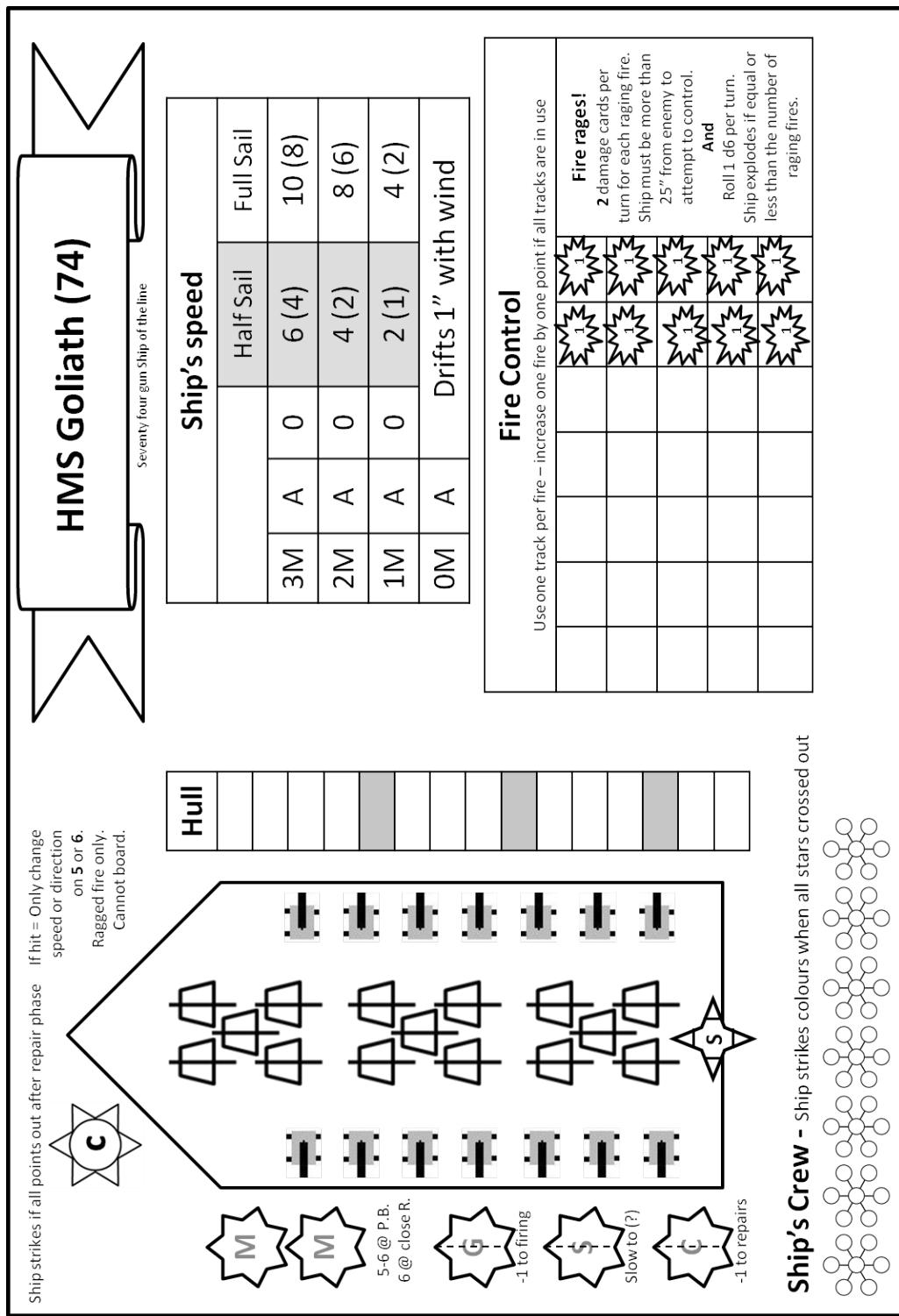
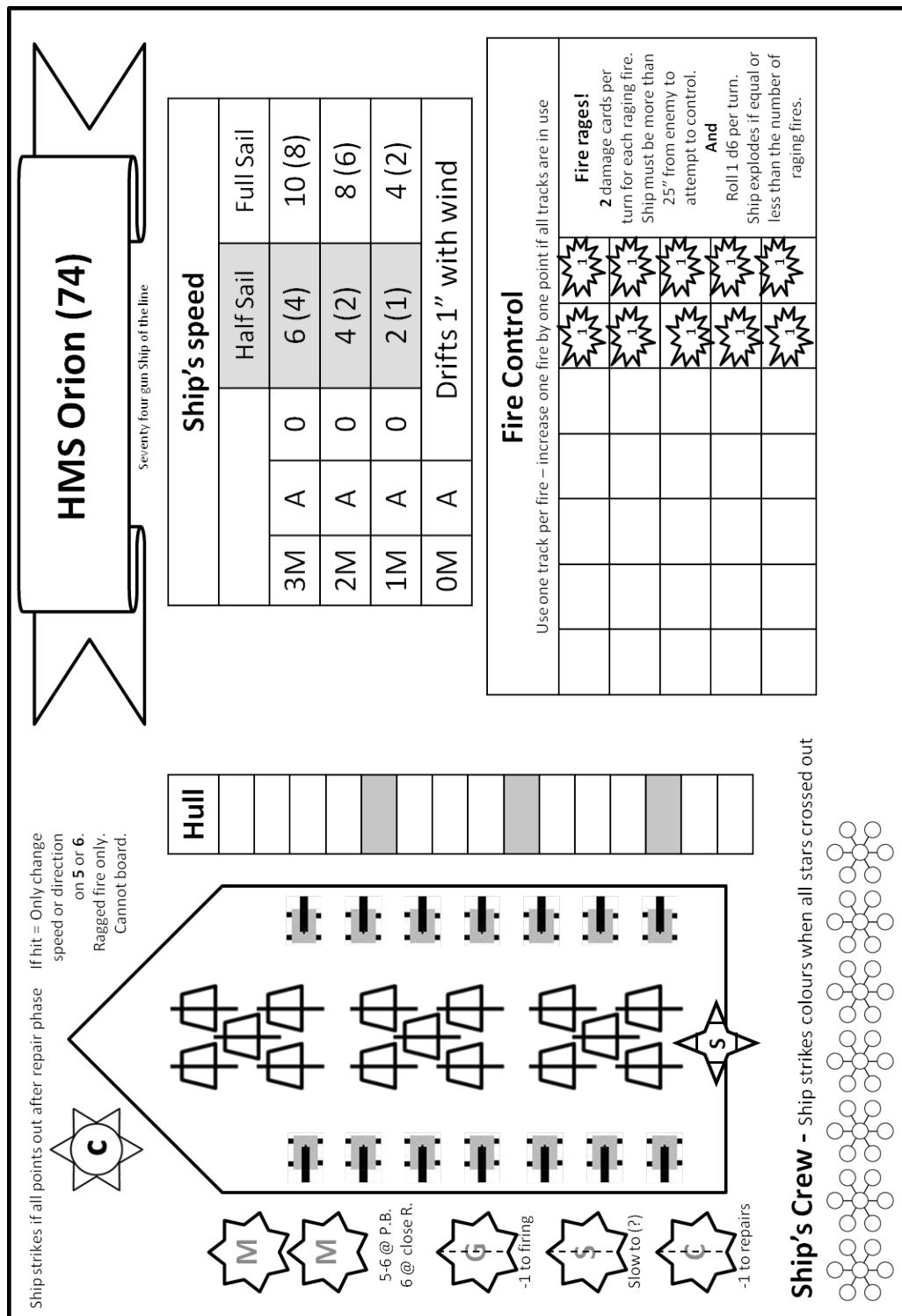
