

Full Sail Modification 2.0 – Jerry Han (Inspired by Mike Hudak)

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Rules not mentioned in this document are assumed to run according to standard Full Thrust. *Full Thrust 2nd Ed.* is now out of print, but you can find a PDF copy at: <http://www.groundzerogames.net/> Support a great game by buying some stuff! These rules were designed with the Wizkids Games *Pirates Constructible Strategy Game* (<http://www.wizkidsgames.com/pirates/>) ships in mind – relatively inexpensive, and the ship types on the SSDs are the same as those used in the *Pirates* game.

Inches are used throughout this document, but you can use centimeters, or whatever ‘movement unit’ you wish to define. Ranges are measured from center point to center point of each ship.

The main purpose of this mod is to have fun a little sailing and boarding action fun with the *Pirates* ships. People looking for something like *Wooden Ships & Iron Men*, *Close Action*, or *Flying Colours*, should look elsewhere. This isn’t meant to accurately simulate ship combat in the Age of Fighting Sail – this is meant to have some fun. As such, this rules mod is written rather loosely, in the spirit of Full Thrust. Play the game, not the rules, and resolve any ambiguities in favour of ‘fun.’ If you have any questions, would like to offer comments, or suggest more rule mods, please email me at jhan@warpfish.com. Thanks!

Special thanks to the players at GZG-ECC IX and GZG-ECC X who have played previous versions of this ruleset, and for all their rule suggestions! As well, thanks to all the people who’ve actually expressed interest in wanting to try this mod with their own groups. Kudos!

Turn Order

- Write Orders
- Roll for Initiative
- Move Ships
- Ships Fire
- Grappling
- Boarding Actions
- Breakaway From Grappling
- Fire Checks/Damage Control

Ship Status Displays

A ship has no FTL (duh! (8-)), no fire controls (use Mk. 1 eyeball), and no critical systems.

Masts

Each ship has three masts. When rolling threshold checks, roll once for each mast. A mast can take two failed checks before being destroyed. Thus, each failed threshold check results in 1/6th of the ship’s thrust being lost. This will be noted on the SSD. (*Design Note: All ships in this game are rated, and thus are considered “three-masters” – fore, main and mizzen, regardless of the number of masts actually on the miniature.*) For every mast lost, the top speed of the ship is reduced by 1/3rd, round down.

Anchor

A ship has an anchor icon, and is lost on a threshold check like any other item.

Movement

Movement is as per standard Full Thrust cinematic movement. Maximum speed will be 24 MU. Exception: a merchant ship’s top speed is only 18MU per turn, or the ¾ the wind speed, rounded down.

Ships may not ram. Ships may, however, attempt to grapple. See **Grappled Ships**.

Design Note: As a general rule, the ships of Fighting Sail did not ram. They simply weren’t designed to withstand the stresses of that type of impact, and, so, any actual rams were usually accidental collisions while attempting to grapple, or while maneuvering and becoming fouled.

Drop Anchor

A ship can drop anchor to stop quickly. Speed is reduced to zero. If current speed is greater than ship Thrust, roll a threshold check. If the threshold check fails, take 2 points of damage, and lose the anchor.

Backing Sail

A ship can back sail to slow down quickly. A captain can write in their orders “backing sail” and speed is halved. A ship can turn up to half their thrust (as normal) while backing sail.

Adrift

A ship with zero movement is adrift (i.e. a ship that has lost all its masts.) If using the wind rules, it accelerates 2MU in the direction of the wind, every turn, with its bow pointing the direction of drift, until it reaches a top speed of half wind speed, or 6MU. A ship can stop this drift by dropping anchor (if it has anchors).

Fouling (Optional)

Ships may become *fouled*. If at the end of a turn, two ships (of whatever side) come within 1” of each other, either captain rolls a die. If the roll comes up as a 1,2,3, nothing happens. If it comes up as a 4,5,6 there is actual contact, and the ships are considered *grappled*. Each ship rolls a number of dice equal to their masts, and resolves damage against the other ship as if cannons were being fired. This damage takes effect after the ship is activated in the firing phase i.e. the ship has ‘one last shot’ before impact. Arcs for this fire are based on the orientation of the ships at the moment of impact.

Wind (Optional)

A ship’s maximum speed is wind speed, up to an absolute max of 24 MU per turn. A direction is picked for the wind. A ship can be *in irons*, *beating*, on the *beam reach*, *reaching*, or *running*. Exception: a merchant ship’s top speed is only 18MU per turn, or the $\frac{3}{4}$ the wind speed, rounded down.

