

**Wind Speed:** At the start of an engagement, players roll 2d6 to determine the wind conditions:

2	Calm – Beaufort 0	
3	Calm – Beaufort 0	
4	Extremely Light – Beaufort 1-2	
5	Light – Beaufort 3	Base Game Range
6-9	Fair – Beaufort 4	Base Game Range
10	Heavy – Beaufort 5	Base Game Range
11	Near Gale – Beaufort 6-7	
12	Storm – Beaufort 8-10	

There is a chance of fog in calm and extremely light wind (1 on 1d6).

If a Storm is rolled, after allocating damage to the involved ships, players then re-roll to determine what the weather is after the storm passes.

At the start of an engagement, the wind speed and direction are noted. Each turn, 2d6 are rolled for the speed and direction.

For wind speed, if an increase or decrease is rolled, the appropriate marker is placed on the Wind Gauge. On subsequent turns, if the same effect is rolled, the speed changes. If the opposite is rolled, the marker is removed from the Wind Gauge. If the wind speed increases from the speed at the start of the engagement, a modifier of -1 is added to the die roll each turn. If the wind speed decreases from the speed at the start of the engagement, a modifier of +1 is added to the die roll each turn.

The Wind Gauge covers a range of wind speed from Beaufort 3 (7-10 knots) to Beaufort 5 (17 - 21 knots). If the wind moves below the scale, it is Beaufort 1-2 (1-6 knots). Above the scale, it is Beaufort 6-7 (22-33 knots). If the wind rises above Beaufort 6-7, combat is not possible, and ships must disengage. For each increase above Beaufort 4, ships subtract 1 from their veer and musketry fire values.

At Beaufort 6-7, for each sail and mast damage hit in gunfire, draw an “E” chit. A “Crew Loss” chit indicates the damage is doubled.

Any ship tacking in Beaufort 6 or higher must pull an “E” chit to check for sail damage each time a red card is played. If a “Crew Loss” chit is drawn the ship takes one chit of sail damage. If a “0” is drawn, nothing happens. Schooners and Brigs are not subject to this rule.

If the wind increases to Beaufort 5 or better, the “Heavily Reefed” box indicates a “Backing Sail” speed on the card. If a player wants to anchor in winds higher than Beaufort 4, he may reduce sail directly from Backing Sails to Struck Sails.

There are no changes to movement on the cards above Beaufort 5.

At Beaufort 6-7, all two and three gundeck ships reduce their broadside strength as though the first four artillery rows were already lost. This does not change their ability to absorb damage, and is only to reflect their inability to use their lower gunports effectively. Their broadside strength does not diminish until they take enough damage to drop them below that normally.

For wind direction, if a wind shift is rolled, the appropriate marker is placed on the Wind Gauge. On subsequent turns, if the same effect is rolled, the direction changes. If the opposite is rolled, the marker is removed from the Wind Gauge. If the wind direction shifts counter-clockwise from the direction at the start of the engagement, a modifier of +1 is added to the die roll each turn. If the wind direction shifts clockwise from the direction at the start of the engagement, a modifier of -1 is added to the die roll each turn.

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**Sail Damage from Wind Increases:** At the start of any turn when a vessel is at Full sail and the wind is Heavy or higher and the vessel must pull two “E” chits to determine if it takes sail damage. Two Crew Loss symbols indicates that the ship takes a box of sail damage.

**Light and Extremely Light Wind Slow Speed:** In Light wind, a ship using backing sails may move by moving the forward edge of the ship’s base up to the line for the battle sails setting. In Very Light wind, the ship would be at battle sails to move at this speed. In Very Light air, at backing sails, the vessel would be stopped. This may be used by a vessel at Backing Sails in Fair wind by reducing sail to the Spilling Wind box.

A vessel moving at this speed cannot tack. If it turns into the wind and requires a red card, the card used is the one that is opposite the turn that took it into the red arc, and it uses the second hourglass. A single gundeck ship moving at this speed reduces its Veer by two and may not use the two most extreme turn card pairs normally available. For instance, if a ship’s deck normally allowed it to steer as sharp as 10/0, it would not be able to use those cards or the 9/1 pair. A ship with two or more gundecks moving at this speed reduces its Veer by one and may not use the most extreme turn card pairs normally available. For instance, if a ship’s deck normally allowed it to steer as sharp as 8/2, it would not be able to use those cards. A ship’s Veer cannot be reduced to 0 and a ship may always use the 4/6 pair.

**Spilling Wind Box:** In heavy air and above, a vessel at may reduce their sails to the Spilling Wind box and move at the Backing Sails rate. If the wind speed drops while Spilling Wind, the ship moves at the Light Air Slow Speed rate with all of the limitations until sails are raised. For speed changes due to tacking, the Spilling Wind box is ignored. A player may choose to reduce sail from Backing Sails to Struck Sails without reducing to Spilling Wind sails.