

# Victory at Sea – General Chase!

## Age of Sail Rules

By David Manley

### 1. Introduction

The rules are being developed in as complete a state as possible. As such they are likely to include section that may not feature in an initial core rule book. However, I think it important to develop these sections within the core rules as a whole, rather than developing them later as bolt-ons, to ensure their consistency.

“Fluff” (including a discussion of AoS tactics and designers notes) will also be developed in due course.

#### Ship Stats

Ships are described using the follow:

- Hull points – reflecting the stoutness of construction
- Rigging points – representing not only the rigging, but also the masts and sails, and the specially trained personnel (topmen) who worked in them
- Gunnery points – The first number is the ship’s basic Gunnery Points on each side of the vessel, representing the batteries of heavy cannon carried on the weather deck and gun deck. The second number is the ships Close Range Modifier, representing the additional firepower of short ranged carronades.
- Crew Parties – Crew parties encompass the vast majority of the crew, engaged in serving the guns, forming boarding parties and helping the topmen work the sails when a sail change is required.
- Marines – specially trained troops acting as sharpshooters and adding a punch in boarding actions.
- Speed (Fighting Sail) – the maximum speed of the ship in inches when moving under Fighting Sail (the optimum sail setting for combat)
- Speed (Plain Sail) – the maximum speed of the ship in inches when moving under Plain Sail (increased sails set for more speed, but at the risk of increased rigging damage).
- Speed (Full Sail) - Speed may be increased further by using Full Sail, but this comes at a greater penalty in extra damage.

Ship stats for “standard” types of ships are listed in the table below. These can, however, be modified by applying various traits (see later)

Type	Rate	Guns	Hull	Rigging	Gunnery	Crew	Marines	Speed (Fighting Sail)	Speed (Plain Sail)	Speed (Full Sail)
Ship of the Line	1	120+	15	15	15 / +8	15	5	3	5	8
	1	100	14	14	14 / +7	15	4	3	5	8
	2	98	13	13	13 / +6	14	4	3	5	8
	2	90	12	12	12 / +6	14	4	3	5	8
	3	80	11	11	11 / +5	13	3	3	5	8
	3	74	10	10	10 / +5	12	3	3	5	8
	3	64	9	9	9 / +5	11	3	3	5	8
	4	50	8	8	8 / +4	10	2	3	5	8
Frigate	4	44	7	7	7 / +4	9	2	4	6	9
	5	38	6	6	6 / +3	8	2	4	6	9
	5	36	5	6	5 / +3	7	1	4	6	9
	5	32	5	5	4 / +2	6	1	4	6	9
	6	28	4	5	3 / +2	5	1	4	7	10
	6	24	4	5	2 / +1	4	1	4	7	10
Unrated	Unrated	20	3	3	1 / +1	3	1	4	7	10
Merchant	Small	2-6	3	4	1 / +0	2	-	3	5	8
	Medium	2-8	5	5	1 / +0	3	-	3	5	8
	Large	2-20	6	6	1-2 / +0	4	-	3	5	8
	Indiaman	36-44	7	7	6-7 / +2	9	-	3	5	8

Close Range Modifier for Frigates and Ships of the Line is increased by 1 after 1793. CRM is also increased by an additional +1 for all British ships after 1800 to reflect their greater use of carronades

## Command and Crew Quality

Assigned to ships captain, ships crew and the fleet admiral (including vice admirals if a big fleet action is being played). Quality levels shown below, along with the modifiers that apply

Command Quality	
Exceptional	+2
Inspired	+1
Average	0
Dullard	-1
Incompetent	-2

Crew Quality	
Veteran	+2
Experienced	+1
Average	0
Poor	-1
Green	-2

## Customising Ships

The table above covers “standard” types that were in service in some form with most navies during the latter stages of the Age of Sail. These standard types can be altered through the application of special features. These are applicable to all types unless stated.

Stout Hull – The ship’s hull is particularly well built. Increase Hull Points by 1

Green Wood – The ship’s hull is made from unseasoned wood. Reduce Hull Points by 1

Overmanned – The ship’s captain has done a good job of recruiting. Increase crew parties by 1 or 2

Undermanned – Poor recruiting, casualties and disease result in a lot of spare hammocks. Reduce crew parties by 1.

Overgunned – The Captain has embarked extra firepower. Increase Gunnery Points by 1

Undergunned – Shortages at the armament depot. Reduce Gunnery Points by 1

Extra carronades (Frigates only) – Reduce Gunnery Points by 1, but increase Close range Modifier by 2.

