

Sails of Glory

The Miniature Game by Aress Games



*Contains complete detailed information of all the ships & land forts for this game.
How to play it and tactical advantages to succeed in this game.*

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The British Navy

The strongest and most versatile country to play in this game. They have the most types ships to purchase and play with, and also contains high number of captured ships, witch helps to makes the British so versatile.

The British ships have better maneuverability and speed than enemy ships, but lack the toughness and durability in some of the ship types. Specially the smallest sips.

The special ship pack HMS Victory is probably the best ship in the game with boosted maneuverability and good firepower. The 64 Gun Third rate ships are also a great choice due to their much better toughness and fire power than their enemies, but comes with a lover speed and maneuverability. If you choose to play the British navy you may use their fast



History

At the start of the Revolutionary Wars the Royal Navy was not in top shape and it took several years before the cobwebs were shaken out of the ships and system. Many of the leading admirals were too old and the young commanders who would rise to greatness had yet to be given their opportunity. Their opponents ships were better, but the good seamanship and training of the British would prevail in the end. Winning battle after battle, even against larger fleets.

SAILS OF GLORY BRITISH SHIP LIST																			
COST	Ship Info									Movement & Speed					Strength				
	SHIP NAME	YEAR	NATIONALITY	GUNS	CREW	CLASS	RATE	TYPE	WAVE	MANEUVER	VEER	TURN	SPEED FS	SPEED BS	CANNONS	MUSKETS	FIRE POWER	BURDEN	HTS
37	HMS Swan	1767	British	14	125	Swan	-	Sloop	2	G	8	90/61	71/50	45/30	1-2-1	2	18-9	1	6
37	HMS Fairy	1778	British	14	125	Swan	-	Sloop	2	G	8	90/61	71/50	45/30	1-2-1	2	18-9	1	6
68	HMS Terpsichore	1783	British	32	220	Amazon	5	Frigate	Starter set	C	8	90/63	65/45	41/27	2-4-2	2	41-14	2	16
69	HMS Meleager	1785	British	32	220	Amazon	5	Frigate	Starter set	C	8	90/63	65/45	41/27	2-4-3	3	40-15	2	16
76	HMS Concorde	1783	British	32	220	Concorde (FR)	5	Frigate	1	A	7	90/61	60/40	38/25	2-3-3	2	40-13	3	24
76	HMS Unite	1796	British	32	220	Concorde (FR)	5	Frigate	1	A	7	90/61	60/40	38/25	3-3-2	2	40-13	3	24
68	HMS Cleopatra	1794	British	32	220	Amazon	5	Frigate	1	C	8	90/63	65/45	41/27	2-4-2	2	40-13	2	16
68	HMS Iphigenia	1780	British	32	220	Amazon	5	Frigate	1	C	8	90/63	65/45	41/27	2-4-2	2	40-13	2	16
68	HMS Juno	1780	British	32	220	Amazon	5	Frigate	Kick starter	C	8	90/63	65/45	41/27	2-4-2	2	40-13	2	16
68	HMS Castor	1785	British	32	220	Amazon	5	Frigate	Kick starter	C	8	90/63	65/45	41/27	2-4-2	2	40-13	2	16
69	HMS Amphion	1780	British	32	220	Amazon	5	Frigate	2,5	C	8	90/63	65/45	41/27	2-4-3	2	41-14	2	16
69	HMS Orpheus	1780	British	32	220	Amazon	5	Frigate	2,5	C	8	90/63	65/45	41/27	2-4-2	2	40-14	2	16
85	HMS Hamadryad	1797	British	36	264	Mahonesas (SP)	5	Frigate	4	K	7	78/42	60/40	38/25	2-4-3	2	46-14	4	36
80	HMS Mahonesa	1796	British	36	260	Mahonesas (SP)	5	Frigate	4	K	7	78/42	60/40	38/25	2-3-3	2	38-13	4	36
95	HMS Sybille	1794	British	34	297	Hebbe (FR)	5	Frigate	2	E	6	77/42	55/37	35/23	3-4-3	3	54-16	4	32
88	HMS Amelia	1796	British	38	284	Hebbe (FR)	5	Frigate	2	E	6	77/42	55/37	35/23	2-4-2	3	45-15	4	32
75	East Indiamen trade ship	1761	British	32	180	East Indiamen	5	Merchant	Special	O	6	90/58	55/37	35/23	2-3-2	2	32-12	4	36
97	HMS Leander	1780	British	52	350	Portland	4	SOL	3	O	7	90/58	55/37	35/23	2-4-3	3	50-18	4	36
96	HMS Adamant	1780	British	50	350	Portland	4	SOL	3	O	7	90/58	55/37	35/23	2-4-3	3	49-18	4	36
96	HMS Leopard	1790	British	50	350	Portland	4	SOL	3	O	7	90/58	55/37	35/23	2-4-3	3	49-18	4	36
99	HMS Isis	1774	British	50	350	Portland	4	SOL	3	O	7	90/58	55/37	35/23	2-4-3	3	52-18	4	36
126	HMS Agamemnon	1781	British	64	500	Ardent	3	SOL	4	J	6	77/44	44/29	30/19	3-6-5	3	74-20	5	45
126	HMS Raisonnable	1768	British	64	500	Ardent	3	SOL	4	J	6	77/44	44/29	30/19	3-6-5	3	74-20	5	45
118	HMS Polyphemus	1782	British	64	500	Intrepid	3	SOL	4	J	6	77/44	44/29	30/19	3-5-4	3	65-20	5	45
118	HMS America	1777	British	64	500	Intrepid	3	SOL	4	J	6	77/44	44/29	30/19	3-5-4	3	65-20	5	45
126	HMS Africa	1781	British	64	500	Inflexible	3	SOL	4	J	6	77/44	44/29	30/19	3-6-5	3	74-20	5	45
119	HMS Vigilant	1774	British	64	500	Inflexible	3	SOL	4	J	6	77/44	44/29	30/19	3-5-4	3	66-20	5	45
111	HMS Protee	1780	British	64	500	Artesien (FR)	3	SOL	3	N	6	78/45	50/34	33/21	3-5-4	3	65-20	4	36
111	HMS Argonaut	1782	British	64	500	Artesien (FR)	3	SOL	3	N	6	78/45	50/34	33/21	3-5-4	3	65-20	4	36
135	HMS Bahama	1805	British	74	530	Nepomuceno (SP)	3	SOL	3	B	4	68/36	38/24	26/17	4-6-4	3	85-21	5	45
128	HMS San Juan	1805	British	66	640	Nepomuceno (SP)	3	SOL	3	B	4	68/36	38/24	26/17	3-6-4	3	77-23	5	45
135	HMS Zealous	1785	British	74	600	Edgar	3	SOL	2,5	D	5	67/32	44/29	30/19	4-6-4	3	84-22	5	45
136	HMS Superb	1760	British	74	550	Bellona	3	SOL	2,5	D	5	67/32	44/29	30/19	4-6-4	3	85-22	5	45
135	HMS Bellerophon	1786	British	74	550	Bellona	3	SOL	Kick starter	D	5	67/32	44/29	30/19	4-6-4	3	84-21	5	45
134	HMS Defiance	1783	British	74	550	Bellona	3	SOL	Kick starter	D	5	67/32	44/29	30/19	4-6-4	3	83-21	5	45
135	HMS Defence	1763	British	74	597	Bellona	3	SOL	Starter set	D	5	67/32	44/29	30/19	4-6-4	3	84-22	5	45
135	HMS Vanguard	1787	British	74	597	Bellona	3	SOL	Starter set	D	5	67/32	44/29	30/19	4-6-4	3	84-22	5	45
148	HMS Impetueux	1796	British	74	700	Temeraire (FR)	3	SOL	1	B	5	68/36	38/24	26/17	4-7-5	4	98-25	5	45
144	HMS Spartiate	1798	British	74	700	Temeraire (FR)	3	SOL	1	B	5	68/36	38/24	26/17	4-7-5	4	93-25	5	45
135	HMS Bellona	1760	British	74	650	Bellona	3	SOL	1	D	5	67/32	44/29	30/19	4-6-4	3	84-23	5	45
135	HMS Goliath	1781	British	74	650	Bellona	3	SOL	1	D	5	67/32	44/29	30/19	4-6-4	3	84-22	5	45
178	HMS Malta	1800	British	84	780	Tonnant (FR)	3	SOL	4	H	3	45/30	34/21	24/15	4-7-6	4	114-29	6	60
166	HMS Tonnant	1798	British	80	700	Tonnant (FR)	3	SOL	4	H	3	45/30	34/21	24/15	4-7-5	4	102-26	6	60
192	HMS Royal Sovereign	1786	British	100	850	Royal Sovereign	1	SOL	2	H	4	45/30	34/21	24/15	4-7-5	4	121-32	6	66
187	HMS Britannia	1762	British	100	850	Royal George	1	SOL	2	H	4	45/30	34/21	24/15	4-7-5	4	116-32	6	66
181	HMS Royal George	1788	British	100	850	Umpire	1	SOL	2	H	4	45/30	34/21	24/15	4-7-5	4	109-32	6	66
212	HMS Hibernia	1804	British	110	850	Hibernia	1	SOL	2	H	4	45/30	34/21	24/15	5-8-7	4	143-32	6	66
190	HMS Queen Charlotte	1790	British	100	850	Umpire	1	SOL	2	H	4	45/30	34/21	24/15	4-7-5	4	118-32	6	66
197	HMS Ville de Paris	1795	British	110	850	Ville de Paris	1	SOL	2	H	4	45/30	34/21	24/15	5-7-5	4	126-32	6	66
200	HMS Victory	1805	British	102	823	Victory	1	SOL	Special	I	4	67/38	39/25	27/17	5-7-5	4	129-33	6	66
206	HMS Victory	1783	British	100	850	Victory	1	SOL	Special	I	4	67/38	39/25	27/17	5-7-6	4	136-33	6	66

Cannons This column shows the cannon power at full strenght. **Speed FS** Max speed in the Green/Orange with full sails in mm.

