



BEAT TO QUARTERS

v2.1

TURN SEQUENCE

1. Initiative Phase

Determine initiative order for each squadron.

2. Activation Phase

Starting with the squadron with the highest initiative.

Activate each ship, one at a time, in the following order:

- If desired, declare and resolve special action.
- If desired, change sail settings up/down one level. (adjust wake template to reflect sail setting)
- Complete movement.
- At any point during movement, the ship can fire broadsides.
- Flip wake template over to indicate ship has completed activation. (Green side to Orange, or Orange side to Green)

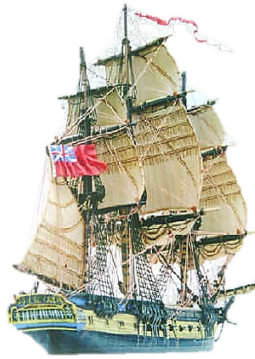
After all ships in a squadron have activated, activate the squadron with the next highest initiative, continuing until all squadrons have activated.

3. Boarding Phase

Fight each boarding action currently underway.

4. End Phase

Check victory conditions & tidy the gaming area.



INITIATIVE PHASE

To determine initiative, roll 2D6 for each squadron, adding the results of both dice together for the initiative roll result. Apply modifiers as follows:

- +2 : Flagship squadron.
- +1 : British squadrons.
- +1 : Squadron being signaled
- +0 : French squadrons.
- 1 : Spanish squadrons.
- 2 : Squadron contains 1 or more crippled ships.



The side with the higher initiative results for their flagship squadron wins ties. If still tied, roll a D6 to determine which squadron activates first.

SUCCESS AND FAILURE

Several tests require a player to score a number of successes. A D6 result of 4+ is 1 success with a natural 6 counting as 2 successes. D6 results of 1-3 are failures.

CREW QUALITY	REROLLS
Good	Reroll 2 failures
Average	Reroll 1 failure
Poor	No Rerolls
Special: Flagship	Reroll 1 failure

CHANGING SAILS

A ship may automatically change sails by one "level" per turn. Sail settings can be increased or decreased to/from Easy Sail <> Battle Sail <> Full Sail.

SPECIAL ACTIONS

A ship may attempt to execute 1 special action a turn. Roll 3D6 and achieve the required number of successes to pass the special order test.

Fighting Fires: Each activation a ship is on fire and chooses not to fight the fire(s), that ship suffers the failed Fight Fires result and adds 1 fire.

Repairing Leaks: Each activation a ship is leaking and chooses not to Repair, the ship suffers the failed Repair result and adds 1 leak.

Crippled Crew: Ships with a crippled crew cannot take special actions.

ACTION	# OF SUCCESSES	RESULT
Tack	2	Declare during movement. Immediate effect. Pass: Ship can ignore being taken aback during any of it's movement segments this turn. Fail: Lose 2D6 rigging points.
Boxhaul	3	Declare during movement. Immediate effect. Pass: Ship moves 1 segment (no regular turning) and turns 180°. Ship moves no further this turn. Fail: Turn 90° and lose 2D6 rigging points.
Fight Fires	3	Declare at start of activation. Immediate effect. Pass: Remove D3 fires from the ship. Fail: Lose 2D6 crew points.
Repair	3	Declare at start of activation. Immediate effect. Pass: Remove D3 leaks or repair a damaged rudder. Fail: Lose 2D6 crew points.
Chain Shot	2	Declare during shooting. Immediate effect. Pass: Ship is +2 to-hit when shooting at rigging at point blank and close range. Fail: No effect.
Fire As She Bears	2	Declare during activation. In effect until ship shoots or start of ships next activation. Pass: The ship can fire (priority) at any point during any ship activation up until this ships next activation. Fail: No effect.

MOVEMENT

A ship moves in 3 segments at a distance based on current sail setting and ship rating. The table below lists movement rates for each segment moved.

Minimum Move: A ship must move at least ½ move rate per segment.

