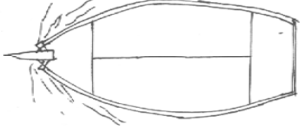
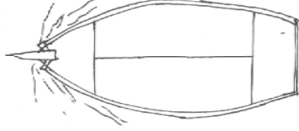


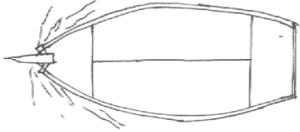
Campaign Master Sheet

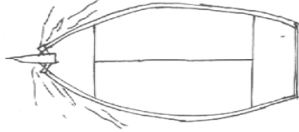
Force Letter	Force value 1-5	Opponent's force letter	Are you the attacker Y/N	Battle score	Result 1. Battle 2. No contact 3. Land raid	Victory points
A						
B						
C						
D						
E						
F						
G						

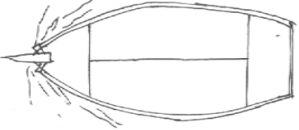
Letter	Contents of force
A	
B	
C	
D	
E	
F	
G	

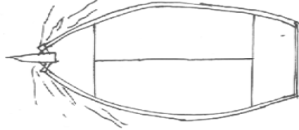
Ships Record				
Name		Type		
Crew quality				
Fighting points				
Gun positions				
First shot	Bow	Stern	Starboard	larboard
Sailing gear				
Larboard hull				
Starboard hull				

Ships Record				
Name		Type		
Crew quality				
Fighting points				
Gun positions				
First shot	Bow	Stern	Starboard	larboard
Sailing gear				
Larboard hull				
Starboard hull				

Ships Record				
Name		Type		
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Starboard hull				

Ships Record				
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Ships Record				
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First shot	Bow	Stern	Starboard	larboard
Sailing gear				
Larboard hull				
Starboard hull				

Ships Record				
Name		Type		
Crew quality				
Fighting points				
Gun positions				
First shot	Bow	Stern	Starboard	larboard
Sailing gear				
Larboard hull				
Starboard hull				

10.3 Sea Fight Game Turn Sequence

- All warships move before any merchant ships.
- Ships move alternately (attacker first). Warships first, then merchant ships.
- Player moves a ship. Carries out firing. Grappling. Boarding. Opponents may return fire (at 10cm range) if they roll 5,6(+/- Sc/BH).
- Any ship that receives hits and is at or below ½ strength or has no fighting crew takes morale.
- Repeat until all ships have had a turn.
- Countdown is reduced by 1 each turn. But, both players may roll 6 to add 1 turn or 4,5,6 to deduct 1 turn. Game ends at zero.
- Either player attempts wind change(5,6) (Defender has priority)

12. Movement

Against the Wind Turn 1 hex face.

(Small ship 4,5,6 may move 1 hex)

Beating against the wind 1 hex but must turn into the new hex

(small ship +1 hex 3,4,5,6)

Reaching with the wind 2 hexes. (+1 hex 4,5,6)

Running with the wind 3 hexes. (+1 hex 3,4,5,6)

(can be repeated for a large ship until failed)

Extra movements are not rolled for until the basic movement is completed.

Battle hardened +1 to die roll. **Scurvy** -1 from die roll

Ships may always decrease the movement by one hex voluntarily

Ships with reduced sail must decrease the movement by a further hex. Reduced sail must declare (lasts 4 turns in total).

Large ships and merchantmen can only make 1 turn per turn.

Small and medium ships can turn each hex if they wish.

The direction of a ship is only judged at the start of each turn.

Run aground. Once per turn if shallows met.

Large warships, med/large merchants 4,5,6=aground (free on 5,6)

Medium warships, small merchants 5,6=run aground (free on 4,5,6).

Small warships 6=run aground (free on 3,4,5,6)

20. Morale

If hull or sailing gear reaches half points (or all fighting crew dead) take morale **once each time further** damage is caused to **any** ship aspect.

Morale test =roll 1 die.

6=Fail (5,6 if captain dead)

Fail = drop "battle hardened" to "able" to "scurvy" to "sails from table" (surrender if boarded).

17.4 Boarding Actions

Total fighting points=

+1 Each fighting point

+2 Ships captain joins in (attacker)

+2 Won last turns fight

+2 First boarding action of game (attacker)

+2 Battle hardened crew

-2 Scurvy crew

+1 Per four gun crews or part of

=No of D6. MINIMUM OF 1D6 per player.

5,6 = kills (6 if 2nd fight that turn) (fighting crew die first)

Gamble 5,6=captain killed(3,4,5,6 ship surrenders if enemy is warship)

If defender kills more

D6 per extra kill.

6=captain killed

Defender may de-grapple (optional)4,5,6(+/-1 battlehardened/scurvy)

Must become attacker

If neither kills more

Either can de-grapple on 4,5,6(+/-1 battlehardened/scurvy)

If attacker kills more

D6 per extra kill. 6 whole ship surrenders (5,6 if captain dead).

D6 per extra kill 6=captain dead

17.2 Grappling

Hexagons must touch or overlap

Each fighting point may attempt to grapple

A score of 6 indicates grapple is successful.

+1 battle hardened crew

+1 Attempting to grapple merchant ship.

+1 No fighting points or gun crew on the opposing ship

+1 If opposing ship has only 0,1 or 2 sailing gear points remaining.

Sea Fight- Quick Sheet

19. Firing Guns

Whole compliment must fire at either hull, sailing gear or crew (declare before broadside carried out)

Basic 5 dice

+2 Raking (Short range only)

+2 First shot

+1 Short range

+2 Battle hardened crew

-1 Long range

-2 Scurvy crew (includes all merchant ships)

-2 Light Gun

+2 Heavy gun

Total =No of D6 rolled, each 6=1 damage

Opportunity shooting has priority and is carried out if 5,6 scored at 10cm or less (+/-1 battlehardened/scurvy).

Ranges

Heavy 50cm Medium 40cm Light 30 cm.

(Last 10cm=long. 1st 10 cm =short.)

Hits on hull

Reduce hull by no of hits. Shooter choose if raking.

Gamble . 5,6= Fire breaks out D6-1 damage per turn(1st) until 5,6 puts it out. Owner chooses which side each turn

Critical at half points or less. 1=ship keels over and sinks 2=Magazine all hands lost . 3=listing ,only light guns may be used. 4,5,6=OK

Critical. @3 points or less 1,2=ship sinks, 3,4 =no guns may fire

Hits on sailing gear

Reduce sailing gear by number of hits.

Sailing gear at half points or below can only carry out move if 4,5,6 scored.(+1 battle hardened, -1 Scurvy)

Gamble. 6=mast fall. Lose 4 sailing points. Crew hit twice (see below)5= spar fall Lose 2 sailing points, crew hit once

Hits on crew

Each hit roll further D6. (10cm or less) 1,2=no effect 3,4=Gun and crew destroyed (owners choice)5,6=Fighting crew killed (Greater than 10cm) 1,2,3,4= No effect 5= Gun and crew destroyed, 6= Fighting crew killed

Gamble. 10cm or less, any crew/fighting men hits gamble 5,6=captain killed