



LIMEYS AND SLIMEYS

By Bill Abrams

FIRING

Broadsides bear at 90 degrees to ship. Fire at nearest target within a rectangular fire zone encompassed by perpendiculars from bow and stern.

Ships fire at any time during their move. 1 die per gun.

Gun	24" Range	6" Range	3" Range	Contact
Cannon	5,6	3+	2+	2+
Carronade	No	5,6	2+	2+
Swivel	No	No	5,6	2+
Musket	No	No	No	5,6

Carronade does DOUBLE DAMAGE

Raking fire does DOUBLE DAMAGE, except canister. Carronade is X3.

A raking shot must enter bow/stern of a ship and exit the opposite side as if a rectangle existed on the ships' deck.

Sharpshooter in a fighting top may fire at an officer. Requires a 6 to hit.

Hit Result

Die	Ball	Canister	Swivel	Morale
1	gun	miss	crew	1,2,3 = Surrender
2	crew	crew	crew	4,5,6 = Fight on
3	crew	crew	crew	Replace 1 officer
4	hull	crew	crew	
5	hull	crew	officer	
6	rigging	rigging & crew	officer	

Check Morale when all officers are lost.

Suggested damage limits: 5 Rigging and 10 hull. Crew of about 24, including marines and officers. 1 crew of any type may operate a cannon.

Every 5th casualty is an officer. Dice to see if crew hits are marines, 1,2 are.

Loss of all Rigging leaves ship motionless next turn while a jury-rigged mast is put in place. Next turn may move ½ speed. One rigging hit destroys a jury mast, but they may be replaced repeatedly using the above procedure.

One Hull Damage Remaining requires that a ship strike its colors if it is within close range of an enemy.

BOARDING MELEE

Ships must be entangled or grappled.

Entangled is by a collision forming a "T", within 45 degrees either way.

Grappling is by making contact and assigning a number of crew to "throw grapples". These assigned crew may not participate in the first round of melee.

Each man = 1 "throw", requiring a 5 or 6 to successfully grapple.

The defender may now assign crew to attempt to "cut grapples" in a similar fashion. Defenders need a "6" to cut a grapple. All grapples must be cut to prevent being boarded. These defenders also do not fight in the first round. A defender may choose to accept grapples and fight with his entire crew.

1. Attacker moves into contact and fires all cannon, swivels, and muskets.
2. Attacker throws grapples
3. Defender fires any cannon not fired in the previous move plus swivels and muskets.
4. Defender may attempt to cut grapples. If successful, turn is over.
5. **If grapples are not cut**, fight one round of melee to see if attacker gains the deck. If successful, fight again to gain fo'c'sle, if ship has one. If successful, fight a 3rd round to gain quarterdeck and capture ship.

A maximum of 3 rounds are fought. If the defender manages to retain a foothold, he will continue the melee on his next turn and may move another ship into contact with either his or the attacker's ship to reinforce the melee.

Grapples may automatically be cut once a defender has driven the attacker off of his ship.

The melee is a head count times the value of the men times a die roll. The scores are compared (divided by 10) and the lower number subtracted from the larger to find out how many men the defender has lost. In melee, every other casualty is a marine, starting with a marine. The die roll may be modified if the initial attack is made against a more difficult portion of the ship. As a rule, the attacker's higher morale is offset by the defensive construction of the defender's ship.

Value in melee: Officers, marines, & pirates attacking = 2.
 Sailors and pirates defending = 1.

Die roll modifiers: -1 if attacking over bow or stern castles (defender's cannon usually do not bear in this case).
 +1 if defender is a flush (single) decked ship.

MOVEMENT

Players move alternately, firing/attacking during their own move.

Ships must move 1 leg at present speed at start of each move.

A leg is 6" long with a favorable wind and 3" if a contrary wind.

Normal movement is 2 legs per turn.

A turn of up to 45 degrees is allowed after each full leg of movement.

A turn of 90 degrees is allowed when tacking. Tacking ends movement.

A die is rolled to determine if the maneuver is successful. "1" fails.

Ships may intentionally stall by heading directly into the wind, after maneuvering into the correct position. On their next turn, they may only point in their new intended direction. A die roll is required. "1" fails.

Any ship stopped for more than 1 move will drift downwind at 6" per turn.

Each ship may try to **take advantage of a "Puff"** by rolling a die. If a 5,6 the ship may have 1 additional leg of movement. If a 1, lose 1 leg.

Stealing Wind is accomplished by placing your ship between a ship and the "eye" of the wind. At 6" distance steal 1 leg of movement, at 3" steal 2

Collision results in 1 damage to each ship. Roll a die. Low is hull, high is rigging. Non-moving ship remains in place, moving ship deflects unless an **entangling collision**, a "T" shaped crash within 45 degrees of perpendicular. Ships are now **entangled allowing boarding. This is the equivalent of 6 grapples should either party wish to disentangle.**

Men must be assigned to cut the ship free; these men may do nothing else while cutting free.

A player must announce anchoring one turn ahead. Move your 1 leg, drop anchor

And swing the ship downwind of the anchor. Ships may anchor by the bow or the stern. Hoisting anchor not allowed, must cut free. May move immediately, pointing in new direction up to 45 degrees, if required. When at anchor, **"springs" may be rigged** to allow pivoting of ships broadside up to 45 degrees per turn. Takes 2 turns to rig springs. Ships are limited to two anchors per game.

Please note: Bill did not mention anything on generating Hull damage. I recommend the following:

Option 1:

Rate the hull hits according to the number of guns a ship has. Thus, an eight gunner would have 8 hull hits, and a 12 gunner- 12 hits, etc.

Option 2:

Rate ships as above, but roll 1D6 and add that to the hulls for all ships under 20 gunners. The maximum ANY ship (incl. 32 gunner) can have is 22 hull hits.

Chris v. Fahnestock

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