Captain's Sea

by Mike Nagel

1.0 Introduction

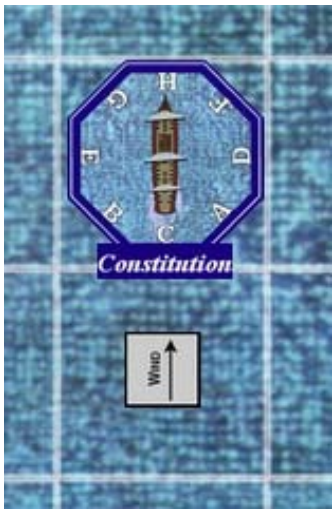
Captain's Sea is a low-complexity game system depicting famous ship duels from the Age of Sail. The game focuses on the battles between individual ships. Players will maneuver their ships and allocate resources to win an intense, one-on-one clash at sea.

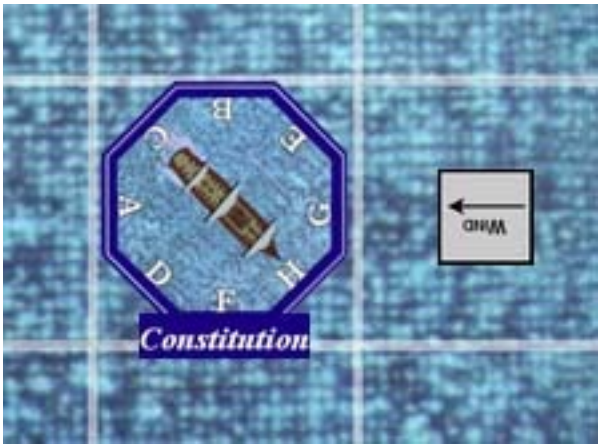
2.0 Key Concepts

2.1 Relative Movement--*Captain's Sea* uses a ***relative movement*** system. Ships dueling on the open sea had virtually limitless battlefields. Relative movement allows the game to simulate that openness. During a turn, a ship's ability to move reflects how fast it is going ***compared to the enemy vessel***. Consequently, two ships moving in the same direction at the same speed will both have a base movement of zero, because their relative position will not change. If ships aren't moving in the same direction, their direction relative to the wind will determine their movement rate.

2.2 Wind Position—maneuvering a ship during the Age of Sail meant aligning the ship relative to the wind. An array of terminology grew around this task, but *Captain's Sea* simplifies the learning curve. Your ship's wind position is expressed by a letter indicating the wind's direction across the ship. For instance, the wind might blow toward direction C—in that case, your ship is RUNNING. If it's blowing toward A or B, your ship is BROAD REACHING. *Captain's Sea* retains the terminology for flavor, but you can play the game using only the letter notations.

In the first image below, *Constitution* is in Wind Position C. In the second, she's in Wind Position G.





2.3 Heading—the square grid of the map allows ships to move in eight directions, or headings. One square on the map contains a compass showing the number for each heading.

2.4 Impulses—each *Captain's Sea* turn is divided into 12 impulses. In some, one or both ships will activate to move and/or take an action (such as loading a broadside). In others, nothing will happen and players will skip the impulse. The Impulse Track tells you in which impulses a ship can activate based on its relative speed.

2.5 Ship Displays—each ship in *Captain's Sea* is represented by a Ship Display containing its statistics, along with tools for tracking crew data, sails, cannon loads and damage.

2.6 Control Panels—each player has a Control Panel printed on the game board. The Control Panel lists the maneuver options for a ship in each of five possible wind positions. Players use Maneuver Selection blocks to indicate which maneuver they have selected for their ships. The Maneuver Selection blocks are placed on edge so that the opposing player cannot see the selected maneuver.

2.7 Bridge Cards—*Captain's Sea* includes a deck of Bridge Cards. Some Bridge Cards allow a player to cause an event to occur. Others can cause events to happen automatically. The text on the cards indicates when they can (or must) be played.

There are two types of Bridge Cards, "Play Now" and "Hold."

Play Now Cards are revealed immediately. Follow the instructions on the card to implement a random event. If the card's effects are not applicable, discard it. *Whether or not the event occurs, reshuffle the Bridge Deck.*

Hold Cards can be played immediately or held for future use. A player's hand size is limited by his Crew Morale: Unfit (4), Fair (5) or Handy (6). If a draw causes a player to exceed his maximum hand size, he must discard until it is reached. If a player's maximum hand size decreases due to falling Crew Morale, he must immediately discard down to his new hand size.

Bridge Cards in a player's hand may be discarded *prior to* any single die roll to add +1 to the result. Only one card may be discarded to modify any single die. In a roll with multiple dice, one card may be discarded per die. (For example, when Firing with 3 dice, the attacker could discard three cards to get +1 each on all three dice.) Cards may never be discarded to get a negative modifier. The Non-Initiative Player decides first whether to play cards to modify dice.

If the text on a card conflicts with rules, the card text takes precedence until the text on the card is resolved.

2.8 Morale Checks—when the game requires a morale check, roll the indicated number of dice and modify each die according to Crew Morale. If any modified die result is 2 or less, the crew fails the check, and its morale decreases by one level.

2.9 Rounding—players round up to the nearest whole number whenever calculations result in a fraction (usually a half point).

