



The 9th Age

Grand Campaign Rules

Sea Battles

Written and Compiled by David Emery

Sea Battle Rules

Contents

Sea Battle Rules.....	5
Sea Battle Scenario	5
Measuring	7
To Wound.....	7
Line of Sight.....	7
Leadership.....	7
Magic.....	7
Fire	7
Ship Rules.....	8
The Ship.....	8
Moving on the Ship.....	9
Launching Dinghies	9
Ship Types	9
Sail Ships	9
Oar Ships	9
Steam Ships.....	9
Magic Ships	9
Ship Sizes.....	9
Crew	9
War Machines	10
Sinking.....	10
Swimming.....	10
Drowning and Characters	11
Moving on to Land	11
Dropping Anchor.....	11
Adrift	11
Moving off Table	11
Running Aground	11
Docking and Beaching.....	11
Ramming	11
Shooting.....	13
Moving and Shooting.....	13
War Machines	13
Templates.....	13
Bolt Throwers.....	13

Sea Battle Rules

Shooting at Ships.....	13
Hull	13
Ship Section.....	13
Specialty Targets	13
Shooting at Dinghies	13
Boarding.....	14
Headlong	14
Alongside.....	14
Grappling.....	14
Cut Loose.....	14
Shove Off.....	14
Fighting the Boarding Action	15
Who Attacks Who?	15
Stand and Shoot.....	15
Boarding Combat	15
Deck Combat.....	15
Attacking the Hull.....	15
Seizing a Ship.....	16
Sail Ships	17
Speed	17
Manoeuvring.....	17
Sailing Special Rules	18
Wind Direction	18
Wind-Aided Movement	19
Sailing into the Wind.....	19
Damage and Specialty Target Areas	19
Hull Damage.....	19
Speciality Targets	19
Oar Ships	20
Speed	20
Oar-Driven Special Rules.....	20
Lots of Rowers.....	20
Burst of Speed.....	20
Manoeuvring.....	21
Free Turns	21
Damage and Speciality Target Areas	21

Sea Battle Rules

Hull Damage.....	21
Speciality Targets	22
Steamships	23
Speed	23
Steam Points	23
Full Throttle.....	23
Manoeuvring.....	24
Free Turns	24
Damage and Speciality Target Areas	24
Hull Damage.....	24
Speciality Targets	24
Magical Ships	25

Sea Battle Rules

Sea Battle Scenario

Additional rules for playing a sea battle can be found later.

Do not count experience for this scenario, and do not apply experience bonuses.

Shooting for this scenario cannot be pre-measured. State your target then measure. If the target is out of range, you miss. When firing a cannon, state the distance and direction you will be shooting, then roll the artillery dice. Your shot lands that many inches further forward. Then roll an artillery dice for bounce. Cannonballs do bounce on water.

Points

Each player takes 600 points of troops from their army list using the additional points per model value. Do not apply army percentage restrictions. Each player can include one character.

Each player can spend an additional 750 points on any of the following:

- More crew from their army list.
- War machines from their army list.
- Regular cannons – 300 points.
- Regular stone throwers – 250 points.
- Regular bolt throwers – 200 points.
- A bound Sea Monster – 500 points. See rules below.
- A ram prow for a ship – 50 points. This adds +2 Strength to your Ramming strength.

Each player can have ships with a total number of Ship Sections no greater than 8. Each player must have the same number of Ship Sections.

Sharks

You can choose to randomly place as many Sharks as you wish, with the following profile:

	M	WS	BS	S	T	W	I	A	Ld
Shark	12	3	0	5	4	2	5	2	10

Special Rules

Cannot drown

Immune to Psychology

Fear

A shark will always charge the closest swimming model or dinghy. If there is nothing within charge range, the shark will move toward the nearest model or dinghy. A shark will never attack a ship larger than a dinghy.

If a Shark causes a wound, it gains Frenzy, and that Frenzy can never be lost.

Sea Battle Rules

Sea Monster

M	WS	BS	S	T	W	I	A	Ld
12	6	0	6	6	6	3	5	8

Special Rules

Cannot Drown

Large Target

Scaly Skin (3+)

Terror

Breath Weapon – S3, Armour Piercing (3)

Table Layout

8' by 4' table. Place "islands" or a coast line if you wish.

