



LA FELICISSIMA ARMADA

A Wargame of the Spanish Armada



STONE PAPER
SCISSORS

INTRODUCTION

This is a simple naval game to showing the flavour of naval battles in the English Channel, while the English fleet harried the gigantic Spanish Armada as if progressed to its rendezvous with Parma's Army in the Netherlands, prior to invading England to punish the Upstart Queen Elizabeth.

The English fleet at the time was small but ship for ship the English ships were better, handled by more experienced crews and not hampered by being overloaded with troops and supplies for the invasion.

As we all know, the Spanish Fleet never managed to liaise with Parma's Army and the winds and currents forced it to make the long and arduous trip round the British Isles to return home.

In this game the players take on the role of English Ship's Captains whose aim is to inflict damage and disrupt the Spanish. The Game Control handles the Spanish Fleet.

The aim of the players is to inflict damage on the Spanish and to use their superior manoeuvring ability to stay out of the way of the lumbering, but very dangerous Spanish warships.

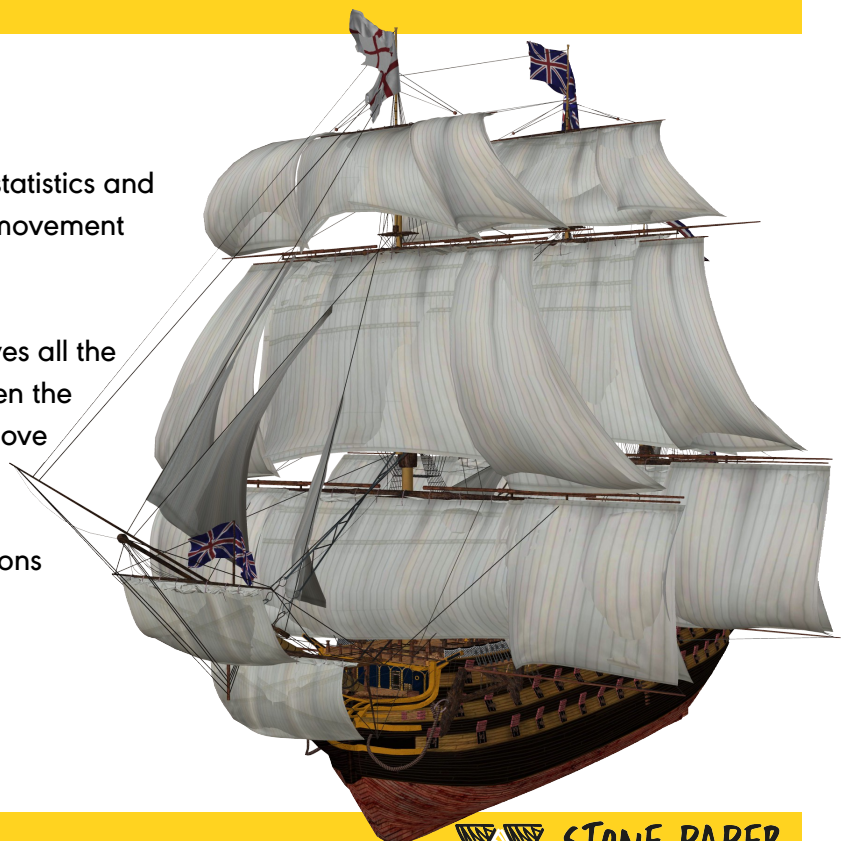
GAMEPLAY

Each player controls one ship.

They each have a sheet with the ship's statistics and information on it, and write down their movement intentions each turn,

Once they have all written, Control moves all the Armada ships move (without having seen the players' orders), and then the players move their ships.

Then all the shooting and boarding actions are fought.