Turning: A ship may turn once per segment at the end of each move segment. Ships turn a number of degrees based on ship rating.

Crippled Rigging: Ships with crippled rigging only move 1 segment per turn.

RATE	EASY SAIL	BATTLE SAIL	FULL SAIL	TURNS
Large: 1 st and 2 nd	2"	3"	4"	15°
Medium: 3 rd and 4 th	3"	4"	5"	30°
Small: 5 th and 6 th	4"	5"	6"	45°

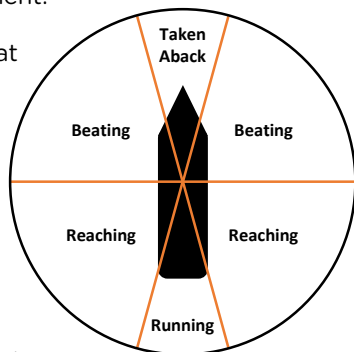
DISPOSITION TO THE WIND

Disposition to the wind is determined by drawing a line through the ship in the direction that the wind is blowing. The disposition to the wind is based on where the line crosses the ship. A ship's disposition to the wind must be determined at the beginning of each movement segment.

Modifiers to movement apply to each move segment individual based on the ship's disposition to the wind at the start of the move segment.

Segment movement is effected by the ship's disposition to the wind as follows:

- Running** : +1" to move rate per segment.
- Reaching** : Regular movement.
- Beating** : -1" to move rate per segment.
- Taken Aback** : See "Taken Aback" section.



TAKEN ABACK

A ship that is determined to be taken aback at the start of a move segment does not move normally. Instead, the ship suffers the following effects:

1. The ship immediately stops.
2. The ship may turn once up to its normal allowance.
3. The ship suffers the following damage based on sail settings:
 - **Full Sail** = -5D6 rigging points
 - **Battle Sail** = -4D6 rigging points
 - **Easy Sail** = -2D6 rigging points

After applying the effects above, the ship completes any remaining movement segments (potentially being taken aback again if the turn was insufficient to change the wind disposition of the ship).

DRIFTING

A ship that has no rigging points remaining is adrift. During activation, the ship moves 1" in the direction of the wind while maintaining the same orientation.

A ship that is adrift has no sail settings or ability to turn.

COLLISIONS AND RUNNING AGROUND

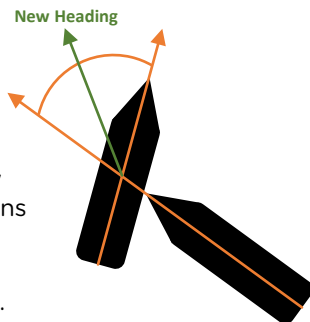
Throughout the game it is possible that ships may intentionally or unintentionally collide with other ships or terrain.

Collisions: Occurs when two ships – friend or enemy – come into base contact. When ships collide, apply the following hull damage to both ships (individually) based on the ship size that is hitting the ship:

- Large (1st/2nd Rate)** : 5D6 hull points.
- Medium (3rd/4th Rate)** : 4D6 hull points.
- Small (5th/6th Rate)** : 3D6 hull points.

After resolving damage, both ships are aligned. Draw a straight line in the direction of each ship heading. Split the angle between the two headings to determine the new heading for both ships (use the "smallest" angle – this means both ships may or may not be heading the same direction after being aligned.. Align both ships in base contact.

Running Aground: Ship is immediately removed from play.

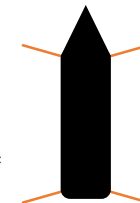


FIRING BROADSIDES

A ship may fire broadsides at any point in their movement or at any point up to the end of the turn when using the Fire As She Bears special action.

Declare Target & location: Choose a target ship that is in range and declare if you are targeting the hull or rigging (before rolling dice). Ships engaged in a boarding action cannot be targeted by broadsides.

Line of Sight (LOS): LOS is determined by drawing a straight line between the center of the firing ship and target ship. A clear and unobstructed 6" gap (3" either side of the line) is required along this line in order to have LOS to the target ship.



