

FIGHTING SAIL Fleet Actions 1775–1815



Ryan Miller

© Osprey Publishing • www.ospreypublishing.com

FIGHTING SAIL FLEET ACTIONS 1775–1815



RYAN MILLER

CONTENTS

FOREWORD	4	THE FLEET	32
WHAT IS THIS BOOK?	5	Fleet Construction Admirals	32 32
The Age of Fighting Sail	5	Captains	33
	-	Legends	33
PLAYING THE GAME	8	GREAT BRITAIN	24
Your Fleet Winning the Battle	8 9	GREAT DRITAIN	34
Tokens	9	FRANCE	37
Test Rolls	9		
THE GAME TURN	10	SPAIN	40
The Turn Sequence	10	THE UNITED STATES	41
THE INITIATIVE PHASE	10	RUSSIA	45
THE SAILING PHASE	11	THE NETHERLANDS	47
Sailing Points Ship Movement	11 13	PORTUGAL	49
Anchor Tokens	14		15
Collisions	14	PRIVATEERS AND PIRATES	50
Leaving the Table	15	SCENARIOS	52
THE CANNON PHASE	15	Selecting a Scenario	52
Choosing a Target	15	Scenario 1: Encounter on the High Seas	53
Fire!	17	Scenario 2: Protect the Convoy	54
Taking Damage	18 21	Scenario 3: Attack the Port	54
Squadrons Gunnery and Entangled Ships	21 22	Scenario 4: Blockade Scenario 5: The Fog Lifts	56 57
Boarding Actions	22	Scenario 6: Pursuit and Evasion	58
FLEET MORALE	24	FIGHTING SAIL REFERENCE SHEET	60
Starting Morale	24		
Losing Morale Gaining Morale	24 25	FIGHTING SAIL COUNTERS	62
Zero Morale	25		
ADVANCED RULES	25		
The Weather	25		
The Seascape	26		
Special Ordnance	28		
Multiplayer Games	29		
MINIGAME: THE FRIGATE DUEL	31		
Fleets	31		
Winning the Game The Turn Sequence	31 31		
The full Dequence	JI		

FOREWORD

As a much younger lad, I was introduced to naval wargaming through Games Workshop's venerable *Man O'War* fantasy naval game. I was quickly enthralled by the idea of great sailing ships locked together in brutal cannon duels. While the line of models was beautiful and fantastical, I found myself thirsting for a more historical approach, and began devouring books on the subject.

After playing lots of games and reading several works of both fiction and nonfiction, a picture began to emerge. While the ships themselves certainly capture the imagination, it was the courage of the men who crewed them that fascinated me. Traversing the globe in their wooden cities, these brave souls often risked death or worse for the chance of glory and prize money.

Fighting Sail has its beginnings some ten years ago, when I first attempted a rules set to cover the period. My goal from the start was to provide a set of rules that immersed the player in the types of decisions a fleet admiral would probably have to make during a battle, rather than tracking supply stores or hull damage. I have nothing against those types of games, as they can be a lot of fun, but my goal with *Fighting Sail* is immersion over simulation. I also took a decidedly "crew-centric" approach, as it is my belief that the ship has its fair share of warfighting qualities, but it is its crew and officers that determines its true capabilities.

My game designer side hopes you play tons of games and have a blast, while the part of me that enjoys geeking out about the Golden Age of Sail hopes you gain a further understanding – and reverence – for this truly intriguing and evocative period of our world's history. Enjoy!

HMS Belleisle at Trafalgar, by Tony Bryan © Osprey Publishing Ltd. Taken from New Vanguard 42: British Napoleonic Ship-of-the-Line.

Ryan Miller April, 2014



First published in Great Britain in 2015 by Osprey Publishing, PO Box 883, Oxford, OX1 9PL, UK PO Box 3985, New York, NY 10185-3985, USA E-mail: info@ospreypublishing.com

Osprey Publishing, part of Bloomsbury Publishing Plc

© 2015 Ryan Miller

All rights reserved. Apart from any fair dealing for the purpose of private study, research, criticism or review, as permitted under the Copyright, Designs and Patents Act, 1988, no part of this publication may be reproduced, stored in a retrieval system, or transmitted in any form or by any means, electronic, electrical, chemical, mechanical, optical, photocopying, recording or otherwise, without the prior written permission of the copyright owner. Enquiries should be addressed to the Publishers.

© Osprey Publishing. Access to this book is not digitally restricted. In return, we ask you that you use it for personal, non--commercial purposes only. Please don't upload this ebook to a peer--to--peer site, email it to everyone you know, or resell it. Osprey Publishing reserves all rights to its digital content and no part of these products may be copied, stored in a retrieval system or transmitted in any form by any means, electronic, mechanical, recording or otherwise (except as permitted here), without the written permission of the publisher. Please support our continuing book publishing programme by using this e--book responsibly.

Every effort has been made by the Publisher to secure permissions to use the images in this publication. If there has been any oversight we would be happy to rectify the situation and written submission should be made to Osprey Publishing. A CIP catalogue record for this book is available from the British Library

Ryan Miller has asserted his right under the Copyright, Designs and Patents Act, 1988, to be identified as the author of this book.

Print ISBN: 978 1 4728 0770 0 PDF e book ISBN: 978 1 4728 0771 7 EPUB e book ISBN: 978 1 4728 0772 4

Page layout by PDQ Media, Bungay, UK Typeset in Sabon and Myriad Pro Originated by PDQ Media, Bungay, UK

www.ospreypublishing.com

Osprey Publishing is supporting the Woodland Trust, the UK's leading woodland conservation charity, by funding the dedication of trees.

DEDICATION

For Emily June Collins. Thanks for making it okay to make stuff up.

THANKS

To Amanda Miller, Robb Miller, Marc Racine, John Boyle, and Andy Chambers for all the playtesting.

EDITOR'S NOTE

All the photos in this volume are used with the kind permission of GHQ Models, and show some of their fantastic range of Age of Sail ships. Check out their full catalogue at www.ghqmodels.com .