THERE MUST BE A VICTORY

MINIATURE RULES

Introduction

These rules detail changes required so that gamers who would like to play the tactical battles with the counters provided as a miniature style tactical battle can do so. Players will need a 4'x 4' playing surface to play the battles.

Conversion Basics

Each hex of movement or range is equal to 2" on the playing surface.

There is no stacking of counters.

The following rules are numbered to present the adjustments required to play in this format to the corresponding main rules from the boardgame.

7.2 TBB Deployment

To determine "B" and "E" points for set up purposes, each player will need to mark a point 12" from their board edge and 24" from the left or right side board edge. The markers should be 24" apart from each other. Player's then set up their fleet formations as described.

7.3 Movement

Each MP that a ship has is equal to 2" of movement on the miniatures battle board surface. A non-small ship may make up to one 60 degree turn for every 3" of forward movement. A small ship can make a turn after every 1" of forward movement. To perform the turn, place the Broadside/Turn template next to the ship as if it was firing and move the ship around the corner up to the angle of the broadside with its stern on the baseline of the direction of movement prior to the turn; this counts as 1" of the ship's movement. Then move the ship straight forward 1" to complete the turn.
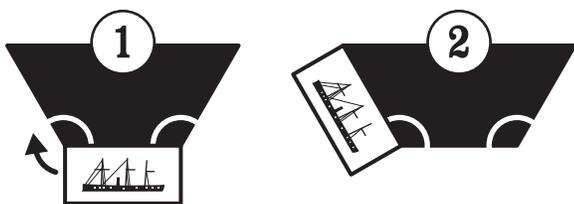
Use any convenient marker to indicate that a ship has moved (we used beads, and would mark the flagship of the formation only).

7.4 Formations

Use the diagrams and general rules for the formations as printed in the rules with the following distance requirements:

Line Ahead The ship's bow in this formation (if not the lead ship) must be no further than 1" away from the ship in front's stern.

Line Abreast and Flying Wedge Ships can not be further than 2" apart (Broadside to Broadside edges) when in this formation.

7.6 Visibility

When ships fire their guns, place a cotton ball next to the ship to indicate it has fired. When determining visibility, just count the number of cotton balls on the table to adjust the visibility range.

7.7 Line of Sight

Line of sight is measured either from the middle of the ship's base edge or the lead mast of the ship to the same location on the opposing ship (players should determine which method to use prior to play). If this line passes through any part of a ship or its base, the LOS is blocked.

7.8 Fire Combat

Broadside Fire If any part of an opposing ship is in the firing arc, it can be fired upon with the broadside.

Use the same location method for a firing ship's range determination as was decided on for Line of Sight.
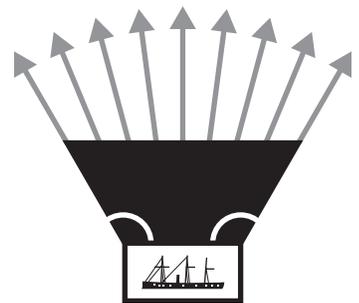
7.9 Ram Attacks

To determine if a Ram attack is broadside or otherwise, use the template, and if a centerline which is drawn from bow to stern of the ramming ship follows through into the broadside arc of the target ship, that is a broadside RAM. Otherwise it is bow or stern as appropriate.

If a Ram attack is unsuccessful, move the ramming ship back 1" distance between it and the target ship. All other effects are as described in the regular rules.

These templates are sized to work with the ship counters provided with the game: