

Kingdom Fleets Game Rules

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Beginning the game

- Players agree to a gold cost limit - a typical game has a 100 gold cost limit.
- Assemble your fleet: Choose ships all from the same faction whose gold cost sum is less than or equal to the agreed limit. Additionally can pay for characters and equipment.
- Set up table
 - 3'x3' with 1D2 terrain pieces.
- The game is played with ten sided dice, called a d10. Rolls of 1 always fail, rolls of 10 always succeed. When dealing with fractions, always round up.

Turns

The game is played in turns. The turns are divided into the orders phase, activation phase, close quarters phase and morale phase. Each ship gets to activate once per turn, alternating between players.

Orders phase

-Issue Orders: For each of their ships, players select a maneuver in secret from those possible on that ship's maneuver selector and place the selector face down on the table.

Activation Phase

- Opposed Captain Level Check: Winner chooses who activates first.
- Players alternate activating one ship at a time.
- Generate Manpower: Put a manpower token the activated ship's card for each remaining crew squad aboard.
- During its activation, in any order, a ship's crew can expend manpower to:
 - A. Maneuver the ship - according to its orders this turn
 - B. Fire cannons - Each manpower fires up to two cannons.
 - C. Shoot Handheld firearms - crossbows, muskets, longbows, pistols, blunderbuss, etc.
 - D. Clear conditions - burning, poison, confusion, panic, sleep, enchantments, etc.
 - E. Repair Damage - can repair hull, patch sails, or heal crew
 - F. Character action - characters aboard can use special abilities, cast spells, etc.

A. Maneuver the ship

Each ship's maneuver set is located on its selector. Maneuvers have a length, turn angle, and manpower cost. The maneuver selected in the order phase must be performed during the ship's activation, unless there is inadequate manpower. If there is inadequate manpower the remaining manpower is expended and the ship may not move this turn.

When performing a maneuver, expend the required manpower. Then place the corresponding template's rear edge flat on the front edge of the ship. Remove the ship from the water's surface, and place it so its rear edge is flat against the front edge of the template. Flat for these purposes means that some length of the ship's base edge is touching along some length of the template, including corner to corner touching where the edges are parallel.

A.1. Encountering other ships:

During a ship's activation, an encounter occurs if any part of the movement template or any part of the activated ship's base in its location before or after the maneuver would touch or overlap with another

ship's base. If this occurs, do not move the ship yet. To determine the outcome the captains of each vessel have an opposed captain level check.

This check is modified by the size category of the vessels involved: light: +2, med: 0, heavy: -2, super heavy: -4. As well, the activated ship receives a +2 bonus to the roll-off.

A.2. Ram or swerve?

The winner of the roll determines whether there is a ram or a swerve.

If there is a swerve, no ram takes place - the activated ship continues on its course, ignoring the other vessel. If there is a ram, the activated ship may damage the hull of the opposing ship according to the formula:

Hull damage = Activated boat's size category - Opposing boat's size category + ram speed
(If this is less than zero, treat it as no damage).

If a ram took place, the activated boat must then park unless the other boat has been sunk.

Also it must park if there is not adequate movement left within its maneuver to allow it to land clear of the other ship, regardless of whether a ram or swerve took place.

If the activated boat has parked, Stop it at the point in its path in which a corner in its front facing first came into physical contact with the other boat. Rotate it about this corner until its front edge comes into flush contact with one of the other boat's contacted facings. The owner of the activated ship determines how far along the facing of the other ship to place the activated ship, as well as which facing, should there be multiple facings it came into contact with.

A.3. Board enemy or stay?

Upon parking two opposing vessels together, an opposed captain level check is required.

The winner decides whether boarding takes place. If boarding takes place, the ships are now considered to be engaged.

A.4. Disengaging

If at the beginning of a ship's activation it is engaged, and its owner wishes to disengage, it may attempt to do so. Roll an opposed captain level check with a -4 modifier. The winner decides whether the ships are now considered to be disengaged or still engaged. The activated ship, if disengaged, may now move away, ignoring the other ship for purposes of an encounter. If the ship fails to disengage, it may not move away and the manpower cost of the maneuver is still spent.

B. Firing Cannons

Each ship has the number of guns listed in that ship's fore, sides, and aft arcs of fire. When firing, choose how many cannons will be fired at each target within that arc, up to the maximum. An arc extends outwards from the corners of the ship's base at a 45 degree angle from the edge. One manpower token is expended for up to two cannon shots. Use the AIM of the crew, and check the range of the target:

0-3" Point blank range, +2 to hit

3"-8" Short range: +0 to hit

8"-12" Medium range: -2 to hit

12-18" Long range: a natural 10 is needed to hit target.

18"+ Out of range; No hits can be scored.

Target ships with portions of their base within two or more range categories are always considered to be in the shortest of those categories.

The cannon hit roll is modified by:

Ship is engaged by enemy: -2 to hit

Heavy seas: -1

Smoke/fog: -1

Fast maneuvers: -1

Firer size small: -1, med: 0, heavy: +1, super heavy: +2

Any cannon shot scoring a hit is resolved to either the Hull, decks or sails.