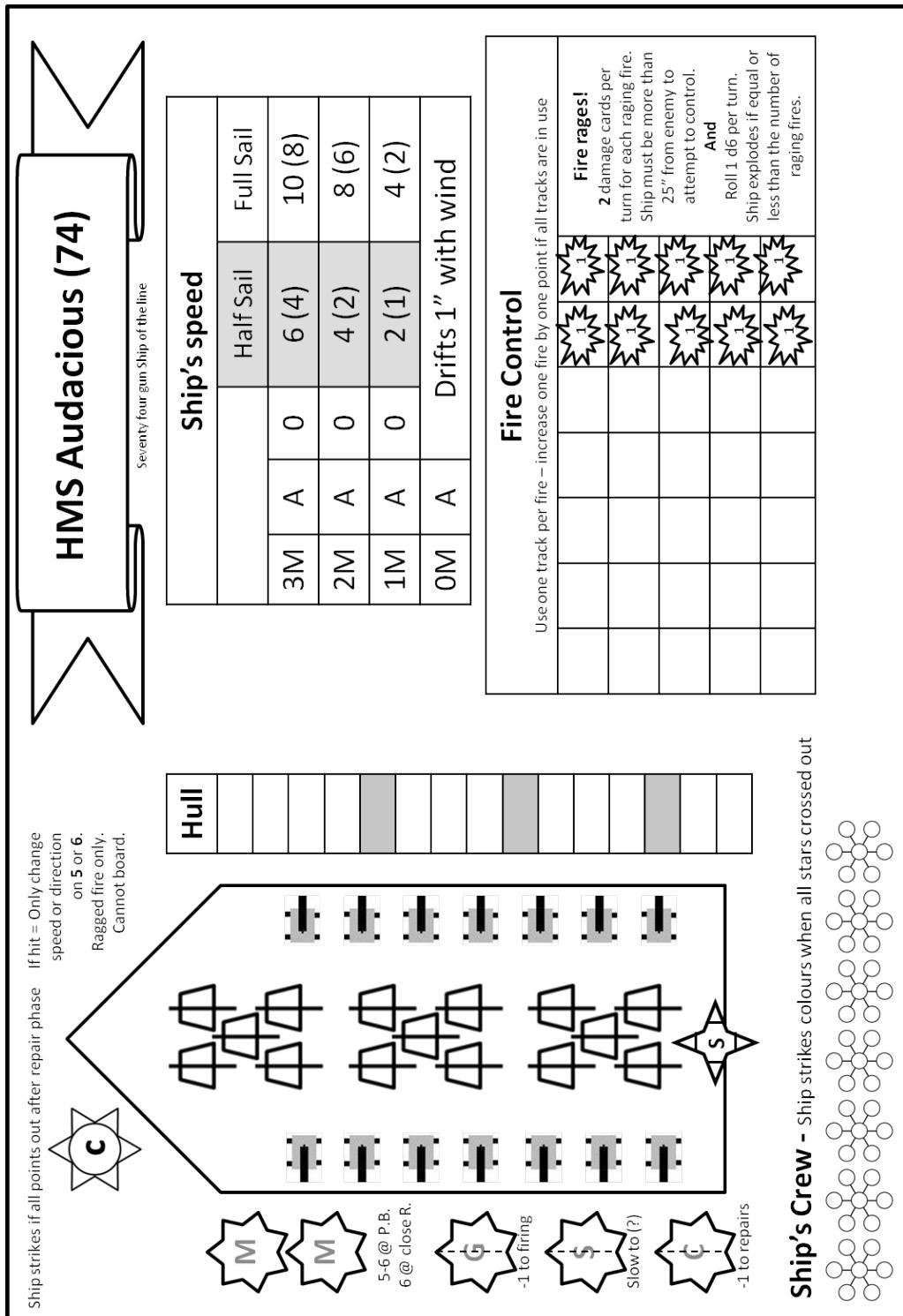