Deployment

Each player rolls a D6. The highest roll decides who deploys first. Each player deploys their entire army in one go.

Game Length

The battle continues until one player's boats are all destroyed and/or adrift.

Victory Conditions

The player whose boats are all destroyed and/or adrift loses.

Conquest Points

Loss – 0 Conquest Points.

Victory – 7 Conquest Points.

Measuring

No pre-measuring of any kind is allowed. Each player is allowed one marker to be used to indicate missed shots from cannons or stone-throwers.

To Wound

Substitute the 9th Age to wound table with the following:

		<h3>Wound chart</h3> <p>target's toughness</p>									
weapon's strength		1	2	3	4	5	6	7	8	9	10
	1	4	5	6	6	-	-	-	-	-	-
	2	3	4	5	6	6	-	-	-	-	-
	3	2	3	4	5	6	6	-	-	-	-
	4	2	2	3	4	5	6	6	-	-	-
	5	2	2	2	3	4	5	6	6	-	-
	6	2	2	2	2	3	4	5	6	6	-
	7	2	2	2	2	2	3	4	5	6	6
	8	2	2	2	2	2	2	3	4	5	6
	9	2	2	2	2	2	2	2	3	4	5
	10	2	2	2	2	2	2	2	2	3	4

Line of Sight

To determine what a model not in a ship section can see, use the model's eye view. A model can see 360°.

A model in a ship section can fire from any point on the section.

Leadership

Measure the reach of the General's leadership from any point of the boat they occupy. Any boat within range gives the bonus to its entire crew.

Any ship occupied by a character grants the character's Ld to the entire crew.

Magic

In general, magic missiles and templates work as normal (remember that only one Speciality Target can be targeted per shot, and that there is a chance it may not be hit).

Fire

Any section of a boat can be set on fire by an attack with the Flaming Attacks special rule. If the attack hits and wounds, roll a D6. On a 4+, the target is on fire. At the end of each Shooting Phase an area on fire will lose D3 Damage Points on a 4+.

Sea Battle Rules

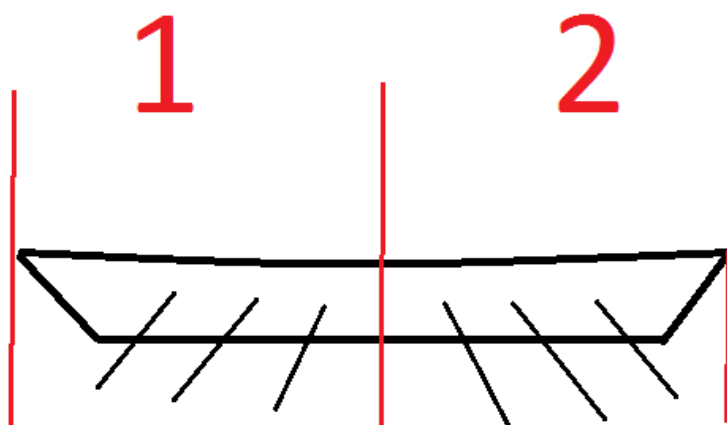
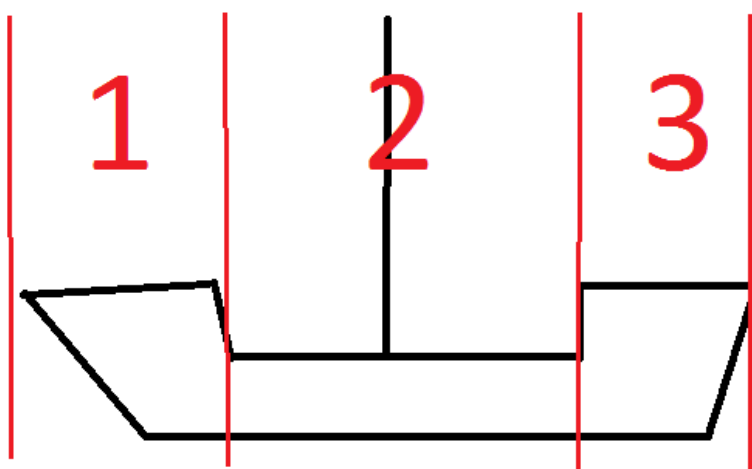
Crew who are not otherwise engaged can attempt to quench the flames at the end of their movement phase. Roll single D6 if attempting to do so. On a 6+, the fire is quenched. Reduce this by 1 for every crew member making the attempt. A 1 is always a failure.

Ship Rules

The Ship

Split a ship into sections using common sense. Each section should be ~125mm long.

These images may help:



Each section can hold a total Section Strength of 16 as long as the models can fit in the section. Each model type has Section Strength of the following:

- Infantry – 1 Section Strength per model.
- Monstrous Infantry – 3 Section Strength per model.
- Monster – 5 Section Strength per model.

Sea Battle Rules

In addition to this, each section can include up to two war machines.

All models in a section form a unit, even if they could not otherwise do so.

The unit's footprint is the ship section it occupies.

Moving on the Ship

Models can move between ship sections as long as they would not increase the Section Strength above 16 and they and the other section are not in combat.

Launching Dinghies

Large ships can carry two dinghies. A medium ship can carry one.

Launching a dinghy takes two crew members, who can do nothing else for the turn. They launch it at the start of their turn. The dinghy is placed next to the ship, and may do nothing but Shove Off for the turn. On their next turn, the dinghy can move as normal.

Ship Types

There are four types of ship (ships can be multiple types):

1. Sail
2. Oar
3. Steam
4. Magic

Sail Ships

Any ship that uses the wind to move.

Oar Ships

Any ship that uses oars to move.

Steam Ships

Any ship that uses steam to move.

Magic Ships

Any ship that uses magic to move.

Ship Sizes

Ship Size	Length (Ship Sections)	Crew (Unit Strength min/max)	War Machines
Dinghy	Up to 3" (1)	1/6	None
Small	4-10" (2)	5/25	Up to 1
Medium	11-18" (3)	8/40 per deck	Up to 2 per deck
Large	18"+ (4+)	10/50 per deck	Up to 3 per deck

Crew

Only Infantry or Monstrous Infantry can be crew.

Sea Battle Rules

Crew are required regardless of ship size or type. Each turn, the player must nominate a number of models equal to or greater than the minimum crew size to operate the ship. These crew members can do nothing else. War Machine crews are counted separately.

Any sensible model may act as a part of the crew (a Gnasher would not make for good crew, for example).

If, at any time, a ship has less than its minimum crew size, the penalties are as follows:

- More than half minimum (round down), the ship moves at half speed.
- Less than half minimum (round down), may not move and is Adrift.

War Machines

War Machines do not take part in combat, but can be shot at as normal. War Machines in a section that is captured are not destroyed – the controller of the section controls the war machine.

Sinking

Each ship has a certain number of Damage Points assigned to its Hull. When these reach zero, the ship is Sinking. Roll 2D6 and consult the following:

2 – The ship sinks so rapidly that all hands are lost. The ship is destroyed along with all crew.

3-4 – The ship tilts on its side and sinks. All models on board can make a single normal move to leap off the boat. If they fail to get off the edge of the boat, or are trapped below decks, they are destroyed along with the boat.

5-10 – The boat will sink as for result 2 in D3 turns. Any crew wanting to stay on board must pass a Ld test or will move to jump off the boat as quickly as possible. The ship is Adrift until it sinks.

11-12 – A crew member manages to repair the ship. The Hull has one Damage Point restored and is no longer Sinking. It suffers a -2 movement penalty for the rest of the battle.

Swimming

A model not in a ship is treated as its own unit.

A model in the water can move D3+1", but on the roll of a 1 drowns. The model is removed with no saves of any kind allowed.

A model in the water can shoot, but with a -2 to hit penalty.

A model in the water can move onto a friendly ship section as long as their movement reaches the ship section.

A model in the water can charge an enemy ship section as long as their movement reaches the ship section. They fight at Initiative 0 and at -1 to hit against one model from the ship section nominated by the player controlling the ship. Combat resolution is based on wounds caused only. A swimming model that loses such a combat and fails its break test drowns. A swimming model that draws such a combat clings on to the ship and will move with it until it wins or loses a round of combat. A swimming model that wins such a combat must continue fighting until the ship section is empty. If this happens, the model occupies the section.

