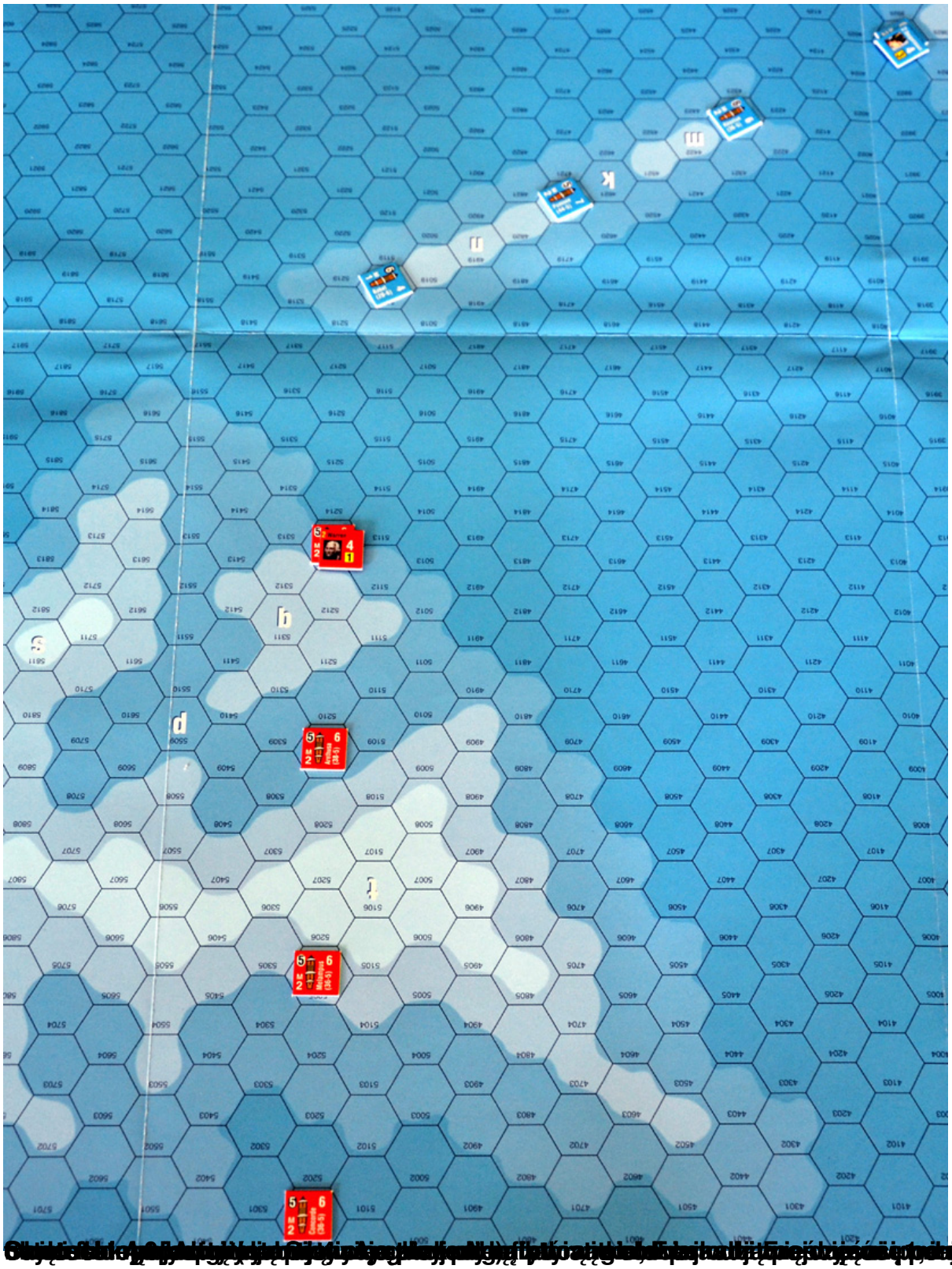
W ciągu ostatnich lat bitwy morskie z epoki żaglowców regularnie goszczą na stołach w Muszynie. Nie inaczej było podczas **XV Galicyjskich Manewrów Strategów**. Tym razem postanowiliśmy zagrać w
Serpents of the Seas
(wyd.
GMT Games
), stanowiące drugą część systemu
Flying Colors
. Część ta różni się od dwóch pozostałych (które dotychczas się ukazały) tym, że zawiera karty taktyczne i poświęcona jest mniejszym starciom oraz wprowadza zasady do pojedynków okrętów i zawiera szereg małych scenariuszy tego typu. Zasady dotyczące kart taktycznych były już w pierwszej części systemu, ale tak naprawdę dopiero po ukazaniu się
Serpents of the Seas
można było w pełni ich użyć. Karty zastępują standardową aktywację i wprowadzają różne bonusy i wydarzenia, a także ograniczenia. Można je zagrywać na dwa sposoby: do aktywacji zgrupowań okrętów (bądź pojedynczych okrętów) oraz jako wydarzenia. Osobne rozwiązania obejmują wymuszone manewry (na to nie graliśmy). Do naszej rozgrywki wybraliśmy bitwę koło Guernsey, stoczoną 23 kwietnia 1794 między flotami angielską i francuską. Każda strona dysponuje czterema okrętami i jednym admirałem. Debejowi przypali tym razem Francuzi, zaś Raleenowi Anglicy.



