

Addendum #1: Sovereign Seas Light

This addendum to the Sovereign Seas Lite game is being provided to support those players who want to design their own ships and experiment with some ideas of their own with the game system. Initially, we at Bonegames had intended to base a family of tactical games on the Sovereign Seas Lite game system that would be tied together into a campaign system by a future strategic level rules system. This project was abandoned when play testing of SSL indicated that large forces were too unwieldy for players to use and hence would reduce the enjoyment of the game. Since any real campaign system for this time period would have to support a large, climatic, naval battle like Lissa, work on this portion of the game stopped too.

This addendum contains five parts. The first part is a sheet listing the criteria that I used to construct vessels for use in the Sovereign Seas Lite game. The second part of this addendum are three sheets of Master Gun tables detailing preliminary statistics of various naval weapons. Please note that this is a very early list (~1990 time frame) and the data might no longer fit well into the game.

The third part of the addendum consists of the rough draft of the LSSO rules. These rules incorporate many additional tropics that were left out of SSL 2.0 in order to keep the game small. Please note that these rules have never been play-tested and incompatibilities between the various points of the rules are sure to exist. In addition, there will be sections that are missing or incomplete. The purpose of including these beta rules is to give those interested an insight of where I was wanting to take the design of the game to. Those wishing to use these rules for play are advised to expect problems and amiably resolve any conflicts as they occur.

The last two parts of the addendum contain the original Sovereign Seas v1.0 ship lists and a plate of maneuver cards for use as described in the beta rules of v3.0. I included the ship list since v1.0 of Sovereign Seas is hard to find now and several people have asked for the expanded ship list.

Thank you for your continuing interest in the Sovereign Seas Lite game system. Please remember that Joshua Howard and I own all rights to Sovereign Seas, Sovereign Seas Lite and all material presented in this Addendum as described in the legal notice on page 21 of this document. As we at Bonegames are working on other game projects, I do not expect any more serious work to be performed on Sovereign Seas Lite unless there is enough interest in the game to warrant further development.

Thank you very much,

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Part 1: DYO Ship Control Logs for Sovereign Seas Lite

Hull Points = max tonnage/500. Round down.

If the vessel had no compartmentalization or was poorly constructed then I subtracted 15% from the hull points. Conversely, if the ship was strongly constructed or well compartmented then I added an additional 15%.

Turn rate = hull length/200 +1. Round down.

This is based upon the PSL naval miniatures rules but it should be obvious that a longer vessel has a larger turning radius.

Size Modifier = Judgement call.

Ships with a hull length beteen 200'-300' are +0, 300'-400' are +1, 100'-200' are -1 and vessels ≤ 100' are -2. Vessels with a sailing rig are +1. The height above the waterline should be taken into account since the game is based upon direct fire principles.

Steam Speed = divide the maximum speed of the vessel by 1.185. Round down.

Acceleration = See below.

Single screw = 20% of maximum vessel speed; double screw = 25% of maximum vessel speed; triple screws and above = 30% of maximum vessel speed. This is just a guess on my part.

Armor = See below.

First convert the armor type used on the vessel into an equivalent thickness of iron. Use the following scale:

12" wood = 1" iron = .75" compund armor = .65" steel = .5" harvey steel = .4" Krupp steel

The equivalent thickness is now graded as shown in the following table.

IRON (in)	GRADE	IRON (in)	GRADE	IRON (in)	GRADE
None	—	16-18	I	34-36	R
1-2	A	18-20	J	36-38	S
2-4	B	20-22	K	38-40	T
4-6	C	22-24	L	40-42	U
6-8	D	24-26	M	42-44	V
8-10	E	26-28	N	44-46	W
10-12	F	28-30	O	46-48	X
12-14	G	30-32	P	48-50	Y
14-16	H	32-34	Q	50+	Z

Use the maximum belt thickness for the belt. For casemants and turrents use the thickest armor listed. Barbettts are decreased 1 armor grade to demonstrate the effects of having an open mount. Use your judgement in giving armor values to vessels. Many vessels had poorly laid out armor arrangements. Feel free to increase/decrease the armor rating of a particular vessel if you believe circumstances warrant it.

Part 2: Master Gun Lists

British Master Gun List

CODE	ID	Range	0	1	2	3	4	5	6	7	8
A	6.3" MLR	Pentration	B	B	B	A	A	A	—	—	—
		FPs	2	2	2	1	1	1	1	1	1
B	7" MLR	Pentration	C	C	C	B	B	B	A	A	A
		FPs	7	6	6	5	4	4	3	3	2
C	8" MLR	Pentration	D	D	D	C	C	C	B	B	B
		FPs	6	5	5	4	4	3	3	2	2
D	9" MLR	Pentration	E	E	E	D	D	D	C	C	C
		FPs	4	4	3	3	3	2	2	2	1
E	10" MLR	Pentration	F	F	F	E	E	E	D	D	D
		FPs	7	6	6	5	4	4	3	3	2
F	11" MLR	Pentration	G	G	F	F	E	E	E	D	D
		FPs	9	8	7	7	6	5	4	4	3
G	12"/12	Pentration	G	G	G	F	F	F	E	E	E
		FPs	10	9	8	7	7	6	5	4	3
H	12"/13.5	Pentration	H	H	H	G	G	G	F	F	F
		FPs	12	11	10	9	8	7	6	5	4
I	12.5" MLR	Pentration	I	I	I	H	H	H	G	G	G
		FPs	13	12	11	10	9	8	6	5	4
J	16" MLR	Pentration	L	L	L	K	K	K	J	J	J
		FPs	28	26	23	21	18	16	13	11	8
AA	12" BL	Pentration	K	K	K	J	J	J	I	I	I
		FPs	24	22	20	18	15	13	11	9	7
BB	13.5" BL	Pentration	P	P	O	O	N	N	M	M	M
		FPs	21	19	17	15	14	12	10	8	6
CC	16.25" BL	Pentration	R	R	R	R	Q	Q	Q	Q	Q
		FPs	30	27	25	22	20	17	14	12	9
DD	10" BL	Pentration	L	L	L	K	K	K	J	J	J
		FPs	17	15	14	12	11	9	8	6	5
EE	12"/35**	Pentration	R	R	R	R	R	Q	Q	Q	Q
		FPs	28	26	23	21	18	16	13	11	9
FF	12"/40**	Pentration	S	S	S	S	S	S	S	S	S
		FPs	28	26	23	21	18	16	13	11	9
GG	12"/45***	Pentration	Y	Y	Y	Y	Y	Y	Y	Y	Y
		FPs	28	26	23	21	18	16	13	11	9
HH	6" BL	Pentration	F	F	F	F	F	E	E	E	E
		FPs	2	2	2	1	1	1	1	1	1
AAA	6" QF	Pentration	F	F	F	F	F	E	E	E	E
		FPs	10	9	8	7	7	6	5	4	3
BBB	4.7" QF	Pentration	D	D	D	D	D	C	C	C	C
		FPs	11	10	9	8	7	6	5	4	3

