

4.1 – Activities In a Game Turn

The order of play within each turn is decided by the drawing of cards from a deck of 3 “red” and 3 “black”. Shuffle the cards each turn. Cards are then turned over one at a time giving each player three phases in a complete turn. The first “red” and “black” cards turned over are the Command Phase cards, and no movement or firing takes place. The second and third cards are Action Phases.

Command Phase (1st card drawn)

- Check for changes in the weather (first Command phase only)
- Roll for ships returning from “off table”
- Declare any voluntarily drifting vessels (both players - first phase only)
- Move drifting vessels (both players - first phase only)
- Write orders/communications
- Roll to cut away fallen masts and grapples; Determine fire-fighting attempts; Repair damaged rudders and wheels, attempt jury rigging; Roll to refloat a beached vessel
- Lower Boats, Announce Weighing Anchor, Weigh Anchor, Turn on Springs
- Carry out one reload action

Action Phases (2nd and 3rd cards drawn)

- Firing before movement
- Movement - check for collisions, falling masts (test per mast) and entanglement (test per ship)
- Ships that intend to board declare this before moving but after they have rolled their movement dice (which shows whether they can contact the target)
- Firing after movement and before turning/tacking
- Turning/tacking
- Firing after turning/tacking
- Non-phasing player may carry out “impromptu fire” (NB: a broadside may only be fired once per turn, if loaded)
- Test to initiate boarding actions. If successful resolve these.
- Drop Anchor

5.2 – Movement under sail

	No. of Dice Rolled (Class 1 / Class 2)	
	<i>Square Rigged</i>	<i>Fore and Aft Rigged</i>
Beating	1 (or 2*)/2	2/3
Broad Reaching	3/4	4/5
Quarter Reaching	4/5	3/4
Running	2/3	1/2
* Class 1 warships with Experienced Crews or Better, and which have not lost any masts, may roll 2 dice but only move the distance shown on one of them (their choice). (Beating was one of the easier courses on which to control speed by spilling wind from the sails and using other ship handling techniques.)		

5.7 – Tacking

In order to be able to tack, the ship must have at least one “point” of turn left unused after it has turned as close to the wind as is possible at the end of the current Movement part of the Action Phase of the ship. The crew must now test to avoid going “into irons”. This is done by rolling 2d6, and requires a score of 5 or better to succeed. The dice score is modified as shown below. A fail on this roll means the ship has gone into irons, otherwise the ship turns away from the wind to her new course on the opposite tack.

Captain’s Skill	+2/+1/0/-1
for each unused point of turn	+1
for each mast lost	-2
weather is a gale	-1

5.11 – Movement effects of Lost and Fallen Masts

<i>Usual # of dice rolled for movement</i>	<i>1 Mast Lost</i>	<i>2 Masts Lost, or 2-Masted Vessel Losing 1 Mast</i>
5	4d6	3d6
4	3d6	2d6
3	2d6	1d6
2	1d6	1d6-1
1	1d6-1	1d6-2

6.8 – Repairs (Command Phase)

<i>Repair Table (1d6) shows score required to succeed</i>		
Modifier for Captain’s rating applied to dice roll	Superior Inspired Inept	+2 +1 -1
Damage	Crew >0	Crew =0
Freeing fallen masts	4, 5 or 6	5 or 6
Cutting Grapples	4, 5, or 6	5 or 6
Freeing entangled masts	4, 5, or 6	5 or 6
Repairing Wheel	5 or 6	6

6.9 – Fires (Command Phase)

<i>Fire Fighting (1d6) shows score required to succeed</i>		
Modifier for Crew Quality rating applied to dice roll	Elite Veteran Poor	+2 +1 -1
Severity of Fire	Crew >0	Crew =0
1 ‘HF’	4, 5 or 6	5 or 6
2 or 3 ‘HF’	5, or 6	6
4 ‘HF’	6	impossible
5 ‘HFs’ or more	impossible	impossible
Any Fire on a mast ‘MF’	5 or 6	6

The Gunnery sections shown on the Quick Reference Sheet refer to the use of the “Standard” gunnery system.

6.4 – Gunnery Procedure

To Determine the Attack Number when firing “Low”

Base Score = Firer's Current Broadside Rating – Target's Current Hull Rating

- Modify for Range
- Modify for Tactical Conditions

To Determine the Attack Number when firing “High”

Base Score = Firer's Current Broadside Rating – Target's Total remaining Mast Ratings

- Modify for Range
- Modify for Tactical Conditions

Cross reference the resulting Attack Number in the Broadside Table with the score on 2d6 to determine the damage inflicted.

Critical Hits

If the dice come up double, if the result would cause damage and if using Round Shot as part of the ammunition mix, then a Critical Hit has been caused.

6.3 – Loading and Reloading

Guns that are already loaded cannot have their ammunition changed. Reloading takes place in the Command Phase. You can reload ONE Broadside and ONE chaser, or TWO Chasers, per Command Phase. In the Command Phase the owning player declares what reload action(s) he is attempting. Each attempt is declared and the player rolls 2d6 requiring final score of 5 or more to succeed. The modifiers are shown in the following table.

Reload Modifiers

Elite crew	+2
Veteran crew	+1
Poor crew	-1
Loading Single Round Shot plus Grape or Double Round Shot	-2
Loading Double Round Shot plus Grape	-4

Range Modifiers

Range	1 st to 3 rd Rate	4 th Rate or Smaller	Gunnery Class				
			A	B	C	D	E
Point Blank	0-10 cm	0-10 cm	+4	+2	+2	+6	+3
Short	10-20 cm	10-20 cm	+1	+1	+1	+1	0
Medium	20-40 cm	20-30 cm	0	0	0	n/a	n/a
Long	40-60 cm	30-40 cm	-4	-4	-6	n/a	n/a

Tactical Modifiers

Stern rake* (not Chasers and not Chain Shot)	+3
Bow rake* (not Chasers and not Chain Shot)	+1
Loaded with Double Round Shot or Double Round Shot with Grape (not Ships of Gunnery Class D)	+2
No crew parties and on fire	-1 per fire
Disarmed	-2
Mast over firing side (If the total score on the dice rolled to hit is even, the firing ship catches fire)	-2
Friendly Grappled/Entangled Ship	-4
Superior Ship ** vs. ships of the same rate or smaller	+1
Inferior Ship ** vs. ships of the same rate or larger	-1
Elite crew	+2
Veteran crew	+1
Poor crew	-1
Initial Broadside (not Chasers)	+2
Second Broadside	-2
Weather effects	-1 or -2 or x ½
*Raking modifiers apply only if the target is at point blank or short range. To determine whether the target is raked place the Firing Arc Indicator against the bow or stern - if the mainmast of the firing ship falls within the rake arc the target is raked.	
** This modifier is not used with Advanced Rules for Small Actions	

Quick Reference Sheet for **FORM LINE OF BATTLE**, Edition 5.0

<i>Broadside Table</i>											
<i>Attack Number</i>	<i>Die Roll (2d6)</i>										
	<i>2</i>	<i>3</i>	<i>4</i>	<i>5</i>	<i>6</i>	<i>7</i>	<i>8</i>	<i>9</i>	<i>10</i>	<i>11</i>	<i>12</i>
12 or better	3rr, s	3rr, s	3rr, s	3rr, str	3rr	3rr	2rr	2rr	rr	rr	rr
11	3rr, s	3rr, s	3rr, str	3rr	3rr	3rr	2rr	2rr	rr	rr	rr
10	3rr, s	3rr, str	3rr, str	3rr	3rr	2rr	2rr	rr	rr	rr	rr
9	3rr, str	3rr, str	3rr	3rr	3rr	2rr	2rr	rr	rr	rr	rr
8	3rr, str	3rr, str	3rr	3rr	2rr	2rr	rr	rr	rr	rr	rr
7	3rr, str	3rr	3rr	3rr	2rr	2rr	rr	rr	rr	rr	rr
6	3rr, str	3rr	3rr	2rr	2rr	rr	rr	rr	rr	rr	—
5	3rr	3rr	3rr	2rr	2rr	rr	rr	rr	rr	rr	—
4	3rr	3rr	2rr	2rr	rr	rr	rr	rr	rr	—	—
3	3rr	3rr	2rr	2rr	rr	rr	rr	rr	—	—	—
2	3rr	2rr	2rr	rr	rr	rr	rr	rr	—	—	—
1	3rr	2rr	2rr	rr	rr	rr	rr	—	—	—	—
0	2rr	2rr	rr	rr	rr	rr	—	—	—	—	—
-1	2rr	2rr	rr	rr	rr	rr	—	—	—	—	—
-2	2rr	rr	rr	rr	rr	—	—	—	—	—	—
-3	2rr	rr	rr	rr	—	—	—	—	—	—	—
-4	rr	rr	rr	rr	—	—	—	—	—	—	—
-5	rr	rr	rr	—	—	—	—	—	—	—	—
-6	rr	rr	—	—	—	—	—	—	—	—	—
-7	rr	rr	—	—	—	—	—	—	—	—	—
-8 or worse	rr	—	—	—	—	—	—	—	—	—	—

<i>Ammunition (Reload Actions)</i>	<i>Max range</i>	<i>rr</i>	<i>2rr</i>	<i>3rr</i>
Single Round Shot (1)	Long	1 Broadside, 0 Hull, 0 Crew	2 Broadside, 1 Hull, 1 Crew	3 Broadside, 2 Hull, 2 Crew
Grapeshot (No Critical Hits) (1)	Short	0 Broadside, 0 Hull, 1 Crew	1 Broadside, 0 Hull, 2 Crew	2 Broadside, 0 Hull, 3 Crew
Chainshot (No Critical Hits) (1)	Short	No effect	1 Mast	1 Broadside, 1 Mast
Single Round Shot with Grape (2)	Short	1 Broadside, 0 Hull, 1 Crew	2 Broadside, 1 Hull, 2 Crew	3 Broadside, 2 Hull, 3 Crew
Double Round Shot (2)	Short	1 Broadside, 1 Hull, 0 Crew	2 Broadside, 2 Hull, 1 Crew	3 Broadside, 3 Hull, 2 Crew
Double Round Shot with Grape (3)	Point Blank	1 Broadside, 1 Hull, 1 Crew	2 Broadside, 2 Hull, 2 Crew	3 Broadside, 3 Hull, 3 Crew
Result s = Shattered	The ship strikes automatically and is unsalvageable (See 6.12)			
Result str = Strike Test	The ship must immediately take a strike test (See 6.11)			

Damage reduction when larger ships are attacked by smaller: (This effect is not used with Advanced Rules for Small Actions)
Critical hits have normal effect if damage is inflicted by the shot.

1st 2nd or 3rd rates attacked by 5th or 6th rates (attacked by 4th 5th or 6th with effect from 1780) 4th, 5th or 6th rates attacked by Unrated	If attacked from Broadside or Bow Rake reduce the 'rr' result by 2. If attacked by Stern Rake reduce the 'rr' result by 1.
1st, 2nd or 3rd rates attacked by Unrated	Ignore the attack – no damage can be inflicted

<i>Roll</i>	<i>Critical Hit Effects – Roll 1d6 and apply results below. If not available drop down the table until a valid result is found</i>
1	Senior Officer hit: Roll 1d6: 1-3 he is killed, 4-6 he is wounded. If Admiral on board, roll d6: 1-3 Admiral is hit, 4-6 Captain is hit.
2	Lose 1 mast (determine which randomly). If under Full Sail two masts are brought down.
3	Wheel shot away
4	Fire starts. If the chosen vessel is already on fire, fire increases in severity by 1HF. If this takes it over 4HF the fire is out of control (see Fire)
5	Structural damage – Reduce Hull Rating by 1 (Mast rating if using “Standard” rules and firing high)
6	Heavy structural damage – Reduce Hull Rating by 2 (Mast rating if using “Standard” rules and firing high)

6.11 – Striking Ships

The ‘str’ result on the Broadside Table indicates that the ship must take a Strike Test. In addition a ship may have to carry out an immediate Strike test for other reasons (see rules).

Roll 2d6, and modify as shown in the table. The ship passes the test on a score of 7 or more.

Strike Test Modifiers	
Crew Quality	
Poor	-1
Veteran	+1
Elite	+2
Masts	
Lost 1 or more, but not dismasted	-1
Dismasted completely	-2
Admiral’s Quality	(Only if he is on board ship)
Inept	-1
Inspired	+1
Superior	+2
Wounded	+2
Killed	-2
Multiple Strike tests required	-1 for each extra test.
Captain	
Wounded	+1
Killed	-1

8.1 – Initiating a Boarding Action

To initiate the action successfully, the moving ship rolls 1d6, the score being modified as follows. A final score of 4 or more is required. The ships are marked with a Boarding marker showing direction of attack, and a Grappled marker.

Situation	Modifier	Comment
Attacking Captain		
Superior	+2	
Inspired	+1	
Inept	-1	
Defending Captain		
Superior	-2	Defending ship must be mobile/ manoeuvrable (i.e. not dismasted, not lost wheel, not drifting, not “in irons”)
Inspired	-1	
Inept	+1	
Defending ship not manoeuvrable* or declared counterboard	+1	*Dismasted, lost wheel, drifting, or “in irons”
Courses		
Parallel	+1	Course is within 45° of same or opposite heading
Opposite	-1	
Impromptu attempt	-1	i.e. due to collision
Difference in rate	larger – smaller	i.e. 1st boarding 3rd is at -2 Unrated boarding 4th is at -3
Unrated counts as 7		
Ships entangled	+1	

8.2 – Resolving a Boarding Action

See the rules for what happens at the start of a boarding action. A boarding action consists of a number of rounds, all of which are fought immediately, one after the other, until a result is achieved. The boarding action is fought to its conclusion in the Action Phase in which it started. At the start of each round, each side rolls 1d6 modified as follows:

- ± Crew quality (Elite +2, Veteran +1, Poor -1)
- + no. of crew parties (-2/-1 on first round if Captain killed or wounded)

The highest score wins that round of the melee. The results are as follows:

- a The losing side loses one crew party, however...
- b If the combat is between an attacker and counter-boarder, and difference is less than 6, the loser is pushed back onto his own deck (losing a crew party). The combat continues on that ship.
- c If there is a draw both sides lose 1 Crew Party
- d If attacker wins by 6 or more the defender strikes if fought on his own decks, or is pushed back to own decks if he declared a counter-board, losing 2 crew parties (but does not strike).
- e If defender wins by 6 or more the attacker is repulsed to his own decks, losing 2 crew parties. The defender can follow up to the other ship if he had declared a counter-board and has Crew Parties left. The attacker/defender roles are now reversed.
- f The attacker may break off combat due to losses and voluntarily return to his own ship at any time. The defender can only follow up if he declared a counter-board and has Crew Parties left. If the defender does not follow up the melee ends. Attempts may be made to cut grapples and clear entangled masts in the next Command phase.
- g If a ship is reduced to a Crew Parties = 0 and it loses a round of Combat it must take a Strike Test. If it passes the fight continues. This is ignored if there is a draw.
- h The action is fought to a conclusion during the Action Phase in which it was initiated.