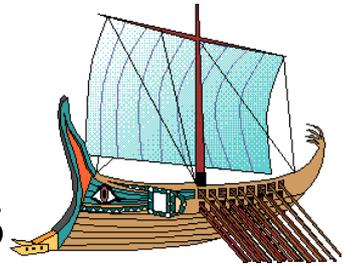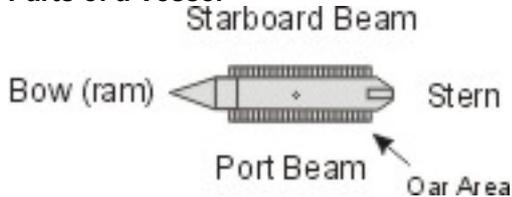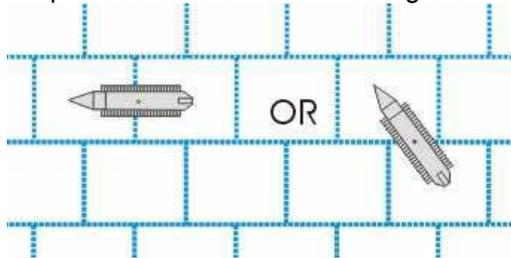# Sea Battle Rules

THE SHIP
Parts of a Vessel

Vessels always occupy two squares, with their midpoint above the line connecting the two squares.

Ship Records
Things Shown on the model
Oar Sections, and removed as damage is taken.
They represent losses to oars and rowers.
Rudders are removed as damage is taken.
Crew and fighters – these are placed on the model.
Shown on the Record Card
Hull Value – when this runs out the ship has sunk.
Holed – note when you are holed.

Play
The game is played as a series of **periods**. All vessels will move simultaneously in accordance with instructions from the players.

Sequence per Period
1. Hole Plugging. Any vessel with no hull value left and not grappled sink immediately and are removed from the map.
2. Select proposed manoeuvre cards (secretly placed on director rack).
3. Reveal proposed manoeuvres and announce full speed moves
4. Movement by phases (de-grappling is always on the 5th phase).
5. Oar and Crew transfers on stationery ships.
6. Archery
7. Ramming results.
8. Grappling
9. Boarding action results
10. Morale.

Rowing Movement
Ships may only increase or decrease their speed from that of the previous period by one position unless otherwise instructed (e.g. after ramming).

	BACKING	HALTED	SLOW	CRUISING	FULL
Light Galley	B	H	1	2 - 4	n.a.
Transport	B	H	1	2	n.a.
Corsair	B	H	1	2 or 3	4 or 5
War Galley	B	H	1	2 or 3	4 or 5
Elf Galley	B	H	1	2 or 3	4 or 5
Battle Galley	B	H	1	2	3 or 4

Oar sections represent the maximum speed the ship can go. So a ship with only 3 Oar sections left cannot go faster than 3.

Full speed is exhausting for the crew, thus a typical ship is allowed only four moves per battle at this speed (though some exceptional ships might get more or less than this).

Whenever a full speed is used, hand over the 'Fast Speed' card to Game Control.

Phase Movement
This gives realistic movement to the game, taking into account differing speeds. The period is divided into five phases. In each phase each ship may or may not move one square according to its speed that period.

Phase	Ships doing these speeds, move 1 square,
1	5 and 4
2	5 and 3
3	5, 4, 3 and 2
4	5 and 4
5	5, 4, 3,2 and 1

Turning
A turn is 60° to port (left) or starboard (right)

Each ship can turn to either port or starboard without loss of speed, however the number of turns possible for any given ship is determined by its speed during that period.
Stationary vessels cannot turn.
Any ship with oars on only one side can continue to steer provided it has at least one rudder left.
Any ship without any rudder can continue to steer providing it has oars on both sides left.
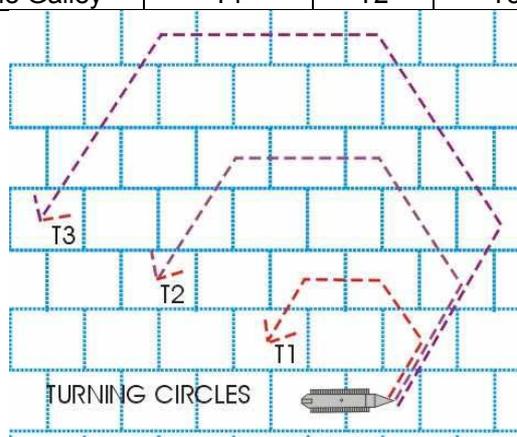
Turning Circles

T1 = the tightest turning circle, the ship must move on one square in a straight line between each 60° turn.

T2 = the ship must move on two squares in a straight line between each 60° turn.

T3 = the ship must move on three square in a straight line between each 60° turn.

