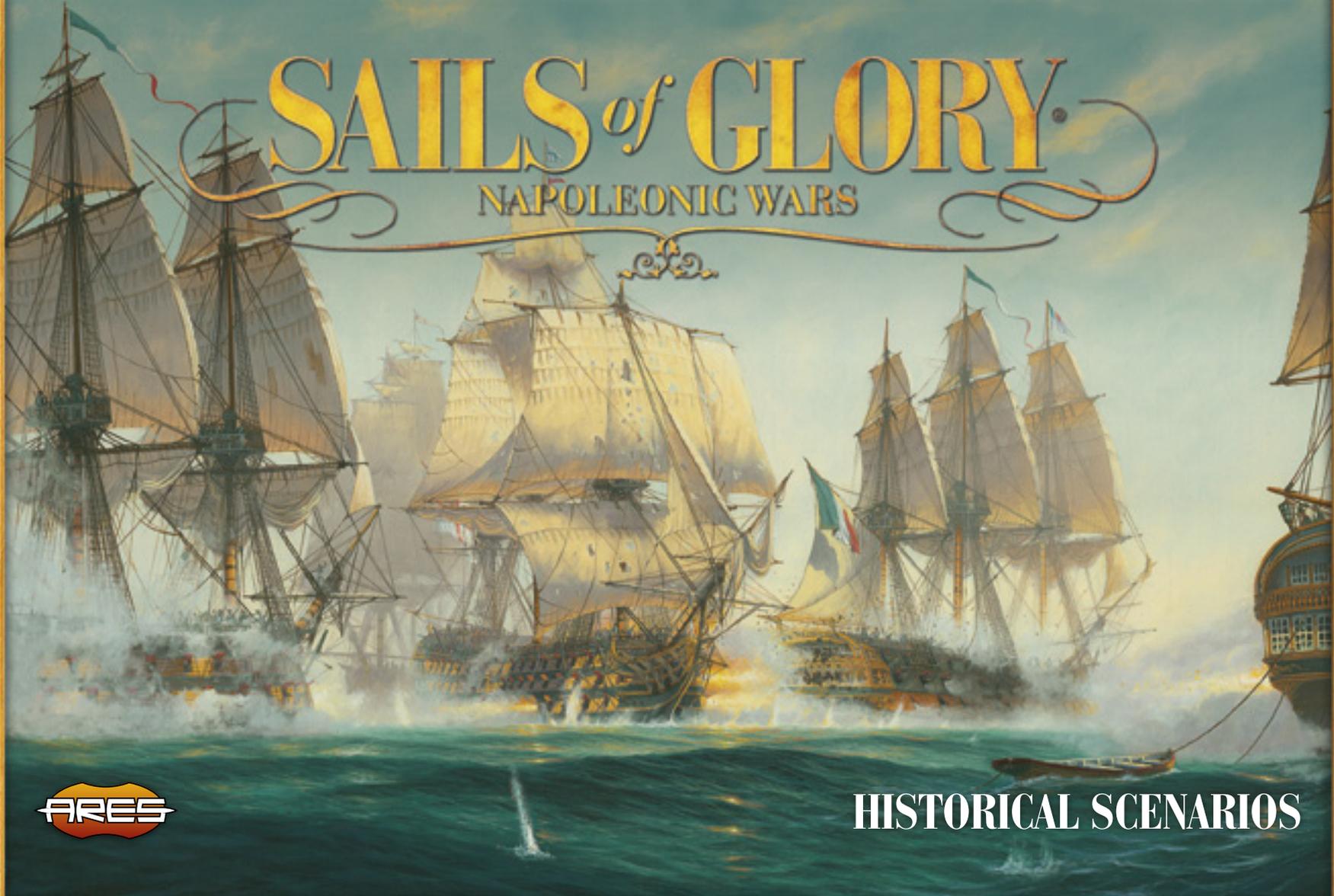


SAILS of GLORY

NAPOLEONIC WARS



ARES

HISTORICAL SCENARIOS

HISTORICAL SCENARIOS

Here are several historical scenarios that can be played using the ships from Series 1. Suggestions are also given for replacing any ships not currently available.

If a player does not have some of the listed ships, he can replace them with ships from the same class.

OPTIONAL RULES

2

FIELD OF FIRE

A British innovation by Captain Sir Charles Douglas helped guns fire at as much as a 45° angle. Before this, the field of fire was more restricted. If this optional rule is in use and the scenario is set before the Battle of Saintes (9–12 April 1782), when firing a forward or a rear broadside, the main mast of the target must be within the firing arc. Although other parts of the ship may be within the field of fire, if the main mast is not, the ship cannot be targeted.

KICKSTARTER EXCLUSIVE

KS01	La Concorde 1777 / Junon 1778
KS02	Fougueux 1785 / Redoutable 1791
KS03	HMS Juno 1780 / HMS Castor 1785
KS04	HMS Bellerophon 1786 / HMS Defiance 1783

SERIES 1

101A	HMS Concorde 1783 / HMS Unite 1796
101B	Hermione 1779 / L'Inconstante 1786
102A	HMS Impetueux 1796 / HMS Spartiate 1798
102B	Commerce de Bordeaux 1785 / Duguay-Trouin 1788
103A	Embuscade 1798 / Le Succès 1801
103B	HMS Cleopatra 1779 / HMS Iphigenia 1780
104A	Le Berwick 1795 / Le Swiftsure 1801
104B	HMS Bellona 1760 / HMS Goliath 1781



COMBAT, FINALLY!

🇫🇷 FRENCH SIDE



🇬🇧 BRITISH SIDE

HMS Bellona, after months of uneventful patrolling, meets a small French fleet and engages after a long chase.

Where: Off Vigo, Spain.

When: 13th June 1761.

Players: 2–5, divided evenly into two teams.

Gaming Surface: Length: 90 cm (≈36 in.), width: 90 cm (≈36 in.) or one game mat. The British side is one of the two long sides of the table, the French is the opposite side. Wind comes from the right of the British side.

French Player(s): Le Courageux (replaced by any Temeraire class), Malicieuse (replaced by any Concorde or Charmante class), Hermione (replaced by any Concorde or Charmante class), within half–ruler distance from the French side.

British Player(s): HMS Bellona, HMS Brilliant (replaced by any Amazon Class ship or by HMS Concorde/HMS Unite), within half–ruler distance from the British side.

Winning Conditions: Score 1 point for each enemy frigate eliminated, 2 points for every French ship of the line eliminated. The winner is the side scoring more points. If points are the same, the British wins a marginal victory.

Historical Outcome: Le Courageux was captured while the French frigates fled away.

A SOUR MISTAKE

🇫🇷 FRENCH SIDE



🇬🇧 BRITISH SIDE

Captain John Stott of the Minerva is unaware of the fact France entered the American Revolutionary War and mistakes La Concorde for a merchant ship . He approaches to speak with her. The French ship fires two surprise volleys before the Minerva can react.

Where: West Indies.

When: 22nd August 1778.

Players: 2

Gaming Surface: Length: 90 cm (≈36 in.), width: 90 cm (≈36 in.) or one game mat. The British side is one of the two long sides of the table, the French is the opposite side. Wind comes from the right of the British side.

French Player: La Concorde, one ruler distance from the French side, same distance from both the neutral sides, pointing toward the British side.

British Player: HMS Minerva (replaced by any Amazon Class ship or by HMS Concorde/HMS Unite), with unloaded guns, parallel to the French side of the table, 3/4-ruler distance from La Concorde (and within La Concorde's central firing arc), stern to the wind and pointing toward La Concorde.

Winning Conditions: Eliminate the enemy ship.

Historical Outcome: Minerva surrendered and was captured.

ON EQUAL TERMS

FRENCH SIDE



BRITISH SIDE

Two frigates engage each other.

Where: West Indies.

When: 6th June 1780.

Players: 2

Gaming Surface: Length: 90 cm (≈ 36 in.), width: 90 cm (≈ 36 in.) or one game mat. The British side is one of the two long sides of the table, the French is the opposite side. Wind comes from the right of the British side.

French Player: Hermione, half-ruler distance from the French side.

British Player: HMS Iris (replaced by any Amazon Class ship or by HMS Concorde/HMS Unite), half-ruler from the British side.

Winning Conditions: Eliminate the enemy ship.

Historical Outcome: After 80 minutes of engagement, the battle was interrupted. Both captains reported the enemy fled away.

SURVEILLING THE FRENCH COAST

 BRITISH SIDE

FRENCH SIDE




A small fleet of four British ships engages a line of four French. The Flora attacks first at 6.30 AM, soon followed by the other British ships gaining the advantage of wind.

Where: Off the Channel islands.

When: 23rd April 1794.

Players: 2–8, divided evenly into two teams.

Gaming Surface: Length: 120 cm. (≈48 in.) Width: 90 cm. (≈36 in.), or two

game mats. In this scenario the British side is not opposite to the French side, but perpendicular, and the British ships are in favor of wind.

French Player(s): L'Engageante, (replaced by La Concorde), La Pomone (replaced by Courageuse), Résolue (replaced by Hermione), La Babet

(replaced by Embuscade) in line, one behind the other, within half–ruler distance between ships, with their stern to the French side, one ruler and a half from the opposite side of the British side. La Babet (last in line) within half–ruler distance from the French side. To simulate La Babet was a 24 gun corvette, cover the first two boxes of the top row of its Ship Damage track, as if they were already full of damage (it then starts as a 2–2–2 ship and is eliminated after filling 6 boxes).

British Player(s): HMS Flora (replaced by HMS Juno) within one–ruler distance from the British side, positioned in the center of the British side, bow toward the center of the map. HMS Concorde, HMS Arethusa (replaced by HMS Meleager), and HMS Melampus (replaced by HMS Cleopatra), on the British side, behind HMS Flora, pointing toward the center of the map.

Winning Conditions: Eliminate the enemy ships.

Historical Outcome: 3 of the four French ships were captured, while Résolue managed to escape.

BACK TO GIBRALTAR!

SPANISH SIDE



BRITISH SIDE

On the way to the British port of Gibraltar, with a sick crew, Captain Richard Bowen of the HMS Terpsichore sees a ship and gives chase. He then discovers it is a Spanish fifth rate.

Where: Off Cartagena, Spain.

When: 13th October 1796.

Players: 2

Gaming Surface: Length: 90 cm (≈ 36 in.), width: 90 cm (≈ 36 in.) or one game mat. The British side is one of the two long sides of the table, the Spanish is the opposite side. Wind comes from the right of the British side.

Spanish Player: Mahonesa (replaced by any Concorde or Charmante class) on the Spanish side of the map, half-ruler distance from the Spanish side.

British Player: HMS Terpsichore on the British side of the map, half-ruler distance from the British side. To reflect the ill crew, put two crew damages in the last two boxes of the crew damage row (the ones on the right).

Winning Conditions: Eliminate the enemy ship.

Historical Outcome: HMS Terpsichore was damaged and disengaged, but after a quick repair returned and forced an enemy surrender.

FIGHTING THE STORM

FRENCH SIDE



BRITISH SIDE

8

The chase of Vestale by HMS Terpsichore ends with an engagement in stormy weather.

Where: Off Cadiz, Spain.

When: 13th December 1796.

Players: 2

Gaming Surface: Length: 90 cm (≈ 36 in.), width: 90 cm (≈ 36 in.) or one game mat. The British side is one of the two long sides of the table, the French is the opposite side. Wind comes from the right of the British side.

French Player: La Vestale (replaced by any Concorde or Charmante class) on the French side of the map, half-ruler distance from the French side.

British Player: HMS Terpsichore on the British side of the map, half-ruler distance from the British side.

Special Rules: With Basic and Standard Rules, use the longest arrow instead than the middle arrow of blue maneuver cards. With Advanced Rules, use the effects of high wind per the strength of the wind rule (page 42 of the rulebook) – the wind stays high for the entire engagement.

Winning Conditions: Eliminate the enemy ship.

Historical Outcome: La Vestale was captured, but not enough British crew could be put on guard. Ultimately, the French crew rebelled and managed to retake their ship.

THE BLOCKADE OF SAINT DOMINGUE

FRENCH SIDE



BRITISH SIDE

Blockaded in Cap Français, French ships try a sortie.

Where: Haiti.

When: 22nd November 1802.

Players: 2–7, divided evenly into two teams.

Gaming Surface: Length: 120 cm. (≈48 in.) Width: 90 cm. (≈36 in.), or two game mats. The British side is one of the two short sides of the table. The French side is opposite to the British side. Wind comes from the right of the British side.

French Player(s): Duguay–Trouin, Guerrière (replaced by any Concorde or Charmante class), and Duquesne (replaced by any Téméraire class) within half–ruler distance from the French side and at least one ruler distance from both adjacent sides. All three ships are “en flûte.” Being armed “en flûte,” meaning reduced guns to carry more cargo, ignore the firing values in the first three boxes of the first row and, instead, use the values in the 4th box. The first three boxes take damage as normal.

British Player(s): HMS Bellerophon, HMS Vanguard, HMS Elephant (replaced by HMS Bellona), and HMS Theseus (replaced by HMS Defiance, HMS Defence or HMS Goliath if you have double ships to feature them, or by HMS Impetueux if not). These ships are placed after the French ones, within half–ruler distance from the center of the table.

Winning Conditions: The French score a complete victory if all three of his ships exit on the British side. He scores a marginal victory if at least two ships on the British side exit and the third exits on any other side. The British win, if at least one of the French ships is eliminated. Any other result is a draw.

Historical Outcome: Guerrière and Duguay–Trouin managed to flee, but the flagship Duquesne was captured.

AVOIDING CONFRONTATIONS

FRENCH SIDE



BRITISH SIDE

Intercepted by British ships, two French ships seek refuge in neutral Spanish waters at the port of Corunna.

Where: Off the Spanish coast.

When: 2nd September 1803.

Players: 2–4, divided evenly into two teams.

Gaming Surface: Length: 120 cm. (≈48 in.) Width: 90 cm. (≈36 in.), or two game mats. The British side is one of the two short sides of the table. The French side is opposite to the British side. Wind comes from the French side.

French Player(s): Duguay–Trouin and Guerrière (replaced by any Concorde or Charmante class) within half–ruler distance from the French side and at least one ruler distance from both adjacent sides.

British Player(s): HMS Tonnant (replaced by HMS Impetueux) and HMS Culloden (replaced by any Arrogant, Elizabeth, Edgar or Bellona class) placed after the French ships, within half–ruler distance from the center of the table.

Winning Conditions: The French Player wins, if both his ships exit on the British side. The British Player wins, if at least one of the French ships is eliminated or exits on any other side.

Historical Outcome: Both French ships reached Corunna, but the Guerrière suffered damage and loss of crew.

THE BATTLE OF CAPE ORTEGAL

FRENCH SIDE



BRITISH SIDE

This was the final stage of the Trafalgar campaign. French ships, surviving the Battle of Trafalgar, attempted to flee to the Atlantic, but are engaged off the Spanish coast, first by British frigates and then by ships of the line.

Where: Off Cape Ortegal, Spain.

When: 4th November 1805.

Players: 2–12, divided into two teams.

Gaming Surface: Length: 120 cm. (≈48 in.) Width: 90 cm. (≈36 in.), or two game mats. The British side is one of the two long sides of the table. The French side is opposite to the British side. Wind comes from the right of the British side.

French Player(s): Duguay–Trouin, Mont Blanc (replaced by Commerce de Bordeaux), Formidable (replaced by Redoutable), and Scipion (replaced

by Fougueux) within half–ruler distance from the French side. Since the Formidable had 80 guns, consider its first box as 5–8–5 instead than 4–7–5.

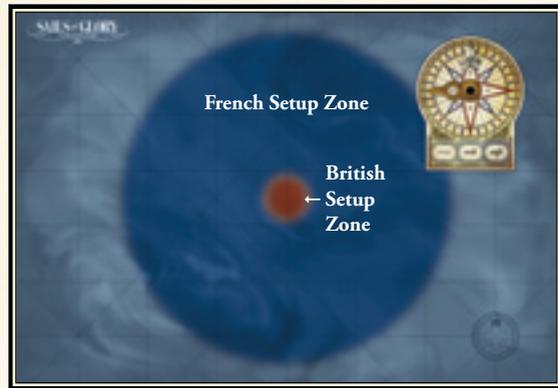
British Player(s): HMS Santa Margarita (replaced by HMS Juno), HMS Aeolus (replaced by HMS Concorde), HMS Révolutionnaire (replaced by HMS Meleager) and HMS Phoenix (replaced by HMS Cleopatra) within half–ruler distance from the British side. HMS Caesar (replaced by HMS Impetueux), HMS Hero (replaced by HMS Bellona), HMS Courageux (replaced by HMS Defence) and HMS Namur (replaced by HMS Bellerophon) are kept off of the table and placed before the start of the 4th turn with the stern side of their bases on the British side of the table. With Standard or Advanced rules, the first maneuver planned for each ship–of–the–line must be chosen in the planning phase of turn 3, when these ships are still off the table.

Winning Conditions: Score 1 point for each enemy frigate eliminated, 2 points for every ship–of–the–line eliminated. The winner is the side scoring more points. If points are the same, the French Player wins a marginal victory.

Historical Outcome: All four French ships were captured.

UNDER FALSE COLORS

12



Sailing off Great Bassas in Ceylon with reduced gunpower and having left most of her worn out 6 lb guns at Madras, HMS Terpsichore sights a mysterious ships that hoists British colors, but opens fire. It is actually the French ship *Sémillante*. An engagement follows.

Where: Off Ceylon.

When: 15th March 1808.

Players: 2

Gaming Surface: Length: 90 cm (≈36 in.), width: 90 cm (≈36 in.) or one game mat. Wind comes from the right side of the map.

British Player: The British player first places HMS Terpsichore at the center of the table. To reflect the missing upper guns, when firing broadsides, ignore the firing values in the first empty box and use the values in the box immediately to the right, instead. (If the only empty box is the last, use those values).

The HMS Terpsichore may not fire on the first turn.

French Player: French player then places *Sémillante* (replaced by *Le Succès*) at one-ruler distance from the HMS Terpsichore. When the French player places his ship, the *Sémillante*'s main mast should be at one ruler of distance from HMS Terpsichore's main mast. The ruler connecting the two masts must pass across the front side of HMS Terpsichore's base.

Winning Conditions: Eliminate the enemy ship.

Historical Outcome: After damaging HMS Terpsichore, *Sémillante* fled with the British ship in hot pursuit. In the end the French ship disengaged, but she was so badly damaged that her career ended.

SAILS of GLORY®

NAPOLEONIC WARS

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Based on the Wings of Glory®
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