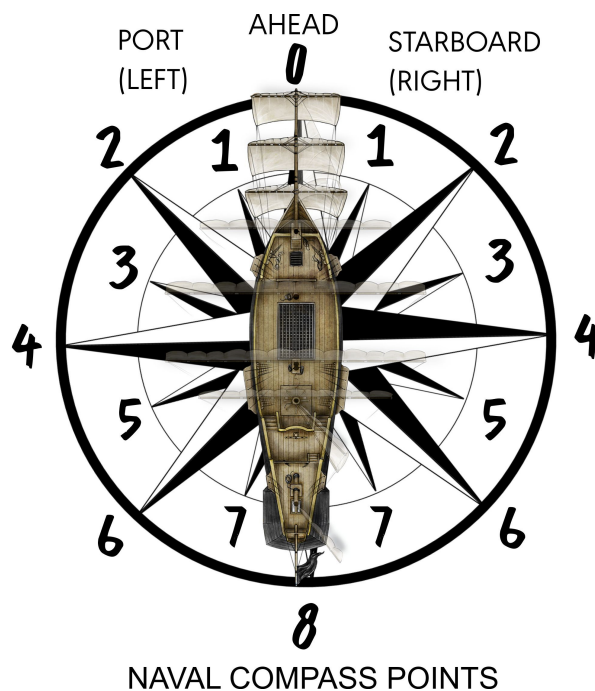


MOVEMENT

All movement and manoeuvring is done in terms of 'Points of the Compass'. A full circle is 16 points. Turning is described in terms of Points, for example:

"Turn 2 Points to Starboard" or

"Turn 1 Point to Port".

