

Squadron Commander

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*An Expansion of
Legends of the High Seas' by
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*Based on the original game system by
Rick Priestly*



Introduction

This expansion is completely unofficial and in no way endorsed by Games Workshop Limited – it does not seek to challenge the Intellectual property of Games Workshop but exists in homage to ‘Legends of the High Seas’.

Squadron Commander is a Squadron game based on ‘Legends of the High Seas’. The Game is designed to allow two opponents to be able to fight a battle with a squadron of ships each at their disposal.

Many of the rules in ‘Legends of the High Seas’ have been simplified to allow ease of play and to focus upon the ship to ship aspect of the game.

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The Game Turn



Games are divided into turns. During each turn, players can move their models, shoot and fight in hand to hand combat.

The Turn Sequence

During each turn, each side move, shoot and fight in the order given below. This is called the Turn Sequence.

Each part of the sequence is called a phase.

1. Initiative Phase

Both sides roll a dice to establish which side has the initiative that turn.

2. Movement Phase

Both sides move their models. The side with initiative moves its models first. Once the side with the initiative has made its moves, the other side moves.

- For full details on Ships Movement in the movement phase please see 'Legends of the High Seas' pages 40 - 43.
- For rules on Collisions including 'all hands brace for impact', the 'running aground table', 'Ramming' and 'weakening your hull' please see 'Legends of the High Seas' pages 45 - 46.
- For rules on Ships Boats please see 'Legends of the High Seas' pages 48.
- For full details on Crew Movement in the movement phase please see 'Legends of the High Seas' pages 13 - 19.

3. Shooting Phase

Both sides shoot. The side with initiative shoots first. Once the side with the initiative has finished its shoots, the other side shoots.

- For full details on the Shooting Phase for crew please see 'Legends of the High Seas' pages 20 - 23. Note in this supplement shooting is limited to cannon, swivel guns and muskets to simplify the game and focus on the ship to ship aspect.
- For amended rules on shooting Cannon please see Page 5 of this supplement.

4. Fighting Phase

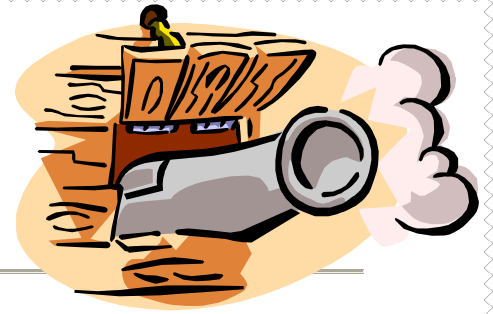
Both sides fight hand-to-hand combats. The side with initiative decides the order in which combats are fought.

- For full details on the fighting phase please see 'Legends of the High Seas' pages 25 - 27.
- For further rules on Boarding actions please see 'Legends of the High Seas' pages 47.

5. End of Turn

The Turn is over. Begin another turn starting with Phase 1.

Shooting



As you would expect in a system designed for ship to ship combat, the most important aspect of the shooting phase is the Cannon. Although ships of the era often had many more cannon than is allowed in the game, their numbers are kept to a minimum to allow ease of play.

Ships fire cannons before other models shoot their weapons (such as swivel guns or muskets). Only Crewmen not crewing cannon or acting as part of the essential minimum crew of the ship may shoot swivel guns or muskets.

In the shooting phase a ship may fire its cannon at a target as long as it is in range (pre-measuring is allowed). The target for cannon will always be the hull of the target ship closest to the shooting cannon. Cannon may only target enemy vessels and may only target their own vessels if they have been captured to deny the enemy the 'Prize'.

Long Range: If the target is over half range -1 to the Cannon shooting table

Point Blank Range: Please see 'Legends of the High Seas' Page 44

Roll on the **Cannon Shooting Table:**

D6	Result
1	Misfire
2	Miss
3	Short D6"
4	Long D6"
5	Hit
6	A Palpable Hit (+1 Hull Damage)

If a Misfire is rolled – roll on the **Misfire table:**

D6	Result
1	Roll another D6. On a 1-3 the Weapon is Destroyed - any crew within 1" of the cannon takes a strength 4 hit & the Hull takes 1 point of damage On a 4-6 the Weapon is Disabled – it may not be used for the remainder of the game.
2 to 3	Misfire - may not fire this turn or next
4 to 6	Delayed reaction - powder ignites and the cannon fires and misses

Grape or Canister Shot: Please see 'Legends of the High Seas' page: 44

Ship's Guns

Each Ship in the squadron will be equipped with a basic number of guns – these guns may sometimes be upgraded and additional guns placed on the bow or aft. Whilst cannon of the era were often manned by four, five or even eight man teams, the number of crew have been reduced to allow ease of play.

