SGN Campaign

Overview

The SGN Campaign is an abstract, card-driven campaign for use with Sails of Glory (it should be adaptable to other systems). It is intended to: (a) create a framework for generating interesting SGN scenarios, (b) place these tactical engagements into strategic context (thus providing such as benefits as variability and unpredictability, appropriate roles for various types of ships, incentives for force preservation, and more realistic missions and objectives), and (c) capture some of the historical flavor of chases and operational maneuvers that fall outside the scope of SGN.

Playing Space & Setup

The campaign is played out over an abstract "map." It can be set up anywhere, or virtualized, according to the play space available. The map looks like this (an aesthetically pleasing Excel file is available to print if desired):

Player 1	Port A (major)	Port B (minor)	Port C (minor)	Port D (major)
	Sea Zone 1	Sea Zone 2	Sea Zone 3	Sea Zone 4
Player 2	Port A (major)	Port B (minor)	Port C (minor)	Port D (major)

At the start of the campaign, ships and commanders are assigned to each player, by mutual agreement. Normally these will be reasonably well matched. Players will want to consider the time and space commitment they wish to make (to the campaign and to the individual battles), as well as the SGN ships they have available.

For each ship in the campaign, the players must create a card, using the blank ship cards provided. This card will be used to mark the ship's location on the campaign map, and to record battle damage and repairs.

Initially each of a player's commanders and ships must be assigned to of their two major ports. As the game progresses they can go to sea, deployed in fleets, which consist of one commander and one or more ships. When at sea, the commander card may be placed upside-down on the stack of ship cards, to conceal the fleet's contents from the enemy (to increase the deception, spare ship cards may be used as decoys, and mixed freely into any fleet).

Each player must assign the two 9-fortification rating coastal batteries to their major ports, and the two 7-fortification rating batteries to their minor ports, noting down their assignments for future reference.

The players must print, cut apart and shuffle the deck of action cards. Each player draws 8 action cards to start. The remainder form the draw pile. When the draw pile is exhausted, the discarded cards are reshuffled and reused.

Note that at various points the rules restrict what "heavily damaged" ships can do. For the purposes of these rules, a ship is "heavily damaged" if it has incurred at least 50% hull damage or 50% crew damage.

Campaign Turns

During a campaign turn, players alternate taking actions. The player holding the most cards goes first (select randomly if they are equal). A player may "pass" and take no action, but then they must pass in all succeeding rounds, and so cannot take any more actions during that campaign turn.

If a player does not pass, they must take one of the following actions:

- Play a "fair wind" card to move a friendly fleet

- Play a "sail ho," or similar action card, to initiate an encounter
- Play a "blockade" card to initiate a blockade
- Play a "raid" card to attack an enemy port

The campaign turn ends when both players have passed.

At the end of the turn, ports can be used to make repairs. If a port has damage to its coastal battery, then that must be given priority. Up to 2 battery damage boxes and 2 crew boxes can be repaired. If the port is undamaged, then it may repair damaged ships located there instead. A major port can repair all hull damage on up to 2 ships, *and* all crew damage on up to 2 ships. A minor port can repair either all hull damage *or* all crew damage on 1 ship.

At the end of the turn each player also earns victory points for any merchant ships that have reached their destination port. These merchant ship cards are discarded.

Before proceeding with the next campaign turn, each player may first discard 0-3 cards, and then draw up to 5 cards—but may never have more than 12 cards in their hand. When drawing cards, if a merchant ship is drawn, then it must be placed immediately in the friendly major port indicated (the player doesn't get a "makeup" draw).

Movement

During an action phase, a player may discard a "fair wind" card to start a fleet movement action.

The player can move fleets whose total number of ships does not exceed the value of the "fair wind" card. Thus, for example, a "fair winds – 3" would allow a player to move a fleet of 1 ship, and a different fleet of 2 ships.

If a fleet has more ships than the value of the card played, then the player must discard additional "fair wind" cards to make the necessary total value. For example, if a player played a "fair winds – 2", and wanted to move a fleet of 4 ships, then they would need to discard another "fair wind" card with a value of 2 or more.

To maintain limited intelligence, players are not required to reveal the movement cards they discarded.

When a fleet moves, it can either move from a friendly port to the adjacent sea zone, or from a sea zone to an adjacent sea zone or adjacent friendly port. Alternately, a fleet can dispatch prizes (see below) and "heavily damaged" ships into the adjacent port, while the fleet remains at sea (in this case "fair wind" cards need only be discarded for the ships actually moving). A fleet can only move once in any particular action phase, although it may move multiple times in a campaign turn.

Before it leaves port, a fleet may be constituted as desired, with one commander, and the desired selection of warships from all those in port, subject to the restrictions printed on the commander card. A fleet can also include any number of merchant ships (as a convoy).

Encounters

When a player plays an action card to initiate an encounter (such as a "sail ho" card), the player designates one friendly fleet and one enemy fleet in the same sea zone as the participants.

Encounters take place at four distances (from farthest to closest): <u>sighting</u> distance, <u>counting-sail</u> distance, <u>identification</u> distance and <u>engagement</u> distance. The encounter begins at the distance indicated on the action card. When at counting-sail distance or closer, each player must reveal the number of ships in their fleet. When at identification distance or closer, each player must reveal the actual ships in their fleet.

An encounter consists of one or more approach impulses. An impulse is played as follows:

- Each player secretly decides if they are chasing or evading (fleets containing ships that are "heavily damaged," or containing convoyed merchant ships, can never chase)
- If chasing, then the player may secretly decide to "jettison" one or more ships. As long as the player continues to chase, these ships will not be part of the fleet, and will not participate in any battle that might result. If the player later evades, they are added back to the fleet
- Each player reveals the base speed of their fleet. This is the speed of the slowest ship, determined so: SOL = 2, Frigate = 3, Sloop = 4, Merchant = 1 [-1 for each mast or 2x sail damage, to a minimum of 0] (to maintain limited intelligence, a player can choose to reveal a lower speed than their maximum)
- Each player reveals whether they are chasing or evading:
  - If both are chasing, the encounter distance is reduced by one
  - If both are evading, the encounter ends
  - If one is chasing, then:
    - Each player may discard one or more "fair wind" cards to gain the speed bonuses indicated. (Players continue to discard "fair wind" cards until both wish to stop)
    - The total speed of each fleet is determined, by adding its base speed together with the sum of all the speed bonuses that fleet has earned during the entire encounter
    - If the chasing fleet is faster, the encounter distance is reduced by one, otherwise the encounter ends

If the fleets reach engagement distance, then a battle will occur.

Battles

When fleets meet in battle, an SGN game is played. The fleets are set up within a ruler distance of the board edge, at opposite ends. The wind direction is determined randomly, before the ships are placed. The evading player sets up first—if both are chasing, then the fleet with the slower speed sets up first (if equal, choose randomly).

Ships carry any prior damage into the battle with them. Prior damage cannot be repaired during or after the battle.

No ship can exit the map until at least one ship in the battle has at least 50% new hull damage or 50% new crew damage. The battle continues until one side or the other has no active ships left on the map. (If both sides agree to a draw, then the battle may be concluded immediately, with both sides being assumed to have vacated the map.)

After the battle, all active ships, whether on or off the map, continue to play out repairs normally, until all leaks and fires are resolved (or the ship sinks), and all available in-battle repair actions have been done.

At this point, ships that are still active, without surrendering or sinking, can regain up to one hull box and one crew box of damage (over and above any battle repairs). They can also repair one sail damage.

Any ships which surrendered, but did not sink, become prizes. If one side ended the battle with active ships on the map, then they control all prizes on the map. If neither side controlled the map, or in the case of surrendered ships towed off-map, the prizes remain with their current owners.

A prize can be captured or reclaimed by eliminating one or more crew boxes from friendly ships that survived the battle—the prize gains an equal number of crew boxes, and is reset to one hull box if all were eliminated. Alternately, a prize may be scuttled by the player controlling it. Prizes are attached to the friendly fleet.

Damage incurred in battle flows back to the campaign, and must be recorded on the ship's campaign card.

Blockades

A blockade can be maintained to prevent enemy ships from entering or leaving a port.

A blockade is initiated by playing a "blockade" action card—placing it on a friendly fleet at sea, which contains no merchant ships or "heavily damaged" ships. That fleet will blockade the enemy port adjacent to that sea zone. Only one fleet can blockade a given port at a time—any other "blockade" card active for that port is discarded.

If a blockading fleet moves or returns to port, then the blockade is lifted and the "blockade" card is discarded.

When a player moves a fleet into or out of a port under blockade, they must "run the blockade" in order to complete that move successfully. To "run the blockade," start an encounter procedure at distance 2:

- If the moving force evades, then the fleet move is cancelled
- If the blockading force evades, then the blockade is broken
- If a battle ensues, and the blockading fleet does not control the map at the end, then the blockade is broken

If the blockade is broken, then the "blockade" card is discarded, and the fleet move is completed successfully.

If a battle occurs and the blockade is not broken, individual ships may still be able to run the blockade. Any ships which exit the board on the opposite side of the map from where they started are considered to have broken through, and those ships (only) may complete the fleet movement action.

A fleet forced to return to base by an action card (for example "low supplies") cannot return to a blockaded port—it must return to the nearest friendly port that is not blockaded (favoring major over minor ports in case of a tie).

Raids

A raid is played as an SGN game, using a variant of the Battle rules above. The player initiating the raid must choose a fleet to execute the attack, which cannot contain either merchant ships or "heavily damaged" ships.

To begin, the defender sets up their port, anywhere on their half of the ship mat. The battery assigned to that port is placed on the map, along with any other coastal terrain elements desired. All portions of the harbor must be accessible from the attacker's side of the map by a clear path at least a ruler length across at all points. By mutual assent, islands, shoals and reefs may be introduced for variety, but may not violate the intent of having a clear path into the harbor. Players are recommended to take a photo to allow the port to be reset consistently in future raids.