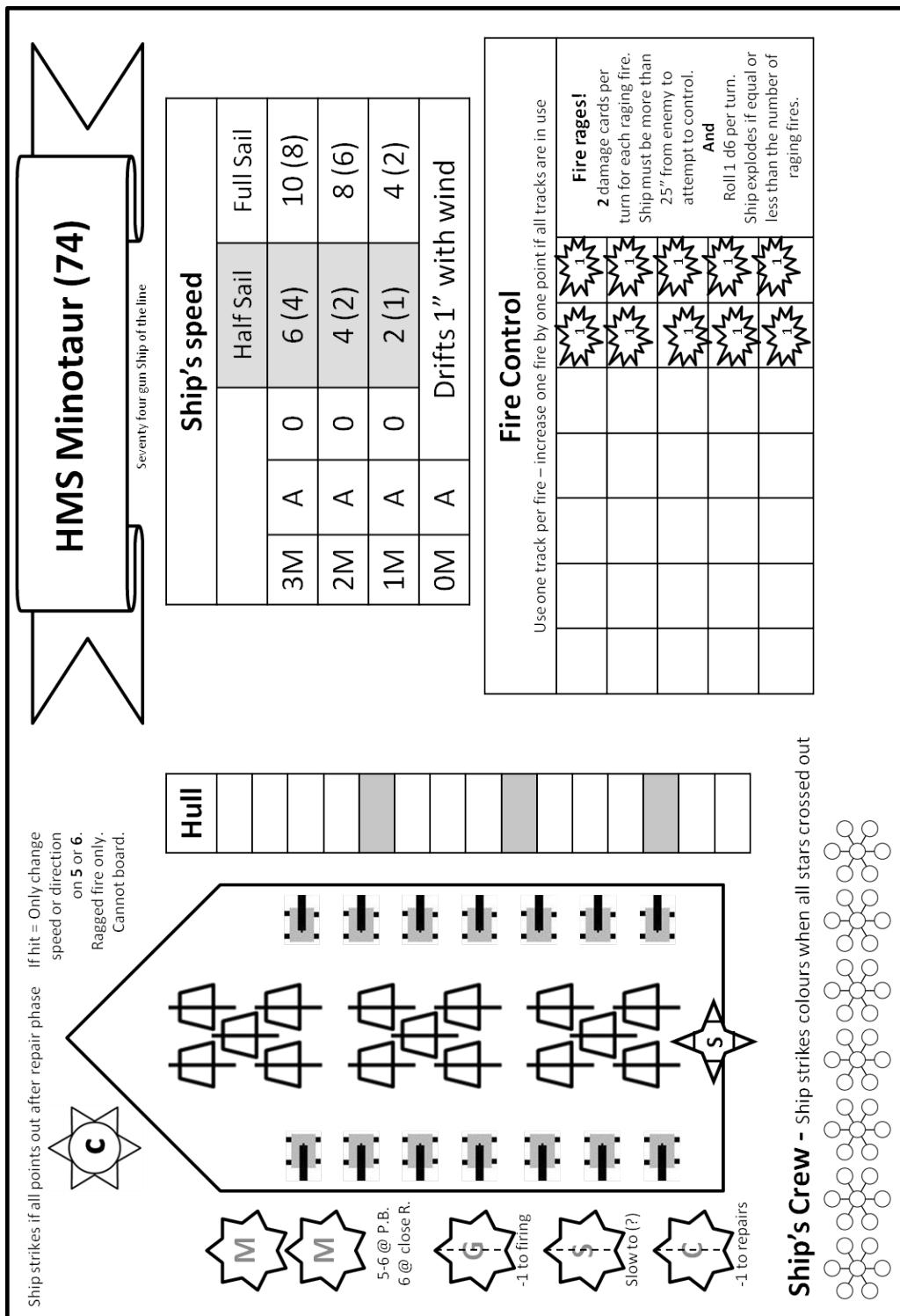
*Appendix Three*

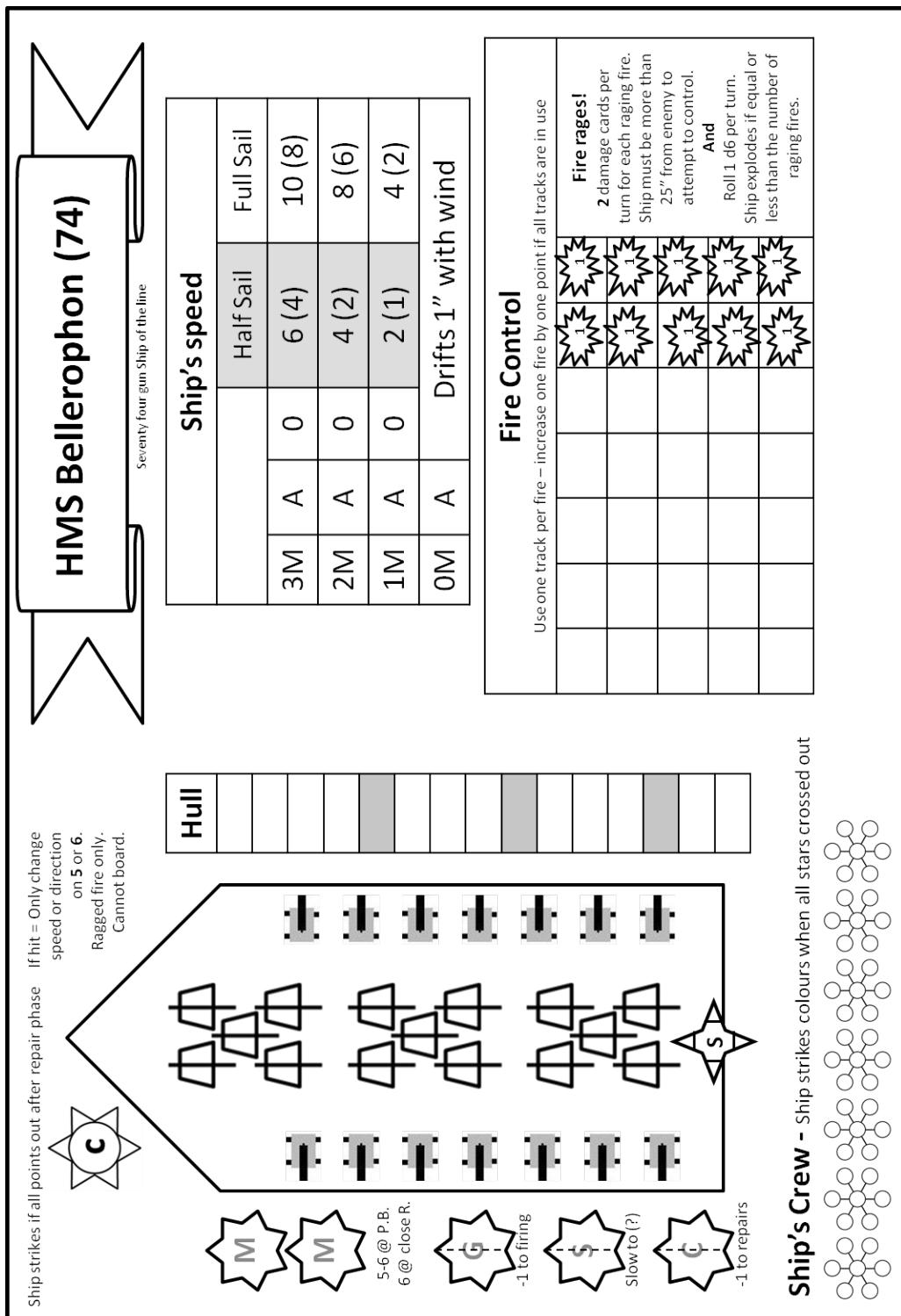
## The Nile Scenario Ships

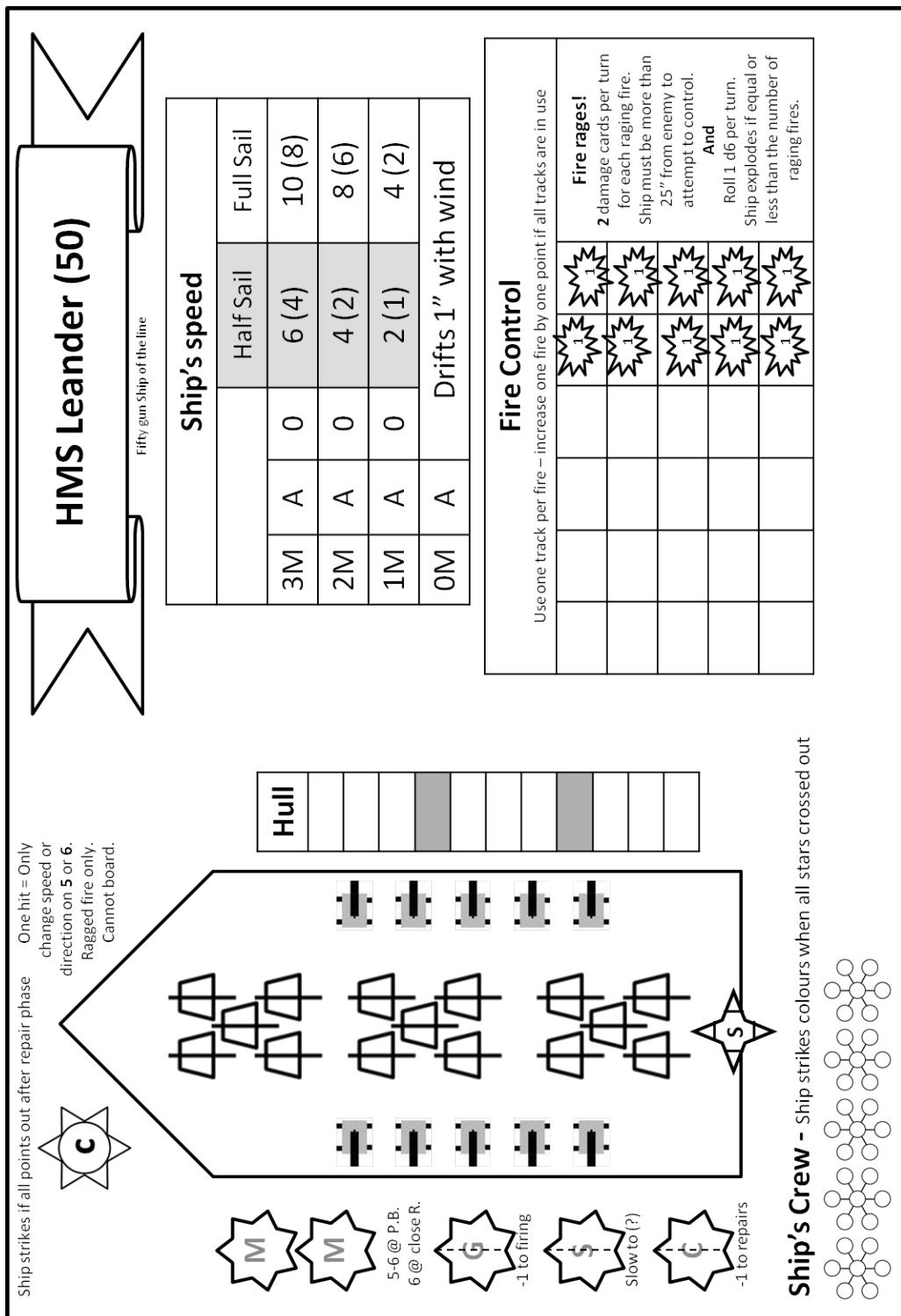


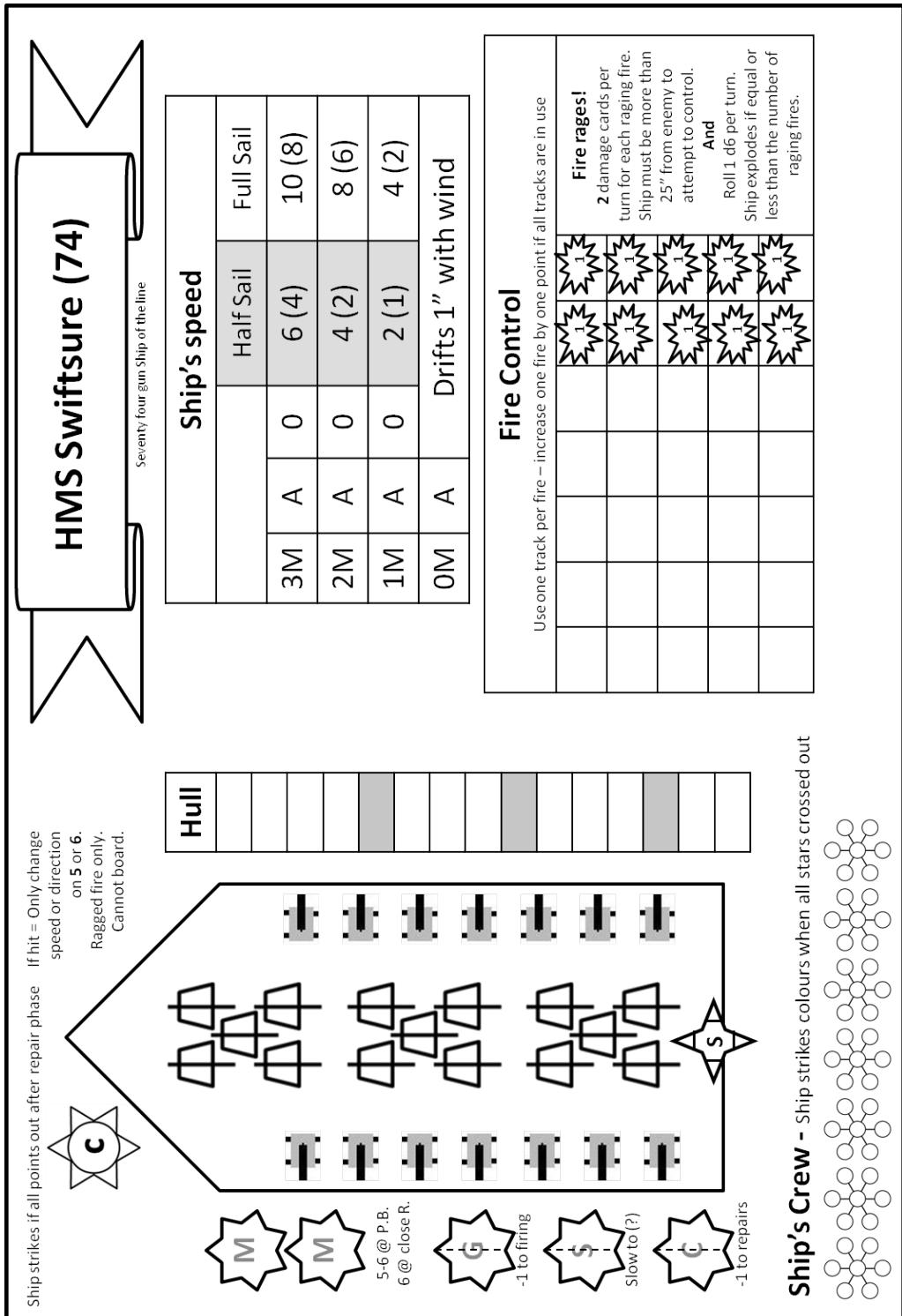












**HMS Zealous (74)**

Seventy four gun Ship of the line

If hit = Only change speed or direction on 5 or 6.  
Ragged fire only.  
Cannot board.

**Hull**

**Ship's speed**

		Half Sail	Full Sail
3M	A	0	6 (4)