Sea Battle Rules

Drowning and Characters

Characters and unit champions have a chance of resurfacing. If they roll 2+ on a D6, they do not drown, and resurface next turn.

Moving on to Land

A model can finish their swim move on to land.

Dropping Anchor

A ship that drops anchor cannot move, but is not subject to the Adrift rule (unless it is for some other reason). A ship cannot Anchor if it moved more than half its maximum movement last turn. To pull the anchor up, two crew will be kept busy and can do nothing for the turn. The next turn, the ship behaves as normal.

Adrift

A ship that is Adrift moves D3" in the direction of the wind, or with the flow of the river.

Moving off Table

As long as a ship is not Adrift when it leaves the table edge, it can return later. Dinghies and small ships return in the next turn 6" from the point they left. Medium and large ships take a full turn. Ships cannot fire war machines and crew members cannot shoot in the turn they return.

Running Aground

A ship that hits any kind of obstacle or land has Run Aground. The ship's Hull takes a Strength D6+4 hit. If wounded, consult the following chart:

Ship Size	0-6" Travelled	6" + Travelled
Dinghy	1 Damage Point	1 Damage Point
Small	D3 Damage Points	D3+1 Damage Points
Medium	D6 Damage Points	D6+1 Damage Point
Large	D6+1 Damage Points	2D6 Damage Points

Following Damage Points roll a D6. On a 1-3 that ship is stuck and may not move. At the beginning of each following player turn, roll a D6. On a 6, the ship can Shove Off.

Docking and Beaching

A ship can stop at a dock or beach without Running Aground if it moved at under half speed that turn.

Ramming

A ship can ram another ship if it has turned no more than 45° during its movement toward the target ship. For every inch travelled before hitting the target, the base Strength of the ramming hit increases by 1.

Ship Size	Base Ramming Strength
Dinghy	1
Small	2

Sea Battle Rules

Medium	3
Large	5

Ramming hits automatically, and rolls to wound are against the target ship's Hull. Calculate Hull damage using the following chart:

Ship Size	0-6" Travelled	6" + Travelled
Dinghy	1 Damage Point	1 Damage Point
Small	D3 Damage Points	D3+1 Damage Points
Medium	D6 Damage Points	D6+1 Damage Point
Large	D6+1 Damage Points	2D6 Damage Points

If your ship is the same size or larger than the target ship, your ship takes a hit at the same Strength as the target, causing D3 wounds to the Hull. If your ship is smaller, it is damaged on a 2+.

Any ship with a specially fitted ram on its prow can re-roll a failed to wound for ramming. Additionally, it will only take a hit itself on a roll of a 6, regardless of ship sizes.

If a ship rams a target and causes a wound, the ships are Grappled together, and can only be freed through an attempt to Cut Loose and Shove Off.

Shooting

Moving and Shooting

While a ship may move, its crew and the war machines on it do not count as moving unless they move around the deck.

War Machines

Cannonballs can skip on water and so are treated as normal. Anything they pass through is hit as normal, except for Speciality Targets, which have a chance of being hit. You cannot hit more than one Speciality Target per shot.

Templates

Templates strike everything they touch, including parts of the ship. However, only one Speciality Target can be hit per template, and there is still only a chance the Speciality Target is hit.

Bolt Throwers

If a bolt wounds its first target, it hits the next model within 2" in a straight line, reducing Strength as normal. This continues until there is no model within 2" or it fails to wound.

Shooting at Ships

Except for Dinghies (see Shooting at Dinghies), when shooting at a ship, the player must nominate which part of the ship their models are firing at:

- Hull
- Ship Section
- Specialty Targets

Hull

A ship does not have Wounds – it instead has Damage Points. Once a Hull is reduced to zero Damage Points, it will sink (see Sinking).

Ship Section

Crew on a ship always count as being in Soft Cover.

Specialty Targets

Each type of ship has different speciality targets. Only one speciality target can be hit per shot, even if using a template. If the speciality target is hit, roll on the appropriate Speciality Target Chart. A successful hit does not necessarily mean you have hit your intended target.

Shooting at Dinghies

It is not possible to target specific areas of a dinghy. Instead, when a successful hit is scored against a dinghy, roll a D6: 1-3 Hull, 4-5 Crew, 6 Specialty Target*

*If sail-driven, randomise between mast and sail. If oar-driven, the oars are hit.

Any attack of S7 or more that wounds a dinghy's Hull automatically destroys the ship. If destroyed in this fashion, all of its crew are slain, except any characters in the boat, who suffer a single S5 hit and are tossed into the water.

Boarding

There are two ways to contact an enemy ship for boarding: Headlong and Alongside.

Headlong

When the bow of one player's ship makes contact with an enemy ship's bow or stern, or approaches the enemy's side from a right angle, it is said to have made Headlong contact.

Alongside

Any contact that is not Headlong is considered Alongside. When such contact is made, realign both boats to maximise contact.

Grappling

As soon as ships make contact, they are considered Grappled. Grappled ships cannot move away from each other unless they are Cut Loose.

Cut Loose

To Cut Loose, one of the three following conditions needs to be met:

1. After winning a round of close combat, the victor can Cut Loose on a D6 roll of a 4+.
2. A larger ship may attempt to Cut Loose from a smaller one as long as there are at least two models who are neither engaged in combat nor part of the minimum crew complement who are not Knocked Down, Stunned, or Fleeing. These two crew members will Cut Loose on a D6 roll of a 2+.
3. If all foes on the enemy ship are slain, the ship is automatically Cut Loose.

Once Cut Loose, a ship will Shove Off.

Shove Off

A ship Shoves Off by moving up to 4" in any direction.

Fighting the Boarding Action

Boarding Action Close Combat follows normal Close Combat rules with the following exceptions:

Who Attacks Who?

If each ship has an equal number of Ship Sections, the sections closest to each other will be fighting each other.

If one ship has more Ship Sections than the other, the controlling player chooses which sections will be fighting each other.

In subsequent turns, one player may control sections of the enemy ship

Stand and Shoot

Any crew on the ship being Boarded who are armed with missile weapons can fire at their opposing section following the rules for Stand and Shoot. This applies to the 1st round only.

Boarding Combat

Each player nominates models up to a Section Strength of 9 to fight in the combat.

Fight a combat as normal with the following exceptions:

- The following special attacks do not apply in the assault, even from a model with the Fly special rule: Impact Hits, Grinding Attacks, Stomps, Thunderstomps.
- Any benefits provided by magic items only apply if the model with the item is nominated for the combat.
- Ranks are not counted for combat resolution.
- Combat resolution bonuses from banners only apply if the banner bearer is nominated for the combat.
- The Boarders count as charging for the first round of combat.
- A Ship Section with a greater Section Strength than its enemy gains +1 combat resolution.
- A Ship Section with double the enemy's Section Strength gains a further +1 combat resolution.
- Steadfast does not apply.
- Adjacent sections not in combat each confer a +1 combat resolution bonus.
- If the loser of the combat fails their break test they may move models from the section to adjacent friendly sections as long as this does not increase the Sections Strength above 16. All remaining friendly models in the section jump overboard. The winner must then occupy the vacant section with up to a Section Strength of 16 from their section. This must include models nominated for the combat.
- Sections of any ship that are touching count as being adjacent.

Deck Combat

A ship section can charge an adjacent section, following the same rules as above.

Attacking the Hull

Any models not nominated for combat can attack the ship's Hull, hitting automatically.

Sea Battle Rules

Seizing a Ship

An enemy ship that has been abandoned can be crewed and used as long as you have enough crew members to spare.

Sail Ships

Speed

Up to D6+8", but are subject to Sailing Special Rules.

Manoeuvring

- A sail ship must move before it can turn.
- A sail ship can turn up to 45° in a single turn, and must move again before attempting a second turn.