As with ships, any prior damage to the coastal battery which has not yet been repaired carries over into the raid.

Next the defender must place all the ships located in that port, including merchant ships, on the map. Each ship must be placed at least one ruler width from any other ship or any terrain element, with sails struck.

From among these ships, the defender may designate a fleet to defend the harbor, made up of one commander, and the desired selection of warships (but no merchant ships) from those in port, subject to the restrictions printed on the commander card. If there is no commander in port, an ad-hoc fleet of one warship may be constituted.

After the defender is finished, the wind direction is randomly determined, and then the attacker sets up their ships within a half ruler length of their board edge.

The ships designated to defend the harbor cannot raise sail, move, fire or undertake any actions until the turn after the first gunnery attack is made in the battle; but from that point on they may play normally. Other than the defending fleet, all other defending ships are inactive for the entire battle, and may not move, fire or perform actions.

These inactive ships may be boarded—if so, they cannot prevent grappling, and cannot plan a boarding action (so typically fight as a disadvantage, as per the rules). If any boarded ship surrenders, it may immediately be claimed as a prize. The boarding vessel may expend one or more crew boxes to man it, or it may be scuttled.

Coastal batteries have extended range, and may take long range shots against targets up to 1.5 ruler lengths away.

Ships may only leave the map by the attacker's side of the map.

If at any point the attacker's active ships on the map have all run aground with no possibility of being towed off, they must surrender. The battle ends when the attacker has no active ships on the map. All surrendered ships left on the map become prizes of the defender (in this case one crew point is automatically allocated, there is no need to transfer it from another ship).

Damage to the port's coastal battery must be noted down. New damage provides victory points to the attackers, and all damage must be repaired before the port can again begin repairing ships.

Merchant Ships

When drawing action cards, a player may receive a merchant ship card. If so, it is placed in the indicated friendly port immediately. If the merchant ship can be unloaded in the other friendly major port, it can earn victory points.

Merchant ships do not take part in battles. If a fleet consisting only of merchant ships engages in battle against a fleet with warships, all the merchant ships become prizes. If a fleet containing merchant ships and warships engages in battle, and the enemy controls the map at the end of the battle, all the merchant ships become prizes.

Merchant ships do appear in raids. Merchant ships have a burden of 2, 3 hull boxes and 3 crew boxes. If a merchant ship is boarded, it automatically surrenders. It may be taken as a prize, in which case it has actions equal to the number of prize crew boxes allocated, 0 musketry and gunnery, and the maneuver cards and wind attitudes of a first-rate (or if unavailable, a third-rate) SOL. The player may earn victory points for moving the captured ship to its (new) destination port.

Towing

During an SGN battle, a ship that has surrendered or run aground may be towed by another ship that is still mobile.

Both ships must belong to the same player. The towing ship must be located so that its stern base is within C/D distance on the ruler of the base of the immobile ship. The player must declare the towing action during the planning phase, and one action is consumed for the towing ship.

During the movement phase the towing ship moves normally, but must use the shortest movement arrow (backing sail). The immobile ship may then be moved so that the midpoint of its bow is within C/D distance on the ruler of the midpoint of the stern of the towing ship.

If the towing ship leaves the map, the immobile ship is assumed to have been towed offmap too.

Victory Points

Over the course of the campaign, players must keep a running tally of the victory points they have earned:

- 2 victory points for each merchant ship which reaches its destination port.
- Victory points for enemy ships sunk in battle or scuttled:
    - SOL = 5, Frigate = 3, Sloop = 1, Merchant = 1
- Victory points for enemy ships captured in battle as prizes, and brought back to port:
    - SOL = 10, Frigate = 5, Sloop = 2, Merchant = 2
- Victory points for damage to enemy coastal batteries:
    - Each battery damage box = 2, Each crew damage box = 1
- Victory points earned by playing action cards (for example "rotting cargo")

Ideas for Options/Extensions

- Decoy fleets, as well as individual ships
- More flexibility about reinforcing fleets and transferring ships between fleets
- Tie the campaign into captain & crew cards
    o land role for commanders (ala Sea Fencibles)?
- Some kinds of provision for using the poorly trained crew rules
- Possible game elements to add
    o Cards for different raid options (surprise, night attack, watchful sentry, special objectives, semaphores, quiet approach, ruse…)
    o Naval stores convoy card (gain extra repair actions when a merchant ship comes in?)
    o Ships (damaged ship esp.) being lost in storms or forced to scuttle
    o Offering "challenges" to ships blockaded in port (lose VPs if you don't respond?)
    o Mast damage from chasers?
    o Deployment of sloops and frigates as a screen/search line
    o Fleet signaling, detailed orders, dispatch vessels
    o Secret missions
- More rules options for raids (incl. David Manley rules)
    o David Manley rules: gunboats, ships' boats (for towing, boarding, landing, etc.), landings, troops and troop transports
    o Look into using the "town" and landing rules from the scenario contest winner
    o Particular missions (card-based?)
        ▪ Land troops (Demonstration)
        ▪ Land/pick up secret agents or fugitives
    o Delay merchant ship unloading longer?
- Reinforcements into theater, but also detachments
- Allow for unbalanced sides, varying strategic situation and needs (akin to French and British)
    o Unbalanced forces, differing objectives, etc.
- Privateers, pirates, third-party fleets, neutrals, vary up the merchant ships

