



















0 – Ongoing Damage Phase
a. Ships take damage for each Fire on Board (p. 32) and Leak (p. 33) counter in Special Damage box.
1 – Planning Phase
a. <i>[Optional] Check for change in Wind Direction (p. 41) and Strength (p.42).</i>
b. <i>[Optional] Check for Entanglement/Disentanglement (p.35).</i>
c. Plan Maneuver <ul style="list-style-type: none"> • If Sails Struck, skip step. • If ship has no mast damage, play blue bordered maneuver card in 2nd maneuver space. • If ship has mast damage, play dark-gray bordered maneuver card (with 1 or 2 broken mast symbols) in 2nd maneuver space. • Note: Difference in Veer of the two planned maneuvers must be ≤ ship's current Veer rating (p. 24).
d. Plan up to the available number of crew actions. Previous face up Delayed Actions remain as planned crew actions for the turn.
2 – Action Phase
a. Reveal Crew Actions.
b. Resolve planned Standard Actions (Increase/Decrease Sails, Pump Water – p.29) and remove action counters.
c. Planned Delayed Action: <ul style="list-style-type: none"> • If revealed this turn, leave as planned action. • If previously revealed Extinguish Fire action, move counter to Special Damage box and resolve at end of turn. • If previously revealed Repair action, choose repair type: <ul style="list-style-type: none"> ➢ Repair Normal Damage – Resolve Immediately (p.31) ➢ Repair Leak, Repair Rudder, or Repair Broken Mast – Move counter to Special Damage box and resolve at end of turn.
d. <i>[Optional] Planned Boarding Actions – Determine boarding declarations and grapples (p. 37).</i>
e. Planned Combat and Reloading Actions left as planned actions, and resolved in Combat and Reloading phases respectively.
f. If illegal action planned (e.g. firing unloaded broadside), it has no effect and action counter returned to unused action box.
3 – Movement Phase
a. Reveal maneuver card in 1 st maneuver space and confirm Veer difference from previous maneuver is legal. <ul style="list-style-type: none"> • If no maneuver is planned, ship does not move. • If an illegal maneuver is revealed, replace it with a Veer 5 straight maneuver (p. 24). • If ship is grappled or entangled, discard maneuver card.
b. Check attitude to wind – Green, Orange, or Red (p. 9). <ul style="list-style-type: none"> • If Taken Aback, replace maneuver with corresponding red bordered maneuver based on Veer value (p. 24). • If Taken Aback with broken mast(s), instead replace planned maneuver with random red bordered maneuver.
c. Place maneuver cards to check for overlap. If there is overlapping, determine order of movement. <ul style="list-style-type: none"> • Assign order with highest Burden first. • If ships have equal Burden, assign order according to best attitude to wind (Green, then Orange, then Red). • If ships have same Burden & attitude, assign order randomly.
d. Move all ships that will not overlap simultaneously and then move remaining ships in assigned order. Use movement line that matches sail setting and move to arrow that matches attitude to wind. Ships with Struck Sails use Backing Sails move line. <ul style="list-style-type: none"> • If first turn Taken Aback, use line marked with one hourglass (p. 24). • If previously Taken Aback, use line marked with two hourglasses (p. 24). • Resolve Collisions (p. 13) and each ship suffers a number of [B] damage tokens equal to the total burden of all other friendly ships overlapping it.
e. Discard just played 1 st maneuver card and move 2 nd maneuver card to 1 st maneuver space. <ul style="list-style-type: none"> • If Struck Sails, discard the maneuver card that was in the 2nd maneuver space. • If red maneuver was played, leave it face up as a reminder that ship was previously Taken Aback.
4 – Combat Phase
a. <i>[Optional] Secretly choose ammo counter (not double shot) for broadsides that will use continuous fire (p.35).</i>
b. Resolve planned artillery fire (p. 14 & p. 25). <ul style="list-style-type: none"> • Select target, then verify clear line of sight and measure range from dot on firing arc to anywhere on target base. • Target draws a number of damage counters equal to Firepower of chosen firing arc of attacking ship and the type of counter drawn is based on the range and type of ammunition used. Front rake adds +1 counter per 3 (round up) – rear rake adds +1 counter per 2 (round up). • Remove applicable Fire Broadside action counter and turn ammunition counter face up in broadside box.
c. Resolve planned musketry fire (p. 27). <ul style="list-style-type: none"> • Select target and verify firer and target bases are within one ruler width. • Target draws a number of [E] damage counters equal to Musketry firepower of attacker. • Remove Musketry Fire action counter.
d. Assign damage from artillery and musketry fire (p.18 & p. 32). Fill boxes from left to right using highest damage values first.
e. <i>[Optional] Resolve boarding attacks (p. 38 and p. 39)</i>
5 – Reloading Phase
a. If Reload action planned, move facedown ammo counter from ammunition storage box to empty broadside box.
b. Return face up ammo counters from broadsides fired this turn facedown to the ammunition storage box.
c. If an Extinguish Fire or Repair Damage counter is in the Special Damage box, remove the counter and complete the extinguish fire or repair damage action (p. 30 and p. 31).
Important Clarifications
• Pre-measuring and/or checking attitude to wind is not allowed prior to planning maneuver card and crew actions.
• If any part of ship base is outside of game field after movement, ship is eliminated and counts as surrendered.
• Ship surrenders when all boxes of Ship Damage track or Crew Damage are covered by a counter. All of the damage counters on the ship, including the “0”s, are reshuffled together with the unused damage counters of the same type.

Ongoing Damage (p. 32)	
	Fire on Board: At the beginning of the turn, the ship takes one fire damage marker for each Fire on Board marker in the Special Damage box and places it on an empty box in the Ship Damage track. The damage box is considered full and additional counters cannot be added.
	Leak: At the beginning of the turn, the ship takes one water damage marker for each Leak marker in the Special Damage box and places it on an empty box in the Ship Damage track. The damage box is considered full and additional counters cannot be added.























Crew Actions (p. 29)	
	Increase Sails: When revealed, increase Sail state by one level. Ignore if at Full Sails. Struck --> Backing --> Battle --> Full
	Decrease Sails: When revealed, increase Sail state by one level. Ignore if at Struck Sails. Full --> Battle --> Backing --> Struck
	Pump Water: If the ship has any water damage tokens remove one. If the box occupied by the token is not the rightmost one with damage counters, all groups of counters shift to the left so no box is left empty.
 	Fire Left (or Right) Broadside: May only plan when corresponding broadside box is loaded. Ship may fire the corresponding broadside once in Combat phase. Firing is not mandatory, even if action is planned. Firing may be performed even if there is no target. Return counter to unused action box, even if ship does not fire broadside. <i>[Optional] May plan fire for unloaded broadside if using Continuous Fire optional rule (p. 35).</i>
	Musketry Fire: Ship may attack once with musketry fire in the Combat phase. Firing muskets is not mandatory, even if action is planned. Return counter to unused action box, even if ship does not fire muskets.
 	Reload Left (or Right) Broadside: May only plan this action if the appropriate broadside box is empty. The player may move one ammunition counter of his choice, facedown, from ammunition storage box to appropriate broadside box. <i>[Optional] Loading Double Shot take two turns. Turn counter face up in ammunition storage box on 1st turn of reload action and then move to appropriate broadside box on 2nd turn.</i>
	Extinguish Fire: Leave action counter face up, in planned action box, until Action phase of next turn. During Action phase of next turn, move counter to Special Damage box. At end of turn remove action counter and one Fire on Board marker from Special Damage. box
	Repair Damage: Leave action counter face up in planned action box until Action phase of next turn. During Action phase of next turn, if repairing normal damage, immediately move all counters in one damage box to "0 damage" box. If cleared damage box is not rightmost one, all groups of counters shift to left. If repairing a leak, damaged rudder, or broken mast, move counter to Special Damage box. At end of turn, remove action counter and one corresponding damage marker (leak, damaged rudder, or broken mast) from Special Damage box. <u>Note:</u> Normal damage and broken masts may only be repaired once per game.
	<i>[Optional] Boarding: When revealed, allows player to make Boarding/Grappling declaration. Grants advantage in Boarding Attack if Boarding action not planned by opponent.</i>
	<i>[Optional] Let the Men Drink! When revealed, and no enemy ships within short range, move one crew damage token from the Crew Damage track of the ship to the "0 damage" box. May only be resolved once per game.</i>

Ammunition (p. 26 & p. 36)	
	Ball: Draw a number of damage counters equal to attacker's firepower. If the target's base is within short range , draw [B] damage counters. If target's base is at long range , draw [A] damage counters.
	Chain: If target's base is within shortest range , draw a number of [C] damage counters equal to attacker's firepower. Beyond that range, Chain has no effect.
	Grapeshot: If target's base is within shortest range , draw a number of [D] counters equal to attacker's firepower. Beyond that range, Grapeshot has no effect.
	<i>[Optional] Double Shot: If the target's base is within short range, draw a number of [A] damage counters and a number of [B] damage counters equal to attacker's firepower. Beyond that range, Double Shot has no effect. <u>Note:</u> Double shot takes an extra turn to reload.</i>
Rake	Front: If line of sight from central firing arc dot to target's center mast passes through front of target's base, draw +1 damage counter for every 3 it should take (round up). Rear: If line of sight from central firing arc dot to target's center mast passes through rear of target's base, draw +1 damage counter for every 2 it should take (round up).




