

## **Sailpower FAQ**

(copyright 2008 Brian Carnes)

### **How do I resolve movement that may result in a ram?**

I suggest having ships in this position each do their movement one step at a time. By baby stepping the movement we simulate what would happen in a way that feels much like a slow motion replay in a sporting event. A GM is handy here. When GM I try to have each player do each step in slow motion at the same time to determine the most appropriate event. I do not allow the players to plot to ram in order to get the free turn. I as GM simulate the turn to avoid *for* the player; usually based on what I feel as GM would be the safest avoidance turn not necessarily to give a tactical advantage.

### **When do I need to declare bar shot?**

You do not need to declare bar shot until right before you fire. Bar shot is easily added to either grape or double shot loads. You may not declare bar shot after you have rolled your dice.

### **What is the difference between double shot and grape?**

Grape shot replaces the damage of the weapon with a different set that better reflects the anti-personnel nature of this type of load. Double shot does not change the damage by itself; instead it forces the opponent to roll two damage rolls.

### **Grape reads that the damage replaces that of the weapon and so does bar shot. What takes precedence?**

The grape shot replaces the damage for the weapon. Bar shot modifies the grape damage or in the case of the critical replaces it. EG If you use bar with grape and the target rolls an 18, you use the bar critical, and not the grape damage.

### **Can I roll to save 18 and 19 rolls received from bar shot despite the critical save roll saying a critical is 1 and 20?**

Yes you can as the text for bar refers to it as a critical.

### **Why is grape ineffective at killing aloft crew?**

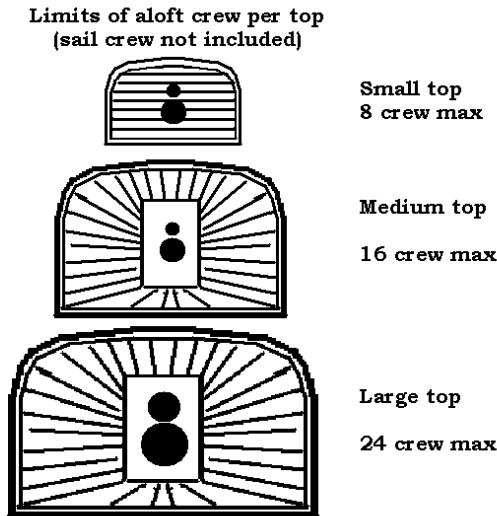
Aloft crew is generally above the elevation angle of the attackers cannon barrel. By firing grape at the rigging you are generally hitting lower lines.

### **Is there a limit to crew that can be aloft?**

By the base rules, not really. The game is simplistic in nature and assumes that a GM would regulate absurd behavior without writing a complicated set of rules to try and cover every possible abuse of the base rules. In reality the GM can

help dictate the capacity aloft by a common sense look at the fighting tops. Obviously, a 180-man crew can't all stand on a 24 by 10 foot platform.

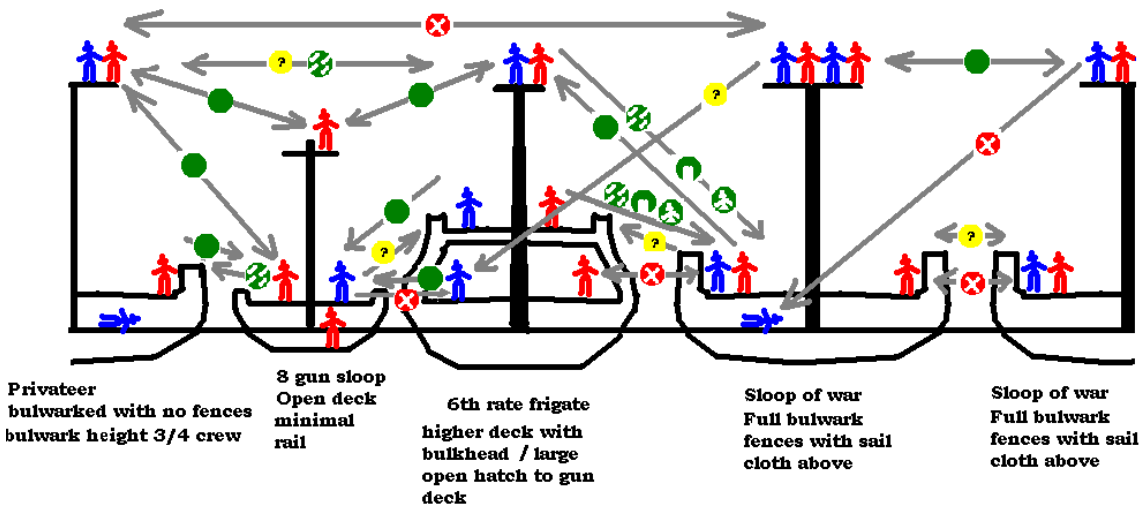
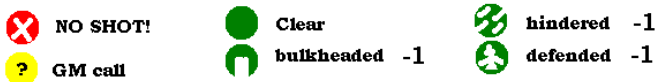
Different miniatures may need different values, but if you are using Sailpower miniatures the following table may be helpful.



**Could you better illustrate line of sight for small arms?**

This table is designed as a aid for our GM crew. It may help clarify the issue.

**Small arms line of sight and shot modifier guide**



### **Can a small open deck sloop hit the deck of a 1st rate like HMS Victory?**

Short answer is NO. Basically the rules say the gunner would need to be able to see what they are shooting at. The gunner of the sloop would be drawing their line of fire thru a major section hull to hit anything serious on the deck. Although the bulkhead is visible hitting anything behind it would not be that feasible at such a line of elevation.

### **Can two flush deck brigs target each others decks?**

Short answer YES. Although the line of vision to the deck itself is obstructed by the bulkhead, the direct line of fire does not pass thru any major structure. A shot would pierce the bulkhead and destroy whatever was behind it. Thus having line of sight to the bulkhead, and being on the same basic level as the deck is essentially a clear shot at the deck.

### **What if I want to do something odd that appears to be outside the rules but I'm sure my crew could do historically?**

This is what the seamanship roll is for. The GM will secretly determine a difficulty between 1 and 20, and if you beat that roll the GM *may* allow you to go with your action. Use of this should be limited by common sense.

### **Are there any suggested Victory conditions for Sailpower?**

The GM sets these based on the type of scenario or game being played. Here is a point based set we will try using for 2008 convention play:

#### **Convention Victory Conditions**

- 25 points for assisting an ally in combat (GM assigned)
- 25 points for brilliant valor (GM assigned)
- 50 points for historical play award (GM assigned)
- 50 points for exceptional sportsmanship
- 100 points defeating an enemy ship
- 100 points defeating a known pirate
- 200 points for achieving a major mission objective
- 100 points for participating in successfully taking a port
- 1000 points for taking port unassisted
- 500 points for minor mission completed
- 2000 points for major mission completed

Victory points = (Fleet point of target) – (attacker crew loss) For taking possession of a prize with a prize crew (must be able to meet sail crew requirement minimum)

*Crew loss to be calculated at 10 per crew 15 per naval crew or seasoned pirate, and 20 per marine*

*Victory points = (Fleet point of target) – (crew) – (cost of eliminated/ removed guns) For returning a prize to a friendly port. (sale of a prize)*

*Victory points = (surviving crew) For striking colors to save the lives of your crew when your ship has been rendered combat in-effective*

*Victory points = value based on ship or GM defined for sale of ships cargo.*

### **Found chests/crates/barrels/items:**

- 1 Silver Coin, small chest. 25 VP +100 VP for bank deposit at port
- 2 Gold Coins, small chest. 50 VP +200 VP for bank deposit at port
- 3 Gems 200, small chest VP assorted exotic gems sell for 200 extra VP at port
- 4 Tobacco 10 VP + 100VP if sold at port (10tons)
- 5 Crated pair of cannon 50VP (1 ton)
- 6 Crated pair of long guns 60VP (1 ton)
- 7 Crated set of 4 rails 50VP (1 ton)
- 8 Copper 10VP + sell at port for 50VP (5 tons)
- 9 Spices 150 VP + sell at port for 300VP (30 tons)
- 10 Barrels of rum 30VP + sell at port for 60VP (10 tons)
- 11 Barrels of gunpowder 40VP (16 100lbs barrels)
- 12 Barrel fine wine 80VP + sell at port for 90VP (4 tons)
- 13 Major silver load (200,000 reales in silver coins) 100VP + 2000VP for deposit at port (6 tons)
- 14 Major Gold load(100,000 gold coins mixed denomination) 200VP =4000VP for deposit at friendly port (10 tons)
- 15 Hogshead of rum 90VP (+ sell at port for 60VP (10 tons)
- 16 Major store of gunpowder 120VP (784 100Lbs barrels or 35 tons)
- 17 12 rail swivels in cases 150VP (3 tons)
- 18 Longboat 50VP +30VP if sold in port (20 tons may be towed or stored on deck within reason)
- 19 Secret Charts 100VP (GM defines what is on chart)
- 20 Naval dispatches 50VP (GM defines usable intell on spot roll) +100VP if returned by naval ship to home port
- 21 Shot locker (shot/ball/bar cache) 200VP+ 1 per 1 ton if sold in port (80 tons)
- 22 Arms depot. 100VP + 16R 4CR 4C 4L 2HL 6HC (guns may be sold in friendly ports or used if possible) (12 tons)
- 23 Recruitment 20 men 10VP
- 24 Intelligence agent 20VP (random GM provided intell)
- 25 Ivory tusks 10VP + sell for 200VP at port 10tons
- 26 Rice/ Wheat 20VP + sell for 1VP per ton at port (200 tons)
- 27 Tea 40VP + sell for 2VP per ton at port (60 tons)
- 28 Exotic weapons 20VP + sell at port for 100VP (5tons)
- 29 Mast timbers and planking 15VP + one repair past 50% rule OR sell in port for 100VP