

## SHIPS OF THE LINE EXAMPLE OF PLAY:

Hypothetical Scenario pitting 4 British ships against 4 Franco-Spanish ships:  
All are veterans, they hit 4 !!



### British:

Revenge - 74 guns – captain Robert Moorson - n°21  
Swift-Sure -74 guns- captain W.George Rutherford – n°22  
Defence -74 guns – captain George Hop –n°23  
Thunderer -74 guns – captain John Stockam - n°24

### Franco-Spanish:

Formidable (Fr) – 80 guns –captain De Tellier –n°5  
Duguay-Trouin (Fr) – 74 guns –captain Touffé –n°6  
San Francisco de Asís (Sp) –74 guns –captain Luis Flores - n°7  
Mont-Blanc (Fr) -74 guns –captain Villegriš –n° 8



They all are III Class, two-deckers.

Wind direction: NE

Strength: Light Breeze (no wind inertia)

The British side has the Initiative.



## **TURN 1:**

### PHASES:

- I- **Initiative Struggle:** Each side rolls a die and the higher roller wins the Initiative:



The British roll a 6, so they automatically gain Initiative, since initiative ties are resolved in favour of the British. The Allied will thus move first in the movement phase.

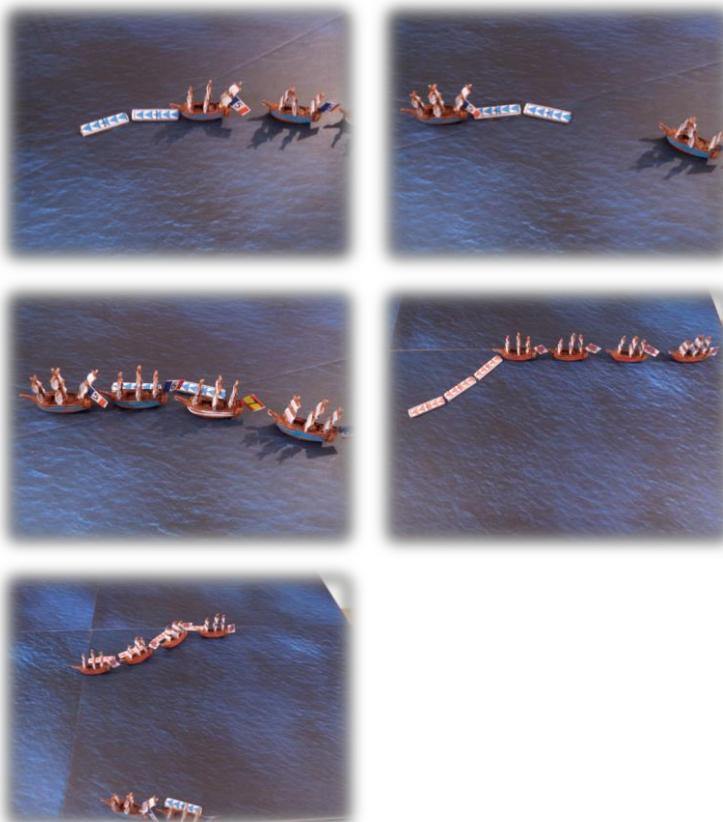
- II- **Combats:** They are simultaneous, but since no one is in gunfire range, the phase is ignored.

- III- **Movement:** First, the Allied move, then the British: The Allied player places the movement

units. Note that with a NE wind, the Allied ships move with 50% of their movement allowances, while the British move 100%.

The Allied can only move 2 UMs, so they turn a little bit to follow the British line. As they are moving in line, there is no need to move each ship individually, they keep formation one behind another.

The British, clever as they are, move their full 4UMs allowance, but they first turn 45° spending 2UMs and keep moving, turning a little so as to keep their broadside against the enemy. Note that the last British ship has not turned yet.

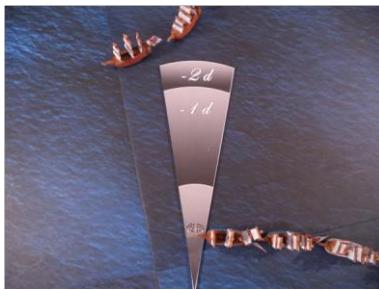


IV- **Crew Phase:** as there is nothing to resolve yet, there is no effect.