3.0 Setup

Choose a scenario. Review the Play Book to determine the optimal scenario to play if this is your first game of *Captain's Sea*. Place the game board between the players. Give each player an appropriate SHIP DISPLAY, a set of Maneuver Selection tiles, and a set of counters—red for the British player, white for a French player, and blue for an American player. Find the wind direction marker and place it in the compass square in the center of the map, pointing as indicated by the scenario. Each player then places status counters as follows:

- In the HANDY box on the Crew Morale Track
- in either the FIGHTING SAIL or MEDIUM SAIL box (player's choice)
- in the highest numbered box on the Crew Points track
- in the highest numbered box on the Rigging Points track
- in the highest numbered box on each of the four Gunnery tracks

Each player also loads his guns, selecting from Round, Chain or Double Shot. Place an appropriate counter face down in the LOADED box for each Hull Section. Place the Loaded counters in the Bow and Stern Chaser boxes.

Each player places his ship counter in the space indicated by the scenario. The bow (or front) of the ship must be pointed in the direction shown in the scenario.

Place the other markers and the deck of Bridge Cards near the game board for easy access.

Each player draws three Bridge Cards. For this initial draw only, discard any Play Now cards without implementing the event or reshuffling the deck.

4.0 The Ship Display

Each ship in *Captain's Sea* has its own display noting its game statistics and providing several tracks for monitoring its condition. Ships are divided into four Hull Sections, as well as into Topside and Below Deck.

Here's what it all means.

4.1 Hull Type: Slow, Average or Fast. Ships with fast hulls get a +1 modifier when rolling for Hull Bonus. Slow ships get a -1 modifier.

4.2 Hull Strength: Fragile, Average or Firm. Ships with fragile hulls may take extra damage from enemy fire. Ships with firm hulls may take less.

4.3 Crew Quality: Green, Average or Crack. Ships with crack crews get a +1 modifier on initiative and bonus movement die rolls. Green troops get a -1 modifier on both. Better crews also reload broadsides faster.

4.4 Crew Morale: This track records the mental state of the crew. When the crew fails a morale check, move the counter one box to the left. Handy and unfit crews modify relevant die rolls. When the counter is in the Strike Check box, the ship might strike its colors (surrender).

4.5 Chasers Loaded: A counter in this box indicates the ship's chasers are loaded and may be fired. There is one box near the bow of the ship display for Bow Chasers and one near the stern for Stern Chasers.

4.6 Fighting Sail/Medium Sail: A counter indicates the current configuration of the ship's rigging.

4.7 Crew Tasks: The display includes tracks for crew points assigned to various tasks on the ship.

4.7.1 Sailing: This track indicates the number of Crew points assigned to sailing the ship.

4.7.2 Rigging: This track indicates the number of Crew points assigned to changing the rigging configuration.

4.7.3 Rigging Damage: This track indicates the number of Crew points assigned to Damage Control on the Rigging.

4.74 Hull Damage: These tracks indicate the number of Crew points assigned to Damage Control in the Hull sections.

4.7.5 Melee: This track indicates the number of Crew points assigned to grappling the enemy ship or melee with the enemy crew. Note to Playtesters: Ignore this track. Any unassigned Crew points are now assumed to be prepared for Melee.

4.76 Gunnery: Crew points assigned to Gunnery are tracked in the Broadside sections (see 4.10).

4.8 Rigging Points: This track records the status of the ship's rigging and its ability to move. Some boxes have an "F" in addition to a number. If the counter is in a box marked "F" the ship's rigging has been severely damaged and it may use Fighting Sail only. Move the counter down the track when the ship sustains a rigging hit. All boxes at or below of the counter are undamaged. Boxes above it are damaged. When the marker is in the STRIKE CHECK box, the ship might strike its colors (surrender), and it is penalized for being dismasted (its speed is divided by 4 and it cannot make a BONUS MOVE unless forced to by *STRAINING*).

4.9 Crew Points: Each box on this track measures available crew strength for various tasks. The available tasks are Sailing, Rigging, Rigging Damage Control, Gunnery Damage Control, Melee and Gunnery. The coounter records the current maximum available Crew. Move the counter down the track when the ship suffers a Crew hit. When the counter is in the STRIKE CHECK box, the ship might strike its colors (surrender). Any crew not assigned to other tasks are considered assigned to Melee.

A few boxes on this track also contain a small red number. The first time (only) the counter enters such a box, make a morale check, subtracting the small red number from the die roll.

4.10 Broadside Sections: There are 4 broadside sections—Starboard Bow, Starboard Aft, Port Bow and Port Aft. Each Broadside Section consists of a track of Gunnery boxes, a pair of Damage Control boxes and a Loaded box. These tracks record the condition of the Broadside Section.

4.10.1 Gunnery Track: Each Gunnery box has a pair of superscripted numbers. The first is the number of long guns in the box, while the second is the number of carronades. Move the counter on the Gunnery Track for the appropriate section toward 0 each time your ship sustains a hull hit. All boxes at or below the counter are undamaged. All boxes above it are damaged. When the marker is in the 0 box, you must make a morale check. *Note: You will also place counters on these tracks to indicate crew assigned to each Broadside Section*.

4.10.2 Loaded Boxes: A counter in this box indicates that the guns for its Broadside Section are loaded and the type of load.

5.0 Sequence of Play

Captain’s Sea is played in a series of turns. Each turn consists of the following steps:

A. Assign Crew
B. Determine Initiative
C. Determine Movement Rates
D. Activation Cycle
    1. Select Maneuvers (if not already selected)
    2. Select First Marked Impulse
    3. Complete Impulse Activation (if applicable)
        a. Reveal Maneuver
        b. Complete Maneuver
        c. Select Maneuver
    4. Reload (if applicable)
    5. Conduct Fire Combat (if applicable)
    6. Grappling (only if both ships in same square)
F. Melee (only if ships are grappled)
G. Bonus Move
H. Housekeeping
I. Advance Turn Marker and Begin Next Turn

6.0 Assign Crew

In this phase, each captain assigns crew points to critical tasks. Crew points can be assigned to sailing, changing rigging, rigging damage control, hull damage control, gunnery or melee. Any unassigned Crew points are assumed to be assigned to Melee.

Assign crew to tasks by placing counters in the appropriate boxes. The number of points assigned to tasks cannot exceed the total Crew points available.

6.1 Crew Tasks

Assuming his ship has enough Crew points, a captain may assign them to the following tasks:

- Sailing: Each player may assign one Crew point per turn to sailing. Place a counter in the Sailing 1 box. Assigning a Crew point to sailing gives the ship a +1 modifier to the die when rolling for bonus movement.

- Changing Rigging: If the ship is capable of Medium Sail, each player may assign one or two Crew point per turn to changing the rigging from Medium Sail to Fighting Sail or visa versa. Place a counter in the appropriately numbered box to indicate the number of crew points assigned. The attempt to change rigging status does not occur until the Housekeeping Phase, but you must assign the crew in this phase if you want to try.

- Damage Control (Rigging): Up to two Crew points per turn may be assigned to repair the most recently *damaged* box on the Rigging Points track. Place a counter in the appropriately numbered box to indicate the number of crew points assigned. The attempt to repair rigging does not occur until the Housekeeping Phase, but you must assign the crew in this phase if you want to try.

Note: A ship with its rigging counter in the STRIKE CHECK *box on the Ship Display is considered dismasted. Its crew can still repair its rigging, which would move the marker out of the Strike Check box.*

- Hull Damage Control: Up to two Crew points per hull section per turn may be assigned to repairing damaged Gunnery boxes. Each tasked Below Deck Crew point may be assigned to any of the four Hull Sections. Place a counter in the appropriately numbered Damage Control box to indicate the number of crew points assigned. Attempts to repair the hull do not occur until the Housekeeping Phase, but you must assign the crew in this phase if you want to try.

- Gunnery: A captain may assign one Crew point per turn *per undamaged* Gunnery box on the ship display. Place a counter in the appropriately numbered Gunnery box to indicate the number of crew points assigned.

Note: A crew point may never be assigned to a damaged box.

- Melee: Any crew points not assigned to other tasks are assigned to Melee. Place a counter on the Crew Points Track to indicate this.

Hint: If there is ANY danger of the enemy grappling and boarding your ship, assign crew to Melee. A successful enemy boarding action instantly ends the game with a substantial bonus in Victory Points to your opponent.

7.0 Determine Initiative

Each player rolls one die and modifies the result as described below. The player with the higher modified result wins initiative for the turn. He becomes the *Initiative Player* while his opponent becomes the *Non-Initiative Player*. In case of a tie on the initiative roll, reroll the dice.

Die roll modifiers are:

- +1 for a Crack crew
- -1 for a Green crew
- -1 for each previous, successive turn the player has held Initiative.
- Changes due to eligible Bridge Card play

Place the initiative player's Initiative marker on the Status Track in the box equaling the number of successive turns he has held initiative.

Example: A player has an average crew but has held initiative on the previous two turns with no Bridge Card play. He rolls at -2. If he wins this turn, his next initiative roll will be at -3.

8.0 Determining Movement Rates

Players determine the movement points available to their ships, based on wind position and hull quality. First, determine each ship's base movement points:

Step 1: If both ships are in the same wind position and have the same heading, both have 0 base movement points. Otherwise, proceed to Step 2.

Step 2: On the Base Movement Point Table, identify the column matching the Initiative Player's wind position and the row matching the Non-Initiative Player's wind position. Wind position is determined by selecting the letter on the ship marker closest to the direction from which the wind is coming (example: if the wind is blowing up the length of the ship from stern to bow -- aka, "Running" -- the position is identified as "C").

Step 3: Cross-reference the selected row and column positions to determine available movement points. The first number is the movement points for the Initiative Player's ship; the second is the movement points for the Non-Initiative Player's ship.

Step 4: Next, determine HULL BONUS due to each ship's hull and crew:

*Note: A ship that is IN IRONS (position "H") **does not** roll for a Hull Bonus--its speed remains 0. A ship with a speed of 0, but not IN IRONS, **does** roll for a Hull Bonus.*

Step 5: Each player rolls a die and modifies the result. Die roll modifiers are:

- +1 for a Crack crew
- -1 for a Green crew
- Changes due to eligible Bridge Card play

Step 6: Cross-reference the result with the ship's hull type on the Hull Bonus table.

Step 7: Add the Hull Bonus of each ship to its Base Movement Points to determine its Speed for the turn. Speed equals the total Movement Points the ship must spend during the turn.

Step 8: A ship at fighting sail divides its Speed by 2, rounding up. A ship with its rigging marker in the Strike Check box is considered dismasted. Divide its movement by 4.

After determining the ships' speeds, players place Activation counters (red, white or blue) on the Impulse Track. Place a counter in each Impulse listing your ship's speed among the numbers at the bottom of the box. (Example: a player whose ship has a speed of 6 for the turn places a counter in the boxes for impulses 2, 4, 6, 8, 10, and 12—all the boxes listing 6 at the bottom.)

9.0 Activation Cycle

The Activation Cycle is divided into 12 impulses. During impulses containing Activate counters or Load Counters, players may (or may not) take actions such a moving, firing or reloading.

Go to the first Impulse containing an Activate counter and/or a Load Counter. The steps below must be conducted in order, with each step completed before moving to the next step.

Step 1: A player with an Activate! counter may Maneuver. If both players have Activate! counter, the Initiative Player decides who Maneuvers first.

Step 2: A player with a Load Counter may reload.

Step 3: Either player may fire.

Step 4: Either player may attempt to grapple.

10.0 Maneuvering

Check whether the player(s) with an Activate! counter for the impulse has completed a maneuver. If not, put the Activate! counter on the Ship Display to indicate Movement Points spent since the player's last completed maneuver. If a player has completed a maneuver, he reveals it and moves his spent Activate! counter(s) away off the Ship Display.

Execute any completed maneuvers. *When a ship has completed enough Activations for its selected maneuver, it MUST make the maneuver.* Remember, if both players reveal maneuvers, the Initiative Player decides who moves first.

After a maneuver is executed, the player **immediately** selects his next maneuver.

10.1 The Control Panel

The Control Panel shows all the possible maneuvers and is organized by wind position. When it's time to select a maneuver for your ship:

1. Identify the table matching the ship's wind position.
2. Select a maneuver from the available options by placing a Maneuver Selection block matching the color and number of the chosen maneuver (as indicated by the first column on the table). Place the tile either face-down or on-edge so that your opponent cannot see your selection.

Each maneuver has a cost, expressed in movement points. Your ship can maneuver for one movement point each impulse it activates, so a three-point maneuver requires three impulses to complete. During the first two impulses of the maneuver, the ship will not move. During the third, it will complete the maneuver.

There are important restrictions on selecting maneuvers:

- You may select any maneuver, including one that will not be completed until the next turn.
- If you select a maneuver which will carry over into the next turn, you must choose a Strain maneuver as well. Your opponent will know that you are straining, but not how much.
- If required to Strain, you may choose either Straining block.
- You may not choose *Back Sail* twice in a row, even if your wind position changes. After Back Sailing, place a *No Back Sail* counter on the ship display to remind you.
- You may not choose *Wear* twice in row, nor Wear twice in the same square (A ship cannot simply sit in place and spin.) After Wearing, place a *No Wear* counter on the ship display to remind you. NOTE: A free Wear from an Advance maneuver counts here—you cannot use the free Wear and then select Wear as your next maneuver.
- You may not choose any maneuver that turns your ship to *In Irons (wind position "H")*. If you want your ship to move "across the wind," you must *Tack*.

The available maneuvers are:

10.1.1 Advance—move ahead from one square to the next. It costs two movement points to move across the side of a square, three to move across a corner. The ship may turn one compass point to a superior wind position (see the Control Panel) after moving into the new square.

Note: the Advance maneuver is the only way to turn into a superior wind position.

10.1.2 Wear—turning one compass point. Wearing to an *inferior* wind position is a separate maneuver, not a free one like the turn offered by the Advance maneuver. It costs one or two movement points, depending on the direction of the Wear.

10.1.3 Back Sail—holding the ship steady and keeping it in the same square and direction is called *Back Sailing*. You may not select this maneuver twice in a row.

10.1.4 Tacking—moving across the wind is a dangerous business when under the enemy's guns, but it allows the ship to rotate its bow through the wind. A player must attempt to *Tack*—the maneuver is not automatic. To attempt Tacking:

Step 1: Rotate the ship one compass point to the *In Irons* (H) wind position in its current square.

Step 2: Roll a die and modify the result by the ship's Crew Status. Subtract 1 from the modified result if the enemy ship is six movement points or less away.

Step 3: If the modified result is 5 or greater, rotate the ship another compass point to Beating (F or G). The ship may not return to its original compass point. If the modified result is 4 or less, the ship remains *In Irons* for the rest of the turn. For a ship *In Irons*, ignore any remaining impulses and remove the ship's remaining Activate! markers from the Impulse Track.

10.1.5 Straining—A ship selecting a Straining maneuver ***must*** attempt a Bonus Move.

10.2 Stacking

A ship may enter a square occupied by the enemy ship. When this happens, it is assumed that the ships are closing on each other and fighting at point blank range.

There are three possible relative positions for the ships.

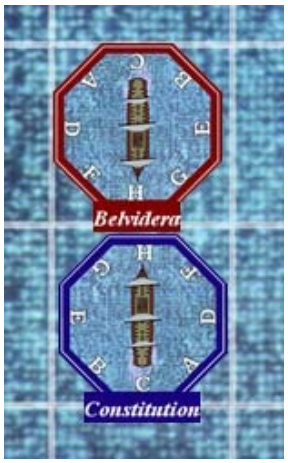
Parallel: the ships are moving past each other in exactly the same direction or opposite directions. The Initiative Player determines on which side the moving ship passes by the other ship. Both ships may fire if they have guns loaded and crewed.

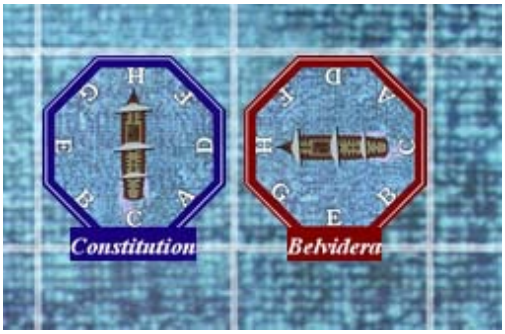
Crossing: the ships are moving on perpendicular courses, forming a "T." The Initiative Player (only) may fire if his ship has guns loaded and crewed, attempting a Rake (see rule 12.8). If the Initiative Player is moving his ship, he may fire, attempting a stern rake on his opponent. If the Non-Initiative Player is moving, the Initiative Player may attempt a Bow Rake on the approaching ship.

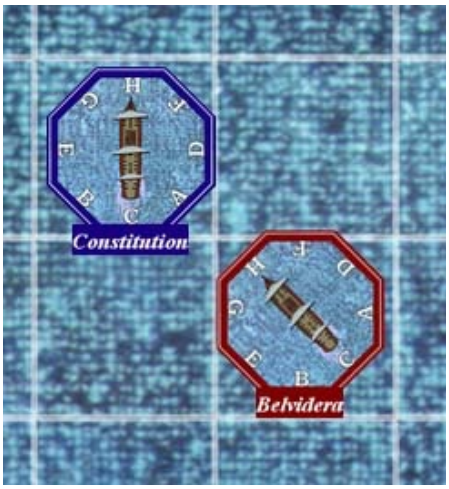
Angled: the ships are moving neither parallel nor perpendicular to each other. One end (bow or stern) of each ship is closer to the other ship, forming a "V." The moving ship passes the enemy on the side closest to where the moving ship entered the square. Both ships may fire if they have guns loaded and crewed.

Examples:

1. In the first image below, if *Belvidera* advances, she will sail Parallel to *Constitution*. The player with initiative decides whether she sails *to Constitution's* port or starboard. Both ships may fire.
2. In the second image below, if *Belvidera* advances, she will sail Crossing *Constitution*. If *Belvidera* has initiative, she will pass to *Constitution's* stern and may attempt a rake. If *Constitution* has initiative, she may attempt to attempt a bow rake on *Belvidera*.
3. In the third image below, if *Belvidera* advances, she will sail Angled to *Constitution's* starboard. Both ships may fire normally.







Note: If the active ship has the option to Wear (as part of an Advance maneuver), the captain decides whether to Wear before determining the ships' relative positions. Note that wearing will change a ship's relative position (Parallel and Crossing will become Angled and Angles will become Parallel or Crossing).

The Initiative player should place a formation marker in the hex to indicate the ships' relative positions.

10.3 The Map Edge

When one of the ships is about to maneuver off the map edge, players should adjust both ships' locations toward the center of the map. Be sure to maintain the same distance and relative position between the ships and keep both ships on the same heading. Also move any smoke on the map and maintain its position relative to the ships.

If it is not possible to avoid moving a ship off the map edge, the game ends immediately.

11.0 Reloading

Check whether there is a load counter for any broadside section from either ship (or both ships) in the impulse's reload box. If there is a load counter AND Crew points have been assigned to that hull section's Gunnery Track, place the load counter next to the appropriate Gunnery Track(s) on its ship.

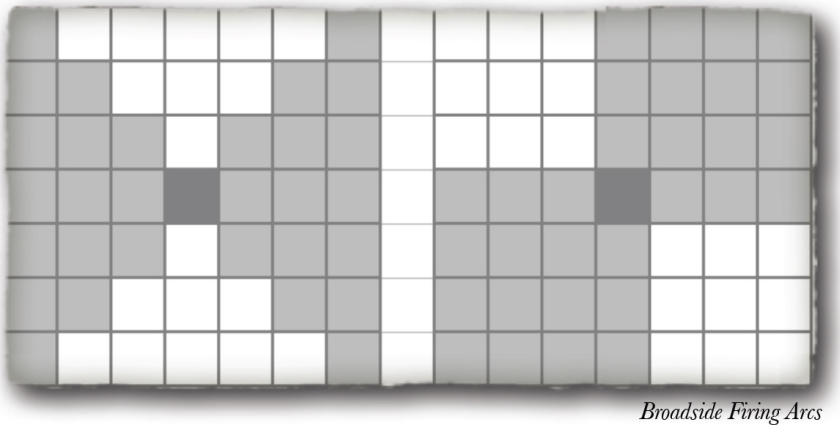
If crew has not been assigned, follow the Select Load procedure (see 12.7). This opportunity to reload has been lost.

Special Loads: It takes longer to load Chain or Double Shot. When a Load Counter of either type is revealed, place it two impulses further ahead. *Tip: turn the load counter 90 degrees to remind you that you've already moved it forward two impulses.*

12.0 Firing

Both players have opportunities to fire when **either** player has an Activate counter or Load Counter in the current Impulse. Firing occurs after any activated ship(s) has maneuvered. The Non-Initiative Player announces first whether his ship will fire, then the Initiative Player. Firing occurs simultaneously.

12.1 Firing Arc: For your ship to fire, the enemy ship must be within the pattern indicated by the shaded area. The pattern extends up to 24 movement points from the firing ship.



Broadside Firing Arcs

12.2 Range: Broadside Sections may fire Long Guns at the enemy ship up to 24 movement points away. Carronades may fire at the enemy ship up to 6 movement points away and get a bonus (double the number of dice firing) at 3 movement points or less away.

12.3 Broadside Sections Attacking: If both Broadside Sections aim at the same height and use the same ammunition, they combine their firepower into a single attack. If they aim at different heights or use different ammunition, conduct two separate attacks.

12.4 Firing Procedure

Note: The firing procedure is actually fairly simple: set your target, determine the number of dice, determine the modifiers and roll. It just looks like a lot because we've provided detailed, step-by-step instructions for clarity and to cover all the possibilities. Firing is quick and easy.

12.4.1 Identify firing section(s)

The firing ship is the attacker. The targeted ship is the defender.

The attacker determines which Broadside Sections are firing at the enemy ship. A broadside can only fire when the enemy is within its firing arc, within its range, and when its guns are loaded and manned.

12.4.2 Determine Target for each firing section

The attacker also announces whether each firing Broadside Section will aim High (at the Rigging) or Low (at the Hull). If both sections fire at the same target, their attacks are combined into a single attack. Otherwise each attack is resolved separately using half of the defensive dice (see below) against each attack and adding any odd die to one attack or the other.

12.4.3 Determine if the attack is a Rake

When the firing ship is crossing and perpendicular to the defender's path, the attack is a rake and may cause additional damage. Check section 12.8 for additional details.

12.4.4 Determine number of To Hit dice (attacker)

The attacker finds the highest numbered gunnery box which is **both** undamaged and manned by crew. The number of attack dice is equal to the combined number of ***in-range*** long guns and carronades in that box. If the target ship is within 3 movement points of the firing ship, double the number of dice for carronades.

