Oak Warriors Quick Reference Sheets

Fleet Deployment

Once the game area is setup the fleets can be deployed using the following procedure.

1. Place the wind gauge and decide direction by rolling a D12 (or 2D6 and sum if no D12s available)
2. Each player with a Navy Formation allocates each of their ships to a specific squadron. Remember once defined these allocations cannot be changed during the game
3. Deployment zones are one long and one short edge and extend 6" depth onto the table
4. Each player rolls 2D6 plus 1D6 per Frigate or Brig in the fleet
5. Sum each player's rolls and compare the totals: the winner is the player with highest total
6. The winner:
   a. Has the option to go first or second in the deployment of the first squadron
   b. Has the option to select deployment zone
7. Deployment is by alternating squadrons, for Navy Formations, or ship, for Pirate Formations, for each player
   a. All ships must be completely within the owning player's deployment zone
   b. If deploying as a Squadron all ships must be wholly within 12" and visibility of the Squadron Commanders ship

Turn Sequence

Complete each turn by working through the following Phases in order.

Start of Turn Phase

Establish initiative:

1. Players each roll a D6. The first Player to complete placing their fleet on the board gets +1 for the first turn only
2. Highest score has initiative: they can elect to go first or second in the *Movement and Shooting Phase*
3. If there is a draw, reroll (including the '+1' from above) until there is a winner

Movement and Shooting Phase

Complete the phase in the following order.

1. Each player now alternates completing the signal(s) for a single Pirate Formation ship or **all** ships in one squadron.
2. At any point in this sequence either player can elect to shoot as a target presents itself. Remember, the current active player will always shoot first if both players express a desire to exchange fire.
3. Repeat until all squadrons and ships on the board have executed a signal.

End-of-Turn Phase

Complete the steps in the following order:

1. Resolve all Boarding/Captures
2. Resolve all repair attempts
3. Resolve all re-float attempts
4. Attempt to release all pairs of Entangled ships
5. Move all drifting ships. Resolve any collisions
6. Move all Fog Banks
7. Decide if game victory conditions have been met
8. Remove Broadside markers and shore batteries are considered reloaded
9. Refill Fleet & Squadron Commander's signal slots

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Ships of the Line

Rate	Guns	Hull Points (HP)	Sail Grade
1st	100+	12	A
2nd	80 to 98	10	B
3rd	60 to 74	8	B

Smaller Ship Types

Rate	Name	Hull Points (HP)	Sail Grade
FR	Frigate	6	C
BR	Brig	4	C
MR	Merchant	6	B

Sail Grade Movement Table

Sail Grade	Base movement	A turn <=90	A turn >90	If ending Into Wind
A	6"	-1"	-2"	-2"
B	8"			
C	10"			
Damaged	3"			
Other	2" (Drift)	Not Possible		

Crew understanding a signal

When a crew attempts to obey a signal, it must first check they have understood it using the following mechanism:

- Throw a D6
    - *Skilled* Crew succeed on a 2-6
    - *Experienced* Crew succeed on a 3-6
    - *Mediocre* Crew succeed on a 4-6
- If an *Experienced* or *Mediocre* Crew and the ship is being used by the *Squadron* or *Fleet Commander,* add 1 to the D6

Collisions

If a collision occurs:

- With a Land Mass the ship is marked as *Critical*
- With a Sand Bank the ship is marked as *Damaged* and *Run-Aground*
- With the table edge the ship is marked as *Damaged*
- With another ship
    - The *Active* player throws a D6
    - On a 1-3 no damage
    - On a 4-6 consult the collision table
    - Apply resulting damage to each ship
    - If opposing fleets, then a boarding action must also be resolved during the *End-of-Turn* phase
- The ships are now *Entangled* and drift together

	Rate of other ship and effect applied to it		
Rate	1st	2nd/3rd	FR/BR
1st	2 HP loss	Damaged/1 HP	Critical
2nd/3rd	1 HP loss	2 HP loss	Critical
FR/BR	1 HP loss	1 HP loss	2 HP loss

Heave-To dice roll results table.

Sailing Direction	Straight Ahead Full	Other Signals	Effect
Into Wind	NA	1-2	No damage
	1	3-4	1 HP
	2-3	5	1 HP + Damaged
	4-6	6	Now critical
Down Wind	NA	1-4	No damage
	1-2	5	1 HP
	3-5	6	1 HP + Damaged
	6	NA	Now critical

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Conducting shooting - Main Armament

Check the table to obtain the base number of D6 for the ship rating.

	Base shooting Dice	Short (6")	Long (12")
1st Rate	6D6	3-6 to hit	5-6 to hit
2nd Rate	5D6		
3rd Rate	4D6		
Frigate	3D6	3-6 to hit	no shooting at this range
brig	2D6		

1. any other result is a miss
2. Damaged Ships half dice (rounded up)
3. IF Target is moving *Straight Ahead: Full* -1 FROM DICE ROLL

- Roll the dice and check for hits
- Re-roll successful hits if using the optional *Armoured Rule*
- For each hit one hull point (HP) is lost
- Any hit on a 6 also inflicts a *Damaged* effect

Additionally, if Crossing the T

- Any hit on a 4-5 also inflicts a *Damaged* effect
- The target automatically loses an additional 1 HP

Conducting shooting - Musket

- Throw the half the current number of Hull Points D6 (rounded up) [i.e. 5HP equals 3D6]
- The reroll for the optional *Armoured Rule* is not applied
- Each 6 inflicts one HP of damage
- *Musket Fire* cannot cause a *Damaged* effect.
- *Crossing the T* rules do not apply to *Musket Fire*

Repair/Run Aground/Entangled Table

CREW	Repair	Run a ground	Locked/ Entangled
Skilled	3-6		4-6
Experienced	3-6	4-6	5-6
Mediocre	4-6	5-6	
Anything else is a fail			

Resolving Boarding

This is resolved in the *End-of-Turn* Phase

- Each player rolls 1D6 for each remaining hull point of their ship
- Pirates add an additional D6 to this dice pool
- If there are more than 2 ships in combat, resolve each adjacent pair as separate combats
  - The first pair is selected by the player with initiative: then alternate which player selects
- For each 4-6, a hand to hand success is scored: Pirates add 1 to each roll
- The ship with the most successes immediately captures the other ship
- Each ship loses 1 HP from fighting the boarding action
- If it is a draw, repeat until there is a winner
- *Abandoned* ships are auto-captured for no loss
- When a ship captures a ship of the same or lower rating the crew can elect to transfer and abandon their original ship: mark it as *Abandoned*
- Remember, ships involved in the Boarding are classed as *Entangled* until released by the crew during the *End-of-Turn* Phase