



With this the activation is finalized.  
Thomas finishes his turn. He has no remaining *Manœuvre Cards*.

**Activation Robert „Blache“**  
Robert has also drawn 3 *Manœuvre Cards*.

He activates „Blanche“ with 7 MP.  
He plays „*Leeway*“ and moves his Schiff sideward, which costs 2 MP.  
Moving forward by two Hex to 17-14.  
(Costs 2 MP/hex. The last remaining MP isn't used)



Robert ends his turn and keeps two *Manœuvre Cards* for the next Game Turn in his Hand.  
(He could keep as many cards as his Ship has Masts.)



### Cleanup of first Game Turn

The end of the first Game Turn is marked at the *Time Sheet*.

Game Turn	1	2
Time	10:00am	10:30am
Ship's Bell	::	:::
Watch	FN	FN
<i>(CP) = Number of Manœuvre Cards at the</i>		
Blanche	3	3
La Pique	3	3
<i>Cleanup at the end of the game turn</i>		
Cleanup done	X	
End of Game	no	no

## 2. Game Turn

### Draw Init-Markers:

Thomas draws RED: 22  
Robert draws YELLOW: 11



### Activation:

Both still have 5,5CV and draw 3 *Manœuvre Cards* each. This can be noted on the Time Sheet for this Game Turn.

### Activation Thomas „La Pique“

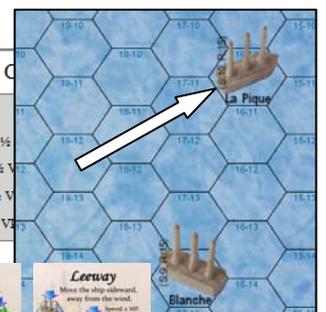
Thomas has drawn 3 *Manœuvre Cards* and activates „La Pique“ with 7 MP.  
He discards one card to fire a broadside.  
FP=4 (Ship Condition 10, Distance 3)  
+1FP, as Frenchman targeting for Rigging.  
2 dice: 1+3 = 4, that's R+#



The Hash (#) is rolled with another 2 dice:

6+1 = 7, that's the Rare Event „precise shot“. Thomas chooses another Rigging Hit, so it's 2R all together, to be marked on the *Ship Status Sheet*:

Blanche	Ship Condition: 8 SC	Rigging Condition: 12 RC	Command Value: 3.5 CV
5th Rate, one-decker, 32 guns Capt. Faulkner			
FRIGATE	<input checked="" type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> on fire <input type="checkbox"/> grappled <input type="checkbox"/> struck <input type="checkbox"/> captured
	½ CV ½ CV damaged	3 CV 2 CV 1 CV	<input type="checkbox"/> dismasted: ½ V <input type="checkbox"/> damaged: ½ V <input type="checkbox"/> sunken: 1½ V <input type="checkbox"/> captured: 2 V



Moving forward by 3 Hex to 16-10. (The remaining MP isn't used.)  
Thomas finishes his turn and keeps two *Manœuvre Cards* for the next game turn in his hand.



### Activation Robert „Blache“

Robert has 3 drawn *Manœuvre Cards* and another 2 cards from the previous game turn.

He discards one card to fire a broadside with FP 3 (SC 8, Di 4)  
As British he uses 3 dice and is targeting for Ship:  $5+3+5 = 13 \Rightarrow 2S$

He plays a *Manœuvre Card* „**More Sails**“ to gain 10 MP.  
He moves „Blache“ forward by two Hex (=4 MP).  
He plays „**Special Manœuvre**“ as Wildcard and uses it as „**Bear Up**“. After that he plays „**Bear Away**“ and turns the „Blache“ with its bow through the wind.  
By that three manœuvres have been performed and the limit, given by the number of masts (=Ship Status) is exhausted.

Moving forward by 3 Hex to 16-11.  
(Costs 2 MP each and all MPs are used.)

He discards one card to fire his second broadside with FP 5 (SC 8, Di 1) and three dice:  $5+5+2 = 12 \Rightarrow 3SR$

The damage is marked at the *Ship Status Sheet*.

<i>La Pique</i>	Ship Condition: 5 SC	Rigging Condition: 14 RC	Command Value: 3.5 CV	0.5 VP																																				
5th Rate, one-decker, 36 guns <i>Capt. Conseil</i>	FRIGATE	<table border="1"> <tr><td>☒</td><td>☒</td><td>☒</td><td>☒</td><td>☐</td></tr> <tr><td>☐</td><td>☐</td><td>☐</td><td>☐</td><td>☐</td></tr> </table>	☒	☒	☒	☒	☐	☐	☐	☐	☐	☐	<table border="1"> <tr><td>☒</td><td>☐</td><td>☐</td><td>☐</td><td>☐</td><td>☐</td><td>☐</td><td>☐</td></tr> <tr><td>☐</td><td>☐</td><td>☐</td><td>☐</td><td>☐</td><td>☐</td><td>☐</td><td>☐</td></tr> <tr><td>☐</td><td>☐</td><td>☐</td><td>☐</td><td>☐</td><td>☐</td><td>☐</td><td>☐</td></tr> </table>	☒	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	<input type="checkbox"/> on fire <input type="checkbox"/> grappled <input type="checkbox"/> struck <input type="checkbox"/> captured	dismasted: ½ VP damaged: ½ VP sunk: 1½ VP captured: 2 VP	<input type="checkbox"/> Port <input type="checkbox"/> Starboard
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With that Roberts turn is finished. All cards are moved.  
„La Pique“ is damaged and due to this Robert is leading with ½ Victory Point.

### Cleanup of second Game Turn

The end of the turn is marked on the *Time Sheet*.

### 3. Game Turn

#### Draw Init-Markers:

Thomas draws RED: 18  
Robert draws YELLOW: 5



#### Activation:

Both players draw 3 *Manœuvre Cards*.

#### Activation Thomas „La Pique“

Thomas has 5 *Manœuvre Cards*.

First Thomas uses a „**Special Manœuvre**“ and repairs one „Ship Damage“ (S).

<i>La Pique</i>	Ship Condition: 6 SC																																		
5th Rate, one-decker, 36 guns <i>Capt. Conseil</i>	FRIGATE																																		
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He now fires a broadside and uses a „*Chain Shot*“ card. As Frenchman it is sufficient to play just this one card to fire the broadside and to gain the bonus.

FP5 (SC6, Di1, +1FP for French firing at rigging.)

Two dice:  $6+1 = 7 + 4$  (Chain-Shot Bonus) = 11 => 2R

Due to this „Blache“ loses a mast.

<i>Blanche</i>	Ship Condition: 8 SC	Rigging Condition: 10 RC	Command Value: 2.5 CV
5th Rate, one-decker, 32 guns Capt. Faulkner	FRIGATE		<input type="checkbox"/> on fire <input type="checkbox"/> grappled <input type="checkbox"/> struck <input type="checkbox"/> captured
			dismasted: 1/2 VP damaged: 1/2 VP sunken: 1 1/2 VP captured: 2 VP
			Port <input type="checkbox"/>  Starboard <input type="checkbox"/>

Thomas no plays „*More Sails*“ and moves „La Pique“ with 10MP, 5 Hex forward.

He finishes his turn and keeps two cards in his hand.



### Activation Robert „Blache“

Robert has drawn 3 *Manœuvre Cards*.

He plays „*More Sails*“ and has 7MP.

(5MP as Frigate with 2 masts + 2MP for „*More Sails*“ with 2 masts)

He moves „Blache“ for 3 Hex and plays „*Bear Up*“ to turn her bow into the wind.

(He can not perform more than two manœuvres, because of his two masts.)



Robert finishes his turn and keeps one card in his hand.

(With two masts he can keep not more than two cards.)



### Cleanup of third Game Turn

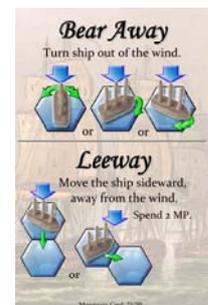
At the „Test for Drifting“ „Blache“ must draw a card, because at the end of the turn her bow is directed into the wind.

Robert draws: „*Bear Away*“ + „*Leeway*“ on the one card.

Due to „*Bear Away*“ Thomas, the opponent can decide in which direction „Blache“ must turn. He chooses to turn her back to backboard, out of the wind.

Due to „*Leeway*“ „Blache“ must drift one hex, away from the wind.

The end of the turn is marked on the *Time Sheet*.



## 4. Game Turn

### Draw Init-Marker:

Thomas draws RED: 16

Robert draws YELLOW: 21



### Activation:

Thomas draws 3 *Manœuvre Cards*.

Robert draws only 2 *Manœuvre Cards* (2,5CV for ship and rigging +2CV for Captain Faulknor = 4,5CV, that's 2 *Manœuvre Cards*).