Carronades only (Frigates or smaller only) – Increase Close Range Modifier by 3. Maximum firing range reduced to 6”.

More Bullocks – Increase the marine contingent by 1 party.

Racing Lines – the ship has a particularly effective hydrodynamic form, coupled with good trimming. Increase speeds under sail by 1

Dirty Bottom – the ship has a poorly designed hull, or has suffered a high degree of marine growth. Decrease speeds under sail by 1.

Special Features can be assigned by choice to represent ships in a historical scenario. They can also be used to spice up a “pick up” game. To do this players can choose good features (e.g. “Overgunned”, “More Bullocks” etc.) and assign them to specific ships. However, for each good feature they choose they must also choose one bad feature, PLUS one extra bad feature. These are assigned randomly to ships of the same rate as those to which good features are applied. For example, a player chooses 2 good features and applies them to a 2<sup>nd</sup> rate and 3<sup>rd</sup> rate ship. They must choose one bad feature that is applied randomly to any 2<sup>nd</sup> rate ships in the payers fleet and one bad feature that is applied randomly to any 3<sup>rd</sup> rate ship, plus a third bad feature that is applied to any 2<sup>nd</sup> or 3<sup>rd</sup> rate ship.

## **2. Sequence of Play**

### **Pre Game**

- Lay out any coastlines, islands
- Designate areas and depths of shallows
- Determine wind direction and strength
- Roll for Strategic Initiative
- Initiative loser deploys
- Initiative winner deploys

### **The Game Turn**

- Roll for Tactical Initiative. Winner decides whether to move first (Side A) or second (Side B)
- Anchoring
  - Announce any ships that are anchoring (Side A, then Side B)
  - Announce any ships that are raising anchor (Side A then Side B)
- Side A moves all ships
  - Move drifting ships
  - Move ships straight ahead
  - Execute turns
- Side B moves all ships
  - Move drifting ships
  - Move ships straight ahead
  - Execute turns
- Resolve Gunnery (simultaneous)
  - Measure range
  - Roll for number of hits
  - Roll for effective hits (firer smaller than target)
  - Roll for damage
  - Roll for critical hits (if any)
- Resolve Boarding Actions
- Damage Control and Special Actions
  - Roll to repair rudder lines, cut away fallen masts, ungrapple, etc.
- Weather Changes

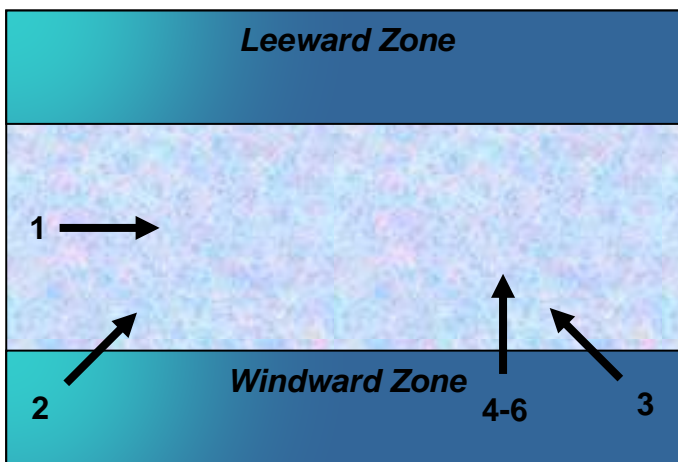
### 3. Setting up the Battle

#### Weather

Weather is treated in a simple manner. There are four wind states, Calm (no wind), Light Airs, Breeze (normal) and Strong Winds. The effects of wind strength are given in the section on movement. Wind strength and direction are established at the start of the game.

The table is divided into three zones – the windward zone, the central zone and the leeward zone. The gap between the Windward Zone and the Leeward Zone should be no less than 16”  
Roll a d6.

- 1 = wind direction is directly along central zone (no wind advantage to either side)
- 2= wind direction 45 degrees from windward zone (left)
- 3= wind direction 45 degrees from windward zone (right)
- 4-6= wind directly from windward zone



Roll a d6 for strength:

- 1= Light Airs
- 2-5 = Breeze
- 6 = Strong Winds

#### Strategic initiative

Roll a d6, add Command Quality of admiral, player with larger number of frigates adds 1 to reflect better scouting. Highest scorer wins initiative and decides whether to deploy upwind or downwind

#### Deployment

Initiative loser deploys their fleet in the windward or leeward deployment zone as decided by the initiative winner. The Initiative Winner then deploys their fleet in the other zone. Ships can be deployed in any position and at any heading

#### Shallows

Shallow water is represented by assigning shallow areas a depth rating. This is the largest rate of ship that can safely sail over it. Areas of shallow water can be assigned before the start of the game if the action is fought in coastal waters.