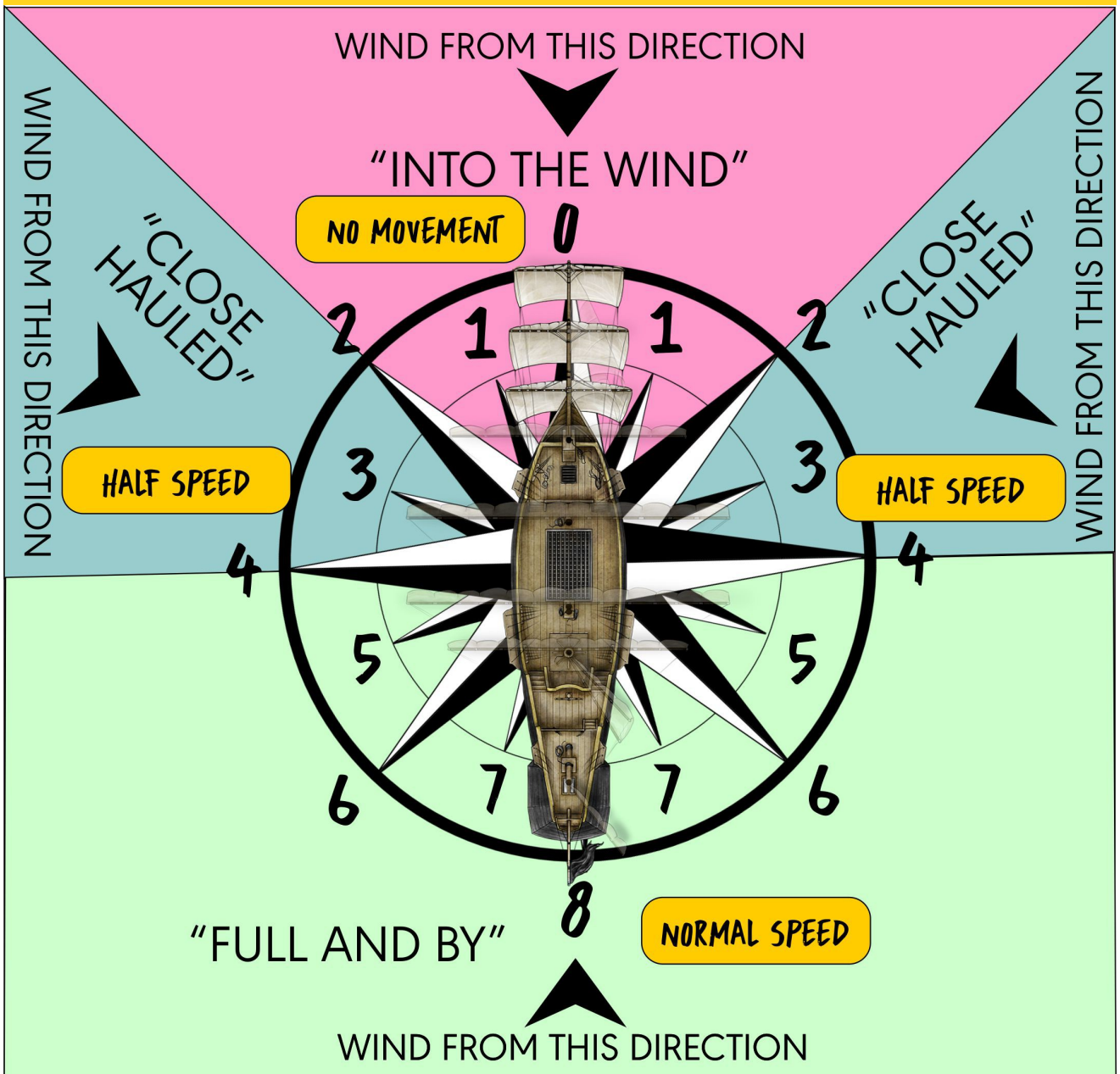


Speeds

A ship can be at one of the following speeds - the exact distance moved at each rate depends on the individual ship's characteristics. Ships speed up or slow down by one speed band per turn. So a ship 'Hove to' takes three turns to reach 'Full Sail' speed.

HOVE TO	The ship is Stationary. It cannot turn, and will drift 2 cm with the wind.
UNDER WAY	Minimum speed a ship can move.
BATTLE SPEED	The normal speed of the vessel in the game. This gives the ship the most manoeuvrability.
FULL SAIL	The maximum maximum speed, but the ship is less manoeuvrable, and more vulnerable to battle damage on the sails & rigging.

The speed of a ship also varies with the direction of the wind:



Movement through the wind (Tacking) was extremely difficult with the ships of the time. Spanish Ships will not attempt it.

English ships attempting to tack must roll 1d6 and score 5 or 6 to succeed.

Turning

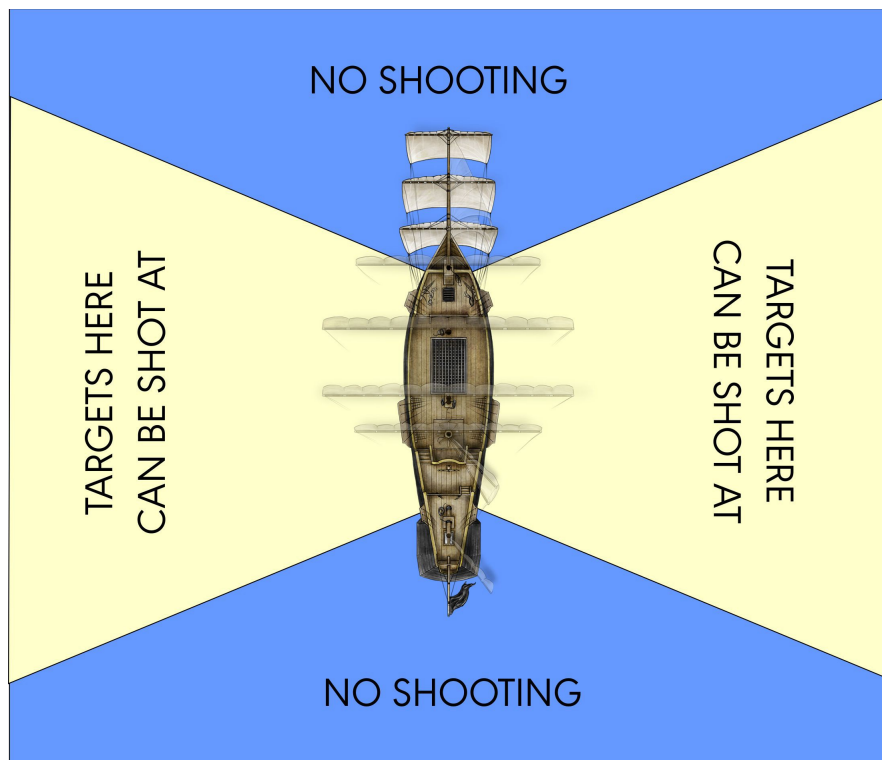
Turning angles are dependent on the speed and amount of sail deployed, and the nationality of the crew.

SPEED: HOVE TO		UNDER WAY	BATTLE SPEED	FULL SAIL
		Maximum Turn is:	Maximum Turn is:	Maximum Turn is:
ENGLISH SHIPS	No turning	1 Point	3 Points	1 Point
SPANISH SHIPS	No turning	1 Point	2 Points	1 Point

SHOOTING

Arc of Fire

All guns on a ship fire on the broadside¹ (not quite true, but we're keeping it simple). This means a target has to be within a 2 point arc.



¹ This is not strictly true, but the numbers of guns firing fore and aft were too few to make a difference.

Cannon Ranges

	Point Blank Range (cm)	Effective range (cm)
SPANISH GUNS	10	30
ENGLISH GUNS	10	40

Cannon Hits and Damage

Before rolling for damage, roll to see where on the target ship the shots will fall.

Roll 1d6 : 1 or 2 = sails and rigging
 3, 4, 5 or 6 = hull

Then roll 1d6 for the damage inflicted (if any)

Cannon Sections	1d6 Die roll result					
	1 or less	2	3	4	5	6 or more
1 or 2	0	0	0	0	0	1
3	0	0	0	0	1	2
4 - 5	0	0	0	1	1	2
6 - 7	0	0	1	1	2	3
8 - 9	0	1	1	1	2	3
10	1	1	1	2	2	3
More than 10	1	1	1	2	3	4

English gunners add 1 to their die roll.

Spanish Transports -1 from their die roll

At Point Blank Range add 1 to the die roll

If the target is the ship's Sails and Rigging and it is Under Full Sail add 1 to the die roll

Sails and Rigging damage:

The total amount of rigging damage slows the ship:

1/3 damage	=	may not make full sail
2/3 damage	=	may not use battle speed
All damaged	=	may not move - can only drift

Hull Damage

For each hull damage, also lose 1 Boarding Crew and 1 gun Section.

Once a ship has taken all its hull hits it is a hulk, drifting and very slowly sinking. It can take a long while to sink (days sometimes).

BOARDING ACTIONS

Once a ship gets within 5cm of an enemy ship, it may try to grapple and draw it in to close action. This will be the default for Spanish.

Ships reduced to hulks (no hull value left) will automatically surrender if boarded.

Roll 1d6, score 5 or 6 to **successfully grapple**.

Once grappled, roll 1d6, score 2+ to degrapple.

- 1 if losing the boarding action
- 1 outnumbered
- 1 if grappled to a larger ship

Fighting

First determine the number of casualties caused in the fight.

Each side rolls 1d6 per 4 boarding crew involved in the boarding action. Total the score & divide by two. Total is number of enemy boarders killed.

Result

Then determine the result of the boarding action by a single die roll by the attacker - you will have to decide who the attacker is.

This will generally be the player that announced an intention to board first. In the event of disagreement, roll a die.

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Roll 1d6

Add 1

- If the attacker is English
- If the attacker killed more than he lost
- If the attacker killed twice as many as he lost (or more)
- If the defending ship has lost a mast
- If the defending ship has less than half its hull value remaining.
- If the defenders are 'Unhappy' (see results table)

Subtract 1

- If the attacker lost more than the defender
- If the attacker lost more than twice as many as the defender.

Subtract 2

- If the attacker is Spanish

Boarding Action Results Table

Die roll after additions	Result
8 or more	The defenders surrender and strike their colours. Leave a prize crew of 2 boarders to guard the ship
5 to 7	The defenders do not give up, but are ' Unhappy '.
1 to 5	The defenders are determined to stand their ground - the fight continues next turn.
Less than 1	The attackers lose heart and withdraw to their own ship. The grapples are cut.

Note: once 'Unhappy' the ship's crew remain so indefinitely.

Looting

A ship boarded by the English will be looted in order to pay for the capturing ship's considerable expenses involved in putting to sea.

Roll a number of d6 for the number of Gold Pieces looted, depending on the ship type:

Large Spanish	4 dice
Medium Spanish	3 dice
Small Spanish	2 dice
Tiny Spanish	1 die



TYPICAL SHIP STATISTICS

Ship Type	Gun Sections per broadside	Hull	Sails & Rigging	Boarding Crew	Under way	Battle speed	Full Sail
Large Spanish	8	10	12	16			
Medium Spanish	5	6	9	12	6 cm	12 cm	18 cm
Small Spanish	4	5	6	8			
Tiny Spanish	2	4	4	4			
English flagship	10	8	9	8	9 cm	20 cm	30 cm
Other English ships	8	6	6	6	9 cm	18 cm	27 cm



THE HISTORICAL SPANISH NAVY

The Portuguese Galleons:

São Martinho (48 guns: Flagship of the commander-in-chief, the Duke of Medina Sidonia and Maestre de Francisco de Bobadilla, the senior army officer)
 São João (50 guns).
 São Marcos (33 guns).
 São Felipe (40 guns).
 San Luis (38 guns).
 San Mateo (34 guns).
 Santiago (24 guns).
 Galeon de Florencia (52 guns).
 San Cristobel (20 guns).
 San Bernardo (21 guns).
 Augusta (13 guns).
 Julia (14 guns).

Biscayan Ships:

Santa Ana (30 guns: Flagship of Juan Martinez de Recalde, Captain General and second in command of the Armada).
 El Gran Grin (28 guns).
 Santiago (25 guns).
 La Concepcion de Zubelzu (16 guns).
 La Concepcion de Juan del Cano (18 guns).
 La Magdalena (18 guns).
 San Juan (21 guns).
 La Maria Juan (24 guns).
 La Manuela (24 guns).
 Santa Maria de Montemayor (18 guns).
 Maria de Aguirre (6 guns).
 Isabela (10 guns).
 Patache de Miguel de Suso (6 guns).
 San Estaban (6 guns).

Castilian Ships:

San Cristobal (36 guns: Flagship of Diego Flores de Valdés).
 San Juan Bautista (24 guns).
 San Pedro (24 guns).
 San Juan (24 guns).
 Santiago el Mayor (24 guns).
 San Felipe y Santiago (24 guns).
 La Ascuncion (24 guns).
 Nuestra Senora de Begona (24 guns).
 La Trinidad (24 guns).
 Santa Catalina (24 guns).
 San Juan Bautista (24 guns).
 Nuestra Senora del Rosario (24 guns).
 San Antonio de Padua (12 guns).

Andalusian Ships:

Nuestra Senora del Rosario (46 guns Flagship of Don Pedro de Valdés).
 San Francisco (21 guns).
 San Juan Bautista (31 guns).
 San Juan de Gargarin (16 guns).
 La Concepcion (20 guns).
 Duquesa Santa Ana (23 guns).
 Santa Catalina (23 guns).
 La Trinidad (13 guns).
 Santa Maria de Juncal (20 guns).
 San Barolome (27 guns).
 Espiritu Santo.

Guipúzcoan Ships:

Santa Ana (47 guns: Flagship of Miguel de Oquendo).
 Santa Maria de la Rosa (47 guns).
 San Salvador (25 guns).
 San Esteban (26 guns).

Levantine Ships:

La Regazona (30 guns: Flagship of Martin de Bertandona)
 La Lavia (25 guns).
 La Rata Santa Maria Encoronada (35 guns).
 San Juan de Sicila (26 guns).