Muskets This column shows the crew musket firepower at full strenght. **Speed BS** Max speed in the Green/Orange with battle (Normal) sails in mm.

Fire Power The total cannon & musket strenght from undamaged until sunk. (Cannon & musket value added through every box) **Turn** The maximum angle of degrees the ship can turn in Green/Orange

The first red number is the cannon strenght and the blue second number is the musket strenght.

HTS The maximum damage the ship can take before it is sunk. Ship sink if reach this number (Burden x damage boxes)

The French Navy

The French Navy has strong and tough ships, but lacks the speed and maneuverability of the British navy. But then again if played good they may outlast and outgun the British ships.

They have a lot of ships in all sizes to choose from, including some captured ships. This makes it easy to find the right ship for the chosen scenario.

Their 5th rate ships are much tougher than the English Navy and are difficult to sink for the English counterparts.

The French ships has a higher number of crew on their ships than the British. This gives a higher musket fire damage at close range. Some of their largest ships also have a much better can-



History

The French navy was by the 1790s just a shadow of a force that it had been. Financially strapped, the French treasury in the late 18th Century was even more penny-pinching. On top of that, the best French sailors had fled the Revolution and their replacements were hamstrung by poor quality crews and their own inexperience. While the army numbers were kept up by mass conscription, the French navy had no such advantage. The fleet was in poor state of repair and lack of investments.

The catastrophic decision by the Revolutionary government to suppress the Corps d'artillerie de la marine, led to the French navy was deprived of 5,400 specialist in marine artillery. But, the French ships were vessel for vessel of a better quality than the Royal Navy's.

But as the wars progressed the largely harbor-bound French, having been bottled up by British blockades, were no match for their enemy in a fight at sea.

SAILS OF GLORY FRENCH SHIP LIST

ID	Ship Info								Movement & Speed					Strength					
	SHIP NAME	YEAR	NATIONALITY	GUNS	CREW	CLASS	RATE	TYPE	WAVE	MANEUVER	VEER	TURN	SPEED FS	SPEED BS	CANNONS	MUSKETS	FIRE POWER	BURDEN	HTS
37	Alligator	1782	French	14	125	Swan (BR)	-	Sloop	2	G	8	90/61	71/60	45/30	1-2-1	2	18-9	1	6
37	Le Fortune	1780	French	14	125	Swan (BR)	-	Sloop	2	G	8	90/61	71/60	45/30	1-2-1	2	18-9	1	6
72	Courageuse	1778	French	32	280	Concorde	5	Frigate	Starter set	A	7	90/61	60/40	38/25	2-3-2	2	37-13	3	24
72	Unite	1787	French	32	280	Concorde	5	Frigate	Starter set	A	7	90/61	60/40	38/25	2-3-2	2	37-13	3	24
72	Hermione	1779	French	32	280	Concorde	5	Frigate	1	A	7	90/61	60/40	38/25	2-3-2	2	36-14	3	24
72	L'Inconstante	1786	French	32	280	Concorde	5	Frigate	1	A	7	90/61	60/40	38/25	2-3-2	2	36-14	3	24
64	Embuscade	1789	French	32	187	Amazon (BR)	5	Frigate	1	C	8	90/63	65/45	41/27	2-3-2	2	35-12	2	16
68	Le Succes	1801	French	32	187	Amazon (BR)	5	Frigate	1	C	8	90/63	65/45	41/27	2-4-2	2	40-13	2	16
72	La Concorde	1777	French	32	302	Concorde	5	Frigate	Kick starter	A	7	90/61	60/40	38/25	2-3-2	3	35-16	3	24
72	Junon	1778	French	32	302	Concorde	5	Frigate	Kick starter	A	7	90/61	60/40	38/25	2-3-2	3	36-14	3	24
88	Carmagnole	1793	French	36	350	Hebe	5	Frigate	2	E	6	77/42	55/37	35/23	2-4-2	3	46-17	4	32
84	Sibylle	1791	French	36	350	Hebe	5	Frigate	2	E	6	77/42	55/37	35/23	2-4-2	3	42-17	4	32
87	Proserpine	1785	French	38	348	Hebe	5	Frigate	2	E	6	77/42	55/37	35/23	2-4-2	3	45-17	4	32
87	Dryade	1783	French	36	305	Hebe	5	Frigate	2	E	6	77/42	55/37	35/23	2-4-2	3	45-16	4	32
97	Petit Annibal	1782	French	54	280	Portland (BR)	4	SOL	3	O	7	90/58	55/37	35/23	2-4-3	3	51-15	4	36
98	Leander	1798	French	54	350	Portland (BR)	4	SOL	3	O	7	90/58	55/37	35/23	2-4-3	3	51-18	4	36
75	East Indiamen trade ship	1761	French	32	180	East Indiamen	5	Merchant	Special	O	6	90/58	55/37	35/23	2-3-2	2	32-12	4	36
89	Duc de Duras	1765	French	42	340	East Indiamen	4	Merchant	4	O	6	90/58	55/37	35/23	2-4-2	3	41-16	4	36
95	Dauphin	1766	French	56	310	East Indiamen	4	Merchant	4	O	6	90/58	55/37	35/23	3-5-3	3	49-17	4	36
89	Bertin	1761	French	42	310	East Indiamen	4	Merchant	4	O	6	90/58	55/37	35/23	2-4-2	3	42-17	4	36
95	Berryer	1759	French	56	310	East Indiamen	4	Merchant	4	O	6	90/58	55/37	35/23	3-5-3	3	50-17	4	36
102	Artesian	1765	French	64	569	Artesian	3	SOL	3	N	6	78/45	50/34	33/21	3-4-3	3	55-22	4	36
102	Roland	1771	French	64	569	Artesian	3	SOL	3	N	6	78/45	50/34	33/21	3-4-3	3	55-22	4	36
102	Protee	1772	French	64	569	Artesian	3	SOL	3	N	6	78/45	50/34	33/21	3-4-3	3	55-22	4	36
102	Eveille	1772	French	64	569	Artesian	3	SOL	3	N	6	78/45	50/34	33/21	3-4-3	3	55-22	4	36
143	Genereux	1785	French	74	693	Temeraire	3	SOL	Starter set	B	5	68/36	38/24	26/17	4-7-4	4	93-24	5	45
144	Aquilon	1789	French	74	693	Temeraire	3	SOL	Starter set	B	5	68/36	38/24	26/17	4-7-4	4	93-25	5	45
143	Commerce de Bordeaux	1784	French	74	678	Temeraire	3	SOL	1	B	5	68/36	38/24	26/17	4-7-4	4	93-23	5	45
144	Duguay-Trouin	1788	French	74	678	Temeraire	3	SOL	1	B	5	68/36	38/24	26/17	4-7-4	4	93-25	5	45
135	Le Berwick	1795	French	74	550	Elizabeth (BR)	3	SOL	1	D	5	67/32	44/29	30/19	4-6-4	3	84-22	5	45
135	Le Swiftsure	1801	French	74	550	Elizabeth (BR)	3	SOL	1	D	5	67/32	44/29	30/19	4-6-4	3	84-22	5	45
143	Fougueux	1785	French	74	693	Temeraire	3	SOL	Kick starter	B	5	68/36	38/24	26/17	4-7-4	4	93-24	5	45
150	Redoutable	1791	French	74	693	Temeraire	3	SOL	Kick starter	B	5	68/36	38/24	26/17	4-7-5	4	100-24	5	45
171	Bucentaure	1803	French	80	866	Bucentaure	3	SOL	4	H	3	45/30	34/21	24/15	4-7-5	4	105-34	6	60
171	Robuste	1806	French	80	866	Bucentaure	3	SOL	4	H	3	45/30	34/21	24/15	4-7-5	4	105-34	6	60
171	Neptune	1803	French	80	866	Bucentaure	3	SOL	4	H	3	45/30	34/21	24/15	4-7-5	4	105-34	6	60
171	Ville de Varsovie	1808	French	80	866	Bucentaure	3	SOL	4	H	3	45/30	34/21	24/15	4-7-5	4	105-34	6	60
203	Montagne	1793	French	118	1130	Ocean	1	SOL	2	F	3	46/29	29/18	22/14	5-7-5	5	132-40	6	66
200	Commerce de Marseille	1788	French	118	1119	Ocean	1	SOL	2	F	3	46/29	29/18	22/14	5-7-5	5	129-39	6	66
207	Orient	1791	French	120	1119	Ocean	1	SOL	2	F	3	46/29	29/18	22/14	5-7-6	5	136-39	6	66
206	Austerlitz	1808	French	102	1105	Ocean	1	SOL	2	F	3	46/29	29/18	22/14	5-7-6	5	135-39	6	66
209	Imperial	1805	French	118	1130	Ocean	1	SOL	2	F	3	46/29	29/18	22/14	5-7-6	5	135-40	6	66
206	Republique Francaise	1802	French	118	1105	Ocean	1	SOL	2	F	3	46/29	29/18	22/14	5-7-6	5	135-39	6	66

Cannons This column shows the cannon power at full strength.

Muskets This column shows the crew musket firepower at full strength.

Fire Power The total cannon & musket strength from undamaged until sunk. (Cannon & musket value added through every box)
The first red number is the cannon strength and the blue second number is the musket strength.

HTS The maximum damage the ship can take before it is sunk. Ship sink if reach this number (Burden x damage boxes)

Speed FS Max speed in the Green/Orange with full sails in mm.

Speed BS Max speed in the Green/Orange with battle (Normal) sails in mm.

Turn The maximum angle of degrees the ship can turn in Green/Orange

The American & Spanish Navy

The American Navy

The American Navy has only 3 ship types to choose from and they are all ships from other nations, except for the special hero ship pack USS Constitution. This ship is a strong and fast ship that excels above the other nations ships in the same size.

Until the American's get more ships to play with they are best used as a nation in a scenario that are specially customized for them.

History

At the outbreak of war the Americans had no navy. But they had many merchant ships. As of the American fleet was no match for the English at sea.

The Americans therefore kept to raiding and plundering smaller British vessels and merchant ships.

