



**Displacement:**

9500 tons

**Armament:**

4 x 12"

**Armour:**

18" Belt

**Speed:**

15 knots

**Movement:**

1 or 2 squares orthogonally.  
1 square diagonally.

**Turning:**

8 points (90°) per turn after  
the ship has moved.

**Gun Range:**

6 squares orthogonally  
*NB. Except if ON FIRE when  
the range is:*  
4 squares orthogonally

**Firing:**

1D6 for each gun able to  
bear.

*NB. Guns larger than 16"  
calibre count as 2 guns.*

**Damage Control Cards:**

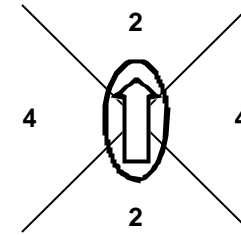
1 playing card per Conning  
Tower, Engine, Steering, or  
On Fire hit. The playing card  
or cards must be used to  
repair the most serious

damage first. A playing card  
of the same suit as that  
which has caused the  
damage will repair the  
damage unless otherwise  
stated.

**'Friendly' Ramming**

Red activation card:  
'Friendly ship' is rammed.  
Black activation card:  
Ship pass each other.

**FIRING ARCS**



**DAMAGE CONTROL**

**FLOTATION**

<b>ACE</b>
------------

<b>KING</b>
-------------

<b>QUEEN</b>
--------------

<b>JACK</b>
-------------

1	2	3
4	5	6
7	8	9
10	11	12
13	14	15

**COLLINGWOOD**

**CONNING TOWER HIT**

The ship moves 1 square straight  
ahead per turn. Ship may not fire.  
This continues until the damage  
is repaired.

**ENGINE HIT**

The ship moves 1 square straight  
ahead and stops. Ship may not  
move until the damage is  
repaired.

**STEERING HIT**

The ship moves 1 square straight  
ahead and turns 4 points (45°) to  
Port (Red Card) or Starboard  
(Black Card). Ship continues  
moving and turning until the  
damage is repaired.

**ON FIRE**

The ship may move, steer, and  
fire as usual but it may blow up if  
Damage Control is poor.

**FLOTATION HIT**

The ship may move, steer, and  
fire as usual but it may sink if  
Damage Control is poor.

**1st PRIORITY REPAIR**

King: Engine hit.  
Queen: Steering hit.

**4th PRIORITY REPAIR**

**3rd PRIORITY REPAIR**

King: Engine hit.

**2nd PRIORITY REPAIR**

Joker: Ship blows up!  
Ace: Conning Tower hit.  
King: Engine hit.  
Queen: Steering hit.  
Jack: Additional fire.

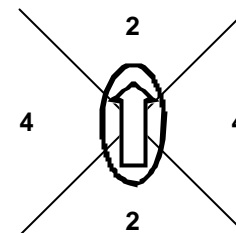
**DAMAGE CONTROL**

10: Additional loss of  
flotation.

**Displacement:**  
10600 tons  
**Armament:**  
4 x 13.5"  
**Armour:**  
18" Belt  
**Speed:**  
17 knots

<b>Movement:</b> 1 or 2 squares orthogonally. 1 square diagonally.	<b>Firing:</b> 1D6 for each gun able to bear. <i>NB. Guns larger than 16" calibre count as 2 guns.</i>	damage first. A playing card of the same suit as that which has caused the damage will repair the damage unless otherwise stated.
<b>Turning:</b> 8 points (90°) per turn <u>after</u> the ship has moved.	<b>Damage Control Cards:</b> 1 playing card per Conning Tower, Engine, Steering, or On Fire hit. The playing card or cards must be used to repair the most serious	
<b>Gun Range:</b> 6 squares orthogonally <i>NB. Except if ON FIRE when the range is:</i> 4 squares orthogonally		<b>'Friendly' Ramming</b> Red activation card: 'Friendly ship' is rammed. Black activation card: Ship pass each other.

### FIRING ARCS



### DAMAGE CONTROL

### FLOTATION

**ACE**

**KING**

**QUEEN**

**JACK**

1	2	3
4	5	6
7	8	9
10	11	12
13	14	15

**ANSON**

#### CONNING TOWER HIT

The ship moves 1 square straight ahead per turn. Ship may not fire. This continues until the damage is repaired.

#### 1st PRIORITY REPAIR

King: Engine hit.  
Queen: Steering hit.

#### ENGINE HIT

The ship moves 1 square straight ahead and stops. Ship may not move until the damage is repaired.

#### 4th PRIORITY REPAIR

#### STEERING HIT

The ship moves 1 square straight ahead and turns 4 points (45°) to Port (Red Card) or Starboard (Black Card). Ship continues moving and turning until the damage is repaired.

#### 3rd PRIORITY REPAIR

King: Engine hit.

#### ON FIRE

The ship may move, steer, and fire as usual but it may blow up if Damage Control is poor.

#### 2nd PRIORITY REPAIR

Joker: Ship blows up!  
Ace: Conning Tower hit.  
King: Engine hit.  
Queen: Steering hit.  
Jack: Additional fire.

#### FLOTATION HIT

The ship may move, steer, and fire as usual but it may sink if Damage Control is poor.

#### DAMAGE CONTROL

10: Additional loss of flotation.

**Displacement:**

10600 tons

**Armament:**

4 x 13.5"

**Armour:**

18" Belt

**Speed:**

17 knots

**Movement:**

1 or 2 squares orthogonally.  
1 square diagonally.

**Turning:**

8 points (90°) per turn after  
the ship has moved.

**Gun Range:**

6 squares orthogonally  
*NB. Except if ON FIRE when  
the range is:*  
4 squares orthogonally

**Firing:**

1D6 for each gun able to  
bear.

*NB. Guns larger than 16"  
calibre count as 2 guns.*

**Damage Control Cards:**

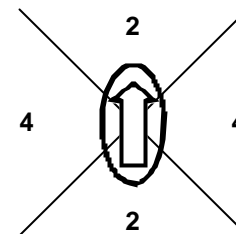
1 playing card per Conning  
Tower, Engine, Steering, or  
On Fire hit. The playing card  
or cards must be used to  
repair the most serious

damage first. A playing card  
of the same suit as that  
which has caused the  
damage will repair the  
damage unless otherwise  
stated.

**'Friendly' Ramming**

Red activation card:  
'Friendly ship' is rammed.  
Black activation card:  
Ship pass each other.

**FIRING ARCS**



**DAMAGE CONTROL**

**FLOTATION**

<b>ACE</b>
------------

<b>KING</b>
-------------

<b>QUEEN</b>
--------------

<b>JACK</b>
-------------

1	2	3
4	5	6
7	8	9
10	11	12
13	14	15

**CAMPERDOWN**

**CONNING TOWER HIT**

The ship moves 1 square straight  
ahead per turn. Ship may not fire.  
This continues until the damage  
is repaired.

**ENGINE HIT**

The ship moves 1 square straight  
ahead and stops. Ship may not  
move until the damage is  
repaired.

**STEERING HIT**

The ship moves 1 square straight  
ahead and turns 4 points (45°) to  
Port (Red Card) or Starboard  
(Black Card). Ship continues  
moving and turning until the  
damage is repaired.

**ON FIRE**

The ship may move, steer, and  
fire as usual but it may blow up if  
Damage Control is poor.

**FLOTATION HIT**

The ship may move, steer, and  
fire as usual but it may sink if  
Damage Control is poor.

**1st PRIORITY REPAIR**

King: Engine hit.  
Queen: Steering hit.

**4th PRIORITY REPAIR**

**3rd PRIORITY REPAIR**

King: Engine hit.

**2nd PRIORITY REPAIR**

Joker: Ship blows up!  
Ace: Conning Tower hit.  
King: Engine hit.  
Queen: Steering hit.  
Jack: Additional fire.

**DAMAGE CONTROL**

10: Additional loss of  
flotation.

**Displacement:**

10300 tons

**Armament:**

4 x 13.5"

**Armour:**

18" Belt

**Speed:**

17 knots

**Movement:**

1 or 2 squares orthogonally.  
1 square diagonally.

**Turning:**

8 points (90°) per turn after  
the ship has moved.

**Gun Range:**

6 squares orthogonally  
*NB. Except if ON FIRE when  
the range is:*  
4 squares orthogonally

**Firing:**

1D6 for each gun able to  
bear.

*NB. Guns larger than 16"  
calibre count as 2 guns.*

**Damage Control Cards:**

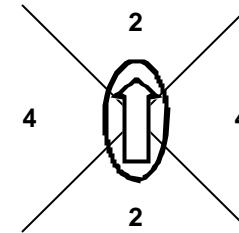
1 playing card per Conning  
Tower, Engine, Steering, or  
On Fire hit. The playing card  
or cards must be used to  
repair the most serious

damage first. A playing card  
of the same suit as that  
which has caused the  
damage will repair the  
damage unless otherwise  
stated.

**'Friendly' Ramming**

Red activation card:  
'Friendly ship' is rammed.  
Black activation card:  
Ship pass each other.

**FIRING ARCS**



**DAMAGE CONTROL**

**FLOTATION**

ACE
-----

KING
------

QUEEN
-------

JACK
------

1	2	3
4	5	6
7	8	9
10	11	12
13	14	15

HOWE

**CONNING TOWER HIT**

The ship moves 1 square straight  
ahead per turn. Ship may not fire.  
This continues until the damage  
is repaired.

**ENGINE HIT**

The ship moves 1 square straight  
ahead and stops. Ship may not  
move until the damage is  
repaired.

**STEERING HIT**

The ship moves 1 square straight  
ahead and turns 4 points (45°) to  
Port (Red Card) or Starboard  
(Black Card). Ship continues  
moving and turning until the  
damage is repaired.

**ON FIRE**

The ship may move, steer, and  
fire as usual but it may blow up if  
Damage Control is poor.

**FLOTATION HIT**

The ship may move, steer, and  
fire as usual but it may sink if  
Damage Control is poor.

**1st PRIORITY REPAIR**

King: Engine hit.  
Queen: Steering hit.

**4th PRIORITY REPAIR**

**3rd PRIORITY REPAIR**

King: Engine hit.

**2nd PRIORITY REPAIR**

Joker: Ship blows up!  
Ace: Conning Tower hit.  
King: Engine hit.  
Queen: Steering hit.  
Jack: Additional fire.

**DAMAGE CONTROL**

10: Additional loss of  
flotation.

**Displacement:**

10300 tons

**Armament:**

4 x 13.5"

**Armour:**

18" Belt

**Speed:**

17 knots

**Movement:**

1 or 2 squares orthogonally.  
1 square diagonally.

**Turning:**

8 points (90°) per turn after  
the ship has moved.

**Gun Range:**

6 squares orthogonally  
*NB. Except if ON FIRE when  
the range is:*  
4 squares orthogonally

**Firing:**

1D6 for each gun able to  
bear.

*NB. Guns larger than 16"  
calibre count as 2 guns.*

**Damage Control Cards:**

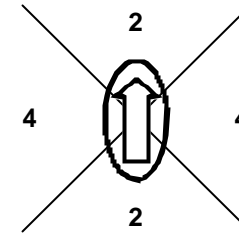
1 playing card per Conning  
Tower, Engine, Steering, or  
On Fire hit. The playing card  
or cards must be used to  
repair the most serious

damage first. A playing card  
of the same suit as that  
which has caused the  
damage will repair the  
damage unless otherwise  
stated.

**'Friendly' Ramming**

Red activation card:  
'Friendly ship' is rammed.  
Black activation card:  
Ship pass each other.

**FIRING ARCS**



**DAMAGE CONTROL**

**FLOTATION**

ACE
-----

KING
------

QUEEN
-------

JACK
------

1	2	3
4	5	6
7	8	9
10	11	12
13	14	15

RODNEY

**CONNING TOWER HIT**

The ship moves 1 square straight  
ahead per turn. Ship may not fire.  
This continues until the damage  
is repaired.

**1st PRIORITY REPAIR**

King: Engine hit.  
Queen: Steering hit.

**ENGINE HIT**

The ship moves 1 square straight  
ahead and stops. Ship may not  
move until the damage is  
repaired.

**4th PRIORITY REPAIR**

**STEERING HIT**

The ship moves 1 square straight  
ahead and turns 4 points (45°) to  
Port (Red Card) or Starboard  
(Black Card). Ship continues  
moving and turning until the  
damage is repaired.

**3rd PRIORITY REPAIR**

King: Engine hit.

**ON FIRE**

The ship may move, steer, and  
fire as usual but it may blow up if  
Damage Control is poor.

**2nd PRIORITY REPAIR**

Joker: Ship blows up!  
Ace: Conning Tower hit.  
King: Engine hit.  
Queen: Steering hit.  
Jack: Additional fire.

**FLOTATION HIT**

The ship may move, steer, and  
fire as usual but it may sink if  
Damage Control is poor.

**DAMAGE CONTROL**

10: Additional loss of  
flotation.

**Displacement:**

10600 tons

**Armament:**

2 x 16.25"

**Armour:**

18" Belt

**Speed:**

17 knots

**Movement:**

1 or 2 squares orthogonally.  
1 square diagonally.

**Turning:**

8 points (90°) per turn after  
the ship has moved.

**Gun Range:**

6 squares orthogonally  
*NB. Except if ON FIRE when  
the range is:*  
4 squares orthogonally

**Firing:**

1D6 for each gun able to  
bear.

*NB. Guns larger than 16"  
calibre count as 2 guns.*

**Damage Control Cards:**

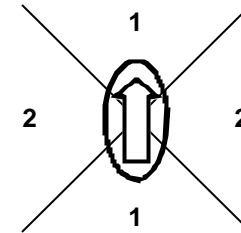
1 playing card per Conning  
Tower, Engine, Steering, or  
On Fire hit. The playing card  
or cards must be used to  
repair the most serious

damage first. A playing card  
of the same suit as that  
which has caused the  
damage will repair the  
damage unless otherwise  
stated.

**'Friendly' Ramming**

Red activation card:  
'Friendly ship' is rammed.  
Black activation card:  
Ship pass each other.

**FIRING ARCS**



**DAMAGE CONTROL**

**FLOTATION**

<b>ACE</b>
------------

<b>KING</b>
-------------

<b>QUEEN</b>
--------------

<b>JACK</b>
-------------

1	2	3
4	5	6
7	8	9
10	11	12
13	14	15

**BENBOW**

**CONNING TOWER HIT**

The ship moves 1 square straight  
ahead per turn. Ship may not fire.  
This continues until the damage  
is repaired.

**ENGINE HIT**

The ship moves 1 square straight  
ahead and stops. Ship may not  
move until the damage is  
repaired.

**STEERING HIT**

The ship moves 1 square straight  
ahead and turns 4 points (45°) to  
Port (Red Card) or Starboard  
(Black Card). Ship continues  
moving and turning until the  
damage is repaired.

**ON FIRE**

The ship may move, steer, and  
fire as usual but it may blow up if  
Damage Control is poor.

**FLOTATION HIT**

The ship may move, steer, and  
fire as usual but it may sink if  
Damage Control is poor.

**1st PRIORITY REPAIR**

King: Engine hit.  
Queen: Steering hit.

**4th PRIORITY REPAIR**

**3rd PRIORITY REPAIR**

King: Engine hit.

**2nd PRIORITY REPAIR**

Joker: Ship blows up!  
Ace: Conning Tower hit.  
King: Engine hit.  
Queen: Steering hit.  
Jack: Additional fire.

**DAMAGE CONTROL**

10: Additional loss of  
flotation.

**Displacement:**

11910 tons

**Armament:**

3 x 14.5"

**Armour:**

21" Belt

**Speed:**

16 knots

**Movement:**

1 or 2 squares orthogonally.  
1 square diagonally.

**Turning:**

8 points (90°) per turn after  
the ship has moved.

**Gun Range:**

6 squares orthogonally  
*NB. Except if ON FIRE when  
the range is:*  
4 squares orthogonally

**Firing:**

1D6 for each gun able to  
bear.

*NB. Guns larger than 16"  
calibre count as 2 guns.*

**Damage Control Cards:**

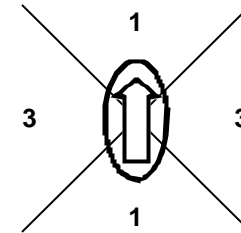
1 playing card per Conning  
Tower, Engine, Steering, or  
On Fire hit. The playing card  
or cards must be used to  
repair the most serious

damage first. A playing card  
of the same suit as that  
which has caused the  
damage will repair the  
damage unless otherwise  
stated.

**'Friendly' Ramming**

Red activation card:  
'Friendly ship' is rammed.  
Black activation card:  
Ship pass each other.

**FIRING ARCS**



**DAMAGE CONTROL**

**FLOTATION**

ACE
-----

KING
------

QUEEN
-------

JACK
------

1	2	3
4	5	6
7	8	9
10	11	12
13	14	15

ADMIRAL BAUDIN

**CONNING TOWER HIT**

The ship moves 1 square straight  
ahead per turn. Ship may not fire.  
This continues until the damage  
is repaired.

**ENGINE HIT**

The ship moves 1 square straight  
ahead and stops. Ship may not  
move until the damage is  
repaired.

**STEERING HIT**

The ship moves 1 square straight  
ahead and turns 4 points (45°) to  
Port (Red Card) or Starboard  
(Black Card). Ship continues  
moving and turning until the  
damage is repaired.

**ON FIRE**

The ship may move, steer, and  
fire as usual but it may blow up if  
Damage Control is poor.

**FLOTATION HIT**

The ship may move, steer, and  
fire as usual but it may sink if  
Damage Control is poor.

1st PRIORITY REPAIR

King: Engine hit.  
Queen: Steering hit.

4th PRIORITY REPAIR

3rd PRIORITY REPAIR

King: Engine hit.

2nd PRIORITY REPAIR

Joker: Ship blows up!  
Ace: Conning Tower hit.  
King: Engine hit.  
Queen: Steering hit.  
Jack: Additional fire.

DAMAGE CONTROL

10: Additional loss of  
flotation.

**Displacement:**

11910 tons

**Armament:**

3 x 14.5"

**Armour:**

21" Belt

**Speed:**

16 knots

**Movement:**

1 or 2 squares orthogonally.  
1 square diagonally.

**Turning:**

8 points (90°) per turn after  
the ship has moved.

**Gun Range:**

6 squares orthogonally  
*NB. Except if ON FIRE when  
the range is:*  
4 squares orthogonally

**Firing:**

1D6 for each gun able to  
bear.

*NB. Guns larger than 16"  
calibre count as 2 guns.*

**Damage Control Cards:**

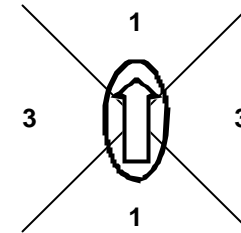
1 playing card per Conning  
Tower, Engine, Steering, or  
On Fire hit. The playing card  
or cards must be used to  
repair the most serious

damage first. A playing card  
of the same suit as that  
which has caused the  
damage will repair the  
damage unless otherwise  
stated.

**'Friendly' Ramming**

Red activation card:  
'Friendly ship' is rammed.  
Black activation card:  
Ship pass each other.

**FIRING ARCS**



**DAMAGE CONTROL**

**FLOTATION**

<b>ACE</b>
------------

<b>KING</b>
-------------

<b>QUEEN</b>
--------------

<b>JACK</b>
-------------

1	2	3
4	5	6
7	8	9
10	11	12
13	14	15

**FORMIDABLE**

**CONNING TOWER HIT**

The ship moves 1 square straight  
ahead per turn. Ship may not fire.  
This continues until the damage  
is repaired.

**ENGINE HIT**

The ship moves 1 square straight  
ahead and stops. Ship may not  
move until the damage is  
repaired.

**STEERING HIT**

The ship moves 1 square straight  
ahead and turns 4 points (45°) to  
Port (Red Card) or Starboard  
(Black Card). Ship continues  
moving and turning until the  
damage is repaired.

**ON FIRE**

The ship may move, steer, and  
fire as usual but it may blow up if  
Damage Control is poor.

**FLOTATION HIT**

The ship may move, steer, and  
fire as usual but it may sink if  
Damage Control is poor.

**1st PRIORITY REPAIR**

King: Engine hit.  
Queen: Steering hit.

**4th PRIORITY REPAIR**

**3rd PRIORITY REPAIR**

King: Engine hit.

**2nd PRIORITY REPAIR**

Joker: Ship blows up!  
Ace: Conning Tower hit.  
King: Engine hit.  
Queen: Steering hit.  
Jack: Additional fire.

**DAMAGE CONTROL**

10: Additional loss of  
flotation.



**Displacement:**

7197 tons

**Armament:**

2 x 16.5"

**Armour:**

19.5" Belt

**Speed:**

14 knots

**Movement:**

1 or 2 squares orthogonally.  
1 square diagonally.

**Turning:**

8 points (90°) per turn after  
the ship has moved.

**Gun Range:**

6 squares orthogonally  
*NB. Except if ON FIRE when  
the range is:*  
4 squares orthogonally

**Firing:**

1D6 for each gun able to  
bear.

*NB. Guns larger than 16"  
calibre count as 2 guns.*

**Damage Control Cards:**

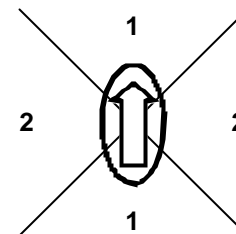
1 playing card per Conning  
Tower, Engine, Steering, or  
On Fire hit. The playing card  
or cards must be used to  
repair the most serious

damage first. A playing card  
of the same suit as that  
which has caused the  
damage will repair the  
damage unless otherwise  
stated.

**'Friendly' Ramming**

Red activation card:  
'Friendly ship' is rammed.  
Black activation card:  
Ship pass each other.

**FIRING ARCS**



**DAMAGE CONTROL**

**FLOTATION**

ACE
-----

KING
------

QUEEN
-------

JACK
------

1	2	3
4	5	6
7	8	9
10	11	12
13	14	15

CAIMAN

**CONNING TOWER HIT**

The ship moves 1 square straight  
ahead per turn. Ship may not fire.  
This continues until the damage  
is repaired.

**ENGINE HIT**

The ship moves 1 square straight  
ahead and stops. Ship may not  
move until the damage is  
repaired.

**STEERING HIT**

The ship moves 1 square straight  
ahead and turns 4 points (45°) to  
Port (Red Card) or Starboard  
(Black Card). Ship continues  
moving and turning until the  
damage is repaired.

**ON FIRE**

The ship may move, steer, and  
fire as usual but it may blow up if  
Damage Control is poor.

**FLOTATION HIT**

The ship may move, steer, and  
fire as usual but it may sink if  
Damage Control is poor.

**1st PRIORITY REPAIR**

King: Engine hit.  
Queen: Steering hit.

**4th PRIORITY REPAIR**

**3rd PRIORITY REPAIR**

King: Engine hit.

**2nd PRIORITY REPAIR**

Joker: Ship blows up!  
Ace: Conning Tower hit.  
King: Engine hit.  
Queen: Steering hit.  
Jack: Additional fire.

**DAMAGE CONTROL**

10: Additional loss of  
flotation.

**Displacement:**

7197 tons

**Armament:**

2 x 16.5"

**Armour:**

19.5" Belt

**Speed:**

14 knots

**Movement:**

1 or 2 squares orthogonally.  
1 square diagonally.

**Turning:**

8 points (90°) per turn after  
the ship has moved.

**Gun Range:**

6 squares orthogonally  
*NB. Except if ON FIRE when  
the range is:*  
4 squares orthogonally

**Firing:**

1D6 for each gun able to  
bear.

*NB. Guns larger than 16"  
calibre count as 2 guns.*

**Damage Control Cards:**

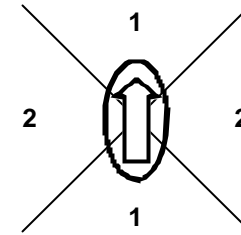
1 playing card per Conning  
Tower, Engine, Steering, or  
On Fire hit. The playing card  
or cards must be used to  
repair the most serious

damage first. A playing card  
of the same suit as that  
which has caused the  
damage will repair the  
damage unless otherwise  
stated.

**'Friendly' Ramming**

Red activation card:  
'Friendly ship' is rammed.  
Black activation card:  
Ship pass each other.

**FIRING ARCS**



**DAMAGE CONTROL**

**FLOTATION**

ACE
-----

KING
------

QUEEN
-------

JACK
------

1	2	3
4	5	6
7	8	9
10	11	12
13	14	15

INDOMPTABLE

**CONNING TOWER HIT**

The ship moves 1 square straight  
ahead per turn. Ship may not fire.  
This continues until the damage  
is repaired.

**ENGINE HIT**

The ship moves 1 square straight  
ahead and stops. Ship may not  
move until the damage is  
repaired.

**STEERING HIT**

The ship moves 1 square straight  
ahead and turns 4 points (45°) to  
Port (Red Card) or Starboard  
(Black Card). Ship continues  
moving and turning until the  
damage is repaired.

**ON FIRE**

The ship may move, steer, and  
fire as usual but it may blow up if  
Damage Control is poor.

**FLOTATION HIT**

The ship may move, steer, and  
fire as usual but it may sink if  
Damage Control is poor.

1st PRIORITY REPAIR

King: Engine hit.  
Queen: Steering hit.

4th PRIORITY REPAIR

3rd PRIORITY REPAIR

King: Engine hit.

2nd PRIORITY REPAIR

Joker: Ship blows up!  
Ace: Conning Tower hit.  
King: Engine hit.  
Queen: Steering hit.  
Jack: Additional fire.

DAMAGE CONTROL

10: Additional loss of  
flotation.

**Displacement:**

7197 tons

**Armament:**

2 x 16.5"

**Armour:**

19.5" Belt

**Speed:**

14 knots

**Movement:**

1 or 2 squares orthogonally.  
1 square diagonally.

**Turning:**

8 points (90°) per turn after  
the ship has moved.

**Gun Range:**

6 squares orthogonally  
*NB. Except if ON FIRE when  
the range is:*  
4 squares orthogonally

**Firing:**

1D6 for each gun able to  
bear.

*NB. Guns larger than 16"  
calibre count as 2 guns.*

**Damage Control Cards:**

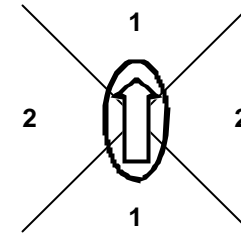
1 playing card per Conning  
Tower, Engine, Steering, or  
On Fire hit. The playing card  
or cards must be used to  
repair the most serious

damage first. A playing card  
of the same suit as that  
which has caused the  
damage will repair the  
damage unless otherwise  
stated.

**'Friendly' Ramming**

Red activation card:  
'Friendly ship' is rammed.  
Black activation card:  
Ship pass each other.

