

	Plot Move	SS	S1	S2	S3	S4	M	Gunnery Fire	Gunnery Received / Notes	MC
1										
2										
3										
4										
5										
6										
7										
8										
9										
10										
11										
12										
13										
14										
15										
16										
17										
18										
19										
20										

Rakes reduce range by one group each: ranges B, C, D become A, B, C.

	Gun	0	1	2	3	4 (31-43)	5 (44-63)	6 (64-74)	7 (75-94)	8 (95+)	9	10
Range		OOOO	OOOO	OOOO	OOOO	OOOO	OOOO	OOOO	OOOO	OOOO	OOOO	OO
ALPHA	0	h	c	h-c	2h-c	2h-2c	r-2h-2c	2r-4h-c	3r-5h-2c	4r-7h-3c	5r-8h-5c	6r-10h-7c
		c	h	r-h	r-h-c	r-2h-c	2r-h-2c	3r-3h-c	4r-4h-2c	6r-6h-2c	6r-7h-5c	8r-9h-6c
		r	r	r-c	2r-c	2r-h-c	3r-h-c	4r-h-2c	5r-2h-3c	6r-4h-4c	8r-6h-4c	10r-6h-7c
	M / P	Or / Or	Or / Or	Or / Or	Or / 1r	1r / 1r	1r / 2r	2r / 2r	2r / 3r	3r / 3r	3r / 4r	4r / 4r
BRAVO	1	h		h	h	2h	2h-c	r-3h-c	2r-4h-2c	3r-6h-2c	4r-7h-3c	5r-8h-5c
		-	c		c	r-c	r-h-c	2r-2h-c	3r-3h-2c	4r-5h-2c	5r-6h-3c	6r-7h-5c
		r	r	c	r	2r	2r-h	3r-h-c	4r-2h-2c	6r-3h-2c	7r-4h-3c	8r-5h-5c
	M / P	Or / Or	Or / Or	Or / Or	Or / Or	Or / 1r	1r / 1r	1r / 2r	2r / 2r	2r / 3r	3r / 3r	3r / 4r
CHARLIE	2-3			h		r	r-c	r-2h-c	r-3h-2c	3r-4h-c	3r-6h-2c	4r-7h-3c
		-	c		h	h	h-c	r-h-2c	2r-2h-2c	3r-3h-2c	4r-4h-3c	5r-6h-3c
		r			r	c	2r	2r-h-c	3r-2h-c	4r-2h-2c	6r-3h-2c	6r-4h-4c
	M / P	Or / Or	Or / Or	Or / Or	Or / Or	Or / Or	Or / 1r	1r / 1r	1r / 2r	2r / 2r	2r / 3r	3r / 3r
DELTA	4-6	n/a	-	-/hhrrc		h	c	r-2h	2h-2c	2r-3h-c	2r-4h-2c	3r-6h-2c
		n/a	-	-	c		r-c	r-h-c	r-h-2c	2r-2h-2c	3r-3h-2c	3r-5h-3c
		n/a	-/rrrhc	-/rrrhc		r	h	2r-c	2r-h-c	3r-2h-c	4r-2h-2c	5r-4h-2c
	M / P	Or / Or	Or / Or	Or / Or	Or / Or	Or / Or	Or / Or	Or / 1r	1r / 1r	1r / 2r	2r / 2r	2r / 3r
ECHO	7-10	n/a	n/a	-	-/hhrrc	-/hhrrc	h	h	2h	r-3h	r-3h-c	2r-4h-c
		n/a	n/a	-	-	-	-/cchrr	c	r-c	2r-h-c	r-2h-2c	2r-3h-2c
		n/a	n/a	-/rrrhc	-	-/rrrhc	r	r-h	2r	3r-h	2r-2h-c	3r-3h-c
	M / P	Or / Or	Or / Or	Or / Or	Or / Or	Or / Or	Or / Or	Or / Or	Or / 1r	1r / 1r	1r / 2r	2r / 2r
FOXTROT	11-15	n/a	n/a	n/a	-	-/hhrrc	-/hhrrc	-/hhrrc	-/hhrrc	h	h	2r-c
		n/a	n/a	n/a	-	-	-	-/cchrr	-/cchrr	-/cchrr	c	h-2c
		n/a	n/a	n/a	-/rrrhc	-	-/rrrhc	-/rrrhc	r	r	r-h	2r-h
	M / P	Or / Or	Or / Or	Or / Or	Or / Or	Or / Or	Or / Or	Or / Or	Or / Or	Or / 1r	1r / 1r	1r / 2r
Critical Hit #		0			1		2		3		4	

Class ID Country Rate Ship Name Player Name Draft

Max Sail State: PS MS FS FS

Rigging: 3 3x3 grids with modifiers (R, -1G, Accel -1, M)

Hull: 4 3x3 grids with modifiers (H, -1G, -2G, -3G, M, Strikes)

Crew: S1-S4, M 3x3 grids with modifiers (-3G, M)

Dismasted CH Mod VP Cost

Crew Hit Determination:
 1-5 = Sailor
 6 = Marine

Example

DELT A	4-6	2h-2c
		r-h-2c
		2r-h-c
M / P	1r / 1r	
ECHO	7-10	2h
		r-c
		2r
M / P	0r / 1r	
FOXTROT	11-15	-/hhrrc
		-/cchrr
		r
		M / P

Gunnery Modifiers:
 Half Guns = -8 small circles
 (Firing at two targets is no longer allowed.)

50/50 hit or miss
 1-3 / 4-6
 - / hhhrrc
 123456

A 50/50 chance to hit or miss, if you do hit then 1-6 from left to right hhhrrc.

Initial CQ <input type="text"/>	CQ/SK	
MR <input type="text"/>	A -3	-2G for each CQ Lost
	B -2	
	C -1	
	D 0	
	E +1	
	F +2	
	G +3	

Movement Plot Codes

1-10 Ship moves this # of hexes Ahead
 P or L Ship turns to Port or Left
 S or R Ship turns to Starboard or Right
 D Ship drifts
 (0) Ship is Stopped by end of g-t

Crew Task Order Codes
 Code: Meaning:

PSMS to PS (requires 2 CS)	2	3
MSPS to MS (requires 2 CS)	2	3
MS(FS to MS) or (MS to FS)	1	2
FurlFS to Furl	1	2
T Tack MA=0 Turns (3 CS)	Varies	

Game Turns Required by Crew Grade

A-D	E-G
2	3
2	3
1	2
1	2
Varies	

FF Fight Fire Varies
 RS Repair Shrouds 5 ±SK
 RO Reorganization 5 ±SK

(No more rigging or hull repair during combat)

L - Luft
 C - Close Hauled
 B - Broad Reach
 R - Running Before

Movement Area

Speed Type: L-F

Maneuver Type:

Accel: 2
 Decel: 3

Hexes Between Turns:

1	1	1
2	1	1
3		1
4-5	2	1
6-7		2
8+	3	3

Plotted Speed

Poor Maneuvering
 Rudder Destroyed
 Wheel Shot Away

Turning (Same Direction)
 Turning (Opposite Direction)

Instructions:

On page one the vertical columns labeled 1 through 10, see columns 4 through 8 which also show Gun numbers. Column 6 (64-74) : If your ship has 64 through 74 guns and a D crew you will get all small circles from Columns 1 through 6. If your crew is C then you get two of the four circles in the 7 column, Crew B would give you all four circles in the 7 column and Crew A would give you all four circles in the 7 column and two more in the 8 column. Each crew is worth two circles.

So , to get to the killer 10 column your ship would have to be a 98+ gun ship with an A crew.

Mark out all circles which you don't start with. I.e.: 74 Gun ship with C crew would mark out both circles in the 10 column, all four circles in the 9 and 8 column, and two circles in the 7 column.

=====

As you take damage and fill sections (all ships have four rigging, hull, and crew sections, and one marine section. You will apply damage based on the symbols next to the column. i.e.: Your third hull section, you would lose three gun circles, roll on the hull chart (might lose more gun circles), and take two morale checks (might lose yet more gun circles).

=====

What damage you give, everyone will roll their own damage. During the turn after movement everyone will write down in the Gunnery Fire (ship abbreviation and shot i.e.: "Mars D8"), after everyone is ready you will tell each other where they are getting shot, and write down in the Gunnery Received column what shot if any you received.

What damage to take, see the example on page two. There are three rows of possible results from all shooting. Randomize which of the three you take by rolling a six sided die (1-2 row 1, 3-4 row 2, 5-6 row3). The MP row is extra rigging damage you will take from having Maneuver Sails or Plain Sails up. Example D7 : 1-2 you will take 2h-2c, 3-4 you will take r-h-2c, and 5-6 2r-h-c. Down the left side are the ranges in hexes with a corresponding range name. There is no range 0, this is just a bonus effect from getting a rake on your opponent. (See note just above damage chart, if you get a rake you will be at range Bravo, Charlie, or Delta; your rake bonus is to "change" the range up one to Alpha, Bravo, or Charlie.

=====

Critical Hits : After all damage has been taken and before lost section dealt with, everyone who shot their guns grab a six sided die and roll for a 6. If you get a six then you can check to see if you got a critical. Your critical number is the physically large number on the bottom and right side of the damage chart. Start at the shooting number you shot with and follow the background color (white or grey) diagonally down and to the right. You will see that C7 is in the grey shaded area, follow the grey shading down and right until you reach one of the physically large numbers, in this case a 4. This is your critical hit number, roll a 4 or less and you get the critical. Another example is B8, the critical number for B8 is 5.

That's about it.

Please email me with suggestions or questions.

Thanks

Jeff Hunt
Portsmouth Miniatures
jh@portsmouthminiatures.com