

WARS FOR AMERICA

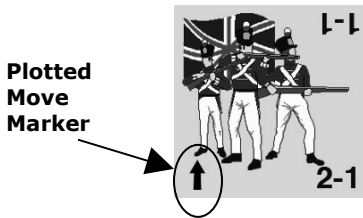
NAVAL BATTLES 1750 TO 1815 NAVAL RULES

1. THE NAVAL GAME AND RULES

1.1. The Board - The board is a blank ocean board covered with hexes to regulate movement and combat. Half board hexes are playable in the game. A board section or the game pieces may be shifted to give more playing room, unless the scenario specifies otherwise.

1.2. Game Pieces - The game pieces represent the various ships of the American and British navies of the period. The scenario set up book describes placement for the ships of each player's controlled nation. A wind marker is included to show the direction of the wind.

1.2.1. Plotted Move Markers - on the back of the regular American and British Infantry, located in the lower left corner, are printed 3 different arrows and an X. There are 3 of each marker for a total of 12 markers for each side. These are used to plot movement in the naval game.

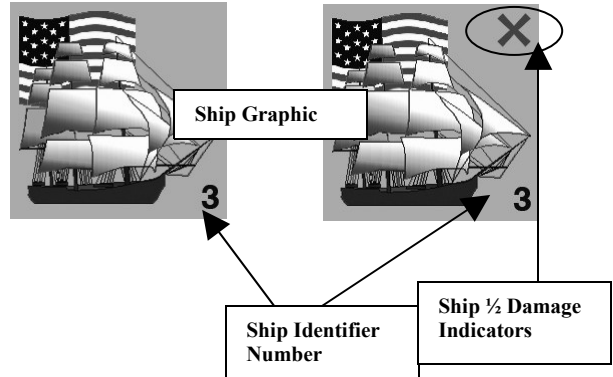


1.3. Charts - The game includes a chart, at the back of this book which represents the ships. On this chart, players mark damage taken.

2. GAME UNITS

2.1. The game includes 2 metal ships. These are the major ships to use in sea battles. These also represent the squadron commanders in naval battles. Wooden counters with ship graphics are included to represent other ships in multiple ship battles.

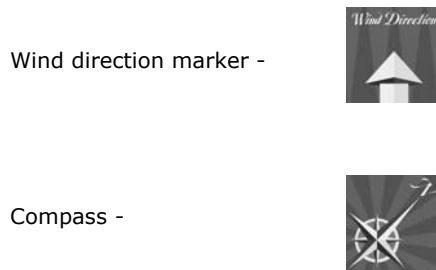
2.2. The ship counters represent anywhere from 1 ship for larger ships (frigates, brigs, etc.) to several ships for the smaller ships (sloops, gunboats, etc.). The ships are identified by type using a graphic showing a specific type of ship. For each specific type of ship there is a number in the lower right hand corner to further help identify the units.



2.3. The unit types are:

	FRONT	BACK
Frigate -		
Brig -		
Sloop -		
Gunboat/ Landing Boat -		

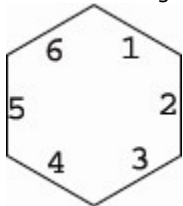
Landing boats transport land units on all water hexes per scenario special rules.



2.4. Ship labels - The labels in the game should be applied to each side of the wooden counters. Care should be taken to ensure the fronts and backs are the appropriate matching labels. There are two matching labels for each ship unit type. The front side ship graphic should match a back side ship graphic (see unit type description in 2.3 above) that has a red X in the top right corner of the ship units except gunboat/landing boat. In the case of the gunboat/landing boat, the front side label should be a gunboat (there are three with British flags and three with American flags), and the back sides are the six landing boat labels. The labels for the gunboat/landing boats should be applied to the brown wooden counters. For the other ships apply the labels with the British flag to the red counters (with the exception of the gunboat). Apply the labels with the American flag to the blue counters (with the exception of the gunboats).

3. WIND GAUGE, SHIP HEADING, UNITS PER HEX, AND LINE OF SIGHT

3.1. The numbered diagram below represents the 6 possible directions of the wind and headings for the ships in the game. For starting a scenario the reference point for wind direction and ship heading is hex 1A. The wind gauge marker is used to show the direction of the wind in the scenario. The wind direction can change during the course of play. This is determined at the beginning of each turn by rolling a die. On a roll of 2-5 the wind direction does not change. On a roll of 1 the wind direction changes one hex side to the right. On a roll of 6 the wind direction changes one hex side to the left.

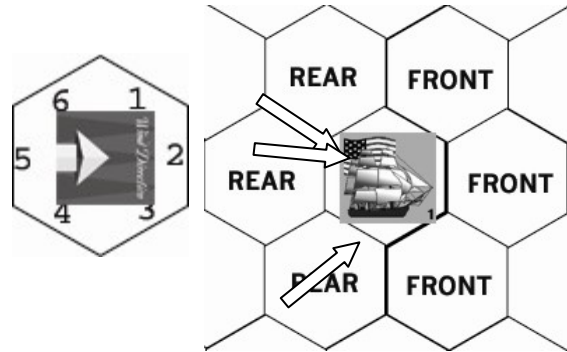


Wind gauge and headings for the ships being played are designated in the scenario setup. For example - in the scenario setup it says to place the American ship in hex 5C facing 3, you would place the American ship in

hex 5C with the front of the ship (bow) pointing in direction 3. If it said the wind direction was 4 you would place the Wind marker in hex 1A pointing in direction 4. On the next turn, the player would roll a die to determine if the wind direction changes. If he rolled a 1, the wind direction would move from direction 4 (the current wind direction) to one hex side to the right, wind direction 5.

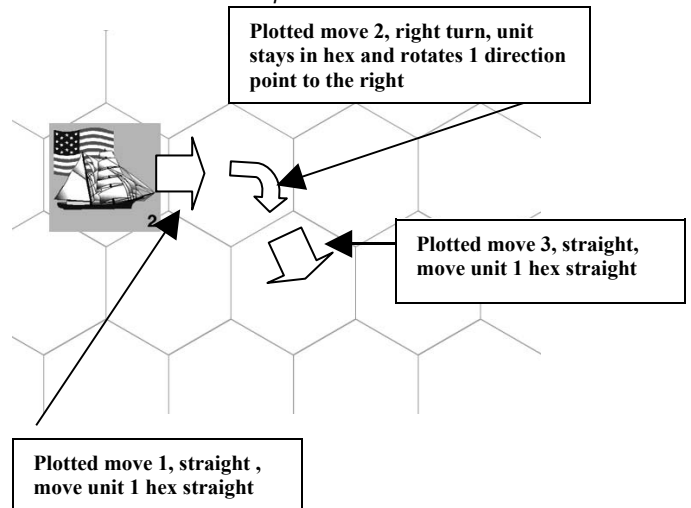
3.1.1. In single ship actions if a player's ship has the wind coming through one of its three rear hex sides, based on wind direction and ship heading, then it receives **one extra** plotted move a turn. One or both players may receive this extra move based on their ship orientation to the wind direction **that turn**. Use the example below to determine the front and rear hex sides to determine if a ship has the wind gauge. If only one of the two players has this

advantage, the player with the wind gauge also determines who declares a fire action first in a phase (even though fire is considered simultaneous) and, in the case of multiple ship scenarios, determines who moves first (even though movement is considered simultaneous).

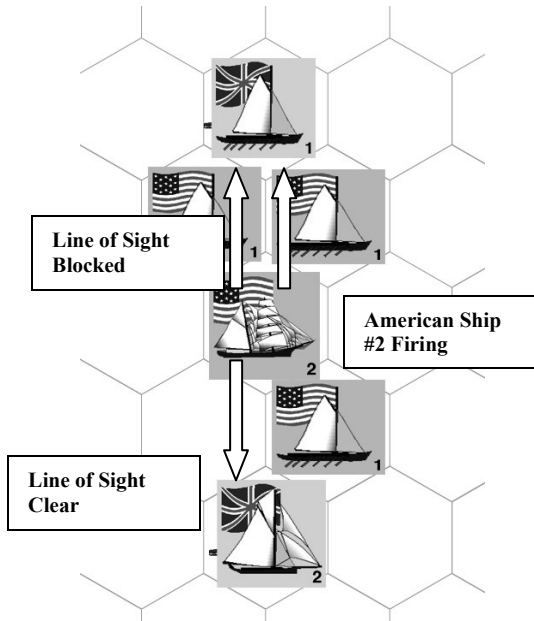


that case, the ship would have the wind gauge as long as the wind direction is 1, 2, or 3. In the next turn, if the ship heading or wind direction changed, players would need to determine if they still had the wind gauge.

3.2. A ship moving straight may only move into the next hex straight along its heading. Normal straight movement is 1 hex per plotted move unless specified otherwise in the scenario. A right turn or left turn would be executed by leaving the ship in its hex and turning it one hex side to either the left or right based on the plotted move marker played. For example - the American ship below during his plotted move phase, designated a straight, right, and straight plotted moves. For his move he would move forward 1 hex along its heading for the first plotted move marker. For the second plotted move he would stay in his current hex and turn the front (bow) of his ship 1 hex side to the right. For his last plotted move marker, a straight move, he would move his ship straight ahead 1 hex. See example below



3.3. Ships between the firing ship and target ship block line of sight.



3.4. If 2 ships end up in the same hex they may not fire and no ships may fire at them until they clear the hex. It is very important for units to maintain their current heading when they enter the same hex. While in this state, units may change direction as the result of a plotted move. If a 3rd ship based on plotted move would end up in a hex with 2 other ships, do not move the ship, leave it in its current hex and consider the plotted move as a STOP marker. **No more than 2 ships may ever occupy 1 hex.**

3.4.1. Boarding actions may be attempted when 2 ships are in the same hex together. Players should proceed to the boarding action phase, if they want to attempt a boarding action.

4. GAME PLAY

4.1. Sequence of Play –

Turns consist of the following phases played in the order listed below.

1. Players will determine if the wind direction changes, and then who has the wind gauge. The player with the wind gauge determines who conducts his movement first, even though movement is simultaneous. If both players have the wind gauge, the scenario will specify which side conducts movement based on the commander advantage.

2. Both players start each scenario with all of their plotted move markers facing themselves. From these markers each player picks their

allotted plotted move markers for the turn. Players should stand markers on edge and keep them facing themselves, so their opponents can not see them.

3. Both players, simultaneously, plot their movement with their available plotted move markers. Scenarios, ship condition, and wind direction will determine the number of plotted move markers a player has available each turn.

4. After both players have plotted all of their moves for the turn, they simultaneously reveal their plotted move one by one and move their ships. Movement is considered simultaneous. Remember, each **turn** has a series of plotted moves.

4.1. Following their first plotted move of the turn either player may declare a FIRE action. Boarding actions may be attempted if two ships end in the same hex. A player can only fire **once per turn** from each side of their ship, provided they are in range and line of sight. Choosing which plotted move to fire on is the choice of the player. Firing actions take place **after** a plotted move is completed.

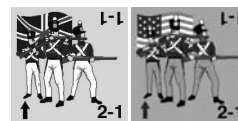
5. Once both players have used all of their plotted moves and chosen to conduct any available firing actions, the turn ends. Check victory conditions. If no player has obtained victory, then play proceeds back to a new turn beginning with phase 1 of the game turn sequence.

6. Game turns continue in this manner until victory is obtained or the scenario rules state that the game is over on a certain turn.

5. PLOTTED MOVEMENT

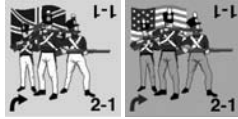
5.1. Both the American and British players have plotted move markers that are printed on the back of Regular Infantry units in the game. There are 4 types of plotted move markers in the game for movement. There are 3 markers of each type for each nation. The 4 plotted movement markers are, straight, right turn (starboard), left turn (port), and stop as shown below:

5.2. Straight is represented by a straight arrow printed on the back of a regular infantry unit. Playing one of these allows a ship unit to move straight ahead one hex.

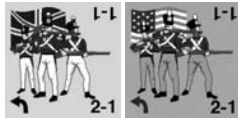


5.3. Right (starboard) turn is represented by an arrow turning to the right on the back of a regular infantry unit. Playing one of these

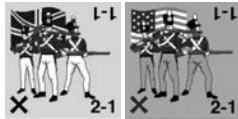
allows a ship unit to turn to the right one hex side.



5.4. Left (port) turn is represented by an arrow turning to the left on the back of a regular infantry unit. Playing one of these allows a ship unit to turn to the left one hex side.



5.5. Stop is represented by an X on the back of a regular infantry unit. Stop means the unit remains in place in the hex and does not move during the plotted move. A stop move is considered a move during the plotted move phase even though the ship or ships remain in place.



5.6. Each turn, players will take all of their available plotted move markers and stand them up with the movement arrows facing themselves. Scenarios, ship condition, and wind direction will determine the number of plotted move markers a player has available each turn.

5.7. Players will then plot their movement by placing the plotted move markers in their desired movement sequence for the game turn. The markers should be laid out from left to right, facing the owning player, hidden from their opponents view. *For example - a player, with three plotted moves for the turn, decides he wants to move his ship straight ahead two hexes and then turn his ship right. He would select two straight plotted move markers and one right turn plotted move marker and place them in front of him from left to right in that order of play.*

5.8. Next, each player will then simultaneously reveal their plotted move markers one at a time, and execute the movement after each marker is revealed, but before revealing the next plotted move marker. The player with the wind gauge determines who moves first. This can be important in multi-ship battles. *For example - the British player reveals his first straight marker while the American player reveals a right turn marker. Each player would then move their*

respective ships based on the markers played. After both players have moved based on the first plotted move marker, players would then reveal the next plotted move marker and move, and so on.

5.8.1. If one player still has plotted move markers remaining, and the opposing player does not, they may play their remaining markers while their opponent does nothing.

5.9. Players may not cancel a move once plotted, including the stop (x) move.

5.10. A player may not plot two consecutive turn actions in one turn.

5.11. Players may declare a fire action at any time **after** executing a plotted move.

5.11.1. Both players may declare a simultaneous fire action. The effects of the fire would be applied after both sides had finished firing.

5.12. If either player still had plotted move markers that had not been revealed following a fire action, then play would continue by revealing and moving based on the remaining plotted move markers.

6. FIRE ACTION

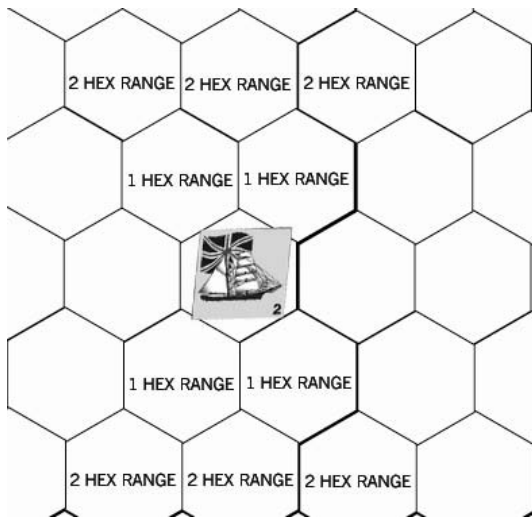
6.1. A ship may declare a fire action at any point **after** executing a plotted move. However, a ship may only fire once each side (port and starboard) **per turn**, regardless of the number of plotted move markers available that turn. *For example - a ship has 3 plotted moves in a turn. It may fire the left and/or right side of ship following the execution of any plotted move. It fires the right side after the first move. The right side may not fire again for the remainder of the turn. It then conducts its second plotted move and executes a fire action from the left side of the ship. The left side may not fire again for the remainder of the turn. After executing its third plotted move the ship finds it is crossing the T of an enemy ship. It can not fire as its fire actions were used during earlier plotted moves.*

6.2. Guns listed under each ship in the scenario book equal how many dice each ship may roll when firing from each side (left and right) of each ship. *For example - in a scenario the setup states that a ship has a gun rating of 2. That means that it would roll 2 dice each time it fired from a side. A ship gun rating of 3 would mean 3 dice, etc.*

6.3. Ship guns have a 2 hex range, unless otherwise specified in the scenario book. The ship is allowed to roll a set number of dice based on the number of guns that ship carried in battle based on the historical scenario.

6.4. For broadsides at the 2 hex range, the HIT NUMBER needed to hit a target is 6. At 1 hex range, the HIT NUMBER needed to hit a target is 5 or 6. When crossing the T, the hit numbers are 5 and 6 at two hex range, and 4, 5, and 6 at 1 hex range.

	BROADSIDE	CROSSING THE T
1 HEX	5, 6	4, 5, 6
2 HEX	6	5, 6



A ship may not fire from its direct front (bow) and rear (stern). A ship may only fire out of each side as shown above.



Crossing the T is firing on another ship from the exact front or rear of the target ship.

6.5. When firing, for each HIT NUMBER rolled, the targeted ships damage rating is reduced by one.

6.6. Once a ships damage rating reaches half or less of its starting total that ship receives 1 less plotted move marker a turn and fires at 1 less die per broadside. However, a ship can never go below 1 die for firing purposes. When using the wooden ship counters, flip the ship to its backside (with the red x displayed) to show it at half damage status. When using the metal ships, place a wooden ship counter under the metal ship with its backside showing the half damage state (red x displayed).

For Example - A ship starts off with 7 damage points. During the game it is reduced by 3 to 4

damage points. On the next hit on the ship it is reduced to 3 damage points and the ship counter is flipped to its reverse side. The ship now receives 1 less plotted move per turn and fires with 1 less die per broadside.

6.7. Once a ship's damage rating reaches 0 it is considered sunk and eliminated from the game.

7. COMMANDER'S ADVANTAGE

7.1. On turns where both players would have the wind gauge, the scenario will specify which side has the Commanders advantage. This gives the player with the commanders advantage the opportunity to determine who moves first and declares fire first.

8. BOARDING

8.1. Boarding may occur when 2 ships end a plotted move in the same hex together. Ships maintain their current heading when this occurs. A ship must have marines on board to attempt to board an enemy ship.

8.2. No more than 2 ships may ever end a move in a hex together. If more than 2 ships are plotted to end a move in a hex together, the third ships move would be canceled and count as a stop.

8.3. To determine if a boarding action occurs, one or both players must **declare** their desire to board. If one or both players desire to board a boarding attempt roll takes place. If only one player desires to board follow the procedures in rule 8.4. If both players desire to board then follow the rules in section 8.5.

8.4. Determine the difference between the ship with current highest damage rating and the ship with the lower damage rating. The player with the higher damage rating rolls two dice and adds the difference to his die roll total. Next the ship with the lower current damage rating rolls two dice. Compare the two totals. For the boarding to occur the difference between the two rolls must be 7 or more for the player who desires to board. If the difference is less than 7 no boarding occurs, the two ships remain in the hex and no further boarding attempts can occur that **turn** while they remain in the hex. If the difference is 7 or more players proceed to the boarding battle phase. *For example - A British player with a current damage rating of 6 attempts to board an American ship with a current rating of 2. The difference is +4 to the British player (6-2=4). Both players roll two dice, the British roll is a 7, the American roll is a 4. The British player would add plus 4 to his roll of 7 totaling 11. The result 11(British total) - 4(American total) = 7, a successful boarding.*

8.5. If both players desire to board, only one player is allowed to attempt to board. Who is to

board is determined by both players rolling two dice. Add the difference between the ship with the current higher damage rating and the ship with the current lower damage rating to the roll of the player with the higher damage rating. Compare the totals, and whoever has the higher total gets to conduct the boarding attempt and would now follow the procedures in rule 8.4. *For example – USS United States ends a turn in a hex with the HMS Macedonian. The United States current damage rating is 7 while the Macedonian's is 3. Both players desire to board. Each player would roll two dice, the United States rolls a 6 while the Macedonian rolls a 9. The United States would add 4 to his roll for the difference (7-3=4) between the current damage ratings on the two ships. The United States total is 10, the Macedonian's is 9. The United States is the attacker and is boarding the Macedonian.*

If the result is a tie then the player with the command advantage will be conducting the boarding attempt.

8.6. BOARDING BATTLE PHASE - Once the boarding attempt is successful then players fight the boarding action with their marines. Use the marine units from the land game. The boarding action begins by the defender rolling a number of dice equal to the MP value of the marines on board. On the first roll the defending marines hit on 5 and 6, with damage being applied to the attacker immediately. The attacker then rolls a number of dice equal to the MP value of the attacking marines. Any rolls of 6 are applied immediately to the defending units. From that point forward each side continues rolling the number of dice equal to their marine's current MP value with any hits of 6 being applied immediately to the opposing side. *For example – 5 MP worth of marines board a ship with 3 MP of marines. The ship being boarded would roll 1 die for each of its marines MP, the results of which are 5, 4, and 1. 1 hit of damage is applied to the 5 MP marines reducing them to 4. The attacking player would then roll 4 dice (1 die for each MP), the results of which were 6, 6, 2, and 1. The 2 hits (6's) are immediately applied to the defending marines reducing them to 1. Combat would continue in this manner until either the defenders were all eliminated, in which case the defending ship is captured, or the attackers retreat or are eliminated in which case the boarding action is over and play proceeds to the next plotted move.*

8.6.1. Ships without marines and ships that have lost of all of their marines always maintain an intrinsic value of 1 to defend themselves against boarding. Ships defending with their intrinsic value of 1 hit on 6 on their first and all subsequent rolls. If a single hit is scored against them they are automatically captured.

8.6.2. If all of the defending marines are eliminated, the defending ship is captured. The

attacking marines are moved back to their ship and the defending ship is removed from the board.

8.6.3. If all of the attacking marines are eliminated then the boarding attack is over and play proceeds to the next plotted move.

8.7. Only one boarding action may occur in a hex per **turn** (not per plotted move).

9. MULTIPLE SHIP ACTIONS

9.1. Multiple ship actions differ somewhat from the single ship actions in that the movement of multiple ships must be managed. Who executes moves first or second is not as important in single ship actions as it is in multiple ship actions, even though ship moves are simultaneous.

9.2. In multiple ship actions one ship is designated as the **squadron commander** (use the metal miniature ship to identify the squadron commander). Squadron commanders have the unique ability to move the squadron command ship and any or all ships in his command with one plotted move. In these cases, all ships following the command lead must execute the **exact** plotted move as the squadron commander.

