CRIMSON SEAS

v 1.04

A Source Book for

MiNi COMBAT

Crimson Seas

Introduction

I wanted a simple set of rules that would simulate ocean fleet actions in a fantasy setting. Mini-Combat had already been developed, so I thought I could make a few changes to suit. Because I am using models available from www.paperworlds.com, the fleets would not be large (7-15 ships a side).

With this in mind I have added some rules, which may reduce the "massive" playability of Mini-Combat but enable more tactics and sustainability to the games. They also introduce some record keeping, although I have tried to keep this to a minimum.

Special rules

Element effects - All elements will block line of sight to other elements no matter what the size of the figure. Elements cannot move through or over other elements.

Squadrons - Some Elements must be combined into a unit called a squadron. The number of elements in a squadron will depend on the force list.

All the Elements in a squadron can be no further than 15cm apart.

Reverse - All ships can reverse at ½ speed, except for those that have the Wind capability.

Damage - Instead of destroying a ship outright with a successful shot, each ship can take a certain amount of damage. Larger ships can take more damage than small ships.

This will require a fleet roster sheet that will be used to track how much damage each ship has taken. When all the damage is used on a ship, the ship is destroyed.

Cost: 100% per Damage. This is multiplied as a separate modifier after all other modifiers have been applied.

Wind - Ships that only have sails will be affected by the wind. At the start of the game roll a D6. On an even result the wind blows from right to left across the board. On an odd result it blows from left to right.

If a double is rolled when determining initiative, the wind changes direction. On an even double the wind direction rotates 90 degrees clockwise. On an odd double the wind direction rotates 90 degrees anti-clockwise.

The direction the wind hits the ship's sails determines how far it can move that turn.

The rear arc is 45 degrees either side of the rear centreline.

The front arc is 45 degrees either side of the front centreline.

The side arc is anywhere outside the previous two arcs.

If the wind is coming from the rear arc of the ship then it is with the wind and can move its full speed.

If the wind is coming from the side arc of the ship then it is across the wind and can move ¾ its full speed.

If the wind is coming from the front arc of the ship then it is against the wind and can do nothing but turn on the spot.

A ship that only has sails cannot reverse.

Cost: -10%

Submersible (Updated) - These Elements can dive underwater and remain hidden from ships on the surface. The Ocean does not block line of sight between two submerged Elements, nor does it hinder their movement. An Element can only remained submerged for a single turn. At the start of a turn it may submerge if on the surface or it MUST rise if it is submerged. A marker should be used to indicate a submerged Element.

Cost: 15%

Terrain

All games can be played on a 4' x 4' (120cmx120cm) or larger table.

A blue sheet can be used for the oceans surface.

Most battles will occur in coastal locations, so they should include some terrain.

Ocean   Blocks line of sight to submerged units from surface units. Does not block line of sight between two submerged units or surface units from submerged units.

Sandbar   Blocks all movement.

Land*   Blocks line of sight and movement.

 * Land includes rocks, reefs, atolls, islands as well as coasts and peninsulas

Missions

Fleet Engagement
Two enemy fleets are forced into a conflict where neither side can back down.
Players start with forces of equal point value (1500pts is standard but it may be raised or lowered).
You may use terrain or play an open sea battle without terrain.
Players take turns to place their units anywhere within the first 20cm of their side of the board.
Last man standing is the winner.

Sunset Raid
One fleet uses the coming of night to inflict as much damage as possible before skulking away.
Players start with forces of equal point value (1500pts is standard but it may be raised or lowered).
You may use terrain or play an open sea battle without terrain.
Players take turns to place their units anywhere within the first 20cm of their side of the board.
Play for five turns normally. At the sixth turn all ranges for weapons are reduced to 10cm as the light fails.
At the end of each turn roll a dice. On a result of 5+ the game ends as the blackness of night descends.
Each player is awarded half points for units that have lost half their elements and full points for units that are destroyed.
The player with the most points is the winner.

Blockade Run
One fleet has been trapped close to the coast and must escape the encircling enemy fleet.
The Blockers start with a force to a set point value (1500pts is standard but it may be raised or lowered).
The Runners start with a force half the size (750pts for the value above).
You must use terrain as the runner's side of the board is considered the Coast.
The Runners must place their units within the first 20cm of their side of the board and 50cm on each side of the centreline across the board. They must get their ships off the other side of the board.
The Blockers must place their units anywhere outside the 50cm on each side of the centreline.
Blockers get double points for each Runner they destroy
Runners get points for each blocker they destroy and each runner that gets off the table
The player with the most points is the winner.

Treasure Hunt
An important item of treasure has been stolen and poorly hidden amongst some coastal islands. Tow enemy fleets have been sent to retrieve the treasure.
Players start with forces of equal point value (1500pts is standard but it may be raised or lowered).
You must use terrain as you are close to the coast but place the terrain in the centre of the board.
At the end of each turn ships within 1cm of land may search for the treasure. In initiative order take it in turns to roll a D6 for each applicable ship. On a 6 they have found the treasure and must take it off their side of the board. If the ship holding the treasure is sunk, the treasure floats and can be picked up by the first ship that touches it.
The fleet to get the treasure off their side of the board is the winner.

Aftermath
Two enemy fleets are caught in a storm that threatens to dash them against the coast. Luckily it moves on before causing damage but the fleets find themselves scattered and mixed together.
Players start with forces of equal point value (1500pts is standard but it may be raised or lowered).
You must use terrain as you are close to the coast.
Each player places the other player's fleet. Ships must not be closer than 20cm except where they are a squadron, and can be facing in any direction.
Last man standing is the winner.

Join the Party
Players start with forces of equal point value (1500pts is standard but it may be raised or lowered).
You may use terrain or play an open sea battle without terrain.
Each player takes turns placing half their units anywhere within the first 20cm of their side of the board.
Play for two turns normally. After that each player can place a unit onto the board providing they first roll a 4+ on a D6. They can only attempt to place a maximum of two extra units per turn.
A player is awarded half points for units that have lost half their elements and full points for units that are destroyed.
The player with the most points is the winner.

Factions

The Kingdom

The Kingdom was set up when Dolfe Kreig united ten of the human tribes to fight an influx of Orcs that were invading their land. Various members of the Kreig line increased their influence until they had combined all of the human tribes of Mideon under their mantle. The Dwarves helped the human Kings maintain their kingdom and develop a honourable civilisation. Although there have been bad kings the Kreig family have always come good and managed to put someone worthy back on the throne. The Kingdom ships are fast and powerful. Ranks of cannon and their devastating catapults make them a formidable opponent.

Name	M	TH	R	S	P	A	Mo	Special	Dam	Cost	Sqd
Galleon	20	4+	15	3+	6	5	3+	RsM, M2, RsFa, Wi	5	343	1

The restricted fire arc for the cannons is the 90 degree side arcs on the left and right of the ship.

Name	M	TH	R	S	P	A	Mo	Special	Dam	Cost	Sqd
Corsair	20	4+	15	4+	6	4	3+	RdM, RsFa, Wi	4	230	2

The restricted fire arc for the cannons is the 90 degree side arcs on the left and right of the ship.

Name	M	TH	R	S	P	A	Mo	Special	Dam	Cost	Sqd
Trebuchet	20	4+	15	4+	5	4	3+	RdM, IF, Lfa, Wi	4	274	2

The limited fire arc for the catapult is the 90 degree forward arc.

Name	M	TH	R	S	P	A	Mo	Special	Dam	Cost	Sqd
Buccaneer	20	5+	15	5+	5	2	3+	RdM, IF, Lfa, Wi	2	131	3

The limited fire arc for the catapult is the 90 degree forward arc.

Demon Lords

The Demon Lords are steeped in mystery. No one knows where they come from or what their true form is like. As far as anyone knows, no-one has seen a Demon Lord and survived to tell the tale. For as long as any race can remember, they have inhabited the Volgural caverns beneath the Sandwind wasteland, a desert that stretches right to the ocean. This unfortunate circumstance has enabled the Demon Lords to take to the sea with arcane fleets. The flame mortars and flame cannons put fear into the normal sailor who knows how devastating fire can be on the open sea. Even the Slavers of Sadalor avoid engaging a Demon Lord fleet if possible.

Name	M	TH	R	S	P	A	Mo	Special	Dam	Cost	Sqd
Shrine	15	4+	20	3+	6	5	3+	RsM, M2, Lfa	5	343	1

The limited fire arc for the cannon is the 90 degree forward arc.

Name	M	TH	R	S	P	A	Mo	Special	Dam	Cost	Sqd
Barge	15	4+	15	4+	5	4	3+	RsM, M2, Lfa, IF	5	335	1

The limited fire arc for the mortar is the 90 degree forward arc.

Name	M	TH	R	S	P	A	Mo	Special	Dam	Cost	Sqd
Imp	15	5+	20	5+	6	3	3+	RdM, Lfa	2	104	3

The limited fire arc for the cannon is the 90 degree forward arc.

Name	M	TH	R	S	P	A	Mo	Special	Dam	Cost	Sqd
Ogre	15	5+	15	5+	5	3	3+	RdM, IF, Lfa	2	131	3

The limited fire arc for the mortar is the 90 degree forward arc.

Slavers of Sadalor

Sadalor originally was a large inhospitable island bequeathed by the King to the Von Heldridge Royal line. Duke Talmir Von Heldridge commandeered the island when his coupe to take over the Kingdom failed. Duke Talmir exiled from his homeland and still seething from his failed act of treachery, decided to set up his own small protectorate on the island. He developed the island into a safe harbour for pirates and brigands.

The island is well defended with cannon towers lining the outer crater. The Sadalor fleet is used to gather their main item of trade - Slaves. The Sadalor ships use oars to give them extra ramming power. Although slower than Kingdom ships, they are just as deadly

Name	M	TH	R	S	P	A	Mo	Special	Dam	Cost	Sqd
Hulk	20	4+	20	3+	6	5	3+	RsM, M2, RsFa, Wi	5	359	1

The restricted fire arc for the cannons is the 90 degree side arcs on the left and right of the ship.

Name	M	TH	R	S	P	A	Mo	Special	Dam	Cost	Sqd
RamShip	15	4+	20	4+	5	4	3+	Rdm, RsFA, MA	4	347	2

The restricted fire arc for the cannons is the 90 degree side arcs on the left and right of the ship.

Name	M	TH	R	S	P	A	Mo	Special	Dam	Cost	Sqd
RamGalley	15	5+	20	5+	4	3	3+	Rdm, RsFA, MA	3	196	3

The limited fire arc for the cannon is the 90 degree forward arc.

Name	M	TH	R	S	P	A	Mo	Special	Dam	Cost	Sqd
RamSub	15	4+	0	5+	6	2	3+	Sub	1	108	3

Norse

The human tribes north of the Dwarf Mountains are still fragmented. They ally together to defend their homeland like the southern tribes did, but no single figure has been powerful enough to forge lasting bonds. With nomadic tribes and no centralised cities, the technology of the Norse is very limited.

Their fleets are the scourges of the sea, even without any ranged weapons to attack or defend. The crew are relentless fighters that include berserkers who can survive mortal wounds. It is rumoured that some of the Ulfervinder tribe are werewolves but any who survive their attack are sent mad, so are rarely believed.

Whatever the truth may be, most captains will avoid engaging the Norse unless they have a very good reason.

Name	M	TH	R	S	P	A	Mo	Special	Dam	Cost	Sqd
Kingship	20	4+	0	4+	7	5	3+	Ch,M2	4	356	1

Name	M	TH	R	S	P	A	Mo	Special	Dam	Cost	Sqd
Longship	20	4+	0	4+	6	4	3+	Ch	3	282	2

Name	M	TH	R	S	P	A	Mo	Special	Dam	Cost	Sqd
War Raider	20	4+	0	4+	5	3	3+	Ch	2	248	3

Model Designs

The Norse and Sadalor fleets come with preconfigured models, so they are easy enough to match them up.

The Demon Lords fleet is based on Jim Hartman's Demon fleet models. This is modular and can be configured various ways.

The Shrine is basically a big ship with of his heavy cannons facing forward. This could be two side by side or set up in a tiered arrangement.

The Barge is the same except it uses the mortars rather than the cannon modules.

The Imp is a smaller ship with a single cannon facing forward.

The Ogre is similar but with a single mortar facing forward

All Demon Lord ships use oars, although they can have sails as well.

The Kingdom ships are in the design stage at the moment.

The Kingdom ships will be similar to Jim's Demon fleet in that they will be modular and can be configured various ways.

The Galleon is basically a big ship with cannon hulls.

The Corsair is a medium ship with cannon hulls.

The Trebuchet is a medium ship with normal hulls and a catapult facing forward.

The Buccaneer is a small ship with normal hulls and a catapult facing forward.

Kingdom ships are sail only.