## 4. Tactical Initiative

Winning tactical initiative allows a player to decide whether to move first or second. There are situations where either will be preferable, or where either must be avoided!

Roll a d6 and add the Command Quality modifier of the senior officer on each side. The winner wins initiative for the turn and decides whether to move first or second. Note that initiative does NOT affect firing, which is resolved simultaneously.

## 5. Movement

Ships move in a straight line ahead and then make any desired turns after movement. Ships of the Line and merchantmen can turn up to 45 degrees. Frigates may turn up to 60 degrees. Unrated ships, Xebecs and galleys can turn up to 90 degrees. Gunboats can turn to face in any direction.

Ships that are moving under sail and turn into the wind stop immediately and are pointed directly into the wind. At the start of the next turn roll a d6. On a 2+ they are turned away from the wind (in the same direction as they were turning) and may move off normally (this is a tack). If they fail the roll they stay pointing into the wind (in irons) and may roll again at the start of the next turn.

There are three standard sail settings, Full Sail, Plain Sail and Fighting Sail, plus a fourth setting, Furled (where the sails are furled or clewed up, the ship not moving under sail and either drifting or at anchor). Sail Setting can be changed by 1 level each turn (for example from Full to Plain, or Plain to Fighting, but NOT Fighting to Full). Sail Setting changes are announced at the start of each turn and come into force immediately (*option – it would be more realistic to announce changes at the start and to have the change come into effect at the end, but this would require additional record keeping*). Gunnery is reduced in a turn during which a ship is changing its sail setting since crewmen must be drawn from the gun crews to set the sails.

Ships have a speed number for each settings (see stat table above). This speed is modified depending on wind attitude and strength.

Cross reference speed number with wind direction and sail setting to get Movement (the distance moved).

Speed	Attitude to Wind		
	Hauling (A)	Reaching (B)	Running (C)
3	1	3	2
4	1	4	3
5	2	5	4
6	2	6	5
7	2	7	6
8	3	8	6
9	3	9	7
10	3	10	7
11	4	11	8
12	4	12	8

Movement is reduced by 1 in Light Airs, and increased by 1 in Strong Winds. Movement is reduced to zero in Calm.

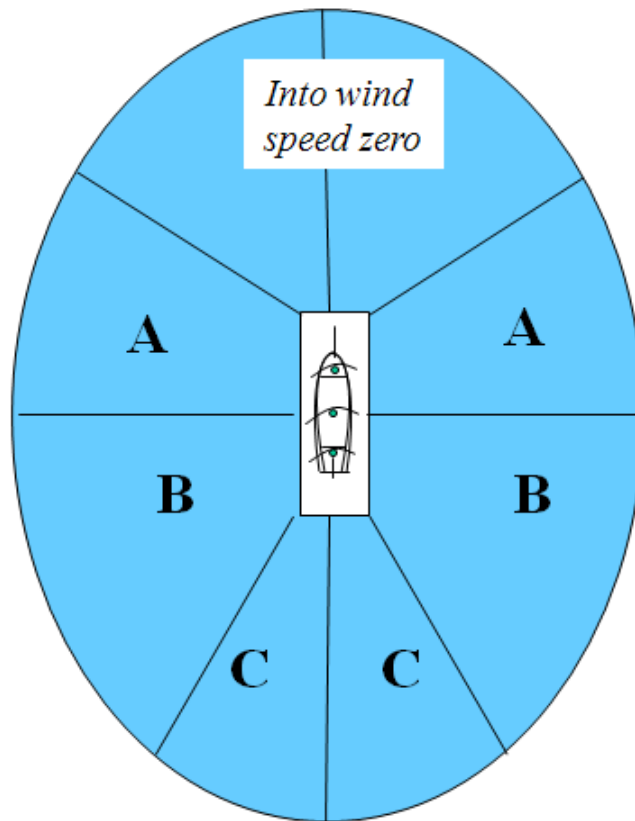
The ship can then move up to its Movement for the turn, but must move at least half that distance. The distance to be moved is announced and then, to simulate the uncertainty of manoeuvring in the age of sail, roll a d6. On a roll of 1 this distance is reduced by 1". On a 6 it is increased by 1".

Speed is reduced each time a Rigging Threshold is passed (RT = 1/3 and 2/3 of rigging number).

