

Full Sail

Version 2.0

A Full Thrust Variation

Originally by Mike Hudak

Stolen by The Dread Pirate Daryl Lonnon

Avast thar ye mateys. Say ye wish to sail the high seas, plunder the coasts of the Spanish Main and cheat Davey Jones himself. Then look no further, for here resides Full Sail, the Full Thrust variation for sailing the high seas and sending your scurvy blackhearted enemies down to Davey Jones's Locker.

1.0 What is Full Sail?

Full Sail is a series of simple modifications on top of Full Thrust to play Age of Sail games. Full Thrust is a fleet level spaceship game that is based on cinematic look and feel. Since spaceships in movies often behave similarly to Age of Sail vessels, Full Thrust already meets many of the qualifications required to run a good Age of Sail game.

If you are looking for an Age of Sail game that tracks every cannonball and cabin boy, this isn't it. If you are looking for a good set of rules to use those umpteen million "Pirates of the Spanish Main" ships you've managed to collect, while staring down your

friends saying things like "Avast, ya blackhearted scoundrel, I'll have ya walkin the plank next time!" then keep on reading.

2.0 Movement

Movement is similar to Full Thrust movement. If you already know Full Thrust's cinematic movement system, you already know almost all you need to play.

"But the high seas aren't anything like space!" I hear you say. You're right; as such we're going to make a few modifications.

2.1 Sails and Rudder

If you jumped to the ships descriptions, you've already spotted some unfamiliar "systems".

The large rectangles are your ships sails. The triangle in the aft is the rudder. Before you get all confused, their functions are almost identical to a standard Full Thrust ship's engines. The sails provide acceleration; each sail has an acceleration level (typically 1-6), larger vessels requiring more sails to get them going (the average vessel will have an acceleration level between 4 and 6). The rudder provides turning points.

In addition, sails take only one threshold check to be disabled (like any other systems), while rudders are the same as engines (taking two failed threshold checks to disable, providing only half their turning points while damaged).

Starting at 30 mass, for every 20 additional mass points (or part thereof) a vessel requires one additional sail (beyond the one required of all vessels). So a mass 30 vessel must have 1 sail, a mass 50 vessel must have 2 sails, and so on and so on. Each sail must have some of the propulsion points of the vessel. Sails may also have $\frac{1}{2}$ of a propulsion point (i.e. a 5 mast 100 mass Man'O'War could have $5 \times \frac{1}{2}$ point sails giving a propulsion of $2 \frac{1}{2}$). Any $\frac{1}{2}$ propulsion points are rounded down during the game.

2.2 Sit and Spin

For spaceships, sitting and spinning is allowed. It's silly in the water. Your ships must still use their rudders to turn their ships in a different direction (this represents oars being used over the side or a longboat pulling the craft about).

2.3 Maximum Speed

In the depths of space, you can get a ship screaming along. In the ocean a little thing called friction will tear your vessel apart long before you can get it up to Mach 3. As such, there is a maximum speed that each ship is capped at. This speed is 12 inches plus their maximum acceleration per turn. In example, a sloop with 6 sails worth of acceleration can accelerate up to 18". Sailing with the wind and utilizing oarsmen can increase the distance you effectively cover, but the maximum you can accelerate up to is always $12 + \text{Current Sails}$ inches per turn.

2.4 Deceleration

You can't just reverse your sails to slow a sailing ship down. In order to decelerate, you've two options. You can coast, which gives a deceleration of 2, or you can drop your anchor, which will decelerate you by 4. If you drop your anchor, the next turn your max

acceleration is 2 less (down to 0), representing the time you need to pull the anchor back in. Any oarsmen on board may also apply their oars in the reverse direction as well, effectively slowing the vessel down.

2.5 Demasted Vessels

A vessel which has lost all of its masts must decelerate (at least) 2" per round.

2.6 The Wind

What's a game based on the Age of Sail like without the wind? At the start of the game, decide on the wind's direction. Do this by assigning each table edge a number and roll a d4. The wind will be coming out of that table edge for the remainder of the game.