9.3. During multiple ship actions a player can use each plotted move to either move **one** ship of his choice **or** the squadron command ship plus any, none, or all ships in his squadron. Whatever choice the player makes, at least one ship must be moved based on the plotted move. When executing the squadron commander plotted move the squadron command ship **must** move and then whatever ships the player chooses to move with the squadron commander's exact move. *For example – the squadron command ship plots a move to go straight one hex. Any and all ships in his squadron, no matter their location or heading, can move one hex straight **on the heading they are currently on**. Conversely, instead of the squadron commander moving, the player could have chosen to move any single ship in the squadron the one plotted move.*

9.4. The squadron command ship is the only ship used to determine a reduction (based on damage) or an increase (based on wind gauge) in plotted moves. *For example – if three ships are sailing into the wind but the squadron commander has the wind gauge then that side would receive an extra plotted move based on the wind gauge.*

9.5. If the squadron command ship is destroyed, then the player may designate another ship as his command ship. At the moment this happens, during the remainder of the current turn a player may **not** use squadron

commander plotted moves but must use single ship plotted moves. On the turn following the loss of his command ship, the player will receive 1 less plotted move for that turn in addition to the loss of a plotted move for the original command ship dropping below half its original damage. In succeeding turns the loss of the plotted move for the transfer of command ships no longer applies. However, the reduction of the plotted move due to the original command ship falling below half its damage remains.

Sean Cooke
Additional thanks to:
Jim Lawler

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9.6. The side with the wind gauge, or command advantage in cases where both players have the wind, determines who executes their moves first, even though both sides conduct a simultaneous move. This determination is made after the plotted move has been revealed. Players do not have to designate which ships are moving until actually moved. This will often depend on the moves of your opponent and whether you move first or second. *For example – the British player has the wind behind his squadron command ship for the turn, the American player does not. Both players reveal their first move marker, the British player decides to let the American player execute his move first. The American player then executes a squadron command action and moves his command ship plus three of his other ships. The British player then decides to execute a single ship action and moves only one of his ships because, based on the American move it was to his advantage to move only one ship. Had it been to his advantage to execute a squadron command action and move multiple ships he could have done that.*

9.7. Ships that are going to fire in a plotted move must be declared by both players prior to the dice being rolled for the fire. The player without the wind gauge declares his fire first. Any ships that declare fire during a plotted move but are sunk prior to rolling dice still get to roll their dice as fire is simultaneous.

9.7.1. During multiple ship actions any ship that remains in place (did not use the plotted move), may execute a fire action once a plotted move has been completed.

Our website is WWW.Worthingtongames.com and has information on this game as well as our other products.

Also check the consimworld.com Forum section for FOR HONOR AND GLORY folder for more discussion.

Game Design:

Mike Wylie

Grant Wylie








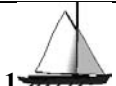
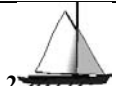
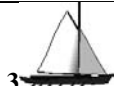
Matt Burchfield

Kevin Wylie

Box Art: NORTH POINT by Don Troiani

Artistic Design and layout:

SHIP DAMAGE RATING TRACKING CHART

 1	1	2	3	4	5	6	7	8	9	10	11	12
 2	1	2	3	4	5	6	7	8	9	10	11	12
 3	1	2	3	4	5	6	7	8	9	10	11	12
 1	1	2	3	4	5	6	7	8	9	10	11	12
 1	1	2	3	4	5	6	7	8	9	10	11	12
 2	1	2	3	4	5	6	7	8	9	10	11	12
 3	1	2	3	4	5	6	7	8	9	10	11	12
	1	2	3	4	5	6	7	8	9	10	11	12
 1	1	2	3	 2	1	2	3	 3	1	2	3	

HOW TO USE THE SHIP DAMAGE RATING CHART:

Use a coin or a game unit as a marker. Place the marker in the box corresponding to the starting damage rating for the ship represented. As the ship takes hits, move the marker down on the damage rating chart for that ship. Once a ship falls below half of their starting damage rating, they receive one fewer plotted move marker per turn, and roll one less die when firing. When using the metal ships players may use whatever ship damage rating row they want.

Players can use this chart, and/or reproduce it for game purposes.

	BROADSIDE	CROSSING THE T	DIE ROLL	WIND CHANGE
			1	1 HEX SIDE TO RIGHT
1 HEX	5, 6	4, 5, 6	2-5	NONE
2 HEX	6	5, 6	6	1 HEX SIDE TO LEFT

