

SECOND EDITION

OAK & IRON

TACTICAL
FLEET COMBAT
IN THE
AGE *of* SAIL

By Mike Tuner

FIRELOCK GAMES



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CHAPTER I

INTRODUCTION

Oak & Iron is a game set in the age of fighting sail. It allows players to recreate battles between small fleets and squadrons of armed sailing ships. The game is designed to be simple and intuitive while also challenging players by providing significant tactical depth while being true to the theme and tactics of the period.

CHAPTER 2

GAME COMPONENTS

SHIP CARD BREAKDOWN



- a** POINTS COST
- b** SHIP TYPE
- c** SHIP CLASS
- d** SKILL UPGRADE
- e** FORTITUDE VALUE
- f** BROADSIDE VALUE
- g** CREW VALUE
- h** WINDWARD VALUE
- i** SAILING LARGE VALUE
- j** SPECIAL RULES
- k** UPGRADE OPTIONS (DESCRIPTIONS ON THE BACK)
- l** FATIGUE TRACK
- m** ADDITIONAL CREW UPGRADE OPTION
- n** DAMAGE TRACK
- o** STOUT UPGRADE OPTION

INITIATIVE CARD



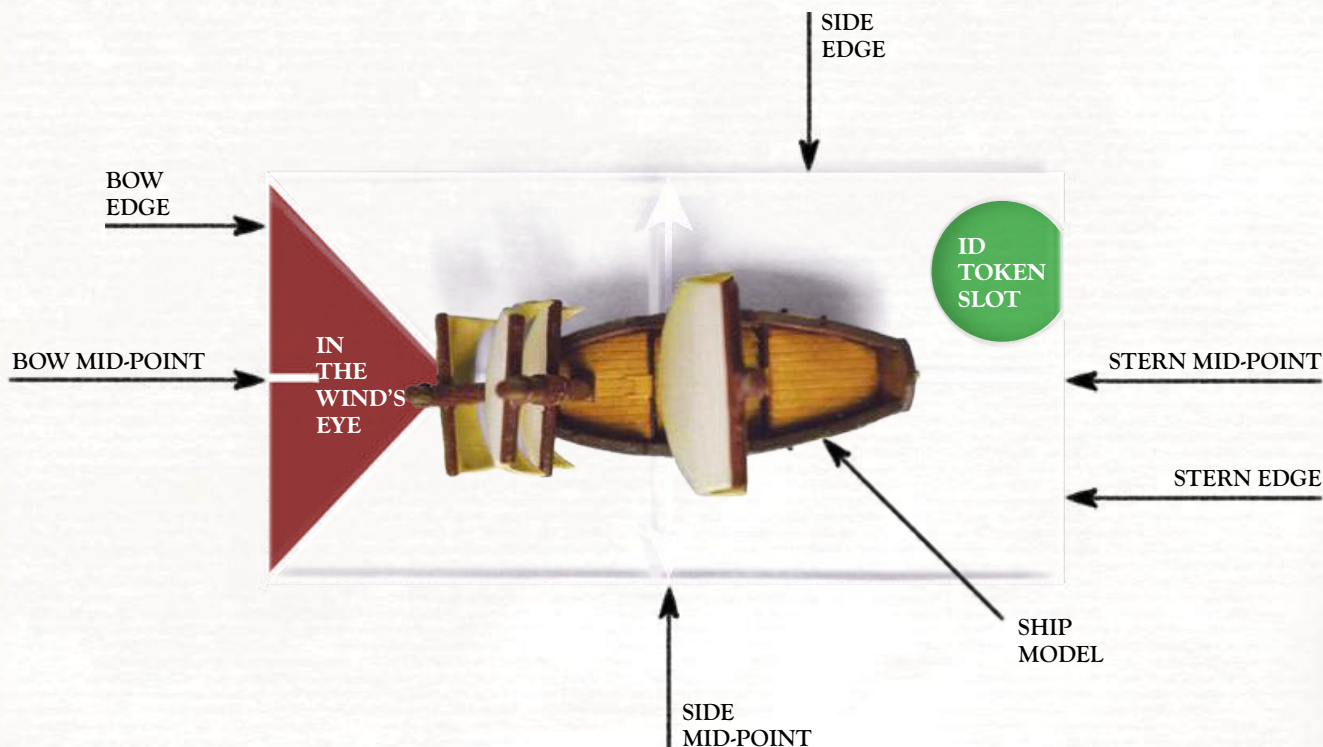
- a** NATIONALITY
- b** INITIATIVE VALUE
- c** CARD NAME
- d** EFFECT

ADMIRAL CARD





- a** POINTS COST
- b** NATIONALITY
- c** ADMIRAL NAME
- d** ADMIRAL VALUE
- e** SPECIAL RULES

SHIP TERMINOLOGY



List of COMPONENTS

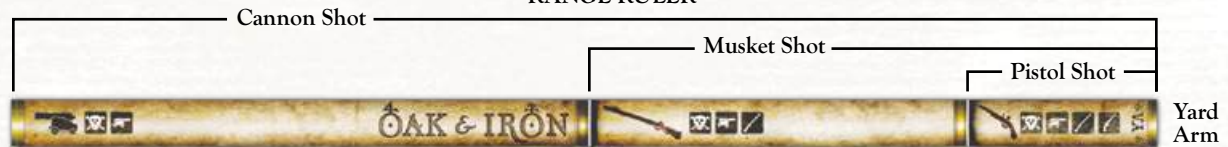
<div>RULEBOOK</div> <div></div>	<div>SHIPS</div> <div></div>	<div>BASES</div> <div></div> <div>EVENT CARDS</div> <div></div>	
<div>INITIATIVE CARDS</div> <div></div>	<div>FACTION CARDS</div> <div></div>	<div>SHIP CARDS</div> <div></div>	<div>DAMAGE CARDS</div> <div></div>
<div>UPGRADE CARDS</div> <div></div>	<div>ADMIRAL CARDS</div> <div></div>	<div>REPUTATION CARDS</div> <div></div>	<div>DICE</div> <div></div> <div>CLIPS</div> <div></div>
<div>SCENARIO CARDS</div>			
<div></div>	<div></div>	<div></div>	<div></div>
Settings	Objectives	Deployments	Conditions

List of COMPONENTS

COUNTERS, TOKENS, & MARKERS



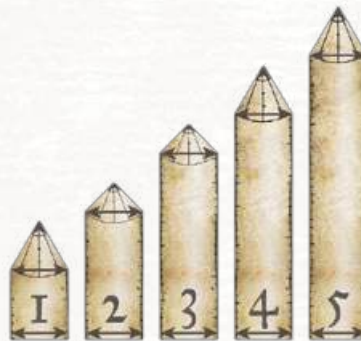
RANGE RULER



SEA MAT



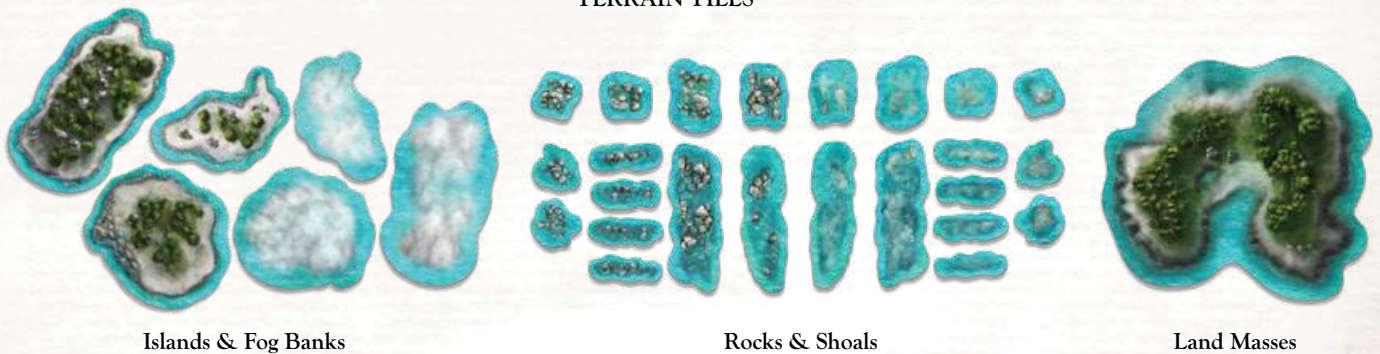
MOVEMENT TOOLS



WIND ARROW



TERRAIN TILES



QUICKSTA

For your first game of *Oak & Iron*, we suggest playing the quickstart game. The quickstart game is designed to let players become comfortable with basic concepts before using more advanced options, such as faction, upgrade, or event cards. This game uses only rules found in the Playing a Game section (pg. 11); ignore any reference to additional rules. Read through that section and then set up as follows:

- a** Place the sea mat between both players. Decide who will be Player A and who will be Player B.

- b** Find the following Initiative cards, they will make up each respective player's hand.

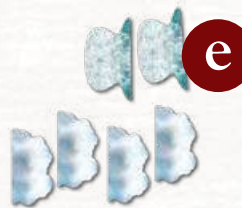
Player A: Down!, Careful Aim, Rolling Broadside, Effective Fire, Adjust Position
 Player B: Fire as She Bears, Take Courage, Fleet Maneuver, Reload, Favorable Wind

- c** Players will control the following ships and their corresponding cards.

Player A: 1 Corvette, 1 Fluyt
 Player B: 1 Sloop, 1 Petite Fregate

- d** Assign an "Untested" Admiral card to the Petite Fregate and Fluyt. These are each player's Flagship. Note that the 1st edition Core Box only includes 1 "Untested Admiral" card, so this will be a shared card.

Player A



RT SETUP



Player B



e Each player takes 2 wake tokens and 4 reload tokens.

f Position ships as shown. Each player's Flagship must be Pistol Shot distance directly downwind of the player's other ship.

g Each Squadron must be just out of Cannon Shot of the other Squadron.

h The wind arrow is placed as shown to indicate the table edge to each ship's stern is the Windward Edge.

i Keep the dice, status tokens, and movement tools within reach of both players.

There is no objective card assigned to this game, continue play until one player is forced to Strike (pg. 23).





CHAPTER 4

PLAYING
THE GAME

Players set up a game of *Oak & Iron* by creating Squadrons of ships, along with their upgrades and cards at an agreed upon point value. Players also create a hand of Initiative cards that will determine which player goes first as well as grant special abilities to one or more ships. The details for how this is done can be found in the Creating a Squadron section on page 26. Once both players have prepared their Squadrons and Initiative cards, they will set up the scenario to be played as detailed in the Starting a Game section on page 27.

Oak & Iron is played over a series of turns. Each turn is broken down into five phases:

- I. THE INITIATIVE PHASE
- II. THE MOVEMENT PHASE
- III. THE SHOOTING PHASE
- IV. THE CLOSE COMBAT PHASE
- V. THE END PHASE

THE INITIATIVE PHASE



N.T.



NEW TERMS FOR THIS SECTION

SQUADRON: A Squadron is a group of two or more ships, including a Flagship, belonging to a player.

FLAGSHIP: Each Squadron must have a Flagship. The Flagship is denoted by having an Admiral card assigned to it.

SKILL VALUE: A ship's Skill Value represents its sailing & fighting ability. Default Skill is 0, Skill 1 or 2 may be purchased as an upgrade on each ship. For each point of Skill a ship has, the ship may re-roll 1 dice during Skill Tests and Attacks. A dice re-rolled in this way can't be re-rolled again, unless the further re-roll is made using a Fortune Point.

SKILL TEST: A Skill Test is used when a ship's crew is attempting to do something complex, like working the ship's rigging to attempt to adjust its current speed. To perform a Skill Test roll 5 dice (modified by special rules and Fatigue), If any  or  results are rolled, the test is successful.

CHALLENGE TEST: A Challenge Test is a type of Skill Test where both players make the test using their Flagship's special rules and Fatigue, then compare results. The player who rolls the most  and/or  wins the Challenge Test. If there is a tie, the Flagship with the highest skill value is the winner. If both Flagships have the same skill value, continue rolling until there is a winner.

During this phase, players will reveal their initiative cards to determine which player has the initiative. Each player will also choose a new card for the following turn. Take the following steps to complete the Initiative Phase:

1. REVEAL INITIATIVE CARD: Each player reveals their chosen initiative card during the previous turn's Initiative Phase. If playing the first turn of the game, each player reveals the initiative card chosen during deployment. The player who reveals the card with the highest initiative value has the initiative and will go first in each following phase for this turn. If both players reveal a card of equal value, an event card is drawn from the event deck, and its effects are resolved before moving on. If resolving the event is not possible for some reason, the event card effect is ignored. Once the event has been resolved, the player whose Squadron has

the highest admiral value has the initiative. If there is still a tie, both players perform a Challenge Test. The winner has the initiative. Once initiative has been determined, the cards remain face up to remind both players of the effect granted by their initiative card for that turn. Initiative and event effects last until they are discarded or returned to the hand (unless otherwise noted on the card).

2. SELECT NEW INITIATIVE CARD: Each player now chooses a new initiative card from their initiative hand and places it face down. The chosen face-down initiative card will be revealed and applied at the beginning of the following turn's Initiative Phase.

3. RESOLVE INITIATIVE CARD EFFECTS: Initiative card effects note when each effect is to be used. Apply the effects that state "Immediately" now, and make note of effects which may be used later in the turn.

I.P.

DURING THE PREVIOUS TURN, MIKE AND LILY CHOSE A CARD FROM THEIR RESPECTIVE HANDS TO BE PLAYED FACE DOWN. THESE CARDS ARE TURNED OVER AT THE SAME TIME. MIKE'S CARD HAS A 3 INITIATIVE AND LILY'S CARD HAS A 4 INITIATIVE. LILY HAS THE HIGHER INITIATIVE VALUE AND WILL BE THE FIRST TO ACTIVATE A SHIP IN THE PROCEEDING PHASES OF THE TURN.

EXP.

THE MOVEMENT PHASE

DESIGNER'S NOTES

¹ In reality, there are 5 different primary points of sail and each has subtle differences on the speed and handling of the ship. We have simplified these down to their most basic forms and kept the most significant aspects so players can face the very real challenges of maneuvering a ship throughout the wind without all of the intricacies often associated with doing so.

NEW TERMS FOR THIS SECTION

BOW: A ship's Bow is the front edge of its base.

STERN: A ship's Stern is the rear edge of its base.

WEATHER EDGE: The Weather Edge is the side of the table the wind is blowing from.

POINT OF SAIL¹: A ship's Point of Sail is its heading in relation to the wind. In Oak & Iron there are 3 possible points a ship can be sailing on:

» **LARGE:** A ship is sailing Large if its Stern is closer to the table's Weather Edge than its Bow.

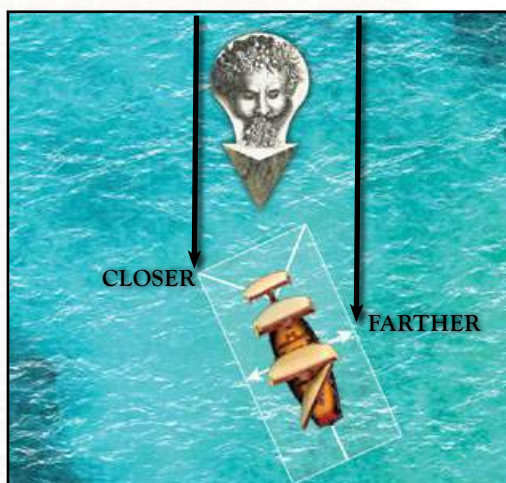
» **WINDWARD:** A ship is sailing Windward if its Bow is closer to the table's Weather Edge than its Stern.

» **IN THE WIND'S EYE:** This denotes a ship with its Bow closer than 45° to the Weather Edge. If at the beginning of a ship's movement its Windward side mid-point is farther away from the Weather Edge than every point of your ship's Bow, your ship is considered In the Wind's Eye.

To test this, find the ship's Windward mid-point and the point of the Bow that is farthest from the Weather Edge. If the mid-point measures equal to or closer than the farthest point of the Bow, then the ship is not In the Wind's Eye.

A ship at this Point of Sail cannot make any forward movement but may make a turn using the Speed 1 tool.

N.T.



IN THE WIND'S EYE



NOT IN THE WIND'S EYE

N.T.

Any time a ship is directly between two Points of Sail, the controlling player may choose which one to use.

SAIL SETTING²: A ship's Sail Setting describes how much sail a ship is using. There are 4 possible Sail Settings:

- » Full Sail: This is the highest possible Sail Setting. A ship on this Sail Setting takes a Full Sail token. While on this Sail Setting, ships increase their speed rating by 1. While at Full Sail, a ship may not make Reload actions during the Action step.
- » Battle Sail: A level lower than Full Sail. This is the default Sail Setting and requires no token. The speed values found on a ship's card assume a ship is on this Sail Setting.
- » Minimal Sail: The ship is using the least amount of sail possible. A ship on this Sail Setting takes a Minimal Sail token. While on this Sail Setting, ships reduce their speed rating by 1.
- » Anchored: At this setting, the ship is carrying no sail at all and cannot move. A ship on this Sail Setting takes an Anchored token.

DOWNWIND: A turn or move described as being Downwind indicates that it will cause the ship's Bow to move farther away from the Weather Edge.

FATIGUE: Fatigue represents the condition of the ship's crew, equipment, and weaponry. Factors such as casualties, morale, and physical exhaustion of the crew cause Fatigue. For every point of Fatigue a ship has, it reduces the number of dice rolled for any Skill Test or Attack by 1 (to a minimum of 1). If a ship has any special rules that grant it additional dice, these additional dice are added after the Fatigue penalty is applied. A ship may not normally take more than 7 Fatigue points, or 10 Fatigue if it has the Additional Crew upgrade (this upgrade is listed on each ship card when available). Any amount of Fatigue taken over this is ignored.

SHAKEN: A ship becomes Shaken and takes a Shaken token when it receives 7 points of Fatigue. The only Action a Shaken ship may take is Rally. A ship will remain Shaken until its Fatigue points are reduced below 7.

CRIPPLED: A ship becomes Crippled and takes a Crippled token when it has taken 7 points of Damage. A Crippled ship no longer takes damage points. Instead, for every point of damage the ship would have taken, a point of Fatigue is taken instead. A Crippled ship's speed rating is limited to 2 and it may no longer take Repair actions.

DESIGNER'S NOTES

² Sail setting is an abstract idea in *Oak & Iron*. It reflects the total amount of effective sail a ship is currently making use of. Damage to a ship's rigging can have the same effect on a ship's speed as changing its sail setting and therefore is treated the same way in the game.

ENTANGLED: A ship that is Entangled is stuck to another ship and will not move during the Movement Phase as long as it remains Entangled. Entangled ships may only take the Cut Free Action. Opposing ships Entangled together may still make Attacks.

AGROUND: Usually an Aground ship has struck the bottom and become stuck, but this status can also indicate significant damage to a ship that causes it to become immobile, such as losing a mast. A ship in this state takes an Aground token and may not move until the Aground token is removed. To remove an Aground token, the ship must

take a Repair Action and instead of removing a point of damage, it rolls a Skill Test. If the test is passed, the Aground token is removed. If it is failed, the token and its effects remain.

DIRECTLY AWAY: If a ship must move Directly Away from another ship (or object), it moves the declared distance in whichever direction it can go farthest without pivoting or touching an obstruction.

During the Movement Phase, players will alternate activating 1 ship at a time. Each time a ship is activated it first determines its speed, and then takes up to two actions and a Move. A ship may take actions either before or after it moves, but not before its speed rating is determined. Once a ship has completed these steps, place a Wake marker behind the activated ship to show its activation is complete. The opposing player now chooses 1 of their ships to activate and follows the same sequence. Players continue alternating ships until all ships have activated. When activating a ship, if the activating player has twice as many ships remaining as their opponent, they must activate two ships, one at a time. Once all ships have done so, proceed to the Shooting Phase.

1. DETERMINE SPEED RATING: The first step when activating a ship is determining its speed. A ship's speed rating is the distance a ship will move on the table. To determine the speed rating, start by checking the ship's Point of Sail (detailed on pg. 12). The ship's Point of Sail is always checked from where it began its activation. If at any point during its move, a ship ends up in a different Point of Sail, this new position has no effect on its speed rating until the next time it is activated. The ship will move at its printed speed value (plus or minus the effects of its Sail Setting, special rules, and initiative card effects the ship may receive).

2. MOVE: To move a ship, select the movement tool that matches the ship's current speed rating. A ship may never move faster than speed 5 for any reason. A ship with a speed greater than 5 will use the Speed 5 tool instead. Place the ruler against either side of the ship and line up the arrow on the bottom of the movement tool with the arrow on the mid-point of the ship's base. Move the ship along the edge of the tool until the arrow on the ship's base lines up with the arrow on the opposite end of the tool. A ship must always move the full distance between the two arrows on the movement tool and must always move forward. The angle at the end of the ruler is only used for turning and is not counted for the move distance. Remember, a ship In the Wind's Eye cannot move forward at all, but may still make a turn using the Speed 1 tool.

As part of its movement, the ship may also perform a single turn either at the beginning or at the end of its move. To perform a turn, place the ruler against the side of the ship and line up the top arrow on the movement tool with the arrow on the ship's base. The ship may then pivot towards the direction of the angled edge of the movement tool (up to where the ship's edge lays flat against the angled edge). Partial turns are allowed. Note that some movement tools have different angles on the turning edge. Be sure to use the same ruler for turning as for movement.

3. ACTIONS¹: A ship may take up to two actions each time it activates. Most of these actions may be taken either before or after a ship has moved, but some must be taken at a specific time. A ship may perform each type of action only once per turn. If a rule or game effect prevents a ship from moving, it may still take Actions. The available actions are listed below.

» **Adjust Speed:** Before it moves, If this ship is not In the Wind's Eye, Entangled, Aground, or Anchored, roll a Skill Test. If successful, the ship may increase or decrease its current speed rating by 1. This is not a permanent adjustment and its effect only lasts for this move.

» **Board:** A ship may attempt to Board an opposing ship within Yard Arm distance. To attempt to board, roll a Skill Test. If passed, move the ship taking the action Directly Toward the target ship until their bases touch. A ship may move directly sideways, forward, or backward when making this move. Once touching, pivot the Boarding ship in place until its leading edge lays against the nearest edge of the ship being boarded (FIG.3 page 17). If neither edge of the ship being boarded is closer, the Boarding ship may choose which

edge to contact. The ships are now Entangled. If the boarding ship is not able to place its edge flush against the target ship's nearest edge for any reason, the action is not possible (FIG. 17).

» **Change Sail Setting:** The ship may change its Sail Setting by 1 level (up or down). A ship will continue to use the current Sail Setting until this action is taken again or another game effect, such as rigging damage, causes it to change. This action must be taken after a ship has moved.

» **Change Heading:** If this ship is not In the Wind's Eye, Entangled, or Aground, roll a Skill Test. If successful, the ship makes a turn using the Speed 1 tool.

» **Cut Free:** The ship's crew attempts to cut free from another ship to no longer be Entangled. This must be the first action taken by this ship. Roll a Skill Test. If successful, The ship moves Yard Arm distance Directly Away from any ships it was Entangled with. If this ship cannot move Yard Arm distance Directly Away, it cannot Cut Free and remains Entangled. After a ship is Cut Free, it retains its current Sail Setting but its speed rating is limited to 1 this turn. When it makes its

DESIGNER'S NOTES

¹Free Actions: Some cards and special rules allow you to take "Free" actions or attacks. These are actions or attacks that can be taken out of turn and in addition to normal actions or attacks. Free Attacks generate Reload markers as normal.

A Note on Special Rules: When specific rules on cards contradict general rules expressed in this rulebook, follow the rule on the card.

EXP.

(Figure 1) Lily has the initiative, so she will be the first to activate a ship and check the ship's point of sail.

She determines her ship is sailing large because her stern is closer to the table's weather edge than her bow. The ship's large point of sail is 3 and it is currently at battle sails, so Lily needs to use the 3 speed tool. Before moving, Lily decides she wants to try to go a little faster. She uses the action "Adjust Speed" to try and go faster. She succeeds her skill test and will now use the 4 speed tool instead.

Lily now places the tool to either side of her ship, making sure to align the starting arrow of the tool with the side arrow of the ship.

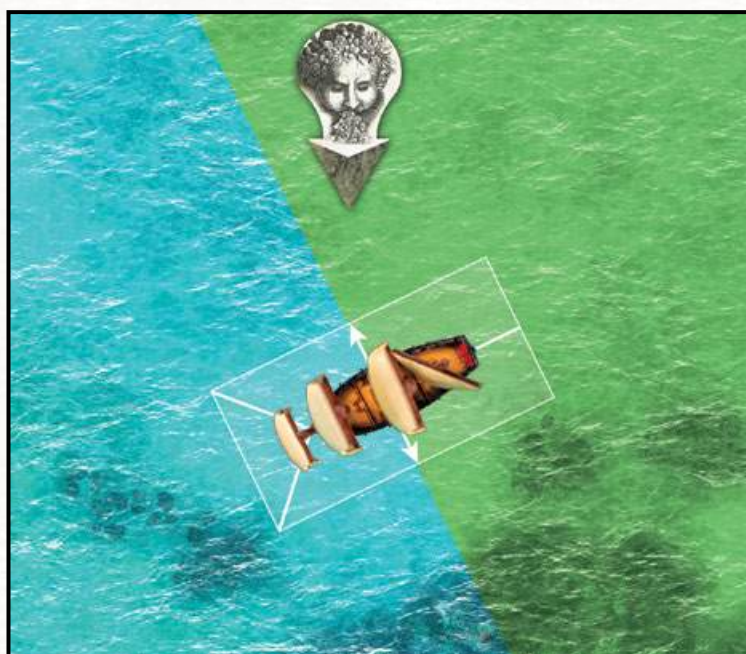


FIG. 1

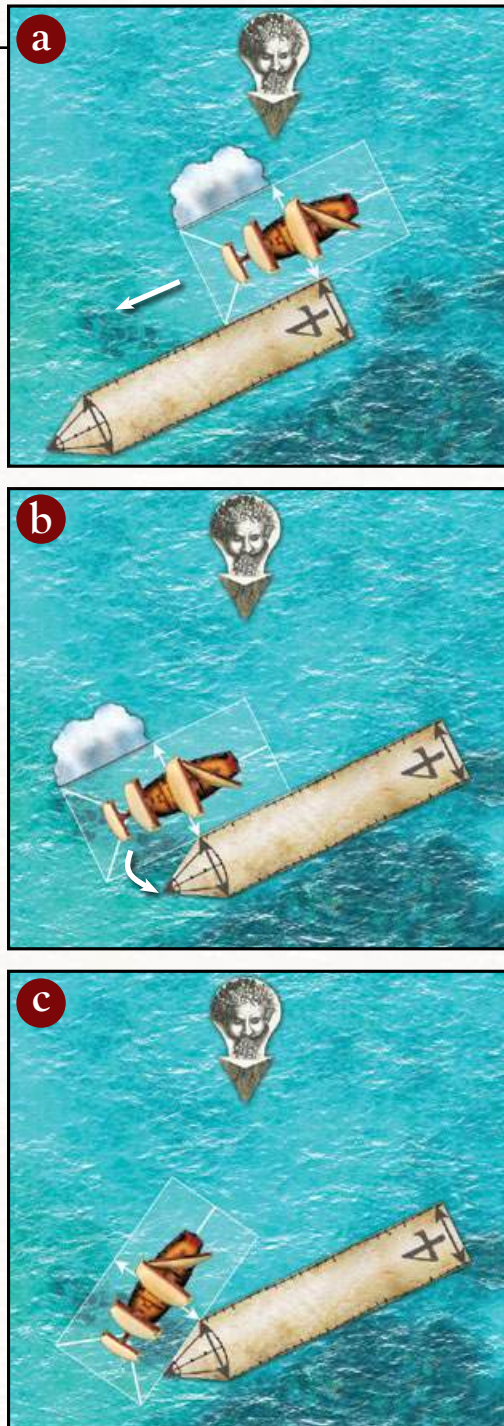
EXP.

(Figure 2) (a) Without moving the tool, Lily must slide her ship along the full length of the tool until her side arrow is at the ending arrow.

(b) She will turn the ship by pivoting it along ending arrow's corner towards the tool's turning edge.

(c) Lily completes her movement activation by taking a Reload Action to remove a Reload marker from one side of her ship so that it is ready to fire a broadside in the Shooting Phase.

FIG. 2



speed 1 move, it may move directly sideways or directly backward. A ship that successfully cuts free may choose not to move during this activation. (FIG.6 page 18)

M.P.

» **Landing Party:** A ship that is not Shaken, has its Sail Setting set to Anchored, and is within Pistol Shot of an island or landmass may send a Landing Party ashore. To do so, place a Landing Party token anywhere on the island or landmass within Musket Shot of the ship. While ashore, the Landing Party may make Close Combat attacks against any other Landing Party token within Musket Shot of the token using the crew value of the ship that deployed it. If a ship with a Landing Party token ashore ever becomes Shaken or moves, the Landing Party token is immediately removed.

» **Rally:** Remove 1 point of Fatigue.

» **Reload:** Remove a Reload marker from 1 of the ship's sides.

» **Repair:** Reduce the ship's total damage points by 1 if the ship is not Crippled. Or attempt to remove an Aground token. To remove an Aground token, roll a Skill Test. If the test is passed, the Aground token is removed. If it fails, the token and its effects remain. A ship that began its activation with an Aground token may not move after this action has been taken, even if the token was removed.

» **Row:** A ship with the Sweeps special rule or upgrade may make an additional move using the Speed 1 tool. This move can be made even if the ship is at Anchor or In the Wind's Eye. This move may not include a turn.

» **Transfer Flag:** A Squadron's Flagship may move the Admiral card to a target friendly ship that is within Pistol Shot of the Flagship and not Entangled. The target ship is now the Flagship. If the target ship had a captain card, that card is turned face down and ignored while the Admiral is present on that ship.

EXP. Mike's ship is within a yard arm length away of Lily's ship. He is going to attempt to Board Lily's vessel! He rolls a skill test for the ship attempting to board and succeeds. Now he has to move his ship into place, laying the ship's leading edge against the nearest edge of Lily's ship. Below are three examples of what that might look like:

FIG. 3

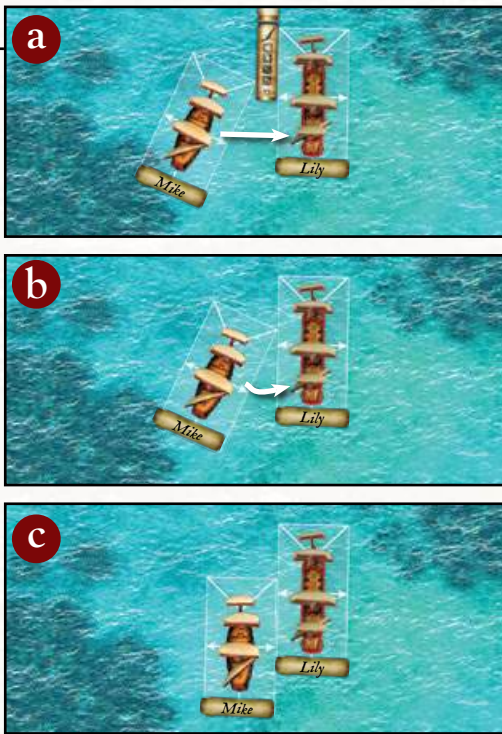
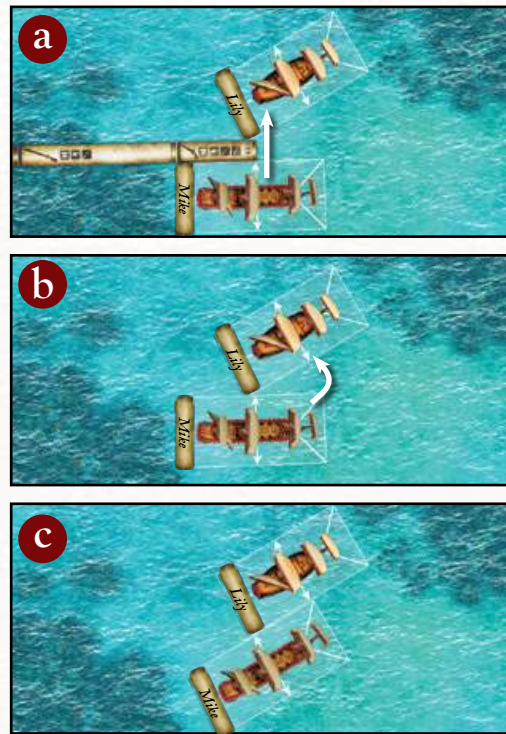
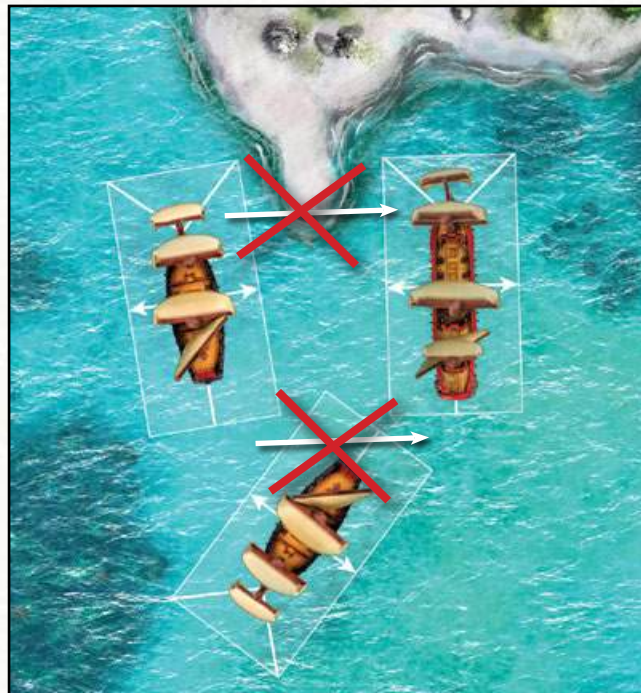


FIG. 4



EXP. In the following example, Mike's ship has no space to lay flush against Lily's ship and cannot complete the boarding action. In this case, Mike may attempt a different action.

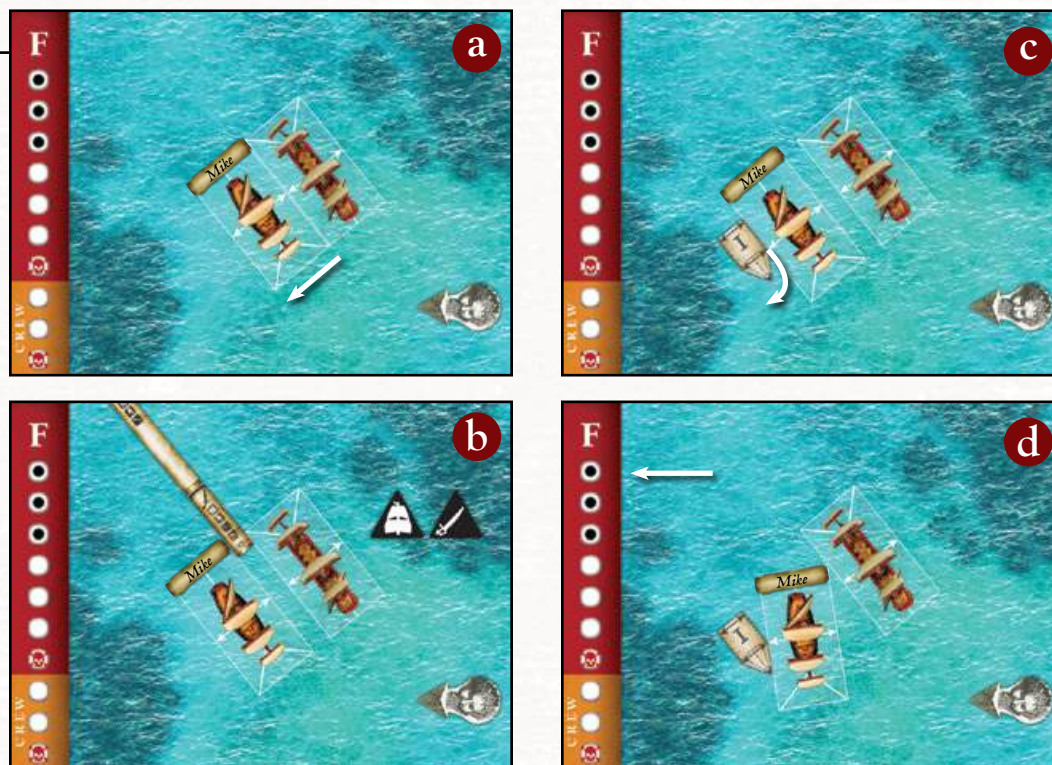
FIG. 5



EXP.

