

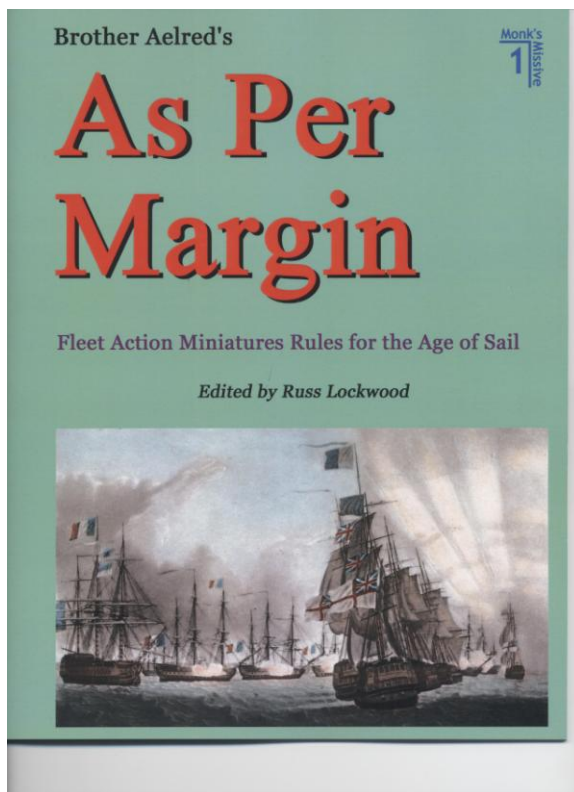
# Brother Aelred's As Per Margin

## Fleet Action Miniatures Rules for the Age of Sail

### Edited by Russ Lockwood

#### Review by Rich Barbuto

Many of you were readers of Hal Thinglum's MWAN. If so, you may be familiar with Monk's Corner, a column by Aelred Glidden, Prior of St. Gregory's Abbey. Russ Lockwood has collected, revised, augmented, and edited Brother Glidden's several columns into a complete, and fairly comprehensive, rule book.



*As Per Margin* covers the Age of sail, specifically the time of the Seven Years War and the Wars of the French Revolution. These rules cover ship-to-ship combat, but the focus is on fleet actions. There is no orders writing. This shift of focus and ease of administration sets *As Per Margin* apart from the many rules sets that focus on close action tactics between ships. Players take on the role of fleet admiral, rather than ship's captain.

The 18 pages of rules start off with a glossary, particularly useful for us land lubbers. Ships include 1<sup>st</sup> through 6<sup>th</sup> rates, bomb ketches, gunboats, and three sizes of merchantmen. Ship's charts allow an easy, graphic means of recording guns and damage. The turn sequence includes six phases. Firing is differentiated between initial broadside, general fire, and raking fire. Damage can be inflicted on guns, the hull, masts, and cables as well as damage from fire. Ships can 'fall aboard' and if so, can attempt to grapple and

board. Boarding actions are resolved fairly simply. There are optional rules covering shore batteries, hot shot, variable winds, and sunken ships as navigation hazards.

The book ends with a scenario of the Second Battle of Finisterre, pitting a small number of large French vessels against a larger number of smaller British ships. And, lastly, the booklet is completed by a one-page rules summary sheet. *As per Margin* promises to be easily earned and quickly played.

*As Per Margin* is available for \$19 from On Military Matters.