The Spanish Navy

The Spanish Navy has much fewer ships to choose from than the French and British. But they still can muster some good and strong ships that makes it interesting. They have the strongest 5th rate in this game and also the biggest ship with the highest cannon damage. Their selection varies a lot in strength, but you may still find ships that are very fun to play with.

The Spanish ships are much like the French, Tough and strong, and some with

History

In 1792 Spain was one of Europe's leading naval powers. It was only ranked behind those of Britain and France. But in 1814 only a few of Spanish warships remained, and they could barely be put to sea. At the beginning of the struggle, however, no one could have predicted this transformation.

The answer lies in the incompetence and corruption endemic in the Spanish administration.

Full-scale naval construction also effectively ceased in Spain in 1796. The Spanish Navy was dogged by a variety of logistical problems, and that every Spanish fleet that put to sea was defeated. The outbreak of war with France in 1793 completely transformed Spain's strategic situation, it could no longer trust a long time ally.

Together with a series of epidemics of yellow fever, shortages of raw materials and, last but not least, war with Britain meant that Spain's ships were forced to remain cooped up in harbor for long periods.



SAILS OF GLORY AMERICAN SHIP LIST

COST	Ship Info									Movement & Speed				Strength					
	SHIP NAME	YEAR	NATIONALITY	GUNS	CREW	CLASS	RATE	TYPE	WAVE	MANEUVER	VEER	Turn	SPEED FS	SPEED BS	CANNONS	MUSKETS	FIRE POWER	BURDEN	HTS
39	Thorn	1779	American	16	125	Swan	-	Sloop	2	G	8	90/61	71/50	45/30	1-2-1	2	20-9	1	6
37	USS Atalanta	1781	American	14	125	Swan	-	Sloop	2	G	8	90/61	71/50	45/30	1-2-1	2	19-9	1	6
88	Bonhomme Richard	1779	American	40	375	East Indiamen (FR)	4	Merchant	4	O	6	90/58	55/37	35/23	2-4-2	3	39-18	4	36
93	Bonhomme Richard	1779	American	62	375	East Indiamen (FR)	4	Merchant	4	O	5	90/58	55/37	35/23	3-4-3	3	46-18	4	36
116	USS Constitution	1797	American	60	360	44-gun frigate	3	Frigate	Special	L	5	80/46	44/29	30/20	3-5-3	3	63-17	5	45
133	USS Constitution	1812	American	62	377	44-gun frigate	3	Frigate	Special	L	5	80/46	44/29	30/20	4-6-4	3	82-18	5	45



SAILS OF GLORY SPANISH SHIP LIST

COST	Ship Info									Movement & Speed				Strength					
	SHIP NAME	YEAR	NATIONALITY	GUNS	CREW	CLASS	RATE	TYPE	WAVE	MANEUVER	VEER	Turn	SPEED FS	SPEED BS	CANNONS	MUSKETS	FIRE POWER	BURDEN	HTS
73	Sirena	1793	Spanish (FR)	34	280	Concorde	5	Frigate	2,5	A	7	90/61	60/40	38/25	2-3-2	2	37-14	3	24
73	Ifigenia	1795	Spanish (FR)	34	288	Concorde	5	Frigate	2,5	A	7	90/61	60/40	38/25	2-3-2	3	37-15	3	24
79	Mahonesa	1789	Spanish	34	265	Mahonesas	5	Frigate	4	K	7	78/42	60/40	38/25	2-3-3	2	38-14	4	36
79	Ninfa	1795	Spanish	34	265	Mahonesas	5	Frigate	4	K	7	78/42	60/40	38/25	2-3-3	2	37-13	4	36
80	Diana	1792	Spanish	34	265	Mahonesas	5	Frigate	4	K	7	78/42	60/40	38/25	2-3-3	2	40-14	4	36
79	Proserpina	1797	Spanish	34	265	Mahonesas	5	Frigate	4	K	7	78/42	60/40	38/25	2-3-3	2	37-13	4	36
144	Argonauta	1806	Spanish (FR)	74	700	Temeraire	3	SOL	2,5	B	5	68/36	38/24	26/17	4-7-4	4	93-26	5	45
146	Heroe	1808	Spanish (FR)	80	700	Temeraire	3	SOL	2,5	B	5	68/36	38/24	26/17	4-7-4	4	95-26	5	45
124	San Juan Nepomuceno	1766	Spanish	74	530	Nepomuceno	3	SOL	3	B	4	68/36	38/24	26/17	3-6-4	3	73-21	5	45
139	San Francisco de Asis	1767	Spanish	70	684	Nepomuceno	3	SOL	3	B	4	68/36	38/24	26/17	4-7-4	4	89-23	5	45
151	San Augustin	1768	Spanish	74	711	Nepomuceno	3	SOL	3	B	4	68/36	38/24	26/17	4-7-5	4	101-27	5	45
136	Bahama	1783	Spanish	74	689	Nepomuceno	3	SOL	3	B	4	68/36	38/24	26/17	4-6-4	4	84-24	5	45
213	Santa Ana	1784	Spanish	112	1102	Meregildos	1	SOL	3	F	3	46/29	29/18	22/14	5-9-6	5	144-39	6	66
191	Mejicano	1786	Spanish	112	800	Meregildos	1	SOL	3	F	3	46/29	29/18	22/14	4-7-5	4	121-30	6	66
192	Real Carlos	1787	Spanish	112	878	Meregildos	1	SOL	3	F	3	46/29	29/18	22/14	4-7-5	4	121-34	6	66
191	Conde de Regla	1786	Spanish	112	801	Meregildos	1	SOL	3	F	3	46/29	29/18	22/14	4-7-5	4	121-30	6	66
210	Principe de Asturias	1794	Spanish	112	1141	Meregildos	1	SOL	3	F	3	46/29	29/18	22/14	5-8-6	5	140-40	6	66
191	San Hermenegildo	1789	Spanish	112	800	Meregildos	1	SOL	3	F	3	46/29	29/18	22/14	4-7-5	4	121-30	6	66

Cannons This column shows the cannon power at full strenght.

Muskets This column shows the crew musket firepower at full strenght.

Fire Power The total cannon & musket strenght from undamaged until sunk. (Cannon & musket value added through every box)

The first red number is the cannon strenght and the blue second number is the musket strenght.

HTS The maximum damage the ship can take before it is sunk. Ship sink if reach this number (Burden x damage boxes)

Speed FS Max speed in the Green/Orange with full sails in mm.

Speed BS Max speed in the Green/Orange with battle (Normal) sails in mm.

Turn The maximum angle of degrees the ship can turn in Green/Orange

The Land Forts

There is possible to buy terrain packs to this game. There are currently two of them at this time.

- Terrain pack: Coast and shoals
- Terrain Pack: Coastal Batteries.

Both packs fit nicely together and may used to create some land scenery for a scenario. If you buy the coastal Batterie pack you will have access to some land forts that may interact or support your ships. It comes with 6 different coast battery element and 5 Battery logs (About the same you use for track damage for ships)

The table below shows the details for the different forts that comes in this accessory pack.



LAND FORTS

COST	INFO					STRENGTH						
	NAME	YEAR	NATIONALITY	INFORMATION	TYPE	CANNONS	FIRE POWER	MUSKETS	BURDEN	ACTIONS	CREW	HTS
36	Fort 5032 A	Any	Any	Fort fire one cone with 45 degree angles	Land Fort	3	11	1	3	2	7	21
	Fort 5032 B	Any	Any	Fort fire one cone with 45 degree angles	Land Fort	3	11	1	3	2	7	21
57	Fort 5034 A	Any	Any	Fort fire one cone with 45 degree angles	Land Fort	3	13	2	7	2	7	49
	Fort 5034 B	Any	Any	Fort fire one cone with 45 degree angles	Land Fort	3	13	2	7	2	7	49
81	Fort 5035 A	Any	Any	Fort fires straight and 45 degree to sides	Land Fort	3-2	30	2	7	3	8	56
	Fort 5035 B	Any	Any	Fort fires straight and 45 degree to sides	Land Fort	2-3	30	2	7	3	8	56
121	Fort 5033 A	Any	Any	Fort fires only left or right	Land Fort	4-3	48	2	9	3	10	90
	Fort 5033 B	Any	Any	Fort fires only left or right	Land Fort	3-4	48	2	9	3	10	90
160	Fort 5031 A	Any	Any	Fort fires left,right and straight	Land Fort	4-5-3	73	2	9	3	10	90
	Fort 5031 B	Any	Any	Fort fires left,right and straight	Land Fort	3-5-4	73	2	9	3	10	90

Cannons	This colum shows the cannon power at full strenght.
Fire Power	The total cannon strenght/endurance from undamaged until destroyed. (Cannon value added throught every box)
Muskets	This colum shows the crew musket firepower at full strenght.
HTS	The maximum damage the fort can take before it is destroyed. (Burden x damage boxes)
Crew	The number of boxes that represent men. When this go to zero all men are injured or dead and the fort surrender.

Captain , Crew & Leaders Cards

There are possible to obtain some cards of leaders and special abilities witch can further increase the playability of this game. Sadly the most of them is unavailable and can only be obtained through someone that have bought the Kickstarter version of the game. Ares Games have told that they will in the future print these cards, so they may be available to buy for all. But until that happens your best chance to get them is on web pages like E-bay.

In the two special packs HMS Victory and USS Constitution you may find some old and some new leader cards. Down below you see the cards that exist and were to find them.



