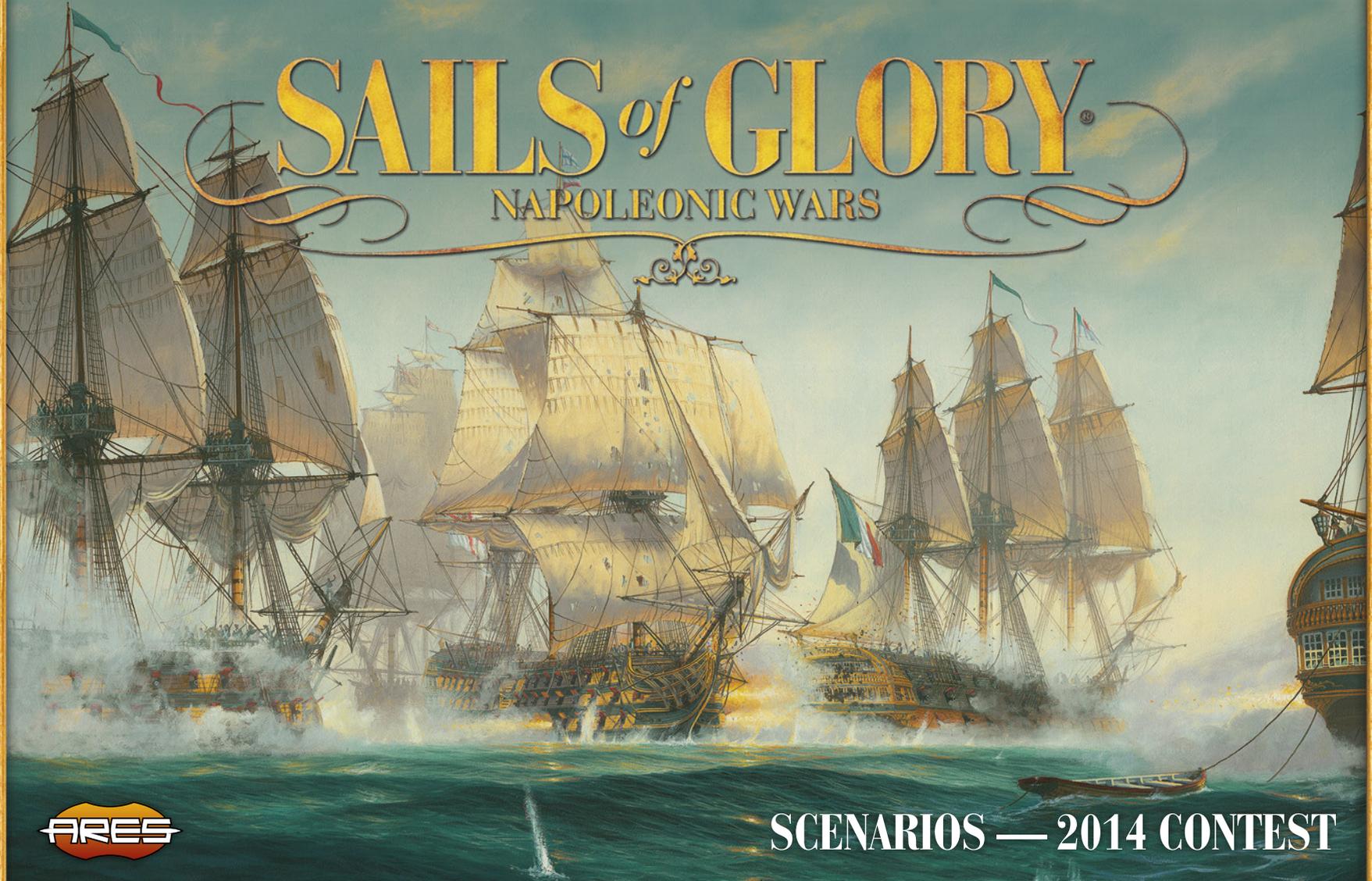


SAILS of GLORY[®]

NAPOLEONIC WARS



SCENARIOS — 2014 CONTEST



SCENARIOS — 2014 CONTEST

We are proud to present the winning scenarios of the 2014 Sails of Glory Scenario Design Contest. These scenarios are presented in the standard Sails of Glory format, with all the information you need to play.

Twenty-six players submitted 35 valid entries to the contest, in two different categories (Historical and Fictional), with 19 Historical scenarios and 16 Fictional scenarios submitted. Each scenario was evaluated by a pool of game experts - David Manley, Timothy Totten, Keith Upton, Jim Long and Fabrizio Rolla – according to various parameters.

To evaluate the scenarios, the judges used a rating system considering the quality of the visual and literary presentation, the appropriate use of game elements, historical accuracy/interest of the situation depicted (according the category), and game balance/fun factor.



The winner in the Fictional category is the scenario “Plundering the Town”, by **José Manuel Moreno Ramos**.

In the Historical category, there are two winners: “Encounter On A Lee Shore”, by **Eric Johnson**, and “A Safe Harbor? – Battle of Algeiras (1801)”, by **José Manuel Moreno Ramos**.

A special prize has been awarded to “Mediterranean Campaign”, by **Richard Holgate**, which did not fit exactly the format of the contest, but was appreciated by the judges for its originality and approach.

These scenarios are presented here, slightly edited from their original version.

Ares Games thanks all the other participants in the Sails of Glory Scenario Contest – it was really hard to select the best ones, as the quality of the submissions was very high. Thank you also to the members of the jury for their time and commitment in evaluating all the entries.

AND NOW, SET SAILS, TAKE THE WIND, AND SAIL TO GLORY!

 **BRITISH SIDE**



 **SPANISH SIDE**

After a long blockade, six ships try to plunder and conquer the town.

