

Advanced ENEMY in SIGHT!

Being a Summary of Rules Changes proposed by Craig F. Posey in The GENERAL Vol. 25, No. 4

Make the following changes to Rules of Play:

4.4 FORMING LINE & RESERVE: Every player is provided with a piece of paper or other barrier to temporarily conceal his Ship card placement from opponents. Each player secretly places some or all of his 5th and 6th Rate Ship cards before him in a straight line in any order he desires to form his Reserve – only 5th and 6th rate ships may begin the game stationed in the Reserve. He then secretly stations all of the remaining Ship cards in his hand in a straight line above the Reserve in any order he desires to form his Line. Once all players have placed their Lines and Reserves on the table, all reveal their Ship card stations simultaneously. A player may choose to move any Ship cards in his Reserve into his Line to create additional stations after all Lines are revealed before play begins, or he may choose to keep all of his Reserve out of his Line. A player may also choose to relocate his largest ship in the Line to a different station *once* before play begins. When all players are finished revising their Lines, the dealer begins play by taking his first Action. Only ships in the Line count toward Hand Capacity; Prizes, ships in Port, and ships in the Reserve are not counted (5.13).

5.13 HAND CAPACITY: ...Struck ships, Prizes, ships in the Reserve, and ships in Port do not add to a player's Hand Capacity.

7. ACTIONS. A player must play or discard one Action card of his choice during his turn *OR* transfer one or more mobile ships (not Prizes) from his Line to his Reserve or vice versa. Ships in a player's Reserve may not be fired upon provided that player maintains an *unbroken* Line. Only damaged mobile ships may move from the Line to the Reserve. A Dismasted ship may be moved from the Line to the Reserve only if there is a mobile 5th or 6th rate ship in the Reserve to tow it. Any mobile ship in the Reserve (except a Prize) may move into the Line and may take any station in the Line. A Dismasted ship in the Reserve may not enter the Line.

7.111 TARGET SELECTION: Before a player fires a Broadside and/or Rake during his turn, he must declare which ship in his Line is firing, and which ship in an opponent's Line he is targeting. If there are more than two ships in a player's Line, the lead ship in a player's Line may *only* target the lead ship in an opponent's Line; likewise, the rear ship in a player's Line may *only* fire upon the rear ship in an opponent's Line. If each Line has the same number of ships, then each ship may only fire on the corresponding station in an opponent's Line (the second ship in the Line fires upon the second ship in the opposing Line, third fires upon third, etc.) If one Line has more ships than the other, a ship in the middle of the Line may target any other ship in the middle of the opponent's Line it

could lay opposite while keeping its station in the Line. (EXAMPLE: Line A contains 4 ships and is attacking Line B which contains 5 ships. Ship #2 in Line A may choose to target Ship #2 or #3 in Line B, but it cannot target Ship #4 in Line B because Ship #3 in Line A must have a ship to lay opposite in its station in the Line.) If either player's Line contains only one or two ships, any ship may fire upon any other ship in an opponent's Line regardless of its station in the Line.

7.121 LINE BREAKERS: ...However, the ships in that broken Line may still keep stations and attack their opposites in any opponent's Line – they are not limited to attacking only those that have broken their Line – and may be used themselves as Line Breakers vs the same or another player. While a Line is broken, all mobile ships of the breaking nationality of *all* players may fire at *any* ship in the broken Line or its Reserve, regardless of its station in the Line or Reserve....

7.34 PRIZE DECLARATION: ...If he declares it a Prize, he places it in any station in his Reserve....

7.4 ADDITIONAL SHIPS: If a player plays an Additional Ship card during his turn, he draws the top Ship card from the unused Ship and adds it to either his Reserve or his Port at his option....

7.6 FIRE SHIP: A Fire Ship can be played against any Ship in an opponent's Line (provided that the opponent's Line is not refusing battle this turn) by naming the target and rolling the die. There is a -1 modification to the die roll for every mobile 5th or 6th rate ship in the opponent's Reserve. There is a +1 die roll modification if the target is Dismasted or in Port. A die roll of 6 sinks that target. When used against ships in Port, the Fire Ship may attack *each* ship in that player's Port with a separate die roll – possibly sinking one or more of them. A burning ship may not be substituted for a Fire Ship Action card. A Fire ship can be used against ships in Port even if that player has a Refuse Battle card in play. A Fire Ship may not be played against a ship in a player's Reserve unless that player's Line is broken.

8.3 LINE MAINTENANCE: Any player who has no Line at sea *at the end of a hand* is penalized 15 points. If there are no ships remaining in a player's Line, that player's Reserve automatically becomes his Line *unless* his Reserve only contains Prizes. Prizes at sea or ships in Port do not constitute a Line. Negative scores are possible.