Damage Type (p. 18 & p. 32)	
	Ship Damage: Place counters, starting from highest value to lowest, in leftmost box on Ship Damage track that is not Full. When sum of counters in box equals or exceeds ship burden, box is Full and all counters should be turned facedown. When a single counter has value that equals or exceeds Burden, place it in leftmost empty box facedown.
	Crew Loss: Place counter in a box on Crew Damage track – only one counter per box. If counter shows both a numeric and a crew loss, place numbered counter in box on Ship Damage track and add a crew loss marker to empty box in Crew Damage track.
	Fire on Board: Place Fire on Board marker in Special Damage box. At beginning of each turn with Fire marker in Special Damage box, take fire damage (see Ongoing Damage). The Fire on Board marker is removed when the fire is extinguished (see Crew Actions: Extinguish Fire).
	Leak: Place Leak marker in Special Damage box. At beginning of each turn with Leak marker in Special Damage box, take water damage (see Ongoing Damage). The Leak marker is removed when repaired (see Crew Actions: Repair Damage). The Pump Water action counters effect of leak, but does not repair it.
	Broken Mast: Place Broken Mast marker in Special Damage box. While marker in Special Damage box, plan only dark gray-border maneuver cards. While 2 markers in Special Damage box, plan only dark gray-border maneuver cards with two broken masts. Previously planned maneuvers are executed normally. If third mast is broken, ship surrenders. A broken mast marker may be removed once per game when repaired (see Crew Actions: Repair Damage).
	Sail Damage: Place Sail Damage marker in Special Damage box. Every two Sail Damage markers in Special Damage box reduces maximum sail level by one (e.g. at 2 nd sail damage, full sails cannot be used). If currently at the sail level just lost, immediately move down one level (e.g. if at battle sails when 4 th sail damage occurs, change to backing sails immediately.)
	Rudder Damage: Place Rudder Damage marker in Special Damage box. Veer rating of ship is reduced by 1. If not repaired, further Rudder Damage is replaced with a Broken Mast marker. Broken rudder marker is removed when repaired (see Crew Actions: Repair Damage).

Optional Rules (p. 34)

Wind Direction and Strength Change: At beginning of each Planning phase, draw one counter from wind direction change counter pool and one from wind strength change counter pool, then compare to chart.

Counter Drawn	Counter on Wind Gauge	Effect
	Any	Return drawn counter pool.
	None	Place counter on wind gauge.
		
		Rotate wind gauge 45° clockwise and return both counters to pool.
		Rotate wind gauge 45° counter-clockwise and return both counters to pool.
		Return both counters to pool.
		
	None	Return drawn counter pool.
	None	Place counter on wind gauge.
		
		Increase wind strength by one step.
		Decrease wind strength by one step.
		Return both counters to pool.
		

Wind Strength Effects:

	Low: Sail setting considered one step lower (e.g. ship at full sails uses battle sails move line).
	Medium: Ships move normally.
	High: Sail setting considered one step higher (e.g. ship at battle sails uses full sails move line), except ships with Struck Sails. A ship at full sails moves normally, but draws an [E] damage counter each turn it moves. If counter shows Crew Loss symbol, ship takes Sail Damage.

Flagship: Each side designates a flagship. If flagship eliminated, all friendly ships take two crew special damage markers and place on Crew Damage track. All ships of opposing side remove a crew damage marker from their crew loss boxes (if they have any) and move to the "0" damage box. Any ship that shot artillery or musketry in the current turn against the eliminated flagship removes two markers, instead.

Entanglement: If ships are in base contact at beginning of Planning phase, draw **[E]** damage counter before maneuver cards are planned. If counter has Crew Loss symbol, ships become entangled. If counter is a "0," ships become disentangled if previously entangled. Place entanglement counter between ships. Maneuvers can be planned if entangled, but the two ships cannot move again until they are disentangled. Entanglement is independent of grappling for boarding.

Forced Aim: Ship must shoot at the nearest enemy target on that side, taking into consideration all three arcs.

Gunnners Lack Training: Reload Broadside actions are delayed actions. When Reload Broadside action is revealed, leave action counter, face up, in the planned action box, until Action phase of next turn. During Action phase of next turn, move action counter to corresponding ammunition storage box. During Reloading phase, broadside can be reloaded and the action counter is returned to unused action box.