Background: After the successful British conquest of Portobello, British Admiral Edward Vernon tried to take the town of Cartagena de Indias, which was controlled by Spanish forces (3,000–4,000 military personnel and 6 ships-of-the-line) under Admiral Blas De Lezo in 1741. The battle was the most significant of the War of Jenkins' Ear and one of the largest naval campaigns in British history (it was the largest amphibious assault until Normandy landings of the Second World War). The battle resulted in a major defeat for the British Navy and Army. The battle marked a turning point in South American history, as Spain preserved her military supremacy in the continent until the 19th Century. The defeat caused heavy losses for the British: 50 ships lost, badly damaged or abandoned; and losses of 18,000 soldiers and sailors (from the 30,000 military personnel sent into battle). This battle marked history in America over the years, just as Trafalgar in Europe. Unfortunately, this one has been unfairly forgotten by the history books, along with Admiral Blas de Lezo (known as “Patapalo” (Pegleg) and later

as “Mediohombre” (Half-man), for the many wounds suffered in his long military career), one of the best Admirals in naval history. Due to the large number of British ships in the battle (29 ships-of-the-line and 22 frigates), it is presented as a fictional scenario.

Players: 1–6

- For 5–6 players see variants, see page 5.
- If there are 4 players, divide them as follows: 3 British Players: each player controls 2 ships. Spanish Player: controls all Spanish forts and coastal Batteries.
- With 3 players, divide them as follows: 2 British Players: each player controls 3 ships. Spanish Player: controls all Spanish forts and coastal Batteries.
- For 2 players, one player control British side, and the other Spanish side.
- For solitaire game see variants on the next page.

Gaming Surface: Length: 120 cm (≈48 in.), width: 90 cm (≈36 in.) or two game mats. The British side is the upper, short side of the table. Wind comes from the left of the British side. The playmat contains islands from the Starter Set and the following terrain elements:

Left coast: 1 modular coast element (Terrain Pack: Coasts and Shoals), 2 modular coast elements (Terrain Pack: Coastal Batteries).

Right coast: 1 modular coast element (Terrain Pack: Coasts and Shoals), 2 modular coast elements (Terrain Pack: Coastal Batteries), 1 modular coast element (Terrain Pack: Coastal Batteries – element without batteries), 1 modular coast element (Terrain Pack: Coasts and Shoals), Customized city element.

Spanish Player: Coastal batteries and town, only.

British Player(s): HMS Defence, HMS Vanguard, HMS Le Berwick, HMS Bellona (or any other British Bellona/Elizabeth class ship-of-the-line), HMS Meleager, and HMS Cleopatra (or any other British Amazon class frigate), within half-ruler distance from his own edge of the table.

Additional Rules Needed: Advanced Rules, Surrendered Ships, Boarding, Coast, Islands, and Coastal batteries.

Special Rules: A new terrain element has been added and is actively used in the scenario. See the new optional rules: *Towns* and *Landings* (pages 6–9). Landing areas for this scenario are beaches marked with a white “X” on the map. Only Towns can be attacked by landings.

Winning Conditions: There are several degrees of victory and winning conditions for this scenario. The Spanish player can obtain a Decisive Victory, if 4 British ships are eliminated or a Tactical Victory, if the Town is destroyed, but 3 British ships are eliminated. The British players can obtain a Decisive Victory, if the Town surrenders or a Tactical Victory, if Town is destroyed and a maximum of 2 British ships are eliminated.

The scenario ends when any of the following conditions is met:

- Town surrenders.
- Town is destroyed.

- 4 British ships are eliminated (surrenders or are destroyed).

Variants:

Wind direction and strength: You can use the Optional Rules for Variable Wind Direction (see *Rulebook*, page 41) and Variable Wind Strength (see *Rulebook*, page 42) for more exciting play. This provides more re-playability to the scenario, as wind direction and strength changes the difficulty level for both sides.

Solitaire variant: In addition to a standard game, you can use the 5–6 Player variant in solitaire play. If so, Spanish ships move with Automatic Movement (see *Rulebook*, page 48).

5–6 Players variant (Spanish Armada anchored at the bay): The game may be expanded, adding more ships during set up, with the following rule changes:

Game set up: add the following ships to the setup:

- **British Player(s):** HMS Bellophoron, HMS Goliath (or any other British

Bellona/Elizabeth class ship-of-the-line), within half-ruler distance from his own edge of the table.

- **Spanish Player(s):** San Juan Nepomuceno and Neptuno (replaced by any Temeraire class ship-of-the-line) within half-ruler distance from lower edge of the game area (inside the bay).

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- **Winning Conditions:** The Spanish player can obtain a Decisive Victory, if 6 British ships are eliminated or a Tactical Victory, if the Town is destroyed, but 5 British ships are eliminated. The British players can obtain a Decisive Victory, if Town surrenders or a Tactical Victory, if Town is destroyed, 1 Spanish ship is eliminated, and fewer than 4 British ships are eliminated.

5–6 Players variant (Spanish reinforcements): The game may be expanded, adding more ships at game set up, with following rules changes:

Game set up: add the following ships to setup:

- **British Player(s):** HMS Bellophoron, HMS Goliath (or any other British Bellona/Elizabeth class ship-of-the-line), within half-ruler distance from his own edge of the table.

- **Spanish Player(s):** Reinforcements arrive when the first damage counter is placed in the 4th column of any of Town or Garrison damage track. Place the San Juan Nepomuceno and Neptuno (replaced by any Temeraire class ship-of-the-line) within half-ruler distance from upper edge of the British setup area.

- **Winning Conditions are modified:** The Spanish player can obtain a Decisive Victory, if 6 British ships are eliminated or a Tactical Victory, if the Town is destroyed, but 5 British ships are eliminated. The British players can obtain a Decisive Victory, if Town surrenders or a Tactical Victory, if Town is destroyed, 1 Spanish ship is eliminated, and fewer than 4 British ships are eliminated.

