

La Felicissima Armada

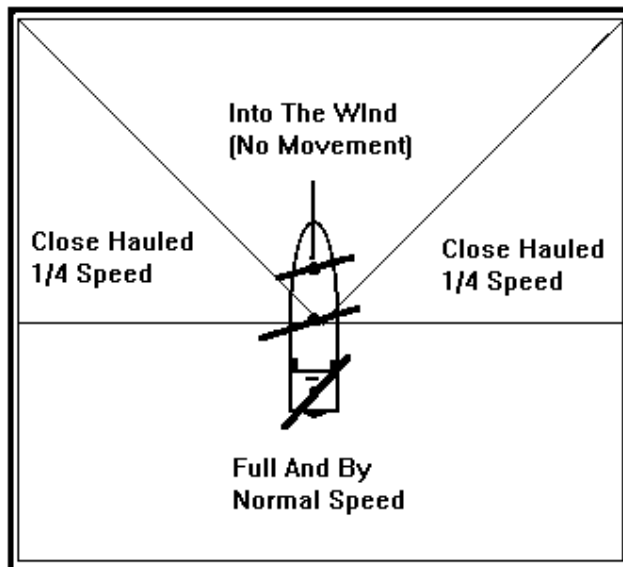
Introduction

This is a game to illustrate the flavour of naval engagements in the English Channel, where the English fleet harried the gigantic Spanish Armada as it progressed to its rendezvous with Parma's Army in the Netherlands. The players take on the role of English Ship's Captains and Control handles the Spanish Fleet.

Movement

A ship can be at one of the following speeds - the exact distance moved at each rate depends on the individual ship's characteristics.

- HOVE TO Ship stationary. Cannot turn, and will drift 1" with the wind.
- UNDER WAY Minimum speed
- BATTLE SPEED The normal speed of the vessel in the game
- FULL SAIL Maximum speed, but the ship is less manoeverable, and more vulnerable to battle damage on the rigging.

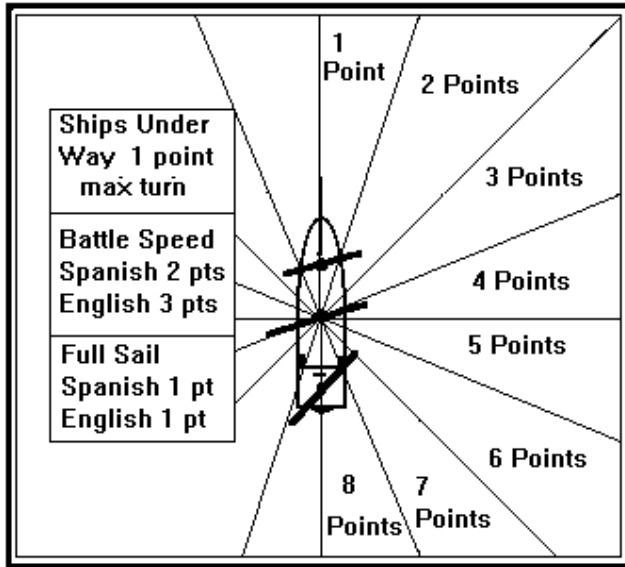


The speed of a ship also varies with the direction of the wind.

Movement through the wind (Tacking) was extremely difficult.

Spanish Ships will not attempt it.

English ships must roll 1d6 and score 5 or 6 to succeed.



Turning angles are dependent on the speed and amount of sail deployed, and the nationality of the crew.

Shooting

Firing for broadside

Roll 1d6 per 2 guns. Total the scores & divide by 10 for the number of damage points.

Roll 1d6 for target area: 1 or 2 = rigging damage
3, 4, 5 or 6 = hull damage

Rigging damage: If the ship is under full sail, rigging damage is doubled.

The amount of rigging damage slows the ship:

1/3 damage = may not make full sail

2/3 damage = may not use battle speed

All damaged = may not move - can only drift

The amount of hull damage affects crew and gun losses:

Spanish ships lose one crew per hull damage

English ships lose one crew per 2 hull damage

All ships lose one gun per 4 hull damage

Boarding Action

Once a ship gets within 2" of an enemy ship, it may try to grapple and draw it in to close action.

Roll 1d6, score 5 or 6 to successfully grapple.

Once grappled, roll 1d6, score 2+ to degrapple.

-1 if losing the boarding action

-1 outnumbered

-1 if grappled to a larger ship

Each side rolls 1d6 per ten men involved in the boarding action. Total the score & divide by two. Total is number of enemy killed.

The Fleet Statistics

Ship	Guns	Hull	Rigging	Crew	SPEEDS		
					Under way	Normal	Full sail
Large Spanish	32	192	96	200	4	8	12
Medium Spanish	22	132	66	140	4	8	12
Small Spanish	18	108	54	100	4	8	12
English Flagship	40	160	80	80	6	15	30
Other English Ships	32	128	64	64	6	12	24