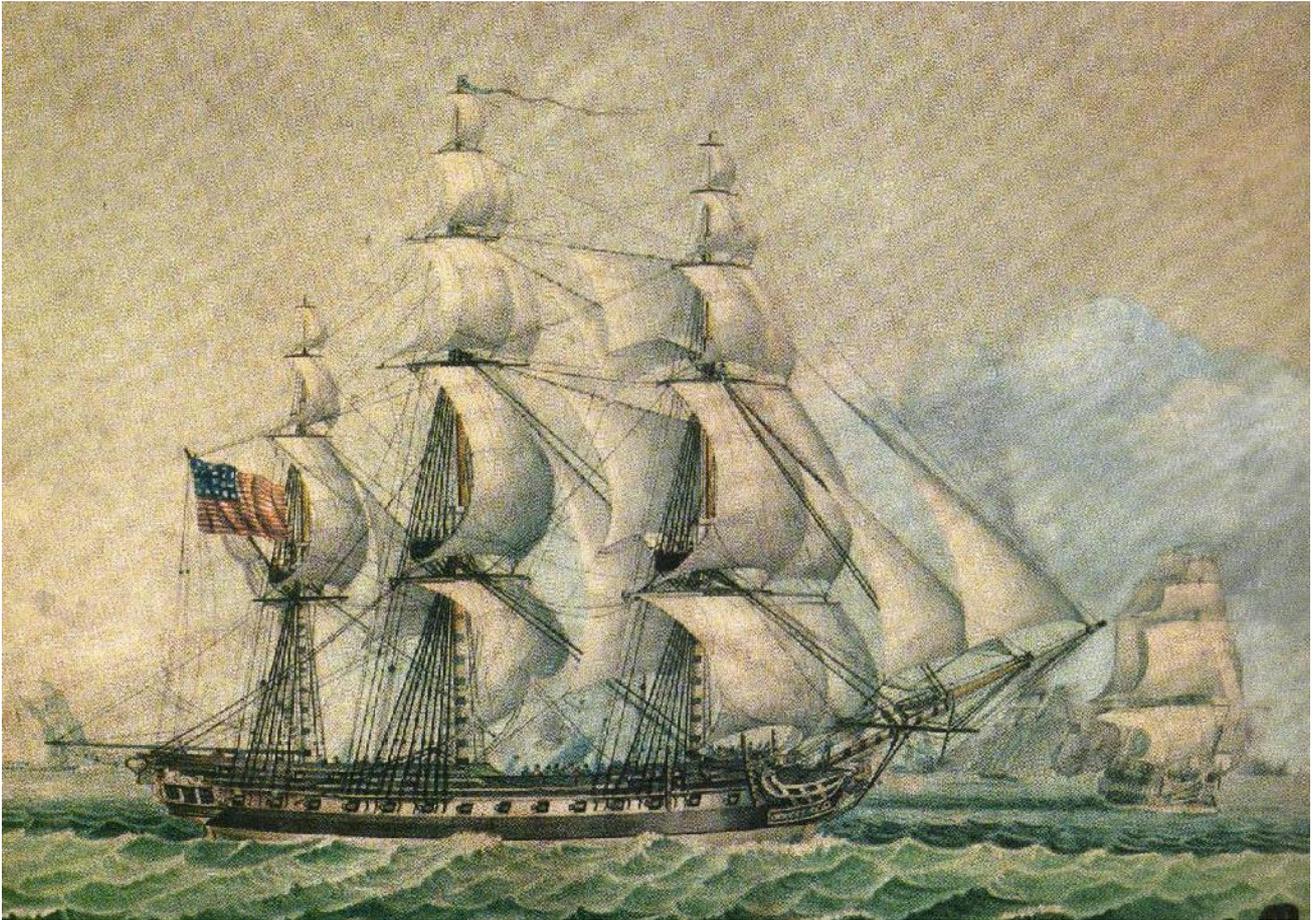


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Napoleonic Naval Warfare Rules



# S.W.A.B.

The Scuppers Were Awash with Blood

by  
Timothy McCoy Price

Ship Control Panels

20 Feb 06

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## 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          |

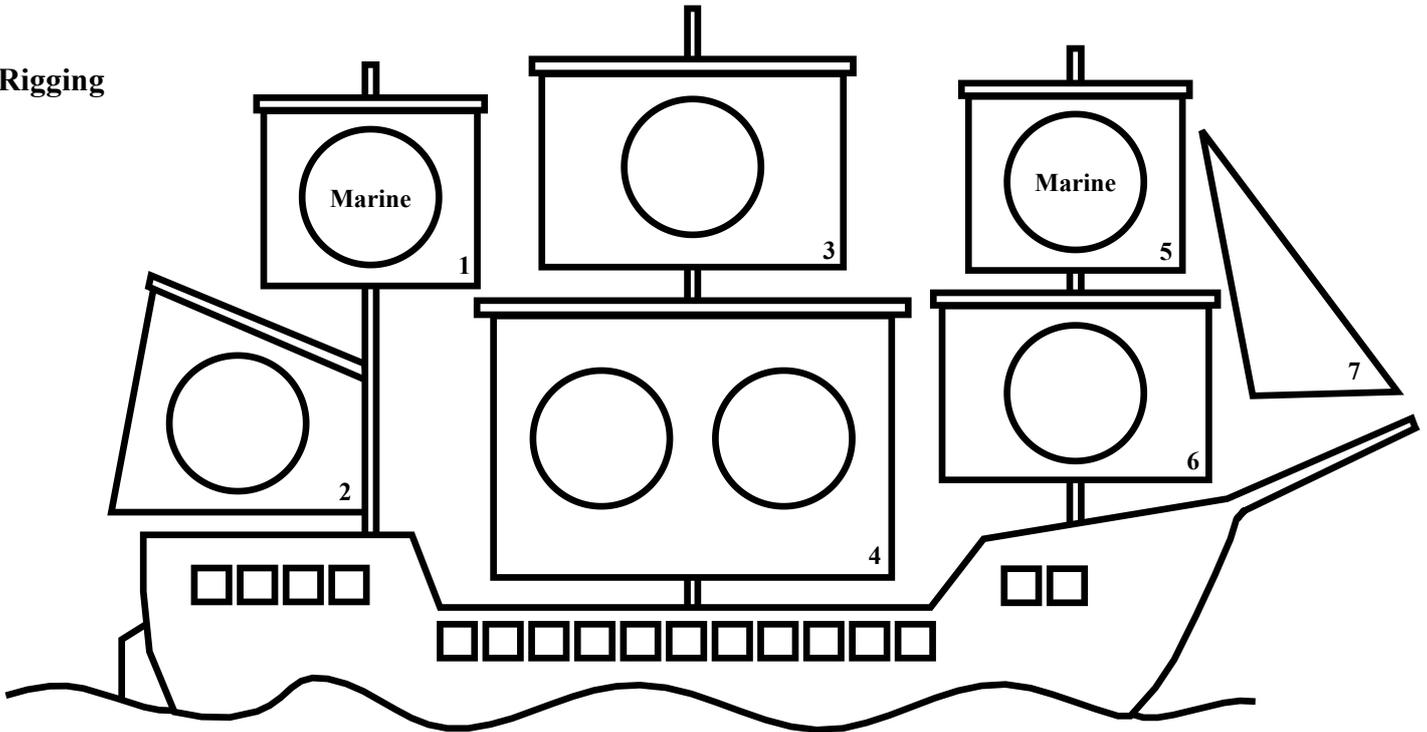
Of course, if you wish you can vary these slightly – such as having a bow gun on the Frigate.

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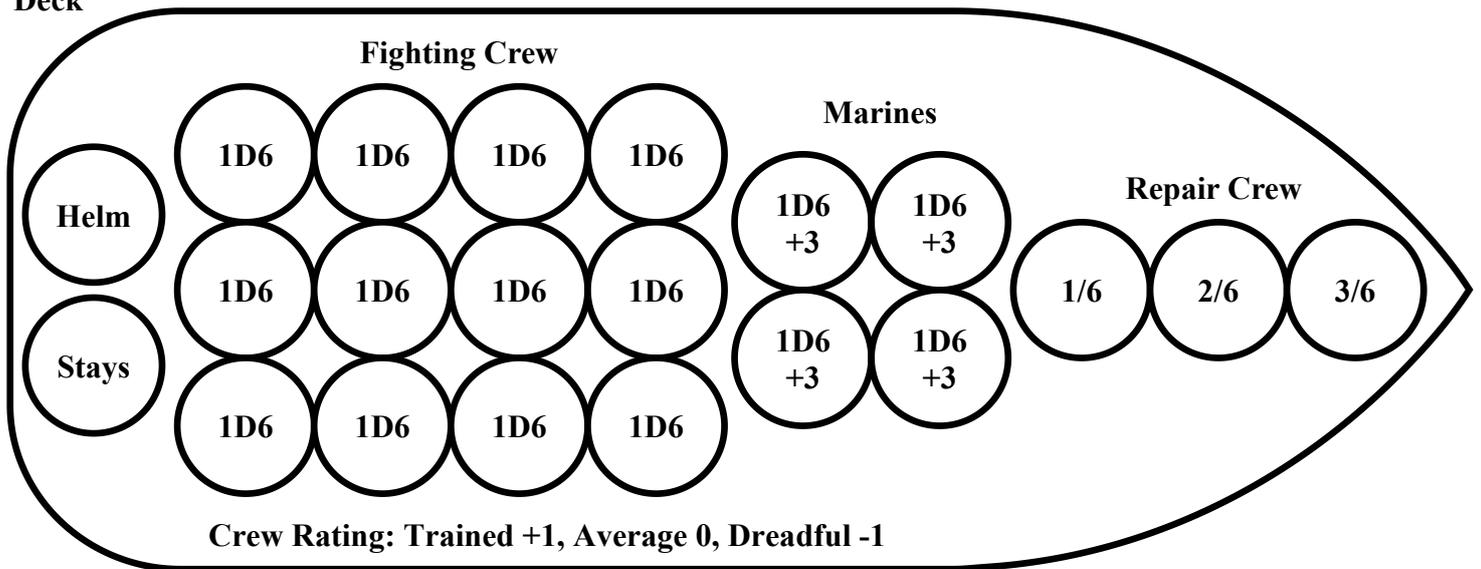
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# 1st Rate

## Rigging



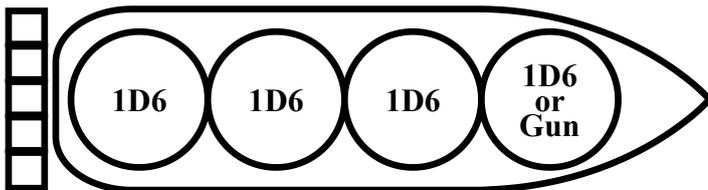
## Deck



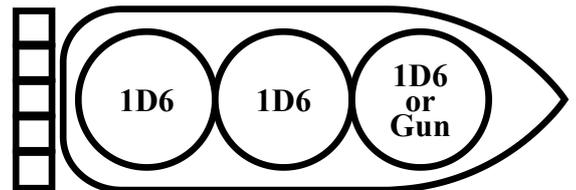
## Landing/Boarding Party

**Crew = 22 Marines = 4**

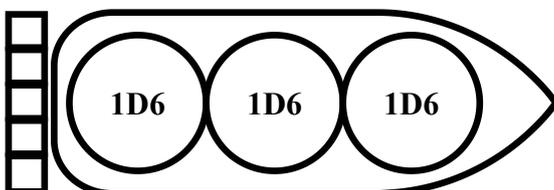
### Cutter



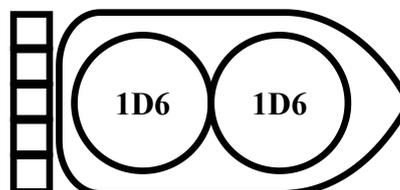
### Pinnace



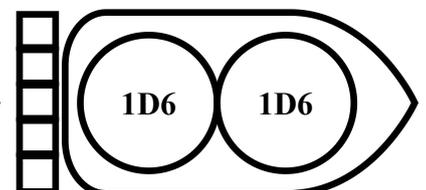
### Launch



### Gig

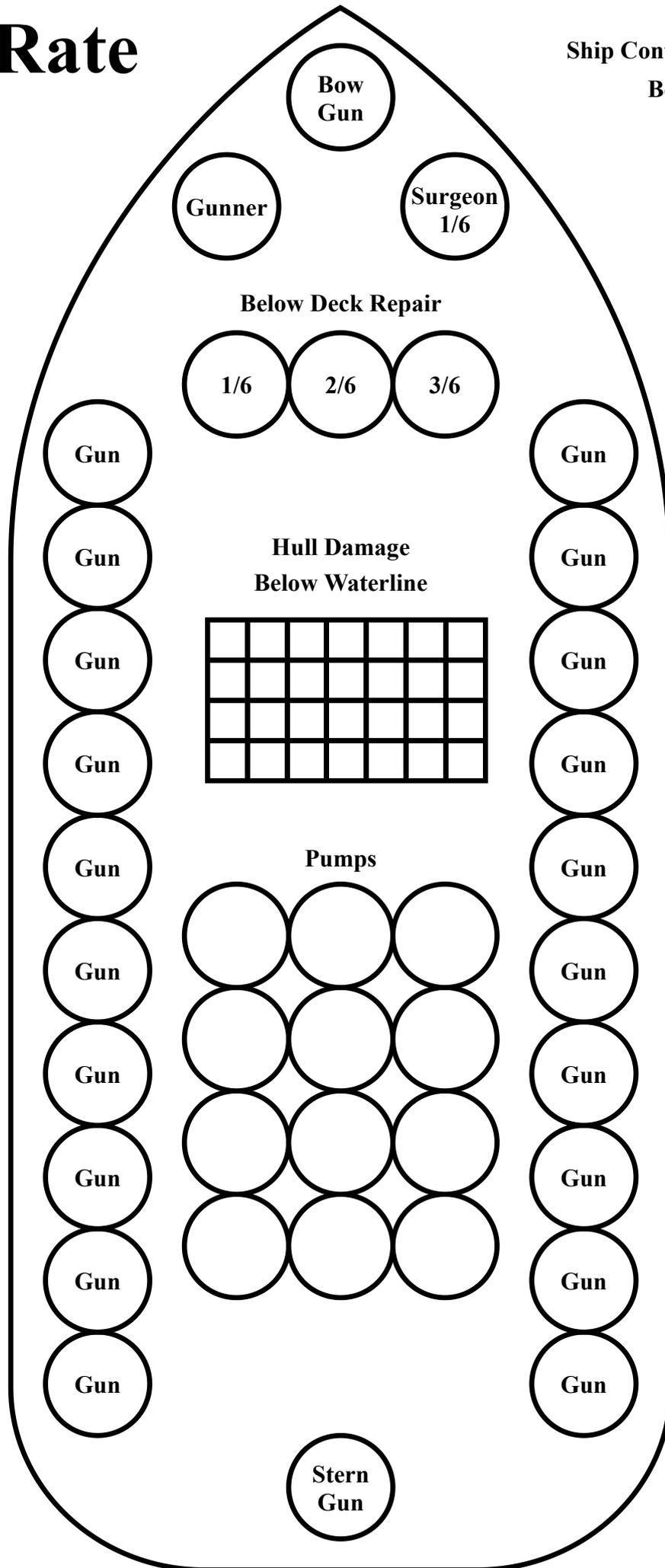


### Jolly Boat



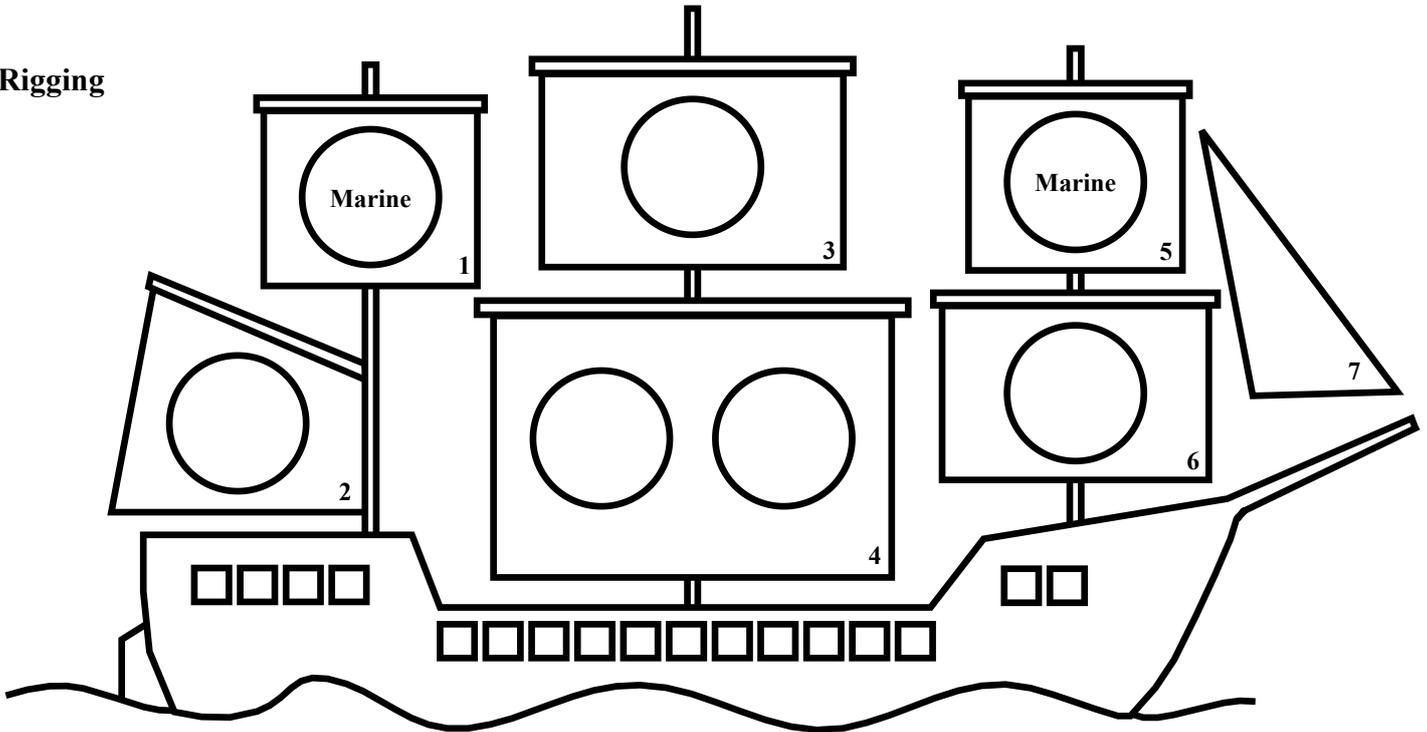
# 1st Rate

Ship Control Panel  
Below Deck

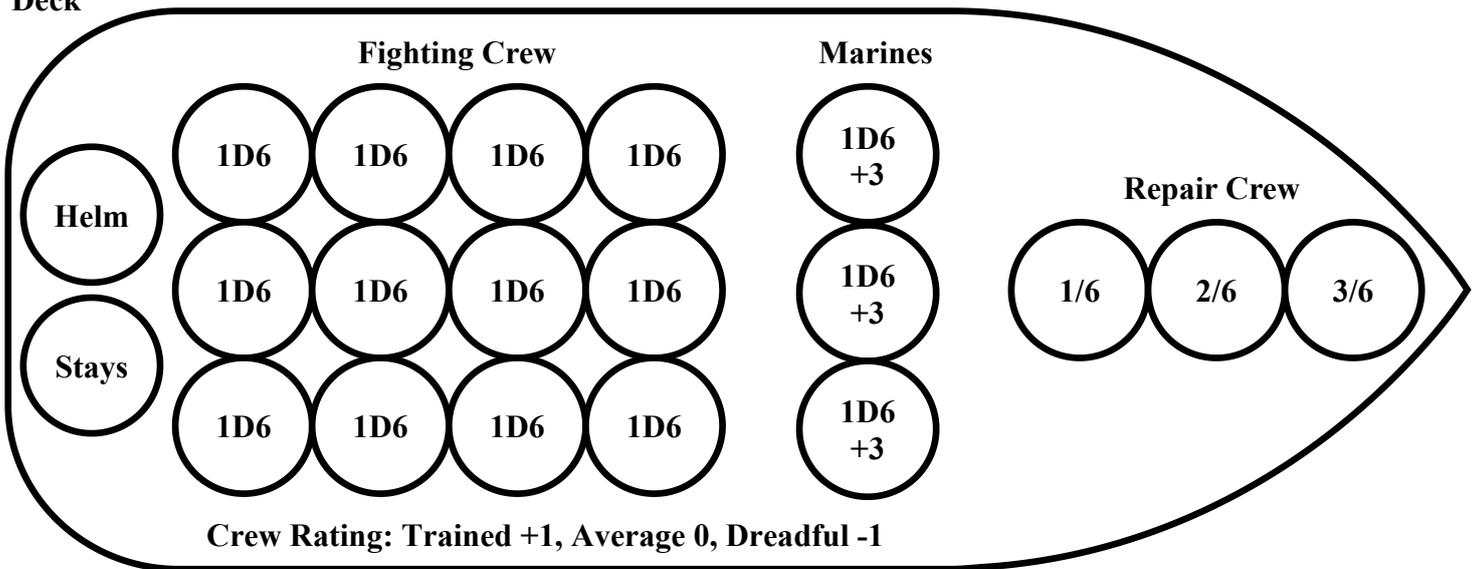


# 2nd Rate

## Rigging



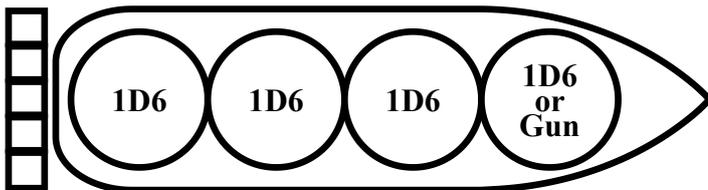
## Deck



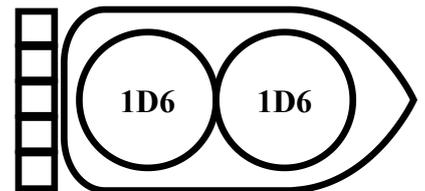
**Crew = 19 Marines = 3**

## Landing/Boarding Party

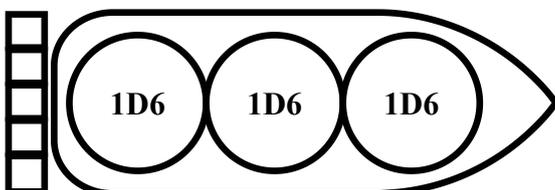
### Cutter



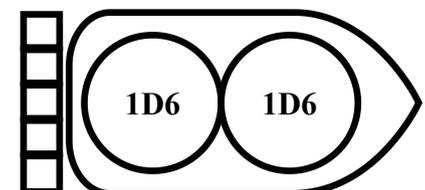
### Gig



### Launch

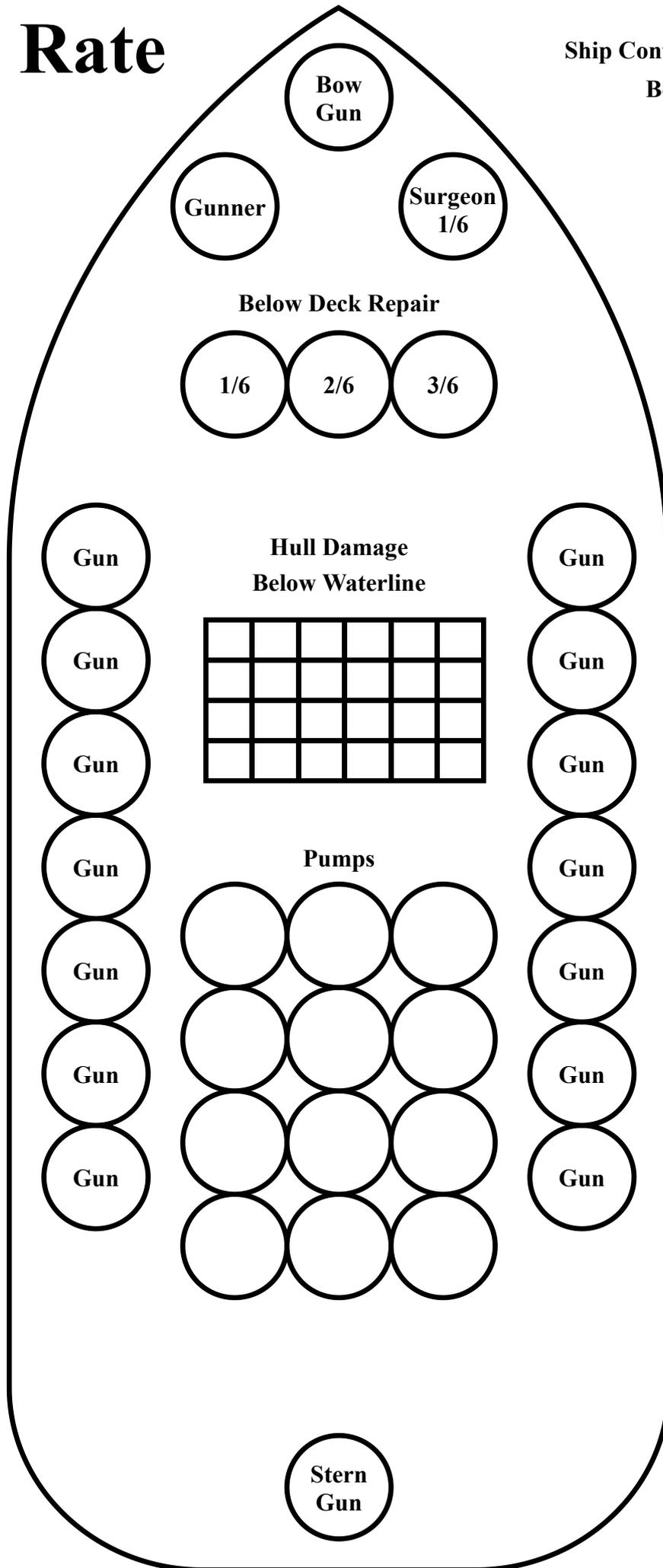


### Jolly Boat



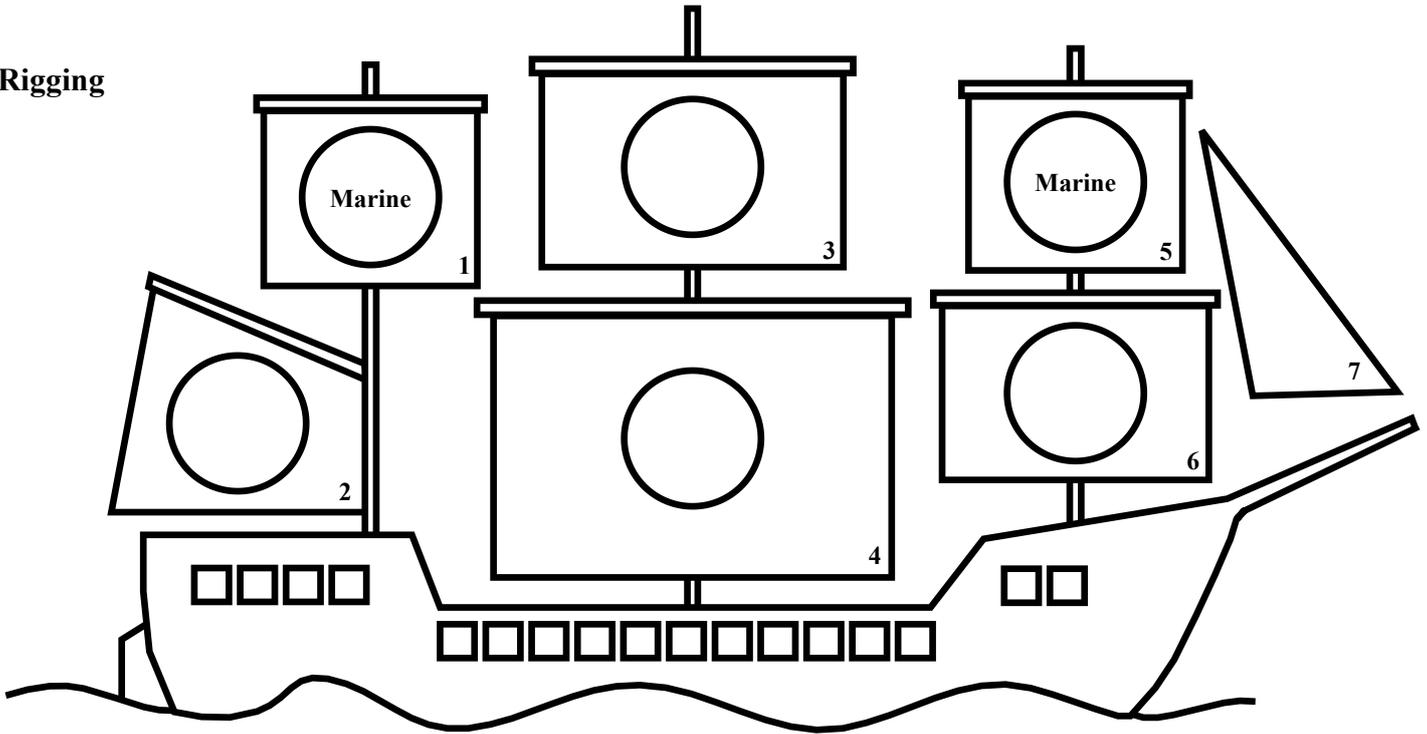
# 2nd Rate

Ship Control Panel  
Below Deck

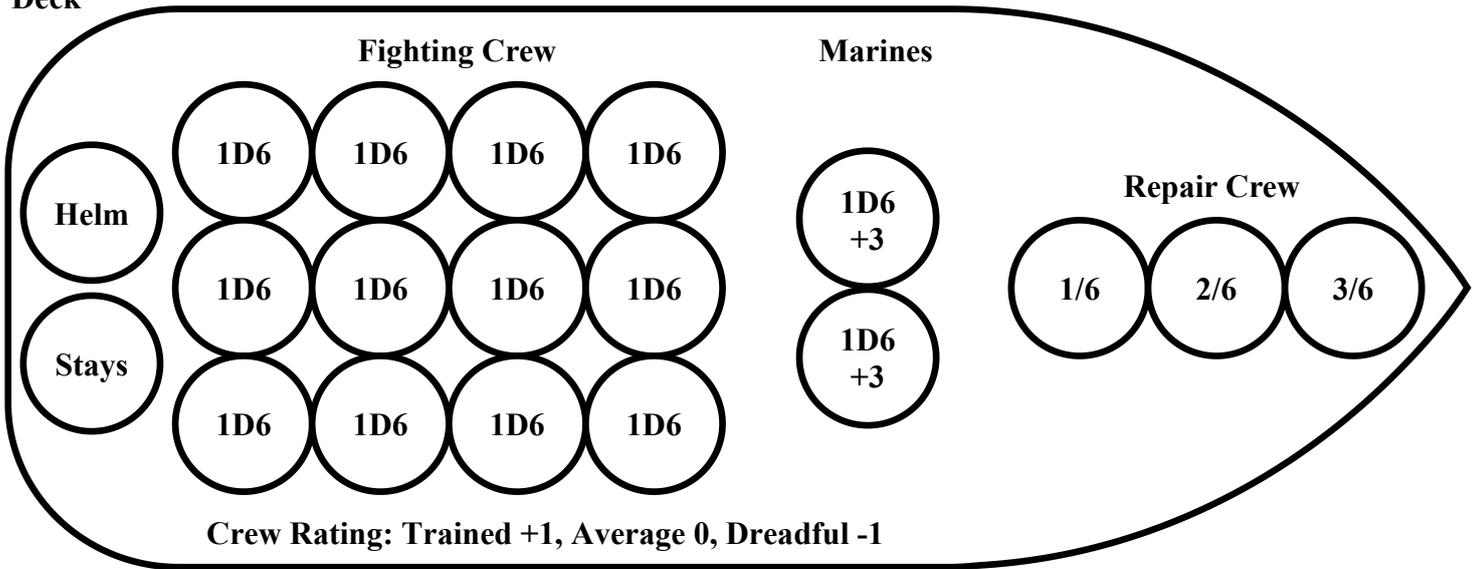


# 3rd Rate

## Rigging

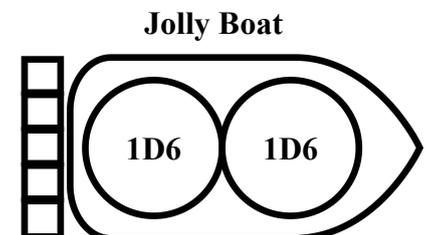
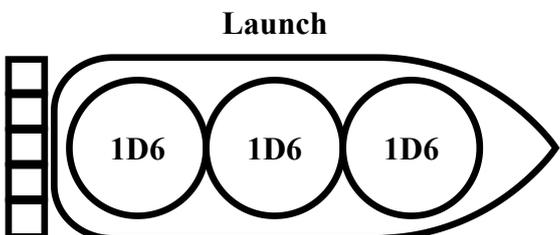
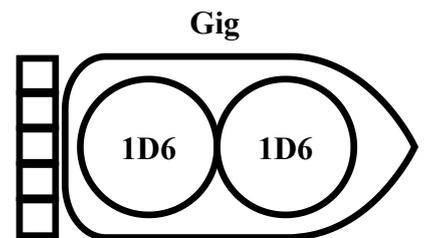
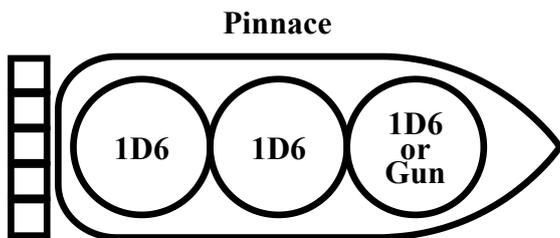


