

SAILS of GLORY

NAPOLÉONIC WARS

The Goal:

Sail your ship and bring victory to your fleet!

Team Variant: Destroy the opposing capital ship.

Turn Overview: *Automatic steps in italics*

1) Planning Phase

- *Check for a change in wind direction*
- *Ongoing Damage from fire and leak*
- **Plan maneuver:** Unless anchored, select card for 2nd slot; account for restrictions on mast damage and veer rating
- **Plan crew actions:** Secretly select crew action chits up to your maximum.

2) Action Phase

- **Reveal crew actions** and resolve the sail adjustment and water pump actions
- *Planned delayed actions: If revealed this turn, leave as planned action. **Fire:** On second turn, remove fire token from special damage box (do not remove actual fire damage). **Repair** is resolved in phase 5*

3) Movement Phase

- *Check attitude to wind (green, orange, red) by measuring to the center mast*
- *Reveal card in 1st maneuver space*
 - *Illegal veer: Replace with straight card*
 - *Headwind (red): Replace with red card*
- **Move the ship forward:** place card in front of ship then line up the back of the ship with the white line. *Collision: [Highest burden → wind color → random] moves first*

4) Combat Phase (resolved simultaneously)

- **Resolve planned cannon / musketry fire**
 - *Use the ruler to fire from one of the firing arcs, and find the distance to a target ship*
 - *The target draws **appropriate** damage chits equal to power of the fired cannons. Raking shot: +1 damage for every [3/2] for raking through [front/rear]*
 - *Discard the used ammunition*
- **Assign damage to your ship**
 - *Add damage to boxes until the assigned damage matches or exceeds the burden*

5) Reloading Phase

- Resolve planned reload actions by loading ammo of your choice into the cannons

Crew Action Overview:



Increase / decrease sails



Pump water

(remove 1 water damage)



Fire left / right broadside

(Not mandatory, even if planned)



Fire Muskets

(Not mandatory, even if planned)



Reload left / right broadside cannons

(Can only plan if cannons empty)



Extinguish Fire (delayed)

Remove one 'fire' from special damage



Repair damage (delayed)

Choose one:

- Repair a leak or repair damaged rudder

- Remove damage from one box (once per game)

- Repair broken mast (once per game)

Damage Types:



Ship damage: Place on ship damage boxes until burden is met or exceeded.

Will degrade ship attack power and number of available actions.

Ship sinks when ship damage track is full.



Crew loss: Place on crew damage track.

Degrades number of available actions.

Ship is lost when damage track is full.



Fire on Board (Special): During planning, add a fire damage to the ship damage track.

Extinguish using the extinguish action.



Leak (Special): During planning, place a water damage on the ship damage track.

Can repair using the repair action, can pump out water damage.



Broken Mast (Special): Limits playable maneuver cards. The ship sinks if it has three broken masts.

Can repair once / game.



Sail Damage (Special): Reduce max sail level by one for every two sail damages.



Rudder Damage (Special): Veer rating is reduced by one. Rudder damage beyond the first is treated as a broken mast. Can repair.