A ship “in irons” is pointed directly into the wind. Any ship that finishes its turn pointed directly into the wind has the wind speed subtracted from their current speed, until the ship reaches zero speed. It then pivots away from the wind, points directly down wind, and then behaves as if *adrift*. It suffers a penalty of -2 to thrust while pointing into the wind.

A ship 1 face away from the wind is *beating*. This ship suffers a -2 penalty to thrust, and its top speed is halved. (If currently higher than its top speed, it is immediately reduced to its top speed.)

A ship 2-4 faces away from the wind is on the *beam reach*. This ship moves as per the normal Full Sail rules and current ship capabilities.

A ship 5 faces away is *reaching*. It has a +2 bonus to thrust, and its top speed is equal to the wind speed + 2, with an absolute max of 24 MU.

A ship 6 faces away is *running*. This ship moves as per the normal Full Sail rules and current ship capabilities.

Terrain

1. Islands – block line of sight and movement -- roll d6+ your speed div 2 in damage (straight), come to a complete stop
2. Reefs – block movement – d6+ your speed div 2 in damage (straight), come to a complete stop
3. Sargasso Seas – reduce velocity by 2d6
4. Fog – block line of sight, but move normally. Roll a d6 in fog, if 5,6, roll d6 again, and that’s the direction you come out in.

Combat

Combat proceeds as per standard Full Thrust rules i.e. ships are selected and fired in initiative order.

House Rule Note: Since these are sailing ships, and not starships, it’s strongly recommended that pre-measuring be forbidden.

Line of Sight (Optional)

Ships DO block line of sight. If a line, drawn from the centre of a firing ship to the center of a target ship intersects any obstruction, you may not fire on the target ship. Check line of sight AFTER declaring fire; if line of sight is blocked, you cannot choose a new target for that broadside. *Design Note: Line of Sight is recommended, but, it really places a premium on formation. For some people who are used to 'sailing' by the seat of their pants, this may make the game an exercise in formation keeping – if you don't want to use this rule, don't use it.*

Cannons

There are four types of cannons in this modification. Range bands are 10". Damage is rolled as per a standard beam battery. The numbers in the slashes represent the number of dice rolled at each range band. (e.g. 2/1/1 = 2 dice at 0-10 MU, 1 die at 11-20MU, 1 die at 21-30 MU)

Light Cannon (1)	3 range bands (30" max range)	2 / 1 / 1
Medium Cannon (2)	3 range bands (30" max range)	2 / 2 / 2
Heavy Cannon (3)	2 range bands (20" max range)	3 / 3 / 0
Carronade (C)	1 range band (10" max range)	4 / 0 / 0

Fire at the Rigging

A captain can choose to fire at the rigging of the target ship. If a ship fires at rigging, keep track of total damage in that firing round. For every 5 points of damage, the target ship must roll threshold checks on its masts, based on its current damage, losing thrust normally. The total resets at the end of every turn. Half the total damage is applied to the hull, as normal, round up.

Raking

If incoming fire comes in through the Front or Aft arc, it is considered 'raking' fire, and damage is taken a row below the current row being damaged. If threshold checks are triggered, they are triggered based on the worst threshold check to be made.

Catastrophic Damage

If a ship loses an entire row of damage boxes in one turn (from any amount of sources), it rolls a special 'fire' threshold check. If the ship fails this threshold check, the ship is on fire. Follow the rules in the *Fire* section.

As well, if during any turn of fire from a *single* source against the hull, if more than six re-rolls are generated, roll a 'fire' threshold check.

Both of these rolls are made immediately, and effects take affect immediately. After this point, fire rolls are rolled in the "Admin" phase of the turn. (This means, if a ship is on fire from catastrophic damage, a ship faces TWO fire rolls – once in the "Ships Fire" portion of the turn, once in the "Fire Checks" portion of the turn.)

Loss of Ship

When a ship reaches zero damage, roll on the following table:

- 1 – 3: The ship is adrift, board with crew to capture it without combat. It immediately gains one half row of hull boxes (round down) (from emergency repairs) if captured.
- 4 – 5: The ship founders and sinks
- 6: The ship is adrift and on fire (roll on the fire table in the "fire checks" portion of the turn)

A ship can be forced to re-roll on this table, for every 10 points of additional damage scored at any point after the ship reaches zero damage. For every roll made on this table by the same ship, add +1 to the roll.