(a) Mike's ship is Entangled with another ship, he wants to cut grapples and move to escape. Mike's ship is In the Wind's Eye and it is currently at battle sails. In order to move, he uses the action Cut Free. His skill test is successful. Mike moves his ship yard arm distance away from his opponent (b). Normally, the Cut Free action would cause Mike's ship to move using the speed 1 tool (c), but, because the ship is In the Wind's Eye, (d) all Mike can do is make a turn using the speed 1 tool turn.

FIG. 6



THE SHOOTING PHASE

N.T.

NEW TERMS FOR THIS SECTION

OUT OF ACTION: A ship becomes Out of Action when it is both Crippled and Shaken. A ship that is Out of Action is no longer combat effective and its status is marked by having both a Shaken and Crippled token. Once in this state, a ship can no longer move, take actions, make attacks, and is effectively out of the game. Out of Action ships remain on the table as obstacles unless they sink during the End Phase.

FULL TURN: If a rule calls for a ship to make a Full Turn, the ship must pivot all the way until its edge lays flat against the movement tool's angled edge.

LINE OF SIGHT: This determines whether or not a ship can see its target. There is Line of Sight if a line can be drawn from the mid-point of any of the ship's edges to the mid-point of any edge and at least one corner of the target ship's base -or- if a line can be drawn from the mid-point and a corner on the same side of the base to the mid-point of any edge of the target ship's base (FIG. 7).

BROADSIDE PATH: The area into which a ship may make Broadside attacks. To determine the Broadside Path, draw two parallel lines perpendicular to the width the firing ship's base going toward the target ship. If any part of the target ship's base falls within those two lines, the ship is within the Broadside Path (FIG. 8).

FIG. 7

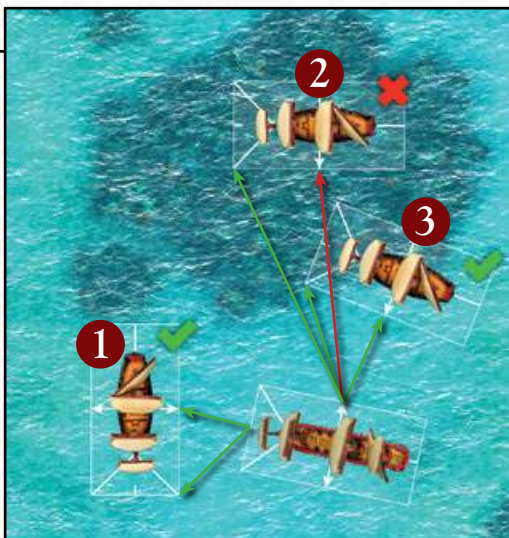
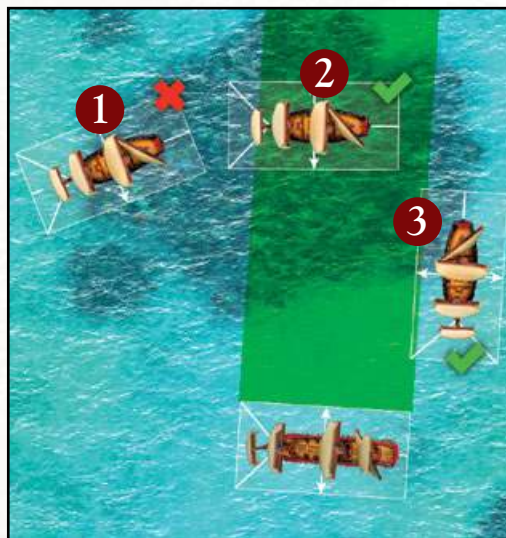


FIG. 8



- S.P.** During the Shooting Phase, players will alternate activating and shooting with their ships, 1 ship at a time, until all ships have activated. After a ship has activated, remove its Wake marker to indicate that it has shot (or won't) this phase. If it does make an attack, it must make an attack of only one type, Broadside or Partial Fire attack.

DESIGNER'S NOTE

When measuring distances, always measure between the two closest points even if the two closest points are outside of the Broadside Path or Line of Sight.

When determining the total number of dice for any attack, priority for bonuses are applied to the base number in this order: 1) Reduce the total dice by the ship's current fatigue level down to the minimum. 2) Add bonuses and stat increases. 3) Apply penalties and stat decreases (other than Fatigue) 4) Apply any effect that multiplies the total. 5) Apply any effect that divides the total.










BROADSIDE

A ship may fire 1 or 2 Broadside attacks per turn (one from each side of the ship). The following qualifications must be met for each side:

- » The target ship is within Cannon Shot or less of the firing ship.
- » The target ship must be at least partially within the Broadside Path of the firing edge.
- » There must be Line of Sight to the target ship from the firing edge.
- » The side firing has no Reload marker.

If all the qualifications are met, the attack may be made by taking the following steps:






1. ROLL BROADSIDE DICE: Roll a number of dice equal to the ship's Broadside value (reduced by 1 for each point of Fatigue the firing ship has). Unlike other attacks, Fatigue never reduces a ship's Broadside Value to less than the ship's Crew Value. The range of the attack will determine which results score hits:









- » At Cannon Shot,  and  results score hits.
- » At Musket Shot, , , and  results score hits.
- » At Pistol Shot, , , , and  results score hits.

2. Re-roll: Players will sometimes be able to re-roll dice by using Skill Value, Fortune Points, and special rules. All re-rolls on the attack are taken during this step.

3. Apply Fatigue: If at least 1 hit was scored, the target ship takes a point of Fatigue.

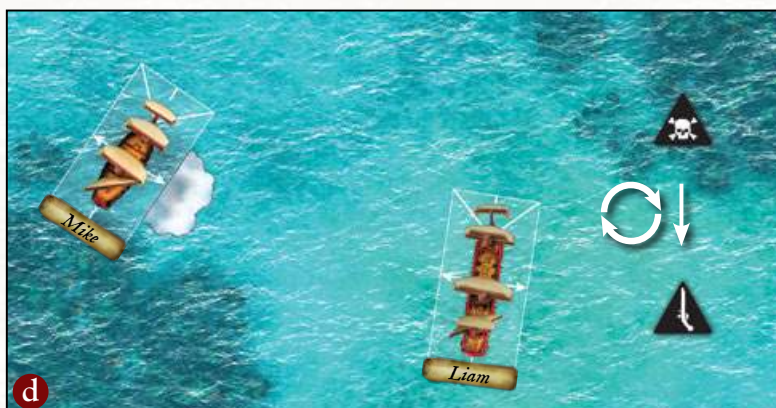
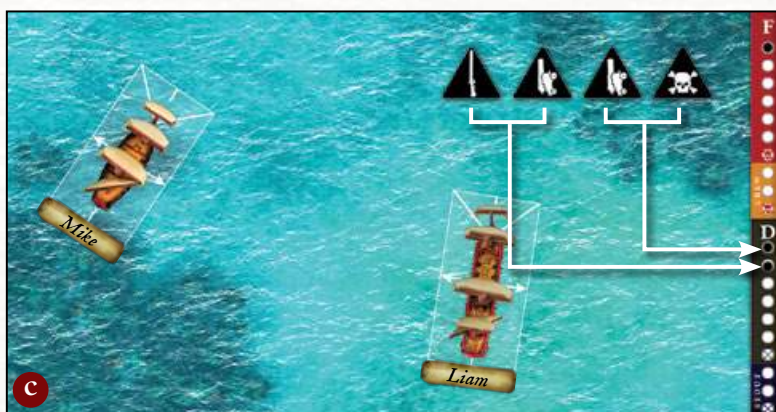
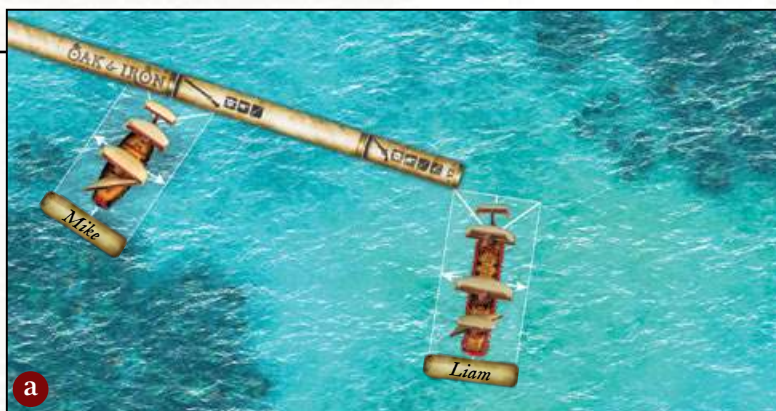
4. Inflict Damage: Compare the number of hits scored against the target ship's Fortitude. For every number of hits that equal the target ship's Fortitude, it takes 1 point of damage. Any remaining hits have no additional effect (FIG.9).

5. Check for Critical Damage: If any of the dice results were a , the target ship may take Critical Damage. To check for Critical Damage, roll an additional die for each  result. If any , , or  results are rolled, the target ship has taken critical damage. Any other results have no further effect. Critical Damage effects are as follows:







- » If any  results are rolled, a vulnerable part of the ship has been hit causing the target ship to take a point of damage. If 2 or more  are rolled, the ship immediately becomes Crippled. If the ship was already Crippled, it is now Out of Action.
- » If any  results are rolled, the ship reduces its Sail Setting by 1 (to a minimum of Anchored). If 2 or more  results are rolled, the ship has lost 1 or more masts. The ship takes an Aground token to represent the additional effort required by the crew to get it underway again.
- » If any  results are rolled, the ship takes an additional point of Fatigue. If two or more  results are rolled, the ship's helm has been struck! The target ship must make a Full Turn using the speed 2 tool in the direction chosen by the opposing player. If this move causes a Collision, it is resolved as if the ship moved at speed 2. Additionally, if this ship has an admiral or captain card assigned to it, there is a chance they could be hit. Roll a die. If a  or  result is rolled, the captain or admiral card assigned to that ship is removed from the game.