Roll 1d10 to determine where the shot lands:

Hull: 1-2

Decks: 3-5

Sails: 6-10

Each ship card has an individual value of armor and hit points listed at the bottom for its sails, decks and hull. To determine the damage, conduct a damage roll (see damage roll rules) using the cannon's power (POW) vs the armor (ARM) of the corresponding area of the target ship.

Mark the damage somehow. It is suggested to use a dry-erase marker on the target ship's card.

Damage to the ship's hull slows it. When the hull is reduced to 0 hp, the ship sinks. Remove it from play. The decks of a ship protect crew from cannon blasts. When the decks are destroyed, any subsequent damage to the decks (including damage from the same volley) is resolved on crew instead, rolling vs the crew's armor instead.

Damage to the sails of a ship begins to slow it. When the sails are completely destroyed, it may not move under wind power. Some ships lack sails, in this case treat shots landed on sails as misses instead.

Damage Rolls

Whenever an attack hits, consult the table below to see if any damage results.

Defender's ARM	
	1 2 3 4 5 6 7 8 9 10
1	6 7 8 9 10 10 10 10 10 10
2	5 6 7 8 9 10 10 10 10 10
3	4 5 6 7 8 9 10 10 10 10
4	3 4 5 6 7 8 9 10 10 10
5	2 3 4 5 6 7 8 9 10 10
6	1 2 3 4 5 6 7 8 9 10
7	1 1 2 3 4 5 6 7 8 9
8	1 1 1 2 3 4 5 6 7 8
9	1 1 1 1 2 3 4 5 6 7

10	1	1	1	1	1	2	3	4	5	6
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Columns are Attacker's POW.

If the roll is greater than or equal to the target number, the target has been damaged.

Alternatively, the formula can be used:

Target number = 6 + ARM - POW.

This may result in a target number less than 1, or greater than 10.

Rolls of 1 always fail, and rolls of 10 always succeed.

C. Shoot Handheld Firearms - Handheld firearms can be purchased as equipment cards for some crew. For each instance of firearms present, one crew unit may fire them. Roll to Hit using the AIM of the crew, Roll to damage using the firearm's POW vs ARM. Can be used to call shots on enemy hulls, crew, decks or sails. Typically can only be fired at point blank range or short range. When targeting enemy crew engaged in combat with friendly crew, roll is modified by -4 to hit, with results of 1 resolved against friendly crew.

D. Clear Conditions - Costs one manpower per condition. Sometimes there are multiples of the same condition on a vessel, which requires that number of manpower to clear.

E. Repair Damage - Costs two manpower to patch a hull hole or repair a sail. Simply remove the manpower and then erase the corresponding amount of damage.

F. Character Action - Character actions are specified on the respective character card, and can be used for various purposes including increased aim, casting spells, terrorizing enemies, etc.

Close Quarters Phase

Close combat takes place after all ships have activated. The crew of each engaged ship may fight in close quarters at a cost of one manpower per attack roll. Players alternate choosing crew to attack with starting with the winner of an opposed commander level check. If a ship's crew boarded this turn, that crew attacks first in that combat. Roll to hit with melee skill vs enemy's melee skill. For any hits, then roll to wound with crew's power vs opponent's armor, and mark damage.

Morale phase

After a combat, for each ship's crew involved, total all crew squads killed in combat and compare the score with the enemy ship(s) involved in the same combat. The loser of the combat is the ship's crew who suffered more losses than their opponent. Roll once for each ship's crew that lost in combat.

Morale test result = 1d10 + combat score difference - captain level.

Consult the table below, the winner decides the outcome, up to that entry number.

- 0: No retreat!: Morale automatically passed - no effect.
- 2: Shaken: Lose 1 manpower generated next turn.
- 3: Parley: (pirates option) - 1d10 gold won
- 4: Looted: 1d10 gold won, ship not won, crew not killed.
- 4: Panicked: Lose one third of total generated manpower next turn (round losses up).
- 5: Terrorized: Lose one half of total generated manpower next turn (round losses up).
- 6: Ransom: (pirates option) - 2d10 gold taken, ship and captain unharmed, 2 crew taken.
- 7: Surrender: Ship is won, crew and captain imprisoned, all lewt taken

- 7: Mutiny: (pirates option) captain killed, crew, lewt and ship won
8: Jump ship: Crew drowned, ship taken. Captain imprisoned or drowned.
10: Blood sacrifice: (viking option) all crew and captain slaughtered like cattle and flayed open.

Cards:

- Ship cards - Stats include type, name, gold cost, captain level, cannons, armor, HP, tack/jibe cost, special rules, special abilities, faction, etc.
- Character Cards - Captains, wizards, special characters including ninjas, thieves
- Crew Cards - melee, aim, power, armor, weapons, special rules.
- Equipment cards - Special guns, ammo, extra armor, etc.