

Build a Fleet List

Fighting Sail includes fleet lists for Great Britain, France, Spain, The United States, Russia, The Netherlands, Portugal, and Privateers. But what is an admiral to do if his nation isn't represented? Keep calm and read on!

While this system is by no means meant to be exhaustive, it should give you a satisfying list for just about any faction you may want to play.

Step 1: Choose an origin

A fleet's origin usually means its nationality, but there's no reason to confine yourself to national borders. There were several factions during the age of sail that defied conventional definition, the most obvious example being the Barbary Pirates.

Nations are a good way to go as well – perhaps you'd like to have the Russians fight their sometimes enemy the Turks, or maybe you'd like to set sail with a Swedish fleet!

Once you've selected your fleet list's origin, ask yourself some questions about it. What was its navy known for? How did they fight at sea? Were there any special qualities of their ships that set them apart from the other fleets? The answers to these questions and more will help guide you through the rest of the decisions you'll need to make during the list making process.

Step 2: Select ship stats

The ship stats in *Fighting Sail* are meant to reflect not only the ship's structural capabilities, but also the skill and experience of the men crewing them.

The tables below use the British ships as the standard – as well they should! Take a moment and think about how your fleet compares to the British. Were they better sailors? Less disciplined? Better at gunnery?

Once you've got an idea about how your fleet measures up, it's time to adjust the stats for the ships on the list. There are two approaches you can take; the first is to come up with a "template" that you apply to all the ships in your list. This is by far the fastest method, and will produce satisfying results for most types of fleets. A template looks something like this:

Sailing	Discipline	Boarding	Gunnery	Hull
+1	0	+1	-1	-1

Once you have worked out your template, you can simply apply it to each of the ships on the lists below.

If you are working on a more obscure list, or one that includes ships that fall outside the typical square-rigged vessels of the European nations, you might want to adjust stats by rate.

Each rate is listed below, along with the British stats for that rate. You can add or subtract 1 from any of the stats, adjusting the rate's points cost as listed on the table.

A quick note on ships of the line. These were extremely expensive vessels that not every nation could afford, so make sure your chosen nation had access to them before including them in your list.

Flagships

Rate	Cost	Sailing	Discipline	Boarding	Gunnery	Hull
First	102	3	8	10	10	10
	Plus one	+8	+3	+2	+13	+21
	Minus one	-6	-2	-1	-9	-15
Second	75	3	8	7	9	9
	Plus one	+7	+3	+1	+9	+15
	Minus one	-5	-2	-1	-6	-11
Third	56	4	8	7	8	7
	Plus one	+8	+3	+1	+6	+9
	Minus one	-9	-2	-1	-4	-6
Fourth	36	5	7	5	6	5
	Plus one	+8	+2	+1	+3	+7
	Minus one	-5	-1	-1	-2	-5
Fifth	26	6	7	3	4	3
	Plus one	+7	+1	+1	+2	+7
	Minus one	-4	-1	-1	-1	-6
Sixth	14	7	6	2	2	1
	Plus one	+3	+1	+1	+1	+8
	Minus one	-2	-1	-1	-1	N/A

Ships of the Line

Rate	Cost	Sailing	Discipline	Boarding	Gunnery	Hull
First	98	3	6	10	10	10
	Plus one	+8	+3	+2	+13	+21
	Minus one	-6	-2	-1	-9	-15
Second	71	3	6	7	9	9
	Plus one	+7	+3	+1	+9	+15
	Minus one	-5	-2	-1	-6	-11
Third	52	4	6	7	8	7
	Plus one	+8	+3	+1	+6	+9
	Minus one	-9	-2	-1	-4	-6
Fourth	36	5	5	5	6	5
	Plus one	+8	+2	+1	+3	+7
	Minus one	-5	-1	-1	-2	-5

Frigates

Rate	Cost	Sailing	Discipline	Boarding	Gunnery	Hull
Fifth	26	6	5	3	4	3
	Plus one	+7	+1	+1	+2	+7
	Minus one	-4	-1	-1	-1	-6
Sixth	14	7	4	2	2	1
	Plus one	+3	+1	+1	+1	+8
	Minus one	-2	-1	-1	-1	N/A

Step 3: Select admiral archetypes

The admiral of a fleet often had a significant effect on that fleet's effectiveness and fighting style. His philosophies on sailing and warfare would trickle down through his officers and crew, turning the fleet into a reflection of the admiral's personality.

Each fleet list can have 3 archetypes from the list below.

- **Buccaneer** (13 points): Whenever one of your ships wins a boarding action, you may add the newly captured ship to your fleet. The captured ship gets a Damage token if it didn't already have one, and can never lose its last Damage token.
- **Coastal Veteran** (10 points): Your ships get +1 Sailing while rolling for anything other than sailing points.
- **Daring** (11 points): When the initiative roll is tied, your fleet gets the initiative. If both admirals have this ability, then determine who gets initiative as per the normal rules.
- **Disciplinarian** (7 points): Once per battle, after one of your ships fails a Discipline test, you may change the result of that test to a success.
- **Explorer** (7 points): If you win the roll to take the first turn of the game, you may let your opponent take the turn instead.
- **Former Frigate Captain** (9 points): When your squadrons combine fire, use the closest squadron member when working out range.
- **Former Privateer** (11 points): Once per battle, when one of your ships collides with an enemy ship, the enemy ship may not make a Sailing test in order to avoid it.
- **Gunner** (10 points): Once per battle, after one of your ships fires a broadsides, remove its Cannon token. The ship may fire again that turn.
- **Hero** (6 points): Your fleet gets a +10% fleet morale bonus.
- **Noble** (10 points): You get a +10% bonus to build your fleet.
- **Pragmatist** (8 points): Your ships get +1 Discipline when rolling to remove Damage tokens.
- **Revolutionary** (6 points): Once per battle, at the start of the turn, you may add +3 to your initiative roll for the turn. You must decide to use this ability before rolling for the turn.
- **Sea Dog** (8 points): Whenever one of your ships without Damage tokens collides with an enemy ship, it may take a Sailing test. If it passes, the enemy ship may not try to avoid the collision.
- **Veteran Sailor** (5 points): Your squadrons may combine fire while within 9" of each other, instead of the normal 6".
- **Villain** (6 points): Friendly ships within 12" of your flagship get +1 Discipline. Enemy ships must pass a Discipline test before attacking your flagship in a boarding action. If they fail, they cannot continue with the boarding action.

Step 4: Select captain archetypes

One more step, and your list is complete! Captain archetypes are nice ways to upgrade your ships and fill out those last few points in your fleet. Each fleet can have access to three captain archetypes.

- **Navigator** (2 points): The ship may re-roll 1s when rolling its Sailing dice.
- **Authoritarian** (3 points): The ship may re-roll 1s when rolling its Discipline dice.
- **Marksman** (6 points): The ship may re-roll 1s when rolling its Gunnery dice.
- **Swashbuckler** (1 point): The ship may re-roll 1s when rolling its Boarding dice.
- **Architect** (5 points): The ship may re-roll 1s when rolling its Hull dice.

Step 5: To Sea!

Ok, so there was one more step - build a fleet from your list and take it to battle! As with any home-brewed list or rule, make sure your opponent is aware and okay with your list before the game commences.