

Escadres : Naval wargame ruleset for Fighting Sails times

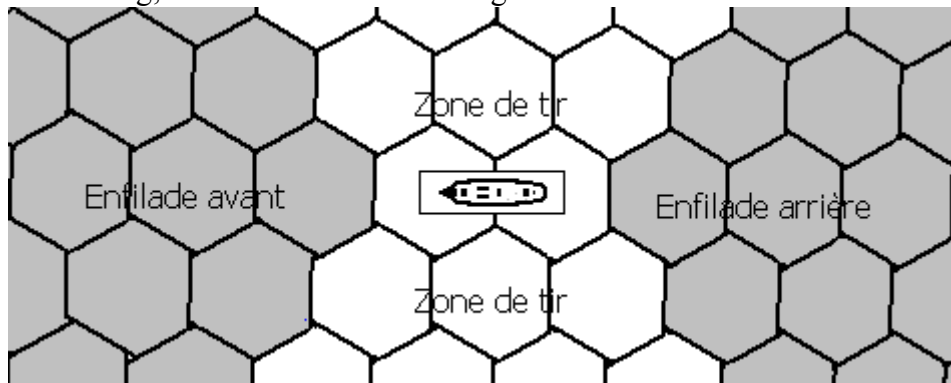
Round of play.

- Determination of possible displacement by orientation and wind
- Ship movement
- Firing and Loss Resolution

Speed = number of hexagons

A = Off Shore	B = Back wind	C = Close up	D = Face
maximum	-1 hexagon	/2 rounded above	0

Drift: 1-2-3= nothing; 4-5-6= drift. Fire: extinguished on 4 or more drives.



Removal: number of hexagons between shooter and target, not counting shooter or target

Threaded: Shooter fully in target threaded (Enfilade) area = 1/3+ rounded dice above.

Low vessel: vessel (2 or 3 decks) on a vessel with 1 deck = - 1 die.

Firing :

1	2	3	4	5	6
Failed		Power loss		Loss of crew	Critical Strike (*)
Critical					
1	2	3	4	5	6
2 power		2 crew		Fire	Big critic
Big critic					
Die	Result				
1	Explosion: loss 1d6 power + 1 fire				
2	Major Ingress of Water: Loss of 1d6 Crew				
3	Mast: loss of speed 1 (permanent)				
4	Bar: loss 1 turn (permanent)				
5	Grounding or masked sails: next move reduced to 0				
6	Major explosion: another die: if 1, 2 or 3 = loss 2d6 power + 1d3 fires; if 4, 5 or 6 = Bunker explosion: ship explodes				

Exploding ship

Shot with a number of dice equal to initial power divided by the number of hexagons that separate them, including the target, rounded down.

1	2	3	4	5	6
Nothing	Fire	Power loss		Loss of crew	Critical strike