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ARMADA

SETUP

Choose a **scenario**. For small or medium-sized games, use an area of about 48" x 36" or 48" x 48". For larger games, 72" x 48" or larger. Unless specified otherwise, dice modifiers are cumulative. Dice cannot be rerolled more than once. **Friendly** ships/models are those in the same fleet. **Enemy** ships/models are those the friendly ships are fighting. Any other ships/models are **neutral**, unless otherwise specified.

1. ROLL FOR WIND

At the start of each turn after the first, any player rolls 2D6 to see if the wind changes direction. There are 8 directions the wind can come from: the 4 outer table edges and the 4 corners.

2-4	Move the wind rose 1 step clockwise
5-9	No change in wind direction this turn.
10-12	Move the wind rose 1 step anti-clockwise

Alternatively, use the more detailed wind rules.

2. INITIATIVE

Ships activate and move in **initiative order**. Imagine a line running perpendicular to the point of origin of the wind, then move that line in the direction the wind is blowing. When the wind is coming from a corner point of the table, run the line directly towards the opposite diagonal corner.

Players get **initiative** and **activate** in the order this line contacts their ships, first to last, with each ship moving, shooting, and resolving any boarding actions, before progressing to the next ship.

Where the line contacts 2 or more ships at the same time, the ship with the more experienced crew goes first. On a tie, decide randomly; however if the ships are *grappled* and both crews have the same crew level, the ship which initiated the grapple goes first.

3. ACTIVATIONS

Once a ship has completed the following sequence of steps, in order, the ship is marked with an **activation marker**, and the initiative passes to the next ship in initiative order. Repeat the sequence for each ship until all ships have been activated.

A. MOVEMENT

During a turn, a ship moves its full **MOVEMENT** value a number of times (**move steps**) depending on its currently assigned **speed**. **A ship must always move its full movement value in inches in each move step.** Ships cannot normally move or turn through other ships or terrain.

A ship can move at 4 different speeds:

1. **Anchored:** The ship makes no move steps, but may still make a single turn (and then shoot).
2. **Steady speed:** The ship makes 1 move step.
3. **Battle speed:** The ship makes 2 separate move steps. This is the maximum speed that *crippled* ships can go.
4. **Full speed:** The ship makes 3 separate move steps.

When a ship is activated, first declare which speed is being set for the ship this turn. A ship can maintain the speed it has, or it can increase or decrease its speed by 1 level. When going from steady speed to anchored, the ship makes 1 move step before stopping. No ship can come to an instant stop unless specified otherwise.

Place the appropriate **speed marker** on the ship's card, or next to the ship, to show its current speed to all players.

When moving, measure the distance from the front of the base and move the model straight ahead to its new position, an exact number of inches equal to its **MOVEMENT**. This same process is used for each move step permitted for the speed the ship is using.

If it is not the last move step in a ship's activation, ensure its forward movement in the next move step will not result in a collision (with terrain or a ship). If this would result in a collision, alter the ship's turn to avoid this as much as legally permitted.

A ship that starts its activation *grappled* will not be able to move unless it can first disengage.

TURNING

At the end of a move step a ship may make a single turn. A ship's turn angle (red or yellow) is on its ship card. To turn a ship, pivot it on the corner of the base at the rear of the ship, up to the maximum angle allowed, using the appropriately coloured part of the **ship turning template**. You don't have to turn the full amount.

A ship that is already *anchored* may turn up to its turn angle.

Once during their activation, ships with **oars** or **engines** can make a turn at the start of one of their move steps during an activation, instead of at the end. This may be consecutive with a turn made at the end of their previous move step.

B. SHOOTING

There are 4 weapon categories: heavy weapons (H), light weapons (L), close quarter weapons (C) and indirect weapons (IDW).

Ships can shoot from up to 4 weapon positions: left and right broadsides directly to each side, and directly in front or to the rear. The type and number of each weapon a ship has in each position is shown on its ship card.

Ships that are *grappled* cannot shoot.

When a ship shoots, follow these steps:

1. CHOOSE TARGETS

At the end of each move step, after any turning (including any turn while *anchored*), a ship may choose to shoot with some or all of its weapons. A ship may shoot from as many of the 4 weapon positions as desired, but may only ever shoot from each once per turn. Therefore the activating ship may potentially target more than 1 enemy ship, and a different one for each of the 4 weapon positions. A single target must be nominated and declared for each weapon position intending to fire. A ship cannot target friendly ships or models unless otherwise specified.

To fire at a ship that is *grappled*, the attacking ship must first pass a skill test. If this fails, the shot is wasted (but the ship is still considered to have fired into the arc). If the test is passed, roll to hit as normal, but then divide any damage caused equally (rounding up) to all ships in the grapple. If any critical hits are scored, only the original target enemy ship rolls on the table.

Any part of the base of the target must be within one of the shooting ship's **fire arcs**, even if only partially. The fire arcs for broadsides extend directly away left or right from the shooting ship, the length of its base. Fire arcs for forward and rear weapon positions extend out 30º (use the fire arc template). The target ship must be within the fire arc of the weapon position that is shooting.

If the base of a target lies in 2 fire arcs, the weapons from both positions may fire on the same target.

Gunnery skills

Ships with **INEXPERIENCED** and **REGULAR** crews must target the closest available enemy ship in each fire arc (that is at least partially visible). If the closest enemy ship is a squadron (tiny), has *surrendered,* or is *grappled* with a friendly ship, it can be ignored however, and the next closest enemy targeted instead.

VETERAN crews may target any enemy ship in range in each fire arc (that is at least partially visible) if they successfully pass a skill test (for each fire arc being used). If the test is failed, the closest enemy ship must be targeted as normal.

A target must be at least **partially visible** to fire upon it. If no line can be drawn in the fire arc from anywhere on the base of the shooting ship to any part of the target's base without crossing another ship, model or terrain feature, then visibility to the target is blocked and the ship may not shoot it.

When shooting, if either or both the following conditions are true, the target is partially visible to the weapons firing from a position/fire arc. The target may be fired upon, but it will be more difficult.

- If a clear, unobstructed line can be drawn to some, but not more than half the target's base (from any part of the shooting ship's base in that weapon position).
- If less than half the target's base is within the fire arc.

When checking partial visibility in other situations, only consider the first condition. In all other cases, there is full visibility.

2. MEASURE RANGE

Measure from the base of the shooting model, from the closest point in the fire arc being used, to the closest point on the nominated target's base (within the fire arc). If the target is at or within the maximum range of the weapons being fired, those weapons may be fired. If the target is beyond the range of any weapons, those weapons may not fire at that target.

3. DETERMINE DICE

Take the appropriate number of D10s of the relevant colour. Every weapon in the position firing (in range) will fire.

4. ROLL TO HIT

Roll all the dice together, applying any applicable modifiers (see reference sheet) to the results (all modifiers are cumulative). Any dice which roll a natural 1 automatically miss and are discarded.

Each die that scores 6+ gets a **solid hit**. For each solid hit that was a natural roll of 10 (regardless of modifiers), a **critical hit** is scored. All dice that score below 6 are misses and are discarded.

Indirect weapons: If an indirect weapon misses, roll D6+2 for the number of inches the shot travels (measured from the centre of the base of the target) in the direction indicated by the way the hit roll D10 is 'pointing'. The indirect weapon then hits any model under this new impact point instead. If the final point would still hit the target, the shot is a dud and there are no further effects.

5. APPLY DAMAGE

Each die that scored a hit does damage depending on the weapon type. All damage is added together and then inflicted on the target.

Weapon type	Damage
Heavy weapons	2
Light weapons	1
Close quarter weapons	3
Indirect weapons	D6

If the target is within 3" and the weapon is shooting at point blank range, the total damage it inflicts is doubled. This does not apply to indirect weapons.

Record all damage inflicted on a ship by using damage counters on the damage space on its ship card.

CRITICAL HITS

Each successful die that rolls a natural 10 not only inflicts normal damage, but also causes a **critical hit**: roll 2D6 on the **critical hit table** and apply the result immediately.

Indirect weapons cause critical hits on each successful die that rolls a natural 9 or 10.

2-3	**Sail/engine critical hit:** The ship takes an additional D6+2 damage. Reduce its current speed by 1 step. If the ship is already *anchored* or *grounded*, it suffers a further D3 damage instead.
4-5	**Major structural damage:** The ship takes an additional D6+2 damage.
6-8	**Minor structural damage:** The ship takes an additional D3+1 damage.
9-10	**Major structural damage:** The ship takes an additional D6+2 damage.
11-12	**Crippling damage:** The ship takes an additional D6+4 damage. Place a **blaze marker** next to the ship.

RAKING FIRE

A ship can do extra damage by firing a **broadside** (left or right weapon positions) down the length of the target, at the correct angle through its front (bow rake) or rear (stern rake). The target ship's base must be entirely in the arc of the broadside being fired and the projected width of the target's base (front or rear) that is facing the shooting ship must entirely reach within the length of the shooting ship's base.

Damage from bow rakes: Add 1 extra damage for each successful hit roll. If the attacking ship is firing at point blank range, double the damage inflicted and then add 1 extra damage for each successful hit roll.

Damage from stern rakes: Double the damage inflicted on the target. If the attacking ship is firing a stern rake at point blank range, treble the damage.

FIRE AS SHE BEARS

During your ship's activation

To shoot at a target at any point during one of your move steps, first measure the whole move step and mark where your ship would end up (use a token/marker).

Begin to move your ship, stopping at the point you wish to fire on the target. At this point, measure range, roll to hit and resolve damage as normal. Then, complete the move up to the pre-measured marker. It is only at this final point that the ship can make a turn during this move step, as normal.

A ship cannot *fire as she bears* in a move step in which it evades a collision.

During your opponent's activation

If your ship has not activated in a turn, and an enemy ship ends a move step within one of your broadside fire arcs, your ship may *fire as she bears*.

This happens outside the normal initiative order, after the activating ship has resolved any of its own shooting. Roll to hit as normal and add a **fired marker** by the model next to the broadside that has been fired. Apply the results of any critical hit at the end of the target ship's activation. During its next activation, the ship cannot shoot again from that weapon position. At the end of the ship's activation, remove the fired marker.

SHIPS ON FIRE

When a ship catches fire, place a **blaze marker** on its ship card. The ship then automatically takes D3 damage.

At the start of each subsequent activation of the ship, the crew must attempt to extinguish the flames by making a skill test. If successful, the fire is put out and all blaze markers on the ship are removed. If failed, the ship suffers D3 damage if tiny or small, D6 damage if medium, and D10 damage if large or extra large.

In addition, if the skill test rolls a natural 1, the ship **explodes**. All other ships within 4" of the exploding ship suffer D10 damage (roll separately for each ship). The exploding ship is destroyed: remove it from play.