6. Assign Reload Markers: The ship now takes a Reload marker on every side that it fired from.


FIG. 9



(a) Mike's galleon (broadside 5) has an eligible shot on Liam's 6th rate frigate (fortitude 2) at musket Shot.

(b) Mike rolls 5 dice and gets , , , , . The  result is removed leaving 4 hits.

(c) Liam's frigate takes 2 damage as the number of hits has equaled its Fortitude twice, and 1 point of Fatigue as there was a successful hit against it.

(d) As a  was rolled in the broadside attack, this die is rerolled to check for Critical Damage.

A  is rolled and there is no Critical Damage.

Mike's galleon is given a Reload marker on the firing side and it is then Liam's turn to attack with one of his ships

EXP.

PARTIAL FIRE

This attack represents firing with only a portion of the ship's guns as well as swivels and small arms. A Partial Fire Attack follows the same rules as a Broadside Attack with these exceptions:

- » Line of Sight may be drawn from any of this ship's edges.
- » Target ship may be outside of the Broadside Path.

- » Attack's range is limited to Musket Shot.
- » May be made with one or more Reload markers.
- » Does not generate a Reload marker.
- » Uses the ship's Crew Rating to determine the number of dice rolled.
- » Remove 1 die for each point of Fatigue, to a minimum of 1 die.

A.P.





THE CLOSE COMBAT PHASE




During the Combat Phase, players will simultaneously resolve all Close Combat attacks. All ships that are Entangled with one or more opposing ships must resolve a Close Combat attack. Starting with the player who won initiative, players will alternate making Close Combat attacks with each of their ships that is either Entangled with one or more opposing ships or has a Landing Party deployed with one or more opposing Landing Party tokens within Pistol Shot.

CLOSE COMBAT

Close combat attacks are taken between 2 Entangled ships or 2 Landing Party tokens.

To make a Close Combat Attack, the base number of dice is 3 plus the ship's Crew Rating. Reduce this number by the ship's Fatigue level prior to the start of this phase and then apply any bonuses given by cards or special rules. If a ship has more than one target available, it must choose a single opposing ship or landing party token as its target. If the attacking ship has a Bow or Stern edge in contact with the target opposing

ship, the target ship takes 1 point of Fatigue for each  result rolled. If the attacking ship has a side edge in contact with the opposing ship, the target ship takes a Fatigue for each , , and  result rolled.

During Close Combat between 2 Landing Party Tokens, the ship that deployed the defending Landing Party takes a Fatigue for each , , and  result rolled.



THE END PHASE

NEW TERMS FOR THIS SECTION

N.T.

CAPTURED: A ship that is Captured has been overtaken by an opposing Squadron. The Captured ship takes a Captured token with the opposing faction's insignia. Captured ships follow all of the same restrictions as Out of Action ships, but do not count as an Out of Action ship. A ship may be re-captured by having a ship from its original squadron become Entangled with it. Once Entangled, remove the Captured token. Re-captured ships remain Shaken, but will otherwise operate normally.

STRIKE POINTS: Throughout the game, the mounting effects of battle begin to weigh on your forces, causing them to want to flee

the engagement. This is represented by Strike Points. During the End Phase of every turn, players will count their current Strike Point total. If a Squadron ever earns more Strike Points than their current ship total, its admiral will call a retreat and the player loses the game. Strike Points are not tracked between turns and are earned as follows:

- » 1 for each ship that is Crippled (not Out of Action)
- » 2 for each ship that has sunk, is captured, or Out of Action
- » Objective cards may cause players to earn extra Strike Points



E.P.

During this final phase, players count their current Strike Points and check to see if the game continues. Take the following steps to complete the turn:

1. CAPTURE OR DESTROY SHAKEN SHIPS: A ship Entangled with an opposing ship whose crew is Shaken (including ships that are Out of Action) may Capture or Destroy the Shaken ship. If the ship is Captured, it now counts toward the ship total of the Squadron that Captured it. If the ship is Destroyed (whether done so previously or during this phase), immediately take a free Cut Free Action that succeeds automatically. If this is not possible, remove the Destroyed ship from the table. The Destroyed ship is Out of Action. In the event that two Entangled ships are Shaken, the two ships are moved apart yard-arm distance, or as much as possible instead.

2. CHECK FOR WITHDRAWAL: Each player counts their total number of Strike Points. If the number of Strike Points earned this round exceeds the total number of ships in that Squadron (Aground or Out of Action ships do not count towards the ship total), that Squadron withdraws and the player has lost. If both players have earned more Strike Points than their ship total, the player with the least amount of Strike Points is the

winner. If there is a tie, continue playing. During the End Phase of turn 10, whichever player has fewer Strike Points is the winner. If there is a tie at the end of turn 10, the defender is declared the winner (but just barely!).

3. CHECK FOR SINKING SHIPS Roll a die for each Out of Action ship on the table. If a  or  is rolled, the ship sinks and is removed from the table. A ship that sinks is still considered to be Out of Action.

4. LOST ADMIRALS If a Flagship ever ends a turn Out of Action, the controlling player may spend a Fortune Point to take a Free Transfer Flag action during this step.

If the controlling player chooses not to do this or it is not possible (e.g., the ship was removed from the table), a new ship must immediately be assigned as the Flagship with an admiral value of 0. If the player has more than 5 initiative cards in their hand, that player must immediately remove cards from their hand until they have 5 cards remaining.

5. RETURN INITIATIVE CARDS Both players now return their face up initiative cards to their hands.

Once these 5 steps are complete, the turn ends. If neither player has achieved victory, a new turn begins.

CHAPTER 5

ADDITIONAL RULES

DESIGNER'S NOTES

¹Scrolling Sea: Alternatively, players with limited space may choose to play with an endless sea and “scroll” everything on the table to make more virtual room. If a ship’s move would cause it to move off of the table, return the ship to its starting position and move all ships and Terrain elements on the table an equal distance away from the board edge the ship would have sailed off of. A distance of at least Musket Shot should be used for this. If any Terrain would be moved off the table as a result, the player who wasn’t moving the ship that caused the table to be scrolled places the Terrain anywhere within Musket Shot of the opposite table edge it was forced off of.

Although a popular concept in games in fiction, ships of this era did not typically ram each other. The bow and stern ends of these ships would have been their weakest points, with their sides being their strongest points. So attempting to slam your delicate bow into the strong side of a ship is generally a bad idea!

COLLISIONS: If a ship makes contact with another ship or a Terrain piece that rises above the sea (such as rocks or islands) as part of a movement, this causes a collision. When a collision occurs, the ship being moved ends its movement immediately when its base touches the object with which it is colliding. The effect of the collision depends on what the ship is colliding with:

- » If colliding with Islands, Rocks, or Landmasses, the ship receives a point of damage, an Aground token, and has its Sail Setting reduced to Anchored.
- » If colliding with another ship, the ship that caused the collision rolls a number of dice equal to its current speed rating. If one or more ☒ result is rolled, the ship that caused the collision takes a point of damage. If at least one 🚩 is rolled, the rigging has become fouled with the ship (or ships) it is colliding with. They are now Entangled and should be moved as if the colliding ship performed a “Board” Action. Any other result has no effect. If the ships did not become Entangled, the ship that was struck is then moved Yard Arm distance Directly Away from the ship that hit it. If the struck ship is Aground or Entangled, the moving ship is moved Yard Arm distance Directly Away instead.

Lily's movement causes her ship to come into contact with Nate's ship. She will stop her movement at the point of contact and roll a number of dice equal to her current speed (4). Her results are ☒, 🚩, 🚩, and 🚩. Lily's ship will take one damage because she rolled one ☒.

Because Lily did not roll any sails, their ships are not entangled. Nate's ship is moved one Yard Arm length Directly Away from Lily's ship. Lily may now use a action, but may not move any more this activation.

A.R.

MOVING OFF THE TABLE¹: If a ship ends its move with part of its base off the table, it has drifted too far from the engagement and is removed from the game.

FORTUNE POINTS: At the start of every game, each player receives 3 fortune points. Fortune Points can be used to re-roll any Skill Test or Attack roll made throughout the game. When re-rolling dice with a Fortune Point, all dice must be re-rolled (including any dice that produced the desired results). Only a single Fortune Point may be spent on each. Re-rolls given by crew skill or other special rules may be used again after spending a Fortune Point.

EVENTS: If both players play an Initiative Card with the same printed Initiative value, immediately draw a card from the Event Card deck. Follow the instructions on the Event Card before continuing with the turn. Leave the Event Card face up for

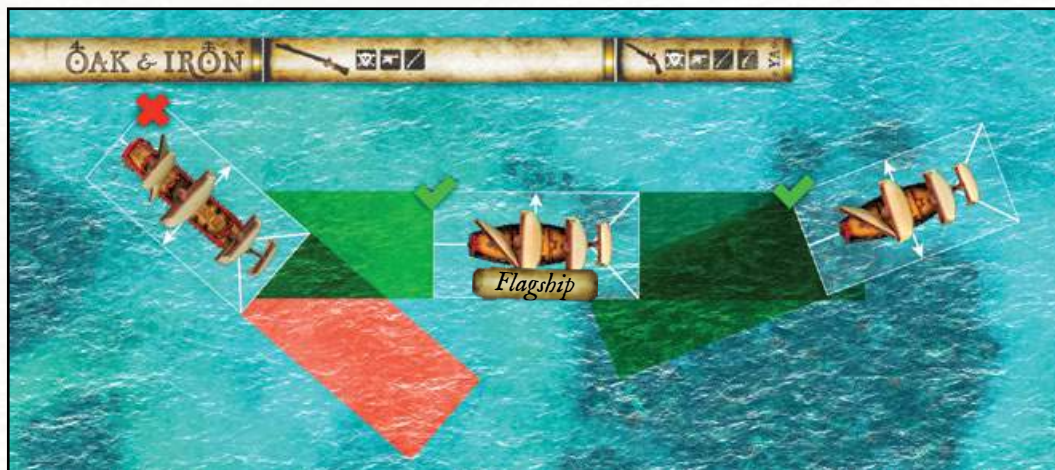


FIG. 9



A.R. the duration of the listed effect. Once the effect of the card has run its course, it is discarded and not returned to the deck of Event Cards.

FORMATION: Sailing in “line ahead” formation was the decisive tactic of the day. (FIG. 9) Squadrons in *Oak & Iron* receive a bonus for sailing in Formation. To qualify as being in Formation ships must meet the following:



- » There must be two or more ships in formation and must include the Squadron’s Flagship.
- » Must be within Musket Shot of at least one other ship in this squadron and must be able to draw an unobstructed perpendicular line from anywhere on its Bow or Stern edge that enters the opposite edge of the ship immediately ahead or behind it. That ship must also be able to draw an unobstructed perpendicular line back.



Each ship can only connect 1 other ship to the Formation. Every ship in Formation may add one die to Broadside and Partial Fire Attacks.

RAKING SHOTS: If a ship making a Broadside Attack at Musket Shot or less can draw a perpendicular line from the center point of its firing edge that passes through both the Bow and Stern edge of the target ship, the target ship is being raked. A ship making a Raking Shot gains the following bonuses:



- » If the Attack causes any Fatigue, the target ship takes an additional point of Fatigue.
- » Both  and  results are counted as Critical Hits.
- » If the Raking Shot is entering the target ship through the Stern, treat the target ship’s Fortitude as 1 for this Attack. A Raking Shot ignores the “High Freeboard” and “Very High Freeboard” special rules.

TARGETING RIGGING: Instead of aiming at a ship’s hull, a ship’s rigging may be targeted by a Broadside or Partial Fire Attack. Targeting the rigging will damage the masts, sails, and lines of the ship which can reduce its speed. To target a ship’s rigging, reduce the number of dice rolled during the Attack by half (round down, to a minimum of 1). Treat the Attack as a Critical Damage

test, but ignore  and  results. An Attack made against the rigging can never Fatigue or Damage a ship. Raking Shots are ignored when targeting a ship’s rigging.

TARGETING CREW: Similarly, the ship’s crew may be targeted by a Broadside or Partial Fire Attack with a maximum range of Pistol Shot. Targeting crew can cause significant injury and suppression to the ship’s crew, causing it to be less effective. To target a ship’s crew, reduce the number of dice rolled during the Attack by half (round down, to a minimum of 1). Treat the Attack as a Critical Damage test, but ignore  and  results. An Attack made against the crew can never Damage the ship. When targeting crew during a Raking Shot, the target ship takes the additional point of Fatigue, but no other effects apply.

TERRAIN AND WEATHER: Adding Terrain to your game table can present some interesting tactical challenges and opportunities.

- » **SHOALS:** If at any point of a ship’s move a part of the ship’s base moves over an area of Shoal Terrain, the ship must check to see if it has struck bottom. Complete the move, then roll a number of dice equal to its printed Fortitude value. If any  results are rolled, the ship has struck the bottom and takes an Aground token.
- » **FOG BANK:** Ships shooting into or through a Fog Bank treat the distance to their target as one range farther (e.g., two ships at Pistol Shot from each other are treated as if they were at Musket Shot instead). If this would cause the distance to be greater than Cannon Shot, the distance is still treated as Cannon Shot, but only  results count as successful hits.
- » **ROCKS:** A ship may not move through this type of Terrain. If a ship makes contact with Rocks, it is treated as a Collision (pg. 24).
- » **ISLANDS AND LAND MASSES:** A ship may not move through this type of Terrain. Areas of land are treated similarly to Rocks except that they block Line of Sight and a ship may take a Landing Party Action to go ashore on them.

CHAPTER 6

CREATING A SQUADRON

C.A.S. To create a Squadron, players must first determine the size of the game that they want to play. There are three game sizes:

PATROL: This type of game is ideal for players wishing to recreate battles between pirates, privateers, and coast guard Squadrons. In these games, Squadrons consist of 2 to 4 ships and each player has a limit of 50 points to build their Squadron. Ships of the Line are not allowed in these games. Patrol games are played on a table of at least 3'x3'.

SKIRMISH: This type of game is ideal for players wishing to recreate minor battles between small naval Squadrons and/or larger privateer or pirate Squadrons. In these games, Squadrons consist of 3 to 8 ships and each player has a limit of 100 points to build their Squadron. Skirmish games are played on a table of at least 3'x3'.

ENGAGEMENT: This type of game is ideal for players wishing to recreate more significant battles between naval Squadrons including the largest men of war sailing the seas! In these games, Squadrons consist of 4 to 10 ships and each Player has a limit of 200 points to build their Squadron. Engagement games are played on a table of at least 3'x4'.

FACTIONS & SHIPS: Once a game size is established, each player begins building their Squadron by choosing a faction card. Each faction card has a nationality symbol and special rules that apply to all of the ships in a player's Squadron. All other cards chosen for this force must include the symbol of the chosen nationality card or have no symbol. Next, players may begin choosing the ships that will make up their Squadrons and adding the points of each chosen ship to their Squadron's total. Ships can be customized with any number of Upgrade or Skill im-

provement options listed on the ship card and adding the associated point cost to the Squadron's total. In addition, Ships may also add Ship Upgrade Cards and Commander Cards to their ships by adding the cost listed on the card to their Squadron's total. Each ship is limited to 1 Commander Card and up to 2 Ship Upgrade Cards.

FLAGSHIPS & ADMIRALS: Each Squadron must have 1 ship designated as its Flagship. The Flagship is denoted by an Admiral Card. The Admiral Card counts as the Commander Card on a Flagship and each squadron may only ever have 1. Each Admiral Card has an Admiral Value, usually between 0 and 3, that represents the admiral's experience in battle. Admiral value will be used to determine which player is the attacker or defender in a scenario and to break ties in certain situations.

INITIATIVE HAND: Players will now build a hand of Initiative cards. Each player must choose a number of initiative cards equal to 5 plus their squadron's admiral value. The initiative hand may not have more than 2 cards with the same initiative value, more than 1 of a card with the same title, and must have at least 3 cards that are not discarded after being played. Remember, all cards chosen for this force must include the symbol of the chosen nationality card or have no symbol. Sometimes, an Upgrade or Commander Card will add an additional card to a player's initiative hand. In this case, added cards do not count toward any of the limitations mentioned above.

DESIGNER'S NOTES

Command and Upgrade cards both feature the ✓ on their reverse side, but they are not the same type of card. Commander Cards are always denoted by the word "Captain" or "Commander" in their title.

CHAPTER 7

STARTING A GAME

OBJECTIVE TOKENS

Some Scenarios include the placement of Objective Tokens on the game board. Use the following guidelines when playing with Objective Tokens.

During deployment, Objective Tokens can be placed on Island or Shoal Terrain. They may also be placed adjacent to, but not on Rock terrain.

If a ship with an Objective Token becomes Out of Action, the Objective Token is lost and removed from the game.

Tokens on Captured Ships may be transferred to other ships using an action.

A ship (and its Landing Party) may carry a number of Objective Tokens equal to the ship's Fortitude. (e.g. a Light Galleon with a Fortitude 3 may carry 3 Objective tokens).

To begin a game, designate two opposite edges of the table for deployment (long edges if playing on a rectangular table). Then arrange ship models, cards, tokens, and all other game components as shown on page 8. Place the wind direction token on either of the two edges between the two players and always on a short edge if applicable. Draw an objective card and 3 cards from each of the following decks:

- » **SETTING:** The setting cards decide how many Terrain pieces are added to the pool.
- » **DEPLOYMENT:** Deployment cards designate each player's deployment zone. Regardless of deployment zone, no ship may ever be deployed within Cannon Shot of an opposing ship.
- » **ADVANTAGE & CONDITIONS:** These cards give players unique advantages that can assist with their strategic planning.

After the cards are drawn, the player whose Flagship has the highest Admiral Value may choose to be the attacker or defender. If both Flagships have the same Admiral Value, the two Flagships will roll a Challenge Test. The winner may then choose to be the attacker or defender.

Starting with the attacker, players take turns selecting 1 card from each category. Once each player has a card from each category, the remaining cards are discarded. Players now begin setting up the game by taking the following steps:

1. **PLACE OBJECTIVE TERRAIN:** If the objective card has any Terrain requirements, place those first. The defender chooses the appropriate piece of Terrain and places it as instructed on the objective card.

2. **SELECT TERRAIN:** Starting with the defender, players then take alternating turns adding Terrain pieces to the pool from those available. The amount and type of Terrain each player may choose is determined by their Setting card.

3. **PLACE TERRAIN:** Starting with the defender, players take turns placing a Terrain piece from the pool until there are none left. Each Terrain piece may be placed anywhere on the table, but may not be placed closer than Musket Shot to another Terrain piece. Any Terrain that is not able to be placed is removed from the game.

4. **ADJUST TERRAIN:** Starting with the defender, players may now take turns moving any Terrain piece placed completely within their deployment zone up to Musket Shot away from its current position. Each player may continue to move all pieces in their deployment area, but no single piece may be moved more than once during this step. Pieces may be moved to within Musket Shot of other pieces, but not overlapping, and may not be moved off of the table. Objective Terrain may never be moved in this step.

5. **DEPLOY SQUADRONS:** Starting with the defender, each player must place their entire Squadron within their deployment zones. No player may place any of their ships within Cannon Shot of an opposing ship.

6. **CHOOSE FIRST INITIATIVE CARD:** Each player selects an Initiative Card from their hand and places it face down. Once both players have chosen their cards, the first turn begins.

S.A.G

CHAPTER 8

FLEET BATTLES

- F.B.** Fleet battles allow players to play larger scale engagements involving multiple Squadrons on each side. These rules are ideal for playing multiplayer battles where players can split into 2 teams and each player controls 1 or 2 Squadrons. The rules in this section modify some of the core rules in the game in order to help facilitate these larger battles. Unless otherwise mentioned, all the normal rules for *Oak & Iron* apply.
-

FLEET BUILDING

Both sides should construct fleets of equal point values made up of 2-4 Squadrons each. Individual Squadrons do not have to be made up of the same number of points as long as the total combined point value is equal to that of the opposing fleet. Each Squadron will have its own initiative card hand as usual and may only use cards from its own initiative hand.

INITIATIVE PHASE

The Initiative Phase is slightly modified when playing fleet battles. When selecting a new initiative card, each Squadron must choose an initiative card from their hand. When revealing initiative cards, each fleet adds up the total initiative values from all of the initiative cards played by the Squadrons in that fleet. The fleet with the higher total will go first that turn. If an entire Squadron is Captured or Out of Action, that Squadron may not play an initiative card this round.

MOVEMENT PHASE

During the Movement phase of Fleet Battles, each side will activate all the ships in a single Squadron together. Although the entire Squadron activates together, each individual ship in the Squadron must complete its full activation before another ship is activated. Both fleets alternate activating Squadrons until all the Squadrons have completed an activation. The game then proceeds to the Shooting Phase and the Close Combat Phase.

SHOOTING & CLOSE COMBAT PHASES

The Shooting Phase and a Close Combat Phase work identically to a standard game of *Oak & Iron*. Players alternate activating ships regardless of Squadron.

END PHASE

When checking for withdrawal in a fleet battle, the total Strike Points earned are checked against the total ship count of the fleet.

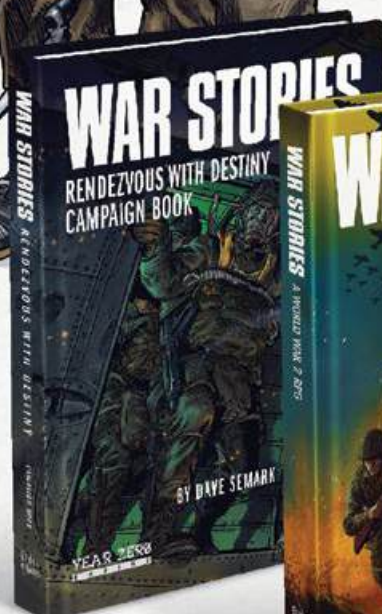
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FIRST EDITION CARD ERRATA

- » Expert Gunners text changed to: If this ship rolls two or more ☒ results when making a Broadside or Partial Fire attack, the target ship takes a point of damage.
- » Yare special rule text changed: This ship may turn at the beginning and end of its move.
- » Dispatch Ship text changed to: If this ship is within Musket Shot of this Squadron's Flagship, all friendly ships within Musket Shot of this ship are considered to be in formation during the Initiative & Movement phases.
- » Marksmen special rule (Buccaneers card) changed to: When making an attack at Musket Shot or closer, (including Close Combat), roll an additional dice for each / result. If any additional / results are rolled, the attacked ship takes 1 point of Fatigue.
- » Elan Initiative card text changed to: During the Movement Phase, ships in this Squadron may spend a Crew Action to make a Partial Fire Attack, or if Entangled, a Close Combat Attack. Roll 1 more dice to these Attacks.
- » Swift Vessels Initiative card text changed to: Each ship in this Squadron that is not In The Wind's Eye, Entangled, or Aground may immediately make a Free Speed 1 move. This move may not include a turn.
- » Point value for the Fluyt increased to 13 and the Additional Crew upgrade is increased to 4.
- » Point value for the 3rd Rate decreased to 33.
- » Point value for the 2nd Rate decreased to 40.
- » Point value for the 1st Rate decreased to 43.
- » Point value for the 3rd Rate HMS Anne decreased to 34.

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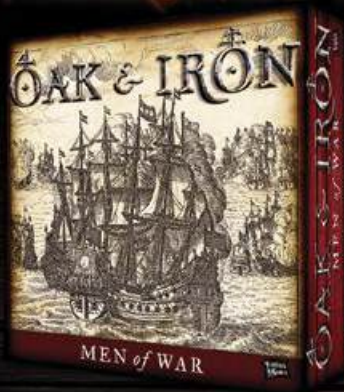
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GAME OVERVIEW

INITIATIVE PHASE (PG. 11)

- » Reveal initiative card chosen previous turn
- » Select initiative card for the next turn
- » Resolve initiative card effects

MOVEMENT PHASE (PG. 12)

Starting with the higher initiative, alternate activations by doing the following:

- » Determine Speed Rating
- » Move the ship according to Speed Rating
- » May take up to 2 Actions before or after moving:

- ♦ Reload
- ♦ Rally
- ♦ Repair
- ♦ Change Sail Setting
- ♦ Board
- ♦ Row
- ♦ Transfer Flag
- ♦ Landing Party
- ♦ Change Heading
- ♦ Adjust Speed
- ♦ Cut Free

SHOOTING PHASE (PG. 19)

Alternate activating ships, player may make an attack against an eligible target:

- » Broadside
- » Partial Fire

CLOSE COMBAT PHASE (PG. 22)

All Entangled Ships and Landing Parties make simultaneous Close Combat Attacks.

END PHASE (PG. 23)





- » Capture or Destroy Entangled Shaken ships
- » Check for Withdrawal
- » Check for sinking ships
- » Replace lost admirals
- » Return or discard initiative cards

ATTACK OVERVIEW

BROADSIDE (PG. 20)

- » Target Ship must be within Line of Sight of the firing edge, within Broadside Path, and within Cannon Shot
- » Roll a number of dice equal to Broadside value (Upgrades, Fatigue, etc. will affect this number)
- » Choose to use re-rolls
- » Fatigue: If at least 1 hit was scored target ship takes 1 Fatigue
- » Damage: For every number of hits that equal the target ship's Fortitude, it takes 1 point of Damage.
- » Check for Critical Damage
- » Place a Reload marker on the firing edge

CLOSE COMBAT (PG. 22)

- » Must be Entangled with Target ship or Landing Party token must be within Musket Shot of Target Landing Party.
- » Roll a number of dice equal to Crew Value plus 3 (Upgrades, Fatigue, etc. will affect this number)
- » If Boarding from Bow or Stern, target ship takes 1 Fatigue for each 
- » If Boarding from a side edge or combat between Landing Party tokens, target ship takes 1 Fatigue for each , , or 

PARTIAL FIRE (PG. 22)

- » Target Ship must be within Line of Sight and within Musket Shot
- » Roll a number of dice equal to Crew value (Upgrades, Fatigue, etc. will affect this number)
- » Re-rolls, Fatigue, Damage, and Critical Damage are the same as Broadside

DETERMINING SPEED RATING (PG. 14)



- » Check point of sail
- » Check sail setting
- » Upgrade, faction, event, and Initiative card effects

COUNTING STRIKE POINTS (PG. 23)


If a Squadron ever has more Strike Points than ships, that Squadron may Withdraw (pg. 23)



- » 1 for each ship that is Crippled (not Out of Action)
- » 2 for each ship that has sunk, is captured, or Out of Action
- » Objective cards may cause players to earn extra Strike Points


THINGS TO REMEMBER:



- » Players start each game with 3 Fortune Points
- » Roll 1 fewer dice (to a minimum of 1) during each test or attack for each Fatigue
- » Any  and  counts as a success for Skill Tests
- » Broadside and Partial Fire Attacks can target Rigging or Crew (pg. 25)
- » A Raking Broadside Attack causes extra Fatigue! (pg. 25)


CRITICAL DAMAGE (PG. 20)





 +: 1 Damage

,  +: Ship becomes Crippled. If already Crippled, becomes Out of Action





 +: Reduce Sail Setting by 1

,  +: Take an Aground token

 +: 1 Fatigue

,  +: Ship must make a Full Turn using Speed 2 tool in the direction chosen by the attacker. If there is a Captain or Admiral on the ship, roll 1 dice. If , or , discard Captain or Admiral card.

SAIL SETTING

SAIL SETTING	BONUS
 Full Sail	+1 Speed (May not take Reload actions)
 Battle Sail	0
 Minimal Sail	-1 Speed
 Anchored	No move