**FIRING ARCS**



**DAMAGE CONTROL**

**FLOTATION**

ACE
-----

KING
------

QUEEN
-------

JACK
------

1	2	3
4	5	6
7	8	9
10	11	12
13	14	15

REQUIN

**CONNING TOWER HIT**

The ship moves 1 square straight  
ahead per turn. Ship may not fire.  
This continues until the damage  
is repaired.

**ENGINE HIT**

The ship moves 1 square straight  
ahead and stops. Ship may not  
move until the damage is  
repaired.

**STEERING HIT**

The ship moves 1 square straight  
ahead and turns 4 points (45°) to  
Port (Red Card) or Starboard  
(Black Card). Ship continues  
moving and turning until the  
damage is repaired.

**ON FIRE**

The ship may move, steer, and  
fire as usual but it may blow up if  
Damage Control is poor.

**FLOTATION HIT**

The ship may move, steer, and  
fire as usual but it may sink if  
Damage Control is poor.

**1st PRIORITY REPAIR**

King: Engine hit.  
Queen: Steering hit.

**4th PRIORITY REPAIR**

**3rd PRIORITY REPAIR**

King: Engine hit.

**2nd PRIORITY REPAIR**

Joker: Ship blows up!  
Ace: Conning Tower hit.  
King: Engine hit.  
Queen: Steering hit.  
Jack: Additional fire.

**DAMAGE CONTROL**

10: Additional loss of  
flotation.

**Displacement:**

7197 tons

**Armament:**

2 x 16.5"

**Armour:**

19.5" Belt

**Speed:**

14 knots

**Movement:**

1 or 2 squares orthogonally.  
1 square diagonally.

**Turning:**

8 points (90°) per turn after  
the ship has moved.

**Gun Range:**

6 squares orthogonally  
*NB. Except if ON FIRE when  
the range is:*  
4 squares orthogonally

**Firing:**

1D6 for each gun able to  
bear.

*NB. Guns larger than 16"  
calibre count as 2 guns.*

**Damage Control Cards:**

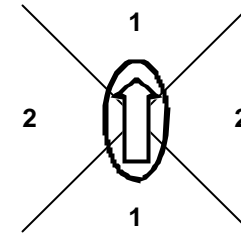
1 playing card per Conning  
Tower, Engine, Steering, or  
On Fire hit. The playing card  
or cards must be used to  
repair the most serious

damage first. A playing card  
of the same suit as that  
which has caused the  
damage will repair the  
damage unless otherwise  
stated.

**'Friendly' Ramming**

Red activation card:  
'Friendly ship' is rammed.  
Black activation card:  
Ship pass each other.

**FIRING ARCS**



**DAMAGE CONTROL**

**FLOTATION**

**ACE**

**KING**

**QUEEN**

**JACK**

1	2	3
4	5	6
7	8	9
10	11	12
13	14	15

**TERRIBLE**

**CONNING TOWER HIT**

The ship moves 1 square straight  
ahead per turn. Ship may not fire.  
This continues until the damage  
is repaired.

**ENGINE HIT**

The ship moves 1 square straight  
ahead and stops. Ship may not  
move until the damage is  
repaired.

**STEERING HIT**

The ship moves 1 square straight  
ahead and turns 4 points (45°) to  
Port (Red Card) or Starboard  
(Black Card). Ship continues  
moving and turning until the  
damage is repaired.

**ON FIRE**

The ship may move, steer, and  
fire as usual but it may blow up if  
Damage Control is poor.

**FLOTATION HIT**

The ship may move, steer, and  
fire as usual but it may sink if  
Damage Control is poor.

**1st PRIORITY REPAIR**

King: Engine hit.  
Queen: Steering hit.

**4th PRIORITY REPAIR**

**3rd PRIORITY REPAIR**

King: Engine hit.

**2nd PRIORITY REPAIR**

Joker: Ship blows up!  
Ace: Conning Tower hit.  
King: Engine hit.  
Queen: Steering hit.  
Jack: Additional fire.

**DAMAGE CONTROL**

10: Additional loss of  
flotation.