Unless the ship is currently *grappled* or has a fired marker on it, a player can choose to add +2 to their skill test roll to concentrate on putting out the flames. Any natural roll of 1 will not cause an explosion, but the ship cannot change speed, make any change of direction, repair, grapple, or shoot during this activation.

Additional blaze markers that would be put on a ship beyond the first have no additional effect; leave just one marker on the ship.

CRIPPLED SHIPS AND NERVE TESTS

As soon as a ship takes damage that exceeds its **NERVE** value, for whatever reason, it is *crippled* for as long as that remains the case.

Every time a *crippled* enemy ship activates within 10" of a non-surrendered enemy ship of size medium or greater, that is at least partially visible to it, it must make a skill test called a **nerve test**. If the test is failed, the ship surrenders. A *crippled* ship must also take a nerve test if it loses a boarding action.

While a ship is *crippled* it:

- Cannot move faster than battle speed.
- Halves the number of each type of weapon it has in each weapon position (rounding up).
- Halves its **CREW STRENGTH** (rounding up) in boarding actions (if also surrendered, the **CS** is only halved once).

Show a ship is *crippled* by turning its card 90º. Turn the card back again if the ship later loses the *crippled* status.

C. BOARDING ACTIONS

To initiate a **boarding action**, the target ship must first be *grappled*. Resolve boarding actions by following this sequence:

1. GRAPPLE

To grapple a ship, the attacking and the target ships must be within 3" of each other after the activating ship has completed its move steps, and neither ship can be travelling at full speed. The activating ship is the attacking ship and must make a skill test. If the test is successful, both ships come to an immediate stop *(anchored)* and become *grappled* and must now align.

If the skill test fails, the ship is not grappled and the attacking ship's activation is now over.

While grappled, a ship cannot shoot.

2. ALIGN

Place the ships side by side, aligned as centrally as possible, moving them the smallest amount possible to do so. Move the smallest ship first, or the defender if they are the same size. If the defending ship is already *grappled* with another, move the attacking ship.

If a ship cannot move to the side of another due to terrain or the presence of other ships, it may align as centrally as possible to the end of a ship and initiate a boarding action from there.

A ship should prioritise forward movement to align when faced with a choice of ways to move, while still travelling the shortest amount possible.

Grounded ships never move to align (ships must align to them).

Immediately after the initial grapple and alignment, and at the next activation of every grappled ship, a boarding action ensues: proceed to the attack step.

3. ATTACK!

Both ships now fight by rolling a D10 for each point of **CREW STRENGTH** they have, and applying any relevant modifiers.

If a ship is *crippled* and/or has *surrendered*, its **CREW STRENGTH** is halved (rounding up).

For each dice score of 6 or more, the target ship takes 2 damage. Each dice score of a natural 10 is a **crushing blow** and the ship takes 4 damage instead of 2.

4. RESULTS

If the boarding action is a draw, nothing further happens. Otherwise, the ship that took the most amount of damage is the loser. If the losing ship is *crippled*, it must now make a nerve test with a -1 modifier. If it fails, it surrenders.

If a ship's damage ever matches or exceeds its **STRUCTURE POINTS** as a result of a boarding action, all the crew have been slain or captured. The ship remains in place *(anchored)* but can no longer be activated (it remains a collision threat). It counts as *destroyed* for scenarios that score this.

If it has a **blaze marker** on it however, roll a D6 when it would normally activate: on a 2+ the boat sinks and is removed; on a 1, it **explodes**. It can also be destroyed and sunk (removed) by shooting it to add more damage (just 1 more damage will do).

A boarding action is the last part of a ship's activation.

Multiple grapples

A ship may allocate its attack dice between any enemy ships it is grappled with as desired, before any dice are rolled. Enemy ships being attacked roll their own attack dice in response as normal. Enemy ships that are not allocated any dice will not attack back in the current boarding action.

If one side has more ships than the other in a multiple grapple, the side with the highest combined **CREW STRENGTH** (ignore ships that have *surrendered*) has a +1 modifier to hit when rolling to attack.

ONGOING BOARDING ACTIONS

When a ship activates and is already grappled it may either attempt to repel boarders or attempt to disengage. Any *crippled* ships must roll their nerve test before choosing an option.

Two boarding actions might be fought one after the other if both ships want to fight. When more than 2 ships are *grappled*, the ship with the most experienced crew will go first, followed by the first ship that initiated the grapple, followed by the next ship that initiated a grapple and so on.

Repel boarders: Resolve a boarding action between the grappled ships as described above.

Disengage: To disengage, a ship must pass a skill test (with a -1 modifier if it is *crippled*). If it fails, it must repel boarders instead as above. A ship will automatically pass its skill test to disengage from a ship that has *surrendered*. If the test is passed, the ship may move, following all the normal rules (and so will only be able to move at steady speed this activation). However, if the ship it is disengaging from has not surrendered, it cannot shoot or make repair actions during this activation.

4. END PHASE

After every ship has activated, the turn ends. Remove all activation markers and any other markers/tokens which should be cleared in the end phase. Check the scenario end and victory conditions to see if the game has ended, and then start the next turn. Some special rules or effects may occur in the end phase; if the order in which they occur is important, resolve them in initiative order unless specified otherwise.

CREW LEVEL AND SKILL TESTS

Whenever a **skill test** is required, roll a D6 and check the following table. If you roll the target number (or higher), the test is passed. A natural, unmodified roll of 1 is always a failure. Unless specified otherwise, all ships start with REGULAR crew.

