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# ***FIRE WHEN READY***

RULES SUPPLEMENT  
RULES FOR SAILING SHIPS

DATE: 13TH MAY 2005

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These rules have been extracted from the previous edition of the rules, and are not widely used. They offer an expansion to the normal game for those who wish to simulate more detail.

They work with all editions of the rules.

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First Published by A&AGE 2005

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## RULES FOR SAILING SHIPS

Although by this period steam was the universal method of propulsion for the world's warships, a significant proportion of the world's civilian seagoing traffic was still sail powered. In addition, some commerce raiders were made from sailing ships. Sailing ships are classed as Small (less than 100 tons), Medium (100 to 500 tons) or Large vessels (500 tons or larger). They are also classified for their handling qualities as Good, Normal and Poor. In general all sailing ships will be treated as Good unless the ship is specifically known to have been a poor sailer, or was particularly well thought of. Examples of the former may be 'crank' colliers or tramps, examples of the latter may be clippers.

### Movement under Sail

The speed of a sailing ship speed depends on the direction and the strength of the wind and the sail setting used. The following process is used to determine the speed of a sailing ship.

- 1 First, the sail setting is chosen. Sailing ships may set Full, Normal or Light sail (but see below for limitations following damage). Note that sailing is not allowed if the Wind Strength is Calm. Sail settings may be changed by 1 level each turn (for example from Normal to full, or from light to Normal).
- 2 Use the table below to determine the speed of the ship when Broad Reaching.

*A small poor sailer in a Gentle Breeze using Normal sails would have a speed of 6 knots.*

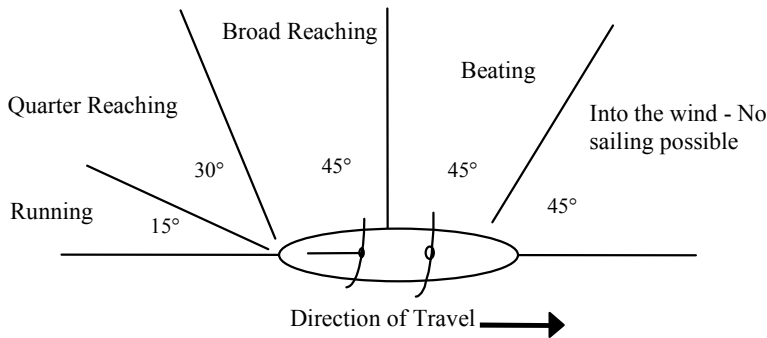
- 3 As noted above the speeds given are for vessels on a Broad Reach. Take the speed from the main table at the bottom of the page, determine the direction from which the wind is approaching the vessel from the diagram below and look at the table below to determine the actual speed of the ship. Ships under sail must move at the speed shown for their sail setting, but have the option to reduce speed by up to 25%.

Speed when Broad Reaching	3	4	5	6	7	8	9	10	11	12
Beating	2	3	4	5	5	6	7	8	8	9
Quarter Reaching	4	5	6	7	8	10	11	12	13	14
Running	2	3	4	5	6	6	7	8	9	10

*Continuing the example, the small poor sailer with a base speed when broad reaching of 6 knots would have a speed of 5 knots if beating, 7 if quarter reaching, 5 knots if running.*

### Tacking

Vessels moving under sail may turn through the wind by tacking. In order to tack, a ship must end its movement pointing directly into the wind. In its following turn, roll a d10 and add the ship's Crew Rating. If the result is positive the ship has successfully tacked, it may turn away from the wind and move off. If a ship fails to tack it is left pointing into the wind and drifts downwind at 3 knots. The roll to tack is repeated until it is passed successfully.



Wind Strength table

		Light Airs or Gentle Breeze			Moderate or Fresh Breeze			Strong Breeze or Fresh Gale			Whole Gale or Storm		
		Full Sail	Normal Sail	Light Sail	Full sail	Normal Sail	Light Sail	Full Sail	Normal Sail	Light Sail	Full Sail	Normal Sail	Light Sail
<b>Small</b>	Good	9	8	7	11	9	8	12	11	9	7	6	5
	Normal	8	7	6	9	8	7	11	9	8	6	5	5
	Poor	6	6	5	8	6	6	9	8	6	5	5	4
<b>Medium</b>	Good	9	8	8	11	9	8	12	11	9	8	7	6
	Normal	8	8	6	9	8	6	11	9	8	6	5	5
	Poor	7	5	4	8	7	5	10	8	7	4	3	2
<b>Large</b>	Good	9	8	8	11	9	8	12	11	9	8	7	6
	Normal	7	6	5	8	7	6	10	8	7	5	5	4
	Poor	6	5	5	8	6	5	9	8	6	5	4	3

***Moving under Steam and Sail.***

Vessels may attempt to move using both types of motive power, provided the wind strength is a Fresh Breeze or less, and provided the vessel sets Light sail. Vessels using their sails to augment their steam propulsion systems may add may add 1/3rd of their maximum speed under sail (rounded up to the nearest half knot) to their maximum speed under steam.

***Damage to Sailing Ships***

Sailing ships are treated in all respects as other ship types except their propulsion systems (i.e. the sails) are more vulnerable. In any turn in which a sailing ship is hit and loses more than 1 ADV roll a d6. On a roll of 4+ a mast has fallen. Critical Hit no. 10 will also cause a mast to fall.

Fallen masts fall away from the wind. Until they are cut free the ship will turn across the wind (i.e. with the wind at 90° to the ship) and will drift at 1 knot.

Sailing ships with damaged rudders will bear up (turn) until they are sailing as close to the wind and will stay at that attitude until the rudder is repaired. Alternatively they may loosen sail and drift as above.

Each lost mast reduces maximum speed by 2 knots. If this results in a speed which is zero or negative the ship is unable to sail on that heading, or with the chosen sail setting, and an alternative must be taken. Sailing ships finding themselves in this situation must alter course or sail setting, otherwise they will drift.

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