Ship Size	Min. Move Before Turn	Turns per 10" of Movement
Dinghy	1"	4
Small	1"	3
Medium	2"	2
Large	3"	2



Sailing Special Rules

Wind Direction

At the start of the game before deployment, nominate a table edge as north. Roll a D6, then consult the following:

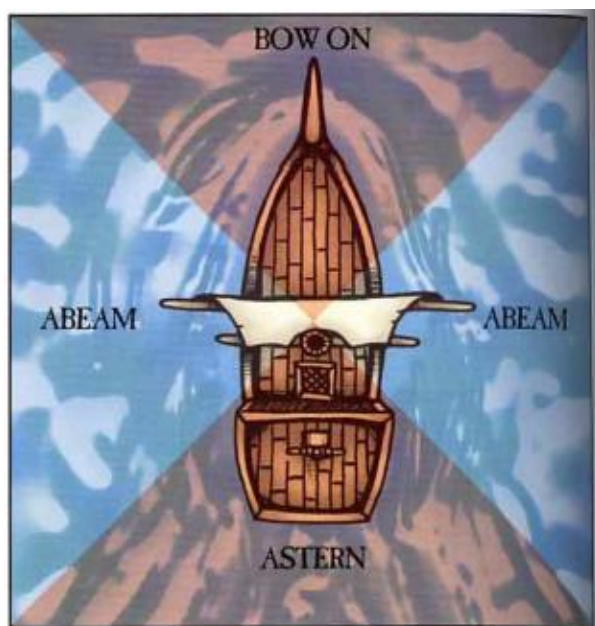
1. Wind blows from the northern edge.
2. Wind blows from the southern edge.
3. Wind blows from the western edge.
4. Wind blows from the eastern edge.
5. Both players roll a D6. The higher scoring player chooses the edge from which the wind is blowing.
6. Roll a D6. 1-3, deduct 2" from the maximum movement of all sail-powered ships. 4-6, the add 2" to the maximum movement of all sail-powered ships. Roll for wind direction again, continuing this process until a direction is rolled.

At the start of each game turn after the first, roll 2D6 ignoring 5-10, and otherwise consult the following:

2. Deduct 4" from the maximum movement of all sail-powered ships. Lasts one turn only.
3. Wind changes direction 180°.
4. Wind changes direction 90° clockwise.
11. Wind changes direction 90° counter-clockwise.
12. Add 4" to the maximum movement of all sail-powered ships. Lasts one turn only.

Ships are always positioned with the wind at one of three relative directions:

1. Bow On
2. Abeam
3. Astern



During the game, it is important to keep a record of wind direction.

Sea Battle Rules

Wind-Aided Movement

If a sailing ship begins its turn with the wind Astern, it gains an extra D6" of movement.

A sailing ship that does not begin with the wind Astern may manoeuvre to take better advantage of the wind. Determine maximum movement as normal (D6+8"). If the ship manoeuvres in such a way that the wind is Astern before the ship moves more than half its maximum movement for that turn, the ship may move an additional D3" at the end of its move.

Sailing into the Wind

Any sailing ship that starts its turn with the wind Bow On move up to 8" instead of D6+8".

Any ship that turns so that the wind is Bow On loses D6" from its remaining movement, and may not make any other manoeuvres that turn.

Damage and Specialty Target Areas

Hull Damage

Ship Size	Toughness	Damage Points
Dinghy	7 (see Shooting at Dinghies)	3 (see Shooting at Dinghies)
Small	8	6
Medium	8	10
Large	8	16

Speciality Targets

War Machines

The normal rules for shooting at War Machines apply (remember that all models on a ship are in soft cover).

Rudder

All rudders have T8 and 1 Damage Point. A ship that loses its Rudder cannot steer or make turns for the rest of the game.

Roll a D6 when attempting to hit a Rudder: 1-3 the shot misses. 4-5 the shot hits the Hull. 6 the shot hits the Rudder.

Mast

A ship with no Mast cannot use sails for movement. Without another form of movement, it is Adrift. When a two-mast ship loses a Mast, it is reduced to half speed when sailing.

Roll a D6 when attempting to hit a Mast: 1-2 the shot misses. 3-4 the shot glances. Roll to wound as normal, but halve all Damage Points caused (rounding up). 5 the shot hits. 6 the shot hits dead on. Roll to wound as normal. In addition, on a D6 roll of a 4+, the shot also causes 1 Damage Point to the rigging and sails.

Ship Size	Toughness	Damage Points
Dinghy	6 (see Shooting at Dinghies)	2 (see Shooting at Dinghies)
Small	8	4
Medium	8	6
Large	8	8

Sea Battle Rules

Rigging and Sails

A ship without sails cannot move using the wind. If it has no other means of movement, it is Adrift. Sails count as Large Targets. Any non-Flaming missile under S5 will only wound Rigging and Sails on a 6. Flaming and higher Strength shots wound as normal.

When attempting to hit Rigging and Sails, roll a D6: 1 the shot does no noticeable damage. 2 roll to wound as normal, but halve Damage Points inflicted (round up). 3-5 the shot hits. 6 roll to wound as normal. If at least 1 Damage Point is inflicted, roll another D6. On a 4+ a yard or spar is knocked down and strikes D3 crew on deck with a S4 hit. On a roll of a 6, you may also roll again on this chart.

Ship Size	Toughness	Damage Points
Dinghy	5 (see Shooting at Dinghies)	4 (see Shooting at Dinghies)
Small	5	6
Medium	5	8
Large	5	10

Oar Ships

Speed

Up to 5", but are subject to Oar-Driven Special Rules.

Oar-Driven Special Rules

The following two rules can be combined.

Lots of Rowers

If a ship has double the minimum number of rowers, it can move faster.

Ship Size	Extra Movement
Dinghy	1"
Small	D3"
Medium	D3+1"
Large	D6"

Burst of Speed

Before moving an oar ship, the controlling player may call for a burst of frenzied rowing. During this turn, only one turn can be made.

Ship Size	Extra Movement
Dinghy	1"
Small	D6"
Medium	D6+1"
Large	D6+2"

Sea Battle Rules

Manoeuvring

- An oar ship can turn up to 45° in a single turn.
- An oar ship can move backwards, but only one direction can be chosen per turn.
- If an oar ship moved more than 5" in the previous turn, it must move in the same direction a minimal distance before attempting a turn. If it moved less than 5" in the previous turn, it can turn at will.
- An oar ship cannot move in the opposite direction if it moved in the previous turn.

Free Turns

Ship Size	Must Move First	Number of Free Turns
Dinghy	0"	2
Small	1"	1
Medium	1"	1
Large	2"	1

Damage and Speciality Target Areas

Hull Damage

Ship Size	Toughness	Damage Points
Dinghy	7 (see Shooting at Dinghies)	3 (see Shooting at Dinghies)
Small	8	6
Medium	8	10
Large	8	16



Sea Battle Rules

Speciality Targets

War Machines

The normal rules for shooting at War Machines apply (remember that all models on a ship are in soft cover).

Rudder

All rudders have T8 and 1 Damage Point. A ship that loses its Rudder cannot steer or make turns for the rest of the game.

Roll a D6 when attempting to hit a Rudder: 1-3 the shot misses. 4-5 the shot hits the Hull. 6 the shot hits the Rudder.

Oars

If the number of oars is less than the minimum number of crew, it is reduced to half speed. If this is below half the minimum number, the boat can no longer use oars for movement, and is adrift. If a missile weapon with multiple shots hits oars, make a separate roll for each oar hit.

When attempting to hit oars, roll a D6: 1 the shot misses. 2 the shot hits the hull. 3-5 the shot hits. 6 the shot hits an oar, and splinters hit the nearest crew causing D6 S3 hits.

Ship Size	Toughness	Damage Points
Dinghy	5 (see Shooting at Dinghies)	1 per oar (see Shooting at Dinghies)
Small	5	1 per oar
Medium	5	1 per oar
Large	5	1 per oar

Steamships

Speed

A Steamship uses Steam Points to manoeuvre. At the start of each turn, the steam ship receives 3 Steam Points, which may be spent, or expire at the end of the turn.

Steam Points

A Steam Point can be spent to do any of the following:

- Move the ship forward up to 2".
- Move the ship backward up to 2".
- Pivot on the spot up to 45°.

Any of these actions can be performed multiple times.

