

Shot & Sail

Small Ship Actions in the Age of Sail

Introduction

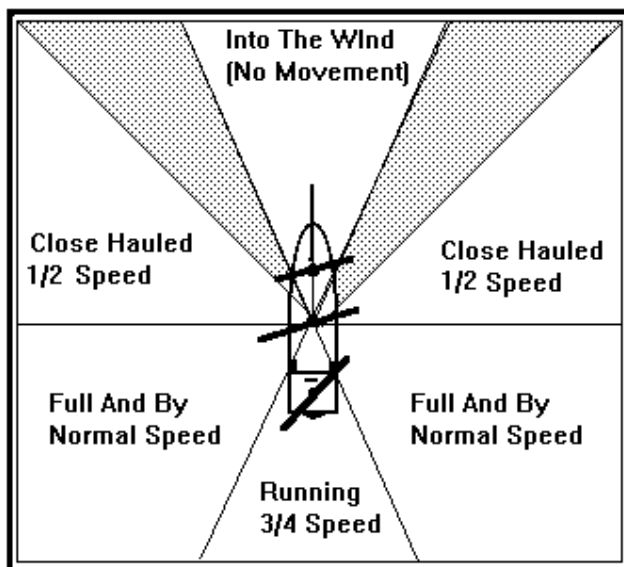
This is a game to illustrate the flavour of small scale naval engagements in the days of sail - most typically in the time of the Napoleonic Wars.

Players take on the role of sea captains, or in extreme cases more than one player might represent the captain and crew of a single vessel (in the case of large vessels). Crew are represented on the record sheet, on a scale of one figure per 10 actual crew.

Movement

A ship can be at one of the following speeds - the exact distance moved at each rate depends on the individual ship's characteristics.

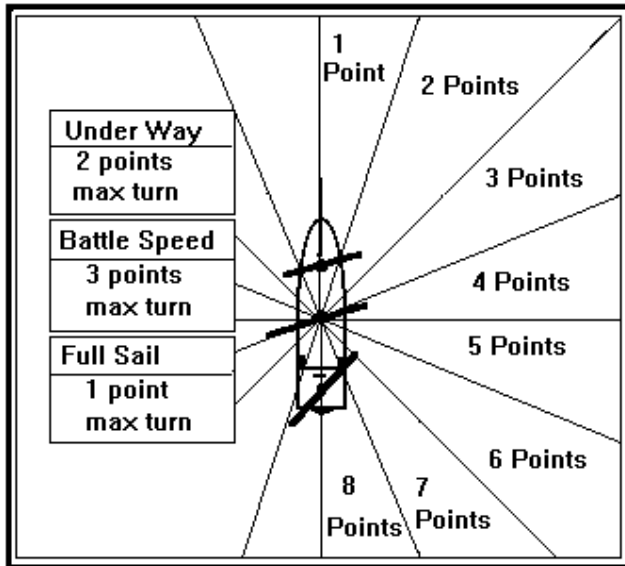
- HOVE TO Ship stationary. Cannot turn, and will drift 1" with the wind.
- UNDER WAY Minimum speed
- BATTLE SPEED The normal speed of the vessel in the game
- FULL SAIL Maximum speed, but the ship is less manoeverable, and more vulnerable to battle damage on the rigging.



The speed of a ship also varies with the direction of the wind.

Movement through the wind (Tacking) was very difficult. Roll 1d6 and score 4, 5 or 6 to succeed.

Shaded area is also Close Hauled for *schooners*, *sloops* and *gunboats*, due to their ability to sail closer to the wind.



Turning angles are dependent on the speed and amount of sail deployed.

Sail crew must be deployed to change direction, tack, or increase/decrease sail settings.

Shooting

Firing a broadside requires all gun crew to be filled.

Roll 1d6 per 2 guns. Total the scores & divide by the following amounts for the number of damage points:

Range	Up to 9"	Up to 18"
Long 6-9 pounder	divide by 10	divide by 12
Long 12-18 pounder	divide by 8	divide by 10
Long 24 pounder	divide by 6	divide by 8
32 pounder Carronades	divide by 4	no effect
42 pounder Carronades	divide by 3	no effect

Roll 1d6 for target area:
 1, 2 or 3 = rigging damage
 4, 5 or 6 = hull damage
 + or -1 if a preference is expressed.

Rigging damage: If the ship is under full sail, rigging damage is doubled.

The amount of rigging damage slows the ship:

- 1/3 damage = may not make full sail
- 2/3 damage = may not use battle speed
- All damaged = may not move - can only drift

The amount of hull damage affects crew and gun losses:

Ships lose one crew per 5 hull damage

Shot & Sail

All ships lose one gun per 4 hull damage

Boarding Action

Once a ship gets within 1" of an enemy ship, if it has a boarding crew it may try to grapple and draw it in to close action.

Roll 1d6, score 5 or 6 to successfully grapple.

Once grappled, roll 1d6, score 2+ to degrapple.

-1 if losing the boarding action

-1 outnumbered

-1 if grappled to a larger ship

Each side rolls 1d6 per figure involved in the boarding action, Score 6 to kill and enemy figure.

Ship	Rig Type	Guns	Hull	Rigging	Crew	SPEEDS		
						Under way	Normal	Full sail
USS Saratoga	Ship	26	74	60	120	4	12	30
USS Ticonderoga	Schooner	18	40	30	50	5	15	25
USS Eagle	Brigantine	20	50	40	80	5	14	27
USS Preble	Sloop	16	10	15	30	6	18	20
Large Gunboat	Sloop	2	4	6	12	6	18	20
Small Gunboat	Sloop	1	2	4	8	6	18	20
HMS Confidence	Ship	36	120	75	200	4	15	30
HMS Linnet	Brigantine	16	50	40	80	5	14	27
HMS Chubb	Sloop	12	10	15	30	6	18	20
HMS Finch	Sloop	10	10	15	30	6	18	20
Large Gunboat	Sloop	2	4	6	12	6	18	20
Small Gunboat	Sloop	1	2	4	8	6	18	20