up to the ten hex firing range.
11.1.4 A ship may fire at a single enemy ship in a broadside's field of fire subject to two conditions:
11.1.4.1 The ship being fired upon must be the closest in number of hexes to the firing ship of all ships in the field of fire;
11.1.4.2 If the closest ship happens to be friendly, surrendered, or captured, or a hulk, or if land, the field of fire is blocked and the ship may not fire that broadside in that turn.
11.1.5 If there is more than one target which qualifies as closest ship, the attacker may choose which to fire at.
11.1.6 Firing is noted on the log by drawing a slant line "/" through the last loading notation on the broadside fired.
11.1.7 As firing is considered simultaneous, it may be carried out in any order. ●●Hits do not count until all firing is completed. ●(Players should mark the square with a "/" for damage that occurs during the turn as it happens. After all firing is completed, mark all squares with a "/" with a "\" to form an "X" in the square, indicating damage that affects next turn's combat.)
11.1.8 A ship may fire both broadsides during the same Combat Phase, if both broadsides are loaded.
11.1.9 Carronades are a special type of gun. They can only fire at ships within a ●●three hex range. Carronade gun squares are added to the regular broadside capability when used.

11.2 Fire Procedure
11.2.1 Count the number of hexes to the target by the shortest possible route. It may be to either bow or stern hex, whichever is closer. This is the range.
11.2.2 In the gun section of the firing ship's log, count the number of gun squares on the broadside firing. Do not include damaged gun squares in this count. Also do not include carronades unless the range is ●●three hexes or less.
11.2.3 Consult the range tables of the Hit Determination Table (HDT), cross-referencing the number of gun squares firing with the range in hexes. The number found in this table is the number of the Hit Table to be used.
11.2.4 Check the HDT modifiers *(ignore the advanced modifiers)*. These are variables that will increase or decrease the Hit Table. All modifiers are cumulative. If, after using all modifiers that apply, Table 0 or above has not been reached, the result is an automatic miss. ●●If a table number higher than 10, use Table 10.
11.2.5 The player firing now decides if the fire is to be aimed at the hull or at the rigging. If the range is six hexes or more, the fire must be at the rigging.
●●**11.2.5.1** If the target is within five hexes of the firing ship and the firing player fails to state whether the broadside is aimed at hull or rigging before rolling the die, the die must be rerolled. However, if a player states "All shots will be at hull until further notice," or similar policy, it shall be honored.
11.2.5.2 Grappled and/or fouled ships may not fire at each other's rigging.
11.2.6 Consult the Hit Table, as determined in 11.2.3 and 11.2.4, at the hull or rigging effects section, depending on the decision made in 11.2.5. Roll one die. Cross-reference the number rolled with the proper Hit Table. The result gives the number and types of hits scored on the target.
11.2.7 There are four types of hits: H (Hull), G (Gun), C (Crew), and R (Rigging). At the end of the Combat Phase, the number and type of hits are marked off the appropriate sections of the target ship's log, ●●as explained in 11.4.

11.3 Hit Table Modifiers
11.3.1 Crew Quality: Crew quality will increase or decrease the Basic Hit Table as shown in the HDT (Hit Determination Table) depending on the number of gun squares being fired.
11.3.2 Raking: Raking (when one ship is in position to fire down the length of a target ship) will increase the hit table as shown on the HDT, depending on the number of gun squares firing. ●A ship is in a raking position anytime it occupies a hex to which the bow or stern of an enemy ship points. ●Ships can only be raked within a five hex range.
11.3.3 Crew Losses: For each crew section eliminated, ●formed into a boarding party, changing sail status, fighting a fire, or working the pumps due to waterline damage, ●●the Crew Section Loss modifier on the Hit Determination Table must be applied. (*Exc.: Captured Ships, see 11.3.5.).* ●●This penalty is cumulative. If no crew section is available, the guns may not be fired.
11.3.3.1 ●●If the ship was plotted to grapple ("G") it will suffer a grappling attempt loss modifier even if it failed to grapple. If the ship grappled and formed a boarding party, use the crew section loss modifier for the boarding party instead of the grappling attempt modifier.

11.3.4 Initial Broadside: *"The first broadside we gave to them, it caused them for to wonder."--Warlike Seamen*

The first time a ship fires a broadside, that broadside will be the most carefully loaded and aimed that it will fire. Each ship has ●●one initial broadside ●●●(If both broadsides are fired at the same time, only one receives the initial bonus—firing player's choice.). The initial broadside will increase the Hit Table as shown on the HDT, depending on the number of gun squares being fired in the broadside.
11.3.5 Captured Ship: When using the guns of a captured ship, the Hit Table is decreased by two tables. Ignore the crew loss modifier when firing from a captured ship.
11.4 Marking Hits and the Effects of Damage:
Hits are marked on the log of the target ship with an "X". The log has four major parts, each part corresponding with a type of hit on the Hit Table.

11.4.1 Hull Hits ("H")

"When the mainmast started, it gave a dreadful stroke, in our starboard quarter, a large hole did it broke. Then the seas came battering in, our guns soon overflow." Bay of Biscay-o

11.4.1.1 Mark off one hull square per hull hit called for on the Hit Tables.
11.4.1.2 When all of a ship's hull squares have been marked off, it is in such danger of sinking that it can neither be sailed nor its guns worked for the remainder of the game. Excess hull hits are treated as misses. It surrenders by "striking her colors". Place a strike marker it. The crew of a struck ship cannot participate in melees even if boarding parties have been formed. None of its crew can be removed (all are required to keep it afloat). Neither side may fire on a struck ship, though it may be boarded.

11.4.2 Crew Hits ("C") *"Full fifty seamen we had slain, which grieved our hearts full sore. Two hundred more were wounded, lay bleeding in their gore." —The Battle of the Nile*

●●**11.4.2.1** Mark off one crew square per crew hit on the Hit Table. The player of the target ship may substitute a marine square instead. (This also applies to hits incurred by musketry or grapeshot in the Advanced Rules). *This represents transferring marines to serve in gun crews.* Marines may not be transferred *back* to the marine section.

11.4.2.2 All regular crew hits must be taken out of the first section until all of its crew squares are gone, then from the second section and then from the third section.

11.4.2.3 When all of the crew squares on a ship are marked off, the ship cannot be moved or be used in combat until more crew squares are put on board. Excess crew hits are treated as misses.

11.4.3 Gun Hits ("G")

"…and then we lost our mainmast, one of our guns also."—Bay of Biscay-o

11.4.3.1 Mark off one gun square per gun hit received on the Hit Tables. Hits must be marked off the broadside closest to the firing ship although, if all squares on the closer side are marked off, gun squares on the opposite side are marked off.

●●●**11.4.3.1.1** For gun hits, the attacker rolls a die to determine the location of the damaged gun and consults the Gun Hit Location Table (to the lower right of the Hit Tables). If more than one gun square is hit, roll a location die for each. *Special:* If the target ship began the scenario with more carronades than guns, a die roll of 3 or 4 on the Gun Location Table results in a carronade hit instead of a gun hit. *If the ship begins the scenario with only guns or only carronades, that type of gun is always hit.*

#11.4.3.1.2 If the specified type of gun (carronade or long gun) is not available in the location of the ship that was hit, mark off the other type of gun, instead. Otherwise, excess gun hits are treated as hull hits.

11.4.3.2 If all gun squares are marked off and no friendly ship of the same or larger class as the firing ship is within ten hexes, the ship will surrender to the first enemy ship in an adjacent hex that fires a broadside into it (Class is defined by 2.3.1). The ten hex range is determined at the moment the broadside is fired. This is "surrender by firepower".

●●●Die rolls may be combined. Ex.: Use a white die for the Hit Table roll and a blue die for gun hit location.

11.4.4 Rigging Hits ("R")

"Their mainmast and their rigging, too, came a-rattling down like thunder." --Warlike Seamen

11.4.4.1 Mark off one rigging square for each rigging hit received on the Hit Tables. Rigging squares are divided into either three sections (for ships with a battle sail speed of 3) or four sections (for ships with a battle sail speed of 4). Rigging hits are taken out of the first section until all its squares are gone, then out of the second section, etc. Each complete rigging section marked off reduces the ship's movement allowance by one in all attitudes to the wind. When all rigging sections are gone, the ship cannot move, other than by drifting. Excess rigging hits are treated as misses.

11.4.4.2 ●●If all rigging squares are marked off and no friendly ship with an equal or greater number of gun squares as the firing ship (at the start of the game) is within ten hexes, the ship surrenders to the first enemy ship which rakes its hull. This is "surrender by immobility".

11.4.5 ●●If at any time a ship which has surrendered other by striking is within five hexes (inclusive) of a friendly ship with an equal or greater number of gun squares as the closest enemy ship at the beginning of the turn, it ceases to be surrendered and may begin normal functions on the next turn. It does not lose any of its damage. It is still subject to surrender if the necessary conditions occur again.

12.0 MELEE PHASE *Boarders Away!*



Ships which have not surrendered and have crew in boarding parties may now attempt to capture enemy ships, defend themselves, and/or transfer to friendly ships. To determine the success of the boarding, melee must occur with the enemy's OBP or DBP. Melee is fought simultaneously once per turn.

12.1 Transfer Procedure

12.1.1 Crew sections designated as TBP during the Boarding Preparation Phase may now transfer as ordered to any friendly adjacent ship ●●as per Rule 10.2.6.

12.1.2 Cross off transferred crew sections on the log as if they were casualties and make a note on a separate sheet of paper of the strengths of the transferred crew sections and present locations. Friendly crews ordered to transfer to ships which have "surrendered" in the Combat Phase may not transfer.

12.1.3 If crew sections are transferring to ships which have lost crew squares, they may permanently transfer by erasing one marked out square for each square being transferred. Start with the most recent crew casualty and work backward.

12.2 Boarding Procedure

12.2.1 Ships which have formed OBPs during the Boarding Preparation Phase must now attempt to capture the opposing enemy ships to which they have been ordered. Only OBPs initiate melee.

12.2.2 If two opposing ships simultaneously send OBPs, a melee will occur, if one of the parties successfully boards the opposing ship..

12.2.3 If one of the opposing ships has ordered a DBP, melee occurs only if attacked by an OBP. If both ships have a DBP, TBP, or NBP, no melee occurs.

12.2.4 If an OBP (not DBP) boards a ship which has ordered a NBP or TBP only, that OBP automatically captures the ship without melee. The TBP would affect its transfer simultaneously.

12.2.5 ●●If a friendly ship with an OBP is engaged in melee with an enemy ship and an OBP from a second enemy ship commences a melee with the friendly ship, the friendly ship's OBP immediately converts to a DBP.

12.2.6 If several OBPs are boarding the same ship, their melee strengths are added together.

12.2.7 If an enemy ship surrenders during the Combat Phase, an OBP intended for that ship may go aboard to act as a prize crew.

●●●12.3 Melee Procedure:

Boarding, Fighting, & Winning

Boarding *"Two attempts were made to board, but the French found it impossible to get sufficient men onto the decks of the larger ship: every man somehow had to climb Victory's hull or leap across from the rigging of the Redoutable." Sam Willis, The Fighting Temeraire*

12.3.1 Before a melee can take place, boarding must occur. A player with an *OBP* is attempting to *board* the enemy ship; a player with a *DBP* is attempting to *repel* the OBP.

To determine if boarding occurs, each player rolls one die, applying the following modifiers (also found on the Melee Sequence Chart).