Action

FAIR WINDS – 1

Play during the action phase

to move a friendly fleet

- or –

Play during an encounter impulse

to provide a speed bonus of 1

Action

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Action

FAIR WINDS – 1

Play during the action phase

to move a friendly fleet

- or –

Play during an encounter impulse

to provide a speed bonus of 1

Action

FAIR WINDS – 2

Play during the action phase

to move a friendly fleet

- or –

Play during an encounter impulse

to provide a speed bonus of 2

Action

FAIR WINDS – 2

Play during the action phase

to move a friendly fleet

- or –

Play during an encounter impulse

to provide a speed bonus of 2

Action

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to move a friendly fleet

- or –

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- or –

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Action

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- or –

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Action

FAIR WINDS – 2

Play during the action phase

to move a friendly fleet

- or –

Play during an encounter impulse

to provide a speed bonus of 2

Action	Action	Action

FAIR WINDS – 4

Play during the action phase
to move a friendly fleet
- or –
Play during an encounter impulse
to provide a speed bonus of 4

FAIR WINDS – 4

Play during the action phase
to move a friendly fleet
- or –
Play during an encounter impulse
to provide a speed bonus of 4

FAIR WINDS – 4

Play during the action phase
to move a friendly fleet
- or –
Play during an encounter impulse
to provide a speed bonus of 4

Action	Action	Action

FAIR WINDS – 3

Play during the action phase
to move a friendly fleet
- or –
Play during an encounter impulse
to provide a speed bonus of 3

FAIR WINDS – 3

Play during the action phase
to move a friendly fleet
- or –
Play during an encounter impulse
to provide a speed bonus of 3

FAIR WINDS – 3

Play during the action phase
to move a friendly fleet
- or –
Play during an encounter impulse
to provide a speed bonus of 3

Action	Action	Action

FAIR WINDS – 3

Play during the action phase
to move a friendly fleet
- or –
Play during an encounter impulse
to provide a speed bonus of 3

FAIR WINDS – 3

Play during the action phase
to move a friendly fleet
- or –
Play during an encounter impulse
to provide a speed bonus of 3

FAIR WINDS – 3

Play during the action phase
to move a friendly fleet
- or –
Play during an encounter impulse
to provide a speed bonus of 3

Action

FAIR WINDS – 1

Play during the action phase

to move a friendly fleet

- or –

Play during an encounter impulse

to provide a speed bonus of 1

Action

FAIR WINDS – 1

Play during the action phase

to move a friendly fleet

- or –

Play during an encounter impulse

to provide a speed bonus of 1

Action

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Play during the action phase

to move a friendly fleet

- or –

Play during an encounter impulse

to provide a speed bonus of 1

Action

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Play during the action phase

to move a friendly fleet

- or –

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Action

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Action

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Play during the action phase

to move a friendly fleet

- or –

Play during an encounter impulse

to provide a speed bonus of 1

Action	Action	Action
FAIR WINDS – 2 Play during the action phase to move a friendly fleet - or – Play during an encounter impulse to provide a speed bonus of 2	**FAIR WINDS – 2** Play during the action phase to move a friendly fleet - or – Play during an encounter impulse to provide a speed bonus of 2	**FAIR WINDS – 2** Play during the action phase to move a friendly fleet - or – Play during an encounter impulse to provide a speed bonus of 2
Action	Action	Action
FAIR WINDS – 2 Play during the action phase to move a friendly fleet - or – Play during an encounter impulse to provide a speed bonus of 2	**FAIR WINDS – 2** Play during the action phase to move a friendly fleet - or – Play during an encounter impulse to provide a speed bonus of 2	**FAIR WINDS – 2** Play during the action phase to move a friendly fleet - or – Play during an encounter impulse to provide a speed bonus of 2
Action	Action	Action
FAIR WINDS – 2 Play during the action phase to move a friendly fleet - or – Play during an encounter impulse to provide a speed bonus of 2	**FAIR WINDS – 2** Play during the action phase to move a friendly fleet - or – Play during an encounter impulse to provide a speed bonus of 2	**FAIR WINDS – 2** Play during the action phase to move a friendly fleet - or – Play during an encounter impulse to provide a speed bonus of 2

