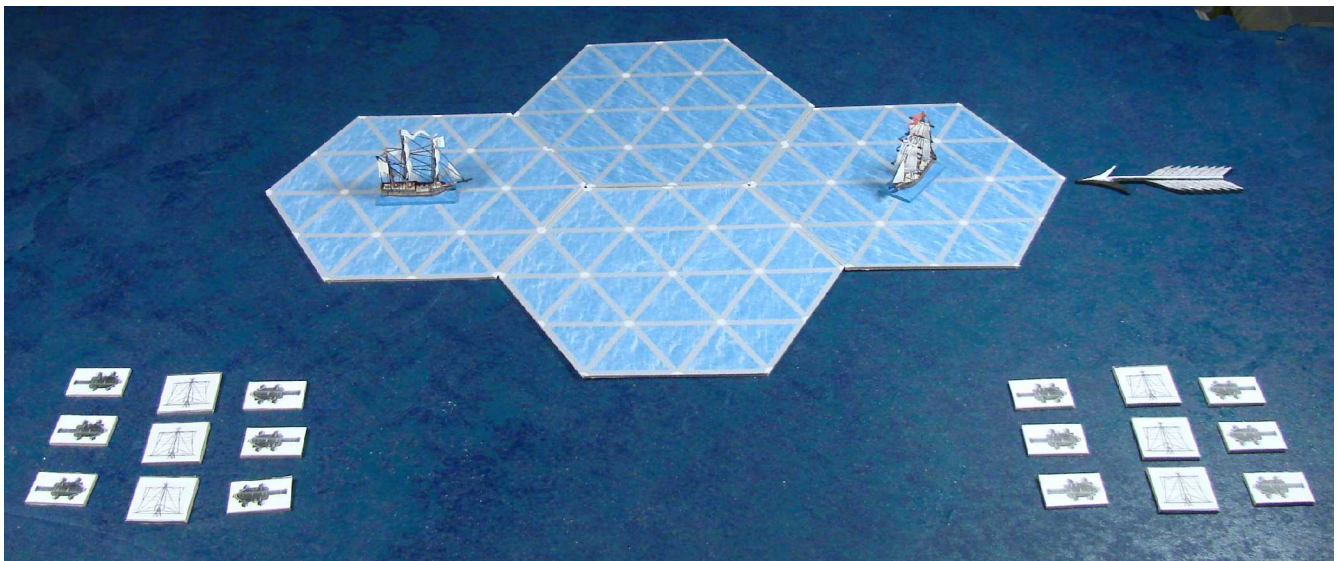


A Sample Game of *"Captains Bold"*

The purpose of this step-by-step description of a sample game is to explain the mechanics of the rules by concrete examples, and to illustrate some of the types of choices that the players may have to make in the course of a game. The game itself is available as a free download from the "Rules" page of War Artisan's Workshop (www.warartisan.com/rules). The sample game will make more sense if you skim through the rules first to get an idea of the mechanics that are in use.

In this sample game, a set of the standard components will be complemented by a pair of mid-eighteenth century cardstock model frigates from War Artisan's Workshop. One is decorated with a French ensign and white pennant and the other with a British ensign and red pennant; for the purposes of the game they and their respective commanders will be distinguished by referring to them as "Red" and "White".

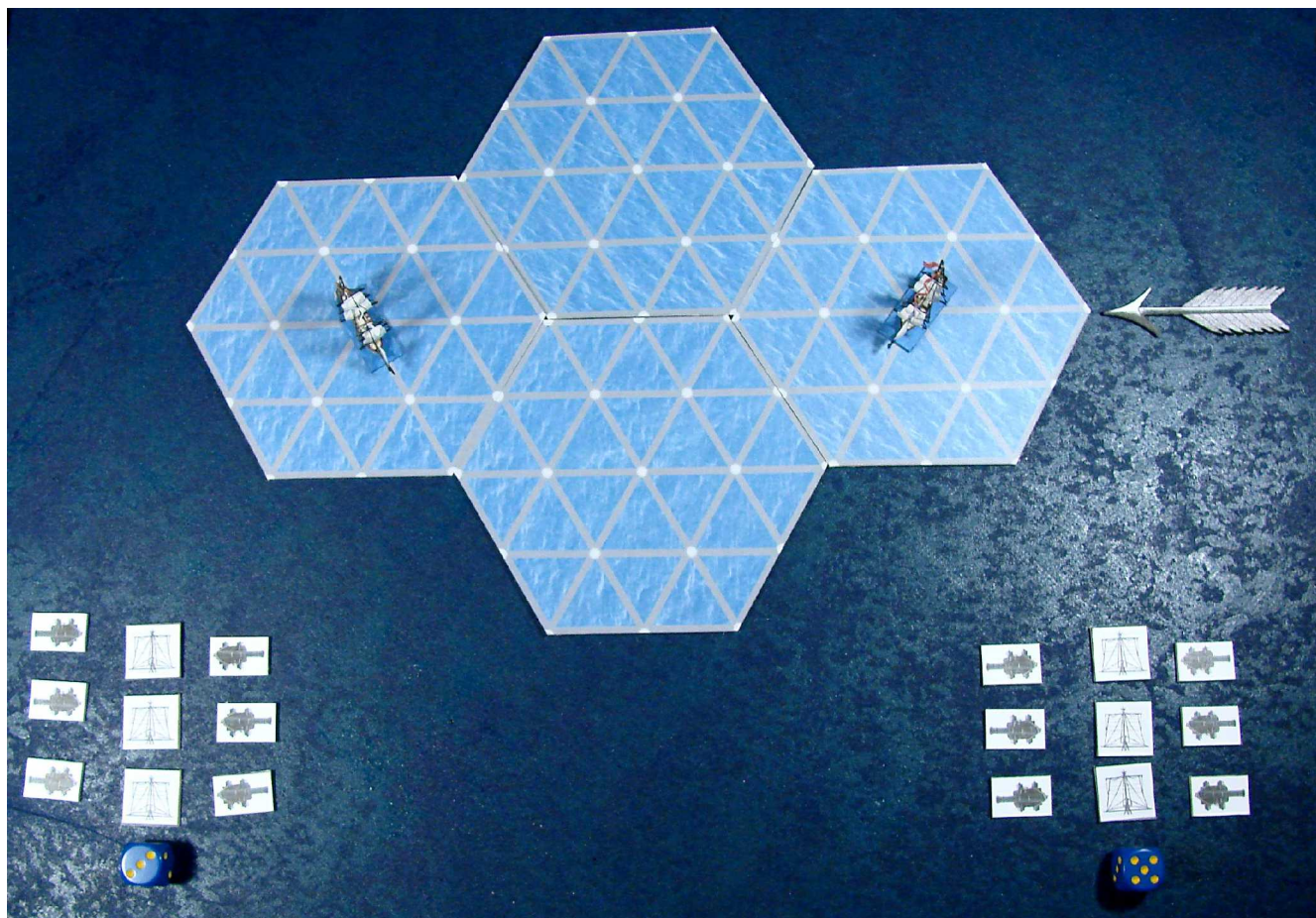
Here is the initial setup of the playing area, as directed by the rules:



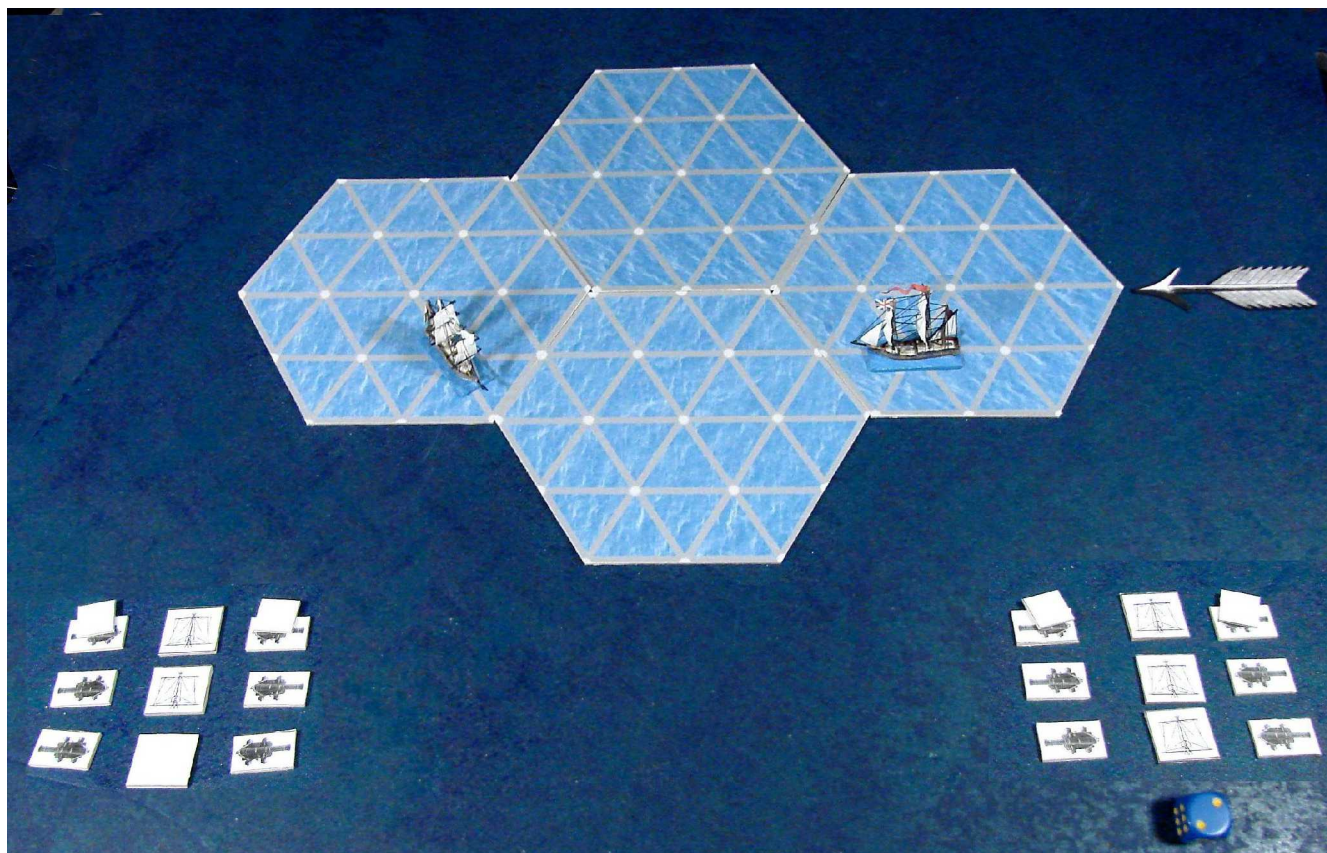
Red's ship display will be on the right of the photos throughout the game, and White's will be on the left.

White chose the point of the hexagons to the right for wind direction, and Red's die roll was a "1", resulting in the wind crossing the playing area from right to left, as indicated by the arrow. Since White's ship is facing directly into the wind, he will have the option of turning either to the left or right before the game begins.

In this photo, White has turned one point to starboard. The blue dice indicate the Wind Points allocated in the first turn's Wind Step; 1 for White, plus 2 for his sail setting; 3 for Red, plus 2 for his sail setting.

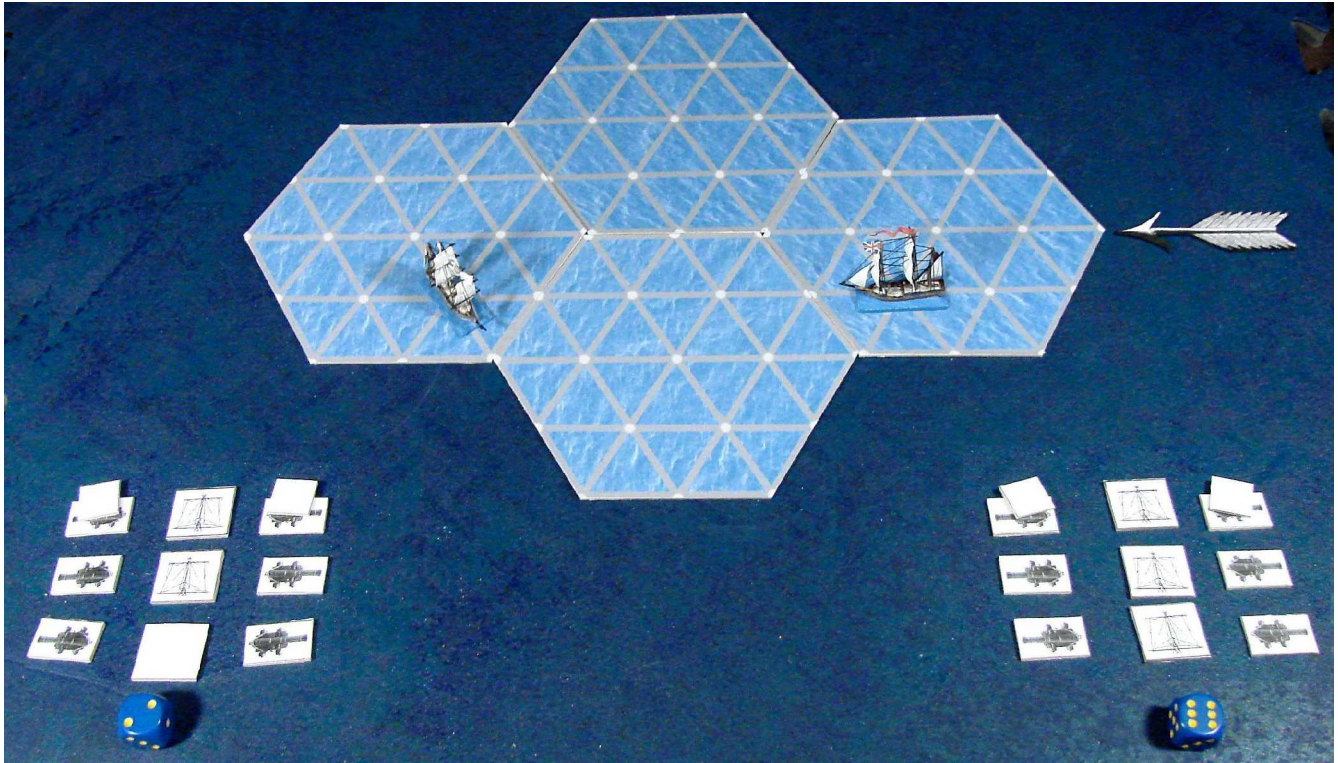


In the Movement Step of Turn 1, Red chooses White to move first because he holds the weather gauge. White advances one point and removes his 3 Wind Points, then Red advances one point and turns one point to starboard, reducing his Wind Points from 5 to 2.



