

Since Bretonnian month is coming to an end. I thought I'd throw this out and see if anyone finds it interesting.

These are my ideas for the Estalian Fleet, a variant of the Bretonnian fleet (using many of the same ships, except the Buccaneers are replaced with Wargalleys).

Fleet construction is different ... so that it favors Galleons, and there's a few special rules that make an Estalian Admiral more inclined to get stuck in and try boarding actions.

#### Estalian

The Estalian fleet is based off the famous Spanish Armada. As such, it uses many of the same vessels as the Bretonnian, but with a higher number of Galleons and special rules making them more likely to try boarding actions (a common Spanish tactic of the time).

Feel free to use the Pirates of the Spanish Main ships as proxies for an Estalian fleet (4 masts as Galleons, 2 masts as Carracks).

#### Ship Types

Galleys -> Empire Wargalleys

Carrack -> Bretonnian Corsairs

Galleons -> Bretonnian Galleons

#### Ship of the Line

O+ Galleys (150pts)

Squadron of 3

The Estalian Galley's are being phased out (as an outdated vessel), you may have one Galley per Galleon AND Carrack in your fleet.

1+ Carrack (150 pts?)

Squadron of 3

The Estalian Carrack is the new Ship of the Line found in the Estalian fleet. Built using gold liberated by Estalian Explorers in Lustria (using Bretonnian shipwrights). Uses the same templates and rules as the Corsair.

#### Man O'War

1+ Galleon (125 pts)

Same as the Bretonnian Galleon (using the same templates and rules)

You must have one Galleon to act as the Admirals vessel

#### Estalian Tercios

The formation of Pike and Shot has allowed the Spanish Explorers to conquer large swathes of Lustria. It also has proven an effective anti-flyer tactic. Roll 3 dice out to 6", also adds +1 to the boarding action phase for any vessel that has an attached Estalian Tercios versus flyers.

## Special Rules

### Estalian Steel:

Estalia is known for it's famous swordsmen. As such, Estalia vessels may reroll their die once per boarding action and keep the new result (after the results all die rolls are known). They must keep the new result.

### Estalian Cannons:

The Estalian fleet has grown too quickly. As such, cannons from about the countryside have been requisitioned for use on board vessels. This means there is a dizzying array of different sized ordnance found on a Estalian ship. As the battle progresses, it get more and more difficult for the crew of an Estalian vessel to find the shot and appropriate charges for all of it's cannons.

At the end of the round an Estalian vessel uses a cannon, it picks up a ammo depletion counter. For every ammo depletion counter, roll a die in addition to any die rolled. Any matching cannon fire rolls that match a ammo depletion roll automatically fail to hit.

(in example, a Galleon has 3 ammo depletion counters, it attempts to fire a broadside. 7 dice are rolled (3 red and 4 white) ... resulting in red: 5,4,6 white: 5,3,2,6. The 5 and 6 immediately miss (due to lack of ordnance).

Daryl Lonnon

> zak\_ukm skrev:

>> Nice ideas!

> (...)

>

>> Like the running out of ammo idea

>

> Same here, cool idea! Very much like the real Armada, mostly loosing due

> to too low firing rate as crew was just unable to find the right sized

> shot in time...

>

>>- but dont know how crippling this

>> could be as most games run to 6+ rounds they could quickly run out of

>> any cannon fire once cannons are also lost to damage.

>

> Maybe pick up one depletion counter for every 2 firings?

> /Holger

You bring up good points, I like the concept of ammo depletion, but was never 100% sure I liked the execution (but couldn't think of anything better). The goal is to force the fleet to execute boarding actions. The boarding concept is helped by the fact that the fleet composition will

lean toward Galleons (which are better than Carracks at boarding).

Both the Galleon heavy composition of the fleet and the favor boarding actions were trademarks of the Spanish Navy.

My current thought is to cap it at the number of cannons you may fire (so a Galleon can pick up 4 ammo depletions, and a Carrack can pick up 2 ... and you never roll more depletions than the number of cannons you fire (so if a Galleon only has 1 cannon left and 4 depletions ... he still only rolls one depletion while firing).