Full Throttle

If the captain decides to spend all 3 Steam Points, they can then choose to call on more power. The captain declares how many additional Steam Points they want to spend (between 1 and 3). Roll 2D6 and add 1 to the result for each additional Steam Point, consult the chart below, and apply the results before any additional movement.

3-8 – The boiler remains stable.

9-10 – The boiler shuts down. The ship moves only an additional 1" this turn.

11-12 – The boiler loses pressure. The ship moves no further this turn, and only 1 Steam Point is generated next turn.

13 – Boiler malfunctions. The ship moves no further this turn. At the start of the next turn, roll a D6. On a 4+, the boiler restarts and generates only 1 Steam Point for that turn. If it doesn't restart, the ship is Adrift., and a restart must be attempted at the start of each turn until it succeeds.

14 – Boiler blows a valve. Following this turn until the end of the battle, the ship only generates 2 Steam Points per turn and cannot be pushed to Full Throttle.

15 – Boiler explodes. The ship is destroyed, and all crew are slain.

Sea Battle Rules

Manoeuvring

- An oar ship can turn up to 45° in a single turn.
- An oar ship can move backwards, but only one direction can be chosen per turn.
- If an oar ship moved more than 5" in the previous turn, it must move in the same direction a minimal distance before attempting a turn. If it moved less than 5" in the previous turn, it can turn at will.
- An oar ship cannot move in the opposite direction if it moved in the previous turn.

Free Turns

Ship Size	Must Move First	Number of Free Turns
Small	1"	1
Medium	1"	1
Large	2"	1

Damage and Speciality Target Areas

Hull Damage

Ship Size	Toughness	Damage Points
Small	8	6
Medium	8	10
Large	8	16

Speciality Targets

War Machines

The normal rules for shooting at War Machines apply (remember that all models on a ship are in soft cover).

Rudder

All rudders have T8 and 1 Damage Point. A ship that loses its Rudder cannot steer or make turns for the rest of the game.

Roll a D6 when attempting to hit a Rudder: 1-3 the shot misses. 4-5 the shot hits the Hull. 6 the shot hits the Rudder.

Paddle Wheel

If a paddle wheel is reduced to half or less of its Damage Points, the ship's movement is reduced by half. If a paddle wheel is destroyed, the ship must use another type of power or is Adrift.

When attempting to hit a paddle wheel, roll a D6. 1 the shot misses. 2 the shot hits the hull. 3-5 the shot hits the paddle wheel. 6 the paddle wheel is hit and the crew are hit by D3 S4 shrapnel hits.

Ship Size	Toughness	Damage Points
Small	7	5
Medium	8	7
Large	8	8

Sea Battle Rules

Propeller

All propellers have T8 and 1 Damage Point. A ship that loses its Propeller cannot make steam powered moves for the rest of the game. If it has no other options, it is Adrift.

Roll a D6 when attempting to hit a Propeller: 1-3 the shot misses. 4-5 the shot hits the Hull. 6 the shot hits the Propeller.

Engine Block

All engines are T10 and 4 Damage Points. If the engine is reduced to half its Damage Points or less, the controlling player must roll a 4+ at the start of each of their turns. If failed, the engine cuts out. If the ship has no other way of moving, it is Adrift. They may attempt to restart the engine next turn. If the engine is destroyed the ship cannot move and if it has no other way of moving, it is Adrift.

When attempting to hit an Engine Block, roll a D6: 1 the shot bounces off harmlessly. 2 the shot hits the hull. 3-5 the shot hits the Engine Block. 6 – the shot hits the Engine Block. If any damage is done, no Steam Points are generated next turn.

Magical Ships

Magical Ships follow all the rules for Sail Ships, with the following exceptions:

- The ship has no sails, and therefore does not use normal wind to move. The ship moves in the Magic Phase using the following Bound Spell (the ship itself casts this):
 - Magical wind. Power Level 10. Remains in play.
 - Ship may move up to D6+8". This may be dispelled in the enemy Magic Phase, but a dispel simply reduces the ship's movement by D6" in your next turn. Multiple dispels can be attempted, reducing ship movement multiple times.
- Wind does not effect the ship in any way.
- Sails cannot be targeted, though if the mast is destroyed, the ship is Adrift.