(For simplicity, we'll currently assume the wind won't change strength or direction during the course of the game). Then roll a d10 divided by 2 and round down (giving a number between 0-5).

This is the wind's strength.

If you ever begin a turn moving against the wind, you subtract the wind's strength from your current speed (down to 0). If you're ever moving with the wind at the beginning of your turn, then you add the wind's strength to your movement for that round only. To

determine if you're moving with or against the wind, look to see if a line coming out of the wind passes through your forward or aft firing arc (or another way of putting it, if the closest point of the wind's table edge is in your forward arc, you're heading into the wind. If it's in your aft arc, you're heading with the wind).

2.7 The Current (optional)

A strong current can be deadly, dashing your foundering ships upon the rocks. If you're playing with the current, determine its direction randomly and determine its strength by rolling a d6 divided by 2 rounded down (to give a number 0-3). At the end of every movement, move all ships in the direction of the current the indicated amount. If ships are pushed into the shore or a reef, they can run aground (see below). If you have an anchor deployed (see deceleration), you can lessen the effects of the current by 2.

2.8 Running Aground (optional)

There are dangerous coasts across the world, reefs hidden beneath the murky depths, sand bars that can leave a Man'O'War high and dry, all of these can cause your vessel to run aground. A vessel that ever moves through a land area has run aground. It

immediately takes one d6 worth of hull damage per 6" (or part thereof with 0" still being a d6) it was moving at (subtract 1d6 if it hits sand). If the terrain was a surface detail (cliff, island, exposed sand bar) the vessel also immediately stops. If the terrain was a submerged feature (submerged reef or sandbar) the vessel immediately loses 3d6 of its speed (down to 0). A vessel that is trapped upon a terrain feature will continue to take damage (1d6) until it can free itself and move away. Note, that even submerged terrain features have some width, as such you will often need to cross that width before you can escape the feature (losing 3d6 of speed each time you re-ram it), or you can take the long onerous route of trying to turn the ship around.

Oarsmen may apply their oars in either the forward or reverse directions. As such, they are particularly good at freeing a ship that has run aground.

2.9 Moving Into Contact

Anytime you are within 1" of another ship, you are said to be in contact with that ship (the assumption is if you are that close, you can maneuver the minor distance and perform boarding actions). Two ships that are in

contact may perform boarding actions versus one another or transfer crew from one to another. You may only "contact" one ship per turn (although other ships may contact you).

2.10 Shadowing and Ramming Orders

Ramming and Shadowing are special orders. You must write two sets of orders on turns you wish to either Ram or Shadow. One is Ram/Shadow <vessel name>, and the other is a standard set of orders. You may only submit a Ram order if the vessel you seek to ram is within 12" and in your forward firing arc, you may only submit a Shadow order if the vessel you seek to shadow is within 12" and in your forward firing arc AND your are in one of their aft 3 firing arcs.

When movement occurs, roll a d6. On a 4 or above you succeed in your ram or shadow. Otherwise you must carry out the other set of orders.

When ramming you immediately move your ship taking whatever orders you wish. If you can make contact, you have successfully rammed the ship. The ship you rammed immediately slows down by 3d6 (down to 0). And will take d6 per 6" of movement at the end of

the firing phase. In addition, your vessel takes d3 per 6" of movement at the end of the firing phase. Your two ships are locked together for this round and your ship will move with theirs. If two ships decide to ram one another and both are successful, move them immediately together (meeting halfway between one another).and both take damage as above.

If you succeed in shadowing, the shadowed vessel moves first and you may make any valid move after they have moved.

3.0 Firing

Now that we're by the complicated parts, we still need to talk about how to damage those scurvy dogs across the table.

3.1 Line Of Sight

Line of sight is different from the Full Thrust main game. Ships should measure from the center of the vessel (or highest mast) to any part of their target's hull. LOS is also measured along the same path. Islands and other ships block line of sight.