## Deck



**Crew = 16 Marines = 2**

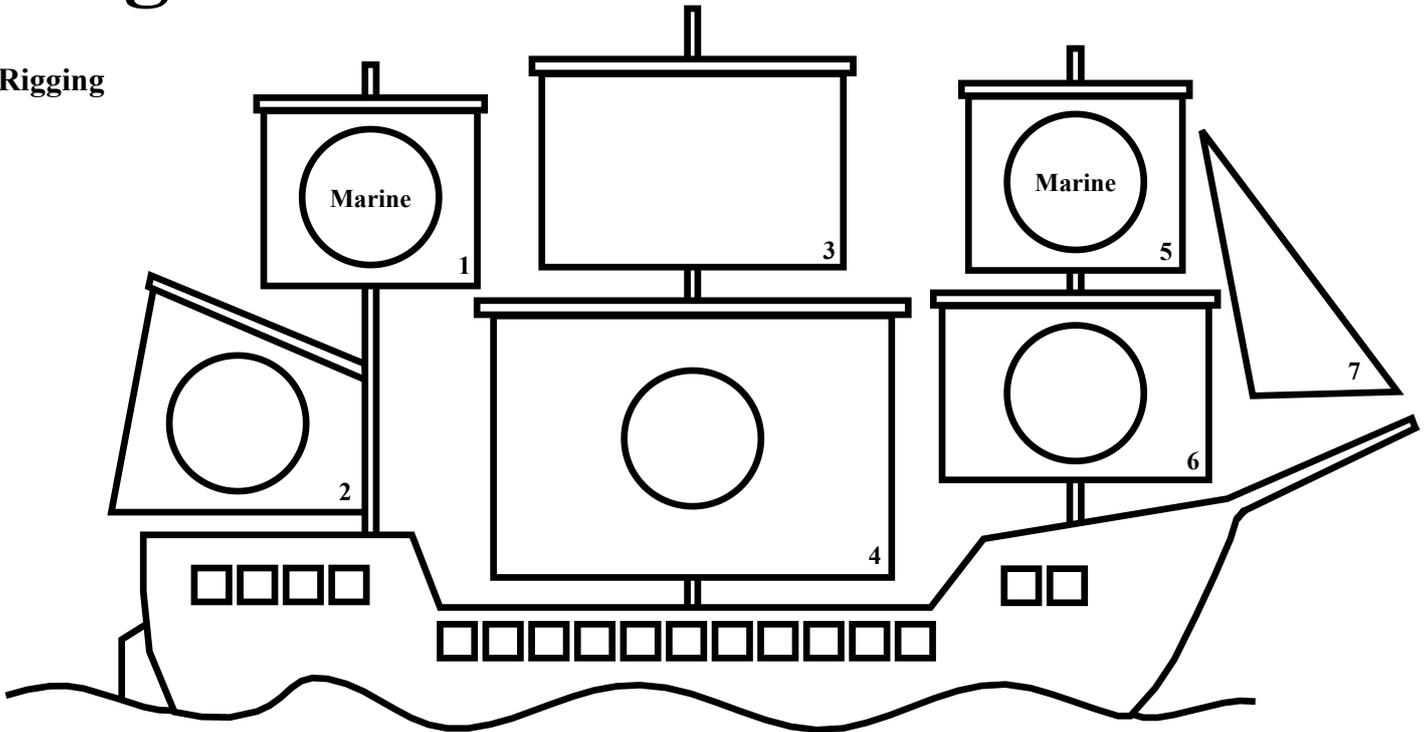
## Landing/Boarding Party



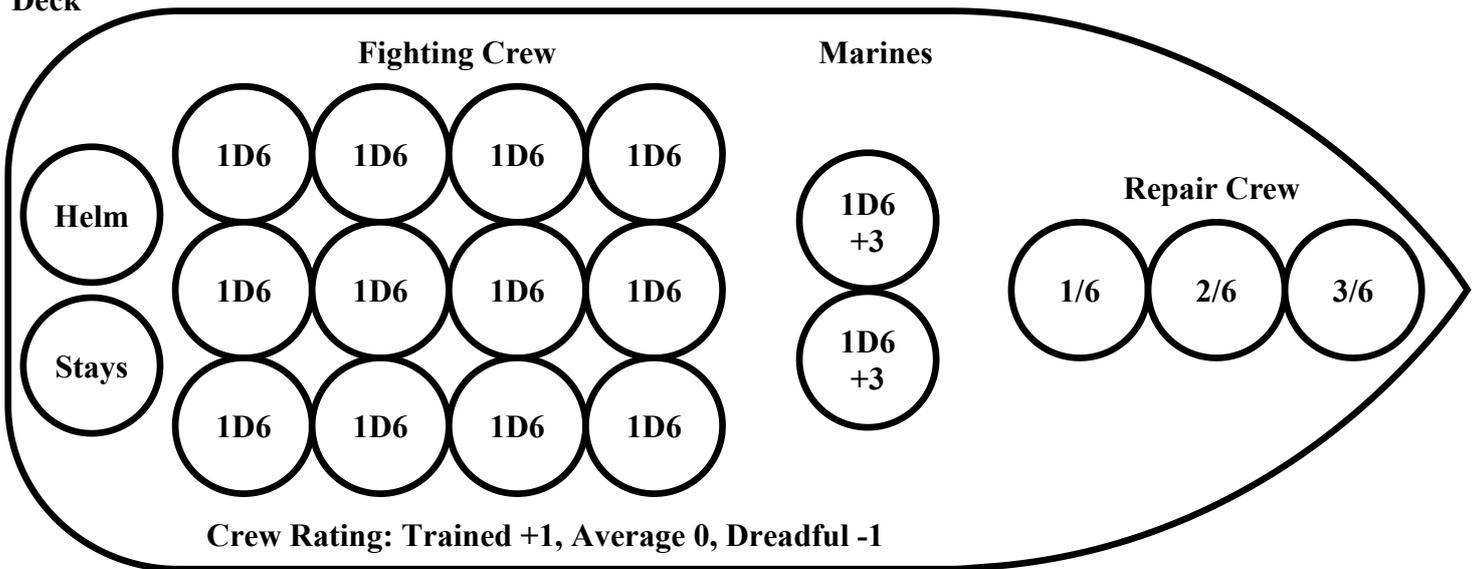


# Frigate

## Rigging

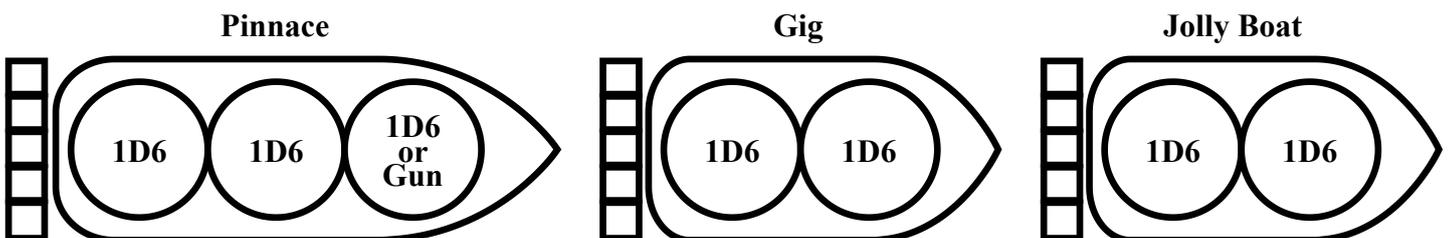


## Deck



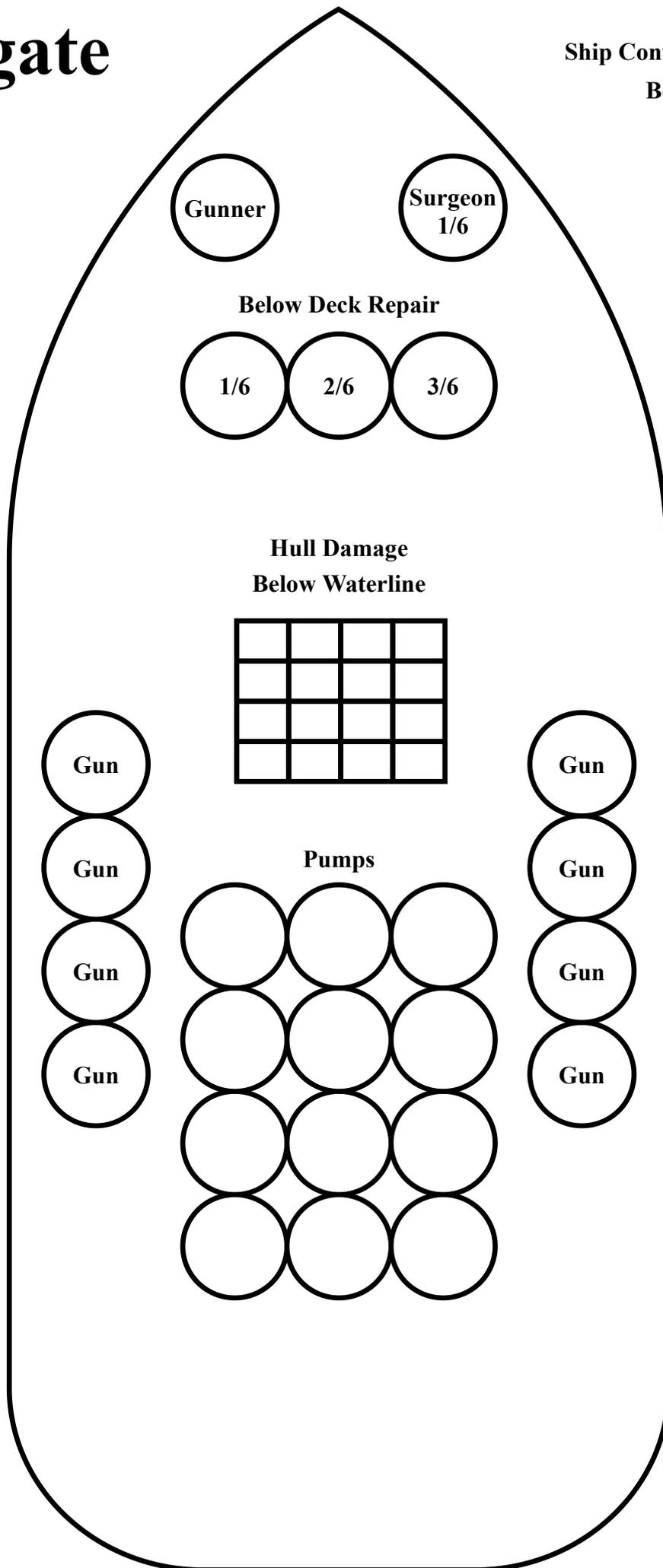
**Crew = 14 Marines = 2**

## Landing/Boarding Party



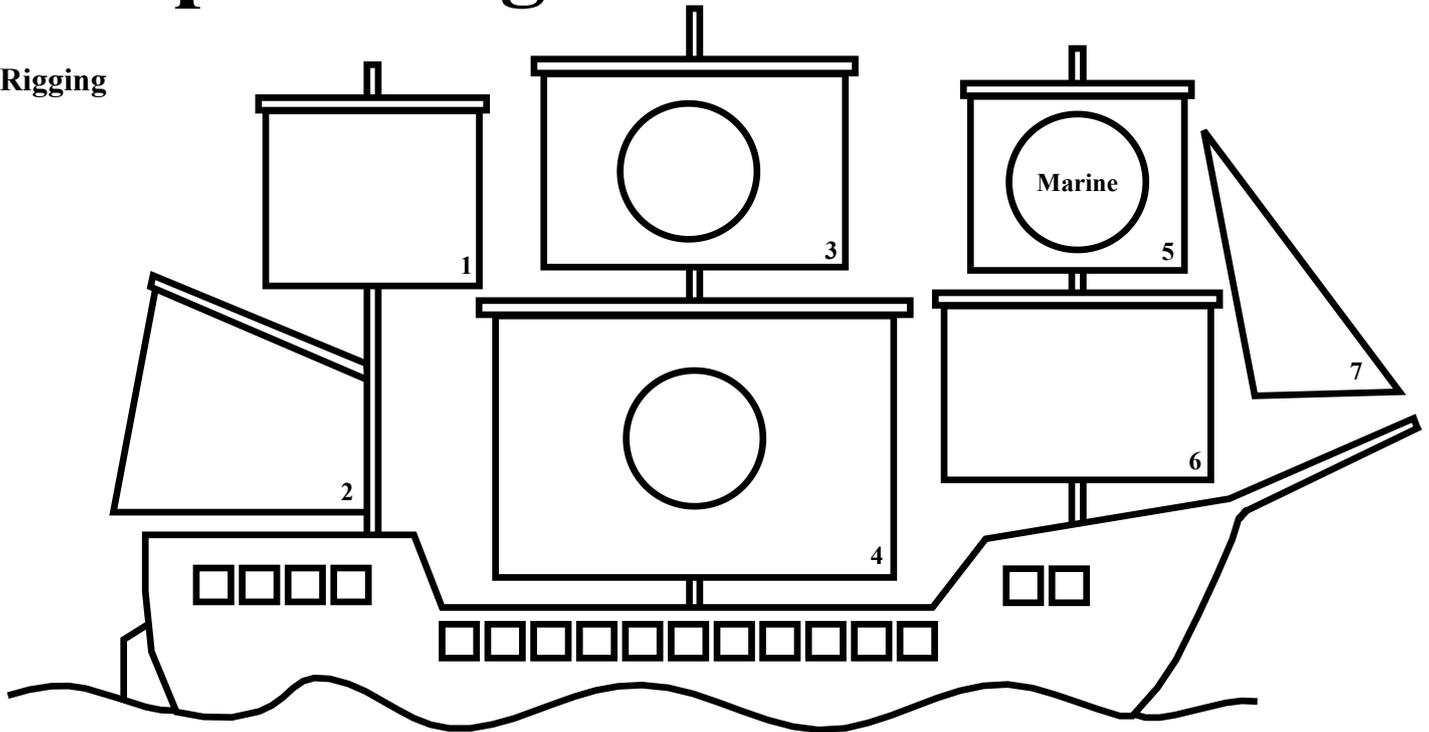
# Frigate

Ship Control Panel  
Below Deck

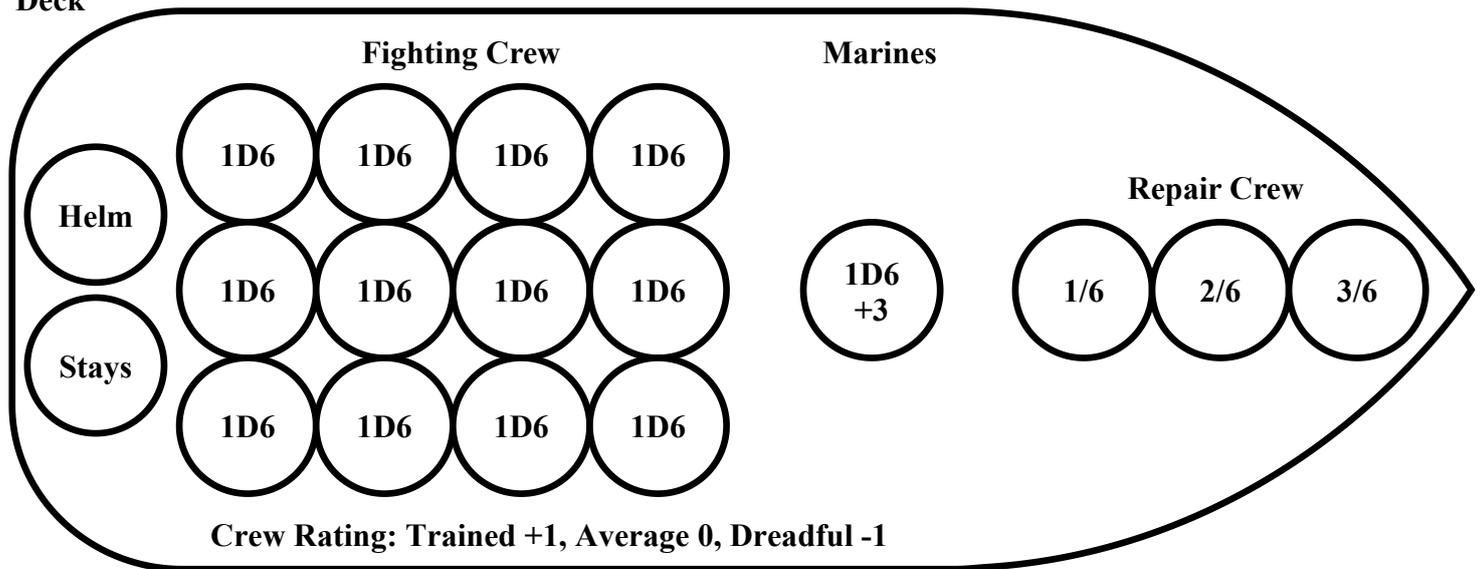