British Master Gun List Continued

CODE	ID	Range	0	1	2	3	4	5	6	7	8
CCC	12pdr QF	Pentration	B	B	B	A	A	A	—	—	—
		FPs	5	4	4	3	3	3	2	2	1
DDD	6pdr QF	Pentration	A	A	A	A	—	—	—	—	—
		FPs	2	2	2	2	1	1	1	1	1
EEE	3pdr QF	Pentration	A	A	—	—	—	—	—	—	—
		FPs	2	2	1	1	1	1	1	1	1

French Master Gun List

CODE	ID	Range	0	1	2	3	4	5	6	7	8
A	55pdr SB	Pentration	B	B	A	—	—	—	—	—	—
		FPs	2	2	2	2	1	1	1	1	1
AA	7.6" BL	Pentration	B	B	B	A	A	A	—	—	—
		FPs	7	6	6	5	4	4	3	3	2
BB	9.4" BL	Pentration	E	E	E	D	D	D	C	C	C
		FPs	4	4	3	3	3	2	2	2	1
CC	6.3" BL	Pentration	B	B	B	A	A	A	—	—	—
		FPs	5	4	4	3	3	3	2	2	1
DD	5.5" BL	Pentration	B	B	B	A	A	A	—	—	—
		FPs	4	4	4	3	3	3	2	2	1
EE	27cm/st	Pentration	G	G	G	F	F	F	E	E	E
		FPs	10	9	8	7	7	6	5	4	3
FF	27cm/lg	Pentration	J	J	J	I	I	I	J	J	J
		FPs	10	9	8	7	7	6	5	4	3
GG	37cm	Pentration	Q	Q	Q	P	P	P	P	P	P
		FPs	19	19	17	15	14	12	10	8	6
HH	16.5" BL	Pentration	Q	Q	Q	Q	Q	Q	P	P	P
		FPs	30	27	25	22	20	17	14	12	9
II	34cm	Pentration	V	V	V	V	V	U	U	U	U
		FPs	31	28	26	23	21	18	14	12	9
JJ	30.5cm/st	Pentration	R	R	R	R	R	R	R	R	R
		FPs	26	24	22	20	17	15	13	11	9
KK	30.5cm/lg	Pentration	S	S	S	S	S	S	S	S	S
		FPs	26	24	22	20	17	15	13	11	9
LL	12"/45 BL	Pentration	Y	Y	Y	Y	Y	Y	Y	Y	Y
		FPs	28	26	23	21	18	16	13	11	9
AAA	6.4" QF	Pentration	F	F	F	F	F	F	F	E	E
		FPs	10	9	8	7	7	6	5	4	3
BBB	5.5" QF	Pentration	F	F	F	F	E	E	E	E	E
		FPs	8	7	6	5	4	4	3	3	2
CCC	3.9" QF	Pentration	C	C	C	C	C	B	B	B	B
		FPs	7	6	6	5	4	4	3	3	2
DDD	9pdr QF	Pentration	B	B	A	A	A	—	—	—	—
		FPs	7	6	6	5	4	4	3	3	2

Italian Master Gun List

CODE	ID	Range	0	1	2	3	4	5	6	7	8
AA	6.3" BL	Pentration	B	B	B	A	A	A	—	—	—
		FPs	5	4	4	3	3	3	2	2	1
A	8" MLR	Pentration	D	D	D	C	C	C	B	B	B
		FPs	6	5	5	4	4	3	3	2	2
B	10" MLR	Pentration	F	F	F	E	E	E	D	D	D
		FPs	7	6	6	5	4	4	3	3	2
C	11" MLR	Pentration	G	G	F	F	E	E	E	D	D
		FPs	9	8	7	7	6	5	4	4	3
D	17.7" MLR	Pentration	L	L	L	K	K	K	J	J	J
		FPs	31	28	25	22	18	16	13	11	8
BB	13.5" BL	Pentration	P	P	O	O	N	N	M	M	M
		FPs	21	19	17	15	14	12	10	8	6
AAA	6" QF	Pentration	F	F	F	F	F	E	E	E	E
		FPs	10	9	8	7	7	6	5	4	3
BBB	4.7" QF	Pentration	D	D	D	D	D	C	C	C	C
		FPs	11	10	9	8	7	6	5	4	3
CCC	6pdr QF	Pentration	A	A	A	—	—	—	—	—	—
		FPs	2	2	2	2	1	1	1	1	1