3.2 Types of Cannons

For the purpose of Full Sail, all sailing vessels can only mount type 1 or type 2 beam batteries (or

cannon batteries). Each battery has limited arcs. If mounted forward or aft, they have one arc, if mounted port or starboard, they have 2 arcs. Either way they cost the same. Type 2 batteries, however cost 3 mass instead of the normal 2.

3.3 Shore Batteries

Shore batteries can mount bigger cannons (in better mounts) than a sailing vessel. As such, shore batteries can mount type 3 beam batteries as well as type 1 & 2. All batteries bought for the shore have but one arc.

3.4 Fire Controls

Each cannon has an integral fire control. As such, you may split fire as you see fit. You must still pick your targets prior to firing a single shot.

Optional: Each side (fore, aft, starboard, port) has it's own fire control. As such, an entire side must pick one target when firing.

Double Optional: starboard & port have but one fire control. This represents man power issues which sailing vessels often faced (i.e. they didn't have enough men to man both broadsides at the same time).

3.5 Fire Onboard

A ship ablaze is a dangerous thing. Wood soaked in pitch and reams of sail could cause a ship to burn uncontrollably. To represent this, there is a new damage icon. Each ship has a single blaze icon. When a threshold check is made, if the blaze icon is disabled, the ship has caught fire. Like the rudder, the blaze icon can be disabled twice. At the end of every firing round, the ship takes an addition 2d6 beam dice worth of damage if the blaze icon has been disabled once, 4d6 if it has been disabled twice.

3.6 Heated Shot (optional)

As well as, bigger guns, shore batteries often heated their shot. Heated shot increases the likelihood of a vessel catching ablaze. Add +1 when testing for the blaze icon if a ship was hit with heated shot on the round it makes its threshold check.

3.7 Critical Damage (optional)

When to check for critical damage, is the same as Full Thrust.

- Striking the Colors - This threshold indicates your captain is thinking of striking his colors. On a 5-6 you captains strikes his colors and gives up the fight. The ship will no longer take part in the battle (i.e. fire

his cannons), and is controlled by the player with the closest enemy vessel. The enemy may board the vessel (i.e. take command) and bring the ship back into the fight.

- Below Waterline Strike - The vessel has been holed below the waterline. Roll a d6 at the end of every turn. On a 5-6 the vessel sinks beneath the surface.
- Powder Room Ablaze - A fire has broken out near the powder room, Roll a d6 at the end of every turn. On a 5-6 (4-6 if the vessel if ablaze) the vessel explodes in an impressive display of shrapnel. Total the number of cannons on board and divide this number by 6 (round down). Each ship within 1" takes that many beam dice worth of damage from flying debris.

3.8 Boarding Actions

What would the high seas be like without perilous boarding actions? At the end of the firing phase, a ship may launch a boarding action if it's within contact of an enemy ship after all cannons have fired, multiple ships may combine their boarding actions into one action. Each side rolls 1d6 for each crew

involved in the boarding action. For every 6 rolled, remove (cross out) one crew box on the opposing ship. If the opposing ship loses all of its crew boxes, it has been captured. Boarding actions continue until both sides decide to call it quits.

Optional: Two ships moving against one another will not have much time to perform a boarding action. As such, if your bow faces in the direction one of their 3 fore firing arcs (in which case the vice versa will be true), you perform only one round of boarding actions. This represents a quick volley of musket fire and grape shot as the two ships pass.

3.9 Capturing Ships

At the end of the turn, a ship that is in contact with an enemy ship with no crew may move some of its crew upon the (now) captured ship. Remove (cross out) one crew box on the "parent" ship and reinstate one crew box on the captured ship. You can not place more crew on a ship than it could normally hold. Special crew may be transferred in this way.

4.0 Special Crew (Optional)

The scurvy dogs that ride upon your vessels. Most are the scum of the earth, pressed into service,

but a few, such as these, show some real talent.

- Captain - Cost 3 gold - A great captain can add 1 to any cannon shot, acceleration, deceleration, boarding action, ram, shadow, or rudder once per turn (a ship may have but a single captain).
- Helmsman - Cost 2 gold - Helmsman may add 1 to the rudder during movement (a ship may have but a single helmsman, he may not add his bonus with a Captains).
- Musketeers - Cost 2 gold - Musketeers add 1 to any die of the current boarding action.
- Cannoneers - Cost 2 gold - Cannoneers add 1 to any die of cannon shot once per turn.
- Shipwrights - Cost 2 gold - Shipwrights add 1 to any repair roll once per turn.
- Oarsmen - Cost 1 gold - Oarsmen allow a ship to move 1 extra inch per turn either forward or backward (this does not change the current speed level) (upto a maximum of 4 inches).

Special Crew take the place of one of the regular crew, you may only have as many special crew as you

have regular crew (i.e. damage control parties) minus one on board (i.e. one crew member must be a regular crew member). If you ever take damage that removes a crew such that it violates the above rule, you must also remove a special crew as well!

Modifiers provided by Special Crew (with the exception of the modifiers to movement), are provided AFTER dice are rolled. So if you roll a 2, 3, and 5 during boarding actions, you can choose to use your musketeer to modify the 5.

5.0 Building Ships

Building a ship is the same as building for Full Thrust, except not all systems are available.

5.1 Hull Strength

Sailing ships require hull strength of at least average (30%). Ships that do not leave sheltered water may have less hull strength, but should only be constructed for special scenarios only.

5.2 Weapon Systems

Class 1 & 2 Batteries are available. They have but one arc if placed in the fore or aft of the ship, 2 arcs if placed in one of the broadside positions. In addition, you may only place $\frac{1}{4}$ of your batteries to either

the fore or aft, and must have equal number of batteries out either broadside. Mass and points are the same as the Full Thrust construction system, except class 2 batteries have a mass of 3 (and are still x3 mass in points). Class 1 batteries have 3 arcs when placed upon a shore fort, class 2 batteries have 2 arcs.

Optional: All ships in the gazetteer follow the following rule of thumb. For every 4 dice at short (0"-12") range, the next die will be at long (12-24") range. The vice versa is also true, for every long range die, the next 4 dice will be bought at short range.

Class 3 Batteries are available to shore forts and special scenario specific vessels; they have but one arc when placed on a shore fort and follow the above rules for Class 1 & 2 Batteries when placed aboard ship. Mass and points are the same as the Full Thrust construction system.

5.3 Blaze Systems

Each ship must have 1 blaze system; it costs no mass and no points.

5.4 Sails and Rudder

Starting at 10 mass, for every additional 20 mass (or part thereof) a ship must have one sail.

Each sail must have at least $\frac{1}{2}$ a propulsion point. Each propulsion point costs 5% of the mass and x2 it's mass in points. You may total the propulsion granted by all of your sails and purchase them all at once.

Each rudder point also costs 5% of the mass and x3 its mass in points.

5.5 Armor

Armor may be bought for special ships and shore forts.

5.6 Screens

Screens may be purchased. These represent the strong (typically oak) hulls found in ships constructed in the ex-Colonies or British Isles.

5.7 Crew

Special crew is bought from gold, and does not count towards mass or points. Decide before the battle starts how much gold each side has to spend.

5.7 Examples

Please see the ship gazetteer for examples.

6.0 Thanks

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7.0 Order of Events

- 1) Roll for Initiative
- 2) Plot Movement
- 3) Move ships
 - a) Determine success of rams or shadowing
 - b) Move ships that are being rammed
 - c) Move ramming ships
 - d) Move normal movement
 - e) Move shadowing ships
- 4) Fire
 - a) Fire cannons based on Initiative
 - b) Perform Boarding Actions base on Initiative
- 5) End of Turn
 - a) Perform any repairs
 - b) Move crew to any friendly or captured ship in contact
 - c) Take any fire damage

8.0 What else is there?

Get out there and run out your cannons, ya scurvy dog!