The "Escadres" rules

Introduction and bases

« Escadres » is a very simple based ruleset where every player may play a fleet with some ships, chosen either according to a pre-written scenario or according to the lists in annex C. Additional information is given in the various annexes.

Necessary equipment

- A game table with hexagons, that may have also islands and other features.
- Some normal dice.
- Some ship models on bases great enough to stand on 2 contiguous hexagons.
- Ship log according to according to Annex A, completed according to the data given in Annex C.
- Tokens as per Annex D.
- Cardboard tokens each bearing the name of one of the ships or another identification system.

Deployment and victory

The first question is to determine the wind direction. In base play, it is always stable and medium. Variation and special effects will be seen later in complementary modules. If you play a prepared scenario, all this is pre-planned. Otherwise, both players the will agree.

Then, all the ships are set up according to the scenario or by mutual agreement. Each ship must be placed on 2 hexagons.

The conditions for victory, if not in the scenario, are to be determined by agreement between the players before the play, for example an objective. Otherwise, a camp that lost more than half of its ships at the end of his turn of play is considered to have lost.

Game turn

In a bag, you put the cardboard tokens with the ships names (or number tokens for example). When the name is drawn, the ship can play. The turn of each ship consists of:
- Determination of possible displacement by orientation and wind;
- Ship movement
- Firing and loses Resolution.

Everything must be played out before moving on to the next ship.
When all ships have played: end phase (fires, drift movements, etc.) and return of tokens in the bag.

Movement.

Move = number of hexagons

Maximum movement capacity is writteh on the ship's log. Move capacity of the ship according to the wind direction is:

A = side rear	B = full rear	C = side front	D = full face
Maximum	-1 hex	/2 rounded up	0

That move (capacity of movement) is determined for the entire ship's action at the beginning (and therefore does not change afterwards even if the effect of the wind varies).A ship with a
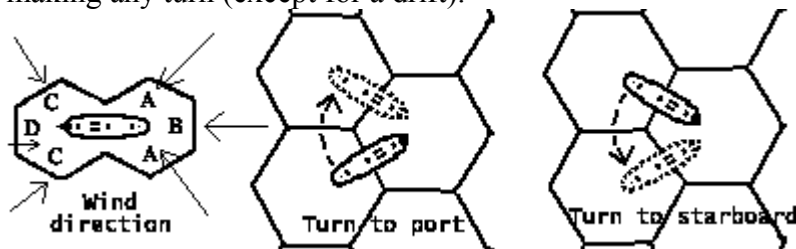
Escadres : Naval wargame ruleset for Fighting Sails times

1	2	3	4	5	6
Missed		Minus 1 of power		Minus 1 of crew	Critical strike

For each critical strike, a dice is thrown again:

1	2	3	4	5	6
Minus 2 of power		Minus 2 of crew		Fire	Mega critical

On a mega-critical, a thrid dice is thrown:

Dice	Result
1	Explosion : Minus 1d6 power + 1 fire
2	Major water linkage : Minus 1d6 crew
3	Rigging: Minus 1 move (permanent)
4	Steering: Minus 1 turn (permanent)
5	Stranding or masked sails: next move reduced to 0
6	Major explosion: 1d6: if 1, 2 or 3 = Minus 2d6 power + 1d3 fires ; if 4, 5 or 6 = Magasine explosion: the ship burst out.
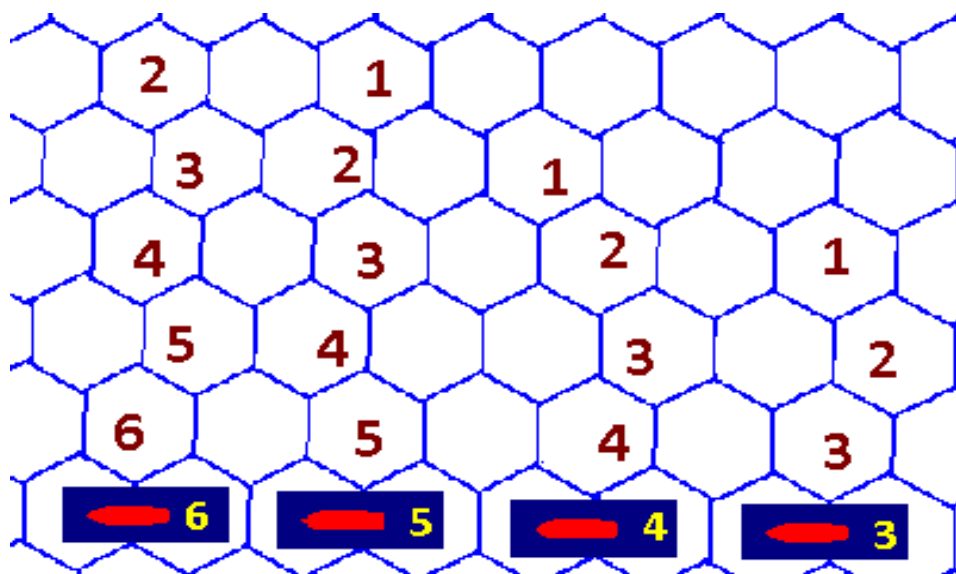
Enfilade.
If the firing ship is <u>entierly</u> inside the target ship' enflade area, the number of dices is increased by 1/3 rounded up.

Firing at a low ship.
A vessel (2 or 3 decker) firing at a one decker ship (frigate, razee or smaler) have 1 dice less.

Training
If the crew is more or less well trained, it is marked on the log by a +1 or -1 (or even +2 – exceptional – or -2). This is counted on the number of firing dices but also to put out a fire or for repairs (optional rules).

Casualties
For each casualty, a corresponding box is blackened on the ship's log. When a ship has no power or crew box left, she is out of order. Then she pulls her flag down and surrenders. From that moment on, she cannot be fired at anymore. What happens next is seen later.

Warning: Excess power (or crew) damage is lost.

Complements
Fires and firefighting

Fires were common. When a critical strike indicates one or more fires, they are marqued by the ship by "fire" tokens. At the end of the round (in the final phase), for every "fire" token, a damage dice is thrown as for a gunfire (with critical events if any). If the ship is not destructed, the crew (if there is still some) may try to put it out by throwing a dice: the fire is extinguished on a 4 or more, the effects of the training counting in + or - but a 1 is always a miss. If the fire damage destroys the last point of power or hull (see below), the ship burst out (with damage to neighbouring ships) and is removed from the game..

Ship out of order by crew loss

If the ship has no crew case left, she no longer has enough personnel to sail and fight, and not event for fire or leaking fighting. She is just still and drifts until she reaches the limits of the table and is taken out. If she still has power points and no fire on board, she risks nothing.

BUT, if she has a fire on board, it will be impossible to fight that fire and so the ship will burn until she burst out. Equally, no other "curable" casualty can be repaired.

Ship out of order by loss of Power

A ship with no power box left will no longer fight but the hull is not completely destroyed then. From there, we count the hull points (equal to its initial power divided by 2 rounded up). These points can be lost little by little, by the waterways following the fight or, worse, by fires.

- To take into account the fight consequences and the water leekages, 1d6 is thrown at the end of each round: a 6 means a leaking and 1 hull case is blackened. When the last point is blackened, the ship sinks. In the case of a small ship (20 guns or less) or "Bad" training, it will be 5 or 6. In the case of a storm, it is one point less (5 or 6, 4, 5 or 6 for small ships).
- If there is a fire on board, the fire system is applicated in addition to the leaking effect up-there. If there is some crew left, they can try to put out the fires. There is a race between the fire(s) and the water for the last hull point. If it is blackened by a fire, the ship burst out; if it is by water leak, she sinks and the fires are drowned...

A ship that sinks or burst out is taken from the table but, while it is still on the table, it is a drifting hull.

Bursting out ship

A ship that burst out will blast flaming debris in all directions. All vessels for which a direct line can be drawn through unoccupied hexagons are "fired at" with a number of dice equal to the initial Power of the exploding ship, divided by the number of hexagons that separate them, including the target hex, rounded down.

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