TURN 2:							
Návios de Línea: Turnos							
1	2	3	4	5	6	7	8
11	12	13	14	15	16	17	18
21	22	23	24				
<i>Divisiones Británicas</i>				<i>División</i>			

#### PHASES:

- I- **Initiative Struggle:** Each side rolls a die and the higher roller wins the Initiative: The British win once more.
- II- **Combat:** we check the gunfire range. Everybody is still out of range.

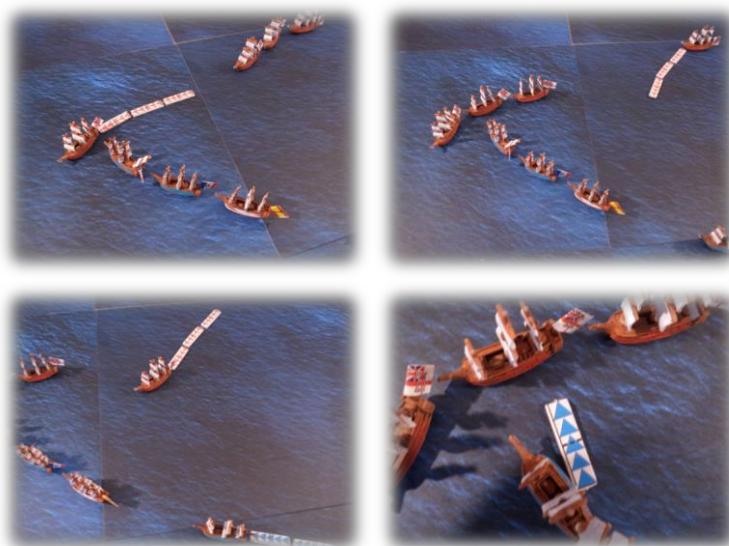


- III- Movement:** The Allied try to close ("Blasted English!" M. de Tellier mutters). The first three ships in the Allied line turn to face the wind at 100%, the fourth, n°8, Mont Blanc, does not, and will only move 2UMs.



Now, this is a problem, because the Formidable's captain may move at full speed 4 UMs or, to avoid leaving Mont Blanc behind, can wait for her. Hard choice. He goes with the bolder choice and moves his full allowance in a straight line, seeking combat. Mont Blanc moves her 2UMs, and now she is at 100% wind, effective starting next turn. There is an obvious gap in the formation...

The British choose to mercilessly engage in combat. Mr. Robert Moorson sees the opportunity and orders to attack the 80-guns French ship as the main target, while he sends the Thunderer to deal with the straying Mont Blanc. The three first British ships may move 3UMs, while the fourth may move 4UMs.



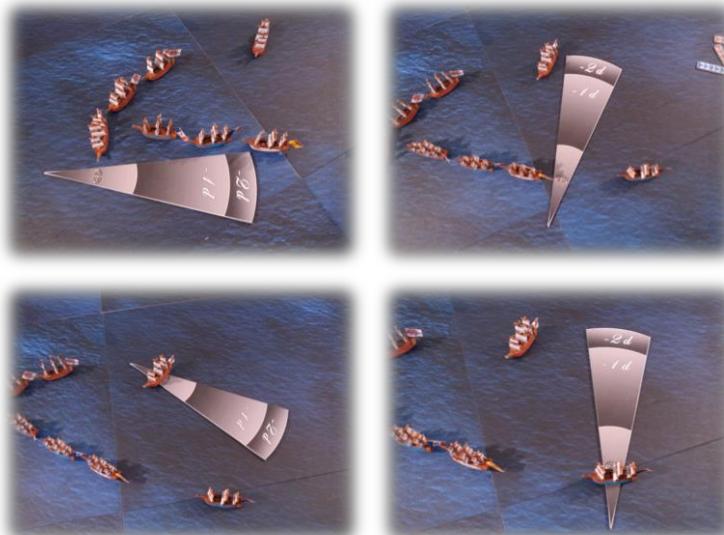
- IV- Crew Phase:** No checks needed, as the ships are still further than  $\frac{1}{2}$  UM. The Formidable is a candidate for a good beating, next turn!

## TURN 3 :

Navios de Línea: Turnos									
1	2	3	4	5	6	7	8	9	10
11	12	13	14	15	16	17	18	19	20
21	22	23	24						
<i>Divisiones Británicas</i> <i>Divisiones Aliadas</i>									
1ª División	Bombas	Barcos	1ª División						
									+

### PHASES:

- I- **Initiative Struggle:** Finally, the Allied side wins the initiative, but it is, perhaps, too late!
- II- **Combat:** All ships are in firing range this turn, only the British nº24 (thunderer) and the nº8 French (Mont Blanc) cannot fire, as shown on the pictures, below.