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<p>Santa Marta (20 guns). Santa Barbara (12 guns). San Buenaventura (21 guns). La Maria San Juan (12 guns). Santa Cruz (18 guns). Doncella (16 guns). Asuncion (9 guns). San Bernabe (9 guns). Nuestra Senora de Guadalupe (1 gun). La Madalena (1 gun).</p>	<p>La Trinidad Valencera (42 guns). La Anunciada (24 guns). San Nicolas Prodaneli (26 guns). La Juliana (32 guns). Santa Maria de Vison (18 guns). La Trinidad de Scala (22 guns).</p>
<p>Hulks: El Gran Grifon (38 guns: Flagship of Juan Gómez de Medina) San Salvador (24 guns). Perro Marino (7 guns). Falcon Blanco Mayor (16 guns). Castillo Negro (27 guns). Barca de Amburg (23 guns). Casa de Paz Grande (26 guns). San Pedro Mayor (29 guns). El Sanson (18 guns). San Pedro Menor (18 guns). Barca de Danzig (26 guns). Falcon Blanco Mediano (16 guns). San Andres (14 guns). Casa de Paz Chica (15 guns). Ciervo Volante (18 guns). Paloma Blanca (12 guns). La Ventura (4 guns). Santa Bárbara (10 guns). Santiago (19 guns). David (7 guns). El Gato (9 guns). San Gabriel (4 guns). Esayas (4 guns)</p>	<p>Neapolitan galeases: San Lorenzo (50 guns: Flagship of Don Hugo de Moncado). Zúniga (50 guns). Girona (50 guns). Napolitana (50 guns).</p> <p>Galleys of Portugal under Don Diego de Medrano: 4 ships (each of 50 guns).</p> <p>Squadron of Xebecs and other ships under Don Antonio de Medoza (including pinnaces): 24 ships (5 to 10 guns).</p>

Total Complement of the Spanish Fleet:

132 ships.

8,766 sailors.

21,556 soldiers.

2,088 convict rowers.

THE HISTORICAL ENGLISH NAVY

<p>Ark Royal (flag ship of Lord Charles Howard of Effingham) (55 guns) Elizabeth Bonaventure Rainbow (Lord Henry Seymour) Golden Lion (Thomas Howard) White Bear (Alexander Gibson) Vanguard (William Winter) Revenge (Francis Drake, vice admiral) (43 guns) Elizabeth (Robert Southwell)</p>	<p>8 fire ships: Bark Talbot Hope Thomas Bark Bond Bear Yonge Elizabeth Angel Cure's Ship.</p>
<p>Victory (Rear Admiral Sir John Hawkins) Antelope (Henry Palmer) Triumph (Martin Frobisher) Dreadnought (George Beeston) Mary Rose (Edward Fenton) Nonpareil (Thomas Fenner) Hope (Robert Crosse) Galley Bonavolia Swiftsure (Edward Fenner) Swallow (Richard Hawkins) Foresight Aid Bull Tiger Tramontana Scout Achates Charles Moon Advice Merlin Cygnet Brigandine George (hoy) Spy (pinnace) Sun (pinnace)</p>	<p>Some 150 other coasters, ships and barks.</p>

GLOSSARY

Hulk or Urcas	a cargo ship (many of the Armada Urcas were from the Baltic ports).
Xebec	a small three masted Mediterranean sailing ship with lateen and square sails.
Galleon	a large sailing ship, square rigged with three or more decks and masts.
Galley	a low, flat ship with banks of oars and limited sails.
Galeas	a galleon with oars.
Pinnace	a small sailing vessel.
Hoy	a small sailing vessel.
Ship	a three masted sailing vessel
Port	left
Starboard	starboard
Prow	front of a ship
Stern	back of the ship
Broadside	the guns along the side of the ship