Cannon

Type	Range	Strength	Damage	Rate of Fire	Crew
3-6lbs	36"	7	1	1 per turn	2
8-9lbs	48"	8	D3	1 per turn	2
12-18lbs	60"	10	D6	Every second turn	3

Rate of fire: See 'Legends of the High Seas' Page 43



Swivel guns

Swivel guns must be crewed by a single operator in order to be used. Their primary use is in boarding actions or at point blank range.

Swivel Guns	Range: Template	Strength:	5
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Muskets

Muskets do not suffer the 'Slow reload' rule as in 'Legends of the High Seas' and may be fired each turn.

Muskets can only be fired at other enemy crew members, drawing true line of sight from figure to figure. When firing from the deck of a ship, however they do not suffer from the 'in the way' rule just from their firing location, however a target obscured by cover still benefits from the 'in the way rule' as normal.

Musket	Range: 18"	Strength:	3
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Don't Sink the Prize!

Contrary to popular belief the aim of most sea battles in the age of piracy was not to sink the ship but rather to capture it intact – thus captured ships were called 'Prize Ships'.

When a ship is hit by a cannon it may take damage and its hull points removed. Once a ship is reduced to half (or less) of its hull points the captain must take a courage test to see if he has the will to continue fighting or if he will surrender. Test using the Captains courage value. If the captain fails the test, he will strike his colours and heave to. Unlike surrenders in Legend of the High seas – this only becomes a 'Prize Ship' if the ship is able to be boarded by the opponent or is the only remaining ship from that side on the table (and the enemy has a surviving ship to take it with). The surrendered crew are considered to be either sailing the ship, repairing the ship or, if boarded by an enemy vessel, locked in the hold; in any case they will play no further role in the battle.

For details on taking **Courage Tests** please see 'Legends of the High Seas' Page 28-29

If the captain passes his courage test, he may continue to fight, but another courage test must be made in each turn to continue fighting. Due to the damage of the ship all base rate movement and dice rolls are halved due to damage to sails, missing masts, fires, leaking hulls, etc.

Once a ship is reduced to 0 Hull points roll 2D6 and consult the **Sinking Table**: Please see 'Legends of the High Seas' Page 39.



In a boarding action the ship is considered taken if the defending crew fails their courage test or the defending crew are completely wiped out. A Defending crew must take a Courage test in the following circumstances 1) their captain is killed or 2) half of the defending crew have been killed. If they fail their courage test they are immediately locked in the hold and play no further role in the battle. If they pass their courage test, they may continue to fight.

The attacking crew will also withdraw from a boarding action if their crew fails their courage test or the defending crew are completely wiped out. The attacking crew must take a Courage test in the following circumstances 1) their captain is killed or 2) half of the attacking crew have been killed.

Down. If they pass their courage test, they may continue to fight. If they fail their courage test they may attempt to retreat to their own ship – if they cannot they are immediately locked in the hold and play no further role in the battle. If they pass their courage test, they may continue to fight.

Ship's Crew



Ships of the era often had vastly larger crews (Sloops of war often having complements of over one hundred and fifty men!), however the size of crews in the game has been kept to a minimal to allow ease of play.

Each Ship has a minimum number of crew complement which allows it to sail and fight, however more crew can be purchased to increase the ship's complement. Crewmen can be assigned to sailing the ship or crewing the cannons. Other crew types may also be purchased as upgrades for the ship.

Each ship will always be captained by, you guessed it, a Captain (even in instances where the ship size would normally call for a lieutenant, lieutenant commander or commander). One of the ships will also contain the Squadron Commander or 'Commodore' (Officer) who replaces the Captain.

A single Lieutenant can be purchased as an upgrade for each ship.

Ship's Crew Complement

Minimum Crew Compliment

Small:	1 Captain & 7 Crew
Medium:	1 Captain & 13 Crew
Large:	1 Captain & 17 Crew

Additional Officers, Crewmen (Crewmen & Marines), Crew Upgrades and Special Crewmen may be purchased at the appropriate price. However each player should try to limit crews to a reasonable size that could conceivably fit on the ship.