12.4.5 Roll dice to determine initial hits

The attacker rolls the number of dice determined in Step 4. A hit is a modified die roll equal to 5 or better. Each die roll is modified as follows:

- +1 if his ship's crew is Handy
- -1 if his ship's crew is Unfit
- +1 if firing Double Shot
- -1 if firing Chain Shot
- +/- modifiers due to play of Bridge Cards

Mark the total number of hits on the Status Track with the Hits marker.

12.4.6 Determine number of defense dice

The Defender counts the movement points between the ships and divides by 2, rounding up. Then add the dice contributed by smoke. Each smoke point is worth one additional defense die.

- Count the value of each smoke counter in the target ship's square and in the firing ship's square.
- Count the value of each smoke counter in any square touched by an imaginary straight line drawn from the center of the firing ship's square to the center of the target ship's square.
- Count an "On Fire" counter on the firing or target ship as one die, so add two dice if both ships are on fire.

12.4.7 Roll defense dice to determine hit cancellations

The defender rolls the number of dice determined in Step 5. If the defending ship's hull is Firm, re-roll every die rolling a natural "1." If the defending ship's hull his Fragile, re-roll half (round up) of the dice that rolled a natural "6." Any additional dice rolled retain their results. Each die is then modified as follows:

- +1 if the attacker is 12 or more movement points distant.
- +/- the value of played Bridge Cards

A cancellation is a modified die roll equal to 5 or better. For each successful cancellation, move the Hits marker down the Status Track.

12.4.8 Check for Damage Effects

During the Age of Sail, a broadside was a volley of lead. The more lead thrown, the more likely that some of it might go astray. This process determines the proportion of lead that hits the enemy ship where desired.

Roll three dice—two red and one blue. Using the Damage Effects Table, add the dice results and cross-reference the modified total with the column corresponding to the number of Hits achieved. The die roll is modified as follows:

- -1 if firing with the wind (leeward)*
- +1 if firing into the wind (windward)*
- If firing high (at Rigging):
    - +1 if Crew Morale is Fit
    - +2 if Crew Morale is Handy
- If firing low (at Hull)
    - -1 if Crew Morale is Fit
    - -2 if Crew Morale is Handy

** Note: Ships in Positions A, B, D, E, F, and G are affected by wind when firing. Ships which are in Positions C or H relative to the wind are not affected by these modifiers.*

Mark the number of Rigging (R), Hull (H), and Crew (C) hits on the Status Track.

12.4.9 Adjust final hits for Rigging, Rake and Shot

When firing at the Rigging (High):

1) If the defender is at Fighting Sail, divide the number of Rigging Hits by two. And,
2) If firing Chain Shot, add one to the number of Rigging Hits. Reduce Hull Hits to zero.

When firing at the Hull (Low):
1) If firing Chain Shot, ignore all Hull Hits. Or,
2) If the attack is a Stern Rake, multiply the number of Hull hits by 1.5 (rounding up). In either case,
3) Roll a die for each section firing Double Shot. On a resulting roll of two or less, the firing section sustains one hull hit.

12.4.10 Apply Hits

Rigging Hits are applied by moving the Rigging Status counter down the Rigging Track one box per hit sustained.

Hull hits must be divided evenly among the bow and stern sections of *the targeted side* of the ship.

- The first hull hit must be applied to the hull section with more undamaged hull boxes, if there is one.
- Other hits are divided evenly between the two sections; the defending player decides which section takes the first hit.
- If a section of targeted side of the hull cannot sustain all of the hits is receives, apply the remaining hits to the hull section on the opposite (non-targeted) side of the ship (the shot passes through the ship and impacts the other side).
- If the non-targeted side of the ship cannot sustain all of the hits it receives in this way, ignore the remaining hits.

12.4.11 Morale Check

Using the Morale Effects Table, cross reference the results of the blue die (ONLY) and the number of Hits scored. Modify the number on the blue die as follows:

- +1 if the defending crew's Morale is Handy
- -1 if the defending crew's Morale is Unfit

Make a Morale Check using the number of dice indicated by the Morale Effects Table.

12.5 Check for Fire

Return to the Damage Effects Table and look at the number of Hits Achieved. Use the column header if the modified three-dice roll was 11 or higher. Use the column footer if the modified three-dice roll was 10 or

less. If the header or footer is red, check for fire using the number of dice indicated in parenthesis. If any dice rolls a 1, the ship is on fire. Place an On Fire counter on the ship's display.

12.6 Applying Smoke

For each firing Hull Section: add two Smoke-2 counters to the firing ship's square if the attacker rolled three dice or more, or add one Smoke-2 counter for an attack of one or two dice.

12.7 Selecting Load

For the section(s) just fired, select a Load Counter and place it face down ahead of the current impulse on the Reload Track, as below, based upon the Crew Quality:

- **Crack**: 6 Impulses
- **Average**: 8 Impulses
- **Green**: 12 Impulses

If there are insufficient impulses remaining in the current turn, continue counting impulses into the next turn before placing the counter. Do not count the Bonus Move box as an Impulse.

Note: the numbers in the table above are for round shot. Other types of loads take longer (see 11.1). Use the numbers in the table to avoid revealing to your opponent that you've loaded a special shot.

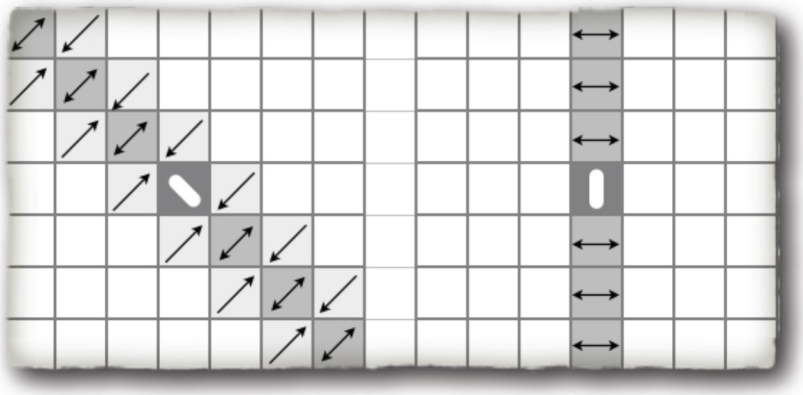
12.8 Rakes

A *rake* occurs when one ship fires directly along the length of the enemy ship. To conduct a rake, the target ship must be heading directly toward or away from the firing ship. The firing ship must be:

- In the same row or column as the target ship and perpendicular to it, or
- On the same diagonal line as the target ship and perpendicular to it, or
- In a space touching the diagonal line of the target ship and perpendicular to it. The firing ship's heading must also be toward the diagonal line

A ship is perpendicular to the enemy ship if the firing ship's heading is exactly 2 or 6 compass points away, in either direction, from the target ship's heading.

(Examples: the target ship is heading in direction 1. The firing ship can rake if its heading is 3 or 7. If the target ship's heading is 2, the firing ship can rake if its heading is 4 or 8. If the target ship's heading is 6, the firing ship can rake if the firing ship's heading is 4 or 8.)



Rake Positions

To conduct a rake, use the same firing procedure outlined above. Modify the damage procedure as follows:

- If the rake was fired into the target ship's rear section (aft), multiply the number of hull hits by 1.5 before applying them (the multiplication occurs AFTER defensive dice have been applied). Divide the hits between the ship's aft sections.
- If the rake was fired into the target ship's forward section (bow), divide them between the ship's bow sections.

12.9 Chasers

Chasers are guns positioned to fire out of the bow or stern of a ship at an opponent's rigging—the idea is to damage the enemy's sails to slow him down so you can catch him or escape. Each ship begins the game with two Chasers. Chasers do not require crew, but may only fire when the enemy is outside the broadsides' firing arcs. Only chasers pointed toward the target ship (fore or aft) may fire. Fire chasers using the following procedure:

- Chasers fire by rolling one die per firing section (so a maximum of two). A hull section must have one undamaged box to fire chasers.
- Chasers have a maximum range of 24 MP.
- Each chaser scores a hit on a 6. There are no modifiers.
- Chasers fire Round Shot only.
- Chasers do not create smoke.
- Shots do not scatter. All hits are applied to the target ship's rigging.
- Once fired, chasers reload in the same number of impulses as Round Shot. Place the appropriate Chasers Loading counter on the reload track. When you pick up the counter, place the marker in the appropriate Chasers Loaded box on the Ship Display.

13.0 Grappling

A ship may attempt to grapple its opponent **only if** both ships are in the same square at the end of an impulse and either player had an Activate counter or Load Counter in the Impulse. When these requirements are met:

First, the Initiative Player may attempt to grapple. If the Initiative Player did not attempt grappling **or** failed in the attempt, the Non-Initiative Player may attempt to grapple. The player attempting to grapple rolls one die and modifies the result as follows:

- + your ship's Crew Morale
- - enemy Crew Morale
- + Crew points assigned to Melee from your ship
- - enemy Crew points assigned to Melee
- -1 if the smallest difference in headings (count the compass points) is 1 or 2
- -2 if the smallest difference in heading (count the compass points) is 3 or 4
- +1 if the ship attempting to grapple is French

If the result if 5 or higher, the grappling attempt is successful.

If either player succeeds, align the two ships. If the ships' headings differed by less than two compass points, align the ships on the same heading (the Initiative Player's heading). If the ships' headings differed by two or more compass points, keep the Initiative Player's heading the same and align the Non-Initiative Player's ship to the opposite heading. Place a *Grappled* counter in the square. Ignore all further impulses this turn and move to the Melee Phase.

14.0 Empty Impulses

Skip any impulse box containing neither an Activate! marker nor a reload counter. Players may not maneuver, fire, grapple/melee, nor reload in such an impulse.

15.0 Repeat for Next Impulse

After completing each impulse containing Activate! markers or Load Counters, except the 12th, repeat the above process for the next impulse. After the 12th impulse, proceed to the Melee Phase of the turn.

16.0 Melee

The melee phase occurs **only if** the ships are grappled at the end of an impulse. Melee represents an attempt by the crew of one ship to board and seize the enemy ship. The Initiative Player may initiate melee. If the Initiative Player did not initiate melee, the Non-Initiative Player may do so. Players then divide the Crew Points assigned to Melee among assault (or defense) and support. Assault troops are crossing to the enemy ship; defense points are defending their own ship; and support points are firing from the rigging. If a player initiates Melee, use the following procedure:

Step 1: The player who initiated melee becomes the attacker. The other player becomes the defender.

Step 2: The attacker checks how many Crew points were committed to Melee. From these, he decides how many point to assign to assault and how many to support of the assault.

Step 3: The defender checks how many Crew points were committed to Melee. From these, he decides how many point to assign to defense and how many to support of the defense.

Step 4: Both players roll a number of dice equal to the number of Crew dedicated to assault/defense. Do not count the crew points supporting the assault or defense.

Step 4: Apply die roll modifiers to the results:

- Crew Quality
- Current Crew Morale
- +1 for the attacker if his ship is French

Step 5: The attacker distributes support among his dice. For each point of support, one die result may be increased by one point. A die may receive more than one point of support. For example: two points can add +1 to two rolls or +2 to one roll.

