TURN SEQUENCE
ORDERS PHASE
Check to see if the wind speed or direction has changed, if this option is being used.
The players then place movement speed counters and indicate changes of direction for the subsequent turn.

MOVEMENT PHASE
When the movement step for their indicated speed arrives, the ships are moved to the next hex, as indicated by the orders given in the Orders Phase. When more than one group has the same speed indicated, the most windward one has the choice of either moving first or deferring to the next group or ship downwind.

- Frigate Movement Step**
  All Frigates (and fast unrated vessels) from either side may take an optional "free" hex move now (but cannot fire or be fired upon in this step).

- First Movement Step**
  Ships ordered to move at a speed of 3 will move one hex now.
The ships that moved can fire at* the enemy, then the enemy can return fire*.

- Second Movement Step**
  Ships ordered to move at a speed of 2 will move one hex now, followed by ships moving at a speed of 3 which move their second hex.
The ships that moved can fire at* the enemy, then the enemy can return fire*.

- Third Movement Step**
  Ships ordered to move at a speed of 1 will move their one (and only) hex now, followed by ships moving at a speed of 2 which move their second (and last hex), and then by ships moving at a speed of 3 which move their third (and last) hex.
The ships that moved can fire at* the enemy, then the enemy can return fire*.

- Fourth 'Engagement' Step***
  Stationary ships or ships ordered to move at a speed of 0 may take any gunnery, grappling, boarding, disentangling turn now.

END OF TURN: - Remove smoke markers.

**Movement Steps Procedure
In each allotted movement step: -
- Move all the ships of the same speed step, starting with the ones that hold the weather gage and ending with the ones furthest downwind.
- Then Fire* none, some or all the ships involved in the allotted movement speed step (once per turn).
- Then go on to the next movement step.
- And so on – until the Fourth ‘Engagement’ Step is Complete.

*Gunnery: -
Ships may Engage the enemy through firing its guns only once per turn. Place a suitable marker to indicate when a ship has fired a Broadside (a cotton smoke marker looks good).

***Engagement (Grappling, Boarding, Ungrappling/Disengaging): -
Gunnery, grappling, boarding and ungrappling/unfouling are all carried out by stationary ships during the Fourth ‘Stationary’ Step, with the player allowed a maximum of two different actions in any single turn.
GUNNERY

1. The number of dice per Broadside is always half the number of Strength-Points of the Firing Ship; fractions rounded up.
2. Cross-reference the maximum speed number of either the firer or the target together with the range (in hexes) to find the score required to hit.
3. Roll all the Broadside Dice at once, picking out the number of dice that have achieved or exceeded the hit score.
4. Then roll again for each hit on the Gunnery Doctrine Chart to ascertain where the hits occur on the target ship (Movement or Strength, 6's are saved).
5. Broadsides can be fired at multiple targets by dividing the number of Broadside Dice between each chosen target.

<table>
<thead>
<tr>
<th>BROADSIDES</th>
<th>Gunnery Doctrine (Roll 1xD6 per Hit):</th>
</tr>
</thead>
<tbody>
<tr>
<td>Scores Needed to Hit From Each Broadside D6 Rolled: -</td>
<td>No Doctrine</td>
</tr>
<tr>
<td>RANGE IN HEXES</td>
<td>1 to 3 = Strength</td>
</tr>
<tr>
<td>SPEED</td>
<td>0 to 1</td>
</tr>
<tr>
<td>0 to 1</td>
<td>3+ 4+ 5+</td>
</tr>
<tr>
<td>2</td>
<td>4+ 5+ 6+</td>
</tr>
<tr>
<td>3</td>
<td>5+ 6+ -</td>
</tr>
</tbody>
</table>

Modifiers – Add to or deduct from die rolls:
- +1 if Bow Raking (max range 1 hex).
- +2 if Stern Raking (max range 1 hex).
- -1 if in Strong Wind Conditions.
- -1 if Becalmed.