If the ship contains more crew than it can fit on its deck, the rest are considered to be 'below' and will come on deck when casualties permit. If cannon are 'below' deck then its crew is also considered 'below' as well and can operate the cannon as normal – however in a boarding action, or if needed to crew the ship, they must be brought above decks or be not be considered in the action.

Officers

Officers may perform any function on the ship as necessary; eg. Act as part of the essential crew of the ship, crew a cannon or a man a swivel gun in a boarding action.

Commodore

Shoot	Fight	Strength	Defence	Attacks	Wounds	Courage	Fame	Fortune
-	4	3	4	1	2	4	2	1

Equipment: Hand-weapon

Commodore Traits: The Commander must pick one of the following traits for free.

Bloodthirsty

All Enemy models facing a Bloodthirsty Commodore suffer -1 Courage throughout the game

Courageous

A Courageous Commodore adds +1 to All friendly models Courage throughout the game

Lucky

A Lucky Commodore has three re-rolls which can be used at any time in the game, even to adjust rolls as per Fortune points.

Captain / Lieutenant (Cost: 20 Doubloons)

Shoot	Fight	Strength	Defence	Attacks	Wounds	Courage	Fame	Fortune
-	3	3	3	2	1	3	1	0

Equipment: Hand-weapon

Fame & Fortune

For full details on Fame and Fortune please see 'Legends of the High Seas' pages 30 - 32.

Crewmen

Each ship has a minimum crew compliment. Additional Crewmen may be purchased for each ship.

Crewman (Cost: 10 Doubloons)

Crewmen sail the ship as well as crewing the cannons or swivel guns.

Shoot	Fight	Strength	Defence	Attacks	Wounds	Courage	Fame	Fortune
-	2	3	3	1	1	2	0	0

Equipment: Hand-weapon

Marine / Marksman (Cost: 15 Doubloons)

Marines are dedicated fighting men on the ship and do little else! Marines may fire their muskets at enemy models within range – they cannot be assigned as sailing crew, cannon or swivel gun crew.

Shoot	Fight	Strength	Defence	Attacks	Wounds	Courage	Fame	Fortune
4+	3	3	3	2	1	3	0	0

Additional Equipment: Musket

Crewmen Upgrades



Some Crewmen can receive upgrades which can benefit their ship.

Bosun

(Upgrade Cost: +15 Doubloons)

The Bosun is an upgrade of a standard crewman and is part of the essential personnel needed to crew the ship (and therefore cannot crew a cannon or a swivel gun). One Crewman may be upgraded to Bosun for each ship.

Special Rules: The ship may reroll their movement dice each turn.

Cook

(Upgrade Cost: +15 Doubloons)

The Cook is an upgrade of a standard crewman and is part of the essential personnel needed to crew the ship (and therefore cannot crew a cannon or a swivel gun). One Crewman may be upgraded to Cook for each ship.

Special Rules: The Cook gives all friendly officers on the ship +1 wound each.

Helmsman

(Upgrade Cost: +5 Doubloons)

The Helmsman is an upgrade of a standard crewman and is part of the essential personnel needed to crew the ship (and therefore cannot crew a cannon or a swivel gun). One Crewman may be upgraded to Helmsman for each ship.

Special Rules: The ship may make a free turn if on a collision course.

Master Gunner

(Upgrade Cost: +5 Doubloons)

A Master Gunner is an upgrade of a standard crewman. One Crewman per Cannon may be upgraded to a Master Gunner.

Special Rules: When crewing a cannon, a Master Gunner allows the cannon to reroll its result on the Cannon Shooting table.

Navigator

(Upgrade Cost: +10 Doubloons)

The Navigator is an upgrade of a standard crewman and is part of the essential personnel needed to crew the ship (and therefore cannot crew a cannon or a swivel gun). One Crewman may be upgraded to Navigator for each ship.

Special Rules: In some scenarios the Navigator allows the squadron to reroll (once) which table side their squadron arrives on.

Special Crewmen

In addition to the regular crewmen and their officers, ships sometimes have on board special crewmen which aid the ship in various ways.

Carpenter

(Cost: 25 Doubloons)

The Carpenter is a dedicated tradesman who concentrates on the ship. The Carpenter may fight in a boarding action – but cannot be assigned as sailing crew, or crew a cannon or swivel gun.