Obydwie strony ustawiły swoje okręty w pobliżu wyspy Guernsey, gotowe do walki. Francuzi mieli przewagę liczebną, ale ich


24
Initiative Effects:
Command: −2
Speed: —
Tacking: +2
Wear: 1
Firing: +1
Fire on the Roll
Play on a single ship making an attack. Double all nationality and positive wind effect modifiers used on the fire results table.
Fired Port
Fired Starboard
22
Initiative Effects:
Command: −2
Speed: —
Tacking: +1
Wear: 1
Firing: +1
Master Helmsman
Play on a single ship to modify its initial speed up or down two points (in addition to initiative effects), to a maximum change of three.
21
Initiative Effects:
Command: −2
Speed: —
Tacking: +1
Wear: 2
Firing: +1
Expert Topmen
Play on any ship to allow it to raise or lower Full Sails at any time.
Full Sails
Full Sails


2
Initiative Effects:
Command: +3
Speed: —
Tacking: −2
Wear: 2
Firing: −3
Repeaters
Smaller ships signal orders to the rest of the fleet. Play on any commander during the command determination phase. The selected commander doubles his Command Radius.
- OR -
Play on a fired ship and allow it to fire one broadside again at any time.
14
Initiative Effects:
Command: +1
Speed: ±1
Tacking: +1
Wear: 1
Firing: —
“Follow Me Who Can!”
Play on a ship either attacking or defending in a melee. Add +4 to that side’s melee result die roll.
23
Initiative Effects:
Command: −2
Speed: —
Tacking: +2
Wear: 1
Firing: +1
Master Gunner
Play on a single ship. For the duration of the turn, any broadsides fired gain a die roll bonus of +2 on the fire results table.
Full Sails


10
Initiative Effects:
Command: —
Speed: ±1
Tacking: −1
Wear: 1
Firing: −1
Transfer the Flag
Play on a ship holding the fleet admiral when he attempts to move to another vessel. The transfer automatically succeeds. and the destination vessel becomes the flagship.
- OR -
Discard to force a re-roll of any die.
18
Initiative Effects:
Command: −1
Speed: —
Tacking: +1
Wear: 1
Firing: —
Hard Over!
Play on a single ship. That ship may either automatically succeed in an Evasion attempt or deny an attacker all Rake effects during an attack.
25
Initiative Effects:
Command: −2
Speed: —
Tacking: +2
Wear: 1
Firing: +1
Gunnery Accident!
Play on a single ship in the process of firing and roll a die. On a result of 0-6, raise the Relative Rate of the firing ship by one on the Firepower Determination table. Mark the broadside as fired if the shift pushes the Relative Rate off the chart. On a result of 7-8, mark the broadside as fired. On a result of 9, mark both broadsides as fired.
Manpower
Warren
Full Sails