Austrian Master Gun List

		Range	0	1	2	3	4	5	6	7	8
A	24pdr	Pentration	B	B	A	—	—	—	—	—	—
		FPs	2	1	1	1	1	1	1	1	1
B	48pdr	Pentration	B	B	A	A	—	—	—	—	—
		FPs	2	2	1	1	1	1	1	1	1
C	7" MLR	Pentration	C	C	C	B	B	B	A	A	A
		FPs	7	6	6	5	4	4	3	3	2
AA	8" BL	Pentration	D	D	D	C	C	C	B	B	B
		FPs	6	5	5	4	4	3	3	2	2
BB	9cm BL	Pentration	B	B	B	A	A	A	—	—	—
		FPs	7	6	6	5	4	4	3	3	2
CC	9" BL	Pentration	K	K	K	J	J	J	I	I	I
		FPs	13	11	10	9	7	6	5	4	3
DD	24cm BL	Pentration	L	L	L	K	K	K	J	J	J
		FPs	17	15	14	12	11	9	8	6	5
EE	28cm BL	Pentration	N	N	N	N	N	N	M	M	M
		FPs	21	19	17	15	14	12	10	8	6
FF	30.5cm BL	Pentration	R	R	R	R	R	Q	Q	Q	Q
		FPs	28	26	23	21	18	16	13	11	9
AAA	15cm QF	Pentration	F	F	F	F	E	E	E	E	E
		FPs	10	9	8	7	7	6	5	4	3
BBB	4.7" QF	Pentration	D	D	D	D	D	C	C	C	C
		FPs	11	10	9	8	7	6	5	4	3

Part 3: Sovereign Seas Lite v3.0 Beta Rules

1.0 Introduction

The Sovereign Seas, Conflict in the Adriatic is the next product in support of the Sovereign Seas game system. The purpose of this expansion is to expand the game to cover various aspects of naval warfare between the years 1860 to 1900. In this expansion you will find rules that include: Crew Grades, Locomotive Torpedos, Torpedo Boats, Ship Formations, Sea States, and Design your own scenario guidelines. In addition, Conflicts in the Adriatic also includes historical scenarios based upon the naval battle of Lissa and extensive ship rosters for the Italian and Austrian navies and

Table of Contents

- A. Introduction
- B. Game Description and Conventions
 - 1. Optional Rules
 - 2. Crew Grades
 - 3. Ship Formations
- C. EOR (Even/Odd Randomizer)
- D. Ship Control Log
 - 1. Ship Log Description
 - 2. Ship Weapons
 - 3. Firing Arcs
 - 4. Armor Ratings
 - 5. Multiple Ship Counters
- E. Play Set Up
- F. Turn Sequence
- G. Advantage Determination Phase
- I. Movement Phases
 - 1. Ship Movement
 - 2. Ship Turing Procedure
 - 3. Stacking
 - 4. Formations
 - 5. Manuever Cards
- J. Combat Phases
 - 1. Ramming Attacks
 - 2. Gunnery Attacks
 - 3. Locomotive Torpedo Combat
- K. Damage Allocation and Effects
 - 1. Turret/Barbette
 - 2. Gun Battery
 - 3. Hull
 - 4. Speed Reduction
 - 5. Critical Hits
- L. End Phase
- M. Winning the Game
- N. Scenarios
 - 1. Fleet Engagement
 - 2. Convoy Attack
 - 3. Breakout
- O. Ship Control Logs
 - 1. Italian Ships
 - 2. Austrian Ships
 - 3. Neutral Ships

- P. Game Tables and Illustrations
- Q. Bibliography
- R. About BoneGames
- S. Legal Notice

B. Game Description and Conventions

The game scale is each hex represents 250 yards and 1 turn represents 5 minutes of time. Each unit represents one. All fractions round up.

B.1 Optional Rules

Optional rules must be agreed upon for use by the players before play is set up or as instructed in the notes for a scenario.

B.2 Crew Grades

There are four possible crew grades that a ship can possess. The grades from best to worst are: Crack, Veteran, Green, Poor. Crew grade modifiers are only used to modify the 'to hit' rolls for ram attacks, gunnery combat, and locomotive torpedo attacks. Table B.1.1 list the modifiers a ship incurs with a crew grade.

C. EOR© (Even/Odd Randomizer)

Sovereign Seas uses a unique system for randomization, called EOR. EOR uses the number of 'strikes' that result when 'dice' are thrown. Dice can be anything which can result in at least 2 mutually exclusive events – any die result can be said to either odd or even, a card from a shuffled deck is either red or black. A strike is one of the two results, agreed on by all players before play starts – an odd roll on a die, or a black card from a deck. By default, an odd result on a die is a strike. Because of this system any type of dice may be used, even if they are of different types. EOR events can be modified in two ways: +Zd or +Zs; where +Zs adds Z strikes automatically, and +Zd adds Z more dice. In Sovereign Seas Lite all modifiers are of the +Zd variety.

D. Ship Control Log

All ships represented in the game are described by a unique control log that has been stylized to represent the ship. The control log is used to keep track of the accumulation of damage a ship sustains in combat. The log also identifies and locates all weapons mounted on the vessel. When a ship takes damage the appropriate boxes and symbols are marked off. A sample control log is shown below.

Ship Control Log Example

1	Central Battery Ironclad Bellerophon 4.66	Pt: 59
2	CBIC 1/2 +1 Speed: 12/11/10/987654321	Accl: 2
3	(B)(CT) (MG)(MG)	
4	(C)[D][D][D][D][D]	
5	(B)[B](C)OO/OO/OO/OO/OO/O/O/O(B)[B][B]	
6	(C)[D][D][D][D][D]	

D.1. Ship Log Description

Lines 1, 2 and 3 are the title lines of the ship control log. Line 1 lists the ship type, name and the date at which the ship became operational. The number after Pt: is the point value of the ship for use in design your own scenarios. Line 2 begins the description of the ship with the type abbreviation. The abbreviation is used on the map counter to identify the type of the ship in play. The second item is the turn rate of the vessel. The third item is the size modifier used by opponents who engage this ship in gunnery combat. The fourth item is the maximum steam speed the ship is capable of moving. The final number on this line after the Acct. term is the acceleration factor of the ship. From the example shown above it is seen that the ship represented is a Central Battery Ironclad, it has a turn rate of 1/2, a size modifier of +1 and a maximum steam speed of 12. Line 3 of the title lines list the conning tower (CT) and magazines (MG) mounted on the ship. In the above example it is seen that this ship has an armored conning tower since an armor rating, (B) appears before the (CT) symbol and the two magazines.

Lines 4 through 6 represent the hull of the ship and the weapons mounted therein. The bow of the ship is towards the left of the log. The hull is represented by the line with the circles on the above example. This line

will be referenced throughout the rules as the hull line. Weapons above the hull line are on the starboard side of the vessel while weapons below the hull line are on the port side of the vessel.

D.2. Ship Weapons

Weapons appear as alphanumeric codes inside brackets on the hull lines and are referred to as batteries. The placement of the brackets indicates the type of mounting of the battery. The different types of mountings are explained below:

- [] single closed brackets indicate weapons in a casemate battery
- [[]] double closed brackets indicate weapons in a turret
-]] [[reversed double brackets indicate weapons in a barbette

D.3. Gun Firing Arcs

Weapons mounted above or below the hull line have either a port or starboard broadside firing arc if the weapon is in a battery mount. Weapons located in between the hull circles on the hull line are capable of firing to either broadside firing arc but cannot fire to the bow or stern of the ship. If the weapons are mounted in turrets or barrettes above or below the hull line then the weapons have a port or starboard end on firing arc. The starboard end on arc is the reverse of that shown below.

Weapons mounted outside the hull circles on the hull line are located on the ends of the ship. Such weapons have a forward arc if mounted on the bow of the ship or an aft arc is mounted on the aft of the ship.

Some gun mounts are special cases and have their own special firing arc noted in the ship notes. The two special arcs used in Sovereign Seas Lite are the special aft broadside arc and the special forward broadside arc. Starboard arcs are the reverse of the port arcs shown below.

D.4. Armor Ratings

Armor ratings for all parts of the ship are denoted as bold letters inside of brackets. Armor ratings are always listed before the part of the ship protected behind the armor. If the brackets are empty, like (), or are omitted then the systems are unprotected. The higher the letter the better the armor protection. On the ship log the armor rating in front of the conning tower box, (CT), applies only to the conning tower and not to the magazine boxes.

D.5 Multiple Ship Counters

Smaller combat vessels such as torpedo boats, torpedo gunboats, and torpedo boat destroyers are all represented by pieces that represent several vessels operating together as a squadron. Each group of hull points represent a single vessel and all vessels represented by the counter are represented on the ship control log. Such vessels have no speed reduction due to damage. They may not ram nor be rammed by any other vessel in the game. Multiship counters cannot be placed in a formation and receive no benefit or penalty for not being in a formation except that they have full freedom of action.

All hits on a multiship counter are treated as a hull hits. Critical hits automatically eliminate a single vessel from the ship roster. Although each counter is moved as a single unit each individual vessel represented can attack as an individual vessel.

E. Play Set Up

Players must first cut out the counters and make extra copies of the maps since 1 map is has insufficient space to play the game. It is recommended that the counters be mounted on heavier paper or glued to cardboard so that the pieces can be handled more easily.

Players select a scenario and set up the map board according to the scenario instructions. Each player copies a control log for each ship and then fills out a speed log for each vessel as per scenario instructions. If the scenario calls for a time limit then a turn record track must also be established at this time and maintained throughout the game.

F. Turn Sequence

The game is played in turns with each turn divided into the following phases:

- Advantage Phase
- Manuever Phase
- Impulse Phases
 - Movement
 - Conduct ram attacks
 - Gunnery Combat
- End Phase

G. Advantage Phase

In the Advanatage Phase, each player rolls 5 dice. The player with the higher number of strikes is the Advantaged player for that turn. Ties are re-rolled.

H. Manuever Phase

Both players secretly record the current speed of all divisions and free move ships in their fleet by selecting and placing a speed marker face down next to the ship counters. Each division is also given a manuever card and the appropriate impulse counters.

All ships have an acceleration factor noted on the ship log by Accl: #. This is the number of movement points that a ship can accelerate during the Manuever Phase of a turn. All ships decelerate at 1/2 the acceleration factor of the ship. Players cannot accelerate a ship to a speed that exceeds the current maximum speed of the ship. Ships can also decelerate at the beginning of an impulse as a result of battle damage. Ship cannot accelerate at the beginning of an impulse.

I. Movement Phases

Ship movement and combat all occur in the Impulse phase of a turn. There are 4 impulses in each turn. Actions within an Impulse Phase are ordered as follows: Ship movement, Ram attacks, and Gunnery combat.

I.1 Ship Movement

At the beginning of the Mavement phase each player must play a manuever card for each ship division they have in play. Along with this card the appropriate Impulse Counters are also placed with the card. Finally, a speed counter is placed to indicate the change in speed the division is going make. For ships operating under Free Move conditions only a speed counter needs to be placed on the ship. All cards and counters are placed face down. Dummy counters are provided to help allow each player to hide their intentions. Once all cards and counters have been placed by both players than all cards and counters are revealed simultaneously and the movement impulses begin.

Ships move in ascending order of speed and must move all of the movement points as indicated on the impulse chart. If both players must move ships that are moving at the same speed the advantaged player moves his ships after the disadvantaged player. The maximum speed of the ship can decrease during an impulse as a result of hull damage.

I.2 Ship Turn Procedure

A ship must move a certain number of hexes forward before it can change its facing. The turn rate for all ships is listed on the data sheet of each ship as 2/1, 1/1, 1/2, 1/3. The first number is the number of hex sides the ship can turn. The second number is the number of hexes the ship must move forward before it can turn again. Ships move then turn into a new hex. The backsides of unused counters can be used as markers to remind players of when their ships turned.

I.3 Stacking

Only 1 ship counter can normally be stacked in a hex. If 2 or more ships enter the same hex during the same impulse then conduct an immediate Ram Attack. Note that a ram attack can occur between friendly ships.

I.4 Ship Formations

Capital ships normally fight in formations. Prior to play, all ships will be divided into ship divisions of two to six vessels each which will be moved in formation. One ship in each division will be designated the division leader which must be placed within the first half of the line. Ships in the division will move at a group movement rate and will maneuver as a unit as per the maneuver cards.

This allows the player to "hide" the lead ship somewhere in the formation. It also reflects the fact that the leader must be able to see the battle in order to coordinate the movements of his squadron.

Vessels represented by multiple ship counters are never placed in a formation and never suffer the effects of being out of formation. Ships may also be designed as free movement (FM) by the scenario instructions. Vessels designated as Free Movement are not placed in a formation and receive no penalty for not being in a formation.

The only formations in Sovereign Seas are the line ahead, echelon right, and echelon left. Figures 1, 2, and 3 illustrate the various types of formations used in CIA. No more than 2 hexes may exist between any two ship of a division for the division to be considered in formation. The formation can be line ahead, line abreast, echelon left or echelon right. Figures 1, 2, 3, and 4 illustrate the various types of formations used in CIA.

Ships in a formation receive a bonus of +1 to hit for all combat rolls. If a player has at least one division and the other player does not then the player with a functional ship division receives a +1 bonus during the Advantage determination phase.

Ships cannot leave the formation except due to battle damage, to avoid locomotive torpedos, or avoid possible ram attacks. Once a vessel loses its place in formation it is free to maneuver on its own like a Free Movement vessel but suffers a -1 to hit penalty for all combat rolls until it regains a position back in the line of its parent division. If a ship leaves the formations, those ships behind are allowed to speed up to fill in the gap to satisfy the spacing requirements for a formation. Conversely, ships ahead may slow down to allow the following vessels to catch up.

If the division leader drops out of the line for any reason then the formation is broken and all ships are maneuvered independently as Free Movement vessels. If the division leader must make a course change due to battle damage (critical hit) then all ships in the formation will make the same course change provided each ship can satisfy turn requirements. Those vessels that cannot satisfy the turn requirements move straight ahead instead. After this unintentional course change the formation is broken and all ships suffer the penalties of being out of formation.

Ships that are out of formation are moved independently as Free Move ships and suffer a -1 to hit for all combat rolls.

This rule is to simulate the effect of miscommunication when the Admiral of the fleet has his ship shot out from under him. This happened to the Italians in Lissa and also the Russians in Tushima. At Tushima the Russians were doing well until the flagship Borodino took a hit in the bridge which killed their admiral and caused ship to turn. The rest of the ships in the line were confused and followed the Borodino's movement which scattered the battle line.

I.5 Maneuver Cards

The following section describes the maneuver cards for use with ship divisions.

I.5a Straight - The formation moves in a straight line on its current formation. This maneuver can be used by divisions in either the line or echeloned formation.

I.5.b Right/Left Turn (Line) - The formation moves in a straight line until the indicated impulse where the formation makes a one hexside turn. Each ship in the division executes the turn in the same hex. This formation is only useable by divisions in a line and maintains the line formation. A single impulse marker is used to indicate which impulse the formation will execute the turn in

I.5.c Hard Right/Left Turn (Line) - This maneuver is similar to the Right/Left Turn except that two hexside changes are made. The formation moves in a straight line until the indicated impulse when the formation makes a one hexside turn. Once the minimum turn requirement is met by the formation the formation can turn again and must turn again during the current turn. Two impulse markers are used to indicate which impulses the formation will execute their turn in.

I.5.d Right/Left Turn (Echelon) - This maneuver is only for formations in either a Left or Right Echelon formation. The one hexside turn is executed according to the indicated impulse marker but all ships in the formation make the turn at the same time and preserve the echelon formation.

I.5.e Hard Right/Left Turn (Echelon) - This maneuver is only for formations in either a Left or Right Echelon formation. Two one-hexside turns are executed according to the indicated impulse markers. All ships of the formation make each turn at the same time.

I.5.f Turn Away RT (right)/ LF (left) - This maneuver can be used by any formation to reverse the course the division is heading on. Three one-hexside turns are executed according to the indicated impulse markers. All vessels in the division make each turn at the same time. The use of the Turn Away maneuver is the only allowable situation where the flagship of a division can be located in the lower half of the formation and still command the division.

I.5.g Slide Slip Left/Right - This maneuver can be used by any formation. The vessels in the formation all slide-slip left/right one hex as per the indicated impulse marker.

J. Combat Phases

Ships in CIA can attack other ships with three different ways: ram attacks, gunnery attacks, and torpedo attacks.

J.1. Ramming Attacks

A ram attack occurs whenever two or more ships enter the same hex during the movement phase of an impulse. Play immediately stops while the ram attack is resolved. The ship that is moving is the attacker and rams the ship already in the hex. Ram attacks ignore the armor of the ship but if the attack is successful then both ships involved in the attack may be damaged.

Use the following procedure to check for success of the ram attack. The attacker rolls on Table Q.1.1 to determine if the ramming attack is successful. The attack is modified by the difference in the speed of the attacking ship and the target ship and the orientation of the attacking vs. target ship as illustrated in Tables Q.1.2 and Q.1.3. If the attack is successful then the attacker rolls on Table Q.1.4 to determine the effect of the ram attack. Damage is determined by multiplying the speed of the attacking ship by the result of Table Q.1.4 to compute the number of hits inflicted on the target ship. Table Q.1.5 is consulted to determine the amount of damage the attacking ship receives. All damage is inflicted upon the ships as described in section K: Damage Allocation and Effects. Ships that successfully ram or are rammed have their speed immediately reduced to 0 at the conclusion of the ram attack procedure.

If multiple ships enter the hex then check for ram based on the order that the ships enter the hex. If more than 1 ship already exists in the hex then the defender randomly determines which ship is attacked.

J.2. Gunnery Combat Phase

Gunnery Combat between ships is not simultaneous and occurs after all movement is finished in a given impulse phase. The advantage player attacks with 1 ship first followed by the disadvantage player. The firing player designates all targets for his attacks and then resolves the attack. No ship may fire in more than one impulse phase of a turn. Once a ship has finished firing the player may not go back to that ship to fire any remaining weapons. Players alternate firing their ships until all ships have fired once or both players pass.

Because all weapons have a unique penetration characteristic, it is necessary to fire the weapons in groups of similar batteries. Each battery can be fired at a separate target within its firing arc or grouped with any number of similar batteries from the same ship that can hit the target. All gunfire directed at a single target using

identical batteries must be grouped together as a single salvo.

To conduct a gun attack first find the range between the firing ship to the target. Include the hex of the target but exclude the hex of the firing ship when calculating the range. Cross reference this range to the type of gun being fired as shown on the appropriate Gun Chart Table (Q.2.1 or Q.2.2). Directly underneath the range number will be a number and a letter. The value underneath the range is the number of strikes out of 8 dice required to score 1 hit. The letter corresponds to the maximum armor thickness that the weapon will penetrate at this range. An additional hit is scored for every strike above the minimum required to hit that the attacker rolls.

The “to hit” roll in gunnery combat is modified by the following circumstances: # of batteries firing, size of target ship and speed of target ship.

Once the number of hits has been determined this result is scaled to the effective number of hits by multiplying the # of hits scored by the FP of the weapon being fired.

Example: A British ship is attacking a French ship of size modifier +2 that is 5 hexes away. The British ship fires 5 “D” batteries the enemy ship. The base “to hit” at range 5 is 5/8. The player now gets to roll 10 dice since the target ship has a +2 size modifier. The player rolls the 10 dice and gets 6 strikes. Since this is 1 over the minimum no. of strikes to hit 2 base hits are scored. The base number of hits are now scaled by the battery type to calculate the effective number of hits. The result is 2 effective hits with the “D” battery since $2 \times 1.0 = 2$.

J.3 Locomotive Torpedo Combat

Any ship with a TT weapon mount can make a torpedo attack at the beginning of an impulse. It takes 1 turn to reload a torpedo launcher if reloads are available as indicated per scenario or ship logs. Torpedo launchers located on the bow or stern of a vessel may only fire down the hex row. Torpedo launchers mounted on the side of a vessel have a broadside firing arc. Torpedos launched from multiship counters have a forward firing arc. Torpedos travel in a straight line and are moved like ships.

K. Damage Allocation

Roll for each effective hit on Table Q.2.4 to determine the location of the hit. If the weapon will penetrate the armor at that location then the hit is marked off the target’s Ship Control Log. If the hit cannot penetrate the armor at that location then the hit has no effect. If the location does not exist or remain on the target then the hit moves right to the next possibility until at least a hull hit is scored. The hit authority is as follows: * > T > B > H

L. Damage Explanation

L.1 Turret/Barbette Hit (T)

The turret hit must have a firing arc that allows it to be able to attack the attacking ship or else the hit becomes a battery hit. If more than one turret can possibly be hit then the defender chooses. If there are two different turrets then the hit will always hit the weakest turret first. If no turret can be hit the hit moves down the authority chain. A penetrating turret hit will completely destroy a turret or barbette and a hull point.

L.2. Battery Hit (B)

The battery hit must have a firing arc that allows it to fire at the attacking ship. If more than one battery can possibly be hit then the defender chooses. If no battery can be hit the hit moves down the authority chain. A penetrating battery hit will completely destroy the battery. If the hit will also penetrate the hull armor then a hull hit is also inflicted.

L.3. Hull Hit (H)

A penetrating hull hit removes one hull circle from the ship roaster. When all hull boxes are removed then the ship sinks.

L.4. Speed Reduction

As hull damage moves across a slash mark off 1 movement point from the ship roster.

Example: a ship with the following hull takes six hull points of damage: OO/OO/OO/OO. The hull now looks like this: ~~OO~~/~~OO~~/~~OO~~/OO. Since two slash marks were crossed over then the ship loses two speed points that are marked off the ship control log. If the new maximum speed of the ship exceeds the current speed of the ship then the ship automatically decelerates at the beginning of the next impulse to the new current maximum speed.

L.5. Critical Hit (*)

When a critical hit is rolled the target automatically receives 2 hull points of damage. The attacking player rolls d8 on the Table and implement the results. The effects of the different types of critical hits are explained below.

L.5.1 Conning Tower Hit (C)

This hit represents a hit on the bridge or conning tower of a ship. An armored conning tower can only be destroyed once but treat all subsequent hits as attacking an unarmored conning tower. If the hit will penetrate then roll d5. The ship is out of command for 1 turn plus an additional turn for each strike rolled. A ship out of command cannot change speed or course except due to damage.

L.5.2 Rudder Steering Jammed

Roll d2. If no strikes are rolled then the rudder is jammed to the left. If 1 strike is rolled then the rudder is jammed to the right. If 2 strikes are rolled then the rudder is jammed straight ahead. Roll d5. The rudder will be jammed for 1 turn plus an additional turn for each strike rolled. A jammed left/right rudder will force the ship to turn in a circle at its tightest turn rate. A jammed straight ahead rudder forces the ship to travel in a straight line until the rudder becomes unjammed.

L.5.3 Severe Hull Damage

An additional 50% of the total number of hits inflicted are added as additional hull hits after all hits on the target for the current attack have been resolved. Re-roll the critical hit if this result is rolled twice in the same attack.

Example: 8 hits were inflicted in one attack so an additional 4 hull hits are inflicted on the target ship.

L.5.4 Funnel Hit

Remove an additional two speed factors from the target ship.

L.5.5 Boiler Explosion

Remove 1/2 of the original speed factors of the target ship.

L.5.6 Magazine Explosion

The magazine of the target ship has exploded and the ship sinks immediately.

M. End Phase

At the end of each turn all ships that were sunk during the turn are removed from the board.

N. Winning the Game

The player who first satisfies the victory conditions as outlined in the scenario is the winner. Any other result is a draw.

O. Scenarios

During the time period covered by Sovereign Seas Lite both the British and French governments considered themselves to be the principle naval threat to each nation. However, during this time period the French and British navies never came to blows although war almost broke out between the countries several times. The scenarios listed are purely a-historical. In addition, no attempt has been made to accurately portray the composition of each navy during this time period. By the 1880s the French navy was in decline in both quality and quantity and most French ships of the later period represent individual examples. Therefore, the scenarios presented should be looked upon as comparisons of naval technology and strategy rather than possible naval actions.

P. Ship Control Logs

Ship logs for ships of the British and French navies are in the following section.

P.3. Neutral Ships

1. Large Merchantmen

LM 1/2 +1 Speed: 87654321
(CT)

Pt: 24
Accl: 1

OO/OO/OO/OO/OO/OO/OO/OO

2. Small Merchantmen

SM 1/2 +0 Speed: 87654321
(CT)

Pt: 16
Accl: 1

O/O/O/O/O/O/O/O

P.4 Austrian Naval Ships

Q. Game Tables and Charts

Q.1.1 Ram Attack Table

Roll	0/5	1/5	2/5	3/5	4/5	5/5	5>/5
Result	—	—	—	—	HIT	HIT	HIT

**Q.1.2 Ram Attack Modifiers
Ram Attacks**

AS-DS
>3
1-3
0
-1 to -3
<-3

AS = Attacker Speed
DS = Defender Speed

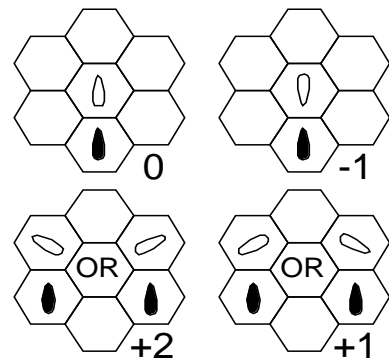
Q.1.4 Ram Effects Table

Roll	0/5	1/5	2/5	3/5	4/5	5/5
Result	1xMP	1xMP	2xMP	2xMP	3xMP	3xMP

MP = attacking ship movement speed.

Q.1.3 Relative Angle Modifiers for

Result
+1
0
-1
-2
-3



Q.1.5 Attacking Ship Damage

Armored Ram none
Ship w/o ram 1/2 xMP
All others 1/3 x MP

Q.2.1 British Gun Chart

Code	Gun	FP	Range To Hit	0	1	2	3	4	5	6	7	8	9	10	11	12
B	7" MLR	0.5		C	C	C	B	B	B	A	A	A	—	—	—	—
C	8" MLR	1.0		D	D	D	C	C	C	B	B	B	A	A	A	—
D	9" MLR	1.0		E	E	E	D	D	D	D	D	C	C	C	C	C

Q.2.2 French Gun Chart

Code	Gun	FP	Range To Hit	0	1	2	3	4	5	6	7	8	9	10	11	12
AA	5.5" BL	0.5		B	B	B	B	A	A	A	A	—	—	—	—	—
BB	6.3" BL	0.5		B	B	B	B	B	A	A	A	A	—	—	—	—
DD	9.4" BL	1.0		E	E	E	E	D	D	D	D	D	C	C	C	C
EE	10.8" BL	1.0		G	G	G	G	F	F	F	F	F	D	D	D	D

Q.2.3 Gunnery Combat Modifiers

# Batteries	Target Speed	Modifier	Target Size
1	16-20	-2	
2-3	11-15	-1	As
4-5	6-10	0	Per
6-7	3-5	+1	Ship
8+	0-2	+2	

Q.2.4 Damage Allocation Table

Roll	0/5	1/5	2/5	3/5	4/5	5/5
Result	H	H	H	B	T	*

Hit Authority * > T > B > H

* = Critical Hit T = Turret/Barbette B = Battery H = Hull

Q.2.5 Critical Hit Table

Roll	Result	Roll	Result
0/8	Conning Tower Hit.	5/8	Funnel Hit.
1/8	Rudder steering jammed.	6/8	Funnel Hit
2/8	Rudder steering jammed	7/8	Boiler explosion
3/8	Severe hull damage.	8/8	Magazine explosion.
4/8	Severe hull damage.		

Q.3 Phase Movement Chart

		SPEED																					
		1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22
I M P	1	1	1	1	1	2	2	2	2	3	3	3	3	4	4	4	4	5	5	5	5	6	6
	2	—	—	1	1	1	1	2	2	2	2	3	3	3	3	4	4	4	4	5	5	5	5
	3	—	1	1	1	1	2	2	2	2	3	3	3	3	4	4	4	4	5	5	5	5	6
	4	—	—	—	1	1	1	1	2	2	2	2	3	3	3	3	4	4	4	4	5	5	5

Q.4 Quick Hit Calculator

# Hits	1	2	3	4	5	6	7	8
FP								
.5	1	1	2	2	3	3	4	4
1.0	1	2	3	4	5	6	7	8
1.5	2	3	5	6	8	9	11	12
2.0	2	4	6	8	10	12	14	16
2.5	3	5	8	10	13	15	18	20
3.0	3	6	9	12	15	18	21	24

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15.7 *Torpedo Boat (6 ship squadron)
TB 3/1 -3 Steam Speed: 13 50

[6x14b TT]O [6x14b TT]O [6x14b TT]O

* Treat all hits as hull hits. Treat all critical hits as an automatic magazine hit that destroys 1 vessel.

15.8 *Coastal Torpedo Boat (6 ship squadron)
CTB 3/1 -3 Steam Speed: 11 40

[4x14b TT]O [4x14b TT]O [4x14b TT]O

* Treat all hits as hull hits. Treat all critical hits as an automatic magazine hit that destroys 1 vessel.

15.9 Broadside Ironclad
BSIC 1/2 S:+1 Steam Speed: 987654321 Sail Speed 7654321
(CT) (MG)(MG) 150

(B)OO/OO/OO/**(B)**[2xC][2xB][2xB][2xB][2xB][2xB][2xB][2xB]OO/OO/OO/OO/OO

NOTE: Non-reinforced bows.

15.10 Central Battery Ironclad
CBIC 1/1 S: 0 Steam Speed: 987654321 Sail Speed: 7654321
(C)(CT) (MG)(MG) 175

(C)OO/OO/OO/**(C)**[2xD][2xD][1xD][2xB][1xB]OO/OO/OO/O/O/O

15.11 Armored Ram
AR 2/1 S: -1 Steam Speed: 987654321
(D)(CT) (MG)(MG) 150

(E)[1xH][1xH][2xB][2x14"a TL]
(F)OO/O/O/O/O/O/O/O/O
(E)[1xH][1xH][2xB][2x14"a TL]

15.12 Masted Turret Ship
MSTU 1/1 S: 0 Steam Speed 10/987654321
(E)(CT) (MG)(MG) 275

[2xB][1xB][1x14"a TT][1x14"a TT]
(L)OOO/OOO/OOO/OOO/**(H)**[[2xJ]][[2xJ]]OO/OO/OO/OO/OO/OO
[2xB][1xB][1x14"a TT][1x14"a TT]