Crew Level	Required Score to Pass
Inexperienced	6
Regular	5+
Veteran	4+

COLLISIONS

Players must avoid deliberately ramming or colliding with other ships and terrain unless a rule says otherwise. Only consider the bases of the ships (or terrain features) involved when checking for collisions. If faced with more than one accidental collision target, the player using the activating ship can choose which one to hit.

EVADING

Each ship involved in a collision will attempt to **evade** by making a skill test, adding +1 to the roll. If a ship is 2 or more sizes smaller than the other, add a further +2 to their roll.

If either test succeeds, the player with the activating ship must move their ship past the other, completing their full move step, finishing with their rear base edge clear of the other ship. It can then continue the rest of its activation as normal.

However, if the ship doesn't have the movement to clear the other ship in the current move step, it must instead stop just short of actual contact with the other ship. The activating ship must now turn the smallest amount possible, just enough to clear the other ship with any potential future forward movement, even if this means turning further than would normally be allowed. It can then continue the rest of its activation as normal.

Neither ship can *fire as she bears* in the current move step after making rolls to evade, nor can the activating ship shoot at the end of the current move step.

A ship cannot avoid colliding with some terrain elements. Terrain is always considered to fail any evade roll.

Grappled ships cannot evade and always fail their evade roll. Only ships making contact in a collision will take any damage. Then, only the moving ship which caused the collision can turn.

COLLIDING

If both evading ships fail their skill tests, there is a **collision**. Both ships roll to see how much damage they inflict on each other. Each ship starts with a D10. If one ship is a larger size than the other, it adds a D10 for each size it is larger.

Then both ships roll their dice. The result is the damage the other ship suffers. If the activating ship is at *full speed*, add 5 to the damage score of both ships. Tiny ships only do half the final damage total (round down).

Apply all damage to both colliding ships simultaneously, recording it by placing damage counters on their respective ship cards.

Terrain can never take damage and causes 1D10 damage for each 'point' of size of the ship that hits it.

After a collision, if one or both ships have not been destroyed, reduce both ships' current speed by 1 step. If a ship is already *anchored* or *grounded*, it suffers a further D3 damage instead.

The activating ship must now turn the smallest amount possible, just enough to clear the other ship with any future forward movement (even if this means turning further than normally allowed). The activating ship's turn is now over: mark it as activated.

DESTRUCTION AND SURRENDER

If a ship has taken as much or more damage than its **STRUCTURE POINTS** value after a shooting attack or other means, the ship is **destroyed**: remove the ship model from play. Ships destroyed as a result of boarding actions remain in play.

If a ship *surrenders*, it remains in place but can no longer be activated; place a **surrendered marker** by it. It will still attempt to evade to avoid collisions, and can still fight in further boarding actions made against it, but with an additional -1 modifier. If it has a blaze marker on it, continue to roll to put it out or take damage.

If a ship is *crippled* and/or has *surrendered*, its **CREW STRENGTH** is halved (rounding up).

GROUNDED SHIPS

Use a **grounded marker** to show the status of a grounded ship. Grounded ships cannot move, turn or evade and automatically fail their skill test to do so. Other ships that might collide with them may attempt their evade skill test as normal. They can still activate in initiative order and shoot however.

A grounded ship may still attempt to grapple any ship that comes too close. Align any grappled enemy ships to the grounded ship.

REPAIRS

When a ship activates, it can declare the crew will attempt a **repair** action, unless it has a blaze marker on it, is disengaging from a non-surrendered ship, or has already performed a *fire as she bears* this turn. The ship cannot shoot, make a grapple or boarding action this activation. Instead, roll a die and remove that much damage from the ship:

Roll a D6 if the ship has an inexperienced or a REGULAR crew. Roll D6 and add +2 to the die score if it has a VETERAN crew. Add +2 if the ship attempting the repair is large or extra large.

SQUADRONS

A **squadron** represents 2 or 3 tiny ships acting together in unison, all mounted on the same base. It is purchased for a fleet as a whole, and is considered a single model for activations.

A squadron has no set speed and instead may move forward any distance up to its full **MOVEMENT** in a single move step, turning twice (on its centre point) to face any direction at any point during its movement. Instead of moving, a squadron may *anchor*.

A squadron never blocks visibility and can be ignored if they are the closest ship for shooting. They never take critical hits, cannot initiate a boarding action (nor can they be boarded), cannot make a repair action, and cannot grapple or be grappled (though they have a **CREW STRENGTH** for any special rules that require it).

If a squadron is positioned in such a way that it would force an enemy medium, large or extra large ship to evade, then the moving enemy ship may instead elect to collide with the squadron. The moving ship automatically fails its evade skill test. If the squadron passes its own evade roll, its player moves it the minimum amount possible to be clear of the moving ship. The moving ship then completes its move step. Otherwise, resolve the collision, but this does not end the moving ship's activation unless it already has.

This rule cannot be used to deliberately ram squadrons. Its purpose is to prevent tiny squadrons from forcing larger ships off their course either by accidental placement or by design.

LEAVING THE BATTLE

If a ship finishes a move step (including any turn made after the move step) with any part of its base off the table edge, remove it from play and place it just off the table where it left. Ships that leave the table for any other reason also follow these rules.

In the end phase of the turn, the ship re-enters the game with any part of the rear of its base touching the point where it first exited the table edge (or as close as possible) and not in contact with enemy ships. It then receives an activation marker and is set at *steady* speed. When the ship gets the initiative in the following turn, it will already count as activated; in effect it will lose a full turn. Other than that it interacts with other ships as normal.

Ships re-entering play is the *last* action of the end phase. If there are multiple ships returning to the game, bring them back in the same order they left the table.