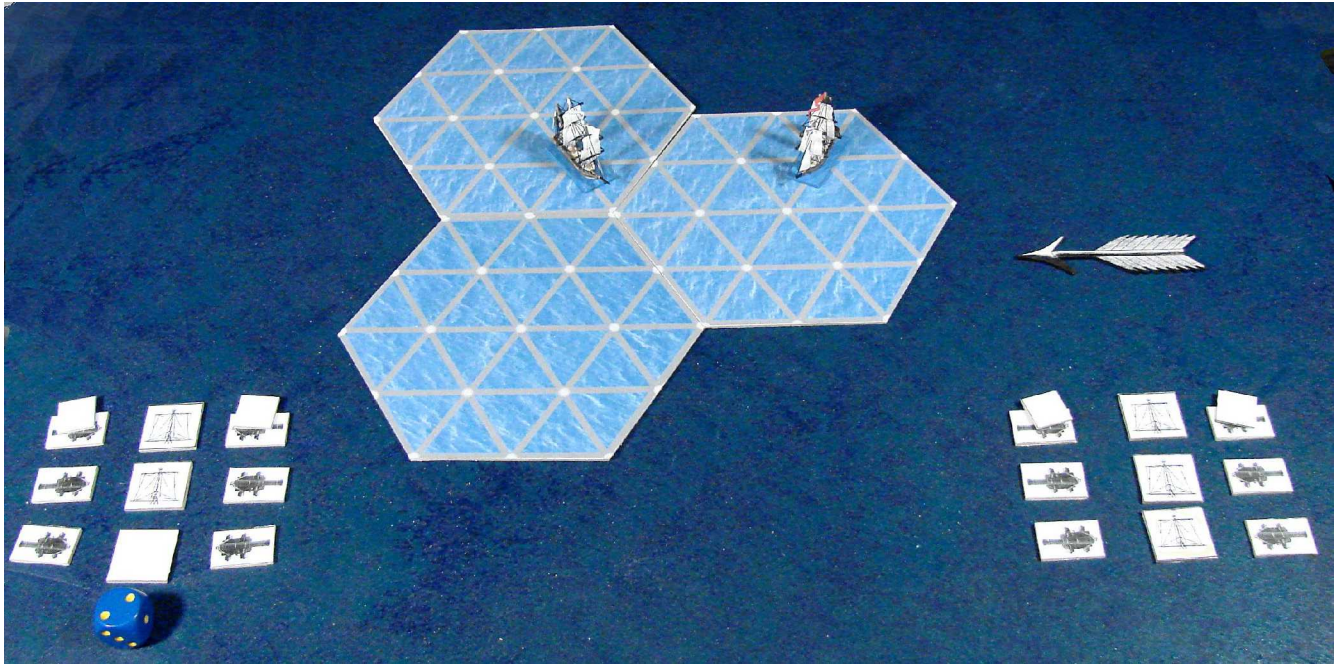
In the Sail Adjustment Step, White flips one of his Sail Markers face down. (Being downwind, and thinking that Red intends to close quickly, he decides that the higher risk of damage to Full Sails is not worth the extra Wind Point).

In the Wind Step of Turn 2, White gets 2 Wind Points (1, plus 1 for extra sail) and Red gets 4 (2, plus 2 for extra sail, for a total of 6).



In the Movement Step of Turn 2, White cannot move because he only has 2 Wind Points. Red, on the other hand, has 6 so he advances 2 points, closing the range to three and turning one point to larboard; he removes his 6 Wind Points.

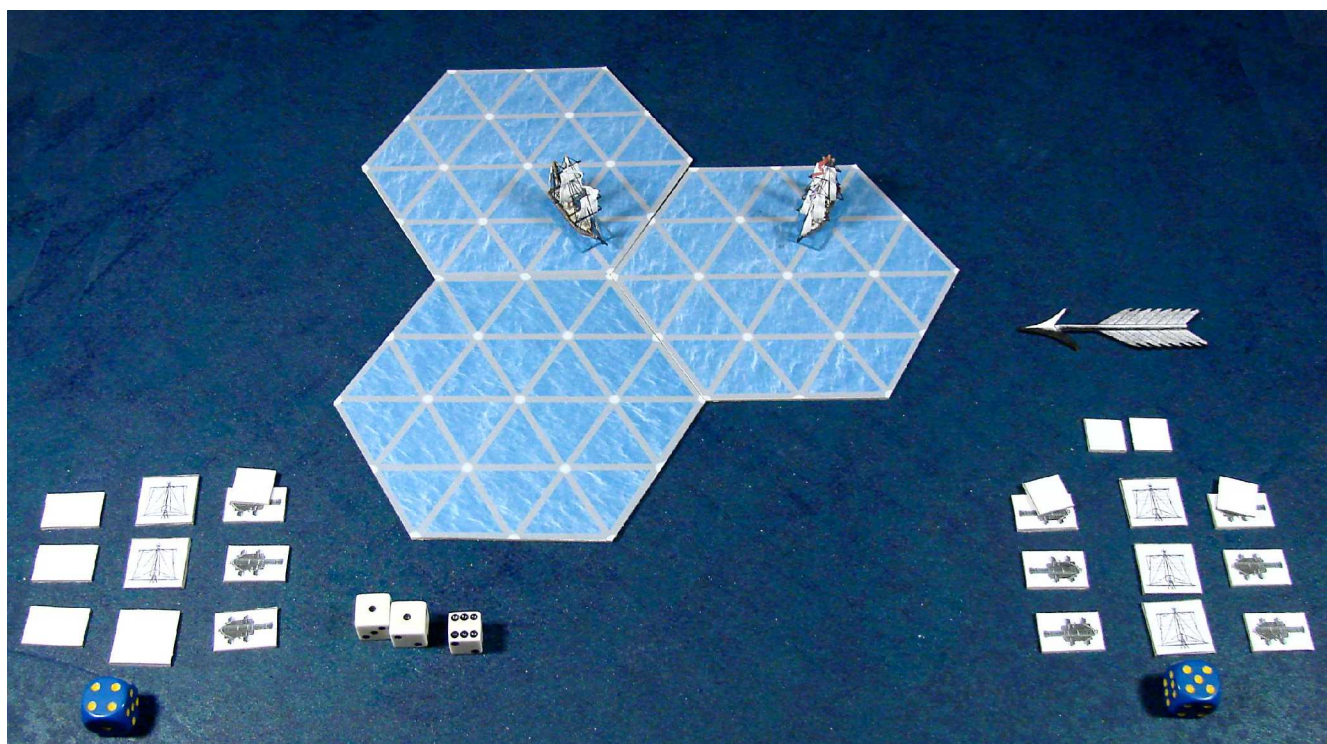
The playing area is adjusted, removing the hexagons that have been vacated, and placing an additional one ahead of the ships in the direction Red is heading.



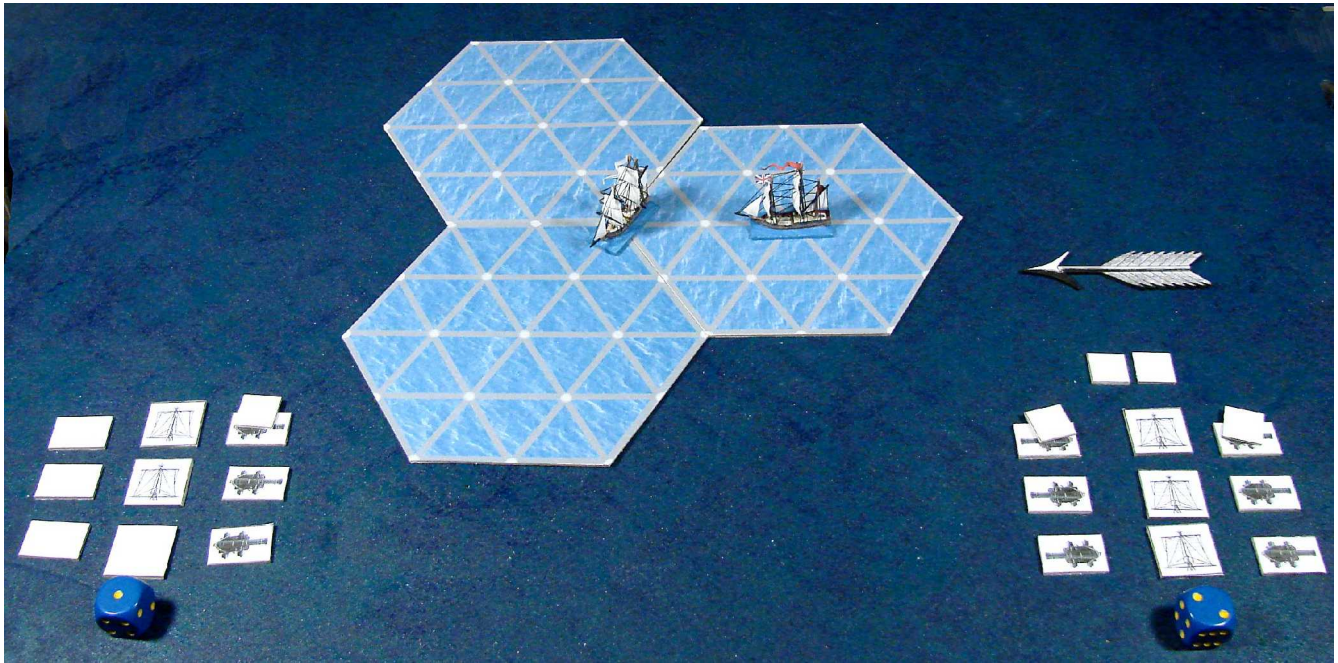
In the Gunnery Phase, White decides to open fire hoping to gain an early advantage, even though he is at extreme range. The range is three, which would normally require a five or more to hit, but it is his initial broadside so fours or better will score hits. He turns his three larboard guns face down, removing the marker indicating that the battery had not yet fired, announces that he is firing high, and rolls three dice. He gets just one hit (as shown in the photo). Another roll to confirm the location of the damage yields another 6, so the hit is on Red's sails. Since Red's ship is at Full Sail, White re-rolls yet again for additional damage and gets a five, which results in a second hit on Red's sails.

Red holds his fire, waiting until he gets closer in the hopes of a more devastating initial broadside.

Three hits are needed to remove a sail marker, so Red keeps all three of his and play proceeds to Turn 3. In the Wind Step White accumulates 2 more Wind Points (1, plus 1 for extra sail) and Red gets 5 (3, plus 2 for extra sail).

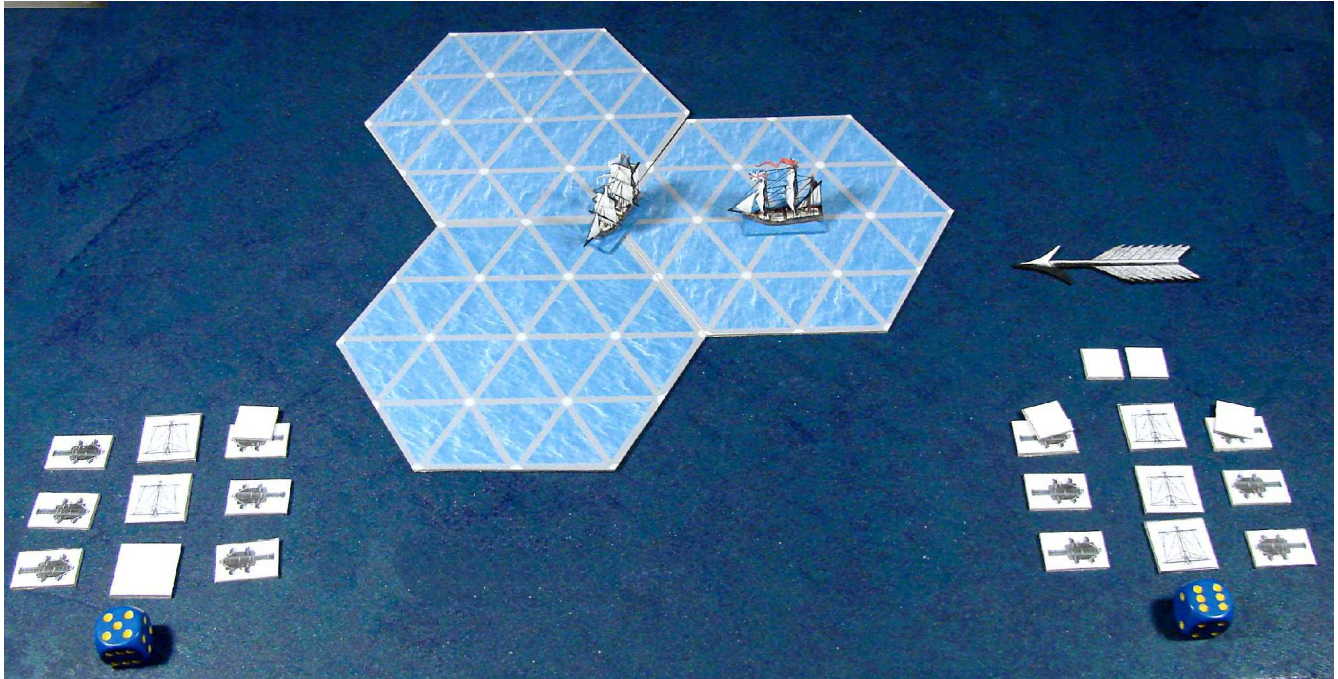


In the Movement Step, Red (with the weather gauge) makes White move first. White advances one point and turns one point to starboard, reducing his Wind Points to 1. Knowing that White's larboard battery is unloaded, Red advances one point, turns downwind and bores straight in. Red reduces his Wind Points to 2.

