



# *Sovereign Seas*

## *Lite*

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- 1 x Set of Counters  
1 x Hex Map  
Dice not included

## ***Nautical Combat 1860-1870***

**A wargame for 2 or more players. Time to learn is approximately 30-45 minutes. Complexity is medium.**

Game Design by Bruce Biskup & Joshua Howard  
Playtesting by Mark Gratkowski, Eric Cooley & Mark Eden  
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## A. Introduction

Sovereign Seas Lite is a two player tactical simulation of hypothetical naval combat between France and Great Britain during the period from 1860 to 1870. Players take the role of fleet admiral as they learn how to fight dissimilar ships in a fleet to achieve their victory conditions. The game has been designed to be simple and easy to play. Playing time is approximately 4 hours per scenario.

## 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 ship. All fractions round up.

## C. EOR<sup>®</sup> (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)00/00/00/00/00/00/0/0/0(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.

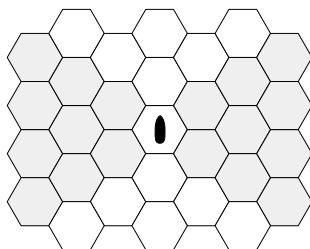
## D.2. Ship Weapons

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:

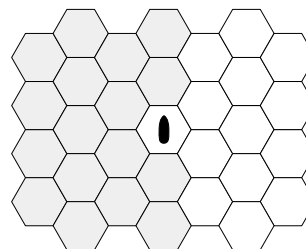
- [ ] single closed brackets indicate weapons in a casemate battery
- [[ ]] double closed brackets indicate weapons in a turret
- ]] [[ reversed double brackets indicate weapons in a barbette

## 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.

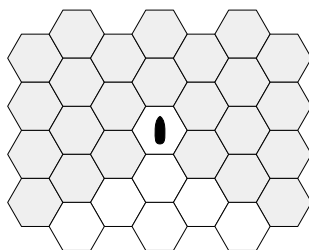


Port & Starboard Broadside Arc

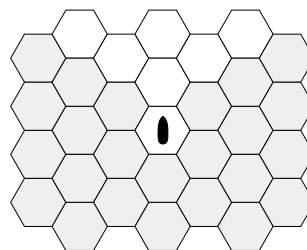


Port End On Firing Arc

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.

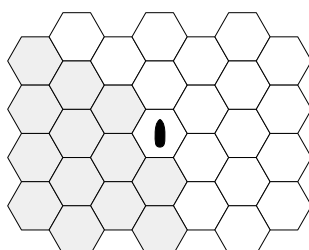


Forward Firing Arc

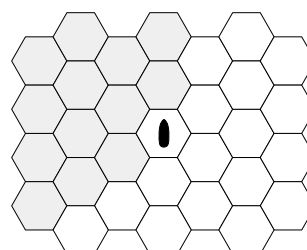


Aft Firing Arc

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.



Special Aft Broadside Firing Arc



Special Forward Broadside Firing Arc

#### 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.

#### 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 Determination Phase
- Speed Determination Phase
- Impulse Phases
  - Movement
  - Conduct ram attacks
  - Gunnery Combat
- End Phase

## **G. Advantage Determination 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. Speed Determination Phase**

Both players secretly record the current speed of all ships in their fleet on their respective fleet roster for that turn. 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 Speed Determination 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**

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.

## **J. Combat Phases**

Ships in Sovereign Seas Lite can attack other ships with two methods: ram attacks and gunnery 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 versus 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 number 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  $2 \times 1.0 = 2$ .

## **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 roster. 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.

### **O.1. Fleet Engagement**

The French and British fleets engage in the English Channel in support of a general land engagement. The victor will gain control of the oceans which could very well decide the war.

British: BSIC-1, BSIC-2, BSIC-3, BSIC-4, CBIC-1, CBIC-2, SF-1, SF-2

French: BSIC-1, BSIC-2, BSIC-3, BSIC-4, CBIC-1, CBIC-2, SF-1, SF-2, SF-3

French set up first with all BSIC and CBIC in a single line. SFs may be placed 8 hexes from any friendly ship. The British set up at least 20 hexes from nearest French ship in any formation. The side with the last functional ship wins a marginal victory. If at least 1/2 ships remain then major victory. If at least 3/4 ships remain then decisive victory.

### **O.2. Blockade Breakout**

The British fleet has blockaded a portion of the French fleet in port. The French fleet attempts to break out of the blockade.

British: BSIC-1, CBIC-1, SF-1, SF-2, COV-1, COV-2, COV-3  
French: CBIC-1, CBIC-2, BSIC-1, SF-1, SF-2, SF-3, COV-1

British set up first at the top of the map at least 20 hexes from the starting line of the French. All British ships start at a speed of 0. The French enter the bottom of the map in any formation. To win, the French must sink the British BSIC and CBIC without losing both French CBIC's. The British win if they avoid the French victory conditions.

### **O.3. Convoy Attack**

One of the primary reasons for a fleet was to prey on an opponents merchant marine. However, the fleet battle line was too important to risk on such a mission. Therefore, frigates, corvettes and cruisers were used not only to escort friendly merchant fleets but also to raid them.

British: SF-1, SF-2, COV-1, COV-2, COV-3  
French: SF-1, SF-2, COV-1, COV-2, COV-3, COV-4, 4 x Large Merchantmen, 4 x Small Merchantmen

The British secretly records which side on the map board he will enter first. The British will enter that side at least 20 hexes away from the nearest French ship. The French set up in the middle of the board. The merchantmen must be in two columns two hexes apart and two hexes between each ship in the line. The escorts can be placed anywhere around the merchantmen no more than 4 hexes away. The British must sink 3 of the merchantmen without losing any of their ships or 5 merchantmen if they lose 1 ship. The French wins by avoiding the British victory conditions.

## P. Ship Control Logs

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

### P.1. British Ship Logs

1. Steam Frigate Inconsistent 1869 Pt: 43  
SF 1/3+2 Speed: 13/12/11/10/98765431 Accl: 3  
(CT) (MG)

O/O/O/O/O/O/O[D][D][D][D][D][B][B]/O/O/O/O/O/O

2. Corvette Eclipse 1868 Pt: 18  
COV 1/2 +1 Speed: 10/742 Accl: 2  
(CT) (MG)

O/O[B][A]/O/O

3. Broadside Ironclad Defense 12.61 Pt: 37  
BSIC 1/2+1 Speed: 987654321 Accl: 2  
(CT) (MG)(MG)

(B)OO/OO/OO/(B)[C][B][B][B][B][B][B][B](B)OO/OO/OO/OO/OO/OO

4. Central Battery Ironclad Bellerophon 4.66 Pt: 67  
CBIC 1/2+1 Speed: 12/11/986421 Accl: 2  
(C)(CT) (MG)(MG)

(C)[D][D][D][D][D]  
(B)[B](C)OO/OO/OO/OO/OO/OO/O/O/O(B)[B]  
(C)[D][D][D][D][D]

### P.2. French Control Logs

1. Steam Frigate Armorique 1863 Pt: 32  
SF 1/2+1 Speed: 11/10/86421 Accl: 2  
(CT) (MG)(MG)

O/O/O/O/[AA][AA][AA][AA][AA][AA][AA][AA][AA]O/O/O/O

2. Steam Corvette Limier 1869 Pt: 18  
COV 1/2 +0 Speed: 11/7/3 Accl: 2  
(CT) (MG)(MG)

[AA]O/O/[AA]O

3. Broadside Ironclad Magenta 1862 Pt: 41  
BSIC 1/2+1 Speed: 11/10/987654321 Accl: 2  
(CT) (MG) (MG)

(B)[AA][AA][AA][AA]  
(B)OO/O/O/O/(B)[BB][BB][BB][BB][BB][BB][BB][BB](B)O/O/O/O/O/O/O/O  
(B)[AA][AA][AA][AA]

4. Central Battery Ironclad Ocean 1870 Pt: 64  
CBIC 1/2+1 Steam Speed: 12/11/10/987654321 Accl: 2  
(CT) (MG) (MG)

(B)]DD[[ (C)[EE][EE] (B)]DD[[  
(C)OO/OO/O/O/O/O/() [AA][AA][AA](C)O/O/O/O/O/O/O  
(B)]DD[[ (C)[EE][EE] (B)]DD[[

Note: Ship has reinforced ram bow. Forward barbettes have the special forward firing arc. Aft barbettes have the special aft firing arcs. Note the [AA] batteries are unarmored.

### P.3. Neutral Ships

1. Large Merchantmen Pt: 24  
LM 1/2+1 Speed: 87654321 Accl: 1  
(CT)

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

2. Small Merchantmen Pt: 16  
SM 1/2+0 Speed: 87654321 Accl: 1  
(CT)

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

## Q. Game Tables and Charts

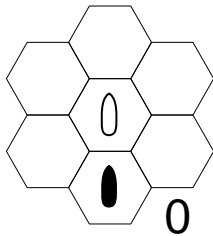


Figure 1

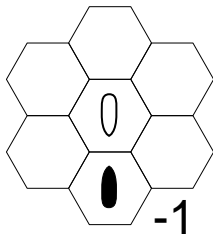


Figure 2

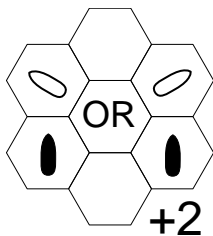


Figure 3

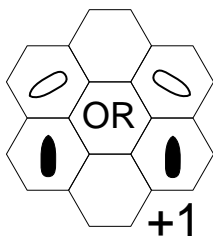


Figure 4

### 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

AS-DS	Result
>3	+1
1-3	0
0	-1
-1 to -3	-2
<-3	-3
AS = Attacker Speed	
DS = Defender Speed	

### Q.1.3 Relative Angle Modifiers for Ram Attacks

See Figure 1 through Figure 4, at left. (The black ship is ramming the white ship in these figures.)

### 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.1.5 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	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	
				To Hit	2	3	3	4	4	5	5	6	6	7	7	8	8

### Q.2.2 French Gun Chart

Code	Gun	FP	Range	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	F	D	D	D	D
				To Hit	2	3	3	4	4	5	5	6	6	7	7	8	8

### 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

 SF 1	 COV 1	 BSIC 1	 CBIC 1
 SF 2	 COV 2	 BSIC 2	 CBIC 2
 SF 3	 COV 3	 BSIC 3	 CBIC 3
 SF 4	 COV 4	 BSIC 4	 CBIC 4
 SF 5	 COV 5	 BSIC 5	 CBIC 5
 SF 1	 COV 1	 BSIC 1	 CBIC 1
 SF 2	 COV 2	 BSIC 2	 CBIC 2
 SF 3	 COV 3	 BSIC 3	 CBIC 3
 SF 4	 COV 4	 BSIC 4	 CBIC 4
 SF 5	 COV 5	 BSIC 5	 CBIC 5
 LM 1	 LM 2	 SM 1	 SM 2
 LM 3	 LM 4	 SM 4	 SM 3
 LM 5		 SM 5	

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