Fire

For every turn a ship is on fire, roll on the following table in the admin phase. Starting with the second turn, add 1 for every turn the ship is on fire.

- 1: The fire burns out naturally. If this fire was caused by zero damage, the ship sinks.
- 2 – 5: The fire continues to burn

6+: The ship detonates. Every other ship within 10" takes 6 dice of cannon damage. Every ship within 20" takes 3 dice of cannon damage. For every 1 rolled on the damage dice, roll a threshold check, based on the current row the ship is currently on. If this check fails, the ship taking damage is now on fire.

Fire can be put out by damage control checks. It requires TWO successful checks to put the fire out.

The Honour of the Service

No ship may fire at another ship that is three masts smaller or more than the firing ship, unless a) the smaller ship has already fired on that ship or b) no other valid target ships are within 36" of the firing ship. So, a five mast ship could fire on a three mast ship, or a four mast ship, but not on a two mast ship. (*Design note: It was considered 'ungentlemanly' to fire on ships completely outmatched by your own ship, unless there were no other targets or the outmatched ships had the gall to fire on you.*) Note: this only applies to other military ships. You can fire on civilian ships of any type, if they do not surrender to you when summoned to surrender. However, civilian ships must ALWAYS be given a turn to surrender before they can be fired upon.

Grappled Ships

A ship can attempt to grapple another ship. It writes in its orders that it will attempt to grapple, and names a target ship. Movement and combat is conducted normally. If the ship ends up within 6" of the target ship, and the target's velocity is within 6MU of the attacking ship, it may attempt a grapple. The grappling ship and the target ship roll 2d6+thrust to resolve the grapple. If the grappling ship rolls greater than or equal to the target ship, the grapple can go ahead. (As well, the target ship can choose to just accept the grapple, with no roll required.) If the roll fails, no extra movement is made. Ships attempting to grapple can only fire one broadside.

If the attacker and the defender roll exactly the same, a mistake has been made and, instead of a clean grapple, there has been a collision instead. Resolve the collision as per *Fouling*, above.

Ships that are adrift still roll a d6 to contest the grapple, versus 2d6 + thrust.

When ships grapple, they are placed broadside to broadside, according to the orientation of the target ship. Speed is reduced to zero. Grappled ships CAN fire while grappled, but only the one broadside of the ship may be fired.

Only grappled ships can attempt boarding. Because of the turn sequence, one round of boarding combat is always fought. Thus, when grappled, ships will remain grappled for at least one turn.

Ships can breakaway once grappled. If both sides agree, the ships can breakaway except on a roll of 1 on a d6, rolled by the most recent winner in boarding combat (or chosen randomly if no boarding combat has been fought.) If the breakaway is contested, roll 2d6+thrust, with the ship wishing to breakaway rolling higher than the ship wishing to remain grappled. If the breakaway is successful, place the ships 2 MU apart with zero speed, broadside to broadside, facing the wind. On a roll of '1' on a d6, or on a 2/12 on 2d6, the ships are fouled and may not be released except on another roll of a '1' on a d6, or 2/12 on 2d6.

In multiple grapple situations, each ship must declare one ship as their grappled/target ship.

The Honour of the Service applies to grappling i.e. ships can only target ships within two masts of its own class, or if the ship has fired upon it already, or if there are no other valid targets within 36".

Boarding

There are 3 rounds of combat per boarding action per boarding section of the turn. The grappling ship with initiative is considered the attacker. The attacker can choose how many crew to commit to the attack, while the defender uses his entire crew. Each crew member rolls a d6, with each marine rolling a d6+2, scoring a hit on a 5 or more. If all defending crew are killed, the ship passes to the control of the attacker (which can either transfer crew to man the ship, or, can elect to scuttle the ship in question.) It takes a minimum of one crew unit to run the ship. Boxes representing transferred crew (or crew lost in boarding actions) are marked off with a single slash as opposed to a double – the hull box can still absorb damage, even if the crew is lost.

Unless otherwise indicated, all ships have one marine unit aboard, and this unit is only lost when the last crew point is lost. (*Design Note: Marine contingents tended to be assigned in a haphazard fashion, and so I do it this way for simplicity's sake.*)

A ship with zero crew can still contest a boarding action, but has no damage control and rolls only a single d6 to defend. (*Design Note: This represents the minimum crew trying to defend against the boarding action while trying to keep the ship running. In reality, the crew would probably abandon their stations to defend against the boarding action, but I do it this way for simplicity.*)