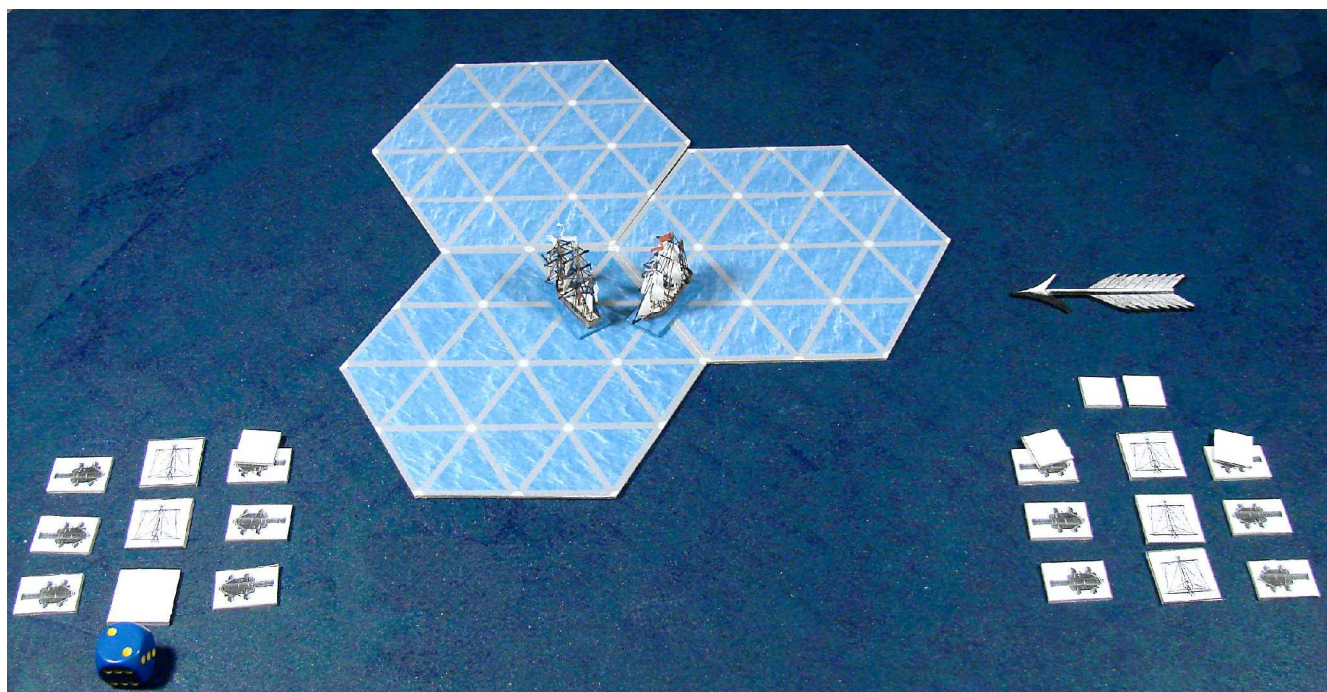


There is no gunnery in Turn 3 (since White's larboard battery is unloaded and Red has no target in his arc of fire). In the Fire/Reload Step, White reloads his larboard guns, turning the markers face up again.

In the Wind Step of Turn 4, White gets 4 Wind Points (3, plus 1 for extra sail) and Red gets 4 (2, plus 2 for extra sail) for a total of 6.

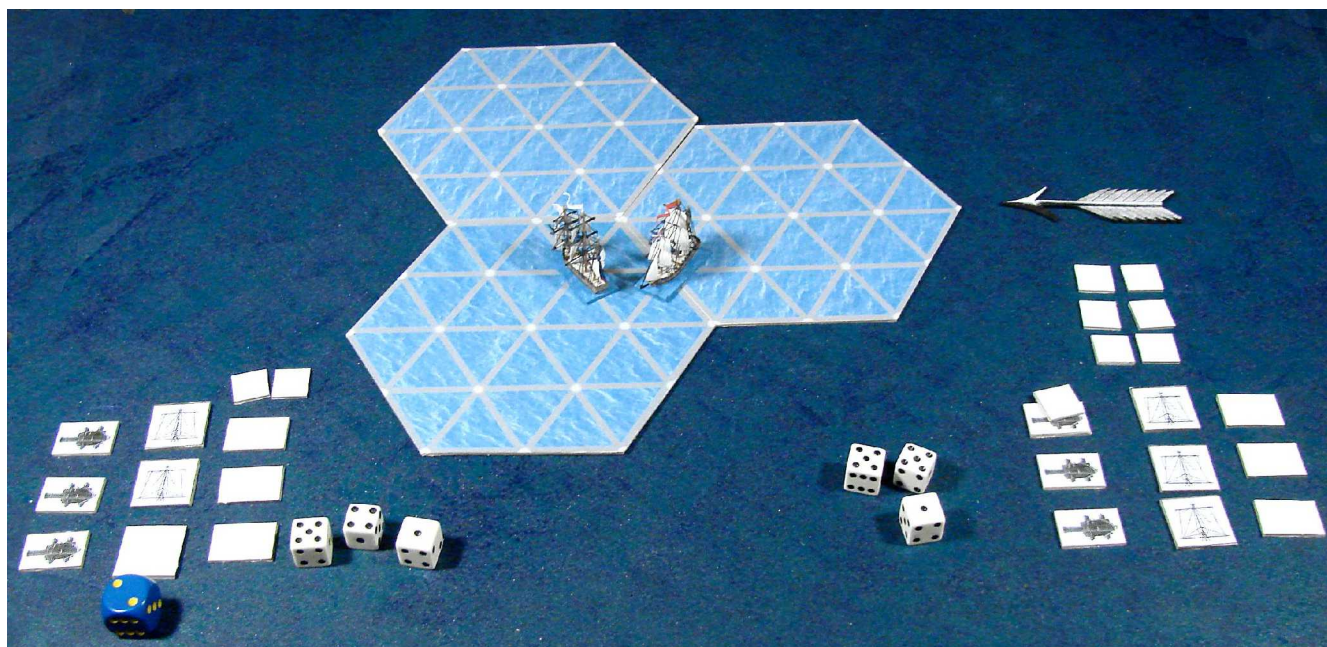


In the Movement Step, Red (still with the weather gauge) makes White move first again. White advances one point and turns two points to starboard, bringing his unfired starboard battery to bear; he reduces his Wind Points to 2. Red advances one point and turns to larboard, then advances again with his remaining 3 Wind Points, leaving him with none.



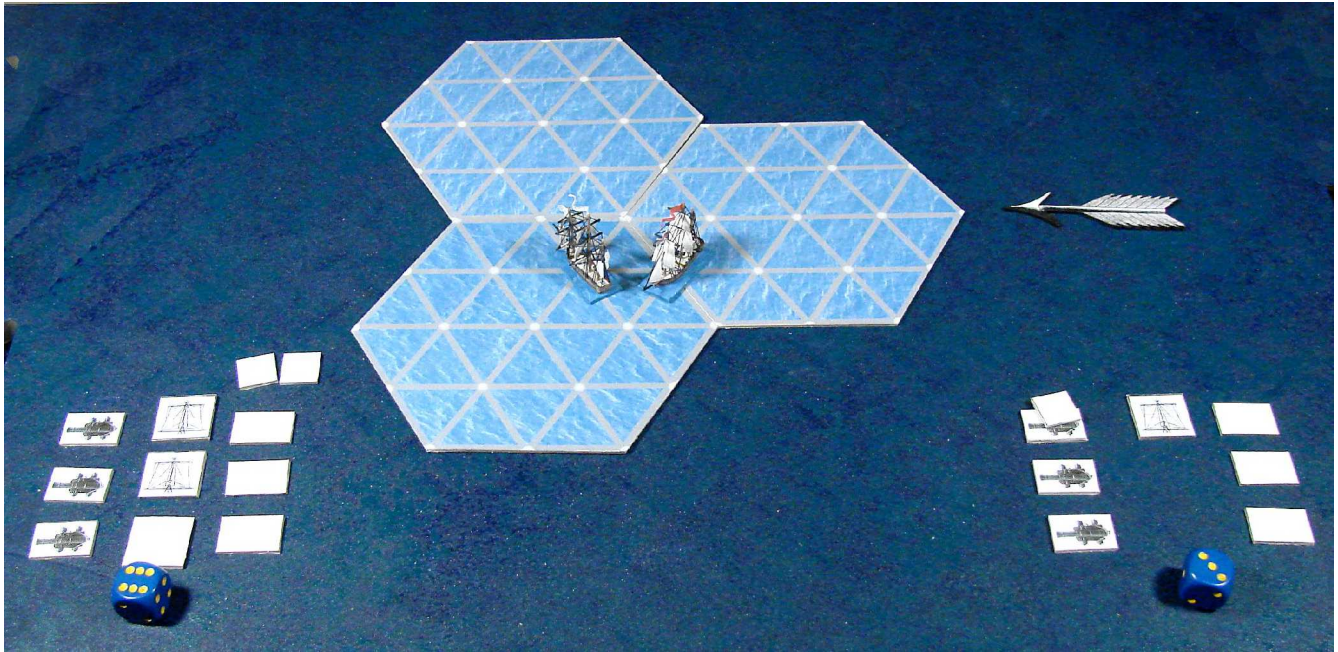
The Turn 4 Gunnery Phase is next. Having closed to a range of one point, Red fires his starboard battery, removing the unfired marker and flipping the Gun Markers face down. At this range he would normally need threes or better to hit, but because it's an initial broadside, twos or better will work. He announces that he is firing low and rolls two hits, which are confirmed as low hits by re-rolls of one and three. These hits are marked on White's starboard battery, but are not sufficient for White to remove a marker in the Damage Step.

White replies with his starboard battery, which is also an initial broadside. He fires high and rolls two hits. Re-rolling these two, he gets a two and a four so two hits are added to Red's sails. Because Red's ship is once again at Full Sail, the two hits are re-rolled yet again for additional damage, yielding another two hits.

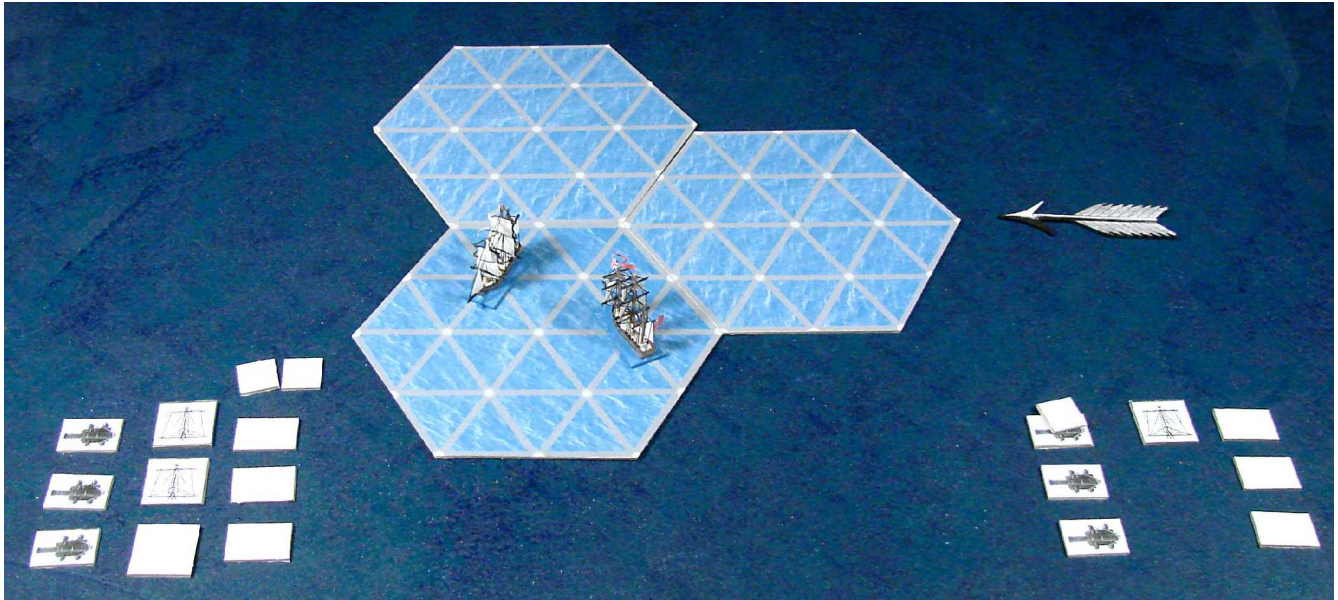


With six hits on his sails, Red must remove two Sail Markers (as well as the six damage markers). His masts and sails are now in tatters and he will have a hard time not being outmaneuvered by White. However, White has expended both of his initial broadsides and Red still has one left, so he decides to press his attack and hope for the best.

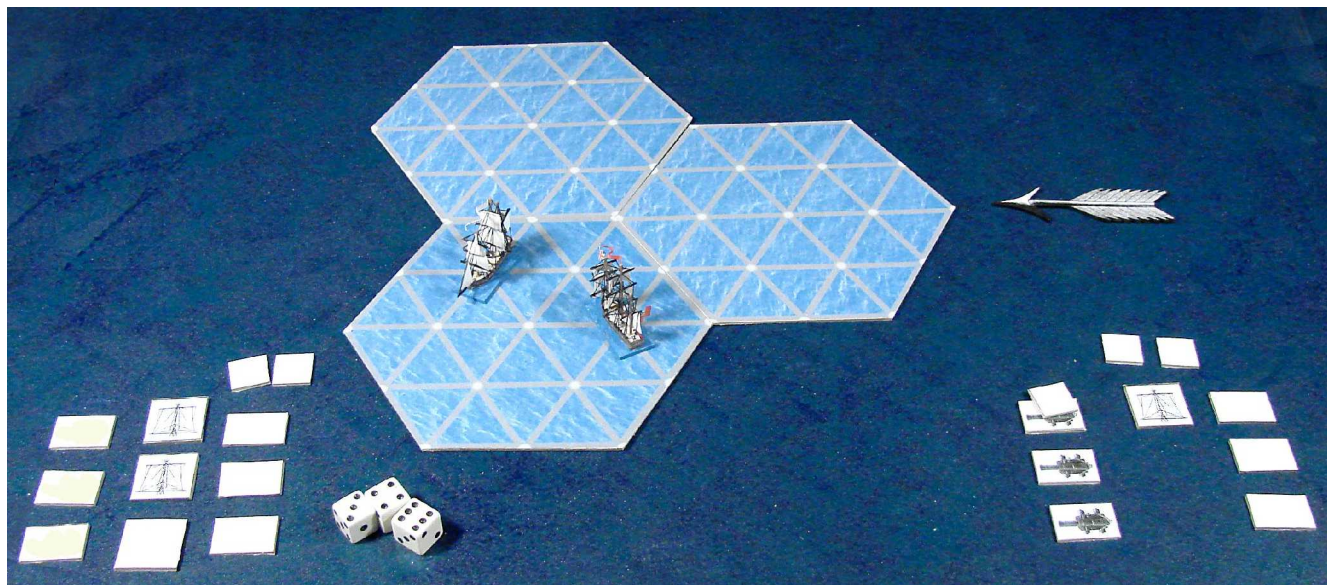
In the Wind Step of Turn 5, White gets 4 Wind Points (3, plus 1 for extra sail) and Red gets just the basic 3. (Note that Red also now lacks the ability to tack, having lost one or more of his Sail Markers).