Shoot	Fight	Strength	Defence	Attacks	Wounds	Courage	Fame	Fortune
-	2	3	3	1	1	2	0	0

Equipment: Hand-weapon

Special Rules: As long as the Carpenter is not involved in a boarding action, he may repair 1 lost Hull point each turn on a D6 roll of 4+ on the ship he is on.



Important Passenger

(Cost: 20 Doubloons)

An important passenger may be a noble on tour, a governor's daughter or a travelling dignitary. The important passenger may not fight in a boarding action, be assigned as sailing crew, or crew a cannon or swivel gun. In a boarding action the figure is presumed to have been secured in the hold and out of the way – they may however be killed by musket fire or a swivel gun.

Shoot	Fight	Strength	Defence	Attacks	Wounds	Courage	Fame	Fortune
-	0	3	3	-	1	2	0	0

Special Rules: The Important Passenger grants all friendly officers on their ship one additional fame point each.

Surgeon

(Cost: 15 Doubloons)

The Surgeon is a dedicated tradesman who concentrates on the well being of the crew. The Surgeon may not fight in a boarding action, be assigned as sailing crew, or crew a cannon or swivel gun. In a boarding action the figure is presumed to have been secured in the hold and out of the way – they may however be killed by musket fire or a swivel gun.

Shoot	Fight	Strength	Defence	Attacks	Wounds	Courage	Fame	Fortune
-	0	3	3	-	1	2	0	0

Special Rules: The Surgeon grants all friendly officers on their ship one additional fate point each.

Ships

All Ships in the game are smaller ships often used for coastal patrol, piracy and pirate interdiction. These ships were technically considered 'unrated', however they have been divided into three rough classes in the game: Small, medium and Large.

Though there are many classifications of ships of these sizes in the period as well as many cultural variants, we have also chosen to refer to the ships as: Small 'Cutter', Medium 'Brig' & Large 'Sloop'.

Small Ship "Cutter"

Length:	6"- 8"	Movement	
Turns:	3	Running (Wind Aft)	D6 + 6"
Defence:	8	Reaching (wind a beam)	D6 + 4"
Hull:	D6 + 4	Beating (wind on bow)	D6 + 3"
Min Crew to remain in control:	3 Crew	Min distance before turning	2"
Base Crew Compliment:	1 Captain & 7 Crew	Running Aground / Ramming	
Gun Compliment:		Damage caused if travelling less than 0-6"	D3
Port	2 x 3-6lb Cannon	Damage caused if travelling over 6"	D3+1
Starboard	2 x 3-6lb Cannon	Ramming Base Strength:	2

Medium Ship "Brig"

Length:	8" - 16"	Movement	
Turns:	2	Running (Wind Aft)	D6 + 8"
Defence:	8	Reaching (wind a beam)	D6 + 6"
Hull:	D6 + 12	Beating (wind on bow)	D6 + 2"
Min Crew to remain in control:	5 Crew	Min distance before turning	4"
Base Crew Compliment:	1 Captain & 13 Crew	Running Aground / Ramming	
Gun Compliment		Damage caused if travelling less than 0-6"	D6
Port	4 x 3-6lb Cannon	Damage caused if travelling over 6"	D6+1
Starboard	4 x 3-6lb Cannon	Ramming Base Strength:	3

Large Ship "Sloop"

Length:	16"+	Movement	
Turns:	1	Running (Wind Aft)	D6 + 10"
Defence:	9	Reaching (wind a beam)	D6 + 8"
Hull:	D6 + 18	Beating (wind on bow)	D6 + 1"
Min Crew to remain in control:	7 Crew	Min distance before turning	6"
Base Crew Compliment:	1 Captain & 17 Crew	Running Aground / Ramming	
Gun Compliment		Damage caused if travelling less than 0-6"	D6+1
Port	5 x 3-6lb Cannon	Damage caused if travelling over 6"	2D6
Starboard	5 x 3-6lb Cannon	Ramming Base Strength:	4

Ship Availability

Before the scenario each player must roll to see which of their ships are available for the engagement. There were any number of reasons a ship might be unavailable for duty; repairs, drunken captain, missing crew, etc...

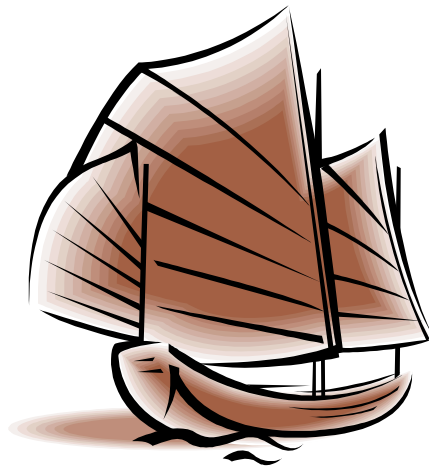
One ship of the player's choice will always be available – this ship will carry the Squadron Commander or 'Commodore' in addition to its normal crew complement.

Each remaining ship rolls 1D6 – on a 1 or a 2 the ship is not available for the engagement. This may seem unfair, but remains true to most naval engagements – most of which were distinctly unfair!

Upgrading your Squadron

Ships do not have values per se, but are able to be given advantages or disadvantages to allow the player to customise their squadron. For each Scenario each opponent has 100 Doubloons per total number of ships in their squadron to upgrade their available ships and purchase additional crew for the battle.

For Example: Two opponents, each with a squadrons of five ships, will have 500 doubloons regardless the outcome of the 'ships availability roll' – Thus one Squadron commander with only three ships at their disposal (after the ships availability roll) will be able to outfit them better than a commander with all five ships at his disposal.



Advantages & Disadvantages

Advantages

Bow Chasers

(Cost: +70 Doubloons each)
Small and Medium ships may purchase 1 x 3-6lb Cannon for +70 Doubloons (including 2 crew) which are positioned on the bow. Large Ships may purchase 2 Bow Chasers.

Custom Sailing Rig

(Cost: +30 Doubloons)
Grants the ship +1" movement in every direction. This advantage may only be purchased once per ship.

Reinforced Hull

(Cost: +20 Doubloons each)
+1 additional Hull point (Up to +5 additional Hull points may be purchased for each ship).

Ship's Boat

(Cost: +15 Doubloons each)
Small ships may only purchase 1 ship's boat; medium & large ships may purchase 2.

Swivel Gun

(Cost: +20 Doubloons each)
Ship's Boats may purchase 1 Swivel Gun, Small ships may purchase 2, and Medium & Large ships may purchase 4.

Medium & Large Ships only

Aft Chasers

(Cost: +70 Doubloons each)
May purchase up to 2 x 3-6lb Cannon for +70 Doubloons each (including 2 crew each) to be positioned aft.

8-9lb Cannon Upgrade

(Cost: +25 Doubloons each)
Any Port or Starboard 3-6lb Cannon may be upgrade to an 8-9lb Cannon.

Large Ships only

12-18lb Cannon Upgrade

(Cost: +35 Doubloons each)
Any 8-9lb Cannon may be upgrade to a 12-18lb Cannon (including an additional crewman).

Disadvantages

Jumped Ship

(Cost: -10 Doubloons each)
Removes one crewman from the ship. This disadvantage may be purchased as much as desired, but the crew may not be reduced below the minimum crew required to maintain control of the ship.

Love of the Lash

(Cost: -25 Doubloons)
Overly harsh discipline has broken the crew of the ship. All Crewmen are reduced to 1 courage (cannot be reduced below 1). This disadvantage may only be purchased once per ship.

Missing Guns

(Cost: -50 Doubloons each)
Removes one 3-6lb Cannon from the ship (but not their crew). This disadvantage may be purchased as much as desired.

Poor Sailing Rig

(Cost: -30 Doubloons)
Subtracts -1" from the Ship's movement in every direction. This disadvantage may only be purchased once per ship.

Rum Soaked

(Cost: -15 Doubloons)
Special Rules:
Due to the drunken state of the crew, all crew on the ship must swap their Fight with their Defence Values. This disadvantage may only be purchased once per ship.

Sprung Seams

(Cost: -20 Doubloons each)
Special Rules:
-1 Hull point (Up to -5 Hull points may be purchased for each ship).

Small & Medium Ships only

Ungainly Cow

(Cost: -40 Doubloons)
Special Rules:
Subtracts -1 from the Ship's number of turns it may make. This disadvantage may only be purchased once per ship.



Scenarios

Scenario Variant: Night Engagement

Any of the above scenarios can also be fought at night! For Night Engagements each ship must roll to spot a ship before it can fire on them. Each ship must roll 3D6 before they fire their cannon or muskets – the result is the range in inches the ship may fire their weapons in that turn. It took a brave commander to engage an enemy in the darkness and many ships were damaged as they were fired upon by friends!

Scenario: The Open Sea

Sails have been seen on the horizon and the squadron moves in to intercept. Each player roles randomly which table side their squadron arrives on.

Table Side

D6	Result
1	North
2 - 3	East
4	South
5 - 6	West

Winning the Game: The first Squadron to have half its ships either; sunk, less than half Hull points or their colours struck loses the engagement.

Scenario: Dangerous Waters

As per the Dangerous Waters Scenario in 'Legends of the High Seas' page 97.

Winning the Game: The first Squadron to have half its ships either; sunk, captured, run aground, under half Hull points or their colours struck loses the engagement.

Scenario: Through the Straights

Ships were at their most vulnerable going through straights or in rivers where movement was limited. This scenario follows the same principles as the Dangerous Waters Scenario in 'Legends of the High Seas' page 97 with the exception that instead of rocks or reef to act as dangerous terrain – two sides of the table are considered to be land. Anyone sailing into these table edges count as running aground.

Winning the Game: The first Squadron to have half its ships either; sunk, captured, run aground, under half Hull points or their colours struck loses the engagement.



Scenario: Coastal Engagement

There are two opponents in this type of scenario – one must be the defender and the other the attacker.

One table edge is designated as the coast.

Deployment: The attacker will deploy on the opposite table edge to the coast. The defender will deploy anywhere else on the table but not within 18" of the attacker's table edge.

Option 1: Marine Landing

Objective: The attacker is attempting a landing. The defender must attempt to stop the ships boats from landing!

Marines: Marines will be deployed from the largest vessel in the attacker's squadron via 6 ships boats - they cannot be used to board enemy ships as their objective is on the shore! They travel as per ships boats in 'Legends of the High Seas' pages 48. The ships boats travel in a straight line towards the defender's port – going around any ship in the way.

Winning the Game: If all the ships boats are destroyed before reaching the beach the attacking squadron automatically loses the engagement. In addition the first Squadron to have half its ships either; sunk, captured, run aground, less than half Hull points or their colours struck loses the engagement.

Option 2: Fireship

Objective: The attacker is attempting an attack against a defender's port. The defender must attempt to stop the fireship from hitting the port!

Fireship: The attacker gains a fire ship in addition to their available ships; the Fire ship is a cutter which will travel in a straight line towards the defender's port – ramming any ship in the way. The Fireship cannot be boarded and though they are a small ship any ship they ram will be damaged as if they were hit by a large ship

Winning the Game: If the fireship hits the port the defending squadron automatically loses the engagement. In addition the first Squadron to have half its ships either; sunk, captured, run aground, less than half Hull points or their colours struck loses the engagement.



Scenario: Escort

There are two opponents in this scenario – one must be the defender and the other the attacker.

The Escort Scenario is considered to take place in the open sea, however you may adapt this scenario to take place in the straights or dangerous terrain as you see fit.

Deployment: The attacker will deploy on a random table edge. The defender will deploy on another random table edge – but not the same as the attacker.

Objective: The defender is attempting to protect a merchant ship (or ships if you desire a challenge). The attacker must capture the ship(s)!

Merchant Ship: The defender gains a Merchant ship (large) but it will only be crewed by 1 Captain and 11 crew. It will also only be equipped with 4 x 3-6lbs cannon divided evenly between port and starboard broadsides. The Merchant ship will travel in a straight line towards the opposite table edge from their deployment. It will fire on the closest enemy ship within 18" of its port or starboard cannon.

Winning the Game: If the merchant ship leaves the opposite table edge the defender is considered to have won. If the Merchant ship is captured the attacker has won.

Scenario: Cutting out the Prize

There are two opponents in this type of scenario – one must be the defender and the other the attacker.

The table is considered to be a harbour with one table edge designated as the port and the opposite as the harbour entrance. The Harbour side is land except for a sea entrance 18" wide. The two other sides of the table are considered land.

Deployment: The attacker will deploy in the sea entrance of the harbour. The defender will deploy their ships on as if moored to the port. The defenders ships will each contain only the bare minimum crew needed to sail the vessel as well as the ships captain – the rest of the crew are carousing in the port. Roll a D6 for each of the defenders ships at the beginning of the defenders movement phase. The result is how many of the crew have gotten to the ship.

Objective: The attacker must capture one of the defenders ships and get it out of the harbour! The defender is at port and must get their crews to their ships to prevent their capture.

Winning the Game: If the attacker captures one of the defenders ships and gets it out of the harbour they have won! In addition the first Squadron to have half its ships either; sunk, captured, run aground, less than half Hull points or their colours struck loses the engagement.



Ship Roster - Cutter

Ship Name: _____

Ship's Captain: _____

Length:	6" - 8"	Movement	
Turns:	3	Running (Wind Aft)	D6 + 6"
Defence:	8	Reaching (wind a beam)	D6 + 4"
Hull:	D6 + 4	Beating (wind on bow)	D6 + 3"
Hull Upgrades:		Min distance before turning	2"
Min Crew to remain in control:	3 Crew	Running Aground / Ramming	
Base Crew Compliment:	1 Captain & 7 Crew	Damage caused if travelling less than 0-6"	D3
Crew Upgrades:		Damage caused if travelling over 6"	D3+1
		Ramming Base Strength:	2
Gun Compliment		Movement:	Additional:
Port	2 x 3-6lb Cannon		
Starboard	2 x 3-6lb Cannon		
Gun Upgrades:			

Notes:

Ship Roster - Cutter

Ship Name: _____

Ship's Captain: _____

Length:	6" - 8"	Movement	
Turns:	3	Running (Wind Aft)	D6 + 6"
Defence:	8	Reaching (wind a beam)	D6 + 4"
Hull:	D6 + 4	Beating (wind on bow)	D6 + 3"
Hull Upgrades:		Min distance before turning	2"
Min Crew to remain in control:	3 Crew	Running Aground / Ramming	
Base Crew Compliment:	1 Captain & 7 Crew	Damage caused if travelling less than 0-6"	D3
Crew Upgrades:		Damage caused if travelling over 6"	D3+1
		Ramming Base Strength:	2
Gun Compliment		Movement:	Additional:
Port	2 x 3-6lb Cannon		
Starboard	2 x 3-6lb Cannon		
Gun Upgrades:			

Notes:

Ship Roster - Brig

Ship Name: _____

Ship's Captain: _____

Length:	8" - 16"	Movement	
Turns:	2	Running (Wind Aft)	D6 + 8"
Defence:	8	Reaching (wind a beam)	D6 + 6"
Hull:	D6 + 12	Beating (wind on bow)	D6 + 2"
Hull Upgrades:		Min distance before turning	4"
Min Crew to remain in control:	5 Crew	Running Aground / Ramming	
Base Crew Compliment:	1 Captain & 13 Crew	Damage caused if travelling less than 0-6"	D6
Crew Upgrades:		Damage caused if travelling over 6"	D6+1
		Ramming Base Strength:	3
Gun Compliment		Movement:	Additional:
Port	4 x Cannon		
Starboard	4 x Cannon		
Bow			
Aft			
Gun Upgrades:			

Notes:

Ship Roster - Brig

Ship Name: _____

Ship's Captain: _____

Length:	8" - 16"	Movement	
Turns:	2	Running (Wind Aft)	D6 + 8"
Defence:	8	Reaching (wind a beam)	D6 + 6"
Hull:	D6 + 12	Beating (wind on bow)	D6 + 2"
Hull Upgrades:		Min distance before turning	4"
Min Crew to remain in control:	5 Crew	Running Aground / Ramming	
Base Crew Compliment:	1 Captain & 13 Crew	Damage caused if travelling less than 0-6"	D6
Crew Upgrades:		Damage caused if travelling over 6"	D6+1
		Ramming Base Strength:	3
Gun Compliment		Movement:	Additional:
Port	4 x Cannon		
Starboard	4 x Cannon		
Bow			
Aft			
Gun Upgrades:			

Notes:

Squadron Commander

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Ship Roster - Sloop

Ship Name: _____

Ship's Captain: _____

Length:	16"+	Movement	
Turns:	1	Running (Wind Aft)	D6 + 10"
Defence:	9	Reaching (wind a beam)	D6 + 8"
Hull:	D6 + 18	Beating (wind on bow)	D6 + 1"
Hull Upgrades:		Min distance before turning	6"
Min Crew to remain in control:	7 Crew	Running Aground / Ramming	
Base Crew Compliment:	1 Captain & 17 Crew	Damage caused if travelling less than 0-6"	D6+1
Crew Upgrades:		Damage caused if travelling over 6"	2D6
		Ramming Base Strength:	4
Gun Compliment		Movement:	Additional:
Port	5 x Cannon		
Starboard	5 x Cannon		
Bow			
Aft			
Gun Upgrades:			

Notes:

Squadron Commander

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