2M	A	0	4 (2)
1M	A	0	2 (1)
0M	A	Drifts 1" with wind	

**Fire Control**

Use one track per fire – increase one point by one point if all tracks are in use

**Fire rates!**

- 2 damage cards per turn for each raging fire.
- Ship must be more than 25" from enemy to attempt to control.
- And**
- Roll 1 d6 per turn.
- Ship explodes if equal or less than the number of raging fires.

**Crew**

**Ship's Crew** - Ship strikes colours when all stars crossed out

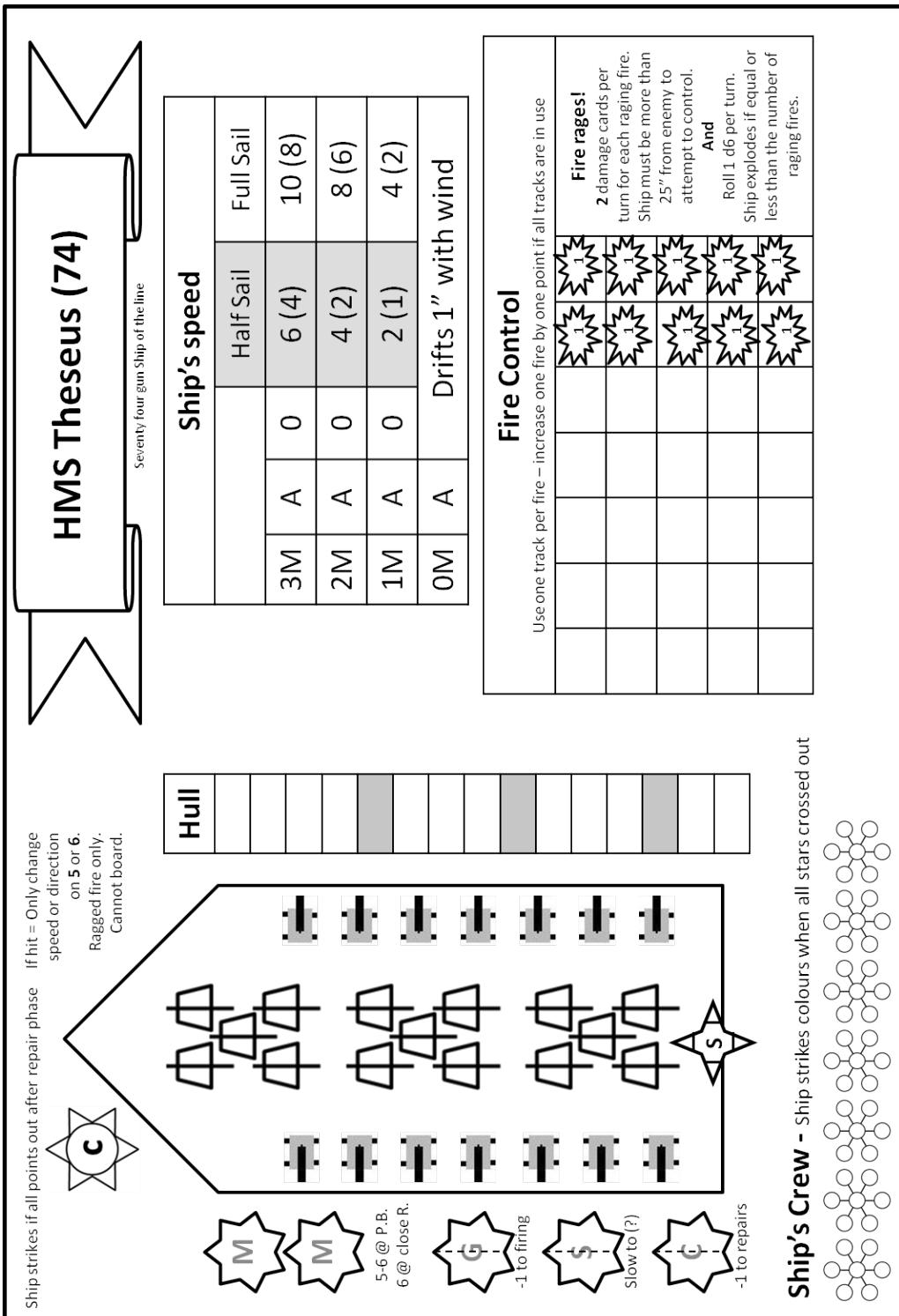
**M** -1 to firing

**M** 5-6 @ P.B.  
6 @ closer.

**G** S -1 to repairs

**S** to (?)

**C** -1 to repairs



**HMS Vanguard (74)**

Seventy four gun Ship of the line

**Ship's speed**

		Half Sail	Full Sail
3M	A	0	6 (4)
2M	A	0	4 (2)
1M	A	0	2 (1)
0M	A	0	4 (2) Drifts 1" with wind

If hit = Only change speed or direction on 5 or 6.  
Ragged fire only.  
Cannot board.

