

C. Melee Procedure:

1. Each crew square involved in a melee is worth a certain number of melee factors dependent on the ship's crew quality. The number of combat factors each crew square is worth is given on the Crew Melee Strength Table. Each side multiplies the number of crew squares in the melee times the number of combat factors per crew square to find the *Total Melee Strength (TMS)* in the melee.
2. Melee is conducted simultaneously, each player rolling one die and consulting the Melee Resolution Table. The number rolled on the die is cross-gridded with his TMS. The result is the number of enemy crew squares to be marked off on the lowest crew section of the boarding party.
3. Once casualties have been removed, both players refigure their total number of surviving crew squares and recompute their TMS. Another melee *round* is fought. This continues for three *rounds* or until one side has a three-to-one or better advantage in TMS. When a three-to-one advantage occurs, the enemy boarding party is defeated and all its surviving crew squares become prisoners. The defeated ship must surrender. The victorious OBP is now considered to be on the deck of the ship the enemy boarding party came from. The ship is captured; and all other enemy crew squares on board also become prisoners.
4. Melee once initiated must continue until one ship surrenders, ships become ungrappled or unfouled, or both sides disengage by mutual consent. If after three rounds no conclusion is reached, melee must continue the next turn.
5. Crew sections already engaged in melee may not quit until one of the conditions in 4 above has been met. New crew sections may be added to the melee each *turn* if available.
6. A victorious "DBP" has the option of boarding the opposing ship. When the "DBP" boards it automatically changes status to "OBP" and must continue melee for the remaining rounds if necessary.

D. Capturing Procedure:

1. Any ship which surrenders in any of four ways either by "striking," "firepower," "melee" or "immobility" may be captured.
2. A ship which surrenders by melee is automatically captured by the victorious boarding party which is considered to be on the deck of the ship the enemy boarding party came from. It now becomes the prize crew.
3. A ship which surrenders by any other means is captured when either a "TBP" or "OBP" is placed aboard. The boarding party becomes the prize crew (See VII B. 8. of the Basic Game).
4. Surrendered ships may not fire their guns, melee, or move as long as they are surrendered.
5. A prize crew runs the ship normally while on board. They can sail the ship, engage in melees, and fire and load the guns (but at two tables less than normal).
6. Once a ship is captured, the victorious player opens a new column on his "log" sheet for the captured ship, copying all information (including damage) from the old enemy "log."

7. The original crew is still marked on the ship's crew section of the "log." The prize crew is kept on a separate sheet of paper.

8. If for any reason a prize crew leaves, or is eliminated, the ship returns to the control of the original owner.

9. At least one crew square of the prize crew is required for every six prisoner crew squares on a ship. If the numbers fall below this ratio, the prisoners immediately take over the ship, and the prize crew becomes prisoners.

10. The captured ship assumes the quality of the prize crew.

11. If a ship with a prize crew on board is fired upon, take all "odd" crew square losses (i.e., the first, third, fifth, etc. losses) that occurs in a Combat Phase from the prize crew and all "even" losses from the prisoners. Remember that ships with all hull squares marked out cannot be fired upon.

12. Ships which have "surrendered by striking" may never fire their guns nor sail even if captured. The prize crew can melee.

13. Ships that surrender automatically become friendly.

14. If at any time a ship which has surrendered other than by striking is within five hexes (inclusive) of a friendly ship at the beginning of the turn, it ceases to be surrendered and may begin normal functions the next turn. It does not lose any of its damage though. It is still subject to surrender if the necessary conditions occur again.

X. LOADING PHASE

Ships should have their broadsides loaded in the beginning of the scenario. Reloading of fired broadsides takes place in the last phase of the turn.

- A. A ship can load one complete broadside per turn. Only one side can be loaded, not both.
- B. A broadside can be loaded in the same turn that it is fired, and fired again during the following turn, or any later turn. Thus it is possible for the same broadside to be fired every turn.
- C. In the Basic Game only roundshot may be fired. Reloading is indicated in the "log" by writing the letter "R" under the "R" or "L" column of the load section at the appropriate turn number.
- D. A broadside may be fired even if there are no targets, but the advantage of initial broadside is lost.

XI. VICTORY CONDITIONS:

Victory conditions depend upon the scenario. Any special conditions will be written in the appropriate scenario. General victory conditions will be split into two categories - those for single ship scenarios and those for multi-ship scenarios.

A. Single Ship Victory Conditions:

Single ship scenarios end when one ship "surrenders." The other player is the victor. There is no time limit for this. Other situations that qualify are printed below:

1. If a player refuses to have combat and continually moves his ship out of the enemy's ship's range, he is considered the loser. This is not an explicit rule so some intelligence must be used to implement it. Its function is to keep partially damaged ships from attempting to draw by avoiding victory conditions.

2. If both ships "surrender" simultaneously, it is a draw.

3. Loss of all crew squares will automatically end the game with victory for the other side, even if that side "strikes."

4. As soon as the victory conditions are met, the game ends at that point; and the turn is not completed.

B. Multi-Ship Victory Conditions:

In Multi-ship scenarios, special victory conditions are printed with the scenario. Some general rules follow:

1. Each ship has a point value written in its order of battle.
2. Ships which strike give the opposing player that ship's point value.
3. Ships which have been captured count twice the value to the opposing player.
4. At the end of the scenario, all points are counted and the player with the highest amount is declared the winner.

XII. MISCELLANEOUS

Except for scenarios where land hexes are present, or where land is defined as being just off a certain edge of the mapboard, it should be possible for players to keep from sailing off the mapboard by the expedient of moving all counters a certain number of hexes in the same direction. This method, maintains the ship's relative positions to one another.

At other times when all ships have moved to one side of the board, it will be advantageous to merely lift the now unused half of the board and place it on the other side of the portion of the board now containing all vessels.