

Another boardgame player aid by

UniversalHead

Design That Works.

Download a huge range of popular boardgame rules summaries, reference sheets and player aids at www.headlesshollow.com

Universal Head • Design That Works • www.universalhead.com

These sheets are intended only for the personal use of existing owners of the game for additional reference. Universal Head makes no claim whatsoever to the rights of the publisher and copyright holder, and does not benefit financially from these player aids. Artwork from the original game is copyrighted by the publisher and used without permission. This PDF may not be re-posted online, sold or used in any way except for personal use.

Game: BROADSIDES & BORADING PARTIES	v1 Apr 2011
Pub: Milton Bradley (1984)	
Page 1: Rules summary	
Print on card (ensure you are printing at 100% scale) laminate and trim to size.	

Broadsides

& BOARDING PARTIES

SETUP

Each player does the following:

Choose a **large ship** (the light brown ship is *The Royal Isabella*, the dark brown is *The Seahawk*) and place it on the side of the board to your left. Then choose a **small ship** and place it on the large black starting circle on your side of the board.

Take **10 cannons** and place them on the deck sections of your ship where cannon ports appear along the hull (B3, B5, C3, C5, D3, D5, E3, E5, F3, and F5).

Take **20 crewmembers** of the same color as your small ship and place one on either side of each cannon. Remaining crewmembers can be placed on any section of the ship. Finally, take a **Captain** and place it on any section of the ship.

Take a handful of damage markers, 15 cards (3 each of *Remain in Place*, *Move Forward*, *Turn Starboard*, *Turn Port*, and *Damaged Mast and/or Hull*), and a die (either the red or the white).

BROADSIDES

CHART YOUR COURSE

Choose any **3 plotting cards** from your hand and place them facedown in the desired order on the squares on the board next to your large ship.

There are 4 types of plotting cards:

Remain in Place: Leave your ship where it is.

Move Forward: Move your ship forward to the dot directly in front of it.

Turn Starboard: Rotate your ship 45° in a clockwise direction (as shown by the compass on the card) and remain on your present dot.

Turn Port: Rotate your ship 45° in a counter-clockwise direction (as shown by the compass on the card) and remain on your present dot.

MOVE YOUR SHIPS

Both players turn over their first plotting cards (in square 1). Then **both players move their small ships** as indicated on the card.

If you plot your ship onto an island, lose the rest of your plotted moves this round. Keep your ship in its present location until after your opponent has finished moving his ship. You may continue plotting and moving on the next round of play.

When both ships end a plotting movement on the same dot, there is a **collision**: move to the **Boarding Parties** part of the game.

REMOVE CARDS

After resolving your 3 plotting cards, both players remove the cards from the board and return them to their hand.

Both players continue plotting their ships' moves by playing 3 cards at a time. When the ships move within one dot of each other, the ships are within **firing range**. **Cannon fire** can occur after *any* of the 3 cards have been turned over.

CANNON FIRE

Which Cannons Can Fire

Each ship has 5 cannons per side: 2 forward, 1 midship, and 2 aft.

Regardless of the position of the enemy ship, if one of the front diagonal lines intersects it, your 2 forward cannons can fire.

If the centre line intersects it, it is a *broadside*, and all 5 cannons on the side of your ship facing the enemy can fire. If one of the rear diagonal lines intersects it, your 2 aft cannons can fire.

If either the bow or the stern of your ship faces the enemy, you cannot fire.

Resolving Cannon Fire

You can only fire active cannons (those on board when the battle begins), and those on the side of the ship facing your enemy.

Cannon fire is *simultaneous*; if one of your cannons is hit, you will still be able to fire it on your turn.

Choose a player to roll first. For each cannon the player can fire, the player **declares** any deck section (A-H) on the opponent's ship, then rolls a die to hit a target in that section.

The number you roll indicates which target(s), if any, you cannon fire hits.

Roll	Target Hit
1	Always a miss.
2	Hull damage.
3	All targets in the 3 position of the section.
4	Hits a mast if the section is A, C, G or H.
5	All targets in the 5 position of the section.
6	Always a miss.

If your Captain and/or additional crewmembers occupy the hit section, they are also targets.

Once the first player has resolved all of his cannon fire, the other player fires.

Effects of Cannon Fire

Cannon and Crew Loss: All cannons and crewmembers hit are immediately removed from the deck. Active cannons are also removed, but remember you can still roll for them when your turn to fire comes.

Mast Damage or Loss: A mast hit is removed from the ship. The main mast (C4) must be hit *twice* to be removed (remove the top part when it is first hit).

For each mast that is removed (the main mast must be hit twice), you must use a *Damaged Mast and/or Hull* card in place of one of your plotting cards on all subsequent turns.

If you are forced to play 3 *Damaged Mast and/or Hull* cards, you can still fire, but can't move. You may wish to surrender the game.

Hull Damage: When one of your hull sections is hit, place a **damage marker** on the deck next to the section. When one of your hull sections *on the same side* is hit a second time, place a second damage marker on top of the first. A third hit to a hull section has no effect.

Two hits represent irreparable damage: you must use a *Damaged Mast and/or Hull* card in place of one of your plotting cards in the same way as for a removed mast.

If you are forced to play 3 *Damaged Mast and/or Hull* cards due to hull damage, your ship sinks and you lose the game.

Loss of Your Captain: Remove your Captain from the ship. You may finish turning over your plotting cards for that round, but you cannot play any next round. You can, however, fire your cannons, if your opponent is in range.

At the end of that round, replace your Captain by switching the figure with any one of your surviving crewmembers.

BOARDING PARTIES

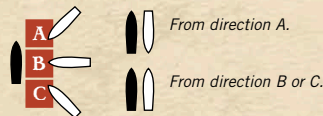
POSITIONING THE SHIPS

When both ships end a plotting movement on the same dot, there is a **collision**. Put the small ships, damage tokens, and all plotting and damage cards aside. Remove the masts from both large ships and move them onto the board, parallel to each other so that the deck areas are directly opposite.

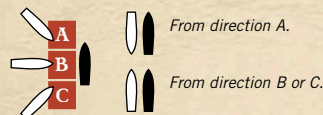
Placement of the large ships is determined by the direction from which the *moved* ship came into contact with the *stationery* ship.

One ship is considered as colliding into the other: one ship may have been stationery when the other collided into it, but if they collided by simultaneous movement onto the same dot, choose one to collide into the other (it doesn't matter which).

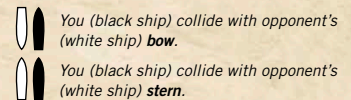
If you are stationery and your opponent collides into your right side, place the ships as follows:



If you are stationery and your opponent collides into your left side, place the ships as follows:



If you collide into the other ship's bow or stern, place the ships as follows:



Final Volley

Before boarding, **exchange a last round of cannon fire**. Only the cannons facing your opponent can fire. Mast and hull damage are ignored.

Each player then rolls a die: the highest roller may board first.

BOARDING YOUR OPPONENT'S SHIP

During your turn, move your crewmembers from deck section to deck section on your own ship, across to your opponent's ship, or on your opponent's ship.

You must make 3 movements on your turn (a combination of 1-3 crewmembers—including your Captain—moving 1-3 sections that add up to 3 total movements; moving one section is one movement).

Crewmembers may move diagonally on ships, but *not* when boarding, when they must move to the directly opposite deck section. You may return to your own ship after boarding, if you wish.

Movement from a higher to a lower deck section, or vice versa, can only be made from a section adjacent to a **ladder**.

No more than 3 crewmembers (including your Captain) **may occupy a deck section at a time**.

HAND-TO-HAND COMBAT

When any of your crewmembers move onto a section occupied by enemy crewmembers, you *must* engage them in **hand-to-hand combat**.

All combat is conducted after your 3 movements are finished. Crewmembers may not retreat from combat.

Each player rolls a die: the higher number eliminates an opposing crewmember. Each time you roll, if you have 1 more crewmember than your opponent in the section, you add +1 to your roll; if you have 2 more crewmembers, add +2.

If your Captain is in the combat, add +1 to your roll. He cannot be eliminated until all other crewmembers in that section have been eliminated.

The combat continues until all the crewmembers of one side have been eliminated.

WINNING THE GAME

BROADSIDES VICTORY

You win if: Your opponent surrenders as a result of mast and/or hull damage; his ship sinks due to hull damage; or he loses all cannons, crewmembers, and his Captain by cannon fire.

BOARDING PARTIES VICTORY

You win if: Your opponent's Captain is eliminated in hand-to-hand combat.