Arc of Fire: Broadside can target ships within a arc drawn 30° off the forward and rearward bulkheads.

Gun Types: Ships can have both large and regular guns. Large guns roll D10s while regular guns roll D6s.

Number of Dice: Ship rosters will list how many large (D10) and regular (D6) gun dice are rolled at each range in a x/x/x/x format that translates to the number of dice rolled at point blank, close, effective, and long range.

Crippled Hull: ½ (rounding up) number of broadside dice by gun type.

Rolling To-Hit: The target score to-hit is summarized in the table below.

Extra Hits: If a natural 6 (regular guns) or natural 10 (large guns) is rolled, the player rolls 1 additional die (of the appropriate type) – continuing to do this as many times as natural 6's or 10's are rolled.

TARGET	POINT BLANK	CLOSE	EFFECTIVE	LONG
	0-8"	8-16"	16-32"	32-64"
Hull	3+	4+	5+	6+
Rigging	5+	6+	7+	8+

Broadside To-Hit Modifiers: Apply modifiers as follows:

Shooting ship is ...	Target ship is ...
+1 : Good quality crew.	+1 : On Fire.
+1 : At Easy sail.	+1 : At Full sail.
-1 : At Full sail.	-1 : At Easy sail.
-1 : Poor quality crew.	

A die result of 1 is always a miss regardless of modifiers.

Critical Hits: If the target ship is hit, roll **1D6** (regardless of how many hits have occurred) to determine if a critical hit has occurred. A critical hit occurs on a result of 6. Roll once regardless of how many hits are rolled. If a critical hit occurs, roll **2D6** and apply the following:

- 2** : **Rudder.** Ship cannot turn in the 1st or 2nd move segment.
- 3-4** : **Mast Damaged.** Ship suffers D6 rigging points of damage.
- 5-7** : **Fire.** 1 fire starts on the ship. Lose 2D6 crew points.
- 8-9** : **Fires.** 2 fires start on the ship. Lose 2D6 crew points.
- 10-11** : **Leak.** Ship moves at -1" per move segment.
- 12** : **Powder Magazine.** The ship explodes and is removed from play.

Excessive Leaks/Fires: If a ship has 6+ fires or leaks, it is immediately sunk.



RAKING

A ship is raked if the firing ship is perpendicular to the target ship and the firing ship's main mast (or center of ship) is within the base width of the target ship. The number of shooting dice rolled is doubled when raking. Additionally, the target ship suffers an automatic critical hit.

CRITICAL HITS & STACKING

The effects of critical hits do not stack, however each ship should be marked with the critical hit effect each time it is scored for leaks or fires (rudder does not stack in any way). Until all occurrences of an effect are repaired, the ship suffers the critical hit effect. For example, 2 leaks result in -1" per move segment total - applying the effect only once - both leaks must be repaired before normal movement is restored.

BOARDING ACTIONS

Boarding actions are resolved in the Boarding phase. Movement into contact is resolved during the activation phase.

Declaring: At the start of any movement segment, a player may declare that their ship will attempt to engage in a boarding action with an enemy ship.

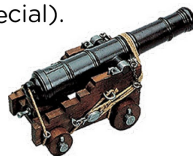
Crippled Crew or Demasted Ships: Cannot declare boarding actions. If a ship that has struck its colours is boarded, it immediately surrenders (see Victorious Crews).

Movement and Alignment: So long as the ship moves to within 2" of the target ship, the boarding action is successful. Align the moving ship alongside the target ship so that it is parallel to the ship being boarded. Any turning necessary to align the moving ship is free. The ship aligns using the smallest amount of turning needed in order to bring it into the proper position (ships may be same/different directions).

Snap Fire: If the ship being boarded has not activated this turn, it may opt to snap fire at the boarding ship. This shooting is resolved at point blank range, but ½ all shooting dice (rounding up).

Number of Dice: For every full 5 crew points remaining, a ship rolls **1D10**. If a partial number of crew beyond the multiples of 5 exists, add a **D6** to the pool. Further modify the number of dice rolled as follows:

- +2D10** : Ship carrying compliment of marines (listed under special).
- +1D10** : Good crew quality.
- 1D10** : Poor crew quality.



Rolling To-Hit: All results of **4+** result in a hit.

Saves: For each hit, roll **1D6**. On results of **5+** the hit is cancelled.

Results: If neither sides crew is crippled at the end of boarding combat, fight another round. If either or both sides have crippled crews at the end of a round of combat, a morale test is necessary. If the morale test is failed, that side strikes their colours immediately. If both sides are crippled and fail their morale test, the side that inflicted the most casualties in the last round of combat wins and does not strike their colours. If the combat was tied, the higher quality crew is victorious. If both sides have crippled crews and both pass their morale tests, fight another round.

Note that it is possible that one or both ships crew points are completely depleted. In this case, either or both sides strike their colours.

Victorious Crews: If one side is victorious and still in the game, they capture the boarded ship. The captured ship regains 10 crew points and is now controlled by the victorious side. The ship cannot take any actions and will simply drift until the end of the game. If the owning side recaptures a ship, it is still required to drift until the end of the game. A victorious ship (not the captured ship) can move away from the boarding action at any point in a future activation.

CRIPPLED, SUNK, STRUCK AND DEMASTED SHIPS

A ship can be crippled in three ways as noted below:

- Crippled Hull** : ½ (rounding up) all broadside dice (by type).
- Crippled Crew** : Can't perform special actions or boarding actions.
- Crippled Rigging** : Ship can only move 1 segment per activation.

A ship is generally considered crippled if any one of hull, crew or rigging (areas) is in a crippled state. The pink boxes on a ship's card denote when a ship becomes crippled for any area. Once a pink coloured damage box is marked, the ship is immediately considered to be crippled in that area.

Sunk: A ship that has no remaining hull points is immediately sunk and removed from play.

Striking Colours: A ship that has no remaining crew points immediately strikes its colours and will drift for the remainder of the game. If boarded by enemies, the ship is immediately captured.

Demasted: A ship with no remaining rigging points is demasted and will drift for the remainder of the game. Demasted ships can't declare boarding actions.

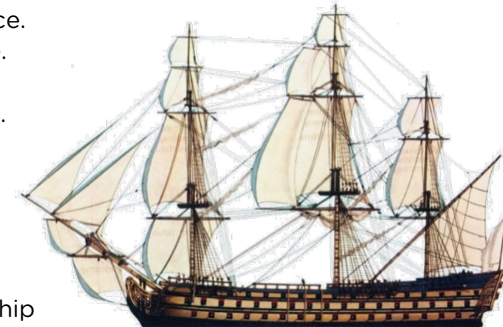
MORALE

A ship is required to take a morale test when:

- It becomes **crippled** in one or more areas, and every point after in which it suffers additional damage to crippled areas of the ship. Tests are taken at the end of the current ship activation or during a boarding action.

Morale Test: To take a morale test, roll **3D6**. To pass, 2 successes are necessary. If failed, the ship immediately strikes its colours (just as described under Striking Colours). Rerolls apply as follows:

- Good Crew** : Reroll 2 dice.
- Average Crew** : Reroll 1 die.
- Poor Crew** : No rerolls.
- Flagship within 12"** : Reroll 1 die.



SPECIAL RULES

A ship may have one or more special rules.

Flagship: A flagship adds +2 to the initiative of its squadron. The flagship also gains +1 reroll for tests requiring successes. This extra reroll is extended for morale tests (only) to ships within 12" of the flagship.

Shore Battery: Follow the rules described under Shore Batteries.

Marines: Add +2D10 to the number of dice rolled for boarding actions. Additionally, reroll failed hits when firing musketry.

