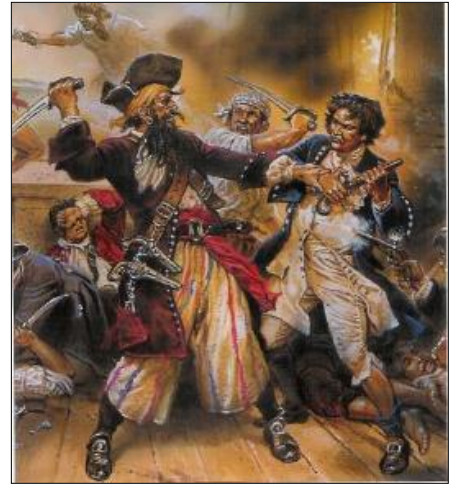


Barnacle Bill: A Pirate's Life For Me

(Nashcon 2007: Easy-play Version ©)

By David "Charge of the Light Brigade" Raybin ¹



Turn Sequence

Environment

1. Determine weather or special events. Most games are tactical engagements fought over a few hours so weather will seldom change. Special events are decided by the scenario or Barnacle Bill himself via special card draws.
2. Roll for Initiative. Winner determines which side is Side A (moves first) this turn.
3. Roll For Wind Speed.

Movement

4. Move all Side A's ships and land based troops. Side A's ship batteries (or Side A's land based artillery firing at B's ships) may fire (but only once per turn) at any target at any time during the move. Side B's ship batteries (or Side B's land based artillery firing at Side A's ships only) may fire at any target at any time. Attempt Grappling Actions for Side A's ships during movement (and exchange small arms fire between ships attempting to grapple).
5. Move all Side B's ships and land based troops. Side B's ship batteries (or Side B's land based artillery firing at A's ships) may fire (but only once per turn) at any target at any time during the move *if* they have not fired in an earlier phase. Side A's ship batteries (or Side A's land based artillery firing at Side B's ships only) may fire at any target at any time if they have not fired in an earlier phase. Attempt Grappling Actions for Side B's ships during movement (and exchange small arms fire between ships attempting to grapple).
6. Resolve all Collisions
7. Land any landing party on land or return them back on the ship from land.

Fire

8. All Land Artillery Fires simultaneously.
9. All Land Muskets Fire simultaneously.

Combat

10. Resolve all Land Combat and all Boarding Actions

Administrative

11. Inflict all Continuing Damage.
 12. Attempt repair of continuing damage and any catastrophic fire.
 13. All guns are reloaded and are ready to fire next turn except for guns which are not crewed and are incapable of being fired next turn.
 14. End of turn administrative actions if any, such as removing sunken ships etc.
- Mark Passage of Turn

¹ These rules are a variation of Bob Duncan's *Gunboat Diplomacy* which are copyright Bob Duncan, 2007. Permission to "pirate" (*har har har*) his rules was given to me by said Duncan but have a care about doing so yourself else he'll loose his Beastie Barrister upon yea.

Environment

Initiative

When determining initiative each side casts a die. High die, plus or minus modifiers, determines initiative which means the winner determines who goes first. Modifiers are additive: +1 won initiative last turn, +1 sunk more enemy boats last turn, -1 one of your captains suffered an adverse moral result last turn, +1 one's flag ship has the "weather gauge over the other side's flag ship. (To have the **weather gage** describes the favorable position of a ship relative to another with respect to the wind. It is any position upwind of the other vessel. An upwind vessel is able to maneuver at will toward any downwind point, since in doing so the relative wind moves aft. A vessel downwind of another, however, in attempting to attack upwind, is constrained to trim sail as the relative wind moves forward and cannot point too far into the wind). If a side captured a fort or sunk a man o' war last turn it automatically wins initiative this turn. Ties roll again. Notice that initiative is declared BEFORE Wind speed is determined. (*A nasty trick even Bob Duncan would not countenance but he, being of coal and steam, is immune to such thoughts*).



Wind Direction

Wind direction is North, East, South, or West which correspond to the four table sides. "Prevailing wind" direction is determined by the scenario. As you will see these rules are designed so that "prevailing wind" is just that: the direction from wind most frequently (but not invariably) originates. A marker should be displayed which

denotes actual wind direction. When there is a possible wind change, a die is rolled: 1, 2, or 3 wind comes from prevailing direction. 4, 5, or 6 wind comes from non-prevailing direction. We pre-assign numbers to non-prevailing wind such as 4 as east, 5 west and 6 north for example, with 1,2, or 3 then being the prevailing southern wind (*ah, so nice and warm*). Wind direction changes are determined in the convention game by an alarm clock with the alarm set by the game master. The clock is placed in a box and when the alarm sounds the wind is subject to change on the spot !!!! (*The clicking of the clock is an annoyance to a certain Captain Hook.*)

Wind Speed

Wind is either light, "normal," or gusty. (*sounds like the bloom'n weather channel*). Each turn determine wind speed. A die is cast: a 1 and the wind is light, a 2-5 it is normal, and a 6 is gusty. In a light wind each ship throws 1 die at the beginning of its move and subtracts that many pips (which are inches, NOT increments) from the move. In a gusty wind each ship throws a die at the beginning of the move and adds that many pips (inches NOT increments) to the move and, indeed MUST use those extra inches. A small (typically a single sail) ship will get up to maximum effective speed in even a light wind and thus is unaffected by the benefits or detriments of wind speed.

MOVEMENT

Land Movement

The dry land in this game is beach front property, rocks, jungles and hills and thus movement is very limited. Movement is 2D6 per unit. If you *charge* it is 3D6 unless you are mounted in which case it is 4D6. There are no movement modifiers.



Movement at Sea

Ships move normally unless pointing into the wind, “across” the wind, anchored, or adrift. A ship has so many *potential* move increments which we call “masts.” These “masts” include the actual wooden masts, the sails, and the miles of rigging which make the ship “go.” A ship can hoist sails on the “masts” and start to move. Normally, you may hoist sails up to 4 “masts” per turn or take in the existing sails at 4 “masts” a turn which means you can move “up” as much as four increments or “down” four increments per turn. You determine that at the beginning of your move. Each increment is expressed in a single number or a range of inches. Moving at least the minimum number of inches dictated by your current increment is mandatory mate. (*This is the wind that drives yea mate and a fickle wind it is.*) A ship with no sails hoisted doesn’t move (*aaaaaargh but yea be adrift, unless anchored*). If you are at full sail you move at maximum increments which is full speed (*aaaaaaaaaargh tis’ a sight to see running with the wind and such*).

Moving and turning. Turning is by the stern of the ship. (*And why not? – that is where the rudder is!*) You keep the bow in place and move the stern up to the permissible angle of turn. Most larger ships turn up to 45 degrees and more nimble ships can turn 90 degrees at various parts of the move.

Effect of Sailing with the Wind A ship which is moving with the wind behind it moves as per the normal sailing rules.

Effect of Sailing into the Wind Unless anchored or adrift, a ship whose bow is pointing “into” the wind to any extent at the start of the turn *must* move 1 die BACKWARDS *and* at the end of movement *may* turn the bow just enough so it is no longer pointing “into” the wind. (*Thank Goodness!*). A ship whose bow finds itself pointing into the wind during movement (from other wind directions) stops movement at the moment it points into the wind on a roll of 1, 2 or 3 (*Curses*). On a 4, 5, or 6 momentum carries it the rest of its move unless it executes any turn, which, if the ship is still into the wind must cast another die: with a 1,2 or 3 bringing the ship to a stop.

Effect of Sailing “Across” the Wind A ship with the wind from its left or right (*that’s port or starboard to you landlubbers*) is known as tacking. If your ship tacks at any point in its move it immediately drops to half speed speed. (*leave the speed increment where it is lads; just divide by two, round up*). If there are any movement inches left (*at the half speed rate*) go on and move. If not, you are finished moving for the turn although you may turn IF your turning ability permits.



Anchors away. If a ship is “moving” at zero speed increment it may drop anchor and stay in place. It takes a full turn to hoist anchors.

Non-Sailing Vessels and Swimming

Row boats and other vessels without sails can move 10 inches per turn and are unaffected by the wind. We allow a man to swim 1D6 but if he throws a 1 he has been eaten by the beasties which inhabit the sea.

Grappling for a boarding action. You can only grapple when the two ships are going in the same direction, (and within 4 inches of each other) unless one is becalmed by all causes including being dismasted. You may attempt a grapple once per turn unless the grappling ship is twice the length of the smaller in which case the larger may attempt twice against the same ship. A grappling is successful on a 5 or 6. The enemy ship can attempt to cut a successful grapple with 5 or 6. Note that during a grappling attempt both ships can fire small arms. If the ships are grappled they both come to an immediate stop. Thereafter the boats drift 1D6 in the direction of the prevailing wind.

Collisions and Running Aground. The Game Master will resolve Collisions and Running Aground. *Avoid collisions: these are wooden vessels mate.* In general if you are within 4 inches of land you stand a chance of running aground. The larger the ship and the closer you get, the greater chance you will be a permanent tourist attraction. The game master will dictate when the tide returns (*if ever*) to get you off the reef. A more effective way to get yourself off the shore or reef is to toss guns overboard to lighten your vessel. For each gun you throw over the side you may roll a dice: a 6 is success. Unfortunately – being much larger and heavier – a Man o’War must pitch 3 guns for

each die they wish to roll. You must determine in advance how many guns you want to pitch at one time per turn to free yourself.



Landing Party. A landing party is conducted by an anchored ship. When you wish to send a landing party you must be within 10 inches of shore. You designate

the landing party and then put them ashore on phase 9. If the ship is more than 10 inches the landing crew can row 10 inches per turn till they get to land but they are a VERY vulnerable target to be sure. You can only land a party every other turn because the boats need to get back to the ship for another landing party. (*Betch’a didn’t think of that!*) Getting a landing party (*or what is left of them*) back to the ship is just the reverse. There is a preset limit to the number of men in a single landing party which is dictated by the effective number of landing boats. In our game it is the number of men allowed “on deck.”

DAMAGE

The Ship's Log and Damage.

Now is a good time to examine the ship's log. Across the top is the speed increments (masts and rigging) mentioned earlier. The number of "guns" for each side of the ship is dictated by the battery boxes. As guns are destroyed you check them off beginning where the injury was inflicted. If the damage calls for a gun destroyed you check off a gun nearest the part of the boat which logic tells you was struck by the shot. If there are no more guns there then another gun "further in" is hit since the shots tended to traverse the ship. The Crew casualties are discussed in the CREW section but generally, as fellows become casualties, you check them off. The damage box is discussed next since it dictates if you sink or swim or fight on. Essentially as you take hits you check off boxes, top to bottom, left to right.



The Damage Box

The Damage Box is an ingenious invention of Mr. Duncan. As the boat takes "hits" for any reason you start ticking off the boxes, top to bottom, left to right. When you get to the yellow line, the ship loses two speed increments (*the ship has partially filled with water and is less buoyant and...well you get the idea*). Further, you check the captain's morale since he is less buoyant as well. When you get to the red line the ship is essentially a floating cork, it cannot move (*and is considered adrift*) and the guns cannot fire since the magazines have flooded. The crew is all huddled on deck and hanging on the masts. You might wish to abandon ship or fire small arms at best. The ship is more of a menace than anything else. It drifts 1D6 in the direction of the prevailing wind. The crew can scuttle the ship on a roll of 4,5, or 6. When you hit the black line the ship sinks.