It is not important who starts conducting fire, but since the Spanish won the initiative, the Allied side will roll first, but any damage inflicted on the British ships will be in effect only at the end of the combat phase. We must remember, however, to note down all the results to be applied as they happen. The Formidable may only fire upon the 23 British (Defence). In her Card, a firepower of 4 dice is noted, but since the fire range shows -1d, she will roll 3 dice.



The fire results are: 5, 5, 3. This translates into 2 hits on the British target. Rolling on the Hit Table, we get 5 and 6.

Navíos de Línea: Tablas			
Tabla de Combate		Tabla de Impactos Críticos	
<i>1d6 Resultado</i>		<i>1d6 Resultado</i>	
1 Impacto Casco		1 Caso Palo Izquierda	
2 Impacto Casco		2 Caso Palo Derecha	
3 Impacto Casco		3 Líder Herido / Muerto	
4 Impacto Casco		4 Timón	
5 Impacto Casco		5 Fuego	
6 Impacto Crítico		6 Santa Bárbara *	
<i>El procedimiento de combate es: se tiran tantos dados de 6 como tenga el tipo de barco en cuestión. De los resultados que salgan, 5 y 6 son impactos (4 a quemarropa y veteranos). Los dados que han impactado vuelven a tirarse para aplicar el resultado que aparece en las tablas de arriba.</i>			
Tabla de Abordajes		Ratio	
		1-5+	1-4
		1-2	1-1
		3-2	2-1
		3-1	3-1
		4-1	4-1
		6-1	8-1+
Dado ≤		2	3
4		5	6
6		7	8
7		9	10
8		11	
Tabla de Amarre		Tabla de Rendición y Hundimientos	

This means a Hull hit is scored, recorded with the appropriate marker and a critical hit. Time to see what kind of critical hit was scored. We roll on the Critical Hits Table and get 1, a mast falls to the left (port). As the attack is been conducted over the port tack, the Foremast is the mast that falls and blocks the broadside. The ship will be unable to conduct fire with that broadside until freed in a crew phase.



Ataque		Defensa	
Gancho	George Washington	22	George Diego
2 Puntas / Dardos	1 Clase	23	2 Puntas / Dardos
4	2	X 74	4 2
2	3	3	1 2 3 4
8	4		1 2 3
1	2		1 2 3 4 5
2	3		6 7 8 9 10
3	4		11 12 13 14 15
5			
7	8		
9	10		
12	13		
14	15		

The Duguay-Trouin, number 6, cannot fire, no target lays on her gunfire zone. The San Fco. De Asís can fire upon the Thunderer, within -1d range, and can rake her because she fires in a T angle (not quite, but let's not be too picky!)



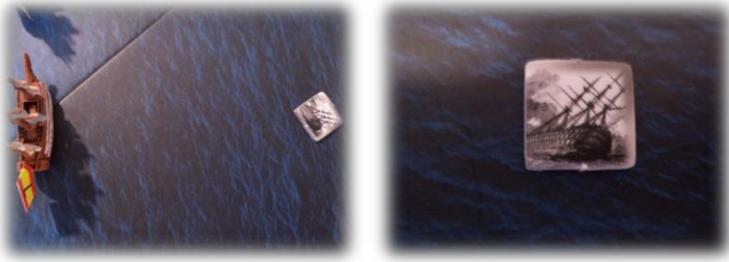
The image shows a wooden board game with a 5x5 grid of numbered squares (1-25). The board features several decorative elements: a small Spanish flag in the top-left corner; a legend in the top-right corner with symbols for 'San Fernando' (a castle), 'Luis Flores' (a sword), and '2 Pioneros/Doctores' (two people); and a large central icon of a three-masted sailing ship. The board is set against a dark wooden background.

Note: after  
check,  
That went back to  
Get another 6  
to see if  
There is Ammo  
Storage!

There are huge advantages in this situation: she fires with double the usual amount of dice and hits on a 4. She fires with 6 dice, since she is a 74-gun ship (4-dice firepower) firing at -1d range, with 3 dice doubled to 6 for rake. The results obtained are: 6, 6, 5, 4, 2, 1. Four hits. The player rolls on the hit table and the results are impressive: 6, 5, 4 and 6. 2 hull hits and 2 critical hits. He rolls on the critical hits table, and gets 5 and 6, ammo stores. That's a lucky shot!, the Thunderer is blown away, given a fire on a 5 and an explosion with the ammo storage hit while on fire. If instead of rolling 5, he had rolled 3, a wounded officer result, the ammo storage hit would have resulted only in a level 1 fire.



