

Broadside

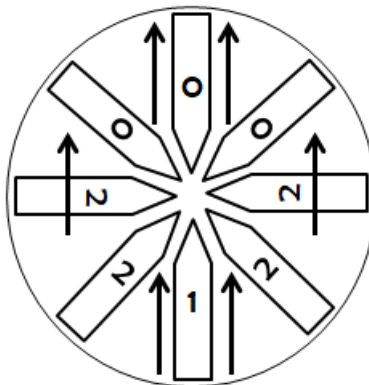
Game by Milton Bradley Co. 1962

Open the board so the Broadside logo is at the bottom. The top of the board is North, the bottom is South, the left is West, and the right is East. Place the wind gauge (I glued mine to a 2-inch bottle cap from a spice jar by Morton & Bassett, and shaded the ship hulls light brown) on the island in the middle of the board, blowing East. Blue gets 4 ships: 2 frigates, 1 brig, and 1 merchant ship. The Blue player places each on a white dot facing East. Red gets 2 ships of the line. The Red player places them anywhere on the board South of the island, facing any direction. No land cannon are used in the game.

The Blue player wins if his merchant ship exits the board from any star on the South edge. If the Red player sinks the merchant ship (with 1 broadside), the game is over and Red wins.

Blue gets the first turn, then turns alternate. With the wind blowing East, the Blue player may turn each ship and move it up to the number of stars according to the number on the hull of the wind gauge that matches the ship's orientation. Although the stars point North, South, East, and West, diagonals are also used in the game so that there are 8 directions, as depicted on the wind gauge. Turning a ship is always done before moving it. The Brig may turn 2 directions clockwise or counterclockwise (or not at all), player's choice; all other ships may only turn 1 direction. Then the ship may be moved in the direction it is facing up to the number of stars matching the orientation of the wind gauge. It does not need to move at all, and a ship that can go 2 may move only 1 that turn, player's choice. A zero means the ship may not move forward that turn. After turning and moving any or all of his ships, both Red and Blue ships fire if enemy ships are next to their broadsides, removing a mast for every hit.

Each player always ends his turn by drawing the top card from a poker deck. A black card turns the wind gauge left; red cards turn it right. Face cards (J, Q, K) turn the wind gauge 2 directions; all other cards turn it 1 direction. Turn the wind gauge and discard the card.



Wind gauge