OPTIONAL RULES

*** TOWN

A coast or island terrain element may feature a town, indicated by the presence of red/green dots. Each dot shows a different part or particular building of the town. Town characteristics are indicated by its town log.

The top row of the log is the Town Damage track, and works similarly to the Ship Damage track of the ship log. This track indicates infrastructure status and the firepower for all of its firing arcs. The damage capacity of each box is based on the Fortification Rating {  } of the town, which follows similar rules to the Burden of a ship.

The bottom row of the town log is the Garrison Damage track, and works similarly to the Crew Damage track of a ship log.

Planning is never required for a town, except playing with Advanced Rules and using Actions, see page 48.



The Town Log

TOWN IN COMBAT

In combat, town follows similar rules to coastal batteries and ships: they shoot, reload, and receive damage in the same way.

A town is similar to the broadsides of a ship. Each firing arc of a town may fire once per turn. If the guns of a town's arc have more than one target in sight, the controlling player must choose one of them. If a town has targets on both firing arcs, it may attack one target in each firing arc, shooting with both firing arcs.

Note: this is different from coastal batteries, which only shoot at one target from all firing arcs. (This is because town resources and garrisons are larger than coastal batteries, and their guns are placed in different and faraway strategic locations of the town.)

Towns may contain 3 types of buildings, which may be used in combat:

- **Military buildings:** marked by a red dot. Each red dot shows city walls, a castle, governor's house, or other important military targets. Each red dot may fire using musketry fire

against a single target each turn. Each red dot may be attacked. Damage counters are placed on the town log according to ship or coastal batteries rules.

- **Town batteries:** marked by a firing arc and a red dot similar to coastal batteries. Each firing arc with a red dot shows military buildings with guns. Each firing arc may fire using both artillery and musketry fire against a single target each turn. Each firing arc may be attacked and damage counters are placed on the town log according to ship or coastal batteries rules.
- **Civil buildings:** marked by a green dot. Each green dot show harbor installations, warehouses or other important civil targets. Green dots may not fire. Each green dot may be attacked. Damage counters are drawn as normal, but only numbered counters should be placed on the town log. Any other counter ("0" counters, and all counters with Special Damages, including Crew or Crew and a number) should be discarded without effect and returned to their cup or group.

As towns are bigger than ships, and do not have a base, combat ranges are always measured to and from the red/green dots. If a ship's base is reached by the red/purple part of the combat ruler from one of the red dots, the town can attack it with musketry fire.

The leftmost empty box in the top row of the town log (with the "Guns" symbol) indicates the current firepower of that town. There are as many numbers in the box as there are arcs in the town.

The leftmost empty box in the lower row of the town log (with the "musket" symbol) indicates the current musketry firepower of that town.

When using Advanced Rules, towns ignore all special damages, except crew and fire special damages (if the Ammunition Explosion optional rule, page 40, is in use, it applies to towns as well as to ships).

ELIMINATING A TOWN

If, at any time, all the boxes of the Town Damage track are covered by a counter, the town is destroyed. If all boxes of the Garrison Damage track are covered by a counter, the town surrenders. In either case, the effect is the same, the town is eliminated from the game and can no longer attack or be attacked.

(Scenario rules may indicate different effects for victory conditions.)

When a town is eliminated, all of the damage counters on the town, including the “0”s, are reshuffled together with the unused damage counters of the same type.

Remember, as damage is resolved simultaneously, an eliminated town is still able to fire in the phase in which it is destroyed or surrenders.

*** ACTIONS OF A TOWN

The player controlling a town must plan its actions just as he does for a ship, but the choice of actions is limited.

As with shops and coastal battery logs, the town log shows the number of garrison actions, indicated by the number beside the “Hand” symbol.

During the Planning phase, the player places as many action counters as he wants, facedown, in the planned action boxes of the crew mat, up to the maximum number of crew actions for the town.

When the town is damaged, use the leftmost symbol still uncovered by damage counters in both the Town Damage and Garrison Damage track.

Towns can perform the same actions as coastal batteries: fire and reload the guns (use left/right broadside one for each firing arc), musketry fire, extinguish fire, and repair damage.

The effect of each action is similar to the equivalent ship action (see *Rulebook*, pages 29–31), except Repair Damage only repairs normal damage.

*** LANDINGS

Coastal and island terrain elements show both sandy and rocky coastlines. Each scenario defines whether a coast has a sandy coastline or rocky coastline.

Coastal landings may only be done from a sandy coastline. The scenario defines which coastal batteries/towns may be attacked and which sandy coastlines are eligible for a landing.

To make a landing, a ship must have struck sails and be within the red/purple part of the ruler from the sandy coastline, but further away than the width of the ruler.

LANDING PROCEDURE

Beginning in the turn following landing, the attacking player draws 2 [D] damage counters (placing them on his ship’s crew damage track, as normal). These are the crew/soldiers landing on the beach.

After that, the defender draws 1 [D] damage counter (placing it on his town’s garrison damage track, as normal). These are the crew/soldiers town’s garrison have loss in street-to-street combat.



ENCOUNTER ON A LEE SHORE

BRITISH SIDE



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Two British frigates engage a French ship-of-the-line pinned against the coastline in stormy weather and treacherous seas.

Where: Audierne Bay, near Ushant

When: January 13, 1797

Players: 2

Gaming Surface: Length: 90 cm. (≈36 in.) Width: 90 cm. (≈36 in.) or one game mat. Place coast segments as shown. All coasts have a rocky coastline. Players alternate placing six reefs or shoals (players may choose which they wish to place) within one ruler distance of any coastline terrain element, but no closer than half-ruler distance from another terrain element. Wind comes from the British side.

French Player: Droits de l'Homme (represented by Fougueux), placed within a half-ruler distance of the center of the play area. Weather conditions prevent the ship from opening its lower gunports. To reflect this, when it fires a broadside, the target takes one less damage token for every

three (rounding down). For example, if it fires a broadside with a firepower of 5, this would be reduced by 1 (5/3, rounded down) for a total of 4 damage tokens.

British Player: HMS Indefatigable (represented by HMS Concorde) and HMS Amazon (represented by HMS Terpsichore), placed within a half-ruler distance of the British side. HMS Indefatigable is a heavy razee frigate. To reflect this, raise its Burden to 4. In addition, when it fires a broadside, the target takes one additional damage token.

Special Rules: With Basic and Standard Rules, use the longest arrow instead of the middle arrow on the blue maneuver cards. With Advanced Rules, use high wind as described in the Variable Wind Strength optional rule (see *Rulebook*, page 42). Wind speed and direction do not change for the duration of the scenario. Also, the weather is too stormy to allow grappling or boarding actions, therefore, the Boarding optional rule is not used.

Winning Conditions: Eliminate the enemy ships.

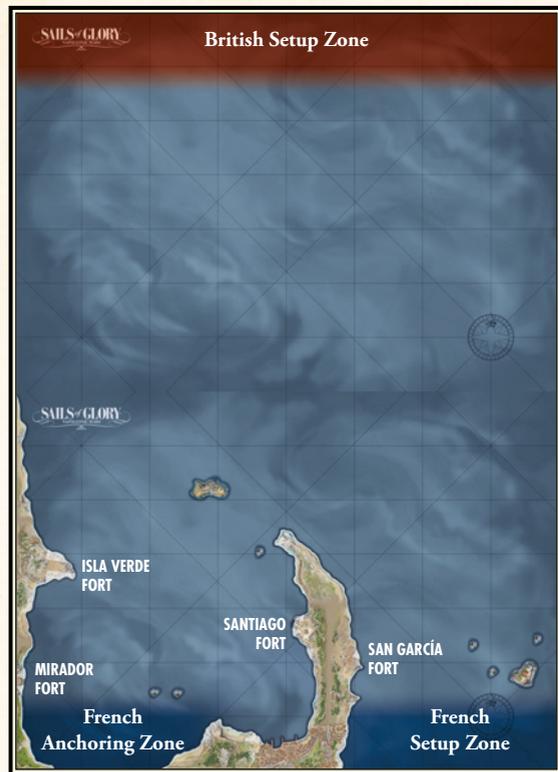
Historical Outcome: In the heavy seas, the French ship-of-the-line was at a serious disadvantage

against the more stable and nimble British frigates. After a grueling nightlong engagement—with the French taking the worst of it—dawn broke to reveal the coastline lying perilously close at hand. HMS Indefatigable managed to beat upwind, away from the danger, but both HMS Amazon and Droits de l'Homme ran aground and were wrecked.



A SAFE HARBOR? – BATTLE OF ALGECIRAS

 BRITISH SIDE



 FRENCH SIDE

4 ships attempt to take shelter in a bay, but they are attacked in their safe harbor.

Background: The Battle of Algeciras was an attempt by a French naval squadron from Toulon under Contre-Admiral Charles Linois to join a French and Spanish fleet at Cadiz during the summer of 1801. However, Cadiz harbor was blockaded by the British fleet based at Gibraltar, under Rear-Admiral Sir James Saumarez. Linois decided to anchor his fleet at Algeciras, a fortified port city within sight of Gibraltar across Algeciras Bay. On July 6, 1801, battle starts when Saumarez attacks the anchored squadron, in the First Battle of Algeciras.

On the evening of July 12, the French and Spanish fleet sailed from Algeciras, followed by the British, who caught the trailing ships in the Second Battle of Algeciras at 11:20 PM.

Where: Off Cadiz, Spain.

When: 6–12th July 1801.

Players: 1–6.

- If there are 6 players, divide evenly into two teams: British Players: each player controls 2 ships. French/Spanish Players: two players control 2 French ships each, the third one controls all Spanish forts (with several coastal Batteries).
- For 5 players, as 6 players, but one player controls all 4 French ships.
- If there are 4 players, divide evenly into two teams: British Players: each player controls 3 ships. French/Spanish Players: one player controls 4 French ships, the other one controls all Spanish forts (with several coastal Batteries).
- For 3 players, as 4 players, but one player controls all French/Spanish forces.
- For 1–2 players see variants (page 14).

Gaming Surface: Length: 120 cm (≈48 in.), width: 90 cm (≈36 in.) or two game mats. The British side is the upper short side of the table; the French is the opposite side, outside of the bay. Wind comes from the right of the French side. Playmats

have been customized. Lower playmat should be fitted with some islands from starter set and the following terrain elements:

Left coast: 1 modular coast element (Terrain Pack: Coasts and Shoals), 2 modular coast elements (Terrain Pack: Coastal Batteries).

Right coast: 1 modular coast element (Terrain Pack: Coasts and Shoals), 2 modular coast elements (Terrain Pack: Coastal Batteries), 1 modular coast element (Terrain Pack: Coastal Batteries – element without batteries), 1 modular coast element (Terrain Pack: Coasts and Shoals), Customized city element (see the template at the end of the document).

French Player(s): Formidable, Indomptable, Desaix (replaced by Temeraire class ship-of-the-line) and Muiron (replaced by any French Concorde class frigate) are placed first, within half-ruler distance from the French side.

British Player(s): HMS Pompee (replaced by any British Temeraire class ship-of-the-line), HMS Caesar, HMS Spencer, HMS Venerable, HMS Hannibal, and HMS Audacious (replaced by any

Bellona/Elizabeth class ship-of-the-line), within half-ruler distance from the British side.

Additional Rules Needed: Advanced rules, Coast, Islands, and Coastal Batteries.

Winning Conditions: The British player(s) wins if any French ship is eliminated before it enters Algeciras Bay. If all French ships arrive safely in Algeciras Bay, the British player wins if a total of 3 Spanish forts or French ships are eliminated. The French player wins if all their 4 ships reach Algeciras bay and 3 British ships are eliminated.

Variants:

Wind direction and strength: You can use Optional Rules for Variable Wind Direction (see *Rulebook*, page 41) and Variable Wind Strength (see *Rulebook*, page 42) for more exciting play. This provides more re-playability to the scenario, as wind direction and strength changes the difficulty level for both sides.

1–2 Players game: this scenario can be played solitaire or as a 2 players game with the following rules:

- **British forces set up:** reduced to 3 ships.
- **French/Spanish forces set up:** reduced to 1 ship-of-the-line.
- **British winning conditions:** French ship is eliminated or 2 Spanish forts are eliminated.
- **French winning conditions:** 2 British ships are eliminated.

The Second Battle of Algeciras: The game can be expanded to play the 2nd Battle of Algeciras. Before starting the game, players should decide whether they are going to use this variant. There are no changes to setup, but some rules are modified:

- The game starts as described above. The French/Spanish Player must attempt to sail all of their ships to the “anchoring French area.” Once there, all French ships must spend at least one turn with struck sails (see *Rulebook*, page 32). After that, the 2nd Battle of Algeciras begins and ships can use the “increase sails” action. If either player meets their Winning conditions before

increasing sails, the game ends and the 2nd Battle of Algeciras doesn't take place.

- When the 2nd Battle of Algeciras starts, all French ships must leave the bay and sail to left game area on British side edge.
- Beginning immediately, winning conditions are modified as follows:
 - **British Winning Conditions:** the British player wins, if at least 2 French ships-of-the-line are eliminated and no more than 2 British ships have been eliminated.
 - **French/Spanish Winning Conditions:** the French/Spanish player wins, if 2 French ships have left game area on British side edge and as least 2 British ships have been eliminated.
 - With any other result, there is a marginal victory. No side gets a clear victory and both fleets withdraw to repair their damaged ships. In this case, the winner is the player with the most total

undamaged boxes (hull and crew) on the ships and coastal batteries. If it is still a tie, the winner is the one who sunk more ships (eliminated forts count as sunken ship for this purpose).

The 2nd Battle of Algeciras for 1–2 players: This variant can be also played solitaire or with 2 players as follows:

- **British Winning Conditions:** the British player wins, if 1 French ship or 2 Spanish forts are eliminated and no more than 1 British ship has been eliminated.
- **French Winning Conditions:** the French/Spanish player wins, if 1 French ship leaves the game area on British side edge after entering Algeciras bay.
- With any other final result, there is a marginal victory. No side gets a clear victory and both fleets withdraw to repair their damaged ships. In this case, the winner is the one with the most total undamaged boxes (hull and crew) on the ships and coastal batteries. If it is still a tie, the winner

is the one who sunk more ships (eliminated forts count as sunken ship for this purpose).

Solitaire variant: The French ship moves with Automatic Movement (see *Rulebook*, page 48). It starts on French side, outside the bay and moves inside the bay. If the 2nd Battle of Algeciras is played, the French ship then moves with Automatic Movement toward the left of the game area on British side.

Historical Outcome: Although all three French ships-of-the-line were damaged, none could be successfully captured and the British were forced to withdraw without the HMS Hannibal, which grounded and was seized by the Spanish and French. In addition, the HMS Pompee had to return to Gibraltar for repairs, and HMS Caesar received severe damage.

The Spanish fleet then arrived in Algeciras harbor. The 2nd Battle of Algeciras took place on July 12th, when combined Spanish/French fleet left harbor, sailing to Cadiz. The British fleet left Gibraltar to intercept them. A confused night action followed, with the British ship HMS Superb taking advantage of low visibility

conditions. Sailing between the San Hermenegildo and Real Carlos, both first-rate ships with 112 guns, she attacked them both and then proceeded up the French-Spanish line. Between the darkness and the smoke from firing, the Spanish did not realize she had left. Real Carlos and San Hermenegildo furiously fired on one another, resulting in the loss of both ships. The HMS Superb then attacked and captured the French ship, St. Antoine.



BACKGROUND

Based on the Mediterranean campaign leading to the battle of the Nile – where British politicians and high command were unsure of Napoleon's plans (indeed, Egypt was very low on the Royal Navy's priority list). The following campaign gives both sides a feel for the strategic aspect of naval warfare as well as exciting ship-to-ship action. It also gives players the opportunity to make better use of those smaller frigates and sloops in their Sails of Glory fleets.

HISTORICAL BACKGROUND

The Battle of the Nile (also known as the Battle of Aboukir Bay) was a major naval battle fought between the British Royal Navy and the Navy of the French Republic at Aboukir Bay on the Mediterranean coast off Egypt on August 1–3 1798. The battle was the climax of a naval campaign that had ranged across the Mediterranean the previous three months, as a large French convoy sailed from Toulon to Alexandria carrying an expeditionary force under General Napoleon Bonaparte.

Bonaparte sought to invade Egypt as the first step in a campaign against British India, with the ultimate goal of driving Britain out of the French Revolutionary Wars. As Bonaparte's fleet crossed the Mediterranean,

it was pursued by a British force under Nelson, who had been sent from the British fleet in the Tagus to learn the purpose of the French expedition and defeat it. He chased the French for more than two months, missing them by a matter of hours on several occasions. Bonaparte, aware of Nelson's pursuit, enforced absolute secrecy about his destination. He was able to capture Malta and then land in Egypt without interception by the British naval forces.

OBJECTIVE

The goal of the campaign is to gain the most prize money (in points) by landing troops and their equipment at two target destinations, one of which must be in the Levant and by destroying or capturing enemy vessels, by the end of the sailing season.

British home port: Gibraltar.

Potential Targets: Minorca, Sicily, Alexandria, Cyprus, and Toulon.

French home port: Toulon.

Potential Targets: Malta, Crete, Alexandria, Rhodes, and Gibraltar.

The admiralty with the most points/prize money after achieving their two landings is the overall winner.

The sailing commander with the most personal prize money on this date wins the individual game.

The game is suitable for six to twenty or more players.

BUDGETS POINTS & PRIZES

Each admiralty starts with up to 3000 points (in game terms), to buy and equip their fleet and shore batteries.

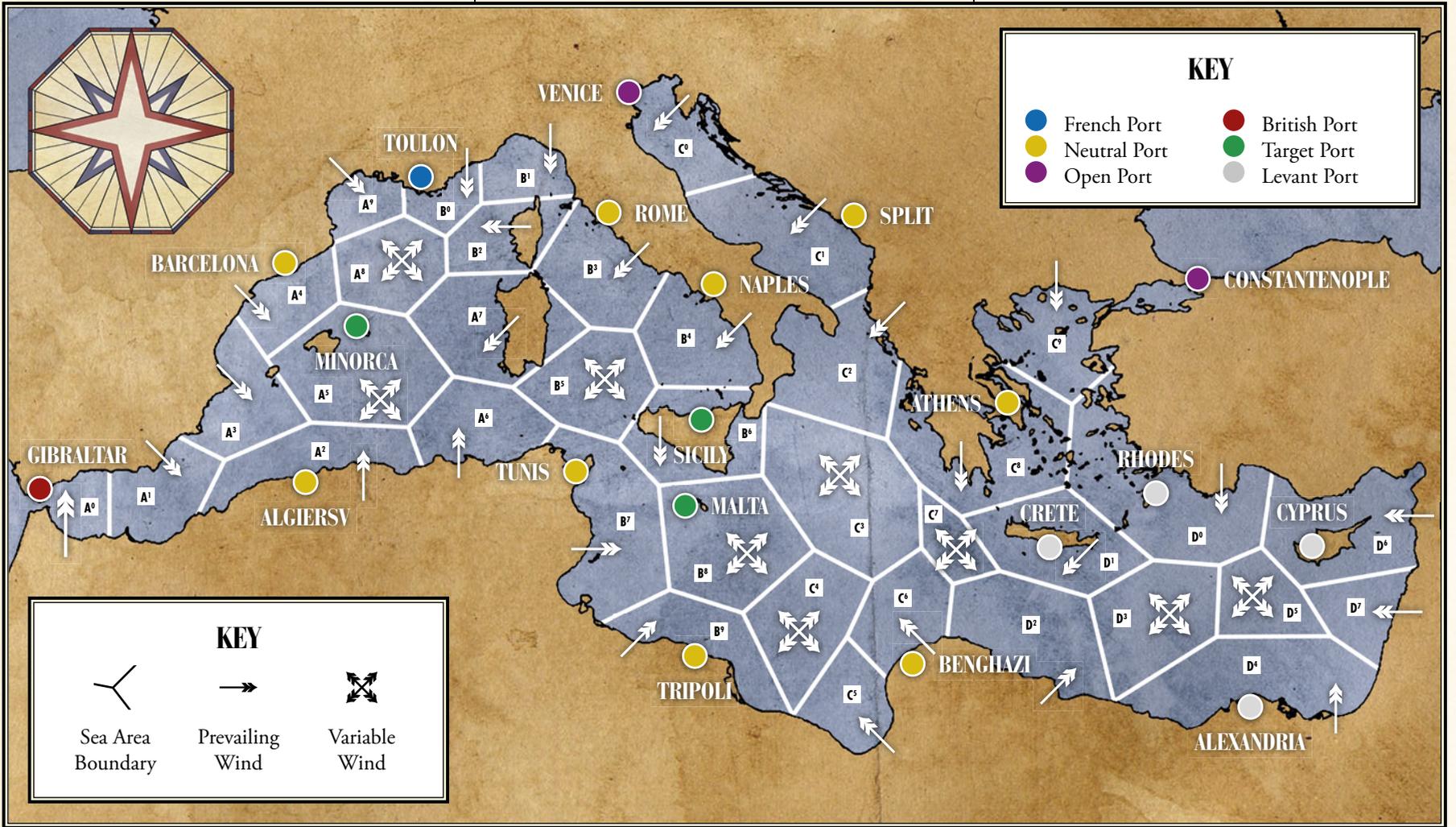
Anything not spent at the start can be used to repair and replace vessels, or goes into the admiralty's prize fund.

Each side selects an Admiral (costing 100 points) and a Vice Admiral (costing 70 points).

The points cost for vessels, shore batteries, and special skills are listed in the Sails of Glory supplement.

Ships commanded by Captains are included in the point cost of the ship. Ships commanded by Lieutenants who cannot change orders cost 5 points less to purchase. The maximum command for a Lieutenant is a 3rd rate.

A ship carrying an Admiral will also have a Captain on board to sail the ship.



You need to defend your home port. In the event that a home port is taken, all unspent admiralty points and prize money goes to the enemy.

CARGO & MERCHANTS

Fighting ships may be re-classified as merchant ships but can have only 1 box (rightmost – i.e. the smallest) of cannon and crew and are entered on the admiralty muster sheet as a merchantman.

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The cost is one fourth of its list value. The ship remains a merchant ship for the duration of the campaign.

If a nation fields two vessels of the same name, one must be classified a merchant ship.

Merchant ships yield twice their hull value multiplied by the number of 'box's' of cargo filled. This is also the number of men (crew tokens) they can land.

This amount is paid to both the commander of the vessel and their admiralty once the troops have been successfully landed according to their orders though but only after a signal has been received by their home port or if the ship reaches their home port before a signal arrives.

Merchant ships always have the skill, Gunners Lacking Training.

A fighting ship can remove a gun and replace it with troops ('en flute') at a point's reward of 3 points per 'gun' displaced by 'troop cargo' for example a broadside of 3 would yield 9 points.

Points will be paid out once the troops have been successfully landed according to their orders.

This fee is divided between the commander of the vessel and their respective admiralty though only after a signal has been received by their home port or if the ship reaches their home port before a signal arrives.

Those fighting vessels sailing 'en flute' (where a naval ship replaces its guns with cargo) fill the left most box first and may only replace their crew and weapons on returning to their home port.

A naval ship sailing 'en flute' may change its status on return to a home port.

CREATING 'SHORE BATTERIES'

Fighting vessels may donate guns and their crew to a landing point to create a shore battery. The donor

ship blanks out the leftmost boxes for each gun and crew donated until refitted.

Her commander receives prize money equal to the value of the broadside he donates on return to his home port; he also refits in one strategic turn rather than two.

Unlike the normal Sails of Glory shore batteries, that are placed in well established defensive positions, newly created batteries from a donor ship are less well 'defended'.

Unless troops are landed, crew will have to be donated to their guns.

One fixed arc of fire (300) is given per donated gun.

Each gun will fire at its donor ships 'broadside' value (middle figure).

Donated gun emplacements benefit from 3 damage boxes per emplaced gun.

The fortification rating is 3 as is the crew number required regardless of the donor ship.

All other rules for shore batteries apply.

SIGNALS

Signals may be carried by any ship at no cost.

PRIZES

Points are given for destroying an enemy vessel, which is shared by all those involved in sinking an enemy ship. To share in the prize, a ship must have damaged the target ship during the current action.

1st rate	20
2nd rate	15
3rd rate	10
4th rate	8
5th rate	5
6th rate	2
Unrated	1

Any ship taken as a prize (not sunk in action, but captured) is worth half its full list value. Half of the prize is given to the admiralty and the other half

is shared between all ships involved in the single action bringing about her surrender. Any odd points remaining, after dividing up the prize money, goes to the player providing the prize crew.

Prize ships must be sailed to home port, Constantinople or Venice, before any prize money is awarded.

A prize crew can be moved from the capturing ship reducing her crew level by 1. This replaces a crew damage marker on the surrendered vessel. She may only ever sail on reduced sails and fire a broadside from the last damage box.

HOME PORTS

A home port is taken when all ships in the harbour are either destroyed or captured, and all shore batteries are destroyed.

LANDINGS

Use the 'boarding' rules for landings, except no boarding action is needed for those on land who always apply their action first.

STARTING THE CAMPAIGN

At the start of the campaign, ships must be allocated to sea areas, but not enemy ports. Vessels starting the

game away from their home port may not be carrying cargo/troops.

The Admiral of the fleet should assign ships to players. If dividing ships into differing squadrons or alternative stations, it may be more fun to give players responsibility for more than one vessel, but in different sea areas.

Note, all vessels not starting in their home port must begin the game with specific written orders. Ships leaving port need similar orders, covering their passage and terms of engagement, their ultimate destination, time frame, and purpose. Orders can only be changed in the following conditions:

- by the Admiral, or the more senior officer, sharing the same sea area,
- by the Admiral of the fleet when in a home port,
- by Admiral's orders, carried by another vessel endings its turn in the same sea area,
- when in home port, with or without an Admiral present, but only to ships in port.

Ships, which are part of convoys, squadrons and other detachments come under the command of the most senior officer present in the sea area who assumes the honorary rank of Commodore.

STRATEGIC PHASE – THE ADMIRALS GAME

The Strategic Phase uses the Mediterranean chart. Entering and leaving a port counts as a sea area.

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For the purposes of giving orders, each sea area is given a reference number.

The admirals' sequence of play during the strategic phase includes:

- 1) Orders
- 2) Weather
- 3) Move
- 4) Evade or Close
- 5) Recognition
- 6) Combat
- 7) Landings, Repairs & Prize money
- 8) Orders

Each vessel must be given its 'standing orders' at the start of the game.

During Orders, Admirals can change the orders for any ship in their sea area. Any orders issued by an Admiral, and carried by another vessel, can be received by another vessel currently in the same sea area as the carrying ship.

Orders can be changed in a home port regardless of whether the Admiral is there or not.

Orders should cover a ship's passage and include:

- Starting sea area or port.
- Terms of engagement. For example, escort and protect merchants, hunt in area 'B3', locate in area C7 and report to A2, etc.
- Way points, if any. For example, sail from Toulon via A7 and B6 to D1.
- Final destination and time frame. For example, B7 within four days and remain on station until relieved.
- Purpose of the cruise.

A senior officer, other than an Admiral may change the orders of a junior officer in his sea area, but not his own orders.

Example

The captain of the 3rd rate HMS Vanguard and the Lieutenant commanding HMS Unite have standing orders to escort 3 merchantmen to Gibraltar. An enemy frigate enters their sea area with a strategic command to Close; his standing orders are to engage the enemy in his sea area so he must Close. The British Admiral must Evade as he is on escort duty and cannot under these circumstances chase the enemy frigate. He can, however, give fresh orders to HMS Unite to engage the enemy and pursue him if necessary.

Had HMS Unite been commanded by a Post Captain (the same rank as the Vanguard's captain), his Orders could not have been changed and he would have stayed on station, escorting the merchant ships.

Optional rule for multiplayer games: Captains who disobey orders may be subject to a court-martial where the Admiral and Vice Admiral from each side reviews the matter. If they find against the Captain, his prize monies are forfeit to the admiralty.

WEATHER

In sea areas where movement or combat occurs, players need to account for the weather. In general, the prevailing wind comes from the nearest large land mass sharing the same sea area. In combat areas, use the Sails of Glory system for wind strength and direction.

In sea areas without a land mass, roll a directional die (this is not included in the game, but you may have one handy). Also roll a D6 for strength, where; 1 = low wind, 2–5 = moderate, and 6 = storm.

MOVEMENT

Each ship or group of ships with the same orders, such as a convoy, are represented by a counter on the strategic map. Counters should have a blank side (perhaps decorated with the national flag) and a reverse side with either the name of the ship or a reference number.

Until they are identified ships, remain anonymous to the opposition.

While moving, the number remains face down until an enemy vessel shares the same sea area and Close & Evade orders are resolved.

Each side is allowed up to 6 “blanks,” at a cost of 30 points each, representing neutral ships (which can be used to confuse the enemy).

Admirals alternate moving 1 counter at a time. After all counters have been moved, resolve Close & Evade orders in shared areas.

Ship of the Line & Merchantmen	1 sea area	cannot leave a sea area into the wind
Frigates	2 sea areas	can move only 1 sea area into the wind
Sloops	3 sea areas	can move only 1 sea area into the wind

If ships of different rate are indicated by the same counter, they move at the speed of the slowest ship.

Orders permitting, it is possible for ships sailing under the same counter to split and become individual counters.

In our example above, HMS Unite was given orders to pursue the enemy frigate. In this case, HMS Unite

will be given its own counter until its mission was accomplished.

CLOSE & EVADE AND RECOGNITION

Once all movement is complete, opposing Admirals take turns choosing a sea area where they both have a counter. In these areas, opposing ships sharing a sea area at the end of the move phase must choose a boarding or blank counter to either Close & Evade, depending on the orders they were given. If an Admiral is present in that sea area, he can freely choose his counter. After both players select their counter, they are revealed simultaneously. Each player must also reveal the speed of their slowest ship.

To Evade, a ship must be faster than its opposition and not sailing into the wind. If the opposition also chooses to Evade, both ships pass through the sea area without recognition or revealing what they are.

If one side chooses to Close and has equal or faster speed, both sides reveal their ships by turning their counter(s) over and identifying the ship(s) present. The side with the Close order has the ‘weather gauge’ for the table-top game of Sails of Glory.

Ships of equal speed selecting a combination of Evade and Close, meet on the table top. In the event that neither is able to engage, subsequent action will continue in the next strategic phase and sea area, standing orders permitting.

In the event Close, ships moving into the area with the wind behind them have the weather gauge. Otherwise, a ship starting the turn in a sea area – on station – has the advantage of the wind. Ships with orders to Close may engage in battle.

COMBAT

All combat is resolved using Sails of Glory ships on a suitable surface. Ships leaving a battle area move into the appropriate neighboring sea zone during the next operational turn.

Battles involving only two ships use a single mat, larger actions are played on a minimum of two mats. If merchant ships or vessels sailing en flute are present and the sea area has a land mass, a coast line is placed to windward.

It is possible one side has faster ships and wishes to evade or the other side might not wish to pursue, therefore, first determine if the players actually fight

the battle or not. In many instances, a scouting vessel may discover the main fleet and then try to get away with the information. If the main fleet does not wish to pursue, then there is no reason to set up an uneventful game.

Example

The captain of HMS Fairy (sloop) is in the same sea area as an unidentified French counter. He chooses to Close and reveals his speed as 3. The French counter consists of the 1st rate Commerce de Marseille and the Frigate Dryad, moving at speed 1 and choosing to Evade. As the faster vessel, HMS Fairy succeeds in closing, discovering and identifying the French ships once they are placed on the mat. If he is sensible, the British Captain will try to get away, however, the French Admiral will probably wish to fight this game in an attempt to sink the British vessel before it can do so.

LANDINGS, REPAIRS & PRIZE MONEY

Fighting ships larger than a sloop may not enter neutral ports, with the exception of Venice and Constantinople. Warships can repair in these ports, but are subject to repair fees and the port authority

when leaving. Combat cannot take place in a neutral port, unless it is designated as a potential target.

Repairs and refitting other than jury rigging at sea, can be carried out in a home port at no cost. It takes two operational turns before a refit is completed, regardless of the amount of damage repaired.

Repair facilities are also available to either nation in Venice and Constantinople, though at the cost of the ships hull value per damaged box or mast. Once repaired a ship may leave on a D6 roll of 5+.

Sloops and merchantmen may refit at any neutral port, for the same cost as Venice and Constantinople but may leave on a D6 roll of 3+.

All lost crew can be replaced in a home port. A maximum of 2 crew can be replaced at a neutral port. There is no cost to replace crew. Crew can also be transferred from one ship to another while at sea, if both ships are in the same area. Once all combat has been resolved, including any landings, ships previously in port complete one repair phase.

Prize money/points are allocated as appropriate. Note, admiralties and commanders only receive

points when their home port is notified of the action or a prize arrives. Arriving prizes pay during the same turn.

HISTORICAL OUTCOME

In the battle, the British forces, led by Rear-Admiral Sir Horatio Nelson (later Lord Nelson), defeated the French.

With the French army ashore, the French fleet anchored in Aboukir Bay, 20 miles (32 km) northeast of Alexandria. Commander Vice-Admiral François-Paul Brueys d'Aigalliers believed he had established a formidable defensive position. When the British fleet arrived off Egypt on August 1st, and discovered Brueys' dispositions, Nelson ordered an immediate attack. His ships advanced on the French line, splitting into two divisions as they approached. One cut across the head of the French line and passed between the anchored French and the shore, while the other engaged the seaward side of the French fleet. Trapped in crossfire, the leading French warships were battered into surrender during a fierce three-hour battle. The center succeeded in repelling the initial British attack. As British reinforcements arrived, the center came under renewed assault. At 10:00pm the French flagship *Orient* exploded. With

Brueys dead, his vanguard and center defeated, the rear division of the French fleet attempted to break out of the bay, but, ultimately, only two Ships-of-the-Line and two frigates escaped, of the total 17 ships engaged.

The battle reversed the strategic situation between the two nations' Mediterranean forces and entrenched the Royal Navy in the dominant position it retained for the rest of the war. It also encouraged other European countries to turn against France, and was a factor in the outbreak of the War of the Second Coalition.

The same system could be used for the Caribbean or even the Orient.



SAILS of GLORY®

NAPOLEONIC WARS

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

Based on the Wings of Glory®
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