+1 if the player's boarding party has a better crew quality.
+1 if the player's boarding party is a DBP.
+1 if the ship fired grape in the Combat Phase
-2 if the ships are fouled but not grappled
-1 if target ship is larger class than ship attempting to board (except class 4 attempting to board a class 3 ship).
+1 for OBP if both of the boarding ship's hexes are adjacent to the target ship
+1 for OBP if the ships are positioned directly stern to stern
+1 to an OBP roll if the target is in position to rake the OBP's ship's bow (*The bowsprit overhanging the deck of the raking ship, gives the OBP a height advantage!)*

Special--If OBPs from more than one ship are attempting to board the same ship, separate rolls must be made for each. Subtract 1 from *each* die roll of a ship with more than one opponent attempting to board.

12.3.2 The player with the higher adjusted roll prevails. If rolls are tied, neither side has boarded. If the prevailing player has a DBP, the opponent's OBP is repelled; the Melee Phase ends for them. If a player with an OBP prevails, boarding has occurred and the melee is on!

(Melee begins when boarding succeeds.)

Fighting

12.3.3 If the melee is on, determine each side's Total Melee Strength (TMS) by multiplying the number of crew squares in the boarding party by the crew quality (elite-5, crack-4, average-3, green-2, poor-1). *Don't forget the marines!*

12.3.4 + Melee is conducted simultaneously. Each player rolls a die and consults the Melee Crew Loss Table. The roll is cross-referenced with the player's TMS. *However, on the first turn of a melee only, a roll by a DBP party is cross-referenced one column to the right of its TMS.*

12.3.4.1 The result is the number of enemy crew squares to be marked off of the boarding party's marines or lowest numbered crew section. If the die roll was a "6", one loss must be a marine square, if one is available; if a "5" the loss must be a sailor. If available.

12.3.4.2 If a defending ship is being attacked by OBPs from more than one ship, combine the crews of the attacking ships when rolling for crew losses, but roll separately for boarding party commander casualties (see 12.3.5, below). Losses for multiple attackers are to be taken as evenly as possible between the crews involved.

12.3.4.3 If all squares in a boarding party are eliminated by an enemy OBP, the ship surrenders. However, if both side's boarding parties are eliminated simultaneously, neither ship surrenders.

12.3.4.4 Once casualties have been removed, both players refigure their total number of surviving crew squares, recompute their TMS, and determine if either boarding party has a 2-1 ratio over the other. Then...

Winning *"Steady boys, steady" Heart of Oak*

#12.3.5 Each player rolls one die, applying the following modifiers:
+1 if opponent has a 2-1 ratio in TMS (after losses);
-1 if the rolling player's ship is a flagship;
If the modified roll is equal or less than the crew quality, there is no effect. If the roll is higher than the crew quality, the boarding party fails the morale check. However, if the boarding party contains marines, the failed morale check may be re-rolled once in the current Melee Phase.

a. If neither side fails a morale check, there is no effect.

b. If both sides fail a morale check, the melee ends, with the boarding party returning to its own ship.

c. If only a defending ship's boarding party fails its morale check, the defending ship surrenders. The melee ends.

d. If an OBP which has boarded an enemy ship fails a morale check and the boarded ship does not fail a morale check, the OBP is repelled. The boarded ship may make an additional roll against the repelled OBP on the Melee Crew Loss Table, without a column shift to the right *(members of the defeated OBP captured, killed, or falling into the sea while fleeing to their ship!).* The melee ends.

12.3.6 +If neither ship failed a morale check, melee continues on subsequent turns without the necessity of further boarding rolls, until one ship surrenders, ships become ungrappled/ unfouled, neither side has an OBP, or the sides disengage by mutual consent. *In the event that ships become unfouled & ungrappled, the melee ends with the boarding OBP returning to its ship and the defender making a Crew Loss roll against it, without the column shift.*

12.3.7 During the next Boarding Preparation Phase, either player may adjust the status of a boarding party (OBP or DBP). New crew sections may be added to the melee each turn, if available (though if the ships are fouled and not grappled, no more than one crew section plus marines may form an OBP).

●●12.3.8 Crew sections engaged in melee may not withdraw from a boarding party until the engaged ships become ungrappled or unfouled or one of them surrenders.

12.3.9 If a ship surrenders, all of its surviving crew squares become prisoners. The victorious boarding party may transfer to the deck of the surrendered ship, capturing it.

12.4 Capturing Procedure:

"Don't give up the ship."—James Lawrence

12.4.1 Any ship which surrenders in any of the four ways, striking, firepower, melee or immobility, may be captured.

12.4.2 A ship which surrenders by melee is captured by the victorious boarding party, which is now considered to be on the deck of the captured ship.

12.4.3 A ship which surrenders by any other means is captured when either a TBP or OBP is placed aboard. (See 10.2.6)
12.4.4 Surrendered ships may not fire their guns, melee, or move as long as they are surrendered (whether by striking, firepower, or immobility).
12.4.5 Once a ship is captured, the victorious player assumes control of the ship and its log sheet.
●●**12.4.6** The original crew become prisoners. The victorious player determines a number of squares from his or her ship to serve as the "prize crew" of the captured ship, indicated separately on the log.
12.4.7 On the turn after a prize crew captures a ship, it may not change sails, turn the ship, grapple an enemy ship, upanchor, perform repairs, or load or fire guns. It may attempt to unfoul, anchor, form a boarding party, or engage in musket fire (Advanced Rule 24.7). On subsequent turns, the prize crew may run the ship normally. Struck ships may not be run by a prize crew (other than under 19.3.9, if playing with Advanced Rules).
12.4.8 If for any reason a prize crew leaves or is eliminated, the ship returns to the control of the original owner.
12.4.9 At least one crew square of the prize crew is required for every six prisoner crew squares on a ship. If the numbers fall below this ratio, the prisoners immediately take over the ship, and the prize crew becomes prisoners.
12.4.10 The captured ship assumes the quality of the prize crew.
12.4.11 If a ship with a prize crew on board is fired upon during the Combat Phase, take odd crew square losses (first, third, etc.) from the prize crew and even losses from the prisoners. Remember that ships with all their hull squares marked out cannot be fired upon.

13.0 RELOAD PHASE
●Ships must have their broadsides loaded in the beginning of the scenario (Ex.: 13.5). Reloading of fired broadsides takes place in the Reload Phase.
13.1 A ship can load only one broadside per turn.
13.2 A broadside can be loaded in the turn that it is fired, and fired again during the following turn or any later turn. Thus it is possible for the same broadside to be fired every turn.
13.3 In the Beginners' Game, only roundshot may be fired. Reloading is indicated in the log by writing the letter R under the L or R column of the load section at the appropriate turn number.
13.4 A broadside may be fired even if there are no targets, though the initial broadside modifier is lost.
●**+13.5 P**layers may defer loading their initial broadsides until the Reload Phase of turn 1.

14.0 VICTORY CONDITIONS--Victory conditions depend upon the scenario. General victory conditions will be split into two categories: those for single ship scenarios and those for multi-ship scenarios.
14.1 Single Ship Victory Conditions: In single ship scenarios, when one ship surrenders, the other player is the victor. There is no time limit for this. Other situations that qualify are printed below.
14.1.1 If a player refuses to have combat and continually moves his ship out of the enemy's ship's range, he is considered the loser. This is not an explicit rule, so some intelligence must be used to implement it. Its function is to keep partially damaged ships from attempting to draw by avoiding victory conditions.
14.1.2 If both ships surrender simultaneously, it is a draw.
14.1.3 Loss of all crew squares will automatically end the game with victory for the other side, even if that side strikes.
14.1.4 As soon as the victory conditions are met at the end of any phase, the game ends.

14.2 Multi-Ship Victory Conditions:

"Enough, sir, no more of that; the die is cast, and if there are fifty sail I will go through them"--Admiral Sir John Jervis at Cape St. Vincent

In multi-ship scenarios, special victory conditions are printed with the scenario. Some general rules follow.
14.2.1 Each ship has a point value written in the order of battle.
●●**14.2.2** A **s**hip which strikes or is otherwise surrendered at the end of the scenario gives the opposing player that ship's point value, awarding its value to the capturing player. Players do not receive additional points for melee captures.
14.2.4 At the end of the scenario, all points are counted and the player with the highest amount is declared the winner.

15.0 MISCELLANEOUS--Except for scenarios where land or shallows hexes are present or where land is defined as being just off a board edge, it should be possible for players to keep from sailing off the mapboard by the expedient of moving all ships a certain number of hexes in the same direction. This method maintains the ships' relative position to one another.

Historical Note: Britain's Royal Navy began fitting its ships with carronades in the late 1770s. It was many years before other nations were able to produce carronades. At first, the French developed the obusier de mar (sea howitzer), a short range, high trajectory answer to the more acurate carronade, before moving to the carronade in the early 1800's.

For game purposes, carronade squares sometimes represent the cumulative value of other short range guns, including the obusier de mar, rather than actual carronades.

ADVANCED RULES

16.0 INTRODUCTION--Upon mastering the Beginners' Rules, players may advance to a more realistic and challenging version of the game. The Advanced Rules are readily incorporated. All Beginners' rules apply to the Advanced Game unless otherwise stated.

16.1 Advanced Game Tables:
The Advanced Tables and Charts are titled in *italics*. Their functions are explained in the appropriate section of rules.
16.1.1 HDT Modifications:
16.1.1.1 Rake: If a ship is raking, cross-index the range of the target with the number of guns firing on the Hit Determination Table. The number in the parenthesis determines which Hit Table is to be used.
16.1.1.2 Stern Rake: A bonus of +1 is added to a rake any time it is fired at a ship's stern.
16.1.2 Hit Tables:
16.1.2.1 If a firing ship's Hit Table is modified to a value greater than 10, resolve the attack as separate rolls, one on Table 10 and the other on the table that matches the remainder. Ex: The greatest HDT result is 20. This would allow the ship to fire twice on Hit Table 10. ●A HDT result of 11 would be a Table 10 plus a Table 1; 12 a Table 10 plus a Table 2, etc..
16.1.2.2 In each Hit Table, "6" results are marked with an asterisk. This indicates a possible critical hit.
●**16.1.2.2.1** If a 6 is rolled on a Hit Table, roll two dice and apply the result with the target type (hull or rigging) on the Critical Hit Table.
***16.1.2.2.2** Critical Hit damage is applied after all other damage has been recorded at the end of the Combat Phase.
16.1.2.2.3 All critical hit damage is cumulative.
16.1.2.2.4 Some of the results are a function of one or more of the *optional* rules. If the relevant optional rule is not being used, take a "no effect" instead.
●●**16.1.2.2.5** If the ship rolled twice due to having a hit table greater than 10, and rolled two 6s, two critical hits are rolled.
16.2 Log Modifications: Each broadside and carronade section is sub-divided equally into a bow and stern section.
Napoleonic Ship Spec. Charts are already modified. This must also be done for ships from the American War for Independence and for scenarios from the 2nd Ed. Rules and General articles.

17.0 SEQUENCE OF PLAY--The expanded sequence of play is presented and must be followed in exact order. Each turn is composed of phases of play.
A. Unfouling Phase: Attempt to unfoul ships which were fouled on previous turns.
B. Planning Phase: Secretly note movement, grappling, ●●changes in sail status, firefighting, repairs, anchoring, up-anchoring and/or cutting anchors in the ship log's notes section.
C. ●●Firefighting Phase: Crew designated to fight fires in the Planning Phase attempt to put out fires.

D. Movement Phase: Each ship is moved exactly as ordered in the log. Retrace any possible collisions one hex at a time. Check for fouling. Place "Full Sail/MIR" (men in rigging) markers for ships noted to change sail status.
E. Grappling and Ungrappling Phase: Attempt to grapple, then attempt to ungrapple.
F. Boarding Preparation Phase: Write any boarding parties in the logs of the involved ships.
●●**G. Combat Phase:** Resolve firing of the ship's guns, marking all hits in the logs. Determine if ships are to sink or explode.
H. Destroyed Hull Phase: Roll for sinking and exploding ships. (Rule 25.3 and Destroyed Hull Table)
●●●**I. Musket Fire Phase:** Marines fire at adjacent ships.
J. Melee Phase: Resolve melees.
K. Reload Phase: Reload broadsides–a variety of ammunition may now be used.
L. ●●Sail Status Phase: Place or remove full sail/MIR markers on ships as indicated by the notations made.
M. Repair Phase: Attempt repairs plotted in the Planning Phase.
●●**N. Refloat Phase:** (if using Optional Rule 43)
●●**O. Wind Phase:** ●Roll two dice to determine wind change and, if so, how it will change.

