
GRAND FLEET ACTIONS

IN THE AGE OF SAIL

RULE REVISIONS

DATE: 3 JULY 2013

THE REVISIONS IN THIS DOCUMENT CAN BE USED WITH ALL VERSIONS OF THE RULES

Preamble

The rule revisions included in this document have been created in response to feedback from players.

Rule 4.3 – Displacement.

In this case it was felt that the working of the rule was a bit cumbersome so we have reworked the rule, and added a couple of additional features that were missing from the original. We have also taken the opportunity to rename the rule “Station-Keeping”, which is more appropriate in the circumstances.

Rule 5, Phase 2 – Permitted actions

The original intention of the rules was that they should be quite restrictive in what actions you can take, particularly when your ship is out of command. In the period in question the captains of vessels were expected to follow the orders laid out by the commander before the action. Ships were not normally given the freedom to carry out actions independently.

On the other hand, it is also right that ships should be able to act in their own defence, and also if a target of opportunity presented itself, the rewards from successful action did outweigh the possible punishment for disobeying orders.

With that in mind we suggest, if both players agree that the restrictions on actions that can be carried out when out of command can be a little less harsh. The proposed modification does not give an automatic permission to act, but does provide a chance, depending on the crew quality.

These revisions will be incorporated in the next edition of the rules, which are planned for the Spring of 2014.

4.3 – Station-Keeping

Even the best plans will be affected by wind and weather. After deployment of both sides is completed, players roll for the ships in each squadron, with the exception of each squadron's flagship.

The only exception is that ships shown as being deployed at anchor in the game set-up do not test for station-keeping.

It is quite possible that some ships will start the game out of command.

Method

Roll D10 for every ship and add or subtract its crew rating modifier (– 2 to + 2). This means that ships with worse crews will tend to be out of position more often. If the final score is less than 6, the ship has drifted “off-station”.

Next roll D10 on the table below to see the direction of drift, and roll 1D6 to see how many units the ship is out of position.

<i>Deployment Displacement Table</i>	
<i>D 10 score</i>	<i>Direction</i>
1	Forward and Port (measured diagonally)
2	Forward and Starboard (measured diagonally)
3	Port
4	Starboard
5, 6	Aft and Port (measured diagonally)
7, 8	Aft and Starboard (measured diagonally)
9, 10	Aft

Effect of the game taking place in conditions of Poor Visibility and/or Bad Weather

Some scenarios may be taking place under adverse conditions. This is shown in some of the scenarios, or you may choose these conditions in your own battles.

In such cases, the initial D10 roll has an additional penalty of – 2 applied to its result.

When testing for the distance in units that a ship is out of position, roll 2D6 and use the higher score to establish the distance.

Applying the results

Each model is tested and moved separately. If the ship displaces onto another model, re-roll the direction from its new theoretical position on the above table. The model is then moved the required number of units again. This may put it back where it came from, or on top of yet another ship, in which case it is re-located yet again.

After all the ships in a squadron have been rolled for, its flagship may be moved by the player up to its command radius in units, in order to bring as many vessels as possible back into command.

Effect of Land or shoals

If a ship is forced by the test to a position on land or shoals, you do not re-roll the location, but move the ship as far as possible in the direction required. You then test immediately for grounding as if it had just moved.

5 — FIGHTING THE BATTLE, ORDER OF TURN

Phase 2: Movement and Actions

Actions are carried out in an alternating sequence. Player A selects one of his Commanders to activate a formation. All the ships of that Commander's squadron may move. After all the ships in the squadron have been moved, each ship should have its action declared, which may be any one of the following. You must have 1 crew factor to carry out an action.

Actions marked thus (●) can always be carried out.

Actions marked thus (☞) require the vessel to be “In Command”.

Actions marked thus (◆) require a successful test if the ship is “Out of Command”.

If a test is required the player declares the action desired and rolls D10, adding or subtracting the crew rating modifier. If the score is 6 or greater then that action can be carried out for this turn only. A new test is required each turn if the action requires it.

Actions are carried out in the order shown below, though the player is left to decide the order in which ships carry out each action type.

Fire fighting is mandatory on burning ships and precludes any other action.

Actions

- Fight Fires.
- ☞ Pass a signal (by a Frigate), which is in the Command radius of the squadron commander, to one of his vessels, which is within his Command Radius, but measured from the Frigate).
- ◆ Fire the guns and make a gunnery attack.
- ◆ Ready boarding parties and carry out a boarding action.
- Attempt to carry out hasty repairs to the ship.
- ◆ Set fire to a captured ship.
- Pick up survivors.
- Pass a tow line to another ship.
- Raise or drop anchor.
- ◆ Transfer crew parties or
- ☞ Transfer a Commander between ships.
- ☞ Beat to Quarters.
- ☞ Take Command of a Ship of the Line (by a ship with a Commander on board).

Player B then repeats the process with one of his Commanders and the ships in his Squadron. Play alternates until all Commanders and all ships have carried out their actions. In a large action, it will be found to be helpful to keep track of which Squadron has taken its actions by marking the CO with a puff of smoke, or a similar marker.