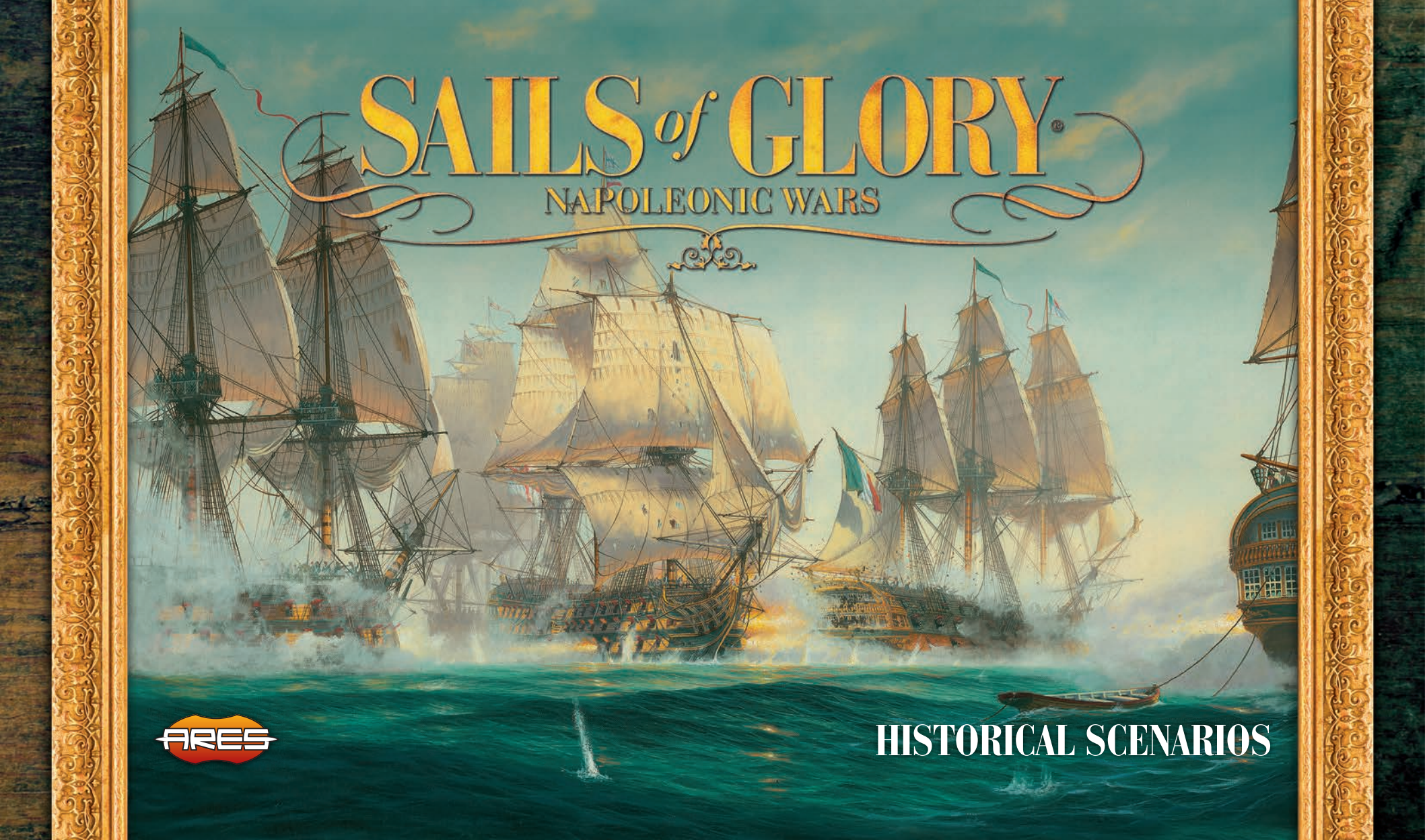

SAILS of GLORY
NAPOLEONIC WARS
ARES
HISTORICAL SCENARIOS

SAILS OF GLORY HISTORICAL SCENARIOS

Here are two historical scenarios, which can be played using the ships from our Special Packs, HMS Victory and USS Constitution. Suggestions are given for replacing any ships not currently available.