Action	Action	Action
FAIR WINDS – 4 Play during the action phase to move a friendly fleet - or – Play during an encounter impulse to provide a speed bonus of 4	**FAIR WINDS – 4** Play during the action phase to move a friendly fleet - or – Play during an encounter impulse to provide a speed bonus of 4	**FAIR WINDS – 4** Play during the action phase to move a friendly fleet - or – Play during an encounter impulse to provide a speed bonus of 4
Action	Action	Action
FAIR WINDS – 3 Play during the action phase to move a friendly fleet - or – Play during an encounter impulse to provide a speed bonus of 3	**FAIR WINDS – 3** Play during the action phase to move a friendly fleet - or – Play during an encounter impulse to provide a speed bonus of 3	**FAIR WINDS – 3** Play during the action phase to move a friendly fleet - or – Play during an encounter impulse to provide a speed bonus of 3
Action	Action	Action
FAIR WINDS – 3 Play during the action phase to move a friendly fleet - or – Play during an encounter impulse to provide a speed bonus of 3	**FAIR WINDS – 3** Play during the action phase to move a friendly fleet - or – Play during an encounter impulse to provide a speed bonus of 3	**FAIR WINDS – 3** Play during the action phase to move a friendly fleet - or – Play during an encounter impulse to provide a speed bonus of 3

Action	Action	Action
FAIR WINDS – 1 Play during the action phase to move a friendly fleet - or – Play during an encounter impulse to provide a speed bonus of 1	**FAIR WINDS – 1** Play during the action phase to move a friendly fleet - or – Play during an encounter impulse to provide a speed bonus of 1	**FAIR WINDS – 1** Play during the action phase to move a friendly fleet - or – Play during an encounter impulse to provide a speed bonus of 1
Action	Action	Action
FAIR WINDS – 2 Play during the action phase to move a friendly fleet - or – Play during an encounter impulse to provide a speed bonus of 2	**FAIR WINDS – 2** Play during the action phase to move a friendly fleet - or – Play during an encounter impulse to provide a speed bonus of 2	**FAIR WINDS – 2** Play during the action phase to move a friendly fleet - or – Play during an encounter impulse to provide a speed bonus of 2
Action	Action	Action
FAIR WINDS – 3 Play during the action phase to move a friendly fleet - or – Play during an encounter impulse to provide a speed bonus of 3	**FAIR WINDS – 3** Play during the action phase to move a friendly fleet - or – Play during an encounter impulse to provide a speed bonus of 3	**FAIR WINDS – 3** Play during the action phase to move a friendly fleet - or – Play during an encounter impulse to provide a speed bonus of 3

Action

FAIR WINDS – 1

Play during the action phase

to move a friendly fleet

- or –

Play during an encounter impulse

to provide a speed bonus of 1

Action

FAIR WINDS – 1

Play during the action phase

to move a friendly fleet

- or –

Play during an encounter impulse

to provide a speed bonus of 1

Action

FAIR WINDS – 1

Play during the action phase

to move a friendly fleet

- or –

Play during an encounter impulse

to provide a speed bonus of 1

Action

FAIR WINDS – 2

Play during the action phase

to move a friendly fleet

- or –

Play during an encounter impulse

to provide a speed bonus of 2

Action

FAIR WINDS – 2

Play during the action phase

to move a friendly fleet

- or –

Play during an encounter impulse

to provide a speed bonus of 2

Action

FAIR WINDS – 2

Play during the action phase

to move a friendly fleet

- or –

Play during an encounter impulse

to provide a speed bonus of 2

Action

FAIR WINDS – 3

Play during the action phase

to move a friendly fleet

- or –

Play during an encounter impulse

to provide a speed bonus of 3

Action

FAIR WINDS – 3

Play during the action phase

to move a friendly fleet

- or –

Play during an encounter impulse

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Action

FAIR WINDS – 3

Play during the action phase

to move a friendly fleet

- or –

Play during an encounter impulse

to provide a speed bonus of 3

Action	Action	Action
SAIL HO!	**SAIL HO! – 3**	**SAIL HO! – 3**
Initiate an encounter at sighting distance	Initiate an encounter at sighting distance	Initiate an encounter at sighting distance
Action	Action	Action
SAIL HO!	**SAIL HO!**	**SAIL HO!**
Initiate an encounter at sighting distance	Initiate an encounter at sighting distance	Initiate an encounter at sighting distance
Action	Action	Action
SAIL HO!	**SHIPS SIGHTED SIR!**	**SHIPS SIGHTED SIR!**
Initiate an encounter at sighting distance	Initiate an encounter at counting-sail distance	Initiate an encounter at counting-sail distance

Action	Action	Action
SAIL HO!	**SAIL HO! – 3**	**SAIL HO! – 3**
Initiate an encounter at sighting distance	Initiate an encounter at sighting distance	Initiate an encounter at sighting distance
Action	Action	Action
SAIL HO!	**SAIL HO!**	**SAIL HO!**
Initiate an encounter at sighting distance	Initiate an encounter at sighting distance	Initiate an encounter at sighting distance
Action	Action	Action
SAIL HO!	**SHIPS SIGHTED SIR!**	**SHIPS SIGHTED SIR!**
Initiate an encounter at sighting distance	Initiate an encounter at counting-sail distance	Initiate an encounter at counting-sail distance