**Hull**

Ship strikes if all points out after repair phase

**Crew**

5-6 @ P.B.  
6 @ close R.

-1 to firing  
Slow to (?)  
-1 to repairs

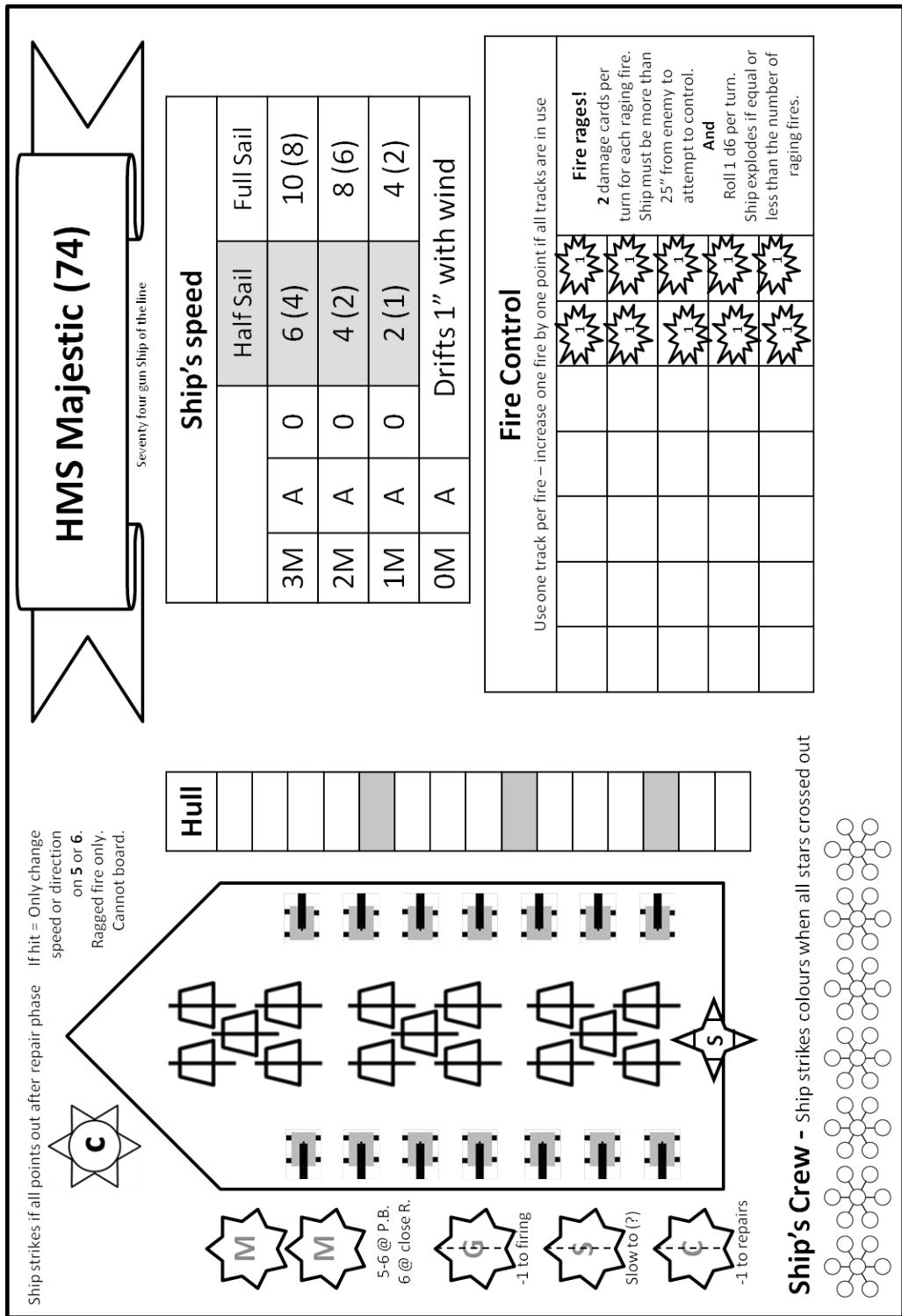
**Fire Control**

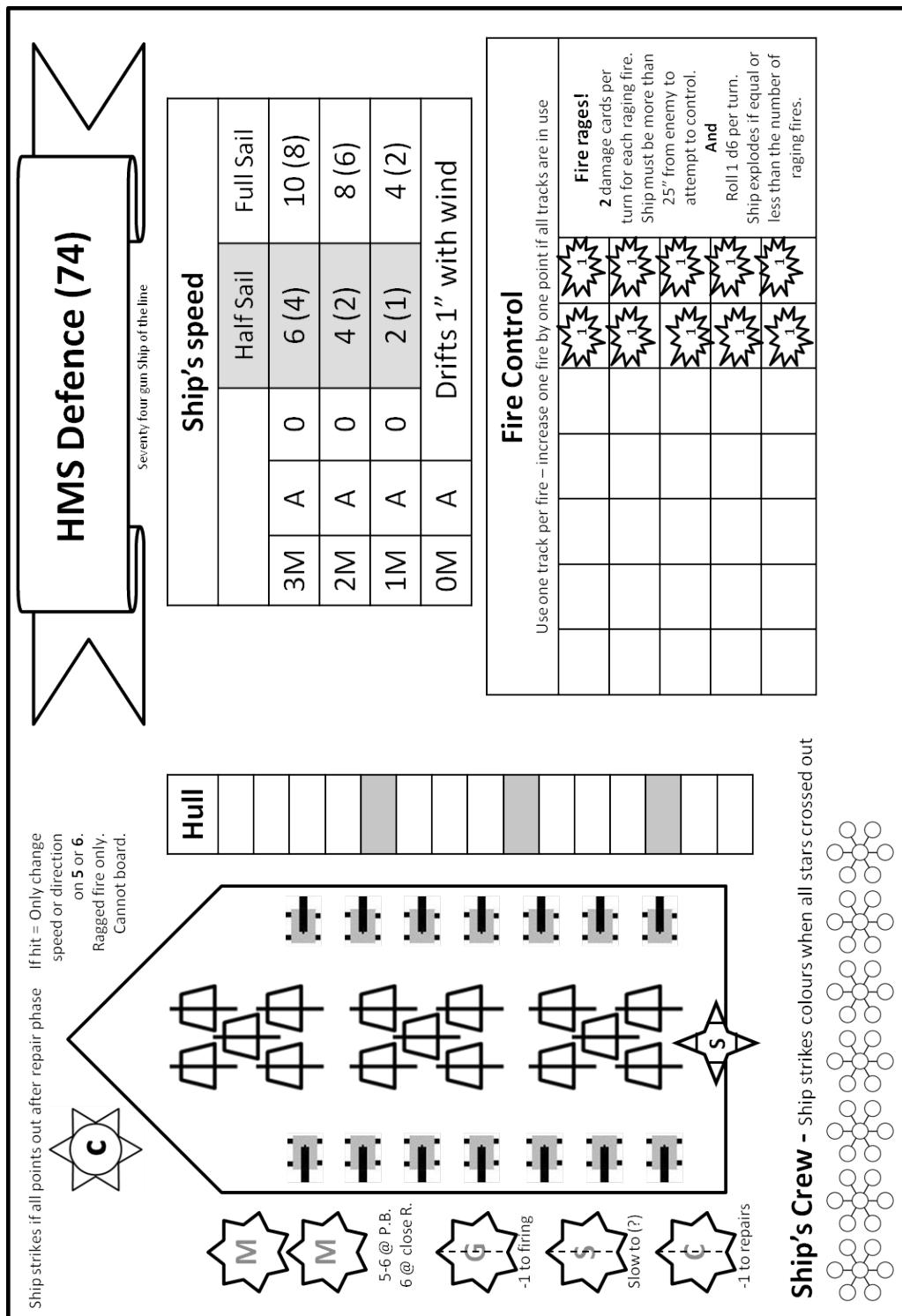
Use one track per fire – increase one fire by one point if all tracks are in use