Signals: If this ship is within LOS and 24" of its flagship, it can signal a friendly squadron within 24" of this ship. All ships from the signaled squadron must be within 24" of the signaling ship. Squadrons being signaled gain +1 to their initiative rolls.

Additionally, the range to the flagship can be extended by other ships with the signals special rule. Effectively, these ships can daisy chain the 24" requirement for the distance to the flagship between each ship that has the signals special rule (e.g. if ship 1 is within 24" of the flagship and ship 2 is within 24" of ship 1, then ship 2 can signal a friendly squadron within 24").

BASE SHIP STATISTICS

RATE	GUNS	MUSKETRY	HULL POINTS	RIGGING POINTS	CREW POINTS
1 st	120-140	12D6	200	80	100
1 st	100-119	11D6	180	80	90
2 nd	86-98	10D6	160	70	80
3 rd (Large)	74-80	9D6	140	60	70
3 rd (Small)	64	8D6	120	60	60
4 th	44-60	7D6	100	50	50
5 th (Frigate)	32-40	6D6	80	40	40

NUMBER OF BROADSIDE DICE

The table below shows how many total broadside dice are allocated to each ship. These dice are further divided between large and regular guns. Large guns are 24pdr and larger, while regular guns are 18pdr and smaller. Determine the percentage of distribution and allocated the total dice for the ship between large/regular guns.

GUNS	POINT BLANK	CLOSE	EFFECTIVE	LONG
130-139	42	28	14	8
120-129	40	26	14	8
110-119	36	24	12	6
100-109	34	22	12	6
90-99	30	20	10	6
80-89	28	18	10	6
70-79	24	16	8	4
60-69	22	14	8	4
50-59	18	12	6	4
40-49	16	10	6	4
30-39	12	8	4	2
20-29	10	6	4	2
10-19	8	4	2	1
1-9	6	2	1	-

MUSKETRY

Ships at point blank range can fire musketry against the target ship (in addition to regular broadsides). Each ships profile lists how many D6's are rolled. Results of 4+ result in a hit against the target ships crew.

ALL HANDS ON DECK!

At the start of a ships activation, it may declare "**All hands on deck!**" When declared, the ship may only complete movement and cannot shoot this turn. The ship must attempt to take a Fight Fires or Repair special action. The special action test is taken with **+1D6** (4D6 instead of 3D6).

SHORE BATTERIES

Shore batteries are fixed positions and therefore never move. Number and type of guns are determined by specific scenarios.

Initiative/Activation: Each shore battery counts as an independent squadron for initiative and activation purposes.

Damage: Shore batteries have fort points that work the same as a ships hull points. The number of fort points depends on the shore battery size.

Crippled Fort Points: A crippled shore battery suffers the same effect as a ship with a crippled hull. $\frac{1}{2}$ the number of shooting dice (by type). A shore battery is crippled when $\frac{1}{3}$ rd of its fort points have been removed (rounding down).

Crippled Crew Points: When a shore battery's Crew becomes crippled it must take a morale test. A shore battery surrenders if it fails it's morale test. If surrendered, the shore battery takes no further part in the battle. Each time a shore battery takes additional crew points when crippled, take another morale test at the end of the current activation. If the shore battery passes the morale test it continues to fight on normally.

Destroyed/Surrendered: When a shore battery has lost it's last fort point it is considered destroyed and is treated as a ruin that does nothing for the remainder of the game. Likewise, when the fort loses it's last crew point the fort surrenders automatically (no longer participates in the game).

Firing At Shore Batteries: Ships firing broadsides at shore batteries follow the same rules, ranges, etc. as if shooting at a ships hull. Shore batteries do not suffer critical hits due to the fortified nature of the positions.

Shooting Shore Batteries: Shore batteries follow the same rules for shooting as it they are a ship firing broadsides. Due to the fixed position of shore batteries, a +1 to-hit modifier always applies to all shooting.

Firing Arc: Shore batteries models are merely representative of the position. Shore batteries can fire in any direction at full effect. This can be limited on a case-by-case basis for specific scenarios.