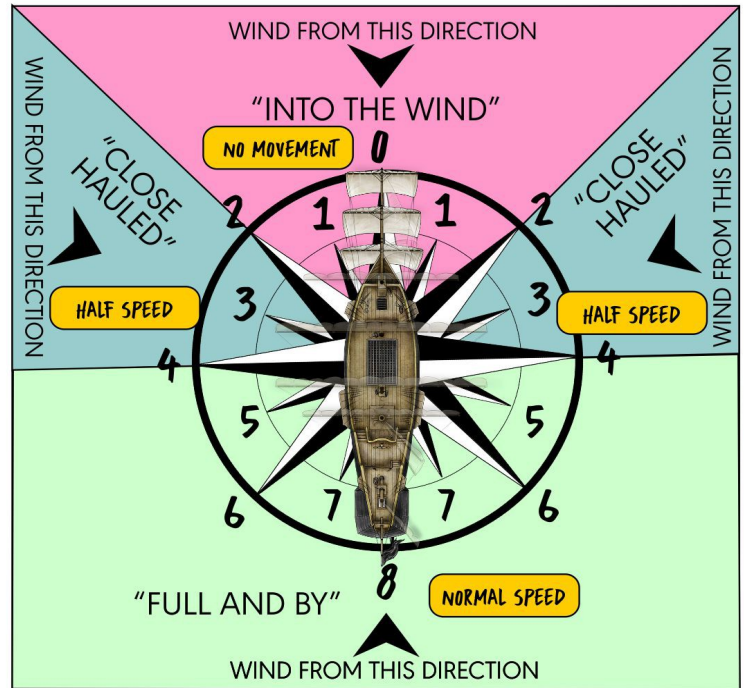
PLAYSHEET

TURNING

	SPEED: HOVE TO	UNDER WAY Maximum Turn is:	BATTLE SPEED Maximum Turn is:	FULL SAIL Maximum Turn is:
ENGLISH SHIPS	No turning	1 Point	3 Points	1 Point
SPANISH SHIPS	No turning	1 Point	2 Points	1 Point

MOVEMENT SPEEDS

Ship Type	Under way	Battle speed	Full Sail
Spanish	6 cm	12 cm	18 cm
English flagship	9 cm	20 cm	30 cm
Other English ships	9 cm	18 cm	27 cm



DAMAGE

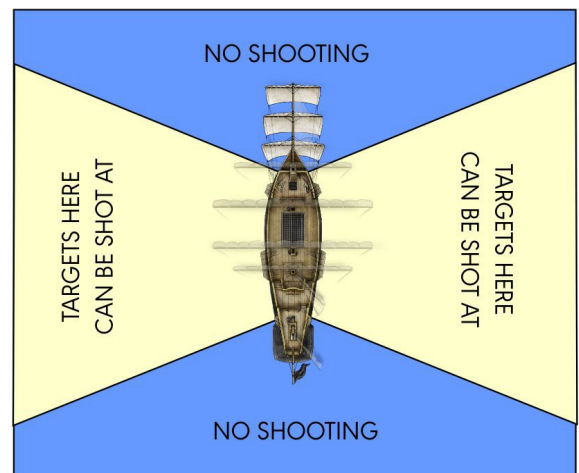
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English gunners +1
Spanish Transports -1 f
At Point Blank Range +1
Sails and Rigging Under Full Sail +1

CANNON RANGES

	Point Blank Range (cm)	Effective range (cm)
SPANISH GUNS	10	30
ENGLISH GUNS	10	40



BOARDING ACTION

1d6 per 4 boarding crew involved in the boarding action.
Total & divide by two = number of enemy boarders killed.

RESULT ROLL 1d6

Attacker is English +1
Attacker killed more than lost +1
Attacker killed twice as many +1
Defender half rigging or less +1
Defender less than half its hull value +1
Defenders are 'Unhappy' +1
Attacker lost more than the defender -1
Attacker lost more than twice as many -1
Attacker is Spanish -2

Die roll after additions	Result
8 or more	The defenders surrender and strike their colours. Leave a prize crew of 2 boarders to guard the ship
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