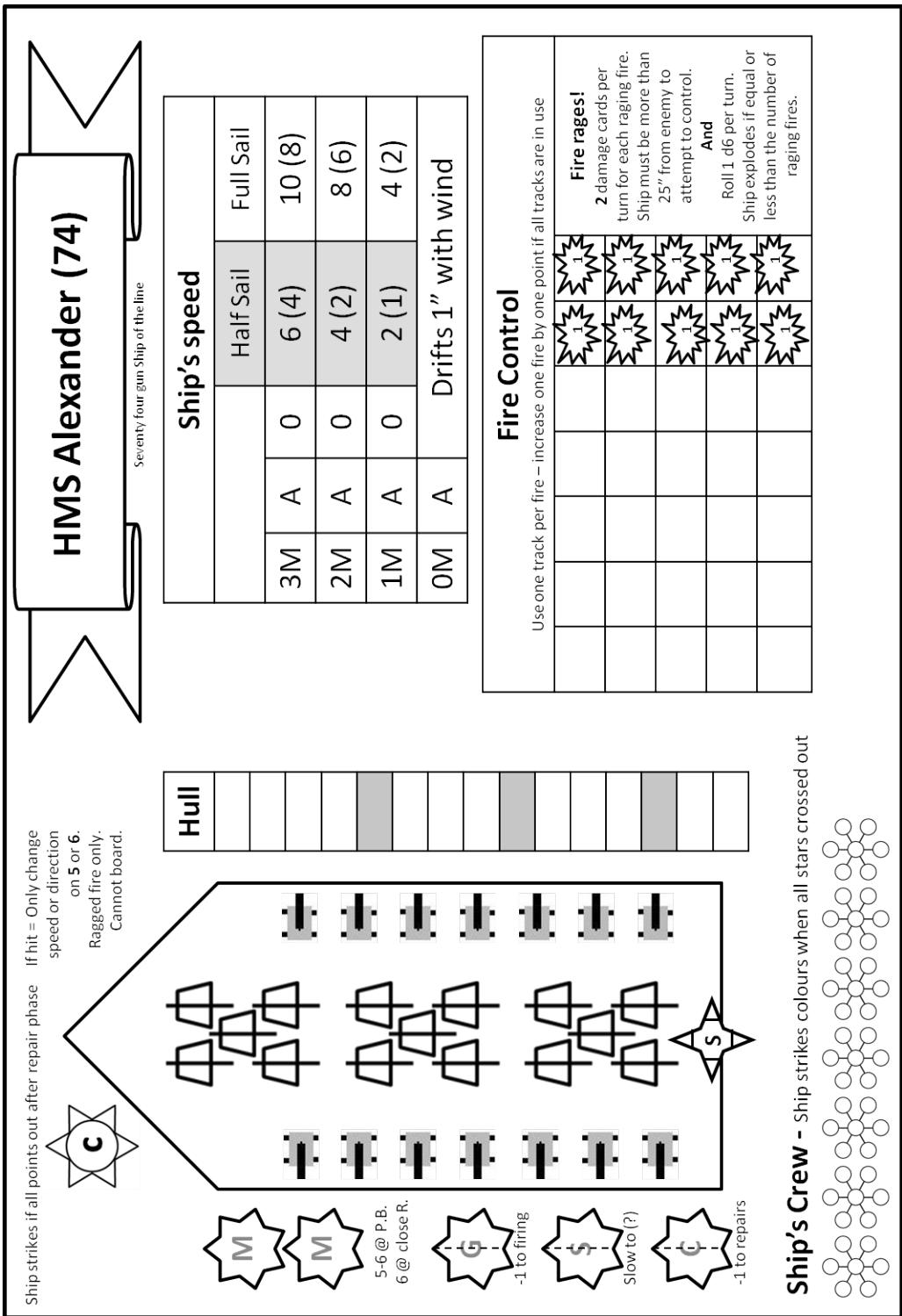
**Fire rates!**

2 damage cards per turn for each raging fire.  
Ship must be more than 25" from enemy to attempt to control.  
**And**  
Roll 1 d6 per turn.  
Ship explodes if equal or less than the number of raging fires.

