

Appendix C: Vessel Lists

Appendix C16 : Marchand ships

These lists include for each ship 4 parts:

- Part 1: Vessel identification with dates
 - Orig = Origin: the coded country
 - Class = The class of the ship, coded by taking the letter of the type of ship plus the number of guns, plus for frigates and smaller ships, the calibre of the largest of these guns. Examples: V118 = 118-gun ship; F036_18 = 36-pound frigate; C024_12 = 24-pound corvette
 - Name = the name under which the ship is known on the dates indicated then and according to its armament and country (so the same ship may appear several times in multiple lists if captured or sold, under different names if renamed or under the same name if rearmed or transformed.)
 - Start = Year when she appears under this name and appearance
 - End = Year when she disappears under this name or appearance
- Part 2: the characteristics of the vessel in the game
 - Pow = Power = number of power boxes on the log
 - Cr = Crew = number of crew boxes
 - Sp = Speed = number of speed boxes
 - Tur = Turns = number of turns
- Part 3: Vessel Budget Values according to Crew Training
 - M = bad crew (-2 dice)
 - R = recruits (-1 dice)
 - N = normal crew
 - V = Veteran crew (+1 dice)
 - E = elite crew (+2 dice)
- Part 4: The fate of the vessel, if known.

Ship type letter: V = Ship; TT = Troop transport; S = Sloop; R = Razee (ex-ship); Pri = prison ship; Mar = merchant ship (more or less armed); Hop = Hospital ship; K = Caraque; G = Schooner (Goélette); FV = Steam frigate; FR = Rowing frigate; F = Frigate; Ch = Chebec; C = Corvette; BG = Schooner- Brick (Brick-Goélette); B = Brick.

Escadres : Naval wargame ruleset for Fighting Sails times

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Ship		Date	Characteristics				Budget					Devenir		
Orig	Class	Name	Start	End	Pow	Cr	Sp	Tur	M	R	N		V	E
Mar	Marchand gros	To be decided			2	1	6	4	6	8	11	14	17	
Mar	Large Indiaman	To be decided			4	3	5	3	9	13	17	21	26	
Mar	Medium Indiaman	To be decided			2	3	6	4	7	10	13	16	20	
Mar	C020_08	Transport Corvette			2	1	6	4	6	8	11	14	17	
Mar	B016_06	Transport Brick or Shooner			2	3	6	4	7	10	13	16	20	