Turing circles vary according to the size of vessel and speed.

Typical Turning Circles			
Vessel	Back or Slow	Cruising	Full
Corsair	T1	T1	T1
War Galley	T1	T1	T2
Elf Galley	T1	T1	T1
Battle Galley	T1	T2	T3

The minimum turning circle to be used in any given period is that indicated above for the speed **proposed** for that period.

Ships cannot turn until they have moved the required distance in a straight line taking into account any movement in the previous period. Any stationary vessel can begin moving with a turn.

During any one period each ship can turn as often as possible within its turning circle limitations. Each successive turn may be in the same or opposite direction (for examples see under movement cards). When turning forwards the stern part of the vessel must pass through the square previously occupied by the bow area; conversely when turning backwards the bow part of the vessel must pass through that previously occupied by the stern area. Thus it is wrong to order a turn for vessels at the end of a period's orders as this would necessitate the swinging around of the stern area into an area never occupied by the bows.

Movement Cards

Players have a hand of cards which allow them to make up a set of movement orders for the coming turn. These are selected and placed in a director rack unseen by their enemy and *without consulting with friendly ships first*.

The cards for writing proposed movement sequences are:

| 1 - 3	1 to 4 squares straight forward without turning
B	Backing one square
S1	Turn to starboard and move 1
P1	Turn to port and move 1
H	Halted or stationary
G	Grappled (always stationary)
T	Transferring oar sections or crew etc between ships (always stationary)
NR	Board without ramming.

Some additional special cards may be issued for ships with particular abilities.

Examples of Proposed Manoeuvre orders and their meaning:

Manoeuvre	Movement cards sequence
Back straight	B
Back to port	B P1
Back to starboard	B S1
Slow Ahead	1
Slow ahead port	P1
Slow ahead starboard	S1
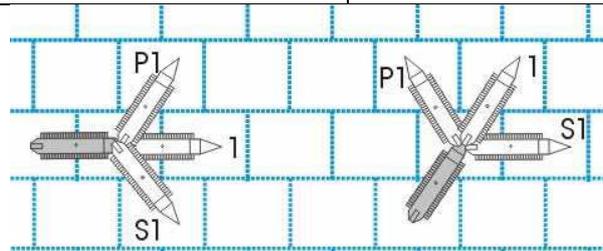
Manoeuvre	Code on movement card
Speed 3	3
2 forward, port turn then 1 forward	2 P1
1 forward, starboard turn then 2 forward	1 S2
Port turn then 3 forward	P1 2
2 forward, starboard turn then 2 forward	2 S1 1
1 forward, port turn then three forward	1 P1 2
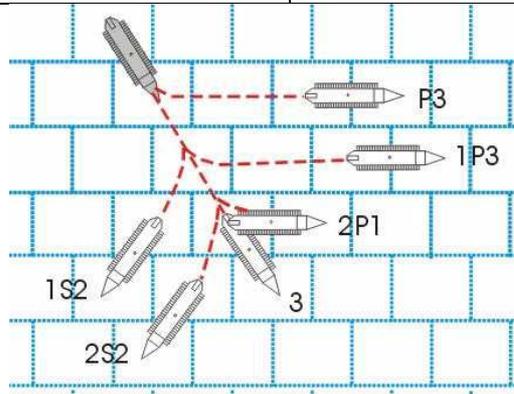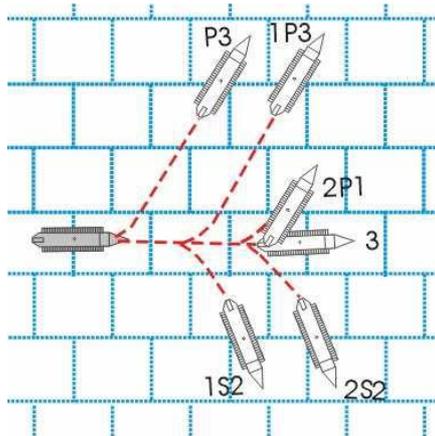
When all players have selected their proposed manoeuvres for the period they are revealed. Any proposed full speed moves are announced and the

Fast Speed cards handed in to control (even if the full distance is not completed due to ramming).

After the proposed moves have been revealed no changes are allowed and the instructions must be followed exactly unless the proposed manoeuvres are impossible under the rules.

There are three types of impossible instructions:

a. Ordered to move faster than is allowed – in such cases the speed is reduced to the maximum allowed by removing the final part of the proposed manoeuvre instructions.

b. Ordered to move slower than allowed – in such cases the speed is increased to the minimum allowed by adding the requisite number of straight ahead moves to the final part of the manoeuvre.

c. No enough distance forward between turns has been ordered (taking into account any turns during the previous period). The correct distance between each proposed turn is inserted, all excess speed over that originally proposed is omitted.