Action	Action	Action
FOG BANK	**FOG BANK**	**FOG BANK**
Initiate an encounter at identification distance	Initiate an encounter at identification distance	Initiate an encounter at identification distance
- or -	- or -	- or -
Play at the beginning of any encounter impulse to end the encounter	Play at the beginning of any encounter impulse to end the encounter	Play at the beginning of any encounter impulse to end the encounter
Action	Action	Action
FALSE FLAG	**FALSE FLAG**	**FALSE FLAG**
Initiate an encounter at identification distance and gain a speed bonus of 1	Initiate an encounter at identification distance and gain a speed bonus of 1	Initiate an encounter at identification distance and gain a speed bonus of 1
- or -	- or -	- or -
Play at the beginning of an encounter, to end it immediately	Play at the beginning of an encounter, to end it immediately	Play at the beginning of an encounter, to end it immediately
Action	Action	Action
NIGHT	**NIGHT**	**DEAD RECKONING**
Play at the beginning of any encounter impulse to end the encounter	Play at the beginning of any encounter impulse to end the encounter	Play to negate an opponent's FOG or NIGHT card.

Action	Action	Action
DEAD RECKONING	**TRAPPED AGAINST A LEE SHORE**	**TRAPPED AGAINST A LEE SHORE**
Play to negate an opponent's FOG or NIGHT card.	Play at any time during an encounter to prevent your opponent from gaining any further speed bonuses *(If a battle ensues, use a coastline map)*	Play at any time during an encounter to prevent your opponent from gaining any further speed bonuses *(If a battle ensues, use a coastline map)*
Action	Action	Action
HEAVY SWELLS	**HEAVY SWELLS**	**CHASERS**
Play at any point in an encounter. For the remainder of the encounter, all ships' base speeds are modified as follows: SOL = 3, Frigate = 3, Sloop = 2, Merchant = 1	Play at any point in an encounter. For the remainder of the encounter, all ships' base speeds are modified as follows: SOL = 3, Frigate = 3, Sloop = 2, Merchant = 1	During an encounter, when at identification distance, assign one enemy ship 2 sail damage and gain a speed bonus of 1
Action	Action	Action
CHASERS	**SHARP LOOKOUT**	**SHARP LOOKOUT**
During an encounter, when at identification distance, assign one enemy ship 2 sail damage and gain a speed bonus of 1	Play at the beginning of an encounter to increase the range to sighting distance	Play at the beginning of an encounter to increase the range to sighting distance

Action	Action	Action
LIGHT AIRS	**LIGHT AIRS**	*STEADY BREEZE*
Play before a battle or raid, to start the engagement with low wind strength.	Play before a battle or raid, to start the engagement with low wind strength.	Play to negate one BECALMED, LIGHT AIRS, STIFF WINDS or HEAVY SWELLS card.
Action	Action	Action
STIFF WINDS	**STIFF WINDS**	**STEADY BREEZE**
Play before a battle or raid, to start the engagement with high wind strength.	Play before a battle or raid, to start the engagement with high wind strength.	Play to negate one BECALMED, LIGHT AIRS, STIFF WINDS or HEAVY SWELLS card.
Action	Action	Action
STORM	**STORM**	*TYPHOON*
Play at any time. Designate one sea zone. BLOCKADE cards are removed from all fleets in that zone	Play at any time. Designate one sea zone. BLOCKADE cards are removed from all fleets in that zone	Play at any time. Designate one sea zone. All fleets in that zone must immediately return to the friendly port in that zone