Sailors Lack Training: Before revealing planned actions, draw one facedown action counter at random among the ones planned this turn. Shuffle that selected action counter together with a Blank action counter, and randomly draw one of the two. If action counter drawn, execute action normally; otherwise action is not executed and action counter is returned to the unused action box.

First Broadside: At start of game, place a Reload Broadside counter in each broadside box next to chosen ammo counter. First time ship fires that broadside, target takes +1 damage counter for every 3 it should take (not including Raking bonus). Remove Reload Broadside counter on that broadside once fire is resolved.

Continuous Fire: Broadside can fire even if not loaded, although Fire Broadside must be planned. Damage counters target takes are halved, rounding down. Cannot plan Reload Broadside on same side of ship in same turn as planned Fire Broadside.

Aiming High: If shooting with Ball or Double Shot, may choose to aim high. All damage counters with underlined number and all crew damage counters without a number are place in "0" damage box, and replaced with same amount of **[C]** damage tokens. In addition:

- If original replaced counter was Leak Damage, target takes Sail Damage counter.
- If original replaced counter was Rudder Damage, target takes Mast Damage counter.

Ammunition Explosion: If ship has Fire on Board and has already taken 2+ fire damage markers, each time it will take a new fire damage marker beyond the second, shuffle 3 fire markers with one explosion marker and randomly draw one.

- If fire damage marker is drawn, apply the fire damage normally.
- If explosion marker is drawn, fire reaches ammunition storage and explodes. The ship is eliminated.

Each ship in base contact with exploding ship may be damaged and set on fire. Each such ship must draw and apply a **[B]** damage counter.

- If counter is not a "0," in addition to damage indicated, a fire starts on the ship. Place fire on board marker in Special Damage box.
- If counter already indicates a fire special damage, place two Fire on Board markers in Special Damage box instead of one.

Sinking Ships: If ship has a leak and has already taken 2+ water damage markers, each time it will take a new water damage marker beyond the second, shuffle 3 water markers with one sinking marker and randomly draw one.

- If water damage marker is drawn, apply the water damage normally.
- If sinking marker is drawn, hull collapses and ship sinks. The ship is eliminated.

Spreading Fires: If ship fires broadside against ship in base contact and fire starts on enemy ship due to special damage counter from that attack, a fire also starts on attacking ship. Place Fire on Board marker on both ships.

Firing ship may plan an Extinguish Fire action in same turn as Fire Broadside's action, declaring when revealed that the action is being performed on enemy ship. If any damage from firing ship indicates a fire starts on target, that fire damage marker is ignored.

Surrendered Ships: When ship surrenders, the model remains on the gaming area as a wreck and completes planned maneuvers, unless it surrenders as a result of Ammunition Explosion or Sinking Ship optional rules, or it had a Leak or Fire on Board in the Special Damage box when it surrendered, in which case it is removed. The wreck causes collision damage to friendly ships when it moves. The wreck may not be grappled or boarded, but both enemy and friendly ships that collide with it (once it stops moving) will take collision damage.