Continuing Damage

As noted, damage of any sort translates into hits in the Damage box. There is another sort of nasty damage called "continuing damage." When you suffer a "continuing damage" result (*mostly from specific hits a/k/a "critical hits"*) there is also a notation of how many "continuing damage" points are inflicted at the time. Let's say you incur a 3-point continuing damage result. At the end of the turn you check off three boxes when you come round to the "inflict continuing damage phase." And – here is the bad part – you take another three hits at the end of the next turn as well. This continues every turn thereafter. This continuing damage is usually a function of a big hole in the side of your boat. Continuing damage can get worse as more continuing damage is inflicted and thus the process is additive. Naturally this needs to be fixed else you will be underwater in the not too distant future. The continuing damage can be fixed at 1 point per turn which is why there are so many souls below decks mate. If there is a below-decks fire then no damage can be repaired for the duration of the fire. If things are REALLY desperate the entire below-decks crew can be tasked with stemming the tide and an additional point can be repaired but there will be no reloading of any guns. This desperate (2-point repair) measure cannot be accomplished if the entire below-decks crew is dead or if there is a below-decks fire.

Specific Hits

The letters in the damage boxes represent times when you need to roll on the specific hit chart to see where a well-placed round has found its mark. A W (wooden) stands for most of the ships in this game and thus a W appears most frequently in the chart. An M stands for Man o' War which translates into a vessel with very stout, reinforced wooden sides which can withstand some shots striking the ship at an angle. While certainly not "armored" these floating fortresses are built to withstand punishment unlike the sloops built for speed but can occasionally be holed even by canister. Thus the M results are less frequent. When a hit is inflicted and a Specific Hit box is ticked off, then also roll on the specific hit chart. There is one exception: a continuing damage point does NOT cause a roll on the specific hit chart. Just pretend the specific hit never happened. (*you see, there is some benefit to continuing damage*).

SPECIFIC HIT CHART ROLL three Dice

2 = waterline; 3 continuing damage points (3 crew members killed) + catastrophic fire. Entire crew attempts to put out blaze and thus no further activity this turn. Success on a 1, 2 or 3 with 1D6. May try again next turn at with success requiring a 1 or 2. The third turn is your last try requiring a 1 to survive.

3 = waterline; 3 continuing damage points (3 crew members killed)

4 = waterline; 2 continuing damage points (2 crew members killed)

5 = waterline; 1 continuing damage point (1 crew member killed)

6 = rudder hit, lose 1 turning box of owners choice.

7 = rudder jammed no turns for 2 turns

8 = rudder jammed. On a 1-3, right turns only for 2 turns; on a 4-6 left turns only for 2 turns.

9 = Fire below decks. Can only hit on a six for two turns, cannot repair continuing damage for two turns. (crew member killed and gun destroyed). Fire out in two turns.

10 = 2 gun hits, roll 1 die for crew casualties

11 = 2 guns hit, roll 1 die for crew casualties

12 = 2 guns hit, roll 2 die for crew casualties

13 = Fire in the Sails! Most of the crew dispatched to put out fire. Can hit only on a six for two turns. Cannot grapple enemy for two turns because crew is busy (crew member killed and gun destroyed). Fire out in two turns.

14 = Ratlines Damaged Cannot increase or decrease speed for two turn. (2 crew members killed)

15 = Ratlines Damaged Cannot increase or decrease speed for three turns. (2 crew members killed).

16 = Mast & Rigging shot away; lose 1 speed increment (2 crew members killed)

17 = Mast & Rigging shot away; lose 2 speed increments (2 crew members killed)

18 = Mast & Rigging shot away; lose 3 speed increments (2 crew members killed)

19 = Mast & Rigging shot away; lose 3 speed increments (2 crew members killed) plus catastrophic fire. See 2 above.



The Crew

The crew boxes dictate the total number of men aboard the vessel who are available to man the guns, run the sails and generally make the boat fight and go. The yellow bands (at the beginning of the game a third of the crew) represent the men on deck and aloft in the sails. The remainder are below decks. As “crew” casualties are inflicted deduct first from those below decks even if the hit was against a fellow in the crew’s next since we assume men come from below to man the sails else the boat is not going anywhere. If there is a hand-to-hand fight either in defense of the boat or in an attempt to board the enemy vessel the entire crew may engage.

Captain’s Morale

The captain has a morale rating expressed as a number. Certain events will dictate a morale check. These are reflected on the gun and crew damage chart with a © symbol. A morale check is also required when the ships passes the yellow line on the general damage track. Throw three dice and if the number is equal to or less than the morale rating then the captain (and the ship) pass. There are certain modifiers. If the roll is over the designated rating then serious things occur depending on how much greater the roll and modifiers exceed the morale rating. At worst this includes the captain and crew abandoning ship with or without lifeboats!

Captain’s Morale

Test on any © result, when half crew is killed and when three-fourths of crew is killed or when damage reaches yellow or red line. Use current morale value with modifiers.

Captain’s Morale Results Throw 3D6, if equal or less than the Captain’s current moral the captain passes. If the roll is OVER the current moral number, then use the following results depending on the excess number thrown:

- +1, passes but reduce morale number by 1
- +2, May not advance any closer to enemy; reduce morale number by 1. Roll again next turn to see if captain regains his nerve.
- +3 +4 , reduce morale number by 1, retire to Main body or baseline or port.
- +5,+6 , Surrenders if within 24” of enemy or if not reduce morale number by 3, and captain and crew hide in the hull and defend themselves against borders at 4 men counting as one. Ship is adrift.
- +7 Captain and Crew Abandons Ship which is adrift.

Captain Morale modifiers

Apply the following to the Captain’s Current Morale Value:

- Aboard a Man’oWar +2
- Advancing +2
- Retiring -2
- Sails on Fire -1
- Fire below decks -2
- Catastrophic Fire -5
- Yellow line -2
- Red line -3
- Entire broadside battery destroyed -1
- Both broadside batteries destroyed -3
- When half crew is killed -1
- When three-fourths of crew is killed -3



FIRING

Battery firing aboard ships

Assuming your guns are loaded, fire is so many “fire dice” per battery which is a function of number and weight of the guns and crew quality. (deduced by a formula known only to Bob Duncan) It is NOT a function of the model guns on the boat. Larger ships have two main batteries – one on each side. Smaller batteries may be present in the bow and stern.

To fire, cast your fire dictated by the number of “guns”: only five or sixes count as a hit. Short range (10 inches) is a full hit. Long range (20 inches) is half hits, rounded up. A “rake” (full broadside crossing the axis of the center of the stern and bow) is double hits.

Certain situations call for a hit on only a six.

If there is a fog,

If the game master announces “excessive smoke” (from the guns, not cigarettes)

If the target is 6 inches or less in length,

if the firing ship is fighting a fire,

if the firing ship is in the yellow damage zone,

if the firing ship has no men left remaining below decks (*if that's the case, who is firing the guns? Why the skeleton crew of course!!!*).

There are certain situations which call for a hit on a four, five, or six.

If the game master allows for the special “lucky hit” event.

Recall that damage is inflicted by the hits in the damage box. One box for each hit. Roll on the specific hit box when you come to the appropriate letter.

Aimed fire.

Lets assume you want to try to use “aimed fire” and shoot high and try to blow off a mast from your opponent's ship. Or you want to fire low and attempt to put a nice hole in your enemy's hull. All you do is announce “aimed fire” and throw a die: a 1 – 4 results in a total miss. *Damn*. A 5 or 6 means the shots went where intended. *Hot Damn*. If your victim is so unfortunate as to draw a specific hit result on this volley then the poor devil subtracts 3 pips from the specific hit roll if you were firing low. This increases the odds of the dreaded continuing damage hole in one. He adds 3 pips if you were firing high thus increasing the odds of him losing a mast and many yards of rigging which slows the fellow down that much more.

Artillery fire against land based batteries

Each battery on land has its own roster sheet showing how many guns are present. The land based guns may fire up to a 45 degree angle of fire to either side of the battery (90 degrees total). The range is 20 inches (10 inches short range; 20 long range). Since land based batteries are located in forts or other protected areas a land based gun registers a “hit” on land based artillery only on a 6 which destroys one gun. At long range count up the number of sixes and divide by two rounding up. Once all the guns are destroyed any further hits are against troops in the fort as per the following rule. If all men are killed the fort is considered destroyed and is removed.



