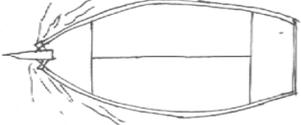
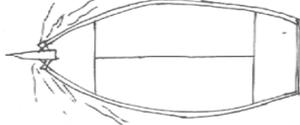


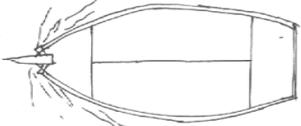
Campaign Master Sheet

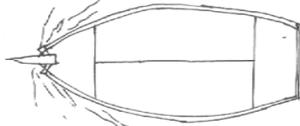
| Force Letter | Force value 1-5 | Opponent's force letter | Are you the attacker Y/N | Battle score | Result 1. Battle 2. No contact 3. Land raid | Victory points |
|--------------|-----------------|-------------------------|--------------------------|--------------|--|----------------|
| A | | | |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

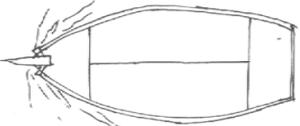
| Letter | Contents of force |
|----------|-------------------|
| A | |
| B | |
| C | |
| D | |
| E | |
| F | |
| G | |

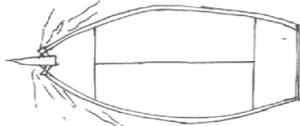
| Ships Record | | | | |
|-----------------|---|-------|-----------|----------|
| Name | | Type | | |
| Crew quality | | | | |
| Fighting points | | | | |
| Gun positions |  | | | |
| First shot | Bow | Stern | Starboard | larboard |
| Sailing gear | | | | |
| Larboard hull | | | | |
| Starboard hull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

| 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 | | |
| 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 | | |
| 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 | | | | |

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