Boarding (p. 37)	Shoals
<p>Planning Boarding: If two or more ships are in base contact at the beginning of the Planning phase, players may choose to plan a Boarding action as one of the ship's available crew actions.</p> <p>Boarding/Grapppling Declaration: After actions are revealed in the Action Phase, players with planned Boarding Actions secretly choose an appropriate counter (Boarding or Blank) to declare whether or not they will attempt to board an enemy ship. Each counter is placed face down on the ship mat and then counters are revealed simultaneously. For each ship with a Boarding counter, players declare which one enemy ship their crew is attempting to grapple in the following order:</p> <ul style="list-style-type: none"> Ships with lowest crew (per ship card) declare first. If a tie for lowest crew, ships with more crew losses declare next. If a tie for most crew losses, determine order randomly. <p>Grapppling Resolution: After all declarations are made, grappling between each pair of ships is resolved:</p> <ul style="list-style-type: none"> If both ships declared grappling for each other, they are grappled. If only one ship declared grappling of the other, randomly draw from a set of 1 Boarding and 1 Blank counter. If Boarding counter is drawn, the ships are grappled. Otherwise they are not grappled. If neither ship declares grappling, they are not grappled. <p>Mark each pair of grappled ships by placing a counter between them.</p> <p>Boarding Attacks: Boarding attacks between grappled ships are resolved at the end of the Combat phase. Each ship inflicts a number of [E] damage counters equal to the Burden of the ship.</p> <ol style="list-style-type: none"> If a ship was successfully grappled by an opponent and does not have a Boarding action planned this turn, the ship suffers an [E] damage counter before the regular boarding attack is resolved. Before drawing each [E] damage counter for the boarding attack, a ship grappled with multiple opponents must declare a target. If necessary, target declarations are made in same order as grappling declarations. One [E] damage counter is drawn simultaneous for each ship involved in boarding. Damage is inflicted simultaneously by ships that planned boarding actions and then damage is inflicted simultaneously by all ships that did not plan boarding actions. If a ship has a higher burden than its opponent, remaining damage counters are drawn at the end. If a ship surrenders, it does not draw or inflict any remaining damage counters on opponents. <p>End of Boarding: Boarding ends when there are no ships grappled to active enemy ships or when each active ship has drawn and inflicted damage counters equal to its burden, whichever comes first. Ships remained grappled until the Action Phase of next turn, at which point ships may attempt to re-grapple with a planned Boarding action.</p>	<p>Effect on Movement: If a ship would end movement with its base overlapping a Shoal terrain element it runs aground.</p> <ul style="list-style-type: none"> Ship cannot move for remainder of game. Planned maneuver cards are discarded. The ship no longer takes water damage due to Leak special damage markers and it will not sink if using the Sinking Ships (p. 40) or the Surrendered Ships (p. 41) optional rules. <p>Effect on Combat: None</p>
<p>Terrain Elements (p. 43)</p> <p>Reefs</p> <p>Effect on Movement: If a ship would end movement with its base overlapping a reef terrain element, move it in the same way as when resolving an overlap with another ship (p. 12). Movement of ship ends when ship's base touches reef element. Ship takes a number of [B] damage tokens equal to its Burden. All special damage symbols, except Leak and Rudder damage, are ignored and only the damage number is applied.</p> <p>Run Aground: If a ship takes more damage points from a Reef than its Burden, it runs aground.</p> <ul style="list-style-type: none"> Ship cannot move for remainder of game. Planned maneuver cards are discarded. The ship no longer takes water damage due to Leak special damage markers. <p>Effect on Combat: None</p>	<p>Coasts and Islands</p> <p>Effect on Movement: Each scenario will indicate for coast and island elements, the type of coastline they have and the distance from the coastline that is dangerous to navigate.</p> <ul style="list-style-type: none"> If at end of movement any part of a ship's base is within dangerous distance of a sandy coastline, treat as overlapping a shoal. If at end of movement any part of a ship's base is within dangerous distance of a rocky coastline, treat as overlapping a reef. If both conditions above apply, then apply both effects. If at end of movement any part of a ship's base overlaps a coast or island element, treat as overlapping a reef, except ship suffers twice as many [B] damage counters and automatically run aground. <p>A coast or island element may be designated as a harbor or be otherwise considered safe for navigation. Rules above do not apply, and ship may get close to the element without negative effect; however, if the ship overlaps the terrain element, it still takes damage and runs aground (as per last bullet above).</p> <p>Effect on Combat: A ship or coastal battery cannot fire through the terrain element, if the lines of sight for all firing arcs are blocked. When firing from or to a coast or island element, line of sight is not blocked by part of the terrain element itself (although it may be blocked by other ships and terrain elements).</p> <p>Coastal batteries</p> <p>Planning: Plan actions just like ships, but are limited to the following actions.</p> <ul style="list-style-type: none"> Fire Guns Reload Guns Musketry Fire Extinguish Fire Repair Damage (Note: May only repair normal damage) <p>Combat: Shoot, reload, and receive damage just like ships, with following additional rules:</p> <ul style="list-style-type: none"> Battery uses Fortification Rating in place of Burden. Battery may have one or more firing arcs, each indicated by a red dot and two white lines bordering a colored angle. Battery may fire against a single target each turn. Line of sight for the battery is determined in same way as for ships: it may be blocked by a ship or by an intervening terrain element different from the element where the battery is located. If target may be fired upon by more than one arc, player may choose which arc to use (in case they have a variable firepower). Combat ranges are always measured to/from red dot. If target's base is reached by the red/purple part of the combat ruler from one of the red dots, the battery can also attack it with musketry fire. Battery inflicts raking damage against a ship when at least one of its firing arcs fulfills the requirements for raking. Batteries ignore all special damage, except crew and fire special damage. The Ammunition Explosion optional rule, if in use, applies. <p>Eliminating a Battery: If all boxes of Battery Damage track are covered by a counter, the battery is destroyed. If all boxes of Crew Damage track are covered by a counter, the battery surrenders. Just as for a ship, when a battery is eliminated, all of the damage counters on the battery, including the "0"s, are reshuffled together with the unused damage counters of the same type.</p>