

# Ship of the Line- Demonstration Rules

## Introduction

Ship of the Line is a game of sea battles from the "Age of Fighting Sail" inspired by works such as the Hornblower series and the Jack Aubrey books of Patrick O'Brian.

The following is a demonstration game which captures the essence of play whilst missing a lot of the additional advanced and optional rules, including the ability to use different ships, design and build ships, take part in randomly created scenarios or run major historical battles such as Trafalgar, The Nile and Copenhagen (with complete orders of battle).

The demonstration game is designed to allow a simple battle between English and French sloops.

In addition, the main rules also has the Privateers & Pirates RPG rules, which allow you to play individual characters in the age of fighting sail.

## The Demo Game

The demo game is presented to give you an idea of how the full game plays. It is missing many of the features including:

- Twenty maneuvers, not ten.
- Different ship types (including frigates, ships of the line and galleys).
- Rules for boarding and grappling.
- Green and veteran crews.
- Legendary officers.
- Forts, islands and other features.
- Different types of shot (including hot shot and chain shot).
- Stern chases, raking fire, carronades, prize money.
- Random scenario generator.
- Historical scenarios (including The Nile, Trafalgar and Copenhagen).
- Wind shadows.
- Fire ships, Explosion ships, Bomb vessels.
- Floating batteries.
- Towing rules.
- Extensive historical notes and lists of British, Spanish and French ships operating in the age of Fighting sail.
- A glossary of nautical terms.
- And, as an extra added bonus, the complete rules of Privateers & Pirates, roleplaying in the age of fighting sail.

## Dice Rolling and other conventions

d10 a ten sided dice

d6 a six sided dice

d3 roll a single six sided dice and divide the result in half, rounding up (eg.. 1 or 2 becomes 1, 3 or 4 becomes 2, 5 or 6 becomes 3).

## Game Terms

**Captain:** The player who controls a given ship is the Captain of that ship.

**Cutter or Sloop:** Any ship built on a cutter or sloop hull.

**Heading:** The direction a ship is facing in.


**Tile:** A single section of a map.

**Map:** One or more tiles placed side by side.

**Sailing Dice:** Each ship has a single d20 which is called its "Sailing Dice". Each round this dice is secretly set to show the maneuver number chosen by the ships player that round.

**Gun dice:** A six-sided dice.

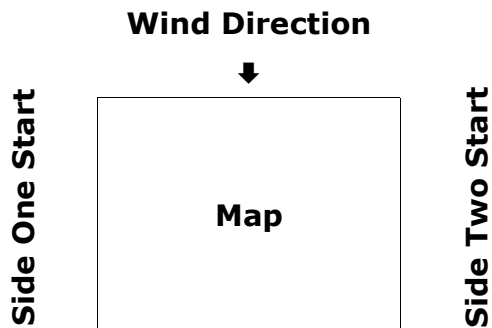
**Range:** To calculate the range between two ships count the number of squares from the first ship to the second, including the square the second ship is in. Do not count across diagonals. The diagram below shows the range of each square from the ship:

3	2	3
2	1	2
1		1

## Playing the Game

First of all players should divide into two roughly even teams. Each player then places a ship marker within two squares of the edge of the map their side is starting from.

## Map Layout



## Objective

The objective of the demo game is to be the side with the last remaining ship on the map. A ship counts as leaving the map when it:

- Has no gun dice left (sunk)
- Surrenders (captured)
- Moves off any map edge (runs away)

## Rounds

The game is played as a series of rounds, with each round broken down into the following steps:

- 1. Set Order:** each player should choose an order for his ship and set their d20 to show the appropriate number for the maneuver.
- 2. Move:** Players reveal dice and move their ships according to the maneuvers chosen.
- 3. Fire:** All ships can fire guns at targets in their firing arcs.

## Movement

The maneuvers available to a ship are listed below. The maneuvers a ship can choose each round depend on the ships facing relative to wind direction at the start of the round.

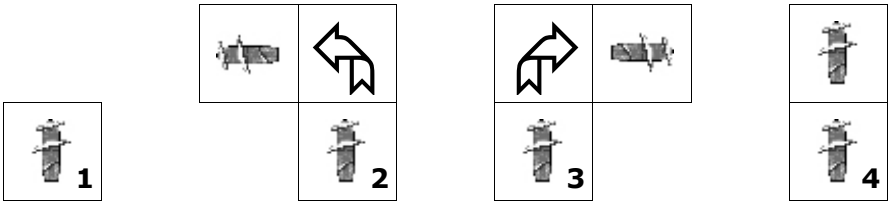
- If the ship is facing towards the wind it can only choose from the **Close Hauled** maneuvers.
- If the ship is facing perpendicularly to the wind it can choose from the **Close Hauled** or **Reaching** maneuvers.
- If the ship is facing away from the wind, it can choose any maneuver.

If two or more ships end their moves in the same square just place them side by side, nothing else happens, but they cannot fire at one another this round.