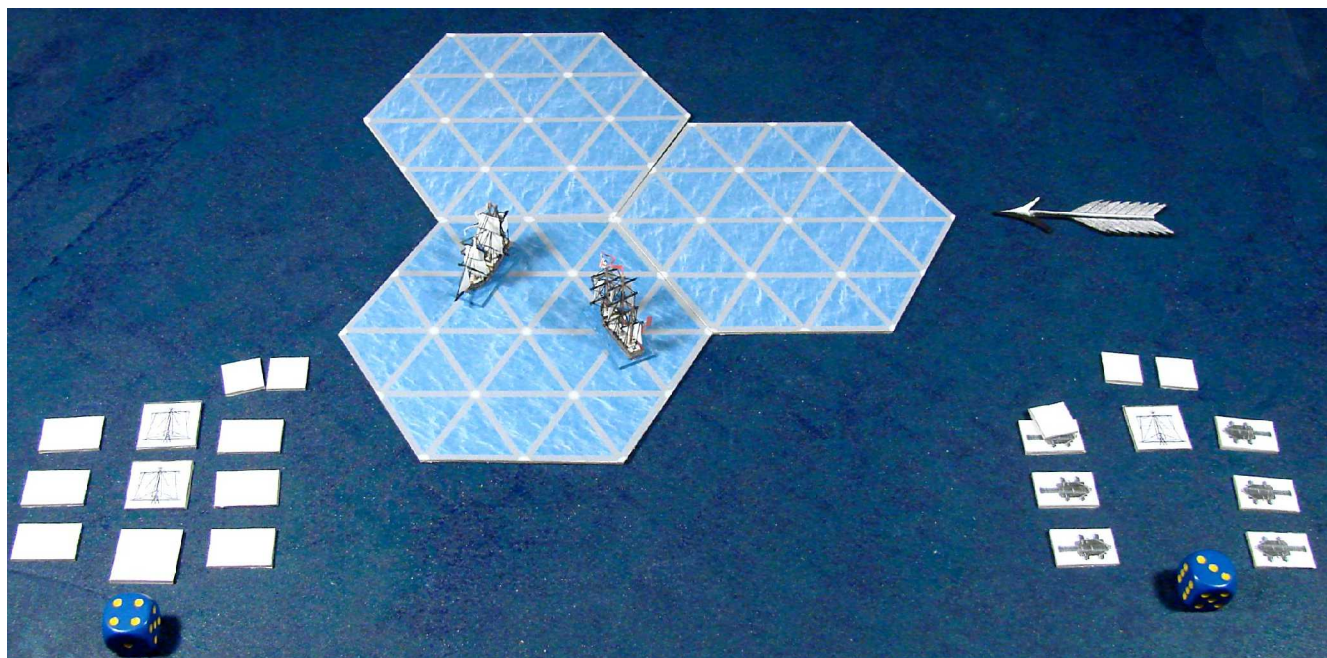
In the Movement Step of Turn 5, Red (still holding onto the weather gauge) insists that White move first again. White advances one point and then turns two points to larboard, bringing his reloaded port battery around to face his opponent. Red advances one point and then turns two points to starboard, which is unfortunately not enough to bring White's ship within the arc of his fresh larboard battery. With 3 Wind Points remaining, White makes a second move, advancing one point straight ahead. Both ships are without any remaining Wind Points.



In the Gunnery Phase, White unleashes his larboard broadside from a position where Red cannot answer, off his larboard bow. He turns down the three Gun Markers, announces that he is firing high again, and rolls three dice. At a range of two, he needs fours or higher to score hits, and he gets two. Rolling the two hits again for location, he gets a two and a five, confirming that Red's sails take two more hits. One more, and Red will be dismasted, ending the game.

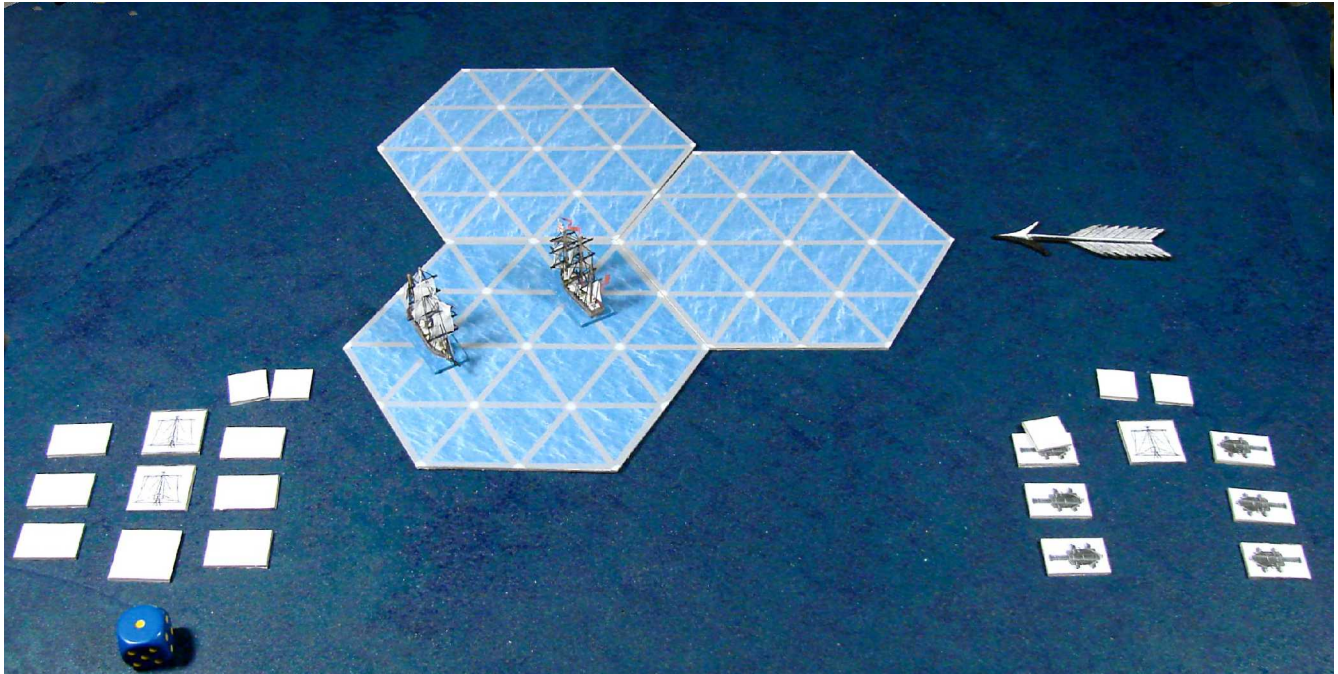


Turn 6. White gets 4 Wind Points (3, plus 1 for extra sails) and Red gets 3. Since both of White's batteries are unloaded, Red has an opportunity to strike an unanswered blow, and (hopefully) even the score a bit.

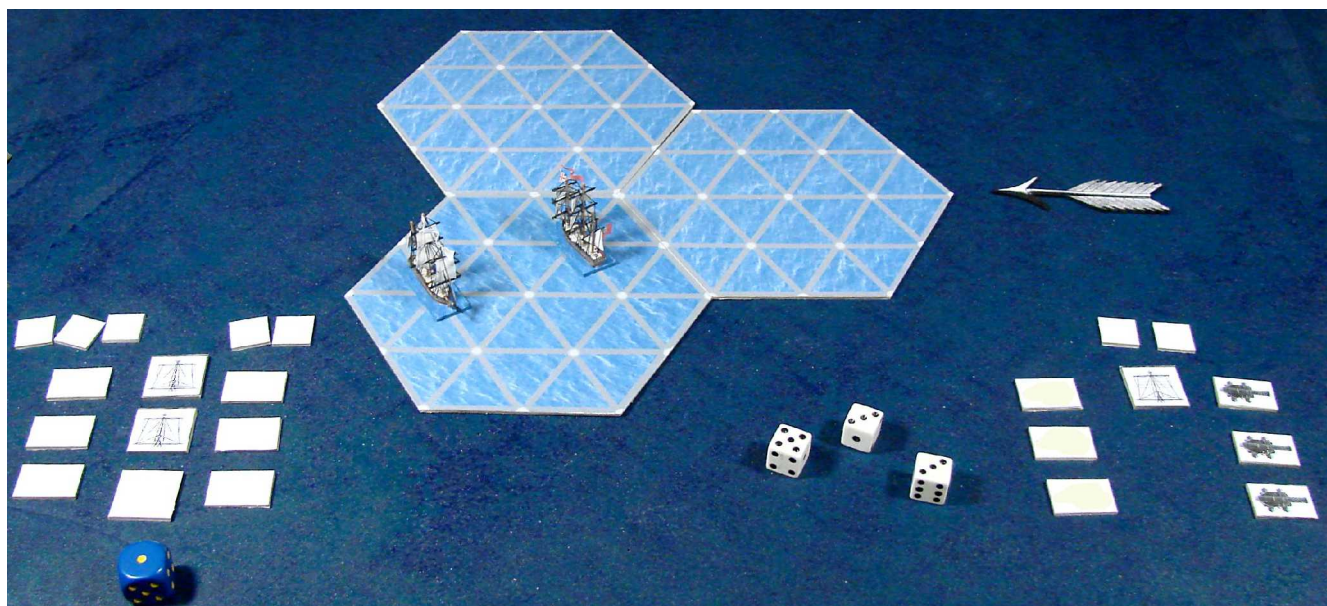


Still holding onto the weather gauge, Red indicates that White should move first. White advances one point and turns upwind one point, hoping to create an opportunity to seize the initiative by getting upwind of his opponent. He reduces his Wind Point total to 1. Red advances one point, keeping his so far unused larboard battery trained on White's ship. He ends up with no Wind Points left.

Neither player adjusts his sails this turn.



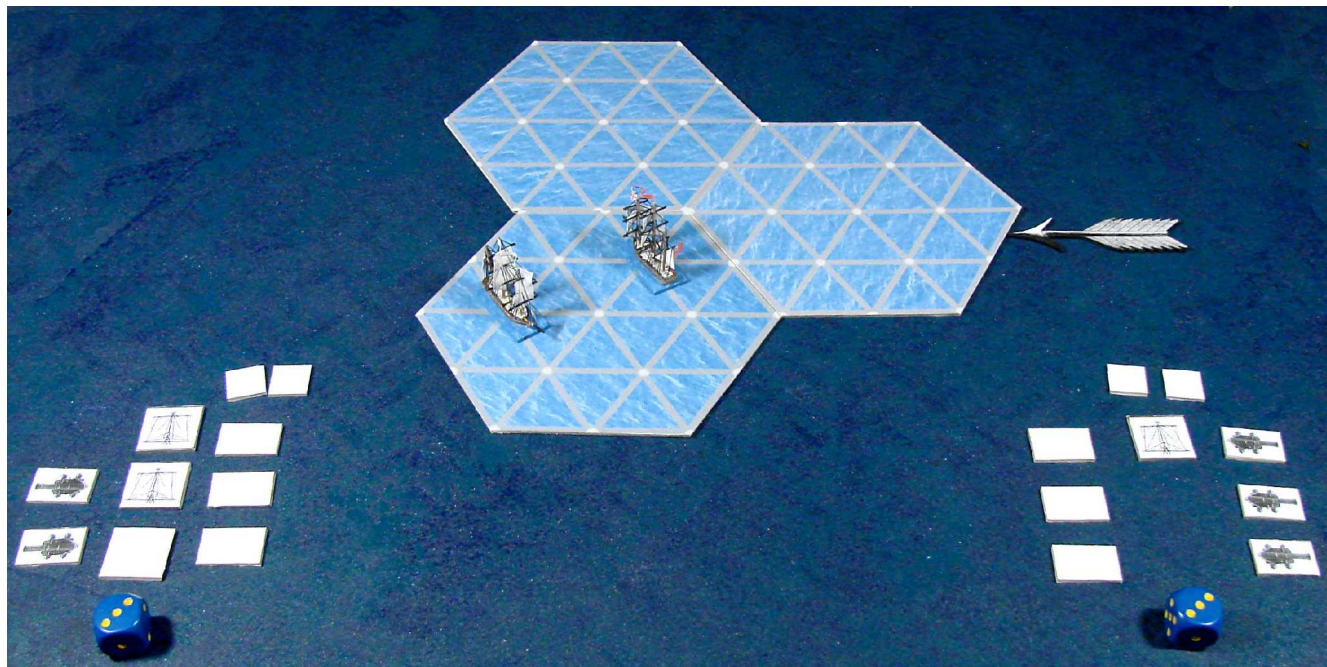
Red turns his port battery markers face down, and removes the unfired marker. At this range and with an initial broadside, he will need three or higher to score a hit. He announces that he is firing low again, and all three of his dice score. The re-roll for location puts three hits on White's larboard battery.



White uses the Fire/Reload phase to reload his larboard battery, which is the one facing Red's ship.

In the Damage Step, White removes the three hits along with one of his larboard Gun Markers.

