

Order of Turn
1 Allied Move
2 British Move
3 British Fire
4 Allied Fire
5 Boarding Actions
6 Grappling/cut loose
7 Drifting

Maximum Movement					
	Ship o t Line		Frigate	Smaller	
Wind	GB	F/S	GB	F/S	
Into	X	X	X	X	X
On Bow	3	3	4	4	5
Quarter	9	7	12	10	14
Aft	7	5	9	8	10
+ or - mods on ship sheet					
Change of movement half max move per turn					
Ships that moved less than 2 lose seaway and drift					
Drifting is always 2" with wind					
On 2nd turn of drift ships turn to face into the wind					

Turning
All turns take place at the beginning of a ships move
Turns may be by ship or by squadron. Squadrons follow lead ship at same point of turn
Each turn takes the following
<= 45 degrees - 1/2 move
> 45 degrees - full move
For turns by squadron this effects the first ship in the squadron not each individually

Grappling and cut loose
Ships with touching bases may attempt to grapple
4,5,6 grappling succeeds - both sides may try separately
Ships that collide are fouled on a throw of 5 or 6 throw once only for each pair of ships
Cut loose on a throw of 5 or 6 - both sides may try separately
If one side wishes to cut loose and one wishes to remain grappled, ships remain grappled on 4,5,6
All grappled ships drift

Firing - Process ships must fire at nearest eligible target unless they pass leadership test
1 Calculate if hit and random factor (Hitting and Random Factor table)
2 If hit Calculate base firing factor, add to random factor to determine final factor (Base Factors table)
3 Compare to target rate to decide how many "boxes" on ship sheet are destroyed (Effect of Firing table)
4 Cross of boxes on target

Hitting and Random Factor						
(nearest point of hull)	Die Roll					
Range	1	2	3	4	5	6
Bases overlap or grappled	0	0	+1	+1	+2	+2
0 - 5	M	-2	-1	0	0	+1
5 - 10	M	M	-3	-2	-1	0
10 - 15	M	M	M	-3	-2	-1
M = miss						
number is factor adjustment						

Base Factors
+ Ships current hull points from highest uncrossed box
+2 First shot on that side
+3 Stern Rake at less than 5"
+1 Bow rake at less than 5"
-3 Firing both sides armament on same turn

Effect of Firing												
Table shows number of boxes destroyed												
Target	Final Factor	10+	9	8	7	6	5	4	3	2	1	0
1st Rate	3	3	2	2	1	1	1	1	X	X	X	
2nd Rate	4	4	3	2	2	1	1	1	X	X	X	
3rd Rate	4	4	3	3	2	2	1	1	1	X	X	
5th rate	5	5	5	4	3	2	2	1	1	1	X	
Smaller	5	5	5	4	3	3	2	2	1	1	1	

Leadership
British pass on 3,4,5,6
Allied pass on 5 or 6
Throw to pass leadership in the following situations:
To hold fire when there is an eligible, non frigate, target (by ship) (Not required to avoid firing on both sides)
To change direction of a squadron or individual ship which is not part of or is separated from its squadron
If fail in this case further attempts of same change add one to die

Boarding and Hand to Hand Actions		
Either side may attempt to capture the other ship, decide secretly and then reveal, any ship which attempts boarding is an attacker		
If No boarding is attempted ships continue to fire at each other		
Base Factor = curent hull points	Difference	Effect
Modifications	0-1	1 box lost from both sides
-2 Fith rate or lower	2-3	2 boxes lost by loser, 1 by winner
+2 Second Rate	4-5	1 box lost by loser
+3 First Rate	6-7	2 boxes lost by loser
-2 Attacker (both sides may be attackers)	8-9	3 boxes lost by loser
+ Av Die roll	10+	Loser strikes
+1 Spanish or French		
Highest Total is "winner" - see effects on next table		

Collisions
If a ship in front in line is stopped (e.g. by grappling) the next ship in line will not collide but will pass to one side but may not contact enemy without leadership throw (players choice which side)
Ships passing through a line (enemy or friendly) collide on a roll of 6
A ship heading into a closed group of ships will collide
Leadership test is required to do anything other than minimum turn necessary to avoid collision