# Sloop or Brig

## Rigging

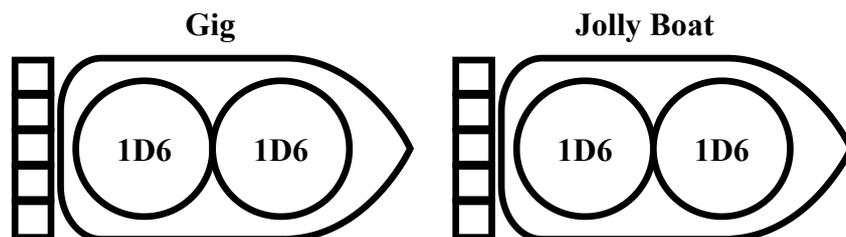


## Deck



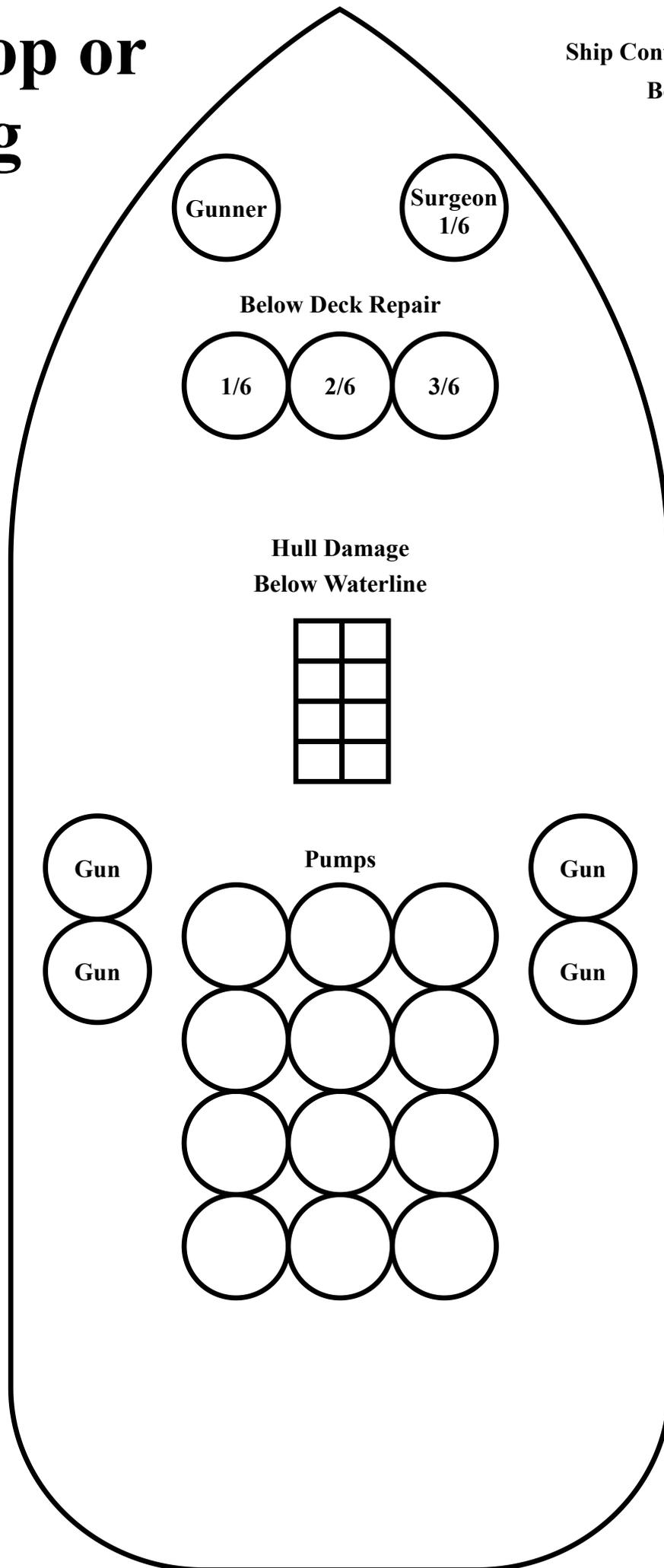
**Crew = 9 Marines = 1**

## Landing/Boarding Party



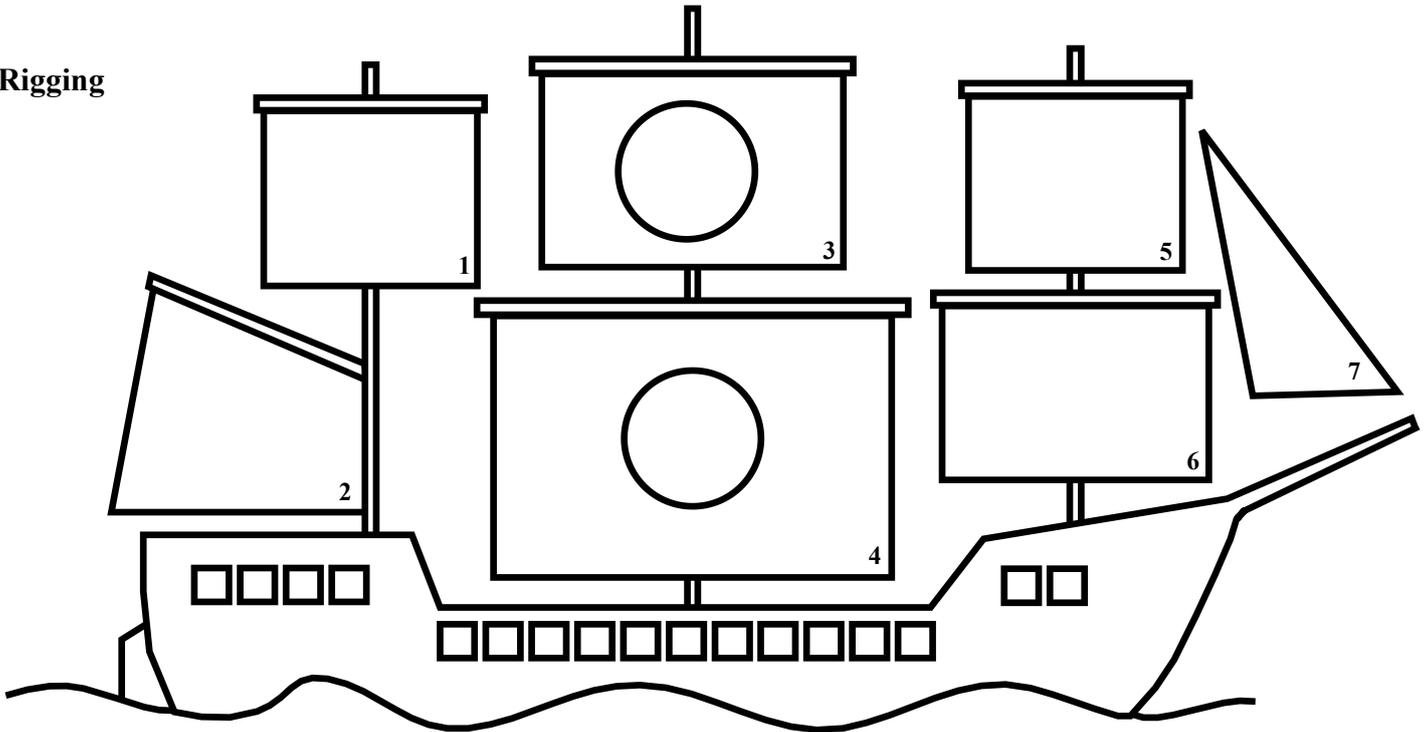
# Sloop or Brig

Ship Control Panel  
Below Deck

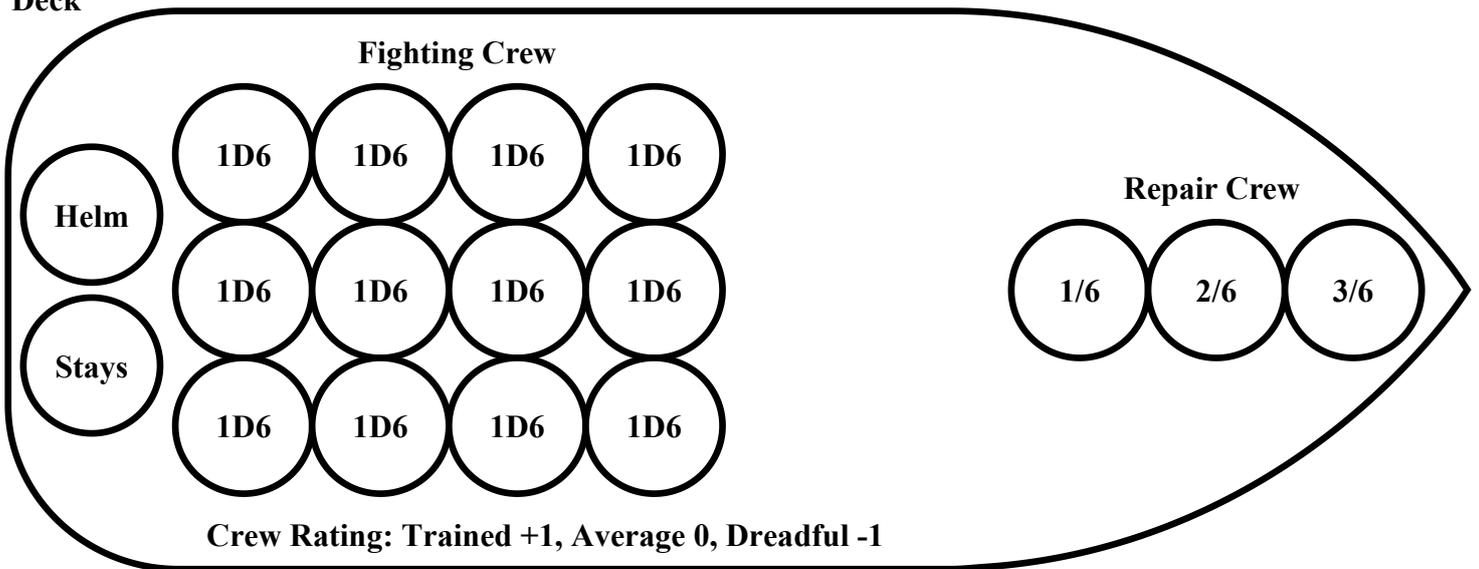


# Merchant

## Rigging

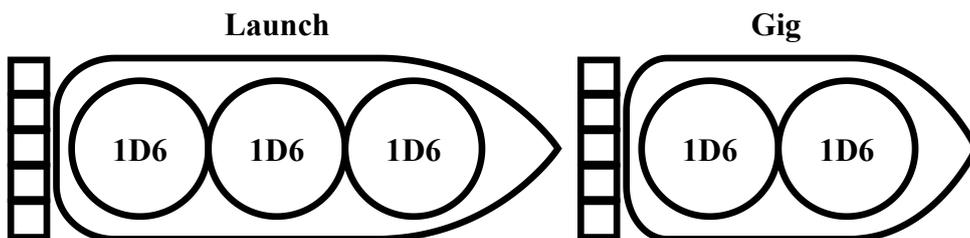


## Deck



**Crew = 6 Marines = 0**

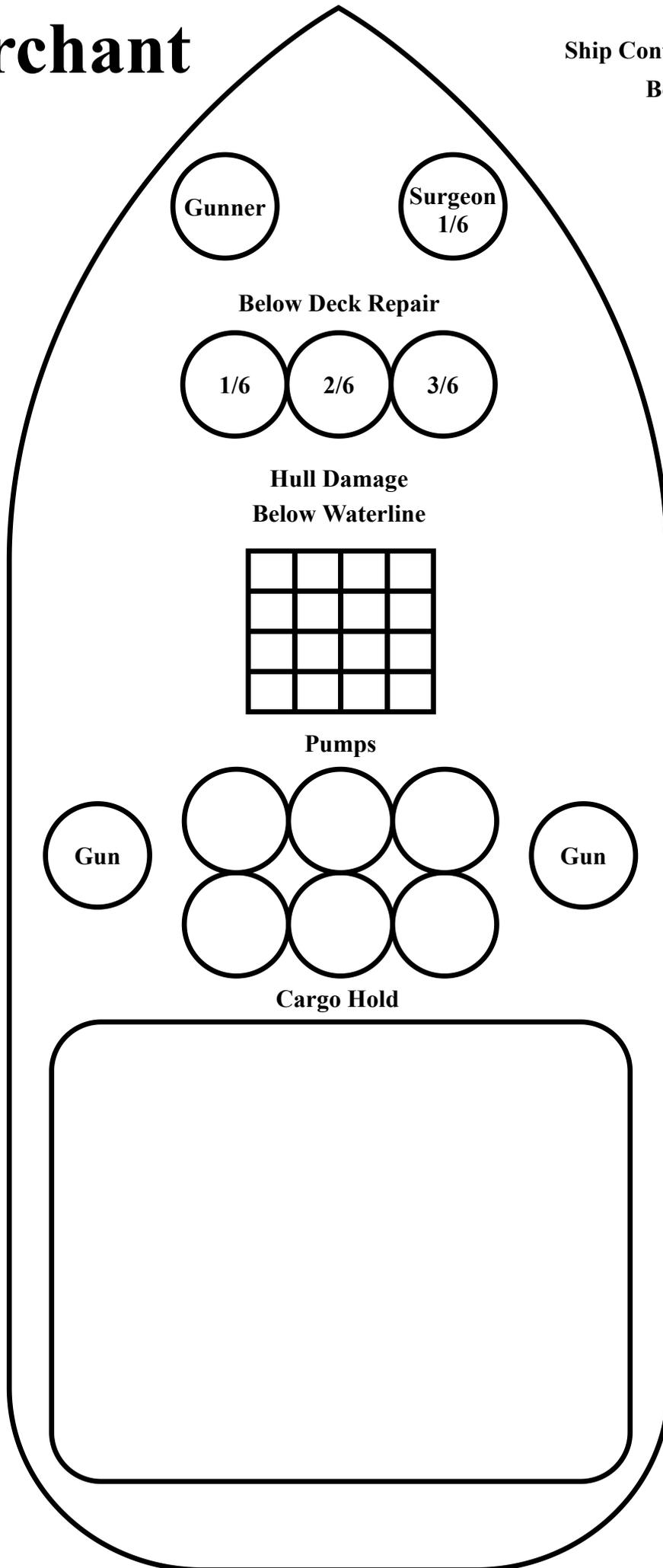
## Landing/Boarding Party



# Merchant

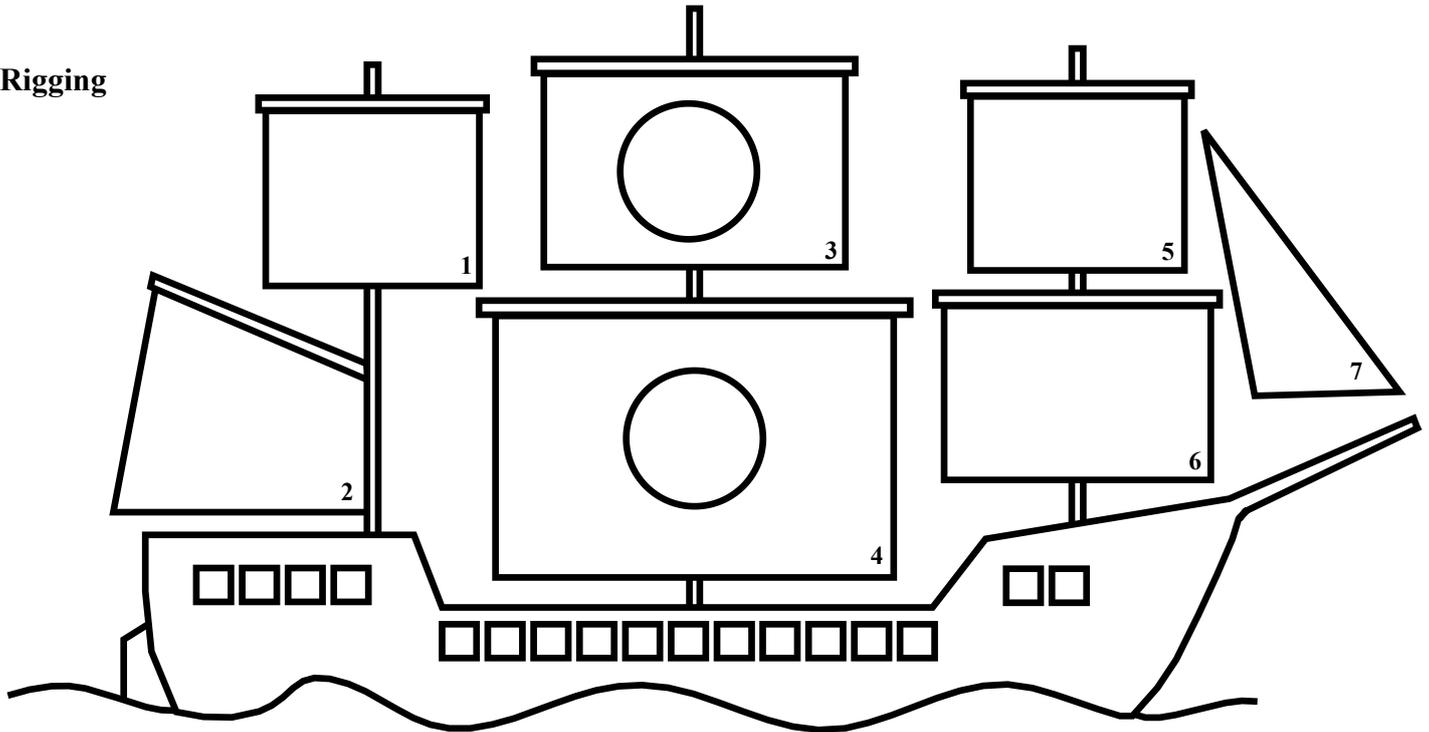
Ship Control Panel

Below Deck

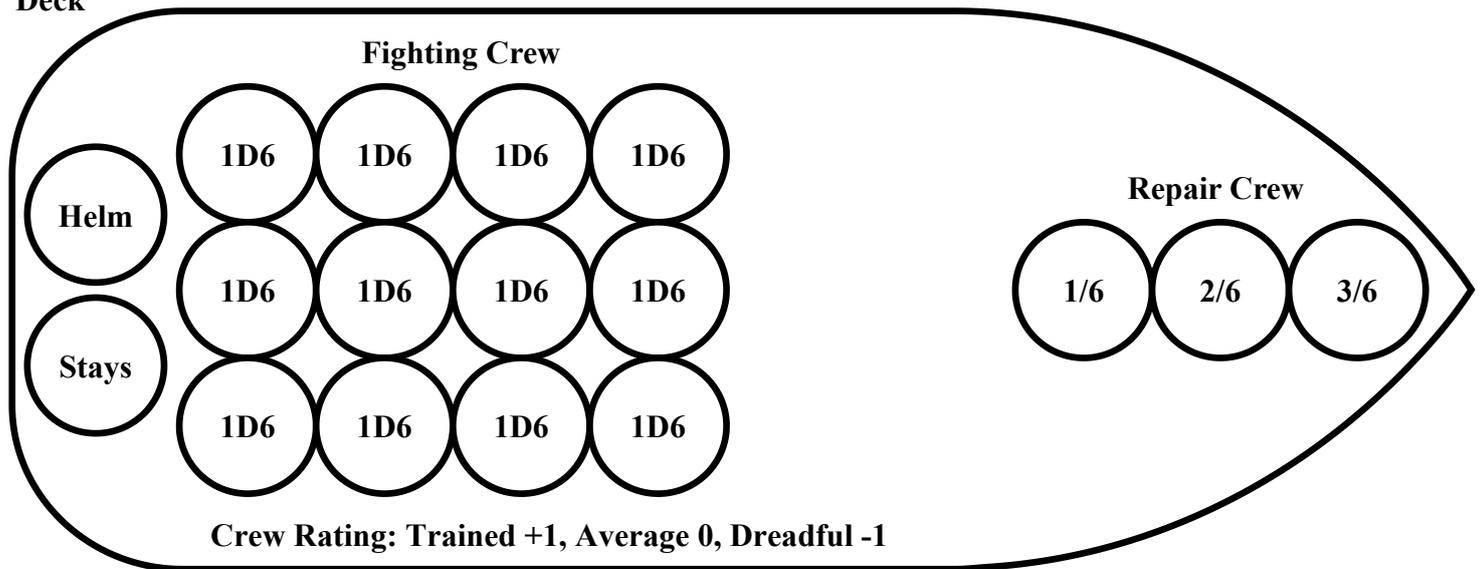


# Blockade Runner

## Rigging

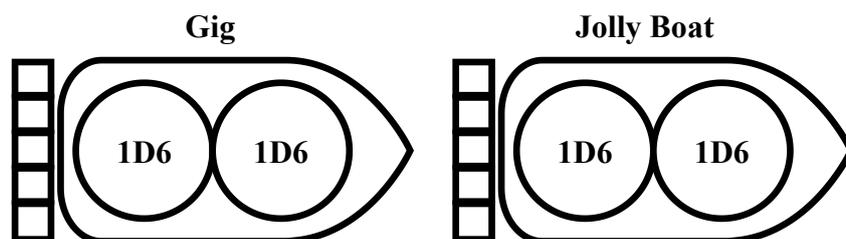


## Deck



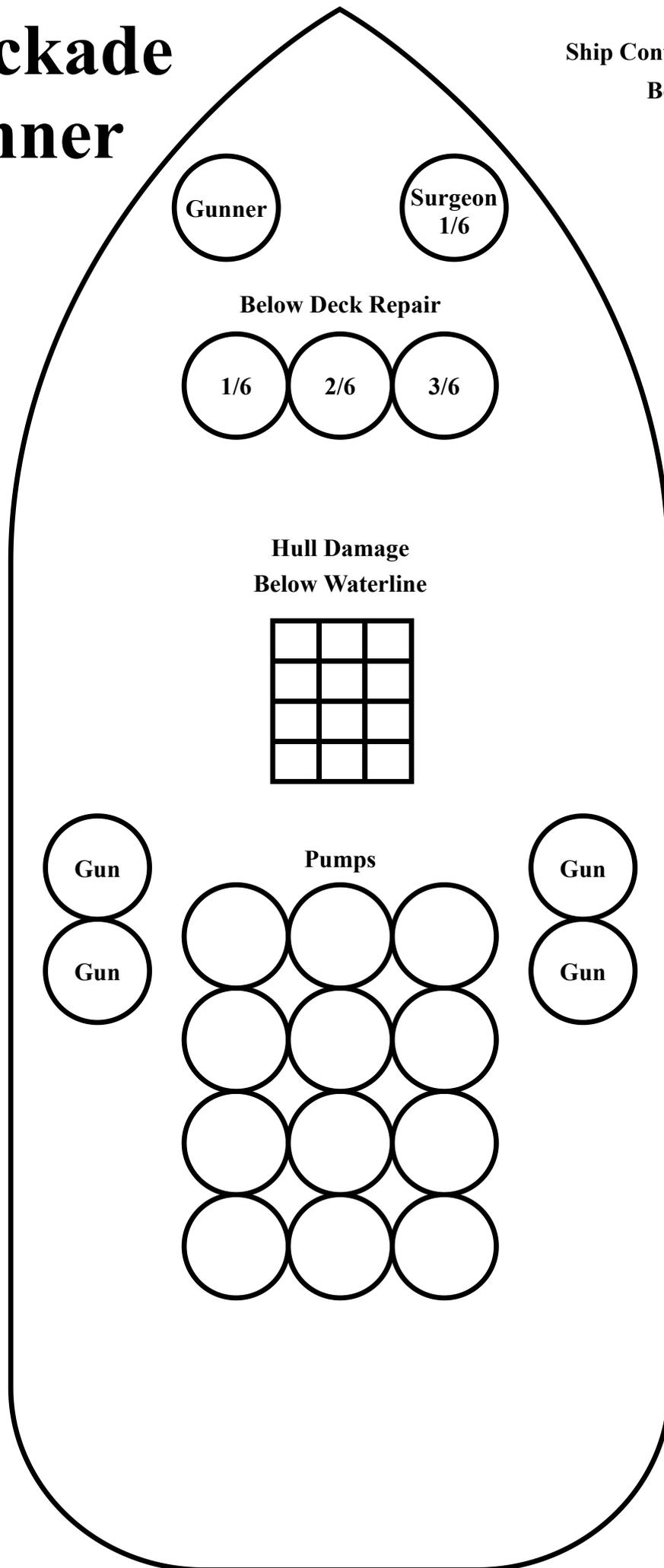
**Crew = 7 Marines = 0**

## Landing/Boarding Party



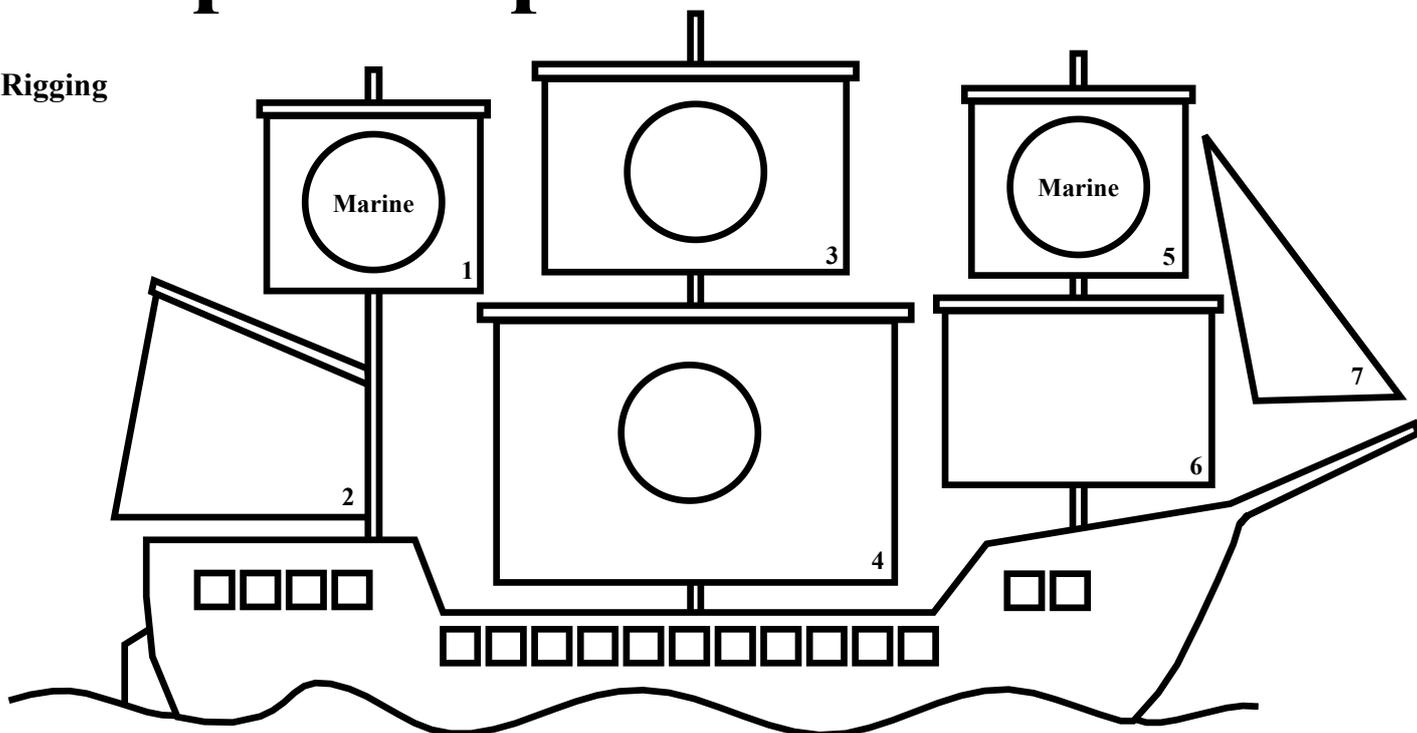
# Blockade Runner

Ship Control Panel  
Below Deck

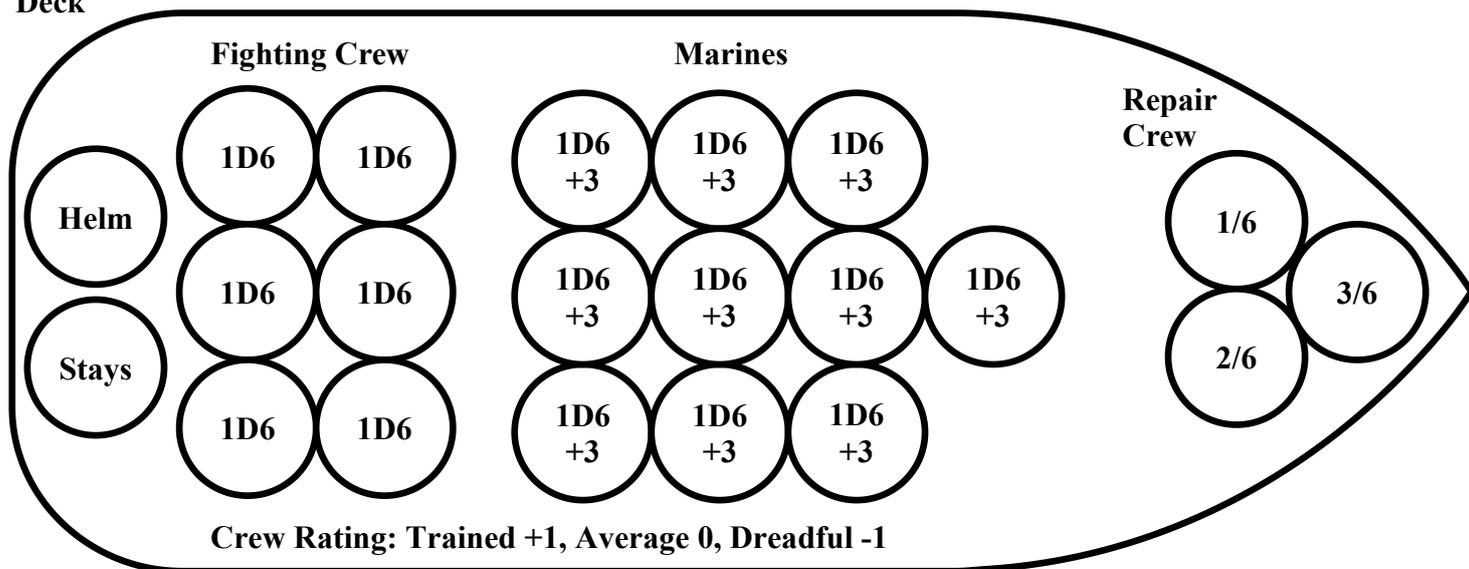


# Troop Transport

## Rigging



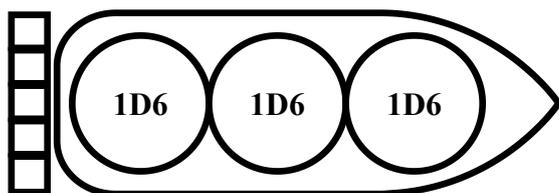
## Deck



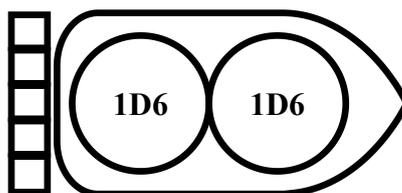
## Landing/Boarding Party

**Crew = 8 Marines = 10**

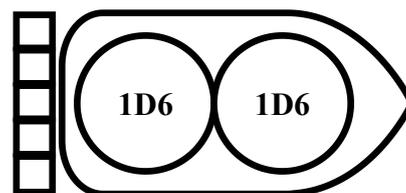
### Launch



### Gig

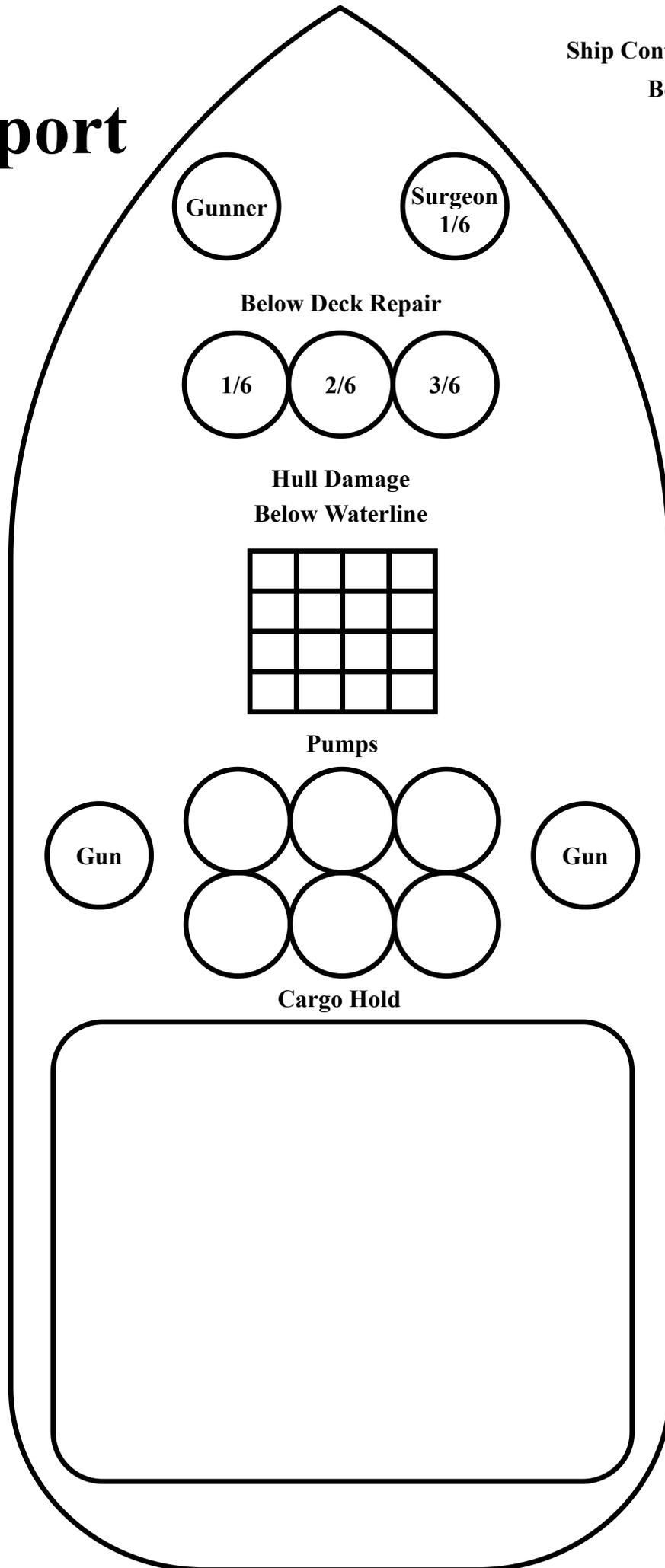


### Jolly Boat



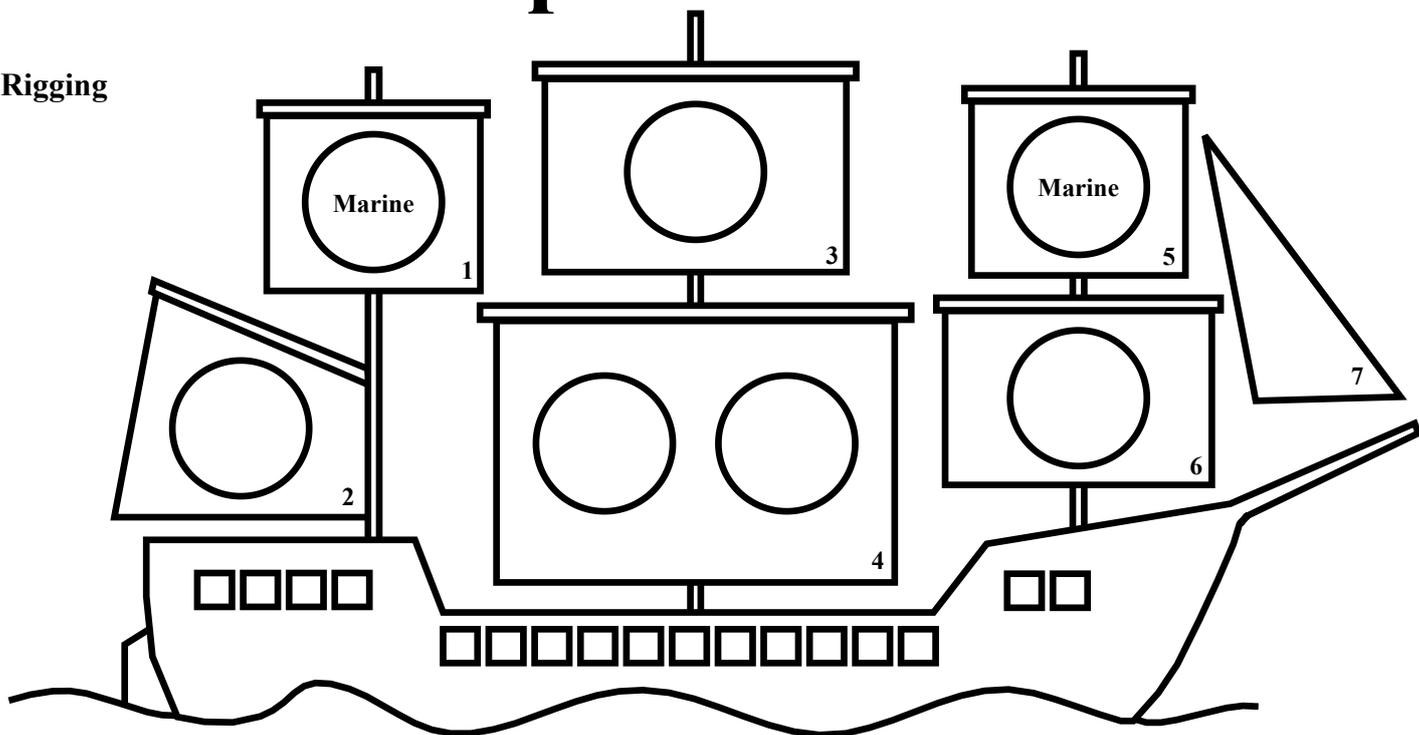
# Troop Transport

Ship Control Panel  
Below Deck

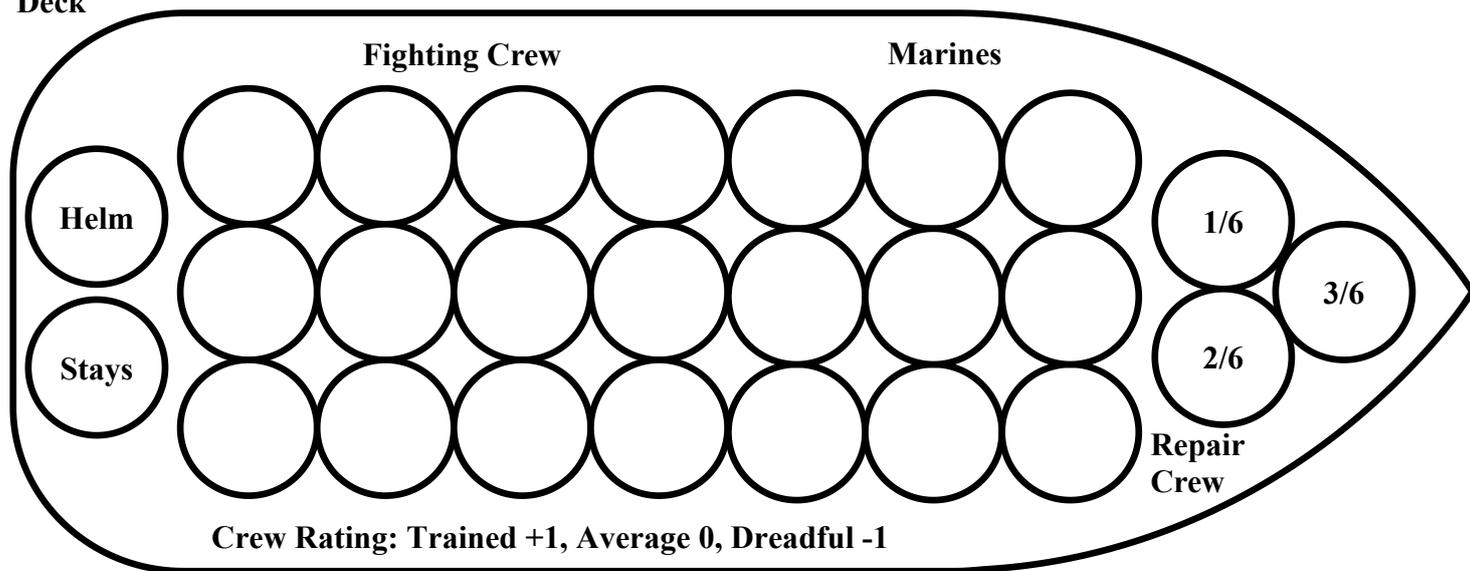


# Generic Template

## Rigging



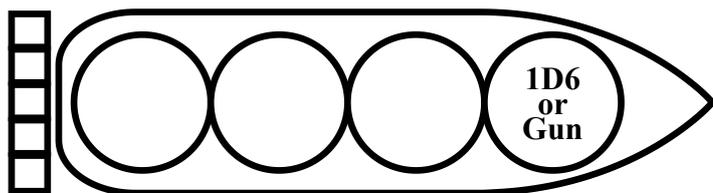
## Deck



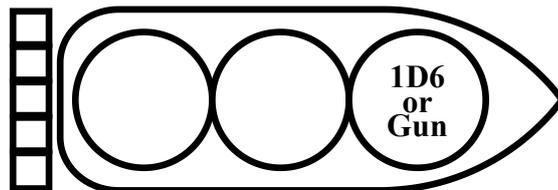
## Landing/Boarding Party

**Crew = Marines =**

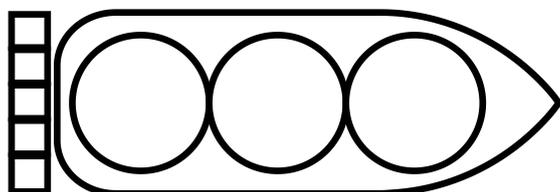
### Cutter



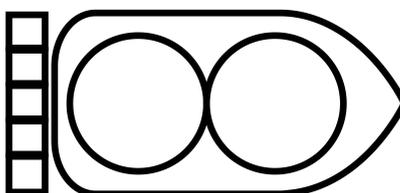
### Pinnace



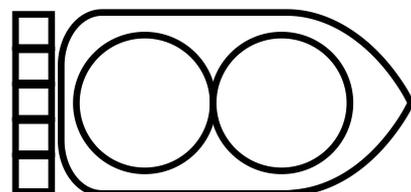
### Launch



### Gig



### Jolly Boat



# Generic Template

Ship Control Panel  
Below Deck