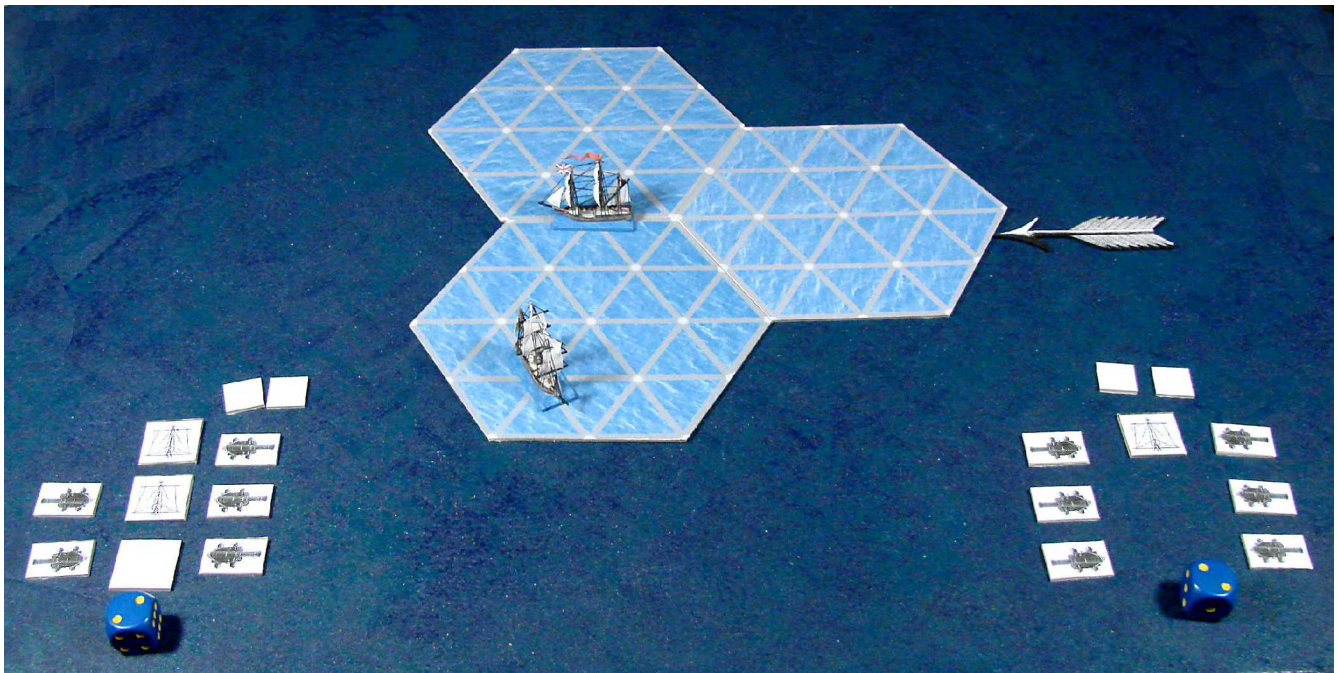
In the Wind Step of Turn 7, White gets 2 Wind Points (1, plus 1 for extra sails, for a total of 3) and Red gets 3.



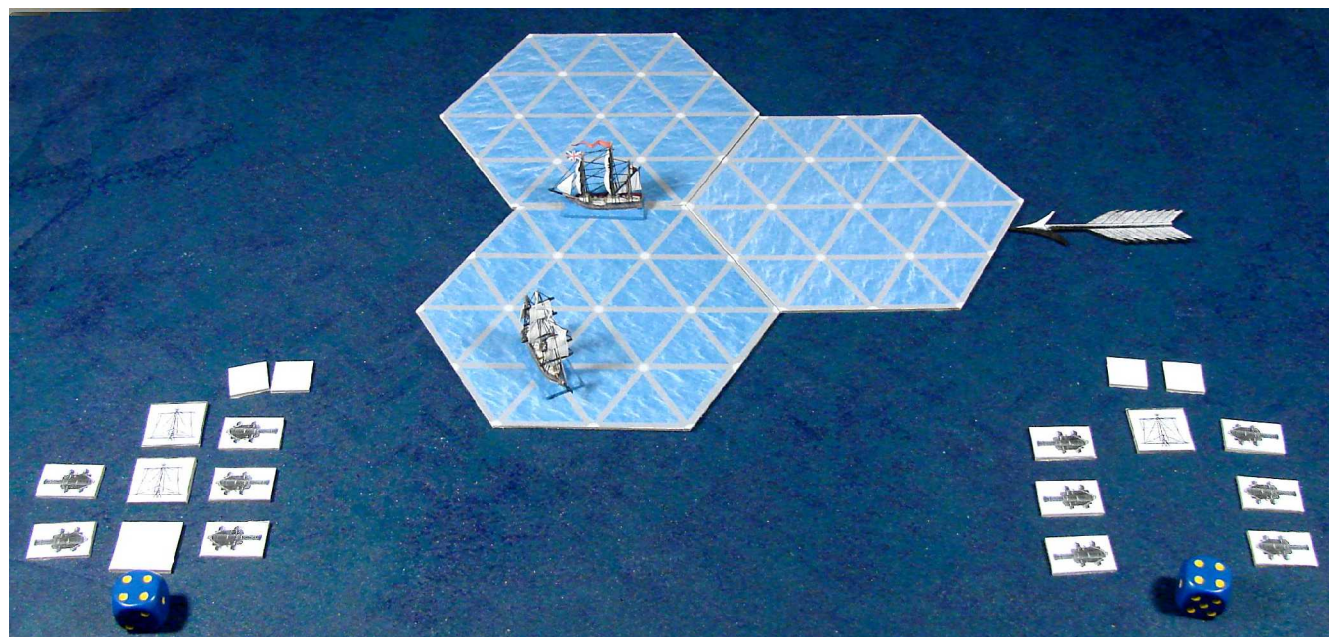
In the Movement Step of Turn 7, White advances one point, moving away from Red while buying time to reload his other battery. Red advances one point and turns downwind. Both ships end up without any Wind Points.

In the Fire/Reload Step, White reloads his starboard battery, while Red reloads his larboard guns.

At the beginning of Turn 8, White gets 2 more Wind Points (1, plus 1 for extra sails) and Red gets 2.



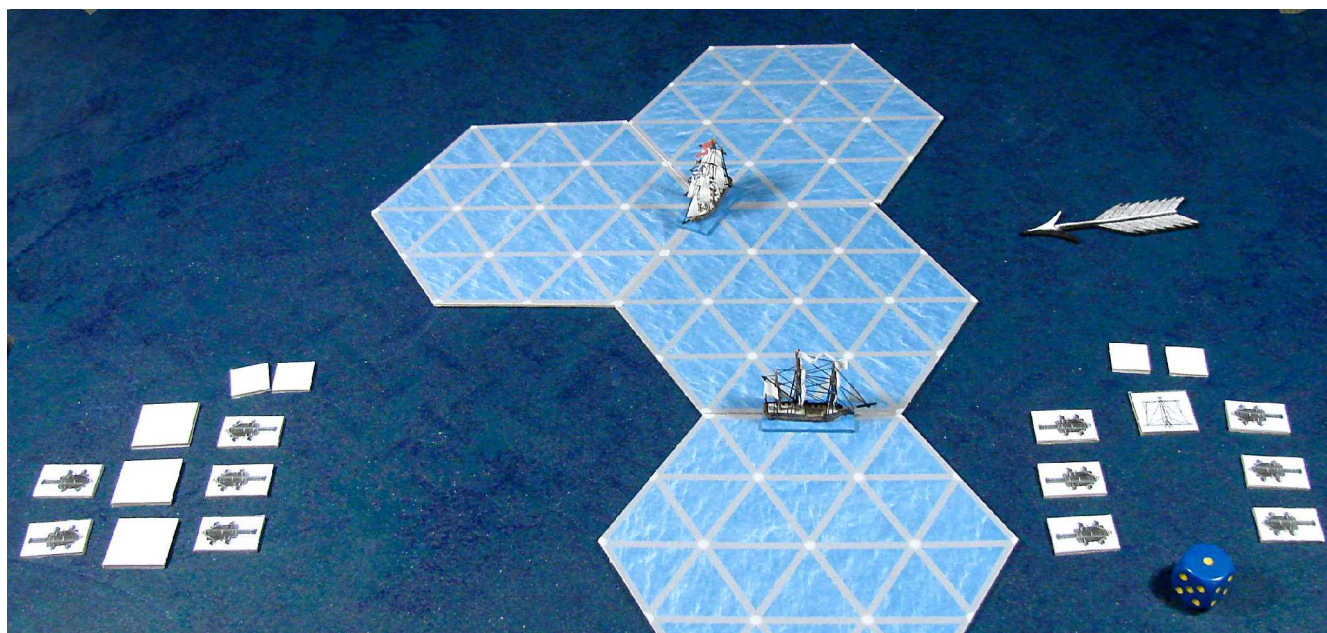
No movement occurs in Turn 8, since neither ship has enough Wind Points to move. White has no target and Red wants to wait, hoping for a little closer range shot, so there is no gunnery. At the beginning of Turn 9, both ships gain another 2 Wind Points.



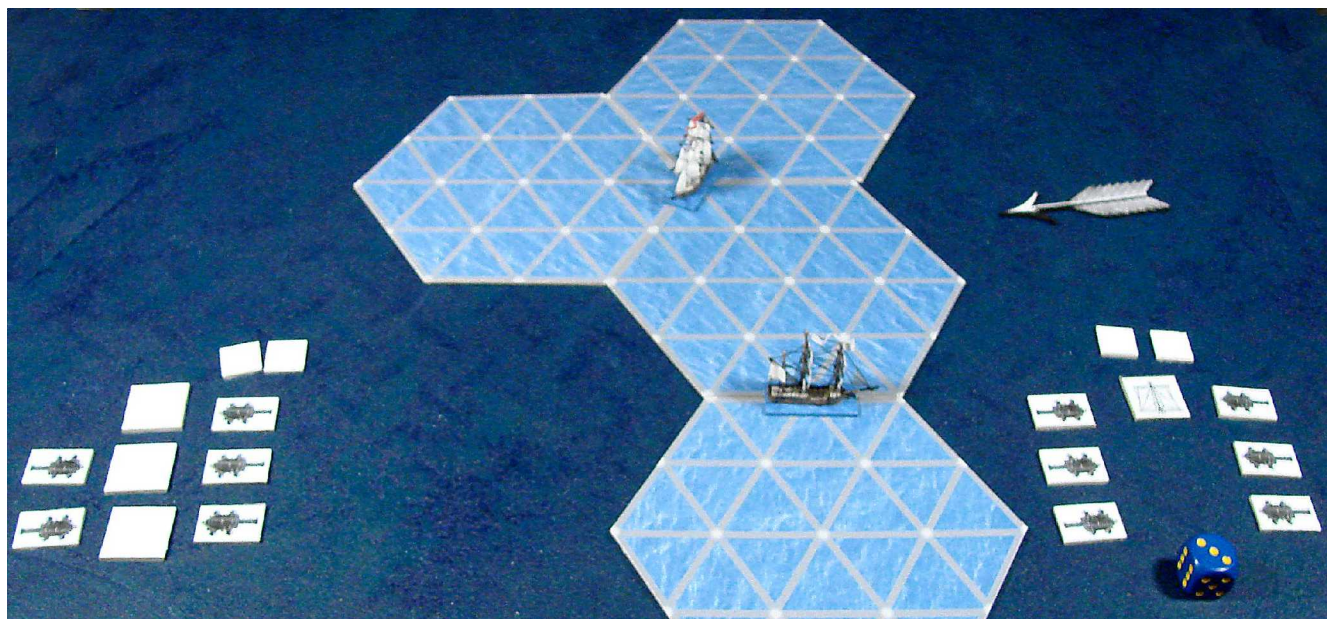
The playing area is reconfigured to accommodate the movements of the ships.

Neither ship has the weather gauge, so an initiative roll is made. White rolls higher, and makes Red move first. Red advances one point and turns one point to larboard to close the range. White advances one point and turns up into the wind, turning his Sail Markers face down and discarding his one remaining Wind Point. Tacking at this point will move him into an upwind position from Red, which will be hard to counter given the condition of Red's sails.

There is no gunnery in this turn, as the ships are out of range.



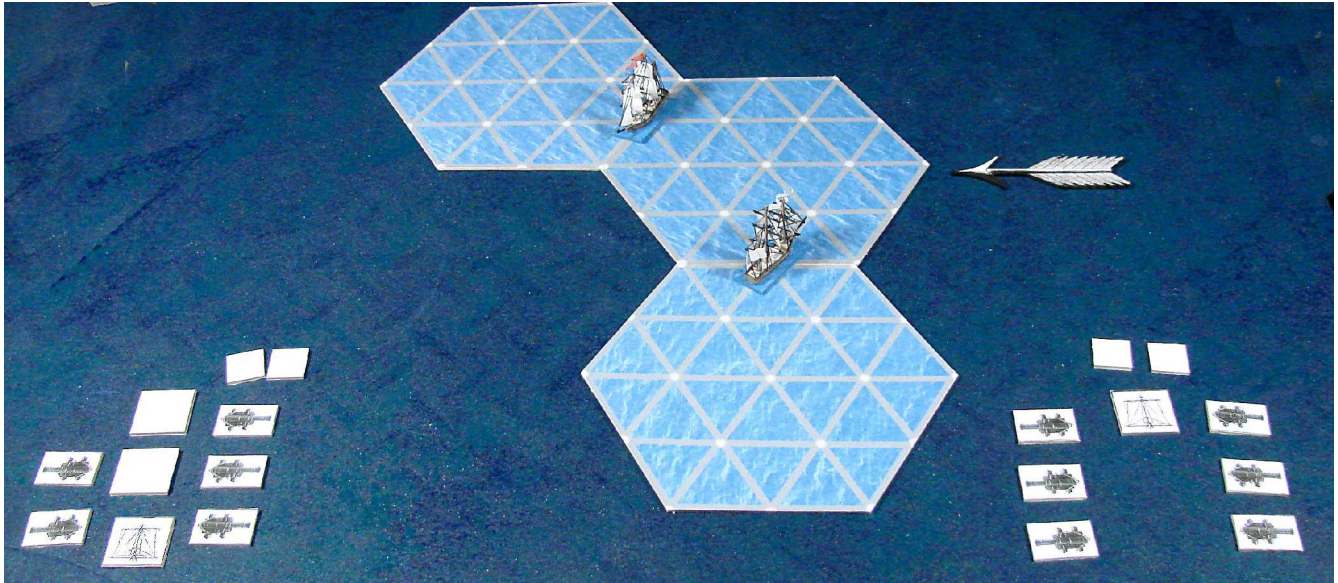
In the Wind Step of Turn 10, White gets no Wind Points (because he is facing directly into the wind) and Red gets 3.