Picture of the sinking of the Thunderer, with an accessory representing the shipwreck, (not included with the game).



Defence George Hope 23 - 2 Puentes/Decks					Thunderer John Stockam 2 Clas. - 2 Puentes/Decks				
		4	2	X	74		4	2	
1	2	3	4	3	1	2	3	4	
	1	2	3			1	2	3	
1	2	3	4	5	1	2	3	4	
6	7	8	9	10	6	7	8	9	
	10	10	10	10	11	12	13	14	
					11	12	13	14	
					15				

Now it's time for the British to fire. Unfortunately, the Thunderer had no target in range, had a target been in range, she could have still fired, since the fire is simultaneous and she was entitled to fire even while being destroyed. The British need to properly reply to this devastating attack. The Swift-Sure is first to fire, then Revenge (pun intended). Both are 74-gun ships, so they fire with 4 dice, but there is more! Since they are very close, they can fire at point-blank range and, thus, they hit on a 4. And Revenge is raking the French ship. The British movement was decisive this time, the ill-fated Thunderer excepted.



The Swift-Sure rolls 4 dice, since she is not raking the French target, and rolls 4, 5, 2, 6. Three hits. The player rolls to resolve the hits and rolls 1, 1 and 6... two hull hits and another critical hit. He rolls on the critical hits table and gets 2. A mast falls on the right (starboard). Now it's the Revenge's turn; she rolls 8 dice (4x2) and gets 2, 4, 5, 6, 3, 4, 5, 5; six hits. Rolling on the hit table: 5, 5, 6, 6, 4, 3; two critical hits and 4 hull hits are recorded on the Formidable Card. Resolving critical hits, 1 and 5 are rolled, a mast falls on the left and a fire starts; as this is the first fire on the Formidable, it's a level 1 fire, and the fallen mast is the Mainmast, as the Foremast already fell, but to the side opposite the right (starboard). The Formidable is in trouble!



Time for the Defence to fire. Since she is at -2d range, she may fire with 2 dice. She rolls 5 and 3. One hit on the San Fco. De Asís. Rolling on the hit table, a 2 is obtained. The Spanish ship records a hull hit on the ship Card.

Duguay-Trouin Tafte Clas. - 2 Puentes/Decks	San Fro. de Asís Luz Tafte Clas. - 2 Puentes/Decks
X 80 4 2	X 74 4 2
1 2 3 4	3 1 2 3 4
1 2 3	1 2 3
1 2 3 4 5	1 2 3 4 5
6 7 8 9 10	6 7 8 9 10
11 12 13 14 15	11 12 13 14 15
16	

- III- Movement Phase:** The Allied move first, but they have been heavily beaten. The Formidable can only move 1UM since she lost two masts (Mainsmast and Foremast) and only the Mizzenmast is standing, providing 1UM. The wind is at 50%, rounded up, she still can move 1UM. She risks all to a desperate move, moves towards the British ship Revenge and tries to ram, she rolls on the collision table: rolls a 3, so she loses 4 hull hits (2 for the collision itself and 2 for being the colliding ship).

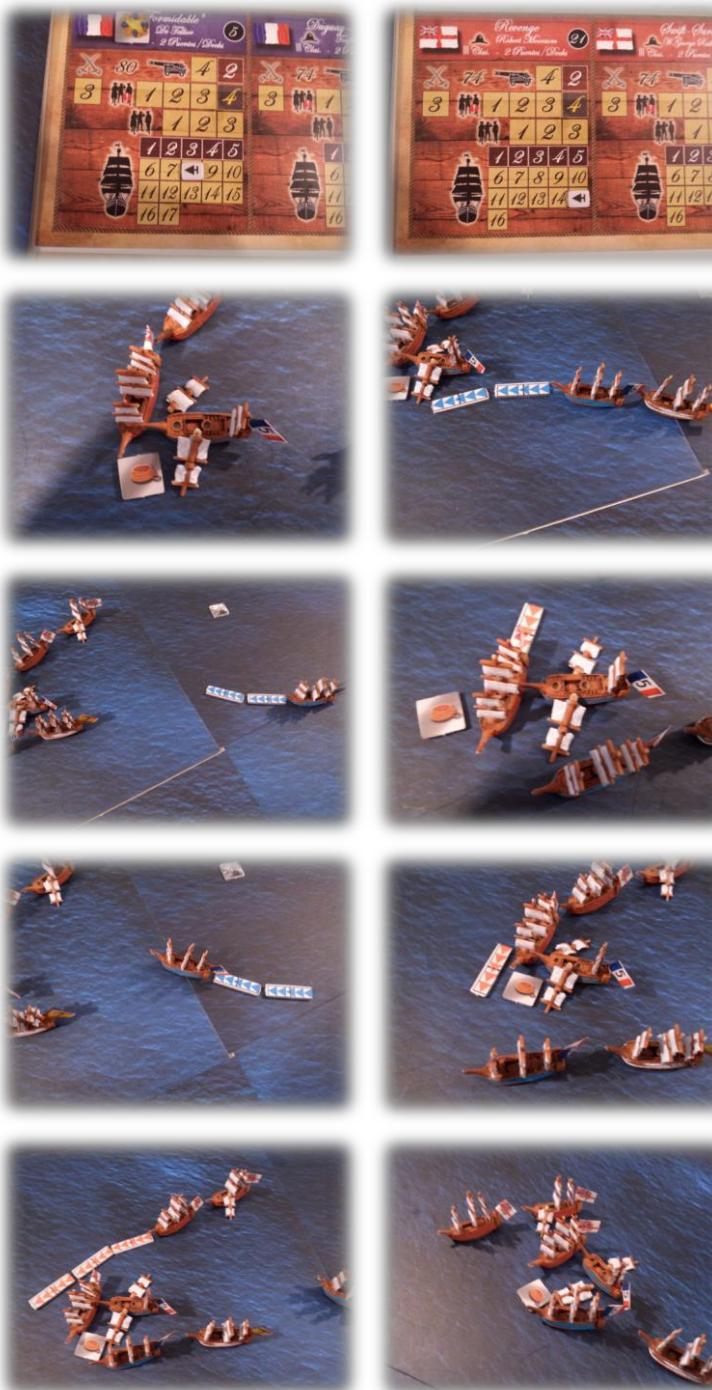
Tabla de Colisión					
1d6 Resultado					
1	Sin Efecto				
2	Sin Efecto				
3	Enredo y Daño				
4	Enredo y Daño				
5	Enredo y Daño				
6	Enredo y Daño				

El resultado es la segunda fila.

Daño de 2 puntos - Clase +2  
Daño de 3 puntos si clase >1  
Daño de 4 puntos si clase >2

Modificadores Aplicar el resultado

The Revenge suffers 2 hull hits. And both ships are fouled. The remaining Allied ships have 50% of their movement rating to try and help the Formidable and quickly enter the fray. The Mont Blanc, knowing the Defence has lost her masts, goes to hunt her.



The British have, thus far, been too reckless; the Revenge being fouled with the Formidable, both can only drift 1UM, so both move in the wind direction without changing facing (only individual moving ships can change facing). The Swift-Sure and the Defence can both move 3UMs (the Defence, having lost the Foremast can move 3UMs, but 75% rounded up is still 3UMs).

**IV- Crew Phase:** plenty to do. Let's start with the Allied: the Formidable is on fire and has two fallen masts, so she tries to extinguish the fire and rolls a die. She rolls 2 and the fire is extinguished and the fatigue raises by one.



She decides that, being fouled to her opponent, this is a good time to board her. The Revenge is unwilling, so they both roll a die. The Revenge rolls 3 and is unable to repulse the assault. The Formidable rolls 2 and gets a successful grapple. Now they are fouled and also grappled, and it's boarding time! First thing to do, the fatigue is raised to level 2. A die is rolled on the boarding table, tabulating the ratio between the involved ships. Both have a 3 boarding strength, so the ratio is 3:3=1:1. In the boarding table that means a 5 on two dice is a success. The British rolls, he gets a 6, close but not enough. Now, the French does the same and gets a 5! He captures the British ship. The Revenge surrenders. The rest of the Allied ships have nothing else to do in this phase.

The Defence rolls to clear the deck of fallen masts, she rolls 1, is successful and increases her fatigue by 1.

*División Estribor / 2nd Division Starboard*



And so on...

NOTE: see here how the wind affects movement.  
The wind at 100% comes from the port or starboard quarters.



The wind at 50% comes from the port or starboard side:



The wind at 75% comes from the stern:



The wind at 25% comes from the port or starboard tack (this is the opposite to a 100% wind); and a 0% wind (stops movement) comes from the bow (the reverse of a 75% wind).