

THE UNCHARTED SEAS

THE RULES AT A GLANCE SHEET



Turn Sequence (Page 12)

The sequence of play is as follows:

- 1) Play Turn (**T**) Cards
- 2) Determine Initiative
- 3) Movement & Combat for squadrons with players taking alternate goes. You can now play **S**, **A** and **R** cards.
- 4) End Phase - replace cards, sort out tokens *etc.*

Wind change (Page 16)

One player rolls for wind change during the initiative phase of each new turn on a roll of 6 the wind will change. Roll a **D6** to see how it changes:

ROLL RESULT

- | | |
|-----|-------------------------|
| 1-2 | 1 point clockwise |
| 3-4 | 1 point anti-clockwise |
| 5 | 2 points clockwise |
| 6 | 2 points anti-clockwise |

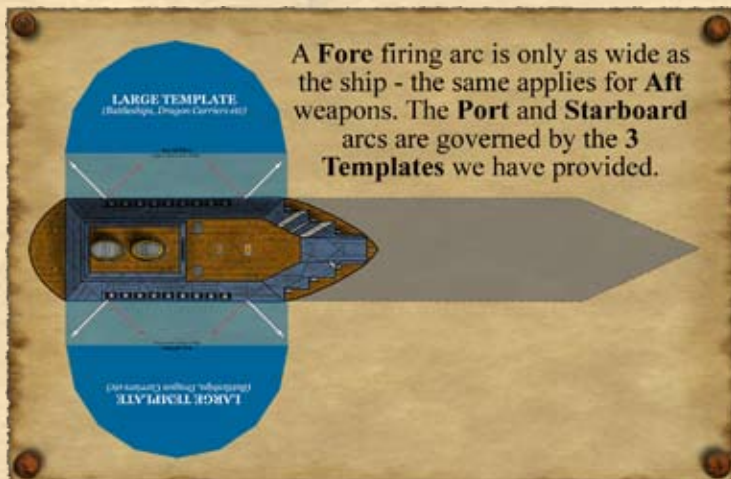
Command Radius (Page 17)

Command radius is 4" from any point of one ship to another. If the ships of a squadron are outside command radius only one element of that squadron may be activated – the other drifts 2" straight ahead.

Movement (Page 18)

Movement with the wind or, if the wind has no effect on your ship, is as the printed movement value on the ship stat card. If you are sailing into the wind **AND** it affects your ship then your movement costs are doubled.

Firing Arcs (Page 24)



Firing Procedure (Page 25)

Measure range and see if target is in arc and whether it is full broadside or partial. Calculate number of Attack Dice (**AD**) to roll, now roll **AD** and calculate any damage or critical results. If the number of hits equals or exceeds the **DR** then the target ship takes 1 point of hull damage. If the number of hits equals or exceeds the **CR** then the target ships takes a Critical Hit (Page 27).

AD Roll Result

- | | |
|-----|------------------------|
| 1-3 | Miss |
| 4-5 | 1 Hit |
| 6 | 2 Hits and Roll Again! |

Linked Fire (Page 22)

Choose one ship as the primary ship which uses all of its normal **AD**. Any other ship supporting this gets to use half of its **AD** (rounded down – always add a minimum of 1 **AD**)

Splitting Fire (Page 25)

One ship may split its **AD** against multiple targets, may not be used with the Linked Fire rule.

Ramming (Page 31)

Target ship is attacked with the ramming ship's Ram Rating **AD**. Ramming ship is attacked with the target's starting hull points as **AD**. If the Ram Rating of the attacking ship is **RED** and the Ram attack equals or exceeds the targets **DR** then it will cause a critical hit.

Collisions (Page 34)

Both ships involved will be attacked with a number of **AD** equal to the starting Hull points of the ship they just collided with. If you collide with an inanimate object you will roll the following attack dice against your ship:

- | | |
|-----------------|-----------------------|
| Soft | 4 Attack Dice |
| Hard | 8 Attack Dice |
| Hard and Pointy | 12 Attack Dice |

Boarding Actions Sequence of Events (Page 34)

1. Move ships as normal – any that contact an enemy ship or island or one of their own ships immediately halt.
2. Resolve ramming and collision damage – sink any ships that take enough damage.
3. Fire with any ships in the activated squadron that are not in contact with an enemy ship
4. Resolve boarding actions and kill the relevant crew.