If a ship that has left the table has any blaze markers on it, the player must attempt to remove these as normal in the following turn when it would normally activate (with a +2 modifier to the skill test as the ship is doing nothing else).

TERRAIN

Sandbanks

To cross a sandbank (or if a ship starts a move step or activation on one), a ship must first pass a **SKILL** test (+2 if it is size medium or smaller). If failed, the ship takes D3 damage if at steady speed, 2D3 damage at battle speed and 3D3 damage at full speed. Also, large and extra large ships will immediately become *grounded*.

Sandbanks do not block visibility. Ships may roll to evade a sandbank instead of crossing but must cross it as above if the evade roll fails, rather than colliding into it.

Shorelines and islands

Shorelines and the land beyond them block movement. Islands block visibility through and over them.

Tiny and small ships may move within 2" of any shoreline or island. Medium, large and extra large ships cannot approach within 2". If they do, they must immediately make a **SKILL** test. If the test is failed, a collision occurs. If it is not destroyed, the ship is now *grounded* where it is. If the test is passed, the ship must turn the smallest amount possible, enough to just clear the terrain with any future forward movement, even if this means turning further than would normally be allowed. Its activation is now over.

If a ship's movement would cause it to hit a shoreline or island, it can roll to evade to avoid a collision.

Rocks

Rock features block visibility through and over them and block movement through them. Ships hitting rocks collide with them with no chance to evade.

WEATHER

Fog/rain squall

These phenomena are either small (up to 8" x 8"), medium (up to 12" x 12") or large (up to 16" x 16") in width, of a rough circle or oval shape. They are put onto the table at the start of the game. It is recommended that you ask a neutral party to place the squall. If you want to play with more than 1 fog/rain squall area, place them at least 6" apart, and avoid putting them in deployment zones.

Fog/rain squalls block visibility through them and to anything wholly inside them. Ships wholly inside cannot fire out, but they may attempt to grapple, although the target ship must be within 1". Ships outside the squall cannot grapple ships wholly inside.

Ships that start their activation even partially inside the feature cannot exceed battle speed. Once the ship fully emerges, it may move as normal.

FULL WIND RULES

Roll for wind

Some scenarios will determine wind behaviour. Otherwise, during the **roll for wind step**, a player rolls 2D6 to see if the wind changes direction or intensity. There are 8 directions the wind can come from: the 4 outer table edges and the 4 corners.

2	**Becalmed:** -2 **MOVEMENT** of all ships this turn (min 0).
3	**Winds of change:** Move the arrow on the wind rose 1 step clockwise.
4-10	No change in wind direction this turn.
11	**Winds of change:** Move the arrow 1 step anti-clockwise.
11	**Winds swell:** +1 **MOVEMENT** of all ships this turn only.

Wind attitude

Each turn, when a ship is activated, check the angle the wind is coming from in relation to the ship. Use the fire arc template as a guide from the front and rear of the ship. If the wind hits the ship outside these angles, it's blowing against the ship's side, otherwise it's blowing either into the ship's front or rear.

Note the maximum speed the ship can have for the turn according to the following diagram. If the ship is currently at a higher speed than allowed, it immediately drops down to the maximum level indicated and cannot further change its speed this activation.

Max. speed = battle speed

Max. speed = Full speed

Become **anchored** or attempt to **tack**

Max. speed = battle speed
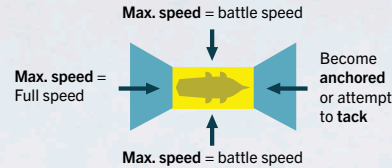
If, when a ship is activated, it is facing into the wind and was moving (not *anchored*) in the previous turn, it can either move forward a single move step and then become *anchored*, or it can attempt to **tack**.

If a ship is forced to drop 2 speed levels, the ship suffers the effects of the critical hit result **sail/engine hit**, although without the further drop in speed.

Tacking: If a ship elects to tack out of the wind, make a **SKILL** test. If passed, turn the ship enough to take it just out of the wind (even if this is more than normally allowed) and then continue its activation as normal. If failed, the ship makes a single move step and is then *anchored* (and may take damage as a result).

Oars / engines

When using the optional wind rules, ships with oars or engines can *always* move at up to battle speed.

BUILDING A FLEET

Players pick a fleet before the game by spending an agreed-upon number of points (the scenario may specify how many). Each player picks and pays for ships from one of the available fleets. You may also buy additional **upgrades** for your ships.

You may spend less than the agreed total, but you not a single point more. Even if smaller in points, a fleet is still considered to be the size of the maximum total the players agreed on.

For every full 50 points being used per fleet, you must have at least one ship (of any size) in your fleet.

Ships in a fleet are either **main battle ships** or **support ships**. You cannot select support ships only. You must select at least 1 main battle ship, and may select up to 2 support ships for each main battle ship you select. You may only select ships from 1 fleet list.

Ships with a [1] after their name are unique named vessels, and only 1 such ship may be taken in a fleet.

Upgrades

The lists of standard and magical upgrades are available to any fleet, unless specified otherwise. Only main battle ships may take magical upgrades and they are limited to both a maximum of 1 per ship and a maximum of 1 of each type per fleet.

Each faction's fleet list also details any special upgrades that are available only to that faction's ships.

No ship may have the same upgrade more than once and each ship size may have up to the following maximum number of upgrades added to it: extra large (4); large (3); medium (2); small (1); and tiny (0).

Crew levels

Unless specified otherwise, all ships come with **REGULAR** crew as part of their basic points cost. Crew level changes are not considered upgrades.

