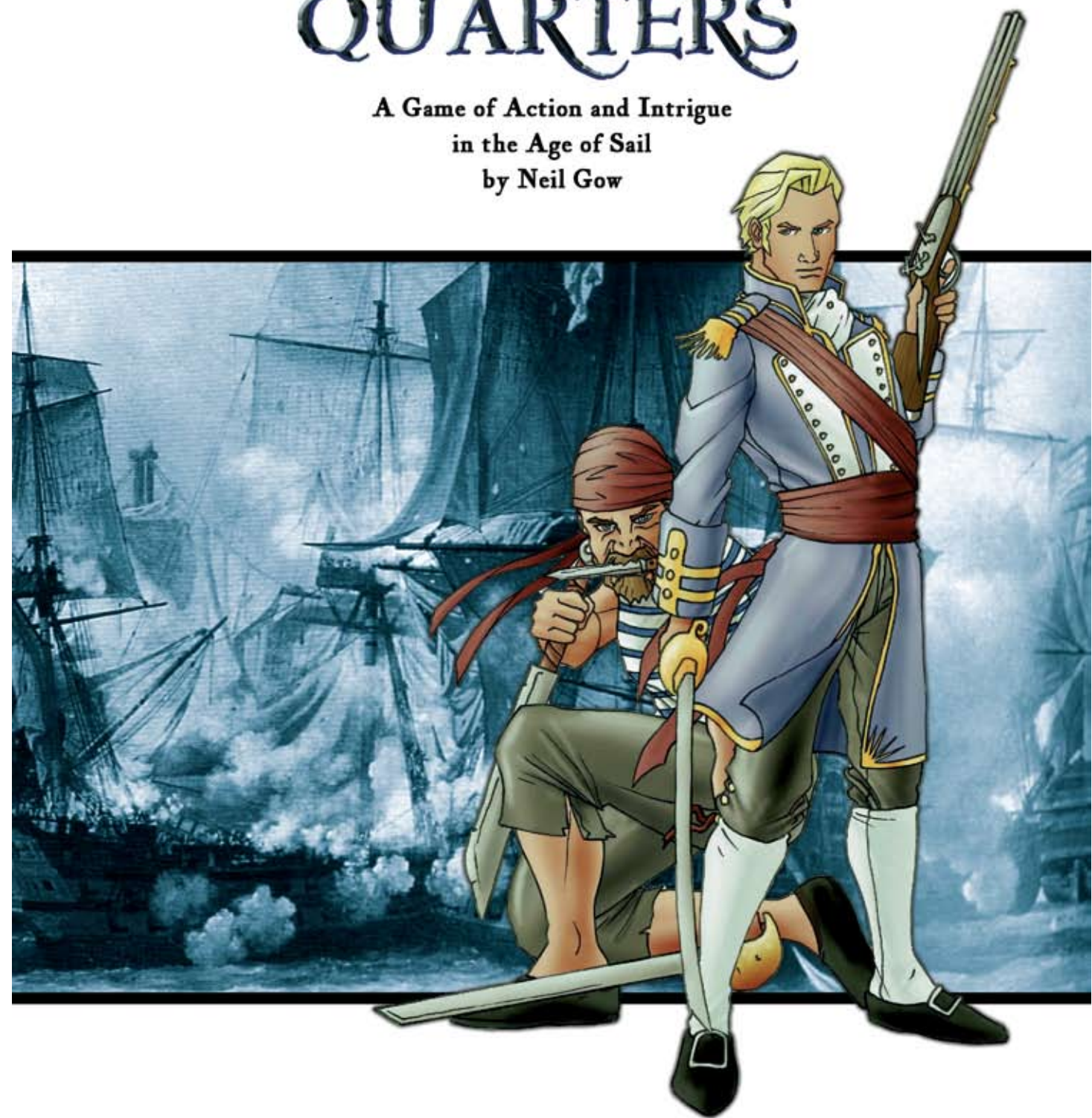


Beat TO QUARTERS

A Game of Action and Intrigue
in the Age of Sail
by Neil Gow



Beat TO QUARTERS

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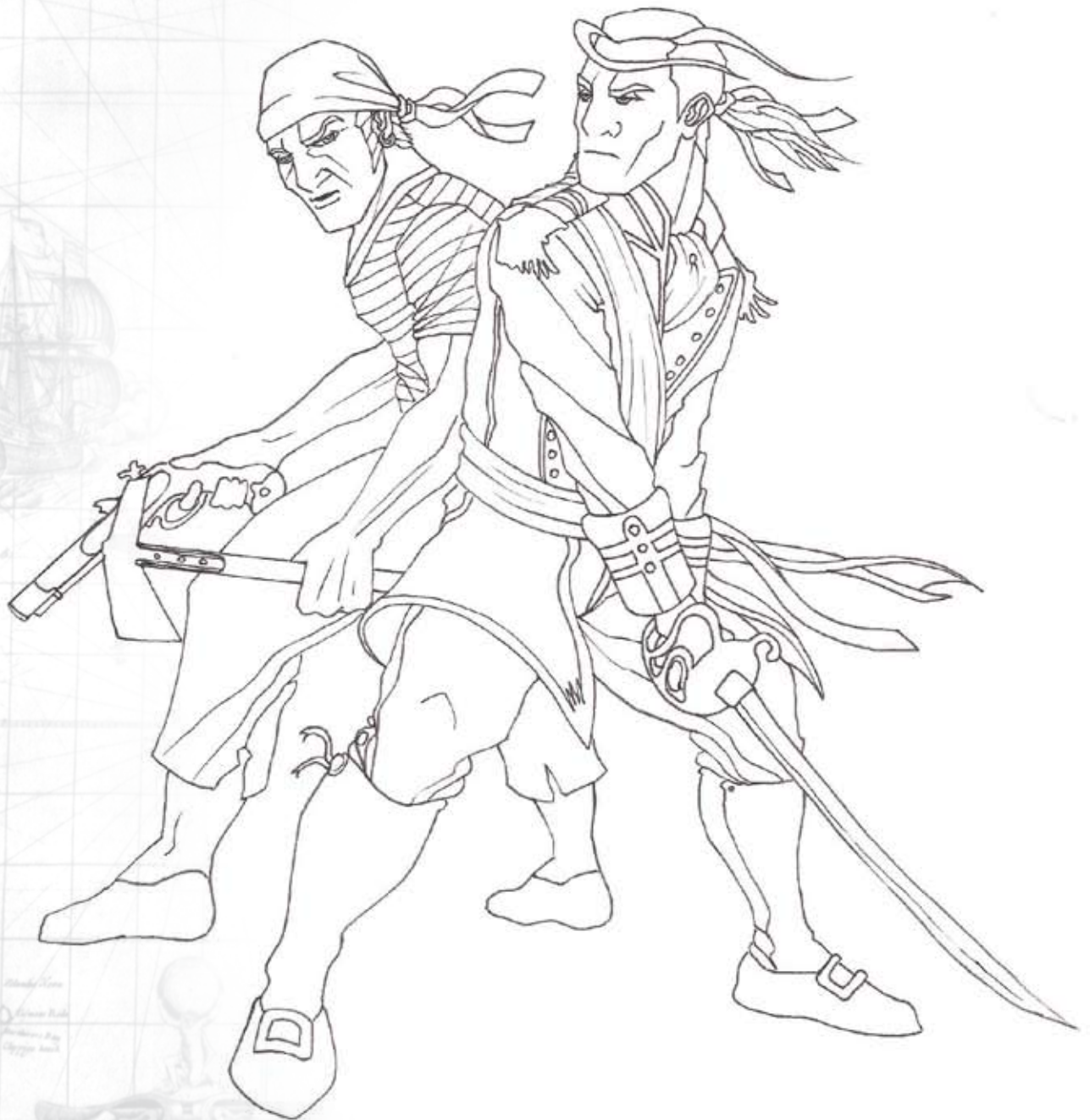
Feedback: The ever-willing denizens of the Collective Endeavour forum (www.collective-endeavour.co.uk) and the Omnihedron Games forum (www.omnihedron.co.uk), especially Jez Grey and Mick Red.

*Dedicated to Christine, Lara, Emma and the ship's cat Sammy
the very best crew any Captain could want!*

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1809 Edition - the first printing of the game (2009)





War on the High Seas

On the battlefields of Europe, the Emperor Napoleon marches Le Grand Arme'e against anyone who stands in the way of his inexorable expansion. However, one small island remains resolute and free; Great Britain. Whilst Napoleon may control the land, King George has control of the sea. The oak-built ships – the so-called Wooden Walls – patrol the seven seas ensuring that the French can never rest. Manned by brave men who live with the constant spectre of painful death or crippling injury, the tales of these ships are legend, and the names of their commanders live on through history; Nelson, Collingwood, Hood, Cochrane.

Of course, the French are not the only danger to the brave British sailors. The fledgling state of America is leading the way in innovative shipbuilding and if the skill of their sailors ever matched the power of their frigates, they would be a potent force. However, the British Navy may have the tiger by the proverbial tail as it continues to harass the neutral America trading ships and 'press' men from them into service.

Privateers cause a constant threat to both merchantmen and warships. These legalised brigands carry a Letter of Marque, allowing them to act on behalf of one nation against the interests of another. The continual harassment of these 'man-o-war' adds a dangerous variable in an already explosive atmosphere.

And there are pirates! Whether they are brigands who have taken it upon themselves to ransack and plunder the coastlines of the West Indies, strangely rigged ships from the Far East or the fanatical gunboats of the Barbary Coast, they are not a threat to be taken lightly.

However before a British sailor can cross swords with any of these enemies, they have to survive being 'pressed' into service and the tough education upon a King's ship. They have to learn to obey their officers without question, live within the deadly rules of the Articles of War, survive on meagre rations and rancid water and work in extremes of weather.

And why do they fight? Some fight for families back in England, some fight to escape the horrors of poverty and disease whilst others fight because they know nothing better. They all fight however, with the same fury, discipline and determination, under the flag of their King, for an island they call home.

These are the sailors – the "Jolly Tars", if you will - that sail the seas in our "Hearts of Oak".

These are their adventures.



Introduction

What is Beat to Quarters?

Do you enjoy tales of broadsides firing and fierce boarding actions? Do you feel a rising in your chest when a drum beats the constant roll, calling men to battle? Do you thrill to the exploits of Nelson at Trafalgar?

When is Beat to Quarters Set?

The game covers the period between around 1780 and 1815 although nothing is specific about exact times. Why? Well, for a start, keeping track of which side the Spanish navy was fighting during any given year would complicate matters immensely. Similarly, the prowess of the American navy increases over the period and to represent that would require some snapshots in time which would create a degree of confusion.

There are numerous excellent online and book-based resources available which present time-lines for this period and they can inform you of the situation in the world during the time that you run your game.

As a guideline however, if you want to run a game where everything is up for grabs, set it around the 1780s. If you want to walk in the footsteps of Nelson and Collingwood, choose 1800-1805. If you want to be closer to Wellington's adventures, choose 1808-1815.

Beat to Quarters is a role-playing game that puts you and your friends in the roles of the men who sailed the seven seas during the Revolutionary and Napoleonic Wars. The game does not, however, wallow in the mire of bilge pumps, salt beef and slow rotting diseases – rather it is told from the perspective of the thrilling works of fiction that have built up around this time – the adventures of Aubrey, Hornblower, Bolitho, Kydd, Drinkwater etc.

Each player in Beat to Quarters has their own character and together with the other players they tell the story of that character's own personal adventure. Some may be destined for greatness, others may perish in battle whilst others may plot and intrigue to gain whatever advantage they can. However they live, this game is their story.

What do you need to play Beat to Quarters?

You need some friends – three or more – one of whom is willing to act as the arbiter for the game, commonly known as the Games Master (GM). You will need somewhere to play – a house, a games club, an online space or even a VOIP connection. Each player will need a character sheet, a mission sheet, a pencil and a pack of ordinary playing cards with only one joker included.

What sort of game is Beat to Quarters?

In Beat to Quarters the progress and plot of the game are thrown open to the players to direct as they try to complete their missions, both personal and naval. Alongside the GM, the players suggest the sort of adventures that they would like to participate in and how they can overlap to create a great story. This requires both the GM and the players to think on their feet and be able to work together to create an exciting and compelling story.

Notation

Cards that are overturned are noted by Number first and Suit second. For example: AS is the Ace of Spades, 5D is the five of Diamonds, KC is the King of Clubs, 10H is the ten of Hearts.

The characters that are controlled by the players are called 'Player Characters' or PCs

The characters that the GM controls are called 'Non-Player Characters' or NPCs.



The Basics

What Makes a Beat to Quarters Character?

A character in Beat to Quarters is defined by seven sets of parameters (Measures, Reputations, Skills, Experiences, Ship, Traits and Wealth). Below is an outline of each, that will be expanded on later in the book

Measures

Beat to Quarters has four measures which define the important resilient qualities of the character; Guts, Discipline, Influence and Charm.

Reputations

Reputations represent the loyalties, favours, animosities and hatreds that the character has with various institutions and personalities within the campaign. They are split into two sorts – Institutions (which are linked to the character's Influence measure) and Personalities (which are linked to the character's Charm measure).

Skills

Skills are the everyday talents that the character can perform. They are gained throughout your characters life. At the beginning of the character creation all skills are set to zero. This will change as you gain Experiences.

Experiences

Every character will have had a number of experiences prior to the beginning of play. Each experience brings with it the opportunity to accumulate Measures, Skills, Wealth and Reputations. Experiences need not be naval in nature although if you wish your character to be an effective sailor it would be better if a few were! It is important to note that an Experience does not have a specific length of time attached to it – it can take place in a day, a week or the space of years.

Ship

Your ship is your family, your home, your prison and the one thing that you will fight and die for on the terrible sea. All players are in the same ship and together they define the exploits, personas and traditions of that ship, during character creation.

Traits

Traits are special personal, social, naval or professional advantages that the character has which single him out amongst the masses of the navy. Traits are bought at the end of character creation and you have a finite number of points to spend on them.

Wealth

Wealth is your character's ability to command monetary sums beyond his normal wages and other assets. It is an abstract representation of the characters means and is dependent on rank and campaign history.

What is Duty & Honour?

Occasionally, reference will be made in passing to 'Duty & Honour'. D&H is another RPG from Omnihedron Games and the sister game to Beat to Quarters. Where BtQ deals with the navy and its battles at sea, D&H focuses on the army and in particular the Peninsular War leading up to the Battle of Waterloo.

Both games are compatible with each other, but you do not need to purchase Duty & Honour to play Beat to Quarters, or vice versa.



Measures

What are Measures?

Measures are the four parameters that define your character's resilience and ability to recover from setbacks, be they physical, social, naval or financial. Each Measure represents the characters ability to resist the travails that the sea throws at them. A high Measure would be indicate true hardiness and resourcefulness in that area whereas a low Measure would be a weakness and vulnerability. Measures can also be expended to overcome great hardship.

How good is my Measure?

A Measure of 1 reflects a real weakness for the character.

Measures of 2-3 reflect an average ability for the character

Measures of 4-5 reflect an area of strength for the character

Measures of 6 or higher reflect a real dominant area for the character.

Guts – is the measure of the character's resilience to physical injury. A character with low Guts will succumb to the slightest injury in battle, unable to muster their strength. A character with high Guts will brush off even the most serious wounds and continue fighting.

Discipline – is the measure of the character's cool head in battle and their ability to take and give orders. For an ordinary sailor - a rating, it dictates how much aid they can receive from their officer. For an officer it dictates how much aid they can give their men and how proficient they are at marshalling their subordinates. A character with low Discipline is unruly or uninspiring. A character with high discipline is regimented and brave and can lead his men into the jaws of death itself.

Influence – is the measure of the character's ability to move in society (be that high society or low society) and to forge and re-forge relationships between themselves and institutions. A character with low Influence has only the most passing relationships and finds it difficult to maintain them if they are fractured. A character with a high Influence has contacts in the highest echelons of modern society and has no trouble surviving the occasional scandal!

Charm – is the measure of the character's ability to forge and keep personal relationships. A character with a low Charm forges weak relationships, easily made, easily broken and difficult to regain. A character with high Charm has long-lasting strong relationships, which can survive the sorts of trials that long voyages can throw at them.

Initial and Increasing Measures

All Measures begin the game at 1. You gain Measures as you progress through the character creation process. The points that are gained are added onto this base of 1.

Comparing Measures

Measures can be used to compare two characters and see who has the greater potential in a given area. A character with a higher Guts than another character will be stronger and more resilient. A character with a higher Charm will seem more at ease with people. This is a generalisation, of course, as there are a number of factors that determine these outcomes.

Injury and Overcoming Great Hardship

Measures are used to help a character act when injured and in extremis, they can allow them to perform acts of heroism whilst on their last legs. Higher measures will allow this to happen more easily and more frequently.



Reputations

It's Not Always What You Know...

Reputations are a representation of the influence that your character has with individuals and institutions in the setting. No man is an island and everyone has their own network of contacts, confidantes and interests that they can seek to exploit and manipulate. Similarly, one cannot progress a career in the Navy without creating some enemies, be they foreign or nearer to home. A reputation can be a boon to you when you involve it in the story, but you risk damaging and perhaps even destroying it if you are careless.

Reputations define the place your character inhabits in the game. Are you courting the lords and ladies of high society or are you constantly being plotted against by senior officers? Do you have a sweetheart waiting for you at home or have you left a trail of broken vengeful hearts in your wake? Are you the trusted ally of the scum of the docks or a flogger who they would rather stab in the back?

As you can see, not all reputations are positive, affirmative associations. You can have a reputation with someone who fears you, hates you or is jealous of you.

Anatomy of a Reputation

Personal: Admired by Midshipman Manning +2
Institution: Hunted by the American Frigate Liberty + 1

'Personal' – this indicates that the reputation refers to the feelings between one person and another.

'Institution' – this indicates that the reputation refers to the feelings between one person and a larger group, establishment or entity.

'Admired by...' and *'Hunted by...'* - these descriptors tell us the nature of the reputation and suggest situations that they could be used.

'Midshipman Manning' and *'American Frigate Liberty'* – these are the subjects of the reputation.

'+1' and *'+2'* – these indicate the number of cards that are added to a card pool during a test involving the reputation.

Reputation Descriptors

Take care to give your reputations exciting and emotive descriptors that can then be brought into play during the game. Even a subtle change in the words used can throw a totally different light upon the relationship between the two characters.

Example: A dashing young Lieutenant has a Personal: Ms Atherton +1? If he is 'Adored by ... Miss Atherton' the relationship is very different to 'Admired by... Miss Atherton.' Similarly, if he has an Institution: Corsairs of Algiers +2 and the descriptor is 'Feared by... the Corsairs of Algiers' it is a very different situation to the one described by a reputation which is 'Mistrusted by... the Corsairs of Algiers.'

What happens if I lose Influence or Charm?

If, as a result of a failed Mission, you lose Influence or Charm and your Reputations exceed that Measure, they are temporarily reduced to that level. Should your Measure be increased again to its former-level, the Reputations are restored.



What is an Institution?

An Institution need not be a formal naval body. It can be any representation of an organisation, club, group, family, ship etc. that the character has an overall standing with. It need not even be on the British side. A character who is the scourge of a particular French frigate could well have a Reputation with them.

Gaining Reputations

You can gain Reputations in two ways; through your experiences in character generation and through completing Missions during the game. Reputations that are gained due to an experience should be related, in some way, to that experience e.g. reputations that are gained after completing a Mission should be related to that Mission.

Limits of Reputations

You are limited to the amount of influence you can bring to bear on a situation by your Measures.

You cannot have a Personal reputation with a value greater than your Charm.

You cannot have a Institution reputation with a value greater than your Influence.

Example Reputations

Institution: Fondly Remembered by HMS Agamemnon (64) +1

You served your first voyage as a Midshipman on the Agamemnon and whilst that was many years ago now, there are still a few old faces who remember the bright eyed young lad who once leapt amongst the rigging like a monkey.

Institution: Trusted by Beaufort and Wiggins, Prize Agents +1

You have, in your time, brought a good few ships back to British ports and into the service of His Majesty's Navy. You have also made a pretty penny for your crews and the port's prize agents, Messrs. Beaufort and Wiggins. These gentlemen are well disposed towards you.

Institution: Hunted by La Cornielle Noir (28) +2

The French Privateer known as 'The Black Crow' has been on the end of your cannon too many times now and their crew has orders to kill you on sight. Of course, their fervor is something that you have never tried to dampen as it gives you a decided advantage when you meet!

Institution: Owed a debt of honour by the East India Company +1

You have saved the lives of some of the more influential members of the East India Company during an intervention as they were ambushed near the Cape. They now feel beholden to you for a favour – a debt that burns in their hearts rather than one that is given freely.

Personal: Respected by Admiral Calder +2

When Admiral Calder was Captain Calder, you were but a midshipman. He remembers to this day the brave young lad that fought alongside him when all else looked lost and who went on to build a glittering career for himself. Such bravery is rarely forgotten.

Personal: Held in the Fondest Regard by Lady Butterworth +1

Lady Butterworth, the rich widow of the late Lord Humphrey Butterworth and the guardian of your beloved Agnes thinks you are quite the sweetest and kindest gentlemen ever to set foot in the manor.



Personal: Feared by Bosun's Mate Harris +2

Harris has been the bane of your life for too many voyages now and he went too far during the last causing you to have him flogged for insubordination. He never stopped staring at you as the Cat' flayed the skin on his back and now he won't even look you in the eye.

Personal: Despised by Your Father +1

You promised that you would join the Army and continue the family tradition in the Infantry. However, once you had the scent of the sea in your nostrils, you knew that your future lay onboard a ship. Your father has never forgiven your betrayal and treats you with the contempt he believes you deserve.

LLOYD'S MARINE LIST – December 31

The Harriet, Cusack from Liverpool to Africa, has been taken, retaken by the Amethyst frigate, and arrived at Cork.

The Jason Watt, from London to Jamaica, and the Brilliant Wyatt, from London to Tobago, are put into Falmouth; the former has been run foul of a large ship, and the latter has lost her bowsprit.

The Violet, Conway, of Baltimore, is upset at sea. Some of the crew arrived at Jamaica.

The Ferret privateer, of 14 guns, and 60 men, from St Maloes, is captured off the Ram-Head by the Viper cutter, of 12 guns, after a gallant action, and carried into Falmouth; the privateer had taken a Yarmouth brig with coals.

The American ship Packet, of Boston, fell in with the barcque Betsey, Gassen, from Honduras to London, 18th September, on the Banks of Newfoundland, all well.

The Industry, Chevalier, from Jersey to Oporto, is captured and carried to Morlaix.

Captures taken from the French papers

The Welcome, laden with hops, taken on the coast of England by the Intrepid privateer of Calais, Captain Saillard, and sent to Boulogne.

The Jane, an English brig, of 6 guns, taken by Le Barras privateer of Ostend, Capt. Fromentin, and sent into that port.

The ship Abeguile, _____; alias Abigail, taken in the Road of Leford, by le Grand Diable privateer, of Dieppe, and set into Courseule.

An English ship from Newfoundland, laden with cod, oil, and fish, taken by l'Aventurier, of l'Orient, and sent to Corunna.

The Halifax packet, three masts, taken by the Vengeance privateer of Bourdeaux and sent into that port.

A Russian ship from Patrass, laden with cotton, wool, currants, wax, corn &c. taken near the Island of Capraja, by the Formidable privateer of Toulon, Captain Borme, and sent to Villefranche.

The Lady Harriot packet, from Falmouth to Lisbon, and the Fly, from Madeira to Hamburg, laden with copper and Madeira win, taken by the Mars privateer of Bourdeaux, and sent to Corunna.

The Oretidon, a Portugueze vessel, laden with salt, wine and oil, taken by Tam privateer, fitted out of Cadiz, and sent also to Corunna.



Skills

Your character has a set of skills, which he has accumulated through his experiences in life and the navy. These skills are used to overcome tests and challenges in the game. Not everyone has the same set of skills and not everyone has the same degree of ability within these skills.

How skilled am I?

A Skill of 1 reflects passing familiarity in the area for the character.

Skills of 2-3 reflect an average ability for the character

Skills of 4-5 reflect an area of strength for the character

Skills of 6 or higher reflect a real area of expertise for the character.

Initial Skills and Increasing Skills

All skills start at 0. You gain Skills as you progress through the character creation process. The points that are gained are added onto this base of 0. Some items or situations within the game give you a temporary addition to your skills.

Skill Definitions

Awareness – Used to spot hidden items, detect ambushes, correctly identify ships or sense falsehoods and subterfuge.

Command - Used where an officer needs to get his men to do something above and beyond the call of duty, or to rapidly change an order that is already being carried out. Command is tested at the end of a battle to see whether it was a success and it is used to repair a Ship's morale.

Courtesy - Used where a character has to impress someone with their gracious and polite demeanour and is equally useful impressing scared peasants as it is impressing minor royals! Courtesy is used to repair any damage done to a Personality Reputation

Diplomacy – Used when dealing with large official bodies such as governments, boards of enquiry, courts martial and local fisher folk. Diplomacy is used to repair the damage done to a Institutional Reputation.

Engineering - Used in the building of any large item such as a bridge or road, the construction of pulleys and winches and the movement of really heavy things like cannons! Note that Engineering is used to build things and Gunnery is used to blow them up!

First Aid - Used for patching up fallen sailors, giving them a better chance of surviving their wounds. A crucial skill for a surgeon, First Aid is tested to repair a character's injuries that have been sustained in battle.

Gambling - Used to adjudicate tests involving cards, dice and other games of chance

Gunnery – Used for the targeting, positioning and shooting of a ship's cannon and also the general business of handling gunpowder and dealing with explosives.

Haggle - Used in tests involving trading and bartering with locals and marketplaces. Haggling will help you get items from the local population through legitimate means.



Intimidate - Used when you want to scare or coerce someone through the force of your personality or your potential to commit violence towards them.

Intrigue - Used in tests involving secrecy, discovering information or concealing information from people who are looking for them. Intrigue is a fine pursuit for spies and exploring officers, as well as gentlemen at court, but it is not necessarily seen as honourable in all circles.

Maritime - Used in tests involving the day-to-day business of life aboard a ship. Maritime skills covers the most basic aspects of naval action rather than the more complicated areas such as navigation, gunnery and shipwrighting. It does not, however, cover swimming!

Music - Used in tests involving impressing people, or uplifting people, with music. Choose whether you sing, play an instrument or do both and what sort of music you excel in.

Profession (insert) - Used to detail the area of expertise that a character pursued prior to their enlistment in the navy. These can be professional skills such as printing, accounting and wig-making or more practical skills like animal handling, blacksmithing or carpentry. Oh, and brewing. Everyone likes brewing.

Purser - Used in situations where you are managing a ship's inventory or you are trying to get items from the dockmaster, the purser or the supply yard.

Riding - Used in tasks involving horsemanship. Any value in this skill indicates more than passable riding ability

Romance - Used when a character is trying to woo a lady into his bed. This lady can be a fleeting liaison in port or it can be a long held target of the characters adoration.

Scavenge – this is used when the player is trying to find items when he is away from his ship or port without paying for them. It can also be used to see whether the character can recover anything of value from a wreck.

Seamanship – Used when you are performing the more technical matters onboard ship – navigation, changing the ship's direction, setting the rigging etc. It is a crucial skill in ship-to-ship battles.

Skulduggery - Used in tests involving the planning and execution of criminal schemes. These can run from the simple pick pocketing or mugging of a traveller to complex schemes involving skimming from the Purser and smuggling goods aboard ship.

Soldiering - Used in tests where a character has to show their understanding of the workings of the infantry or cavalry. It is a crucial skill for Marines.

The Arts - Used to impress people with knowledge of literature, history, science and other matters intelligent.

Skill Names

Some players may be familiar with Duty & Honour, the sister game to Beat to Quarters.

This skill list has a couple of changes from the one used in that game.

Purser is used instead of Quartermaster to avoid confusion as in nautical terms, a Quartermaster was the crew member that sailed the ship, rather than someone who dealt with provisions.

Similarly, Gunnery is a more appropriate term for the Duty & Honour skill of Siege.

Experiences

What are Experiences?

Experiences are a representation of the things of note your character has done before they join the navy or during their time in the navy before the game.

The GM will tell you how many Experiences your character can undertake before the start of the game. It is up to you to split them between those prior to recruitment and those that have taken place in the navy.

A game with less than 3 experiences will create relatively inexperienced characters that will have to scrap every day they are at sea. 4-5 experiences will deliver characters that are capable of giving the frogs a good seeing-to and 6 or more experiences will deliver exceptionally capable characters.

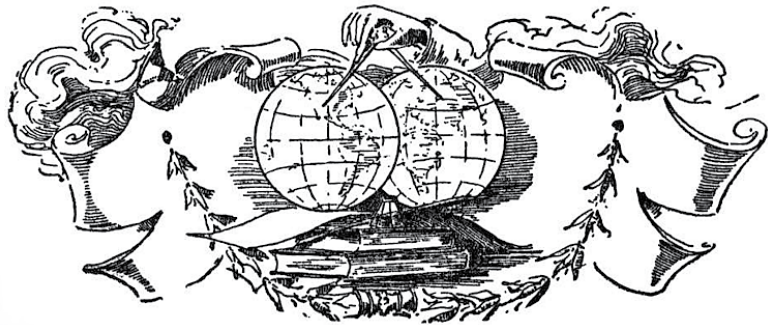
You create and expand your experiences yourself. You take your character through their journey to corners of the known world, highlighting those moments in the past that have made them the men they are today.

For each Experience that you detail, your character will receive points to put into skills and/or measures and some spoils from their adventures.

Experiences must fit within the concept of your character. A farmer cannot attend university in Naples and study alongside Prussian princes. Similarly it is highly unlikely that a young man born to a high-ranking Navy officer is going to spend a formative experience serving as an Ensign in His Majesties Army in India. However, if you have a good enough story, he might just have done that!

Experiences can take any length of actual time for the character. A weekend spent in the presence of the Prince of Wales could be as much of an Experience for a character as ten years stationed on a sloop in the West Indies station.

Experiences and The Game – Your characters experiences act as signals to the GM about the sort of things you want your character to undertake in the game. If you create a sweetheart who you have had to leave behind, don't be too shocked if her new beau appears in your regiment! When you are choosing your experiences, make sure that they will have some impact on the game ahead rather than simply being back story.





Character Creation

*Wherein you learn the origins and talents
of the British sailor.*



Character Creation Overview

So now you know what makes the men of the British Navy the way they are, how do you actually go about carving a name for yourself? The steps below will take you through the process for creating a character:

Step One – Character Concept

You will decide your character's concept, the number of experiences he is built upon and whether he is an officer or a rating.

Step Two – Personal Station

Decide your character's Nationality, Religion and Social Class, which will give you points to spend in Measures and Skills and you will also discover your character's base Wealth.

Step Three – Life before Recruitment

You can allocate any number of your experiences to your life before you joined the Navy and detail what you did during that experience, what you learned and what you materially gained.

Step Four – Your Ship

Now, as a group of players, you should detail your ship. You will decide a name, the nature of the Captain and the crew, the ship's unique traits, its history and its traditions.

Step Five – Naval Recruitment and Training

You receive points in Measures and Skills to reflect your basic training and you then choose which role you take on the ship.

Step Six – Naval Experiences

You then allocate the remainder of your experiences to your naval life. You will discover the major naval missions you have been on, what you learned from them and the booty you walked away with. You will also detail the skills you discovered along the way.

Step Seven – Traits

You detail the special traits which set you apart from the ordinary sailor, e.g. being an expert shot, having connections back at the Admiralty or being an expert thief.

Step Eight – Wealth

Looking at your Social Class and spoils from experiences and traits, you can now define your final Wealth score

Step Nine – The final details

Finally fill in the details about your character – appearance, name, age, personality etc. – and you are ready to take to sea and fight against the dictator Napoleon!

Step One: Character Concept

One: What is your Concept?

The first thing to do is to think of the sort of character you want to play. Do you want to play a scoundrel or a hero? A rugged seaman or a wide-eyed powder monkey? Every choice you make during the creation of your character must hold true to this character concept. Think carefully about it and then note down a one-sentence word sketch of the character you want to play.

Example: Andrew is creating a character for a new voyage in Beat to Quarters. After some consideration, he decides that he finds the idea of a grizzled old sea dog to be appealing and decides that this will be his concept. He does not want to be an officer, but will be Ship's Master.

Two: How many Experiences have you had?

At the beginning of the game your character will have had a number of experiences in his life that have made him the man he is. These experiences can be before or after recruitment into the Navy. Your GM will tell you how many Experiences you have had - note this number.

Example: Andrew consults with Ben, the GM, regarding the number of experiences with which the players will start. Ben has decided that the game will be a five-experience game.

Three: Commissioned Officer, Warrant Officer or Rating?

There are three ranks to consider in Beat to Quarters; Commissioned Officers (those men who have been given their position granted by the Admiralty – these are the leaders on the ship), Warrant Officers (those who have their position granted by the Navy Board – these are the specialists on the ship) and Ratings (men who have volunteered or were pressed into service – these are the labourers on the ship). Within each of these ranks there are a number of positions that a character can take.

Commissioned Officers

Lieutenant – You are one of the officers who run the ship on the behest of the Captain. You might be a newly promoted Midshipman or an ambitious young officer who can smell the possibility of a proper command, or even a cynical older man who has constantly been passed over for promotion. Regardless, you should be someone who can give and take orders and be prepared to be constantly put ‘in harms way’ by life at sea.

Midshipman – You are a volunteer; a ‘young gentlemen’ who is training to become a Lieutenant and will one day serve as a full officer on a ship. Whilst you will generally only be aged 14 to 18, you hold rank on the ship and can give orders and punish men far older and more experienced than yourself. Of course, you are not an officer yet and should you misbehave, you can still be punished by the Captain with a beating!

Warrant Officers

Ward Room Officers – The Ship’s Master, the Purser and the Surgeon are all officers who hold a King’s Warrant but enjoy the hospitality of the Ward Room (eating alongside the Lieutenants) rather than with the other warrant officers. They are professionals whose skills are crucial to the smooth running of the ship.

Standing Officers - The Gunner, The Boatswain and the Carpenter are all warrant officers who are tied to a particular ship. Whilst all other men will likely move between ships in their career, these ‘standing officers’ will stay with theirs, even when it is at port and decommissioned. They are the heart and soul of the ship.

Petty Officers – The Sailmaker, the Master-at-Arms, Carpenter’s Mate, the Master’s Mate and numerous other lower rank positions make up the petty officers. These men have a small amount of authority on the ship, over men of lower rank in their particular area.

Ratings

Able Seamen – These are the most capable of the ratings on any ship. They have proved they can ‘not only ‘hand reef and steer’, but are likewise capable of heaving the lead in the darkest night, as well as in the daytime; who can use the palm and needle of a sailmaker; and who are versed with every part of a ship’s rigging, in the stowage of the hold, and in the exercise of the great guns’. In short they are exceptionally versatile and experienced seamen who know their jobs inside out.

Ordinary Seamen – These are the general mass of the seamen on a ship – either volunteered into the navy or more likely press-ganged into service on land or at sea. They generally work in the rigging of the ship and on the guns when in battle. They eat and sleep on the gun deck, which is a world unto itself.

Landsmen – These are members of the crew with no really useful sailing skills at all. Almost certainly men press-ganged into service against their will, they are used for manual work, moving ropes, turning capstans and at the guns. They might be able to learn some skills, but it is a long and hard road. Of course, they may also bring different skills with them, from their peacetime profession!

Example: As stated previously, Andrew fancied the position of Ship’s Master. This is a Warrant Officer’s position, placing Andrew’s character at the center of life in the Ward Room.

Four: What about your Ship?

Every game of Beat to Quarters will rotate around a ship. This ship will be a constant set for at least part of your adventures. It will be fought over, shot at, boarded and all manner of other things. It is crucial that everyone in the game is in some way invested in their Ship. Your GM will tell you what sort of ship you will be using in the campaign – whether it is a sleek and nippy Cutter, a deadly threatening Frigate or a powerful Ship of the Line. Spend a few moments noting some things about the ship that you would like to see – what sort of characters are part of its crew? What is the Captain like? What has the ship done before now?

Example: Ben wants the game to have a smaller, more intimate scope, so he has decided to set it on a Brig-Sloop in the West Indian station. The Brig will have quite a small crew and this will mean that Andrew’s Ship’s Master will be quite important. This works for his concept.

Step Two: Personal Station - Nationality, Religion and Class.

One: Where was your character born?

Choose one of the Nationalities on the list below. This era is a highly prejudiced time; Britain is or has been at war with just about all of Europe at some point in time within recent memory, slavery is still to be abolished, Catholicism is still looked down upon and there are massive social divisions in society. Each nationality in the list below carries the stereotypical view of each of the nationalities that were present in the Navy as well as the prejudice shown towards them as seen through the eyes of Admiral Forsyth, an English officer serving in the East Indies.

A note on language: If you choose a non-English speaking nationality, you must choose the Speak Second Language trait (see Step 7 of Character Generation) to be able to speak more than the most rudimentary English.

Names – Sometimes coming up with a name can be really difficult, especially if you are wanting to avoid clichés, retreads of modern surnames or copies of fictional characters. Appendix VII has a list of surnames from a number of countries that you can dip into for inspiration.

Nationalities

English

Stereotype: With an already established maritime tradition coming into this terrible conflict, the English reputation as a sturdy, reliable and stubborn foe was established. Many of the press-ganged seaman coming from the many fishing villages and port towns across the south coast, the sea runs deep in their veins and far away from home, they dream of their green and pleasant land.

Prejudices: "I find the problem with the English is that we are essentially two separate nations.. Only a scant few Englishmen understand the correct way to behave in polite society. The vast majority are uncouth ruffians, raised in the gutter by gin-addled fools, scraping together enough to feed themselves. If only they shared the appreciations of the true gentlemen, society would be a far better place."

Scottish

Stereotype: The Scots have a reputation of being fearsome fighters, unmoved by the worse dangers of the sea or battle. They are violent, short-tempered and superstitious but fiercely loyal and unwavering under command.

Prejudices: "I have heard tell of the bravery of the Scots but I say that too many have forgotten that it was not long since we had to crush the insolent rebels once and for all. These highlanders have a streak of independence that they show as their insistence on their damned highland dress. Ignorant, brutal and terminally un-giving, I doubt many of them have seen time at sea before they are pressed. Still, one set of hands at the capstan is much like any other ... and at least they are not Irish!"

Irish

Stereotype: The vision of an Irishman is an untrustworthy ruffian who isn't above thieving and pillaging. They are however, hardy and vicious fighters, fiercely proud of wherever they call home.



Prejudices: "The Irish are rebels to the core and they will stab you in the back for their blessed independence as soon as you let your guard down. Light-fingered, insubordinate, ill-educated and foul-mouthed, they are, with a scant few expectations, an unreliable and dangerous lot. Bog-trotters, the lot of them!"

Welsh

Stereotype: The Welsh are simple folk, drawn from the valleys and mines of the principality. Rugged and pragmatic, the thick-accented Welsh are reliable sailors, but they are never thought of as efficient or elegant as their English counterparts.

Prejudices: "I have sailed with the Welsh and they are useful sailors, in the same way that oxen are useful when carrying munitions. They are a simple folk, used to their basic hardworking existence and easily adapt to orders. They lack the finesse of the English but they fight, oh yes, they fight."

Iberian – Spanish or Portuguese

Stereotype: Swarthy, hot-tempered, passionate, ill-disciplined and very Catholic, the Spanish are strange allies – they were our sworn enemy within living memory! Portugal is our ally, but a poor nation of peasants who have always flattered to deceive in terms of their naval prowess.

Prejudices: "Your average Don is a poor and wretched fellow, scraping a living in a barren hot country whilst prostrating themselves to a papist church. Ah, they have their ways, their music, their song and their own attractions but they are a lesser people. We have spent years beating them, and now we have to save them. A subtle irony, methinks?"

American

Stereotype: There are three sorts of Americans in the navy; those loyalists who did not succumb to the republican revolution, those that have sought employment in a proper navy and those that have been ... acquired by the navy, mistaken for Englishmen fleeing their responsibilities. They are all trouble, mark my words!

Prejudices: "I have no time for Americans, even those that are apparently loyal to the King. They bring with them an air of revolution almost worse than the French. Some, the common men, are simply too rugged and steeped in the wilderness to be of any use on a ship. Those that try to be officers are simply out of their depth and do not understand civilised society."

French

Stereotype: It seems even stranger that His Majesty's Navy could abide the presence of a Frenchman on a ship, but it does happen. Sometimes they not revolutionaries and wish the return of their King to his throne. On other occasions, they are prisoners who have been given a stark choice – rot in prison ship or serve the King! Regardless of their origin, these gallic interlopers rarely integrate themselves into a crew. They are, after all, French!

Prejudices: "We have to patrol the entire globe and we need all of the men we can get, but by God, it sticks in the craw to have a Frenchman on the crew of an English ship! I could care less that they can be quite skilled sailors and bring some education and talent to the crew. They're French! They are the damned enemy!"

Indian, Moor, African or Oriental

Stereotype: The Navy travels to many distant lands and we tend to gather hands from whatever port we end up stopping at. The East Indies have given us dark-skinned hands used to light fishing skiffs. Further east we have recruited thin-eyed mysterious men. North Africa has brought us the flotsam and jetsam of the corsairs of the Barbary Coast. Southern Africa and the Indies have brought us ebony skinned hands of varied quality. They are all foreign, they rarely speak English and they find the traditions of a British ship difficult to fathom. However, if they know their trade, they can make their place!

Prejudices: "A British ship crewed by British sailors – that is all I ask, and yet we seem to find every creed and colour crammed between our decks. I find the blacks to be the better hands – I have yet to see an Indian truly at home at sea. I have no truck with the Chinese and their ilk, nor the people of the 1001 islands that seem to exist off their coast and towards the colonies. As for those pirate Moors? I was under the impression that we hung pirates, surely?"

Two: What Religion do you follow?

Religion is one of the defining facets of a person in this day and age. Your religion can open and close doors, ease your passage through the navy or halt it in its tracks. This is still a time when Catholicism is heavily frowned upon, however it is not unknown. Similarly, whilst many people are deeply and passionately religious, there are others that pay the Church lip service to keep their superior officers happy and nothing more. Choose a religion for your character from the list below.

Religions

Protestant

(Anglican, Church of Scotland, Calvinist, Methodist etc)

Stereotype: The protestant religions have rejected their Papist teachings and have embraced a more austere religious path. They are a dour people, filled with religious fears and superstitions. They live within strict limitations and imposed hardships in order to penance for their lives.

Prejudices: "I wonder whether the men who claim to follow the Church are actually believers? A true Christian would not live the debauched life they seem to aspire to and rarely do I see them filled with the joys of faith when I read the sermon on a Sunday morning."

Catholic

(You recognise the Pope and the Church of Rome.)

Stereotype: The Catholics and their European brethren are the cause of most of Britain's problems. They rebel in Ireland. They fall before the French in Spain and Italy and there are even Catholics in France. The Test Act – barring them from public office – stops their sort from spreading their old fashioned superstitions into our modern society

Prejudices: "If I had my way, there were be not papists in the entire navy – even if that meant we lost the Irish. It's a division we can do without and every single one of them is a potential cause of trouble. Still, we tolerate them and their fellows on our ships. However, I still don't trust them and I'd balk at the thought of an officer under my command considering the Pope over the King."

Jewish

(You are one of Europe's many Jews.)

Stereotype: Not many common people understand the Jewish people and thus assumptions are rife. Laws in some countries have restricted the employment of Jews, forcing them to focus on financial endeavours, which tarnishes many people's views. Like so many things, what people do not understand, they fear and attach any number of misgivings to.

Prejudices: "Personally, I have no issue with the Jew. I believe our agent is of Jewish stock. Truth be told, I know very little of them and their ways. One man bleeds much like the other in this navy."

Without God

(You follow no God and seek your own protection.)

Stereotype: There are those who live their lives in spiritual isolation, without a guiding light to show them the way. They are selfish, wanton beings ruled by their basic urges and without the higher instincts of a man of faith. Their word cannot be trusted and upon death well ... they are without redemption.

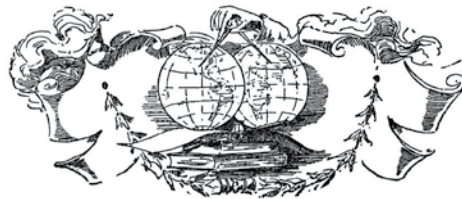
Prejudices: "The faithless are a sorry lot. They cannot know the glory of the worship of the Lord and they will never know his redemption. I find the presence of a man who claims to think more of himself than the Almighty to be disconcerting at least and an affront to the King at worst."

Heathen

(You follow a God or Gods of your own non-Christian culture)

Stereotype: Strange people from far off lands worship strange Gods with strange practices and even stranger rituals. That is the essence of the heathen. Good God-fearing men would never suffer the madness of these savages, but occasionally a Captain will indulge some of their less bizarre desires. If your ship has a Chaplain, these men should be the first for him to attend.

Prejudices: "Not on my ship! Every man will worship Christ in one form or another. I will have no witch-doctors, idolaters or cannibals living alongside my boys! Once you allow the heathen to practice their dark arts, sodomy cannot be far behind! Sodomy!!"



Three: What Social Class do you belong to?

In some ways, social class is everything. It dictates who you can socialise with, how you are treated and how you live your life. The navy takes everyone from the criminal scum dragged from the gutters to the sons of Dukes and Earls. Decide which class your character was born into from the Social Class list. Your GM may wish to give you guidance on what classes they feel are appropriate to the campaign. A social class consists of the following

Name and Description: The common name of the class and how it interacts with society

Wealth: The number of points you gain in Wealth

Measures: The number of points you have to allocate to Measures

Skills: The number of points you can allocate between the social classes' skills

Skill List: The skills that are available to this social class. You may not put points in any other skills at this stage.

Special: Any special restrictions or traits associated to the social class.

Restriction: Any restrictions that the social class places on your rank.

A Note on Wealth

Each social class has an associated base level of Wealth. This is the assumed 'normal' wealth level for characters of that class. If your character concept envisages your character as poorer than normal you can swap Wealth points for Skill points on a 1-for-1 basis. If your character concept envisages your character as richer than normal you can purchase higher Wealth with Traits later in character creation.

Social Classes

Criminal

Joining the navy is a way to avoid the clutches of the law and many sailors come from less than savoury origins. You are either a convicted criminal who has been conscripted into the navy direct from prison, someone accused of a crime who is running from the authorities or someone who has grown up within a community of thieves, cheats and murderers.

Wealth: 0

Measures: 4

Skills: 6

Skill list: Awareness, Gambling, Haggle, Intimidate, Skullduggery, Scavenge

Special: You are illiterate. If you wish to read and write you must take the Read and Write talent

Restriction: You cannot choose this social class if you are an Officer or Warrant Officer

Slave

During the Age of Sail, the world still practiced the heinous art of slavery. Men were taken from their homes and made to work for other men in the most horrible conditions. Sometimes this was done from birth, other times it was done as a consequence of war and other times it was done as a form of trade but it produced men for whom freedom – and the willingness to fight for it – was paramount.

Wealth: 0

Measures: 5

Skills: 5

Skill list: Awareness, Courtesy, First Aid, Profession, Scavenge, Skullduggery

Special: You are illiterate. If you wish to read and write you must take the Read and Write talent

Restriction: You cannot choose this social class if you are an Officer or Warrant Officer



Worker

British society is still built upon the toiling masses earning money for the rich upper classes – or that is what the agitators down the mill would have you believe. Workers perform all of the unskilled jobs that keep the money flowing into the hands of the rich. However, when the pressgang comes around some many succumb and sign up for the rest of their lives.

Wealth: 0

Measures: 5

Skills: 5

Skill list: First Aid, Courtesy, Haggle, Skullduggery, Purser, Riding

Special: You are illiterate. If you wish to read and write you must take the Read and Write trait

Restriction: You cannot choose this social class if you are an Officer or Warrant Officer

Farmer

Britain is still a rural country and many men toil in the fields or work with animals to earn a living. However many farm workers need to look further afield for their living and many find themselves sailing the seven seas, in the navy.

Wealth: 0

Measures: 6

Skills: 4

Skill list: Awareness, First Aid, Haggle, Profession, Purser, Riding

Special: You are illiterate. If you wish to read and write you must take the Read and Write trait

Restriction: You cannot choose this social class if you are an Officer or Warrant Officer

Fisherman

You were born into a family whose livelihood comes from the sea – fishermen, keelmen, merchantmen etc. You grew up with the smell of salt in your nostrils and you are more at home on the waves than you are on land. Maybe you volunteered for the navy? More likely you were dragged from the pub in your favourite port by the press-gang!

Wealth: 0

Measures: 4

Skills: 6

Skill list: Awareness, First Aid, Intimidate, Maritime, Profession, Seamanship.

Special: You are illiterate. If you wish to read and write you must take the Read and Write trait

Artisan

Working materials with your hands using traditional crafts is still at the heart of British industry. Without skilled carpenters, for example, the ships of the Royal Navy could not rule the waves. Many men with finely honed skills can find themselves out of luck or in the wrong place at the wrong time and end up serving the King.

Wealth: 0

Measures: 3

Skills: 7

Skill list: Courtesy, Haggle, Profession, Music, Purser, The Arts

Special: You are literate. You receive the Read and Write trait for free

Military

You are born into the army and grew up in the full expectation that you would follow your father into the infantry. Your first memories are of being screamed at by a cook or chased across the camp by an irate commissary officer. However, something took you from your life in the army and deposited you into the navy.

Wealth: 1 Measures: 5 Skills: 4
Skill list: Awareness, Courtesy, Gambling, Gunnery, Intimidate, Soldiering

Son of a Gun

You are born into the navy, the son of a rating, almost certainly conceived after a drunken scramble during shore leave. Your first memories are the screeching of the seagulls, the scream of the fishwives and the sight of the massive ship's masts. As soon as you were old enough to go to sea, you left your home and made your mark!

Wealth: 0 Measures: 5 Skills: 5
Skill list: Awareness, Haggle, Intimidate, Maritime, Scavenge
Special: You are illiterate. If you wish to read and write you must take the Read and Write trait

Church

Your family is heavily involved in the running of a church. You are almost certainly the son of a vicar or related in some way. Your upbringing has been strictly religious and you carry your belief in the Lord with you into the navy.

Wealth: 1 Measures: 4 Skills: 5
Skill list: Courtesy, Diplomacy, First Aid, Intrigue, Music, The Arts
Special: You are literate. You receive the Read and Write trait for free

Professional

The rapidly developing world requires men of great education and mental prowess to help it achieve its burgeoning goals. Scribes, lawyers, accountants, teachers and entrepreneurs have all found their way from the streets of the city into the books of His Majesty's Navy. And many of them have found a niche for their skills on the Gun Deck and in the Ward Room.

Wealth: 1 Measures: 3 Skills: 6
Skill list: Courtesy, Diplomacy, Engineering, Profession, Purser, The Arts
Special: You are literate. You receive the Read and Write trait for free

Merchant

Britain is one of the pre-eminent trading powers in the world and its merchants travel thousands of miles to bring goods to the people at the right price. Your family is one of merchants, whether these are based at home, on the sea or part of the East or West Indies Trading Companies. You have an eye for a bargain, honed from the cradle.

Wealth: 2 Measures: 3 Skills: 5
Skill list: Awareness, Courtesy, Diplomacy, Haggle, Maritime, Purser
Special: You are literate. You receive the Read and Write trait for free

Naval Officer

You were born to a Lieutenant, Captain or even a higher ranked member of the navy. You have only ever seen your father a half-a-dozen times in your life, but the images of him in his fine uniform and the tales that he told of his adventures will live with you forever. When you were old enough to volunteer as a midshipman, you took your place and continued the family dynasty.

Noble ... below decks?

Not everyone enters the Navy through a keen sense of national pride or on the sharp end of a press gang's temper. Some people find anonymity and shelter from matters that they would rather forget - a bastard child, a broken marriage, a ridiculous gambling debt, an abandoned duel - within the Navy. It is fully liable that some member of the higher classes could end up as a rating on a King's ship.

Ranks of Nobility:

The ranks of the nobility within Britain are thus:

Kings
Princes (and other royals)
Dukes
Marquess
Earl
Viscount
Baron
Baronet
Knight

Wealth: 2

Measures: 4

Skills: 4

Skill list: Command, Courtesy, Diplomacy, Purser, Riding, Seamanship

Special: You are literate. You receive the Read and Write trait for free

Noble

You have been born into the highest ranks of British society. Whether you are merely the son of a knight or another lower member of the landed gentry or actually related to a Duke, Earl or even a Prince, you are socially, morally and educationally superior.

Wealth: 3

Measures: 4

Skills: 3

Skill list: Courtesy, Diplomacy, Music, Riding, Romance, The Arts

Special: You are literate. You receive the Read and Write trait for free

Example: Andrew considers his options for a moment. Having the campaign set in the West Indian station gives him a really good excuse to have an American character, which would be different and offer up some very interesting opportunities in play. He chats with Ben about some of the things he would like to see – suspicion from the character's revolutionary days and maybe even some condemnation from his compatriots in the fledging American nation – and Ben thinks it is a fantastic idea. Andrew settles on an American character and makes him a Protestant.

When considering his Social Class, he considers two, Merchant and Fisherman. Again, he returns to his (now expanded) character concept of a rugged old American veteran Ship's Master and decides that he would rather have him come from more humble beginnings – and chooses Fisherman.

He notes that his starting Wealth is 0. He has four points to add to his Measures, making Guts 2, Discipline 2, Charm 3 and Influence 2 (Remember that all Measures start at 1). He also has six points to split between some skills. He takes Awareness-1, Maritime-2, Profession (Fisherman)-2 and Seamanship-1.

Step Three: Life Before Recruitment

One: How many Experiences?

Your GM will inform you how many Experiences your character has in total and you now decide how many of those Experiences you had before you were recruited into the navy and the nature of those experiences.

For each experience, overturn one card and consult the following table. Note that the Measures and Skills chosen should also match with the Experience and the Character Concept you have chosen. The skills can be any from the Skills list – they are not restricted to those skills from your Social Class.

Any Number Card – Gain 1 point in a Skill of your choice.

Any Face Card – Gain 1 point in a Measure of your choice

Ace/Joker Card – Gain 1 point in Measures and 1 point in a Skill.

Detail the happenings during these experiences – what happened? Who did you meet? What did you do? What was the crucial moment? If you want some inspiration regarding the things that could have happened to your character, there is a random chart of possible experiences in Appendix I.

Two: Experience of Life

For each Experience you gain 1 level of Skill, 1 point of Measure or 1 point of Reputation. These points can be spent on Skills or Reputations that you already have, or used to create new ones.

Three: The Booty of Experience

For each experience, overturn another card and consult the Booty table (overleaf) to detail what your character took away from this experience

Example: Andrew has five experiences to spend throughout Character Generation, which he must split between the experiences he had before and after recruitment into the navy. He decides to spend two before and three after. Andrew wants to have a historical reference for his character, so he asks Ben when the game will be set and Ben confirms it will be set in 1797, which is 18 years after the end of the Revolutionary War. Andrew considers this and works out that his character will have to be at least 35 years old to have fought in both the Revolutionary War and in this one. He decides that he would rather his character was a little older – say 40 – when the voyage starts.

With this information established, he overturns two cards (KD, 3D). KD adds one point to a measure. 3D adds one point to a skill. He overturns two more cards (10S, 2D) to see what the Booty is for these experiences. 10S gives him a +1 Institution Reputation and 2D gives him +1 Wealth OR +1 to a skill.

Andrew decides that his first experience was working on the fishing fleet that worked the southern coast of America, off New Orleans, as an apprentice fisherman. He says it was a hard life, suffering terrible

seas and intense heat. He adds +1 to Guts and takes Institution: Trusted by New Orleans Fisherman +1.

His second experience was using his small fishing boat to run the British blockades during the Revolutionary War. He decides that his character was very successful and takes +1 Skulduggery and +1 Wealth.

He also has to decide upon his 'Experience of Life' for the two experiences. He decides in his first experience, he should have gathered some more skills at sea and takes +1 Seamanship. For his second, he takes a Reputation with a British Captain that was unable to catch him. Ben smiles and notes the Captain's name for later exploitation.

Before he is recruited into the Navy, his character stands thus:

American, Protestant, Son of the Fisherman, Ship's Master

Guts: 3

Wealth: 1

Discipline: 2

Charm: 3

Influence: 2

Skills: Awareness-1, Maritime-2, Profession (Fisherman)-, Seamanship-2, Skulduggery-1

Reputations

Personal: Distrusted by Captain Jones +1

Institution: Trusted by New Orleans Fisherman +1



Booty Table: Life before Recruitment

Diamond Number	Gain +1 Wealth or 1 point added to a Skill.
Diamond Face	Gain +2 Wealth or 2 points added to a Skill.
Diamond Ace	Gain +3 Wealth or 3 points added to a Skill.
Heart Number	You have gained the attention of a notable figure associated with your Experience. Gain a +1 Personal Reputation.
Heart Face	You have gained the attention of a powerful figures associated with your Experience. Gain a +1 to two Personal Reputations.
Heart Ace	You have gained the attention of the most important figures associated with your Experience. Gain +1 to three Personal Reputations.
Spade Number	You have gained the attention of an organisation associated with your Experience. Gain a +1 Institution Reputation.
Spade Face	You have become vitally important to an organization in your Experience. Gain a +1 to two Institution Reputations.
Spade Ace	You have changed the face of an organization in your Experience. Gain a +1 to three Personal Reputations.
Clubs Number	You have a small item of note, a curio or some other object. It gives you a +1 card modifier to one skill when used.
Clubs Face	You have a item of great importance to an organization or individual. When used it raises your Reputation with that individual or organization by +1.
Clubs Ace	An extraordinary, priceless item has come into your possession which, when used, gives +2 to a skill or Reputation.
Joker	Choose any card from the above.



Step Four: Your Ship

There are two NPCs that are crucial in any game of Beat to Quarters: The Captain and the Ship. It may seem strange to consider the Ship as an NPC but it can and should gain a life and a personality of its own. Ships have traits and reputations, their crew members have personalities of their own and it is a rare battle where the men involved are remembered more than the ship that took them into the fray.

Above and beyond the ship, the Captain commands the ship as the right hand of God, and his personality, beliefs and whims will radically alter life on board the vessel. A courageous Captain will bring great glory, prize money and danger to his crew, whilst a cowardly Captain could have his crew loitering in doldrums of his own making.



The Ship

Step One: What sort of ship is it?

There are nine sorts of military ship in Beat to Quarters, ranging from the smallest Cutter to the largest First Rate Ship of the Line. You can find out more information about ships on PAGE 86.

Name	Commander	Guns
Cutter	Lieutenant	Up to 18
Brig-Sloop	Commander	Up to 22
Ship-Sloop	Commander	Up to 28
Sixth Rate (frigate)	Post Captain	20-28 guns
Fifth Rate (frigate)	Post Captain	32-44 guns
Fourth Rate	Post Captain	50-60 guns
Third Rate (ship of the line)	Post Captain	64-80 guns
Second Rate (ship of the line)	Post Captain	90-98 guns
First Rate (ship of the line)	Post Captain	100+ guns

For a game with a lot of swift sailing and sneaking about under the nose of the enemy, a smaller ship is perfect – a cutter or a brig. If you want a game where a ship can go virtually anywhere and undertake a large number of challenges, a frigate is perfect. Larger Ships of the Line are best kept for fleet based games.

Step Two: What was the Ship's origin?

The wooden walls of Britain come from a number of sources. As a group, choose an origin for your ship or randomly decide by overturning a card and consulting the table below.

Diamond	A decent ship built in the last few years, your ship benefits from the best advances in modern ship-building.
Heart	An older ship that has been in service for years and shows it in both its design and its sense of tradition.
Club	A former French or Spanish vessel which has been captured, sold as a prize and refitted into the British Navy.
Spade	A brand new ship on its maiden voyage, barely wet from the shipyard, with a new crew and a new Captain.

Step Three: The Ship's Name

Name your ship! If the ship has a former life as an enemy vessel, note that name as well as it will almost certainly come up during the game. If you are stuck for a name, check out APPENDIX III for a list of ship names.

Step Four: Traditions, Superstitions, Appearances and Celebrations

Choose one of each of these pieces of flavour to add some character to your ship

Tradition	What peculiar undertaking does your ship have that no other vessel in the navy follows?
Superstitions	What strange sailor's tale informs life on board your ship?
Appearances	What makes the appearance of the ship or the men different from the rest of the fleet?
Celebrations	What event does the ship's crew celebrate and why?

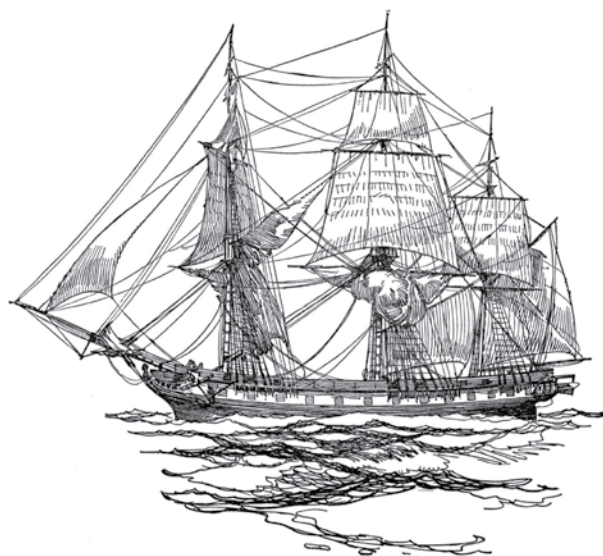
Step Five: The Essential Crew Members

Every member of the crew on a ship is essential and it is more than likely that the PCs will interact with a good number of them during their voyages. However, there are some positions that simply must be filled on the ship. These positions are listed below along with the key skills that these characters can perform.

Position	Key Skills
At least two Lieutenants	Command, Seamanship, Gunnery
At least two Midshipman	Command, Seamanship, Courtesy
Sailing Master	Maritime, Seamanship, Scavenge
Purser	Purser, Haggie, Intrigue
Surgeon	First Aid, The Arts, Courtesy
Marine	Command, Intimidate, Scavenge
Boatswain	Profession (Sailmaker), Seamanship, Maritime
Gunner	Awareness, Gunnery, Engineering
At least two Ratings	Skullduggery, Scavenge, Maritime

Some of these positions will be filled with PCs. Those that are not filled by PCs should be filled by NPCs quickly generated from the table below. For each position, draw one card and consult the table. The Key Skill applies to the skill(s) noted above – any other skill tests made by the character are at –2 cards, with a minimum of 1 card.

Card	Competence	Detail
Diamond Number	Moderate (key skill 4)	Favourably inclined towards PCs
Diamond Face	Incompetent (key skill 2)	Favourably inclined towards PCs
Diamond Ace	Exceptional (key skill 6)	Favourably inclined towards PCs
Heart Number	Moderate (key skill 4)	Exceptional feature (heroic, well connected, decorated in battle)
Heart Face	Incompetent (key skill 2)	Exceptional feature (heroic, well connected, decorated in battle)
Heart Ace	Exceptional (key skill 6)	Exceptional feature (heroic, well connected, decorated in battle)
Clubs Number	Moderate (key skill 4)	Disinclined towards the PCs
Clubs Face	Incompetent (key skill 2)	Disinclined towards the PCs
Clubs Ace	Exceptional (key skill 6)	Disinclined towards the PCs
Spades Number	Moderate (key skill 4)	Detrimental feature (cowardly, traitor, drunk, bully)
Spades Face	Incompetent (key skill 2)	Detrimental feature (cowardly, traitor, drunk, bully)
Spades Ace	Exceptional (key skill 6)	Detrimental feature (cowardly, traitor, drunk, bully)
Joker	Any result	Any result



Example: The ship, as has been noted before, will be a Brig-Sloop of up to 22 guns. Overturning a Club, Andrew determines that the ship was a captured Spanish ship, which has been converted into a British ship. He decides that the ship will be called ... Hermes.

As a Tradition for the Hermes, he decides that the crew has more than its fair share of escaped slaves within its ranks and that during their work they begin to sing – something that the rest of the crew have picked up on as well.

As a Superstition, he decides that the crew blame all becalmed weather on the ghosts of the Spanish sailors who formerly sailed in the ship.

As an Appearance, he decides that the ship was built from exceptionally dark wood and has never been painted otherwise, making it quite difficult to discern at sea

As a Celebration, he decides that whenever the ship survives a storm, especially on of the tropical storms of the Caribbean, the men hold a party of sorts, below decks.

Andrew is aware that the three other players are going to play a Lieutenant, a Midshipman and the Ship's Surgeon. Ben also informs him that on such a small ship, there would be no other Lieutenants or Middies. Therefore Andrew determines the following positions:

<i>Purser</i>	<i>3C</i>	<i>Key Skills-4, Disinclined towards the PCs</i>
<i>Marine Sergeant</i>	<i>KH</i>	<i>Key Skills -2, Well Connected in Port Royal</i>
<i>Gunner</i>	<i>8D</i>	<i>Key Skills -4, Favourably inclined towards the PCs</i>
<i>Boatswain</i>	<i>7C</i>	<i>Key Skills -4, Disinclined towards the PCs</i>
<i>Seaman</i>	<i>JD</i>	<i>Key Skills -2, Favourably Inclined towards the PCs</i>
<i>Seaman</i>	<i>3S</i>	<i>Key Skills -4, Drunk</i>

Like many ships, the Hermes has it's fair share of bad eggs...

Step Six: Reputations

Your ship begins with 5 points to put into Reputations. These Reputations can be used in battles or political scheming within the Admiralty or even just getting reasonable service from the harbour master at Portsmouth Dock.

Example: Thinking about the former exploits of the Hermes, Andrew decides that it has been the scourge of both smugglers, pirates and courier ships. He takes the following reputations:

Institution: Feared by French Couriers +1

Institution: Feared by Smugglers +2

Personal: Sworn enemy of Black Bill Forsyth +2

Step Seven: Ship Traits

Each ship is built individually even if it is designed to be part of a certain specification of ship. Therefore each ship can purchase a number of traits to make it unique.

A Ship rated from 1 to 3 can assign three traits.

A Ship rated from 4 to 6 can assign two traits.

An un-rated Ship can assign one trait.

For more information on individual Ship Traits, see Page 91.

Example: Andrew considers the role and the history of the Hermes and decides to take the Expertly Coppered Hull trait to add +1 to the ships Speed. After consulting the Ship Roster (see Page 91) The Hermes is written down thus:

Name: Hermes
Type: Brig Sloop
Command: Commander Johnson
Hull: | |
Guns: | |
Crew: | |
Rigging: | |
Broadside: +1
Speed: 4
Handling: +3

The Captain

There are three methods that you can use to create the Ship's Captain – a fully fledged character created by the GM, a more abstract figure created by the players or a combination of the two.

The GM Created Captain

If you choose to create the Captain as a fully-fledged character, he should have 2-3 experiences more than the most experienced Lieutenant on his ship. Pay special attention to his Reputations and ensure he has enough to befit his place within society. Consider also the role that you wish the Captain to play within the game. Is he going to be a friend or a foe to the PCs? Will he be an ever-present facet of the game or an aloof figure, detached from the day-to-day adventures of the vessel? If you want to use this method but do not have the time to generate a fully fledged NPC, there are three template Captains in APPENDIX IV.

The PC Created Captain

Decide upon the Personal Station of the Captain as you would when you are creating a PC.

The PCs now decide a personality feature that the Captain has, which can be positive or negative. It should be something that is ripe with storytelling potential. The GM now decides another personality feature for the Captain which is opposite to the type the PCs chose – i.e. if they chose a positive feature, the GM chooses a negative feature.

The PCs decide a NPC that the Captain has influence with, whether that be positive or negative. This will be someone who will crop up in future voyages. Finally, the GM decides on an influential NPC that has the opposite view to the one chosen by the PCs.

The Mixed Method Created Captain

Use a template Captain (from APPENDIX IV) and run him through the same questions that you would for a PC Created Captain for the best of both worlds!

Example: Ben wants to get started with the voyage and therefore chooses the 'Ambitious Young Officer' template for the ship's captain. He determines that the newly promoted Lieutenant (A Brig being the berth of a Commander rather than a full Post Captain) is on his first command. He is English, Protestant and the Son of a Naval Officer and he is called Captain Johnson.

Andrew determines his negative trait and says that he is an absolute stickler for the rules, which will bring him into conflict with the crew's traditions. Ben determines his positive trait and says that he is determined to prove himself by pursuing action wherever possible, with an eye to gathering prizes along the way.

Andrew decides that the Captain has a positive relationship with his mentor, Admiral Smythe, the commander-in-chief of the West Indies station. Ben determines that he has a negative relationship with one Captain Jones – the same Captain Jones that knows of Andrew's character's shady past – and that the Captain has served under Jones previously.

Yesterday morning arrived his Majesty's Packet Carteret, Captain PATTERSON, with a Leeward Island Mail, 32 days from Tortola. She carried out the 2d June mail, and arrived at Barbadoes on the 20th of July. In Carlisle Bay were lying his Majesty's ships Northumberland, Rear Admiral COCHRANE, Ramilies and Lily; the Unique schooner, and Dominica cutter; a lugger privateer, and a three-masted schooner. The Jason arrived the following day, into which the Admiral shifted his flag, when the Northumberland, Ramilies, and Lily sailed; on the 22d a fleet of merchant ships arrived from Ireland, under convoy of his Majesty's ship Wolfe. The Northumberland came again into the bay on the 23rd. The packet left Barbadoes on the 23d of July, after leaving Dominica on the 27th with the Hippomenes: under Guadaloupe they were chased by a three-mast French privateer; the Hippomenes having drawn her from under the land, commenced a heavy fire on her, when she sheered off, and escaped by means of her sweeps; arrived at Antigua on the 31st, where the Grenada brought in a French privateer row-boat. After delivering the mails at all the Leeward Islands, left Tortola on the 13th of August: the passengers were – Mr. Martin, Collector of the Customs at Antigua; Mr. Corran, a London merchant; and Mr. Nazzola, of Venice.



Step Five: Recruitment and Training

So far we have discovered what your character's station is in life and how they spent their time before they joined the navy, as well as the details of their ship. Now the real work begins as they pass through their basic training and are prepared for war!

There are a number of ways that someone can be recruited into the navy.

If you are an officer, you almost certainly chose to join, either buying into the service or joining as a volunteer. If you are a rating you could be press-ganged into service on land, or at sea, or be taken from a gaol or prison hulk to fulfill a quota or you could even volunteer!

One: Profession

Everyone onboard a ship has a profession that they have been trained into – even the lowest landsman will be trained as a 'Hand', learning the basic skills of the job. Choose a profession that fits with your character concept.

Sailor	+1 Maritime	+1 Seamanship	+1 Scavenge
Carpenter	+1 Profession (Carpenter)	+1 Engineering	+1 Maritime
Sailmaker	+1 Profession (Sailmaker)	+1 Seamanship	+1 Maritime
Gunner	+1 Awareness	+1 Gunnery	+1 Engineering
Steward	+1 Profession (Cook)	+1 Courtesy	+1 Maritime
Purser	+1 Purser	+1 Haggle	+1 Intrigue
Surgeon	+1 First Aid	+1 The Arts	+1 Courtesy
Marine	+1 Command	+1 Intimidate	+1 Scavenge
Hand	+1 Skullduggery	+1 Scavenge	+1 Maritime

Two: Rank, Position and Training

Each character now receives a bundle of skills and measures based on their Rank and their position within that Rank.

Commissioned Officers

Lieutenant

+1 Discipline, +1 Influence
+1 Command, +1 Maritime, +1 Seamanship, +1 Courtesy, +1 Diplomacy, +1 The Arts
+1 to two other skills
+1 Institution: Ward Room reputation
+1 Institution: [Your Ship] reputation

Midshipman

+1 Charm, +1 Influence
+1 Awareness, +1 Maritime, +1 Seamanship, +1 Courtesy, +1 The Arts, +1 Purser
+1 to two other skills
+1 Institution: Ward Room reputation
+1 Institution: [Your Ship] reputation

Beat to Quarters

Warrant Officers

Ward Room and Standing Officers

- +1 Guts, +1 Influence
- +1 Command, +1 Maritime, +1 Seamanship, +1 Diplomacy, +1 Purser, +1 Profession
- +1 to two other skills
- +1 Institution: Ward Room reputation
- +1 Institution: [Your Ship] reputation

Petty Officers

- +1 Guts, +1 Discipline
- +1 Maritime, +1 Awareness, +1 Haggle, +1 Gambling, +1 Scavenge, +1 Profession
- +1 to two other skills
- +1 Institution: Gun Deck reputation
- +1 Institution: [Your Ship] reputation

Ratings

Able Seaman

- +1 Guts, +1 Discipline
- +1 Maritime, +1 Awareness, +1 Haggle, +1 Gambling, +1 Scavenge, +1 Seamanship
- +1 to two other skills
- +1 Institution: Gun Deck reputation
- +1 Institution: [Your Ship] reputation

Seaman

- +1 Guts, +1 Discipline
- +1 Maritime, +1 Awareness, +1 Haggle, +1 Gambling, +1 Scavenge
- +1 to three other skills
- +1 Institution: Gun Deck reputation
- +1 Institution: [Your Ship] reputation

Landsman

- +1 to two Measures
- +1 to eight skills (which cannot include Maritime or Seamanship)
- +1 Institution: Gun Deck reputation
- +1 Institution: [Your Ship] reputation

Example: The Ship's Master volunteered to join the navy after his sojourn with the Americans and they were happy to take onboard someone with experience of the nearby waters. His professional training was as a Sailor (+1 to Maritime, Seamanship and Scavenge.)

He is also a Warrant Officer of the Ward Room variety and gains +1 to Guts and Influence, +1 to Command, Maritime, Seamanship, Diplomacy, Purser and to a Profession. He chooses the Profession to be 'Mapmaker'. He has two additional skill points to add, which he allocates to Command and Skullduggery. He also gains two reputations: Institution: Respected in the Ward Room +1 and Institution: Trusted by the Hermes +1.



Guts: 4
Discipline: 2
Charm: 3
Influence: 3

Wealth: 1

Skills: Awareness-1, Command-2, Diplomacy-1, Maritime-4, Profession (Fisherman)-, Profession (Mapmaker)-1, Purser-1, Scavenge-1, Seamanship-4, Skulduggery-2

Reputations

Personal: Distrusted by Captain Jones +1
Institution: Trusted by New Orleans Fisherman +1
Institution: Respected by the Ward Room +1
Institution: Trusted by the Hermes +1

THE MORNING CHRONICLE
LONDON
MONDAY, MARCH 26

Accounts were yesterday received from Deal stating that the enemy's flotilla at Boulogne were coming out. The following is a letter which we yesterday received from our correspondent in Deal.

“Arrived last night his Majesty's hired armed cutter the *Duchess of Cumberland*, the *Lieutenant* of which has brought the news from Boulogne, that part of the vessels came out of the harbour yesterday from eleven to one o'clock, consisting of fourteen large gun brigs, one schooner, and about 35 or 40 of the gun boats; they came to an anchor under the cover of their own batteries.”

Other letters confirm the account that the enemy had made movements indicating a desire of coming out. The weather, however, since Saturday, has been very tempestuous, and all Saturday night and yesterday, was very violent, so that it is not probable, that the enemy would put to sea.

We have seen other letters from the coast, which say that the greatest activity of preparation continues in the port of Boulogne, and that though it is impossible to ascertain what number of men are in the huts adjoining that town, the force must be very considerable. It is said, that at Ambleteuse 500 vessels will be assembled (a harbour having been made there) before the attempt of putting to sea be tried.

It was only on Friday that the Stone Expedition failed. Perhaps the enemy had got some notice of the design, and drew out the gun brigs, &c. above-mentioned, to defend the entrance of the harbour. It is said that it is not Boulogne, but Ambleteuse, or some inferior port, to which the Stone Expedition is destined.

We cannot conceive for what object a certain number of troops of the Rifle Corps and 53d are embarked, unless it be perhaps to protect our vessels against an attempt to board, if the French send out their gun boats to defend the mouth of the harbour. We do not believe that there are any land batteries that are exposed to be taken, or if taken to be of any consequence to us as to any impression on the enemy.

We are inclined to think that the French will not send the Boulogne flotilla to sea till the calm weather.



Step Six: Naval Experiences

At the beginning of character creation your GM will have allocated you a number of experiences. You have already spent some of them on your characters life before they joined the navy. Your characters remaining Experiences happen during their time in the navy, prior to the beginning of the game. Each Experience that a character has in the navy gains him skills, booty, reputations and scars from the battles that he undertakes for King and Country.

One: How did you serve?

For each Naval Experience you have, state an event of great importance during your previous naval career. Overturn a card and consult the table below to discover what you learned during this experience.

Any Number Card – Gain 1 point in a Skill of your choice.

Any Face Card – Gain 1 point in a Measure of your choice.

Ace/Joker Card – Gain 1 point in Measures and 1 point in a Skill.

Detail the happenings during these experiences – what happened? Who did you meet? What did you do? What was the crucial moment? If you want some inspiration regarding the things that could have happened to your character, there is a random chart of possible experiences in Appendix II.

Two: Booty

For every Experience that you have had, overturn a card and consult the Spoils table (overleaf). You may wish to embellish a certain item of Spoils with a back story to better tie it in to your tale.

Three: Experience of the sea

For each Experience you gain 1 level of Skill, 1 point of Measure or 1 point of Reputation. These points can be spent on Skills or Reputations that you already have, or used to create new ones.

Example: Andrew has three experiences to take during his naval career.

For his first experience, he fought during a fleet action and saved his ship, probably through a particularly deft piece of sailing. He overturns AH and gains +1 Discipline and chooses +1 to Awareness. For his Booty, he overturns 10C and gains an item of note. He decides he has an extremely accurate set of maps of the reefs around the islands in the West Indies, giving him +1 Seamanship when he is navigating in these waters.

For his second experience, he was unlucky and found himself without a ship. However, he served on the docks and cemented his reputation as a wheeler dealer. He overturns 8C and gains +1 Purser skill. From his Booty (2D) he has the choice of +1 Wealth or +1 to a skill – he chooses to add 1 to his wealth, having sequestered some goods for ‘private sale.’



For his final experience, he has been on a voyage where he was commended for his actions. He overturns KH and he chooses to improve his Influence by 1. For his Booty (KH) he gains two +1 Personal reputations. He decides that this voyage was on the Hermes and he is still in the good graces of the former Captain, who has since been promoted to Post Captain. He combines both of the +1 reputations and adds Personal: Friend of Captain Turner +2.

For his 'Experience of the Sea' he decides to increase his Ward Room reputation by 1, increase his Skulduggery skill by +1 and get the Gambling skill at +1. You never know when it will come in handy!

Thus, he stands as:

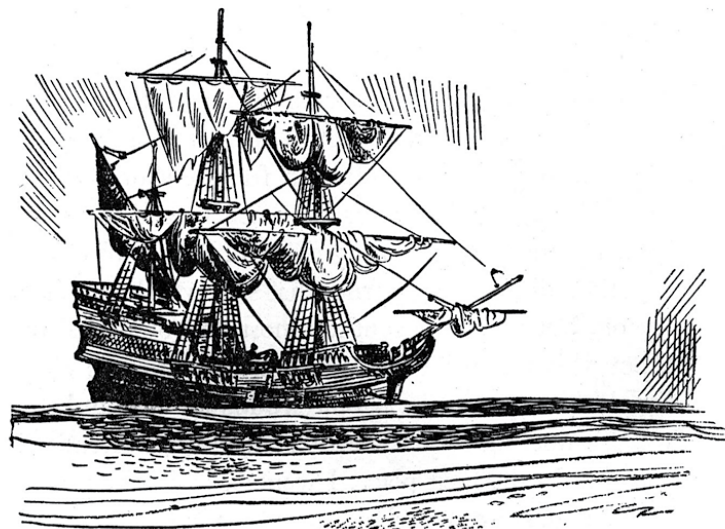
Guts: 4
Discipline: 3
Indies (+1 Seamanship)
Charm: 3
Influence: 4

Wealth: 2
Curios: Reef Map of the West

Skills: Awareness-2, Command-2, Diplomacy-1, Gambling-1, Maritime-4, Profession (Fisherman)-, Profession (Mapmaker)-1, Purser-2, Scavenge-1, Seamanship-4, Skulduggery-3

Reputations

Personal: Distrusted by Captain Jones +1
Personal: Friend of Captain Turner +2
Institution: Trusted by New Orleans Fisherman +1
Institution: Respected by the Ward Room +2
Institution: Trusted by the Hermes +1



Booty Table: Naval Experience

Diamond Number	Gain +1 Wealth or 1 point added to a Skill.
Diamond Face	Gain +2 Wealth or 2 points added to a Skill.
Diamond Ace	Gain +3 Wealth or 3 points added to a Skill.
Heart Number	You have gained the attention of a crew member or an officer associated with your Experience. Gain a +1 Personal Reputation.
Heart Face	You distinguished yourself in the eyes of a crew member and officers associated with your Experience. Gain a +1 to two Personal Reputations.
Heart Ace	You are forever associated with crew members and officers associated with your Experience. Gain a +1 to three Personal Reputations.
Spade Number	You have gained the attention of a ship or organisation associated with your Experience. Gain a +1 Institution Reputation.
Spade Face	You distinguish yourself in the eyes of ships and organizations associated with your Experience. Gain a +1 to two Institution Reputations.
Spade Ace	You are forever associated with ships and organizations associated with your Experience. Gain a +1 to three Personal Reputations.
Clubs Number	You have a small item of note, a curio or some other object. It gives you a +1 modifier to one skill when used.
Clubs Face	You own a special weapon which adds +1 to a combat test when using it.
Clubs Ace	An extraordinary, priceless item has come into your possession which, when used, gives +2 to a skill or Reputation.
Joker	Choose any card from the above.



Step Seven: Traits

When the time comes for your character to end their journey and begin their adventures at the gaming table, you can assign them the traits that will set them apart from other sailors. You have TEN points to buy traits for your character.

PERSONAL TRAITS

Educated Cost:1
You can quote from the classics and generally be clever . You gain +1 card in tests involving the use of academic knowledge.

Swimming Cost:1
Unlike so many people in this society, you can swim and find no fear being in water. In fact you are a fine swimmer, like a fish.

Read and Write Cost: 1
You can read and write your native language. This may seem like a simple trait to use, but it is invaluable in many situations when a simple note can be the difference between success and failure. Note that some social classes receive this trait for free.

Pitch Perfect Cost:1
You have a beautiful voice or can play an instrument well. You gain +1 card in tests involving the performance of music, singing or other entertainment.

Second Language Cost:1
You can speak a second language other than your native tongue. If you take this trait more than once, you can speak another language in addition to the second one.

God's Servant Cost: 1
You are known as a god fearing man and a fierce advocate of your church. You gain +1 card in tests involving the clergy, scripture, prayer or preaching.

Iron Stomach Cost: 1
You are a hardened drinker and it takes more than a few draughts of grog – or indeed glasses of the Captain's best brandy – to intoxicate you. You gain +1 to your card pool when you are making a Guts test against Grog.

Silver Tongue Cost:1
You are a consummate conversationalist and you have a wealth of experience to bring into play. You gain +1 to your card pool when you take part in a Captain's Favour or Ear of the Gun Deck test.

Stargazer Cost: 1
Whether through years at sea or a natural aptitude, you have an uncanny sense of direction under the night sky. You gain +1 to your card pool for any navigation test taken at night ... as long as you can see the stars.

Whittler Cost: 1
You are a natural craftsman with all things wooden. Gain +1 to your card pool for any test involving woodworking.



Natural Rider Cost: 2
You are an excellent rider, born in the saddle. You can perform daring deeds from horseback as well as maintain the order and composure needed to be an excellent dragon, if needed. You gain +2 cards when performing a riding test.

Strong as an Ox Cost: 2
You are a massive beast of a man, rippling with muscle and power. Some men avoid you, others seek you out to prove their manhood. You gain +2 cards when performing a feat of strength and in combat tests involving brawling.

Fearless Cost: 2
You have no fear of death, injury or horror. You gain +2 cards when resisting torture or intimidation during a test and +1 cards to Command tests when under fire from a ship with more guns than your own.

Fair of Face Cost: 2
You have a silent charm, a handsome face or a silver tongue. When you enter the room, all of the ladies heads turn. You gain +2 cards in a test when you are interacting with a woman socially.

Natural Mathematician Cost: 2
You have a natural talent with numbers and have lightning fast mental arithmetic. You gain +1 to your card pool for any tests involving complicated mathematical calculation. You also gain +1 to your ship's card pool if you are assigned to Gunnery in a Naval Combat Challenge.

Hard as Nails Cost: 3
No simple Frog musket ball can stop a man with the determination and fortitude that you possess. Gain +3 cards when making a Guts test when maimed to continue with challenges.

Heartbreaker Cost: 3
You quite literally have a woman in every port, city and town you have passed through. You gain two +1 Personality: (Lady) reputations to reflect your past conquests and +1 card in any conflict involving further seductions.

Is But A Scratch, Sir! Cost: 5
You have an additional wound level before Injured. You may ignore the first wound you take that would make you Injured. If the first wound you take would make you Maimed, it makes you Injured instead.

NAVAL TRAITS

Under the Lash Cost: 1
You have been flogged for a crime and survived, earning the respect of your peers . Decide whether or not you were actually guilty of the crime. You gain +1 Institution: Gun Deck reputation.

At Home in the Ward Room Cost: 1
You find it very easy to live and socialise in the sometimes heated atmosphere of the Ward Room, and can gauge the feelings of other officers , diffusing dangerous situations should they arise. You gain +1 Institution: Ward Room reputation. May only be taken by Officers and Ward Room Warrant Officers.

Tactical Genius Cost: 2
You have studied the great strategists of your time and you can apply these lessons to your ship's movements at sea. You gain +1 card to your Seamanship and Command skill tests in a Naval Combat Challenge.

Known Below Decks Cost: 1
You are known as a loyal and trusted member of the ship and are welcome at any table, to share grog and a bite of salt beef. Even when the situation looks at it's worst, you are still a welcome face. You gain +1 Institution: Gun Deck reputation.

Topman Cost: 1
You are a skilled climber and you can run around the masts of a ship without fear. You gain +1 to your card pool for tests which require balance or climbing.

Protégé Cost: 1
You have sailed under a Captain who has gone to gain a position of influence – and he remembers you. Gain Personal: Protégé of (named captain) +1. You may take this trait up to three times.

Born for Battle Cost: 2
You stand in the midst of battle and all around you can see that you are made for this moment. Your Discipline is considered to be 2 greater than it is for purposes of receiving Discipline cards from your Commanding Officer.

Respect of the Men Cost: 2
You are known for your fairness and have the men's respect. If you are taking part in a test where you have to call upon your men to undertake an overtly dangerous task, you may have +1 card. You gain +1 Institution: Gun Deck reputation.

Jack Tar Cost: 3
You are marked out as an especially competent sailor and a valuable asset to your ship. Once per Naval Mission, when you have failed a Test, you may ask for the failed Challenge or Test to be repeated, with the previous result ignored.

SOCIAL TRAITS

Lap of Luxury Cost: 2
Whatever your social class, you are simply a cut above the rest when it comes to disposable income. Note exactly why you are so stinking rich – is it family money? A wealthy wife? Vast gambling winnings or an exceptionally lucky cruise that garnered huge amounts of prize money? You gain +2 Wealth.

Blameless Cost: 2
Whatever happens, no matter how bad things seem, you never seem to be pinned with the blame for any disasters that befall your ship. Indeed, even when a crime has been committed rarely does the finger of blame point to you. You gain +2 cards when trying to avoid being pinned with a crime or being laden with fault for a misdeed.

Naysayer

Cost: 2

You understand the traditions and superstitions of the sea and you see the signs and portents of doom all around you. However, unlike many ne're do well sailors, your predictions tend to come true! Once per session you may 'curse' another player's test during a non-skirmish challenge by reducing their card pool by 2 cards. If that challenge fails, you may add 2 cards to one of your card pools later in the session. You may not use this ability during an Unskilled Test or on any test with 2 or less cards.

Letter from London

Cost: 3

You have the backing of various notables in London, or you give the impression that you do! You gain +2 cards when trying to influence a superior during a test by virtue of your connections. You gain a +1 Institution Reputation to reflect these contacts.

Family Connections

Cost: 3

Your family is noted for some reason or another and can leverage influence on your behaviour. You gain +2 cards when trying to impress with money or status. You gain a +1 Personal: Loved by (family member) reputation to reflect your family ties.

Officer Patron

Cost: 3

An officer thinks highly of you and will vouch for you once or twice. This is a valuable favour to have at your disposal, for as long as the officer is of higher rank than the person who is accusing you of some misdeed, he can overrule their judgment. You gain a +3 Personal: Protected by (named officer) reputation.

Crusty Old Seadog

Cost: 3

You have sailed with many a Captain and sailed in seas that most men cannot imagine exist. You gain +1 to your card pool for tests involving Maritime. You gain Institution: Trusted by (named ship)+1 or Institution: Despised by (named ship) with two other ships upon which you have been a member for the crew.

Jonah

Cost:4

Ill fortune dogs your every step but even Davy Jones refuses to have an albatross around his neck such as you. Once per session, you can ignore a Maimed or Dead result from a combat challenge. However, if you do this, your current Naval Mission is considered to have lost a challenge, in addition to the result of the challenge that resulted in the injury.

COMBAT TRAITS

Cheat Death!

Cost:2

Once per session you may negate a Death result in combat. Should you suffer a wound which would take you from Injured to Dead or Maimed to Dead, you can ignore that wound through suitable narration. This trait can be taken up to three times.

Crackshot

Cost: 1

You gain +1 card with a musket or a rifle in a test. You may take this Trait a maximum of three times.

Duellist

Cost: 1

You gain +1 card when using a pistol in a test. You may take this Trait a maximum of three times.

Strong Swordarm

Cost: 1

You gain +1 card when using a sabre or sword in a test. You may take this Trait a maximum of three times.

Handy in a Scrap Cost: 1
You gain +1 card when using a brawl or musket brawl in a test. You may take this Trait a maximum of three times.

Hack and Slay Cost: 1
You gain +1 card when using an axe, polearm or halberd in a test. You may take this Trait a maximum of three times.

Master Gunner Cost: 1
You gain +1 card when using the Gunnery skill in a combat test. You may take this Trait a maximum of three times.

Knife Fighting Cost: 1
You are an expert with a small blade. You gain +1 cards to combat tests using knives and stiletos. You can take this trait up to three times.

Ferocious Boarder Cost: 1
You are skilled with the tools of boarding – hooks, clubs and batons. You gain +1 cards to combat tests using boarding weapons. You can take this trait up to three times.

Accurate Gunner Cost:3
During a Ship Combat Challenge, when you fire a cannon, you can choose one successful card to count as a different suit, with respect to the area of the ship which is hit. You cannot use this ability on a critical hit.

PROFESSIONAL TRAITS

Cutpurse Cost: 1
You are a practiced thief - you are never short of money, but your friends are... You gain +1 card when undertaking a test involving stealing or physical deception.

Scoundrel Cost: 1
You are renowned for having the gift of the gab and the ability to weave words and lies to suit your own needs. A superb liar, you gain +1 card when undertaking a test that requires someone to be misled.

Agitator Cost: 1
You are a political activist for any one of a number of causes - emancipation of Catholics, Irish independence, workers rights, freedom for slaves etc. Note which cause you are attached to and why. You gain +1 card when a test is tied to your chosen cause. Your officers may not look kindly upon your activities.

Grappler Cost: 1
You are known for your wrestling and brawling prowess. Plenty of lads have tried their hand and carry the bruises to prove it. You gain, +1 card in a brawl test.

Keen eyed Cost: 1
You have been raised at the knee of a master trader and you know a thing or two about the value of the best things in the world. You can quickly appraise the value of most items that are presented to you and you gain +1 card when evaluating an object.



Cosmopolitan

Cost: 1

You have travelled far and wide, taking in the sights and sounds of the Empire. You have an understanding of the customs and politics of the world at large and are rarely caught out in a strange situation. You gain +1 cards in tests when you are confronting new customs or peoples.

Lower Deck Lawyer

Cost: 1

You have studied the Articles of War and you reckon you know them better than the officers themselves ... and you are going to use that knowledge to keep the cat from your back! You gain +1 to your card pool in any test involving naval justice, the Articles of War or the enforcement of an officer's will upon the men.

Thief in the Night

Cost: 2

You are well practiced in sneaking, skulking and hiding in dark places. You gain +2 cards when using Skulduggery to move with stealth during a test.

Gastronome

Cost: 2

You are a masterful chef, taking great pride in the meals that you serve to the men or the Captain if you are his steward. Gain Institution: Gun Deck +1 or Institution: Ward Room +1. You also gain +1 to your card pool on any tests that involve food and drink. You also make fantastic pie!

Physician

Cost: 2

You are more than a common sawbones. You are a physician. You gain +1 to your card pool for tests involving First Aid and the men of your crew gain +1 to their card pools for tests when healing physical wounds if you are involved in the scene as well.

Example: Andrew studies the list of traits. He has not received 'Read and Write' from his Social Class, so he decides to take that first. He also thinks that having been based around New Orleans, he would have picked up some French, so he takes Second Language (French). Rounding out his sailing traits, he chooses the ability to swim and the 'Jack Tar' trait, allowing a reroll in a challenge. So far he has spent 6 trait points. 'Crusty Old Seadog' is a perfect fit for his concept and gives him two more Reputations as well as a bonus to Seamanship. He also chooses Knife Fighting (1) to reflect the skills he has gathered fighting in the taverns of the Indies.

His traits are: Read & Write, Second Language (French), Swimming, Jack Tar, Knife Fighting (1) and Crusty Old Seadog. He chooses his two reputations as Institution: Always Welcome of The Silver Fin +1 (his former blockade runner) and Institution: Distrusted by the HMS Achilles +1 (The ship of Captain Jones.)



Step Eight: Wealth

All characters have a Wealth rating and this measures the access the character has to funds over and above their naval pay.

Calculating Wealth

Live Like A ...

Each level of Wealth equates to the ordinary living standard of a level of society. With that level of Wealth, you can reasonably expect to be able to live the lifestyle associated with it, outside of the army.

- 0 - Destitute, Poor House
- 1 - Peasant, Farm Worker
- 2 - Shopkeeper, Craftsman
- 3 - Trader, Artisan
- 4 - Clergy, Doctor, Merchant
- 5 - Land Owner, Fleet Magnate
- 6 - Lesser Nobility, MP
- 7 - Generals, Admirals
- 8 - Upper Nobility
- 9 - Lower ranks of Royalty
- 10 - The Royal Family

Step One: Note the character's Wealth from his Social Class (adjusted if the character has decided to take extra skills in lieu of Wealth.)

Step Two: Add any Wealth that has been won as Booty.

Step Three: Add any Wealth that has been awarded through your Traits.

Step Four: If you are an Officer, add +2 Wealth. If you are a Warrant Officer, add +1 to your Wealth.

Example: He started with a Wealth of 0, adding one to it in his career before the navy and one to it during his naval career. As a Warrant Officer, he adds another +1 to his Wealth, giving him a final total of Wealth 3 – he is a man of means.

Step Nine: The End of One Journey, the Start of Another

Now your character is ready to take his place on his ship. He has gone from his peaceful (or not so peaceful) life as a civilian, been trained as a sailor and then adventured across the world alongside Captains and Admirals. Your character has faced a number of life-changing experiences and through them he has developed skills, traits and measures as well as a swathe of reputations and a pocket full of booty. He has a ship, filled with intriguing characters and a company of sailors to battle with.

The final step in this process is to look over the character and pull it all together. Talk to the rest of your group and the GM about the character. What does he look like? What does he sound like? How old is he? How does he relate to the other men in the ship? What does he think about the ship and the navy?

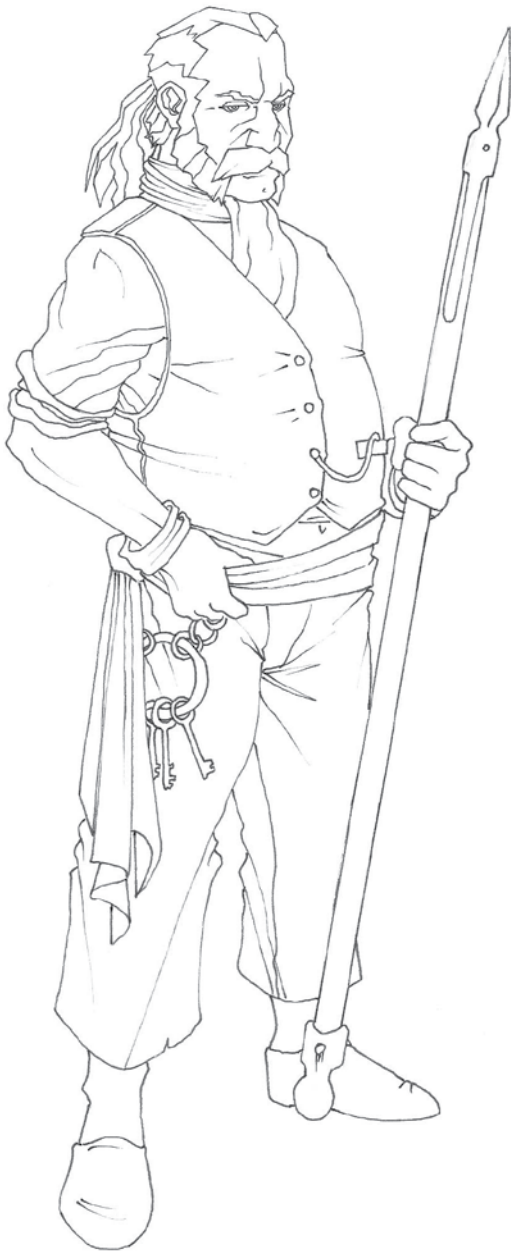
Bounce ideas off each other about the former exploits of the company. Look at your naval experiences and weave some of them together, linking the characters actions in the past. Remember that the experiences are not chronological nor are they limited in length to a certain time period.

When everyone is happy with their characters and the way that their ship feels, it's time for the GM to talk to you about Missions!



Gregory O'Toole

American, Protestant, Son of a Fisherman Ship's Master



Guts: 4
Discipline: 3
Charm: 3
Influence: 4

Wealth: 3

Curios: Reef Map of the West Indies
(+1 Seamanship)

Skills: Awareness-2, Command-2,
Diplomacy-1, Gambling-1, Maritime-4,
Profession (Fisherman)-, Profession
(Mapmaker)-1, Purser-2, Scavenge-1,
Seamanship-4, Skulduggery-3

Reputations

Personal: Distrusted by Captain Jones +1

Personal: Friend of Captain Turner +2

Institution: Trusted by New Orleans
Fisherman +1

Institution: Respected by the Ward Room
+2

Institution: Trusted by the Hermes +1

Institution: Always Welcome on The Silver
Fin+1

Institution: Distrusted by the HMS Achilles
+1

Traits: Read & Write, Second Language
(French), Swimming, Jack Tar, Knife
Fighting (1) and Crusty Old Seadog.

The LONDON GAZETTE EXTRAORDINARY.

ADMIRAL OFFICE, NOVEMBER 6, 1805

Dispatches, of which the following are Copies, were received at the Admiralty this day at one o'clock A.M. from Vice-Admiral Collingwood, Commander in Chief of his Majesty's ship and vessels off Cadiz:

Euryalus, off Cape Trafalgar, October 22, 1805.

Dispatches

This is a transcript of probably the most famous dispatch in the navy during the Napoleonic Wars - the death of Nelson and the victory at Trafalgar.

Written by Admiral Cuthbert Collingwood, it is a perfect example of the stoic, business-like way that such events were recorded, despite the undoubted sacrifice and heroism shown on both sides of the battle.

Throughout this book are peppered other dispatches and reports drawn directly from newspapers of the time. They have been transcribed as they were at the time, so there are a few suspect spellings which have been left intact for authenticity.

Sir - The ever to be lamented death of Vice-Admiral Lord Viscount Nelson, who, in the late conflict with the enemy fell in the hour of victory, leaves to me the duty of informing my Lords Commissioners of the Admiralty, that on the 19th instant it was communicated to the Commander in Chief from the ships watching the motions of the enemy in Cadiz, that the Combined Fleet had put to sea; as they sailed with light winds westerly, his Lordship concluded their destination was the Mediterranean, and immediately, made all sail for the Straights' entrance with the British squadron, consisting of twenty-seven ships, three of them sixty-fours, where his Lordship was informed by Captain Blackwood (whose vigilance in watching and giving notice of the enemy's movements, has been highly meritorious) that they had not yet passed the Straights.

On Monday the 21st instant at day-light, when Cape Trafalgar bore E. by S. about seven leagues, the enemy was discovered six or seven miles to the eastward, the wind about west and very light, the Commander in Chief immediately made the signal for the fleet to bear up in two columns, as they are formers in the order of sailing - a mode of attack his Lordship had previously directed, to avoid the inconvenience and delay in forming a line of battle in the usual manner. The enemy's line consisted of thirty-three ships (of which 18 were French, and 15 Spanish) commanded in chief by Admiral Villeneuve; the Spaniards, under the direction of Gravina, wore, with their heads to the Northward, and formed their line of battle with great closeness and correctness; but as the mode of attack was unusual, so the structure of their line was new; it formed a crescent convexing to leeward - so that, in leading down to their centre, I had both their van and rear abaft the beam; before the fire opened, every alternate ship was about a cable's length to windward of her second ahead and astern, forming a kind of double line, and appeared when on their beam to leave a very little interval between them; and this without crowding their ships. Admiral Villeneuve was in the Bucentaure, in the centre, and the Prince of Asturias bore Gravina's flag in the rear; but the French and Spanish ships were mixed without any apparent regard to order of national squadron.

As the mode of our attack had been previously determined on, and communicated to the Flag-officers and Captains, few signals were necessary, and none were made, except to direct close order as the lines bore down.

The Commander in Chief in the Victory led the weather column, and the Royal Sovereign, which bore my flag, the lee.

The action began at twelve o'clock, by the leading ships of the columns breaking through the enemy's line, the Commander in Chief about the tenth ship from the van, the Second in Command about the 12th from the rear, leaving the van of the enemy unoccupied; the succeeding ships breaking through in all parts astern of their leaders, and engaging the enemy at the muzzles of their guns; the conflict was severe; the enemy's ships were fought with a gallantry highly honourable to their officers, but the attack on them was irresistible, and it pleased the Almighty Disposer of all Events to grant His Majesty's arms a complete and glorious victory: about three p.m. many of the enemy's ships have struck their colours, their line gave way; Admiral Gravina, with ten ships joining their frigates to leeward, stood towards Cadiz. The five headmost ships in their van tacked, and standing to the Southward; to the windward of the British line, were engaged, and the sternmost of them taken; the others went off, leaving to his Majesty's squadron nineteen ships of the line, of which two were first rates, the Santissima Trinidad and the Santa Anna, with three flag officers, viz. Admiral Villeneuve, the Commander in Chief, Don Ignatio Maria D'Aliva, Vice Admiral, and the Spanish Rear Admiral Don Baltazar Hidalgo Cisneros.

After such a victory it may appear unnecessary to enter into encomiums on the particular parts taken by the several Commanders; the conclusion says more on the subject than I have language to express; the spirit which animated all was the same; when all exert themselves zealously in their country's service, all deserve that their high merits should stand recorded; and never was high merit more conspicuous than in the battle I have described.

The Achilles, a French 74, after having surrendered, by some mismanagement of the Frenchmen, took fire and blew up; two hundred of her men were saved by the tenders.

A circumstance occurred during the action which so strongly marks the invincible spirit of British seamen when engaging the enemies of their country, that I cannot resist the pleasure I have in making it known to their Lordships: the Temeraire was boarded, by accident or design, by a French ship on one side and a Spaniard on the other; the contest was vigorous, but in the end, the combined ensigns were torn from the poop and the British hoisted in their places.





Tests, Challenges and Missions

*Wherein you learn to take the fight to any
enemy of His Majesty, King George.*



Tests, Challenges, Skirmishes and Missions

Tests

A test is a decision-making mechanism when a character tries to do something of dramatic importance to the story. Loading a cannon is not usually an action of dramatic importance. Loading your cannon in time to warn the fleet that the French cutter has slipped the blockade and is about to escape carrying the Prince of Austria? THAT'S of dramatic importance!

All tests follow the same procedure.

The GM's Deck

The GM's deck is a standard deck of 52 playing cards with NO Jokers.

ONE: State your intent.

In the first step, everyone involved must agree what is happening in the Test and what will happen whether the Test is won or lost. These consequences of the test must be explicit, comparable and agreed.

Explicit – it should state exactly what the intent of the character is, in terms that are easily understandable by all parties involved and without any hidden double meanings or such nonsense.

Comparable – it should be easy to see a 'win' or a 'lose' condition for both sides in the conflict. Statements of intent where one side 'wins' in some way, regardless of the outcome, should be avoided.

Agreed – both sides of the test should be agreed on the terms of the intent.

Also note that you only ever make ONE test for any action, even if that action is a long and arduous one. Actions are not split up into many smaller actions.

Example: Master O'Toole has had the misfortune of falling foul of Captain Jones and has been accused of collaboration with the enemy. O'Toole knows that it is, in fact, Jones that has been working with the French. Both men are racing back to Portsmouth to present their testimony to the Admiral of the Port. No doubt the first person back will have the best chance of giving their story unhindered. O'Toole's intent is to bring the Hermes into Portsmouth before Jones can dock the Achilles (his ship)

TWO: Decide the Card Pool that will take part in the Test

Decide which Skill you are going to test and then form a card pool using the following steps:

1. Take the value of the skill being used, adjusted for damage or any other effects which reduce the number of cards you have in your card pool.
2. If you have any traits that can add to this skill in a test, add the appropriate number.

When should you test?

Consider two things when calling for a test. First - does the matter at hand have an interesting outcome, win or lose, for the story? If it doesn't then you probably don't need to do a test - just take the route that is more interesting for the story.

Secondly, consider whether the situation could be not only a Test, but a Challenge for one of the PCs Missions (see pg 59). If it could be, then you should definitely call for a test and press the issue.

Consequences

The outcome of a test should be explicit, comparable and agreed. That is - both sides should know what is at risk if they fail the test and what they stand to gain if they succeed in the test. These risks should be comparable with each other and the difficulty of the test being undertaken. The state of these consequences should be agreed between both the player and the GM.



3. If you have any equipment that adds to this skill in a test, add the appropriate number.
4. If you wish to apply a Reputation, add the appropriate number.

Example: Master O'Toole is using Seamanship in this test, a skill of 4. He adds 1 for his 'Crusty Old Seadog' trait. He cannot use his curio, a map of the Indies, as it is not relevant to the water he is sailing in at the moment. Finally, he applies his reputation – Personal: Distrusted by Captain Jones +1. He suggests that Jones will think that he will be up to some dirty trick and therefore not take the most efficient route back to port. He has a card pool of 6

THREE: Determine the Opposition

The GM now has to determine the card pool for the opposition to the test.

1. Take the value of the skill being used by the opposing NPC, adjusted for damage or any other effects which reduce the number of cards you have in your card pool.
2. If the NPC has any traits that can add to this skill in a test, add the appropriate number.
3. If the NPC has any equipment that adds to this skill in a test, add the appropriate number.
4. If the NPC wishes to apply a Reputation, add the appropriate number.

Captain Jones has a Seamanship of 4. He has no traits, equipment or reputations to aid him in his cause. He has a card pool of 4

FOUR: Determine the Card of Fate

The GM overturns one card from his deck. This is the Card of Fate (CoF) that all participants will be tested against.

Example: The GM overturns a 4S. This is now the Card of Fate (CoF). He does NOT shuffle this card back into his deck.

FIVE: Test Your Fortune.

Now it is time to see if this test is going to go in the player's or the GM's favour. The player overturns cards from his deck equal to the character's card pool

If a card is the same **SUIT** as the CoF count one **ORDINARY SUCCESS**.

If a card is the same **NUMBER** as the CoF, count one **CRITICAL SUCCESS**.

If a card is the **SAME CARD** as the CoF, count one **PERFECT SUCCESS**.

If a card is the **JOKER**, you can choose it to be **ANY CARD** and count the appropriate result

If a card does not match **SUIT** or **NUMBER**, it is a **FAILURE**

Example: Master O'Toole overturns 4C, KD, 3S, QH, JH and 2C. Remember, the Card of Fate is 4S

*4C shares the same number as the CoF – this is a Critical Success
KS shares the same suit as the CoF– this is a Ordinary Successes
2C, JH, KD and QH match neither number nor suit - these are all Failures*

Remember - One Test

Any test in Beat to Quarters covers the entire action being taken. You only test once. This could be something as quick as picking a lock, or wooing a maiden, or it could be navigating the Cape of Good Hope in a storm for three days and nights. One resolution followed by all of the appropriate narration, rather than a series of resolutions.

O'Toole has one Critical Success, one Ordinary Successes and four Failures.

The GM overturns the 4 cards in Captain Jones' card pool – 4H, AH, 2D, 7S

*4H shares the same number as the CoF – this is a Critical Success
7S shares the same suit as the CoF – this is an Ordinary Success
2D and AH share neither the number nor suit – these are both failures*

The GM has one Critical Success, one Ordinary Success and two Failures

SIX: Determine the Victor.

Success is determined by who has the most Perfect Successes, and then Critical Successes and then Successes. If the first number is tied, the comparison passes down to the next level of success. In the unlikely event that this iteration results in a draw, compare the highest Success' card value to the opposing highest success' card value (and onwards down the chain of successes). Highest number wins - aces high.

Example: First, we check for Perfect Successes. Neither participant has one. We now check for Critical Successes. Both participants have one. Now we check the Ordinary Successes. Both participants have one. As a decider we compare the value on the cards. By default both Critical Successes have the same number (4). We now check the Ordinary Successes. O'Toole has a King, Jones has a 7. King beats a 7 – O'Toole wins!

If you have included a Reputation in your card pool and you lost, that Reputation is INJURED. If it is already INJURED, it becomes MAIMED. If it is MAIMED, it is DEAD. For more information on Damage see pg. 55

SEVEN: Resolve the Intent

The GM and the players now revisit the consequences, from step 1, of the Test and apply them.

Example: O'Toole uses the sleeker lines of the Hermes, combined with his expert knowledge of the sea (and moving undetected from his smuggler days) to outrace the larger ship, Achilles, and he arrives in Portsmouth before Captain Jones.

EIGHT: Shuffle your deck

After each Test, return all overturned cards to the deck and shuffle it.



Static Tests

Most tests in Beat to Quarters will be 'contested' between two sides, however occasionally the test will be static - the character against a fixed item (like needing to break down a locked door). Simply generate a Card of Fate and a card pool, apply any modifiers and overturn the cards. The highest level of success is the one that is applied to the test.

You can alter the size of the card pool for a Static Test to reflect the difficulty of the task at hand.

Difficulty	Card Pool
Easy	1
Routine	3
Challenging	5
Damned Hard!	7
Heroic Effort	9

Example: Master O'Toole now has to get from the docks to the Admiralty in time for an audience. The GM calls for a test - O'Toole vs the chaos of London's wet muddy streets. As no-one is opposing him, this is a static test. The GM determines that for a man brought up in New Orleans, being able to navigate the twisting streets of the capital quickly would be Challenging task. O'Toole tests his Awareness-2 against a card pool of 5. The CoF is 10S. The GM overturns 4H, 2D, 8D, 3c 2c - no successes. O'Toole overturns 10S and 2H - a perfect success. He narrates that he finds a young urchin who he bribes with some shiny sea shells and thus is guided perfectly through the streets.

Unskilled Tests

If you have no appropriate skill to use in a test, you still have a slim chance of success. In this circumstance you can overturn a single card. You cannot add any cards for Reputations to this card nor can you add Discipline cards to it if it is in a skirmish. Regardless of your overturned result, the best you can achieve with this card is a Success. If you score a Critical or Perfect Success it counts as a Success only.

Example: Once inside the Admiral's office he realizes that he is scuppered- there is a portrait of Captain Jones on the wall and he swiftly gathers that Jones is a favoured nephew of the Admiral of the Port. O'Toole decides that rather than implicate the Captain, he will lay the ground work against the accusations that will come against him and find some other way to unmask the liar. The GM states that this will be an Intrigue test. O'Toole has no Intrigue skill but he still makes the test. The CoF is 6H and he overturns 6H!! Normally, this would be a Perfect Success, but as it was an unskilled test, it only counts as an Ordinary Success. The Admiral listens intently to O'Toole's tale and believes it.

Mutually Failed Tests

If both sides of a test fail to score a success each side should shuffle their decks, redraw the same number of cards and retest.

Assisted Tests

You may wish to aid an ally in a test. To do so you must have a skill that can be reasonably applied to that test. If you do, add your skill to the card pool of the player you are aiding to a maximum total addition of 3 extra cards. If more than one character chooses to aid another, the maximum cumulative bonus that can be given is 3. If you are Unskilled and you try to aid someone, you reduce his or her card pool by one – you just get in the way!

Example: Midshipman Jones is working alongside Master O'Toole as the pair desperately try to bring the ship under control in the midst of a sudden violent storm off Jamaica. O'Toole is testing his Seamanship against the howling winds and roaring seas - he has a card pool of 5 against the storm's pool of 7. Jones has a Seamanship of 4 but he can only aid O'Toole with a maximum of 3 cards, raising his card pool to 8 - a more even test.

Note that if a character aids another character in a combat challenge, they do not risk being wounded as a result of the challenge.

Note also, that if a character aids another character as part of a skirmish challenge, they cannot themselves take part in that skirmish challenge with a separate test (see page 68)

SATURDAY, JANUARY 11

The following is an Extract of a Letter from an Officer at Gibraltar, dated December 22, 1799:-

Admiral Lord Keith arrived here the 6th inst. in the Queen Charlotte of 110 guns, and took the command of all the Naval Forces on this Station.

The 19th inst. the Lord Nelson Cutter, from Weymouth, was attacked and captured by three large French Privateers, coming through the Gut. They were seen from the Queen Charlotte, when Lord Keith immediately sent Mr. Bainbridge, his First Lieutenant, with three boats under his direction, to her assistance. When he came up to them it was quite dark, and the three privateers had her in tow, with thirty-four Frenchmen on board. They had taken all her crew out, except the master and three men. Two other privateers were very near, and several Spanish gun-boats were coming toward them from Algaziras. The boat commanded by Lieutenant Bainbridge was the first alongside, when, instantly, without waiting the arrival of the others, he, with uncommon intrepidity, boarded and captured her. We are, however, extremely sorry to state that he received a severe wound in the head; but, we have the satisfaction of hearing this day, he is pronounced out of danger. His gallant behaviour, we have no doubt, will be rewarded with promotion.



Damage States

Whenever a character takes a contested test there is the risk of picking up some damage from the fallout. In *Beat to Quarters* that damage comes in one of four flavours; Health, Reputation, Ship Morale and Wealth.

Damage States

Each of the four areas exists in one of the following states throughout the game.

Healthy

You are fine to act using this function

Injured:

A HEALTHY character that loses a contested Test where their opponent's highest card is a Success is INJURED.

If that character loses another test and takes damage from a Success to that same area, the status changes to MAIMED. If the character suffers damage from a Critical Success to that area, the status changes to DEAD.

All actions related to the area, or including that Reputation, that is Injured suffers a -1 card pool penalty.

Maimed:

A HEALTHY character who loses a contested Test where their opponent's highest card is a Critical Success is MAIMED.

If that character loses another test and takes damage from a Success to that same area, the status changes to DEAD.

All actions related to the area that is MAIMED require an appropriate Measure test for the character to even attempt the action, or the use of the Reputation. This test is made against a single CoF. If this test is passed, the action can be attempted but with a -3 modifier to the card pool.

Example: Master O'Toole has fought a vicious battle with a French sailor and is left MAIMED, lying on a deserted beach. As he tries to bind his wounds, he spots a French patrol. He wants to disappear into the trees and hide. However, he must first make a Guts check. He tests his Guts (4) against a Card of Fate and passes the test. He is able to attempt to crawl into the trees. If he had failed, he would have been unable to carry out the action and would have been captured by the French. Now he must make a Skullduggery test, at -3 cards, to disappear. It isn't going to be easy...

Dead

A HEALTHY character that loses a contested Test where their opponent's highest card is a Perfect Success is DEAD.

The character cannot attempt another test with that area until they have healed that area. The exception to this rule is when Health is DEAD. At that time you are truly, properly DEAD and no mission or other healing method is going to bring you back. You will maybe be remembered in despatches, a newspaper line or if you are exceptional, a memorial.

Optional Scar Rule

Additionally, if a character's Health is Maimed they should overturn a card upon their return to Normal Health to see if there were any ongoing complications caused by the injury.

RED number – you have a notable, ugly scar
BLACK number – you suffer a life-threatening infection and are bed ridden for some time.

Choose one Mission that you are undertaking and reduce the Deadline by 1.

RED FACE CARD – you are heavily scarred and deliriously sick, ranting through the night
- lose 1 Charm or 1 Influence

BLACK FACE CARD – your body is physically wracked by illness - lose 1 Guts or 1 Discipline

ACE CARD – You are crippled in some way - you lose an eye, a limb or some such - be creative.

Damage Areas

Health

This is a measure of your character's physical wellbeing and ability to carry on strenuous activities. As it becomes more injured, you become less effective in these activities, including combat.

Under the Surgeon's Knife

No anaesthetic, no sterilisation, no antibiotics and precious little real understanding of the nature of medicine, the surgeons and assistant surgeons of the navy had a horrendous task to perform. They did save lives, but most men that came under their knives either died there and then or suffered agony in dirty cots, riddled with infection and died eventually of their wounds. Amputations were common and were performed quickly with the crudest of instruments.

If a character has to have a challenge to recover from a MAIMED result for Personal Health, he will most likely have to survive this horrific process in some way. Good luck!

INJURED: A character that has been injured in combat is stunned and scratched.

MAIMED: A character that is Maimed has taken a devastating hit from a weapon and is bloodied and broken.

DEAD: A character that is Dead is just that – physically dead. Your body may be taken back to your ship, or the enemy may ransack it. Your possessions will be auctioned off to the other men, your body will be sewn into your hammock and you will be buried at sea. Your loved ones may receive a letter from the Captain or even the Admiralty.

Reputations

This is a measure of the enduring power and longevity of the reputation. As a reputation becomes more injured, it weakens and becomes less effective. Loves are questioned, hatreds become more tempered and respect is lost.

INJURED: A character that has an injured reputation has been rebuked or come under scrutiny.

MAIMED: A character who has a reputation Maimed has been revealed as a liar or totally betrayed

DEAD: A character that has a reputation that is Dead has totally lost all connections to the character or institution.

Ship Morale

The cohesion of your ship's crew is measured by Ship Morale. As it becomes more injured, the ship loses the ability to act coherently and to be an effective fighting unit. Eventually, the crew will fall apart and the officers will face the horrors of mutiny. For more information on the effects of Ship Morale, see pg 68.

INJURED: A character that has an injured reputation has been rebuked or come under scrutiny.

MAIMED: A character that has his ship morale Maimed has a ship full of loiterers, insubordination and brawling

DEAD: A character that has his Ship Morale reduced to Dead has totally lost control of his ship and it stands on the verge of mutiny!

Wealth

Financial stability is a rare thing for a sailor at sea for months - and sometimes years - on end. Even if you have funds, occasionally you cannot easily access it as the banking system is still poorly developed. As your Wealth becomes more injured, you have less access to your finances, credit and other methods of payment.

INJURED: A character that has his Wealth injured has momentarily been caught short of funds.

MAIMED: A character who has his Wealth Maimed has ran out of money or credit and needs to scrape around for pennies.

DEAD: A character who has his Wealth reduced to Dead is bankrupt, penniless and has exhausted all lines of credit.



Healing

Healing in Beat to Quarters involves the players using some of their story time to illustrate how the character has recovered. If they do not, their character will not heal.

If an area is Injured, then the player should narrate in a scene where they are having their injury attended to. If it is a physical injury it could be a scene of being bandaged. If it was a reputation that was injured, it could be a scene writing a letter of apology to the subject. In any case, a simple successful Test with the appropriate skill is required to return the state to Healthy.

If an area is Maimed, then one of the current Mission's challenges must be narrated to include something which will heal the character. If it is a physical injury, this might mean a feat of seamanship to get back to port in time to save the life without losing time when pursuing the enemy. If it is the Ship's Morale that is Maimed, then a challenge where the Mission is put in jeopardy by the unhappy crew must be put down, probably with a flogging! In any case, a simple successful Challenge is required to move the state to Injured.

If an area is Dead, then a totally new Mission is needed to repair it to Maimed. Note that no Mission can bring a character back from the dead!

If a character FAILS a roll to heal an area they cannot try again on that area until they have successfully completed another challenge. The following table details the areas that can be damaged and their related Measures and Skills for healing.

Area	Damaged By	Measure	Skill to Heal
Physical	Combat and Danger	Guts	First Aid
Ship Morale	Ship-to-ship battles	Discipline	Command
Institution Reputations	Humiliation and Failure	Influence	Diplomacy
Personal Reputations	Lies, Deceit and Betrayal	Charm	Courtesy
Wealth	Overspending and Gambling	Influence	varies

Overcoming Great Hardship

Great men can draw upon the deepest reserves of courage and determination to achieve their ends. Characters in *Beat to Quarters* may sacrifice some of their Measures to temporarily avoid the ravages of their adventures.