Captain , Crew & Leaders Cards

Captain Abilities				
Availability	#	Cost	Name of Ability	Info
Kickstarter	4	4	Charismatic Captain	When only one crew marker left, use this card to ignore the next 2 damage to crew for one round.
HMS Victory	2			
Kickstarter	4	2	Iron Captain	When captain is wounded, the wound is ignored. Use 1 time
USS Constitution	1			
Kickstarter	4	4	Lucky Captain	When a rule requires a random draw to se result of exsample "entanglement". Player may choose the result instead.
USS Constitution	1			
Kickstarter	4	4	Intuitive Captain	Look oponent next movement card. Must be in distance of one ruler. May be used 2 times.
HMS Victory	2			
USS Constitution	1			
Kickstarter	4	5	Fast Thinking	Use blank planned action to change to a new crew action
HMS Victory	2			
USS Constitution	1			
HMS Victory	1	2	Spirited Boarding	When use a boarding token it starts automatically. You also get one ekstra E damage card.
HMS Victory	1	4	Evasive Maneuver	Ship still counts in the game as long as the center of the base still lie within the gaming field. May be used 2 times.
HMS Victory	1	2	Weather Eye	Look wind change one turn in advance.
HMS Victory	1	5	Skilled Tactician	During planning Phase when choosing maneuver card for next turn ,he can replace the card for current turn. Twice per game.
USS Constitution	1			
Total cards:		35		
Crew Abilities				
Availability	#	Cost	Name of Ability	Info
Kickstarter	4	6	Good Aim	If a broadside show one or more 0 damage. Draw one more damage. May be used 2 times.
USS Constitution	1			
Kickstarter	4	2*	Well trained Gunners	May reload one broadside the same turn which fired. For each ship rate (2 for unrated or 5th rate , 4 for 4th rate and up to 10 for 1st rate)
USS Constitution	1			
Kickstarter	4	1	Elite Marines	If damage show one ore more 0 damage. Draw one more damage. May be used 2 times.
Kickstarter	4	3	Hold Fast	When only one crew marker left, use this card to ignore the next 3 damage to crew for one round. 1 use only.
Kickstarter	4	1	Skillful Quartermaster	Increase your ship veer rating by one. May be used 2 times.
Total cards:		22		
Leaders				
Availability	Rank	Name	Skills	
HMS Victory	Vice Admiral	Horatio Nelson	Charismatic Captain, Fast Thinking , Intuitive Captain, Spirited Boarding & Weather Eye (Skillpoint value 17 Points)	
HMS Victory	Fleet Admiral	Richard Howe	Charismatic Captain, Fast Thinking , Intuitive Captain, Evasive Maneuver, Skilled Tactician (Skillpoint value 22 Points)	
USS Constitution	Captain	Charles Stewart	Fast Thinking, Intuitive Captain & Skilled Tactician (Skillpoint value 14 Points)	
USS Constitution	Commodore	William Bainbridge	Lucky Captain & Iron Captain (Skillpoint Value 6 Points)	

Damage & Ammo

Choosing Ammunition

Intro

There are several options of ammunition to choose from when you load your cannons. I would like to talk about the different ammunition types we have and when to use each type. I have broken down the numbers and seen what damage we really get and the chance of hitting.

A Long Range Cannons (Ball)

35 % Chance of missing.
16,6 % Chance of crew damage
3,3 % Chance of sail damage
3,3 % Chance of fire damage
3,3 % Chance of leak
3,3 % Chance of sail rudder damage
3,3 % Chance of broken mast damage



Standard cannon ball ammunition

Info

Using cannons at long range is the only possibility to fire at ships from this range. Anyone would choose to load this ammo if they do not anticipate a ship coming into very close range the next turns. This due to normally you may only fire every 3rd turn. (It takes one round to reload to new ammo type, double shots takes two rounds)

B Short Range Cannons (Ball)

20 % Chance of missing.
26,7 % Chance of crew damage
3,3 % Chance of sail damage
3,3 % Chance of fire damage
3,3 % Chance of leak
3,3 % Chance of sail rudder damage
3,3 % Chance of broken mast damage

Info

Using cannons at short range value is the most devastating damage you may do to a ship. Even if some of the % chance of hitting is equal to the A chits, the damage values are higher on most chits. Her you have possible chance of getting damage counters up 5 & 6. And the chance of a broken mast. At long range the highest damage is 4. If you are at range you may use double shot for that extra damage chits. But remember the loading time is 2 turns. Using ball ammo is the most common ammunition and are to prefer unless you do not want to sink a ship, but only cripple it.

C Chain Ball

20,6 % Chance of missing.
41,2 % Chance of crew damage
12,7 % Chance of sail damage
6,4 % Chance of broken mast damage



Typical Chain Ball ammunition

Info

When you want to use this ammunition it is because you want to damage crew, sails or mast of a ship. Damage to the ship is minimal with low numbers and you never get a leak, fire or rudder damage. Highest damage value to the hull you can get is 3 and that is a 6,3 % chance. Remember that you need to be very close to use this kind of shot.

D Cannister

30,2 % Chance of missing.
 53,9 % Chance of crew damage
 3,2 % Chance of sail damage

Info

Using this shot is the highest chance of targeting the crew of a ship.
 There is a 12,7% chance of getting a chit with 1 damage to hull and a 9,5 % chance of 1 hull + crew damage.
 3,2 chance of getting a sail damage and 1 hull. So this ammo gives the lowest chance of damaging a ship.



12 Pounder Canister shot



Grape Shot

Summary

As you see here you need to use ball ammunition if you want to destroy a ship. If a special scenario acquires you to capture a ship you need to switch ammo.

But going for the crew may let you win the day if you can get close enough. It is much faster to destroy the crew than fill the hull boxes.

Combining musket fire where there is a 51,1 % chance of a hit you may clear out the crew and force the ship to surrender faster than destroying the hull.

But to do this you need to get up close and that can be dangerous.

In the end you need some luck also and not always draw the miss chits while your opponents are lucky with his damage chits.

Damage Table

Damage	A Long range		B Short Range		C Chain Ball		D Cannister		E Musket	
	Chits	%	Chits	%	Chits	%	Chits	%	Chits	%
0	35	38,9	18	20,0	13	20,6	19	30,2	43	48,9
1	6	6,7	6	6,7	6	9,5	8	12,7		
2	6	6,7	6	6,7	2	3,2				
3	6	6,7	6	6,7	4	6,3				
4	4	4,4	6	6,7						
5			3	3,3						
6			3	3,3						
Only crew	9	10,0	9	10,0	20	31,7	28	44,4	45	51,1
1+crew	3	3,3	6	6,7	4	6,3	6	9,5		
2+crew	3	3,3	6	6,7	2	3,2				
4+crew			3	3,3						
1+sail	3	3,3			6	9,5	2	3,2		
2+sail			3	3,3	2	3,2				
3+fire	3	3,3	3	3,3						
2+leak	3	3,3								
3+leak			3	3,3						
4+leak	3	3,3	3	3,3						
2+rudder	3	3,3								
3+rudder			3	3,3						
2+broken mast					2	3,2				
3+broken mast					2	3,2				
4+broken mast	3	3,3								
5+broken mast			3	3,3						
Total chits	90		90		63		63		88	

This table shows the chance of getting the different damage when you draw damage chits.

The different ship classes (Walkthrough of the ships)

Below you will find an comparison of the different ship types in the game with their strength and weaknesses. This will give you an insight of them, so you may find the right ships to buy or use in any game.

This also gives you the number of ships of each type that is made and witch country they may be found in.

Below 5th Rates

14-gun ship-sloops				Nationality	Info	
				British	<p>These small ships are so fragile in this game that any ship class may sink them in one volley if they have a lucky shot.</p> <p>With only a damage capacity of 6 hts they are the weakest ship in the game.</p> <p>Even if they have the best movement in the game they are truly not capable in fighting against any other ship then the same ship class.</p>	
Movement & Speed			Strength			
Maneuver deck	G	Veer	8	Burden		1
13 cards of tactical movement			HTS before sink	6		
(Veer range value 0-10)			Best Firepower	20 - 9		
5 Left, 5 Right and 3 straightforward.						
Speed Full Sails			Availability			
Speed around 6,7-7,1 cm in the green			1 English (Wave 2)			
Speed around 4,4-5,3 cm in the Orange			1 French (Wave 2)			
Speed Battle Sails			1 American (Wave 2)			
Speed around 4,1-4,6 cm in the green						
Speed around 2,9-3,2 cm in the Orange						
Maximum turning capacity						
90 degrees angels in the green						
61 degrees angle in the orange						

4th rates

East Indiamen Ex-Merchant Ships (50 gun)				Nationality	Info	
				French	<p>These old merchant ships of French design serves as converted warships equal of 4th rates.</p> <p>You may use Ares alternative ship log to use then as normal merchant ships with weaker fire power.</p> <p>They are great to use in scenarios and is a must to have for all Sails of Glory fans.</p> <p>Strangely they do move almost as good as the English counterparts with only one point difference in Veer rating.</p> <p>Their damage capacity is also equal and fire power is about the same.</p>	
Movement & Speed			Strength			
Maneuver deck	O	Veer	6	Burden		4
13 cards of tactical movement			HTS before sink	36		
(Veer range value 0-10)			Best Firepower	50 - 17		
5 Left, 5 Right and 3 straightforward.						
Speed Full Sails			Availability			
Speed around 5,2-5,5 cm in the green			2 French (Wave 4)			
Speed around 3,3-3,9 cm in the Orange			1 American (Wave 4)			
Speed Battle Sails						
Speed around 3,3-3,5 cm in the green						
Speed around 2,2-2,4 cm in the Orange						
Maximum turning capacity						
90 degrees angels in the green						
58 degrees angle in the orange						

50-guns Portand Class Fourth Rate				Nationality	Info	
				British	<p>These English designed 4th rates is the closest link the English have to weak 32-gun 5th rates.</p> <p>This ship class is the only normal 4th class SOL in the game. Since no other nation until now have a ship in this class except for the East Indiamen ship, that is placed in 4th rate because of its refit as a warship rather than a merchant ship. The ship itself has a decent firepower and damage capacity. It doesn't draw much more damage markers then a 32 gun 5th rate , but will retain a much higher firepower as the ship fill its own damage boxes. And it is even faster than the French 40 gun 5th rate making it dangerous opponent .</p>	
Movement & Speed			Strength			
Maneuver deck	O	Veer	7	Burden		4
13 cards of tactical movement			HTS before sink	36		
(Veer range value 0-10)			Best Firepower	52 - 18		
5 Left, 5 Right and 3 straightforward.						
Speed Full Sails			Availability			
Speed around 5,2-5,5 cm in the green			2 English (Wave 3)			
Speed around 3,3-3,9 cm in the Orange			1 French (Wave 3)			
Speed Battle Sails						
Speed around 3,3-3,5 cm in the green						
Speed around 2,2-2,4 cm in the Orange						
Maximum turning capacity						
90 degrees angels in the green						
58 degrees angle in the orange						