15.13 Turret Ship
TU 1/1 S: 0 Steam Speed: 987654321
(D)(CT) (MG)(MG) 200

(F)[[2xH]]**(F)**OOO/OO/OO/OO/OO/OO/OO/OO/OO**(F)**[[2xH]]

15.14 Barbette

BaB 1/1 S: +1 Steam Speed: 11/10/987654321

(G)(CT) (MG)(MG)

350

(B)[2xAAA][1xAAA][2xDDD][2xDDD][2xDDD][2xEEE][2xEEE][1xEEE][2x14"b TT]
[1x14"b TT](I)][2xBB][((K)OO/OO/OO/OO/OO/OO/OO/OO/OO/OO/OO/OO(O))][2xBB[[
(B)[2xAAA][1xAAA][2xDDD][2xDDD][2xDDD][2xEEE][2xEEE][1xEEE][2x14"b TT]

15.15 2nd Class Battleship

BB2 1/1 S: +1 Steam Speed: 12/11/10/987654321

(H)(CT) (MG)(MG)

400

(E)[2xAAA][2xAAA][1xAAA][2xCCC][2xCCC][2xCCC][2xEEE][2xEEE][2xEEE][2x18" TT]
(I)][2xDD][((H)OO/OO/OO/OO/OO/OO/OO/OO/OO/OO/OO/OO(O))][2xDD[[
(E)[2xAAA][2xAAA][1xAAA][2xCCC][2xCCC][2xCCC][2xEEE][2xEEE][2xEEE][2x18" TT]

15.16 1st Class Battleship

BB1 1/1 S: +1 Steam Speed: 11/10/987654321

(I)(CT) (MG)(MG)

500

(C)[2xAAA][2xAAA][1xAAA](B)[2xDDD][2xDDD][1xDDD][2xEEE][2xEEE][2xEEE][2x18" TT]
(K)[[2xBB]](K)OOO/OOO/OOO/OOO/OOO/OOO/OO/OO/OO/OO(O)(K)[[2xBB]][[1x18" TT]
(C)[2xAAA][2xAAA][1xAAA](B)[2xDDD][2xDDD][1xDDD][2xEEE][2xEEE][2xEEE][2x18" TT]

15.17 Large Merchantmen

LM 1/2 S +1 Steam Speed: 87654321 25

(CT)

OO/OO/OO/OO/OO/OO/OO/OO

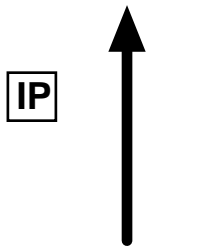
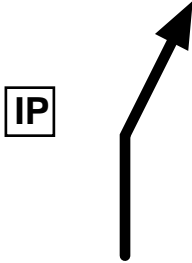
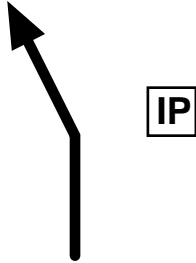
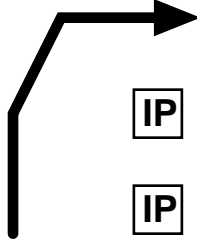
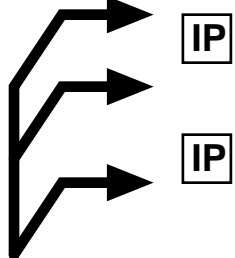
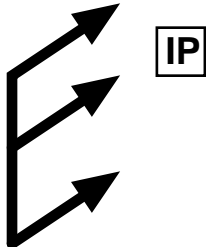
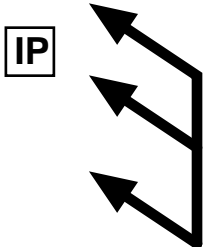
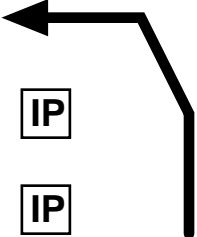
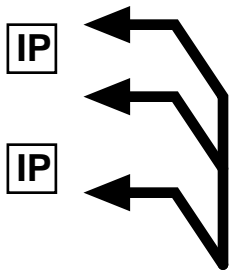
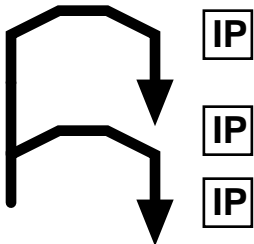
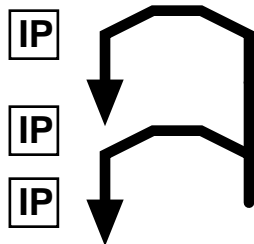
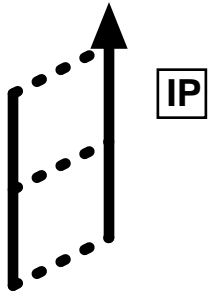
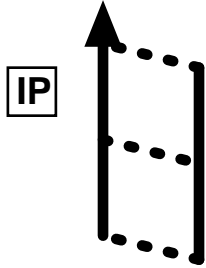
15.18 Small Merchantmen

SM 1/1 S +0 Steam Speed 87654321 15

(CT)

O/O/O/O/O/O/O/O

Part 5: Manoeuvre Cards

<p>STRAIGHT</p>  <p>ANY</p>	<p>RIGHT TURN</p>  <p>LINE</p>	<p>LEFT TURN</p>  <p>LINE</p>	<p>HARD RIGHT</p>  <p>LINE</p>
<p>HARD RIGHT</p>  <p>ER EL</p>	<p>RIGHT TURN</p>  <p>ER EL</p>	<p>LEFT TURN</p>  <p>ER EL</p>	<p>HARD RIGHT</p>  <p>LINE</p>
<p>HARD LEFT</p>  <p>ER EL</p>	<p>TURN AWAY RT</p>  <p>ANY</p>	<p>TURN AWAY LF</p>  <p>ANY</p>	<p>SLIDESLIP LF</p>  <p>ANY</p>
<p>SLIDESLIP RT</p>  <p>ANY</p>			

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