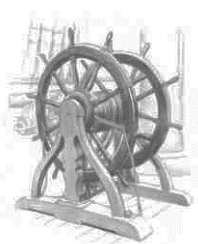| Action	Action	Action
BECALMED	**BECALMED**	**RIDE IT OUT**
Play when an opponent is moving a fleet during an action phase. The move is cancelled. Any fair winds cards used are still discarded.	Play when an opponent is moving a fleet during an action phase. The move is cancelled. Any fair winds cards used are still discarded.	Play to negate the effects of STORM or TYPHOON for any one fleet
WEATHER GAGUE	**WEATHER GAUGE**	**ORDERS FOR REASSIGNMENT**
Play at the beginning of a battle or raid, to choose the wind direction	Play at the beginning of a battle or raid, to choose the wind direction	Play at the conclusion of any action phase, to reassign one or more ships from one friendly fleet to another friendly fleet in the same sea zone
ORDERS FOR REASSIGNMENT	**ORDERS FOR REASSIGNMENT**	**VICTUALLING SHIP**
Play at the conclusion of any action phase, to reassign one or more ships from one friendly fleet to another friendly fleet in the same sea zone	Play at the conclusion of any action phase, to reassign one or more ships from one friendly fleet to another friendly fleet in the same sea zone	Play to negate one LOW SUPPLY card
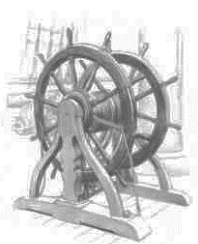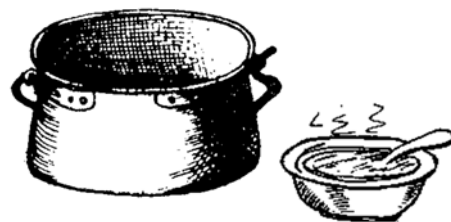
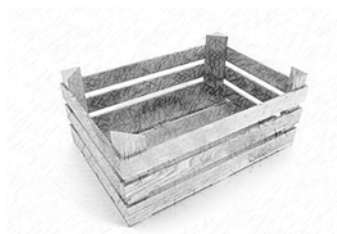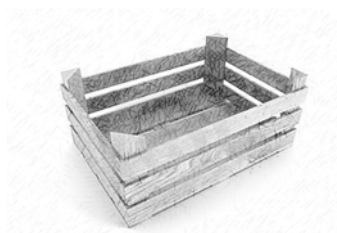| Action	Action	Action
LOW SUPPLIES Play at any time. Place on an enemy fleet at sea. If the enemy fleet already has a LOW SUPPLIES card, then it must return to the adjacent friendly port, and both cards are discarded.	**LOW SUPPLIES** Play at any time. Place on an enemy fleet at sea. If the enemy fleet already has a LOW SUPPLIES card, then it must return to the adjacent friendly port, and both cards are discarded.	**LOW SUPPLIES** Play at any time. Place on an enemy fleet at sea. If the enemy fleet already has a LOW SUPPLIES card, then it must return to the adjacent friendly port, and both cards are discarded.
Action	Action	Action
LOW SUPPLIES Play at any time. Place on an enemy fleet at sea. If the enemy fleet already has a LOW SUPPLIES card, then it must return to the adjacent friendly port, and both cards are discarded.	**LOW SUPPLIES** Play at any time. Place on an enemy fleet at sea. If the enemy fleet already has a LOW SUPPLIES card, then it must return to the adjacent friendly port, and both cards are discarded.	**LOW SUPPLIES** Play at any time. Place on an enemy fleet at sea. If the enemy fleet already has a LOW SUPPLIES card, then it must return to the adjacent friendly port, and both cards are discarded.
Action	Action	Action
ROTTING CARGO Play when your opponent "passes" during a campaign turn. Receive 1 victory point for each enemy merchant ship that is in port, and not at sea.	**ROTTING CARGO** Play when your opponent "passes" during a campaign turn. Receive 1 victory point for each enemy merchant ship that is in port, and not at sea.	**ROTTING CARGO** Play when your opponent "passes" during a campaign turn. Receive 1 victory point for each enemy merchant ship that is in port, and not at sea.

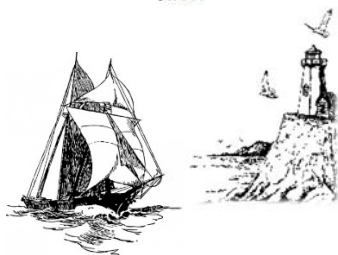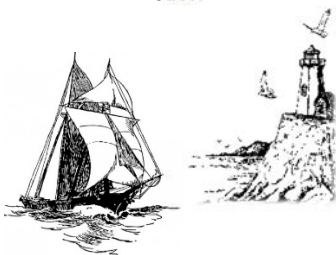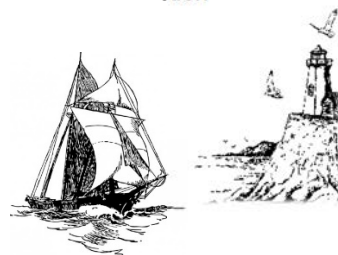|		
Action	Action	Action
BLOCKADE	**BLOCKADE**	**BLOCKADE**
Play during the action phase. Place the card on a fleet at sea, to blockade the enemy port adjacent to this sea zone	Play during the action phase. Place the card on a fleet at sea, to blockade the enemy port adjacent to this sea zone	Play during the action phase. Place the card on a fleet at sea, to blockade the enemy port adjacent to this sea zone
Action	Action	Action
BLOCKADE	**BLOCKADE**	**BLOCKADE**
Play during the action phase. Place the card on a fleet at sea, to blockade the enemy port adjacent to this sea zone	Play during the action phase. Place the card on a fleet at sea, to blockade the enemy port adjacent to this sea zone	Play during the action phase. Place the card on a fleet at sea, to blockade the enemy port adjacent to this sea zone
Action	Action	Action
RAID	**RAID**	**RAID**
Play during the action phase. Choose one fleet at sea, to make a raid against the enemy port adjacent to that sea zone	Play during the action phase. Choose one fleet at sea, to make a raid against the enemy port adjacent to that sea zone	Play during the action phase. Choose one fleet at sea, to make a raid against the enemy port adjacent to that sea zone

Action	Action	Action
MERCHANT SHIP Originating in Port A, bound for Port D	**MERCHANT SHIP** Originating in Port A, bound for Port D	**MERCHANT SHIP** Originating in Port A, bound for Port D
Action	Action	Action
MERCHANT SHIP Originating in Port A, bound for Port D	**MERCHANT SHIP** Originating in Port A, bound for Port D	**MERCHANT SHIP** Originating in Port A, bound for Port D
Action	Action	Action
MERCHANT SHIP Originating in Port A, bound for Port D	**MERCHANT SHIP** Originating in Port A, bound for Port D	**MERCHANT SHIP** Originating in Port A, bound for Port D