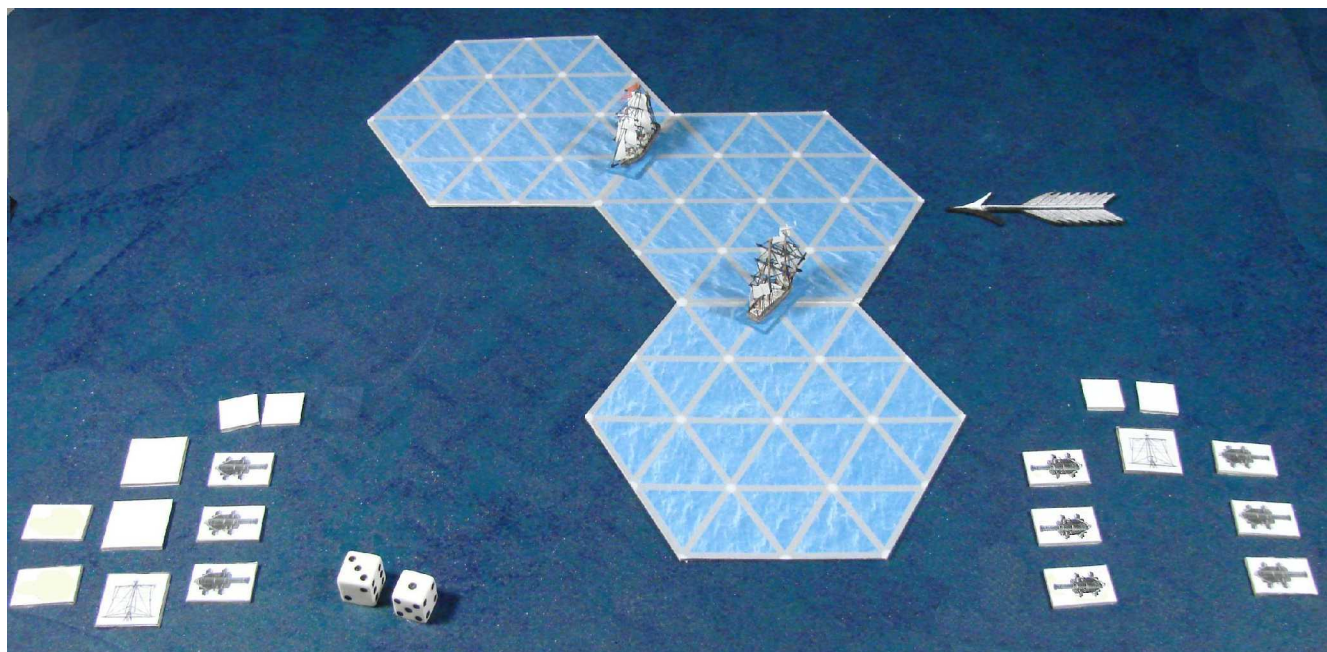
In the Movement Step, the initiative roll goes to Red, who makes White move first. White pays off to larboard, while Red advances one point to bring the ships within gunnery range again.

The hexagon just vacated by Red is picked up.

In the Sail Adjustment Step, White turns up one of his Sail Markers.

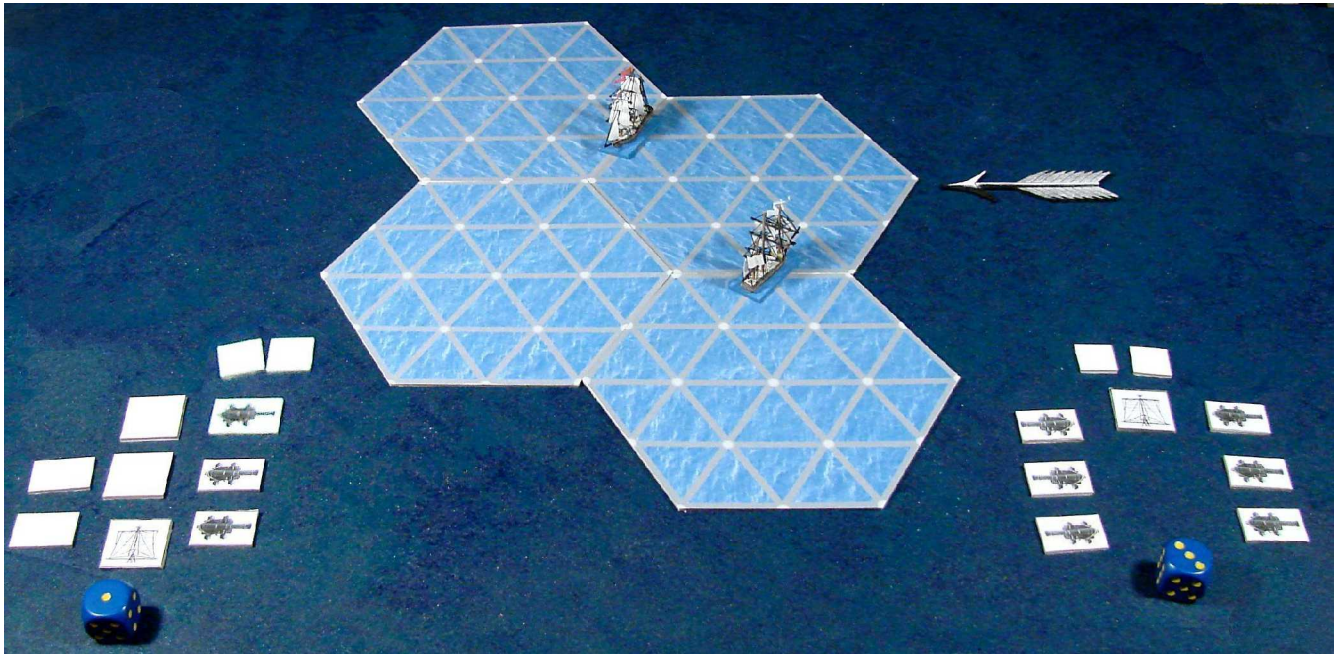


White opens up with his now-reduced larboard battery in the Fire/Reload Step. He aims high, hoping to end the game with a sail hit, but rolls two misses. Red holds his fire, waiting to close the range a bit before unloading his guns.



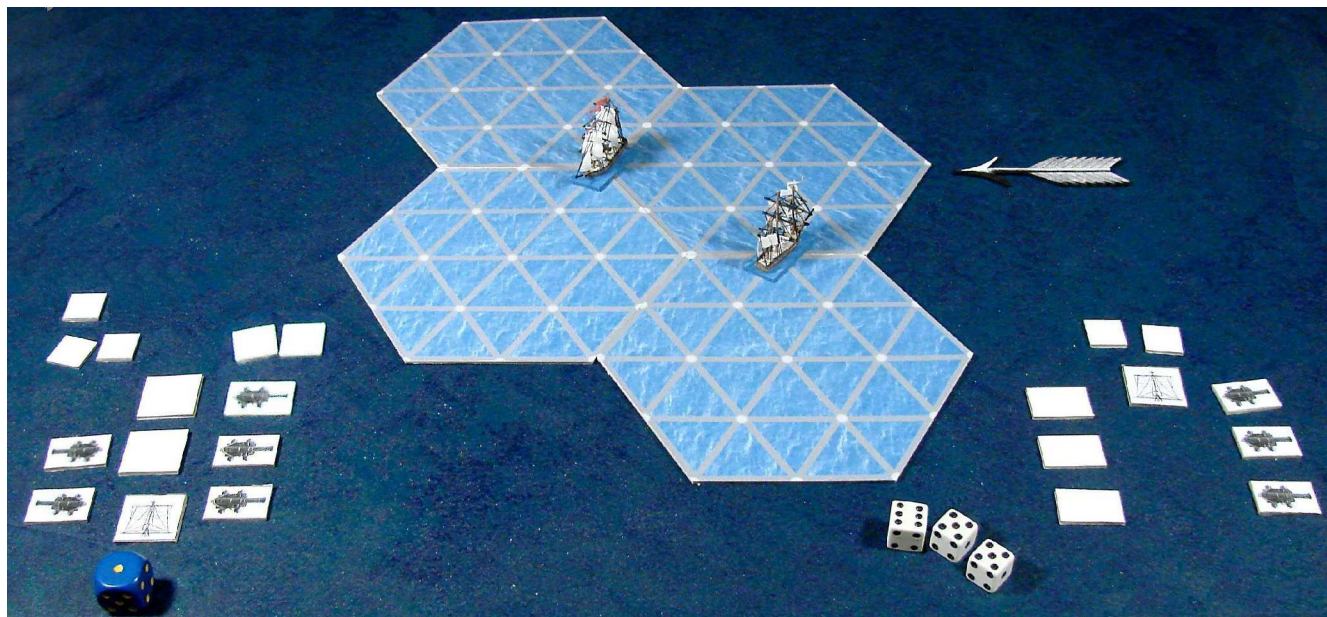
In the Wind Step of Turn 11, White gets 1 Wind Point and Red gets 3.

The playing area is expanded by adding another hexagon in the direction in which Red will be moving.



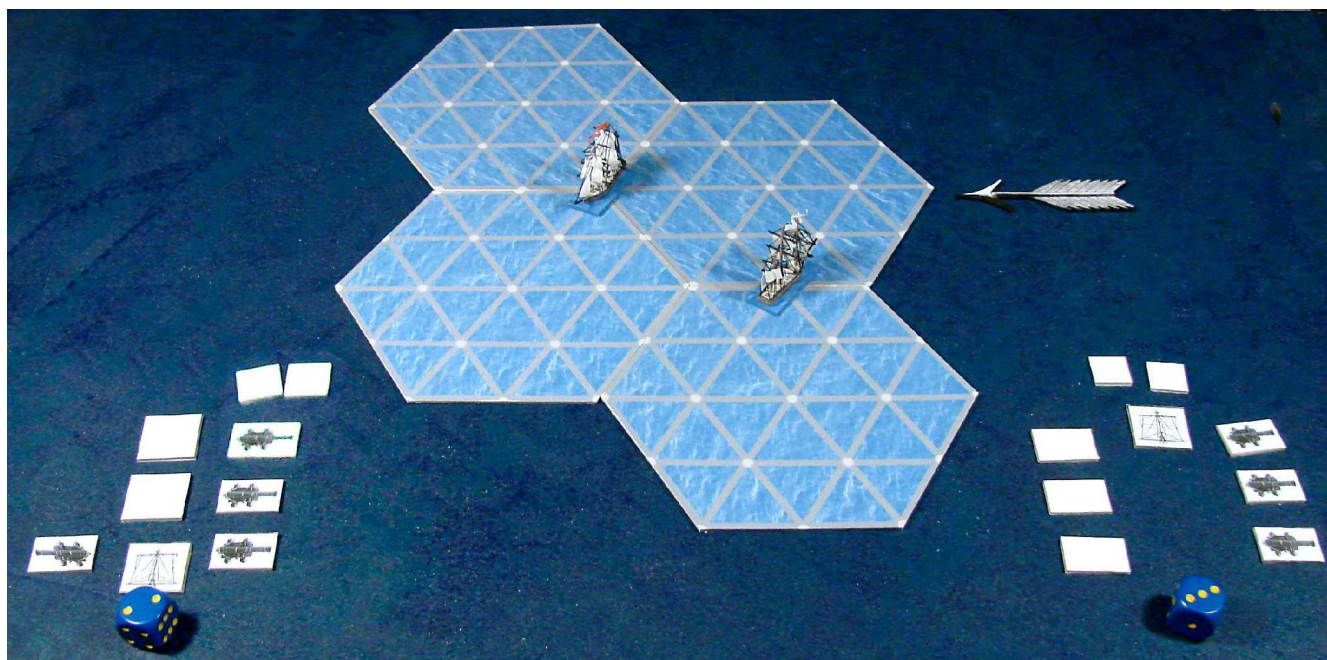
White cannot move in the Movement Step with only 1 Wind Point. Red advances one point. He realizes at this moment that his sail damage will prevent him from closing the range with his upwind enemy, so he fires his larboard battery, scoring three hits (!) on White's guns.

White reloads his empty guns.



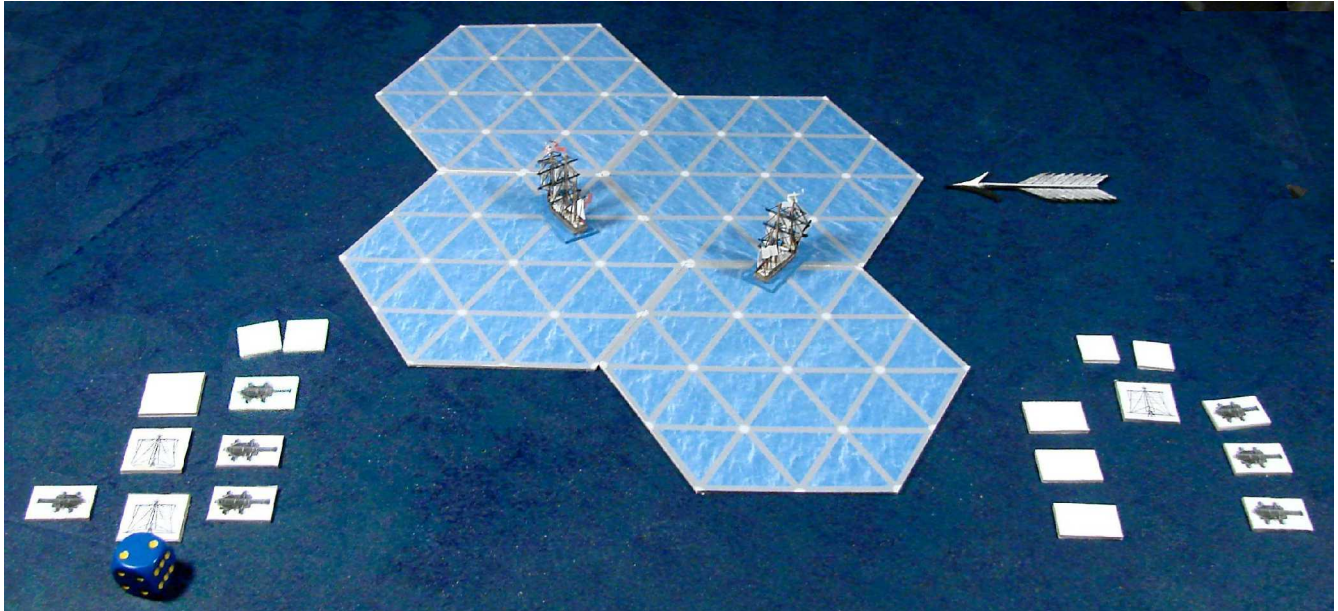
In the Damage Step, White removes the three hit markers and another Gun Marker from his larboard battery.

Beginning Turn 12, Red gets 3 Wind Points, and White adds a second one.

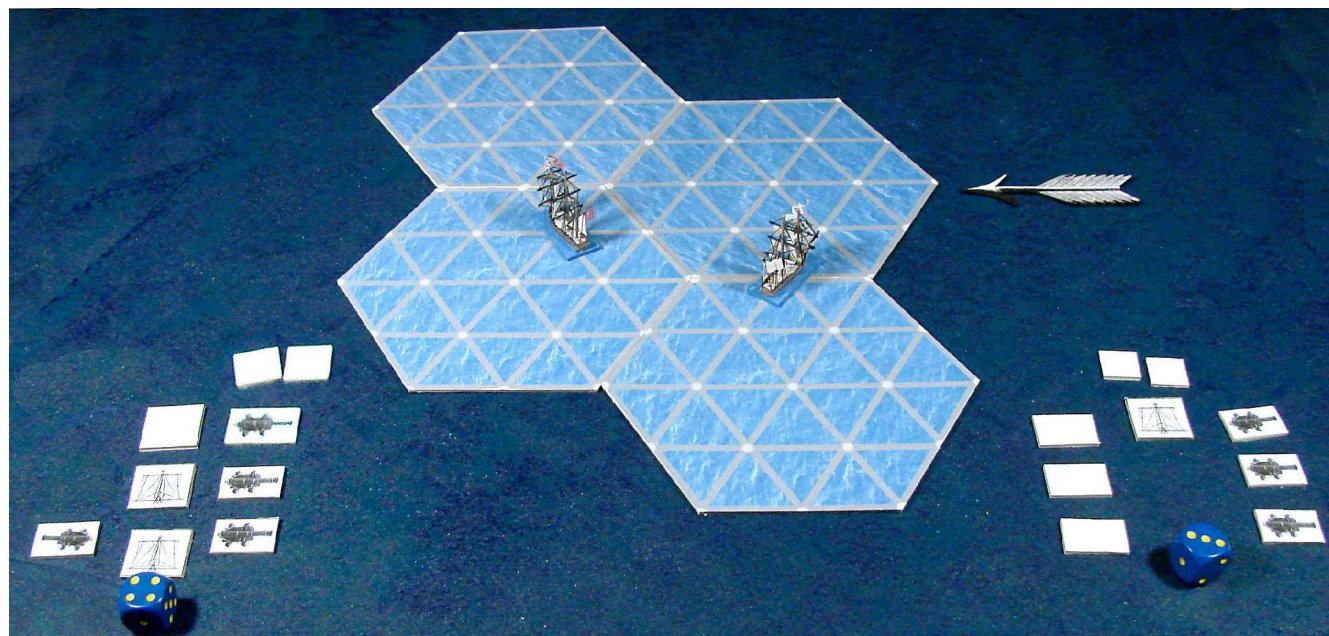


Unable to tack because of sail damage, Red uses the Movement Step to try bringing his still-loaded starboard battery around. He advances one point and turns two points to starboard, but it is not enough to get him a shot just yet.

White turns up another Sail Marker in the Sail Adjustment Step. He declines the opportunity to fire his one larboard gun at long range.

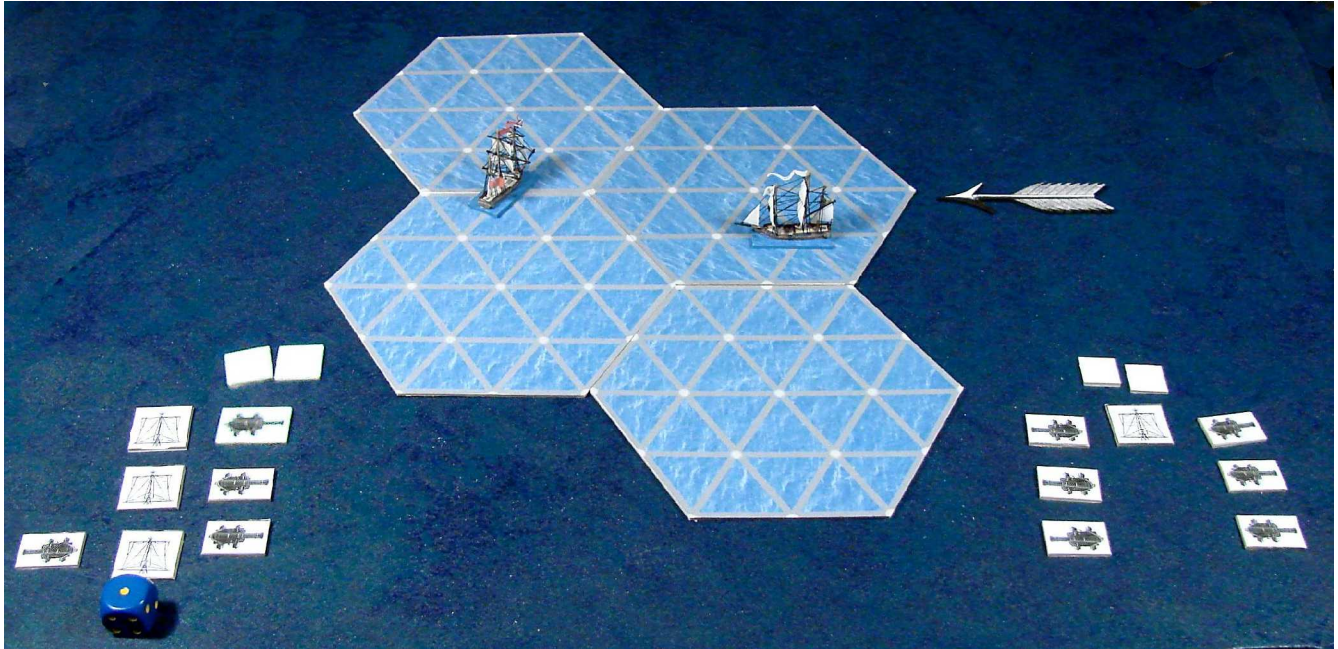


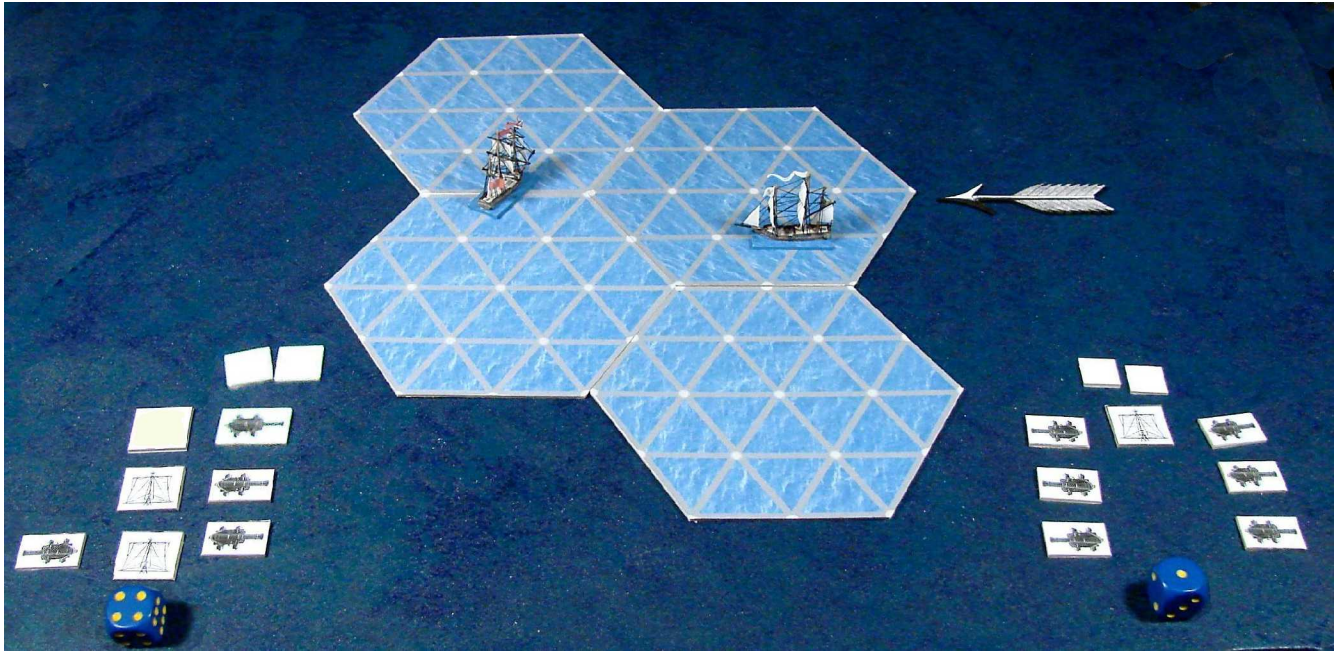
Turn 13. White gets 2 more Wind Points (1, plus 1 for extra sails) and Red gets 3.



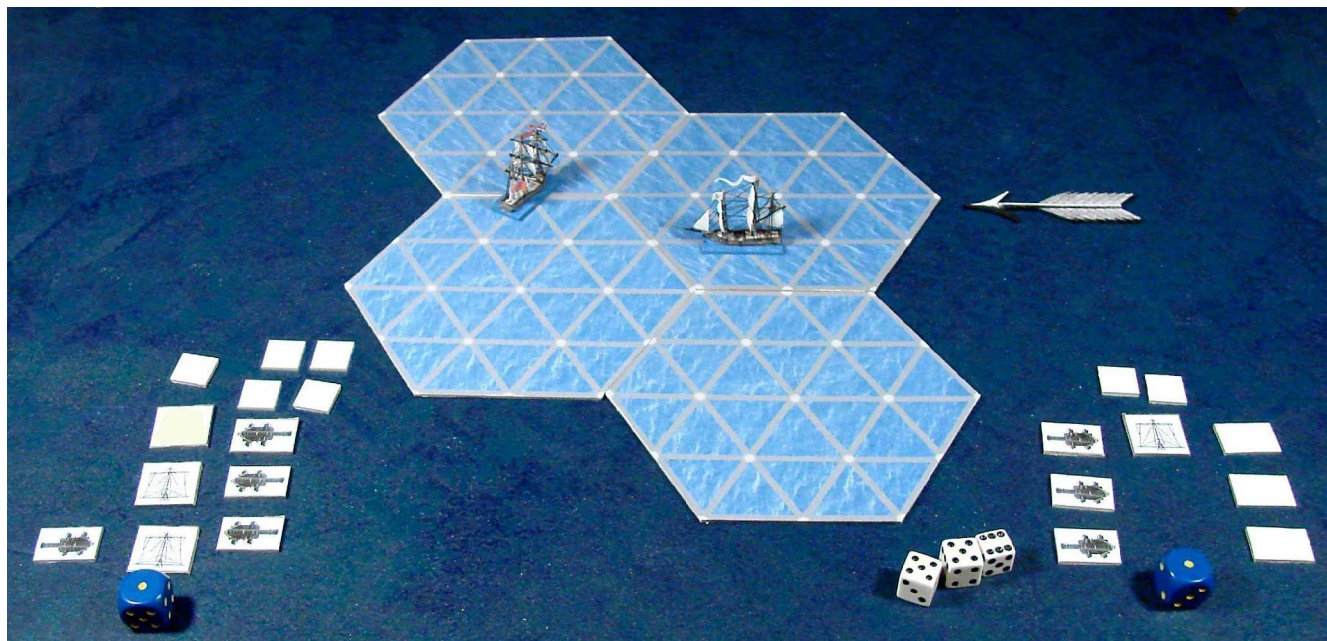
In the Movement Step, White holds the weather gauge and chooses to move first. He advances one point and turns two points to larboard, intending to run downwind on his less maneuverable enemy and end the fight. Red advances one point and comes up close-hauled in spite of his limited mobility, to avoid losing more ground to leeward.

There is no gunnery, since the ships are out of range. Red reloads his larboard battery.