Collisions

A collision occurs when two vessels are both partly in the same square.

When collisions occur, both vessels are **immediately halted** and **H** is marked on their director stand for this period. They do not complete the remainder of their proposed moves and movement next period will be based on them being halted this period.

If a vessel runs into another with its ram (friend or foe); or if a vessel backs directly into the ram of another; the effect will be calculated as a normal ram.
If a vessel backs into another vessel's beam it will lose one rudder and the other vessel will lose an oar section.

After a collision, unless a ram was involved, either or both vessels may throw for grappling.

RAMMING

Ramming Speed

This affects the damage done.
A ram at SLOW speed or less – the winning ship is counted as one class LOWER than it is.

A ram at FAST speed – the winning ship is counted as one class HIGHER than it is.

Ram Effects Table
Roll 1AvD (2,3,3,4,4,5) and read across on the table below for the effects.

	Ram effects results
A	Target splintered and sunk. Attacker may continue moving through.
B	Target HOLED. 2 hull damage, roll for men overboard. Attacker may grapple.
C	Target HOLED. 1 hull damage, roll for men overboard. Attacker may grapple.
D	1 hull damage, roll twice for men overboard. Attacker may grapple.
E	1 hull damage, roll for men overboard. Both may grapple.
F	Roll for man overboard. Both may grapple.
G	No damage or losses.

Men Overboard 1d6
1 = 1 Crewman
2,3 = 1 Archer (if no archers, then 1 fighter)
4 = 1 Fighter
5,6 = 2 Fighters

If not available then no loss (to reflect the dubious benefit of fewer people on deck).

Grappling 1d6
May only roll if the grappling ship has marines or archers on board. Score 4+ to succeed.
De-Grappling
Roll only if enemy fighters or archers oppose you. Score 4+ to succeed.

Archery
Shooting is in groups of 4 archers or part thereof.
If rammed this turn, one archer is temporarily knocked off his feet and is not counted.
Roll 1d6, score number of archers or less for a hit.
Roll again for area of deck hit (see deck plan)
        1 = Forward 1
        2 = Forward 2
        3 = Midships 1
        4 = Midships 2
        5 = Aft 1
        6 = Aft 2

Steersman Hit. If, as a result of the effect of archery shooting there is no steersman, then no manoeuvers are permitted, and roll 1d6 for direction of movement next turn – 1,2 = Port, 3,4 = Ahead, 5,6 = Starboard.

Hole Plugging : Roll 1d6 score the number of crew allocated to 'Repairs' or less to plug the hole.

Designating archery targets
You may choose to specifically target a single zone on the enemy's deck. If doing so – add 1 to the hit dice score – and any hit is on the designated area.
Boarding Action Table
Score 1 per crew or archer factor, 2 per Fighter factor – maximum of 8 points are allowed per boarding action normally.

1d6	No of Boarding points							
	1	**2**	**3**	**4**	**5**	**6**	**7**	**8**
1	0	0	0	0	0	1	1	1
2	0	0	0	0	1	1	1	1
3	0	0	0	1	1	1	1	1
4	0	0	1	1	1	1	1	2
5	0	1	1	1	1	1	2	2
6	1	1	1	1	1	2	2	2

Ramming vessel +1 to first round die roll only.
Losses are in points.

Morale
Roll every period if the vessel has no marines or archers left
Roll immediately if the Captain is killed

Roll 1d6
+1 captain still alive
+1 if fighting value 12 or more
+1 if no hull damage
-1 if fighting value 6 or less
-1 if hull value 1

Score 4 or more = Ship fights on
Score 3 or less = ship demoralised

SPECIAL RULES
There are additional special rules relating to particular ship types that will appear in individual team briefings

SHIP STATISTICS

SHIP TYPE	Ram Class	Target Class	HULL VALUE	OAR SECTIONS	FIGHTERS	CREW	Cruising Speeds (turn)	Fast Speeds (turn)
Corsair	Light	Light	6	6	6	8	2-3 (T1)	4-5 (T1)
War Galley	Medium	Medium	8	8	12	12	2-3 (T1)	4-5 (T2)
Elf Galley	Heavy	Heavy	12	10	6	10	2-3 (T1)	4-5 (T1)
Battle Galley	Very Heavy	Very Heavy	16	6	23	18	2 (T2)	3-4 (T3)
Dwarf Galley	Heavy	Heavy	16	8	11	20	2 (T2)	3-4 (T3)
The Wizzer	Heavy	Heavy	16	6	-	20-ish	2 (T2)	3-4 (T3)
Free Folk Galley	Light	Light	6	6	8	8	2 (T1)	3-4 (T1)
Transport	No Ram	Heavy	8	4	6	16	2(T2)	n.a.
Light Galley	No Ram	Feeble	4	4	2	5	2-4 (T1)	n.a.