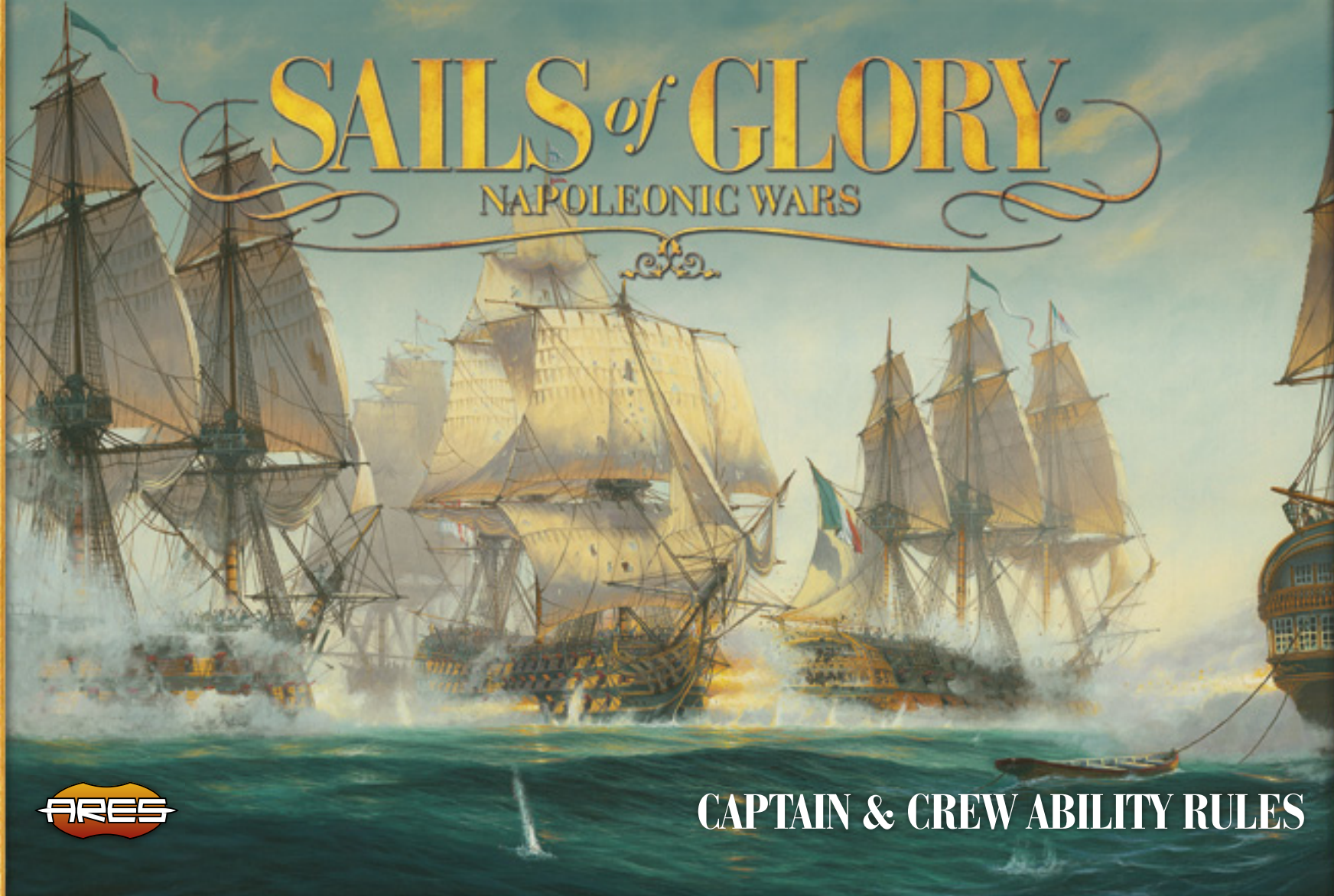


SAILS of GLORY

NAPOLEONIC WARS



CAPTAIN & CREW ABILITY RULES

CAPTAIN & CREW ABILITIES

The cards in the Captain and Crew Special Ability deck represent specific skills of the ship's captain or crew. Each ability is represented by a card. The text of the ability cards is included in this document for ease of reference.

You may assign one or more special abilities to each ship, to create variants to a scenario, or to balance a game between players of different skill and experience.

If you use the Lacking Training rule in a game, you may balance a ship with a crew which is lacking training by assigning two special abilities to that ship.

If a special ability can only be used with Standard Rules, it is marked with ☠☠. If it can only be used with Advanced Rules, it is marked with ☠☠☠.

If an ability can only be used once in a game, discard the card when used.

If an ability can be used twice in a game, rotate the card as a reminder when it is used for the first time, and discard it when used for the second time.


WOUNDS TO THE CAPTAIN

After a ship has half of the Crew Damage track boxes filled, the ship's captain may be wounded.


In any turn when at least one Crew Loss is taken, at the end of the Combat phase, draw four [E] damage counters to determine what happens to the ship's captain.

- If three of the counters have a Crew Loss symbol, the captain is wounded.
- If all four of the counters have a Crew Loss symbol, the captain is dead.
- Otherwise, there is no effect.

Reshuffle the counters with the unused ones without assigning any damage to the ship.

If the captain is wounded, abilities marked with  are affected:

- If the captain has one or more abilities that can be used twice in a game, and they have never been used, consider all of them used once. Any abilities used once is discarded.
- If the captain does not have any abilities that may be used twice, the player must discard one of his unused abilities, chosen among those that can be used once.

If the captain is dead, any ability marked with  is discarded immediately.

CAPTAIN'S ABILITIES

CHARISMATIC CAPTAIN

When the ship has only one empty box in the Crew Damage track, the player may ignore the next two Crew Loss special damages. Place the Crew Loss special damage marker (or the damage counters) on this card as a reminder.

When a third Crew Loss damage is taken, damage is inflicted normally to the ship, and the ship surrenders.

IRON CAPTAIN

When the captain is wounded, the wound is ignored.

May be used once in a game.

LUCKY CAPTAIN

Whenever a rule requires one [E] damage counter to be drawn to determine a random occurrence (for example, the Lacking Training rule or the Entanglement rule), the player can choose the result, instead of drawing it. May be used once in a game.

INTUITIVE CAPTAIN ☼☼

Before choosing the maneuver, the player may use this ability to look at the first planned maneuver (the one that will be executed in this turn) of an enemy ship within one ruler from the ship's base.

The player must declare the use of the ability, then check the distance. If the distance is more than one ruler, the ability is used, but there is no effect. Otherwise, the player may look at the opponent's maneuver.

This ability cannot be used against a ship who also has an Intuitive Captain. May be used twice in a game.

FAST-THINKING ☼☼☼

The player may use this ability to plan a blank counter as an action. After all the ships reveal their planned actions, the blank counter may be replaced by any available action of the player's choice. If this ability is used at the same time by more than one player, the new action is chosen secretly and revealed at the same time.

The ability cannot be used by a ship with a crew Lacking Training.

May be used twice in a game.

CREW ABILITIES

GOOD AIM

When the ship fires a broadside against an enemy ship, and the target ship draws one or more “0” damage counters, the player may use this ability to force the opponent to draw one additional damage counter of the appropriate type.

May be used twice in a game (in two different turns).

WELL-TRAINED GUNNERS

4 A single broadside of the ship can be reloaded the same turn in which it fired. Any ammunition can be loaded except double shot.

Alternatively, the ability can be used to load double shot in one turn, instead of two.

The ability cannot be used by a crew Lacking Training.

May be used once in a game.

ELITE MARINES

When the ship fires musketry against an enemy ship, and the target ship draws one or more “0” damage counters, the player may use this ability to force the opponent to draw one additional [E] damage counter.

May be used twice in a game (in two different turns).

HOLD FAST

When the ship has only one free box in the Crew Damage track, the player may ignore the next three Crew Loss special damages in the current turn. Place the Crew Loss special damage markers (or the damage counters) on this card as a reminder.

When a fourth Crew Loss damage is taken, damage is inflicted normally to the ship, and the ship surrenders.

This ability cannot be used on a ship as long as the Charismatic Captain ability is in effect for that ship.

May be used once in a game.

SKILLFUL QUARTERMASTER ☼☼

A player may use this ability when he reveals the maneuver card of the ship. The Veer rating of the ship is increased by 1 for the remainder of the turn.

May be used twice in a game.

SAILS of GLORY®

NAPOLEONIC WARS

A game by
ANDREA ANGIOLINO and **ANDREA MAININI**

Based on the Wings of Glory®
game system, designed by
ANDREA ANGIOLINO and **PIER GIORGIO PAGLIA**

Design & Development
ANDREA ANGIOLINO and **ANDREA MAININI**

Art
DONALD MACLEOD (cover)
FRANCESCO MATTIOLI (main illustration)
DARIO CALÌ (terrain elements)

Art Direction & Graphic Design
FABIO MAIORANA

Production
ROBERTO DI MEGLIO

Editing & Supervision
ROBERTO DI MEGLIO and **FABRIZIO ROLLA**

Photos
CHRISTOPH CIANCI

ENGLISH EDITION

Editing
JIM LONG

Additional Editing
DAVID MANLEY, TIMOTHY TOTTEN

Layout
HONDA EIJI

A game created, produced
and distributed worldwide by
ARES GAMES SRL



Via dei Metalmeccanici 16,
55041 Capezzano Pianore (LU), Italy.
Tel. +39 0584 968696
Fax +39 0584 325968

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WWW.SAILSOFGLOORY.COM
WWW.ARESGAMES.EU

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