Characters may spend a point of the appropriate Measure to ignore any penalties (either to their card pool or requiring them to test a Measure to act). If they choose to do this, their Measure is reduced by one for the rest of the current Naval Mission. Any values that are derived from a Measure (such as the maximum values of Reputations) can also be affected.

You cannot reduce a Measure below 1.

At the end of a Naval Mission, all Measures return to their full value.

Gritty or Heroic

The 'Great Hardship' rule allows characters to make heroic efforts despite being injured, or last ditch pleas to an otherwise tattered Reputation. It can be used to spur a crew onto one last push for glory or to find that one last guinea just when you need it.

In so doing, this rule will make your game a little more swashbuckling in nature. If you don't want to have this in your game, simply omit the rule. The only downside is that whilst most physical activities are still possible when Maimed, only a Reputation of 4 or more would be worth attempting to bring into play without this rule.

Example: Lt. Edwards has Discipline 3 and is the acting Captain of the HMS Thunderer. Sadly, the ship has been on the losing end of a number of battles and the Crew Morale has been Maimed. Spotting a sail on the horizon, he realizes that another battle is in the offing and his highly demoralized crew are near to mutiny! Lt Edwards has to make a Command test to motivate the crew to fight against this new threat and even if they do, they will fight at -3 to all card pools. Lt. Edwards decides to spend a point of his Discipline Measure to give a resounding speech to the crew, extolling their strengths and the weaknesses of the Frogs in the approaching ship. He speaks of wives at home, the honour of the King and prize money a plenty. He opens his soul to the crew and they respond, ready to fight without penalty. However, Lt Edwards has his Discipline reduced to 2 for the remainder of the Naval Mission and he now only has 2 extra cards to distribute during Ship-to-Ship combat.



Voyages, Missions and Challenges

Voyages

Each series of missions that a ship is sent to complete is referred to as a Voyage. A Voyage can last anywhere between 3 to 6 Naval Missions. At the end of a Voyage, the ship will be recalled to its home port in Britain. A single voyage will usually center around one Naval Station (see pg 127) although it may include Missions that deal with traveling to the Station.

Missions and Challenges

Characters in Beat to Quarters are tasked with a number of Missions by the GM, themselves and other players. By completing or failing in these missions they tell the story of their character's life in the navy. Missions can be naval in nature, but they can also be social, romantic or even creative. Each Mission is constructed from a number of Challenges, the completion of each bringing the mission towards its close.

What is a Challenge?

A Challenge is a test that has a dramatic storyline outcome within a Mission. Challenges are definite steps towards completing a Mission.

Example: A character wishes to shoot off their musket and hit an apple hanging on a tree. This is a simple Test. If the same character wished to shoot a fleeing French spy before they reached the safety of the tree line - that is a Challenge.

What is a Mission?

Missions have six parts

Name: This is the name given by the instigator of the Mission. Examples could be 'Capture La Griffon.', 'Silence the Guns of Fortuna.' or 'Gain the hand in marriage of Lady Smitherson.'

Challenges: This is the number of successful challenges that a character (or group of characters) must complete in order to fulfill the mission. This gives a gauge for the length of the mission and the potential for reward. Shorter missions are concluded faster but they deliver less reward for the participants. The number of challenges in a mission is determined by the creator of a mission – the GM or the players themselves. More on creating your own missions later!

Challenges must be successfully completed to complete the mission as a whole. If you fail a challenge, you can always try a new challenge in its place. However, there is a limit on the number of challenges you can fail as a whole – the deadline for the mission (see below).

Reward: This indicates whether there is any material, social or other benefit for completing the mission. Rewards can be different for Officers and Ratings for the same mission – they can even be different for individual characters.

Failure: What happens if the characters should abandon or fail this mission. For some, this will be minor. For others, this could be fatal!

Deadline: A mission is failed if it is not completed by the deadline. A deadline has two parts. The first is a storyline narrative deadline (e.g. ‘Before the French attack’ or ‘within three days’). The second is a number of challenges that can be failed before the mission is considered to be failed due to incompetence. Usually, this number is equal to the number of challenges in the Mission although if the GM wants to make the mission more risky, he can lower this number.

Example: In the mission below, if you fail four challenges before you succeed in four challenges, you have failed to meet the mission deadline and you fail the mission.

An example Mission would be:

Name: Deliver Admiral Gordon to Gibraltar

Challenges: 4

Reward: Institution: Noted by the Admiralty +1, Personal: Impressed Admiral Gordon +1

Failure: Institution: (any) Admiralty - MAIMED

Deadline: Before the French fleet sorties from Toulon (4 failed challenges)

Another mission might be:

Name: Seduce Lady Pemberton

Challenges: 4

Reward: Personal: Loved by Lady Pemberton +2

Failure: Personal: Loved by Lady Pemberton - MAIMED

Deadline: No deadline (4 failed challenges)

Planning Missions

When the players are given a mission, the game enters a planning phase where the group discusses the sort of scenes they would like to see as the mission is played out. Everyone should feel free to throw in ideas at this stage and say what sort of cool things they want to see happen in the game. This isn't a prescriptive list of what will happen, but rather a series of signposts for the GM of the things that the players want to see incorporated into the session.

Note that during this process the players should not create the challenges within the mission – they merely suggest the scenes that will be the backdrop for the challenges that arise.

Example: The players of the Hermes – Andrew, Dave and Nigel – sit down with their GM, Ben, to undertake the planning stage of the ‘Deliver Admiral Gordon to Gibraltar’ mission (as outlined above)

Ben: OK, you've all read the mission – tell me what sort of cool stuff you would like to do in it?

Dave: Its four challenges, right?

Ben: Yeah, but just brainstorm some ideas for now.

Nigel: Well, its not just going to be a case of sailing straight around to Gibraltar, is it?



Ben: (laughs) Oh no...!

Nigel: OK, how about a murder on the ship? I'd love a hanging scene.

Andrew: It could be a brawl beneath decks between two of the ratings. That's bound to embarrass the Captain.

Ben: Whoa! Lets not write the game here and now? You want some sort of crime and some punishment. We can go with that. Now, what else?

Dave: Lets have some really bad weather as well. A really dangerous storm.

Andrew: And some dangerous rocks that the ship could be driven onto?

Ben: That sounds cool

Andrew: We could spot a French ship and pursue it?

Ben: Excellent

Nigel: This is all too easy ... I think Admiral Gordon should be put 'in harms way'

Ben: What were you imagining?

Nigel: Injury, disease, plague – I don't know, but he should have a chance of dying before Gibraltar!

Ben: Alas poor NPC... but yes, that's good.

Dave: A wreck. We should discover a wreck!

Andrew: I'd really like to see a scene at night, with a full moon

Ben: Nice imagery. I think we have everything we need there.

Ben sits back and ponders what he has. The storm causing the ship to be driven towards the rocks could form one challenge. Discovering the wreckage wouldn't be another challenge but the survivors could introduce a level of conflict to the ship ... and that could cause the fight between the men that results in the murder? How about a 'trial' where one of the officers from the surviving ship is defending his man against an officer from the Hermes and the life of the man is on the line. Now that's a conflict! The discovery of the French ship, en route from the West Indies maybe, and the subsequent chase and battle would be another conflict – one in which the Admiral would sustain a nasty injury, potentially fatal. The PCs would have to find a way to deal with the injury, which puts the onus on the Surgeon, Dave's character.

A storm, a wreck, a trial, a battle and a life-or-death piece of field surgery – that's anything but a gentle cruise to 'The Rock'

Completing a Mission

A Mission is complete when the character(s) have successfully completed the correct number of challenges, before they have reached the deadline of failed missions. The mission should also have come to a conclusion narratively.

Failing a Mission

There are two ways that a Mission can be failed.

1. The characters voluntarily abandon the Mission before it is completed.
2. The characters do not manage to fulfill the Mission before the deadline passes.

Initial Missions

At the beginning of any game of Beat to Quarters each player will have at least TWO missions.

1. Their Current Naval Mission
2. A Mission of Personal Importance

The Current Naval Mission

This mission is the same for all players within the group and it details their objective for the session – ‘the adventure’ in other words. The GM generates these missions but it is always good practice to talk to the players about the sort of missions they want to be pursuing. Remember to leave these missions quite generic outside of the basic structure – the players will want to embellish the challenges within them with twists and turns of their own.

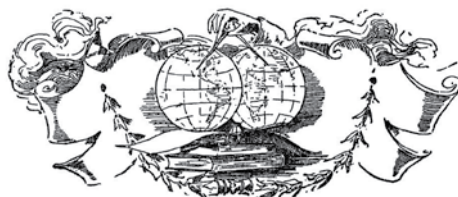
The Mission of Personal Importance

Each player also defines one mission, which runs alongside his Naval Mission. This can be literally anything – a story of love, revenge, avarice, desertion or friendship – as long as the player can quantify it in terms of a mission.

Example: Lt. Cuthbert starts the game with two missions. His Naval Mission is the capture of a French privateer who has caused mischief around Martinique. He also decides that he wants to create an interesting love triangle between himself, Lady Sophia and her husband, Admiral Sutherland so his Personal mission is to ‘Impress and Seduce Lady Sophia’. The pursuit of his superior officer’s wife is going to land the young Lieutenant in as much hot water as the French Privateer!

Gaining Missions

During a game of Beat to Quarters the players and the GM can assign new missions to their characters. There is no limit to the number of missions a player can be engaged in, however pursuing dozens of missions will slow play. As players, you should be watching for the opportunity to add a Mission to your character’s story. When you want to do something and it has a long term execution and consequence, it should be a Mission. Missions are the only way that your character can advance your measures, skills and reputations. – if you want to advance a certain Reputation or Skill, suggest a Mission that will focus on that area and deliver a specific reward there.



Creating Missions

What makes a Player Created Mission?

Eventually the players will want to initiate their own Personal Missions within the game. This is absolutely the imperative of the players rather than the GM – the joy of creating the Military missions lies with the GM, although that follows the same process.

What constitutes a Mission? A Mission should have a distinct impact on the character and the game. It should either introduce a new element to the game or change an existing one. It should advance the story of the player's character or provide a complication to their life. Finally it should also be something that can fail – Missions cannot have guaranteed positive outcomes.

How to make a Mission

One: Give your Mission a name.

This will be something that you will reference when you involve yourself in other peoples missions. Additionally decide what the broad intent of the Mission is going to be.

Two: Decide the number of Challenges in the Mission.

The minimum number of Challenges is two. There is no maximum number of challenges but remember that a large number will result in a challenge that you may not be able to complete for a long time.

Three: GM places the Deadline.

This should be a logical or dramatically appropriate deadline. It should not be an arbitrary deadline.

Four: Define the reward for your challenge.

Consult the chart below. Again, this reward should be in keeping with the tone of the Mission. If you have a Mission which is about wooing a Spanish maiden it would be highly unlikely that the resulting reward would be an increase in your Institution Reputation: East India Company! Remember that the reward can be different for each character, or for the Officers and the Ratings.

Reward	Cost in Challenges
+1 to a Measure	2
+1 to a Skill	2
+1 to a Reputation	2
+1 point to buy a Trait	2
+1 to Wealth	4
Heal a DEAD Reputation or Damage State	4

Rewards

+1 to a Measure: Adds one to the Measure chosen by the player. Remember to recalculate any limits derived from your Measures, such as maximum levels for Reputations.



+1 to a Skill: Increases a skill by 1

+1 to a Reputation: Increases a Reputation by 1, this does not change the description of the reputation.

+1 point to buy a Trait: You gain 1 trait point which can be spent on purchasing a new trait. You can save these points to purchase a more expensive trait if needed.

+1 to Wealth: Add 1 to your Wealth

Heal a DEAD Reputation: If you have a Reputation or Damage State which is DEAD you can heal it back to MAIMED by taking this option.

Five: GM decides the cost of failure.

Again, this depends on the number of Challenges that are undertaken in the Mission.

Failure	Cost in Challenges
-1 to a Measure	2
-1 to a Skill	2
-1 to a Reputation	2
-1 to Wealth	4
Reputation or Damage State - INJURED	1
Reputation or Damage State - MAIMED	4
Reputation or Damage State - DEAD	8

Failures

-1 to a Measure: Subtracts one from the Measure chosen by the GM, to a minimum of 1. Remember to recalculate any limits derived from your Measures, such as maximum levels for Reputations.

-1 to a Skill: Decreases a skill by 1, to a minimum of 1

-1 to a Reputation: Decreases a Reputation by 1 to a minimum of 1. This does not change the description of the reputation.

-1 to Wealth: Reduces Wealth by 1. Wealth can be reduced to 0

Reputation of Damage State INJURED/MAIMED/DEAD – The named reputation or damage state is considered to have taken a wound of that type. As per usual, if the area has already taken damage, the level of damage increase. For example: You have Wealth 3 but it is INJURED. You fail the mission and one of the consequences of failure is that your Wealth is MAIMED. As it is already INJURED, your Wealth is now DEAD. You are a bankrupt and you will have to undertake a Mission to recover it to MAIMED.

Example: Ben wants to write a follow-up mission for the Hermes after it has arrived at Gibraltar. Rather than focus on rather tedious

Beat to Quarters

blockade duties, he wants to send the PCs against the Barbary pirates who terrorise the area. Their ships will be a decent challenge for the Hermes and it would be interesting to have them fight an enemy that doesn't play by the rules.

Ben names the mission 'Scouting Soukir Bay' – there is no such place as Soukir Bay but it will do as a placeholder until Ben has a chance to look up somewhere real. He decides that it will be a 4 challenge mission – long enough for the players to get their teeth into it, but not a massive odyssey!

Thinking more about the set-up for this mission, Ben decides that a number of merchant ships have been harassed by the pirates and two ships have been lost. The Hermes has been tasked with scouting out the Bay – the probable base of the brigands, finding out the scale of the operation and taking whatever action they feel is appropriate in the circumstances – up to and including rescuing the prisoners, cutting out the ships and engaging the enemy in battle.

Ben decides that the deadline of the Mission will be two failed challenges – making this quite a difficult mission – and the deadline is a week after the ransom demand, when the pirates will begin to kill off some of the prisoners, including the son of a very influential merchant.

As a reward, Ben decides that they will have gained the enmity of the pirates – Institution: Hated by Barbary Pirates +1. This costs 2 of his 4 points he has for rewards, due to the Mission having four challenges. With the other two, he reflects the new experiences of the Mission by allowing 1 point towards buying a trait. That costs the remaining 2 points.

As a consequence of failure, Ben decides that they will become a laughing stock amongst the fleet for not being able to handle a few ill-disciplined pirates. He spends all 4 of his available points on Ship's Morale – MAIMED.

Name: 'Scout Soukir Bay'

Challenges: 4

Deadline: 2 – One week after the ransom demand.

Reward: Institution: Hated by Barbary Pirates +1, +1 trait point

Failure: Ship's Morale – MAIMED.



Combat Challenges

Combat is an inevitable part of life as a sailor. It is fast, dangerous and unpredictable. Combat is not a case of offence and defence – it is a case of killing your opponent before they kill you. An entire battle can be represented with one set of card overturns rather than an extended series of rounds.

Why no combat skills?

Rather than have individual combat skills, Beat to Quarters gives everyone the same baseline chance of success. The horrors of combat being a great leveller of men. If you wish for your character to be especially proficient with a weapon or a style of fighting, you can choose a number of Traits to reflect that.

No Joker? No Shuffle?

As the GMs Card of Fate comes from the same deck as the cards he overturns to test himself in combat, he can never achieve a Perfect Success against a player's sailor. This is intentional - these heroes shouldn't be randomly killed, unless they are foolish enough to go into combat injured.

Hand to Hand Combat Challenges

During a hand-to-hand combat challenge, both adversaries test their weapon against a Card of Fate. The card pool is generated by the weapon that is used, adjusted by traits and reputations. Each adversary acts simultaneously and each delivers the HIGHEST result from their card overturn upon their enemy as damage.

Ranged Combat Challenges

A ranged combat challenge against a target without a gun is carried out very much like a static challenge. No matter how good you are, you cannot dodge bullets! The attacker matches their skill with their weapon against a Card of Fate. If your opponent can return fire, it is resolved in the same manner as a hand-to-hand combat. Each adversary acts simultaneously and each delivers the HIGHEST result from their card overturn upon their enemy as damage.

No Engagement?

What happens when your foe offers no defense? If he is unconscious or maimed, this is effectively a coup de grace and he dies. If your opponent is active, but is ignoring you – i.e. he is in the middle of a combat with someone else, or has chosen to focus solely on one combatant, you continue to match your cards against the Card of Fate but you gain TWO EXTRA CARDS added to the number you can overturn.

A Combat Challenge is a Complete Combat

A challenge is not a volley or a series of sword thrusts – it is the complete battle from the drawing of the sword to the cleaning off of your enemy's blood. If neither side dies, they cannot 'go back for seconds' – the battle has moved on and other matters need to be attended to.

Tools of the Navy

Ranged Weapons

Musket

The volleyed musket fire has won many a battle. To do it effectively, the sailor must be calm and collected under fire. Notoriously inaccurate at long range but deadly nearer to the enemy, the Musket is the mainstay of most firefights on land, but is only really used by Marines onboard ship.

Range	Distance	Card Pool
Point Blank	10 feet	5 cards
Normal	50 feet	3 cards
Long	100 feet	2 cards
Extreme	250 feet	1 card



Pistol

Pistols are the chosen discharge weapon of officers and duelists. Whilst they are not effective at long ranges, their small size means that they are fast to reload and can be carried in pairs. They are very popular onboard ship as they can be used a club after it has been fired.

Range	Distance	Card Pool
Point Blank	5 feet	4 cards
Normal	20 feet	3 cards
Long	50 feet	1 card
Extreme	100 feet	1 card

Rifle

Rifles are a new addition to the British arsenal and have only just become used on the battlefield. They are very rare onboard ship, although an officer may have bought one as a curiosity. Their perception as slower to reload and harder to handle puts many people off using them, but in the right hands they are lethal.

Range	Distance	Card Pool
Point Blank	10 feet	6 cards
Normal	100 feet	5 cards
Long	200 feet	3 cards
Extreme	400 feet	1 card

Hand-to-Hand Weapons

Cutlass – 4 cards

The ubiquitous weapon of the sailor, the cutlass can be a daunting hand to hand weapon, especially in the right hands.

Axe – 4 cards

This is a devastating weapon, if slightly clumsy in the heat of battle. Onboard ship it is used to hew wood and cut ropes but in battle it can be used to do the same against the enemy!

Boarding Weapons – 3 cards

Sailors are used to grabbing improvised weaponry to fight boarding actions – belaying pins, long iron hooks, knotted pieces of heavy rope – even tomahawks!

Knives – 3 cards

Knives can be used for either hand-to-hand or ranged combat challenges. In hand-to-hand combat they have a starting card pool of 3 cards. When they are thrown, they following this table:

Range	Distance	Card Pool
Point Blank	5 feet	3 cards
Normal	10 feet	2 cards
Long	15 feet	1 card

Bayonet – 3 cards

A long knife attached to a musket or rifle, the bayonet is the hand-to-hand weapon of choice for most marines.

Brawl – 2 cards

Fists, feet, head, teeth, nails, knees and elbows – the human body is replete with weaponry! In a blood and guts combat, sometimes the only weapon left is the fist. Note that a Brawl challenge cannot result in a Dead result. This is considered as beating your opponent unconscious.

Ranges?

Ranges are included for missile weapons as a guide when narrating combats. All gunpowder weapons have prime fighting distances - usually the nearer, the better! These ranges allow you to simulate that inaccuracy within the game.



Naval Missions and Crew Actions

The Skirmish Rules

Naval Missions and Skirmishes

When the characters act as a group during a challenge in a Naval mission, they undertake a skirmish. This does not necessarily mean that they are in combat – it can be an act of subterfuge, a desperate chase or even a presentation under the eye of an angry officer ... however it will most likely be a fight.

What is a Skirmish?

The characters in Beat to Quarters are sailors in the middle of a war zone. It is inevitable that they will come across, or be part of, clashes with the enemy. A skirmish is a small, fast combat which includes the PCs acting as individuals towards a common goal. The Skirmish Rules allow every character to contribute to the success or failure of their endeavor.

Involving all of your players

Everyone should have a place in the skirmish. From the lowly cabin boy, desperate to survive the horror of the encounter, to the opportunistic lieutenant, quietly hoping that his superior is injured or worse to increase his promotion chances. These are dangerous and exciting occasions, and everyone will want to be part of it. Moreover, whatever rank the characters inhabit they are the central characters in the skirmish. Their actions are the ones that are paramount to the success of the fracas. Each and every one of them should have a role to fulfill. There may well be more people involved in the action, but only the player's actions count.

Ship Morale

Ship Morale measures the cohesiveness of the crew and officers, and their willingness to work and fight together. If you are undergoing a skirmish with your crew (as opposed to just the PCs) your effectiveness will be hampered by the unwillingness of your crew to act.

If your Ship Morale is INJURED, you will suffer a -1 card modifier to your test at the end of the skirmish.

If your Ship Morale is MAIMED, you will have to make a successful Discipline Test against a single Card of Fate to act, and then your action will suffer a -3 modifier to your test at the end of the skirmish.

Running a Skirmish

Each skirmish takes the form of one set of Tests – one for each character involved. In each Test each player performs an action and the success or failure of that action contributes to the success or failure of the skirmish.

Example: Three ratings and their Lieutenant have been trapped on land by a French patrol and have decided to fight their way out. The stakes for the skirmish are agreed – if the British win they will escape the patrol and if they lose they will be captured.

One: Tactics

The commanding officer (the highest ranking player) and the GM will decide what the consequences are for the skirmish, whether it results in a victory, defeat or comes to a stalemate. The Commanding Officer will then allocate tasks to the members of his crew and they will carry out their orders. Each character should be given one action – i.e. take the quarterdeck or challenge the enemy Captain.

Example: After a quick moment of consultation the Lieutenant announces that they will be pulling back towards a wood to the east. The GM announces that the French will be pursuing them. Each character is given a Test to take against their French opposition. The Lieutenant will fire his pistol, as will the Bosun's Mate. The

Midshipman will fire a musket whilst a rating – a former poacher – will find them a safe passage through the bushes, a skullduggery test. There are other officers and sailors in the group, but only the actions of the PCs are important for the outcome.

Two: Applying Discipline to Skirmishes

After these actions have been assigned to the characters, the Commanding Officer may distribute a number of bonus cards to the other characters card pools equal to his Discipline. The maximum number of cards that each of them can receive is limited by the individual's Discipline.

Example: The Lieutenant allocates 2 cards to each player from his Discipline of 6 as the men retreat slowly towards the trees, covering each other from the French onslaught.

Three: Perform the actions

Each character will perform their actions – such as a combat or skill test and apply any results that occur such as injuries.

Example: The Lieutenant and the Bosun's Mate both hit their targets without sustaining injury themselves. The rating finds a good path into and through the woods. However, the Midshipman misses with the rifle and instead is hit by a stray French shot, becoming Injured.

Four: The Final Test for Success

After all of the individual tests have been completed and narrated, the leader of the company (usually the officer) needs to make another test against the opposing commander. This is a test of their Command skill.

Each player notes whether his or her character has succeeded in his test.

For each character that lost an individual test, the commanding officer has -1 card for this final test

For each character that won an individual test, the commanding officer has +1 card for this final test.

If the player Commanding Officer wins the final test, he will narrate his success, noting the consequences that were set at the beginning of the skirmish. If the GM (the opposing commanding officer) wins the final test, he narrates the player's defeat, noting the consequences that were set at the beginning of the skirmish.

Example: The Lieutenant now makes a Command roll. With three successes and one failure, he gains +2 cards (3 cards from the successes minus 1 card for the failure) to the test ... however he fails! The GM narrates how the brave British sailors worked towards the woods but when their fellow was injured this gave the French the opening they needed to swarm forward and overpower them - they are now captured by the Frogs!

Five: Ship Morale

If you lose a skirmish your Ship Morale is damaged by one level.



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Matters Nautical

Wherein you learn about the assorted dilemmas a sailor may encounter on the high seas and how to overcome them.



Weather

At sea, the weather can turn a relatively simple activity into a life and death experience or it can be harnessed to be an additional weapon in a sailor's arsenal. From the frozen seas of the Arctic to the tropical seas of the Caribbean, the Royal Navy travels throughout the globe and they must tame the weather as well as the seas.

Weather as a Static Modifier

There will be times when the weather is simply part of the environment for a scene, complicating matters rather than being the total focus of the scene. When this happens, a simple modifier is applied to any test in that weather. Modifiers are cumulative.

Wind		Precipitation	
No Wind	*	No Rain	0
Light Wind	0	Mist/Fog	**
Strong Wind	-1	Squall	-1
Storm winds	-2	Storm/Snow	-2
Typhoon	-3	Blizzard	-3

Example: HMS Trident (32) is sailing as protection for the Arctic whaling fleet. They encounter a French sloop, intent on harassing the whalers and pursue it as it flees the superior ship. As they continue the pursuit, a storm breaks and snow begins to fall. This causes a -4 card modifier on any action taken in this weather. Its going to take a ship with excellent handling and a talented helmsmen to run down the Frenchman.

* - If there is No Wind, the ship is becalmed, and cannot move. It's Speed is 0 unless it sends out the ships boats to tow the ship, in which case it has a Speed of 1 but it has half of its card pool for any other action it takes that involves crew men.

** - If there is a mist, all Awareness tests made on the ship are at -2. If the ship is within a fog bank, all Awareness tests made on the ship are at -4.

Weather as an Opponent

In some challenges, the weather is more than an inconvenience within the challenge, it IS the challenge. In these situations, calculate the modifier from the table above and double it – that is the card pool for the weather in the challenge.

Example: HMS Trident (32) continues her mission in the arctic and faces a tumultuous night storm, with howling winds and driving snow coming straight from the North. Caught at sea, she desperately makes for a safe harbour. The players state that if they win, they make the harbour before the storm does substantial damage to the ship. The GM says that if he succeeds, one of the masts on the ship will break and fall. With Storm Winds and Blizzard conditions, the GM has 10 cards in his card pool and defeats the players with a critical

success ... and decides that the main mast is now hanging, broken, half flying off the deck, dragging in the water.

Weather as a Narrative Complication

Sometimes the weather can be more than an inconvenience (i.e. a static modifier) and isn't the main aim of the challenge (i.e. an opponent) – rather it is something that can be used to aid or hinder another challenge. A rather random tool, if you will, in a challenge between two other factors.

To resolve a situation like this, calculate the card pools for both sides of the challenge and also for the weather itself, as done in the previous method. Everyone resolves their cards, including the weather, against one Card of Fate. Note whether the players or the GM wins the challenge, as per usual. Also note whom, if anyone, the Weather card pool beats.

If the winner of the challenge beats the weather, they must include in their winning narration some aspect in which the weather helped them succeed.

If the winner of the challenges loses to the weather, they must include in their winning narration some complication in which the weather made the victory more difficult.

ADMIRALTY-OFFICE, MARCH 24, 1804

Copy of a Letter from Rear Admiral Sir James Saumarez, K.B. to William Marsden, Esq. Dated on board his Majesty's ship Diomedé, at Guernsey, the 19th instant.

Sir, - Herewith I inclose, for their Lordship's information, a Letter I have received from Messrs. Maingy and Sons, of this islands, giving account of the capture of a French privateer brig, mounting twelve twelve-pounders and two four-pounders by the lugger Tartar, letter of marque, mounting ten four-pounders after an action of two hours, which reflects great praise to the commander of the Tartar and her crew.

I am, &c.
J. SAUMAREZ
Guernsey, March 18, 1804

Sir, - We have the honour to inform you, that, on the 9th instand, our lugger Tartar, letter of marque, Francis Pironet master, being in the latitude of 45 deg. 14 min.N. longitude 6 deg. 40 min W. fell in with and captured, after an engagement of two hours, the French brig Jeune Henry, of Bordeaux, Rio Delagesse master, two days out of Viverro, in Spain, had taken nothing; she is a fine vessel, British built, and coppered, mounts twelve guns twelve-pounders, and two four-pounders, had fifty men on board at the time of capture, had two wounded; the Tartar mounts ten four-pounders, and fifty men on board.

We have the honour to be, &c.

PETER MAINGY AND SONS

Rear-Admiral Sir J. Saumarez.

Wealth and Equipment

Sometimes when you are away from home you just really need to get your hands on a small luxury, some much needed bandages or maybe just a flagon of ale to wash away the memory of the Frenchmen you just massacred. Whatever it is you need there are various ways to go about it.

Currency

For those who wish to add realistic currency to your games, at the time the British Empire still used the Pounds (£), Shillings (s) and Pence (d) system

There are 20 shillings to the pound and 12 pennies to the shilling - therefore 240d to 1£

More terms and conversions that you may wish to use:

2 farthings = 1 Halfpenny
2 halfpence = 1 penny (1d)
3 pence = 1 thrupence (3d)
6 pence = 1 tanner (6d)
12 pence = 1 'bob' (1s)
2 shillings = 1 florin
2 shilling and 6d = 1 half crown
5 shillings = 1 Crown

£1 = 1 Sovereign
1 guinea = £1 1s

A guinea was considered a more gentlemanly amount than £1. In general, you paid common labourers and tradesmen in pounds, whilst deals between gentlemen, officers and artists were carried out in guineas.

Using Wealth

A character's Wealth is used to acquire items, entertainment and services that are beyond that character's usual means.

If the item you require is available and the cost is less than your Wealth, you can acquire the item. If it is not readily available or it costs equal to or more than your Wealth, you must test your Wealth.

Note: You cannot purchase an item that costs more than your Wealth+2. i.e. If you have a Wealth of 2 you cannot attempt to purchase items that cost Wealth 5.

To use your Wealth, make a test against the GM. The GM will set the number of opposition cards depending on the price and the rarity of the item or service being sought. In this test, your Wealth area can be harmed.

If Wealth is Injured, then a simple Diplomacy test is needed to repair it to Healthy. If Wealth is Maimed, then a Hagggle, Diplomacy or Skullduggery challenge is needed to repair it to Injured.

If Wealth is Dead, then a mission is needed to repair it to Maimed.

If Wealth is Injured, you get a -1 card penalty.

If Wealth is Maimed, you get a -3 card penalty and it requires an Influence test to make any purchase.

Example: Captain Lonsdale has Wealth 4 and is able to maintain himself in a relatively affluent lifestyle. However, he has been invited by The Duke of Wellington himself to attend a ball in Lisbon and he needs a new dress uniform. The GM decides that this is above and beyond his normal means and he must test his Wealth. The CoF is 2D and he draws 10C, 3C, 10H and 3S. The GM decides that his card pool will be four cards as well and draws 5D, 10S, QH, AH. Lonsdale has no successes, the GM has 1 success. Lonsdale fails. His Wealth is Injured. The GM tells him that there appears to have been some misunderstanding between the company agent and the factor of his bank and his line of credit has been temporarily suspended. He will have to undertake a Diplomacy test to heal his Wealth - i.e. remind the company agent to hurry along with his payment. If he continues to attempt purchases of such an extravagant nature in the meantime he will operate at -1 card to his Wealth.

Using the Purser Skill

If characters wish to acquire items from the Victualling Yard (the office on the docks that deals with the stocking of ships with their crucial supplies.), above and beyond the items that they would normally be able to acquire, they may use their Purser



skill. The role of the Victualling Yard is naturally to find reasons why they should not have them – it complicates their lists! Characters make a test against the Pursers skill, they may enhance their skill with Reputations.

Using the Scavenge Skill

If the characters are at sea and they have access to neither the Victualling Yard nor the wares of local traders or the East India Company, they may seek to use their Scavenge skill to acquire items from the local population and islands thereabout. Make a simple Scavenge test to see whether you can get the items you require.

Prize Money

When a British Ship captures an enemy ship and returns it to a friendly port, the ship can be purchased by the Admiralty and put into service as a navy vessel. If they capture an enemy convoy ship or merchant vessel, the value of the cargo will be paid out in prize money to the Captain, Officers and Crew of the ship. This was an important source of income for sailors and ships that had a reputation for taking prize ships would sometimes have people volunteering to sail on them specifically, knowing the likelihood of garnering riches.

The actual system that was employed was exceptionally complicated, involving minute percentages of pounds, shillings and pence. The system we use here is more abstract and simply gives the receiving character an AUTOMATIC success in a Wealth test against a certain opposition or lower.

The table below shows the share of the Prize Money taken by each rank dependent upon the size of the ship captured. The notation is shown as 'Level (Number of Automatic Successes)

Example: 4(3) is three automatic successes against a Wealth opposition of 4

	Un-rated Vessel	Rated 4-6	Rated 1-3
Captain	5(1), 4(2), 3(3), 2(4)	6(1), 5(2), 4(3), 3(4), 2 (5)	6(2), 5(3), 4(4), 3(5), 2(6)
Lieutenant	4(1), 3(2), 2(3), 1(3)	5(1), 4(2), 3(3), 2(4)	5(2), 4(3), 3(4), 2 (4)
Midshipman	3(1), 2(3), 1(3)	4(1), 3(2), 2(3), 1(4)	4(2), 3(3), 2(3), 1(4)
Warrant Officer	3(1), 2(3), 1(3)	4(1), 3(2), 2(3), 1(4)	4(2), 3(3), 2(3), 1(4)
Able Seaman	2(2), 1(2)	3(1), 2(2), 1(3)	3(2), 2(2), 1(4)
Seaman	2(1), 1(1)	2(1), 1(2)	3(1), 2(1), 1(3)

Note that this is not a permanent increase in Wealth. Rather it is a passing increase in liquidity that is spent quickly and on many occasions thoughtlessly. For the lower ranks, it is a chance to run riot in the taverns and whorehouses of the port that they



have landed in. For the officers, it is a chance to improve their appearance, buy a new sword or pair of pistols or woo a young woman whilst they have the chance. For the senior officers, it may be a chance to purchase land or a town house for themselves or their loved ones.

Example Wealth Tests

Clothes

Sailor's Clothing	2
Officers Clothing	3
Fine Officer's Clothing	4
Officers Dress Uniform	5
Fine Dress Uniform	6
Town Clothing	3
Fine Town Clothing	4
Ladies Clothing	3
Fine Ladies Clothing	4

Weapons

Standard Sword	3
Fine Sword	4
Pair of Pistols	3
Fine Pair of Pistols	4

Livestock & Animals

Riding Horse	3
Fine Riding Horse	4
Scrawny mutt	1
Ship's Cat	1
Hunting Dog	3

Services

Carriage	3
Sedan Chair	2
Clerk	2
Lawyer	3
Surgeon	3
Bodyguard	2
Guide	1

Accommodation

Port Tavern	1
Port Lodging House	2
Well Appointed Hotel	3
Purchase shack	3
Purchase townhouse	4
Purchase country house	6
Purchase country estate	8

Entertainment

Dockside whore	1
High class courtesan	4
A meal at port	1
A fine meal at port	2
Seaman's musical instrument	1
Fine musical instrument	3
Night at the theatre	2
A book	2



Grog

During a scene, there may be drinking. Indeed, drinking is an intrinsic part of life onboard ship. How you deal with your drink can have a direct bearing on your ability to succeed in any challenges. Each sort of drink has a Grog Rating. If you are drinking during a scene, you must make a Guts check which is opposed by the Grog Rating of the drink.

If you succeed with a Success or Critical, you suffer no penalty to the challenge.

If you success with a Perfect Success, you have some 'dutch courage' and gain a +1 card bonus to the challenge.

If you fail, you suffer a -1 card penalty to the challenge.

If you fail critically, you suffer a -3 card penalty to the challenge

Grog Rating

- 1 Small Beer
- 2 Grog
- 3 Beer
- 4 Wine
- 5 Fortified Wine
- 6 Spirits

Example: Two young lieutenants are attending a formal dance being held by the governor of an British colony. Lt. Higgins is a slight, nervous young man with a Guts of 2. Lt. Kent is a burly youth, with both a Guts of 5 and the Iron Stomach trait. They are both intent on pursuing the attentions of young Anna Parkinson, the ward of the governor. However, during the evening, they are plied with a considerable amount of wine and brandy by their host and their mischeivous Captain, who is revelling in their discomfort.

They decide that their wooing of Anna is a contested challenge - someone will get a peck on the cheek from her tonight. Higgins has a Romance of 4, whereas Kent wishes to use his Courtesy of 3 to impress her.

However, first, they must see whether the grog has intoxicated them to the point that they are insensible.

Lt Higgins tests his pitiful Guts of 2 against the Grog Rating of 6 and through the luck of the Gods manages to score a Perfect Success. He is filled with 'dutch courage' and gains +1 to his Romance card pool, bringing it to 5 cards.

Lt. Kent tests his Guts of 5, with an additional card from Iron Stomach bringing the pool to 6, against the Grog Rating of 6. He fails. Confident that his hardy constitution would see him through he drank a little too much and now suffers a -1 card penalty to his Courtesy card pool, reducing it to just 2 cards.

Kent and Higgins now test against each other and Higgins walks away with the young woman's favour.



The Captain's Favour

The Captain of any ship is expected to sit and eat with his officers and midshipman from time to time. This social occasion not only allows gentlemen a semblance of social normality in the confines of a ship of war, but it also allows the Captain to gain valuable insight into the character of his senior crew. It is a chance for intellectual conversation, polite debate, the telling of tales -adventurous and tall - and ribald antics under the influence of the ship's wine.

Each session should have a scene where the Captain, officers, midshipman and steward (if the ship has one) are entertained in the Captain's cabin. There are occasions where other NPCs may be present - officers from other ships, a lady who is being entertained by the Captain or a dignitary from the port in which the ship is berthed.

1. During the scene, someone sponsors the topic for the conversation. Usually, this will be the Captain, although he may sometimes throw the topic of conversation out onto the table. A benevolent Captain may wish to have his officers share their deeds with the Midshipman, or regale them of some great moment in naval history. A dictatorial Captain will want to browbeat his officers with his view of matters. A vengeful Captain will want to shame, embarrass and belittle the object of his wrath.

2. The player who sponsors the conversational topic now selects a skill that will be tested by each character that chooses to participate. This is the only skill that can be tested – a character cannot substitute another skill if they do not have the sponsor's choice of skill. The exception to this rule is the Captain. If he participates, he may test any skill he desires. He is the Captain and if he wishes to answer a question about navigating the Baltic by talking about his favourite piece of Socrates, who is to argue? Each participant then plays out their contribution to the conversation at the table.

3. Each player who has participated now takes part in a contested test using the skill that was sponsored. Reputations can be used in this challenge, including reputations with people around the table. However, remember that there can only be one winner of this test and that you will Injure a reputation if you lose it.

4. If a PC wins this test, they have 'The Captain's Favour' - they have amused, entertained or informed the people at the Captain's table.

5. If the Captain wins, the PCs have earned 'The Captain's Ire' - they have annoyed, frustrated or embarrassed the Captain and his guests.

Using the Captain's Favour: Once, during the rest of the session, the player who has the Captain's Favour may surrender it during a Challenge that includes elements of the topic that they spoke about around the table. If they do so, they gain +4 cards to that Challenge.

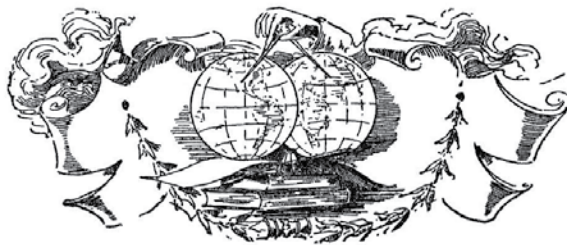
Using the Captain's Ire: Once, during the rest of the session, the GM may surrender the Captain's Ire during a Challenge that includes elements of the topic that was spoken about around the table. If he does so, the player being tested has -4 cards

for that Challenge.

Example: Morgan, the Ship's Master sits around the Captain's table with Lt. Stone, Midshipman Johnson and the Captain. Morgan sponsors the topic for the evening, a discussion of experiences the men have had on the handling of the ship during a violent storm. He intends to remind the other officers of his exemplary sailing record. The Captain has heard enough of his Master's tall tales and decides to join in the conversation. The Lieutenant knows better than to get between the men when they discuss sailing, but Johnson isn't so wise. Morgan chooses Seamanship and tells a tale of the last time he sailed the Cape. The Captain rebuts his contribution with a tale of navigating the reefs off the coast of the South Sea islands in a storm. Johnson, unashamed of his lack of experience, quotes chapter and verse of the words told to him by his last Captain - one C. Collingwood of Northumberland.