Raking: -
A Bow Rake adds +1 to the Gunnery Dice Roll.

A Stern Rake adds +2 to the Gunnery Dice Roll.

DAMAGED SHIPS

If Strength Damage equals or exceeds ship-strength.
- Must try to escape the battle. Will strike if fired upon (and hit) at half cannon range (1 hex) or closer.
- Will strike if fired upon (and hit) at any range.

If Movement Damage equals or exceeds Six.
- Will fight on unless boarded.

Entering an Occupied Hex (1xD6)

<table>
<thead>
<tr>
<th>Hex Occupants</th>
<th>Outcome 1</th>
<th>Outcome 2</th>
<th>Outcome 3</th>
<th>Outcome 4</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 Friendly Ship</td>
<td>2 to 6</td>
<td>Pass</td>
<td>1 Fouled</td>
<td>-</td>
</tr>
<tr>
<td>2 Friendly Ships</td>
<td>3 to 6</td>
<td>Pass</td>
<td>1 or 2 Fouled</td>
<td>-</td>
</tr>
<tr>
<td>1 or 2 Enemy Ships</td>
<td>5 or 6</td>
<td>Veer</td>
<td>3 or 4 Close Action with one enemy ship (nearest or players choice)</td>
<td>1 or 2 Fouled with one enemy ship (nearest or players choice)</td>
</tr>
<tr>
<td>1 Enemy and 1 Friendly Ship</td>
<td>6</td>
<td>Veer</td>
<td>4 or 5 Close Action with the Enemy Ship</td>
<td>2 or 3 Fouled with the Enemy Ship</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td>1 Fouled with the Friendly Ship</td>
</tr>
</tbody>
</table>

Pass = Ship enters the hex alongside the present occupant(s) without penalties.

Veer = Ship will veer one hex left or right if one of those hexes is not entirely blocked and not directly upwind. (If both hexes are entirely blocked then the ship must remain in place and make the minimum (unordered) turn away).

Fouled = Move the ships together bulwark to bulwark. The moving ship changes direction to parallel that of the occupying ship. Neither ship is allowed to move out of the hex in the next (or the next step of their) Movement Phase as they are now Fouled. If they are both friendly ships then they can unfoil by rolling a die in the next turn. If they are ships from opposing sides then they must stay Fouled together until one strikes its colours. Both ships may engage in Close Action Broadsides. In a hex with two enemy ships the resulting fouling must be with the nearest enemy ship to the starting position of the moving ship; if this is undetermined then the player with the moving ship chooses.

Close Action = The ship enters the same hex as the enemy vessel but must remain on the same heading as it did entering it. Leave a slight gap between the ship models if possible to indicate they are not entangled. Both ships may engage in Close Action Broadsides and may move out of the hex in the next (or the next step of their) Movement Phase as normal if they are not entangled. Both ships may attempt to Grapple and Board during the Boarding Phase. In a hex with two enemy ships the resulting Close Action must be with the nearest enemy ship to the starting position of the moving ship; if this is undetermined then the player with the moving ship chooses.

Grappling/ Unfouling/Separating (GUS): - To successfully Grapple, a ship needs to score the following on 1xD6:

<table>
<thead>
<tr>
<th>GRAPPLING (1xD6)</th>
</tr>
</thead>
<tbody>
<tr>
<td>Speed of Fastest Ship During the Turn</td>
</tr>
<tr>
<td>Score to Grapple</td>
</tr>
<tr>
<td>2+</td>
</tr>
</tbody>
</table>

To successfully separate/unfoul a grappled/fouled ship then it can done by rolling a 4+ on 1xD6 during an Engagement Action provided the ship is not boarded and the entangled enemy ship does not wish to prevent the separation. If the enemy ship wishes to stop the separation then it must also roll 1xD6, needing to score equal or higher than the 4+ of the separating ship.