5th rates

 32-guns Concorde Class Frigates				Nationality	Info	
				French	<p>These small frigates are fast and agile. The ship class is a French design. It is stronger than the English counterparts with a decent firepower.</p> <p>Because of their increased damage capacity of 24 hts they last much longer than other ships of same size and may engage tougher and stronger ships.</p>	
Movement & Speed		Strength				
Maneuver deck	A	Veer	7	Burden		3
(Veer range value 0-10)				HTS before sink		24
13 cards of tactical movement options				Best Firepower		36 - 14
5 Left, 5 Right and 3 straightforward.						
Speed Full Sails		Availability				
Speed around 5,7-6,1 cm in the green				1 French (Starter set)		
Speed around 3,6-4,4 cm in the Orange				1 French (Kickstarter spes)		
Speed Battle Sails				1 French (Wave 1)		
Speed around 3,5-3,8 cm in the green				1 Spanish (Wave 2,5)		
Speed around 2,3-2,6 cm in the Orange				1 English (Wave 1)		
Maximum turning capacity						
90 degrees angels in the green						
61 degrees angle in the orange						

 32-guns Amazon Class Frigates				Nationality	Info	
				British	<p>This English ship design is the fastest and most agile of all the 5th rates in the game. Their firepower is also the best only beaten by the French Hebbe class.</p> <p>Their weakness lies in their low damage capacity of 16 hts. Any player who uses them must be careful not to put them in direct line of a full broad side.</p>	
Movement & Speed		Strength				
Maneuver deck	C	Veer	8	Burden		2
13 cards of tactical movement				HTS before sink		16
(Veer range value 0-10)				Best Firepower		41 - 14
5 Left, 5 Right and 3 straightforward.						
Speed Full Sails		Availability				
Speed around 6-6,6 cm in the green				1 English (Starter set)		
Speed around 4-4,8 cm in the Orange				1 English (Kickstarter spes)		
Speed Battle Sails				1 English (Wave 1)		
Speed around 4-4,8 cm in the green				1 English (Wave 2,5)		
Speed around 2,6-3 cm in the Orange				1 French (Wave 1)		
Maximum turning capacity						
90 degrees angels in the green						
63 degrees angle in the orange						

 34-guns Mahonesa Class Frigate				Nationality	Info	
				Spanish	<p>These strong frigates of Spanish design are probably the best small ship in the game. With a damage capacity of 36 hts they are in an own league compared to the English 32 gun counterparts that have only 16 hts.</p> <p>Their firepower is just barely lower than the English 32 gun frigate but that don't matter when it can take more than twice the damage.</p> <p>But then again their toughness comes with a price and that is loss of agility. It has the worst turning capability of the 5th rate ship classes, except for the French Hebbe Class. Even if the turning capacity is very bad it is still the fastest 5th rate ship only beaten by the English Amazon class.</p>	
Movement & Speed		Strength				
Maneuver deck	K	Veer	7	Burden		4
11 cards of tactical movement				HTS before sink		36
(Veer range value 1-9)				Best Firepower		40 - 14
4 Left, 4 Right and 3 straightforward.						
Speed Full Sails		Availability				
Speed around 5,7-6,1 cm in the green				2 Spanish (Wave 4)		
Speed around 3,7-4,4 cm in the Orange				1 English (Wave 4)		
Speed Battle Sails						
Speed around 3,6-3,9cm in the green						
Speed around 2,4-2,7 cm in the Orange						
Maximum turning capacity						
78 degrees angels in the green						
42 degrees angle in the orange						

 40-guns Hebe Class Frigates				Nationality	Info	
				French	<p>These French frigates are best 5th rate in the game until now if you consider good firepower and toughness.</p> <p>The English have weak 5th rates and few to choose from. The few they may choose is captured ships.</p> <p>With firepower stronger than the English and twice as many hts the English are outmatched.</p> <p>They are also worth the price difference of around 20 points more than the English 5th rates.</p> <p>The Hebe class weakness is their agility and speed, where it is the worst of the 5th rate ship classes until now.</p>	
Movement & Speed		Strength				
Maneuver deck	E	Veer	6	Burden		4
11 cards of tactical movement				HTS before sink		32
(Veer range value 1-9)				Best Firepower		46 - 17
4 Left, 4 Right and 3 straightforward.						
Speed Full Sails		Availability				
Speed around 5,2-5,5 cm in the green						
Speed around 3,3-3,9 cm in the Orange						
Speed Battle Sails						
Speed around 3,4-3,5 cm in the green						
Speed around 2,2-2,4 cm in the Orange						
Maximum turning capacity						
77 degrees angels in the green						
42 degrees angle in the orange						

3rd rates

44-guns Constitution class				Nationality		Info
				American		
Movement & Speed				Strength		<p>This Ship is a 44 Gun frigate but is placed in 3rd rates class as Ares have valued it strength and power as a 62 gun ship.</p> <p>This Ship is a "hero" special ship pack like the HMS Victory special ship pack.</p> <p>USS Constitution has much better firepower, speed and turning capacities than other normal ships in this game of same size/type.</p> <p>The model itself is beautiful but also far out of scale of the other ships in the game, even bigger than the 1st rates. This makes it irritating to play with.</p> <p>Since the America is only represented with 3 ships in the game it is a must if you playing American scenarios. If not I can't recommend this purchase.</p> <p>It does come with some captain & crew ability cards and 2 unique captains.</p> <p>This Ship is a 44 Gun frigate but is placed in 3rd rates class as Ares have valued it strength and power as a 62 gun ship.</p> <p>This Ship is a "hero" special ship pack like the HMS Victory special ship pack.</p> <p>USS Constitution has much better firepower, speed and turning capacities than other normal ships in this game of same size/type.</p>
Maneuver deck	L	Veer	5	Burden	5	
11 cards of tactical movement				HTS before sink	45	
(Veer range value 1-9)				Best Firepower	82 - 18	
4 Left, 4 Right and 3 straightforward.						
Speed Full Sails				Availability		
Speed around 4,3-4,6 cm in the green				1 American (Spes. Ship pack)		
Speed around 2,7-3,2 cm in the Orange						
Speed Battle Sails						
Speed around 2,7-3,1cm in the green						
Speed around 1,9-2 cm in the Orange						
Maximum turning capacity						
80 degrees angels in the green						
46 degrees angle in the orange						

64-guns Artésien Class SOL				Nationality		Info
				French		
Movement & Speed				Strength		<p>This French design ship supposedly have 64 guns but it really lacks the firepower to show it. Ares have really scored this ship to low in everything. It has to low hts and to low firepower.</p> <p>If you compare it with the English 64 gun SOL the English ship clearly outgun the French and it also have a much higher damage capacity.</p> <p>For the first time in game the English have higher burden on a ship class than the French. The point difference of around 22-24 points is clearly too little for this kind of distance.</p> <p>The French ship have only one advantage and that is movement. Here it is better than the English counterpart, and with a good captain it may get into a better advantageous firing position.</p> <p>But then again the English ship is so strong it will probably win every time if the two ship design came into battle.</p> <p>The ship is an interesting ship to play and may require good planning to play. It is best used in scenarios were you want a weaker ship to even the settings.</p>
Maneuver deck	N	Veer	6	Burden	4	
11 cards of tactical movement				HTS before sink	36	
(Veer range value 1-9)				Best Firepower	55 - 22	
4 Left, 4 Right and 3 straightforward.						
Speed Full Sails				Availability		
Speed around 4,7-5,1 cm in the green				2 French (Wave 3)		
Speed around 3-3,5 cm in the Orange				1 English (Wave 3)		
Speed Battle Sails						
Speed around 3,2 cm in the green						
Speed around 2-2,3 cm in the Orange						
Maximum turning capacity						
78 degrees angels in the green						
45 degrees angle in the orange						

64-guns Third Rate British SOL				Nationality		Info
				British		
Movement & Speed				Strength		<p>This ship pack actually represents 3 different ship classes. The Ardent Class, Intrepid Class and the Inflexible class.</p> <p>They are all represented with the same model with different paint scheme.</p> <p>Sadly they are also equal in movement and hts. The only difference is the firepower on some of the ships.</p> <p>So for someone who plays them it will feel much about the same ship, and it doesn't matter which one you purchase if you want to buy this ship pack.</p> <p>As I told above they are very much is much better than the French counterpart, but then again I believe they have the right firepower for its class.</p> <p>Their weakness is their movement and they are as slow as the 74 gun English ships but with better turning capacities.</p> <p>The ship packs is a great purchase and I think many will use them in skirmishes and scenarios.</p> <p>There are some famous ship names that will make them very popular.</p>
Maneuver deck	J	Veer	6	Burden	5	
11 cards of tactical movement				HTS before sink	45	
(Veer range value 1--9)				Best Firepower	74 - 20	
4 Left, 4 Right and 3 straightforward.						
Speed Full Sails				Availability		
Speed around 4,3-4,6 cm in the green				1 English Ardent Class Wave 4		
Speed around 2,7-3,2 cm in the Orange				1 English Intrepid Class Wave 4		
Speed Battle Sails				1 English Inflexible Class (W4)		
Speed around 3-3,1 cm in the green						
Speed around 1,9-2,2 cm in the Orange						
Maximum turning capacity						
77 degrees angels in the green						
44 degrees angle in the orange						

74-guns Temeraire Class SOL				Nationality		Info
				French		
Movement & Speed				Strength		<p>This was the most produced French ship design and it is a beautiful and strong one as well. Its little bit slower than the English counterpart but the fire power is much better. It is an excellent choice for skirmish or scenarios with many famous names.</p> <p>The ships are mostly equal in everything except for one with a higher firepower rating (Redoutable 1785) So you may use any of them.</p>
Maneuver deck	B	Veer	5	Burden	5	
9 cards of tactical movement				HTS before sink	45	
(Veer range value 2-8)				Best Firepower	100 - 24	
3 Left, 3 Right and 3 straightforward.						
Speed Full Sails				Availability		
Speed around 3,8-4,2 cm in the green				1 French (Starter set)		
Speed around 2,5-2,9 cm in the Orange				1 French (kick starter spes)		
Speed Battle Sails				1 French (Wave 1)		
Speed around 2,8-2,9 cm in the green				1 English (Wave 1)		
Speed around 1,8-1,9 cm in the Orange				1 Spanish (Wave 2,5)		
Maximum turning capacity						
68 degrees angels in the green						
36 degrees angle in the orange						

74-guns Bellona/Elizabeth Class SOL				Nationality British		Info	
Movement & Speed				Strength		<p>This pack also represents multiple ship classes but they were almost identical in size, layout and structure. They represent The Bellona class, the Elisabeth class and the Edgar class.</p> <p>Ares have kept the ships almost identical with small differences in the firepower rating. Many of the ship names are famous for participating in great battles. The ship class itself is where it is expected with no weakness or extraordinary strength. It is recommended that you have more than two of these since they are used a lot in skirmishes and scenarios.</p>	
Maneuver deck	D	Veer	5	Burden	5		
9 cards of tactical movement				HTS before sink	45		
(Veer range value 2-8)				Best Firepower	85 - 22		
3 Left, 3 Right and 3 straightforward.							
Speed Full Sails				Availability			
Speed around 4,3-4,6 cm in the green				1 English (Starter set)			
Speed around 2,7-3,2 cm in the Orange				1 English (Kick starter spes)			
Speed Battle Sails				1 English (Wave 1)			
Speed around 3-3,1 cm in the green				1 English (Wave 2,5)			
Speed around 1,8-2 cm in the Orange				1 French (Wave 1)			
Maximum turning capacity							
67 degrees angels in the green							
32 degrees angle in the orange							

74-guns Nepomuceno/Bahama SOL				Nationality Spanish		Info	
Movement & Speed				Strength		<p>This Spanish design is equal to the French Temeraire class in movement & Agility, but the ship class have 1 point lower VEER Rating.</p> <p>But the firepower rating varies a lot from ship to ship. Making it a completely new ship for every name.</p> <p>This makes it fun for anyone who wants to play and have a different experience for each named ship.</p> <p>The ships are good and strong and are fun to play with. For anyone who wants to play with Spanish ships , it is recommended to buy both Spanish ship packs.</p>	
Maneuver deck	B	Veer	4	Burden	5		
9 cards of tactical movement				HTS before sink	45		
(Veer range value 2-8)				Best Firepower	101 - 27		
3 Left, 3 Right and 3 straightforward.							
Speed Full Sails				Availability			
Speed around 3,8-4,2 cm in the green				2 Spanish (Wave 3)			
Speed around 2,5-2,9 cm in the Orange				1 English (Wave 3)			
Speed Battle Sails							
Speed around 2,8-2,9 cm in the green							
Speed around 1,8-1,9 cm in the Orange							
Maximum turning capacity							
68 degrees angels in the green							
36 degrees angle in the orange							

80-guns Bucentaure / Tonnant Class SOL				Nationality French		Info	
Movement & Speed				Strength		<p>These ships are very strong 3rd rate ship and may have been created to powerful. They scores are more like a second rate ship with a much higher damage capacity than other 3rd rates.</p> <p>At the same time its movement & agility is even worse as an English first rate.</p> <p>It uses the same maneuver deck but has one point lower VEER than the English first rates. Out from historical facts I think it is little misplaced in its values, if you compare her to 3rd and 1st rates.</p> <p>But then again it is a great ship that may serve as a link to 2nd rates until Ares produce some.</p> <p>Its fire power is higher than other 3rd rates and it may feel like you have closer to 90 guns especially in musket fire power.</p> <p>It is a ship I recommend to buy and may be used in both skirmishes and scenarios.</p>	
Maneuver deck	H	Veer	3	Burden	6		
7 cards of tactical movement				HTS before sink	60		
(Veer range value 3-7)				Best Firepower	105 - 34		
2 Left, 2 Right and 3 straightforward.							
Speed Full Sails				Availability			
Speed around 3,4-3,8 cm in the green				2 French Bucentaure Wave 4			
Speed around 2,2-2,5 cm in the Orange				1 French Tonnant class Wave 4			
Speed Battle Sails							
Speed around 2,5-2,8 cm in the green							
Speed around 1,6-1,7 cm in the Orange							
Maximum turning capacity							
45 degrees angels in the green							
30 degrees angle in the orange							



1st rates

 100-guns First Rate SOL				Nationality	Info	
				British	<p>The strongest English warships build for warfare. They have very high firepower and damage capacity.</p> <p>But are very slow and have bad turning capacity. Still they move better than the French and Spanish counterparts, but with little lower firepower rating.</p> <p>The ships represent different ship classes but have the same movement and turning capacity. The only difference is variable firepower rating for each ship name.</p> <p>The ships are kings of the sea and you need to buy at least one of them for those real big battles or for those scary scenarios where smaller ships engage these beasts.</p>	
Movement & Speed			Strength			
Maneuver deck	H	Veer	4	Burden		6
7 cards of tactical movement				HTS before sink		66
(Veer range value 3-7)				Best Firepower		143 - 32
2 Left, 2 Right and 3 straightforward.						
Speed Full Sails			Availability			
Speed around 3,4-3,8 cm in the green				3 English (Wave 1)		
Speed around 2,2-2,5 cm in the Orange						
Speed Battle Sails						
Speed around 2,5-2,8 cm in the green						
Speed around 1,6-1,7 cm in the Orange						
Maximum turning capacity						
45 degrees angels in the green						
30 degrees angle in the orange						

 HMS Victory Special ship pack				Nationality	Info	
				British	<p>This is a special ship pack for the famous English ship HMS Victory. It is of same type as the English first rates above, but with boosted movement capabilities.</p> <p>It is also have a higher firepower rating then the other first rates except for one. (HMS Hibernia).</p> <p>It is more like a Hero 1st rate but it is fun to have this famous ship in the game. It is probably the best ship until now in the game when it comes to balance high firepower and movement.</p> <p>It comes with captain and crew ability cards and some unique Captains/Admirals.</p>	
Movement & Speed			Strength			
Maneuver deck	I	Veer	4	Burden		6
9 cards of tactical movement				HTS before sink		66
(Veer range value 2-8)				Best Firepower		136 - 33
3 Left, 3 Right and 3 straightforward.						
Speed Full Sails			Availability			
Speed around 3,5-3,8 cm in the green				1 English Special ship pack		
Speed around 2,1-2,6 cm in the Orange						
Speed Battle Sails						
Speed around 2,5-2,8 cm in the green						
Speed around 1,5-1,8 cm in the Orange						
Maximum turning capacity						
67 degrees angels in the green						
38 degrees angle in the orange						

 118-guns Ocean Class SOL				Nationality	Info	
					<p>This is the biggest French ships in the game, and was the largest ships in the world when they were built.</p> <p>These massive beasts of firepower and hts were the ultimate weapon of the French Navy. They have a very high firepower but their weakness is their movement.</p> <p>They have the worst speed and turning capacity in the game.</p> <p>Still they are a must to have in the game and all of them fought in famous battles.</p> <p>If I should say any negative about them it is that they should have a higher damage and firepower capacity because of their size.</p>	
Movement & Speed			Strength			
Maneuver deck	F	Veer	3	Burden		6
7 cards of tactical movement				HTS before sink		66
(Veer range value 3-7)				Best Firepower		136 - 39
2 Left, 2 Right and 3 straightforward.						
Speed Full Sails			Availability			
Speed around 2,9-3,3 cm in the green				3 French (Wave 1)		
Speed around 1,8-2,2 cm in the Orange						
Speed Battle Sails						
Speed around 2,2-2,5 cm in the green						
Speed around 1,4-1,5 cm in the Orange						
Maximum turning capacity						
46 degrees angels in the green						
29 degrees angle in the orange						

 112-guns Meregildos Class First Rate				Nationality	Info	
					<p>These Spanish 1st rates are the cream of the Spanish Navy. One of the ships (Santa Ana 1784) have the highest firepower in the game.</p> <p>The other varies in firepower strength but are better than the English. 1st rates.</p> <p>Their weaknes is the same as the French 1st rates as they share the worst movement and turning capacity in the game with the French.</p> <p>For any one playing with Spanish ships I recommend buying them. They are great for historical battles as they participated in many famous sea battles, and for scenarios.</p>	
Movement & Speed			Strength			
Maneuver deck	F	Veer	3	Burden		6
7 cards of tactical movement				HTS before sink		66
(Veer range value 3-7)				Best Firepower		144 - 39
2 Left, 2 Right and 3 straightforward.						
Speed Full Sails			Availability			
Speed around 2,9-3,3 cm in the green				3 Spanish (Wave 3)		
Speed around 1,8-2,2 cm in the Orange						
Speed Battle Sails						
Speed around 2,2-2,5 cm in the green						
Speed around 1,4-1,5 cm in the Orange						
Maximum turning capacity						
46 degrees angels in the green						
29 degrees angle in the orange						

Ship Tactics

Intro

In sails of glory you may use a multitude of tactics to outmaneuver your opponent. In this chapter I will show you some possibilities of this game.

To achieve skills to do this takes lots of practice and you need to know your ship weakness and strengths, as well as your opponents. If you can make this work you may achieve total surprise and victory over your opponent. You need to plan your move and anticipate your opponents move.

Even if the opponent has a stronger ship he does not necessary need to win.

I will teach you how to enhance your naval tactics in sails of glory.

- How to use your ship strength and weakness against your opponent
- Using the terrain as a tactical element.
- How to fight with multiple ships.

Achieving total surprise

I have chosen to use the starter box as an example since every player has this box and can identify themselves with the chosen ships.

I have used following ships:

English Navy

74 Gun HMS Vanguard (135 Points)

French Navy

74 Gun Genereux at (143 Points)

The French ship is slightly Stronger in firepower rating scoring 93-24 against the English ship at 84-22.

But the English ship is a bit faster with his D Maneuver deck

Can the English Ship prevail against a stronger ship with a little more speed?

We will see how the right tactics may change the battle.

The ships start facing each other with the English coming from East and the French ship from the West. The wind is blowing Normal from the North and none of the ships has the advantage of the wind. Both ships are at battle sails.

The English Captain has to make a choice in which direction he wants to turn. If he turns to the left and north he will get the wind in the front and loose his speed. Turning to the right will get the wind from behind and increase the ships speed.

The English captain already has a plan to outmaneuver the French ship. He anticipates the French ship will likely turn left to have an advantage by the wind from behind. Both captains load double shots into their cannons as they anticipate short range combat.

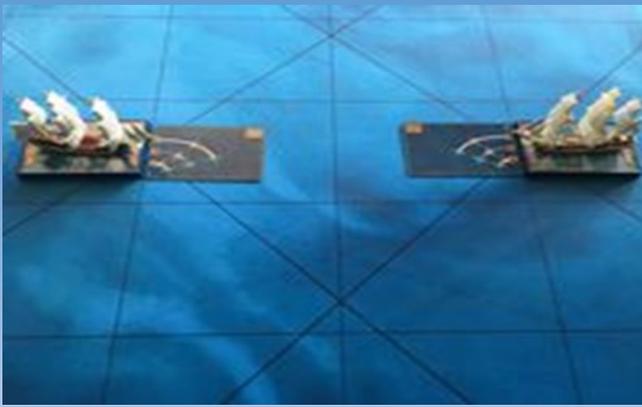
The English Captain has to make a choice in which direction he wants to turn. If he turns to the left and north he will get the wind in the front and loose his speed. Turning to the right will get the wind from behind and increase the ships speed.

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As anticipated both ships turns so they can have the wind in their back and get the increased speed by next move. The English captain knows his French opponent will try to avoid collision as he anticipates he will be victorious in the shootout since he has higher cannon value and musket strength.

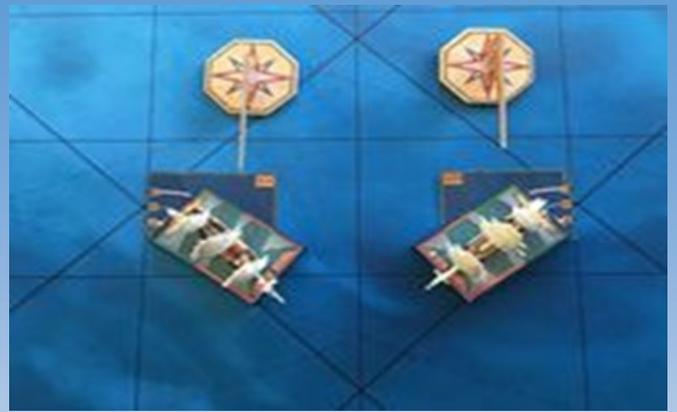
Knowing his ship and already planned the English captain has forced the French into reacting as he wants. The French has turned their sides to the maximum and with the next maximum move to the left anticipates a full broadside





But the English Captain have planned his move well. He turns his ship just enough to make the French Captain believing he is turning his side towards him at the same angle.

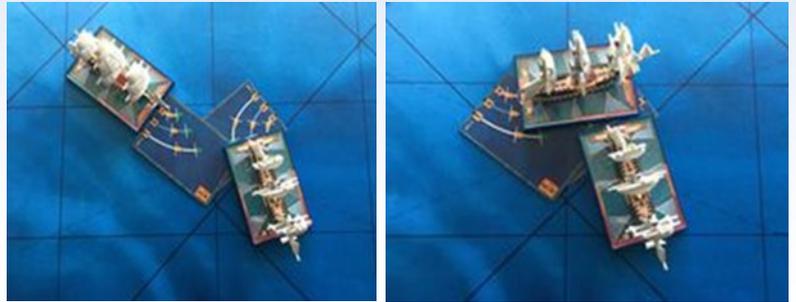
The English Captains plan is going as planned. By knowing his VEER rating of his ship he turns no more than enough to fool the French Captain and carry out his planned outmaneuver.



The French Captain makes his move preparing for the broadside.

But his Wind in the back gives him extra speed and he speeds South on the map. At the same time the English Captain lower his sails and reduces his speed and turns

The French Captain has fallen into the trap of the English Captain and is totally outmaneuvered. The English Ship may unleash a full broadside into the rear of the French ship with double shots.



I have drawn damage chits 3 times to simulate the damage results as shown on picture below.

2 of the times the French ship is crippled and severely damaged.

1 time the ship is sunk in one broadside.

By one good tactical move the English captain has won the battle without suffering any damage or casualty.

Your tactical decisions will as at the time of age of sails, and in this game be crucial to your chance of victory. Know your ship by its weakness and strength, and most of all always try to anticipate your opponents move/plan.



Using the terrain as an tactical element

As I told before it is important to plan your move many turns in advance. This because it takes two turns to correct a wrong move. And even more if you have put your ship in a very bad position. You have to anticipate were your opponent ships will end their move. This isn't easy when it is so many possibilities. So you need to narrow down the possibilities of your opponents ships. Making it possible to see the most likely move from your opponent.

So how do you do that?

It is much the same as shown in the first strategic article I wrote, were one captain pushes his opponent in the most likely direction and let his opponent think he is in control of the battle.

In this example you will see a smaller ship take on a much bigger ship and use his tactical skill as well as his ship strengths to prevail over a much stronger opponent.

As the first article I have decided to use ships from the starter set, so all may recognize the ships and try out these maneuvers. I have chosen following ships:

The English

74 gun HMS Vanguard at 135 Points

The French

32 gun Courageuse at 72 Points

The English Captain has a good and maneuverable ship with twice as much firepower and more than 3 times the hit points than the French ship.

But the French have a much faster and agile ship. Normally the English Ship would have blown the French ship to the bottom of the sea if they dueled raw fire power alone, so here the French Captain must use all his tactical skills and sailing properties of his boat to survive. He doesn't want to be caught in a full broadside of the English ship.

So here we start our tactical scenario.

The small French ship Courageuse is being chased by the larger English Ship the HMS Vanguard.

The French ship is running away with the English ship at full sails pursuing her. The wind is coming from the East and both ships have the advantage of higher speeds.



The French Captain has a plan to outmaneuver the English ship by using his ships agility, and use of the terrain. At first he lets the English Captain think he is controlling the battle by letting him chase him.

The English Captain is confident that the French ship is an easy target and soon will be sunk or surrenders. In his eyes the French are afraid and running from battle.

But the French Captain has other plans. The French Captain draws the English ship closer to the shoreline of an Island. By doing so he now limit down the directions the English Ship may maneuver.

The English ship can't turn as fast as the French ship and therefore can't turn to the right. He will then run aground on the Island. So his only option is straight forward or turning left.

By turning left The English Captain believe he will lose the French ship as he believe that the French ship is heading West and will turn around the Island to the right. So he keeps his direction and speed in hope to catch the French ship with a broadside in the rear as it turns North.

The French captain have planned his next actions well and in the right time he turns his ship maximum to the right and decreases his sails to slow down his ship and make a faster turn.

Just in time to manage a full right turn without running aground on the Island.

Well Knowing that the English ship cant make such a turn.



This move brings the French Ship into a position where he may unleash a full broadside with double shots at front of the English ship. This gives the English ship following damage chits:

4 B Chits

4 A Chits

2 E Chits by musket fire

I will not draw Damage chits as they vary a lot and it is not important in this review what damage the ships get, but how to inflict such damage and get away with it. But such a volley may cause many nasty things to happen the English ship.



The French Captain follows up his move by continue his right turn. The English Captain is starting to react to the French ship, but it takes time to correct his mistake. He lowers his sails and slows down to battle sails, at the same time he start planning a left turn.

But must first move out his preplanned card.

By lowering his speed the English Captain manage to not sail too far away from his target, but he is still totally outmaneuvered and may not use his full broadside to retaliate.



By lowering his speed the English Captain manage to not sail too far away from his target, but he is still totally outmaneuvered and may not use his full broadside to retaliate.



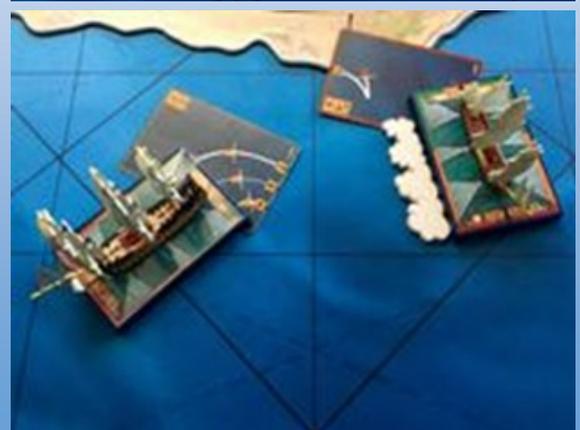
The French Captain now prepares for his ship for one last surprise action. By turning his ship like this he ends up as predicted against the wind and the next card he have planned is replaced by a backing sails card. Using the wind to turn his ship into an advantageous position.

The English Captain starts to turn his ship around, but again the English ship is into a nasty surprise move from the French Captain.

The wind turns the French ship into a position so it again may fire with a full broadside at the English ship. The English ship can't do anything then take the damage, this time in the rear were it hurts the most.

By a couple of tactical moves the large English Ship is outmaneuvered and possible weakened so much that it may withdraw from battle.

If not the French Captain may continue to show great seamanship and tactical superior skills until it surrender or are sunk.



Fleet tactics with multiple ships

Intro

The evolution of cannons led to a new naval tactic during the first half of the 17th century.

The conclusion was that they had to fight in a single line to maximum their fire power, without one ship getting in the way of another.

The line of battle formed the basis of the whole tactical system of the 17th and 18th centuries in naval warfare.

One consequence of the line of battle was that a ship had to be strong enough to stand in it. The ships powerful enough to stand in the line of battle came to be known as a ship of the line.

In Sails of Glory most combat is fought in this way. Players are sailing ships side by side in a line formation and exchange fire until one part loses or withdraw.

This way favor only the strongest ships, where only bad luck by drawing bad damage chits may cause the strongest to loose.

To truly win battles in Sails of Glory you need think in a different way.

In the time of age of sail there were many things a captain of a ship had to think about when planning an attack on another ship. Since many of these real things not apply to Sails of Glory I will not talk about these things, but talk about those that are.



(A typical line of Battle)

In this review I will talk about tactics using multiple ships.

The Wind

In Sails of Glory you need to take the wind into your consideration. The wind is the key factor of maneuvering your ship into a great firing position or escape from one. Knowing how much sails to use (Speed) in any given situation are also important to utilize the wind to the maximum.

As shown in the two previous tactical reviews I made, you see why this is so important.

<https://boardgamegeek.com/thread/2027245/tactics-sails-glory>

<https://boardgamegeek.com/thread/2031865/using-agility-and-terrain-tactical-element>

Reducing or increasing speed at the right time may make your ship turn away or at best out maneuver your opponent.

Even retreating downwind could be difficult once two fleets are at close quarters because your ships risks being raked as they turned downwind.

The player who plans his moves badly will end up being shot to pieces, or not be in position to shoot back efficiently.

The Line ahead formation & Crossing the T

These were the most famous formations from this time period. In this formation your ships follow each other and form a line. This is the normal and most used tactic, even in sails of glory. This formation allows all ships to fire their broadsides without risk of friendly fire. The formation also reduces the chance of friendly ships colliding with each other.

It also is more difficult for an enemy ship to attack, because it would be vulnerable to fire hitting its front causing more damage.

In most cases the opponent will have to turn away from your line and bring his ship in a line formation to fire back.

Attacking an opponent fleet already in a line ahead formation from their side is called Crossing the T. If you attack like this in a line ahead formation you only expose you leading ship. But then again it may come under heavy fire from broadsides from many of your opponent ships.



(A typical Line Ahead formation)



(The English ships turns to bring their ships in line)



(Example of Crossing the T Formation)

Disadvantages with both these formation is if the leading ship is disabled it would block for the rest of the ships in the line and make them collide. But If someone is to break through your line with a successful Crossing the T formation, The opponents ships may be cut off from each other and forced into close combat with all of your ships. Enemy ships that are cut off have to hurry to turn around to support their ships in the rear before they are destroyed. When Admiral Nelson won the battle of Trafalgar he used a successful crossing the T maneuver.



In picture above you see the English ships make a successful breach using a crossing T Formation. The French leading ships needs to hurry to turn their ships around to help the ships in the rear before they are destroyed.

The Line Abrest formation

By advancing in this formation you expose all your ships to enemy fire. This may reduce the damage pressure by dividing the damage through your fleet. And you won't have the risk of blocking another ship if one ship is disabled by enemy fire. Your ships also move quicker and faster towards the enemy than in a line formation, and you may engage with all your ships faster.

The disadvantage is that it is much more difficult to maneuver your ship into any new formation when you reach your enemy ships, especially if they have different speed. But then again your strategy may be to cut the enemy line several places and engage them close up.



Picture to the left shows the French ships advance from the south in a Line Abrest formation



This picture shows a double breach of the English Line made possible by moving ships fast in a Abrest formation, and dividing into 2 lines just before they reach the English line.

Overpowering

Always try to move your ships in such a way that you can use 2 or more ships to fire on one enemy ship. This will put the one enemy ship under such firepower that it will be disabled very fast. You may then turn your ships around to next enemy ship, and overpower that one also. By using your combined firepower effective like this you will soon outgun the rest of the enemy fleet and force it to withdraw.

This is of course most effective if you outmaneuver or position your ships in such a way that only one enemy ship may fire at your ships at the time you fire on the enemy ship with 2 or more.



(Different pictures were ships overpower another ship)

If you are in pursuit of an enemy and have a faster speed than him, you may try to Doubling your ships against his. This is done by moving one ship up on each side of your enemy and attacking him from two sides. Since his crew action is limited he may find it difficult to fire back from both sides, especially if he already has reduced crew and loss of actions. He also might have leak to repair, a fire that need to extinguished, or other actions he want/need to do. And this will force him to make choices he doesn't want to take.



Example of fast English ships come up from the rear and divides in two columns to double the slow French ships.

Ship Advantages

The different ship classes in Sails of Glory have their own strategic purpose. You need to use the right ship to your planned tactic. You don't want to use a slow ship to flank your opponent; It will probably not make it in time and will not participate when needed. At the same time you don't use a much weaker ship to just exchange broadsides with a much larger ship. Even within some of the same ship classes there are major differences.

Some ships have a better musket value. Don't underestimate the power of this. Use it to get close and unleash volleys of musket fire across the enemy decks. You will be surprised how fast his crew will disappear together with normal cannon damage. Soon he doesn't have the manpower to control the ship and has to give up.

Other ships are fast and agile.

Use them to break enemy formations, cut in from the rear or front and deliver raking shots.

Know your and your opponent ships strengths and weaknesses. With this knowledge you may gain the edge on your opponent.

So what tactics are the best ?

In sails of glory it is difficult to follow the real fleet tactics of this time period. There are too many things that not apply to this game that the real fighting ships had to consider. You may for example not fire when you pass a ship but after both you and your opponent have done their moves. This may put you or your opponent in a position that that fire is not possible or limited, even if both ships had a very good firing solution as they passed each other.

This is the drawback with this type of miniature games. Now you have to rely of your skill and luck to determine where both ships will end up after your move. And since you always plan 2 moves ahead it even more difficult.

There are no tactic that are better than the other, but the captain that may surprise his opponent by making a tactical move he don't expect will probably win. Try to outsmart your opponent without being to reckless. Because if your opponent anticipate your recklessness move, you might be utterly destroyed. The best captain is the one who can master the wind and always steer the ships were he want them to go. If you can master this you may make many different tactical plans to outsmart your opponent. But try to change your tactics all the time so your opponent not manages to anticipate your moves.



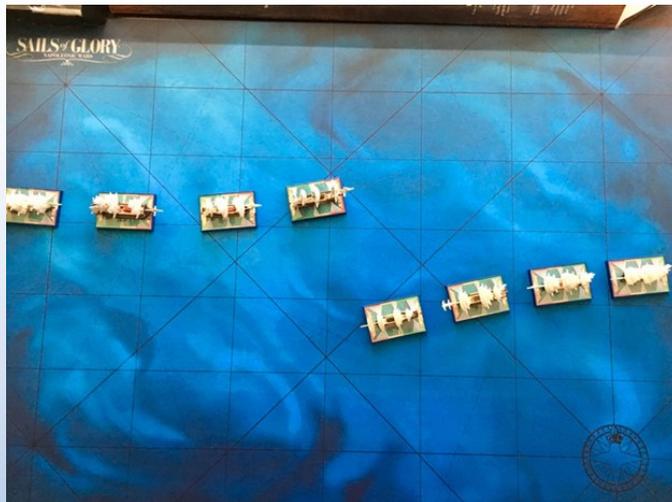
Pictures above shows an example of an unexpected move, which took the opponent totally by surprise. The English ships moving from the east to west against the French fleet. The English Captain put its heaviest 1st rate at front and two fast 3rd rates behind. The English Captain anticipate that the French Captain will break right in and continue in a line firing his broadsides as this is the most favorite wind direction.

As the French break right the English captain swings his 1st rate to the left and blocks the path for the French line. At the same time it delivers powerful broadsides at the leading French Ship. The fast English 3rd rates move slightly to the right and swings around the French ships while firing their broadsides.

The French Captain is unable to correct his ships planned move before turn 2. So they collide with each other and make easy targets for the English Ships.

Fighting with multiple ships is very hard, because you need to plan every ships move/actions correct. It is easy to forget something and make mistakes. But mistakes will be made by both sides during a game. And this is what is great about this game. You always have this uncertainty of every engagement or movement that may alter the course of the game. Sometimes just good luck may win the day, even if the opponent is stronger and better.

Don't be afraid to try an unexpected maneuver, since this will keep your opponent uneasy and afraid. He will find it difficult to anticipate your moves and find it harder to plan his.



Example of a normal engagement where only sheer luck makes a winner. You don't want to play like this J

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Useful Web Links

<i>Published Campaigns for this Game</i>	
<i>#</i>	<i>Name & Link Below</i>
1	<i>Sails of glory Starter set campaign (A campaign between the French & English with only the ships from starter set)</i> https://boardgamegeek.com/filepage/188189/sails-glory-starter-set-campaign-2019
2	<i>Sails Of Glory Troubled times (Spanish campaign leading up to the battle of Trafalgar)</i> https://boardgamegeek.com/filepage/188653/troubled-times
3	<i>Sails of Glory Campaign: Caribbean Domination (Spanish Campaign of conquest & domination in the caribbean)</i> https://boardgamegeek.com/filepage/157438/sails-glory-campaign-caribbean-domination
4	<i>Sails of Glory Campaign: Battle of the Seas (French Campaign following the time before and the Battle of Trafalgar)</i> https://boardgamegeek.com/filepage/158056/sails-glory-campaign-battle-seas
5	<i>Sails of Glory learn to play mini campaign (A short learn to play mini campaign following a English Captain)</i> https://boardgamegeek.com/filepage/160696/sails-glory-learn-play-mini-campaign
6	<i>Sails of Glory Campaign: The Battle of The Nile (Follow the English navy up to & participate in the famous battle)</i> https://boardgamegeek.com/filepage/190662/english-campaign-battle-nile
7	<i>Sails of Glory Campaign: The Road To Independence (Follow The British through the American civil war)</i> https://boardgamegeek.com/filepage/196354/sails-glory-campaign-road-independence

Other informative web links

Ares Games web page

<https://www.aresgames.eu/games/sails-of-glory-line>

Boardgamegeek Sails Of Glory

<https://boardgamegeek.com/boardgame/109291/sails-glory>