



Port

-

2 Points

Port

-

2 Points

Starboard

-

4 Points

Starboard

-

4 Points

Port

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4 Points

Port

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4 Points

Springing Rules for *Sails of Glory*

Explanation of Springs: To change its orientation relative to the wind, a ship at anchor would run a line called a spring line from a point aft to a point on its anchor rode. By varying the length of this line or the anchor rode, the ship could swing the arc of its broadside without being under sail. Without rigging a spring line, a ship would just face into the wind, or weathercock as it was called.

Basic Springing Rules: Normally, an anchored ship faces into the wind, but if the ship is anchored at the start of an engagement, the owning player can choose to have already established a spring line. A marker showing the location of the anchor is placed directly to windward one movement card length away from the forward edge of the ship base. The owning player decides which side the spring will be run down and announces which side is sprung. A ship can only spring one side. To switch the side that the spring is on, see the **Advanced Springing Rules**. Note that a springing ship can either have the bow, the stern, or the side with the spring facing into the wind. The side with the spring can never be on the downwind side of the vessel.

To Play:

Cut out the Springing Template and fold it in half through the long axis of the rectangle. The lines between each wedge of the template are 22.5 degrees, or 2 points apart.

Springing movement happens at the same time as regular ship movement. Like regular movement, frigates or larger ships must plan a turn in advance. Burden 1 ships plan for the current turn.

When springing, the player positions the ship base in the Springing Template then moves the ship to the orientation indicated on the played card. For instance, if the owning player picks a **Starboard - 2 Points** movement card, the player moves the ship base so that it is still within the brown circle and at least two corners of the base are on the circle. The indent at the front of the ship base is aligned with the line between wedges 2 points to the right. If the owning player picks a **Starboard - 4 Points** movement card, the player moves the ship base so that it is still within the brown circle and at least two corners of the base are on the circle. The indent at the front of the ship base is aligned with the line between wedges 4 points to the right. Choosing a **Hold Fast** movement card indicates that the ship maintains the orientation of the previous turn.

Sloops and frigates can move up to 6 points in two turns. Frigates with must pull a crew hit on an "E" chit to play a **4 Point Spring**, otherwise it is expressed as a **2 Point Spring**.

A 2 gundeck ship can move up to 4 points in two turns. 3rd rates with must pull a crew hit on an "E" chit to play a **4 Point Spring**, otherwise it is expressed as a **2 Point Spring**

A 3 gundeck ship cannot move more than 2 points in two turns.

If playing with crew actions, one action must be spent each turn to keep the spring active, even if the ship is not moving. If the spring crew action is abandoned, there is a turn of non-movement which requires a crew action before the ship can move on the spring again. This limitation does not apply to sloops of war.

If a card is played that would take the ship's bow or stern across the wind and put the spring on the craft's downwind side, the movement stops with the vessel's bow or stern pointing directly at the wind.

Advanced Springing Rules

Setting a Spring: If a ship is anchored, with no spring set, to set a spring in the course of combat, a ship must draw 2 successes on “E” chits. One chit is drawn each turn after anchoring. The chits are drawn before movement. On the turn of the 2nd success, the player may move on the spring.

If the player announces the intention to establish a spring and to which side it is set before anchoring, the ship may only use the spring once the vessel has fully anchored (separated from the anchor chit by the distance of a movement card). Springing movement is done after anchor movement, so the ship may spring on the turn when it achieves the correct distance from the anchor.

Switching sides of a spring also takes 2 “E” draws, with one chit drawn each turn.

Spring Damage: On a **Rudder** hit, the firing player can choose if it was a spring hit instead. If the ship can take no more rudder hits, it automatically becomes a spring hit. On a spring hit, draw two “E” chits. 2 “0”s, the spring is broken, on a “0” and crew, 1 crew casualty is taken. Two crew hits indicate two crew are lost.

Springing in Heavy Wind: Heavy Wind is the strongest basic game wind speed. In heavy wind, as long as the springing ship remains in the red arc, there is no chance of a spring failure. Each turn the ship is in the yellow arc must draw an “E” chit. Each time a crew hit is drawn, another chit is drawn. 5 crew hits in a row indicates that the spring fails. For a ship in the green arc, 4 crew hits in a row indicates the spring fails.

- 1 chit if wind strength is Near Gale
- 1 chit if ship has 2 gundecks
- 2 chits if ship has 3 gundecks
- 2 chits if wind strength is Storm

Spring Failure: When a spring is hit or fails, the player immediately pulls one more “E” chit. A crew hit indicates that the anchor rode failed. A “0” indicates that it was the spring that broke. If the spring is cut, on each following turn the ship turns 2 points toward the wind until the vessel’s bow faces its anchor chit. With a broken spring, the crew may choose to try and establish a new spring.

A crew hit indicates that the anchor rode broke. If the anchor rode is broken, on each subsequent movement, the player places the two-hourglass edge of the straight red movement card on the corner of the ship’s base farthest downwind, with the card facing directly into the wind. The player then moves the ship base directly downwind to the two-hourglass line, with the vessel retaining the same orientation, as though the corner were the bottom edge of the ship’s base. Each subsequent turn, the vessel moves this way until the ship re-anchors or raises sail.

Wind Shifts: If the wind shifts while a ship is on a spring, the vessel swings 45 degrees in the direction of the shift, while maintaining the same distance and orientation relative to its anchor marker.

Example: If the wind was blowing out of the North, a ship on a spring would be one C/D range south of its anchor mark. If the ship was sprung so that it was pointing to the NE and the wind shifts to the NE, the ship would end up one C/D range SW of its anchor and facing East.

Springing Template

