

RULES FOR 1798 NAVAL GAME OF WAR

SET UP

See game notes for set up - French can choose either to start anchored at the entrance to Lough Swilly, or to the West on the high seas, in a 2 squadron line running with the wind. See below. The British enter according to the game notes, entry hex can be chosen by the British commander. The second squadron must enter later on the same hex. Detached ship is diced for.

GENERAL ORDERS

Each opponent has a Commodore aboard their flagship. British general orders must be for 3rd rates to close on the enemy Flagship and board if possible. The 4th and 5th rates (frigates) must engage the enemy frigates not the *Hoche*. British doctrine is to close and board. This means loading round shot and firing first broadsides at medium or close range. The frigates have a standing order to try and keep out of range of the *Hoche* until and unless the latter is engaged by the British 3rd rates.

British Commander has an option to enter at full or half sail. Squadrons must enter in line ahead separated by at least 1 clear hex. British cannot load and fire chain shot unless commanded to do so by the flagship - typically when the enemy vessels have the weather gauge and are trying to flee. Any less risks a court martial!

The French Commodore has to consult General Hardy and Wolfe Tone to decide on which deployment to adopt. French vessels will all load and fire chain shot until British vessels are at medium/close range. They can then use round or double shot. Note that all French vessels have boats that can ferry 100 men per hex per turn. French, if not anchored, can choose full or half sail. Note that the *Hoche* may fire on any British vessels in range, but must choose British 3rd rates over any frigate if there is a choice.

WIND DIRECTION and SEA CONDITION

Set to South Westerly (hexside 6) and FAIR. Place wind marker on the board.

Throw 1d10 at start of GT2 and each subsequent turn for any change in wind direction:

0 - ROUGH sea.

1-2 shift 1 hexside anti-clockwise.

3-4 shift 1 hexside clockwise.

5-8 no effect.

9 - FAIR.

MOVEMENT IS ALTERNATE - FRENCH GO FIRST

All ships not at anchor must move. Ships cannot sail into the wind but may tack, but must be at half sail to do so. Throw 1d6 to tack. British crews +1, French crews -1. Succeed on 3-6.

Ships have a basic movement factor (at half sail) that increases or decreases according to the weather gauge and how much sail you have. *Every ship MUST move 1 hex forward as its first move.*

3rd rates - 2MP

Wind Astern (Running) +1

4th - 3MP

Wind on the Beam/quarter (Reaching) +2

5th rates - 4MP

Wind on the Bow (Beating) -1

Unrated vessels - 5MP

Full sail +1

Boats - 1MP

Tacking -1 must be at half sail, after rotation move 2 max MP

-1MP for each mast lost

Turning 1 hexside (max per turn) +1MP

Dismasted ships or ships entangled after collision drift with the wind 1 hex

Towing ships - move 1 hex together in line. Throw 1d6 to tow - succeed on 4,5,6.

NB Ships at Half Sail may *choose* to move no more than 1 hex regardless of wind/ship direction. BUT ships cannot decrease or increase speed by more than 2MP.

Ships at Full Sail must move a minimum of their basic MP factor +1.

Ships turn 1 hexside max per hex forward (except for tacking) at a cost of 2MP

Ships in full sail in ROUGH sea must throw 1d6 for damage - 4, 5,6 causes 1 damage per turn to the tops

Ships that run aground in shallows throw 1d6 for damage - 4,5,6 causes 1 damage per turn (DF)

Ships that hit rocks or cliffs thrown 1d6 per turn to see if they sink - 4,5, causes sinking but boats can take off 100 men per turn. 6 = sinks with loss of all hands.

Anchored ships - takes 1 move to anchor. Ship must furl all sail and be moving at 2 or less last turn. Anchored ships take 1 move to weigh anchor OR can cut cables and move immediately with at half sail but cannot anchor again. After weighing anchor ships move normally but only at half sail on first move. Ships at anchor may rotate 1 hexside per turn.

Collisions are possible, but ships must try and avoid ramming each other! (This is not ancient naval warfare!). This may happen if a ship is trying to rake an enemy vessel but ends its movement in an adjacent hex and the enemy vessel has to then move 1 hex roward and cannot avoid the collision. However, the enemy ship then rotates broadside on and may fire and grapple. Both ships will then drift with the wind 1 hex until separated.

Stationary boats can disembark 100 men per turn in a light blue landing space

FIRING

Ships fire at nearest target. Fire as you bear. Ships batteries are given a broadside rating as number of dice - see ship card.

Enemy has opportunity if not fired yet for *defensive fire*.

Ships cannot be sunk easily but will take damage to masts at close and medium range, and to hull (DF) at all ranges.

NB. Ships must choose which shot to load. Chain shot cannot damage hull. Chain shot cannot be double loaded. Chain shot has no effect at long range.

Gunnery ranges:

3rd rate hex range:	1-2 (close)	3-4 (medium)	5-6 (long)
4th/5th rates	1-2 (close)	3-4 (medium)	5 (long)
Unrated:	1 (close)	2 (medium)	3 (long)

Confirm SHOT TYPE loaded: Ball or Chain; Double loaded can only be BB (not CC or BC)

* *Chain shot can only be used at close/medium range; Double loaded only at close range. Note on Ship Card.*

Throw 1d6 per battery - check Ship Card for number of dice to be thrown then apply modifiers

Gunnery modifier factors - ship batteries + extra dice as below:

Roundshot raking through stern +2	Firing Chain shot at enemy under full sail +2
Raking through the bow +1	First broadside +1
Elite crew +1 * <i>British and French 3rd rates only</i>	Raw (French 36s only) crew -1
Double shot close range only +2 (roundshot).	Rough seas -4

THROW ALL DICE for HITS

ROUNDSHOT : Close: 5, 6. Medium: 6. Long: 6. (Damage to Hull and DF counts)

Assess damage from hits, throw 1d6: 1,2, 3 = DF to hull 4, 5, 6 to Crew.

CHAINSHOT: Close and Medium: 5 or 6 on rigging. (No DF effect).

Assess damage, throw 1d6: 1, 2 = foremast, 3, 4 = main mast, 5, 6 = mizzen.

RECORD HITS on Ship Card. Once fired place smoke (white wool). Do not remove until reloading complete.

Reloading takes 1 turn (hence can only fire one broadside on alternate turns - or 2 turns if double shot is being loaded * nb if already loaded with single shot can make double in 1 turn.

NB broadsides must be fired through the port or starboard 2 hexes.

If three 6s are thrown *at close range* a fire has started (place orange/grey cotton wool)

If six 6s are thrown *at close range* the magazine has been hit and the ship explodes and sinks.

A ship can sink if it has taken sufficient damage to reach its DP. See Ship Card. Throw 1d6 each turn - 4, 5, 6 begins sinking. Takes 3 turns.

BOARDING

Ships must either have collided and become entangled or either one is stationary or both are moving at 1 or 2 hex in same direction and both are at half sail.

Grapple: each ship throws 1d6 - winner can board. Elite crew +1 to die roll, Raw (French frigates) crew -1. Choose boarding party eg mix crew and marines. 3 blocks each.

Defensive fire by Marines/Carronades loaded with grape - throw 1d6 per block to kill on 4, 5, 6. (Max +3). Advantage being that you can direct fire to enemy Marines/crew boarding.

Max size of boarding party is 3 crew blocks per side BUT Marines who used defensive fire cannot be used again (assumed they are shooting from rigging and need clear line of sight).

Attacker and Defender then roll 1d6 for each crew boarding party block.

+ 1d6 for a single block of marines used (roll different colour dice, max one).

+ 1 for French soldiers in melee

+ 1d6 for Admiral or General or Wolfe Tone if leading boarding party or defending.

+ 1d6 for each deck taken so far in melee

+ 1 for Elite (British) crew

Hits on 6 but Marines in melee hit on 5, 6. Side with most hits are the winners. IF 3 sixes thrown the enemy Admiral or General or Wolfe Tone is wounded.

Capture ship deck by deck - 3 for 3rd rate, 2 for 4th and 1 for 5th rates. Capture leads to surrender.

SURRENDER

Ships must strike their colours if dismasted AND within medium/close range of enemy rake astern.

Ships must surrender if boarded AND fail morale test.

MORALE TEST

Throw for any ship where a friendly ship within 5 hexes within LINE OF SIGHT has struck their colours.

Throw for any ship where defenders just lost in boarding melee. * NB this does not apply to attacking boarders repelled. Throw 1d10.

+2 if Wolfe Tone or General Hardy or either Commodore aboard

-1 dismasted

-1 on fire

-1 Commodore or Tone or Hardy aboard dead or wounded

-1 smaller ship vs bigger within close gunnery range or boarded

-1 each friendly ship within 9" and line of sight that has surrendered

-1 each lost melee round (cumulative)

-2 half strength or less

Morale pass on 5-10

Fail on 1, 2, 3, 4 - flee if not boarded, strike colours and surrender, if boarded.

PUT OUT FIRES

Roll at end of turn - 1,2,3 fire burns on. 4,5,6 - fire is put out

Fire that has burned for 3 turns may explode ship - on turn 4 roll 1d6 each turn - 6 = explodes.

DISENGAGE

Ship that repelled boarders may gut grapple lines - each ship rolls 1d6, winner can disengage. Ships that are in collision but have not grappled, still need to cut away - throw 1d6 - 4,5,6 allows ship to separate.

SIGNALS

Any ship can act as a relay if in line of sight within 9 hexes to transmit simple orders from *flagship* to other ship(s).

Orders that can be given are: (1) Close, (2) Board, (3) Disengage, (4) Surrender, (5) Flee, (6) Take prizes, (7)

Burn enemy ships, (8) Pursue, (9) Fire at rigging, (10) Form line ahead.

BOATS

Can be used to transfer troops or an Admiral, General or Wolfe Tone; or tow a vessel or transmit fresh orders. Can be sunk by enemy ship moving adjacent or on to same square.

MARKERS

Markers should be placed to show: Full Sail, Anchored, On Fire, Surrendered, Adrift, Dismasted, Aground.