Step 6: The defender distributes support among his dice. For each point of support, one die result may be increased by one point. A die may receive more than one point of support. For example: two points can add +1 to two rolls or +2 to one roll.

Step 6: Modified rolls of 5 or higher are considered "hits." Attacker and defender hits cancel each other out on a one-for-one basis. Any hits not cancelled are applied against the opposing crew assigned to the melee. The owning player decides which crew points suffer the hits. Crew assigned to support may not be eliminated unless they are the only crew points remaining in the Melee.

Step 7: Determine whether to continue the melee.

- If the defender has no Crew Points remaining in the melee, his ship has been captured and the game ends.
- If the attacker has no Crew Points remaining in the melee, the attack is cancelled.
- If both players have Crew Points remaining in the melee, the attacker decides whether to continue the melee.
- If yes, return to Step 2 and repeat the process with the attacker re-determining points assigned to support. If no, the Melee phase is complete and play advances to the Housekeeping Phase (skipping the Bonus Move).

17.0 Bonus Move

A ship which selected a *Straining* maneuver during the Maneuver Cycle **must** make a Bonus Move. A ship which did not **may** make a Bonus Move, unless it has been dismasted (its Rigging Points marker is in the Strike Check box). If the Bonus Move is optional for both, the Non-Initiative Player decides first. Both must declare their intention before either player rolls for success.

Note: a ship In Irons cannot make a Bonus Move.

The player making a Bonus Move advances his ship into the next square along his current heading. However, a ship making a Bonus Move *does not* Wear under any circumstances. It always moves one square straight ahead.

A Bonus Move risks damage to the ship's rigging. Following the Bonus Move, check for rigging damage. Roll a die and modify it by:

- Crew Quality
- +1 if one point of Crew was assigned to Sailing
- + the value of any *Straining* maneuver executed

A modified result of 6 or higher is a success, and the ship suffers no damage. If the roll fails, the ship takes damage to its rigging. If a ship used the *Straining 1* maneuver, it takes one hit to its rigging on a failed roll. If a ship used the *Straining 2* maneuver, it takes two hits to its rigging.

18.0 Housekeeping Phase

The Housekeeping Phase consists of a number of updates to the game status. Steps in the phase must be completed strictly in the order below.

18.1 Fire Fighting

Any player whose ship is on fire rolls a die and modifies the result by Crew Quality. If the modified result is 5 or more, the fire is extinguished. If it is 3 or 4, nothing changes. If it is 2 or less, the ship takes one hit of rigging damage.

18.2 Damage Control

For each Crew Point assigned to Damage Control, roll one die and modify it by the Crew Quality. A result of 5 or higher on any die repairs one Rigging or Hull Box. Move the appropriate status marker to the right to indicate the repair. Repairs must be made to the Hull Sections (or Rigging) to which the Crew Point was assigned.

Note: It is <u>not</u> one box per die rolling 5 or higher—you can only repair one box per track per turn. More dice improve your chances, not how many boxes you can repair.

18.3 Morale Check

For each Hull Section that is completely destroyed, roll one die and modify it by Crew Morale. If any die result is 2 or less, reduce Crew Morale by one step (<u>not</u> one step per die).

18.4 Check for Strike

For each status marker in a “Strike Check” box, roll a die and modify the result by Crew Morale. If any modified result is 1 or less, the ship strikes its colors and surrenders. The game ends unless the result is changed by play of a Bridge Card.

If both ships strike their colors during this step, ignore the results.

18.5 Change Sail Status or Disengage

If your ship has a Crew Point assigned to *Rigging*, roll a die and modify the result by the Crew Quality. If the result is 3 or higher, you may change the state of your ship’s sails from Fighting to Medium or visa versa. Note that a ship with its rigging status marker in a box marked “F” may not change to Medium Sail and must, if already at Medium Sail, change to Fighting Sail (even if you did not assign crew to *Rigging*).

If the ships are grappled, each player may opt to attempt disengaging. The Initiative play has the first option. The player opting to disengage rolls a die and modifies the result by:

- + Crew Quality
- - Enemy Crew Quality
- +Current Crew Morale

If the modified roll is a 3 or higher, flip the Grappled marker to its Disengaged side. On the turn following a Disengagement, both ship's available movement points are halved (in addition to other modification). Assuming is ships do not grapple during this subsequent turn, remove the Disengaged marker during this step.

18.6 Update Smoke Status

First, remove all Smoke 1 counters, then flip all Smoke 2 counters to Smoke 1 counters. If any smoke counters remain, move them one square with the wind.

18.7 Draw Bridge Card

The Initiative Player draws a Bridge Card.

19.0 Game End

A game of *Captain’s Sea* ends when:

- A ship is captured.
- A single ship strikes its colors.
- A ship cannot maneuver in a manner that keeps it on the map.

Either Captain may strike his colors voluntarily to end a game. He does not need to wait until rolling a strike result.

(Note: When a ship is about to exit the map, both ships can usually be moved toward the center of the map. See 10.3)

20.0 Victory Conditions

In many sea battles during the Age of Sail, one ship had significant advantages in size, guns or crew. Earning victory in *Captain's Sea* requires you to do more than defeat an inferior ship.

To determine your victory points, add up the number of hits your ship scored on the enemy *at the end of the battle*. (Note: yes, this means that repairing your own ship takes VP away from your opponent.) Multiply the hits scored by the VP Multiplier for your ship, as found in the scenario description. Add 5 points if the enemy ship struck its colors. Add 10 points if you captured the enemy ship. Finally, the weaker ship adds a number of bonus points noted in the scenario description to his total.

The player with the highest total wins.