Action	Action	Action
MERCHANT SHIP Originating in Port D, bound for Port A	**MERCHANT SHIP** Originating in Port D, bound for Port A	**MERCHANT SHIP** Originating in Port D, bound for Port A
Action	Action	Action
MERCHANT SHIP Originating in Port D, bound for Port A	**MERCHANT SHIP** Originating in Port D, bound for Port A	**MERCHANT SHIP** Originating in Port D, bound for Port A
Action	Action	Action
MERCHANT SHIP Originating in Port D, bound for Port A	**MERCHANT SHIP** Originating in Port D, bound for Port A	**MERCHANT SHIP** Originating in Port D, bound for Port A

Commander **VICE ADMIRAL** _____ Commands 3 to 5 warships, including at least one SOL	Commander **REAR ADMIRAL** _____ Commands 2 to 4 warships, including at least one SOL or Frigate	Commander **REAR ADMIRAL** _____ Commands 2 to 4 warships, including at least one SOL or Frigate
Commander **COMMODORE** _____ Commands 1 to 3 warships	Commander **COMMODORE** _____ Commands 1 to 3 warships	Commander **CAPTAIN** _____ Commands 1 warship
Commander **CAPTAIN** _____ Commands 1 warship	Commander **CAPTAIN** _____ Commands 1 warship	Commander **CAPTAIN** _____ Commands 1 warship

Commander VICE ADMIRAL _____ Commands 3 to 5 warships, including at least one SOL	Commander REAR ADMIRAL _____ Commands 2 to 4 warships, including at least one SOL or Frigate	Commander REAR ADMIRAL _____ Commands 2 to 4 warships, including at least one SOL or Frigate
Commander COMMODORE _____ Commands 1 to 3 warships	Commander COMMODORE _____ Commands 1 to 3 warships	Commander CAPTAIN _____ Commands 1 warship
Commander CAPTAIN _____ Commands 1 warship	Commander CAPTAIN _____ Commands 1 warship	Commander CAPTAIN _____ Commands 1 warship

Ship	Ship	Ship
Name:	Name:	Name:
Hull Damage:	Hull Damage:	Hull Damage:
Crew Damage:	Crew Damage:	Crew Damage:
Special Damage:	Special Damage:	Special Damage:

Ship	Ship	Ship
Name:	Name:	Name:
Hull Damage:	Hull Damage:	Hull Damage:
Crew Damage:	Crew Damage:	Crew Damage:
Special Damage:	Special Damage:	Special Damage:

Ship	Ship	Ship
Name:	Name:	Name:
Hull Damage:	Hull Damage:	Hull Damage:
Crew Damage:	Crew Damage:	Crew Damage:
Special Damage:	Special Damage:	Special Damage:

Ship	Ship	Ship
Name:	Name:	Name:
Hull Damage:	Hull Damage:	Hull Damage:
Crew Damage:	Crew Damage:	Crew Damage:
Special Damage:	Special Damage:	Special Damage:

Ship	Ship	Ship
Name:	Name:	Name:
Hull Damage:	Hull Damage:	Hull Damage:
Crew Damage:	Crew Damage:	Crew Damage:
Special Damage:	Special Damage:	Special Damage:

Ship	Ship	Ship
Name:	Name:	Name:
Hull Damage:	Hull Damage:	Hull Damage:
Crew Damage:	Crew Damage:	Crew Damage:
Special Damage:	Special Damage:	Special Damage:

Ship	Ship	Ship
Name:	Name:	Name:
Hull Damage:	Hull Damage:	Hull Damage:
Crew Damage:	Crew Damage:	Crew Damage:
Special Damage:	Special Damage:	Special Damage:
Ship	Ship	Ship
Name:	Name:	Name:
Hull Damage:	Hull Damage:	Hull Damage:
Crew Damage:	Crew Damage:	Crew Damage:
Special Damage:	Special Damage:	Special Damage:
Ship	Ship	Ship
Name:	Name:	Name:
Hull Damage:	Hull Damage:	Hull Damage:
Crew Damage:	Crew Damage:	Crew Damage:
Special Damage:	Special Damage:	Special Damage:

Ship	Ship	Ship
Name:	Name:	Name:
Hull Damage:	Hull Damage:	Hull Damage:
Crew Damage:	Crew Damage:	Crew Damage:
Special Damage:	Special Damage:	Special Damage:
Ship	Ship	Ship
Name:	Name:	Name:
Hull Damage:	Hull Damage:	Hull Damage:
Crew Damage:	Crew Damage:	Crew Damage:
Special Damage:	Special Damage:	Special Damage:
Ship	Ship	Ship
Name:	Name:	Name:
Hull Damage:	Hull Damage:	Hull Damage:
Crew Damage:	Crew Damage:	Crew Damage:
Special Damage:	Special Damage:	Special Damage: