Cagway Bay

Rules for sailing ship miniatures combat
Beta Playtest Rules, V 3.3
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Brief: Cagway Bay is a set of rules for tabletop pirate ship combat. Players can choose specific scenarios, or play open warfare using point-based fleet construction.

For ships, you can use any models at any scale, including Lego models, paper cutouts, or miniatures. Measurements in this rulebook are based on ships ranging from 5 to 12 cm long (scale approx. 12' = 1 cm).

This is an Alpha Version. Cagway Bay is in the early stages of development, which means that this rulebook is rough and nothing is final. We're looking for feedback on the basic rules, as well as help in designing scenarios, ships, and additional rules.

Materials:

> Ship models
> Info Cards for each ship
> Movement Templates for each ship
> Islands (if required by the scenario)
> d6s for tracking action points
> Movement and Range sticks
> Tokens for tracking objects, fire tokens, wind etc.
> Pencil and Paper for tracking health and taking notes!

Summary:

Cagway Bay is a lightweight, freeform miniatures game, played without a grid. It has almost no dice rolling, but there is some randomness built into measuring and predicting angles and distances. It is by no means a simulation, but Cagway Bay should provide a satisfying feeling of sailing, fighting, and adventuring on the high seas.

Wind: Wind is a major element of these game rules. It determines how fast each ship can move, and also controls the order in which ships will move and shoot.

Scale: The ships in this rulebook are built to a scale of approx. 12' = 1 cm. Because the game is played on a small area, relative to the size of the models, it is fair to assume that the ships in the game world are much smaller than the models that represent them, when considering questions of range, cover, and overlapping models. If you have a larger playing space, you can increase the size of your movement templates, islands, etc. to better match the size of the models.

Game Rules:

Setting Up: Choose one of the scenarios listed below, or build a fleet for each player based on the point values of the ships. *(Note: Point values are super rough right now!)*

Scenarios: Each scenario includes a list of ships and crew, an objective for both players, and a scoring method. Scenarios typically don't use the same point cost for each side, because the objectives for each side are often different, and outweigh the point cost of the fleets.

Open Warfare: Using the point costs of the ships, equipment, and crew, players can assemble fleets of matching point value and fight an open sea battle. You can use islands and other obstacles to add variety, and remember that the placement of the wind should be fair to both sides. The objective in open warfare is usually total destruction, but you might opt to play only until one team captures an enemy ship, since that is usually the turning point in any battle.

The Play Area: Your table space should be at least 1m (about 3') square. You can treat the edges of the table as open sea, relocating the battle as necessary, or as an obstacle (e.g. land) if you want to constrain the battle. Individual scenarios might call for areas of a different size.

Phases of the Turn: On each turn, there are two main phases. The first is the **Movement Phase**, where ships will move and take other movement-related actions. The second is the **Combat Phase**, where ships will shoot their guns and take other combat-related actions.

Action Points: Each ship has a number of Action Points (usually six) that can be divided between the Movement and Combat phases. Sometimes a ship will have extra actions left over at the end of Combat, and these can be used for Repairs, or thrown away. To track action points, place a d6 next to each ship showing how many points remain on that ship.

Wind: The wind can either come from a single point ("point source wind") or it can run in the same direction throughout the play area ("parallel wind"). Unless you have a grid on your tablecloth, it's often easier to deal with point source wind, using a string or just lining up the templates by eye. Usually, a scenario will dictate the location and type of wind.

Measurements: This rules set uses a scale of 12 ft = 1 cm. Ships of the era are typically measured in feet, so as a general rule we'll keep the "game world" numbers in Imperial units,

and the "real world" measurements in metric units. If a ship has a range of 120 ft, you can assume that measurement is in game space, not on your tabletop.

Movement: Ships have a variable speed based on their attitude to the wind. There are five colored measuring sticks, each marked in segments, with different lengths representing speeds. These sticks are referred to as their colors, Brown through Blue. Red, Yellow, and Green are the most common slow, medium, and fast speeds. Brown is uncommonly slow, and Blue is uncommonly fast. *Note: The movement template also includes several multicolored one-segment pieces, which can be laid end to end to plan a ship's entire move.*

Ship Speeds:

> **Brown:** Very Slow, 3 cm per segment
> **Red:** Slow, 4 cm per segment
> **Yellow:** Standard, 5 cm per segment
> **Green:** Fast, 6.25 cm per segment
> **Blue:** Very Fast, 8 cm per segment

If you choose to play with ships of a different scale, you can adjust these dimensions up or down. The Red stick is also the default stick for measuring *range,* but this too can be adjusted depending on the size of your play area.
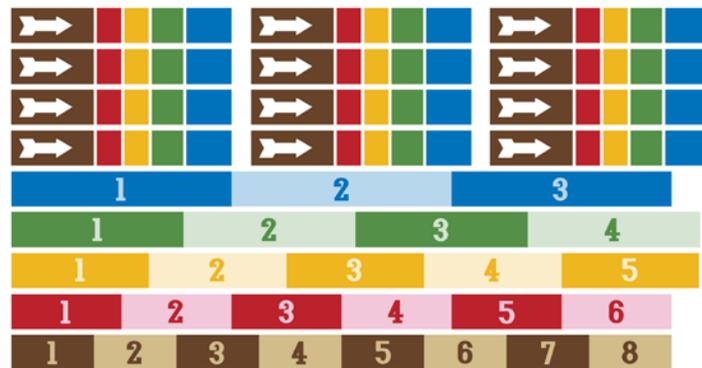
Starting the Turn:

Place a d6 beside each ship, indicating its action points for this round. A ship's action points are determined by its health, as shown in its health chart. Healthy ships usually have 6 actions.

Note: There are some game effects that occur at the beginning of a turn, such as damage from *fire*. These effects are applied *before action points are calculated*. For effects such as fire, the "beginning" of the turn should be thought of as its own short phase.

Movement:

In the Move Phase, ships can move, and take other Move Phase actions, listed below. Each ship takes its action in order, starting with those ships farthest *downwind*.

To determine which ships are farthest downwind, imagine an imaginary pulse moving *towards* the source of the wind. The ships that this pulse touches first will take their Move actions first.

Priority Exception: If two or more ships in sequence are controlled by the same player, that player can move them in any order. This is sometimes helpful to keep two friendly ships from running into each other, etc.

Movement: The basic move phase action is *movement*. A ship can move forward one line segment for a cost of one action point, and can turn up to 45° at no cost, as long as it keeps moving forward. (Other types of turning are described below.)

The speed of the ship is determined by which color of template it is allowed to use, and that is determined by the ship's attitude to the wind. Place the ship's movement template beside the ship, with the "windward" arrow pointed towards the wind. The ship's heading will tell you what color of movement template to use.

A ship can turn up to 45° each time it moves a full segment forward. Tighter turns are not allowed as part of a basic move, but there are alternatives if you find yourself in a jam. To make a normal turn, put the end of the stick at the bow of the ship along the ship's *new heading* (the angle of the new heading determines the color of the stick). Move the bow of the ship at least one segment forward along the line, and turn the ship so that it matches the new heading.
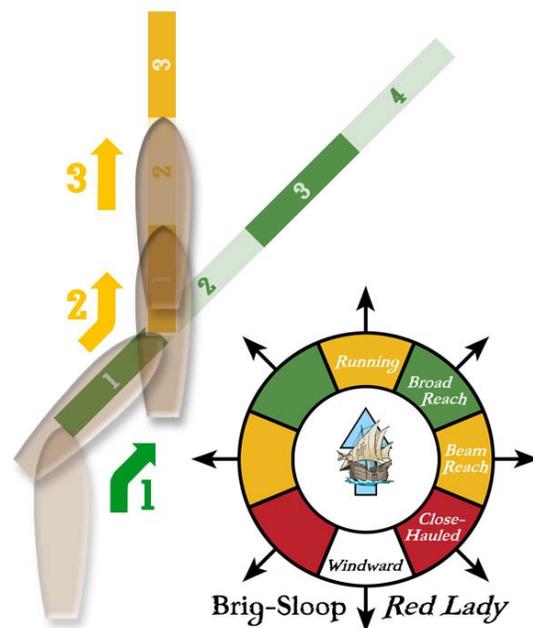
Paying for the Move: After your movement is complete, subtract the number of action points used (one per segment traveled), and reflect that change on the d6 beside the ship. If the ship's actions have been reduced to 0, remove the die from the table.

Other Move Phase Actions:

Stall: A ship that has no movement ability directly into the wind (a white segment on its movement wheel) will "stall" if it turns into the wind. This action is a 45° (or less) turn that orients the ship directly into the wind, and it costs 1 action point without moving the ship forward. This ends the ship's movement for the turn, but does not sap the rest of its action points.