You can demote a ship's crew a level to **INEXPERIENCED**: after choosing any upgrades, subtract 20% of the total cost of the ship (rounding up) to find its final cost.

You can promote a ship's crew a level to **VETERAN**: after choosing any upgrades, add 20% of the total cost of the ship (rounding up) to find its final cost.

Captain upgrades

Each fleet also lists **captain upgrades** that can only be selected by that fleet. Only main battle ships may take a captain upgrade and they count against the normal limit of upgrades a ship can have. A fleet may only select a single captain upgrade.

Spellcasters

You may purchase a single spellcaster for your fleet at this cost (they do not count for calculating the final cost of the ship with regards to crew level changes):

Tier 1: 15 points.   **Tier 2:** 20 points.   **Tier 3:** 25 points.

The spellcaster must be assigned to one main battle ship, unless specified otherwise, and remains on that ship for the entire game, or until the ship is destroyed.

If ship point values are tallied to determine victory in a scenario, the spellcaster only grants points to your opponent if they were destroyed during the game.

MAGIC

Before the game, each player with a spellcaster shuffles a **battle deck** of the 20 spell cards listed on their faction's **spell book card** and places it facedown next to their ship cards.

After players have deployed their ships, any player with a spellcaster draws cards to form their initial hand of 3 cards. A spellcaster has a maximum of 3 cards unless otherwise specified.

Tier 1: Draw 3 cards.

Tier 2: Draw 4 cards and shuffle 1 card back into the deck.

Tier 3: Draw 5 cards and shuffle 2 cards back into the deck.

Between the roll for wind phase and the initiative phase, there is a **magic phase**.

If both players have a spellcaster, roll D10 and add their tier. The player with the highest result can choose to take the **magic initiative** and cast first, or pass the magic initiative to their opponent.

The player with the magic initiative can then cast a spell or pass. Once both players have cast a spell or passed, both players draw back up to their hand limit. If you chose to pass, you may discard 1 card before refilling your hand.

If you run out of cards from your battle deck and hand, your spellcasting ability is exhausted for the rest of the game.

Casting a spell

Play the desired spell card and read out its effects. A spellcaster on a *crippled*, *surrendered*, or *grappled* ship can still cast spells.

If a line can be drawn from anywhere on the base of the casting ship to any part of the target's base without crossing another ship, model, or terrain feature, thet target is visible and magic may be cast on it. Fliers are always visible if they are within 12" of the casting ship, regardless of terrain or other models.

Make a casting roll by rolling D6 and adding the spellcaster's tier.

If the result equals exceeds the spell's **casting target**, the spell casting is successful. Natural 1s are always a fail, and natural 6s always succeed and can never be dispelled. If the roll fails, discard the spell card and nothing happens.

Dispelling magic

When a player successfully casts a spell, their opponent may attempt to dispel it if the roll was not a natural 6. Either use a *Dispel* card, or sacrifice a spell card, and roll a D6 (*do not* add the spellcaster's tier). If the result equals or exceeds the card's **dispel power**, the original spell has no effect.

Re-rolls

If a casting roll or dispelling roll fails, in either case you can discard another spell or dispel card to re-roll the dice; the second result must be accepted.

In addition, once per turn at any time, a player may discard a spell or dispel card to **re-roll 1 die in any roll they have just made for the spellcaster's ship**.

Dead spellcaster

If a ship with a spellcaster is destroyed, you may attempt to assign them to the nearest non-surrendered friendly ship (not flier) within 8". This ship must make a **SKILL** test; if the test is failed, or if no such ship exists, the spellcaster is destroyed and all spellcasting by that player ceases.

SCENARIOS

1. Prepare your fleet

Players select their **fleets**, up to the agreed **points limit**. For smaller games, fleets are around 100-150 points. Normal sized games are 200-250 points per side. Large games are 500, 1,000, or more points.

2. Determine scenario

Each scenario has an **objective**. Either agree on a scenario to play, or roll randomly using a D10.

1	Maritime patrol	**6**	A storm is brewing
2	Capture the kraken	**7**	Attack waves
3	The vortex	**8**	Flotsam and Jetsam
4	X marks the spot	**9**	Treaty and treachery
5	Hunt the flagship	**10**	Plant the flag

3. Place terrain

Players take turns placing **terrain**, or have it placed by a third party. Some scenarios may dictate terrain. Agree on the classification of each piece of terrain with your opponent.

4. Set up

Place any required **objective counters** or **scenario-specific items**.

Both players roll a D6 (reroll ties). The player scoring highest chooses which **deployment zone** they wish to be their own and deploys one of their models wholly into the zone. Their opponent does the same on their opposite side of the table. The players alternate playing models until they are all deployed.

If you cannot fit all your ships inside your zone, excess ships may be placed partially within it, or as close as possible, so long as their base is touching the table edge (when applicable for the scenario).

5. Initial wind direction

Unless the scenario being played determines the wind's starting position, roll D6. On 1-3, the wind starts the game blowing from the west. On 4-6, the wind starts the game blowing from the east.

6. Initial speed

Unless specified otherwise, all ships start the game at *battle* speed.

7. Duration

Play the specified number of turns, or stop earlier if the scenario victory conditions are met. If one side wipes out the other before the last turn has started, or all the remaining ships on one side are destroyed or have *surrendered* (excluding any waiting to return to the battle after leaving the table), the rest of the current turn is played, plus 1 final turn, then the game ends. If a player loses their last ship in the final scheduled turn, complete the turn and then the game ends.