The players gather their card pools for the test. Morgan has a Seamanship of 5, the Captain has a Seamanship of 6 and Johnson has a paltry Seamanship of 2. However, he also includes his Personal Reputation: Cuthbert Collingwood +4. He risks being associated with using the accomplished Captain's name lightly but it's a risk he is willing to take. That boosts his hand to 6 cards. The cards are revealed and the Midshipman's gambit pays off. He wins and gains the Captain's Favour. Morgan and Stone smile at each other as Johnson reveals he understands far more about the ways of the Navy than his years would suggest.

Later on the voyage, the wind rises and the seas become a churning maelstrom during Johnson's watch. The Middie has to ensure that the ship is not blown away by the tempest and faces a Challenge against his Seamanship. He uses the Captain's Favour to get +4 cards to the test.



The Ear of the Gun Deck

The crew of a ship live within their own close-knit society of watches and gun crews. This society has a defined pecking order and that order is not always one that runs in line with the rank and seniority of the navy. Men talk over their meals, whilst drinking their grog and when they skylark on the deck. They spin tales of their time at sea and their adventures on land, gaining the respect of their comrades ... or their derision.

Each session should have a scene where the crew that work below decks has a chance to socialise with each other.

1. During the scene, someone sponsors a topic for the conversation or an activity, such as gambling, singing or even fighting.
2. The player who sponsors the activity now selects a skill that will be tested by each participant. This is the only skill that can be tested - a character cannot substitute another skill if they do not have the sponsor's choice of skill. Participants then play out their contribution to the event.
3. Each player who has participated now takes part in a contested test using the skill that was sponsored. Reputations can be used in this challenge, including reputations with people involved. However, remember that there can only be one winner of this test and that you will Injure a reputation if you lose it.
4. If a PC wins this test, they have 'The Ear of the Gun Deck' - they have impressed their fellow crew with their skills or tales.
5. If an NPC wins, the PCs have earned 'The Shame of the Gun Deck' – they have been made a mockery of by their comrades.

Using the Ear of the Gun Deck: Once, during the rest of the session, the player who has the Ear of the Gun Deck may surrender it during a Challenge that includes elements of the event that took place, be it some fighting or a debate etc. If they do so, they gain +4 cards to that Challenge.

Using the Shame of the Gun Deck: Once, during the rest of the session, the GM may surrender the Shame of the Gun Deck during a Challenge that includes elements of the event that took place. If he does so, the player being tested has -4 cards for that Challenge.

The Articles of War

The Articles of War were the rules and regulations that covered discipline in the navy during the Age of Sail. The Captain read the Articles to the crew on a Sunday, as part of a religious service and also prior to a punishment such as flogging.

The maximum, non-lethal, punishment that can be administered under the Articles of War is 12 lashes for any single crime. However, it was not unknown for a Captain to punish a criminal for a number of separate crimes and run the floggings together into two, three or more dozen lashes. The lashes were carried out using a Cat O'Nine Tails – a multiple ended whip that sliced through the skin of the back.

Punishments

Death: The criminal is hung from the yard arm before the crew – and if in port, the presence of the crews of the other ships that are present.

Court Martial: Five or more senior officers (Captains or above) sit in judgement of the criminal, hearing their case and the case of the prosecution against them. If they are found guilty, the Court Martial can sentence them to any punishment, including death. For officers, punishments could include dismissal from command, reduction in rank or imprisonment.

Dismissal from Service: An officer found guilty of this crime will be dismissed from naval service, barred from entering the service again and forfeit all pensions, half-pay and other benefits of rank.

Captain's Discretion: At sea, the Captain has a wide range of discretion when it comes to exercising punishment, especially when cases technically break one of the Articles, but there are extenuating circumstances. The Captain can order a flogging, a withholding or dilution of grog, time in the bilge pumps or dis-rating for ratings. The Captain could also create their own punishments, such as continuous watch, continuous four hour watches and spending long periods alone in the crows nest.

Loss of Prize Money: The criminal forfeits any portion of prize money that they were owed from the capture of a ship.

Using the Articles

The Articles of War are a powerful tool to use against the characters in your game. They are the absolute laws which underpin the power of the Captain on the ship and they can be used to achieve virtually anything that he desires. However, within the game they are not something that should be used to punish the players for ignorance of naval tradition or memory slips. If someone is going to do something which would contravene the Articles of War, remind them that what they are doing could be punishable by anything up to death and let them make the decision.

They can also be used to illustrate the brutality of naval discipline and the horrors of a flogging or one of the other creative punishments that some captains would conjure up. Having a favourite NPC commit a minor indiscretion which an officer has no choice but to order a flogging for can be a powerful scene.



	Activity	Punishment
1	Practice of Christian (Church of England) worship onboard	None
2	No swearing, cursing, drunkenness or uncleanness	Captain's Discretion
3	Passing information to the enemy	Death / Captain's Discretion
4	Withholding information regarding the enemy	Death / Captain's Discretion
5	Acting as, or with, an enemy spy	Death / Captain's Discretion
6	Giving or lending aid to the enemy	Death / Captain's Discretion
7	Pass all papers from enemy ship to the Admiralty	Loss of Prize Money, Court Martial
8	No looting of prize vessels	Loss of Prize Money, Court Martial
9	Correct treatment of captured enemies on a prize	Court Martial
10	Cowardice in the face of the enemy	Death / Captain's Discretion
11	Not obeying orders in battle from a superior	Death
12	Not attempting to engage and destroy the enemy	Death
13	Not pursuing the enemy to destroy them	Death
14	Refusing to work, because of wage arrears or another matter	Death / Captain's Discretion
15	Desertion or stealing from the ship	Death
16	Harbouring a deserter on your ship	Dismissal from service
17	Failing to act as convoy protection when requested	Death / Captain's Discretion
18	Using a naval ship as a merchant vessel without good reason	Dismissal from service
19	Mutiny and sedition	Death
20	Hiding mutinous actions or words to the detriment of the ship	Death / Captain's Discretion
21	Officers should seek to remedy just complaints onboard ship	Captain's Discretion
22	Striking, arguing with or disobeying a superior officer	Death
23	Fighting amongst the men	Captain's Discretion
24	Wasting gunpowder or shot	Court Martial
25	Arson	Death
26	Running the ship aground through negligence	Court Martial
27	Falling asleep whilst on watch	Death / Captain's Discretion
28	Committing murder	Death
29	Buggery or Sodomy with man or beast	Death
30	Robbery	Death / Captain's Discretion
31	Keeping or encouraging a false muster book	Court Martial/ Dismissal from service
32	Provosts must carry out their duties such as arresting men	Court Martial
33	Any officer acting in a scandalous, infamous or cruel manner	Dismissal from service
34	Mutiny, desertion or disobedience whilst off ship	Punished as if on a ship
35	Break any of the other Articles whilst off ship	Punished as if on a ship
36	Any other action deemed a crime and not mentioned	Captain's Discretion

Promotion

There are many and varied routes to progress within the navy and unlike the army at the time, there was (a) no impediment for a common man recruited as a rating to progress to become a Warrant Officer or even a commissioned Officer and (b) there was no 'buying' of rank, progression being based on performance and seniority.

Ratings

From Landsman to Seaman

The progression from Landsman to Seaman is based on the acquisition of the skills and knowledges of the navy and the acceptance of these skills by the men around you. A Landsman must:

- Complete one Voyage at sea since joining the ship
- Have acquired a Maritime skill of at least 2
- Complete a Mission where the other men on the ship accept them.

Name: Accepted as a Seaman

Challenges: 2

Deadline: 2

Reward: Promotion to Seaman, +1 trait point

Failure: Institution: Gun Deck - INJURED

From Seaman to Mate

Every ship has a vast number of seamen on its books but a few are skilled enough, tenacious enough or lucky enough to get themselves promoted to a position of influence as mates. To be promoted, the seaman must

- Complete one Voyage at sea since being promoted to Seaman
- Have acquired a skill of 2 in each of the skills associated with the profession within which they are being promoted. (Example: If you are being promoted from Seaman to Gunners Mate, you would need a skill of 2 in Awareness, Gunnery and Engineering.) (see pg 34)
- There must be a vacancy.
- Complete a Mission where you have proved yourself adept at your new vocation.

Name: Promoted to Mate

Challenges: 2

Deadline: 2

Reward: Promotion to Mate, +1 trait point

Failure: Institution: Gun Deck - INJURED

From Mate to Warrant Officer

The most trusted and skillful seamen are promoted, under a Kings Warrant, to the position of Warrant Officer.

- Complete one Voyage at sea since being promoted to Mate
- Have acquired a skill of 3 in each of the skills associated with the profession

within which they are being promoted.

- Have a positive Personal: (Your Captain) +1 reputation.
- There must be a vacancy
- Complete a Mission where you have shown yourself to be crucial to the running of the ship and highly adept at your vocation.

Name: Enter the Ward Room

Challenges: 8

Deadline: 6

Reward: Promotion to Warrant Officer. Institution: Trusted in the Ward Room +1, Wealth +1, +1 to any skill

Failure: Institution: Gun Deck – MAIMED, Personal: Captain – INJURED, -1 Influence

Officers

From Midshipman to Lieutenant

After years at sea, learning the ropes, studying under the officers and practicing their work with charts and sextants, every Midshipman has to undertake the dreaded Examination for Lieutenant. In a friendly port, they stand before a panel of experienced Captains and face a vicious oral examination. If the board of Captains believes they have the knowledge and the presence to be promoted, they will become a Lieutenant. If they do not, they must wait again for their chance.

- Complete two Voyages at sea
- You must complete a Lieutenants Examination challenge.

Name: The Examination for Lieutenant

Challenges: 3

Deadline: 1

Reward: Promotion to Lieutenant

Failure: You must wait for another Voyage to try this Examination again. Institution: Ward Room - INJURED

Notes: Each of the challenges is against 3 cards. The first is Maritime, the second is Seamanship and the third is Command. If you are lucky to have an officer on the panel with which you have a Reputation, you can use that Reputation on one of the challenges.

From Lieutenant to Commander

The jump from Lieutenant to Commander is one that will happen in some adventures as the young officer is given command of a captured ship or a prize vessel for some time. When this happens, they become 'Master and Commander' of the ship and are referred to as 'Captain', even though they do not have that substantive rank.

For them to achieve the rank permanently would make them a Captain of their own vessel and effectively remove them from the game, to become a NPC.



Heart of Oak

Wherein you learn about the ships of the Royal Navy and how to use them in battle.



Ships

Central to each game of Beat to Quarters will be a ship, either as the home of the players or the target of their mission. In the Age of Sail there were numerous types of ships with variations upon variations. For simplicity's sake they have been reduced to eight basic types detailed below.

Ships and Guns

The classification of a ship is generally dictated by the number of guns it has installed upon it. This number is used as a shorthand way of gauging the power of a given vessel. Tradition says that ships are referred to by their name and then the number of their guns. So, for example, HMS Victory (100).

Cutters

Smaller, single-masted ships with slender flush decked hulls, Cutters were captained by a Lieutenant and were the first step on an officer's progress towards Post-Captain. These vessels were lightly armed and used primarily as courier boats, scouting vessels, inshore patrols and customs vessels.

Sloops

Technically, a sloop was the name given to any vessel captained by a 'Master and Commander' (later shortened to simply a 'Commander'). They were split into two classes: Brig Sloops (smaller, with two masts) and Ship Sloops (larger, sometimes with three masts). Ship Sloops are the largest un-rated ships in the navy.

These smaller vessels may not be as powerful as their Ship-of-the-Line cousins or as glamorous as Frigates, but they carried out a crucial role and fought in a number of historic actions. Sloops carried out the protection of commercial vessels, inshore patrolling around the British Isles, convoy protection and patrols which raided the French coast.

Sixth Rate

These were the smallest ships commanded by a Post-Captain – the smallest classification of frigate. These ships were used at less important stations in lieu of Fifth rate frigates and for convoy patrol. They also acted as the leading ships for small flotillas of sloops and cutters. Their small size should not, however, deter a resourceful Captain from using their vessel to take the battle to the French.

Fifth Rate

The larger class of frigates, these are the most glamorous ships in the navy, combining speed, resilience and firepower in one vessel. There was a large variation in the specification of frigates across navies and no one configuration was seen as perfect. There were many differences in the weight of cannon and their disposition and the rigging of the ships, but they were still considered the most flexible vessels in the navy.

The main role of the frigate was scouting and intelligence although they could be used for convoy protection and other duties. In a fleet battle, frigates were used as signalling ships, sitting behind the line of battle and relaying signals from one ship to another along the line. However, frigates were also capable enough to act beyond the command of a fleet and could be despatched on independent missions.

Fourth Rate

These ships were the first to utilise more than one deck of guns and served a strange mid-point between the frigates and the ships-of-the-line. Their firepower was not sufficient to stand alongside the larger ships but they were not fast enough to carry out the same missions as a frigate. These ships were not common in the navy, but



they did find their place working in the North Sea and the Baltic.

Third Rate

These ships are the smallest ships-of-the-line and the 74 gun versions are a classic vessel in age of sail fiction. Third rates were used as inshore squadrons, flying squadrons, for blockade duties and of course, serving in battle groups. A 74-gun ship was designed, specifically, to be able to engage any size of enemy ship and as such were commanded by senior Captains.

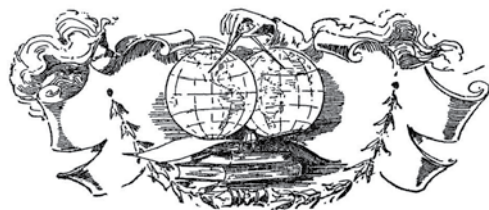
Second Rate

These ships had three decks and carried up to 98 guns. They were unique to the British navy and whilst they were cheaper to build, they carried out the same duties as their larger cousins – acting as flagships for commanders and lead colonial expeditions. Their smaller design, however, meant that they were slower than their First Rate counterparts.

First Rate

These are the largest ships in any navy, with 100 or more guns mounted on three decks. These ships acted as flagships for Admirals and they stood in the centre of a line-of-battle. These ships were huge and powerful, but difficult to handle in high winds and rough seas.

Name	Commander	Guns
Cutter	Lieutenant	Up to 18
Brig-Sloop	Commander	Up to 22
Ship-Sloop	Commander	Up to 28
Sixth Rate (frigate)	Post Captain	20-28 guns
Fifth Rate (frigate)	Post Captain	32-44 guns
Fourth Rate	Post Captain	50-60 guns
Third Rate (ship of the line)	Post Captain	64-80 guns
Second Rate (ship of the line)	Post Captain	90-98 guns
First Rate (ship of the line)	Post Captain	100+ guns



The Anatomy of a Ship

Ships are hugely complicated systems of engineering, manpower, supplies and command - so complicated that to accurately represent their functions would take a larger book than this one. Therefore, each ship is reduced to abstract representations of their speed, power, agility and sturdiness.

Name: The name of the ship given to it by the Admiralty. The name will be followed by a number in parentheses, which represents the number of guns that the ship possesses – i.e. Achilles (74)

Type: The classification of the ship.

Command: The typical rank of officer allocated to command this type of ship

Hull, Guns, Crew and Rigging: these represent the different areas of the ship which can be damaged in ship-to-ship combat. Each area is represented by a certain number of levels in the three damage states (Injured, Maimed, Dead).

Hull represents damage to the actual wooden structure of the ship itself.

Guns represents the deterioration of the ship's ability to continue firing its guns

Crew represents deaths and injuries to the crew and thus their ability to operate the ship

Rigging represents damage to the ships sails and ropework.

Broadside: This represents the weight of cannon that the ship can bring to bear in battle. It takes the form of a bonus to the ship's Gunnery test in battle

Speed: This is the abstract relative speed that the ship travels.

Handling: This represents the ship's ability to manoeuvre in battle. It takes the form of a bonus to the ship's Positioning test in battle.

Example

This is the Frigate HMS Phoebe (36)

Name: HMS Phoebe (36)

Type: Fifth Rate Frigate

Command: Post Captain

Hull: □□□□ | □□□□ | □□□□

Guns: □□□□ | □□□□ | □□□□

Crew: □□□□ | □□□□ | □□□□

Rigging: □□□□ | □□□□ | □□□□

Broadside: +2

Speed: 4

Handling: +1



Ship Roster

Type: Cutter

Command: Lieutenant

Hull: | |

Guns: | |

Crew: | |

Rigging: | |

Broadside: +0

Speed: 4

Handling: +4

Type: Brig Sloop

Command: Commander

Hull: | |

Guns: | |

Crew: | |

Rigging: | |

Broadside: +1

Speed: 3

Handling: +3

Type: Ship Sloop

Command: Commander

Hull: | |

Guns: | |

Crew: | |

Rigging: | |

Broadside: +1

Speed: 3

Handling: +3

Type: Sixth Rate Ship

Command: Post Captain

Hull: | |

Guns: | |

Crew: | |

Rigging: | |

Broadside: +2

Speed: 4

Handling: +1

Type: Fifth Rate Frigate

Command: Post Captain

Hull: | |

Guns: | |

Crew: | |

Rigging: | |

Broadside: +2

Speed: 4

Handling: +2



Type: Fourth Rate Ship
Command: Post Captain

Hull: □□□□□| □□□□□| □□□□□
Guns: □□□□□| □□□□□| □□□□□
Crew: □□□□□| □□□□□| □□□□□
Rigging: □□□□□| □□□□□| □□□□□
Broadside: +3
Speed: 3
Handling: +0

Type: Third Rate Ship-of-the-Line
Command: Post Captain

Hull: □□□□□□| □□□□□□| □□□□□□
Guns: □□□□□□| □□□□□□| □□□□□□
Crew: □□□□□□| □□□□□□| □□□□□□
Rigging: □□□□□□| □□□□□□| □□□□□□
Broadside: +4
Speed: 3
Handling: +0

Type: Second Rate Ship-of-the-Line
Command: Post Captain

Hull: □□□□□□□| □□□□□□□| □□□□□□□
Guns: □□□□□□□| □□□□□□□| □□□□□□□
Crew: □□□□□□□| □□□□□□□| □□□□□□□
Rigging: □□□□□□□| □□□□□□□| □□□□□□□
Broadside: +5
Speed: 2
Handling: -1

Type: First Rate Ship-of-the-Line
Command: Post Captain

Hull: □□□□□□□□| □□□□□□□□| □□□□□□□□
Guns: □□□□□□□□| □□□□□□□□| □□□□□□□□
Crew: □□□□□□□□| □□□□□□□□| □□□□□□□□
Rigging: □□□□□□□□| □□□□□□□□| □□□□□□□□
Broadside: +6
Speed: 2
Handling: -2



Customising Ships

Whilst at first glance, most ships look very similar, they all have their own quirks and differences. Some of these are simply due to their age and the advances in design and build technology that was available to the ship yards. Some are reflective of the experiences and skills gathered by the crew. These differences are represented by traits possessed by the ship.

A Ship rated from 1 to 3 can assign three traits

A Ship rated from 4 to 6 can assign two traits

An un-rated Ship can assign one trait.

Each trait can only be assigned once to a ship.

Expertly Coppered Hull: Your ship's hull has been recently covered with copper, making it far more difficult for barnacles and other sea-borne detritus to cling to it's bottom and slow your ship. Gain +1 Speed.

Well-drilled Topmen: You have a veteran crew who are like monkeys up and down the rigging, delivering expert changes of the sails. Gain +1 Handling.

Weight of Lead: Your guns are heavier than the standard guns expected of a ship of your size, making your cannon fire pack an even greater punch. Gain +1 Broadside.

Heart of Oak: Your timbers have been formed from well-weathered English oak – and thick oak at that! It will take more than some desperate Frog peashooter to break through them. Gain one extra □ to each damage state in your Hull.

Sturdy Rigging: The ropes and knot work of your rigging is second to none and your sails are in pristine condition and maintained with pride and skill. Gain one extra □ to each damage state in your Rigging.

Jolly Tars: Your crew have seen battle before and whether it is the Spanish, the French, the Americans or even the odd pirate, they are more than willing to fight till the last. Gain one extra □ to each damage state in your Crew

Carronades: Your ship is fitted with extra carronades – deck mounted cannons that add extra punch to your ship's broadside. Gain one extra □ to each damage state in your Guns

Renowned Name: Your ship has either performed magnificently in battle or carries the name of a ship which has performed great deeds in the past. Gain a new +1 ship Reputation or add +1 to an existing ship Reputation.

Wily Sea Dogs: Over the years, your crew have seen everything the seven seas could possibly throw at them. They are more than experienced - they are resourceful and inventive. Gain +1 to the skill of one of your ship's officers or crew.

Weatherly: Your ship handles exceptionally well in bad weather. When you are in combat and effected by a negative modifier to Speed or Handling, you may reduce this modifier by 1 for either Speed or Handling.



Ship to Ship Combat

Battles between mighty ships are the centrepieces of naval fiction and the turning points of history in the period. Whether it is harassing smugglers in a lowly cutter or a clash of ships-of-the-line in a massive battle, these are the opportunities for glory that men yearn for.

Ships on the Range Chart

You can use just about anything to represent your ship on the range chart - a piece of paper, a button, a poker chip etc.

However, if you can lay your hands on them at your local games shop or a popular online auction site, there was a series of games released a few years ago with pop-out and build ships of all types which is perfect for this purpose. Sadly the game is not in production any longer but the game packs are still widely available.

Who Commands?

Battles between ships are a hugely complicated affair, drawing in hundreds of people acting as one to beat their enemy. However, the game focuses down onto the actions of the player characters and it is their actions that are the crucial actions in a battle. Whilst the Captain will be active in the ship, giving orders and directing his men, the actions of the PCs are the ones we are concerned about. If they succeed, the ship stands a better chance of succeeding. If they fail, the ship may well fail.

However, there may be an unlikely occasion where the PCs do not have some of the requisite skills to carry out the combat. (e.g. none of the PCs have Gunnery skill.) In those circumstances they may use the default skill of their crew gunner.

Step One: Establish the Conditions.

There are two conditions that must be established at the beginning of each combat; the state of the weather and the distance between the ships.

Weather

Becalmed	Speed = 0, Handling = 0
Steady Breeze	no modifiers
Good Wind	Handling = -1
High Seas	Speed = -1, Handling = -2
Storm	Speed = -2, Handling = -3


Distance

Distance uses an abstract system to represent the relative distance between vessels.

Distance 0	Boarding: Your ships are flush together, rigging entangled
Distance 1	Broadside!: Your ships are in close range and can fire cannon at each other
Distance 2	Long Range: Your ships are at long range for cannon fire. Ships rated 1-3 fire cannon at -2, ships rated 4-6 fire cannon at -4 and unrated ships are out of range and cannot fire their cannons.
Distance 3	Visual: The ships are far apart and outside cannon fire range. Visual identification of the enemy ship is possible.
Distance 4	Far Sight: The ships are exceptionally far apart and visual identification requires an Awareness test.
Distance 5	Horizon: The ships are dots on the horizon. You know that there is another ship within sight, but anything else is beyond you.




To represent these ranges in the game, we use a Range Chart (see below). The players ship is always assumed to sit to the left of Distance 0. The enemy ships are moved relative to the players ship.



Boarding	Broadside!	Long Range	Visual	Far Sight	Horizon
0	1	2	3	4	5


Establishing Distance

The starting distance is defined by the situation in the story. If there is an established reason for one ship to be near or far from another, then the GM can simply set the start of the encounter at that distance. If this is not the case, one of the PCs should make an Awareness test. If they fail, the enemy ship can choose the initial distance between the two ships. If the PC wins, they can choose the initial distance. The closest distance that an encounter can start is Distance 3 and the furthest is Distance 5.



HMS London

Boarding	Broadside!	Long Range	Visual	Far Sight	Horizon
0	1	2	3	4	5



Condor

Example: The HMS London is engaged with the pirate ship Condor. At the start of the engagement. Both sides test their Awareness and the pirates win. They decide that they do not want to be near to the British ship to start with so they place themselves at Distance 5 – giving them the option of moving beyond 5 and escaping if the British ship is too powerful.

Step Two: Discipline

Before the battle commences, the highest ranking PC gives a sterling speech to the men and commands them to rally their watches to bring the fight to the enemy.

The PC Officer has a number of cards equal to his Discipline that he can distribute amongst the PCs to add to their card pool for this battle. Each PC can receive cards equal to his Discipline. This distribution of Discipline is done once and cannot be changed in subsequent rounds of combat.

Step Three: Repair

Each ship may attempt to repair some part of it that has been damaged. Each ship can perform one of the following actions:

- Perform a Seamanship, Maritime or appropriate Profession test. If successful, recover one box of damage from Rigging or Hull equal to, or lower than the level of the success.
- Perform a Gunnery, Engineering or appropriate Profession test. If successful, recover one box of damage from Guns equal to, or lower than the level of the success.
- Perform a First Aid, Command or appropriate Profession test. If successful, recover one box of damage from Crew equal to, or lower than the level of the success.
- Attempt to control or extinguish a fire on the ship (see 107)

You may use the ships own crew members to perform this action instead of a PC. If you choose to use a PC in this repair action, they CANNOT take part in the How Will You Fight? step (Step Five) of the battle in the next round of combat.

These card pools are not effected by modifiers for damage sustained by the ship.

Step Four: Positioning

Now the ships begin to jostle for position at sea. There are three things that ships can attempt to do:

- Close to either cannon-range (Distance 1-2) or boarding range (Distance 0)
- Maintain the distance between the two ships
- Flee from the enemy ship (Beyond Distance 5)

To make the Positioning Test, the ship must make a contested Seamanship test against the other ship. This test is modified by the ship's Handling rating and the difference between the Speeds of the ships.

Example: HMS London has Speed 4 and her enemy, Condor has Speed 3. The Captain of Condor suffers a -1 penalty to the card pool for his Seamanship test and the Captain of the HMS London has a +1 bonus to their card pool for his Seamanship test.

The winner of this test can change the distance result as follows:






- Ordinary Success:** alter the distance by 1
- Critical Success:** alter the distance by up to 2
- Perfect Success:** alter the distance by up to 3

Using the range chart, the enemy ship always moves relative to the player's ship. If the players win and want to close on the enemy, the enemy moves towards them e.g. from Distance 4 to Distance 3. If the enemy win and want to move away from the player's ship, they move out e.g. from Distance 4 to Distance 5.

Remember, if the ships ever move beyond Distance 5 with each other, they have broken off contact and cannot continue to fight or pursue each other.

If the winner of the Positioning Test takes the ships into combat range, the winner also gains 'The Weather Gage' – the benefit of the wind and tides in the upcoming battle. They receive a +2 modifier to their Gunnery card pool during the first round of combat.

Example: HMS London tests for Positioning against Condor. Her card pool includes her Seamanship, Handling and the bonus due to her superior speed. She wins with a perfect success and she decides to quickly close on the ship, bringing it into long range of her cannon. (Distance 2). On the range chart, Condor moves relative to HMS London, three spaces, from Distance 5 to Distance 2.

	Boarding	Broadside!	Long Range	Visual	Far Sight	Horizon
 HMS London			 Condor			 Condor
	0	1	2	3	4	5

Step Five: How Will You Fight?

Each player now states what they intend to do during the fight and what skill they want to test. These do not have to be directly involved in the sailing or firing of cannon. Within the fiction of the game, you can use other skills to illustrate some of the other chaotic actions that happen during a battle. Here are some examples:

Awareness – Save your Captain by spotting an enemy sniper, spot a sudden enemy attempt to disengage, spot the enemy mustering to board the ship.

Command – Rally the men at their guns when they have taken a heavy hit, raise the spirits of the powder monkeys, appear nonchalant in the face of fire.

Courtesy – Calm the nerves of an important female passenger and persuade her that she should stay beneath decks

Diplomacy – Explain the need for the dangerous exchange to the Emissary from Morocco you have on board.

Engineering – Clear debris from a damaged gun trolley, create a makeshift brace to a damaged mast, create ad hoc grenades from powder charges

First Aid – Aid the surgeon in the cockpit, tend to the wounded men on the deck, save the life of a wounded officer with swift intervention.

Gunnery – Exhort the crew to fire faster, order a change of the shot, improve the targeting of the cannon, blow away the enemy quarterdeck with a carronade.

Intimidate – Terrify the men into action with tales of the Cat' and enemy prisons, stand on the gangplank and hold off the enemy boarders with your fearsome countenance.

Maritime – Tie down a piece of loose rigging with a quick knot, create a quick repair to a breach in the hull, put out a fire before it can destroy the ship.

Music – Play an impromptu shanty to raise the spirits of the men, sing a chest thumping song telling tales of great naval victories as you fight.

Scavenge – Find the lost slowmatch in the debris of the gun deck in time to fire your cannon, grab a particularly impressive enemy weapon and use it upon them during boarding.

Seamanship – Put the ship about at the last moment, deceiving the enemy gunners, maintain the position of the ship, fight whilst navigating reefs and sandbanks.

Skulduggery – Find somewhere to hide during the battle where you are convinced you will not be hit!

Soldiering - Direct the fire of the marines against the enemy officers.

Each character now makes a test for the skill that they choose, using the normal test rules

For every successful test performed by a PC, the Ship gets +1 to its Broadside! test.
For every failed test performed by a PC, the Ship gets -1 to its Broadside! test.

Step Six: Broadside!

Any ship that can fire, now fires it's cannons, testing them against a Card of Fate.

The card pool used for this includes:

- Gunnery skill (either of a PC or the ship's NPC Gunner)
- Ship's Broadside Rating
- Bonus for the Weather Gage (in the first round only)
- Any traits from PCs or the Ship itself
- Any modifiers for Ship Morale
- Any modifiers for range
- Any modifiers generated by PC actions in Step 5.

Example: The Frigate HMS London is at Distance 2 from her opponent Condor giving her a -4 penalty. She won the Positioning Test and has the Weather Gage for this first round of combat giving a +2 bonus. She has a Broadside Rating of +2 enhanced by the 'Weight of Lead' trait for an additional +1. Her PC Gunner has a Gunnery skill of 5. Her PC crew won two tests but lost one, resulting in only a +1 modifier. Her total Broadside card pool is $5+2+2+1-4+1=7$ cards.

She tests against a Card of Fate (4S) and gets 2S, 3C, 4S, 4C, KD, QH, 7S.

That produces two normal successes (2S, 7S), one critical success (4C) and one perfect success (4S)

Each suit in the deck corresponds with a different area that the ship can be damaged:

Hearts	Crew
Diamonds	Guns
Clubs	Rigging
Spades	Hull

For every normal success, cross off one box of damage in the Injured damage state for the ship, in the area hit.

For every critical success, cross off one box of damage in the Maimed damage state for the ship, in the area hit.

For every perfect success, cross off one box of damage in the Dead damage state for the ship, in the area hit.

If the ship sustains damage to an area at a level which is already full, you cross off the next box to the right.

Example: HMS London's broadside scores two Injured hits to the Hull (2S, 7S), one Maimed hit to the Rigging (4C) and one Dead hit to the Hull (4S).



When all of the boxes in a particular area are crossed off, the ship has sustained that Damage State and suffers the following penalty:

Hull Damage

INJURED: -1 to all card pools

MAIMED: -3 to all card pools. A Seamanship test is required for the ship to Broadside!

DEAD: The ship is holed and sinking! Abandon Ship!!

Gun Damage

INJURED: -1 to Broadside! card pools

MAIMED: -3 to all Broadside! card pools. A Gunnery test is required for the ship to Broadside!

DEAD: The guns are silenced. You cannot fire Broadside!

Rigging Damage

INJURED: -1 to Positioning card pools

MAIMED: -3 to Positioning card pools. A Maritime test is required for the ship to Position.

DEAD: You are demasted. Your Speed drops to 0

Crew Damage

INJURED: -1 to all card pools

MAIMED: -3 to all card pools. A Command test is required to act this turn.

DEAD: Crew decimated. You cannot continue in this battle.

Step Seven – Continuing the Engagement

After an exchange of cannon fire, the Captains have to decide whether they will continue to fight or whether they will disengage from the combat. If both Captains wish to disengage, the ships will separate and sail away from each other, as they mutually try to escape.

If one of more of them wishes to continue the engagement, they must return to Step Three: Positioning and continue with the battle.

If a ship maintains their position outside of cannon range, they will be able to make running repairs to their ship without taking further damage..

If a ship moves beyond Distance 5, they have escaped their enemy and are now free in the high seas.

An officer commanding a ship with MAIMED Ship Morale will have to pass a Discipline test to have the ship do anything in the next round.

If the engagement continues with cannon fire, it will only stop when:

1. The ship is sunk (i.e the Hull is Dead)
2. The ship has no crew left to fight (i.e. the Crew is Dead)
3. The Captain strikes the colours and surrenders
4. The ship is boarded successfully by the enemy.

Beat to Quarters








Striking

At any point during the battle, a Ships Captain can ‘strike their colours’ and surrender their ship. This is a universally recognised sign of surrender and it is considered the basest cowardice to continue firing upon a ship which has struck its colours. This is a serious business for a Captain as there is exceptional dishonour in losing your ship and becoming a prisoner of war. If the Captain is ever exchanged and returned to England, they will face a humiliating court martial where their wrong doings in the battle will be publicly dissected, and they will most likely be demoted or even cast out of the service in disgrace.

Engaging Multiple Ships

If a ship is engaged by more than one enemy, simply add another ship to the range chart. The PC ship makes separate Positioning tests against each ship and moves each one accordingly. The PC ship can choose to concentrate their fire on one ship, resolving Broadside! as outlined above, or their could split their fire between the ships. To do this, calculate your total Broadside! card pool and simply split it between the ships, resolving each pool of cards against the same Card of Fate.

	Boarding	Broadside!	Long Range	Visual	Far Sight	Horizon
						
HMS London		Condor	Vulture	Condor	Vulture	
	0	1	2	3	4	5

Example: The Condor (sitting at Distance 3) is now joined by The Vulture (at Distance 4). The Captain of the HMS London decides that the best way to deal with these pirates is to engage them full on and see how they handle the massed firepower of a British Frigate. The ships perform a Positioning Test – the London vs the Condor as one test and the London vs the Vulture as another test. The London wins both with Critical Successes and moves both ships two spaces, closing to cannon range with Condor and having the Vulture within the long range of it’s guns. The Captain considers his options ... he has an excellent Gunner and his card pool for Broadside! is 10 cards. He could split this between the two ships, but the second pool would have a –4 card modifier due to range, giving him only 1 card in the pool. He orders the cannons double-shotted and that HMS London concentrates her fire on the Condor! Let battle commence!

Meanwhile, the Condor can fire upon HMS London without penalty, with a card pool of 7 cards, and the Vulture, even after suffering a –4 card penalty for range, can bring a pool of 3 cards to bear on the British Ship.






Boarding

Boarding is a messy, brutal battle between two desperate crews of men used to living in the roughest of conditions. Run it as a Skirmish Challenge (see pg 68).

Boarding occurs when two ships are both at Distance 0. The ship which wins the Positioning Test which moves the ships into Distance 0, is the attacking ship. Their men are swinging over into the other ship. The ship which lost the Positioning test is repelling the boarders.

Example: The Condor realises that it cannot match cannon with the Royal Navy ship and decides that the best way to carry the day is to board her. The two ships make a Positioning test and the pirates win, with a Critical success. They move in from Distance 2 to Distance 0 and engage in boarding combat. Because they won the Positioning test, they are considered to be the attackers.

	Boarding	Broadside!	Long Range	Visual	Far Sight	Horizon
 HMS London	 Condor		 Condor			
	0	1	2	3	4	5

During each round of the Boarding, the PCs can do one of two things:

One: The Grand Melee

They can take part in the general melee on the ship. If they do this, they narrate their battle onboard the ship and take part in a combat test against the opposition crew. However, this is no time for the PCs to be slashed down in their glory. The damage that the PC generates against his crew foe is applied to the CREW of the ship. The damage that the crew foe does against the PC is not applied to the PC, rather it is applied to his ship's crew.

Two: Attack the Officers

If the PCs are the attackers they can attempt to attack one of the major NPCs on the enemy ship. To do this, the PC must spend a round in an action where he moves or fights into a position to fight the NPC. This movement is resolved as 'The Grand Melee' above however any damage generated by the PC is not applied to the enemy Crew, although any damage done to him is applied to his crew.

The following round they can engage the NPC in one-on-one combat. Damage generated in this combat is applied to the PC and NPC as normal, rather than the ships CREW.

If you MAIM or kill the Captain of the enemy ship, command passes down to a Lieutenant and they make their Command tests at -2

If you MAIM or kill the Gunner of the enemy ship, command of the Guns passes down to their mate and they make Broadside! and Gun repair tests at -2

If you MAIM or kill the Ship's Master of the enemy ship, command of the wheel passes down to their mate and they make Positioning tests at -2

At the end of each round of combat, make a contested Command test between the highest ranking officer still alive on the boarded ship and the commander of the boarding party. The LOSER has the chance to surrender their ship. If they do not, they cross off one box of damage on their Crew. If the Crew is Dead, the ship is taken.

Turning the Tide

With a concerted effort, you may be able to not only repel boarders from your ship, but also board their ship and take the fight to them. In order to do this, the Commanding Officer must state that the crew will drive for the enemy ship at the start of a round of combat. During this round, every PC must win an individual combat test and the Commanding Officer must win the Command test at the end of the combat. If these conditions are met, the tide has turned and the boarders are now themselves being boarded. This switching of boarding is in addition to any damage that is done during the round.

Example of Ship-to-Ship Combat

Two ships clash in the high seas. The first is the Brig Sloop Hermes (22) of the British Navy. The second is a Cutter called The Corsair, smuggling contraband to the enemy through a blockade. Orders are that any smugglers should be apprehended.

Name: Corsair

Type: Cutter

Ship trait: Heart of Oak

Hull: □□| □□| □□

Guns: □| □| □

Crew: □| □| □

Rigging: □| □| □

Broadside: +0

Speed: 4

Handling: +4

The Corsair has Awareness 2, Seamanship 3 and Gunnery 3

Name: Hermes

Type: Brig Sloop

Ship trait: Expertly Coppered Bottom

Hull: □□| □□| □□

Guns: □□| □□| □□

Crew: □□| □□| □□

Rigging: □□| □□| □□

Broadside: +1

Speed: 4

Handling: +3



The *Hermes* has three PCs on board. One is Master O'Toole (at the helm) with a Seamanship of 5. One is their Gunner, Bosworth, with a Gunnery of 4 and finally they have Midshipman Smith with a Maritime skill of 3. All other skills are at 2.

Step One: Establishing the Conditions

The GM states that there is a good strong wind, making handling a little more difficult and generating a -1 modifier the Ship's handling.

The ships make a contested Awareness test. The Card of Fate is 6C. The *Hermes* overturns 4C, KS (One normal success). The *Corsair* overturns 3C, JD (One normal success). 4C beats 3C in the normal success, so the *Hermes* can set the starting distance. As they are under orders to apprehend these smugglers, they start as close as possible – Distance 3, just outside of cannon range.

Step Two: Discipline

Master O'Toole is 'in command' for this battle and can distribute his 3 Discipline amongst the men. He reckons that the *Middie* needs the help more than the experienced Gunner so he gives him 2 bonus cards and the Gunner gets 1.

Step Three: Repair

Both ships are undamaged, so there are no repairs to be carried out during this round.

Step Four: Positioning

The chase is on! The *Hermes* wishes to close and open fire on the *Cutter*, whilst the *Corsair* wishes to flee the obviously more powerful ship.

The *Hermes* tests O'Toole's Seamanship of 5 with +3 cards for the ships handling, -1 because of the strong wind and no modifier for Speed as both ships have Speed 4. This is a total of 7 cards.

The *Corsair* tests their Seamanship of 3, +4 cards for the ship's handling, -1 because of the strong wind and no modifier for Speed as both ships have Speed 4. This is a total of 6 cards.

The Card of Fate is 7D

Hermes overturns 8D, KH, 7C, 4S, 2S, QS and a Joker (which is chosen as a 7D) – One perfect success, One critical success and one normal success.

The *Corsair* overturns 9S, KS, 10D, 2C, 3C, 4C – one normal success.

The *Hermes* wins the Positioning Test with a Perfect Success and can alter the Distance by 3 if they wish, bringing them to boarding range. They decide that they would rather match guns with the *Cutter* first and close to Distance 1 – cannon range.

Step Five: How Will You Fight?

Master O'Toole will try to bring the ship's guns to bear at the prime angle for attack. This is a contested test between his Seamanship(5)

Beat to Quarters

and that of the Captain (3). He succeeds and the ship is cut cleanly across its foe.

The Gunner tries to maximise the effect of his cannon by matching their firing perfect with the rising and falling of the ship. This is a static test ... which he fails!

The Midshipman wants to administer First Aid to some men who have been hit by some errant musket balls and keep them on deck fighting. He tries, but in his eagerness he encounters a wound that turns his stomach. He also fails.

This means that the Broadside will have a -1 modifier when it comes due to the mixed fortunes of the PCs.

Step Six: Broadside!