10
Initiative Effects:
Command: —
Speed: ±1
Tacking: −1
Wear: 1
Firing: −1
Transfer the Flag
Play on a ship holding the fleet admiral when he attempts to move to another vessel. The transfer automatically succeeds, and the destination vessel becomes the flagship.
- OR -
Discard to force a re-roll of any die.
18
Initiative Effects:
Command: −1
Speed: —
Tacking: +1
Wear: 1
Firing: —
Hard Over!
Play on a single ship. That ship may either automatically succeed in an Evasion attempt or deny an attacker all Rake effects during an attack.
25
Initiative Effects:
Command: −2
Speed: —
Tacking: +2
Wear: 1
Firing: +1
Gunnery Accident!
Play on a single ship in the process of firing and roll a die. On a result of 0-6, raise the Relative Rate of the firing ship by one on the Firepower Determination table. Mark the broadside as fired if the shift pushes the Relative Rate off the chart. On a result of 7-8, mark the broadside as fired. On a result of 9, mark both broadsides as fired.
8
Initiative Effects:
Command: +2
Speed: ±1
Tacking: —
Wear: 2
Firing: −1
Critical Hit
Play on a single ship that has just inflicted damage on a target. Roll an additional die. If the result is less than or equal to half (round down) the number of unmodified hits inflicted, make a second unmodified roll on the fire results table and apply the damage to the target.
1
Initiative Effects:
Command: +3
Speed: —
Tacking: −3
Wear: 2
Firing: −3
“To Rule the Waves!”
Play in the command determination phase. Select a ship without a commander. For the duration of the turn, it is assumed to be temporarily stacked with one with a Command Radius of ‘3’ and a Quality of ‘2.’
- OR -
Deduct two (−2) from a Rake attempt.

[illegible]ty.


Manpower
1
2 Warren
Arethusa (38-5)
Melampus (36-5)
Concorde (36-5)
Wind Direction

[illegible]zy w


Initiative Effects:
Command: –1
Speed: —
Tacking: +1
Wear: 1
Firing: +1
19
Orders from the Admiral
Play on a single Out of Command ship. That ship is treated as if it were in command.
- OR -
Discard to ignore one of the Initiative Effects listed on your Initiative Card.
Manpower
1
3
Wind Direction
10
Initiative Effects:
Command: —
Speed: ±1
Tacking: −1
Wear: 1
Firing: −1
−2
Transfer the Flag
Play on a ship holding the fleet admiral when he attempts to move to another vessel. The transfer automatically succeeds, and the destination vessel becomes the flagship.
- OR -
Discard to force a re-roll of any die.


Orders from the Admiral
Play on a single Out of Command ship. That ship is treated as if it were in command.
- OR -
Discard to ignore one of the Initiative Effects listed on your Initiative Card.
Initiative Effects:
Command: –1
Speed: —
Tacking: +1
Wear: 1
Firing: +1
19
10
Initiative Effects:
Command: —
Speed: ±1
Tacking: –1
Wear: 1
Firing: –1
Transfer the Flag
Play on a ship holding the fleet admiral when he attempts to move to another vessel. The transfer automatically succeeds. and the destination vessel becomes the flagship.
- OR -
Discard to force a re-roll of any die.
17
Initiative Effects:
Command: —
Speed: ±1
Tacking: +1
Wear: 2
Firing: +1
Fire When Ready
Play on a single ship. On this turn only, shift one row down on the Firepower Determination table when firing broadsides from the selected vessel, to a maximum of (1).
26
Initiative Effects:
Command: –3
Speed: —
Tacking: +3
Wear: 1
Firing: +2
Dense Smoke
Play on a ship firing on a target that has already fired and roll a die. If the roll is less than or equal to the range to the target, the attack automatically misses. Otherwise, raise the Relative Rate of the firing ship by one on the Firepower Determination table.


16
Initiative Effects:
Command: —
Speed: ±1
Tacking: +1
Wear: 2
Firing: +1
Grape Shot
Play on a ship attacking in a melee. Add an additional die to the melee roll.
19
Initiative Effects:
Command: −1
Speed: —
Tacking: +1
Wear: 1
Firing: +1
Orders from the Admiral
Play on a single Out of Command ship. That ship is treated as if it were in command.
- OR -
Discard to ignore one of the Initiative Effects listed on your Initiative Card.
7
Initiative Effects:
Command: —
Speed: ±1
Tacking: −1
Wear: 2
Firing: −2
Close Range Fire
Play on a command when activated. All ships in the command increase their Carronade bonus by +2 at a range of 0-1 hexes or by +1 at a range of 2-5 hexes. Ships that do not have Carronades add +1 to their hit results die roll at a range of 0-1 hexes. This effect lasts for the duration of the command activation.


Manpower
Warren
Melampus (36-5)
Dismasted
Wind Direction