If a player does not have some of the listed ships, he can replace them with ships from the same class.

OPTIONAL RULES

CARRONADES

On some ships, especially British, carronades constituted a good part of their firepower. Carronades were shorter guns, needing less men to be manned. They were quicker to reload, but had a shorter range of fire. They also had a larger firing arc.

If you decide to use this rule, some ships may have carronades. When one of these ships fire, after determining firepower, consider half of the points (rounding fractions up) as carronades and the rest as guns. At long range, only guns fire. At short range, carronades can fire even if that broadside is unloaded. Carronades can be fired in the same turn in which guns are reloaded.

Example

The USS Constitution has carronades. On the first turn, her left side fires against an enemy ship in her central arc. The firepower is 6, which becomes 8 since the first broadside optional rule is in use. 4 points are from guns and 4 from carronades. Since it is a long range shot, the target only draws 4 chits from the guns — carronades can not fire. On the right side, the USS Constitution hits a target at short range. Eight chits of the first broadside are all taken by the target since the fire is at short range and guns are loaded. The USS Constitution is also damaged and her firepower from the central arc drops to 5. On the second turn, both her sides are unloaded, but on the left side there is a short range target in the central firing arc with a raking bonus through its front side. The firepower of 5 becomes 7 for the raking bonus. The firepower is then composed by 4 points of carronades (7/2, rounding up) and 3 of guns (7 - 4). Since guns are now unloaded, only carronades fire: the target takes 4 chits of damages. At the end of the turn, both left and right guns are reloaded.

Carronades can also fire when a target is outside the firing arcs if it can be touched by a ruler with one side along the external edge of the arc (see image).

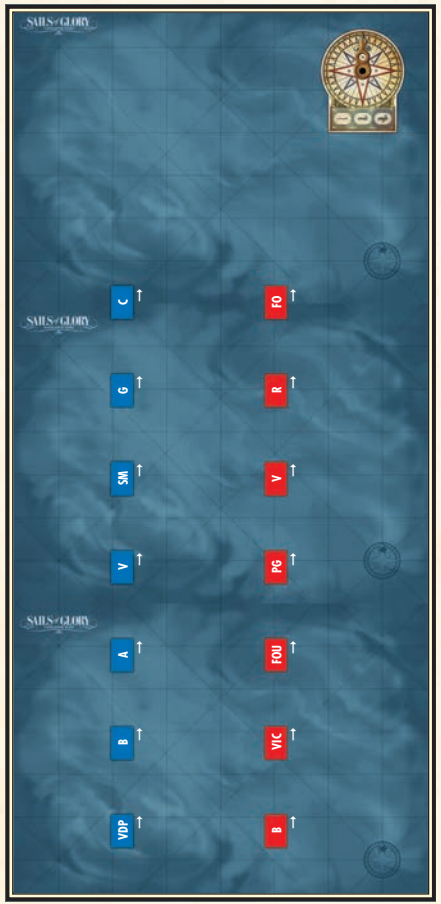
When the Continuous fire rule is in use, only guns damage is halved for being fired when unloaded.

Carronades can not be loaded with double shot.

With advanced rules, carronades can fire in any turn in which, for their broadside, either a fire or a reload action is planned. They can not be fired if neither of the two is planned for the turn.

USHANT 1778

FRENCH SIDE



BRITISH SIDE

The French fleet from Brest and the British one from Spithead clash in their first major naval engagement since France joined the War of American Independence. This scenario re–creates the core of the battle, when HMS Victory first opens fire on Bretagne.

Where: Celtic Sea, just west of the English Channel, 160 km from the island of Ushant.

When: 27th of July, 1778.

Players: 2

Gaming Surface: 90 cm (≈36 in.) by 210 cm. (≈60 in.); three game mats can be used instead (98 x 204 cm). The long sides are French (West) and British (East). Wind comes from the left of the British side of the table (from South).

French Player: Couronne (replaced by any Temeraire class with the hull value increased by 1), Glorieux (replaced by any Temeraire class), Saint Michel (replaced by any Temeraire class with the first hull and the first crew damage box covered), Vengeur (replaced by any Temeraire class with the first hull and the first crew damage box covered), Actionnaire (replaced by any Temeraire class with the first hull and the first crew damage box covered), Bretagne (replaced by any Ocean class with the first hull and the first crew damage box covered) and Ville de Paris (replaced by any Ocean class with the first hull and the first crew damage box covered). Couronne first and the others following in order, headed North, 12.5 cm (5 in.) from each other, parallel to the French side of the table, 25 cm (10 in.) from it. The rear of the last ship is 12.5 cm (5 in.) from the South side of the table.

USHANT 1778

British Player: HMS Formidable (replaced by any among HMS Royal Sovereign, HMS Royal George, HMS Queen Charlotte, HMS Britannia, HMS Hibernia, or HMS Ville de Paris), HMS Robust (replaced by any Bellona/Elizabeth class), HMS Vigiliant (replaced by any Bellona/Elizabeth class with the first hull and the first crew damage box covered), HMS Prince George (replaced by any among HMS Royal Sovereign, HMS Royal George, HMS Queen Charlotte, HMS Britannia, HMS Hibernia, or HMS Ville de Paris), HMS Foudroyant (replaced by any Bellona/Elizabeth class with the hull value increased by 1), HMS Victory (1805 version), HMS Bienfaisant (replaced by any Bellona/Elizabeth class with the first hull and the first crew damage box covered), in a line. HMS Formidable first and the others following in order, 15 cm (6 in.) from each other, parallel to the French fleet, 30 cm (12 in.) from it. The rear of the last ship is 12.5 cm (5 in.) from the South side of the table.

Winning Conditions: The side eliminating more enemy ships wins.

Historical Outcome: The result of the battle was uncertain and remains controversial.

Optional rules: Variable wind direction is suggested.

USS CONSTITUTION AGAINST GUERRIERE

▼ AMERICAN SIDE

BRITISH SIDE ▲

HMS Guerriere is detached from her squadron escorting convoys in the North Atlantic Ocean to refill at Halifax, but she is intercepted by USS Constitution.

Where: Atlantic Ocean, 400 miles south–east of Halifax, Nova Scotia.

When: 19th of August, 1812.

Players: 2

Gaming Surface: 90 cm (≈36 in.) by 90 cm. (≈36 in.); one game mat can be used instead. The US side is opposite to the British side. Wind comes from the right of the British side of the table.

US Player(s): USS Constitution (1812 statistics), within half–ruler distance of the US side. The crew has the Good Aim skill. If advanced rules are in use, Commander Isaac Hull has the Intuitive Captain skill.

British Player(s): HMS Guerriere (replaced by HMS Amelia), within half–ruler distance of the British side. The crew has the Good Aim and Well Trained Gunners skills. If advanced rules are in use, Commander James Richard Dacres has the Iron Captain and the Fast Thinking skills.

Winning Conditions: HMS Guerriere can exit from the game field if USS Constitution takes 8 boxes of damage, at least 5 of which must be on the Ship Damage Track; she wins if she does so or if USS Constitution surrenders. USS Constitution wins if HMS Guerriere surrenders.

Historical Outcome: HMS Guerriere was captured, but was in such a bad condition, it was burned the next day. In any event, this greatly boasted American morale.

Optional rules: If the Carronade optional rule is in use, both USS Constitution and HMS Guerriere both have them.

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
LAURA NERI

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.SAILSOFGLORY.COM
WWW.ARESGAMES.EU

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PLAYTESTING: Stefania Angelelli, Gian Luca Balestra, Mark Barker, Christoph Cianci, Robin Di Meglio, Bill Hughes, David Manley, Marleen Overkamp, Fulvio Pegolo, Leonardo Rina, Andre Steenveld, Gabriele Tornar, Timothy Totten, Niek van Diepen, Keith Upton, and their crews.

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