8. The winner

The scenario describes the game's **victory conditions**. Many scenarios will require players to score **victory points** (VP) for achieving certain objectives.

ARMADA

1. ROLL FOR WIND

After the first turn, roll 2D6 for wind changes. The wind can come from the 4 outer table edges and the 4 corners.

2-4	Move the wind rose 1 step clockwise.
5-9	No change in wind direction this turn.
10-12	Move the wind rose 1 step anti-clockwise.

2. INITIATIVE

Move a imaginary line perpendicular to the wind's point of origin and in the direction the wind is blowing. Players get **initiative** and **activate** in the order this line contacts their ships.

Where the line contacts 2 or more ships at the same time, the ship with the more experienced crew goes first. On a tie, decide randomly; but if the ships are *grappled* and both crews have the same crew level, the ship which initiated the grapple goes first.

3. ACTIVATIONS
A. MOVEMENT

A ship moves its full **MOVEMENT** value a number of times (**move steps**) depending on its **speed. A ship must always move its full movement value in inches in each move step.**

1. **Anchored:** No move steps, but may turn once (and shoot).
2. **Steady speed:** 1 move step.
3. **Battle speed:** 2 separate move steps. Max speed if *crippled*.
4. **Full speed:** 3 separate move steps.

When activated, a ship can maintain its speed, or increase or decrease its speed by 1 level. When going from steady speed to anchored, the ship makes 1 move step before stopping. A *grappled* ship cannot move until it has disengaged.

At the end of a move step a ship may make a single turn using the appropriately coloured part of the ship turning template. A ship that is already *anchored* may turn up to its turn angle.

Once during activation, ships with **oars** or **engines** can make a turn at the start of one of their move steps, instead of at the end.

B. SHOOTING

Heavy weapons (**H**), light weapons (**L**), close quarter weapons (**C**) and indirect weapons (**IDW**). Ships can shoot from up to 4 positions: left and right broadsides to each side, and directly in front or to the rear. Ships that are *grappled* cannot shoot.

1. CHOOSE TARGETS

At the end of each move step after turning, a ship may shoot from as many of the 4 weapon positions as desired, but it may only ever shoot from each once per turn. One target must be nominated and declared for each firing weapon position.

To fire at a *grappled* ship, the attacking ship must pass a skill test. If failed, the shot is wasted (the ship is still considered to have fired into the arc). If passed, roll to hit, but then divide any damage caused equally (rounding up) to all ships in the grapple. Any critical hits only apply to the original target enemy ship.

Any part of the target's base must be within one of the shooting ship's **fire arcs**. Broadside fire arcs extend directly left or right from the shooting ship, the length of its base. Forward and rear weapon fire arcs extend 30º (use the fire arc template).

Ships with **INEXPERIENCED** and **REGULAR** crews must target the closest available enemy ship in each fire arc (at least partially visible). If the closest ship is a squadron (tiny), has *surrendered,* or is *grappled* with a friendly ship, it can be ignored.

VETERAN crews may target any enemy ship in range in each fire arc (that is at least partially visible) if they successfully pass a skill test (for each fire arc being used).

2. CHECK RANGE
3. DETERMINE DICE

Take the appropriate number of D10s of the relevant colour.

4. ROLL TO HIT

Roll all dice, applying all modifiers. A natural 1 is a miss. Each 6+ is a **solid hit**. For each solid hit of a natural 10, a **critical hit** is scored. **Indirect weapons** cause critical hits on a 9 or 10.

Target over 10" from shooting ship (not indirect weapons)	-1
Target within 3" of shooting ship (point blank range)	+2
Crew of shooting ship: *veteran*	+1
Crew of shooting ship: *inexperienced*	-1
Shooting *or* target is *anchored* or *grounded*	+1
Shooting ship is at *full speed*	-1
Target ship is at *full speed*	-1
Target is tiny	-2
Target is small	-1
Target is large or extra large	+1
Target is partially visible	-1
Shooting ship fires with an indirect weapon (modifier affects the indirect weapon only)	-2
Ship *fires as she bears*	-2
Shooting ship has rolled to evade this activation	-1

Indirect weapons: If an indirect weapon misses, the shot travels D6+2" (measured from the target's base centre) in the direction the D10 was 'pointing'. It hits any model under this new impact point instead (if this would still hit the target, the shot is a dud).

5. APPLY DAMAGE

Each die that scored a hit does damage; total all damage.

Heavy weapons	2
Light weapons	1
Close quarter weapons	3
Indirect weapons	D6

If the target is within 3" and at point blank range, double its total damage (not indirect weapons).

CRITICAL HITS

2-3	**Sail/engine critical hit:** Additional D6+2 damage. Reduce current speed by 1 step. If already *anchored* or *grounded*, the ship suffers a further D3 damage instead.
4-5	**Major structural:** Additional D6+2 damage.
6-8	**Minor structural:** Additional D3+1 damage.
9-10	**Major structural:** Additional D6+2 damage.
11-12	**Crippling:** Additional D6+4 damage; place **blaze marker**.

RAKING FIRE

The target's base must be entirely in the arc of the broadside and the projected width of the target's base (front or rear) must entirely reach within the length of the shooting ship's base.

Bow rake: +1 damage per hit. At point blank range, double damage, then +1 damage per hit. **Stern rake:** Double damage. At point blank range, treble damage.

FIRE AS SHE BEARS

During your ship's activation: To shoot at a target at any point during one of your move steps, first measure the whole move step and mark your ship's final point. Stop the movement at the point you wish to fire and resolve the attack. Then complete the move up to the pre-measured point. It is only there that the ship can make a turn during this move step, as normal. A ship cannot *fire as she bears* in a move step in which it evades a collision.

During your opponent's activation: If your ship has not activated, and an enemy ship ends a move step within one of your broadside fire arcs, your ship may *fire as she bears* after the activating ship has resolved its own shooting. Roll to hit as normal and add a **fired marker** next to the broadside that has been fired. Apply the results of any critical hit at the end of the target ship's activation. During its next activation, the ship cannot shoot again from that weapon position. At the end of its activation, remove the marker.

SHIPS ON FIRE

When a ship catches fire, place a **blaze marker** on its ship card. The ship then automatically takes D3 damage.

At the start of each subsequent activation, the crew must make a skill test. If successful, the fire is out ; remove blaze markers. If failed, the ship suffers D3 damage if tiny/small, D6 damage if medium, and D10 damage if large/extra large.

If the test rolls a natural 1, the ship **explodes** and is destroyed; all other ships within 4" suffer D10 damage.

Unless the ship is *grappled* or has a fired marker on it, a player can add +2 to their test to put out the flames. Any natural 1 will not cause an explosion, but the ship cannot change speed, change direction, repair, grapple, or shoot during this activation.

CRIPPLED SHIPS AND NERVE TESTS

As soon as a ship takes damage that exceeds its **NERVE** value, it is *crippled* for as long as that remains the case.

Every time a *crippled* ship activates within 10" of a non-surrendered enemy ship of size medium or greater, that is at least partially visible to it, it must make a **nerve test**. If failed, the ship surrenders. A *crippled* ship must also take this test if it loses a boarding action.

While a ship is *crippled* it cannot move faster than battle speed; halves the number of each type of weapon it has in each weapon position (rounding up); and halves its **CS** (round up) in boarding actions (if also surrendered, the **CS** is only halved once).

C. BOARDING ACTIONS

1. GRAPPLE

The target ship must first be *grappled*. The attacking and the target ships must be within 3" of each other after the activating ship has completed its move steps, and neither ship can be at full speed. The activating ship must make a skill test. If successful, both ships become *anchored* and *grappled* and must now align. If the test fails, the ship is not grappled and the attacking ship's activation is now over. While grappled, a ship cannot shoot.

2. ALIGN

Align the ships. *Grounded* ships never move to align (ships must align to them). Immediately after the initial grapple and alignment, and at the next activation of every grappled ship, a boarding action ensues: proceed to the attack step.

3. ATTACK!

Both ships fight by rolling a D10 for each point of **CS** they have, and applying any modifiers. If a ship is *crippled* and/or has *surrendered*, its **CS** is halved (rounding up).

For each 6+, the target ship takes 2 damage. Each natural 10 is a **crushing blow** and the ship takes 4 damage instead of 2.

4. RESULTS

If the boarding action is a draw, nothing further happens. Otherwise, the ship that took the most amount of damage is the loser. If the losing ship is *crippled*, it must now make a nerve test with a -1 modifier. If it fails, it surrenders.

If a ship's damage matches or exceeds its **SPs** as a result of a boarding action, all the crew have been slain/captured. The ship stays *anchored* but can no longer be activated. If it has a **blaze marker** on it, roll D6 when it would normally activate: on a 2+ it sinks; on a 1, it **explodes**.

Multiple grapples

If one side has more ships than the other in a multiple grapple, the side with the highest combined **CS** (ignore ships that have *surrendered*) has a +1 modifier to hit when rolling to attack.

ONGOING BOARDING ACTIONS

When a ship activates and is already grappled it may either attempt to repel boarders or attempt to disengage. *Crippled* ships must roll their nerve test before choosing an option.

When more than 2 ships are *grappled*, the ship with the most experienced crew will go first, followed by the first ship that initiated the grapple, followed by the next ship and so on.

Repel boarders: Resolve a boarding action between the ships.

Disengage: To disengage, a ship must pass a skill test (with a -1 modifier if it is *crippled*). If it fails, it must repel boarders instead as above. A ship will automatically pass its skill test to disengage from a ship that has *surrendered*. If the test is passed, the ship may move, following all the normal rules (and so will only be able to move at steady speed this activation). However, if the ship it is disengaging from has not surrendered, it cannot shoot or make repair actions during this activation.

4. END PHASE

Remove all markers/tokens and check the scenario end and victory conditions.

CREW LEVEL AND SKILL TESTS

A natural roll of 1 is always a failure.

Crew Level	Required Score to Pass
Inexperienced	6
Regular	5+
Veteran	4+

COLLISIONS

Each ship involved in a collision attempts to **evade** by making a skill test with +1. If a ship is 2 or more sizes smaller than the other, add a further +2. If either test succeeds, the player with the activating ship must move their ship past the other, completing their full move step, finishing with their rear base edge clear of the other ship. It can then continue its activation.

Neither ship can *fire as she bears* in the current move step after making rolls to evade, nor can the activating ship shoot at the end of the current move step. Terrain and grappled ships always fail any evade roll.

If both evading ships fail their tests, there is a **collision**. Each ship rolls D10 to see the damage they inflict on the other. If one ship is a larger size, it adds a D10 for each size it is larger. If the activating ship is at *full speed*, add 5 to the damage score of both ships. Tiny ships only do half the final damage total.

Terrain can never take damage and causes 1D10 damage for each 'point' of size of the ship that hits it.

After a collision, reduce both ships' current speed by 1 step. If *anchored* or *grounded*, suffers a further D3 damage instead.