**Ship's Crew** - Ship strikes colours when all stars crossed out







**HMS Culloden (74)**

Seventy four gun Ship of the line

If hit = Only change speed or direction on 5 or 6.  
Ragged fire only.  
Cannot board.

**Hull**

**Ship's speed**

		Half Sail	Full Sail
3M	A	0	6 (4)
2M	A	0	4 (2)
1M	A	0	2 (1)
0M	A	Drifts 1"	with wind

**Fire Control**

Use one track per fire – increase one point by one point if all tracks are in use

**Fire rates!**

- 2 damage cards per turn for each raging fire.
- Ship must be more than 25" from enemy to attempt to control.
- And
- Roll 1 d6 per turn.
- Ship explodes if equal or less than the number of raging fires.

**Crew**

Ship strikes if all points out after repair phase

**M** -1 to firing

**M** 5-6 @ P.B.  
6 @ close R.

**G** Slow to (?)

**S** -1 to repairs

**Ship's Crew** - Ship strikes colours when all stars crossed out

## The French Fleet

**Le Guerrier (74)**

Seventy four gun Ship of the line

If hit = Only change speed or direction on 5 or 6.  
Ragged fire only.  
Cannnot board.

Ship's speed		
	Half Sail	Full Sail
3M	A	0
2M	A	0
1M	A	0
0M	A	Drifts 1" with wind

**Hull**

**Fire Control**

Use one track per fire  
increase one fire by one point if all tracks are in use

**Fire rages!**

2 damage cards per turn for each raging fire.  
Ship must be more than 25' from enemy to attempt to control.  
**And**  
Roll 1 d6 per turn.  
Ship explodes if equal or less than the number of raging fires.

**Ship's Crew** - Ship strikes colours when all stars crossed out

Ship strikes if all points out after repair phase

**c**

5-6 @ P.B.  
6 @ close R.

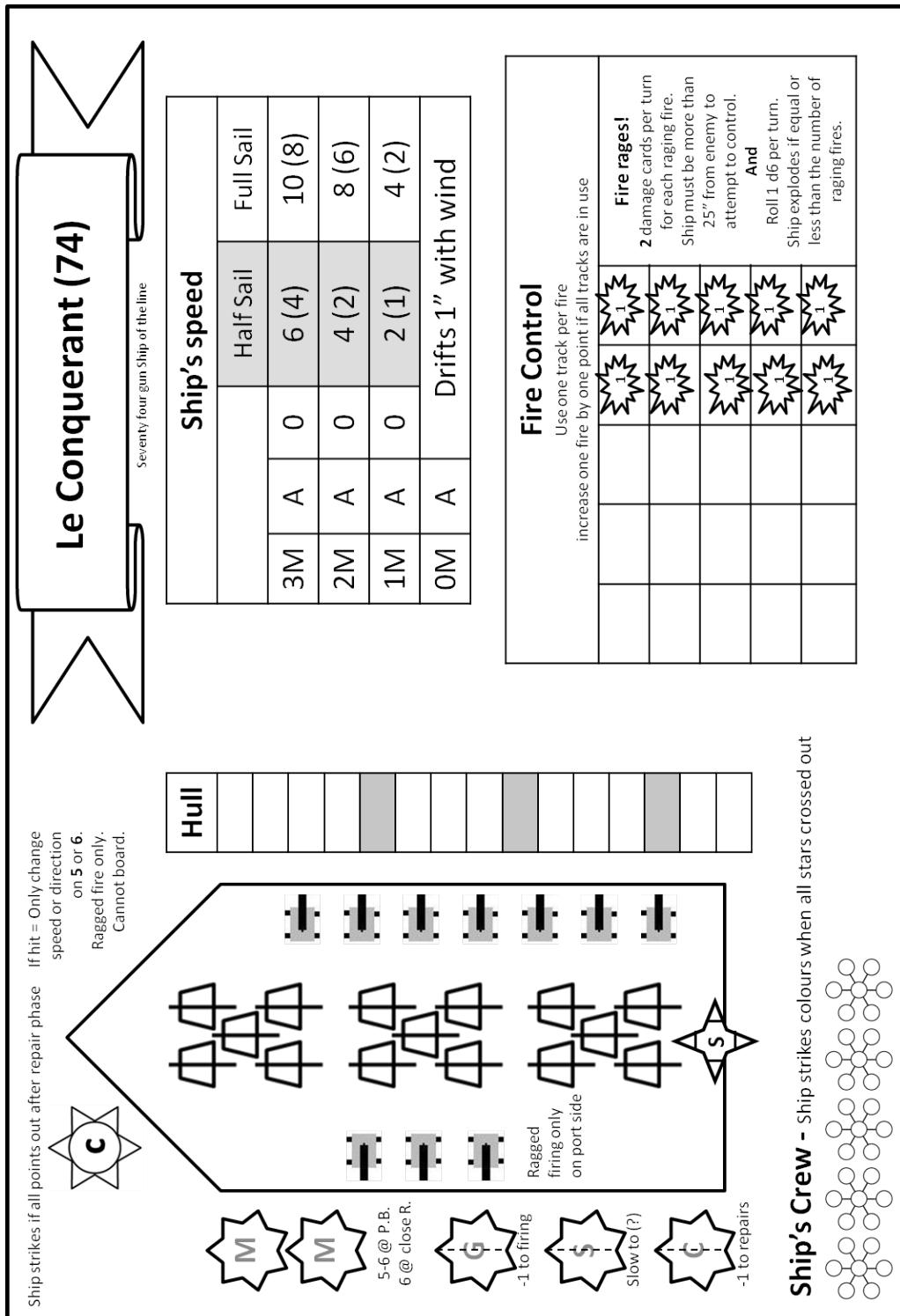
Ragged firing only on port side

-1 to firing

Slow to (?)

-1 to repairs

S



**Le Spartiate (74)**

Seventy-four gun Ship of the line

If hit = