

BATTLE SAILS

READY FOR BATTLE

# BEAT TO QUARTERS

BRANLE-BAS  
DE COMBAT



NAVAL TACTICAL GAME

1765–1815



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Just imagine a « 74-gun ship of the line », a 3rd rate 2-deck ship, fast and manoeuvrable while powerful enough to be integrated in a « line of battle » and capable to confront enormous 1st rate 3-deck ships armed with 100 to 130 guns...

This 74-gun ship carries more than 600 crew and 1200 tons of food. Cows, pigs, goats, sheeps and other cattle live together with the men on the deck.

It is powered by huge sails hiding more than 85000 sq ft of sky above the head and operated by 25 miles of rigging !



The 74 guns of this vessel only carry a firepower greater than all the artillery of Napoleon at the Austerlitz battle. And yet, this is only **one** relatively modest vessel. The biggest carries 1200 men or more and have a displacement of 3000 tons, twice the amount of a 74-gun.

Now imagine a line of battle. At Trafalgar, in 1805, the English fleet was totaling 17000 men on 27 vessels with 2148 guns! The combined Franco-Spanish fleet was even more important with 30000 men and 2632 guns aboard 33 vessels. None of the major land battles of the 1st Empire would ever bring together as many guns.

## SETTING UP THE GAME

◆ Play Area (recommended)

50 in. x 50 in. It is interesting to have a play area that can be enlarged by sliding a fabric covering the game table or moving rigid plates.

◆ Scenario:

The standard scenario is described below. Other scenarios are described in an appendix.



Choose the vessels with the same budget for each camp (a 5% deviation is acceptable). Fill up the form for each vessel with name and capabilities. Then organize one's squadron(s).

A squadron may include 1 to 3 divisions.

Each division may include 3 to 8 vessels.



◆ Flagship:

Each camp designates it by coloring the  on the form for the chosen vessel (The Commander in chief can board a frigate: no additional point for a boarding but  signals are better perceived).

◆ The wind:

At the beginning of the battle the wind is « Fresh Breeze ». Choose its direction. Place the compass rose in the center of the table. (It can be moved back 10 in. from the wind to save some play area)

◆ Arrival of the vessels:

One of the 2 players rolls 1 **Die**. The result indicates the direction from where it comes:

**0** → in the direction of the wind ,

**-1,-2** → - 1 or - 2 compass points on one side of the wind,

**+1,+2** → +1 or +2 points on the other side of the wind.

The other player rolls 1 **Die** in turn: the result **0,-1,-2,+1,+2** also indicates the direction of arrival. Roll this 2<sup>nd</sup> **Die** again when the directions of arrival are not separated by at least 2 points.

The foremost vessels are positioned toward the center of the play area, 15 in. from this center.

Special case: In case of an encounter between 1 squadron (A) of one camp et 2 squadrons (B1, B2) of the other, roll a new **Die** to figure out the point of entry of squadron B2:

**+1** → squadron B2 arrives 1 more point from the wind than B1, **+2** → 2 more points, etc...

(squadron B2 will not enter via the same entry point as A and will enter from the edge of the table)

Then roll the **Die** again to figure out when squadron B2 arrives:

**0** → turn 0    **+1** → turn 1    **+2** → turn 2    (if **-1,-2**: roll the Die again)

◆ The battle can now begin:

- either at 3dM (standard battle) → 16 turns (1 turn represents 1/4h)
- or at 1PM → 24 turns
- or at 11AM → 32 turns

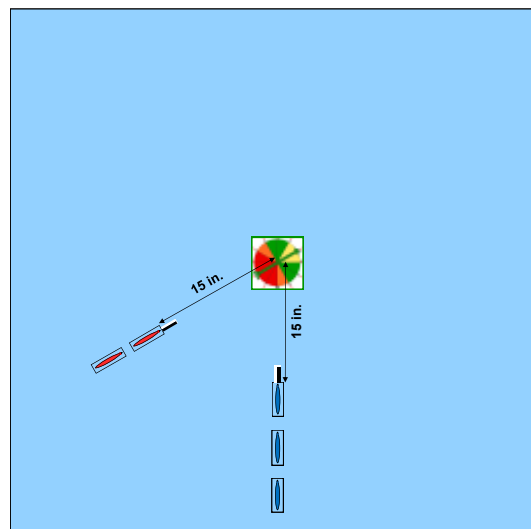
◆ The fight continues until night fall at 7PM.

If the vessels get too close to the edge of the play area, increase its size by moving the « fabric - sea ».

After dark, continue with the BOARDING tests, FIRE tests, and WATER-TIGHT INTEGRITY tests until it is over (shot hole watertight, fire extinguished, vessel **surrendered** , sunk, burnt or escaped).

If a ship is drifting within 12 in., it can still be boarded by the enemy.

◆ Finally, verify the victory conditions (p.4)



## VICTORY CONDITIONS



During a MORALE TEST a camp with a negative cumulation has lost the battle, otherwise:

At night fall, each camp counts the vessels it commands.

The retreating ships do not count (they need to return to port for major repairs). But any captured enemy vessel counts whatever its condition.

The camp which owns the most vessels in the area wins.

(In the event of a tie, the camp with the fewest sunken or captured ships wins)

## GAME SEQUENCE

**1. TESTS** (optionals) (p. 5)

**2. MOVEMENTS** starting with the vessel farthest from the origin of the wind to the one closest to it. If a vessel risks touching another vessel base during its next move, immediately run a COLLISION test (p.14) before possibly continuing the movement.

**3. FIRING** starting with the vessel farthest from the origin of the wind to the one closest to it. Take into account BROADSIDE, STRENGTH, RANGE, RAKING FIRE, and RANDOM DICE (p.10 and 12).

Record the results of the broadside on the sheet of the affected vessel: damage location on HULL, MASTS, occurrence of shot holes and reduction of BROADSIDE, BOARDING capacities. For each fire, shot hole, fallen mast, damaged rudder or killed captain put a marker on token relevant vessel.

**4. BOARDING** starting with the boardings farthest from the origin of the wind (p.14)

## **MORALE TEST**

To figure out the MORALE of the 2 camps for BOARDING (p.15) or for victory.  
To be done at round 0 or anytime during the play, no more than once per round.

### **ADD:**

- MORALE CONTRIBUTION FOR EACH VESSEL**, from the Admiral viewpoint in one of the 2 camps. The other camp will necessarily get the opposite: +3 → - 3.

<i>in good shape:</i>	none of its 3 capacities = 0	<b>good shape</b>		<b>taken</b>	<b>retreat rout or sunk</b>
<i>retreat (or rout):</i>	1 (or 2) of its 3 capacities = 0	FRIEND	ENEMY		
count the <b>vessels taken in + or in -</b> (see examples)	<b>1<sup>st</sup> rate</b>	<b>+ 2</b>	<b>- 2</b>	<b>+ / - 1</b>	<b>0</b>
	<b>2<sup>nd</sup>, 3<sup>rd</sup>, 4<sup>th</sup>, 5<sup>th</sup> rate</b>	<b>+ 1</b>	<b>- 1</b>		

Ex: 3<sup>rd</sup> rate FRD taken: - 1    3<sup>rd</sup> rt FRD good shape: + 1    1<sup>st</sup> rt FRD good shape: + 2    3<sup>rd</sup> rt FRD sunk: 0  
 4<sup>th</sup> rt ENY taken: + 1    3<sup>rd</sup> rt ENY good shape: - 1    1<sup>st</sup> rt FRD in retreat: 0    3<sup>rd</sup> rt ENY sunk: 0  
 1<sup>st</sup> rt FRD taken: - 1    1<sup>st</sup> rt ENY good shape: - 2    1<sup>st</sup> rt ENY in retreat: 0  
 1<sup>st</sup> rt ENY taken: + 1    2<sup>nd</sup> rt ENY good shape: - 1

### **+ BASE MORALE of the nation**

<b>+ 6</b>	<b>+ 4</b>	<b>+ 2</b>	<b>0</b>
GB USA	FRA HOL	RUS SPA DAN	SWE VEN NAP TUR POR



**+ SPEED:** - 1 if a bad sailing vessel slow the squadron down (slow - 2)

**+ ADMIRAL** killed or prisoner: - 2

We get a **greater**, **lower** or **draw** cumulation. This result will impact BOARDING (p.15)

To memorize the result until the next morale test, put the marker with the highest morale above the other.



On the left, the british morale is greater than the Spanish morale



**If the cumulation is positive** or **draw**: the vessels try to engage the ennemy. The battle continue (goes on?).



**If the cumulation is negative**: in a standard scenario the camp with a negative morale has lost the battle.

In a campaign game, the vessels try to escape from the enemy and to slip at night fall.



# 1. TESTS

(optional)

**ADVANCE THE ROUND COUNTER** and remove tokens  , turn over tokens  .

## SIGNALS

Roll 1 Die

To know if the Admiral signals have been well perceived.

**0 +1 +2** → well perceived, executable immediately.

**- 1** → not perceived, previous orders apply.

**- 2** → not well perceived, direction inverted: port ↔ starboard (well perceived for GB)

## FIRE



Roll 1 Die

To put out the fire (**takes priority on any other repair test**)


Die

FIRE

**+1,+2** remove 1 

**0, -1** add 4 points of damage per  (½ hull, ½ masts, ignore 

**- 2** add 1  and 4 points of damage per  (½ hull, ½ masts)



If the vessel moves only in a straight line without any broadside, **0** removes 1 



Major fire starting at 3  : roll Die: **- 2** → vessel explodes and sinks.

## RUDDER

Roll 1 Die

To repair the rudder.

If vessel has only 1 token  : **0, +1, +2** → rudder repaired (remove 

If vessel has 2,3... tokens  : **+1, +2** → rudder repaired (remove 1 

## SHOT HOLE

Roll 1 Die

To plug only one shot hole (the most important if vessel has multiple).

**+1,+2** → **leak plugged**. Remove 1 

**0, -1** → no effect

**- 2** → **leak gets worse**: vessel will sink one round earlier.






**WARNING ! If the vessel has various damages, execute only 1 test / round to repair them.**

*Ex: A vessel has 4 damages: 1 fire, 2 shot holes and 1 damaged rudder. It will have to first put out the fire, then plug one shot hole per round or repair the rudder damage.*

Every 3 rounds

## WIND

Roll the WindDie

wind forces (in order)	
	Gale
	Strong Breeze
	Fresh Breeze
	Gentle Breeze
	Calm

## WindDie

Before the moving phase rotate the wind arrow or change the wind force flag as the result of this test



Force + 1, Strong Breeze (no more)



Force - 1, Gentle Breeze (not less)



+ 1 wind compass point (clockwise)




- 1 wind compass point (counterclockwise)



**Mist** → Wind force: Gentle Breeze, Fire and visibility: 8 in. Any vessel at more than 8 in. from the enemy keeps moving straight without changing course.

**Redo the test next round**

**Mist exit:** after one round, re-roll **WindDie**: - or  → the Mist persists, otherwise it disappears (+ Gentle Breeze).






**Calm / Gale** → re-roll **WindDie** :




▶  → **Calm**

**Calm exit:** after 1 round, wind is Gentle Breeze again and re-roll 2 **Die6** to find its direction (between 2 and 12) on the compass.

**Redo the test next round**

▶  or  → **Gale**: test for each vessel by the wind or into the wind at each round of Gale: **Die** = - 2 → broken mast

**Gale exit:** after one round re-roll **WindDie**, if  → the Gale persists, otherwise Strong Breeze

▶ , ,  → no wind change.

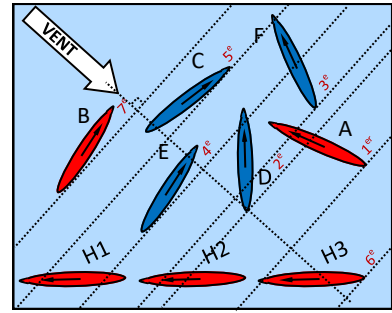
## 2. MOVEMENTS

Movement sequence: The 1st vessel to move is the one the farthest from the origin of the wind, the last the one the closest.

For a squadron in formation, take into account the vessel best positioned (the closest from the origin of the wind).

Use different turning tools depending on the vessel type (*see next p.*)

**A vessel movement during a round is divided in multiple displacements.**



Order: A, D, F, E, C, H1, H2, H3, B

### NUMBER OF DISPLACEMENTS (max during a movement)

Vessel's attitude to the wind (FR)	Calm	Gentle Breeze	Fresh Breeze / Gale	Strong Breeze
Before the wind	0	1 (= 2in.)	2	3
Quarter	0	2	3	4
By the wind	0	1	1	2
Into the wind	0	1/2	1/2	1/2
Towed: 1/2 speed of slowest vessel Adrift: displacement 1/2, 1 or 1 + 1/2 (Gentle Breeze, Fresh Breeze, or +) Damaged rudder: movement in the direction before the damage.				

(FR) : règle particulière aux frégates, voir p.18)



- ♦ A vessel may not execute all the moves allowed by the wind.  
The lack of wind or its attitude in the wind combined with fallen masts may prevent it to turn.
- ♦ Each displacement may be done in 2 ways:
  - by moving in straight line: from 1/2 minimum to 1 → 1 to 2 in. So, a vessel may move at half or full speed (see p.7 the different types of movements)
  - by turning: mandatory to advance by 1/2, then turn.
- ♦ A breaking free of two entangled vessels accounts for 1 displacement.
- ♦ Entangled or dismasted vessels or vessels not able to turn are adrift, each turn, in the direction of the wind, without changing orientation, by 1/2 (Gentle Breeze), 1 (Fresh Breeze) or 1 + 1/2 (Strong Breeze/Gale). Use the green turning-aid in any case.  
A vessel with a damaged rudder move in the direction it had before the damage.
- ♦ A dismasted vessel may be towed. Movement = 1/2 movement of the slowest of the 2 vessels. The tow boat, when touching the ,base, position itself in front of the dismasted vessel on the next turn and moves on the following turn .
- ♦ A vessel in distress reduces its movement: 1 or more → - 1/3 movement (equivalent to losing a mast) , 1 → - 1/3 movement also, multiple → adrift by 1/2

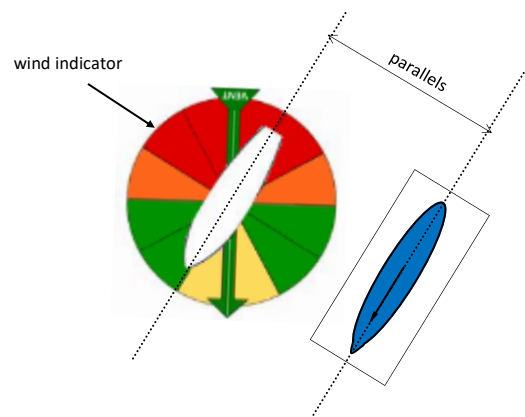


### **Determining the vessel attitude in the wind :**

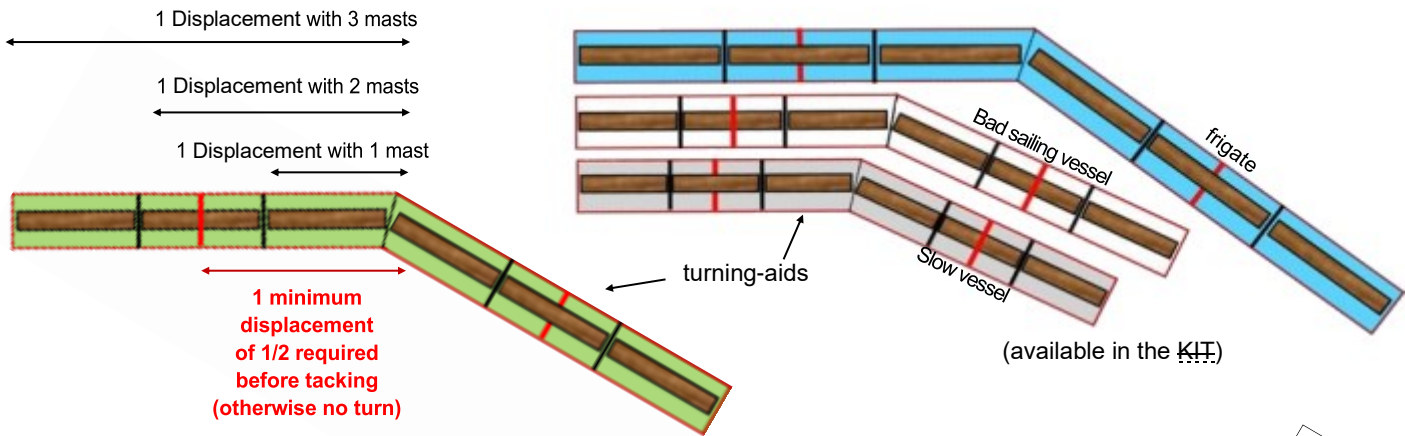
- Position the wind indicator next to the vessel, respecting the direction of the wind.
- Rotate the white silhouette vessel until it is parallel to the vessel under test. The stern (pointed end) of the white silhouette indicates the attitude of the vessel under test: Before the wind (yellow), quarter (green), by the wind (orange) or into the wind (red). If the axis of the vessel is just on a mark, the player can choose the most favorable attitude.

*(on the right: reach or before the wind)*

While moving during a turn, the vessel attitude in the wind may change. It won't affect its possible movements until the next turn unless it arrives into the wind. In this case, its movement stops and will resume on the next turn (see tacking into the wind p.8).



*Ex: A vessel, bearing quarter, Fresh Breeze force, may therefore move by 3. If it turns 3 times in the same direction, it may ends up being into the wind which halts its movement . On the next turn, it will move on the other side of the wind, moving by 1/2 (see tacking next), on the following turn it may move by 1 (by the wind) or by 1/2 and turn again.*



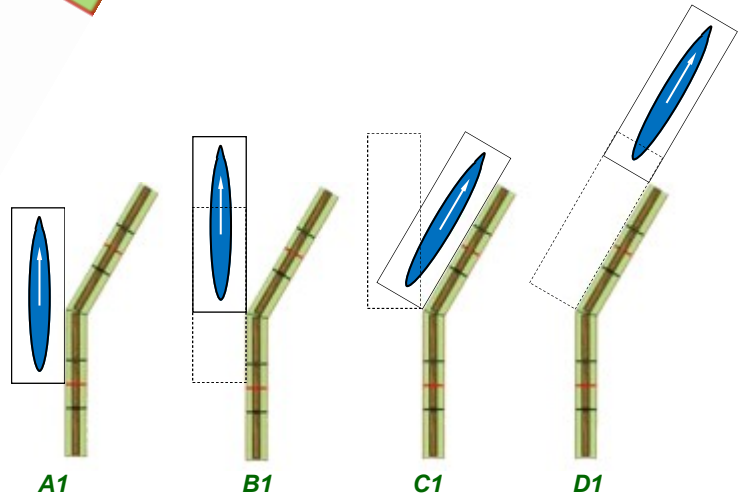
**Displacement examples:**

**1**

Consider a vessel which has its 3 masts.

If its attitude to the wind allows the vessel to make a movement of 3 displacements, it may, for example:

- 1st displacement: turn, for this it first moves forward by 1/2 **A1** → **B1** then turn by the desired angle → **C1**.
- 2nd displacement: it may move forward by a whole 1 → **D1**
- 3rd displacement: it may for example choose to not move at all.

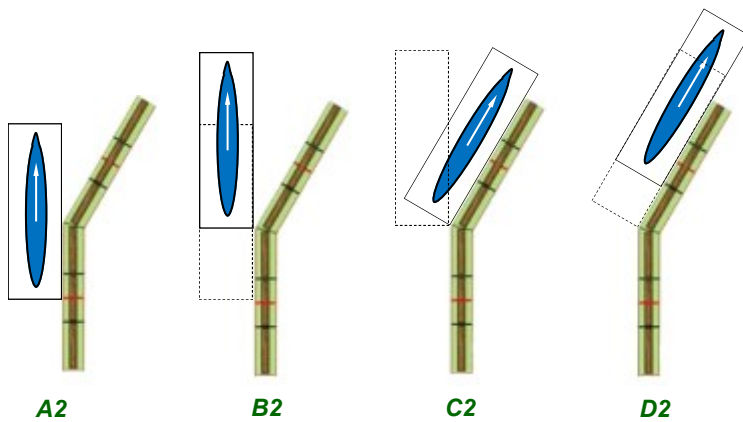


**2**

Consider a vessel with only 1 mast left.

If its attitude to the wind allows the vessel to make a movement of 3 displacements, it may for example :

- at 1<sup>st</sup> displacement + 2<sup>nd</sup> displacement: turn, for this it first advance by 1/2 **A2** → **B2** (even if it has only 1 mast, it is allowed to advance by 2 x 1/3 so a fortiori 1/2) then turn by the desired angle → **C2**.
- at 3<sup>rd</sup> displacement, it may advance by 1/3 (at most as it has only 1 mast) → **D2**

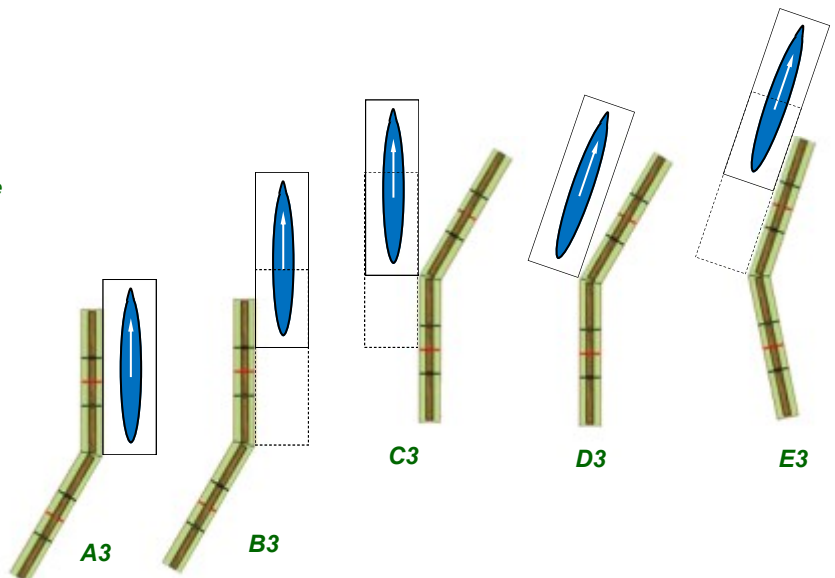


**3**

Consider a vessel with only 2 masts.

If its attitude to the wind allows the vessel to make a movement of 3 displacements, it may for example:

- at 1st displacement: just advance by a whole displacement (remember it has only 2 masts) **A3** → **B3**.
- at 2nd displacement, it can turn. For this, it advances by a minimum displacement of 1/2 → **C3** then turn by the desired angle (here less than the maximum) → **D3**
- at 3rd displacement, it may for example choose to advance a little bit less than a whole displacement → **E3**

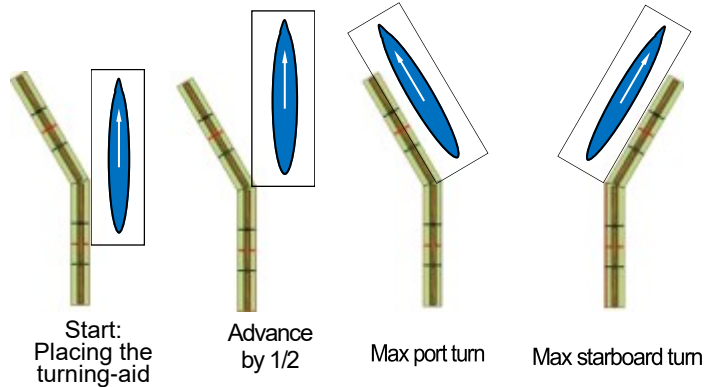


## TURN

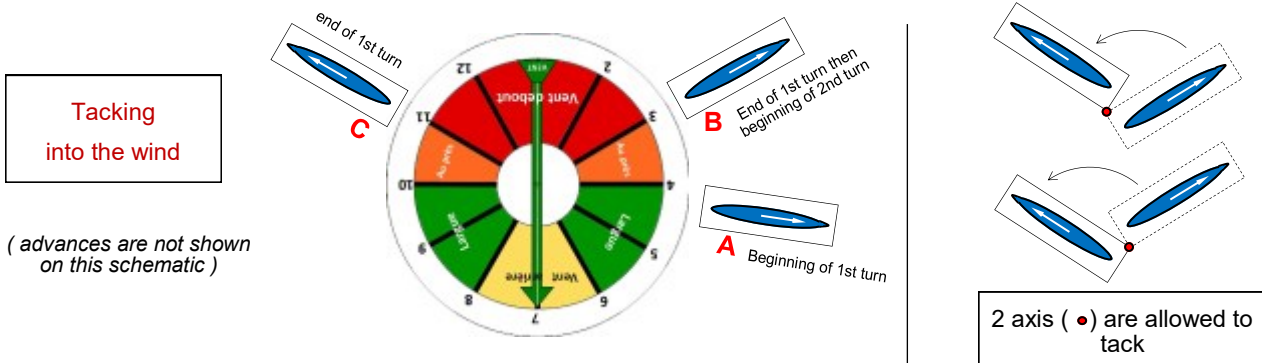
At each displacement a vessel may turn, use the Turning-aid appropriate to the type of vessel: vess ( ), bad sailing vessel ( ), slow vessel ( ) or frigate ( ). Bad sailing frigate = vessel

- ◆ To turn in 1 displacement the vessel must first advance by 1/2.
- ◆ If its advance is  $>$  or  $<$  to 1/2, it may not turn during this displacement.
- ◆ The vessel may turn less (angle).

How to turn  
in  
1 displacement



- ◆ A difficult turn: Tacking into the wind (to be done in 2 game turns, start: **A**, end: **C**)



**1st turn:** The vessel (position **A**) is « quarter », it advances and turns until **3** (position **B**, at the « edge » of the wind)

**2nd turn:**

<b>TACKING TEST</b> 2 Dice cumulated	PER	GB, HOL, USA	FRA, DAN, VEN	NAP, POR, SWE, TUR, SPA, RUS
	failed test	- 3 - 4	- 2 - 3 - 4	- 1 - 2 - 3 - 4

**Passed test** → it turns until **11** (position **C**, the other « edge » of the wind) and advances by 1/2.

**Failed test** → it drifts and will have to try the test again with the **2 Dice** at the following game turn.

**Note:** • If, following a change of the wind, it is already between directions **3** and **11** in the 1st game turn, it ~~does the test~~ tests then turns toward **3** or **11** and advances by 1/2.

- If some vessels in formation have to tack, they execute the test individually.
- If a vessel is dismasted it can no longer tack.

## MOVEMENT OF A SQUADRON (or a DIVISION)

### ◆ General principles:

- It moves at the speed of the slowest vessel.  
Usual distance between bases for a fight: at least 2 in.
- It must remain in formation. Exceptions:

#### • Damages :

A vessel slowed down by some damage or trying to avoid another vessel may get out of the line, it is then considered to be out of the formation. The other vessels will try to stay in formation .

#### • Close action :

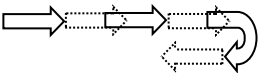

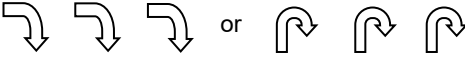
The english vessels in a squadron (or a division) may get separated, w/o a test, to engage the enemy more closely as soon as the commanding vessel is 15 in. from the closest enemy (between main masts).  
Other nations: 12 in.





♦ **Moving in formation:**

When the vessels move in formation, they may turn two ways:

- « in succession »:  The first turns at a given point, all the following vessels must turn at the same point.
- « all at once-together »:  or 

♦ **Signals:**

A Commander in Chief may signal to the captains of his formation or to the division commander at any time during a game turn. He communicates using signals.



A signal generally includes 2 components:

- what formation to adopt: « all together » or « in succession »
- what direction: port or starboard

Ex: « in succession, port »



*Note: If the change in direction is due to an «into the wind» position (thus impossible to maintain) the change is necessarily « all at once ».*

They may also show to a division what is the new course to follow. Ex: « 2<sup>nd</sup> division, in succession, course 7 »

These signals can be « well », « not at all » or « badly » received.

- For a turn « in succession », only the foremost vessel preceding the Commander in Chief will have to test how is the signal received, the vessels behind will follow the line anyway.
- For an « all together » turn, each vessel will have to execute the test, except the Commander in Chief.

Throw a **Die** for each vessel affected by the order:

- **0 +1 +2** → well received, executable immediately.
- **- 1** → not received, preceding orders apply. Place a token .
- **- 2** → badly received, revert direction: port ↔ starboard. Place a token .

The player may plan in his budget one repeater frigate per division which, located out of the line, will be able to repeat the signals. Its presence allows the player to throw the **Die** a 2nd time in case of a bad reception.

If the Admiral is aboard a frigate out of the line, the test is not required: all the vessels receive the signal.

**AT ANCHOR**

When positioned in area 1 ou 2 (see p.16), a ship can drop or weigh anchor during the movement phase.

Place a token  and position the vessel at will.

Anchoring counts as 1 displacement. A vessel is considered anchored at the beginning of the following game turn and benefits of the stability bonus for FIRING.

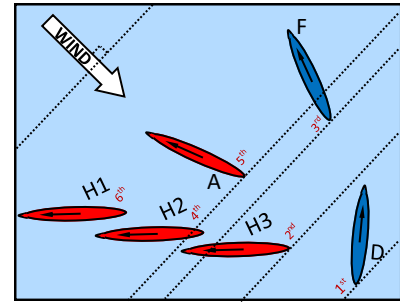
Weighing the anchor also counts as 1 displacement.



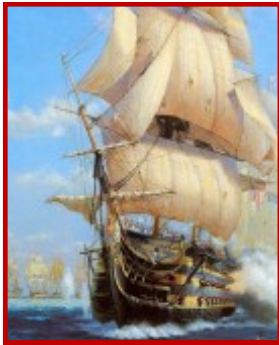
# 3. FIRING


## GENERAL

- ◆ A broadside (1 side of the vessel) may not be split and is done on a single target.
- ◆ Distance between 2 vessels: measured between the main masts.
- ◆ Firing sequence: the 1st vessel which fires is the farthest from the origin of the wind, the last the closest. If vessels are in formation they have to be considered « individually » for their firings (based on their position compared to the origin of the wind).  
The firing of a vessel takes into account the damages during this game turn .
- ◆ During a game turn, a vessel usually fires from only one side. But it is allowed to fire from both sides with the results divided by 2 (and therefore divided by 4 if a boarding is in process).




FIRING sequence: D, H3, F, H2, A, H1



- ◆ Put a FIRING token  on the edge of the vessel which fires. It will be removed when firing is done (these tokens are important when many vessels are fighting. They allow remembering which ones have already fired).
- ◆ Designate the target vessel and what is the firing aimed at: masts or hull (otherwise firing is on the hull by default)
- ◆ At musket range, throw a **DieMR (DieMusketRange)** to simulate the firing of muskets, carronades and grenades (see p.12).
- ◆ At long range, the firing will only aim masts and doesn't lead to any additional damage.
- ◆ The raking fire is only possible at musket range or at short range.
- ◆ All firing must be completed before any boarding.

## RANGE (max in in.) et modifiers

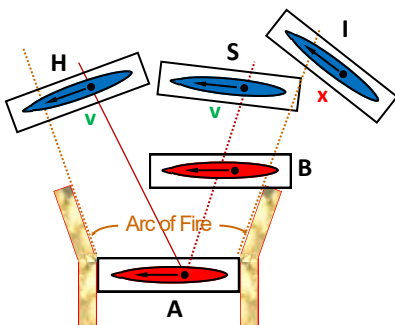
musket-range	short	medium	long	Modifiers:	
not possible on the masts			On masts only No additional damage	- <u>initial broadside</u> → + 3	- <u>long</u> range → - 5
+ throw DieMR				- <u>musket-range</u> → + 5	- on the masts → + 1
may raking fire				- raking <u>bow</u> → + 4	- <u>strong breeze + leeward</u> → TIR/2
				- raking <u>stern</u> → + 3	- strong breeze (3-deck) → TIR/2
				- <u>short</u> range → + 2	- <u>gale</u> → FIRING not possible
4	8	16	24	- <u>random Die</u> → 0 0 ± 1 ± 2 *	- <u>stable</u> (anchored, calm) → + 3

- \* If - 2 → firing incident, re-throw **Die** :
- If - 1 - 2 → a gun explodes : BROADSIDE = -1 (until game end) and re-throw **Die** :
- If - 2 → fire  (see p.13)

## VISIBILITY, ARC OF FIRE

FIRING is possible if the main mast of the target vessel is in the Arc of Fire .

Note: if the line between the 2 main masts goes through the base of another vessel, the latter also gets damaged.



**EXEMPLE:**  
Given its Arc of Fire, A can fire on H and S but can't fire on I.  
A can fire on S but as the main mast line goes through the base of B, B will also get fully damaged and S will only suffer half of the damage.  
A will be able to fire on H, leading to fully damaging it.

Firing-Aid which defines the Arc of Fire



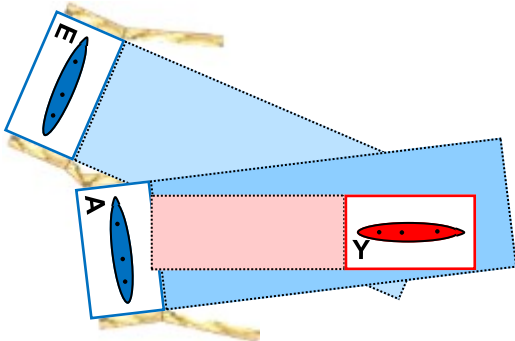
Note: FIRING at musket-range ( **DieMR** ) of pivot-mounted carronades, muskets and grenades is possible even if the target is not in the range of the Arc of Fire (contrarily to the firing of « long » guns)

## RAKING FIRE

Raking Fire is possible if 2 conditions are met :

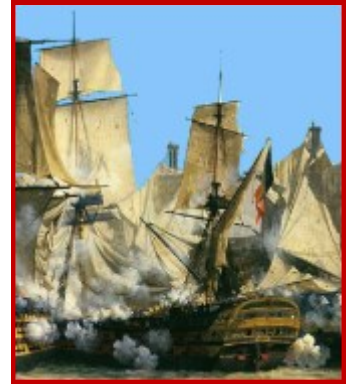
- If range is adequate: only at short range or musket range (*D is too far*)
- If the firing vessel follows the « 2-projector rule »:

2-projector rule: Imagine a 1st projector (pink on the schematic) in front of or behind target **Y** or **Z** which must «light up» the main mast of the firing vessel and a 2nd projector (blue in the schematic) on the side of the firing vessel which must, at the same time, «light up» the main mast of the target vessel.

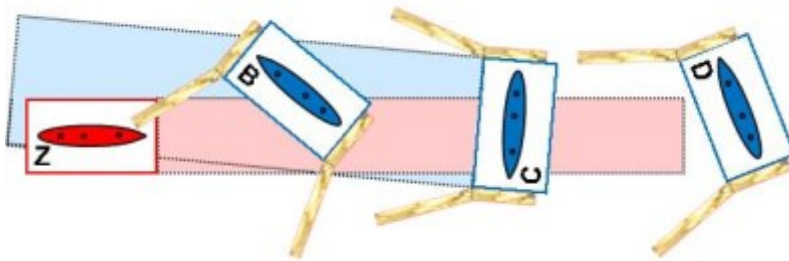


*A, which meets the 2 conditions, will be able to fire on Y with a raking fire bonus.*

*Raking fire is not possible for E (the rear projector of Y does not light up the main mast of E) but may however fire « normally » (no raking fire bonus) at short range.*



← Short Range →



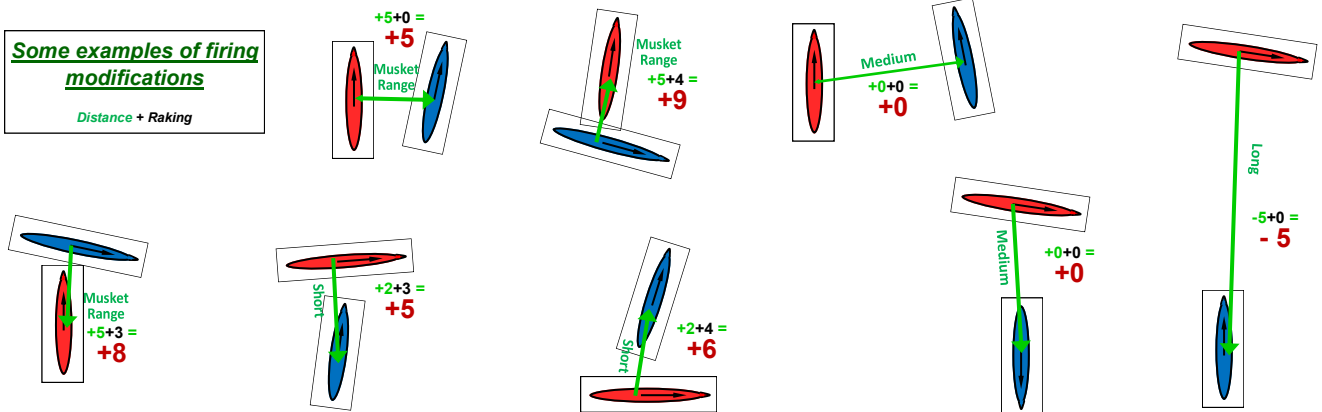
*B may not fire at all ( the main mast of Z is not in the arc of fire of B)*

*C may do raking fire (its side projector lights up the main mast of target vessel Z).*

*D is at medium range. It may not do raking fire but may however fire « normally » at medium range (no raking fire bonus).*

### Some examples of firing modifications

Distance + Raking



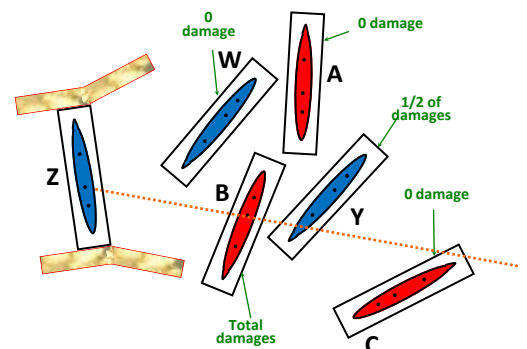
## PENETRATION

If a friendly or enemy vessel is on the same FIRING line (extended line between the 2 main masts passing through the base of another vessel), in front of or behind the aimed target, it also suffers damages (up to short range only):

- Ex : - **Z** decides to fire on **B**.
- **B** suffers normal damages.
  - **Y** suffers 1/2 these damages (rounded up) (1/2 of 1= 1)
  - **W**, **A** and **C** do not suffer any damage.

Note: If the base of **W** was in the line of fire, it would suffer the totality of the damages, **B** would suffer only 1/2 of the damages for **B** and **Y** would not suffer any damage (at most 2 vessels can be penetrated by the same firing).

Damages due to additional risks are not carried over the secondary target.



## FIRING RESULTS


FR



BROADSIDE + STRENGTH									
+ modifiers for DISTANCE, RAKING FIRE and RANDOM DIE									
2 - 5	6 - 9	10 - 12	13 - 15	16 - 17	18 - 19	20 - 22	23 - 25	26 - 28	29 +
0	1	2	3	4	5	6	7	8	9

### ♦ If Musket Range Firing:

- Firing carronades and muskets (don't apply if **BROADSIDE** and **BOARDING** = 0)


Choose only 1 target which can be out of the arc of fire and roll **DieMR**:

 → no additional damage

 → captain killed (for the Commander in chief vessel re-roll **DieMR**: if we get a 2<sup>nd</sup> time  → the commander in Chief is killed). A vessel may have multiple « captains » killed (1<sup>st</sup>, 2<sup>nd</sup>, 3<sup>rd</sup> lieutenants, ...)

 → - 1 to **BOARDING** capacity

For GB and USA, if  comes out re-roll **DieMR** a 2<sup>nd</sup> time.

For SWE, POR, TUR, NAP, VEN, if  comes out, ignore it and re-roll **DieMR** a 2<sup>nd</sup> time, keep the 2<sup>nd</sup> result.

 → + 2 damage points on masts

- Firing long guns: if raking fire → - 1 to **BOARDING** capacity and - 1 to **BROADSIDE** capacity

### ♦ RESULTS:



- On the vessel form (see appendixes on the site) check the number of boxes corresponding to the result (masts or hull).
- If the hull boxes are all checked, following damages are reported on the masts (and vice-versa)

Ex: **BROADSIDE** (5) + **FORCE** (6) + distance (+2) + stern raking (+3) + random (- 1) = total **15** → **3** → 3 damage points to be checked on the vessel form.


### ♦ ADDITIONAL RISKS:

 → +1 **DieRi** (Die Risk)

 → +2 **DieRi**

- DieRi** → shot hole  vessel on fire / damaged rudder  + 2 damages points on masts / + 2 damages points on hull / - 1 to **BOARDING** capacity
- No additional risk for a shot at long range.


### ♦ CONSEQUENCES:


- If 1 of capacities **BOARDING**, **BROADSIDE**, **MASTS** = 0, place a flag indicating a **WITHDRAW** morale which forces the vessel to flee until night fall (but it may respond to an attack).
- If 2 of capacities = 0, place a flag indicating a **ROUT** morale. Test of immediate surrender if base in contact with enemy.
- If the 3 capacities = 0 → it surrenders as soon as base in contact with enemy, place a flag  + tokens on winner and defeated.
- If all mast and hull boxes are checked until boxes 1<sup>st</sup>, 2<sup>nd</sup>, 3<sup>rd</sup>, 4<sup>th</sup> (corresponding to its rate) it is irreparable and must be scuttled.

## SURRENDER TEST

Roll 1 Die

To be done immediately w/o waiting for the next test phase.

For a vessel carrying a flag  whose base is in contact with an enemy vessel.

-1, -2 (or 0, -1, -2 if the captain is killed) it surrenders: place a flag  (GB: -1 → does not surrender)



In addition, assign -1 to the **BOARDING** capacity of the winner when it has a lower rank (if the winner does not have enough **BOARDING** capacity, it scuttles it).

## FIRING EFFECT

### ♦ MASTS (effect on MASTS capacity) FR

Every 10 (or 9, depending on the nation) hits on the masts (10 checked mast boxes on the form) → **the mast falls**.

It falls on the side of the vessel opposite to the origin of the wind. This side will be partially masked for 2 turns, while cutting away rigging damage → ...


... Place a token  on the masked side and above it, a token  (FIRING results / 2).

Speed is reduced by 1/3 for each fallen mast: for a displacement of 1, move only by 2/3 of the Displacement Aid (see p. 7, on top)








♦ **CREW** (effect on **BOARDING** capacity)

- 1 point lost in **BOARDING** capacity for each checked box  on the vessel form.




♦ **HULL** (effect on **BROADSIDE** capacity) 


- **BROADSIDE** of the target = - 1 for each checked box  on the form.
- For each checked box , do a **SHOT HOLE** test (below).

If there is a shot hole, place a token  and roll 1 **Die**:

6 + **Die** = number of game turns it will take for the vessel to sink; to be noted on the bottom of the vessel form

Ex: At turn 2, Die= + 1 : will sink at turn 9 (2+6+1) → 

Die= - 2 : will sink at turn 6 (2+6-2) → 








If  → **BROADSIDE** - 1, displacement - 1/3 (temporary until repaired)

Note: A vessel escaping at night fall will still sink if the repair is not done in time.

**TEST: OCCURRENCE OF A SHOT HOLE**  
Roll 1 **Die**

test on ↓	Shot hole if Die =	
	Rates 3,4,5	Rates 1,2
upper line of the form	- 2	•
lower line of the form	- 1 - 2	- 2

♦ **FIRE**

- Vessel on fire: Place 1 token , the vessel immediately sustains 2 points of damage on its hull (ignore the risk of shot hole) and 2 on the masts, the vessel sees its results of **FIRING** /2 per token, may not do **BOARDING** until extinguished and its speed is impacted:
  - If there is only 1 token : displacement - 1/3 (temporary until repaired)
  - 2 tokens ore more : the vessel hoves to and drifts downwind.
- For every following turn: attempt to extinguish with a fire test (see p.5)
  - Successful test → remove 1 token . The vessel will be able to move at normal speed if no more fire.
  - Failed test → add 1 token  and for each token  2 points of damage on the hull and 2 on the masts (ignore the risk of shot hole).
  - Major fire starting with 3  → roll **Die**: - 2 → **The vessel explodes and sinks** → evaluate the consequences with the following test:

**CONSEQUENCES OF THE EXPLOSION**

Damage points to neighboring vessels			For each vessel involved roll 1 <b>Die</b> → fire if Die =
distance	Masts	Hull	
<b>Musket Range</b>	8	4	- 1 - 2
<b>Short Range</b>	4	2	- 2





- Vessel entangled with the one which burns: roll a **Die** during the test phase of the first game turn: - 1 - 2 → it takes fire in turn.
- On a captured vessel, the fire goes on. Continue testing to put it out. The vessel may end up sinking.

♦ **RUDDER**



If the rudder is damaged, place a token : the vessel drifts in the previous direction by 1/2, 1, or 1+1/2 (depending of the strength of the wind) as long as it is not repaired.

Multiple tokens  may be cumulated (more important damages).





In the **RUDDER** test, a successful test succeeds in repairing the rudder completely (remove all tokens  at the same time).

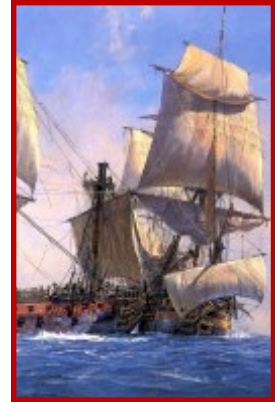
Fighting the fire is always a priority.

## 4. ENCOUNTER BETWEEN 2 VESSELS



### COLLISION, AVOIDANCE, BREAKING FREE





♦ **BASE CONTACT:** A vessel which risks touching another one by the base during its next move stay put while a COLLISION test is performed (see below).

- If the test indicates « **VIOLENT COLLISION** »: the 2 vessels keep the orientation they had at the time of contact, the boarded vessel is pushed by **1/2** (1 in.) in the direction the boarding vessel is moving; place a token  between the 2 vessels + a token  on the tackling vessel + a token  on the tacked vessel. Damages: see table below.
- If the test indicates « **LIGHT COLLISION** » the moving vessel hits the other vessel and « slides » along it in the direction of the wind. It then stops moving during this game turn. Damages: see table below.
- If the test indicates « **AVOIDANCE or BOARDING** » the moving vessel chooses between:
  - a successful **BOARDING**: it completes its move until the 2 vessels are in contact without changing orientation. Place a token .
  - an **AVOIDANCE** of the other vessel in the direction it desires: it passes the other vessel from the front or the back of the latter.  
Only in this case it may keep moving and eventually try another boarding if it still has moving points available in this game turn.



A boarded vessel undergoes the boarding or, if it has not yet moved, may try to **BREAK FREE**.











♦ The **BREAK FREE TEST** (see below) is necessary to move away from the opposing vessel with which it is entangled or which would have passed a successful **BOARDING** test. If successful, it will count as 1 move and there will not be a **BOARDING**. A successful **BREAKING FREE** test does not suppress tokens  and .

- If the **BREAKING FREE** is not successful, token  stay in place. During the following turns it can be replaced by a token , without test, as soon as one of the vessels has no longer any token  or .
- **BREAKING FREE** is automatic without test, between two allied vessels.

♦ Executing a **BREAKING FREE** or an **AVOIDANCE** (once the test is successful):


Move the bow of the vessel in the direction of the wind (for a **BREAKING FREE** following a collision) **or in the direction desired by the captain** (for a **BREAKING FREE** following an **AVOIDANCE**) so that the next move does not cause a new collision (unless deliberate).

### COLLISION TEST Roll 1 DieCol




DieCol Faces	TYPE	DAMAGES	CONSEQUENCES
	<b>VIOLENT</b> → entangled	Hulls <sup>a</sup> and Masts <sup>a</sup>	<b>boarder: entangled</b>   <b>boarded: entangled</b>  + 
	<b>LIGHT</b>	2 points for each hull	<b>boarder: slides in dir. of wind + stop</b> <b>boarded: moves normally</b>
	<b>LIGHT or for GB: AVOIDANCE</b> 		
	choice: <b>AVOIDANCE</b> or <b>BOARDING</b>	<b>AVOIDANCE</b>  <b>BOARDING</b> 	<b>boarder turns<sup>b</sup>, moves</b> <b>boarder : fight</b> <b>boarded</b> <b>BREAKING FREE test</b> (if points available) <b>fight</b>

« **Ideal** » **boarding position**: If the 2 vessels are positioned in a way they can fire on each other and if the test is not satisfactory for the boarder, the result of the boarder test may not be taken into account and the **Die** rolled a 2<sup>nd</sup> time .

#### NEXT TURN


After a violent collision the vessels are entangled .

Each may wish to:

- ◊ break free → test
- ◊ board → as soon as  or  are removed, without test, place .

(breaking free is automatic for 2 allied vessels)

If after one turn of boarding fight there is no winner, everyone may wish to:

- ◊ break free → test
- ◊ carry on fighting .

<sup>a</sup> 2 pts minimum for each vessel (+ difference between rates).



1<sup>st</sup> ex: (1<sup>st</sup>rt) against (4<sup>th</sup>rt) → 2 pts (1<sup>st</sup>rt), 2+3 pts (4<sup>th</sup>rt) || 2<sup>nd</sup> ex: (2<sup>nd</sup>rt) against (4<sup>th</sup>rt) → 2 pts (2<sup>nd</sup>rt), 2+2 pts (4<sup>th</sup>rt)

<sup>b</sup> in the desired direction, just enough to avoid the other vessel during the next move (and advance if it has enough moving points) .

### BREAK FREE TEST


Roll 1 Die

To try to separate 2 entangled or boarding vessels (once per turn).

**+ 1** (GB, USA: **+1,+2**) → **successful test**, remove tokens  or .

If breaking free is successful in case of boarding, - 1 to **BOARDING** capacity for the vessel one broke free from (some of its sailors did not have time to get back on board).

## BOARDING

- ◆ A vessel which succeed in BOARDING test (see p.14) remains in base contact with its opponent, in the position it held at contact time. Place 1 token . If multiple boardings are executed during the same turn, start with the one the farthest from the origin of the wind.
- ◆ A vessel may trigger only one BOARDING per turn, but if it is attacked by multiple vessels, it may fight off multiple vessels in one turn (1 / turn / vessel)
- ◆ BOARDING and FIRING: allowed within the same turn. If a FIRING is done at the same time as a BOARDING → results for FIRING / 2. The vessels (boarder, boarded) will be able to fire or not depending of their relative position (see p.10).
- ◆ BOARDING may not be initiated during gale wind but the vessels already entangled remain entangled. If BOARDING started before the gale wind, it continues.

## BOARDING MELEE







- ◆ **TERMS: ATTacker and DEFender add their BOARDING points :**

1 <sup>st</sup> rt / 2 <sup>nd</sup> rt / 3 <sup>rd</sup> rt / 4 <sup>th</sup> rt	8 / 7 / 5 / 4 pts	1 / 2 / 3 / 4 decks	+1 / 2 / 3 / 4 pts
Vessels with + / – BOARDING capacity losses	– 1 / + 1 pt	Admiral Vessel / Against Ad.V.	+ 1 / - 1 pt
/ support / suffered support (by boarding or FIRING)	+ 1 / - 1 pt	Superior / Inferior MORALE	+ 1 / - 1 pt
/ Vessel on fire, shot hole, fallen mast, no rudder, captain killed, Cder in Chief missing	– 1 pt	GB, FRA, SPA, USA (Marines)	+ 2 pts

### ◆ RESULTS:

- ▶ Each ship suffers 1 loss in its BOARDING capacity by increment of 5 BOARDING points of the weakest.
- ▶ Then the strongest rolls as many **DieB (Die B**oarding) as the difference between the 2 vessels boarding points. The number of successful **DieB** adds to the losses of the weakest.
- ▶ More than 3 losses in the turn: the captain is killed.  
If Commander in Chief is present, re-roll 1 **DieB**: if the loss symbol comes out → Commander in Chief is killed.

### ◆ CONSEQUENCES:

- ▶ **During the melee, if its BOARDING capacity reaches 0 \***, **the vessel surrenders**: place a flag  on it.  
The winner:
  - takes ownership of the vessel (2 turns w/o move). Tokens  on winner and defeated.
  - the prize crew may never fire.
  - – 1 to its BOARDING capacity if of lower rate.
- ▶ A vessel in base contact with a friendly vessel may transfer BOARDING capacity points to it but not on a captured vessel.
- ▶ If **both vessels** reach a BOARDING capacity= 0, they break free and move during the next turns with a RETREAT flag .
- ▶ If the  Commander in Chief vessel is captured, roll a **Die** to find out if he has been captured (**Die = – 1 – 2**)
- ▶ A captured vessel may be recaptured by the original camp: the latter will have to be successful with its boarding test but there will be no melee and no token  will be placed.
- ▶ A capture  vessel may always be scuttled.

\* Note: The winner may not have more losses than the defeated.

*defeated vessel w/BOARDING capacity = 2, suffers 2 losses in the last melee.*

*winning vessel w/BOARDING capacity = 7, suffers 3 losses → brought back to 2.*

Ex: {



## VESSEL LOSS

(recap)

### A vessel may sink in the following conditions:

- ▶ If it suffered too many damages by FIRING or COLLISION: it will be scuttled if all the « mast » boxes are checked in its individual form as well as all the « hull » boxes up to boxes 1, 2, 3, 4 corresponding to its rate.
- ▶ If a shot hull is not plugged in time.
- ▶ If it explodes.
- ▶ If it is scuttled by the boarding crew.
- ▶ In case of serious run aground.


### A vessel may be captured in the following conditions:

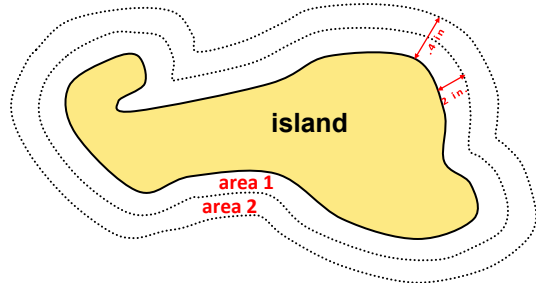
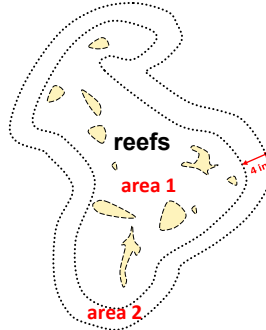
- ▶ During a boarding when its BOARDING capacity is down to 0.
- ▶ Following a successful SURRENDER test.
- ▶ If its 3 capacities are reduced to 0 and the enemy is in base contact.



## SPECIAL CASES

### ISLANDS, REEFS AND SHOALS

- ◆ A vessel (1<sup>st</sup>, 2<sup>nd</sup>, 3<sup>rd</sup> rate) getting close to an island, a reef area or a shoal will have to test the sea depth (area 1, 2) and reduce its displacement by 1/3. It may be stranded (see test on the right). Eventually place a token .
- ◆ If it wants to pass over the shoal, it will have to test that it goes through the area at each turn.



RUN AGROUND TEST		
2 Dice cumulated		
	area 1	area 2
failed test	- 2 - 3 - 4	- 3 - 4

- ◆ An island obstructs the line of fire of a vessel (between the 2 mainmasts).
- ◆ A vessel of 4<sup>th</sup> rate (or a frigate) will test by adding +1 to the 2 **Dice cumulated**.
- ◆ If the foremost vessel of a formation executes a successful run aground test, the following vessels do not need to pass it.
- ◆ If the vessel run aground, it will stay idle and will immediately suffer a damage of 4 points on the hull and 4 points on the masts. It will still be able to fire w/o moving with **BROADSIDE - 2** (temporary, until refloated).
- ◆ If run aground on the coast, the vessel is wrecked and considered lost.
- ◆ If run aground in area 1 or 2, the vessel will stay idle until the end of the turn. At the beginning of the next turn, it will try to be refloated with the test on the right, to be done at the 1st displacement touching the risk area, once per turn, but a 2nd time if it touches another risk area.

REFLOATING TEST	
2 Dice cumulated	
+1 +2 +3 +4	refloated, may move
0 - 1 - 2	—
- 3 - 4	stranding worsens

The captain will be allowed to decide to jettison some guns overboard to lighten the ship: - 1 **BROADSIDE** → a 0 makes refloating successful  
 - 2 **BROADSIDE** → 0 or - 1 makes refloating successful

Worsening of the run aground: loss of 5 additional hull points. Redo the test at the next turn.

### COASTAL BATTERY

A coastal battery, like a vessel, corresponds to a given budget (see vessel cost p.21).




#### ◆ FIRING from a COASTAL BATTERY:

Unless in a special scenario, it fires normal roundshots for 6 turns and red hot shots starting at the 7th turn.

The accuracy bonus is included in the battery STRENGTH capacity. It can fire up to 70° on each side.

The additional risks are applied on the targets in addition to the risks specific to the firing of red hot shots.

Risks specific to red hot shot firing:

- Except at long range, each result starts a fire on the vessel hit on a **Die = 0 - 1 - 2** (token ).
- The firing consequences are the same as in the base rule: 2 hull points and 2 mast points lost per token  and test of major vessel fire starting at 3 tokens .

Its line of fire may be blocked by  an island or a vessel.

#### ◆ FIRING against a COASTAL BATTERY:

It may suffer some losses because of enemy vessel firing. Check the damage points on the individual form for the battery, same as for a vessel; its fire power will be reduced accordingly.

The risk of fire due to the burst of a gun following a firing incident will not be taken into account.

Additional risk: only **BOARDING** (= **GARRISON**) - 1 will be taken into account.

Special additional risk: explosion of the stock of powder. For each case , execute the following test:



EXPLOSION TEST	
2 Dice cumulated	
Die	+2, +1, 0, - 1 → no additional damage
	- 2 → the powder magazine explodes, the battery is out of commission



## COASTAL BATTERY ASSAULT

- ◆ By approaching at « Short Range » distance, a vessel can land troops to try to capture a coastal battery (multiple vessels may attack the same battery during 1 turn but only one after the other).

The troops sent by each vessel are taken out of the BOARDING capacity and the eventual losses will be subtracted to the vessel BOARDING capacity for future fights.

Troops are landed during the turn where the vessel comes at short range. They will be able to launch the assault during the following turn (§ BOARDING).

For a coastal battery assault, use the same type of resolution as for boarding melee:




- ◆ **TERMS:** ATT and DEF add their BOARDING points:

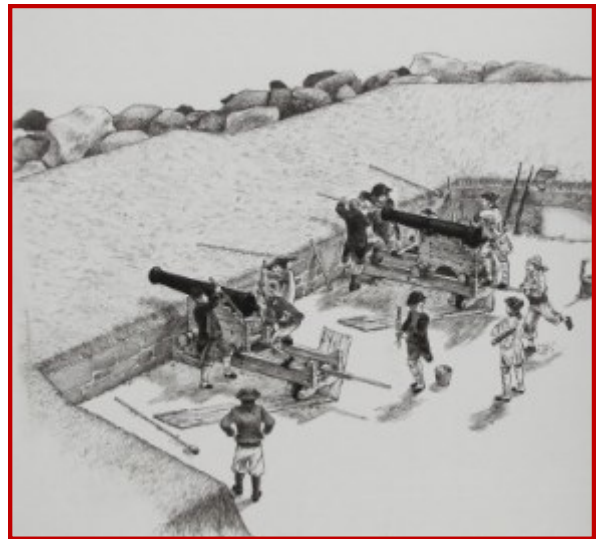
<b>VESSEL 4<sup>th</sup> / 3<sup>rd</sup> / 2<sup>nd</sup> / 1<sup>st</sup> rate</b>	<b>4 / 5 / 7 / 8 pts</b>	<b>/ support / suffered support (FIRING or BOARDING)</b>	<b>-1 / +1 pt</b>
<b>BASTION / MORTELLO TOWER / CITADEL or FORT</b>	<b>5 / 10 / 16 pts</b>	<b>/ Vessel on fire, shot hole, fallen mast, no rudder, Captain killed, absent Cder In Chief</b>	<b>-1 pt</b>
		<b>MORALE superior / inferior</b>	<b>+1 / -1 pt</b>
<b>Unit with + / - losses in BOARDING or GARRISON capacity</b>	<b>-1 / +1 pt</b>	<b>GB, FRA, SPA, USA (Marines)</b>	<b>+ 2 pts</b>

### ◆ RESULTS:

- Each camp suffers 1 loss in its BOARDING capacity in increment of 5 BOARDING (or GARRISON) points of the weakest.
- Then the strongest rolls as many **DieB (Die Boarding)** as the difference between the 2 camps boarding points.
- The number of successful **DieB** adds to the losses of the weakest.

### ◆ CONSEQUENCES:

- If the GARRISON capacity gets down to 0, the battery surrenders; place a flag .
- If the BOARDING capacity of a vessel = 0, the vessel stays put for 1 turn and moves away during the following turn.



**SPECIFIC RULES FOR FRIGATE FIGHT**



As is customary for all navies, frigates nearly never fought against vessels. If however a fight was to happen, vessels and frigates would apply the rules specific to each.

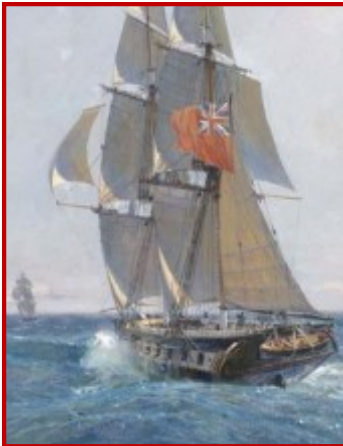
**Maximum NUMBER OF DISPLACEMENTS during a movement**

Frigate attitude toward the wind ↓	Calm	Gentle Breeze	Fresh Breeze / Gale	Strong Breeze
Before the wind	0	2	3	4
Quarter	0	3	4	5
By the wind	0	1	2	3
Into the wind	0	1/2	1/2	1/2



**FIRING RESULTS**

BROADSIDE + STRENGTH						
+ modifier for DISTANCE, RAKING FIRE and RANDOM DIE						
2 - 3	4 - 8	9 - 12	13 - 15	16 - 17	18 - 19	20 - 22
0	1	2	3	4	5	6



♦ **ADDITIONAL RISKS:**

→ +1 DieRi    → +2 DieRi

**DieRi** → shot hole / vessel on fire / damaged rudder / + 2 damage pts on masts / + 2 damage pts on hull / - 1 to BOARDING capacity  
(see p.20: details on die results)

**FIRING EFFECTS**

Initial broadside → + 2

♦ **MASTS**

Every 6 hits on masts → 1 mast falls.

♦ **HULL**

<b>OCCURRENCE OF A SHOT HOLE</b> 	Shot hole if Die =
	- 1 - 2




**BOARDING**

♦ Number of BOARDING points due to rate = 2

♦ Number of decks = 1

**REPAIR POINTS** : same computation but divided by 3 (rounded upper)

## TOKENS AND FLAGS MEANING

	<p>Broken mast. Speed is reduced by 1/3 per token. The token is placed on the vessel on the side where the mast falls, pushed by the wind. A token  is, in addition, put above token  because the mast and the sails obstruct the firing for 2 turns. If 3 x  → drifts downwind.</p>
	<p>Vessel on fire. Tested at each turn. Multiple tokens  may be cumulated (damages more important).   → -1/3 in speed, results of FIRING /2 for each token, no BOARDING    → same + drifting    → same + explosion test for the vessel.</p>
	<p>Shot hole token. Leaking tested each turn. Several of these tokens may be cumulated (→ shot hole more important). Only one may be removed each turn (the + dangerous). If there is a fire on the same vessel, the crew first fights the fire before plugging the shot hole. -1/3 in speed.          On the vessel form, this symbol only indicates the <u>eventuality</u> of a shot hole (see test p.13)</p>
	<p>Damaged rudder. The vessel is adrift along the previous direction. Tested each turn. Multiple tokens of this type may accumulate (more important damages). Remove all tokens  at once if the repair test is successful. If a fire occurs on the same vessel, this fire is being fought before the rudder is being repaired.</p>
	<p>Vessels entangled during a violent collision. The vessel responsible for the collision gets a token , the other vessel a token  in addition to the losses due to the collision. Adrift downwind. Separation test (unless it is a friend, automatic) or BOARDING when the last  has been removed.</p>
 	<p>The vessel may not execute any BOARDING. It may fire with FIRING results /2. During a BOARDING melee, in case of victory, it will have to wait until it no longer has this token to take ownership of the defeated vessel.          All along the game, the  is replaced by  at the next turn then is suppressed at the following turn.</p>
	<p>Captain killed. Multiple « captains » may be killed in succession (lieutenants,...).</p>
	<p>Indicates the FIRING of a BROADSIDE. To be put against the base of the vessel which fires, and removed after the firing. If this is support FIRING, the token will be placed, after the firing, on the target vessel to help counting the BOARDING points.</p>
	<p>The grapples are hooked and BOARDING melee will occur at the end of the turn.</p>
	<p><i>(flag)</i> The vessel has 1 of its capacities (MASTS, BOARDING or BROADSIDE) = 0, it therefore has a WITHDRAW morale: it tries to break from the fight and escape until nightfall. It may however <u>defend itself</u> if it is attacked by FIRING or BOARDING.</p>
	<p><i>(flag)</i> The vessel has a critical morale (ROUT): it tries to break from the fight and escape. If it is in base contact with an enemy vessel it immediately executes a <u>surrender test</u>.</p>
	<p><i>(flag)</i> The vessel strikes its colors and surrenders. Place a token  on the 2 vessels. After 2 turns, the vessel which was taken may try to escape until nightfall. It may not fire.</p>
	<p><i>(on the individual form of the vessel)</i> : loss of 1 point of BROADSIDE capacity.</p>
	<p><i>(on the individual form of the vessel or a Die face)</i> : loss of 1 point of BOARDING capacity.</p>
	<p><i>(on the individual form of the vessel)</i> Indicates the moment when a vessel is likely to sink. If it is hit, the additional damages are reported on the remaining masts. If, in addition, all the masts are destroyed, it may not be repaired and is scuttled.          At the beginning of the game, all the boxes to the right of the number showing the rate could be checked in advance.</p>
	<p>Signal not or badly received. The vessel will have to re-test next turn.</p>
	<p>Aground or anchored. Does not move whatever the wind is. Benefits from + 3 bonus of FIRING stability.</p>

## KIT CONTENT



- ◆ Some figurines of vessels at 1 / 1200th attached on bases Langton: 84x38 (1<sup>st</sup> rate) 74x38 (2<sup>nd</sup> et 3<sup>rd</sup> rates) 66x38 (4<sup>th</sup> rate) , in mm




- ◆ **DieWind** 6 faces :  
strength +1, strength -1, +1 wind compass point, -1 wind compass point, calm/gale wind, mist



- ◆ 1 **Die** : -2, -1, 0, +1, +1, +2



- ◆ **DieMR** (Musket Range), 6 faces :  
1x (nothing), 1x (nothing but **ANG** re-roll), 1x (2 damage pts on masts ) , 1x (captain killed),  
2x (- 1 **BOARDING** capacity)






- ◆ **DieCol** (Collision), 6 faces :  
(entangled), (light collision), (light collision but **ANG**: avoidance),  
3 x (avoidance or boarding)



- ◆ **DieB** (Boarding), 6 faces :
  - 1 x (1 loss for the weakest), 5 x (nothing)



- ◆ 1 **DieRi** (additional Risks), 6 faces:
  - **Vessel on Fire**  (to be confirmed) (+ confirmation ●)
  - - 1 **BOARDING** capacity  (to be confirmed but **ANG** ●)
  - **damaged rudder**  (+ confirmation ●)
  - **shot hole**  (to be confirmed)
  - **2 damage**  on masts (+ confirmation ●)
  - **2 damage pts on hull**  (+ confirmation ●)

For the faces with mention « to be  confirmed » re-roll **Die**, if a symbol ● shows up, apply the damage, otherwise nothing.

Ex: 1st Die roll:  → re-roll Die: if  or  or  → shot hole (6 tours ± **Die**), otherwise nothing.



- ◆ A wind indicator, available in the site appendixes, printed on heavyweight paper (190g min), pierced with an axis (flat head nail with spike facing upward)
- ◆ Various tokens (p.19), 4 turning-aids (p.7), 1 firing-aid (p.10)

The tokens may be downloaded for free from [www.manowar1800.jimdo.com](http://www.manowar1800.jimdo.com) and printed on heavyweight paper or glued on thick cardboard.



### Damage or loss probability:

<b>DieRi</b>		<b>DieB</b>	
On Fire	11 %	Loss of the weakest	16 %
Rudder	17 %	Nothing	84 %
Shot Hole	11 %	<hr/>	
Masts	17 %	<b>DieMR</b>	
Boarding	11 %	- 1 <b>BOARDING</b> cap.	33 %
Hull	17 %	Captain killed	17 %
Nothing	16 %	Masts	17 %
		Nothing	33 %



# CAPACITIES and BUDGET for the vessels



3 capacities characterize a vessel: **BROADSIDE**, **BOARDING**, **MASTS** together with the **STRENGTH** of its artillery.

- Capacity **BROADSIDE** represents the number of guns it can use. It decreases as the losses it suffers increases.
- Capacity **BOARDING** represents its strength in melee combat (attack or defence).
- Capacity **MASTS** represents the status of its masts which has an impact on its displacement capability.

The **STRENGTH** of its artillery takes into account the caliber of its guns but also the training and accuracy of the gunners. It stays constant during the whole battle.

(The stability of a coastal battery is taken into account in the **STRENGTH**)


Other factors impact the budget of a vessel (see below).

<b>COMPUTING THE BUDGET OF A VESSEL</b>						
<b>(BROADSIDE + STRENGTH + BOARDING + MASTS + Base Morale + Resistance + Maneuver + Marines) X 3</b> <b>= TOTAL</b>						
Adjustments to <b>TOTAL</b> :						
<u>Citadel/Fort</u> <b>TOTAL + 50</b>	<u>Mortello Tower/Redoubt</u> <b>TOTAL</b>	<u>1<sup>st</sup> rate</u> <i>(if 4 decks: +5)</i> <b>TOTAL + 25</b>	<u>2<sup>nd</sup> rate</u> <i>(if 3 decks: +5)</i> <b>TOTAL + 10</b>	<u>3<sup>rd</sup> rate</u> <b>TOTAL</b>	<u>4<sup>th</sup> rate</u> <b>TOTAL - 5</b>	<u>5<sup>th</sup> rate (frigate)</u> <b>TOTAL - 10</b>
Bad Sailing Vessel: <b>- 10%</b> <i>(rounded up)</i> Slow Vessel: <b>- 20%</b> <i>(rounded up)</i>						
<b>BUDGET = Modified TOTAL / 2</b> <i>(rounded up)</i>						


*Ex: French Vessel **Invincible** 120 guns (1<sup>st</sup> rate) :*  
 12 for **BROADSIDE**, 10 for **STRENGTH**, 5 for **MASTS**, 13 for **BOARDING**, 2 for Base **MORALE**, 0 for **Resistance**, 1 for **Maneuver**, 1 for **Marines**,  
 total 44, 44 x 3 = 132  
 132 + 25 (1<sup>st</sup> rate) = 157  
 → Vessel Budget: 157 / 2 = **79**

*Ex: British Frigate **Arethusa** 38 guns (5<sup>th</sup> rate):*  
 4 for **BROADSIDE**, 6 for **STRENGTH**, 2 for **MASTS**, 4 for **BOARDING**, 3 for Base **MORALE**, 2 for **Resistance**, 4 for **Maneuver**, 2 for **Marines**,  
 total 27, 27 x 3 = 81  
 81 - 10 (5<sup>th</sup> rate) = 71  
 → Vessel Budget: 71 / 2 = **36**


<b>RATE</b>	<b>1<sup>st</sup> rate</b>	<b>2<sup>nd</sup> rate</b>	<b>3<sup>rd</sup> rate</b>	<b>4<sup>th</sup> rate</b>	<b>5<sup>th</sup> rate (frigates)</b>
Number of guns	<b>130 → 100</b>	<b>98 → 80</b>	<b>78 → 70</b>	<b>68 → 50</b>	<b>46 → 24</b>
	<i>4 / 3 decks</i>	<i>3 / 2 decks</i>	<i>2 decks</i>	<i>2 decks</i>	<i>1 deck</i>

	Base Morale : + 2 Marines: + 1	construction: + 0 maneuver: + 1			
<b>FRANCE</b>					
guns Bad sailing vessel <input type="checkbox"/> Slow <input type="checkbox"/>	<b>BROADSIDE</b>	<b>STRENGTH</b>	<b>BOARDING</b>	<b>MASTS</b>	<b>BUDGET</b>


120	12	10	13	5	79
<input type="checkbox"/> 120	"	"	"	"	71
110	11	9	11	5	73
104	10	9	10	5	70
80	8	9	9	5	58
74	7	7	9	5	48
<input type="checkbox"/> 74	"	"	"	"	43
64	6	5	7	5	38
<input type="checkbox"/> 64	"	"	"	"	34
<input type="checkbox"/> 56	5	5	5	5	30
<input checked="" type="checkbox"/> 56	"	"	"	"	27
40	4	5	5	2	25
38	4	3	4	2	21
32	3	3	3	2	18

	Base Morale : + 3 Marines: + 2	construction: + 1 maneuver: + 3			
<b>GB</b>					
guns Bad sailing vessel <input type="checkbox"/> Slow <input type="checkbox"/>	<b>BROADSIDE</b>	<b>STRENGTH</b>	<b>BOARDING</b>	<b>MASTS</b>	<b>BUDGET</b>


<input type="checkbox"/> 120	12	11	12	5	77
<input type="checkbox"/> 110	11	10	10	5	72
104	10	10	9	5	77
100	10	10	10	5	79
<input type="checkbox"/> 100	"	"	"	"	71
98 (3d)	9	10	9	5	68
<input type="checkbox"/> 98 (3d)	"	"	"	"	61
<input type="checkbox"/> 90 (3d)	9	10	8	5	60
80	8	10	8	5	65
74 (L)	7	9	8	5	57
74	7	8	8	5	56
<input type="checkbox"/> 74	"	"	"	"	50
<input checked="" type="checkbox"/> 74	"	"	"	"	44
64	6	6	6	5	46
<input type="checkbox"/> 64	"	"	"	"	43
<input checked="" type="checkbox"/> 64	"	"	"	"	38
50	5	6	5	5	43
<input type="checkbox"/> 50	"	"	"	"	38
<input checked="" type="checkbox"/> 50	"	"	"	"	34
38	4	6	4	2	33
36	4	4	3	2	28
32	3	4	3	2	27

	Base Morale : + 1 Marines: + 1	construction: + 1 maneuver: - 2			
<b>SPAIN</b>					
guns Bad sailing vessel <input type="checkbox"/> Slow <input type="checkbox"/>	<b>BROADSIDE</b>	<b>STRENGTH</b>	<b>BOARDING</b>	<b>MASTS</b>	<b>BUDGET</b>

<input type="checkbox"/> 130	13	9	12	5	68
112	11	8	11	5	67
<input type="checkbox"/> 112	"	"	"	"	60
100	10	8	9	5	62
<input checked="" type="checkbox"/> 94	9	7	9	5	41
80	8	7	9	5	50
74	7	6	8	5	41
<input type="checkbox"/> 74	"	"	"	"	36
<input checked="" type="checkbox"/> 68	6	4	7	5	26
64	6	4	6	5	31
<input type="checkbox"/> 60	5	3	4	5	22
40	4	2	4	2	15
34	3	2	3	2	12
24	2	1	3	2	9

	Base Morale : + 1 Marines: + 0	construction: - 1 maneuver: - 1			
<b>RUSSIA</b>					
guns Bad sailing vessel <input type="checkbox"/> Slow <input type="checkbox"/>	<b>BROADSIDE</b>	<b>STRENGTH</b>	<b>BOARDING</b>	<b>MASTS</b>	<b>BUDGET</b>


100	10	8	9	5	59
<input type="checkbox"/> 100	10	8	9	5	53
80	8	7	8	5	46
74	7	6	8	5	38
<input type="checkbox"/> 74	"	"	"	"	34
<input checked="" type="checkbox"/> 74	"	"	"	"	30
66	6	4	6	5	28
<input type="checkbox"/> 66	"	"	"	"	25
<input checked="" type="checkbox"/> 66	"	"	"	"	22
46	4	3	4	2	13
32	3	3	3	2	10
<input type="checkbox"/> 32	"	"	"	"	9

 Base Morale : 0 construction: - 1  
Marines: - 2 maneuver: +1

**VENICE**

guns	BROADSIDE	STRENGTH	BOARDING	MASTS	BUDGET
Bad sailing vessel <input type="checkbox"/>					
Slow <input type="checkbox"/>					


<input type="checkbox"/> 74	7	6	8	5	32
<input type="checkbox"/> 70	6	5	7	5	28
<input checked="" type="checkbox"/> 70	"	"	"	"	25
<input type="checkbox"/> 56	5	4	6	5	22
<input type="checkbox"/> 32	3	2	3	2	6

 Base Morale : 0 construction: + 0  
Marines: - 1 maneuver: - 1

**SWEDEN**

guns	BROADSIDE	STRENGTH	BOARDING	MASTS	BUDGET
Bad sailing vessel <input type="checkbox"/>					
Slow <input type="checkbox"/>					

74	7	6	8	5	36
62	6	4	6	5	26
<input type="checkbox"/> 62	"	"	"	"	23
<input checked="" type="checkbox"/> 62	"	"	"	"	21
44	4	4	4	2	13
40	4	3	3	2	10

 Base Morale: +3 construction: +1  
Marines: +2 maneuver: +3

**UNITED STATES**


guns	BROADSIDE	STRENGTH	BOARDING	MASTS	BUDGET
Bad sailing vessel <input type="checkbox"/>					
Slow <input type="checkbox"/>					

44	5	6	7	2	39
36	4	4	5	2	31
32	3	4	4	2	28

**COASTAL BATTERY**

guns	ARTILLERY (=BROADSIDE)	STRENGTH	GARRISON (=BOARDING)	BUDGET
------	------------------------	----------	----------------------	--------


30	10	14	20	91
<i>Citadel, Fort</i>				
10	5	14	10	44
<i>Mortello Tower</i>				
6	3	14	4	32
<i>Redoubt</i>				

 Base Morale : 0 construction: - 1  
Marines: - 1 maneuver: - 1

**PORTUGAL**

guns	BROADSIDE	STRENGTH	BOARDING	MASTS	BUDGET
Bad sailing vessel <input type="checkbox"/>					
Slow <input type="checkbox"/>					


<input type="checkbox"/> 80	8	7	9	5	40
74	7	6	8	5	35
<input type="checkbox"/> 74	"	"	"	"	31
<input checked="" type="checkbox"/> 74	"	"	"	"	28
64	6	4	6	5	25
<input type="checkbox"/> 64	"	"	"	"	22
<input checked="" type="checkbox"/> 64	"	"	"	"	20
40	4	2	3	2	7
<input type="checkbox"/> 40	"	"	"	"	6
36	3	2	3	2	6

 Base Morale : 0 construction: + 0  
Marines: - 1 maneuver: - 1

**NAPLES**

guns	BROADSIDE	STRENGTH	BOARDING	MASTS	BUDGET
Bad sailing vessel <input type="checkbox"/>					
Slow <input type="checkbox"/>					


<input type="checkbox"/> 74	7	5	7	5	30
<input checked="" type="checkbox"/> 74	"	"	"	"	26
<input type="checkbox"/> 64	6	4	6	5	23
<input checked="" type="checkbox"/> 64	"	"	"	"	21
40	4	3	4	2	12
24	2	1	3	2	4

 Base Morale : +2 construction: - 1  
Marines: +0 maneuver: +2


**NETHERLANDS**

guns	BROADSIDE	STRENGTH	BOARDING	MASTS	BUDGET
Bad sailing vessel <input type="checkbox"/>					
Slow <input type="checkbox"/>					

80	8	8	9	5	55
74	7	7	8	5	47
68	6	6	8	5	40
64	6	5	7	5	37
54	5	4	6	5	32
<input type="checkbox"/> 54	"	"	"	"	29
<input type="checkbox"/> 44	4	4	4	2	18
<input checked="" type="checkbox"/> 44	"	"	"	"	16
36	3	3	3	2	16


 <b>TURKEY</b>					
Base Morale : <b>0</b> construction: <b>+0</b> Marines: <b>-1</b> maneuver: <b>-1</b>					
<b>guns</b> Bad sailing vessel <input type="checkbox"/> Slow <input type="checkbox"/>	<b>BROADSIDE</b>	<b>STRENGTH</b>	<b>BOARDING</b>	<b>MASTS</b>	<b>BUDGET</b>

<b>120</b>	12	7	12	5	<b>64</b>
<b>84</b>	8	6	10	5	<b>46</b>
<input type="checkbox"/> <b>84</b>	"	"	"	"	<b>42</b>
<input checked="" type="checkbox"/> <b>84</b>	"	"	"	"	<b>36</b>
<b>74</b>	7	5	9	5	<b>36</b>
<input type="checkbox"/> <b>74</b>	"	"	"	"	<b>32</b>
<input checked="" type="checkbox"/> <b>74</b>	"	"	"	"	<b>29</b>
<b>66</b>	7	4	7	5	<b>29</b>
<input type="checkbox"/> <b>58</b>	6	4	7	5	<b>25</b>
<input type="checkbox"/> <b>54</b>	6	4	6	5	<b>23</b>
<b>50</b>	5	4	6	5	<b>25</b>
<b>40</b>	4	3	4	2	<b>12</b>
<b>32</b>	3	2	3	2	<b>7</b>


 <b>DENMARK</b>					
Base Morale : <b>+1</b> construction: <b>-1</b> Marines: <b>+0</b> maneuver: <b>+1</b>					
<b>guns</b> Bad sailing vessel <input type="checkbox"/> Slow <input checked="" type="checkbox"/>	<b>BROADSIDE</b>	<b>STRENGTH</b>	<b>BOARDING</b>	<b>MASTS</b>	<b>BUDGET</b>

<b>90</b>	9	7	10	5	<b>53</b>
<b>80</b>	8	7	10	5	<b>52</b>
<b>74</b>	7	6	9	5	<b>42</b>
<b>70</b>	7	5	8	5	<b>39</b>
<b>64</b>	6	5	7	5	<b>34</b>
<input type="checkbox"/> <b>60</b>	6	4	6	5	<b>28</b>
<b>50</b>	5	4	5	5	<b>28</b>
<b>40</b>	4	4	4	2	<b>18</b>
<b>36</b>	3	2	3	2	<b>12</b>

**Special features for 1765 - 1790 period**

 <b>GB</b>					
Base Morale : <b>+2</b> construction: <b>+1</b> Marines: <b>+1</b> maneuver: <b>+3</b>					
<b>guns</b> Bad sailing vessel <input type="checkbox"/> Slow <input checked="" type="checkbox"/>	<b>BROADSIDE</b>	<b>STRENGTH</b>	<b>BOARDING</b>	<b>MASTS</b>	<b>BUDGET</b>

<b>100</b>	10	11	10	5	<b>77</b>
<input type="checkbox"/> <b>100</b>	"	"	"	"	<b>69</b>
<b>74 (L)</b>	7	9	9	5	<b>55</b>
<b>74</b>	7	8	8	5	<b>52</b>
<input type="checkbox"/> <b>74</b>	"	"	"	"	<b>47</b>
<input checked="" type="checkbox"/> <b>74</b>	"	"	"	"	<b>41</b>
<b>64</b>	6	6	6	5	<b>42</b>
<input type="checkbox"/> <b>64</b>	"	"	"	"	<b>38</b>
<input checked="" type="checkbox"/> <b>64</b>	"	"	"	"	<b>33</b>
<b>50</b>	5	6	5	5	<b>39</b>
<input type="checkbox"/> <b>50</b>	"	"	"	"	<b>35</b>
<input checked="" type="checkbox"/> <b>50</b>	"	"	"	"	<b>31</b>
<b>38</b>	4	6	4	2	<b>29</b>
<b>36</b>	4	4	3	2	<b>25</b>
<b>32</b>	3	4	3	2	<b>23</b>

 <b>FRANCE</b>					
Base Morale : <b>+2</b> construction: <b>+0</b> Marines: <b>+1</b> maneuver: <b>+3</b>					
<b>guns</b> Bad sailing vessel <input type="checkbox"/> Slow <input checked="" type="checkbox"/>	<b>BROADSIDE</b>	<b>STRENGTH</b>	<b>BOARDING</b>	<b>MASTS</b>	<b>BUDGET</b>


<b>120</b>	12	11	13	5	<b>83</b>
<input type="checkbox"/> <b>120</b>	"	"	"	"	<b>74</b>
<b>110</b>	11	10	11	5	<b>77</b>
<b>104</b>	10	10	10	5	<b>74</b>
<b>80</b>	8	10	10	5	<b>63</b>
<input type="checkbox"/> <b>74</b>	7	8	9	5	<b>52</b>
<b>74</b>	"	"	"	"	<b>47</b>
<input type="checkbox"/> <b>64</b>	6	6	7	5	<b>42</b>
<input type="checkbox"/> <b>64</b>	"	"	"	"	<b>38</b>
<input checked="" type="checkbox"/> <b>56</b>	5	6	5	5	<b>34</b>
<b>56</b>	"	"	"	"	<b>30</b>
<b>40</b>	4	6	5	2	<b>29</b>
<b>38</b>	4	4	4	2	<b>25</b>
<b>32</b>	3	4	3	2	<b>22</b>

**Other rule modifications for this period:**

- BASE MORALE :** FRA → +6
- TAKING INTO THE WIND:** failed test GB & FRA → - 3 - 4
- MUSKET-RANGE:** GB doesn't re-roll **DieMR**
- ADDITIONAL RISKS:** GB no bonus on **DieRi**
- COLLISION:** GB no bonus on **DieCol**



### Special features for 1770-1790 period

		Base Morale: +2 construction: - 1 Marines: + 0 maneuver: +2				
<b>NETHERLANDS</b>		<b>BROADSIDE</b>	<b>STRENGTH</b>	<b>BOARDING</b>	<b>MASTS</b>	<b>BUDGET</b>
<b>guns</b>	Bad sailing vessel <input type="checkbox"/>					
Slow <input type="checkbox"/>						

74	7	8	9	5	48
68	6	7	8	5	41
64	6	6	7	5	38
54	5	5	6	5	33
<input type="checkbox"/> 44	4	5	4	2	20
<input type="checkbox"/> 44	"	"	"	"	18
36	3	4	3	2	18

Other rule modifications for this period:


**BASE MORALE** SPA & NTHL → +4

**TACKING INTO THE WIND**: failed test SPA, NTHL, GB & FRA: -3 -4

**MUSKET-RANGE**: GB doesn't re-roll **DieMR**

**ADDITIONAL RISKS**: GB no bonus on **DieRi**

**COLLISION**: GB keeps bonuses on **DieCol**


		Base Morale : + 2 construction: +2 Marines: + 1 maneuver: +1				
<b>SPAIN</b>		<b>BROADSIDE</b>	<b>STRENGTH</b>	<b>BOARDING</b>	<b>MASTS</b>	<b>BUDGET</b>
<b>guns</b>	Bad sailing vessel <input type="checkbox"/>					
Slow <input type="checkbox"/>						

<input type="checkbox"/> 130	13	9	12	5	73
112	11	8	11	5	73
<input type="checkbox"/> 112	"	"	"	"	66
100	10	8	9	5	68
<input type="checkbox"/> 94	9	7	9	5	48
80	8	7	9	5	56
74	7	6	8	5	47
<input type="checkbox"/> 74	"	"	"	"	42
<input type="checkbox"/> 68	6	4	7	5	30
64	6	4	6	5	37
<input type="checkbox"/> 60	5	3	4	5	27
40	4	3	4	2	22
34	3	2	3	2	18
24	2	1	3	2	15

average vessel count according to rates and nations

		1 <sup>st</sup> rate	2 <sup>nd</sup> rate	3 <sup>rd</sup> rate	4 <sup>th</sup> rate
FRANCE	%	10 <sup>120</sup> + 5 <sup>110</sup>	15 <sup>80</sup>	60 <sup>74</sup>	10 <sup>64+56</sup>
GB	%	5 <sup>120+110+100</sup>	15 <sup>98+90+80</sup>	45 <sup>74</sup>	25 <sup>64</sup> + 10 <sup>50</sup>
RUSSIA	%	15 <sup>100</sup>	5 <sup>80</sup>	50 <sup>74</sup>	30 <sup>66</sup>
SPAIN	%	20 <sup>130+112</sup>	5 <sup>80</sup>	60 <sup>74+70</sup>	15 <sup>68+64+60</sup>
NETHERLANDS	%	-	-	35 <sup>74</sup>	50 <sup>64</sup> + 15 <sup>56</sup>
SWEDEN	%	-	-	5 <sup>78</sup> + 10 <sup>74</sup>	85 <sup>62</sup>
PORTUGAL	%	-	10 <sup>84</sup>	50 <sup>74</sup>	40 <sup>64</sup>
UNITED STATES	%	-	-	-	-
VENICE	%	-	-	10 <sup>74</sup>	90 <sup>70</sup>
NAPLES	%	-	-	40 <sup>74</sup>	20 <sup>64</sup> + 40 <sup>50</sup>
TURKEY	%	5 <sup>120</sup>	10 <sup>84</sup>	55 <sup>74</sup>	30 <sup>52</sup>
DENMARK	%	-	5 <sup>90</sup> + 10 <sup>80</sup>	50 <sup>74</sup>	35 <sup>64</sup>

### Special features for 1793-1815 period

		Base Morale : + 0 construction: + 0 Marines: + 2 maneuver: + 0				
<b>FRANCE</b>		<b>BROADSIDE</b>	<b>STRENGTH</b>	<b>BOARDING</b>	<b>MASTS</b>	<b>BUDGET</b>
<b>guns</b>	Bad sailing vessel <input type="checkbox"/>					
Slow <input type="checkbox"/>						

120	12	10	13	5	76
<input type="checkbox"/> 120	"	"	"	"	68
110	11	9	11	5	70
104	10	9	10	5	67
80	8	9	9	5	55
74	7	7	9	5	45
<input type="checkbox"/> 74	"	"	"	"	41
64	6	5	7	5	35
<input type="checkbox"/> 64	"	"	"	"	32
<input type="checkbox"/> 56	5	5	5	5	27
<input type="checkbox"/> 56	"	"	"	"	24
40	4	5	5	2	22
38	4	3	4	2	18
32	3	3	3	2	15

Other rule modifications for this period:

**TACKING INTO THE WIND**: failed test FRA: - 1 - 2 - 3 - 4

**MUSKET-RANGE**: FRA re-roll **DieMR** as for GB

## COUNTRY SPECIFIC FEATURES

### Resistance + 2 GB:

Great Britain vessels construction was more robust to stand intense use on all the oceans of the world.

### Resistance + 2 Spain:

The construction of the Spanish vessels was inspired by the Royal Navy and had to meet the robustness requirements for reaching all parts of the colonial empire.

### Resistance - 1 Netherlands, Venice and Russia

The construction of the Dutch vessels was not as strong due to the use of less performant ship wood and the requirement to build « lighter » vessels given the shallow draught of the Dutch ports.

The construction of the Russian vessels was negatively impacted by the low quality of the ship wood used. These vessels did not last a very long time.

### Maneuver + 1, + 2, +3 ou + 4 for France , Netherlands, United States and Great Britain:

The British, American and Dutch sailors were superiorly trained, making it easier to succeed in complicated maneuvers (tacking in the wind, boarding, avoidance,...).

### Maneuver - 2 for Spain

For such an important Navy, true experienced sailors were rare in Spain. They were supplemented by landmen not accustomed to the sea who, although numerous on board, caused slow and random reactions to the orders given.

### Number of bad sailing vessels + or - important:

The French, Dutch, Swedish and Danish vessels offered better navigability and were faster due to the design of their lines and proportions leading to a net gain in speed and handling. It will therefore be logical but not mandatory to include, for example, more bad sailing vessels for Great Britain compared to France.

However, in order to take into account the copper bottom of hulls starting in 1770, there will need to be more bad sailing vessels for the French and the Spanish as they incorporated it later and slower than the British.

### Strength Capacity + or - important for the vessels of same rate depending on the nation:

This reflects the various calibers used, the training of the gunners and their accuracy (British and Americans were more performant than the other nations).

### Boarding Capacity + or - important for the vessels of same rate depending on the nation:

It reflects the + ou - large number of sailors aboard the vessels as well as their fighting capability.

### Different levels of base morale:

The British exhibited a better morale as they were conscious of their superiority at sea. The other levels of morale reflect the reluctance among the other nations to send their vessels sailing and fighting. These levels may of course be adjusted to the different historical periods (Seven Years War, American Independence War, British blockade of European ports, French Revolution period, etc...)

### Squadron Movement (p.8 - 9):

The British squadrons were better trained and therefore capable of innovative tactics in combat. The other nations would rather stay in line by lack of confidence in their captains capabilities. The British Commanders in Chief will therefore be able to give free rein to its captains sooner than those of other nations.

### Boarding Results (p.15):

+ 2 points are granted to the French, British, Spanish and Americans in the computing of BOARDING as they were the only ones to take on boarding troops (« fusiliers-marins », « marines », « tropa de marina »)

### Musket Range Performance (p.12):

Carronades (when they exist), musket fire and grenade throws are taken into account. The British and American carronades had a devastating effect far greater than those of the other countries. The French and Russian carronades were of medium quality, the others stand well below.

### Firing Accuracy

The British gunners were superiorly trained and therefore had much better firing results: the Strength of their vessels is therefore higher and the roll of the Die, during an Additional Risk, may be renewed.

### Note:

The characteristics given in the vessel lists relate to the period 1783 - 1792, they may be adjusted for other periods. It will therefore be necessary to change the modifiers in the paragraphs labelled: (PERiod)

The modifications for the period 1740 -1783 are indicated p.24, those concerning Spain and Holland for the period 1770 -1790, p.25 and those for the period 1793-1815, p.25.



(3d) → 3 decks

Launched	FRANCE	GB	SPAIN	RUSSIA
<b>1765</b>	90: Ville de Paris (3d), Royal Louis (3d) 80: Saint-Esprit (then Scipion) 74: Conquérant 64: Triton, Artésien, Vengeur, Roland 56: Flaman, Utile, Ferme, Bordelais	100: Victory (3d), Britannia (3d), Royal George (3d) 74: Warspite, Defence, Triumph, Monarch, Suffolk, Russell, Invincible, Canada, Bellona 50: Preston, Chatham, Romney	112: San Carlos (3d) 94: San Luis 74: San Genaro, Africa, Firme 70: Velasco, San Francisco de Asis 60: Astuto, Campeon, 74: San Genaro, Vencedor, Africa, Velasco, Vencedor, Oriente, Eolo, Serio, San Julian 70: San Pascual, San Juan Nepomuceno 68: America,	
<b>1766</b>	100: Bretagne (3d) (then Révolutionnaire) 80: Languedoc 74: Marseillais, Palmier	90: London (3d) 74: Albion, Magnificent, Robust, Dublin 64: St Albans, Europa, Asia	74: San Genaro, Vencedor, Africa, Velasco, Vencedor, Oriente, Eolo, Serio, San Julian 70: San Pascual, San Juan Nepomuceno 68: America,	
<b>1767</b>	74: Actif	74: Marlborough 50: Warwick	74: Santa Isabel, Magnanimo, Atlante	
<b>1768</b>	80: Couronne 74: César, Victoire, Bien-Aimé 64: Trident, Prudent, Raisonnable	90: Barfleur (3d) 74: Egmont 64: Trident, Prudent	80: San Vicente 74: San Isidro, Guerrero, Galicia 70: San Lorenzo, San Jose, San Francisco de Paula, San Augustin, Santo Domingo, San Rafael 68: Constante, Hercules, S.Pedro de Alcantara	
<b>1769</b>	64: Actionnaire	90: Queen 74: Royal Oak, Elisabeth 64: Worcester 50: Salisbury	140: Santísima Trinidad (4p) 80: San Nicola 74: Se Triunfante 68: Arroigante 64: Asia 60: Septentrion	
<b>1770</b>	74: Destin 64: Mars, Indien	74: Resolution, Triumph 64: Intrepid 50: Portland	74: Terrible, San Pedro Apostol 68: Espana 50: Peruono	
<b>1771</b>	64: Alexandre	74: Grafton, Valiant	74: San Pablo 70: San Joaquin	
<b>1772</b>	74: Fendant 64: Protée, Solitaire	90: Prince George (3d), Princess Royal (3d) 64: Monmouth	74: San Gabriel 70: San Juan Bautista	74: Isidor, Panteleimon,
<b>1773</b>	64: Eveillé	74: Conqueror	70: San Miguel	66: Asia, Amerkaa
<b>1774</b>	64: Brillant, Superbe	74: Hector, Vengeance, Cumberland 64: Nonsuch, Vigilant, Eagle 50: Centurion, Experiment, Isis, Renown	74: San Eugenio 70: Angel de la Guarda	66: Tyordyi, Sv Nikolai, Slava Rossii, Blagopoluchie, Khrabyi
<b>1775</b>	64: Sévère	74: Bedford, Sultan, Berwick 50: Bristol, Buffalo	60: San Ramon	
<b>1776</b>	64: Sphinx	74: Culloden 64: Ruby	70: San Damaso 64: San Isidoro, San Leandro	
<b>1777</b>	80: Auguste 74: Neptune, Annibal 64: Caton, Réflecti	98: Duke (3d) 90: Formidable (3d) 64: Lion, America		
<b>1778</b>	74: Héros, Hercule, Scipion, Pluton	74: Alfred, Alexander 50: Jupiter		

Launched	FRANCE	GB	SPAIN	RUSSIA
<b>1779</b>	110: Terrible, Royal Louis (3d) (then Républicain), Invincible 104: Ville de Paris (3d) 80: Triomphant 74: Magnanime, Illustre, Northumberland, Brave 64: Ajax, Jason	74: Edgar, Alcide, Montagu	112: Purissima Conception (3d) 70: San Justo 54: Minho	74: Konstantin
<b>1780</b>	110: Majestueux (3d) 74: Sceptre (then Convention, Marengo)	80: Gibraltar 74: Fortitude 64: Magnanime, Repulse 50: Leander	80: Fenix 74: Monarca 64: Castilla	66: Ne Tron'Menia, Sv Iannuarii, Sv Pobedonosets
<b>1781</b>	80: Couronne (then Ca Ira) 74: Argonaute, Pégase, Puissant, Alcide, Censeur	74: Goliath, Warrior 64: Agamemnon, Belliqueux, Anson, Sampson	68: San Felipe 64: Santo, Domingo 60: San Julian	66: Sviatoslav, Trekh Sviattitelei, Vysheslav
<b>1782</b>	74: America, Dictateur (then Liberté), Heureux, Suffisant, Fogueux, Généreux, Patriote Centaure, Heureux, Téméraire 50: Petit Hannibal	98: Atlas (3d) 74: Irresistible, Ganges, Bombay Castle 64: Polyphemus, Diadem, Standard, Crown, Ardent, Scipio, Ganges	74: San fermin	74: Pobodoslav 66: Rodislav
<b>1783</b>	74: Séduisant (then Pelletier, Séduisant), Mercure, Borée (then Ca Ira, Agricola)	74: Powerful, Defiance, Thunderer, Culloden, Carnatic	112: San Jose (3d) 74: San Sebastian 70: Bahama	100: Chesma (3d), Ierarkhov (3d) 74: Bogoslov 66: Slava Ekateriny, Mescheslav, Boleslav
<b>1784</b>	80: Deux-Frères 74: Audacieux, Superbe, Ferme, Commerce de Marseille (then Lys)	74: Venerable, Tremendous 64: Director, Stately, Indefatigable	74: San Ildefonso	100: Rotislav (3d) 74: Iaroslav, Vladislav 66: Sv Pavel
<b>1785</b>	74: Borée (then Ca Ira, Agricola), Généreux, Commerce de Bordeaux (then Bonnet Rouge, Timoléon), Léopard	98: St George (3d) 74: Zealous, Audacious, Majestic, Victorious, Ramillies, Terrible 64: Nassau	112: Santa Ana (3d) 74: San Antonio	100: Saratov (3d) 74: Sv Elena, Vseslav, Mstislav 66: Maria Magdalena
<b>1786</b>	120: Etats de Bourgogne (3d) (then Montagne, Océan) 74: America	100: Royal Sovereign (3d) 98: Impregnable (3d) 74: Elephant, Bellerophon, Saturn, Theseus	112: Conde de Regla (3d), Mejican (3d)	74: Kir Ioann 66: Aleksander, Panteleimon
<b>1787</b>	120: Commerce de Marseille (3d) 74: Orion (then Mucius), Entreprenant, Impétueux 64: Hannibal	74: Vanguard, Excellent, Orion, Captain, Swiftsure, Colossus 64: Veteran	112: Real Carlos (3d), Salvador del Mundo (3d) 68: San Fulgencio	80: Josif II 74: Nevskii 66: Sv Vladimir, Oryol
<b>1788</b>	74: Apollon, Duquesne, Duguay-Trouin, Tourville	100: Royal George (3d) 98: Glory (3d), Prince (3d)	64: S. Pedro de Alcantara 74: San Telmo, S. Francisco de Paula 68: S. Pedro de Alcantara	100: Apostolov (3d), Vladimir (3d) 74: Veilkii, Ispovednik 66: Prokhor
<b>1789</b>	80: Tonnant 74: Aquilon, Jupiter (then Montagnard, Batave), Eole, Vengeur	74: Illustrious	112: San Hermenegildo (3d) 74: Europa, Asia	100: Chudotvorets (3d) 74: Boris, Gleb 66: Pamen, Nikanor, Pimen



(3d) → 3 decks

Launched	FRANCE	GB	SPAIN	RUSSIA
<b>1790</b>	120: Dauphin Royal (3d) (then Orient) 80: Indomptable 74: Jean-Bart, Thésée (then Révolution), Scipion	100: Queen Charlotte (3d) 98: Windsor Castle (3d), Boyne (3d) 74: Leviathan, Brunswick	74: Intrepido, Soberano	100: Evsevii (3d) 74: Aleksei 66: Tona, Filipp
<b>1791</b>	74: Pompée, Suffren, Pyrrhus (then Mont Blanc, Trente et un Mai, Républicain), Thémistocle	100: Victory, Britannia	112: Reina Louisa (3d) 74: Conquistador	74: Evstafii 66: Gospodne, Sv Troitsa, Mikhail
<b>1792</b>	74: Trajan	100: London		
<b>1793</b>	80: Sans-Pareil, Indivisible, Foudroyant 74: Tigre, Tyrannicide (then Desaix), Nestor (then Cisalpin, Aquilon)	80: Caesar 74: Minotaur	74: Firme	66: Europa
<b>1794</b>	120: Peuple (3d), République Française (3d) 74: Alexandre (then Jemmes), Marat (then Formidable), Droits de l'Homme, Jemmapes, Lion, Wattignies	100: Barfleur 98: Prince Of Wales (3d) 74: Mars	112: Principe de Asturias (3d) 94: San Fernando 74: Montanes, Monarca	80: Sv Pavel 74: Sv Pyotr
<b>1795</b>	80: Formidable, Guillaume Tell 74: Barra (then Pégase, Hoche), Cassard (then Dix-Août, Brave), J. Jacques Rousseau (then Marengo), Viala (then Voltaire, Constitution, Jupiter), Tonnerre	90: Queen 110: Ville de Paris (3d)		74: Zakharii i Elisavet, Elisaveta, Isidor
<b>1796</b>				74: Vsevolod
<b>1797</b>	80: Franklin 74: Spartiate, Hercule, Magnanime, Quatorze Juillet	98: Neptune 74: Centaur		74: Simion i Anna, Oryol 66: Pobeda
<b>1798</b>	74: Argonaute, Brutus, Scipion, Héros, Duguay-Trouin, Aigle	98: Temeraire 80: Foudroyant, Canopus 74: Ajax, Kent, Dragon, Northumberland, Renown, Achille, Superb		74 Sv Mikhail
<b>1799</b>	74: Union (then Diomède)			74: Bogoroditsa, Mariia Magdalina, Sv Paraskeva, Moskva
<b>1800</b>		80: Malta 74: Courageux, Spencer		130: Blagodat (3d) 110: Tagudiii (3d) 66: Varakhail, Sv Anny
<b>1801</b>	74: Pacificateur	98: Dreadnought (3d) 74: Plantagenet, Conqueror		
<b>1802</b>	120: Majestueux (3d) 74: Magnanime, Lion	74: Albion, Sceptre	74: Pelayo	110: Ratnyi (3d) 100: Gavriil (3d) 80: Urilii, Rafail 74: Selafail

Launched	FRANCE	GB	SPAIN	RUSSIA
<b>1803</b>	120: Vengeur (3d) (then Impérial) 80: Bucentaure, Neptune 74: Vétéran, Cassard, Suffren, Alcide	74: Colossus, Hero, Illustrious, Repulse		
<b>1804</b>	74: Achille, Algésiras, Triomphant, Glorieux	110: Hibernia (3d) 74: Swiftsure, Eagle		74: Sil'nyi, Pravyi
<b>1805</b>	80: Robuste, Tonnant, Saturene 74: Régulus, Pluton, Borée, Génôis, Inflexible	110: Ocean 74: Fame	100: Rayo (3d) 80: Argonauta	80: Tvyordyi 66: Moschnyi 60: Skoryi
<b>1806</b>	110: Commerce de Paris (3d) 80: Donawerth 74: Courageux, Ajax, Marengo	74: Revenge, Milford, Magnificent		
<b>1807</b>	74: Charlemagne, Commerce de Lyon, Anversois, Duguesclin, César, Dantzig, Ville de Berlin, Danube, Trajan	74: Bulwark, Warspite, Marlborough, York, Sultan, Aboukir, Valiant, Elisabeth, Cumberland, Ajax		74: Oryol, Zvezda, Borey, Anapa
<b>1808</b>	120: Austerlitz (3d) 80 Ville de Varsovie, Eylau 74: Breslau, Dalmate, Albanais, Gaulois	120: Caledonia (3d) 74: Invincible, Bombay, Victorious, Venerable, Blake	80: Algeciras, Neptuno, Heroe	120: Khrabryi (3d) 100: Poltava (3d) 80: Smelyi 74: Mariia
<b>1809</b>	74: Mt St Bernard, Golymin, Ulm, Superbe, Vénitien, Romulus	74: Royal Oak, San Domingo, Ajax, Rodney		74: Ne Tron'Menia, Ierarkhov, Sviatoslav 66: Vsevolod, Saratov
<b>1810</b>	120: Wagram (3d) 80: Friedland, Sceptre, Tilsitt, Rivoli, Nestor, Agamemnon, Orion	104: Impregnable(3d), Queen Charlotte(3d) 98: Boyne 74: Minden, Hannibal, Armada, Cressy, America Conquistador, Egmont, Tremendous		74: Evstafii, Sviatitelei, Doskoi
<b>1811</b>	80: Auguste, Pacificateur, Illustre, Diadème, Trident, Belliqueux, Alcide, Impétueux	98: Union (3d) 74: Edinburgh, Asia, Hogue, Barham, Stirling Castle, Duncan		100: Apostolov (3d) 74: Nordadler, Prints Gustav, Mironosits, Lesnoe
<b>1812</b>	120: Montebello (3d) 80: Conquérant, 74: Agamemnon, Aigle, Ville de Marseille	74: Clarence, Scarborough, Mulgrave, Anson, Gloucester, Dublin, Rippon, Medway, Corn-wall, Pembroke, Indus, Devonshire, Chatham		74: Iupiter, Neptunus, Isprovednik
<b>1813</b>	120: Héros (3d) 80: Zélandais 74: Colosse, Duguay-Trouin, Scipion	74: Benbow, Vindictive, Blenheim, Cornwallis		74: Berlin, GamburgDresden, Liubek, Brien, Kul'm
<b>1814</b>	80: Magnifique 74: Superbe	120: Nelson (3d) 80: Rochefort		100: Parizh (3d) 74: Pyotr, Finland
<b>1815</b>	74: Généreux	120: St Vincent (3d), Howe (3d) 80: Cambridge 74: Redoubtable, Defence, Wellesley		

Launched	NETHERLANDS	DENMARK	SWEDEN	UNITED STATES	TURKEY	NAPLES	PORTUGAL	VENICE
<b>1765</b>	74: Ad. Generaal	74: Jylland 60: P.S. Magdalena	74: Prins Carl, P. Frederik Adolf				74: NS do Pilas 64: Sao Jose	56: Archangelo
<b>1766</b>		60: P.W. Caroline	74: Gota Lejon				64: Sucesso, Belem	
<b>1767</b>			74: Prins Gustaf				64: Sao Sebastiano	
<b>1768</b>		80: Den Praegtige						
<b>1769</b>		70: Elephanten						
<b>1770</b>	54: Erfrins				84: Burc			
<b>1771</b>						64: Pylades	80: Principe Real	74: Corriera Veneta
<b>1772</b>		60: Dannebrogge, Halsteen			66: Anka	64: Roma		
<b>1773</b>					54: Inayet			56: Minerva, Concordia
<b>1774</b>			74: Sofia Magdalena		66: Fethul			70: Forza
<b>1775</b>		60: Wagrien	74: Adolf Frederik					
<b>1776</b>				32: Raleigh, Randolph 30: Trumbull 28: Providence, Delaware	66: Melik 58: Meyad 54: Nasir			
<b>1777</b>		74: Sophia Frederica, Justitia	74: Gustav III		58: Feyz, Peleng, Hifz 54: Celan			
<b>1778</b>	68: Ad. De Ruyter		62: Wasa	36: Alliance, Confederacy				
<b>1779</b>	54: Batavier	60: Oldenborg		44: Bonhomme Richard				74: Fenice
<b>1780</b>								
<b>1781</b>	68: Kortenaer, Utrecht, Gelderland, Unie, Wassenaer 54: Goes		62: Elis. Charlotta		74: Hilal 58: Medili	64: San Giacchino, San Giovanni, Vesuvio, Taronto		

Launched	NETHERLANDS	DENMARK	SWEDEN	UNITED STATES	TURKEY	NAPLES	PORTUGAL	VENICE
<b>1782</b>	74: Zeven Provinciën, Jupiter, Neptunus 68: Overijssel, Zeeland, De Vries, Drenthe, Holland 60: Alkmaar 54: Brakel, Delft	74: Arveprins Frederik	62: Gustave Adolph		58: Ejder 54: Nusret			
<b>1783</b>	74: Pr.Maurits, Stad en Lande, Vrijheid, Friesland 68: Dordrecht, Noord Holland, Verwachting, Oostergo, Rotterdam 64: Hoop, Westfriedland		62: Faderneslandet, Omheten, Ratvisan		58: Semend 54: Tilsim, Ceridlkab, Maadem			66: Vittoria
<b>1784</b>	68: Cerberus, Zevenwolder 64: Westergo 54: Beschermmer	64: Mars	62: Dygden, Aran, Forsiktigheten		54: Besir			66: Eolo, Fama
<b>1785</b>	74: Willem de Herste 68: Haarlem	60: P.L.Augusta	62: Tapperheten, Manligheten, Dristigheten					70: Vittoria, Eolo 66: San Giorgio
<b>1786</b>	74: Staten-Generaal	74: Kronprins Frederik				74: Partenope	74: Monte Do Carmo	70: San Giorgio
<b>1787</b>		74: Fyen 70: Nordstiernen						
<b>1788</b>	68: Geijkheid		74: Vladislaff			74: Ruggiero		
<b>1789</b>		80: Neptunus 74: Saelland, Tre Kroner 70: Odin 50: Havfruen				74: Tancredi	74: Maria I	
<b>1790</b>		50: Thetis			66: Hlial			
<b>1791</b>		74: Maria			74: Fatih	74: Giscardop	74: R. de Portugal	
<b>1792</b>		74: Skjold				74: Samnita	80: Vasco de Gama	
<b>1793</b>		50: Freya			74: Sehbaz, Edjer, Asar 50: Huma		74 Conde Henrique 64: Beira	70: Medea, Vulcano
<b>1794</b>		74: Danmark			74: Arslan			66: Gloria Veneta
<b>1795</b>	68: Revolutie	64: Seyeren			50: Sehber, Siar	74: Archimede		



(3d) → 3 decks

Launched	NETHERLANDS	DENMARK	SWEDEN	UNITED STATES	TURKEY	NAPLES	PORTUGAL	VENICE
<b>1796</b>	74: Washington				74: Heybet, Ziver 50: Sevket, Mesken			
<b>1797</b>	68: Oldenbarneveld			44: United States, Constitution 38: Constellation	120: Selimiye (3d) 84: Bisharet, Bed-i-Nusret 74: Sayyad, Basaret 50: Shain		64: Albuquerque	
<b>1798</b>	80: Vreker 70: Hersteller, De Witt	84: Waidemar			84: Taus, Tavus, Tefvik			
<b>1799</b>	80: Chatham	90: Proevesten	74: Gustav IV Adolf	38: Congress 36: Insurgent, Philadelphia, Chesapeake 32: Essex 30: John Adams 28: G.I. Greene, Boston	74: Seddul, Kaplan, Kilidul 50: Bedr, Civan			
<b>1800</b>		78: Norge		44: President 36: New York				
<b>1801</b>	80: Ad.Zoutman				120: Fethiye (3d) 84: Ankey			
<b>1802</b>					120: Mesudiye (3d)		74: P. de Brazil	
<b>1803</b>		90: Christain VII			74: Mansuriye			
<b>1804</b>		64: P. Friedrich						
<b>1805</b>		64: P. Caroline						66: Diamante
<b>1806</b>	80: De Leeuw						64: Freitas	
<b>1807</b>					84: Sadd			
<b>1808</b>	80: Ad.Evertsen 70: Ad.Tromp							
<b>1809</b>								
<b>1810</b>								
<b>1811</b>								
<b>1812</b>				36: Macedonia				
<b>1813</b>	74: Ad.Piet Hein							
<b>1814</b>				74: Independence, Washington 44: Guerriere				
<b>1815</b>				74: Franklin 44: Java				

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