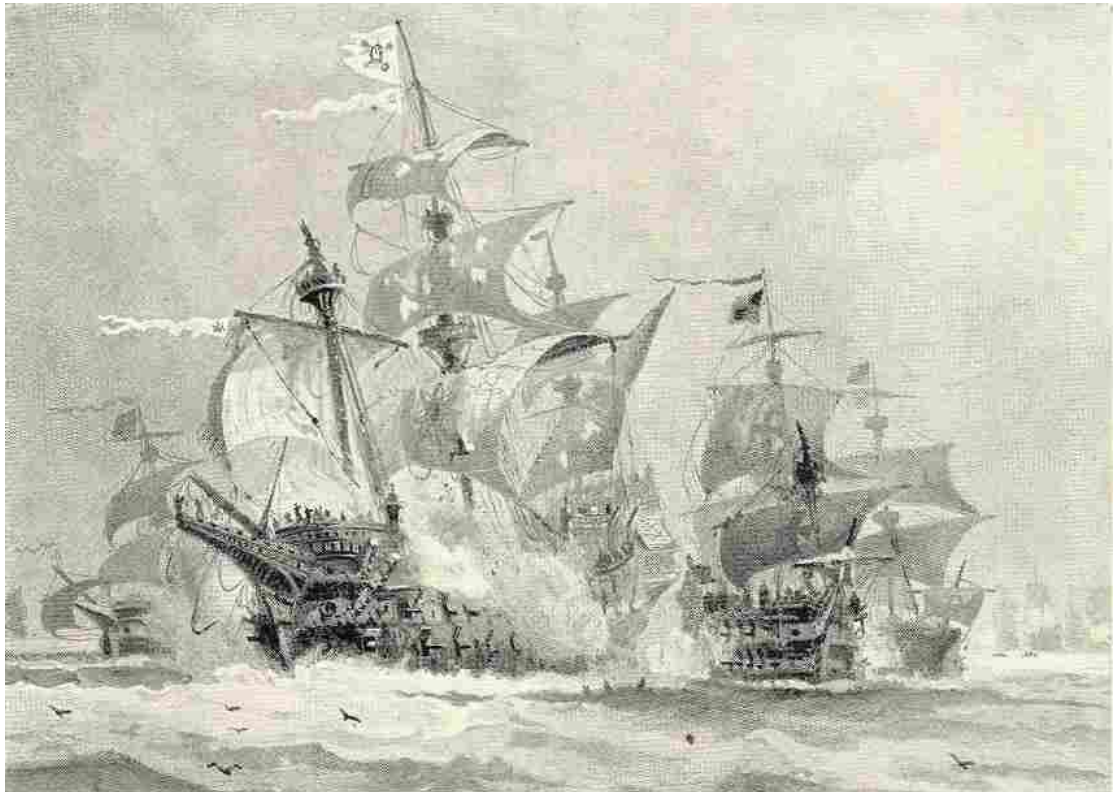


La Felicissima Armada



8 August 1588

Elizabethan Naval Skirmishing against the Evil Empire of Spain

VERSION 2.1

Introduction

This is a simple naval game to illustrate the flavour of naval engagements in the English Channel, where the English fleet harried the gigantic Spanish Armada as if progressed to its rendezvous with Parma's Army in the Netherlands.

The players take on the role of English Ship's Captains and Game Control handles the Spanish Fleet.

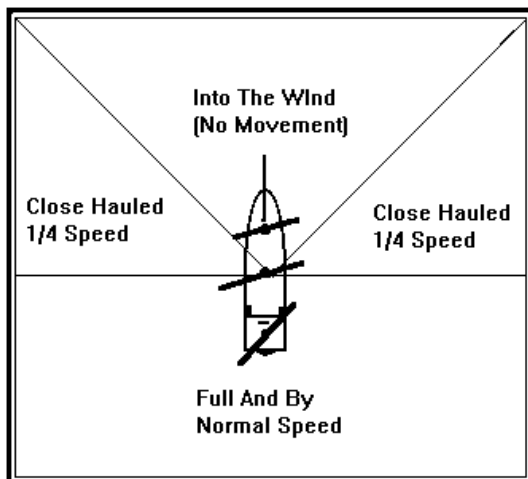
The aim of the players is to inflict damage on the Spanish and to use their superior manoeuvring ability to stay out of the way of the lumbering, but very dangerous Spanish men o'war.

The basic set up is each player controls one ship. They each have a sheet with the ship's statistics and information on it, and write down their movement intentions each turn. Once they have all written, Control moves all the Armada ships (without having seen the players' order), and then the players move their ships.

Movement

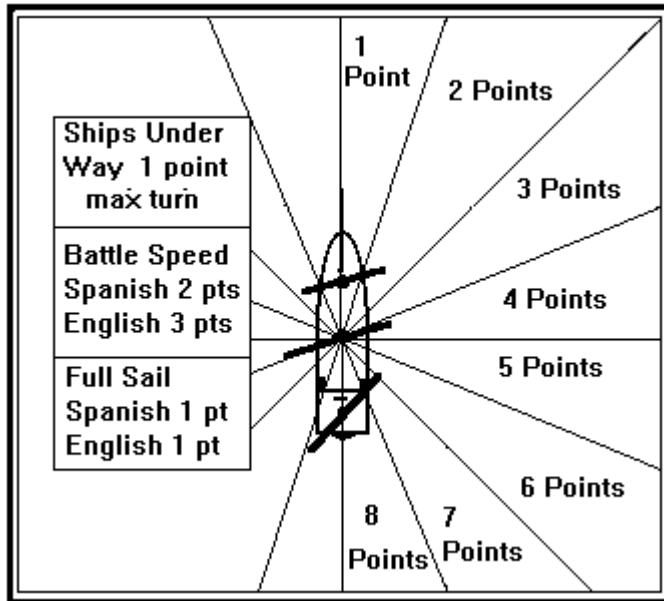
A ship can be at one of the following speeds - the exact distance moved at each rate depends on the individual ship's characteristics. Ships speed up or slow down by one speed band per turn. So a ship 'Hove to' takes three turns to reach 'Full Sail' speed.

- **HOVE TO** Ship stationary. Cannot turn, and will drift 2cm 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 manoeuvrable, 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 attempting to tack 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

Arc of Fire

All guns fire on the broadside (not quite true, but we're keeping it simple). This means a target has to be within a 45° arc (one point).

Ranges

	Point Blank Range (cm)	Effective range (cm)
Spanish guns	10	30
English guns	10	40

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

Roll 1d6 for damage inflicted.

Guns firing	1d6 Die roll					
	1 or less	2	3	4	5	6+
1-2	0	0	0	0	0	1
3-5	0	0	0	0	1	2
6-8	0	0	0	1	1	2
9-12	0	0	1	1	2	3
13-16	0	1	1	1	2	3
17-20	1	1	1	2	2	3
21-24	1	1	1	2	3	4
25+	1	1	1	2	3	4

English gunners add 1 to their roll.
Spanish Transports -1 from their roll
At Point Blank Range add 1

Rigging damage: Damage is on the nearest mast if firing on fore or aft of target ship. If side-on then damage spread over all masts (as far as possible – if necessary dice for it).

If the rigging is hit while under full sail, count the damage as one column worse on the above table (as if you'd added one to the die roll)

The total 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:
Roll 1d6 per hull hit. Roll 4, 5, 6 to lose a gun and its crew.
Lose 5 crew for every hull point of damage.

Once a ship has taken all its hull hits it is a hulk, drifting and very slowly sinking. It can take a while to sink.

Boarding Action

Once a ship gets within 5cm of an enemy ship, it may try to grapple and draw it in to close action. This will be the default for Spanish.

Ships reduced to hulks (no hull value left) will automatically surrender if boarded.

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 result of the boarding action is determined by a single die roll by the attacker – you will have to decide who the attacker is. This will generally be the player that announced an intention to board first. In the event of disagreement, roll a die.

Roll 1d6 for the resulting morale reaction to the fighting.

Add 1

If the attacker is English

If the attacker killed more than he lost

If the attacker killed twice as many as he lost (or more)

If the defending ship has lost a mast

If the defending ship has less than half its hull value remaining.

If the defenders are 'Unhappy' (see results table)

Subtract 1

f the attacker lost more than the defender

If the attacker lost more than twice as many as the defender.

Subtract 2

If the attacker is Spanish

Results

Die roll after additions	Result
8 or more	The defenders surrender and strike their colours. Leave a prize crew of 10 crew and 5 boarders to guard the ship
5 to 7	The defenders do not give up, but are 'Unhappy'.
1 to 5	The defenders are determined to stand their ground – the fight continues next turn.
Less than 1	The attackers lose heart and withdraw to their own ship. The grapples are cut.

Note: once 'Unhappy' the ship's crew remain so indefinitely.

Typical Ship Statistics

Ship Type	Guns	Hull	Rigging	Crew (of which boarding crew)	Speeds (cm)		
					Under way	Battle speed	Full Sail
Large Spanish	32	20	24	200 (80)	8	16	24
Medium Spanish	22	13	18	140 (60)	8	16	24
Small Spanish	18	10	12	100 (40)	8	16	24
Tiny Spanish	8	8	9	40 (20)	8	16	24
English flagship	40	16	18	80 (40)	12	30	60
Other English ships	32	12	12	64 (32)	12	24	48

The Spanish Navy

<p>The Portuguese Galleons: São Martinho (48 guns: Flagship of the commander-in-chief, the Duke of Medina Sidonia and Maestre de Francisco de Bobadilla, the senior army officer) São João (50 guns). São Marcos (33 guns). São Felipe (40 guns). San Luis (38 guns). San Mateo (34 guns). Santiago (24 guns). Galeon de Florencia (52 guns). San Cristobel (20 guns). San Bernardo (21 guns). Augusta (13 guns). Julia (14 guns).</p>	<p>Biscayan Ships: Santa Ana (30 guns: Flagship of Juan Martinez de Recalde, Captain General and second in command of the Armada). El Gran Grin (28 guns). Santiago (25 guns). La Concepcion de Zubezu (16 guns). La Concepcion de Juan del Cano (18 guns). La Magdalena (18 guns). San Juan (21 guns). La Maria Juan (24 guns). La Manuela (24 guns). Santa Maria de Montemayor (18 guns). Maria de Aguirre (6 guns). Isabela (10 guns). Patache de Miguel de Suso (6 guns). San Estaban (6 guns).</p>
<p>Castilian Ships: San Cristobal (36 guns: Flagship of Diego Flores de Valdés). San Juan Bautista (24 guns). San Pedro (24 guns). San Juan (24 guns). Santiago el Mayor (24 guns). San Felipe y Santiago (24 guns). La Ascuncion (24 guns). Nuestra Senora de Begona (24 guns). La Trinidad (24 guns). Santa Catalina (24 guns). San Juan Bautista (24 guns). Nuestra Senora del Rosario (24 guns). San Antonio de Padua (12 guns).</p>	<p>Andalusian Ships: Nuestra Senora del Rosario (46 guns Flagship of Don Pedro de Valdés). San Francisco (21 guns). San Juan Bautista (31 guns). San Juan de Gargarin (16 guns). La Concepcion (20 guns). Duquesa Santa Ana (23 guns). Santa Catalina (23 guns). La Trinidad (13 guns). Santa Maria de Juncal (20 guns). San Barolome (27 guns). Espiritu Santo.</p>
<p>Guipúzcoan Ships: Santa Ana (47 guns: Flagship of Miguel de Oquendo). Santa Maria de la Rosa (47 guns). San Salvador (25 guns). San Esteban (26 guns). Santa Marta (20 guns). Santa Barbara (12 guns). San Buenaventura (21 guns). La Maria San Juan (12 guns). Santa Cruz (18 guns). Doncella (16 guns). Asuncion (9 guns). San Bernabe (9 guns). Nuestra Senora de Guadalupe (1 gun). La Madalena (1 gun).</p>	<p>Levantine Ships: La Regazona (30 guns: Flagship of Martin de Bertandona) La Lavia (25 guns). La Rata Santa Maria Encoronada (35 guns). San Juan de Sicila (26 guns). La Trinidad Valencera (42 guns). La Anunciada (24 guns). San Nicolas Prodaneli (26 guns). La Juliana (32 guns). Santa Maria de Vison (18 guns). La Trinidad de Scala (22 guns).</p>
<p>Hulks: El Gran Grifon (38 guns: Flagship of Juan Gómez de Medina) San Salvador (24 guns). Perro Marino (7 guns). Falcon Blanco Mayor (16 guns). Castillo Negro (27 guns).</p>	<p>Neapolitan galeases: San Lorenzo (50 guns: Flagship of Don Hugo de Moncado). Zúniga (50 guns). Girona (50 guns). Napolitana (50 guns).</p> <p>Galleys of Portugal under Don Diego de</p>

<p>Barca de Amburg (23 guns). Casa de Paz Grande (26 guns). San Pedro Mayor (29 guns). El Sanson (18 guns). San Pedro Menor (18 guns). Barca de Danzig (26 guns). Falcon Blanco Mediano (16 guns). San Andres (14 guns). Casa de Paz Chica (15 guns). Ciervo Volante (18 guns). Paloma Blanca (12 guns). La Ventura (4 guns). Santa Bárbara (10 guns). Santiago (19 guns). David (7 guns). El Gato (9 guns). San Gabriel (4 guns). Esayas (4 guns)</p>	<p>Medrano: 4 ships (each of 50 guns). Squadron of Xebecs and other ships under Don Antonio de Medoza (including pinnaces): 24 ships (5 to 10 guns).</p>
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Total Complement of the Spanish Fleet:

132 ships.

8,766 sailors.

21,556 soldiers.

2,088 convict rowers.



English Navy

Ark Royal (flag ship of Lord Charles Howard of Effingham) (55 guns) Elizabeth Bonaventure Rainbow (Lord Henry Seymour) Golden Lion (Thomas Howard) White Bear (Alexander Gibson) Vanguard (William Winter) Revenge (Francis Drake, vice admiral) (43 guns)	8 fire ships: Bark Talbot Hope Thomas Bark Bond Bear Yonge Elizabeth Angel Cure's Ship.
Elizabeth (Robert Southwell) Victory (Rear Admiral Sir John Hawkins) Antelope (Henry Palmer) Triumph (Martin Frobisher) Dreadnought (George Beeston) Mary Rose (Edward Fenton) Nonpareil (Thomas Fenner) Hope (Robert Crosse) Galley Bonavolia Swiftsure (Edward Fenner) Swallow (Richard Hawkins) Foresight Aid Bull Tiger Tramontana Scout Achates Charles Moon Advice Merlin Cygnet Brigandine George (hoy) Spy (pinnace) Sun (pinnace)	Some 150 other coasters, ships and barks.

Glossary:

Hulk or Urcas: a cargo ship (many of the Armada Urcas were from the Baltic ports).

Xebec: a small three masted Mediterranean sailing ship with lateen and square sails.

Galleon: a large sailing ship, square rigged with three or more decks and masts.

Galley: a low, flat ship with banks of oars and limited sails.

Galeas: a galleon with oars.

Pinnace: a small sailing vessel.

Hoy: a small sailing vessel.

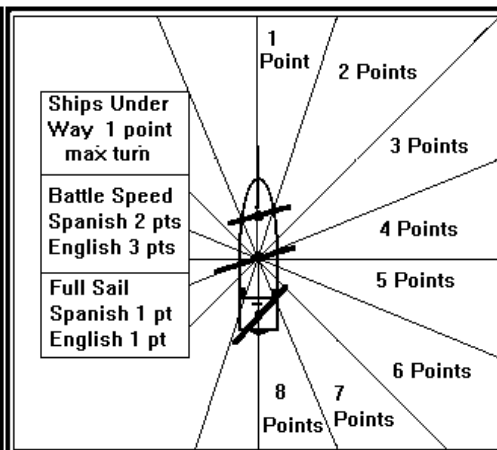
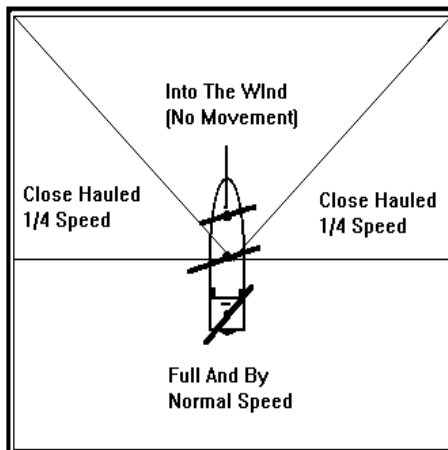
LFA : SHIP RECORD SHEET

SHIP NAME

HULL DAMAGE	LARBORD GUNS	STARBOARD GUNS
FOREMAST	Boarding Crew	Other crew
MAINMAST		
MIZZENMAST		
POWDER (in broadsides)		

MOVEMENT ORDERS

1	5
2	6
3	7
4	8



LFA : QUICK REFERENCE SHEET

Ranges	Point Blank Range (cm)	Effective range (cm)
Spanish guns	10	30
English guns	10	40

Target area: 1 or 2 = rigging damage : 3, 4, 5 or 6 = hull damage

Guns firing	HITS INFLICTED 1d6 Die roll					
	1 or less	2	3	4	5	6+
1-2	0	0	0	0	0	1
3-5	0	0	0	0	1	2
6-8	0	0	0	1	1	2
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25+	1	1	1	2	3	4

English gunners +1 Spanish Transports -1 Point blank +1

Boarding Action

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 larger ship

1d6 per ten men . Total the score & divide by two. Total is number killed.

Roll 1d6 for the resulting morale reaction to the fighting.

<p>Add 1 If the attacker is English If the attacker killed > lost If the attacker killed >x2 lost Defending ship has lost a mast If the defending ship <1/2 hull left If the defenders are 'Unhappy'</p>	<p>Subtract 1 f the attacker lost > the defender If the attacker lost >x2 defender.</p> <p>Subtract 2 Attacker is Spanish</p>
Die roll after additions	Result
8 or more	The defenders surrender and strike their colours. Leave a prize crew of 10 crew and 5 boarders to guard the ship
5 to 7	The defenders do not give up, but are 'Unhappy'.
1 to 5	The defenders are determined to stand their ground – the fight continues next turn.
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