These values can be written in *Time Sheet*.

Game Turn	1	2	3	4
Time	10:00am	10:30am	11:00am	11:30am
Ship's Bell	::	:::	::::	:::::
Watch	FN	FN	FN	FN

(CP) = Number of *Manœuvre Cards* at the begin of the

Blanche	3	3	3	2
La Pique	3	3	3	3

Cleanup at the end of the game turn

Cleanup done	X	X	X	
End of Game	no	no	no	no

### Activation Robert „Blache“

Because of the higher Init-Marker, Robert starts this Game Turn. He has drawn two Cards and still has one Card in his hand from the last Game Turn.

Robert first repairs one rigging damage, playing a „*Special Manœuvre*“ and can build up the mast again.

Due to this he gains again 7MP.

He plays „*More Sails*“ and get 10MP overall.

Robert moves „Blache“ forward two hex, to get „La Pique“ into his Fire-Arc and fires a broadside, targeting at „ship“.

FP4 (SC8, Di2), 3 dice: 1+3+3=7=>2S.

He moves „Blache“ forward another three Hex .

Robert has used all his cards.

### Activation Thomas „La Pique“

Thomas has 5 *Manœuvre Cards*.



Thomas plays „*More Sails*“ and by this he gets 10MP.

He moves „La Pique“ forward by one Hex (cost 2MP) and fires a broadside, targeting for rigging, using a „*Chain Shot*“. As Frenchman this one card is sufficient.

FP4 (SC4, Di2, +1FP targeting rigging as Frenchman.),

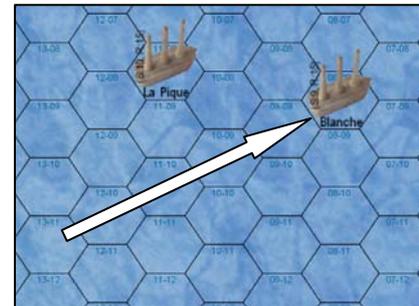
2 dice: 4+1+4 (Chain Shot)=9=>2R.

This way „Blache“ loses the mast again and has Rigging Condition 9.



Rigging Condition:	11 RC	Command Value:
<input checked="" type="checkbox"/>	3 CV	<input type="checkbox"/> on fire
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	2 CV	<input type="checkbox"/> grappled
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	1 CV	<input type="checkbox"/> struck
		<input type="checkbox"/> struck
		<input type="checkbox"/> captured

La Pique	Ship Condition: 4 SC
5th Rate, one-decker, 36 guns Capt. Cornet	
FRIGATE	<input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	1/4 CV damaged



Rigging Condition:	9 RC	Command Value:
<input checked="" type="checkbox"/>	3 CV	<input type="checkbox"/> on fire
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	2 CV	<input type="checkbox"/> grappled
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	1 CV	<input type="checkbox"/> struck
		<input type="checkbox"/> struck
		<input type="checkbox"/> captured

Thomas turns La Pique's bow through the wind, by using „*Bear Up*“ followed by „*Bear Away*“.

Now he plays „*Special Manœuvre*“ to fire his Chase Guns at the stern of his ship.

He rolls to dice: 3+1 and subtracts the distance to the target (2): =2=># (hash)

The Rare Event is rolled with two dice: 5+3=8 => Admiral injured.

This requires another dice roll to determine whether the Commander really is hit.

Result: 6+4 + 2 (2 CV of Capt. Faulknor) = 12, this is more than 9 and due to this Capt. Faulknor really was hit and injured by the Chase Gun.

<i>Blanche</i>		Ship Condition: 8 SC	Rigging Condition: 9 RC	Command Value: 2.5 CV	
5th Rate, one-decker, 32 guns Capt. Faulknor	FRIGATE	<input checked="" type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> on fire <input type="checkbox"/> grappled <input type="checkbox"/> struck <input type="checkbox"/> captured	Port <input type="checkbox"/> dismasted: ½ VP damaged: ½ VP sunken: 1½ VP captured: 2 VP Starboard <input type="checkbox"/>
<i>Capt. Faulknor</i>		Admiral injured: 1 CV		0.5 VP	
Rank: 1		<input checked="" type="checkbox"/> injured <input type="checkbox"/> killed <input type="checkbox"/> struck <input type="checkbox"/> captured	injured: ½ VP killed: 1 VP captured: 1½ VP		

Now Thomas moves „La Pique“ forward, another 4 Hex

Both players have now ½ Victory Point.

We now finish this example after the fourth turn.