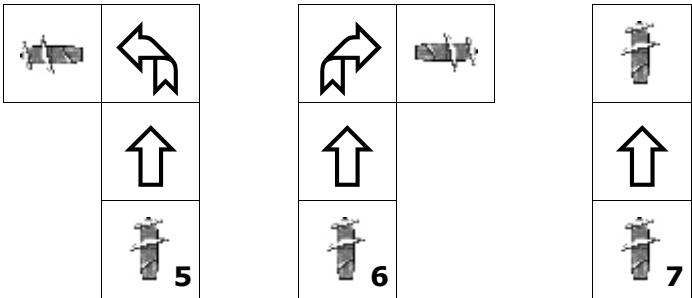


*The cutter 'fly' and other vessels (Francis Holman, 1779)*

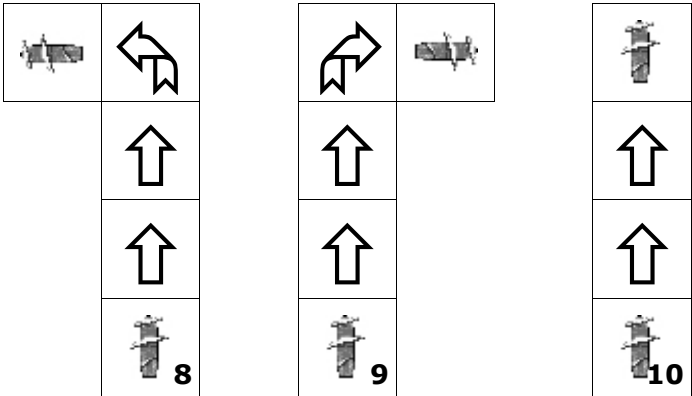
# Close Hauled



# Reaching



# Running



## Firing


Each ship has four firing arcs; fore, aft, port and starboard. The sloops in the demo game have:

- One gun dice in the fore arc.
- One gun dice in the aft arc.
- Three gun dice in the port arc.
- Three gun dice in the starboard arc.

These gun dice represent the guns mounted on the ship to fire on targets in that arc.

The table below illustrates a ships firing arcs.

Targets in gray squares cannot be fired upon (the grey squares are considered to lie between firing arcs).

	Fore	Fore	Fore	
Port		Fore		Starboard
Port	Port		Starboard	Starboard
Port		Aft		Starboard
	Aft	Aft	Aft	

During the firing phase a ship can fire at any targets within any of it's firing arcs by rolling one or more of the gun dice in that arc. Once a gun dice has been rolled it cannot be rolled again in the same round.

Gun dice can all be used against the same target in an arc or split between multiple targets in the arc.

You can never use gun dice from firing arc against a target in another firing arc.

## Attacking

Roll the gun dice you have allocated to a target all at once. You cannot allocate some dice, roll, then choose to allocate more to the same target after reviewing the effects of the first roll.

Each dice which, after rolling, shows a number equal to or greater than the range to the target inflicts one damage.

Each dice which, after rolling, shows a number equal to or greater than twice the range to the target inflicts two damage.

*For example, a frigate allocates three gun dice against a ship at range two. It rolls all three dice and gets a one, a three and a five. The one is less than the range to the target, a miss. The three is greater than or equal to the range so is a hit for one damage. The five is more than twice the range so is a hit for two damage. The target ship takes three damage.*

## Damage

Roll 1d10 for each point of damage inflicted. Each roll knocks out the ability to perform the maneuver with the same number.

*For example, in the above example the target ship took three damage so you would roll 1d10 three times. If you rolled 5, 7 and 9 the target ship could no longer use maneuvers 5, 7 & 9.*

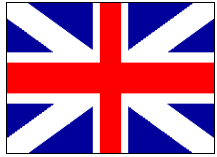
If you roll a maneuver which has already gone lose one dice from the guns on the side facing the attacker (if there are no guns on the facing side take the dice from another side, defenders choice which).

*For example, in the above example the ship lost maneuvers 5, 7 & 9. If it had already lost maneuver 7 through earlier damage it would instead reduce the number of gun dice it had on the side facing the attacker by one. If there were no gun dice left it would take the dice off one of the other sides (the targets choice which).*

Once all of a ships gun dice have gone it sinks.

## Counters

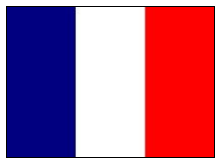
The full game provides a wide range of counters. For the demonstration game seven English and seven French sloop counters are provided. The illustrations below show the various Flags of nation and silhouettes of ship types.



British Vessel



Cutter



French Vessel



Sloop



Spanish Vessel



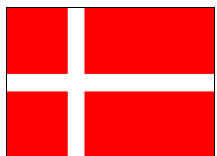
Frigate



Dutch Vessel  
(Batavian Republic  
of 1796-1813)



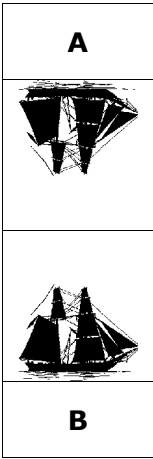
Ship of the  
Line



Danish Vessel

**Notes on Printing**

The counters are designed to be cut out an folded into stand up pieces.



↗Fold Here

↗Fold Here

↗Fold Here

1. Cut out round the outside black lines.
2. Fold where indicated.
3. Place a dab of glue on the back of each picture then fold the counter up so the pictures are to back to back and tabs A & B act as a stand.

Sloop 1	Sloop 2	Sloop 3	Sloop 4	Sloop 5	Sloop 6	Sloop 7
Sloop 1	Sloop 2	Sloop 3	Sloop 4	Sloop 5	Sloop 6	Sloop 7