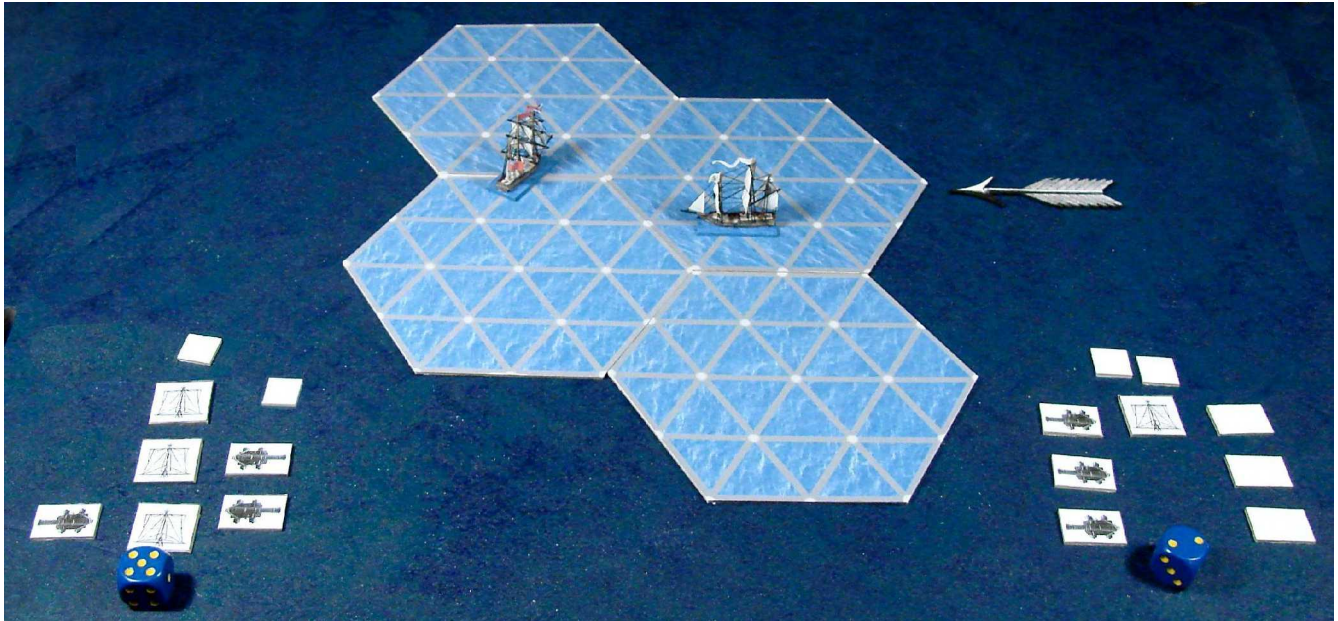
White uses 3 Wind Points to advance one point downwind, and in the Fire/Reload Step Red opens up on his approaching foe. At a range of three, he needs fives or sixes to hit and manages to score with all three dice. The location roll places two hits on White's starboard battery, but one misses high and goes on White's sails.



In the Damage Step, White removes three of the hits on his battery and takes away a Gun Marker.

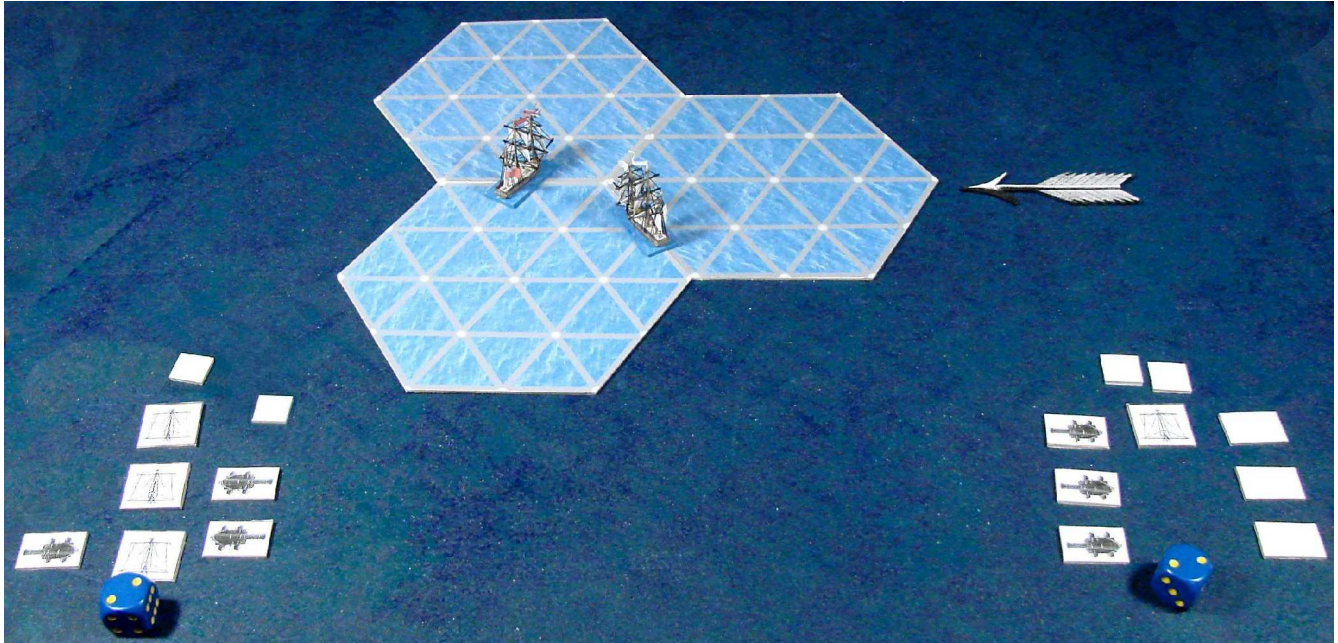
Turn 15. White gets 4 more Wind Points, while Red gets just 1.

In the Sail Adjustment Step, White turns up his third Sail Marker, clapping on every stitch of sail he can muster to close the range before Red's undamaged batteries can leave him defenseless.

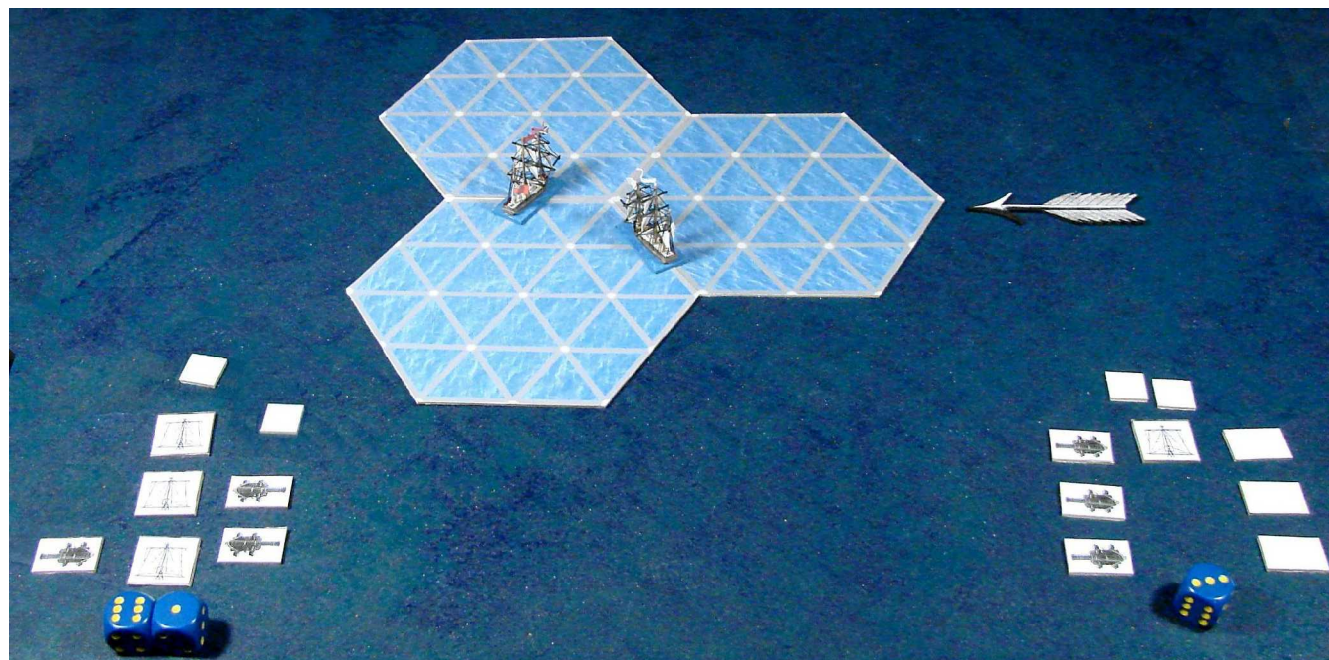


In the Movement Step White bores in for the kill, knowing that he has the initiative and that Red's starboard battery is now unloaded. He advances one point and turns one point to starboard.

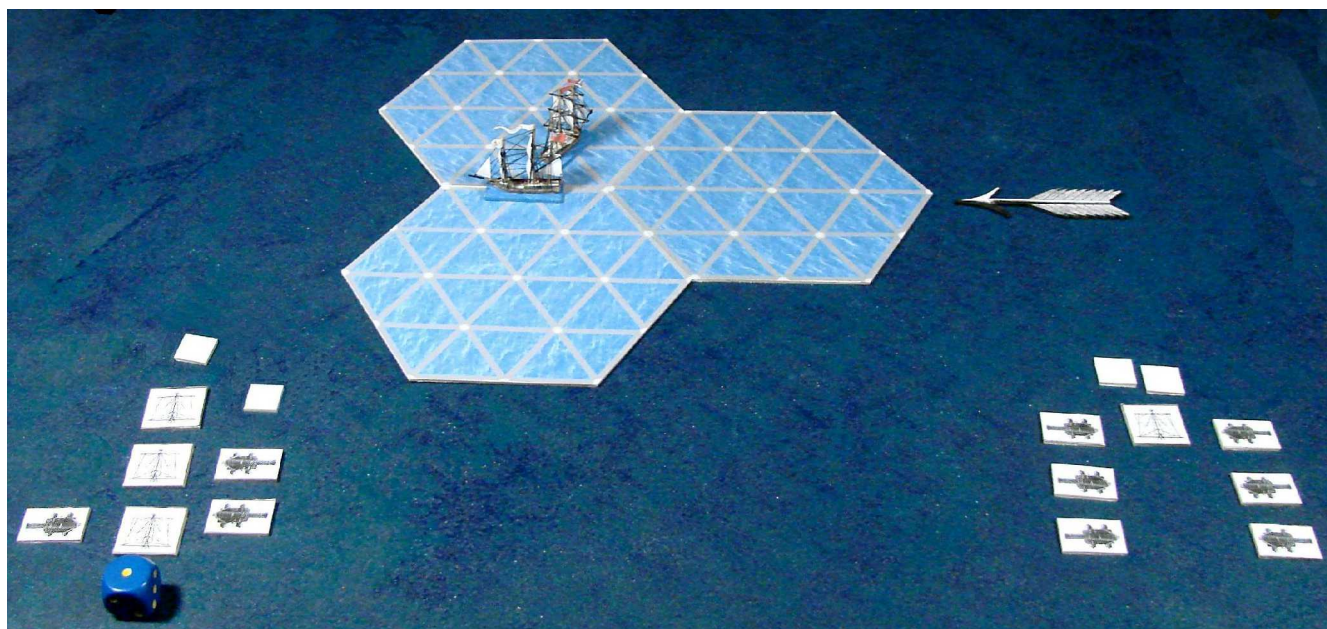
There is no gunnery this turn.



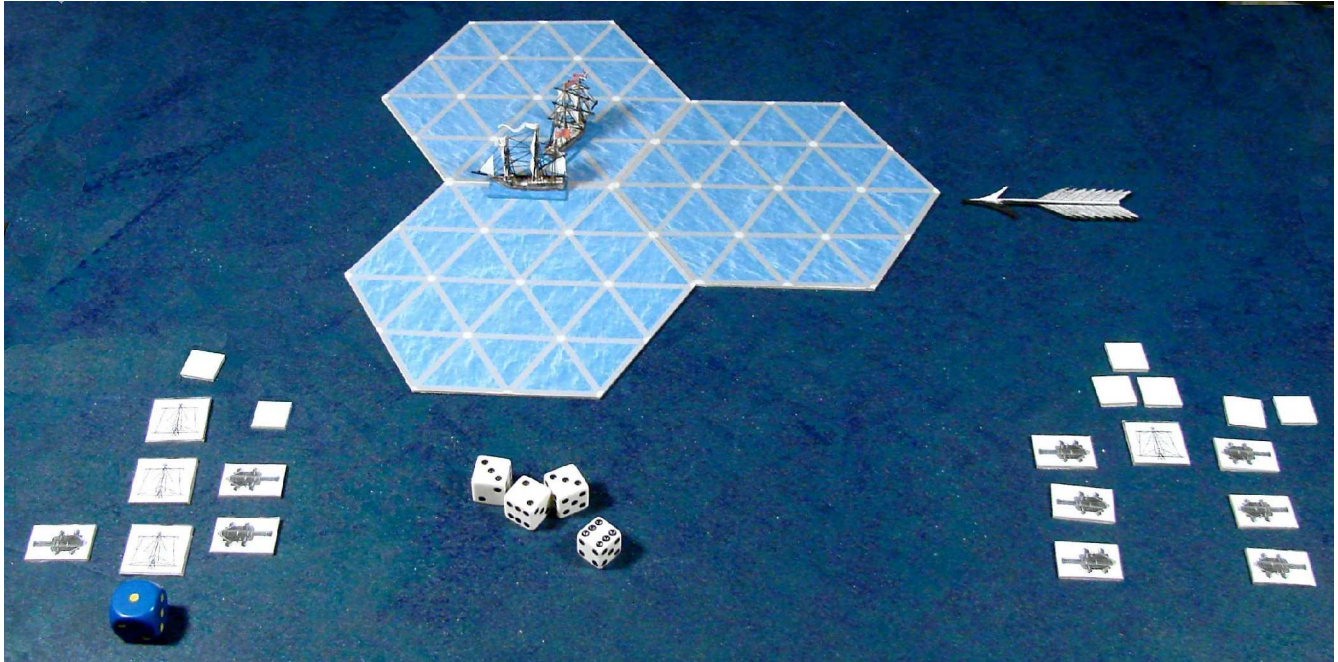
The decisive Turn 16 begins with Red finally getting a third Wind Point. White, meanwhile, adds five more (3, plus 2 for extra sails) for a total of 7.



With White holding the weather gauge, Red is forced to move first. With few options and hoping for the best, he advances one point; if he survives this turn, he may be able to regain an upwind position. White has two moves this turn; he advances, turns to larboard, and advances again, coming up under Red's stern in a raking position.



In the Fire/Reload Step, White fires his two remaining starboard guns, rolling two dice for each one because of the raking position he has taken. At a range of one he needs threes or better to hit, and scores with three out of four. A location roll with the three hit dice yields two 1s and a 5. The two ones miss low, and a re-roll gives two even results so they both go on Red's starboard battery. The 5 results in a hit on Red's sails, leaving him dismasted and helpless. Red strikes his ensign, and the game is over.



This game went 16 turns, with each taking just a few minutes. From setup to the final die roll, it lasted about an hour overall.