

Sails of Glory Experience Rules 7-16-18

Player Ships

Captain's Social Skill – 3d6 Modifier

3-6	Gentleman	1
7-8	Proper	2
9-10	Pragmatic	3
11-12	Imaginative	4
13-14	Scoundrel	5
15-18	Pirate	6

Captain's Bluffing Skill – 3d6

3-7	Poor	-1 die
8-12	Average	no change
13-18	Superior	+1 die

Captain's Talent – 3d6

Potential Captain's Skill Cards

3-4	Poor	0
5-9	Satisfactory	1
10-14	Fine	2
15-16	Outstanding	3
17-18	Extraordinary	4

Captain's Resolve – 3d6

Potential Crew Skill Cards

3-4	Poor	0
5-9	Satisfactory	1
10-14	Fine	2
15-16	Outstanding	3
17-18	Extraordinary	4

Captain's Starting Experience Table – 3d6

3-4	0
5-6	1
7-9	2
10-12	3
13-14	4
15	5
16	6
17	7
18	7 and a Skill Card (unless he has Poor Talent)

Captain's Starting Renown Table – 3d6

3-11	None
12-13	1

14-16	2
17-18	3

Captain's Starting Wealth Table – 3d6

3-11	None
12-13	1
14-16	2
17-18	3

New Command

A character is eligible for promotion to a new command when he reaches experience equal to the total number of Lubberly and Green crew boxes of the potential command. He may check for a promotion after each mission. The player rolls 3d6 and adds his captain's experience. A player may use his captain's renown or wealth to further modify the roll. Any wealth used this way is spent. Any roll resulting in the same class or a lesser ship is ignored unless the player wants the roll (no commands available). The player may choose to ignore a new larger command, but the next roll will subtract -1 (this is cumulative). A captain who overlooks 3 promotions will be overlooked himself for 5 missions, and will always roll with a -6 for subsequent changes in command.

A player may choose to make an attempt to encourage the admiralty to promote their captain to a new command early. In addition to his experience, he may add his renown.

Unlike a conventional promotion, any roll resulting in the same class or a lesser ship reduces the captain's renown by 1, or if he has no renown, by 2 experience, and he stays with the same command.

Command Table – 3d6

3-8	Cutter
9-12	Schooner
13-15	Brig
16-18	Ship-rigged Sloop
19-21	Small Post Ship
22-23	Large Post Ship
24-26	Light Frigate, 32 gun
27	Light Frigate, 34 gun
28-31	Standard Frigate, 38 gun
32	4 th Rate/Heavy Frigate
33	64 gun – French 3 rd Rate
34-36	74 gun – Small 3 rd Rate
37-38	74 gun – Large 3 rd Rate
39	2 nd Rate
40+	1 st Rate

Privateers subtract -2 from their rolls

Captain's Social Skill

The Captain's Social Skill limits the amount that he can raise the modifier when bluffing. The modifier starts at 0 and is raised to 1 by the first captain that chooses to use it.

Captain's Bluffing Skill

The Captain's Bluffing Skill is a measure of how good he is at bluffing.

Captain's Talent

A Captain's Talent indicates how many specific skills he can potentially have.

Captain's Resolve

A Captain's Resolve indicates how many specific skills the crew can potentially learn.

Captain's Experience

The Captain's Experience can be used to increase crew experience by drawing "E" chits. A success indicates a crew experience point, and that that experience point can be used for an additional draw. A failure means that experience point cannot be used further for calculating crew experience on this commission. Experience points are not lost in this process, and may be used on future ships if the captain receives a new commission. This draw is made when captain receives his commission. Captain's Experience can also gain Captain's Skill cards. A player may buy Captain's Skills by spending his Captain's Experience.

If, in a failed mission, the water was pumped overboard and not replaced, and/or the guns thrown overboard, the Chase modifiers count against potential experience gained from the mission. If the total exceeds the experience for the voyage, "E" chits are drawn for the balance, and the captain's experience is reduced accordingly.

A ship has Crew Sailing and Gunnery experience boxes equal to its Burden.

Drawing for Skills requires two experience points. One is automatically lost, regardless of draw. Two successes indicates a successful skill learned. In the event of a mixed draw, an extra skill point may be used to attempt to salvage the draw, but the experience point is lost if it is a "0".

Captain's Renown

Renown points may be used as modifiers in either direction to affect the roll when selecting a command. Renown used for this is not available for crew experience points, but not lost.

Each point of Renown is like a crew experience point that doesn't have to be rolled for. Each point of Renown is good for one Crew Experience point.

There is the possibility of losing Renown on a failed mission. An "E" chit is drawn, and a "Crew Hit" indicates a loss of one point of Renown.

Captain's Wealth

Wealth points may be used as modifiers in either direction to affect the roll when selecting a command. Wealth used for this is spent.

A Wealth point may be used to turn a failed experience draw into a success. Wealth Points used this way are lost (spent).

Earning Captain's Experience

At the end of each voyage, the captain's experience, renown, and wealth is calculated and the total drawn for on "E" chits, successes indicating new experience, renown or wealth points, which may then be used to increase crew experience.

Experience is gained by:

Each mission has an Experience value

+1 for each enemy warship taken, burned, or sunk less than Burden (combine squadron Burdens)

Renown is gained by:

+1 for each enemy warship taken, burned, or sunk of equal Burden or greater (combine squadron Burdens)

+1 for each difference in size in larger warship opponents (combine squadron Burdens)

Wealth is gained by:

For each merchant captured the captain receives wealth which may be spent to purchase ship upgrades.

Merchant Ship Cargo Values

Rich – multiply Burden by 4

Middling – multiply Burden by 2

Low – multiply by 1

A ship's Cargo Value is reduced by 25% for each row of hull boxes lost on the most damaged side (round Value to the nearest). For example, a Low value Burden 1 merchant would have no value after three hull hits on one side.

Captain's Skill Card Values

Experience Value

Bold Captain	6
Charismatic Captain	6
Intuitive Captain	6
Iron Captain	6
Lucky Captain	6
Quick Thinking Captain	6
Tenacious Captain	6
Weather Eye	6

Crew Experience

A Lubberly gun crew takes 4 turns to reload a broadside (may fire on the 4th turn) and subtracts 2 from any hull damage.

A Green gun crew takes 3 turns to reload a broadside (may fire on the 3rd turn) and subtracts 1 from any hull damage.

A Trained gun crew takes two turns to reload (may fire on the 2nd turn).

A crew of any level of experience may fire every other turn, but subtracts the difference in turns it takes to load a full broadside from the ship's potential broadside strength (Example: a ship with a lubberly gun crew firing every other turn would subtract 2, thusly a broadside of 5 would become 3. 2 would become 0).

A Lubberly gun crew subtracts the first two crew and musketry boxes from their ship.

A Green gun crew subtracts the first crew and musketry box from their ship.

When Lubberly and Green sailors turn into the red arc, they only play the two hourglass side of the red cards. In addition, a ship with Lubberly sailors must pull randomly from the red cards each turn after the first red card has been played, until the ship is out of the red arc.

Lubberly and Green sailors start the first turn after the ship exits the red arc with the ship stationary, regardless of the speed the ship was going before it turned into the red.

Lubberly sailors remove the tightest turn pair (example: 0 and 10) from their ship's maneuver deck and subtract -1 from the ship's Veer Value. The base Veer Value may not drop below 2, unless by damage in the course of battle.

Green sailors subtract -1 from a ship's Veer Value.

Lubberly sailors receive a -2 on the Chase Board.

Green sailors receive a -1 on the Chase Board.

Cutters have no Lubberly experience boxes for sailing or gunnery. Their crew experience will always be Green or better.

Brigs and schooners have no Lubberly experience boxes for sailing. Their sailing crew experience will always be Green or better.

Neither of these rules apply to merchant ships.

Crew Skill Card Values	Experience Value
Crack Gunners	1/Burden
Elite Marines	1/Burden
Good Aim	1/Burden
Hold Fast	1/Burden
Lucky Shot	1/Burden
Prime Topmen	1/Burden
Sharp Lookout	1/Burden
Skillful Sailing Master	1/Burden
Spirited Boarding	1/Burden

NPS Experience Table (roll for Gunnery and Sailing) 2d6

1-3	Lubberly
4-7	Green
8-10	Trained
11-12	Trained with Extra Crew Skill
13-14	Trained with Extra Crew Skill and Captain's Skill

NPS Captain's Bearing

- 1 Bold
- 2 Brash
- 3 Brave
- 4 Brazen