Drift: A ship can "drift" to re-orient itself. It must move one red space downwind, unless it is blocked by an obstacle, in which case it doesn't move. After doing so, it may pivot on its center point, to face in any direction. The ship can take no other Move actions before this, and drifting costs *all* of its action points.

Dock: A ship can "dock" when any part of it is in contact with a land mass, such as an island or coastline. This allows the ship to take actions related to the island. Docking costs one action point, and the ship cannot move again on the same turn (though it can take other movement actions related to docking, such as exploring).

Grapple: Similar to "Dock," a "grapple" action attaches one ship to another. This action can be performed when one ship moves into contact with another, but it *does not* prevent the target ship from moving away (if it still has the ability to do so, for example, it has not taken its move).

Grappling costs one action point and causes both ships to do combat damaged based on their close combat value, rather than their guns. (Grappling can also be part of campaigns where stealth is a factor, for example when a small pirate ship must effectively "dock" beside a larger target that it wishes to board and capture.)

If either ship moves away from the spot, the grapple is broken.

Explore: A ship can "explore" when it is docked. This costs one action point, and the results of exploring are usually dictated by the scenario. For example, gathering supplies or searching for buried treasure.

Combat:

In the Combat Phase, ships can fire their guns and take other Combat Phase actions. Each ship takes its action in turn, starting with those ships farthest *upwind*.

Determining which ships are farthest upwind works by the same basic mechanics as determining which ships are farthest downwind: an imaginary pulse crosses the table, starting at the source of the wind. Note that in some cases the same ship might count as "upwind" of another ship for combat, even if it was "downwind" for movement, because the pulse triggers the ship as soon as it hits any part of it.

Weapons: Ships have guns as described on their card, usually one gun in each of four directions. You may fire only *one* of these guns in the Combat Phase, and this action costs a single action point. Your remaining action points, if any, can be poured into *aiming* or *repairing*.
      Broadside cannons are typically stronger than fore- and aft-guns, though not always. You may fire in only one direction in a given turn.

Firing Arcs: Typically, fore- and aft-guns have a 180° firing arc from the center point of the end of the vessel. Broadside cannons have no angle of fire, but can fire at anything that falls into a horizontal band that runs from the front to the back of the ship. (See diagram below.)
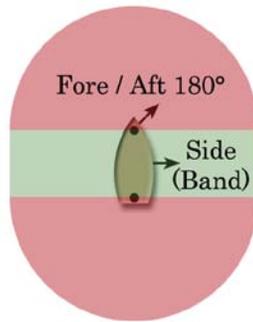
Sight Lines: If *any part* of an enemy ship is within a gun's line of fire, that ship is a valid target, unless that ship has *cover*.

Note that the "ship" for sighting purposes is the *hull only*. Masts, flags, sails, and bowsprits are not considered part of the ship for determining sight lines.

Cover: If a target is more than half obscured by an obstacle (an island, another ship) then it is not a valid target.

Note: It might seem that a partially covered target should be valid if the part that is in the firing arc is not the part that is covered. However, the "any part" rule actually represents a small degree of freedom in the gun's firing arc. So partial cover is still relevant, even if it is not within the printed firing arc.

Damage: The damage done by a shot is given in a chart such as the one below. Damage is determined by measuring the range of the shot, which is the distance between the closest point within the gun arc and the closest part of the target. See also the aiming rules below.

Range	Side	Fore-Aft
9+	-	-
8	1	-
7	1	-
6	1	1
5	2	1
4	2	1
3	3	2
2	3	2
1	4	2
0	CV	CV

Tracking Damage: Use a pencil to mark damage on the ship's tracking card.

Combat Value: When two ships are touching, their guns are no longer effective. The crew are battling each other, which means they use their "combat value (CV)" from the chart below. This value will vary based on the *Health* of the attacking ship.

Aiming: A ship can spend extra action points to "take aim" and increase the accuracy of a cannon shot. This is accomplished by decreasing the effective range of the shot by 1 per action point spent. So for example, if you have 4 action points, and are firing your side cannons at range 7 on the chart above, you can spend one point to shoot, and spend as many as 3 points to decrease the effective range to 4, and do 3 points of damage.

   Note that effective range can't decrease below 1, since range 0 requires that the ships are actually touching. Note also that aiming can't increase your gun's maximum range, it can only increase the damage. So if a gun's value is 0 at a given range, aiming won't help.

Dead Ships: When a ship's HP has been reduced to zero, it is *dead in the water*. Subsequent attacks *do not deal more damage*. To scuttle or commandeer an enemy ship, you must be in contact with it.

Close Combat: When ships are touching, their close combat value is variable, depending on their hit points. Combat Value is given in the third column of the ship's health chart, such as the one below.

Health	Actions	Combat Val.
20-28	6	4
13-19	5	3
8-12	4	2
5-7	3	2
3-4	2	1
1-2	1	1
0	0	0

Capturing: If a vessel is dead in the water, an enemy ship that is in contact with the ship can *commandeer* it. This is done by removing any number of HP from the capturing ship, and adding them to the captured ship. (This represents a transfer of crew.) This action costs one action point, spent by the capturing ship. This cost is in addition to the point spent to *grapple* (to dock, or come into close contact, with the target ship).

Scuttle: A ship can "scuttle," a dead ship next to it, spending 1 action point to immediately sink that ship removed it play. This action is available only to a ship with action points left; a dead ship can't scuttle itself. (Note that in most cases you would rather take command of an enemy ship than to send it to the bottom of the ocean.)

Friendly Ship Repair: Two or more friendly ships that are touching can *share health points* in the same was as described above. This costs one action point from just one of the connected ships. Distribute the health between the two ships however you like. Ships can also share cargo, special crew, etc. all in a single exchange.

End of Turn:

Repair: After the Combat Phase, any ship can spend its remaining action points to perform repairs, at a cost of 1 action point for every 2 points of damage erased. However, this action requires that the ship have *supplies*, which are depleted by the same amount. If a ship has no supplies, it cannot perform repairs.

Some other similar actions are allowed during the End Phase, such as dousing fire (described below).

Other Special Rules:

Most of the additional rules of the game are explained in the scenarios, but they will move into this section as they become more generally applicable.

Ramming: Ships of this era will *rarely* ram one another. The goal of most scenarios is to disable and capture your enemy, not to sink her (and yourself in the process).

As mentioned above, one should treat the game world ships as much smaller than the models that represent them. So when ship models interfere with each other on the game table, you can assume that they are not actually crashing into each other. (Though when the models touch, this does still mean that they are in close combat.)

A ramming action will severely damage both ships, and in most scenarios each player is seriously penalized for losing a ship. It's probably more valuable than whatever booty you're trying to plunder, not to mention the unwillingness of most sailors to sink their own ship.

Therefore, for the moment, our rules with regard to ramming ships together are "don't do it," and we will explain the rules for special ramming ships when they are introduced.

Pinning: Similar to the ramming rules above, ships cannot pin or block each other. Again, assuming that the ships in the game world are much smaller by comparison to the models that represent them, it is usually possible to move one ship straight through another, unless there is an obstacle such as an island on the other side.

Grappling is a move phase action that can bring two ships into close combat, but either ship can break the grapple by moving away.

Fire: Some game effects cause *fire* aboard a vessel. Fire is represented by one or more tokens. At the beginning of each turn, your ship takes a point of damage for *every fire token on it*.

In the End Phase, the burning ship can spend one Action Point to attempt to "douse" the fire. Normal fire requires a roll of 3 or more on a d6; magical fire can require higher rolls. It costs one Action Point for each attempt, and each success removes *only one token*.

Scenarios:

The scenarios for this draft are described in a separate document, "Cagway Scenarios." They include:

The Ruins: A "treasure grab" in which three fast-moving ships must pick up treasure from three islands and remove it from the play area, while two larger ships try to stop them.

Under Cover of Darkness: A "blockade run" scenario in which one team tries to run three ships through a narrow passage, and to defending ships try to stop them.

There is also a single PDF of all the ship cards for these scenarios (*Ship Plates*), and a PDF of the plans we used to build a wooden fleet, if you want to duplicate our models (*Ship Models*).

Credits:

Cagway Bay was designed by James Ernest, Max Clendenning, Rick Fish, Toivo Rovainen, and Mark Diaz Truman. We hope to add many names to this list as friends and playtesters help us create ships and scenarios, and develop the core rules.

Playtesters: Joe Benz, Dave Howell, Steve Martin, Andrew Mayer, Nora Miller, Jacob Morris, Paul Peterson, Jeff Wilcox