The two ships fire.

The Hermes has a Gunnery skill of 4 and a Broadside rating of +1. She won the initial Positioning test and has the Weather Gage, adding another +2 to the score. However, the PCs actions give her a -1 modifier. The Gunner also has +1 cards from Master O'Toole's Discipline. Her card pool is 7.

The Corsair has a Gunnery of 3 and a Broadside rating of 0. She does not have the Weather Gage or any other modifiers. Her card pool is 3

The Card of Fate is AS

Hermes overturns KS, 2S, 10D, 2C, AD, QH, 8D

Corsair overturns 7C, 4S, 9D

Hermes scores with an Injured hit to the Hull (KS, 2S) and a Maimed Hit to the Guns (AD)

Corsair scores with an Injured hit to the Hull (4S)

Name: Corsair

Hull: ■■ | □□ | □□

Guns: □ | ■ | □

Crew: □ | □ | □

Rigging: □ | □ | □

Broadside: +0

Speed: 4

Handling: +4

Name: Hermes

Hull: ■□ | □□ | □□

Guns: □□ | □□ | □□

Crew: □□ | □□ | □□

Rigging: □□ | □□ | □□

Broadside: +1

Speed: 4

Handling: +3

The mighty ship's guns fire and when the smoke clears Hermes has sustained some light damage to her hull. The Corsair was not so lucky and not only is her hull smashed in a number of places, but her



guns have been blown away in the first volley.

As a result of being Injured in the Hull, she will endure -1 to all her card pools. However, she suffers an additional -3 on Broadside tests and must make a Gunnery test in order to fire her guns. She has no option but to attempt to flee.

Step Seven: Continuing the Engagement

The Hermes wishes to press her advantage and continue pouring fire on the toothless Cutter. Corsair is desperate to escape. The battle continues... and we return to Step Three.

Step Three: Repair

The Hermes has a simple decision to make – does it allocate one of the PCs to the repair of the Hull (and lose their action in How Will You Fight? in the next round) on the possibility that the Corsair Captain may try to repair their guns? He decides that discretion is the better part of valour and Midshipman Smith rushes to repair the Hull. He has Maritime-3 with +2 cards from Master O'Toole's Discipline and overturns 9S, 4H, 3H, 2H and 6D against a CoF of 7S. A normal success that repairs the Injured box on the Hull.

The Corsair has a more difficult decision. Does he try to get a Critical Success and repair his Guns and continue the engagement now that the Hermes does not have the Weather Gage or does he attempt the more probable action of repairing his Hull, getting rid of the -1 modifier to his card pools and attempting to win the Positioning Test in the next round of combat and make a run for it? He also decides that discretion is the better part of valour and seeks to repair his Hull. He overturns 2C, AD and QH against a CoF of 10H. He successfully repairs one box of damage to his Hull and it is no longer penalised for being Injured.

Step Four: Positioning Test

This is now crucial for the Corsair. The Hermes wishes to maintain their distance whilst the Corsair must break off and run.

The Corsair has a card pool of 6. The Hermes has a card pool of 7. The Card of Fate is 9H

The Corsair overturns 2C, QC, AD, QH, 10H, 3H – three ordinary successes

The Hermes overturns 5S, 4S, 2S, QC, 10C, QH, 3H – two ordinary successes

The Corsair wins with a ordinary success. She can alter the distance by 1, taking herself to Distance 2. As Hermes is an unrated Brig, she cannot hope to hit at Distance 2.

As there is no Broadside to be fired, we can cut to Step Seven.

Step Seven: Continue the Engagement

The Hermes intends to close again and fire. The Corsair wishes to flee. We return for a third round of combat.

Step Three: Repair

Hermes is now unscathed.

Beat to Quarters



The Corsair has one Injured Box crossed off in her Hull and one Critical Box crossed off in her Guns. The Captain orders the men to attempt to repair the Guns but they fail.

Step Four: Positioning

The 6 cards of the Corsair contest against the 7 cards of the Hermes. The card of fate is 10H

Hermes overturns 6S, 4D, 3C, 8C, 9C, KC, 2H – one ordinary success

Corsair overturns JD, KC, JC, 8C, 6C, JS – no successes

The Hermes closes back to Distance 1 and opens FIRE!

Step Five: How Will You Fight?

After performing their actions, the PCs do much better, with all three of them succeeding in their tests. This gives them a +3 modifier to the Broadside! test.

Step Six: Broadside!

The Corsair could make a test to see whether her Guns could be fired, however the -3 penalty that she would incur would negate the value of her Gunnery skill. She cannot fire back!

The Hermes has a Gunnery skill of 4 and a Broadside rating of +1. The PCs actions give her a +3 modifier. The Gunner also has +1 cards from Master O'Toole's Discipline. Her card pool is 9.

The Card of Fate is KH.

She overturns 2H, 10H, KH, 2S, 4S, KS, AS, 4D and the Joker which is chosen as the KD! She scores:

Two Injured Damage to the Crew (2H, 10H) – one of which is advanced to Maimed damage to the Crew

One Dead Damage to the Crew (KH-Perfect Success)

One Maimed Damage to the Hull (KS)

One Maimed Damage to the Guns (Joker as KD) – as the ship has no more boxes to fill on the Maimed Guns section, this is advanced to Dead Gun damage.

The Corsair now looks like this:

Name: Corsair

Hull: ■□ | ■□ | □□

Guns: □ | ■ | ■

Crew: ■ | ■ | ■

Rigging: □ | □ | □

Broadside: +0

Speed: 4

Handling: +4

Her guns have been silenced and she cannot fire. Her crew has been decimated and she can no longer fight or sail. As a last act, the Captain of the Corsair strikes his colours and surrenders to his enemy. The Corsair has lost and their Ship Morale is INJURED.



Cannon Ammunition

Before the initial broadside in a combat between two ships, the character commanding the guns should choose which type of shot has been loaded into the cannon.

Roundshot: This is a solid iron ball and the default shot for a ship's cannon. When using roundshot allocate damage as per usual.

Grapeshot: This fires hundreds of musket balls in one burst, either held in a metal can (sometimes called 'cannister shot') or in a canvas bag (sometimes called 'grapeshot') The balls act like a shotgun blast, doing extensive damage to any crew that are caught in the blast. Adjust any damage caused by the table below.

Hit	Effect
Crew	Increase the effect of one hit by one level (ie. Ordinary hits become Critical hits)
Guns	Apply damage as per normal
Rigging	Reduce the effect of one hit by one level (ie. Critical hits become Ordinary hits)
Hull	Reduce the effect of one hit by one level (ie. Critical hits become Ordinary hits)

Chainshot: Two small roundshots linked together by a chain (or occasionally, a solid bar) are used to tear through sails and rigging – crippling the ship's ability to position against the enemy or flee combat. Adjust any damage caused by the table below.

Hit	Effect
Crew	Reduce the effect of one hit by one level (ie. Critical hits become Ordinary hits)
Guns	Reduce the effect of one hit by one level (ie. Critical hits become Ordinary hits)
Rigging	Increase the effect of one hit by one level (ie. Ordinary hits become Critical hits)
Hull	Apply damage as per normal

Heated Shot: Roundshot which has been heated until white hot on a furnace and then fired from a cannon. It causes damage to the target ship as per usual but if it scores a critical hit on any area, the ship is on FIRE. However, heated shot is more difficult to use and it modifies the Broadside! card pool of the ship by -2

Double Shotting

You may order your cannon to be 'double-shotted' (i.e. loaded with both grapeshot and roundshot). If you do this, your Broadside! test is made at -2 cards. However, if you hit either Crew and/or Hull you do an extra Injured level of damage to the area that you hit.

Changing Shot

Between Broadside!, you may give orders for the shot to be changed, or heated, or double-shotted. If you do this, you make your next Broadside! test in the battle at -2 cards.

Fire

Ships are wood, doused in tar, dried by the sun and packed with gunpowder – and therefore fire is one of the most dangerous things that can happen to a ship. If it is not attended to quickly, it will spread and envelope the ship.

Starting a Fire

- Use Heated Shot – if you cause a Critical or Perfect Success on any area of the ship, it is on FIRE.
- Use firebrands, grenades, burning torches etc. – this can only be done at Distance 0. If you score a Critical or Perfect Success on the Rigging or the Hull, the ship is on FIRE

Effects of Fire

Fires do damage at the start of the Repair phase of Ship-to-Ship combat. The GM overturns one card and applies damage to the resulting area of the ship.

If a fire is left unattended for a round, the number of cards that are overturned increases by one.

Example: HMS London is hit by some Heated Shot which scores a Critical hit on the Rigging. HMS London is now on fire. At the start of the Repair phase, the GM overturns 5D and assigns one Injured level of damage to the HMS London's Guns. The crew of the HMS London do not try to extinguish the fire during the Repair phase and the rest of the round passes as normal. At the beginning of the next Repair phase, the GM overturns two cards – AH, 3H – and the HMS London takes two Injured levels of damage to the Crew.

Extinguishing a Fire

To extinguish a fire, a character must make a successful Maritime, Soldiering or Engineering test.

If he is successful, the number of cards overturned in the next Repair phase is reduced by 1.

If he fails, the number of cards overturned remains the same and does not increase.

If a character attempts to extinguish the fire they may not take part in any other Repair test or in the 'How Will You Fight' phase of the battle for that round.

Example: The Boatswain on the HMS London desperately attempts to extinguish the fire, which is currently doing two cards of damage. He fails his Maritime test and doesn't reduce the fire – but it does not grow. Next round, after the fire has done another two Injured levels of damage, he tries again and succeeds. The fire now does one card of damage. Finally, in the third round, he succeeds again and puts the fire out.







Friends and Foes

*Wherein you learn about the ships and
sailors of other navies.*



Gunner's Mate Jack Higgins

(English, Without God, Son of a Gun, Gunner)



Guts 4
Discipline 3
Influence 4
Charm 4

Wealth 0

Skills

Awareness-3, Courtesy-1, Diplomacy-3, Engineering-2, Gunnery-4, Haggle-2, Intimidate-2, Maritime-2, Profession (Blacksmith)-2, Scavenge-2, Skullduggery-2

Traits

Silver Tongue, Accurate Gunner, Master Gunner (2), Duellist (2), Thief in the Night

Curios

Short-barrelled Carbine (+1 Musket tests)

Reputations

Personal: Feared by the Gunner +3
Institution: Confidante of the Portsmouth Dock Gangs +1
Institution: Popular with the Gun Deck +3
Institution: Strict but fair with the Hands +2
Institution: Supplier for the Port Royal docks +2

Background

A rugged rogue who grew up on and around ships, Jack ran with the gangs of Portsmouth before he took his place alongside his father in the navy. He is a truly talented gunner, far better than the officer in charge of his position but he is more renowned for his ability to put his hands on contraband items when in port, especially in his adopted home of Port Royal, Jamaica.

Lt. Bartholemew Harburton Wolsington

(English, Protestant, Naval Officer, Sailor)

Guts 2
Discipline 3
Influence 5
Charm 4

Wealth 6

Skills

Awareness-1, Command-3, Courtesy-3,
Diplomacy-2, Gambling-2, Gunnery-2,
Influence-1, Maritime-2, Seamanship-6, The
Arts-1

Traits

Read & Write, Stargazer, Strong Swordarm
(2), Family Connections, Lap of Luxury, Cheat
Death (1)

Curios

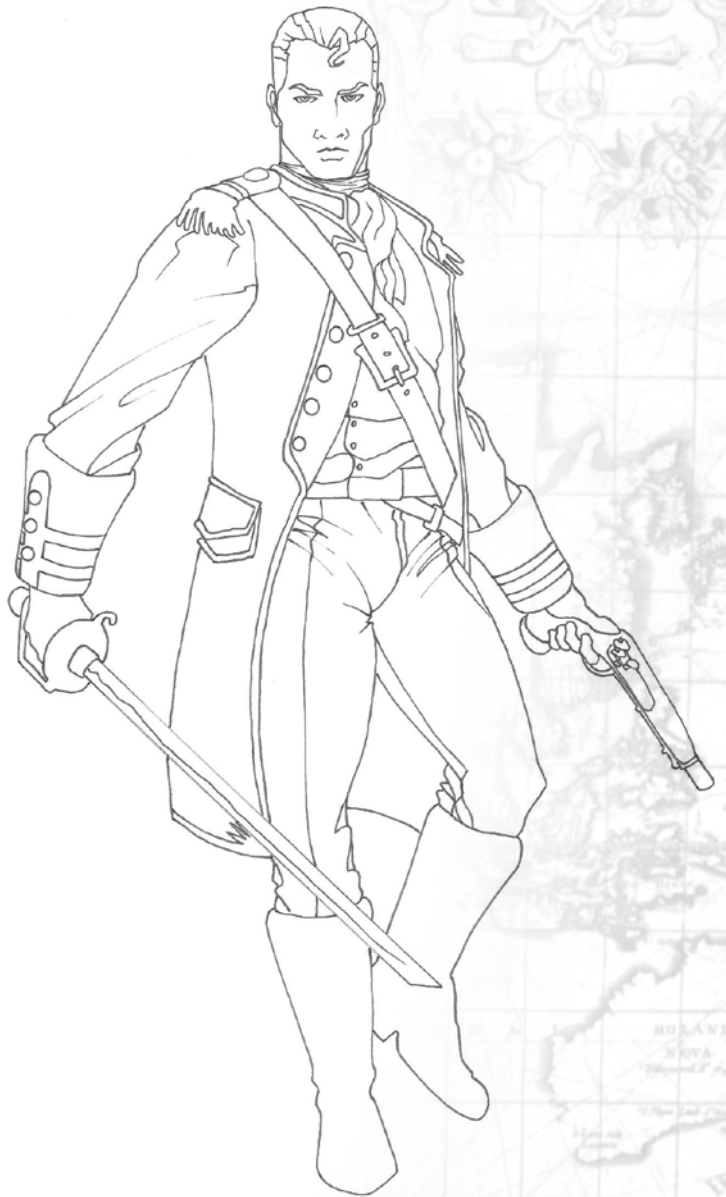
Extensive collection of old charts
(+1 Seamanship)

Reputations

Personal: Beloved pupil of Admiral
Goodenough +1
Personal: Despised by Lt. Pilkington +1
Personal: Loved by Gerard Harburton-
Wolsington (Father) +1
Institution: Trusted by the Naval College +1
Institution: Indebted to the East India
Company +1
Institution: Welcome at Chatham Docks +1
Institution: Favoured by the Admiralty +2

Background

The service has not been kind to young Bart H-W, leaving the aspiring officer beached for most of his career, either teaching at the Naval College or assisting in the design of new vessels at the docks. A man of immeasurable talents, he is desperate to find a ship and a Captain who will put him in harm's way and thus allow him to prove his mettle to himself and more importantly, his father.



Midshipman Charles Brodie

(English, Protestant, Sailor, Carpenter)



Guts 3
Discipline 3
Influence 4
Charm 2

Wealth 0

Skills

Awareness-4, Courtesy-2, Engineering-3, First Aid-3, Maritime-5, Profession (Carpenter)-3, Purser-1, Romance-1, Seamanship-3, The Arts-2

Traits

Read & Write, Whittler, At Home in the Wardroom, Blameless, Ferocious Boarder (2), Fair of Face.

Curios

Extensive collection of old charts (+1 Seamanship)

Reputations

Personal: Mistrusted by Captain Campbell +2
Personal: Despised by Midshipman Lewis +3
Personal: Loved by Jessica Hargreaves +1
Institution: Trusted by The Hargreaves Family +1
Institution: Brave shipmate of 'Harpy (18)'
Institution: Tolerated by the Wardroom +1

Background

The examination for Lieutenant is the bane of Brodie's life - he has failed twice, much to the embarrassment of his Captain. In addition to this shame, he is harassed constantly by another middle, Lewis, and is barely tolerated by the rest of the officers. How different his life was serving as a young lad on the Harpy and stealing moments in the arms of his beloved Jessica.

Juan Rodriguez, Rated Landsman. (Spanish, Catholic, Military, Hand)

Guts 3
Discipline 2
Influence 3
Charm 2

Wealth 3

Skills

Courtesy-4, Diplomacy-2, First Aid-2,
Gambling-4, Intimidate-4, Maritime-1,
Romance-4, Scavenge-1, Skullduggery-3

Traits

Read & Write, Second Language (Spanish),
Fair of Face, Cheat Death, Strong Swordarm
(3), Scoundrel

Curios

Lucky Dice (+1 Gambling)
Rakish Hat (+1 Romance)

Reputations

Personal: Beloved of 'The Infanta' +2
Personal: Hated by his brother +2
Institution: Infamous in the Spanish Court +2
Institution: Feared by the Gun Deck +1
Institution: Renowned Gambler in Madrid +1

Background

Juan was formerly a guard of the Spanish Court in Madrid, spending most of his time gambling and romancing 'The Infanta' - his playful name for the daughter of one of the Court's higher nobles. When their affair was discovered by his brother - who planned to marry the 'Infanta', Juan found himself drugged unconscious and trussed up on a boat floating to death at sea. Rescued by a British ship he was signed onto the ship's company and has remained with them ever since, plotting his revenge.



Tolani

(Islander, Heathen, Fisherman, Sailor)



Guts: 4
Discipline: 2
Charm: 3
Influence: 1

Wealth: 1

Skills: Awareness-2, Command-2, First Aid-3, Haggle-2, Intimidate-4, Maritime-4, Purser-2, Scavenge-3, Seamanship-4

Traits: Read & Write, Second Language (French), Second Language (English), Swimming, Stargazer, Jack Tar, Hack & Slay (3)

Reputations:

Institution: Distrusted by the French Navy +1
Institution: Feared by superstitious sailors +2

Background:

Tolani was born and raised in what was known as the Navigator Islands and was pressed into service aboard a French vessel, the *Mont Blanc*, because of his excellent skills as a navigator.

During a fierce battle Tolani's ship was attacked and crippled by and he was cast adrift in the sea. Shortly thereafter he was found by the HMS *Neptune* and brought on board. His appearance marked him as different to the French or Spanish and so he was allowed basic care while the *Neptune* towed a crippled ally to Gibraltar.

Left in Gibraltar, Tolani soon regained his strength and learnt to speak English. His skill at arms meant that he was soon pressed into service in the Royal Navy, serving in Cádiz before heading to the West Indies.

While in the West Indies, and pursuing a French squadron, the ship's Master died of scurvy and Tolani stepped up to fill the breach. His ability was such that he was able to assist position the fleet to intercept a French squadron off the coast of San Domingo, leading to British victory.

Having proved himself and his ability, Tolani continues to serve aboard the HMS *Agamemnon* and King and Country.

William Hawk, Surgeon.

(English, Catholic, Artisan, Surgeon)

Guts 5
Discipline 2
Influence 1
Charm 3

Wealth 2

Skills

Command-3, Courtesy-3, Diplomacy-3,
First Aid-5, Haggle-1, Intrigue-2,
Profession (Surgeon)-4, Purser-3,
Seamanship-3, The Arts-2

Traits

Read & Write, Physician, Hard as
Nails, Silver Tongue, Educated, Second
Language (French), Second Language
(Spanish), Knife Fighter (1)

Curios

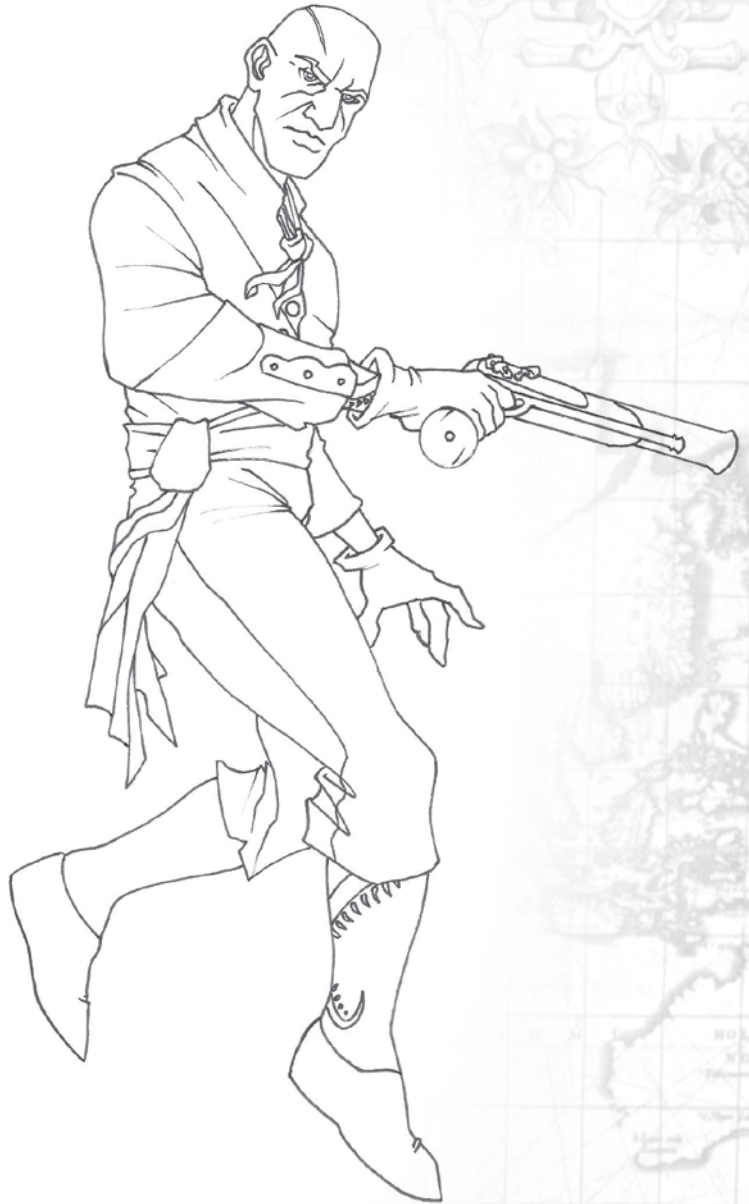
Well-stocked medical bag (+1 First Aid)

Reputations

Personal: Confidante of the Purser +2
Institution: Feared by the Gun Deck +1
Institution: Snubbed by the Wardroom +2

Background

The son of a barber from the streets of Manchester, Hawk joined the navy in the aftermath of accusations from the relative of a dead former patient and the subsequent challenge to a duel. Not the business that a man of learning wishes to be caught up in at all. Known as both a skilled surgeon but also a very practical man when it comes to life and death, Hawk is shunned by everyone on the ship. No-one wants to come under the doctor's knife...



The French Navy

Main Harbours: Brest, Toulon, Rochefort.

Imperial Bases: Antwerp, Venice, Genoa, La Spezzia, Naples, Cadiz

Other Bases: Boulogne, Cherbourg and Lorient

Cheat Death and NPCs

The Cheat Death talent provides a magnificent way to create a recurring villain for your campaign. As every combat is finished at resolution, the game does not allow the players to commit a coup de grace on a character. Cheat Death can allow a supposedly dead enemy to return again and again to harass the characters. When it is time for them to die, once and for all, just ignore the talent

Parole

If an officer is captured, he will be asked to give his word - his parole - that he will not attempt to escape. If he does this, he is allowed to keep his sword and his treated very well, living comfortably. If they refuse, they are treated like a common prisoner.

It is considered heinous and dishonourable to break ones parole and it is highly unlikely that an officer who is captured after such an act will be offered any mercy.

The French lost many of their experienced officers during the Revolution and as a result their current officer corps is rather inexperienced and ill-suited to naval battles. Many of their current Captains have been promoted rapidly or seconded from the merchant service. This revolutionary zeal against the officer class still leads to a degree of tension between the sailors and any remaining (or apparent) 'old school' officers.

French Sailors

Royal Navy

Admiral
Vice-Admiral
Rear-Admiral
Commodore
Post-Captain
Post-Captain
Lieutenant
Midshipman

French Navy

Amiral
Vice-amiral
Contre-amiral
Chef de division
Capitaine de vaisseau
Capitaine de fregate
Lieutenant
Aspirant

A French Sailor

(French, Farmer, Catholic, Hand)

Guts: 3 **Discipline:** 2 **Influence:** 3 **Charm:** 2

Skills: Awareness-2, First Aid-2, Haggle-2, Maritime-2, Profession (Farmer)-2, Skulduggery-2, Scavange-2

Traits: Agitator, Knife-Fighting (1)

Reputation: Institution: Respected by the Gun Deck +1, Institution: Loyal to the Revolution+1

Stereotype: You are a fervent believer in the Revolution and the changes that it has brought to your country. Down with the Aristocracy and Vive La Republic! These 'roast beefs' want to over throw the Emperor Napoleon and return that fat pig, Louis to his throne. Never! Soon we will invade their country and the French flag will fly over their damned Admiralty!

A French Lieutenant

(French, Professional, Without God, Gunner)

Guts: 3 **Discipline:** 3 **Influence:** 4 **Charm:** 4

Skills: Courtesy-3, Diplomacy-3, Profession (Blacksmith)-2, The Arts-1, Command-3, Maritime-2, Purser-2, Seamanship-4, Gunnery-2, Engineering-2

Traits: Second Language (English), Protégé, Strong Swordarm(2), Master Gunner(2), Read and Write

Reputation: Institution: Respected by the Ward room +2, Institution: Loyal to the Revolution+3, Personal: Protégé of Captain Gerard+1

Stereotype: This is your moment. You languished as an *Aspirant* for years under a system that could not recognise your potential because it was not accompanied

by the correct patron or a fat purse filled with coin. Now the Revolution has given you the chance you need and you will take it. You will prove your abilities against these English scum and their Spanish allies and then you will become the *Capitaine* you should always have been!

A French Captain

(French, Naval Officer, Catholic, Sailor)

Guts: 3 **Discipline:** 3 **Influence:** 6 **Charm:** 5

Skills: Awareness-2, Command-4, Courtesy-5, Diplomacy-5, Intrigue-5, Maritime-4, Music-3, Purser-4, Romance-3, Riding-2, Seamanship-6, The Arts-5

Traits: Educated, Second Language (English), Read and Write, Letter from Paris, Strong Swordarm(3), Cosmopolitan.

Reputation: Institution: Respected by the Ward room +4, Institution: Loyal to the Revolution+2, Institution: Loyal to the King+4

Stereotype: You know that you are being watched. Agents of the Revolution suspect you of harbouring Royalist sympathies but you have covered your trail well so far. If you can maintain the facade and maybe capture an English ship, you could be a hero of the damned Revolution ... and if you are in turn captured, surely the English will recognise your sympathies?

French Ships

Name: Intrepid (74)

Type: Third Rate Ship-of-the-Line

Command: Capitaine de vaisseau Pierre Hubert

Traits: Heart of Oak, Sturdy Rigging, Wily Sea Dogs (Gunnery)

Hull: □□□□□□□ | □□□□□□□ | □□□□□□□

Guns: □□□□□□□ | □□□□□□□ | □□□□□□□

Crew: □□□□□□□ | □□□□□□□ | □□□□□□□

Rigging: □□□□□□□ | □□□□□□□ | □□□□□□□

Broadside: +4 **Speed:** 3 **Speed:** 3

Awareness: 5 First Aid: 5 Maritime: 5

Command: 4 Gunnery: 6 Seamanship: 6

Name: Minerve (40)

Type: Frigate

Command: Capitaine de fregate Jean Baptiste Ettiene

Traits: Heart of Oak, Sturdy Rigging

Hull: □□□□□ | □□□□□ | □□□□□

Guns: □□□□ | □□□□ | □□□□□

Crew: □□□□ | □□□□ | □□□□

Rigging: □□□□□ | □□□□□ | □□□□□

Broadside: +2 **Speed:** 4 **Handling:** +2

Awareness: 4 First Aid: 4 Maritime: 5

Command: 3 Gunnery: 4 Seamanship: 5



Chef de Division Andre Fournier

(French, Catholic, Naval Officer, Gunner)



Guts: 3
Discipline: 6
Charm: 4
Influence: 4

Wealth: 6

Skills: Awareness-2, Command-6, Courtesy-4, Diplomacy-4, Engineering-4, Gunnery-5, Intimidate-5, Maritime-5, Purser-3, Romance-5, Seamanship-7, The Arts-5

Traits: Read & Write, Educated, Second Language (English), Tactical Genius, Crusty Old Seadog, Cheat Death, Duellist (2), Strong Swordarm (3), Accurate Gunner.

Curios

Ornate Swordstick (+1 sword tests)
Black eyepatch (+1 Intimidate)

Reputations:

Personal: Beloved father of Marie +1
Personal: Victorious Nemesis of Capt. Poe +3
Personal: Loyal master of his servant, U'tu +3
Institution: Despised by HMS Acaster (40) +1
Institution: Despised by HMS Minotaur (74) +1
Institution: Respected by Fellow Officers +3
Institution: Loyal to Napoleon +2
Institution: Contemptuous of the Royal Navy +2

Background:

Fournier is the best Captain the French Navy has to offer in any given theatre of operations. He is a ruthless, skilled and highly experienced operator who has been the destroyer of both ships and careers in his time. He is an advanced character who will prove a match for any group of players and makes the perfect nemesis for a ship on patrol.

The Spanish Navy

Main Bases: Cadiz, Ferrol, Cartagena and Guarnizo (near Santander)
Overseas dockyard: Havana

The Spanish fight for both sides during this period of history, starting as an ally of France against the British and then joining with the Royal Navy when the French invade and occupy most of Spain. This creates the potential for a lot of confusion, distrust and 'friendly fire' between the three navies.

Spain has a vast empire that straddles the world but when Napoleon invades her, she loses contact with a number of her colonies, especially in the Americas and the Indies. This offers great potential for independent governors taking matters into their own hands.

Spanish Sailors

Royal Navy	Spanish Navy
Admiral	Amiralante
Vice-Admiral	Teniente-generale
Rear-Admiral	Jefe be escuadra
Post-Captain	Capitan de navio
Post-Captain	Capitan de fragata
Lieutenant	Teniente de navio
Midshipman	Guardia marina

A Spanish Sailor

(Spanish, Fisherman, Catholic, Hand)

Guts: 3 **Discipline:** 3 **Influence:** 2 **Charm:** 2

Skills: Awareness-2, First Aid-1, Haggle-1, Gambling-1, Maritime-3, Profession (Fisherman)-2, Seamanship-1, Skulduggery-2, Scavenge-3

Traits: God's Servant, Iron Stomach, Nay-Sayer

Reputation: Institution: Respected by the Gun Deck +1, Institution: Loyal to the Crown+1

Stereotype:

A Spanish Lieutenant

(French, Son of a Gun, Catholic, Sailor)

Guts: 4 **Discipline:** 4 **Influence:** 3 **Charm:** 4

Skills: Awareness-2, Courtesy-2, Diplomacy-2, Gunnery-3, Haggle-2, Intimidate-2, Maritime-3, Purser-2, Scavenge-1, Seamanship-3, The Arts-2

Traits: Read & Write, Ferocious Boarder (2), Officer Patron, Known Below Decks

Reputation: Institution: Respected by the Ward room +2, Institution: Loyal to the Crown+2, Personal: Protected by Capitan Gonzalez +3, Institution: Feared by the Gun Room +1

Stereotype:



A Spanish Captain

(Spanish, Noble, Catholic, Sailor)

Guts: 4

Discipline: 6

Influence: 4

Charm: 5

Skills: Command-4, Courtesy-4, Diplomacy-4, Maritime-4, Music-3, Riding-3, Romance-4, Purser-3, Scavenge-2, Seamanship-5, The Arts-3

Traits: Educated, Read & Write, Second Language (English), Second Language (Spanish), Silver Tongue, Lap of Luxury, Duellist (1), Strong Swordarm (2)

Reputation: Institution: Respected by the Ward room +4, Institution: Loyal to the Crown+2

Stereotype:

Spanish Ships

Name: San Augustin (74)

Type: Third Rate Ship-of-the-Line

Command: Capitan de navio Cristian Reyes

Traits: Heart of Oak, Sturdy Rigging, Carronades

Hull: □□□□□□ | □□□□□□ | □□□□□□
Guns: □□□□□□ | □□□□□□ | □□□□□□
Crew: □□□□□□ | □□□□□□ | □□□□□□
Rigging: □□□□□□ | □□□□□□ | □□□□□□

Broadside: +4 Speed: 3 Handling: +0

Awareness: 4 First Aid: 4 Maritime: 5
Command: 5 Gunnery: 5 Seamanship: 5

Name: Peregrina (36)

Type: Frigate

Command: Capitan de fragata Felipe Gomez

Traits: Heart of Oak, Sturdy Rigging

Hull: □□□□□ | □□□□□ | □□□□□
Guns: □□□□ | □□□□ | □□□□
Crew: □□□□ | □□□□ | □□□□
Rigging: □□□□□ | □□□□□ | □□□□□

Broadside: +2 Speed: 4 Handling: +2

Awareness: 3 First Aid: 3 Maritime: 4
Command: 4 Gunnery: 4 Seamanship: 4

Miguel Perez

(Spanish, Catholic, Son of a Gun, Sailor)

Guts: 4
Discipline: 4
Charm: 4
Influence: 4

Wealth: 4

Skills: Awareness-2, Command-2, Courtesy-5, Diplomacy-1, First Aid-3, Gunnery-2, Maritime-3, Purser-3, Scavenge-5, Seamanship-3, Skullduggery-5, Soldiering-2

Traits: Read & Write, Second Language (English), Cheat Death (1), Strong Swordarm (3), Jack Tar, Topman.

Reputations:

Institution: Hates the French +2

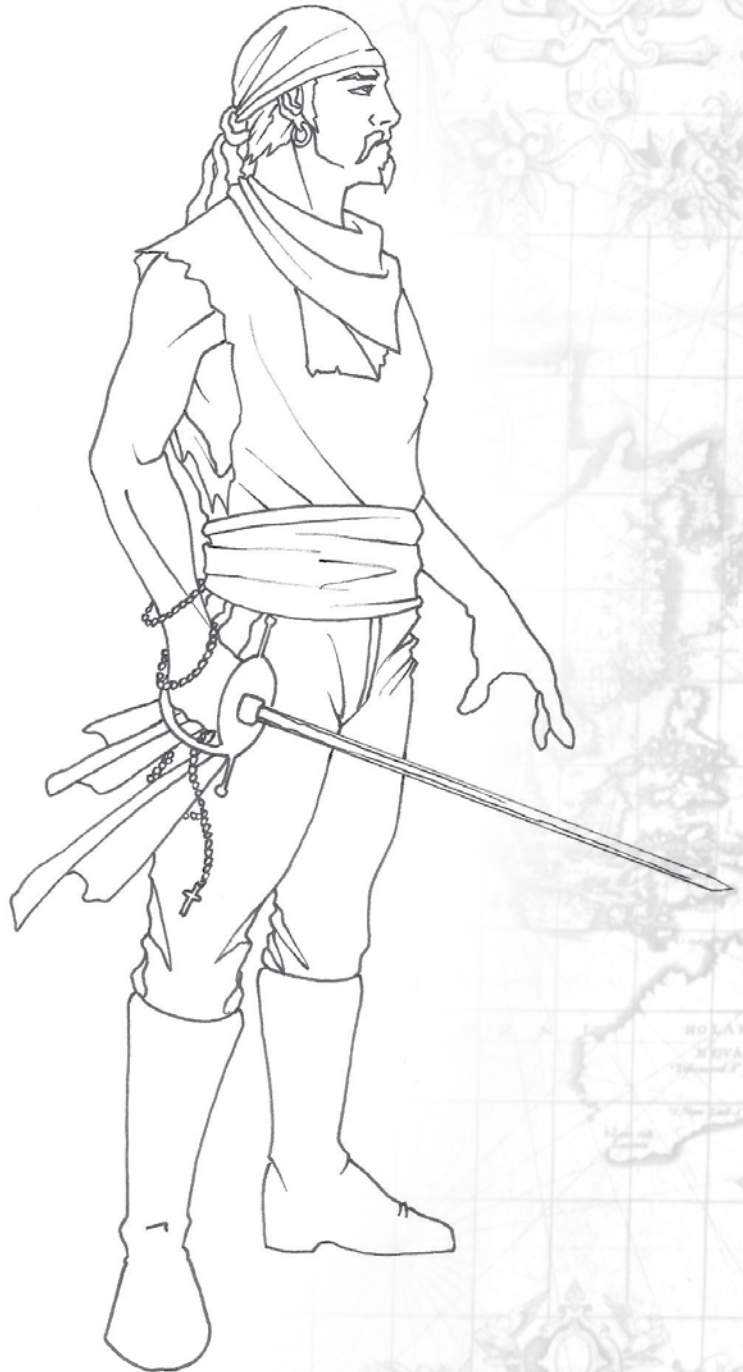
Institution: Loyal to the King +2

Institution: Considered a lucky talisman by his crew +2

Institution: Hunted by the authorities in Kingston +2

Background:

Miguel has been forced to make a new life for himself after the French invaded Spain - he plies his trade as a pirate and plunderer in the West Indies. He still flies under the flag of Spain, but holds no Letter of Marque as a privateer. He claims that he still serves the King in Exile and that he is the only authority he recognises. At times, this attitude brings him into conflict with the British in Jamaica, but most of the time, as long as he is killing the French, they don't mind too much.



The American Navy

The Americans begin this period of history with a weak, fledgling navy but they end it with a small but powerful force who have held the Royal Navy in a number of engagements. The American navy, whilst originally modelled on the European navies, quickly developed traditions and practices in both personnel and design, of their own. On the personnel side, the American Navy did not employ an impress service – every officer and rating was a volunteer. On the design side, they built some impressively strong frigates which redefined the class with far heavier guns than would be expect on a British ship.

The American navy sparred with the British Navy on occasion, especially over the British practice of pressing American sailors onto British ships at sea. This eventually lead to the War of 1812. The Americans also had some political problems with the revolutionary French government and they had their first real war against the pirate states of the Barbary Coast – ironically, the first countries to recognise America as an independent state.

American Sailors

An America Sailor

(African, Slave, Heathen, Hand)

Guts: 3 **Discipline:** 3 **Influence:** 1 **Charm:** 2

Skills: Awareness-2, Courtesy-1, First Aid-2, Haggle-2, Maritime-2, Profession (Horse Breeder)-2, Riding-1, Scavenge-2, Seamanship-1, Skulduggery-2,

Traits: Under the Lash, Is But A Scratch Sir, Handy in a Scrap (2)

Reputation: Institution: Respected by the Gun Deck +1, Personal: Feared by Captain McKenzie+2

An American Lieutenant

(American, Church, Catholic, Sailor)

Guts: 3 **Discipline:** 4 **Influence:** 2 **Charm:** 3

Skills: Command-2, Courtesy-2, Diplomacy-2, First Aid-2, Gunnery-2, Maritime-4, Music-1, Scavenge-2, Seamanship-3, The Arts-2

Traits: Read & Write, God's Servant, Jonah

Reputation: Institution: Loved by the Ward Room +2, Institution: Revered by the Gun Deck+2

An American Captain

(American, Merchant, Protestant, Sailmaker)

Guts: 4 **Discipline:** 5 **Influence:** 2 **Charm:** 4

Skills: Awareness-3, Command-4, Courtesy-3, Diplomacy-3, Gunnery-3, Haggle-5, Maritime-5, Profession (Sailmaker)-3, Purser-3, Seamanship-5, The Arts-2

Traits: Read and Write, Stargazer, Respect of the Men, Strong Swordarm (2), Duellist (2)

Reputation: Institution: Respect by the Ward Room+2, Personal: Rival of Captain McKenzie+1, Institution: Feared by British Merchants+1, Institution: Respect of the Gun Deck+1

American Ship

Name: President (44)

Type: Frigate

Command: Captain James McNulty

Traits: Weight of Lead, Jolly Tars, Heart of Oak, Well Drilled Topmen

Hull: □□□□□| □□□□□| □□□□□

Guns: □□□□| □□□□| □□□□

Crew: □□□□| □□□□| □□□□

Rigging: □□□□□| □□□□□| □□□□□

Broadside: +3 Speed: 4 Handling: +3

Awareness: 4 First Aid: 4 Maritime: 4

Command: 5 Gunnery: 4 Seamanship: 5



Captain James McNulty

(American, Without God, Artisan, Sailor)



Guts: 6
Discipline: 3
Charm: 4
Influence: 2

Wealth: 2

Skills: Awareness-3, Command-4, Courtesy-2, Diplomacy-1, Gambling-2, Gunnery-3, Haggle-2, Maritime-5, Profession (Tailor)-3, Riding-2, Romance-5, Scavenge-4, Seamanship-4, Skulduggery-4, The Arts-2

Traits: Read & Write, Swimming, Natural Rider, Fearless, Letter from Philidelphia*, Strong Swordarm (2), Scoundrel

Reputations:

Personal: Vengeful towards HMS Brunswick (74) +2

Personal: Loving husband of Bella +1

Institution: Tolerated by the US Govt. +2

Institution: Inspirational Captain of the President (44) +1

Background:

McNulty commands the President, a magnificent example of a new breed of American frigate. He was never meant to be a sailor, trained from his youth to be a tailor, but he answered the call of his country and soon was promoted through the ranks. He is a character who can be the foil for a PC or can be a handy ally in their battles against a different enemy.

* Treat as 'Letter from London'

The Barbary Corsairs

The Barbary States comprise the complicated countries and principalities that run along the North African coast – primarily Algiers, Tunis, Tripoli and Morocco. Each ruler – called a Bey or Dey – had their own small force of nimble gunboats and larger men of war. ‘Larger’ being a relative term as few approached the size of the smaller European frigates, but what they lacked in size they made up for in speed, numbers and the ferocity of their borders.

These corsairs preyed primarily on merchant ships and other vessels who have come to grief at sea. They would attempt to disable them, board them and then steal the ships, their cargo and their crew. Crews would be either be ransomed or sold in slavery!

Whilst the corsairs worked primarily in the Mediterranean they were known to have ranged as far north as Ireland and even Iceland.

They offer a different challenge to your characters as there may be political alliances between the Beys to consider as well as the possible machinations of the foreign office to take into consideration.

Barbary Sailors

A Barbary Corsair

(Moor, Sailor, Heathen, Hand)

Guts: 4 **Discipline:** 2 **Influence:** 1 **Charm:** 2

Skills: Awareness-3, Courtesy-1, First Aid-2, Haggle-3, Maritime-3, Profession (Camel herder)-2, Riding (Camel)-1, Scavenge-2, Seamanship-1, Skulduggery-2,

Traits: Handy in a Scrap (1), God’s Servant

Reputation: Institution: Respected by the Gun Deck +1, Personal: Terrified Subject of the Bey+1

A Barbary Janissary

(Moor, Soldier, Heathen, Marine)

Guts: 5 **Discipline:** 3 **Influence:** 1 **Charm:** 1

Skills: Command-2, First Aid-3, Gunnery-2, Intimidate-4, Maritime-3, Scavenge-2, Solidering-3, Skulduggery-2

Traits: God’s Servant, Strong Swordarm (2), Handy in a Scrap (2)

Reputation: Institution: Respected by the Gun Deck +1, Personal: Terrified Subject of the Bey+1, Institution: Terrorise Local Merchants+1

A Barbary Rais

(Moor, Merchant, Protestant, Sailmaker)

Guts: 4 **Discipline:** 5 **Influence:** 2 **Charm:** 4

Skills: Awareness-3, Command-4, Courtesy-3, Diplomacy-3, Gunnery-3, Haggle-5, Maritime-5, Profession (Sailmaker)-3, Purser-3, Seamanship-5, The Arts-2

Traits: Read and Write, Stargazer, Respect of the Men, Strong Swordarm (2), Duellist (2)

Reputation: Institution: Respect by the Ward Room+2, Personal: Rival of Captain McKenzie+1, Institution: Feared by British Merchants+1, Institution: Respect of the Gun Deck+1



Barbary Ships

Name: The Falcon

Type: Barbary Brigantine

Traits: Weatherly

Hull: □□ | □□ | □□

Guns: □□ | □□ | □□

Crew: □□ | □□ | □□

Rigging: □□ | □□ | □□

Broadside: +0 Speed: 5 Handling: +5

Awareness: 4 First Aid: 2 Maritime: 3

Command: 3 Gunnery: 2 Seamanship: 3

Name: The Golden Ibis

Type: Barbary Xebec

Traits: Jolly Tars

Hull: □□ | □□ | □□

Guns: □□ | □□ | □□

Crew: □□□ | □□□ | □□□

Rigging: □□ | □□ | □□

Broadside: +1 Speed: 4 Handling: +4

Awareness: 4 First Aid: 3 Maritime: 4

Command: 3 Gunnery: 4 Seamanship: 4

British Naval Stations

The Royal Navy has influence across the globe, bringing the fight to the enemies of the King wherever and whenever they appear. Each area that the fleet serves in, is called a 'Station', possessing a base, an anchorage, an Admiral, a flagship and the support needed for the navy to execute its missions.

Each Voyage that a crew and their ship undertake will be based in on of the Stations and the Missions that it undertakes occur at that Station. As a GM, it is crucial that you consider your choice of Station carefully. The further the station is from Britain, the more independently the Admiral and his captains were expected to act. The smaller the fleet, the more emphasis will be placed on an individual ship. Some PCs may have backgrounds that are written into a particular station and this should also be taken into consideration.

Channel

The Channel Fleet is the principle protection that the country has against invasion from France. Not only does it patrol the English Channel, but it watches over and blockades the ports from Brest to Antwerp. The blockades keep the French fleet from exiting their harbours – although they do occasionally attempt to break out – and stops any ships from entering and supplying the ports. The fleet also patrols down the Portuguese coast, as far as Gibraltar. The main bases for the fleet are Plymouth and Portsmouth with the main anchorage at Spithead. Other bases included Torbay and Falmouth. Games based around the Channel Fleet have the opportunity for fleet actions against the French as they attempt to break into and out of the blockaded ports. They could take part in 'cutting out' missions, stealing ships from French ports or even sailing fire ships into the river mouths to destroy the blockaded vessels. As the fleet is based in England, they may also be able to return to port and engage in some politics or diplomacy ... or skulduggery.

The North Sea Fleet

The North Sea fleet patrols the east cost of England and Scotland, all the way down to the Channel and the Dutch and Belgian coastlines. It also blockades the port of Boulogne and the Texel and the Scheldt. The main bases were at Yarmouth and Leith in Scotland. Ships in the North Sea station may also have to provide escort for fishing and whaling vessels venturing into the Arctic Circle. Games based around the North Sea have a wide range of adventures. To the south, they can include tussles with the French and the Dutch around the Channel. To the north, they can include battles against French privateers and the horrendous arctic weather. You will also be able to use the full length of the British coast to show some of the disparity between life in London and life further north and in Scotland.

Baltic

The Baltic has a small fleet which, when needed, is expanded to remind the Baltic nations of the folly of opposing the Royal Navy. In particular, the fleet serves to deter the French from allying themselves with the Danish or the Swedish and to maintain open trade routes between Britain and Russia, one of the main sources of wood for British ships. Games based around the Baltic Fleet may include a degree of gunboat diplomacy with the local governments, who understandably do not like having a foreign fleet parked on their doorstep as a reminder. These are proud nations with a culture and history of their own and they will provide a very different game experience.



Mediterranean

This fleet was one of the most important, second only to the Channel Fleet, and managed a number of strategic interests for the Royal Navy. These included the blockade of Cadiz and Toulon, the maintenance of bases at Gibraltar, Malta and Port Mahon (at differing times), diplomatic missions to the many countries that border the Med, as well as support for Britain's allies in the area. Games based around in the Med. have the widest range of possible adventures. Between tackling the French fleets in Toulon and Cadiz (and then supporting the occupation of Cadiz), defending Gibraltar, supporting Wellington in Spain and Portugal, protecting shipping, dealing with the corsairs of the Barbary States in the west and the Ottoman Empire in the east and the many factions in the Italian states as well as diplomatic missions ... it's a busy area. These games also have the best chance to feature battles and figures from history. This was the playground of Nelson, Cochrane and Collingwood, as well the site for the Battle of the Nile, the Glorious First of July and, of course, Trafalgar.

North American

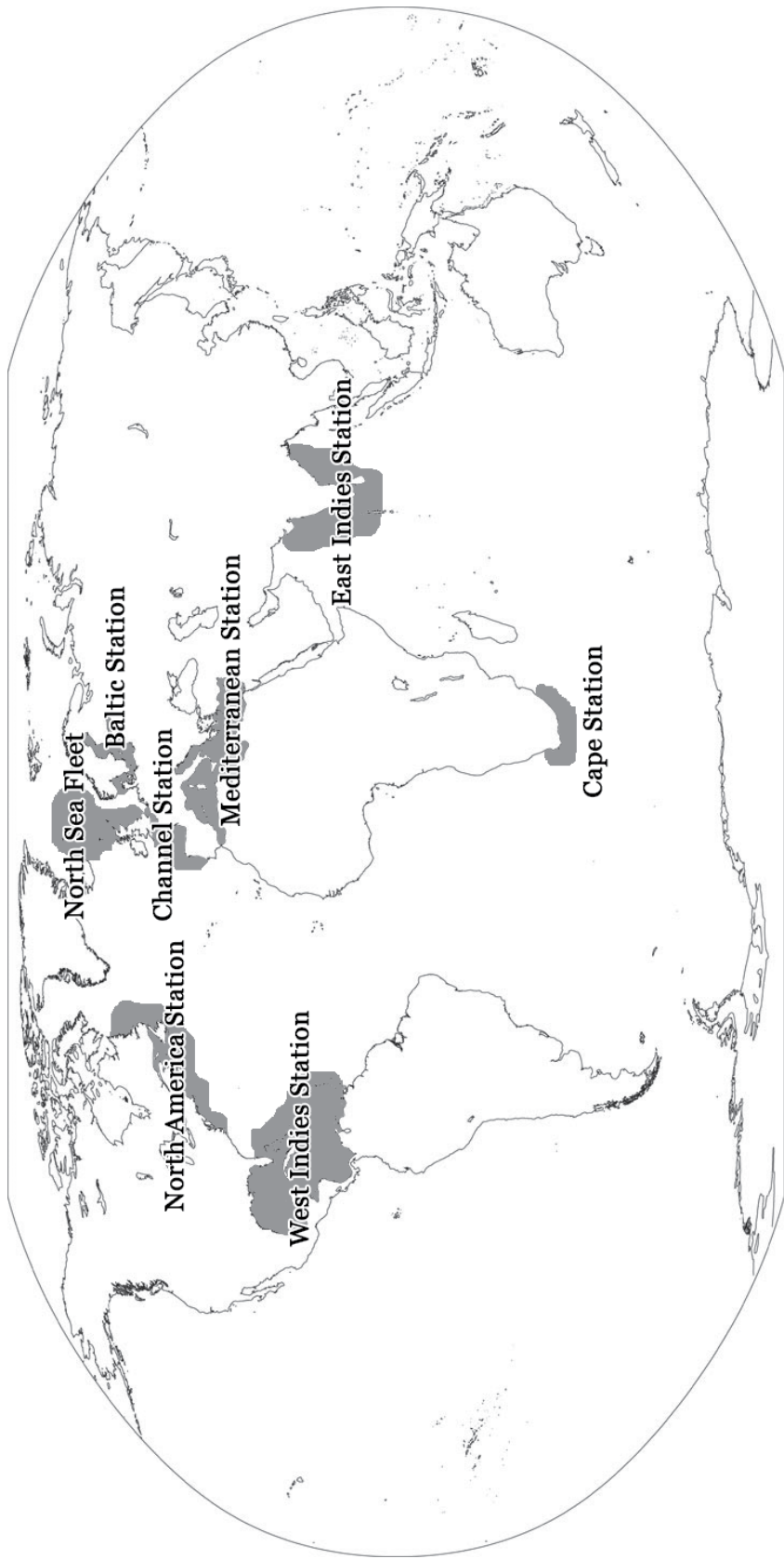
Following the American Revolutionary War, the Royal Navy maintained a number of small squadrons along the North American coast. They were based at Halifax, Nova Scotia and at Newfoundland. These were small squadrons with nothing larger than a third rate ship-of-the-line present – however, during the War of 1812, naturally the squadrons grew as the Royal Navy had to deal with blockades along the American coast and the ravaging of trade by privateers. Games based around North American can juxtaposition the loyal Canadians and the newly independent Americans. There are tensions all along that coast that can be exploited. Of course, when the War of 1812 erupts the work gets a damned sight hotter!

West Indies

This command was at its height during and after the American Revolutionary War and whilst it's importance began to wane during the Napoleonic Wars as the French were unable to maintain a fleet there. The command itself was split into two sections. The first was based at Port Royal in Jamaica, the second at Antigua and Barbados in the Leeward Islands. Primarily, the fleet was charged with defeating privateers in the area and protecting convoys from the plantations and other areas. Games based around the Caribbean can have a free-wheeling, almost swashbuckling air to them. This is one of the more exotic stations (and the attendant diseases that accompany that exotic nature were loathed and feared by the sailors) and it is the natural venue of pirates! For those running a more historical game, beware mixing the tropes of a popular film trilogy into the mix as they are based some time before the Napoleonic Wars!

Cape and East Indies

Based from Madras and Bombay, the East Indies station was primarily concerned with the protection of trade convoys from the colonies in India, around the Cape of Good Hope and into the Atlantic. They may also need to provide support for diplomatic missions in the area. Games based in the Indian Ocean are some of the most distant from the Admiralty and therefore are some of the most independent. They also have a wildly exotic aspect – whether they are based around the fledgling colonies in the Cape or the thriving Indian colonies with their radically different culture, heated rivalries and ferocious competition for influence. This is also the station that will have the most to do with the East India Company and their independent ships and armed forces.



Of the late Captain JOHN WHITLY
OF THE ROYAL NAVY

This Gentleman was born in 1756, at Deptford. His father, Mr. John Whitly, was a Master in the Navy, and had the honor, in that station, to steer the Yacht which conveyed her present Majesty to England.

At a very early age, he entered into the service as a Midshipman, and was soon noticed for his lively genius and enterprising temper. When he had served his time, his father did not possess interest sufficient to obtain a commission for him. And at the beginning of the American war, he was appointed Master of the Rattlesnake cutter, commanded by Lieut. Hartwell, at the present Commissioner of the Navy. While he was Master in her he had several smart actions, and captured a very valuable West Indiaman; Whitly receiving a large share of the prize money.

On the promotion of Lieut. Hartwell, the command of the Rattlesnake was given to Lieut. Knell, who, shortly after, fell in with two French cutters, each of which was larger, of heavier metal, and carried more men than the Rattlesnake; however, he engaged them both; and compelling one to strike, ordered Mr. Whitly to take possession of her. This service performed, the young and daring Master, rowed his boat to the other enemy; and, in despite of a vigorous resistance from the crowded deck of the Frenchman, boarded her, sword in hand, supported by a gallant boat's crew. A close and desperate struggle ensued, but the French could not stand up against the impetuous attack of Whitly and his hardy tars; and, one of their officers, and a fevra of their men being killed, they called for quarter and struck their colours. Brave men delight and glory in the brave actions of others; and Lieut. Knell, in his dispatches, spoke of Whitly's conduct in terms of such genuine admiration, that the Admiralty promoted him to the rank of Lieutenant. During the remainder of that war, however, no opportunity enabled Lieut. Whitly again to distinguish himself. At the return of peace, the Hon. Capt. Berkeley, having the command of a guardship, applied to have Whitly appointed one of his Lieutenants. At the commencement of the late war, Capt. Molloy, being appointed to the Edgar, of 74 guns, applied to Whitly to sail with him as his First Lieutenant. This offer was accepted; and the Edgar, soon after, in company with other ships, too the St. Jago galleon, and Whitly here again received a very considerable share of prize money. Captain Molloy was removed to the Ganges, and afterwards to the Caesar, of 84 guns, one of the finest ships in the Navy; and in such high estimation was Whitly with Captain Molloy, that, in every change, he made interest to retain him as his first Lieutenant. The Caesar was in the action of the glorious 1st of June. The subsequent events are well know. Certainly, we may venture to assert that no ship was, on that day, more disabled. Whitly's promotion was, however, deferred till the Court Martial of his Captain could close. Nothing appeared on the trial, but what was highly honourable to the First Lieutenant, and he received his promotion. Soon after, Captain Berkeley being appointed to the command of the whole of the Sea Fencibles, on the Coast of Sussex, at his request Capt. Whitly was appointed one of the officers to serve under him. Capt. Drury, who succeeded to the command of the Fencibles, on Berkely's promotion to the rank of Admiral, requested Capt. Whitly to continue to serve in the same station, which he did till the end of the war, when he retired on half pay. Capt. Whitly had a large family; and it is to be feared, notwithstanding the prizes he shared in, he has not left his children in the circumstances his friends would wish. To sum up his character in a few words, he was universally esteemed in the service, as a brave and excellent officer; and to a very extensive circle of friends and companions, he was extremely endeared by a lively wit, and a cheerful, obliging, and happy temper.



Clear for Action!

*Wherein you learn about the tricks of
running a game of Beat to Quarters*



Creating Beat to Quarters Voyages

Creating a voyage for Beat to Quarters can be a daunting task for the GM. You have a vast potential arena for your action, a highly mobile platform for the players to use, a complex series of relationships and ranks, a swathe of rules that have to be followed in the Articles of War and a cast of dozens of characters. Where do you start?

Group Rationale

Think about the reason that the characters have been galvanized as a group? Are they on the same watch on the ship? Did they join the ship at the same time? Have they served previously on a ship? Do they all share a common background? When you understand the reasons that the characters have for interacting and being the heroes of the piece, you have the starting point for your voyage.

Type of Ship

As GM, you have control of the type of ship that the players will be sailing in. This means that you can effectively control the threats the ship can handle, the range of their operation and the size of the crew that you need to handle. If you want to have a smaller cast of NPCs and a less combat orientated game, give the players a Brig-Sloop. If you want to give the players a larger cast to interact with, more combat potential and a larger range of movement, give them a frigate.

Naval Station

You also have control over the naval station that your voyage takes place within and this allows you to tailor the game. If you choose the English Channel or the North Sea as your station, you will have a game that allows for easy returns to port, possible excursions to London and involvement with the Admiralty. If you choose the East Indies or the Cape Colony, your game will have very little contact with Britain and your characters will be expected to act quite independently amidst a complicated web of threats. If you choose the West Indian or American stations, you have the potential for very varied adventures in an isolated setting but with some familiar tropes involved. Finally, if you choose the Mediterranean station you will be in the middle of a number of very familiar places and situations and can interact with history more directly – a ship in the Mediterranean in 1805 surely knows what is coming...

The Captain

You also have control over the actions of the Captain – the most important NPC in the game. You can choose to have the Captain as a bombastic, interfering, abusive or vindictive personality and play a huge part in the game as a pseudo-antagonist. You can choose to have the Captain be a gallant, dashing and aggressive Captain, driving the players towards glory. You can even choose to have the Captain exist as a stand-offish figure, who encourages the players to use their own initiative in carrying out his orders. Each choice will create a different style of game.

The Missions

Another matter to consider is the Missions. Your initial naval mission will illustrate the way the game is going to progress for the first few sessions and that should give you a chance to become used to the characters and the players. Write a mission that you feel comfortable running and confident that you understand the rules that it

will use. Now look at the Personal Missions that have been written by the players and think hard about the different ways that they could be included into the game. Whilst it is the purview of the players to bring their missions into play, it doesn't hurt to have some ideas of your own so that you can draw them into the game if need be.

Dramatic Elements of the Game

Each game of Beat to Quarters will focus on different parts of the era – some things will interest some groups far more than others. When you are thinking about your campaign, consider the importance of the following areas.

Politics

Amongst the upper classes and officers there is the potential for some intense political manipulations and skulduggery. However, this sort of campaign might not suit all of your players and too much concentration on this type of story could alienate players whose characters are not in a place to influence matters. Similarly some players may simply not be interested in this sort of game – they may want the smell of cannon fire and dead Frenchmen over the musk of wigs and backrooms.

Romance

Napoleonic stories are replete with heaving bosoms, swooning ladies and dangerous forbidden romances. Naturally, these storylines can lead to some incredible drama but they can also be uncomfortable for some players so check with them first before you throw desperate maidens at their whims.

Sex and Violence

Beyond the realms of romance, the genre is home to a fair degree of raping and pillaging, extreme violence, torture and other unsavoury behaviour. Some players may just see this as part of the game and great incentive to execute the enemy whilst others may find it extremely uncomfortable subject matter – talk to your players and discover where they stand on the matter.

Travel

The British Empire stretches across the globe and it is feasible that players could find their ship recalled to Britain, sent to the West Indies or deployed in the South Seas. If you opt for a globe trotting campaign, you will devalue any Reputations that the characters have in a local area which may upset players. If this is your plan, let them know ahead of time.

Battles

Beat to Quarters is a game about sailors and their adventures. There are going to be fights – it is inevitable. However, those fights do not have to be 'real' in the historic sense. Some players love being part of the big milestones of history whilst others see that sort of play as overly directive. Again, talk to your players and find out their opinion on historical accuracy.

Naval Reality

And finally there are plenty of examples of horrendous hardships that were undertaken by the sailors during the Age of Sail – starvation, thirst, disease, infections and disabilities. These are the realities but they are not the tropes of the fiction and including them could create confusion for the players if they are expecting something nearer to that fiction.



Running Beat To Quarters

Preparing your Game

Before the game begins talk amongst yourselves about the sort of game you want to play in. What sort of missions do you want to be pursuing? What issues do you want to address in the campaign? Are the players going to be renowned heroes, scoundrels living under the threat of the lash or a group of officers fighting for the attention of the Captain? Where and when is the game going to be based and how tightly is it going to be interwoven with the historical detail of the time? Are there any incidents in the era that the players particularly want to take part in?

Take time over this discussion and understand what is going to make a good game for your group. This preparation will be invaluable in the future.

Create Characters

Now you should go through the character creation process with the group. As has been said before this is an involved process and it should trigger interesting synergies as the characters unfurl before the group. Do not hurry this process – let it play out for as long as it takes for the players to be happy with their decisions and interpretations. When the characters have been created the GM should read through them thoroughly and note people, places, situations and items of note. Take particular note of their Mission of Personal Import from their first missions – this is a very powerful flag towards the initial desires of the player in the game.

Flesh Out your Game

When you have noted these details of the characters you can now begin to build the framework of their world. Make some notes about the Captain, the other officers, the ratings, ladies, enemies and allies that they have mentioned in their backgrounds, reputations and missions. If you feel it necessary you can generate actual characters for these persons, otherwise a few lines and interesting tidbits will suffice.

The trick is to generate enough detail to allow you to present the game to the players in an attractive and engaging fashion without presenting so much detail that the players cannot embellish the world through their missions and challenges. The details that they add through these mechanisms add relevance and lustre to the campaign that delivers ownership and focus. Your job as GM is to manage the integration of your plans and their details seamlessly.

Prepare the Initial Naval Mission

The first mission is crucial to the ongoing success of the game as it sets the tone for the rest of the campaign and will inevitably be the one mission with the greatest focus – as the players have few other missions to occupy their minds at the time. Remember those discussions about what the players want out of the game? Well this is the time to bust out those notes and see what you can do with them. Design a mission that reflects the desires of the players – give them something to sink their teeth into.

Dress the Gaming Area

Whilst this is totally optional, giving the players a little push towards thinking in and around the Napoleonic era and naval tradition might help speed them into the game world. There are loads of ways that you could do this – something as simple



as serving your table's chosen beverage in nice wine glasses, a little bit of classical music or a sea shanty in the background before the session starts or even a reading of some period poetry?. Maybe watch some Hornblower or 'Master & Commander' before hand, or have a reading from one of the many texts of the era. If the GM sits at the head of the table have the senior officer sit at the other end. You could even have all the players have to stand when the senior officer stands or sits. This might not suit every group but it adds a small nod towards the genre. For the final flourish, if you have a good recording of Heart of Oak or the national anthem, play it before the session to really get people in their place.

Think about Language

Make three very important decisions. Firstly will you be using foreign accents for your French and Spanish characters? If you can do a decent accent without descending into Manuel from Faulty Towers or some random knight from Monty Python then feel free. Just be aware that occasionally accents can fall into the realms of lampoon. The second decision is whether or not you are going to seed your game with terminology from the period. There is a selection of some of the more useful nautical phrases in the appendices to scatter into your game - they can add a true sense of authenticity to your game. Simply replacing left and right with 'port' and 'starboard' can change the atmosphere completely. Finally, decide the level of formality in your officer's language. This is one area where you cannot really go too far. A fully-fledged parody of the upper class Englishman with his 'Yes Sir! No Sir! By Jove! Damned unsporting of them!' business will make the difference between the ranks palpable.

Technical Language

Naval literature is riddled with archaic phrases like 'Mizzen T' Gallant Yard', 'Wear Sail!' and 'F'csle'. Unless you are an expert in the rigging and make-up of a ship as well as the traditions of the navy, they may seem like a foreign language to you. In the appendices there is a bluffers guide to this sort of language. If you feel confident, you can drop a few of these phrases into your NPCs conversations to hammer home the setting. Remember, however, that the game should never be reduced to an 'I know more than you!' contest between the GM and the players or vice versa. See Appendices V and VI for some nautical and technical terms to use in the game.

Discuss the Naval Mission

Before play starts discuss the missions that are being dealt with during the game and the plans that the players have for these missions. This is the crucial step for the GM as it is crucial that a balance is struck between the desires of the players, the mission itself and the ability of the game and the GM to deliver these challenges. Whilst it should go without saying, each challenge should be well challenging! If the players request easy, empty or pointless challenges as part of a mission feel free to direct them back to the mission and revisit their request. By the end of this discussion everyone around the table should have a very rough outline of the stories that will be addressed at the session – should everything go to plan.

That last sentence is probably the most important – the plans of the players are just that – plans. They are not events that are set in stone. What this process does is provide a series of flags and triggers for the GM to use in the game and a rough outline of what the players wish to achieve and which challenges they wish to undertake. There will be twists to the tale and there will be changes along the way.



Don't Overcook the Game in Planning

When the players are planning the Naval Mission, they are placing milestones that they see as appropriate to that mission. They should not be adding plot points, NPCs, adversaries, battles or other conflicts into the piece. The GM provides the conflict and the adversity for the game. If the players provide too much of a roadmap they will lose any sense of playing a game and rather it will seem like they are merely going through the motions. The Mission system in Beat to Quarters puts some of the story writing tasks in the players hands but it should not remove the GM from the equation.

Use every Flag Possible

Beat to Quarters provides ample opportunity for players to signal ('flag') the things that are important to them in their character's story. Every reputation they create, NPC they narrate or Mission they plot is a sign to the GM of the direction they want the game to follow. Use this information to inform the challenges that you offer them. Talk to your players about the sort of things they want to see happening in the game. Listen to what they say at the table – their casual comments can sometimes prove to be the basis of a great game.

Use all Five Senses in your Descriptions

Whilst this may seem obvious, the world of Beat to Quarters has some very specific triggers for the senses. During an engagement the noise is deafening and relentless. Smoke obscures your vision and burns your eyes. The wounded leave blood and gore in their wake. Men are blown apart within feet of the characters. It was a horrific experience. Ensure that your players get the full battle experience through your description. On the flip side of that, the ships have the chance to sail in beautiful, azure blue seas and visit tropical islands and meet strange new people. Beat to Quarters opens up the world for the players to explore. Let them.

Create Challenges not Resolution

Beat to Quarters is about the players succeeding in challenges rather than being given their rewards on a plate. Only challenges count against their Missions, so give them as many as you can. Be wary of simply 'going with the flow' – introduce adversity as much as possible and make them work for their victories.

Provide Room for Personal Missions

Whilst the Naval Mission is the center piece of each session of Beat to Quarters, the personal missions of the players are equally as important to the ongoing drama that is being created. Be mindful of the issues that the players have flagged up in these personal missions and give them time and opportunity to explore them fully. The battle will come on soon enough – let the characters enjoy their peace as well.

Involve all of the Players, Regardless of Rank

Do not fall into the trap of 'playing to the Officer' – provide situations that address the actions and challenges of every single character at the table. There are situations when only someone from 'below decks' can get their hands dirty. Remember to add these into the mix. Your ship will generate a number of NPC Ratings that can also become embroiled in the life of your players.

Use Authority Sparingly but Forcefully

An inescapable facet of the world of Beat to Quarters is the impact of the Captain and other senior officers on your life as a sailor. A tyrannical officer can make life hell for a young midshipman. A brutal bosun can inflict horrendous trials and punishments upon the ratings. However, this relationship is something that can really unbalance

the game and turn it into a painful torture, neutering the players options. When you need to use authority, use it carefully and with the story in mind, rather than just hammering home the reality of the situation.

Encourage the Players to Include Challenges

Occasionally the players may miss a perfect chance to weave one of their challenges from another mission into their current mission. Don't be afraid to make a suggestion to them that now would be an appropriate time and indeed, encourage other players to do the same. If everyone is trying to create the tightest story possible – that's a good thing.

Complete Challenges and Missions

During the course of the game the players will generate challenges that are applicable for one or more missions. When they are won, mark them off on the players Missions and keep track of the progress of said missions.

Bring Challenges Rather than Resolutions

One of the cardinal rules of the game is that Missions are completed by fulfilling Challenges. There is an onus put upon the GM to create situations that tie in with the Missions and provide Challenges rather than simply allowing the players to achieve their objectives as a fait accomplie. This doesn't necessarily mean that you should always be generating conflict when there isn't one naturally – but it does mean that you should be thinking of how a situation could have a conflict develop. Say, for example, one of the challenges facing a player is that they must make friends with the Spanish fishermen? They need not have a challenge against the leader of the fishermen and could indeed, through roleplay, have befriended him. However, they have not completed a Challenge. Maybe his loud and influential younger brother has a problem with this and requires more convincing?

Let the Players Narrate their Victories

If the players win their tests or challenges, they get to narrate the outcome. This is a very important rule which gives the players a chance to not only illustrate the way they see their characters developing but also provide signposts for you, as the GM, in the direction that they want to see the game unfold.

Provide a Denouement

As the session comes to an end, present a recap of what has happened and what the situation is now for the players and the NPCs that have been involved in the game. This is an important step as it cements any changes that have happened in the game, allows the GM to check his understanding of the outcomes and inevitably generates a few ideas for the next set of sessions.

Finish the Session

At the end of the session, check to see whether any players would like to add new missions to their character and generate that mission. Now, have the youngest person at the table start three cheers for the King!



Alternate Campaigns

Within the Royal Navy

The default format for a Beat to Quarters game combines an officer and men below him on the ship in a watch or division grouping, with a NPC Captain as an authority figure in the background. There are other alternatives that you could explore as a campaign.

Player Character Captain

One option would be to allow a player to control the Captain of the ship. This puts a lot of pressure on the player to act in a certain way but it also gives them an extreme amount of power within the game. Remember, the Captain is the King's representative on the ship and as such had immense powers in punishment – up to and including death – for virtually any matter he saw as breaking the Articles of War. This format of game would require a very strong group consensus about the way to game was to be played, the boundaries that they wish to observe and the way that decisions are going to be made.

All Lieutenants or All Midshipmen

Playing all members of the same rank on the ship is another possibility. If you play a game where everyone is a member of the Ward Room, this obviously adds to the interactions that could occur within that setting and gives more chance for rivalry to occur. In fact, a gaggle of Lieutenants, all desperately trying to get the Captain's notice in order to pave the way for their own command could make for a very interesting game indeed. Similarly, a game which rotated around a cohort of midshipman trying to survive their time in the Navy and pass their Lieutenant's Examination would make another, very different, campaign.

All Gundeck

Another option is to make all of the commissioned officers NPCs and only play seamen and the lower ranks of Warrant Officers. This obviously removes all the action of the Ward Room and the Captain's Table and pins the game firmly 'below decks'. The obvious temptation would be to cast the officers as 'the enemy' but in a game like that the players are only ever going to be able to score small victories against a foe they cannot strike, speak ill of or even publically disagree with. You could, of course, make the above decks action of the ship occur off-camera and have the game rotate around the relationships between the men and their rivalries, with the officers as distant figures.

Privateers

A number of navies employed independent captains and their ships to act as commerce raiders against their enemies. These men, known as Privateers, carried a 'letter of marque' from the nation that they worked for, a document which gave them to rights to engage and harass ships as if they were a naval vessel, rather than pirates! This protected them from the instant sentence of death than was reserved for their piratical cousins – instead crews that were captured were considered prisoners of war.

Obviously, there are a few advantages to a Privateer campaign. First, the strict structure and rules of the Royal Navy (as typified by the strict rank hierarchy and the Articles of War) can be relaxed a little. Secondly, the range of nationalities and backgrounds on the ship can be broader. Want a ship fighting for the French with an American Captain and a Scottish First Officer? No problem! Finally, you have a very independent gaming set-up which allows for quite a broad range of adventures, both in port and at sea. However, the Privateers of the time favoured speed and firepower to overwhelm smaller targets rather than standing toe-to-toe with men o'war, so you might well miss out on some of the ship-to-ship aspects of the game.

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Non-Fiction

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Master and Commander: The Far Side of the World (Film) 2003
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Pendragon by Greg Stafford
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Spirit of the Century by Hicks, Donoghue and Balsera
3:16 Carnage Amongst the Stars by Gregor Hutton



Recommendations

Literature

Aubrey-Maturin by Patrick O'Brien

This is the classic and to many, simply the best age-of-sail series that has ever been written. Look at all of the new writers who are feted as 'the next O'Brien'? The strength of the series is sometimes its weakness – the level of the writing. These books are not always the easiest to read and their level of complexity is quite high. If you want to be absorbed into the world of the navy, they are brilliant. If you want something a little lighter, look to something else.

Hornblower by C.S.Forester

Even if you have seen the TV series, it is well worth reading the Hornblower books, as the TV show only really skims to surface. The adventures of the ambitious Hornblower, his perennial sidekick Lt. Bush and the rest of the motley crew are very easy to read and have a certain 'Boys Own Adventure' air to them which is perfect for Beat to Quarters. I would probably say that of all the series, they are my favourites and the baseline inspiration for the game.

Bolitho by Alexander Kent

An epic series of books that chronicle the adventures of first Richard and then Adam Bolitho. It's hard to put too much distance between Hornblower and Bolitho when it comes to stories (although to be fair, once you have read a fair few of this genre of books, the storylines do start to become more than familiar!). The triumvirate of Bolitho, Herrick and Allday are a great example of a group of disparate characters ala PCs in BtQ.

Drinkwater by Richard Woodman

This series of books was new to me when I started my research but it quickly became one of my favourites. Nathaniel Drinkwater is a nautical version of Bernard Cornwell's Richard Sharpe – promoted through the ranks and held back by prejudice and special interest. The books present the adventures of a very different hero at sea on a number of smaller vessels and some very different situations, such as protecting a whaling fleet in the Arctic. Great stuff.

Film/T.V.

Hornblower (TV Series - Ioan Gruffud)

This was the series that inspired this game and whilst I readily accept that the TV production plays fast and loose with the novels, they are in themselves still a fantastic series of shows and a treat for fans of naval adventures. From a gameplay perspective, every episode is peppered with Missions, Challenges and uses of Reputations.

Master & Commander (Russell Crowe)

This is a must-see film for anyone running Beat to Quarters, if only because the Nelson/Weevil scene was the inspiration for the Captain's Favour rules. A great example of a crew of officers – Aubrey, Maturin, Lt. Pullings and Mr Allen – and also how Middies should act on a ship, or not, as the case may be. Can you spot the moment Aubrey makes a Perfect Success on his Seamanship Challenge?



Appendices

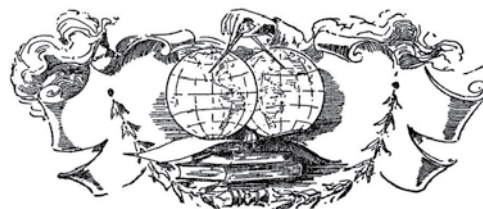
*Wherein you learn about names, fate,
language, Captains and character sheets.*



APPENDIX 1

Life Before Recruitment Experience Table

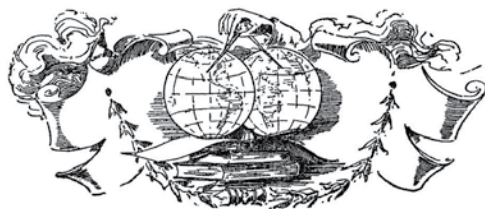
Experience Table: Life before Recruitment	
Diamond Number	You experience life in different community Gain +1 point in any skill.
Diamond Face	You are forced to work in a different community Gain +1 to a measure.
Diamond Ace	You are accepted and thrive in a new and different culture. Gain +1 to a measure and +1 point to any skill.
Heart Number	You travel far from home, gaining valuable insight into the world. Gain +1 point in any skill.
Heart Face	You roam far and wide from your home, forced to battle to survive. Gain +1 to a measure.
Heart Ace	You are taken far from your home and prosper in this new and strange environment. Gain +1 to a measure and +1 point to any skill.
Spade Number	You are introduced to a new group of people who broaden your horizons. Gain +1 point in any skill.
Spade Face	You are introduced to a new group who force you to endure some great hardships. Gain +1 to a measure.
Spade Ace	You are embraced by a new group of people and become accepted as one of them. Gain +1 to a measure and +1 point to any skill.
Clubs Number	You are faced with a conflict that causes some upheaval in your life. Gain +1 point in any skill.
Clubs Face	You are central to a conflict that causes substantial changes in your life. Gain +1 to a measure.
Clubs Ace	You are the instigator of a conflict that tears your life apart. Gain +1 to a measure and +1 point to any skill.
Joker	Choose any card from the above.



APPENDIX II

Naval Experiences Table

Experience Table: Years of Service	
Diamond Number	Your ship voyages to a distant station but encounters little action. Gain +1 point in any skill.
Diamond Face	You are commended for your actions during a voyage. Gain +1 Influence or +1 Guts.
Diamond Ace	You commit an act of unparalleled bravery in battle with the enemy. Gain +1 Influence or Guts and add one point to a skill of your choice.
Heart Number	You take part in a fleet action, acting in the reserve. Gain +1 point in any skill.
Heart Face	You take part in a fleet action and find yourself in the thick of the action. Gain +1 Guts or +1 Discipline.
Heart Ace	Your ship saves the day during a fleet action. Gain +1 Guts or +1 Discipline and add one point to a skill of your choice.
Spade Number	You are injured fighting in a fierce battle. Gain +1 point in any skill.
Spade Face	Your ship is dismasted in a battle and you spend some time in the hands of the enemy. Gain +1 Charm or +1 Guts.
Spade Ace	Your ship is destroyed in battle and you are one of the few survivors. Gain +1 Charm or +1 Guts and add one point to a skill of your choice.
Clubs Number	You are 'beached', left at port with no job and no ship. Gain +1 point in any skill.
Clubs Face	You are stationed at a British port but see little action. Gain +1 Influence or +1 Guts.
Clubs Ace	You sail in a cutter in the English Channel, undertaking crucial customs work. Gain +1 Influence or +1 Guts and add one point to a skill of your choice.
Joker	Choose any card from the above.



APPENDIX III

British Ship Names by Rate and Guns

First Rate

120 Guns

Caledonia

100 Guns

Brittania, Queen Charlotte, Royal George, Royal Sovereign, Victory

Second Rate

98 Guns

Barfleur, Dreadnought, Glory, Impregnable, London, Neptune, Prince, Prince George, Prince of Wales, Princess Royal, Queen, St. George, Temeraire, Windsor Castle

90 Guns

Blenheim, Namur

Third Rate

80 Guns

Caesar, Gibraltar, Malta, Sans Pareil

74 Guns

Ajax, Alexander, Alfred, Audacious, Bedford, Bellerophon, Bellona, Bombay Castle, Brunswick, Canada, Captain, Colossus, Conqueror, Courageux, Culloden, Cumberland, Defence, Defiance, Dragon, Edgar, Egmont, Elephant, Fortitude, Ganges, Goliath, Hannibal, Hero, Illustrious, Invincible, Irresistible, Leviathan, Majestic, Marlborough, Mars, Minotaur, Monarch, Montagu, Orion, Powerful, Ramillies, Repulse, Robust, Russell, Saturn, Spencer, Superb, Swiftsure, Terrible, Theseus, Thunderer, Tremendous, Valiant, Vanguard, Venerable, Venerable, Warrior, Zealous

64 Guns

Agamemnon, Agincourt, Ardent, Diadem, Lancaster, Polyphemus, Veteran

Fourth Rate

50 Guns

Adamant, Isis, Leander

Fifth Rate

44 Guns

Amelia, Anson, Charon, Revolutionnaire

40 Guns

Acasta, Beaulieu

38 Guns

Amazon, Laton, Minerve, Naiad, Phaeton



36 Guns

Blanche, Emerald, Inconstant, Nymphe, Phoenix, Romulus, Sirius, Thalia

32 Guns

Aeolus, Aquilon, Astroea, Lively, Lowestoft, Meleager, Niger, Pallas, Pegasus, Southampton, Thames, Venus

Sixth Rate

30 Guns

Arrow, Dart

28 Guns

Circe, Cyclops

26 Guns

Jamaica, Poulette

20 Guns

Babet, Bonne Citoyenne, Éclair, Fleche

Sloops & Cutters

18 Guns

Beagle, Cruiser, Doterel, Foxhound, Harpy, Kingfisher, Moselle, Raven

16 Guns

Discovery, Martin, Zebra

14 Guns

Argus, Calpe, Comet, Contest, Dolly, Encounter, Growler, Incendiary, Insolent, Martial, Megoera, Otter, Tarleton , Zephyr

12 Guns

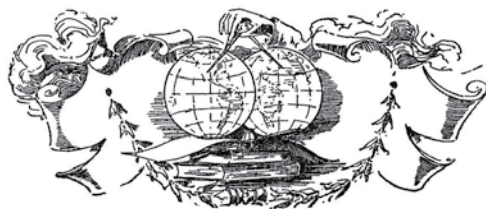
Active, Conflict, Diligent, Fervent, Mutine

10 Guns

Lyra, Redpole, Rose

Cutter

Fox, Frisk, Resolution



APPENDIX IV

Template Captains

The Bastard

Captain Simeon Templar

English, Protestant, Merchant, Purser

Using the Captains

Presented here are three ready-to-use Captains for your player's ships. Each one is tuned towards a certain character archetype. Choose the one you need and add some details to their reputations and you are good to go!