Artillery fire against land based troops

In addition to firing on ships and land based artillery, guns on land or on ships may choose to fire at enemy troops on the land. Here the guns may fire up to a 45 degree angle of fire to either side of the battery (90 degrees total). The range is 20 inches (10 inches short range; 20 long range). If the troops are in cover, such as a house or field fortification then only a 6 will hit (round hits to half at long range): otherwise a hit on a 5 or 6. If there is a hit then roll a dice for casualties: the number of pips is the number of dead. For every six casualties roll another die; a 1 is a leader kill instead of a man. (*while it is hard to hit much with static guns; if infantry come close to cannons they can lay waste to the men.*)

Reloading artillery batteries

Once artillery fires during a turn a piece of cotton is placed near the guns to show they have fired that turn. Guns can only fire once per turn.

In the reloading phase the guns may be reloaded and you pull off the cotton. If both main batteries on a ship have fired in the same turn you can only reload one battery or the other but not both. We allow bow guns to be reloaded on a 3,4,5 or 6. Same for Stern guns.

If there is a catastrophic fire aboard the ship no guns can be reloaded.

Land based artillery is reloaded each turn.

Small arms fire

Small arms fire between groups of infantry is resolved during the simultaneous fire phase. The range is 10 inches and is divided into short (5 inches) and long range (divide hits in half). Men who are not blocking each other and have a direct line of sight each cast a die. A six is a hit with no modifiers for terrain, cover or anything else. Trained, disciplined troops (*the King's men*) who are in line formation may fire in two ranks and hit on a 5 or 6.

Troops may fire on land artillery batteries with small arms and essentially kill the crew. To do so, fire at the enemy land battery and four hits will take out one gun (crew). In this time scale there is insufficient time to re-crew the gun with experienced men and so the gun is out of action for the remainder of the game.

Small Arms Fire during grappling actions

Ships are often equipped with small cannons – called swivel guns – mounted on the sides of the boat. These were effectively shotguns. The crew was armed with all manner of small arms. We believe it slows down the game too much to represent this in anything but an abstract way. When ships are attempting a grappling action – whether successful or not – the on-deck crew on each ship can each fire once and kill an enemy crew member with a six. For every six killed, roll a die: a 1 means the casualty was a leader.



Boarding Actions

Once Ships are grappled they come to a rather sudden stop. Thereafter the boats drift 1D6 in the direction of the prevailing wind. The attacker may now attempt a boarding action to take over the enemy ship.

Melee in a boarding action is resolved using a variation of the land-based melee rules. There is no “charge” *per se*. Once there is a successful grapple then the melee is resolved

in the combat phase. The attacker designates the number of crew tasked with boarding the enemy vessel; the defender does likewise.

The attacker must first successfully gain a foothold on the enemy ship. For this combat the attacking men are worth 1 dice for every two men and the defender is worth 1 die for every man. (*the attackers are very vulnerable swinging from ropes and climbing over the side*). If the attacker prevails then the attacker is aboard in force. Now the fight is for the main deck. In this round the attacker and defender are both worth 1 die for every two men. If the attacker prevails then there is a fight for the remainder of the vessel. In this round the attacker is worth 1 die for every man and the defender is 1 die for every two men (*by now the defenders are separated and virtually surrounded*).

In all cases a leader counts as 3 dice.

Add number of dice per side and cast them all. A 5 or 6 cause an enemy casualty. For every full six casualties on a side (*no rounding mates*) cast another die: A 1 means one of the casualties is a leader.

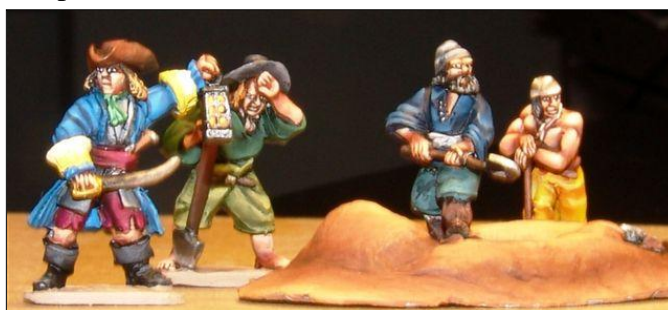
Compare the number of casualties but consider a leader 3 men lost instead of 1.

A difference of 1 or 2 means a continued melee; fight another round of combat immediately in this area of the ship.

A difference of 3 or 4 in favor of the defending ship means the attacker recoils to an earlier stage of the combat area (if fighting in the first foothold area the attacker recoils to his own ship) but facing the enemy; the defender may counter-attack on a 4, 5 or 6 and the now counter-attacking defender fights at 1 die per man and the retreating former attacker fights at 2 men per die. If no counter-attack the melee is over till the next turn. (folks are sort of standing around looking at each other). The ships are considered still grappled. If in favor of the attacking ship the defender recoils to the next area of the ship to await the next attack which is automatically executed by the attacking troops immediately.

A difference of 5 or 6 in favor of the defending ship means the attacker flees the defending ship on the spot and retreats to the attacking ship; the grapples are automatically cut. If in favor of the attacking ship, the defender flees to the last remaining portion of the ship and the final round is fought immediately.

A difference of 7 or more and the loser turns to jelly and surrenders his men and ship on the spot.



Melee Combat on Land

When advancing against an enemy force for hand-to-hand melee combat the unit may attempt to charge which gains the benefit of an additional movement bonus but requires the unit to test for morale to see if it will connect: the all-out charge instead of slithering about taking shots at your foe.

To Charge the unit first throws for its morale to see if it will attempt to attack. Pirates and Disciplined troop will attack on anything but a 1.. Rabble and townsfolk will attack on anything but a 1,2 or 3. If there is no leader then subtract 2 from the die roll.

Charging gives you an extra two dice for movement

The combat is resolved by adding the number of men as follows:

One leader equals 3 dice

Two men equal 1 die

If a man is mounted he equals 2 dice.

If men are defending a fortification or trench then 1 man equals 1 dice.

If men are defending uphill or in light cover then 3 men equal 2 dice.

Five rabble or townsfolk equal 1 die.

Add number of dice and cast them all. A 5 or 6 cause an enemy casualty.

For every six casualties on a side cast another die: A 1 means one casualty must be a leader.

Compare the number of casualties and consider a leader 3 men lost instead of 1.

A difference of 1 or 2 means a continued melee; fight another round of combat immediately.

A difference of 3 or 4 the loser recoils 4 inches away but facing the enemy; the winner may attack again on a 4, 5 or 6.

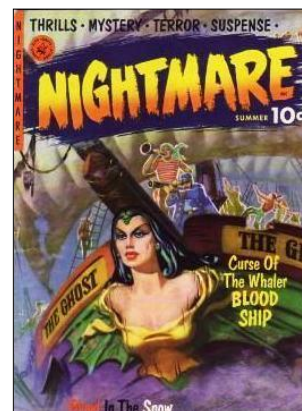
A difference of 5 or 6 the loser runs 4D6 to the nearest cover with backs to the enemy. The winner may move 2D6.

A difference of 7 or more and the loser turns to jelly and flees the field or surrenders or if afloat jumps overboard. The unit is removed from play on the spot.

Charts follow designer notes

Designer Notes.

Bob Duncan's *Gunboat Diplomacy* has been around for years and has always resulted in wonderful games. Being designed for the steam and coal era the vessels can move about at will. The ships bristle with serious shell-firing artillery. Vessels can be armored and can cast torpedoes. This is heart-stopping wargaming at its best.



But what about a kinder, gentler era when the you had only the wind to carry you here and there? What about cannon that had to be reloaded on a rocking deck? And the only steel was what you had in your hand and in your gut. I thought about Napoleonic warfare with Admiral Nelson and such. But in the end only pirates would do since it was a very low level tactical affair I was after.

Bob's rules were fairly easy to adapt but naturally I had to come up with rules for sailing since this is an important distinction from the era of propellers and steam. Every set of rules approaches the wind in a different way. My main concern was simplicity.

The combat rules were modified to allow for separate tables for land warfare and boarding actions. Hopefully the relatively low fire casualty rate will produce many duals aboard the ships which folks find so enjoyable.

Please send your comments to me at Raybin@comcast.net