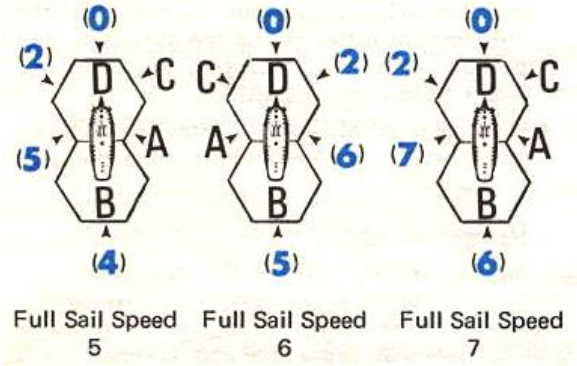
18.0 UNFOULING--This phase remains the same as in the Beginners' Game with the following modifiers now available.
●**18.1 -**1 for each ship which is at full sails.
●●**18.2** -2 per fireship.

19.0 PLANNING PHASE—
"I wish to have no connection with any ship that does not sail fast, for I intend to go in harm's way."—John Paul Jones

There are several additions and changes to this phase.
19.1 Full Sails: Full sails allow ships to increase their movement allowance by setting more sails than normally used in battle. *This benefit is offset by a negative hit table modifier (representing decreased ship stability).*



19.1.1 Like battle sail speed, each ship has a full sail speed that is given on the ship's counter. There are three full sail speeds: 5, 6, and 7. These diagrams give a ship's movement allowance at full sail in relation to wind attitude:



19.1.2 Note in a ship's log each full sail movement allowance per attitude.
●**19.1.3** All shots directed at the rigging on full sail ships add the results in parentheses on the Hit Table to the normal result. Ex: A Hit Table 4 shot at the rigging of a ship with full sails, upon a die roll of 3, results in 2R-C (for the normal result) of

damage and have an additional (R) for being at full sails, for a total of 3R-C. If a ship loses its entire first rigging section, it may not use full sails for the remainder of the game.

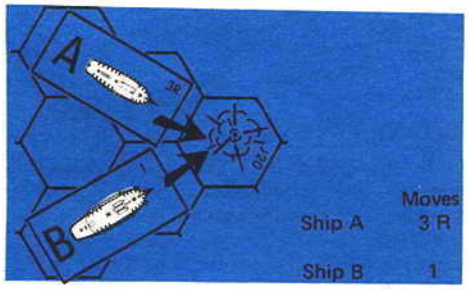
●**19.1.4** A ship sets sail to full sail speed by placement of a full sail/MIR marker. The procedure for placing and removing full sail counters is as follows:

19.1.4.1 Players may freely determine their sail status at the beginning of the game unless scenario rules state otherwise.

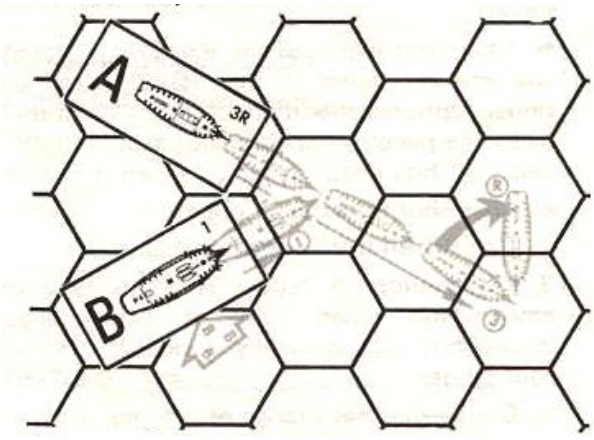
19.1.4.2 Once the initial sail status is been selected and the game is underway, changes to a ship's sail status (moving from full sail to battle sail or from battle sail to full sail) must be plotted as part of the Planning Phase. The plan is made in the Notes section as "FS" (full sails) and "BS" (battle sails). If no notation is made, sail status does not change.

●**19.1.4.3** To change sail status requires assigning a crew section--Men in the Rigging (MIR). This is always the lowest numbered section with at least one crew square. Having men in the rigging affects Boarding Preparation and Combat.

19.2 Backing Sails--Ships desired to stay in place for part of the Movement Phase use the notation "B" for "backing sails" in movement notation. The use of backing sails is important when trying to avoid collisions (*It does not indicate movement in reverse*). For each movement factor a ship spends staying in place, a "B" must be written. Example: Ships A and B have both been noted to move into the same hex:



A collision would occur in hex J20. If ship B had used backing sails, it could amend its movement plot to "BBB1". Thus it would enter hex J20 on the last move of the phase, thereby avoiding ship A, which by that time has already passed through the hex. Note that each B written is equivalent to one movement factor expended.



19.3 Anchors: *"…for if I live, I'll anchor."—Nelson at Trafalgar*

Ships have two anchors, one in the bow and one in the stern. Anchoring enables a ship to maintain its position and provides stability for more accurate gunnery. This rule may only be used in scenarios which are so designated. During the Planning Phase, players may decide to anchor ships by making the appropriate notation in the notes column of the ship's log.

19.3.1 Anchoring does not go into effect the turn of noting it on the log, but on the following turn. Thus, ships may write movement plots and operate normally the turn they decide to anchor. On the following turn, the ship must stop at anchor.

19.3.2 There are three types of anchoring: ordinary anchoring (written as "A"), anchored by bow ("AB"), and anchored by stern ("AS"). A ship may not be simultaneously anchored by more than one type of anchoring.

19.3.3 Ships at ordinary anchor may not move or turn in place.

●●**19.3.3.1** If a ship at ordinary anchor has only one anchor, the unanchored end will drift 60 degrees downwind at its normal rate until it is directly downwind from the anchored end. If it begins directly upwind from the anchored end, determine the direction of its first drift randomly by die roll.

19.3.3.2 Ships at ordinary anchor receive a positive modifier when firing during the Combat Phase.

19.3.4 Ships may also be anchored by "springs". This was a system of cables attached to the anchors which enabled a ship to be turned while at anchor. ●●[*Omitted: version 1.2 ban on anchoring by springs during battle*] A ship can anchor by springs by noting either "AS" or "AB". A ship anchored by the stern will pivot on its stern hex when turning, while a ship anchored by its bow will pivot on its bow hex when turning.

19.3.4.1 Ships on springs can be turned up to 120 degrees left or right during the Movement Phase. The turn and degree amount (60 or 120) must be noted in the moves column during the Planning Phase.

19.3.4.2 Ships turning on springs cannot reload or fire during that turn, although repairs can be made and melees fought.

19.3.5 The effect of anchoring on firing is found in the advanced modifiers of the HDT.

"Way, haul, away. We'll even hang together." Haul Away, Joe

19.3.6 A ship can up-anchor by writing the circled letter "A" in the notes column of the log for two consecutive turns. On the turn following the completion of this, the ship may resume normal maneuvering.

19.3.6.1 ●●During the two turns that a ship is up-anchoring, it cannot change sails, load or fire guns, make repairs or serve in OBPs.

19.3.6.2 A ship is not considered anchored while up-anchoring. Therefore, it may drift.

19.3.7 A ship cuts anchors by writing "a" in the notes column of the log and marking off both anchor boxes on the log sheet. On the following turn, it resumes normal movement.

19.3.7.1 Once a ship cuts anchors, it cannot be anchored again.

19.3.8 If a ship suffers the loss of one anchor due to a critical hit, the following results:

19.3.8.1 It loses the anchored modification on the HDT.

19.3.8.2 If the ship was anchored by springs, it may no longer turn ●●on springs by the lost anchor.

19.3.8.3 The ship is still considered anchored for the purposes of movement. Ships not at anchor with only one remaining anchor square may still anchor. If a ship loses the other anchor, it may no longer anchor during the scenario.

●●**19.3.9** If a struck ship drifts to within two hexes of land, it anchors, resulting in it ceasing drifting on the following turn.

19.4 Turning

19.4.1 A ship which did not move forward by normal movement from its bow hex during the previous Movement Phase is limited in its movement by the following restrictions ●●(Drifting does not count as forward movement):

19.4.1.1 It must move one hex straight ahead before it may turn or it can turn in place 60 degrees but may move no further.

19.4.1.2 It loses one turning factor of it turning allowance for the phase.

19.4.1.3 It may increase from battle sail to full sails only if it moves at least one hex in a straight line in the Movement Phase. No turning is allowed at any time during the move. *(There is no effect for going from full to battle sails).*

●**19.4.2** A ships which ends the Movement Phase with a turn cannot begin movement in the next game turn with a turn unless the turn is the only move for the phase. A ship must move ahead one hex before making another turn. Example: On turn 5, a ship plots a move of "L1R". On turn 6, if the player wishes to plot any forward movement for the turn, the ship must first move forward one hex before turning. Thus, it could plot "1L1". Plotting another "L1R" maneuver is illegal.

19.4.2.1 If an illegal move has been plotted, only the legal portion is taken. In the case of ending one movement phase with a turn and beginning a following phase with a turn without first moving ahead one hex, only the turn portion of the second turn is accepted; the rest of the notation voided. Example: If on turn 5 a movement of "L1R" is noted and then on turn 6 another "L1R" is noted (illegal for not moving ahead one hex), only the turn "L" is allowed. The rest of the movement, in this case the "1R", is voided.

19.5 Repairs

(Refer to Rule 28.0 for the implementation of repairs.)

19.5.1 During the Planning Phase, a player wanting to make repairs, writes "RH" for hull repairs, "RG" for gun repairs, or "RR" for rigging repairs in the notes column.

●●**19.5.2** The lowest-numbered available crew section must be assigned to the task. The section assigned to make repairs is unavailable to do anything except serve in a defensive boarding party. If the ship becomes involved in melee, the section assigned to make repairs may serve in a DBP (not an OBP) but the plotted repairs are voided.

●●**19.5.3** Ships attempting repairs may also change sails, anchor, fire and load guns, but with a crew section loss modifier for each. Ships illegally noting repairs beyond the availability of crew must have the repair voided as well as any attempt to change sail status, anchor or up-anchor.

●●**19.5.4** A ship attempting repairs may not upanchor or spend any of its movement allowance to turn. A ship illegally upanchoring or noting a turn has its repair attempt voided, yet still suffers the crew section loss modifier during the Combat Phase. The movement is taken as written.

●●**19.5.5** Ships may only repair areas of the ship to which it has suffered damage. Only one type of repairs may be attempted per turn.

●●**19.5.6** A ship which loses its first rigging sections may not regain full sail ability during the game, even if it repairs its first section. It may regain battle sail speed.

●●**19.6** Crew sections may be assigned to fight fires.

●●**19.7** No more than two crew sections can be assigned to specialized tasks, such as changing sails, firefighting, repairing, or up-anchoring.

●●●**19.8** Marines begin the game on a ship's deck, but may be assigned during the Planning Phase to either deck or rigging. In the rigging, their musket fire is more effective, but they risk added casualties and may incur rigging fires.

20.0 FIREFIGHTING PHASE—●●●

20.1 Roll die for firefighting—the fire is out if the roll is equal or less than number of crew sections assigned to it. If the fire is not put out, mark out one rigging and one hull square each turn during the Firefighting Phase until it is.

20.2+ If the roll is a 6, roll again. If another 6 is rolled, the fire is out of control. Mark out one hull and one rigging square until that last hull square is marked off. Then consult the Destroyed Hull Table during each Destroyed Hull Phase. **+.** If there is no firefighting attempt, roll one die anyway. A 6 results in the fire being out of control.

20.4 If a ship on fire is grappled or fouled to another ship, roll two dice. A roll of 2 results in the fire spreading to the other ship. Consult Critical Hit "2H".

21.0 MOVEMENT PHASE—Identical to Beginners' Game.

22.0 GRAPPLING & UNGRAPPLING PHASE This phase is identical to that of the Beginners' Game except for added modifiers found on the tables.

23.0 BOARDING PREPARATION PHASE

This phase is unchanged from the Beginners' Game except: men in the rigging may not be assigned to an OBP or TBP, but may serve in a DBP. If so, the plotted change in sail status is negated. See also 19.5.2, Repairs, and 28.0, Fire Fighting.

24.0 COMBAT PHASE

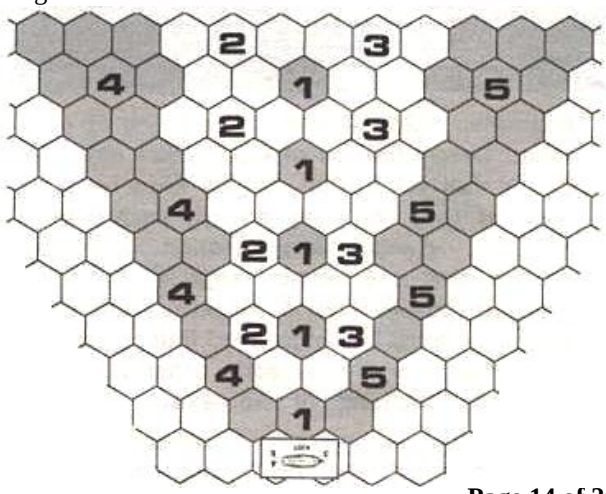
"Engage the enemy more closely."—Nelson's last signal at Trafalgar

This phase is conducted in the same manner as in the Beginners' Game. However, each broadside has a reduced field-of-fire, but may use additional types of ammunition. ●●Hits caused by a ship's guns are simultaneous.

24.1 Reduced Field-of-Fire

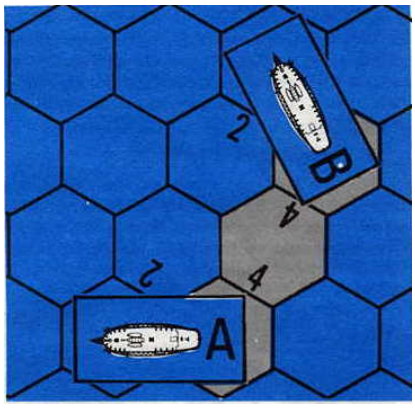
The ship's field of fire in the Beginners' Game was simplified for ease of learning. Ships actually had a more limited field at which a full broadside could be trained at a target, although certain sections could fire at targets outside of this field.

24.1.1 The play of guns is divided into five fields, numbered 1 through 5:



24.1.2 Fields 1, 2, and 3 cover hexes that can be hit by the entire broadside. Field 4 can be fired at only by the guns in the stern section. Field 5 can be fired at only by the guns in the bow section. (see 16.2.2, Log Modifications)
24.1.3 A ship may never fire at more than one target with a broadside, even if just a section of the broadside is fired.
24.1.4 If only one section fires an initial broadside, it is treated as if the entire initial broadside has been fired. The other section loses the advantage.
24.1.5 Blocked Fields of Fire
23.1.5.1 If a ship fires at a target that lies within the field of the entire broadside (Fields 1, 2, or 3), it must fire at the closest target.
24.1.5.2 Ships cannot fire the stern section at a target in field 4 if there are closer targets in fields 2 or 4. Ships may fire at a target in field 4 if there are targets closer in fields 1, 3 or 5.
24.1.5.3 Ships cannot fire the bow section at a target in field 5 if there are closer targets in fields 3 or 5. Ships may fire at a target in field 5 if there are targets closer in fields 1, 2 or 4.
24.1.5.4 In many cases a ship will straddle two fields. For the purpose of determining fire, it occupies the lowest number field. For the purposes of determining line of sight, it occupies both fields. There are two exceptions to this rule:
24.1.5.4.1 Ships firing at a target straddling fields 2 and 4 may not fire the stern section if there is a closer target occupying field 4. It may fire its bow section.
24.1.5.4.2 Ships firing at a target straddling fields 3 and 5 may not fire the bow section if there is a closer target occupying field 5. It may fire its stern section.

24.1.6 Determination of the field-of-fire is made independently of the determination of the range between two opposing ships.



Example: Ships A and B are firing at each other. Determination of fields of fire indicates that a full broadside may be fired by both ships as they mutually occupy each other's field 3. Range determination indicates, though, that the closest range is two hexes counted through field 4. As field of fire and range are determined independently, each ship may fire at the other with a full broadside at a range of two.
24.2 Types of Ammunition: Roundshot was not the only type of ammunition used. Others were developed to cause different types of damage. Each has advantages and disadvantages.
24.2.1 Roundshot is played as in the Beginners' Game.

24.2.2 Chainshot was used to destroy rigging in order to immobilize enemy vessels.
24.2.2.1 ●Chainshot has a maximum range of four hexes.
24.2.2.2 Chainshot increases the hit table by the amount found in the chainshot section under Advanced Game Modifiers of the HDT. Chainshot lacks the penetrating ability of roundshot; thus "H" and "G" hits count as misses when it is used.
●●**24.2.2.3** Ships carried a limited supply of chainshot. The following limits are a product of historical supply and rate of fire--British ships may fire 2 broadsides of chain per game. American ships may fire 3 broadsides of chain per game. Other nations' ships may fire 5 broadsides of chain per game. These limits include the initial broadsides, if the player has chosen to load chain initially.
24.2.3 Doubleshot: Doubleshot was a double load of roundshot. A highly effective use of ammunition when fired at close range, doubleshot may be loaded even if the guns are already loaded with round shot.
24.2.3.1 Doubleshot increases the hit table by the amount found in the Advanced Game Modifiers section of the HDT.
24.2.3.2●● Due to the increased load, double shot has a maximum effective range of one hex. However, the load may be fired as regular roundshot at targets beyond one hex, *subtracting* the doubleshot modifier instead of adding it.

24.2.4 Grapeshot was composed of smaller shot than other ammunition. It was ineffective against the ship itself but devastating against exposed crewmen. It was primarily fired by guns mounted in the upper decks. Heavier guns below deck could fire roundshot *in combination with grape.*
24.2.4.1 Grapeshot has a range of one hex.
●●●**24.2.4.2** Unlike other forms of shot, grapeshot may be loaded and fired *in addition to other shot* (Note "RG" for grape with roundshot, "CG" for grape with chain, and "DG" for grape loaded with doubeshot). It may thus be loaded with or on top of shot already loaded.
24.2.4.3 Calculate the Hit Table on the HDT, applying the grapeshot (to account for the reduced effectiveness of other ammo), along with other applicable modifiers.
24.2.4.4 Apply all losses normally. If the target is within one hex, the grapeshot *also* inflicts the bonus crew hits found in parentheses. If the target has a boarding party, double the bonus crew hit, all of which must come from the boarding party, if possible.
24.2.4.5 If a bonus crew hit is inflicted, the following rules apply:
24.2.4.5.1 + The firing player rolls two dice on the Leader Casualty Table and applies the result.
24.2.4.5.2 ●●●The player of the target ship must take a morale check by rolling one die. If the roll is higher than the target ship's crew quality, it fails the morale check, with these consequences: •a plotted change of sail status for the turn is cancelled; •an offensive boarding party immediately converts to a defensive boarding party; •the target melees at one crew quality lower. These effects only apply to the current turn.

"...the French commodore… was completely foiled in the attempt to board us on the starboard quarter,...his bowsprit and his forecastle being crowded with boarders,...a brass five-and-a-half inch howitzer, which had been previously loaded seven and eight hundred musket balls, and, well-pointed, was discharged right at them." Donat O'Brien

24.2.4.6 Grapeshot cannot be fired against an opposing ship whose crew is in the second or later turn of melee with the firing ship.
24.2.4.7 Ships carried a limited supply of grapeshot. The following limits are a product of supply and rate of fire--British and American ships may fire 4 broadsides of grape per game. Other nations may fire 5 broadsides of grape per game. These limits include the initial broadsides, if the player has chosen to load chain initially.

24.2.5 Loaded ammunition cannot be changed without firing out the first type of shot. *Exc.: See 24.2.3 (doubleshot) and 24.2.4.2 (grapeshot)*
24.2.6 Carronades always carry the same type of shot as the regular broadside even if the broadside has changed the type shot before the carronades have fired.
●●●+**24.2.7** If marines are located in the target ship's rigging, crew hits inflicted by broadsides fired at rigging must be taken from the marines if marines are in the rigging, unless the ship has men (sailors) in the rigging, in which case casualties come from the crew).

24.3 Destroyed Hulls
24.3.1 If any ship surrenders by striking in the Combat Phase, the possibility that it may sink or explode must be determined.
24.3.2 When all of a ship's hull squares have been marked off, the enemy player rolls a die and checks the Destroyed Hull Table.
24.3.2.1 If the result indicates the ship surrendered by striking, handle as in the Beginners' Game.
●●**24.3.2.2** If the result indicates that the ship may sink or explode, it does not do so immediately. Continue to roll a die for that ship on each succeeding turn during the Destroyed Hull Phase. If a 6 is rolled, roll again. Subtract 1 if the ship has waterline damage and 1 if Wind Velocity is gale or storm. Add 3 if the ship was on fire when the last hull square was marked off. If the modified roll is 1-3, the ship sinks; if 6, ship explodes. Remove ship from the mapboard. If the modified roll is 4-5, return to rolling during the Destroyed Hull Phase.
●●**24.3.2.3** An exploding ship will damage ships within two hexes.
24.3.2.3.1 Adjacent ships suffer damage on the rigging effects section of the Hit Table number, double to her one hex rake bonus, not exceeding Table 10 (Apply no other modifiers). To determine the table used, the exploding ship's initial guns are used (losses are not counted). Thus, even if the British Large Class 74 had suffered 4 gun hits to the port and 5 gun hits to the starboard, its full broadside 22 guns is used. Ex.: An exploding British Large Class 74 would use Hit Table #10. 74s have 18 gun squares plus 4 carronades for a total of 22 guns per broadside. 22 guns have a one hex rake bonus of eight, doubled to sixteen. However, because the maximum allowed is a Table 10 die roll, all adjacent ships would undergo a Table 10 shot at their rigging.
●●A ship which rolls a 6 suffers a critical hit, the same as if she had been fired upon with roundshot.
●●**24.3.2.3.2** Roll a die for each ship two hexes from the exploded ship to check for damage from falling debris. A ship will be hit on a roll of 6. If a ship is hit, roll on the rigging effects section of the hit table equal to the exploded ship's two hex non-rake broadside (no modifiers).
●●**24.3.2.5** If a ship is on fire when its last hull square is marked off, the "Sink or Explode" result is automatic.
24.3.3 Ships which will sink or explode remain on the map until they do, but can take no further part in the battle. The crew cannot be taken off (Exc: Opt. Rule 54.4.5), repairs cannot be made, and the crew cannot melee or fire the guns. The ship cannot be sailed, although it will drift normally. It may not be captured.
●●**24.3.4** Ships which will explode or sink cannot be scuttled so as to sink sooner than indicated on the die, except by special scenario rule.
●●**24.3.5** A ship that is fouled to a ship that sinks rolls one die and subtracts the class number of the sunk ship. The result is a number of rigging squares damaged on the ship, not to exceed the number needed to eliminate one section of rigging. Ex.: Ship "A", a class 2 ship of the line, is fouled to ship "B", which has two squares left in its first rigging section. Ship "A" sinks. Ship "B" rolls a "6" on the die and subtracts 2, leaving 4. In some situations it would lose four rigging squares. However, since it has only two squares left in its rigging section, it only loses two.

24.4 Rakes:
24.4.1 A raking position is determined in the same way as in the Beginners' Rules.
24.4.2 A ship which occupies the hex directly in front of the target ship's bow or directly behind the target ship's stern and which may bring all its guns to bear, may fire a rake even if return fire is possible (This means it is at a one hex range only.)
24.4.3 A bonus of +1 is added to any rake which is fired into the target ship's stern.

●**24.5 Men in the Rigging**
24.5.1 If a ship is noted to change sail status (from full to battle or from battle to full), she has "men in the rigging". As such she is considered to be a crew section down when using the Hit Determination Table. Example: a French Crack 80 firing her full broadside of 22 guns at a range of three has a Hit Table 3 shot (Range in hexes gets a Table 3 increased to Table 5 for a crack crew (+2), reduced to 3 for being one crew section down(-2))

●●**24.6** If the target ship is at anchor, it is assumed to have its rigging furled. All rigging hits are halved, rounded up.



●●**24.7 MUSKET FIRE**
24.7.1 A ship's marines may engage in musket fire against an adjacent enemy ship in the Musket Fire Phase. Furthermore, they may not engage in musket fire on the turn in which they move from deck to rigging or from rigging to deck nor if they are engaged in melee.
24.7.2 Musket fire may not take place if the wind velocity is gale (5) or storm (6).
24.7.3 All musket fire from a ship must be directed to a single adjacent target. If the marines' ship fires a broadside, the marines must fire at the same target as the broadside.
24.7.4 To engage in musket fire, consult the Musket Fire Table. Roll a die and apply the applicable modifiers, including a +1 if marines are in the rigging. **+**(Note that marines in an OBP which has not boarded an enemy vessel suffers a -1 modifier.) Cross-reference the modified die roll with the

column on the table corresponding to the number of marine squares on the firing ship.
24.7.5 A "C", results in the loss of one or two enemy crew squares. +If a hit result also contains an "L", roll two additional dice and apply the result found on the Leader Casualty Table.
24.7.6 If marines are firing from rigging, in addition to the risk noted in 24.2.7, a roll of 5 or 6, before modification, results in possible rigging fire caused by musket wadding. Consult Musket Fire Table.

25.0 MELEE PHASE + This phase is identical to that of the Beginners' Game except that ships which fired grapeshot during the Combat Phase add "1" to their boarding roll**, #** even if the grapeshot did not provide a hit table.

26.0 RELOAD PHASE
●●**26.1** One broadside per side may be reloaded with "R" (roundshot), "C" (chainshot), or "D" (doubleshot). If a player wishes to fire grapeshot, he must load it in addition to round "RG", chain "CG" or double "DG". (See limits in 24.2.2.3)
26.1.1 If a player forgets to reload a ship's guns, the guns are reloaded automatically with the same shot as was last fired.
26.1.1.1 If the last shot fired was the ship's last remaining round of grape or chainshot, round will be loaded.
26.1.1.2 If both broadsides were fired in the current turn, only one of them will reload automatically. Roll one die. A roll of 1, 3, or 5 results in the left broadside being reloaded; a roll of 2, 4, or 6 results in the right broadside being reloaded.

●●**27.0 SAIL STATUS PHASE** Flip or remove full sail/MIR counters on ships as noted during the Movement Notation Phase. If a ship was plotted to change from battle to full sail and, due to combat damage, no longer has the rigging necessary for full sail capability, it remains at battle sails.
Crew sections which lose their last remaining square(s) during the turn are still considered to have completed their assigned task. Ex.: a square crew section assigned to change sails, does so, even if, during combat, a "C" result is suffered, eliminating the square left in its section.

●●If a crew section was assigned to change sail status and abandoned that duty to serve in a defensive boarding party, the sail status change was unsuccessful—the sails retain the status held at the beginning of the turn.

●●**28.0 REPAIR PHASE** If the ship was not planned to turn or up-anchor and was not engaged in melee, a crew section noted during the Planning Phase to make repairs and not assigned to a boarding party may attempt to make the repairs. Roll one die. Add +1 if within ten hexes of an unsurrendered enemy ship. A roll of 1-3 results in one square of damage being repaired.

29.0 ●●REFLOAT PHASE: Applies only if playing with Optional Rule 44.

30.0 WIND PHASE—

"I cannot command winds and weather"—Nelson

Wind is no longer a constant factor in the game. Changes may occur in both direction and velocity.
30.1 Wind Numbers: Each scenario lists an initial wind direction number that indicates the direction in which the wind is blowing at the start of the game, a wind velocity number that represents the strength at which the wind is blowing, and a wind change number that determines any possible shift in wind direction and/or velocity.
30.1.1 The initial wind direction is recorded by moving the wind marker to the stated direction number on the wind direction hex.
●**30.1.2** Wind change is determined in the Wind Phase of each turn by rolling two dice.
30.1.2.1 If the result equals the wind change number, another die is rolled and the Wind Direction Change Table is consulted. The wind arrow is then shifted as directed.
●●For any scenario with an original wind change numbers, substitute the following: An original wind change # of 6 (when rolled every 3rd turn), becomes an 11 (only) (when rolled every turn); a 5 becomes a 9 (only); a 4 becomes a 7 (only).

OPTIONAL RULES

This section offers optional rules that may be added to suit the players' taste. Each adds greater scope and realism as well as challenge to the game.

31.0 TIMED MOVES--To make the game flow more quickly, use a timer to limit the Planning Phase. Allow one minute to write for single ship actions, two minutes for up to three ships, and an additional three minutes for each additional six ships per side. Ships whose orders do not get written move on a straight course their full movement allowance.

●●●**32.0 CRITICAL HIT/CRITICAL MISS--**Critical hits were random. Also, an occasional broadside was less effective than expected. To reflect these probabilities, do not roll on the Critical Hit Table upon rolling a broadside of "6". Instead, roll an additional die when rolling a broadside roll. Regardless of the value of the broadside roll, if the additional die is a "6", roll on the Critical Hit Table. If the additional die roll is a "1", subtract one hit table from the broadside roll (If the hit table was "0", it becomes a miss).

33.0●●SMALL TARGET MODIFIERS
33.1 When firing broadsides at Class 7 vessels, subtract 1 on the Hit Determination Table
33.2 When firing broadsides at Class 8 vessels, subtract 2 on the Hit Determination Table.
33.3 Small target modifiers do not affect grapeshot.

34.0●●SMALL CREW MODIFIER--When a target has only one crew section remaining or had only one section to begin with, subtract one crew square loss from each crew loss result on a hit table. The small crew modifier does not affect grapeshot.

●●35.0 VARIABLE SEAMANSHIP

"When ordered to go aloft, [they] fell on their knees, crying that they would rather be killed on the spot than meet certain death in trying so perilous a service." J. de la Graviere

35.1 When attempting to change sail status within ten hexes of an unsurrendered enemy ship, roll one die during the Sail Status Phase. If the roll is higher than the value of the crew morale, the sail status remains the same.

35.2 When attempting to repair rigging, instead of succeeding on a roll of 1-3, repairs succeed on a roll equal or less than the crew's quality. +1 is still added if within ten hexes of an unsurrendered enemy ship.

36.0 LOSS OF RIGGING--Although rigging sections do not correspond exactly on a one-to-one basis with the masts of a ship, there is a correlation between a rigging section being lost and the actual loss of a mast or sails. Loss of a mast upset the ship's trim, causing a less stable firing platform. If a mast fell but did not break cleanly, the ship would heel to an extent that both broadsides were useless. The following rules allow for masts to affect the play of the game:
36.1 A ship with all rigging sections destroyed is –1HT when firing for ships starting the game with up to 12 gun and/or carronade squares and –2HT when firing for ships starting the game with 13 or more gun and/or carronade squares.
36.2 In a phase in which a ship loses one or more entire rigging section (all of its squares are marked off), a die is rolled for each section lost and the "Loss of Rigging Summary" is consulted.
36.2.1 If the mast falls free, its loss has no further result beyond the loss of its rigging section.
36.2.2 If the mast hangs over the side, the ship cannot fire until it has been cut loose. The ship's speed is reduced by one, in addition to any loss of speed from the loss of rigging section(s), and may not turn until it is cut loose.
36.2.3 During the Unfouling Phase, roll two dice to attempt to cut the mast loose. A successful unfouling result cuts the mast.
36.2.4 Any adjacent ship within play of the broadside over which the mast hangs must roll for fouling. As with normal unfouling, both ships may make unfouling rolls. If an adjacent ship is fouled, any unfouling does not cut the mast loose; it merely frees the adjacent ship. The ship with the mast over its side must still roll to cut the mast free. Thus, the ship with the mast over its side rolls to unfoul twice, once to unfoul with the adjacent ship and once to cut the mast loose. ●●If the mast is cut loose, the ship may still be fouled to an adjacent ship.

37.0 TOWING--A ship may tow another friendly ship.
37.1 Ships towing a ship of equal or inferior gun rating lose movement point in all wind attitudes. Ships towing a ship of superior gun rating lose two hexes of speed in all wind attitudes.
37.2 A ship towing another ship in zero movement allowance attitude may still turn in place as in the Beginners' Game.
37.3 Towing Procedure
●●**37.3.1** Plot to establish a towline by writing "Tow" or "T" during the Planning Phase and maneuver the towing ship so that its stern is in the hex to which the bow of the ship to be towed is pointing. ●●Roll on the Grappling Table.
37.3.2 The two ships can be maneuvered together on succeeding turns, the towed ship towed moving directly in the wake of the towing ship ●●(whenever possible, the towed ship's bow must enter the hex the towing ship's stern vacated). Only one movement plot need be written. The towing ship's turning ability is reduced by one (min. = 1). Also, the towing ship may not end a Movement Phase with a turn unless the turn was the only movement for the phase.
37.3.3 Ungrappling ends the tow.
37.3.4 A towline may be terminated involuntarily if either ship suffers a 9H-1 critical hit.
37.3.5 Towing can only occur under wind conditions less than (5) Gale. Ships which began towing under favorable wind conditions but have a wind change to gale lose the grapple.
●●**37.3.6** A struck ship may be towed by another ship if neither ship is within ten hexes of a unsurrendered ship which is an enemy to the towing ship. If this condition changes after towing commences, the towing may continue.

38.0 FORE AND AFT RIGGING--Vessels which have fore and aft rigging (instead of square sails) may move one hex every second turn in wind attitude "D". This rule represents the improved weatherliness of fore-and-aft sails. Ships which carry fore and aft (FA) rigging will be stated as such in the

scenario or specification chart. ●●A fore-and-aft rigged ship does not suffer full sail rigging hit penalties on the hit tables.

●●**39.0 ROWING--**Class 5 and 6 ships may row.
39.1 Two crew sections are needed to row and may not be used for other duties except defensive boarding parties.
39.2 To change to or from battle sails and oars on the next turn, a ship must plot "row" or "sail" in the notes column, putting men in the rigging.
39.3 When rowed, a ship has 2 movement points in attitudes A, B, & C. It has 0 movement points in attitude D, unless the wind velocity is "Light Breeze", in which case it has 1 movement point, or "Becalmed", in which case it has 2 movement points.
39.4 A ship being rowed may not load or fire guns and does not suffer rigging hits.

40.0 WIND VELOCITY—
"Our spars were bent and our canvas rent as we braved the northern gale."
—Rollin' Down to Old Maui

In addition to wind direction, each scenario lists an initial wind velocity number that represents the strength at which the wind is blowing.
40.1 Wind velocity is determined by checking the wind velocity number and indexing it with the proper velocity. There are eight types of wind velocity, each with a corresponding wind velocity number: (0) becalmed, (1) light breeze, (2) moderate breeze, (3) normal breeze, (4) heavy breeze, (5) gale, (6) storm, and (7) hurricane.
●**40.2** Wind velocity change is determined in the Wind Phase at the same time as the wind direction. If the wind change number is rolled, after the die roll for wind direction change, roll a second die and consult the Wind Velocity Changes Table. Shift the velocity as directed by the table.
●**40.3** Wind velocity effects are as follows (see the Wind Effects Table for details.).
40.3.1 Musket fire suffers a -1 modifier at Heavy Breeze and is prohibited at Gale or Storm.
40.3.2 At velocity 5 (gale), ship classes 1, 5 and 6 subtract one from the Hit Table.
40.3.3 At wind velocity 6 (storm), ship classes 1 and 4 subtract 2 from the Hit Table. Ship classes 2 and 3 subtract one from the Hit Table.
40.3.4 ●●Fouled or grappled ships risk damage from each other during gales and storms. Roll one die for each ship at the end of the Wind Phase. A roll of 1, if Gale, or 1 or 2, if Storm, results in the loss of one rigging square on each ship.
40.3.5 If the velocity increases from gale to storm, no ship may change from battle sails to full sails. Ships at full sail when the velocity increases to storm suffer damage to rigging squares equal to half (rounded up) of the roll of one die. If the die roll is a "6", also roll on the Critical Hit Table. Results 5R and 11R are "No effect". Apply all other critical hit results.
40.3.4 If the velocity reaches hurricane force, the game ends immediately. The player ahead on points is declared the winner, otherwise it is a draw.
40.3.5 (*The following wind velocity effect on movement adds realism but slows game play. Players may choose to use only the previous effects)* Cross index the wind velocity with a ship's class and wind attitude on the Wind Effects Table. The result is then subtracted from the ship's movement allowance for that turn. (No allowance can be reduced below zero.)

●●**41.0 BLOCKED WIND—**
"The winds and the waves are always on the side of the ablest navigators"--
Edward Gibbon

When one ship is adjacent to another and lies directly between its bow and stern hex and the wind, the sails would tend to blanket or block the wind to the second ship, slowing it down.
41.1 If the ship blocking the wind is at full sails, the movement allowance of the blocked ship is cut by two hexes ●●of forward movement for that turn. If the ship blocking the wind is at battle sails and has at least half of its rigging squares left, the movement allowance of the ship blocked is cut by one hex for that turn.
41.2 A smaller ship could not block the wind of a larger ship as effectively as one of the same size.
41.2.1 If a ship blocks the wind to a ship with 30 plus guns less than the blocking ship, the loss of speed, as described in 37.1 is increased by one, for that turn *(FS loss would be 3 and BS loss 2).*
41.2.2 If a ship blocks the wind to a ship with 30 plus guns more than the blocking ship, the loss of speed, as described in 37.1 is reduced by one, for that turn *(FS loss would be 1 and the BS loss 0).*
41.2.3 If a ship blocks the wind to a ship with 60 plus guns less than the blocking ship, the loss of speed, as described in 37.1 is increased by two, for that turn *(FS loss would be 4 and BS loss 3*.
41.2.4 If a ship blocks wind to a ship with 60 plus guns more than the blocking ship, the loss of speed, as described in 37.1, is reduced by two, for that turn *(It would have no effect for either FS or BS).*

42.0 VARIABLE WIND DIRECTION AND VELOCITY--At the start of a scenario, instead of accepting the historical wind factors, roll a die 3 times. The first die determines the initial wind direction. The second die determines the wind velocity (Wind Effects Table). The third die determines the wind change number on the Changing Wind Number Chart.

43.0 CHANGING WIND NUMBER--When changing wind direction and velocity, a player rolls the die a fourth time and consult the Changing Wind Number Chart. The result is the new wind change number. It may not be rolled if the wind does not change in velocity or direction.

44.0 LAND, ROCKS, AND SHOALS
"Go on at your peril…" Admiral Adam Duncan

●●**44.1** A ship that enters a land hex is destroyed, although its wreck remains in the hex. (Exception: Opt. Rule 54.1.8)
●●●**44.2** Some scenarios contain rocks in sea hexes. If a ship enters a rocks hex its movement stops. Roll a die: if 1, it is destroyed and becomes a wreck (as in 44.1); if 2, it has waterline damage and is aground (Critical Hit 10H and 44.3); if 3-5, it suffers waterline damage. If 6, it is unharmed. If not destroyed, on a following turn, a ship may move off of a rocks hex, but may make no turning maneuver until its stern has left the rocks. Rocks do not block fields of fire or lines of sight.

44.3 Each ship has a depth value. This value is the maximum depth in which that ship will run aground. If a ship enters a hex in which the depth is equal or less than its depth value, it has run aground. The depths of shallow water hexes are given in the appropriate scenarios.
44.3.1 When a ship runs aground, it stops all movement and may proceed no further that turn. Readjust the movement plot of the ship's log to reflect the actual move.
●●●**44.3.2** On each succeeding turn during the Refloat Phase, two dice are rolled to see if the ship can be refloated. A modified roll "10" or above succeeds.
44.3.2.1 -2 to the roll if within ten hexes of an enemy ship; +1 if the crew is crack or elite; -1 if the crew is green or poor; +1 to the roll for each section of guns (damaged or not) that has been thrown over the side ("Section" is defined as all guns and carronades on one side , bow or stern.) (lightening). Crew may lighten by noting "LT" during the planning phase.
The lost guns cannot be repaired.
44.4 While aground, a ship cannot conduct repairs or change their sail status on a turn in which it attempts to refloat.
44.5 Ships cannot fire their guns while aground.
44.6 Ships that are successfully refloated are moved back into the hex they occupied prior to running aground. They may move normally next turn.

45.0 CASTING THE LEAD

"We hove our ship to, for to strike soundings clear."—Spanish Ladies

Ships needed to measure the depth of unknown waters through which they travel. Casting the lead was a method used to determine this.
45.1 Players are assumed to be casting the lead for a ship which has moved a maximum of one hex in that movement phase. On request, the enemy player must tell the depth of water in all the hexes adjacent to the ship.
45.2 Ships at anchor by springs which turn 120 degrees have moved either stern or bow two hexes and cannot be considered to casting the lead.

46.0--MULTI-PLAYER COMMUNICATION



Flags were used to communicate to the ships of a fleet. This was inefficient for three major reasons: It took time to set up the coded message, delaying implementation of tactics; in the smoky haze of battle, it was often difficult, if not impossible, for ships to see the flags; this system limited the number and variety of messages which could be sent. To reflect this in multi-player games, the following rules may be used:
46.1 Messages between ships of the same fleet may be sent in writing only. This is done during the Planning Phase.
46.2 Only one message may be sent by a ship to other ships of the fleet in that phase.
46.3 This option should be used with the "timed moves" option. (31.0)
46.4 Players may wish to forbid communication between players commanding different ships of different nationalities to simulate their difficulties in reading each other's signaling system.

47.0 SCRUVY--During the American Revolutionary War period, navies had not learned how to combat the disease of scurvy. They avoided the effect of crew loss due to this and other diseases by increasing the size of the crew.
47.1 Ships designated as newly arrived on a foreign station or to a fleet will have one or two extra crew squares per section for the SOL class ships and one extra crew square per section for frigate class ships.

48.0 COPPER BOTTOMS--Some ships, especially during the American Revolutionary War period, did not have copper bottoming. This allowed marine invertebrates to attack the hull, reducing the ship's speed. Ships designated as being at sea for at least three months with no coppering lose one movement factor in all attitudes under full sails.

49.0 COMMAND LAG—



The number of ships a flag officer could effectively control was a squadron of six ships or less. There would be a considerable time lag between an admiral's signal to ships not under his immediate control and the time the ships actually carried out his orders. To simulate this loss of time when a player commands more than one squadron, use the following rules:
49.1 A player must select a ship as his flagship and divide the fleet into squadrons of six or less ships.
49.2 The player writes the moves for ships in his or her immediate squadron each turn in the normal manner. However, the moves for ships in other squadrons must be written three turns in advance. Thus, at the start of the game, the player would write movement orders for these ships for turns 1, 2, and 3. After turn 1 is completed, the movement for these ships for turn 4 would be written, etc.
49.3 Alternatively, ships completely or partly within ten hexes of the flagship can have their movement written from turn to turn. All other ships must have their movement written three turns in advance.
49.3.1 Ships which had their movement written for three turns in advance, but end their turn within ten hexes of the flag ship, can have excess movement orders erased, and can be marked from turn to turn.
49.3.2 Ships which find themselves over ten hexes from the flagship, and which have had their previous movement marked from turn to turn, must have their movement written three turns in advance in the next Planning Phase.
49.4 If the flagship surrenders, all movement for ships of that squadron must be marked for the next five turns. After these five turns, the player designates a new flagship and plans moves normally again. + If using Ships Boats, 54.4.5, and all of the flagship's boats have been destroyed, a player may not designate a new flagship unless a friendly ship grapples to the old flagship.
49.5 In multi-player games, each player chooses a flag ship for the squadron that he controls.
"Le Bucentaure a rempli sat ache; la mienne n'est pas encore achevee."

50.0 DESIGN YOUR OWN SCENARIOS--Players may design their own scenarios by allotting specification points to each. Specification points are used to purchase ships from either the chart for the American War for Independence period (1776-1784) or from chart for the Napoleonic period (1793-1815). For example (from the Napoleonic period:

British—
Two 74 gun S.O.L. (large class)with elite crews = 60 points
Two 100 gun S.O.L. with elite crews = 70 points
One 50 gun S.O.L. with elite crew = 20 points
TOTAL = 150 points

French—
One 120 gun S.O.L. with crack crew = 40 points
Two 74 gun S.O.L. with elite crew = 64 points
One 74 gun S.O.L. with average crew = 24 points
One 44 gun frigate with elite crew = 22 points
TOTAL 150 points
(Players need not spend all of their points.)

Players may wish to focus the scenario on types of ships, crew quality or other criteria that will make for an interesting game. For authenticity, avoid designing "perfect" squadrons of identical ships. Note the year of launch and the limited number of some classes of ships

Players must also agree on wind direction, velocity and wind change number, as well as the presence of land, depth, and other factors, including the initial deployment of ships. A simple deployment would be to have each squadron enter the battle in "line ahead" formation (a single line of ships) on opposite sides of the board, each in attitude "A".

ADDITIONAL SHIPS—Ships other than the standard warships usually used may be employed to add interest and/or historical realism to scenarios.

51.0 FIRESHIPS
51.1 Fireships can be up to frigate class in size, usually 20 guns. To convert a ship into a fireship costs an extra 5 points.

●●**51.2** A fireship's order of battle is the same as that of the ship from which it is prepared, but having only one crew square. A fireship's crew can perform no actions other than steering the ship, setting it on fire, and meleeing. A fireship's crew never suffers a crew hit except in meleeing.
51.3 Until it is set afire, the fireship moves normally and can fire each broadside once (no reloading), with the applicable crew section loss modifier.
51.4 Setting Afire—In the Planning Phase that the ship is to be set afire, "Afire" must be written in the notes column of the log and announced at the end of the phase. The crew square is then marked out, as the men escape in a ship's boat.
51.6 Once afire, the fireship moves on a straight course the maximum number of hexes allowed by its movement allowance. If unable to move forward, it is subject to drifting.
51.7 If a fireship collides with another ship, enemy or friendly, the dice roll is modified by +2 on the Fouling Table and -2 on the Unfouling Table. *The fire may not be put out.*
●●**51.8**During each Destroyed Hull Phase that the fireship is burning, the player rolls one die. If the roll is greater than the number of remaining hull squares the ship explodes. If not, mark off one hull square.

52.0 ●●MERCHANTMEN
52.1 Players may select from the chart below. Note the smaller vessels are unarmed. Crew quality should be average or green. Each rigging section equals one factor of battle sail speed. As ships with a battle sail speed of 2 were the most common, these should be preferred in scenario design.

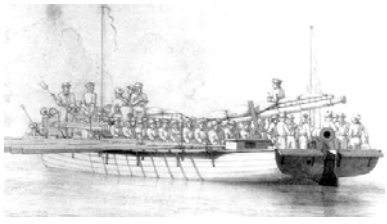
Type	CREW 1 2 3	Hull	GUNS L - R	RIGGING 1 2 3 4	Full Sail	Turn ability	Value
225 tons	4 - -	2	- -	2 2 - -	(4)	1	1
225tons	4 - -	2	- -	1 1 1 -	(5)	2	2
225 tons	4 - -	2	- -	1 1 1 1	(6)	2	3
375 tons	4 - -	3	- -	3 3 - -	(4)	1	2
375 tons	4 - -	3	- -	2 2 2 -	(5)	2	3
375 tons	4 - -	3	- -	2 2 2 2	(6)	2	4
525 tons	4 - -	5	2 2	3 3 - -	(4)	1	3
525 tons	4 - -	5	2 2	2 2 2 -	(5)	1	4
525 tons	4 - -	5	2 2	2 2 2 2	(6)	1	5
675 tons	8 - -	6	4 4	4 4 - -	(4)	1	6
675 tons	8 - -	6	4 4	3 3 3 -	(5)	1	7
800 tons	8 - -	8	4 4	4 4 - -	(4)	1	7
800 tons	8 - -	8	4 4	3 3 3 -	(5)	1	8
E.Ind.12 lbs	8 8 6	9	8 8	5 5 5 -	(5)	1	15
E.Ind.18 lbs	8 8 6	9	12 12	5 5 5 -	(5)	1	16

52.2 Rules applicable to warships apply to East Indiamen as well. Exceptions for other merchantmen follow:
52.2.1 Merchantmen may not fire guns on the same turn as changing sails.
52.2.2 Merchantmen without gun squares are subject to surrender by firepower (Rule 11.4.3.2)
52.2.3 The crew section loss modifier on the Hit Determination Table does not apply to merchantmen.

●●53.0 PRIVATEERS & PIRATES
53.1 A merchantman can be converted to a privateer by adding a gun square to each broadside (no carronades) and by doubling the crew.
53.2 An East Indiaman can be converted to a privateer by adding a gun square plus two crew squares to the first section. Increase the turning ability to 2.
53.3 A sloop can be used as a pirate ship by doubling the crew but with no added gun squares.

54.0 BOATS (based upon the original rules and The General article "Rules Expansion for W.S. & I.M", with modifications)

Boat units occupy only one hex. Each may represent more than one boat (usually three to five). Boats are treated as one vessel for all purposes. (Rather than the ship log sheet, use the boat log sheet. It displays a boat in a single hex. Although the pictured boat is a gunboat, the boat log may also be used for other boats. The other boat pictured is a reminder that some boats had sailing capability.)



Danish gunboat, with guns in bow and stern. Note mast lowered while crew rows.

54.1 Boats move by rowing. Some are also capable of sailing.
54.1.1 While rowing, a Class 7 boat has 4 movement points in wind attitudes A and B and 3 movement points in attitudes C and D. Unlike ships, boats may make two consecutive turns and there is no cost to turn.
54.1.2 Boats with rigging sections may sail. When sailing, boats are fore-and-aft rigged (see 38.0).
54.1.3 Boats drift one hex anytime they do not voluntarily move or row to maintain position. They do not wait until a second turn as larger craft do. Boats which are not grappled or fouled can remain stationary without drifting by writing the notation "RW" (rowing to maintain position).

54.1.4 Collisions
54.1.4.1 Boats do not foul in collisions.
54.1.4.2 If a boat collides with a larger class vessel, the larger vessel does not end movement. The boat must end its movement and return to the hex it occupied immediately prior to the collision.
●●**54.1.4.3** However, if a boat occupied the collision hex the move immediately prior to collision, the boat is destroyed and is removed from the map. Roll a die. If a 6, the larger vessel loses one movement point from its current move.
●●**54.1.5** Boats may tow other boats at a movement allowance of one less than normal. (While boats do not always tow ships, a boat grappled to a ship may move the ship by "kedging". To kedge, a boat carried a ship's light anchor (a kedge) away from the ship and lowered it, allowing the ship to move by hauling on the cable. A ship being kedged may move one movement point on alternate turns. To kedge, the ship must be in water shallow enough for anchoring.) In game terms, the loss of anchors has no effect on this rule.

54.1.6 Wind velocity affects a boat's performance as noted on the Advanced Wind Effects Chart.

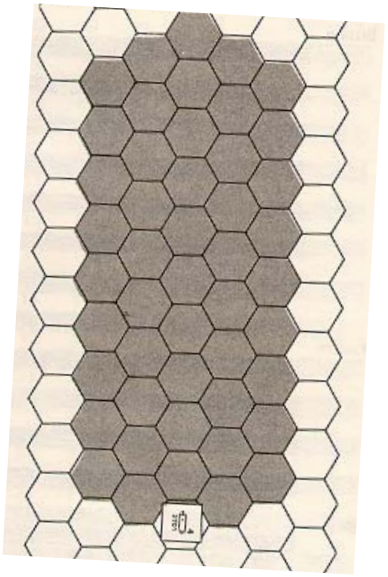
54.1.7 Unlike larger vessels, boats are not wrecked upon entering land, but are merely beached. A beached boat may enter an adjacent sea hex, moving normally on a later turn.

54.2 Combat

54.2.1 Boats do not block fields of fire, even for other boats.
●●**54.2.2** Boats cannot be raked.
54.2.3 Fire must be directed toward the hull of a boat, unless the boat is sailing.

●●**54.2.5** Armed boats are classed as "gunboats". Gunboats have one gun in the bow. Some may also have a gun in the stern and, rarely, amidships. A gunboat's field of fire is shown below, applicable to either bow- or stern-mounted guns:

54.3 Melee--Crew may be moved to and from boats as boarding parties.





●●**54.4.0 Class 8 Boats**
Class 8 boats function as class 7 boats except as follows:
54.4.1 A Class 8 boat has only 1 movement point in attitudes A, B, and C. In attitude D, it has no movement points except when the wind velocity is Light Breeze, in which case, it may move one hex on alternate turns, or Becalmed, in which case it has 1 movement point.
54.4.2 If the wind velocity is 5 (gale) or 6 (storm), Class 8 boats sink on a die roll of "6" rolled during the Wind Phase.
54.4.3 A class 8 boat sinks immediately if it receives a 10H critical hit (waterline damage).
54.4.4 Unlike other vessels, Class 8 boats have only one anchor, located in the bow.

●●**54.4.5 Ships' Boats**
(Adapted from General article "Rules Expansion for W.S.&I.M.)
Ships carried boats for special duties, such as screens against fireships, amphibious landings, and transferring officers from ship to ship (See 49.4). *During battle, ships' boats were often lowered and towed into battle (thereby not being subject to fire aimed at the ship). An anchored ship's boats are assumed to be aboard.*
54.4.4.1 A ship's boat may hold one crew square.
54.4.4.2 Launching or retrieval of a ship's boat from the water requires two consecutive turns, noted in the Planning Phase. The action requires the assigning of a crew section to perform.
+54.4.4.3 A ship's boat is launched to or retrieved from a hex adjacent to both of the ship's hexes.
54.4.4.4 If using the optional rule for towing, a ship's boat may tow its ship with one movement point on alternate turns in attitudes A, B, & C. If the wind velocity is Becalmed, it may also do so in attitude D. There is no cost to turn.
+54.4.4.5 Ship's boats may evacuate crew from sinking or exploding ships.
+54.4.4.6 If all of a ship's boats are eliminated, they may not tow their ship and an admiral may not transfer his flag except to an adjacent ship to which his ship is grappled.

●●55.0 FORTS

(Adapted from General article "Rules Expansion for W.S.&I.M.)

55.1 Forts and shore batteries occupy land hexes. A fort's walls conform to the hexsides of the hexes it occupies.

55.2 Specifications

55.2.1 Each hexside wall is capable of mounting a battery of gun squares, determined by the scenario and displayed on the fort's log sheet. A maximum of 12 gun squares may be mounted per hexside. Fort walls need not have the same number of guns.

55.2.2 Forts should have a ratio of 6 crew per 5 gun squares. If garrison troops are added to the fort, they may only serve the guns as poor, unless they are classified as artillery troops.

55.3 Combat against Forts

55.3.1 Broadsides suffer a -2 modifier against stone forts, a -1 against earthen forts, but no modifier against wooden forts.

55.3.2 Hull hits against stone forts are considered misses, as they are too strong to be damaged by ships' broadsides during the time frame of the game. Hull hits against earthen and wooden fort walls count normally.

55.3.3 Crew and gun hits against forts count normally.

55.3.4 Rigging hits against forts have no effect. However, ships may "fire at rigging" to benefit from the added range in the hope of scoring non-rigging hits.

55.3.5 Only the following critical hits apply when firing at forts: 2H, 5R, 5H, 12H.

55.4 Combat by Forts

55.4.1 All sides of a fort may be loaded and fired during the same turn.

55.4.2 A fort's guns fire with a +2 modifier for 1-12 guns and a +3 modifier for over 12 squares.

55.4.3 A ship may only be raked by a battery if its bow or stern is directly aligned with the battery.

55.4.4 The field of fire of each fort wall is shown below. If ships occupy all indicated hexes, the battery must fire at the ship located in hex C (C occupies both halves of the field). If C does not contain a ship, the battery may fire at A or D (Although A is closer than D, it occupies a different half of the field of fire). For the battery to fire at B, C and D must not contain ships (A is irrelevant, as it occupies a different half).

55.4.5 Forts may be equipped with mortars. Land-based mortars require three turns to load. They have a +2 hit table modifier and a 360 degree field of fire.

●●56.0 BOMBS

(Adapted from General article "Rules Expansion for W.S.&I.M.)



Bombs were vessels carrying mortars which fired explosive shells on a high trajectory. Bombs' main function was to reduce the defenses of fortifications in support of land units. While not designed to fight other ships, they often carried guns. Three types of bombs are available: single mortar, two mortars, and mortar vessels. Mortar vessels, used during the French Revolutionary Wars, were not popular, leading to their abandonment.

[Enter class, speed, etc.]

56.1 ●● Bombs may only fire mortars while anchored. They may not fire when the wind velocity is 5 or 6.

56.2 The line of fire for the mortars may never be blocked. They fired over, not through, obstacles.

56.3 Fire with broadside guns is normal.

●●56.3.1 Broadside guns and mortars may not fire in the same turn nor load in the same turn.

56.4 For the single mortar bombs, a mortar's field of fire is 270 degrees for both left and right broadsides and the field toward the bow. They may not fire through the stern.

56.4.1 For two mortar bombs, the second mortar may fire in either the left or right broadside but may not fire across the bow or stern.

56.5 It takes four turns to load mortars (not necessarily in sequence). This is plotted in the load section by marking M in the R section for the bow mortar or in the L section for the second mortar of the two mortar bombs.

56.6 Players filling out the log sheet should mark the mortar(s) hit boxes in the carronade section.

56.7 Mortars may only fire at fixed targets on shore or at ships anchored or aground.

56.8 Mortars have a maximum range of 10 hexes and a minimum range of 3 hexes (Mortars may not fire at targets less than three hexes away.)

56.9 Mortars have a base of Hit Table 2 for ranges 3-10.

56.9.1 The base Hit Table can be modified only by crew quality, crew section loss, and captured ship, though not by anchors (Anchors are assumed).

56.9.2 Mortars may only fire at hull, but can do so for their entire range, 3-10.

56.9.3 All hits scored by mortars are tripled.

●●●57.0 SOLDIERS *"We'll still make them fear and we'll still make them flee, and drub 'em on shore as we've drubbed 'em at sea." Heart of Oak*

Soldiers were sometimes transported on warships or as substitutes for regular crew. At times, a ship served solely as a transport, carrying a large number of troops and a reduced crew. When this occurred, the ship usually sailed "en flute", meaning that all or most of its guns were removed to make room for soldiers and equipment.

In scenarios in which soldiers are transported:

+57.1 Ships carrying soldiers must abide by the capacity limits found in Rule 10.2.6. Divide soldiers into sections equal to the size of the ship's crew sections.

57.2 Soldiers may not absorb non-melee crew hits of broadsides aimed at rigging. They may absorb losses of broadsides aimed at hull if they are designated as artillery troops (able to work ships' guns).or on rolls of 3 or 5.

57.3 Soldiers fire muskets separately from marines with a -1 modifier. Soldiers may not fire from rigging.

57.4 Soldiers may take part in melees as follows:

57.4.1 Soldiers may only board an enemy ship following marines or sailors.

57.4.2 Soldiers suffer a one level reduction in their quality when serving in OBPs.

57.4.3 Soldiers absorb the first melee crew loss in the Melee Phase on a die roll of 4.

57.4.4 #Soldiers do not confer the marine reroll benefit following a failed morale check.

WOODEN SHIPS & IRON MEN

TOURNAMENT EDITION RULES 2.5

INDEX

(b= beginners' rule; a= advanced rule; o=optional rule)

Anchors a-19.3
by springs a-19.3.4
by springs prohibited by loss of anchor . a-19.3.8.2
by springs, restricted activities a-19.3.4.2
by struck ship a-19.3.9
cable loss, effect a-19.3.8
cut a-19.3.7
ships suffer half rigging hits ..... Hit Tables
Backing Sails a-19.2
Blocked wind o-41.0
Boarding parties--when all crew sections committed, firing prohibited b-10.2.5
Boarding Party Formation b-10.1
Marines must be included in OBP/DBP b-10.1.2.1
Lowest numbered crew sect b-10.1.2.1
Limited to one section per turn b-10.1.2.2
Only one type per ship b-10.2.2
No TBP to ship grappled or fouled to enemy 10.2.6
Limited size of transfer 10.2.6
TBP limited use 10.2.7
TBP assumes worse quality b-10.2.8
Boarding Procedure b-12.2
If more than one ship try to board same…. b.12.2.5
Boarding Rolls required each turn…… b-12.3.7
Bomb Ketches o-56.0
Mortars not fired in gale or storm o-56.1
Guns not fired in same turn as mortar o-56.3.1
Broadside fired with no target b-13.4
Captured ship
assumes quality of prize crew b-12.4.10
modifier to Hit Table b-11.3.5
returns to original owner b-12.4.8, 12.4.9
Carronades loaded with same shot as guns .. a-24.2.6
Carronades three hex range b-11.1.9, 11.2.2
Casting the lead o-45.0
Chainshot
Limits a-24.2.2.3
range is 4 hexes a-24.2.2.1
hull & gun hits treat as misses a-24.2.2.2
Closest ship
attacker chooses b-11.1.5
fire on b-11.1.4.1
Collision b-8.3
Causing bowsprit damage b-8.3.4
modified by speed b-8.3.2
fouling after ..... …b-8.3.5
Combat forbidden when all crew committed to boarding parties b-10.2.5
Combat Phase b-11.0
Combat simultaneous b-11.1.7
Command Lag o-49.0
Copper bottom o-48.0
Crew
cannot be taken from sinking or exploding ship a-24.3.3
cannot perform more than two special tasks a-19.7
hits taken sequentially b-11.4.2.2
Crew loss
effect on sail change a-27.0
marines may be substituted b-11.4.2.1
results in loss to other ship, even if other ship strikes b-14.1.3
Crew section loss modifier b-11.3.3
Applied if planned to grapple b-11.3.3.1
Critical Hit
applied after other damage a-16.1.2.2.2
damage cumulative a-16.1.2.2.3
"no effect" resulting from optional….. a-16.1.2.2.4
Damage to fouled/grappled ships during gale or storm 0-40.3.4
Die rolls may be combined *following* b-11.4.3
Dismasting effect on drifting b-8.2.5
Doubleshot a-24.2.3
Restrictions/modification a-24.2.3.2
Drifting b-8.2
after collision b-8.3.6
after other movement b-8.2.1
frequency by class of ship b-8.2.2, 8.2.3.1
grappled & fouled ships b-8.2.3, 8.2.3.1, 8.3.6
rigging loss effect on b-8.2.5
if only one anchor a-19.3.3.1
Entry hex counts against movement allowance b-7.2.8
Exploding ship a-24.3.2.2-24.3.2.3.1
Field of Fire
determined after range a-24.1.6
limits target to one ship a-24.1.3
reduced a-24.1
target straddling fields b-24.1.5.4
Fire
Determination b-11.1
Procedure b-11.2
Fire Damage……..a-20.1
Firefighting a-20.0
Fire on closest ship b-11.1.4.1
attacker's choice b-11.1.5
Fireship explosion procedure 0-51.8
Fore and aft rigging o-38.0
Fouled/grappled ships prohibited from firing at each other's rigging b-11.2.5.2
Fouling after collision b-8.3.5
Full Sails
status change requires crew as "men in rigging" a-19.1.4.3
status determined at beginning of game a-19.1.4.1
effect of rigging hits a-19.1.3
lost by loss of first section a-19.1.3
movement allowance a-19.1.1
changes in Sail Status Phase a-27.0
plotted during Planning Phase a-19.1.4.2
status change despite crew losses a-27.0
Grapeshot a-24.2.4
Doubles bonus crew hits on ship w/boarding party a-24.2.4.4
in addition to other shot a-24.2.4.2

limits a-24.2.4.7
leader casualty roll……...a-24.4.5.1
morale check……..……a-24.2.4.5.2
prohibited against ship on second or later turn of melee a-24.2.4.6
Grappled ships
Drifting b-8.2.3, 9.1.5
may fire b-9.1.8
Grappled/fouled ships prohibited from firing at each other's rigging..... b-11.2.5.2
Grappling b-9.0
Must be planned..... b-9.0
Not required b-9.1
Friendly ships modifier b.9.1.3
Roll of 12 always grapples..... b-9.1.4
No added grapples to same ship b-9.1.9
Gun hits
excess treated as hull hits..... b-11.4.3.1.2
procedure b-11.4.3.1.1
from closest, then opp. side..... b-11.4.3.1
Hit Tables greater than 10, basic..... b-11.2.4
advanced a-16.1.2.1
Illegal Moves a-19.4.2.1
Initial broadside b-11.3.4
lost when firing half broadside..... a-24.1.4
may be loaded on turn 1..... b-13.5
only one b-11.3.4
Kedging..... o-54.1.5
Lightening to aid refloating o-44.3.2.1
Log Inspection b-7.2.5
Load not inspected until fired b-7.2.5
Loss of Rigging..... o-36.0
effect on firing o-36.1
mast hangs over side o-36.2.2
Marine losses in melee..... b-12.3.4.1
Marines on Deck or Rigging a-19.8
Marines in rigging suffer crew losses……...a-24.2.7
Melee
fought simultaneously..... b-12.0
losses taken evenly from crews..... b-12.3.4.2
Procedure b-12.3
Surrender when all of boarding party eliminated b-12.3.4.3
Men-in-Rigging a-19.1.4.3
effect on firing a-24.5
prohibited from OBP or TBP a-23.0
Movement Allowance..... b-7.1-7.1.1.7
at full sail a-19.1.1
determined by initial attitude, not later attitude b-7.1.12 7.1.13
Movement b-8.0
..... a-17.0
Multi-Player Communication o-46.0
Musket Fire……..……a-24.7
Offensive Boarding Party
committed for duration of Melee Phase.... b-10.2.2
conversion to DBP if second enemy commences melee..... b-12.2.5
serves as prize crew on surrendered ship..... b-12.2.7
prohibited by repairs..... a-19.5.2
Planning Phase--
Planning movement, grappling, sails, firefighting, repair, anchors b-7.0, a-19.0
Prisoners take even losses..... b-12.4.11
Prize Crew b-12.4.6
become prisoners b-12.4.9
take odd losses b-12.4.11
Rakes b-11.3.2, a-24.4
at one hex range..... a-24.4.2
at five hexes..... b-11.3.2
Range determination..... b-11.2.1
Refloating o-44.3.2
Refusing combat loses game b-14.1.1
Reload Phase b-13.0, a-26.0
one broadside per turn b-13.1
Repairs..... a-19.5
cancelled by upanchoring or turning a-19.5.4
cannot restore full sail capability a-19.5.6
crew sect. loss modifier a-19.5.3
denied while aground..... o-44.4
lowest numbered sect. assigned..... a-19.5.2
completed a-28.0
Rigging hits
effect on full sail..... a-19.1.3
taken from sections sequentially..... b-11.4.4.1
Rigging loss effect on turning..... b-8.2.5
Rigging, loss of..... o-36.0
Rocks, movement off of……o-44.2
Rowing o-39.0
Running Aground o-44.0
Scurvy..... o-47.0
Scuttling prohibited a-24.3.4
Sequence of Play a-17.0, b-5.0
Sinking ship..... a-24.3.2.2
damaging rigging of fouled ship..... a-24.3.5
Small crew modifier o-34.0
Small target modifiers o-33.0
Soldiers…… o-57.0
Struck ship
anchoring..... a-19.3.9
can be boarded..... b-11.4.1.2
crew cannot be removed..... b-11.4.1.2
Surrender
by firepower..... b-11.4.3.2
by immobility b-11.4.4.2
Surrendered ship return to normal functions b-11.4.5
Timed Moves..... o-31.0
Towing..... o-37.0
Procedure clarified..... o-37.3.1-37.3.2
Towing struck ships..... 0-37.3.6
Transfer boarding party
assumes worst crew quality b-10.2.8
formed, expecting surrender b-10.2.9
may not transfer to surrendered friendly ship b-12.1.2
prohibited from use on new ship until next turn..... b-10.2.7
replacing lost crew..... b-12.1.3
to friendly ship allowed *if* grappled b-10.2.6

Turning Allowance b-7.1.9-7.1.15
Turning restrictions..... a-19.4
  on turning..... a-19.4.1.1
  on turning allowance..... a-19.4.1.2
  on increasing sail a-19.4.1.3
Turns, limited to one per hex b-7.1.8
Unfouling
  modified by full sails a-18.1
  Phase a-19.0, b-6.0
  Modified by marking off square b-6.1
  sinking ships a-24.3.5
Ungrappling b-9.2
  friendly ships automatic.....b-9.2.1
  multiple b-9.2.3-9.2.4
Undeclared target (hull or rigging) b-11.2.5.1
Up-anchoring a-19.3.6
  denied actions a-19.3.6.1
Variable seamanship o-35.0
Variable Wind Direction and Velocity o-42.0
Victory Conditions.....b-14.0
Wind direction, variable.....o-42.0
Wind Velocity Effects.....o-40.3
Wind Number, changing.....o-43.0
Wind Phase a-30.0
Wind rolled each turn w/two dice a-30.1.2
Wind Velocity
  effect on hit tables.....o-40.3
  storm, effect on full sails.....o-40-3.5