Board Description			Night Modifier
Hull Down	1 rank		3
Hull Up	2 ranks		2
Long Tactical	3 ranks	5 Combat Rulers	2
Short Tactical	3 ranks	2½ Combat Rulers	2
2 Cables	2 ranks	1 Combat Ruler	1
1 Cable	2 ranks	½ Combat Ruler	1
Baseline	1 rank		n/a
Lost Ground	3 ranks		
	17 ranks		

Setup

Players roll on the Watch Table to determine the time the first vessel spots the other ship.

Watch Table

2	Middle Watch	0000-0400	Night	-3 to spotting and information
3-6	Morning Watch	0400-0800	Dawn	-1 to spotting and information
7-8	Forenoon Watch	0800-1200		
9	Afternoon Watch	1200-1600		
10	First Dog Watch	1600-1800		
11	Last Dog Watch	1800-2000	Sunset	-1 to spotting and information
12	First Watch	2000-0000	Night	-3 to spotting and information

Play starts with players placing one ship or fleet on the Baseline and the other ship/fleet in the Hull Down rank. Note that while the players may know the makeup of the other side, the ship's captains don't. Play may be adjusted to reflect this fact, as needed.

Players each roll to find the range where their lookouts spy the other vessel. This number is kept secret until the range at which the opponent's ship was spotted is reached. Once a player's spotting range is reached, he rolls on the Information Table.

Example Neither side spotted the other while they were Hull Down, so the ship at the Hull Down Rank is moved to the outermost rank of Hull Up Neither side spots the other at Hull Up, and the ship there is moved to the outermost rank of Long Tactical. At this point, only one player spies the other, and he may choose to continue closing or flee without pursuit. The spotting player rolls on the Information Table, adding +2 because the range is two less than Hull Down. The clock is started at this time. In this example, a roll of 7 on the Watch Table indicates that the first ship spied the other at the start of the Forenoon Watch. If the first ship chooses to flee, the range is increased to the outermost rank of Hull Up. It is now halfway through the Forenoon Watch. The fleeing player rolls on the information table with a +1. At this point the opponent gets a roll on the Spotting Range Table. If he doesn't roll an 8 or better, the first ship gets to increase the range to Hull Down. It is now the beginning of the Afternoon Watch. The fleeing player rolls on the information table with no modifier. If the opponent doesn't roll a 10 or better, the first ship slips away.

Example 2 On the other hand, if the first ship chooses to continue closing, the opponent moves to the outermost rank of Short Tactical. There is no change in the time, as the range can easily be closed in less than half a watch. The first player rolls on the Information Table with a +3. The opponent reveals that this is the Spotting Range he rolled. He rolls on the Information Table with a +3. Play then proceeds to the Tactical Board or the Chase Board if one player chooses to flee.

Example 3 A spotting player may choose to shadow the opponent to gain more information. Each turn, he rolls on the Information Table with the appropriate modifier. The opponent rolls on the Spotting Range. If he rolls the range or less

that he is being shadowed, he spots the first ship and play proceeds on the Chase or Tactical Board. If a player continues shadowing, time is advanced by half a watch every two rolls.

Spotting Range Table

2	1 Cable	½ combat ruler
3	2 Cables	1 combat ruler
4-5	Short Tactical	2½ combat rulers
6-7	Long Tactical	5 combat rulers
8-9	Hull Up	5-8 miles away
10-12	Hull Down	Over the horizon

Merchant Ships of Burden 1-3 subtract -2 from their Spotting Range rolls.
Merchant Ships of Burden 4-5 subtract -1 from their Spotting Range rolls.
Whalers spot as warships.
Privateers spot as warships.

Information Table

5 or less	No information available
6-7	Rig
8-9	Burden
10-12	Nature (Merchant or Warship)
13-15	Nationality
16+	Name

Spotting Player rolls each time the range closes
Rolling player adds +1 for each range closer than Hull Down

Play on the Chase Board

A turn represents two hours, or half a full watch. Each dog watch is only one turn. In calms or extremely light air, players roll for movement every other turn (or once a full watch). There is still firing on every half watch.

The pursuing ship is placed on the Baseline space. The fleeing ship is placed on the farthest rank of the range that applies.

There is a round of firing before the first movement.

Chase gun damage chit draw is based on full broadside strength. At a range of 1 Cable, the "B" chits are used for damage. Beyond the 1 Cable range, the "A" chits are used for damage determination. Once ships are beyond 2 cables, the strength of chase guns shifts right one for every rank of separation (a chasing ship firing at a fleeing vessel in the second rank of the Short Tactical range would use the broadside strength two to the right of its best undamaged broadside strength to represent the strength of its chasers. The same applies to the fleeing vessel's return fire). When turning to fire main armament, the same rules apply. A ship may fire chase and main armament in one turn (in effect, the firing ship gets two chit draws). No ship may fire beyond Long Tactical range, even if their gunnery strength would allow it. Ships involved in a chase are not considered to be raking each other.

Crew damage is halved. Any half crew losses are recovered after the engagement has ended. -2 is subtracted from any Hull damage chit (a 2 equals 0). Hull damage may be added to either side. No damage is considered to be a raking attack. Special Damage is handled normally.

Lost ground is only used when multiple ships are pursuing. The fastest pursuer remains on the Point Blank rank. Slower ships lose ground based on the one die roll for the pursuers. For slower ships, each additional difference moves the ship one rank down the Lost Ground range. A ship driven off of Lost Ground is removed from play.

If play moves to the tactical board, the chased vessel gets to pick his ship's location once his opponent has placed his ship(s) and the weather gauge has been determined.

Each player rolls a die and the total is added together

2	Pursuing ship closes range by 3 ranks
3-4	Pursuing ship closes range by 2 ranks
5-6	Pursuing ship closes range by 1 rank
7	No change
8-9	Fleeing ship opens range by 1 rank
10-11	Fleeing ship opens range by 2 ranks
12	Fleeing ship opens range by 3 ranks

Modifiers (fleeing ship adds modifiers, pursuer subtracts them):

1	Burden 6 and 5 vessels
2	Burden 4 vessels
3	Burden 3, 2, and 1 vessels
1	American Burden 5 heavy frigates (in addition to the Burden 5/6 modifier)
1	Fleeing schooners
1	Sloop in light or extremely light air
1	3rd rates in Near Gales
1	Jettisoning water
1	Jettisoning main battery (first half)*
2	Jettisoning all main battery (not additive with first half)
-1	The turn after taking a Fire or Rudder hit (-1 for each hit)
-1	All of Base Leak damage filled
-1	For each row of Mast Damage
-1	Foul Bottom
-1	Bomb Ketch
-1	Sloop in heavy air or greater
-1	Green Crew
-2	Lubberly Crew
-2	Merchant ship**
-3	Turning to fire main armament

*Merchant ships can only receive 1 for jettisoning all of their main battery.
**Merchant ships do not have a crew rating

Special Modifier

1   A player may choose to risk damaging his vessel's rig to gain speed. Each turn the player uses this modifier, he must pull a chit from the 'A' deck. Any time a special damage chit is drawn, the ship loses one box of mast repair. A ship with no repair boxes remaining takes the hit as a mast hit. In addition, if the special damage is a sail hit, in addition to the repair loss, the ship takes a sail hit. If the special damage is a mast hit, in addition to the repair loss, the ship takes a mast hit. Other forms of special damage have no effect beyond the repair loss. A player may only use this modifier once per turn.

1   A pursuing player that holds fire may draw and "E" chit. If a crew hit is drawn, he may subtract -1 from his die roll. A "0" indicates no effect. This modifier is to simulate the belief of the period that the pursuing ship was slowed by the fire of its bow guns.

1/wk   A player ship gets 1 point per week that the player may use to aid his ship in pursuit or fleeing.

1   A ship losing all of its rudder boxes receives a continuous -1 modifier rather than the -1/turn. Any subsequent rudder hits are taken as mast hits.

Nightfall

Rules yet to come…