

Upwind/ Downwind	(D6) 0-1	2	3	4	5	6	7
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A / B



B / A



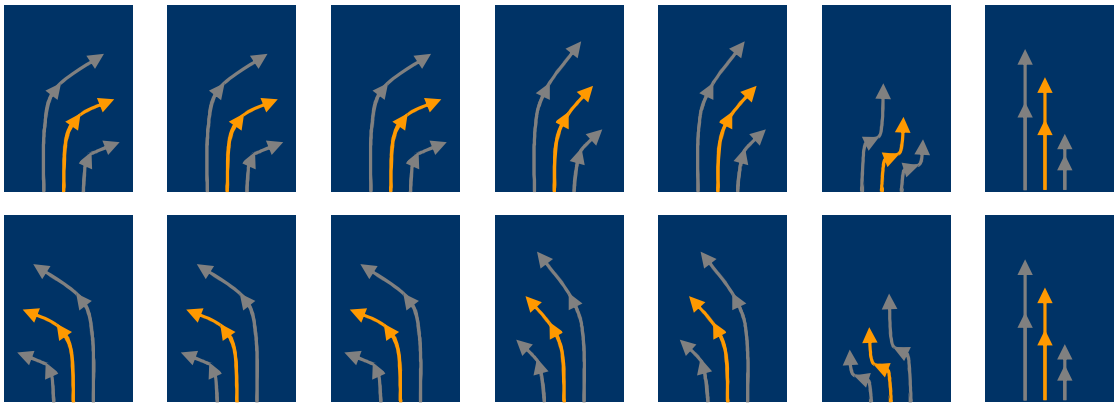
C / H



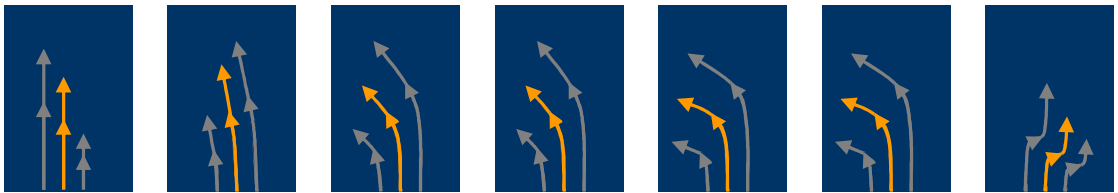
D / G



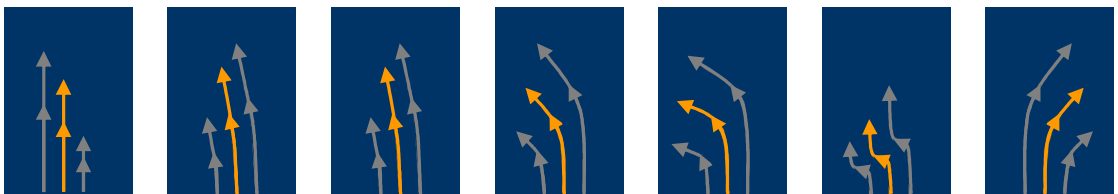
E-F / E-F  
Use  
whichever  
row of  
manoeuvres  
Takes the  
ship  
downwind



G / D



H / C



Dice using a D6. Add 1 to the score if on fire or leaking, -1 to score if within short range.

# 'Powder Monkey'

## Solo rules for 'Sails of Glory'

Assumptions: Solo run ships always use 'Battle Sail' at all times.  
Solo run ships always shoot with 'Ball' ammunition.

Movement: At game start, all solo run ships start in line astern, with the largest ships in the lead. They are pointed as close to the wind direction as possible 'Beating the wind' (Orange facing) and will move straight forwards until within 2 shot lengths of an enemy vessel, or shot lengths of a table edge, after which they will use the chart overleaf.  
Use the angle template to assess the angle of the nearest enemy vessel and cross reference on the chart above with the die result to determine the next move. Use the **Red** zones if the enemy ship is, even slightly, upwind of the solo run ship.

(NB: When dicing for maneuvers, it is very hard to tell which turn on a little ship is which! – **Don't fret!** – just choose a card that looks like the diced for card. It will not really affect the game!)

Move replacement: If a ship moves away more than a cannon shot distance from the nearest enemy vessel, **do not dice**. Just turn the ship towards the nearest enemy using the sharpest turn allowed, on the quickest route which does not head into the wind, until the ship is in Zone 'A' or 'B', then begin dicing on the move chart again.  
(NB: If a solo ship, going downwind, has the nearest enemy ship in Zone 'E' or 'F', replace the diced move as above.)

Damaged Sails: If a ship has damaged sails/masts, they will use the nearest equivalent maneuver from the relevant 'Damaged Masts' maneuver deck.

Shooting: Solo ships will fire from any arc at the nearest enemy ship(s). As mentioned above, they will only fire ball. They always fire at the first opportunity to do so, and as rapidly as possible thereafter!

Crew actions: If using Advanced rules, each turn, use actions in the following order until all available crew actions are used:

- (1) Extinguish Fires (if any fires only).
- (2) Repair Leaks (if any leaks only)
- (3) Repair Masts, Rudder, if any are damaged.
- (4) Fire Broadships, if able, or Load broadships if needed.
- (5) Pump water, if ship has water damage.
- (6) Shoot Muskets.

Boarding: Solo run ships will not attempt to board enemy vessels (except if in a scenario), but if boarded, they will always choose to fight if they have more crew, otherwise they will attempt to disentangle themselves.