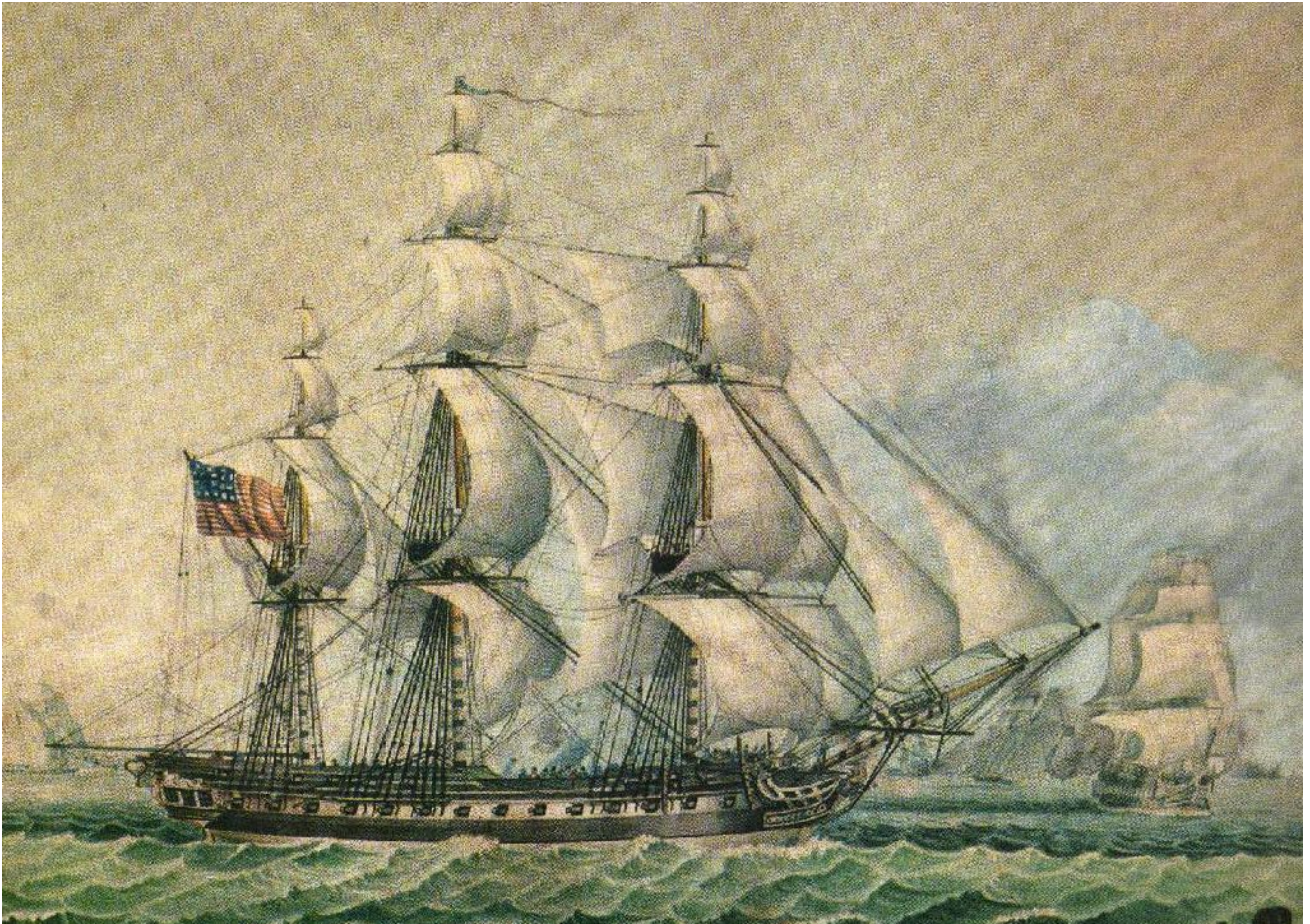

Napoleonic Naval Warfare Rules



S.W.A.B.

The Scuppers Were Awash with Blood

by
Timothy McCoy Price

Ship Control Panels

20 Feb 06

Sample Ships

1st Rate Ship of the Line

20 Guns	Bow Gun	Stern Gun	5 Rigging Positions
Crew: 22	Marines: 4	Damage: 28	Movement: C,D or E
Cutter	Pinnacle	Launch	Gig & Jolly Boat

Ship of the Line

14 Guns	Bow Gun	Stern Gun	5 Rigging Positions
Crew: 19	Marines: 3	Damage: 24	Movement: C or D
Cutter	Launch	Gig	Jolly Boat

2 Decker

10 Guns	Bow Gun		4 Rigging Positions
Crew: 16	Marines: 2	Damage: 20	Movement: C,D or E
Pinnacle	Launch	Gig	Jolly Boat

Frigate

8 Guns			3 Rigging Positions
Crew: 14	Marines: 2	Damage: 16	Movement: B,C or D
Pinnacle		Gig	Jolly Boat

Sloop or Brig

4 Guns			2 Rigging Positions
Crew: 9	Marines: 1	Damage: 8	Movement: A,B or C
		Gig	Jolly Boat

Merchantman

2 Guns			2 Rigging Positions
Crew: 6		Damage: 16	Movement: M
	Launch	Gig	

Blockade Runner

4 Guns			2 Rigging Positions
Crew: 7		Damage: 12	Movement: B,C or D
	Launch		

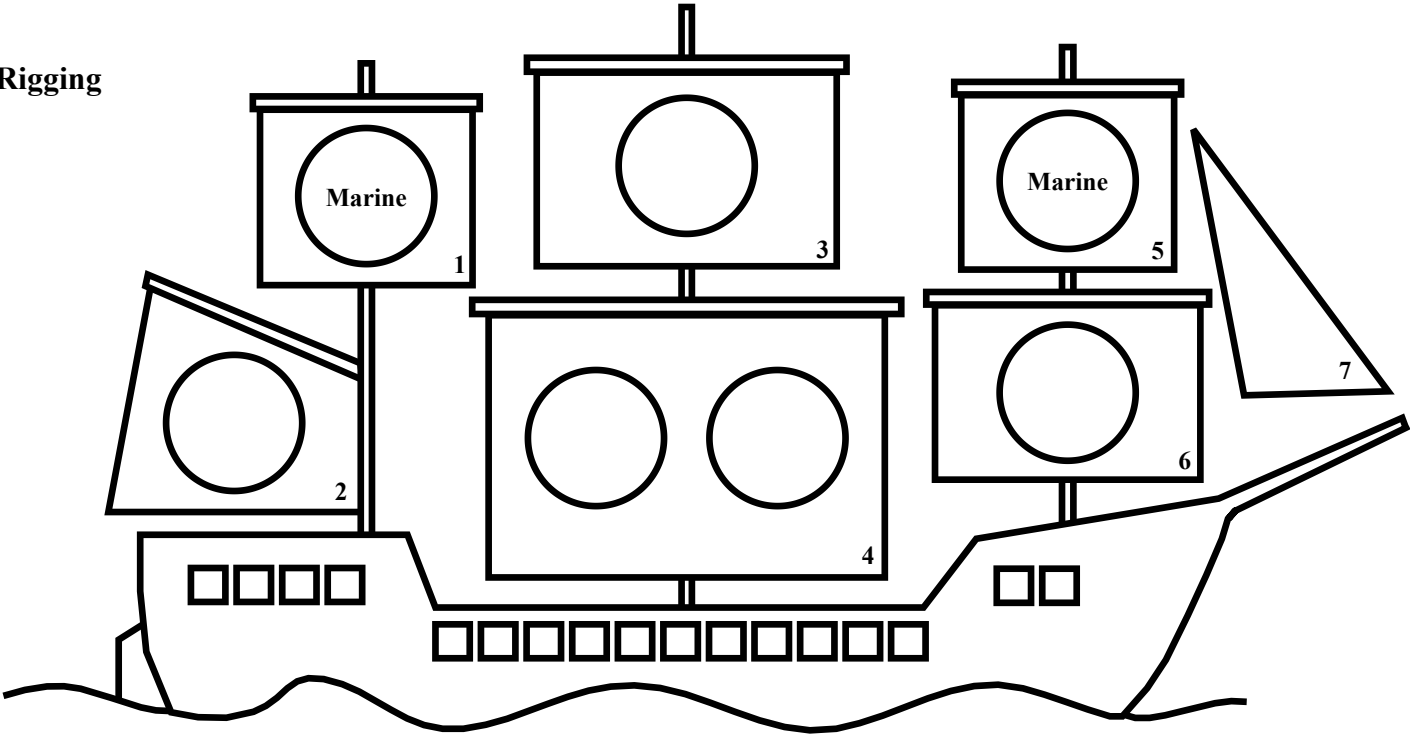
Transport (a Merchantman with 200 Soldiers on board...)

2 Guns			2 Rigging Positions
Crew: 8	Marines: 10	Damage: 16	Movement: M
	Launch	Gig	Jolly Boat

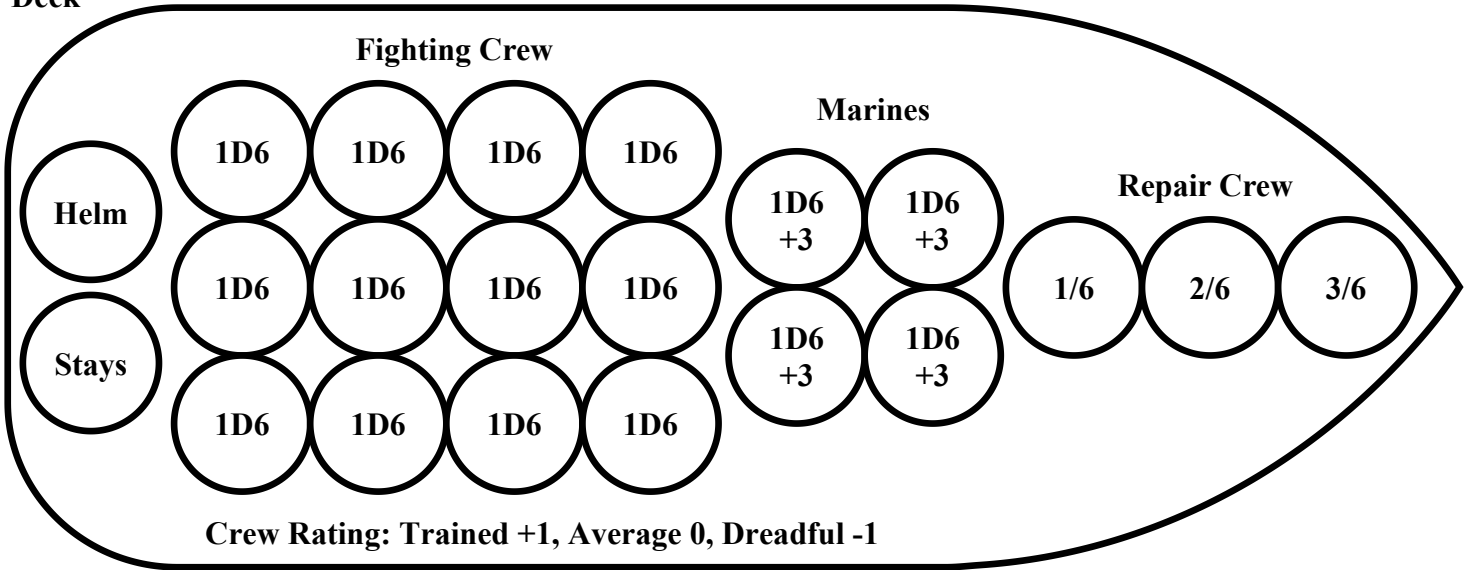
Of course, if you wish you can vary these slightly – such as having a bow gun on the Frigate.

1st Rate

Rigging

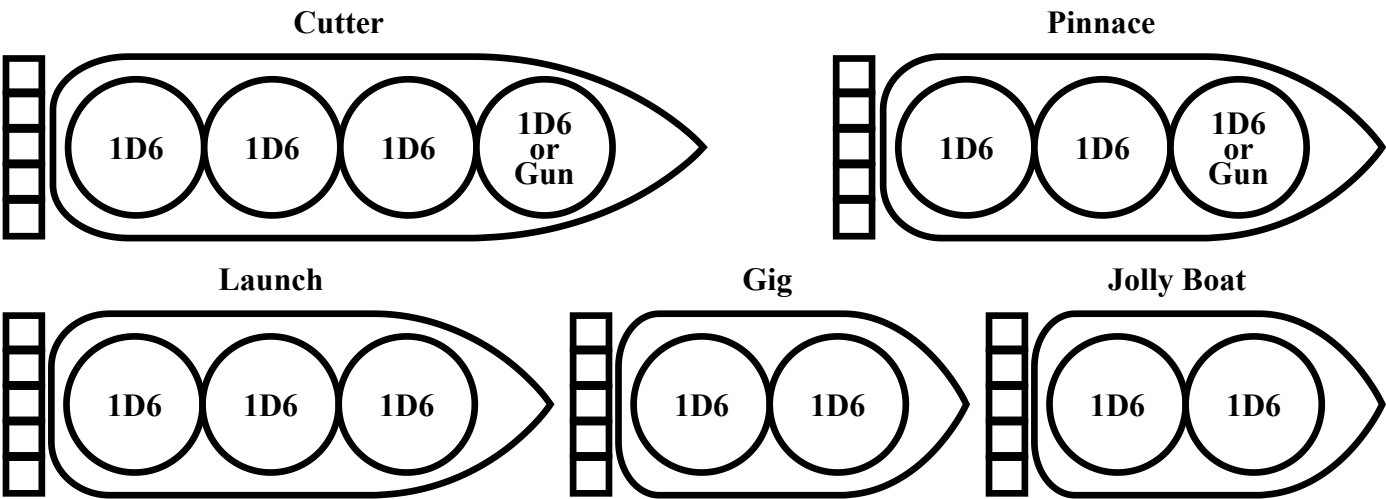


Deck



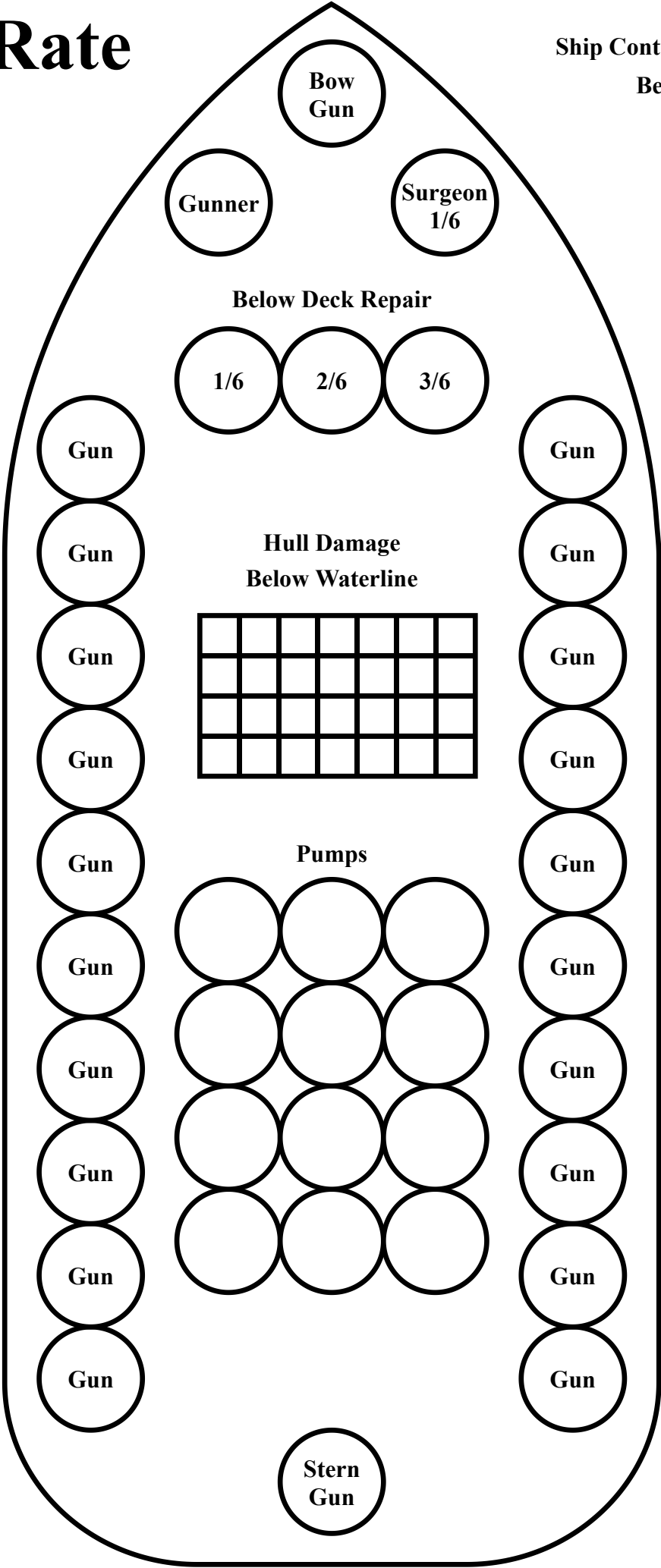
Landing/Boarding Party

Crew = 22 Marines = 4



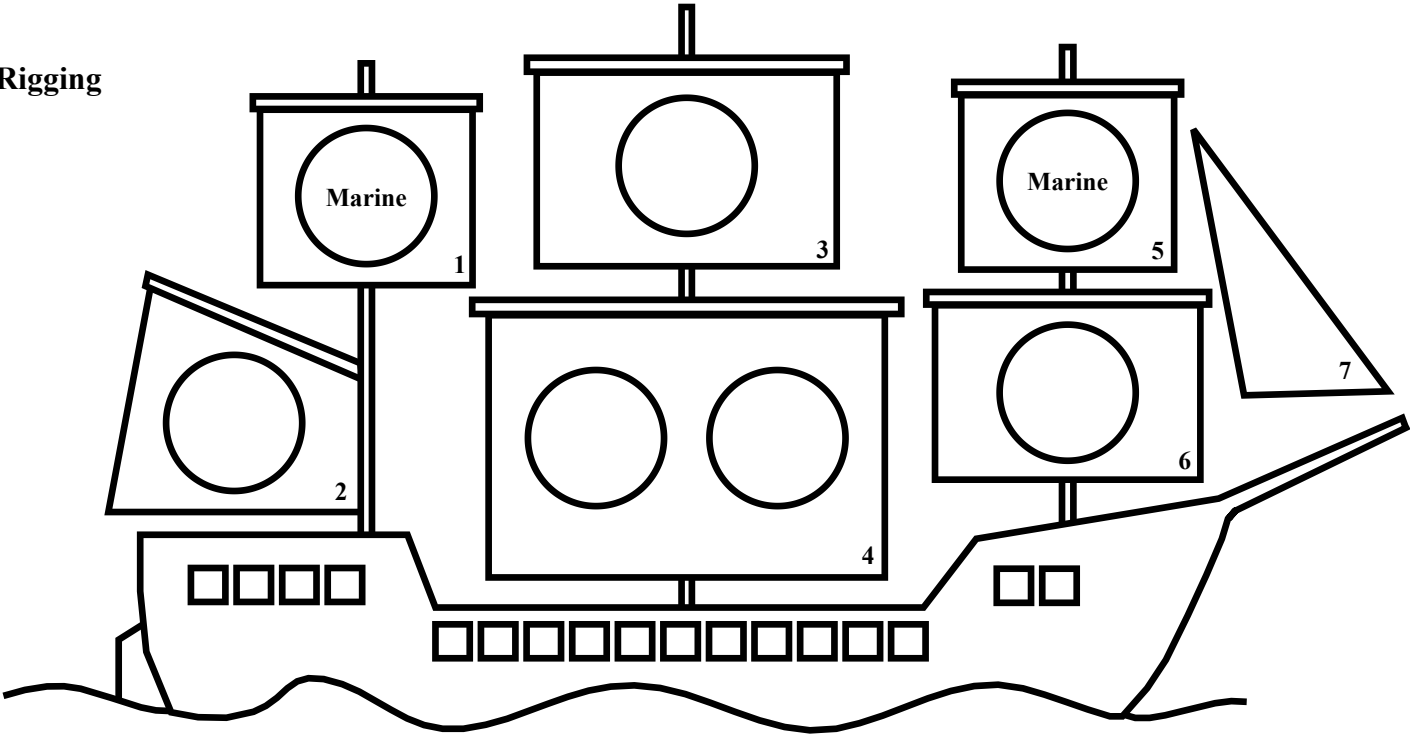
1st Rate

Ship Control Panel
Below Deck

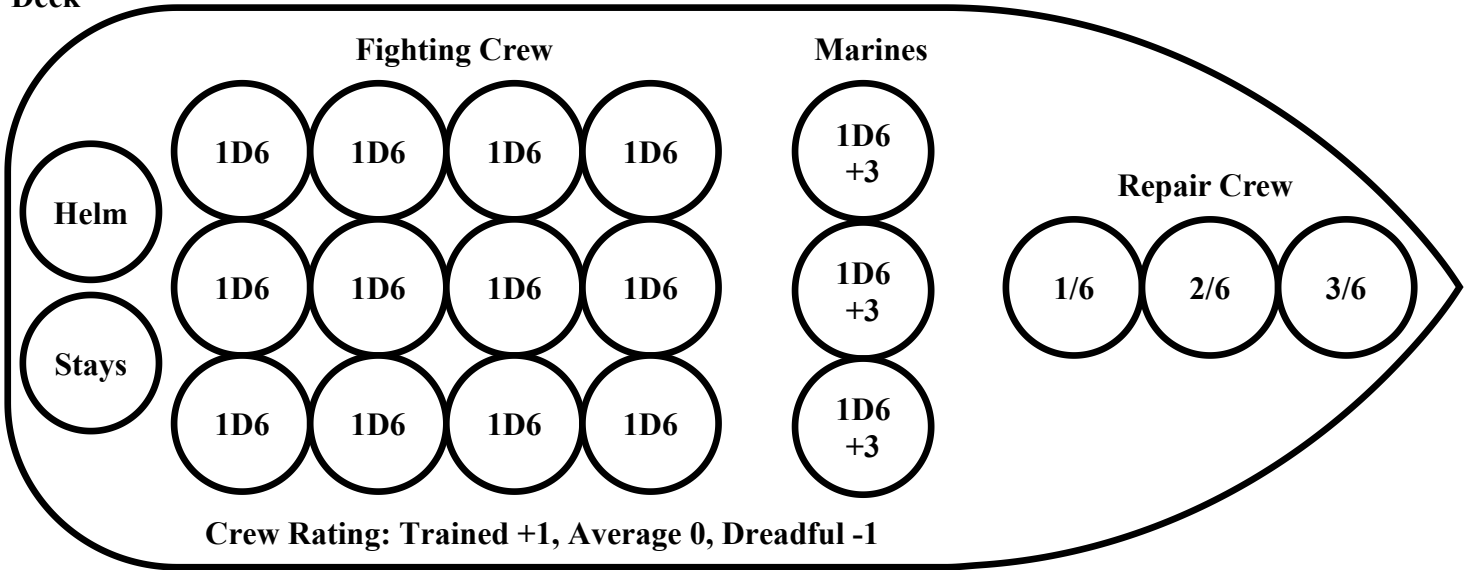


2nd Rate

Rigging



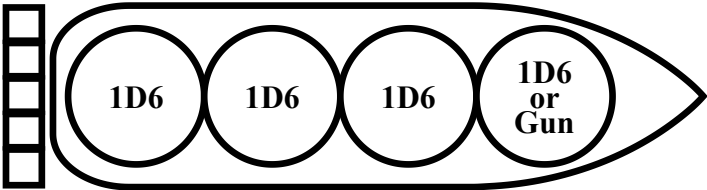
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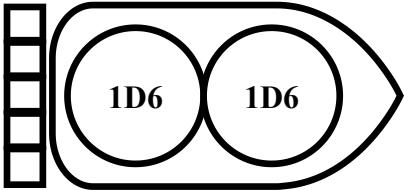
Landing/Boarding Party

Crew = 19 Marines = 3

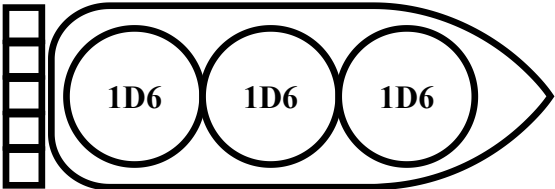
Cutter



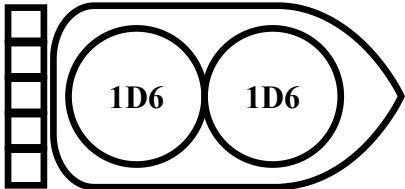
Gig



Launch

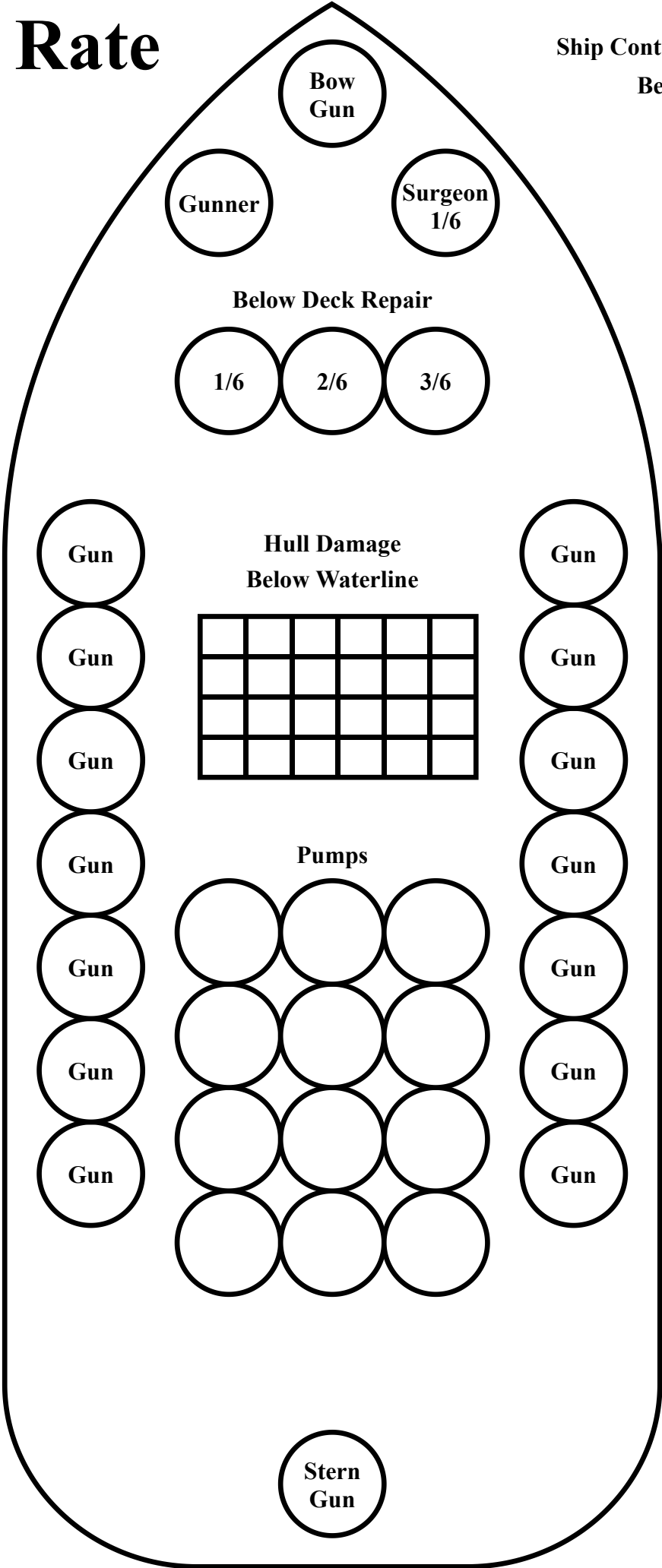


Jolly Boat



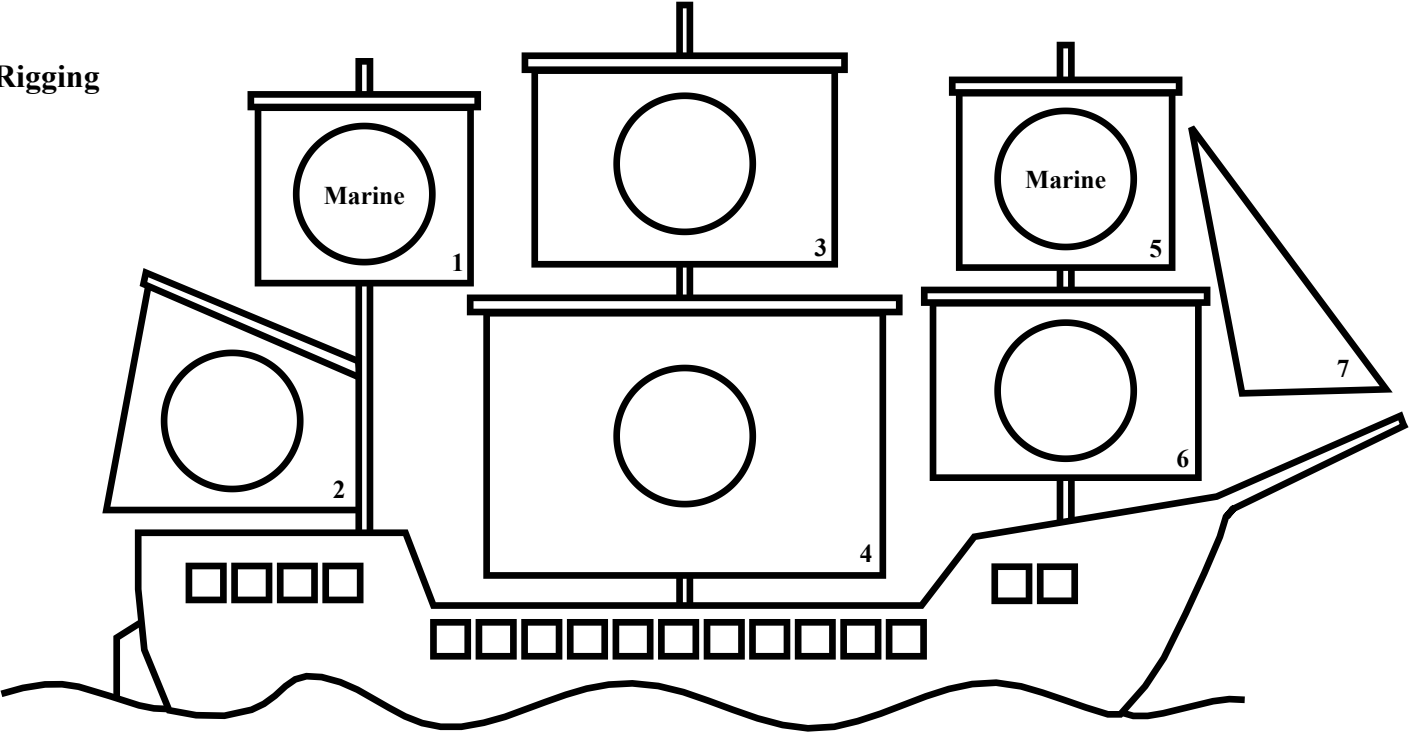
2nd Rate

Ship Control Panel
Below Deck

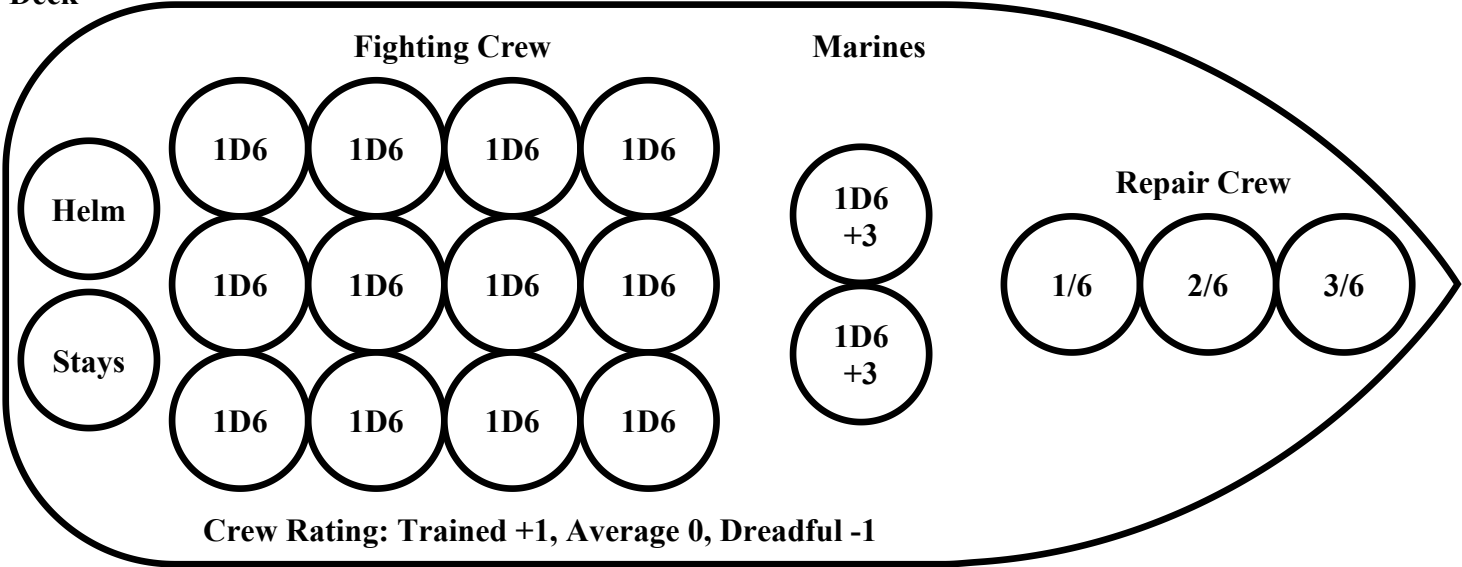


3rd Rate

Rigging

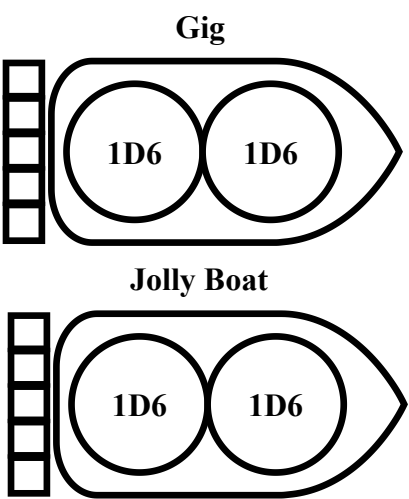
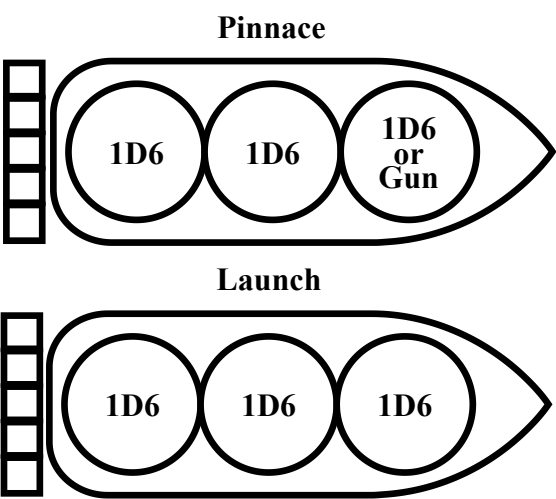


Deck



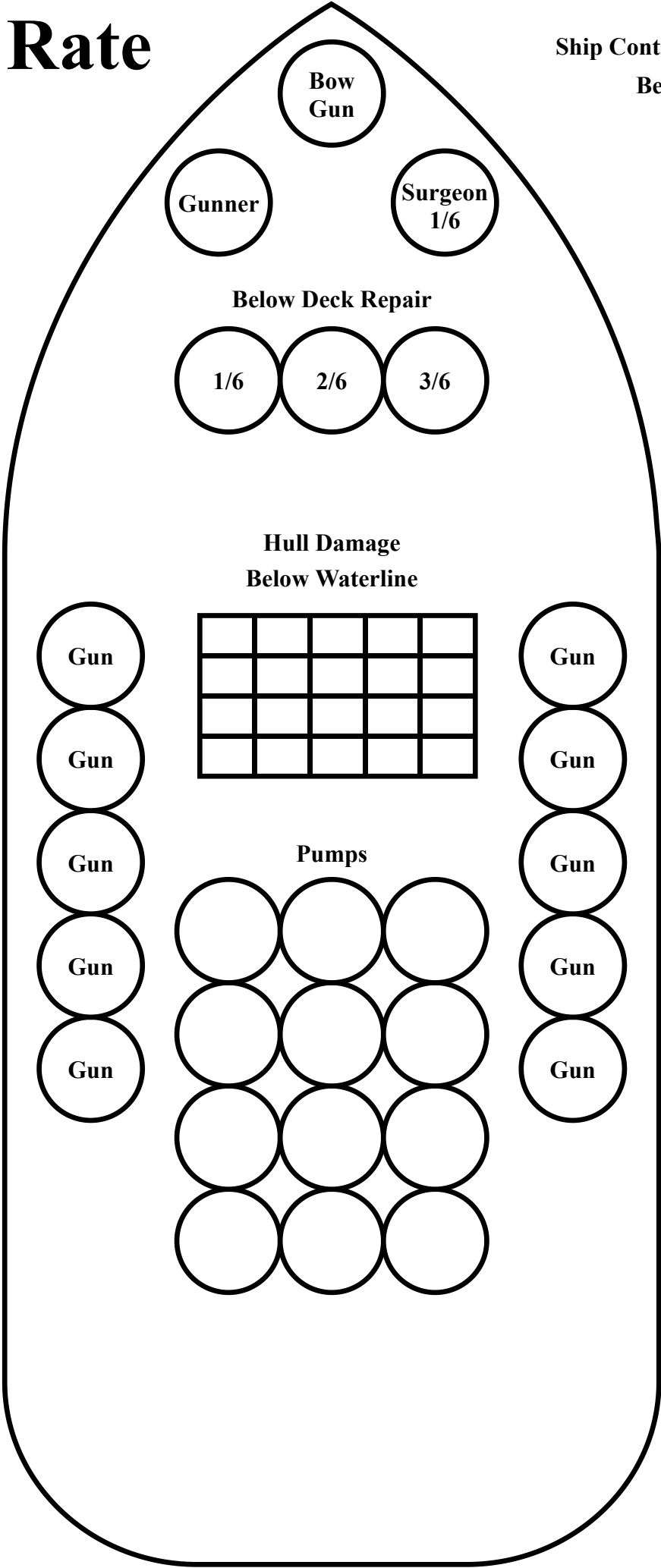
Crew = 16 Marines = 2

Landing/Boarding Party



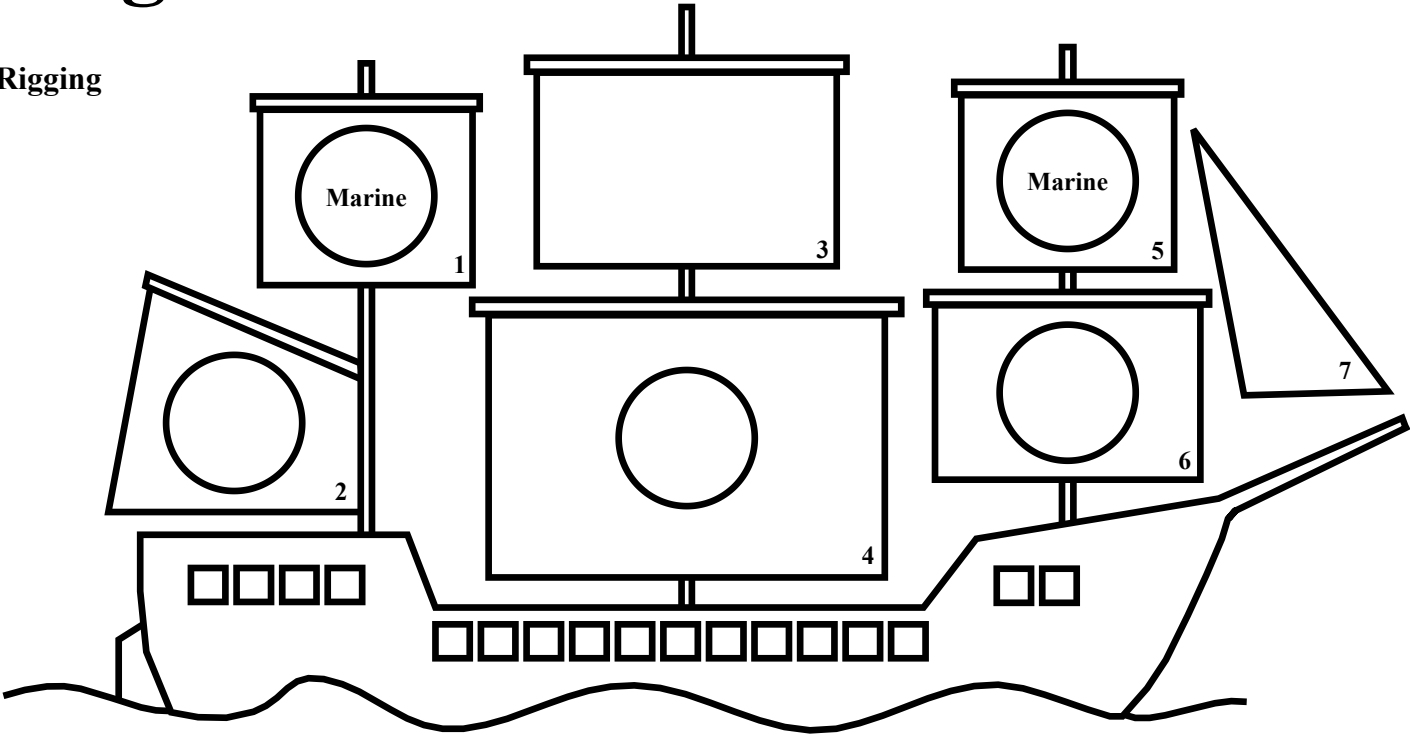
3rd Rate

Ship Control Panel
Below Deck

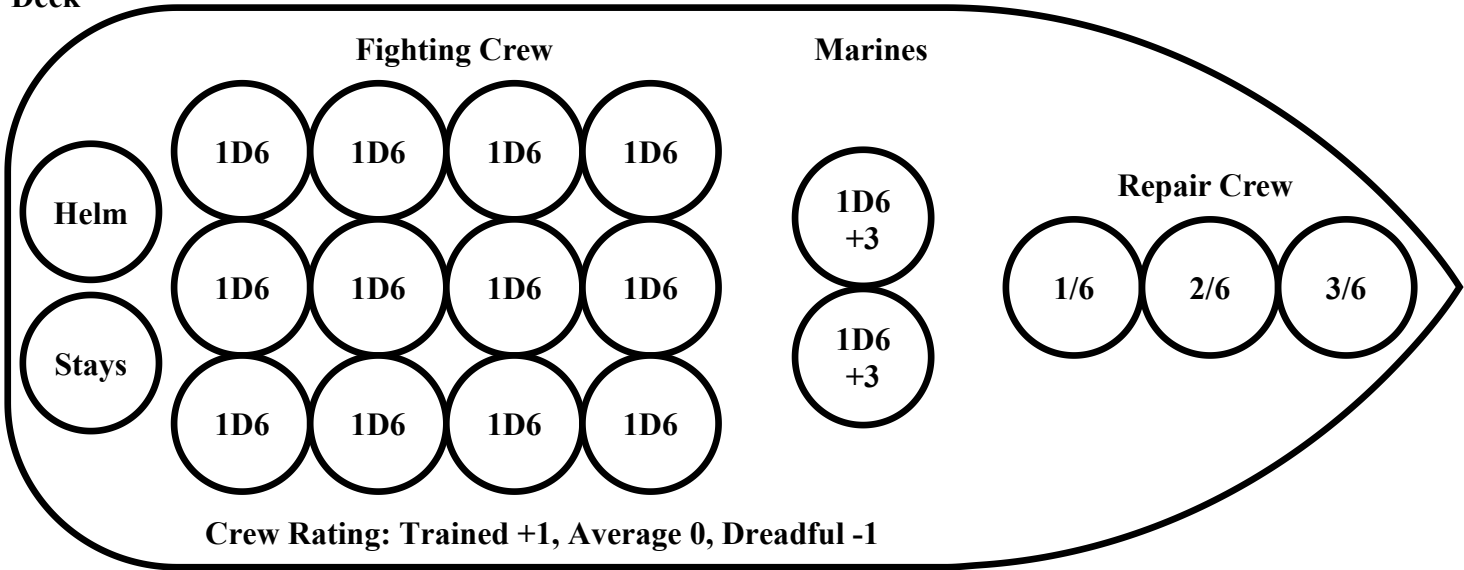


Frigate

Rigging

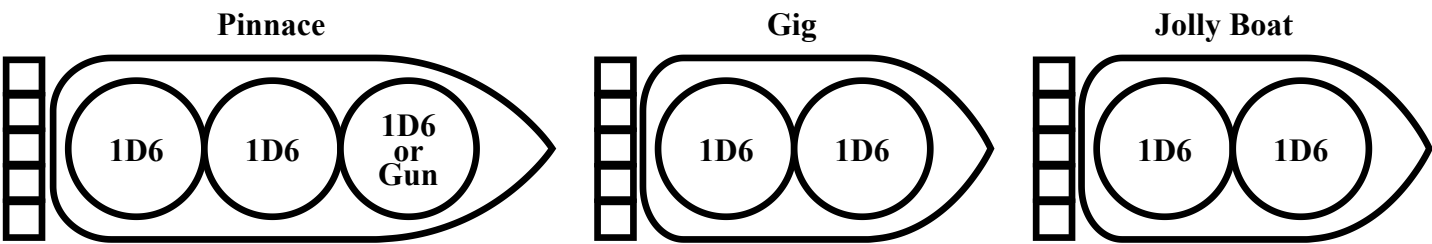


Deck



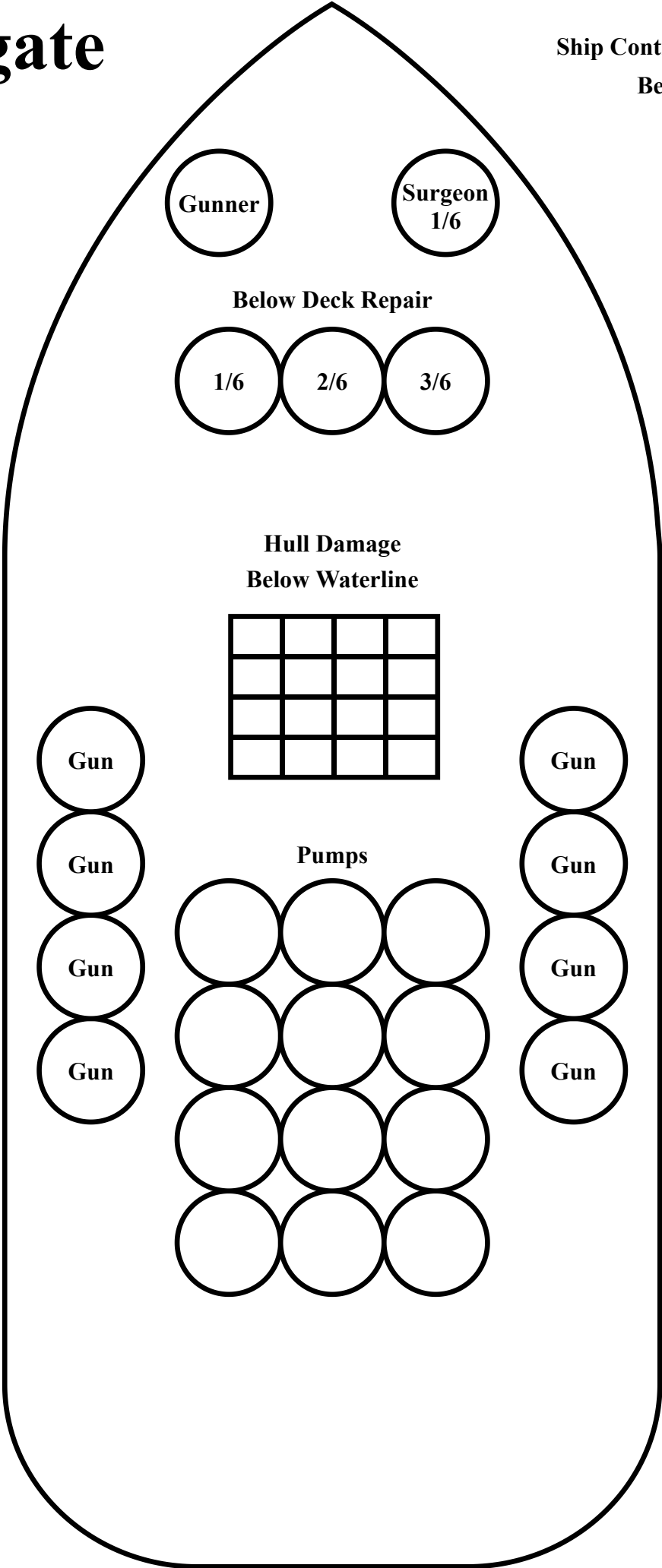
Crew = 14 Marines = 2

Landing/Boarding Party



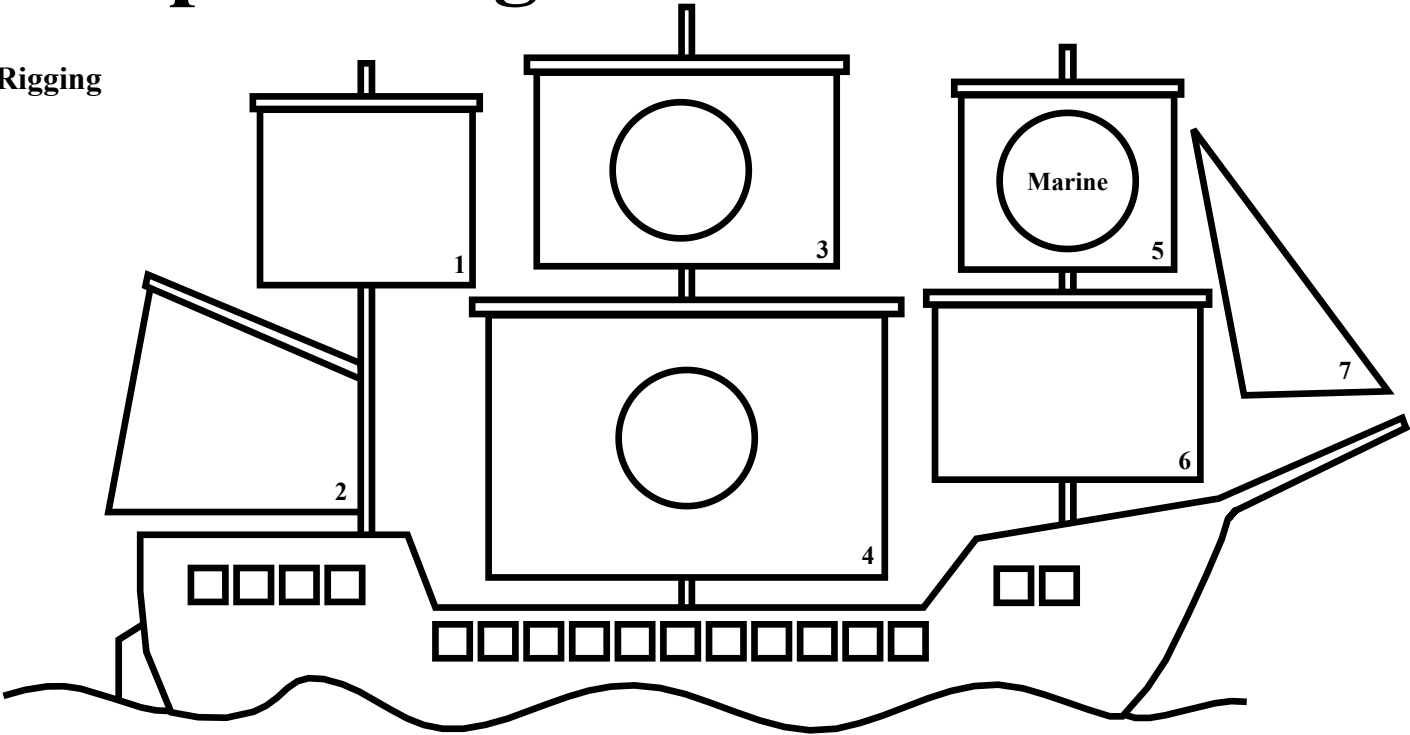
Frigate

Ship Control Panel
Below Deck

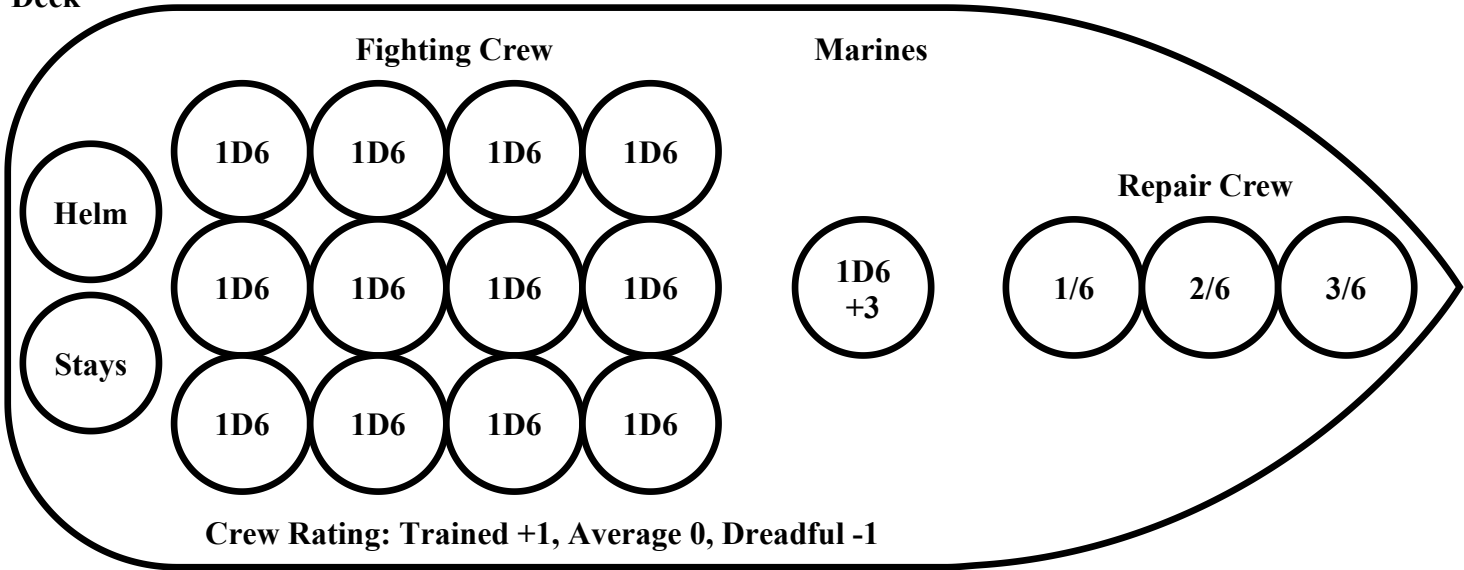


Sloop or Brig

Rigging

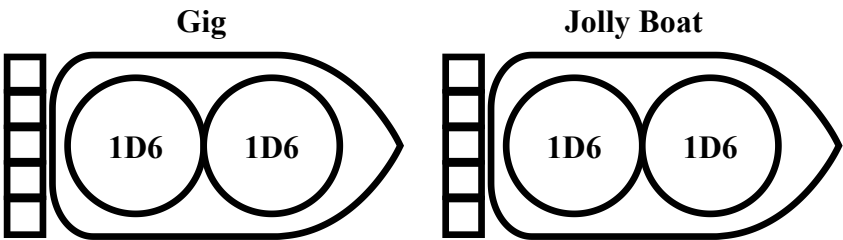


Deck



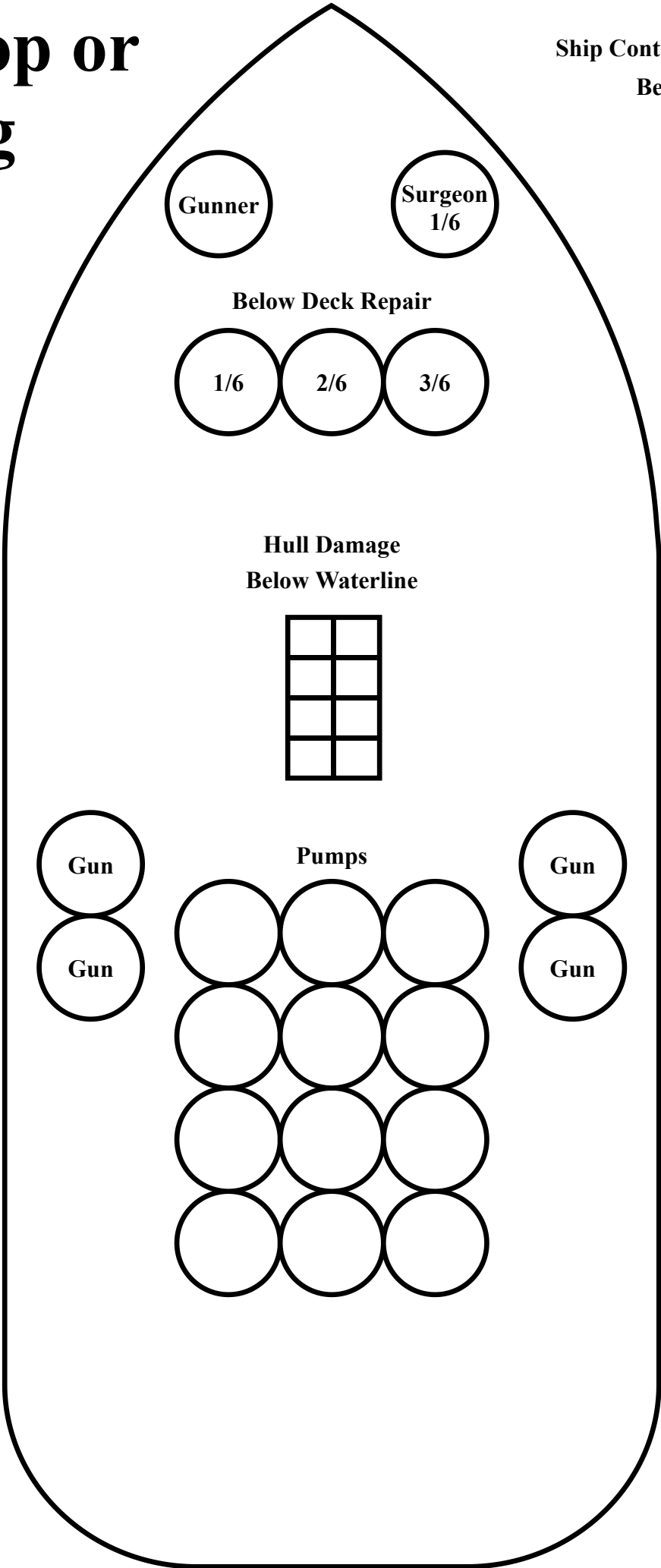
Crew = 9 Marines = 1

Landing/Boarding Party



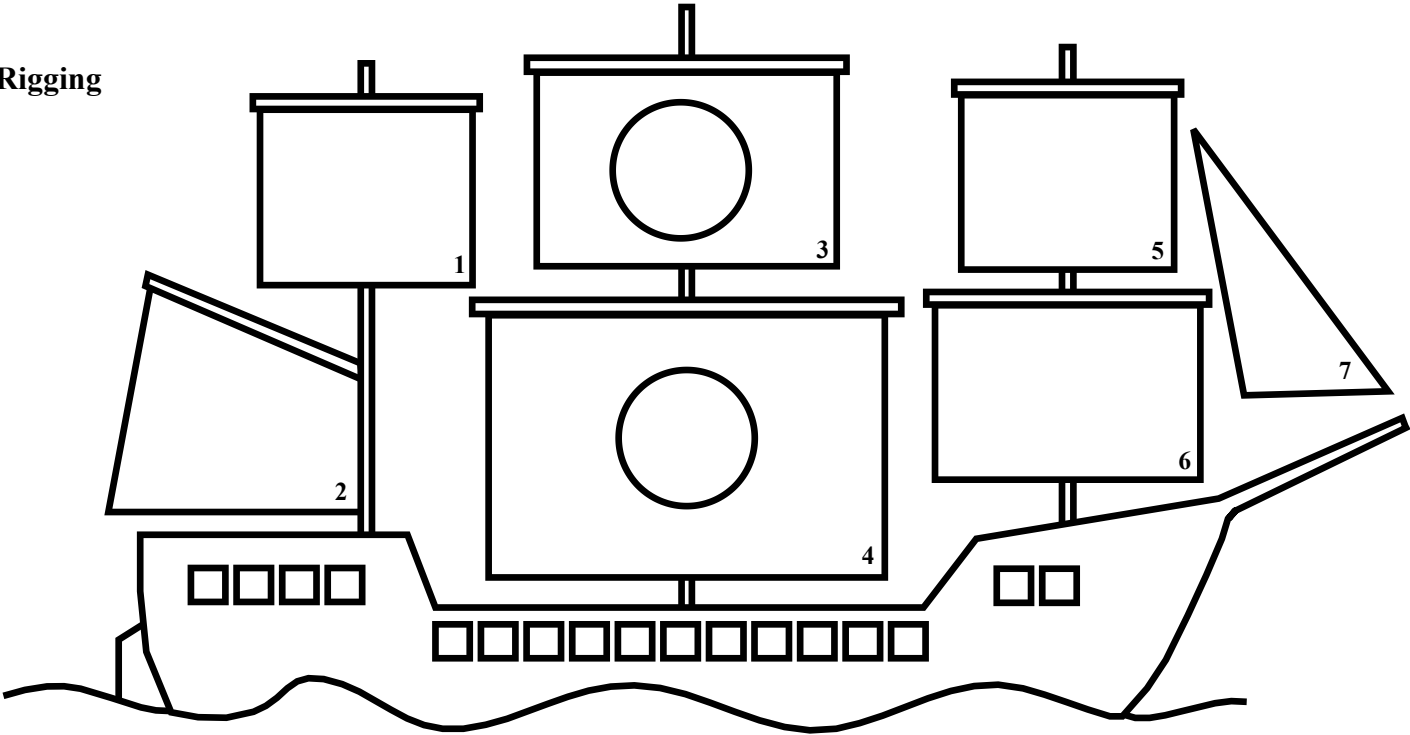
Sloop or Brig

Ship Control Panel
Below Deck

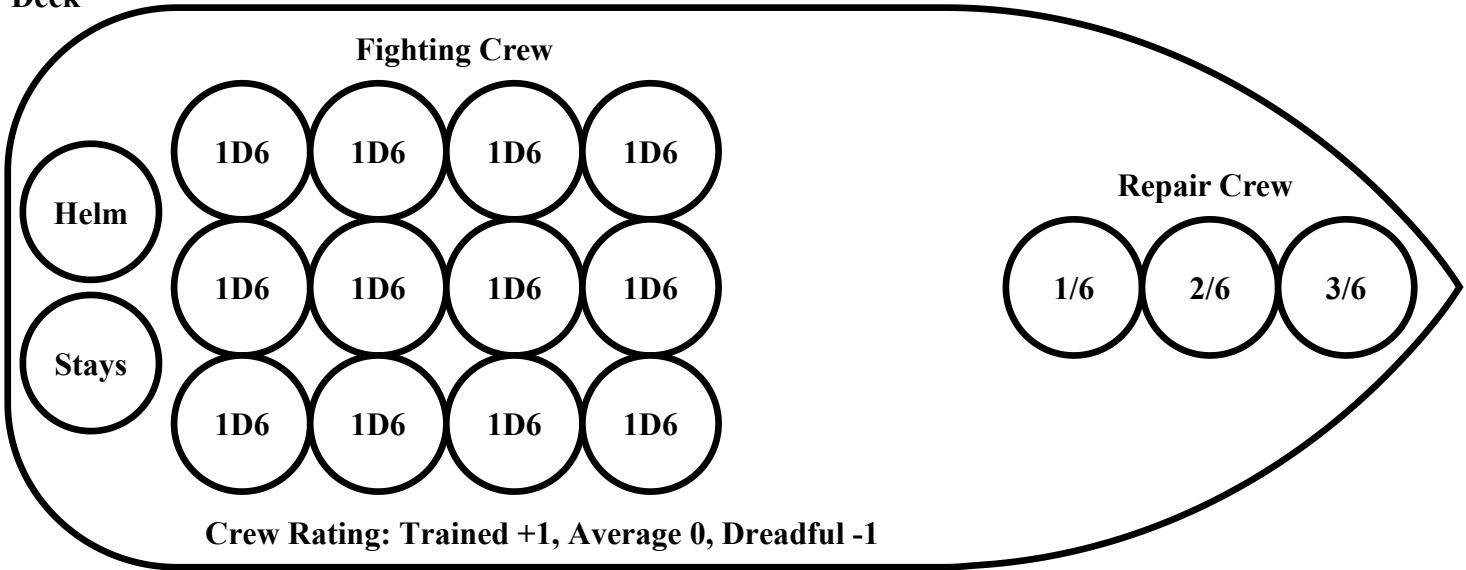


Merchant

Rigging

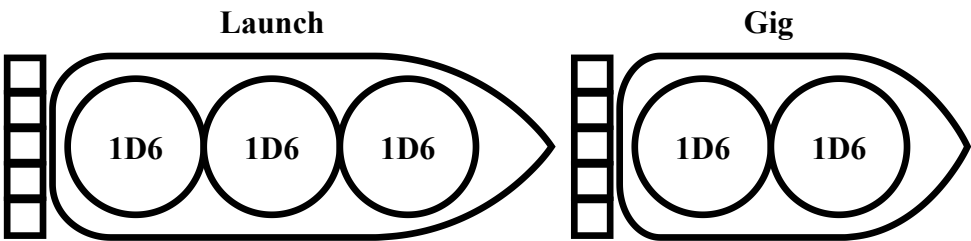


Deck



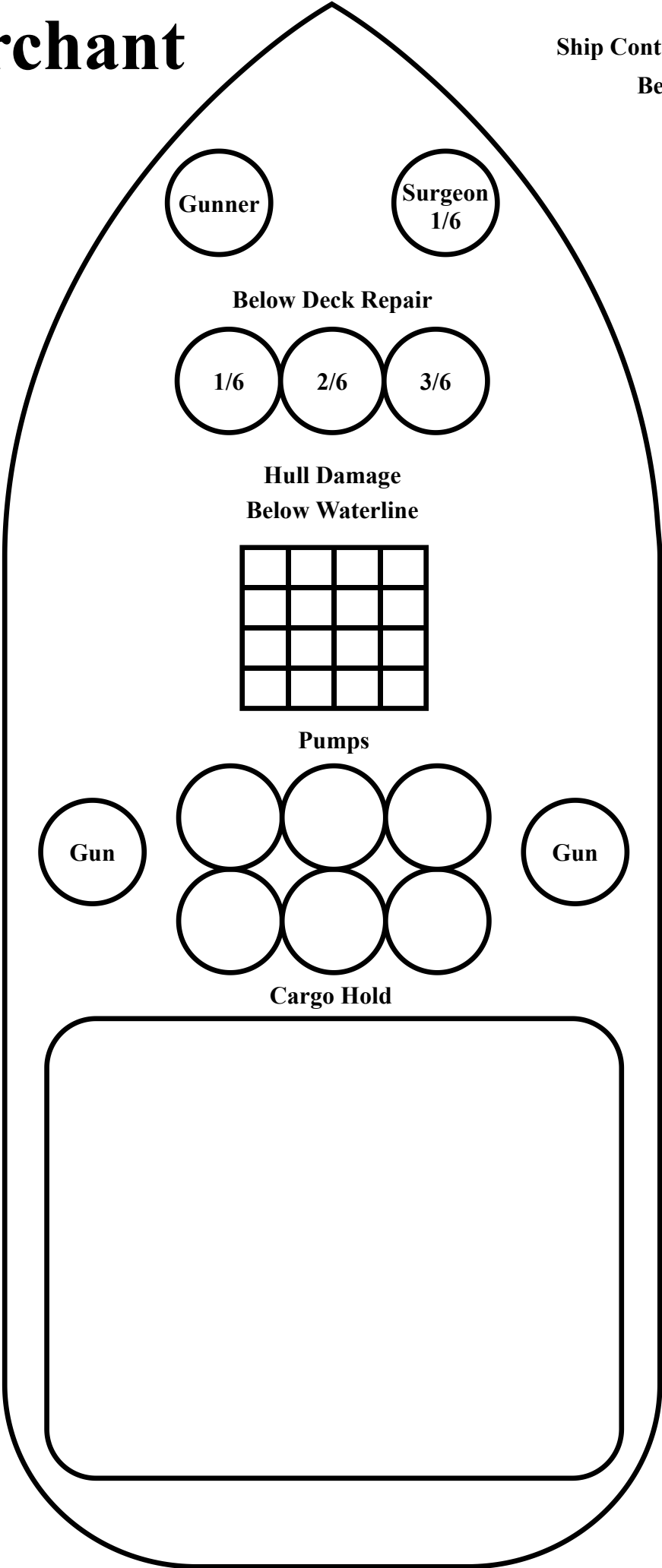
Crew = 6 Marines = 0

Landing/Boarding Party



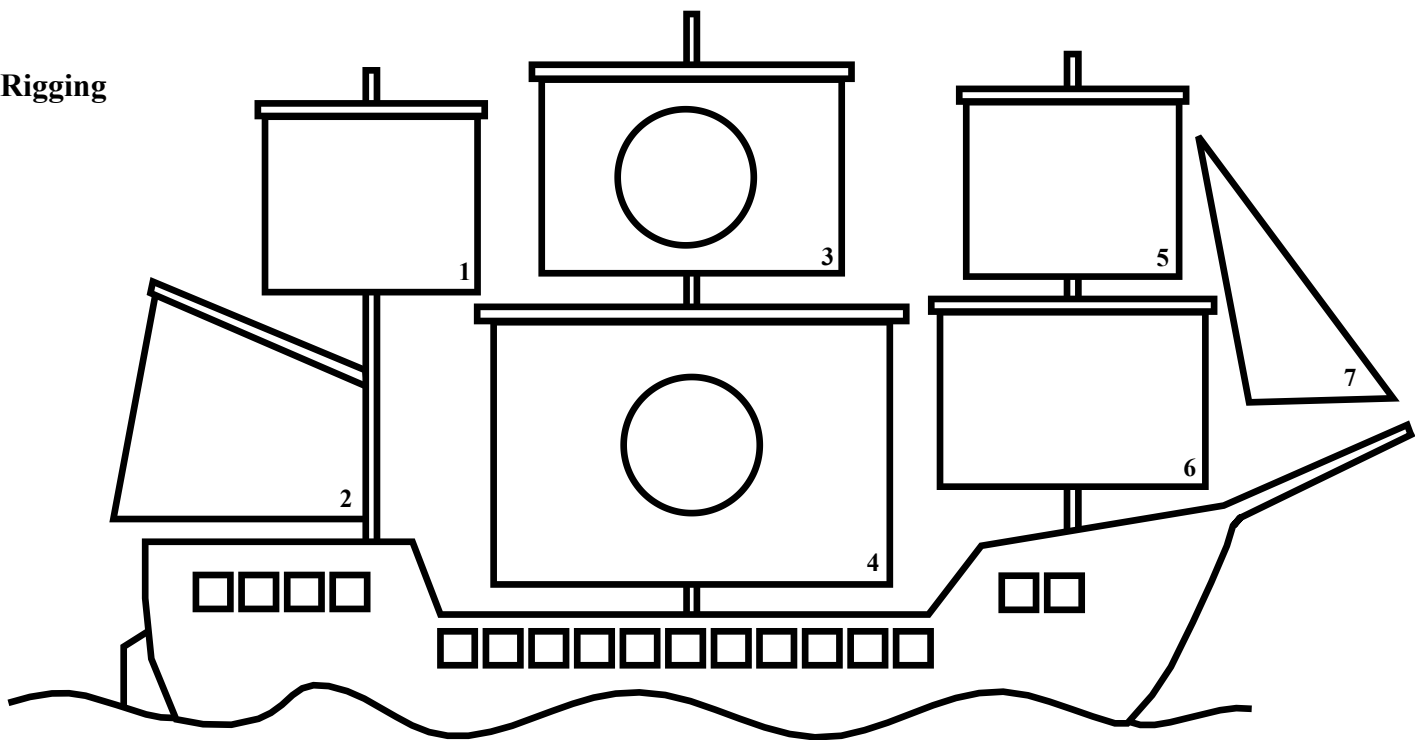
Merchant

Ship Control Panel
Below Deck

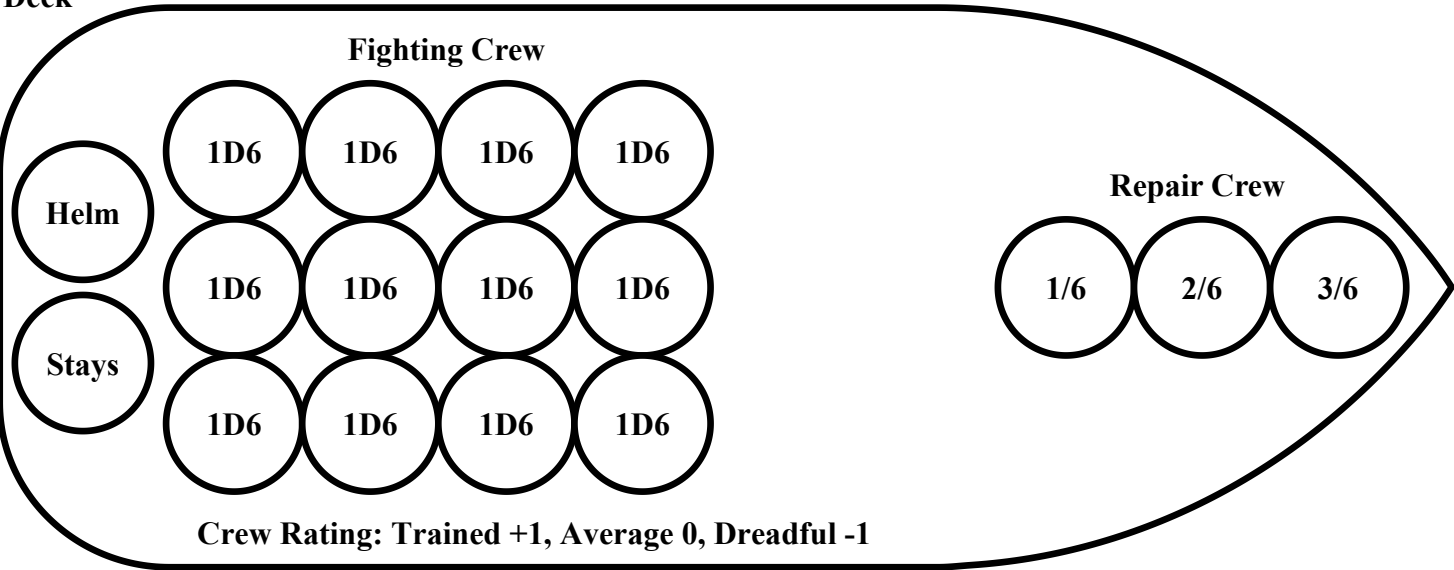


Blockade Runner

Rigging

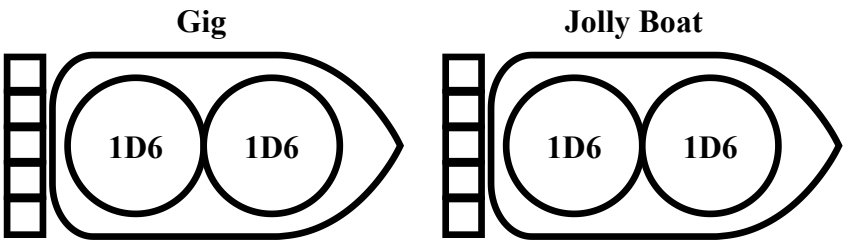


Deck



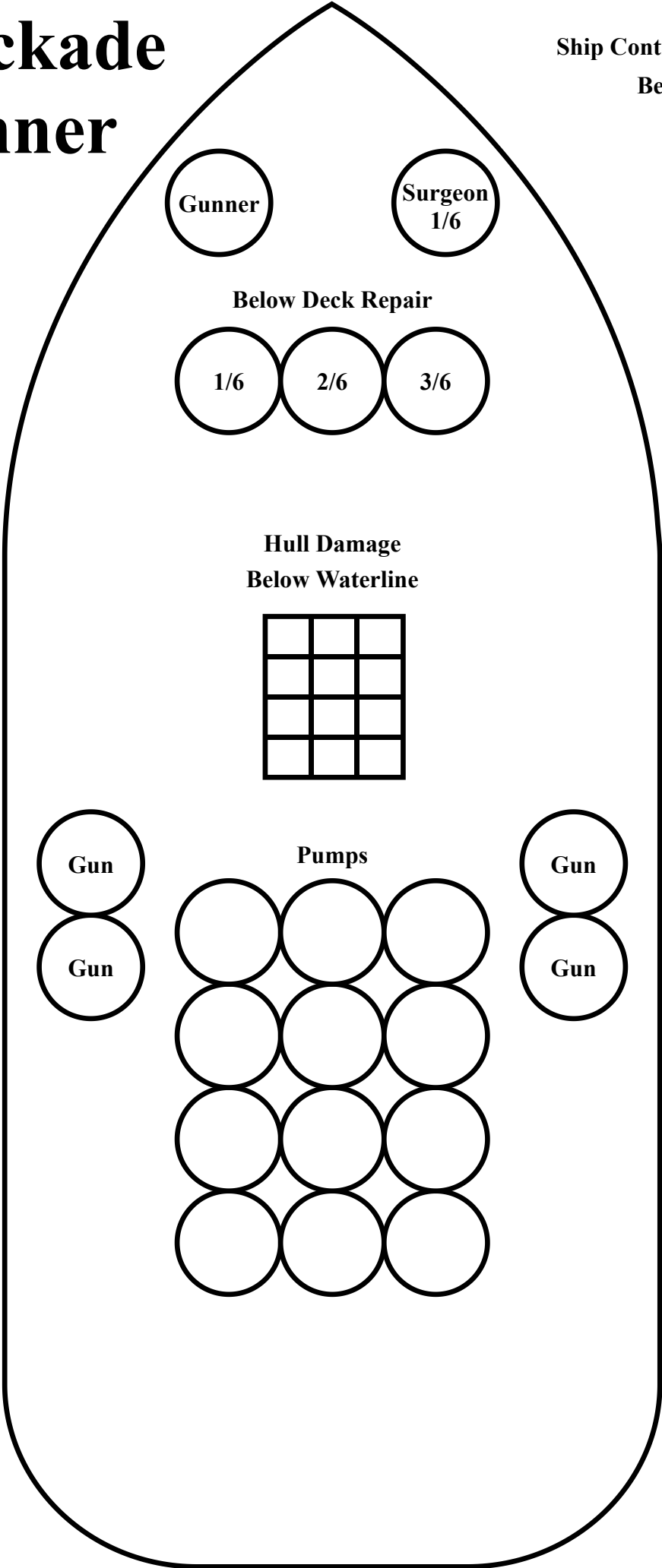
Crew = 7 Marines = 0

Landing/Boarding Party



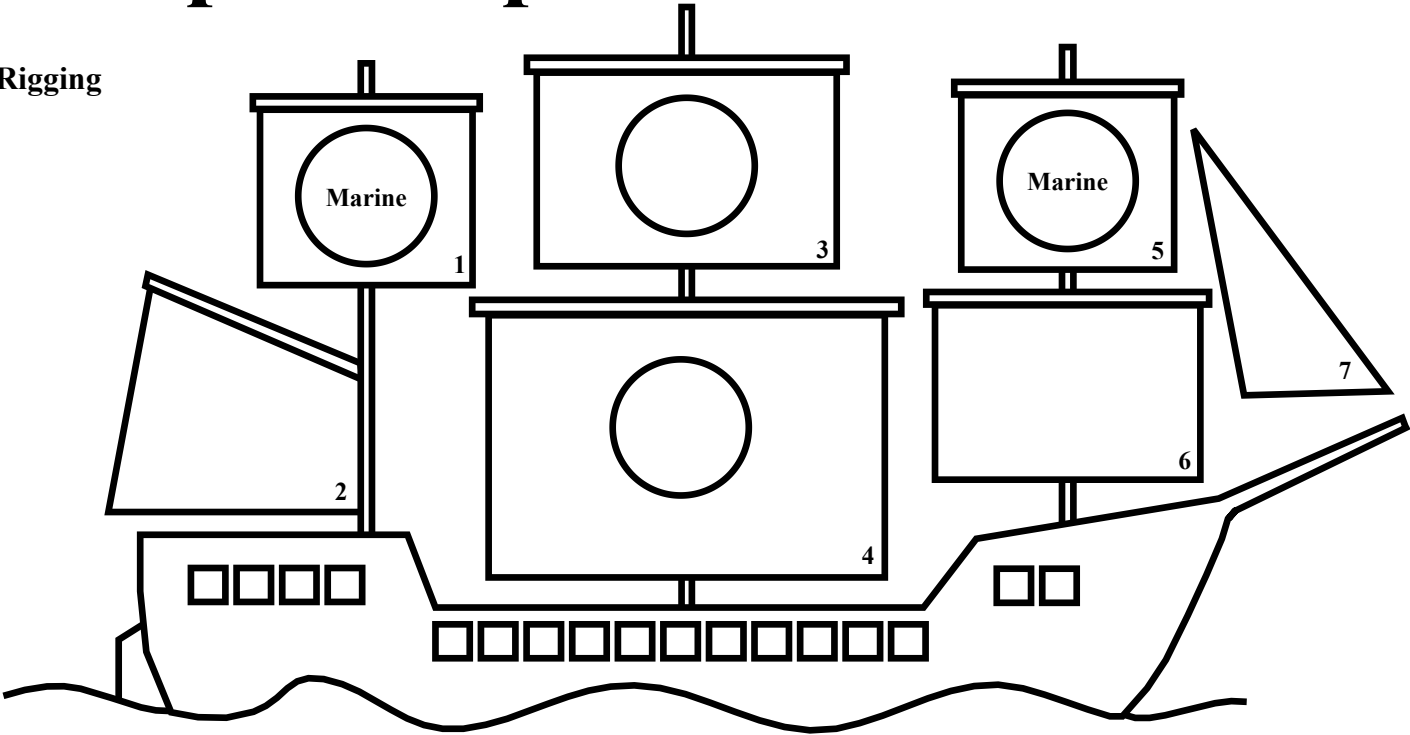
Blockade Runner

Ship Control Panel
Below Deck

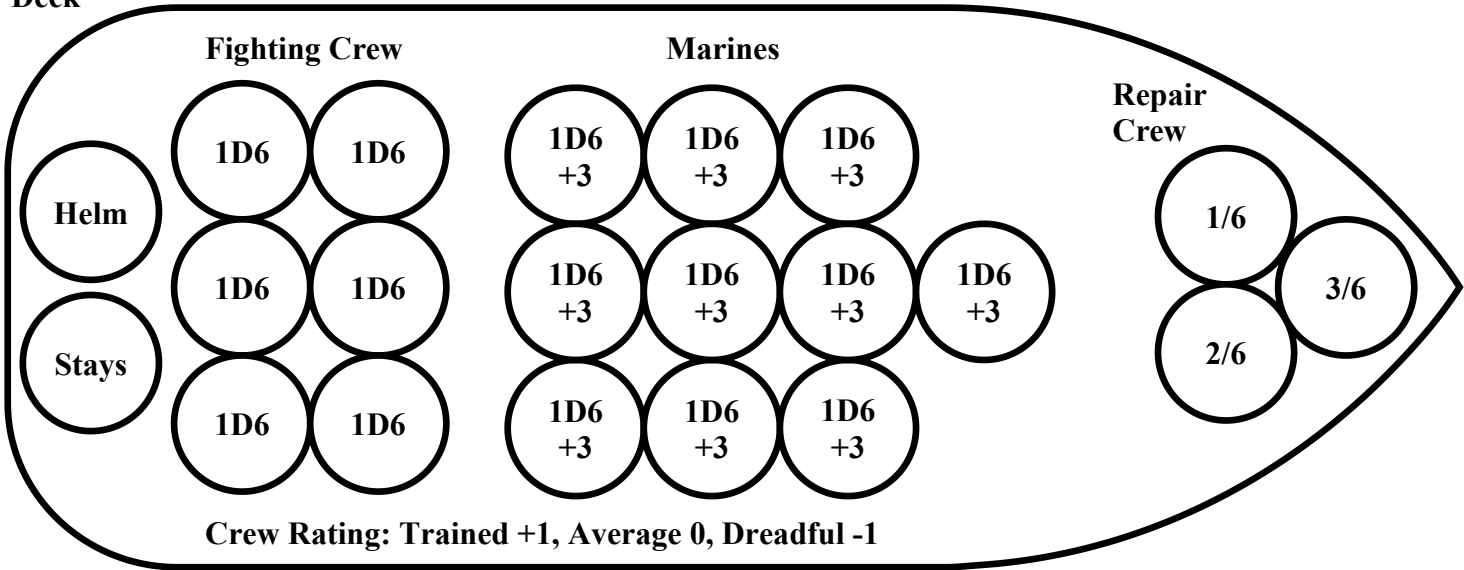


Troop Transport

Rigging

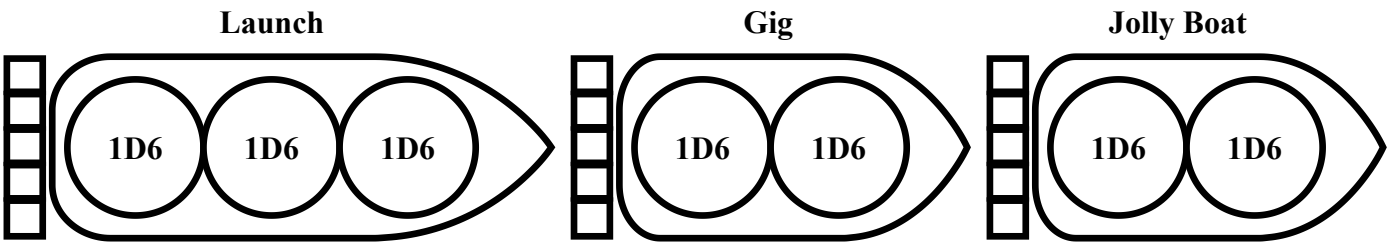


Deck



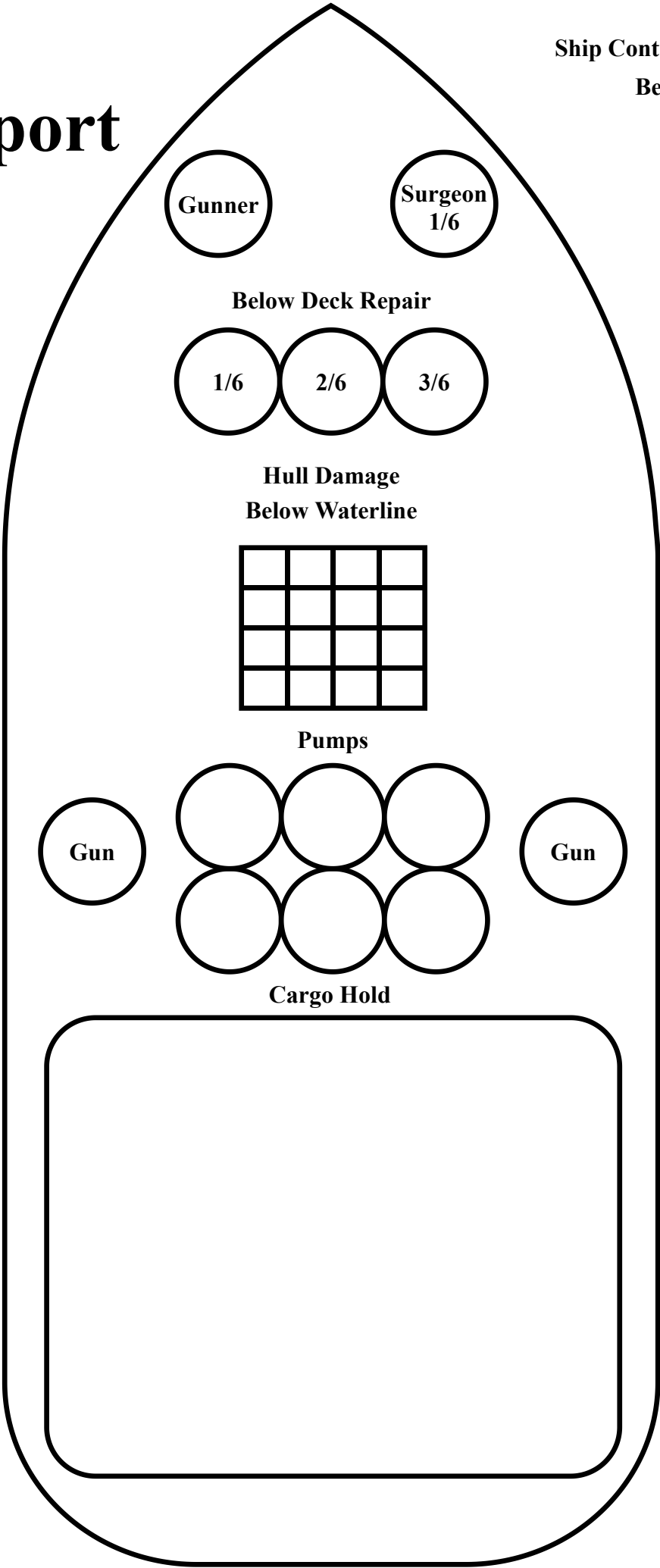
Landing/Boarding Party

Crew = 8 Marines = 10



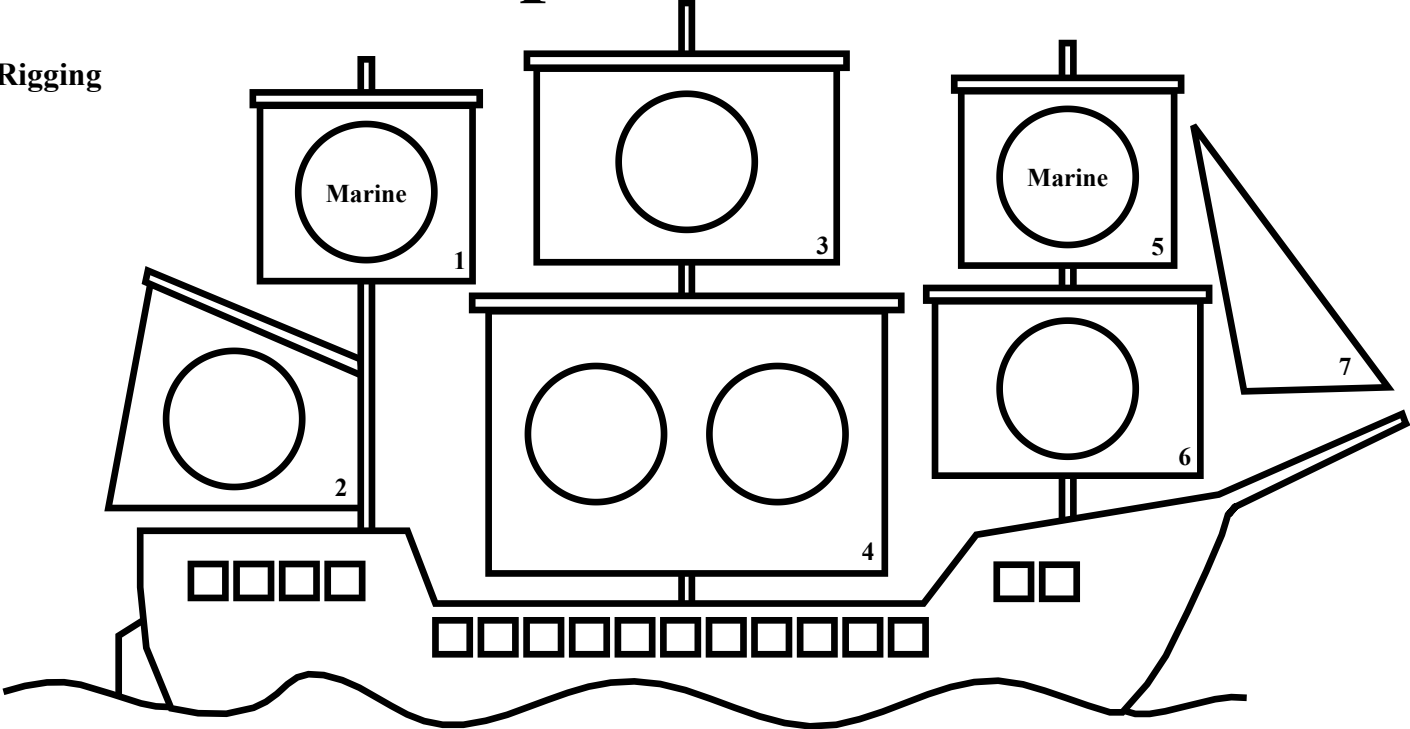
Troop Transport

Ship Control Panel
Below Deck

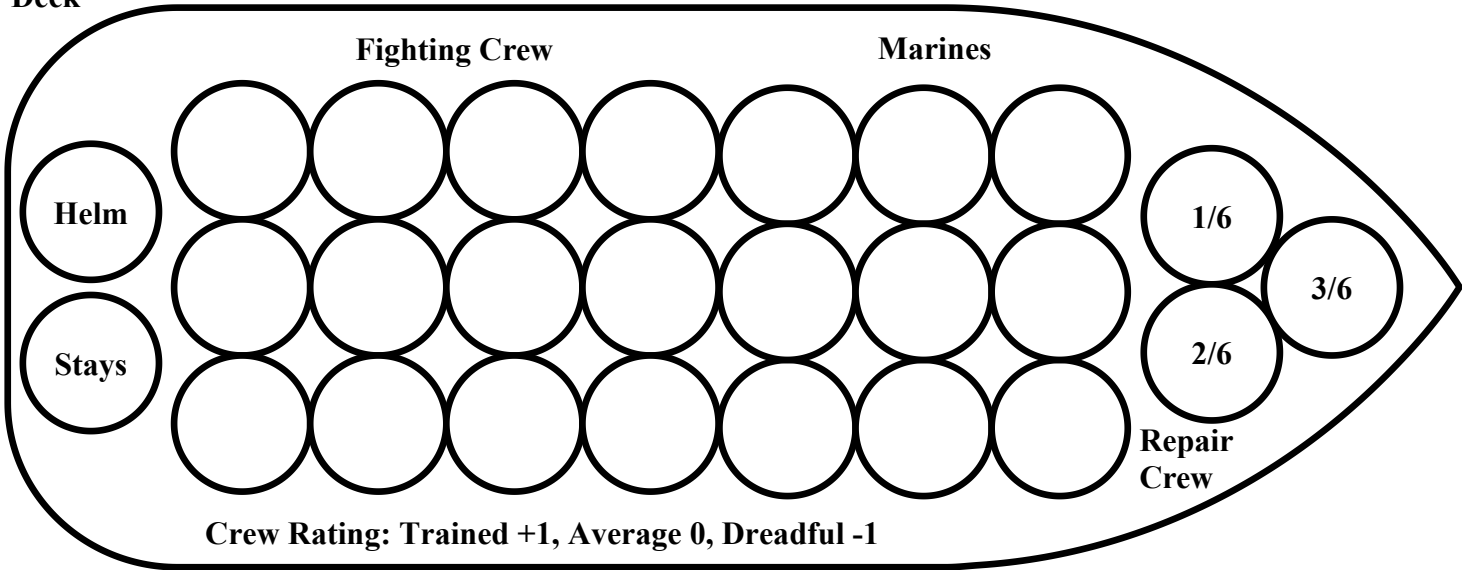


Generic Template

Rigging

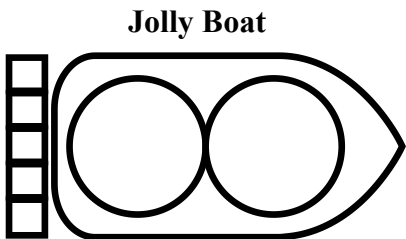
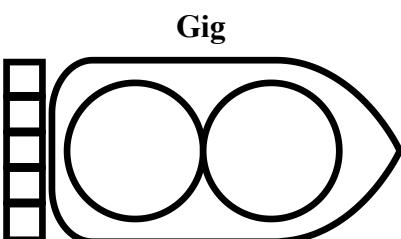
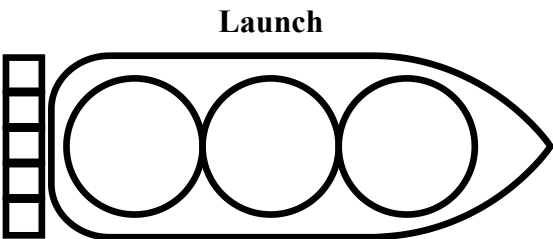
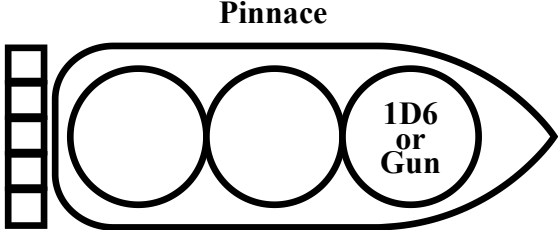
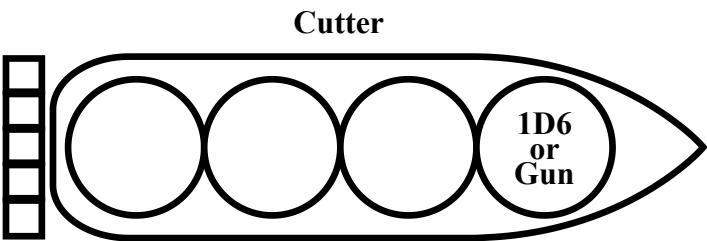


Deck



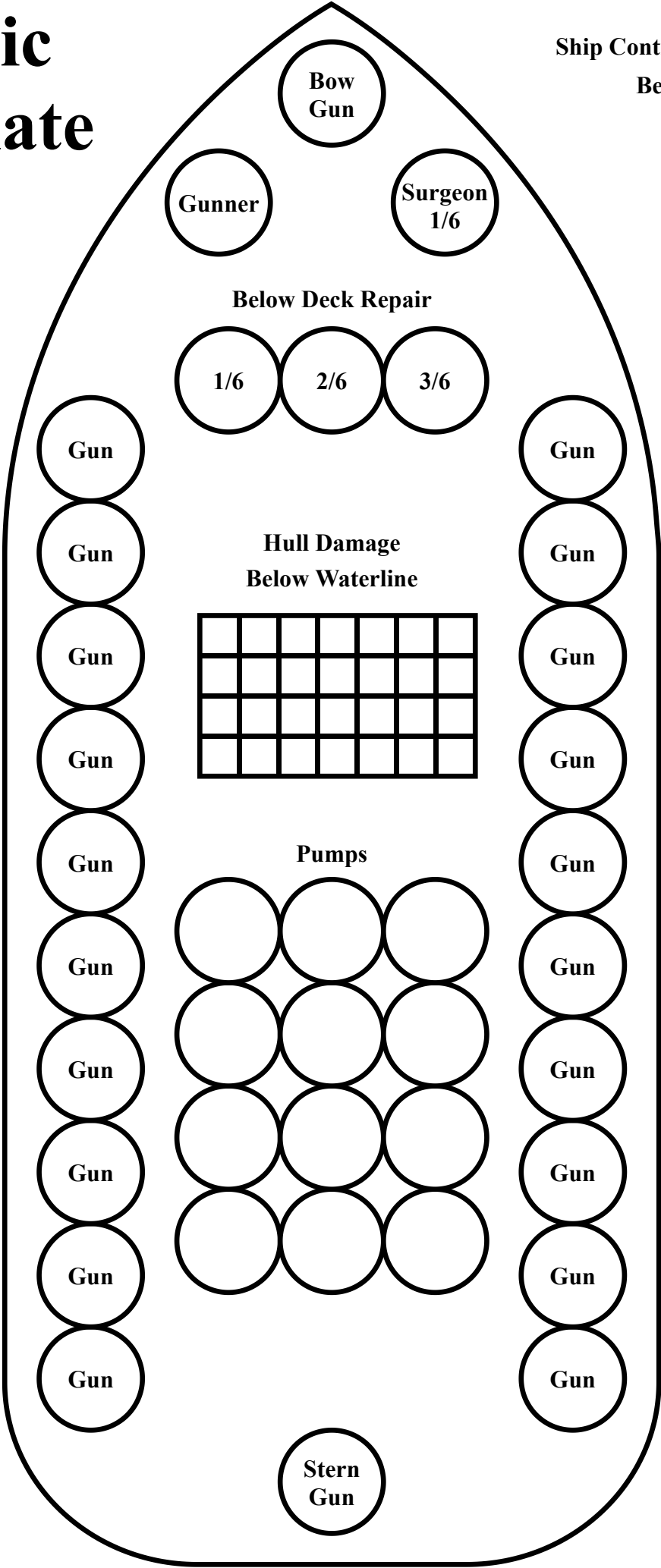
Landing/Boarding Party

Crew = Marines =



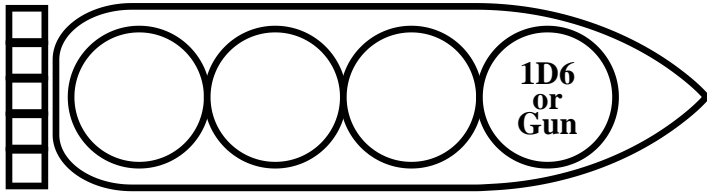
Generic Template

Ship Control Panel
Below Deck

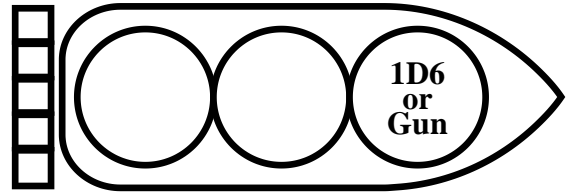


Ships Boats

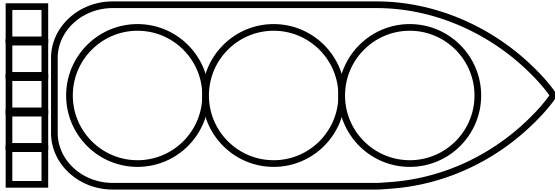
Cutter



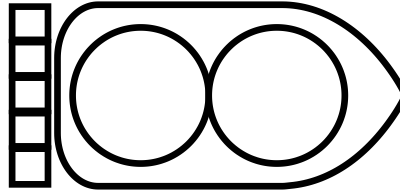
Pinnacle



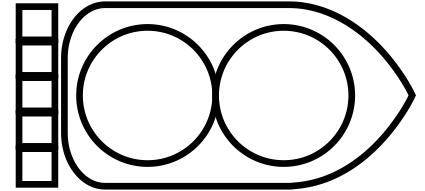
Launch



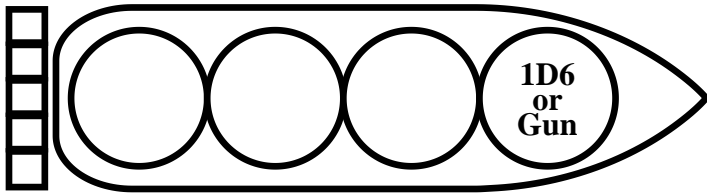
Gig



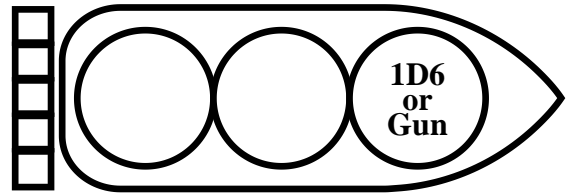
Jolly Boat



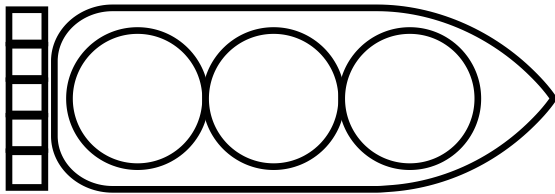
Cutter



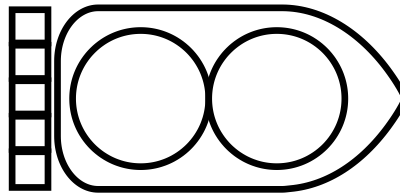
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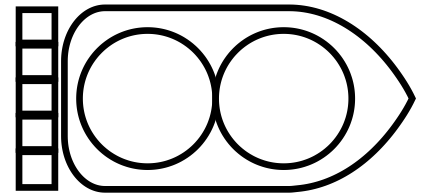
Launch



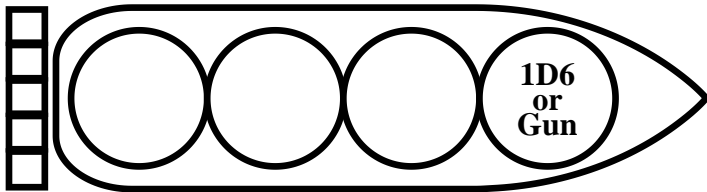
Gig



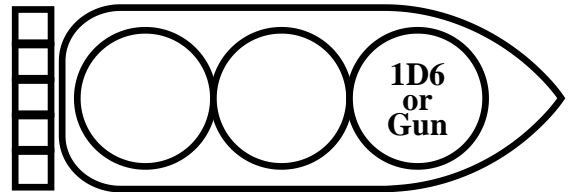
Jolly Boat



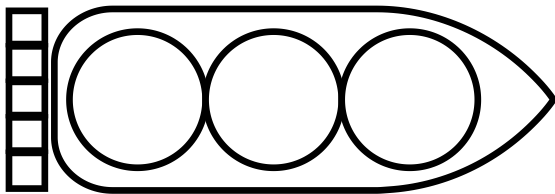
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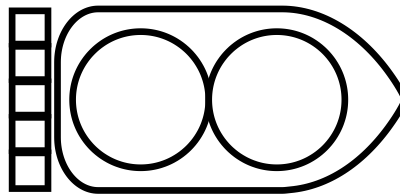
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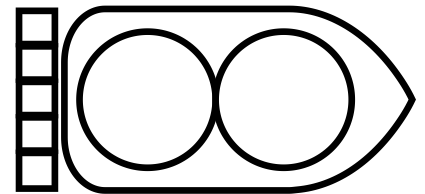
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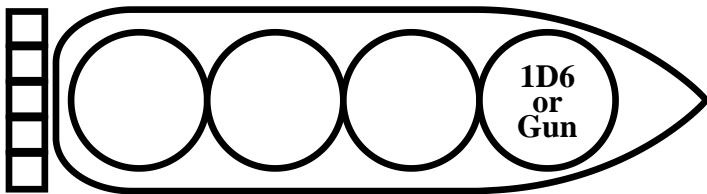
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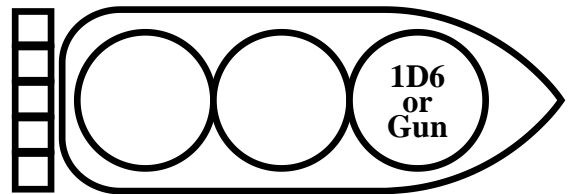
Jolly Boat



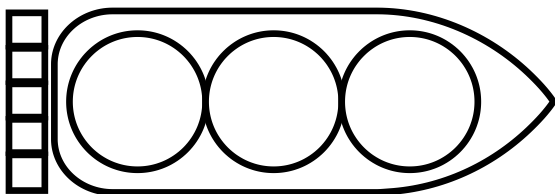
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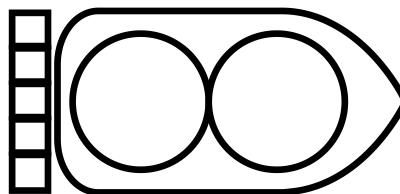
Pinnacle



Launch



Gig



Jolly Boat