Original Speed	Speed at First Threshold	Speed at Second Threshold
3	2	1
4	3	1
5	3	2
6	4	2
7	5	2
8	5	3
9	6	3
10	7	3
11	8	4
12	8	4

Example – a ship with an intact speed of 3 (fighting sail) and 5 (full sail) suffers 1/3 rigging loss, taking it past its first threshold. Its speeds are now reduced to 2 and 3.

### Wind Attitude Diagram



### Drifting Ships

Ships that are dismasted (rigging points reduced to zero) cannot move normally. Instead they will drift at the start of their side's movement phase. Roll a d6 and halve the result, round up. The ship drifts that number of inches directly downwind.

Struck ships drift in their own side's movement phase. Captured ships drift in the phase of their new owners.

## **Collisions**

If two ships come into contact there is a chance that they will become damaged, fouled (their rigging becomes entangled) or one ship may grapple the enemy in an attempt to board. If the collision is accidental there is a chance that the moving ship may be able to take avoiding action bearing away)

## **Bearing Away**

If the moving ship wishes to avoid the collision roll a d6 and add the LOWER of the crew and command modifier. If the result is 6 or more the moving ship manages to avoid contact; it may end its movement at the point of contact and make 1 turn.

## **Collision Damage**

If ships come into contact there is a chance that they will suffer rigging damage. Roll a d6 and add the LOWER of the crew and command modifier. If the result is 1 or less the ship takes 1d6 points of rigging damage. If the result is 2 or 3 the ship takes 1 point of rigging damage.

## **Fouling**

Roll a d6. On a roll of 4+ the ships have become fouled. They are locked together. Neither may move and both drift together in the first movement phase of a turn until they become separated.

## **Grappling**

If a ship has come into contact with another vessel, or was successful in bearing away, it may attempt to grapple with the other ship. Roll a d6. On a roll of 4+ the ships have become grappled. They are locked together. Neither may move and both drift together in the first movement phase of a turn until they become separated.

## **Anchoring**

Ships may drop anchor if the battle takes place in shallow water. Dropping anchor is announced at the start of a turn. Ships at anchor do not move and are turned immediately so that their bows are pointing directly into the wind.

Raising anchor is also announced at the start of the turn. Raising the anchor takes the whole of the turn to complete – the ship does not move, but is turned in the player's movement phase so that its bow is in the "A" zone relative to the wind. The ship is treated as if changing sail setting (gunnery modifier). At the end of the turn the ship's sail setting is "Fighting Sail".

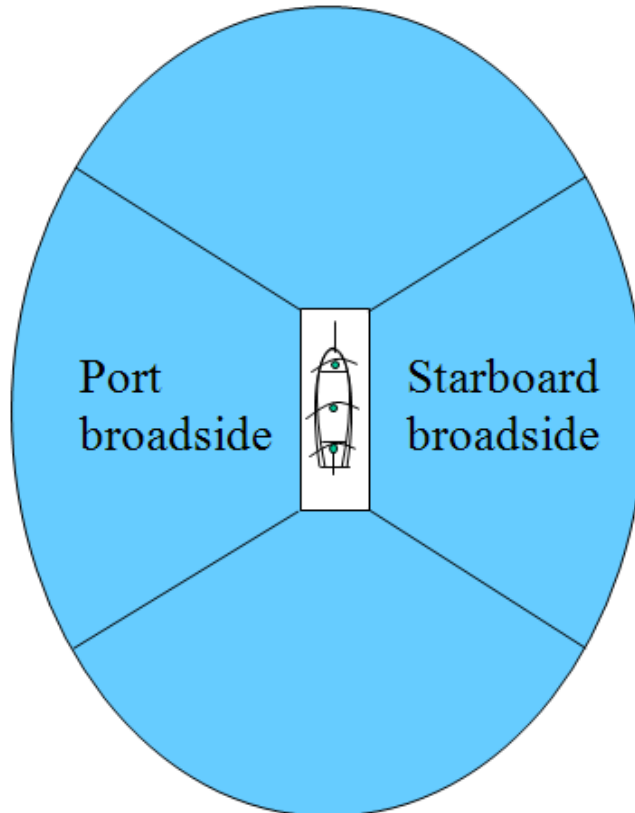
## **Shallows**

Shallow water is represented by assigning shallow areas a depth rating. This is the largest rate of ship that can safely sail over it. If a larger ship sails over it roll a d6 and subtract the difference between the depth rating and the ship's rating. If the result is 3 or less the ship runs aground and immediately takes 1d6 rigging damage (treat as if caused by gunfire, so apply damage modifications due to sail setting). Grounded ships are immobilised for the rest of the game. Example – a 3<sup>rd</sup> rate ship of the line passes over a sand bar with a depth rating of 5. The difference is 2, so a d6 is rolled giving a 5 and 2 subtracted. The result is 3, so the ship runs aground.

## 6. Gunnery

Maximum gunnery range for all Ships of the Line is 15". Maximum range for all frigates and Indiamen is 12" (except frigates armed only with carronades, which have a range of 6"). Maximum range for Unrated vessels is 6". Broadside firing arcs are +/- 60 degrees as shown below. Ships may fire one broadside only per turn.

**Broadside Firing Arc Diagram**



### **Gunnery Procedure**

Decide whether firing High (aiming at the rigging) or Low (aiming at the hull).

Take the ships basic gunnery points. Apply the following modifiers in the following order:

Add the ship's Close Range Modifier if shooting at 4" or less.

Multiply by 1.5 if a bow rake

Multiply by 2 if a stern rake. (NB – causes a morale check)

Divide by 2 if changing sails or raising anchor this turn (round down)

Bow or Stern Rakes occur if the firing ship can engage the target ship whilst it is itself outside the target ship's broadside firing arcs (whether or not the target ship can fire) AND the range is 4" or less.

The final result is the Gunnery Factor (GF) of the attack.

Roll a d6 and cross reference on the table below to get the number of hits.

- Add 2 if Veteran Crew
- Add 1 if Experienced Crew
- Subtract 1 if Poor crew
- Subtract 2 if Green crew

Add 1 if firing an initial broadside (the first time a ship fires in a game)

Gunnery Factor	-1	0	1	2	3	4	5	6	7	8	9
1	0	0	0	0	0	0	0	1	2	3	4
2	0	0	0	0	0	0	1	1	2	3	4
3	0	0	0	0	0	1	1	1	2	3	4
4	0	0	0	0	0	1	1	2	3	4	5
5	0	0	0	0	1	1	2	2	3	4	5
6	0	0	0	0	1	1	2	3	4	5	6
7	0	0	0	0	1	1	2	3	4	5	6
8	0	0	0	1	1	2	2	3	4	5	6
9	0	0	0	1	1	2	2	3	4	5	6
10	0	0	0	1	1	2	2	3	4	5	6
11	0	0	0	1	1	2	2	3	4	5	6
12	0	0	0	1	2	2	3	4	5	6	7
13	0	0	0	1	2	2	3	4	5	6	7
14	0	0	1	1	2	2	3	4	5	6	7
15	0	0	1	1	2	2	3	4	5	6	7
16	0	0	1	1	2	2	3	4	5	6	7
17	0	0	1	2	2	3	4	5	6	7	8
18	0	0	1	2	2	3	4	5	6	7	8
19	0	0	1	2	2	3	4	5	6	7	8
20	0	0	1	2	2	3	4	5	6	7	8
21	0	0	1	2	2	3	4	5	6	7	8
22	0	1	2	2	3	4	5	6	7	8	9
23	0	1	2	2	3	4	5	6	7	8	9
24	0	1	2	2	3	4	5	6	7	8	9
25	0	1	2	3	3	4	5	6	7	8	9
26	0	1	2	3	3	4	5	6	7	8	9
27	0	1	2	3	3	4	5	6	7	8	9
28	0	1	2	3	4	5	6	7	8	8	9
29	1	2	3	3	4	5	6	7	8	9	10
30	1	2	3	3	4	5	6	7	8	9	10
31	1	2	3	3	4	5	6	7	8	9	10
32	1	2	3	4	4	5	6	7	8	9	10
33	1	2	3	4	5	6	7	8	9	1	1

Gunnery Factor	-1	0	1	2	3	4	5	6	7	8	9
										0	1
34	1	2	3	4	5	6	7	8	9	1	1
35	1	2	3	4	5	6	7	8	9	1	1
36	2	3	4	4	5	6	7	8	9	1	1
37	2	3	4	5	5	6	7	8	9	1	1
38	2	3	4	5	5	6	7	8	9	1	1
39	2	3	4	5	6	7	8	9	1	1	1
40	2	3	4	5	6	7	8	9	1	1	1
41	2	3	4	5	6	7	8	9	1	1	1
42	2	3	4	5	6	7	8	9	1	1	1
43	3	4	5	5	6	7	8	9	1	1	1
44	3	4	5	6	7	8	9	1	1	1	1
45	3	4	5	6	7	8	9	1	1	1	1
46	3	4	5	6	7	8	9	1	1	1	1
47	3	4	5	6	7	8	9	1	1	1	1
48	3	4	5	6	7	8	9	1	1	1	1
49	4	5	6	6	7	8	9	1	1	1	1
50	4	5	6	7	8	9	1	1	1	1	1

- If a 6 is rolled and at least 2 hits are scored (i.e. Gunnery factor 4 or more) a Critical Hit has been scored in addition to normal damage.

*Example, a ship has a modified gunnery factor of 16. A 5 is rolled. 3 hits are scored. If the ship had been firing at Close range with a CRM of +4 then 4 hits would have been scored.*

Having determined the number of hits, we now roll to see what has been hit.

If firing ship *rate* is lower or equal to the target, or if firing high, go to the damage tables, otherwise roll for each hit scored to see whether the hit actually causes any damage. Roll 2 or more on d6, adding the rate of

the target ship, subtracting the rate of the firing ship. For example, a 5<sup>th</sup> rate frigate is shooting at a 3<sup>rd</sup> rate ship of the line. The frigate must roll 4+ for each hit to cause damage.

For each hit that causes damage roll on the damage tables for High and Low shots.

<b>Die Roll</b>	<b>High</b>	<b>Low</b>
1	Rigging	Hull
2	Rigging	Gunnery
3	Rigging + Marine	Gunnery
4	Hull	Crew
5	Crew	Rigging
6	Gunnery	Marine

Each hit reduces the indicated factor by 1.

Rigging damage is doubled if target ship is at Plain Sail, and trebled if it is at Full Sail.

### **Marines**

Marine units not engaged in boarding actions can use their muskets and other short range weapons against the crews of nearby enemy ships. They have a range of 3". Roll 1d6 per marine unit firing. A hit is inflicted on a roll of 6. Each hit eliminates 1 crew unit, marine or affects the ships commander. Roll a d6. 1-4 = crew, 5= marine, 6= officer

### Critical Hits – Roll 2d6

Die Roll	Critical Hit
2	Fire! A fire starts in the part of the ship that is under fire (hull or rigging). The ship's hull or rigging factor is reduced by 1 at the start of each turn until the fire is put out. If the ship's hull factor is reduced to zero by fire the ship explodes.
3	Falling mast. One of the ship's masts has been shot through and falls to the deck. Rigging damage is immediately increased to the next threshold level. Roll a d6. On a roll of 6 the wreckage falls over the side, slowing the ship and obscuring the guns; movement is halved, as is the ships basic gunnery factor until it is cut away.
4,5	Hull damage – a vital hit is scored, causing an additional 2 damage to the hull
6	Rigging damage - a vital hit is scored, causing an additional 2 damage to the rigging
7	Carnage on the gun deck – a vital hit is scored, causing an additional 2 loss to the ship's gunnery
8,9	Bloodbath! – splinters sweep the deck, causing an additional 2 crew casualties (one may be taken on the marines if present). Ships boats are destroyed.
11	Rudder lines cut. The ship is no longer able to be steered. The ship will drift until the lines are repaired.
12	Death on the Quarterdeck! Immediate morale check. The ship's captain is struck down. The ship may not turn or change sail settings in the next turn. The First Lieutenant takes over at the start of the following turn. Roll a d6. On a roll of 4+ his Command Quality is the same as that of the captain, otherwise it is reduced by 1 level.

### Effect of Damage

Hull Damage – if a ship's hull value is reduced to zero its hull is shattered. The ship immediately stops and drifts. It may no longer fire. The crew's morale immediately changes to Struck

Rigging damage - if a ship's rigging value is reduced to zero it is dismasted. It takes a morale check. The ship may no longer move. It drifts at the start of its side's movement phase.

Crew – if the ship's crew is reduced to zero the ship immediately strikes.

Gunnery – if the ship's gunnery value is reduced to zero the ship may no longer fire. The crew take an immediate morale check.

Marines – apart from losing their ability to fire or take part in boarding actions there are no effects of losing marine units.

### Special Ammunition

The rules assume that ship's crews are using the best ammunition for the target at which they are firing. There is no need to determine whether they are firing double shot, chain shot etc.

### **Crew Casualties and Morale**

There are three levels of crew morale, “Fresh”, “Worn” and “Spent”, plus a fourth level, “Struck”, which represents the collapse of morale on board. The crew morale drops 1 level each time a threshold is passed (each threshold is 1/3 of the original number of crew, rounded up for Average crews or worse, rounded up for better quality crews).

If the number of crew units is reduced to zero, or if a Spent crew fails a morale check the vessel’s morale falls to Struck. If this occurs the ship immediately surrenders. It may no longer move or fire. It drifts and the crew may still attempt to put out fires, but it can do nothing else.

### **Pirate Morale**

The morale of pirate ships is treated in a slightly different manner. They take morale checks as above, but if they fail a check and become Spent they will attempt to break off the action and withdraw. Once a pirate crew becomes Spent it will do whatever is necessary to break off and escape from the table. Boarding actions initiated by the pirates will cease and their crew parties will return to their own ship.

### **Civilian Morale**

Civilian ships (all merchantmen except Indiamen, which follow warship standards and thus use the normal rules) are also treated differently. They take an additional morale check the first time an enemy warship or pirate ship comes within 12”. If they fail this check the ship immediately strikes. They also take morale checks as normal, striking if they fail any check.

### **Morale Checks**

Morale checks are conducted immediately if any of the following occur:

- Critical hit 12
- Ship is dismasted (rigging reduced to zero)
- Ship is stern raked
- Civilian ship, first time an enemy warship or pirate ship within 12”

Roll a d6 and add the Crew Quality modifier. If the result is 1 or less the crew morale drops by 1. natural rolls of 1 are always fails.

## 7. Boarding Actions

If two opposing ships are grappled or fouled they may fight a boarding action (this is not compulsory). If either side declares a boarding action then one takes place. Roll a d6 for each crew unit and 2d6 for each Marine unit. A casualty is caused on a roll of 6. The player taking the casualties decides whether they are taken through losses amongst the crew or marines. Losing a marine unit satisfies 2 losses (so a ship that takes 3 casualties could lose 3 crew units or 2 crew and a marine).

## 8. Damage Control Phase

Fouled Rigging or Grappled Ships – become unfouled or ungrappled on a d6 roll of 4+

Fire – extinguished on a roll of 6+, otherwise reduce hull or rigging points by 1.

Rudder lines cut – repaired on a roll of 4+

Fallen mast – cut away on a roll of 4+

Jury Rig a mast – if a ship has been dismasted the crew may attempt to jury rig a temporary mast. To do so the ship must be more than 15” from any enemy ship. Roll 2d6. If the result is 10 or more a jury rig mast has been set up. The ship may move 1” if the wind is coming from direction B or C. If the ship suffers any more rigging damage it is again dismasted and may make no further attempts to jury rig.

Transfer Prize Crew – a ship may transfer a prize crew to an enemy ship or civilian ship that has struck. Both the struck ship and the ship despatching the prize crew must be drifting or grappled together. At least one and no more than 3 crew units must be transferred, after which the struck ship comes under the control of the capturing ship. If the ship suffers crew party loss through damage the casualties are randomised between the prize crew and any surviving original crew (for example, a ship has 3 original crew and a prize crew of 2. It takes a hit, losing 1 crew party. Roll a d6: on a 1 or 2 the casualty comes from the prize crew, on a 3-5 it comes from the original crew. Reroll on a 6). If all prize crew parties are killed the ship again becomes struck.

Transfer crew units – crew units may be sent to a friendly ship to replace losses. This is conducted in the same way as transferring a Prize Crew.

Transfers of crew to form prize crews do not trigger morale checks.

## 9. Weather Change

Roll 2d6 to see if the weather changes:

Die Roll	Effect
2, 12	Wind strength and direction change
3, 11	Wind strength changes
4, 10	Wind direction changes
5-9	No change

If Wind strength changes roll a d6 – it increases 1 level on a 1-3, decreases on a 4-6. Unless you want the challenge of operating in flat calm (or if you have galleys or gunboats in play) it is recommended that wind strength is never reduced below Light Airs

If Wind Direction changes roll a d6. On a 1-3 it swings 45 degrees clockwise, on 4-6 it swings 45 degrees anti clockwise. If wind direction changes would put a ship into irons the heading of the ship may be changed so that it is sailing as close to the wind as possible.

## 10. Batteries, Boats, Gunboats, Galleys and Bombs

### Shore Batteries

Shore batteries are treated as immobile ships. They have Crew and Gunnery values, but no Hull or Rigging. Hull or Rigging hits are ignored (they are treated as misses). Open batteries (e.g. field guns set up on shore with only improvised protection) are treated as Unrated. Batteries with earthwork protection are treated as 4<sup>th</sup>-6<sup>th</sup> rates, those with masonry protection are treated as 1<sup>st</sup> – 3<sup>rd</sup> rates.

### Gunboats

Gunboats operate in groups. Each stand represents a group of 3-6 gunboats. They have hull and gunnery points equal to the number of boats. Each hull hit reduces the number of boats (and hence hull and gunnery points) by 1. Gunboats may move 4" in any direction and may turn to face in any direction after movement. They are unaffected by shallows. They do not take morale checks, having no crew units per se. Their firing arc is within 30 degrees of directly ahead. They have a range of 9" and a CRM of +4

Gunboats cannot collide with other ships (they are assumed to move out of the way) nor may they be fouled or grappled, or take part in boarding actions.

### Boats

Ships can also use boats to transfer crew parties. Boats take 1 turn to launch or recover, during which the ship must move no more than 2". Each boat can carry one crew party. Each hull hit sinks 1 boat and eliminates 1 crew party. Boats move in the same way as gunboats.

Ships of the line are assumed to have 4 boats, frigates have 2 and other ships have 1.

### Bomb Vessels

Bomb vessels can only fire whilst they are at anchor. They can only fire at anchored ships, ships immobilised because they are aground or static targets on land. The bomb vessel must have a clear line of sight to the target.

Max range 24" , min range 6"

Roll 2d10 for each mortar on the ship (1 or 2). A hit is scored on a 12, add crew modifier, natural 12 is a hit.

Roll d6 – 1-4 is a Low hit (hull), 5 or 6 and the shell burst in the rigging.

Gunnery factor is 25, no modifiers.

### Galleys and Xebecs

Treat as normal ships except:

Use Plain Sail speed when under oars

Use Hull value to determine the equivalent of rigging thresholds (hull hits kill rowers)

May move in any direction when moving under oars

May turn 90 degrees after movement

May change to sail movement. Change determined as if a sail setting change, so could go from Fighting Sail to Oars, but not Plain Sail to oars.

Maximum sail setting for galleys is Plain Sail. Xebecs may use Full Sail.

### Fire Ships

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## 11. Modified Rules for Small Ship Actions

The rules above work perfectly well for fleet actions and smaller actions where a quick game is desired. However, players may wish to go into a bit more detail if small ship actions are being played (such as pirate battles, actions involving 1 or 2 frigates or a flotilla of small craft) on each side. The only change required is to use a new ship data table which describes smaller ships in more detail.

Ship Type	Hull	Rigging	Gunnery	Crew	Marines	Speed (Fighting Sail)	Speed (Plain Sail)	Speed (Full Sail)
44	14	14	14 / +7	14	4	4	6	9
40	13	13	13 / +6	13	4	4	6	9
38	12	12	12 / +6	12	4	4	6	9
36	12	12	12 / +6	12	4	4	6	9
32	10	10	10 / +5	10	3	4	6	9
28	9	9	9 / +5	9	3	4	7	10
26	8	8	8 / +4	8	2	4	7	10
24	8	8	8 / +4	8	2	4	7	10
20	6	6	6 / +3	6	2	4	7	10
18	6	6	6 / +3	6	2	4	7	10
16	5	5	5 / +3	5	1	4	7	10
12	4	4	4 / +2	4	1	4	7	10
10	3	3	3 / +2	3	1	4	7	10
8	2	2	2 / +1	2	0	4	7	10
6	2	2	2 / +1	2	0	4	7	10
4	1	1	1 / +1	1	0	4	7	10
2	0	0	1 / +1	0	0	4	7	10

Gunboats are treated in exactly the same way as before, except a gunboat unit has 2 hull and gunnery points per gunboat in the unit.

Similarly, boats are treated as normal except boat units have 2 hull points per boat and can carry 2 crew parties per boat. Hull hits eliminate 1 crew party as normal.

### Sequence of Play for Small Ship Actions

The sequence of play is modified for small ship actions. Instead of moving all ships on one side first followed by all ships on the other side, players alternate the movement of their ships.

- Roll for Tactical Initiative. Winner decides whether to move first (Side A) or second (Side B)
- Anchoring
  - Announce any ships that are anchoring (Side A, then Side B)
  - Announce any ships that are raising anchor (Side A then Side B)
  
- Side A moves all its drifting ships
- Side B moves all its drifting ships
- Side A selects one ship
  - Move ship straight ahead
  - Execute turns
- Side B selects one ship
  - Move ship straight ahead
  - Execute turns
- <repeat until all ships have moved>
  
- Resolve Gunnery – side A and b alternate selecting ships and resolving fire
  - Measure range
  - Roll for number of hits
  - Roll for effective hits (firer smaller than target)
  - Roll for damage
  - Roll for critical hits (if any)
  
- Resolve Boarding Actions
- Damage Control and Special Actions
  - Roll to repair rudder lines, cut away fallen masts, ungrapple, etc.
- Weather Changes

**Other Things To Add**