Guts 1

Discipline 5

Influence 5

Charm 3

Wealth 7

Skills

Awareness-4, Courtesy-2, Diplomacy-3, Quartermaster-3, Intimidate-4, Haggle-1, Intrigue-1, Command-4, Maritime-1, Seamanship-1, The Arts-1

Traits

Read & Write, Protégé (3), Lap of Luxury, Officer Patron. Lower Deck Lawyer.

Curios

Immaculate Austrian dinner service (+1 Diplomacy)

Reputations

Personal: Intimate Friend of Lord Forrester +2

Institution: Despised by the Ward Room +2

Institution: Feared by (insert ship name) +2

Personal: Persecutor of (insert crew member) +2

Personal: Patron of Hard Bill Travers, Steward +2

Personal: Advisor to Admiral Mather +3

Personal: Protected by Rt Honourable Sir Arnold Stobbs+3

Background

Simeon Templar believes wholeheartedly in his position as the representative of God and the King on his ship and he rules his small kingdom with an iron fist. After making his fortune selling slaves and sugar cane out of Jamaica as part of his family trading company, he joined the Navy as a Purser as he yearned for power and influence beyond the control of his father. He quickly amassed a network of contacts and blackmail victims and was quickly promoted through the ranks. Notable in these contacts are the Sir Arnold Stobbs, a man with considerable sway at the Admiralty and Lord Forrester - a man with whom rumour has it Captain Templar shares more than just his company with...

He has served on a number of ships and always brings his servant and bodyguard 'Hard' Bill Travers with him when he moves.

The Adventurer

Captain Daniel Dodds

English, Protestant, Naval Officer, Sailor

Guts 4
Discipline 4
Influence 3
Charm 3

Wealth 5

Skills

Command-4, Courtesy-2, Diplomacy-2, Seamanship-4, Riding-1, Romance-2, Maritime-3, Scavenge-1, The Arts-1, Gunnery-4

Traits

Read & Write, Cheat Death (1), Tactical Genius, Respect of the Men, Duellist (3), Strong Swordarm (2)

Curios

Perfectly-balanced Pistols (+1 Pistol tests)
Fighting Jacket (+1 Command)
Expert Sextant (+1 Seamanship)
Fine German fighting sword (+1 Sword tests)

Reputations

Personal: Trusted by Old Meg of the Golden Seagull Inn, Portsmouth+1
Personal: Loyal companion of Bosun Thoms +2
Personal: Adored by Princess Adrienne of Denmark +3
Institution: Loved by the Ward Room +2
Institution: Idolised by the Gun Deck +2
Institution: Inspired leader of (insert ship) +3
Institution: Misunderstood by the Admiralty +1

Background

Men want to be him, women want to be with him - is there no finer Captain in the Royal Navy than Captain Daniel Dodds? Born into the navy, we has lived and breathed the air of ships since he first cried in his mother's arms. An everyman character who is as happy dancing in the heady courts of the Danish capital as he is cavorting in the docks of Portsmouth with some of his men, he inspires loyalty and bravery from all those around him.

Of course, this reputation comes with a price. Dodds is addicted to danger and truly takes the concept of putting himself 'in harm's way' a little too seriously. No matter the size of his ship, the odds against him or the certain suicide of his mission, Dodds meets it face on - and brings his men and officers with him for the ride.



The Teacher

Captain Archibald Hamilton

Scottish, Protestant, Church, Surgeon

Guts	2
Discipline	4
Influence	4
Charm	4

Wealth	3
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Skills

Music-3, The Arts-5, Courtesy-3, Diplomacy-3, Haggle-1, Purser-2, First Aid-1, Command-4, Maritime-2, Seamanship-3

Traits

Read & Write, Educated, Silver Tongue, Second Language (French), Second Language (German), Respect of the Men, Cosmopolitan, Family Connections

Curios

Extensive Library (+1 The Arts)
Classic Cutlass (+1 Sword tests)

Reputations

Institution: Graduate of Oxford University +2
Institution: Blessed of the Congregation of St Marks +1
Personal: Favourite Student of Bishop Godfrey +1
Institution: Respected by Ward Room +2
Institution: The Father of (Insert Ship Name) +2
Institution: Trusted by the Naval College: +2
Institution: Respected by the Gun Deck +2
Personal: Loved by Mrs. Hamilton (Mother) +2

Background

Archibald Hamilton has served in the navy for more years than he cares to remember and somehow the Lords of the Admiralty have seen fit to pass him over for promotion beyond Post-Captain again and again. A lesser man would suspect some skullduggery but Archibald knows that he best serves the navy here, on his ship, training the men as best he can.

A learned and pious man, Hamilton takes great pride in the quality of the men that leave his ship - either as trained seamen or as newly minted young officers. He treats them with respect and they, in return, give him the respect that his rank and seniority deserves. Those that do not respect the Captain soon learn that many men have had their lives saved by the grey-haired old man and they do not take kindly to people who abuse his respect!

APPENDIX V

Nautical Phrases

Aback – flattening the sails to the mast when sailing into the wind

Aft – towards the stern (rear) of the ship

Ahoy! – a hail for another vessel

All's Well! – announcement on deck at every half hour, accompanied by a bell

Aloft – in the upper rigging

Aye Aye Sir! – the correct reply to an order

Block – a part of the pulley

Blockade – a seaborne presence which forbids trade with an enemy

Bow – the front of the ship

Cable – the distance of 100 fathoms (200 yards)

Cat o' nine tails – the nine corded whip used for flogging

Chase guns – guns set to fire forward or behind the ship

Close hauled – bringing the sails as close to the wind as possible

Cock-pit – the part of the ship where the injured men are tended by the ship's doctor

Forecastle – the area built over the front of the ship

Full and By – when the ship is as close to the wind as possible

Furl – to secure the sail

Handsomely – gradually

Haul – to pull

Heads – the toilets

Hold – the storage area on the ship, below decks

Larboard – an older word for Port (or left)

Lee – the side of the ship onto which the wind is blowing

Leeward – lying downwind of the ship

Luff – to turn the ship into the wind

Make sail – to set sail, or to increase the amount of sail on the ship

Pay Out – to let a rope run out

Port – left side of the ship when looking forward

Quarterdeck – the area built over the rear of the ship, above the main deck

Reef – to shorten the sail by tying it up to 'reef points'

Splice – to permanently join two ropes together

Starboard – the right side of the ship when looking forward

Stern – the rear end of the ship

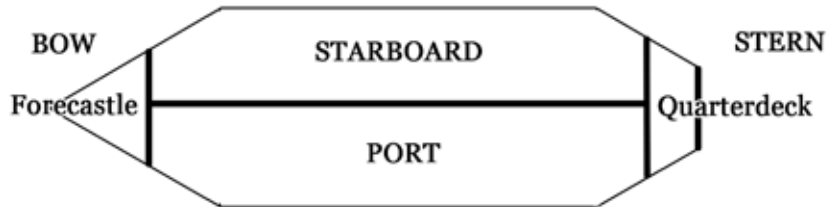
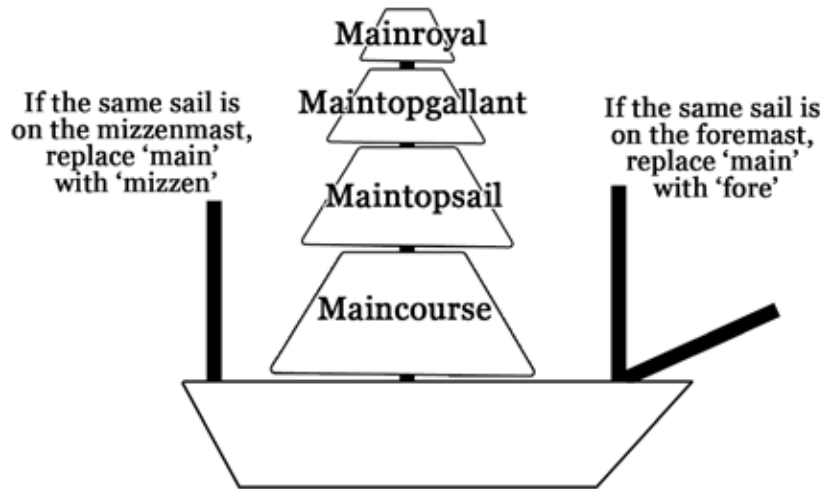
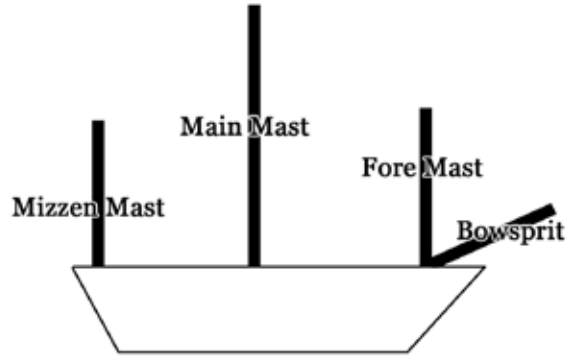
Windward – lying upwind of the ship



APPENDIX VI

Names of Masts and Rigging

There are numerous ways to rig a ship and a massive number of different parts to the rigging and masts. You do NOT need to know anything but a fraction of them to add some authenticity to your games of Beat to Quarters.



APPENDIX VII

Surnames

Sometimes, the hardest thing to come up with on the fly is the name of an officer, lady or foreign ally. These lists of surnames should make this a little easier. Sometimes its hard to come up with even an English surname so they have been included too!

SPANISH

García
Fernández
González
Rodríguez
López -
Martínez
Sánchez
Pérez
Martín
Gómez
Ruiz
Hernández
Jiménez
Díaz
Álvarez
Moreno
Muñoz
Alonso
Gutiérrez
Romero
Navarro
Torres
Domínguez
Gil
Vázquez
Serrano
Ramos
Blanco
Sanz
Castro
Suárez
Ortega
Rubio
Molina
Delgado
Ramírez
Morales
Ortiz
Marín
Iglesias

PORTUGUESE

Abreu (d' / de)
Alfonso
Alves
Andrade (d' / de)
Baptista
Betancourt
Biscoito
Brazão
Cabral (de)
Caires (de)
Caldeira
Camacho
Cambra (de)
Campos
Carvalho
Castanheiro
Castro (de)
Chaves
Coelho
Correia
Costa (da)
Cruz (da)
Cunha (da)
Dias
Faria
Farinha
Femandes
Ferraz
Ferreira
Figueira
Francisco
Franco
Freitas (de)
Gama (de)
Garanito
Gomes
Gonsalves
Gouveia/Govia (de)
Gregório
Henriques
Jardim/Jardine
Jeronimo
Jesus (de)
Jorge
Leal
Lourenço
Luz (da)
Macedo
Machado
Madeira
Magalhães
Marques
Martins
Mattos/Matas (de)
Mendes
Mendonça
Menezes
Miranda
Nascimento
Netto

Neves
Nóbrega/Nobriga (de)
Noreiga
Nunes
Oliveira (d' / de)
Omellas (d' / de)
Pacheco
Paiva (de)
Peiza (de)
Pereira
Pemeta
Pestana
Pimento
Pinto
Pires
Querino
Quintal
Ramos (dos)
Reis
Rezende
Ribeiro
Rodrigues
Rufino
Sabino
Sá Gomes
Saldanha
Santos (dos)
Sardinha
Sarpa
Silva (de / da)
Soares
Sousa / Souza (de)
Vasconcellos
Vieira
Xavier

ENGLISH

Aarons
Abbot
Abbott
Abercrombie
Acker
Acland
Acres
Adlam
Aikin
Ainscough
Ainsworth
Aird
Aitchison
Alberts
Albertson
Alcott
Alden
Alder
Aldous
Aldridge
Allam
Alleine
Allerton
Allfrey
Alsop
Andrews
Appleby
Appleton
Appleyard
Arkwright
Armstead
Armstrong
Arnold
Ash
Ashcroft
Ashe
Ashford
Ashley
Astill
Atkin
Atkins
Atkinson
Aubrey
Audley
Ayrton
Babington
Backhouse
Baddeley
Bagnold
Baines
Barclay
Barefoot
Barford
Barlow
Barrett
Barron
Barry
Bates
Bateson
Bayley
Baynes
Bean
Beardsley
Beaufort
Beaupre
Beazley

Correct Forms of Address

King - Your Majesty

Prince of Wales (and other royals) - Your Royal Highness

Duke - Your Grace/Duchess

Marquess, Earl, Viscount,
Baron and Lord of Parliament -
My Lord/ Your Lordship

Marchioness, Countess,
Viscountess, Baroness -
My Lady/Your Ladyship

Sons of Dukes, Earls and
Marquess's - My Lord
Daughters of Dukes, Earls and
Marquess's - My Lady

Knights and Baronets - Sir

Member of Parliament -
The Right Honourable

These honourifics compound,
so a General who was also the
son of an Earl and a member
of Parliament would be referred
to as

"General, the Right Honour-
able Lord (insert name here)"



Beck	Brewer	Cass	Coleman	Denman
Beckford	Bridgeman	Cassie	Coleridge	Dennett
Beckham	Bridges	Castle	Coles	Dent
Beddoes	Bridgman	Catchpole	Coley	Derrick
Bedingfield	Briggs	Cates	Collingwood	Dimbleby
Beerbohm	Brightman	Catt	Collins	Ebelthite
Belcher	Bristow	Cavendish	Colville	Edwards
Bellamy	Broadbent	Cavendish-	Colville	Edwardson
Bellingham	Brock	Bentinck	Colvin	Elder
Benjamin	Brockman	Chadwick	Compton	Emmett
Benn	Broderick	Chambers	Conant	Fellows
Bennet	Brodhead	Chance	Condict	Ferrer
Bennett	Brodrick	Chandler	Conrad	Fettiplace
Benson	Brome	Chaney	Cook	Fisher
Bent	Bromley	Chaplin	Cooke	FitzGerald
Benton	Brook	Chapman	Cooper	Fitzhugh
Bessie	Brooke	Charles	Copley	Fullilove
Best	Brooker	Charlesworth	Cotes	Funnell
Bestor	Brookes	Charlton	Cotton	Furse
Bevins	Brooks	Chase	Cottrell	Galton
Bewley	Broom	Chaucer	Coulson	Gibbs
Bickerton	Broome	Chavasse	Courtney	Gibson
Bigg	Broomhall	Chaytor	Cowell	Gilbert
Biggs	Browning	Cheek	Cowley	Gilbertson
Billingham	Brush	Cheeseman	Cowper	Golden
Birchall	Bryant	Cheney	Coxe	Golding
Birkin	Bryson	Child	Coxon	Goodfellow
Blackwood	Buckmaster	Childe	Crabtree	Gorelick
Blake	Bugden	Childs	Craik	Grainger
Blakey	Bullard	Chiles	Cree	Granger
Blanchflower	Bullock	Chilton	Cresswell	Grant
Bland	Bullokar	Chilvers	Creswell	Grover
Blatchford	Bulmer	Chinn	Crick	Haley
Blenkinsop	Bulwer-Lytton	Chorley	Crisp	Hall
Bloor	Bunn	Christmas	Croft	Hardy
Blow	Burdine	Clapp	Croom	Haring
Bloxsom	Burgess	Clark	Crosland	Harman
Bogart	Burkitt	Clarkson	Cross	Harris
Booth	Burnaby	Clavering	Crosse	Harrison
Borrow	Burns	Clemons	Crouch	Harriss
Bosanquet	Burroughs	Cliff	Croucher	Haven
Bottomley	Buswell	Clinton	Crow	Hawking
Bourchier	Butler	Close	Crowe	Hawkins
Bourne	Butt	Clowes	Cruger	Hawkins
Bowden	Butterfield	Coast	Cumberland	Hayday
Bowker	Butterworth	Coates	Cunard	Hayes
Bowlby	Buxton	Cobbe	Cundy	Helton
Bowra	Cahoon	Cobbett	Curtis	Hemingway
Brackett	Calbraith	Cobbold	Curzon	Hepburn
Bradley	Call	Cobbs	Cussons	Hern
Bramwell	Calvert	Cobby	Dalton	Hoby
Branch	Camp	Coburn	Daniel	Hodgkinson
Brandis	Campion	Cock	Daniels	Holliday
Brandon	Canham	Cockayne	Darby	Hopkin
Branum	Cann	Cocke	Davidson	Hopkins
Bray	Cannan	Cockerell	Davis	Howard
Brearily	Carlile	Cockerill	Davison	Hudson
Breckenridge	Carlisle	Cocks	Dawkins	Hughes
Breedlove	Carlson	Coffin	Day-Lewis	Illidge
Brent	Carpenter	Cole	De Morgan	Isitt
Brenton	Carrier	Coleclough	Deal	Jackson
Brett	Carrington	Colegrove	Denham	Jacobs

Jacobson
 Janes
 Jensen
 Jerald
 Jerrold
 Johanson
 Johnson
 Jones
 Josephson
 Keaton
 Kendall
 Kerry
 Langtry
 Large
 Lawrence
 Laycock
 Leonard
 Mainwaring
 Maitland
 Mallory
 Marwaring
 Marcus
 May
 Mayall
 Maye
 Mayhew
 Meyers
 Meynell
 Michaels
 Michaelson
 Michelson
 Middleton
 Morris
 Mort
 Mosley
 Myers
 Myerscough
 Neilson
 Neilson
 Nelson
 Newbury
 Nicholson
 Nordell
 Norman
 Norton
 Osborn
 Outhwaite
 Paddick
 Parker
 Passy
 Paterson
 Paulson
 Payne
 Paynter
 Penberthy
 Pennington
 Pennington
 Peterson
 Philbrook
 Philippson
 Pike
 Porter

Poulter
 Pullen
 Ravenshaw
 Reed
 Renshaw
 Reynell
 Reynolds
 Richardson
 Robin
 Robinson
 Robison
 Rodham
 Samuelson
 Sartorius
 Savidge
 Scantlebury
 Scarisbrick
 Scrope
 Seymour
 Sharpe
 Shayne
 Shelton
 Shriver
 Sikes
 Simpson
 Smith
 Smollett
 Stapleton
 Steevens
 Stephen
 Stephenson
 Stevenson
 Stockdale
 Strickland
 Stumbles
 Swash
 Sykes
 Taylor
 Thomas
 Thomason
 Thompson
 Thomson
 Treffry
 Trueman
 Truman
 Twynam
 Wainwright
 Ward
 Warren
 Watkin
 Watkins
 Webbe
 Wells
 Westerman
 Weston
 Wetherell
 Whately
 Wheatley
 Whistler
 White
 Whittingham
 Widdrington

Wilby
 Willcocks
 Willett
 Williamson
 Willson
 Wilson
 Windus
 Wintour
 Wood
 Woodson
 Woolgar
 Worsley
 Worthington
 Wright
 Wylde
 Yallop
 York

SCOTTISH

Abercrombie
 Abernethy
 Adair
 Addison
 Affleck
 Akins
 Allen
 Anderson
 Andrews
 Armstrong
 Athol
 Avery
 Bailey
 Baillie
 Bain
 Baird
 Balfour
 Ballantine
 Ballantyne
 Barr
 Bates
 Bates
 Beaton
 Beattie
 Beatty
 Begg
 Bellenden
 Blackwood
 Bowie
 Boyd
 Breckenridge
 Brodie
 Broun
 Brown
 Buchanan
 Buglass
 Buick
 Burns
 Cadell
 Caird
 Cairns
 Calhoun
 Cameron

Campbell
 Cathcart
 Cathey
 Chalmers
 Drummond
 MacBain
 MacDougall
 Morrison
 Clyde
 Cochrane
 Cockburn
 Colhoun
 Colquhoun
 Connor
 Craig
 Creelman
 Crichton
 Cummings
 Cunningham
 Curry
 Dalziel
 Davidson
 Douglas
 Dove
 Duncan
 Duncanson
 Dunlop
 Farquhar
 Ferguson
 Fitzduncan
 Forsyth
 Fraser
 Gibbs
 Gibson
 Gilchrist
 Gilfillan
 Gillespie
 Gilmore
 Gordon
 Graham
 Grant
 Gray
 Hamilton
 Harris
 Harris
 Hayes
 Henderson
 Hepburn
 Hetherington
 Howie
 Hume
 Johnson
 Johnston
 Keith
 Kennedy
 Kerr
 Kyle
 Laird
 Lamont
 Mac Domangairt
 Mac Ehdach
 MacArthur

MacAuley
 MacColl
 MacEwan
 MacFadyen
 MacFarquhar
 MacGregor
 MacIntyre
 MacIsaac
 MacKinley
 MacLachlan
 MacLean
 MacLellan
 MacLeod
 MacNeil
 MacPhail
 MacPhee
 MacQuarrie
 MacTaggart
 Macaulay
 Macdonald
 Mackay
 Mackenzie
 Macklin
 Macpherson
 Maitland
 Marwick
 Matheson
 Maxwell
 McAfee
 McAllister
 McAllister
 McAndrew
 McArdle
 McArthur
 McAulay
 McAuley
 McCabe
 McCain
 McCann
 McCardle
 McCawley
 McCloskey
 McCloy
 McClure
 McConnell
 McCracken
 McCreadie
 McCrory
 McCulloch
 McCully
 McCunn
 McCurdy
 McCutcheon
 McDaniel
 McDermott
 McDougall
 McDuffee
 McDuffie
 McElroy
 McFadden
 McFadyen
 McFall
 McFarland



McFarlane
McGann
McGill
McGillicuddy
McGillivray
McGowan
McGrady
McGrath
McGraw
McGriff
McGuinness
McGurk
McIlroy
McIlvaine
McIntosh
McIntyre
McIver
McKean
McKee
McKeon
McKusick
McLachlan
McLaren
McLaughlin
McLaurin
McLean
McLellan
McLennan
McMahon
McManus
McMillan
McNab
McNabb
McNamara
McNeill
McNiven
McNulty
McPhee
McPherson
McQuarrie
McQueen
McQuillan
McSweeney
McTaggart
Melville
Menzies
Middleton
Moffat
Morris
Morrison
Morrison
Munro
Murdoch
Nisbet
Nisbeth
Norman
Ogilvie
Ogilvy
Paterson
Patterson
Penney
Purves
Rankin
Reid
Richardson
Robertson
Russell
Muir
Shields

Simpson
Smollett
Stevenson
Stewart
Stewart
Stuart
Taylor
Thomson
Wilson
Wood

IRISH

Adair
Ahearn
Ahern
Akins
Andrews
Barrett
Barry
Behan
Bergin
Brady
Breckenridge
Brennan
Breslin
O'Brien
Brody
Brogan
Burke
Burns
Butler
Byrne
Cadigan
O'Cahan
Cahan
Cahill
Callaghan
Callahan
Campbell
Canavan
Carey
Carmody
Carr
O'Carroll
Carroll
Carthy
Carty
Casey
Cavanagh
Christy
Christy
Clarke
Cohan
Coleman
Colley
Collins
Conlin
Conlon
Connolly
Connor
O'Connor
Coogan
Cooley
Cooney
Corcoran
Cornally
Corrigan
Costello

Costigan
Coughlin
Craig
Cree
Creedon
Creelman
Crossan
Crotty
Cudahy
Curran
Curry
Cusack
D'arcy
Davison
Deasy
Defreine
Delaney
O'Dell
Dempsey
Dennehy
Devereux
Dillon
Doherty
Doherty
Dolan
Donnellan
Donnelly
Donovan
Doody
Dooley
Dorgan
Dove
Dowd
Doyle
Driscoll
Duffy
Dugan
Dunegan
Dunne
Durnan
Dwyer
Egan
O'Farrell
Farrell
Fergus
Ferrell
Finnerty
Fitz
FitzGerald
Fitzhenry
Fitzmaurice
Fitzmorris
Fitzpatrick
Fitzstephen
Flanagan
Folan
Foley
O'Friel
Gaffney
Galvin
Gavigan
Geoghegan
Geraghty
Gillan
Gillen
MacGillick
Gilmore
Gogarty
Golden

O'Grady
O'Griffey
O'Griffin
Griffin
Halvey
O'Hare
Haren
Haughey
Hayes
Healey
Henry
Hern
Hession
Hickey
Hopkins
Horan
Ó Neill
Joyce
Kavanagh
Kearney
Keating
Keenan
Keeney
Kelly
Kennedy
Kiernan
Killelea
Lally
O'Lawlor
Leahy
Leonard
Loughlin
Lynch
Lyons
Mac Néill
MacAuley
MacDermot
MacDermot Roe
MacDermott
MacIsaac
MacKenna
MacKinley
MacLellan
MacShane
Macaulay
Macken
Madden
Magee
Maguire
O'Malley
Mangan
Maxwell
McAfee
McAleer
McAllister
McAndrew
McArdle
McAulay
McAuley
McCabe
McCahill
McCain
McCann
McCardle
McCarthy
McCarty
McCawley
McClanahan
McCloy

McConkey
McConnell
McCormick
McCourt
McCoy
McCracken
McCready
McCruy
McCully
McCutcheon
McDaniel
McDermott
McDiarmid
McDuffee
McDuffie
McElroy
McFall
McFarland
McFarlane
McGann
McGill
McGillicuddy
McGillivray
McGinn
McGoohan
McGowan
McGrady
McGrath
McGraw
McGriff
McGuckin
McGuinness
McGuire
McGurk
McIlroy
McIlvaine
McInerney
McIver
McKean
McKee
McKenna
McKeon
McKillip
McKusick
McLaren
McLaughlin
McLaurin
McLellan
McLoughlin
McMahon
McManus
McNabb
McNally
McNamara
McNeill
McNulty
McPherson
McQuillan
McShane
McSweeney
O'Meara
Melville
Miley
Milligan
Monaghan
Moran
Morris
Murphy
Neilson

Nolan
Norman
O'Connell
O'Davoren
O'Doherty
O'Donovan
O'Dwyer
O'Hagan
O'Neal
O'Rourke
O'Shane
O'Toole
O'Ceann
O'Donnell
O'Donoghue
O'Dowd
Odran
O'Flaherty
O'Neill
Orr
O'Shaughnessy
Pelan
Penney
Quilty
Quinlivan
Quinn
Rafferty
Raftery
Rankin
Reagan
Regan
O'Reilly
Reilly
Reynolds
Riley
Rowlan
Ryan
Ryan Tubridy
Scully
Shannon
Shields
Stephenson
Sugrue
O'Sullivan
Sullivan
Sweeney
Tobin
Toner
Walsh
Walshe
Ward
Welsh
Whelan
White

FRENCH

Achard
Aimee
Alain
Alkan
Allaire
Allard
Ames
Arene
Arnaud
Aubin
Auclair
Bachelier

Baptiste
Barbeau
Barbier
Barnier
Barre
Barthez
Beaudry
Beaulieu
Beaumanoir
Beaupre
Beauvilliers
Bédard
Belanger
Bellange
Bellegarde
Bellemare
Benoist
Benoit
Benveniste
Berard
Bergen
Bergen
Berger
Bergeron
Bernard
Bernheim
Bernier
Berr
Berthier
Besserer
Besson
Bethune
Bettencourt
Beyincé
Blais
Blanc
Blanchard
Blanchet
Blanchett
Blanqui
Boissieu
Bonald
Bonnaire
Bossong
Bouchard
Boudreaux
Boulanger
Bourque
Boutin
Boyer
Brézé
Bruguière
Brun
Brun
Buffet
Buffett
Bureau
Butler
Caffarelli
Carey
Carrier
Carrière
Carter
Cartier
Castel
Chabot
Charpentier
Chenault
Cheval

Chouan
Claude
Clement
Cloutier
Conrad
Côté
Coutu
Couture
Couturier
Céline
D'Aoust
D'Arras
Darmesteter
De Bourdeille
De Saint-Pierre
DeBrosse
DeRose
Deblois
Delanoë
Delashmit
Delmas
Delorit
Demers
Deschanel
Desjardins
Desmarais
Deveaux
Devereaux
Devereux
Diabaté
Diagne
Diarra
Doucet
Dubois
Duchesne
Dumont
Duquette
Duverger
Fabre
Favre
Florit
Forbin
Fortin
Fouquet
Fouqué
Fournier
Frey
Gagnon
Gagné
Gariépy
Garnier
Gasnier
Gaudin
Gauthier
Geoffroy
Girard
Gomis
Gosselin
Gramont
Granger
Grenier
Guillory
Hébert
Hubbert
Jean
LaClaire
Lachance
Lalande
Lalonde

Lamont
Landry
Larocque
Lavoie
Le Tallec
LeClerc
Leblanc
Lebrun
Leclair
Lefèvre
Lefébure
Lemieux
Lentine
Lenoir
Lessard
Letourneur
Levesque
Marcel
Marchand
Marot
Martel
Martineau
Massé
Mathieu
Matthieu
Maurice
Maxime
Messier
Michaud
Michel
Morin
Ménar
Ouellet
Pacey
Paradis
Parent
Paré
Passy
Pelan
Pelletier
Peltier
Pernet
Picard
Piccard
Pienaar
Pilat
Poirier
Poulin
Preher
Primeau
Pélissier
René
Richard
Rivard
Robert
Rochat
Rochefort
Seymour
Silvestre
Sores
Sébastien
Thomason
Tondre
Tremblay
Trottier
Vaillant
Villon

WELSH

Abse
Baynham
Beavan
Bevan
Bowen
Burdney
Cadwallader
Coslett
Craddock
Davies
Elis
Evans
Griffin
Griffith
Harris
Howell
Jones
Llywelyn
Morgan
Morris
Owen
Price
Stephen
Thomason
Walsh
Welsh



Beat TO QUARTERS

I, name , aged age , native of nationality and son of a social class
 and devoutly religion , do hereby join the navy of King George III serving as a profession ,
 on His Majesty's Ship ship name at the rank of rank

MEASURES

 Guts Current
 Discipline Current
 Charm Current
 Influence Current

SKILLS

 Awareness
 Command
 Courtesy
 Diplomacy
 Engineering
 First Aid
 Gambling
 Gunnery
 Haggle
 Intimidate
 Intrigue
 Maritime
 Music
 Profession ()
 Purser
 Riding
 Romance
 Scavenge
 Seamanship
 Skulduggery
 Soldiering
 The Arts

WEAPONS

 Musket
 Pistol
 Sword
 Brawl
 Knife

PERSONAL REPUTATIONS

 INJ MAIM DEAD
 INJ MAIM DEAD
 INJ MAIM DEAD
 INJ MAIM DEAD
 INJ MAIM DEAD
 INJ MAIM DEAD

INSTITUTION REPUTATIONS

 INJ MAIM DEAD
 INJ MAIM DEAD
 INJ MAIM DEAD
 INJ MAIM DEAD
 INJ MAIM DEAD
 INJ MAIM DEAD

SHIP MORALE

Your Ship INJ MAIM DEAD

PERSONAL HEALTH

Your Health INJ MAIM DEAD

WEALTH

 Your Wealth INJ MAIM DEAD
 Booty 1. 2. 3. 4. 5. 6.

TRAITS

1.
 2.
 3.
 4.
 5.
 6.
 7.

CURIOS

Beat TO QUARTERS

Name:
Rating:

Type:
Captain:

Traits:

SHIP DETAILS

Hull: □□□□□□□□□□ | □□□□□□□□□□ | □□□□□□□□□□
 Guns: □□□□□□□□□□ | □□□□□□□□□□ | □□□□□□□□□□
 Crew: □□□□□□□□□□ | □□□□□□□□□□ | □□□□□□□□□□
 Rigging: □□□□□□□□□□ | □□□□□□□□□□ | □□□□□□□□□□

Broadside: _____

Speed: _____

Handling: _____

Origin:
 Tradition:
 Superstition:
 Appearance:
 Celebration:

CREW MEMBER	NAME	SKILL	DISPOSITION
Sailing Master:	_____	_____	(_____)
Boatswain:	_____	_____	(_____)
Gunner:	_____	_____	(_____)
Marine Officer:	_____	_____	(_____)
Surgeon:	_____	_____	(_____)
Purser:	_____	_____	(_____)
Lieutenant:	_____	_____	(_____)
Lieutenant:	_____	_____	(_____)
Midshipman:	_____	_____	(_____)
Crew:	_____	_____	(_____)
Crew:	_____	_____	(_____)

REPUTATIONS

_____ INJ MAIM DEAD
 _____ INJ MAIM DEAD
 _____ INJ MAIM DEAD
 _____ INJ MAIM DEAD

CAPTAIN

Personality:
 Personality:
 Person of Influence:
 Person of Influence:

Beat TO QUARTERS

Mission Name:		
Number of Challenges:	Challenges	Success?
Deadline: []	1.	[]
	2.	[]
	3.	[]
Reward	4.	[]
	5.	[]
	6.	[]
	7.	[]
	8.	[]
Failure	9.	[]
	10.	[]
Notes:		

Mission Name:		
Number of Challenges:	Challenges	Success?
Deadline: []	1.	[]
	2.	[]
	3.	[]
Reward	4.	[]
	5.	[]
	6.	[]
	7.	[]
	8.	[]
Failure	9.	[]
	10.	[]
Notes:		



Boarding	Broadside!	Long Range	Visual	Far Sight	Horizon
0	1	2	3	4	5

Afterword

The sea has always been part of my life but I never realised how much until recently. I grew up a couple of miles from the beach and spent every summer weekend playing in rock pools. There were things that I took for granted then – amazing cliffs and caves, waves and fresh fish. It was only when I moved to the Midlands that I realised how much I missed it. Now, I live over the mouth of the Tyne and see ships passing every day. If I want to, I can pop down to the ferry and take a ride on the water. A little further along the road there is a massive monument to Cuthbert Collingwood, surrounded by the real cannons from the Royal Sovereign. It is fantastic and I think this renewed love of the sea is what has driven the three year process that has ended with this book.

Beat to Quarters (and Duty & Honour before it) are the culmination of a dream to design a role-playing game that I have held close since I was 15 years old. If you had asked me then what the subject matter of my game would have been, I would have told you it was superheroes or dragons. I would have never guessed that it would have been the military of the Napoleonic Wars! Things have changed a lot for me in the last few years and my discovery of history as a hobby fired up this project and made it happen.

Of course, I couldn't have done this by myself – I have been helped since Day One by a load of people. I have gained support, education and inspiration from the guys in Collective Endeavour throughout the project. I have had the support of an excellent artist, Peter Frain, who can turn the simplest direction into wonderfully evocative figures. I have had the enthusiasm of the denizens of the Omnihedron Games forum and the Squared Circle forum. I have had the moral and practical support of my gaming family and the love and trust of my actual family. I cannot express my thanks enough to each and every one of you.

One other thing which has become apparent to me as I have researched this book is the importance of both the sea and the navy to the history and prosperity of this country. It has made me think seriously about issues such as fish conservation on one hand and the trials and tribulations of local fishermen on another. It has helped me recognise the role that was, and still is, being played by the Royal Navy both in protecting the country and in helping people around the world. Moreover, it has brought home the reality once again of people risking their lives so that we might be able to play on those beaches and enjoy that fish.

So, as you play Beat to Quarters, take a moment to remember those men and women who sail the modern seas and still, to this day, put themselves 'In Harm's Way' for the nation.

Neil Gow
Omnihedron Games



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“Deck! Sail! French Frigate, *Amelie*, 28 guns Sir! She’s seen us!”

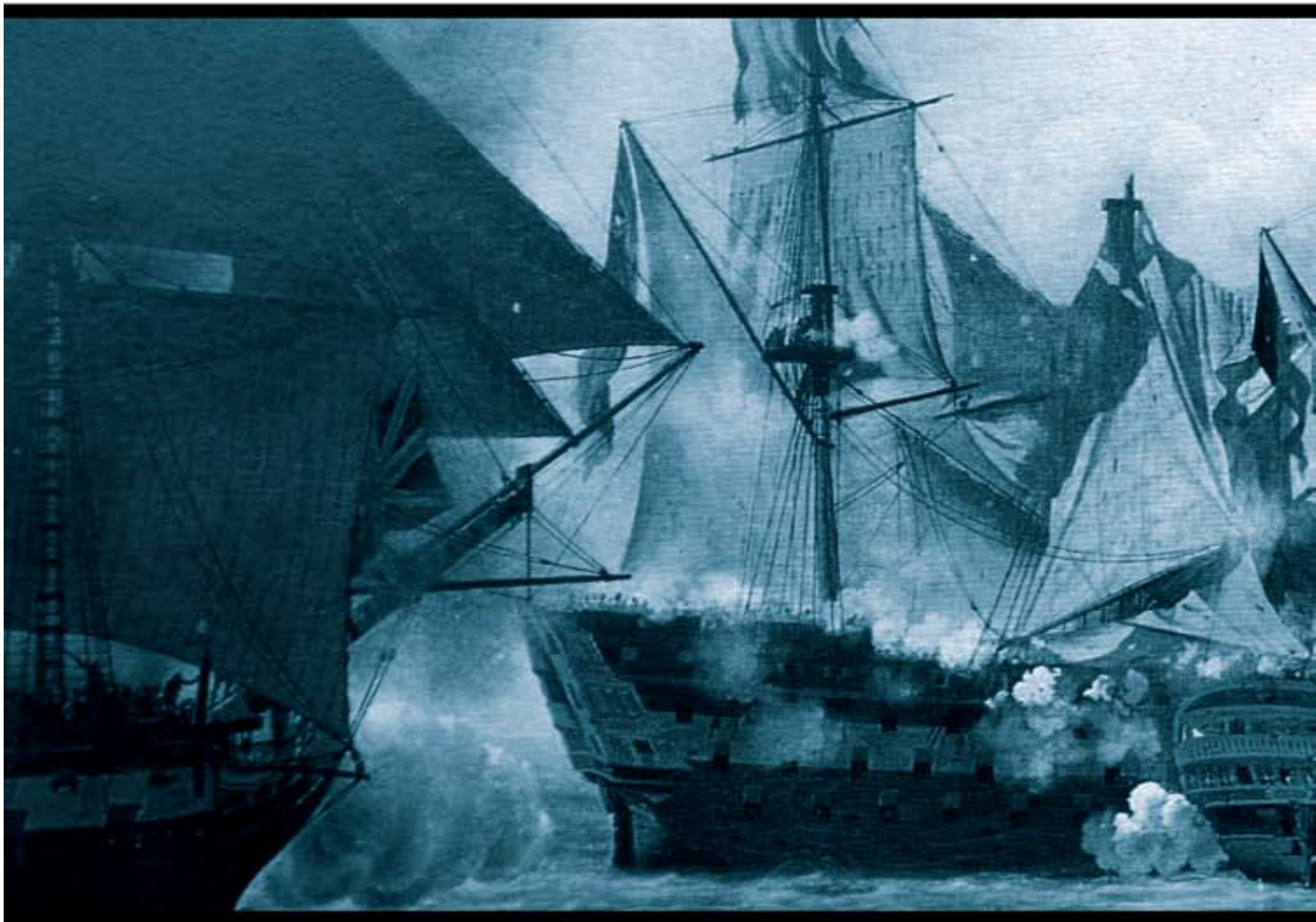
“Thank you Mr. Watson. Higgins, my compliments to the cook but dinner will have to wait. Mr. Brown, bring us around - I mean to engage her before sundown.”

“Aye Aye Sir!”

“Mr Scott-Hargreaves, have the ship cleared for action ... and Beat to Quarters!”

Inspired by the novels of *Forester* and *O’Brien*, **Beat to Quarters** takes you on a voyage of action and intrigue during the Age of Sail. Fight the French with cutlass, pistol or cannonfire as you sail one of the mighty ships of the Royal Navy into battle.

Beat to Quarters is a stand-alone game that is also fully compatible with *Duty & Honour*



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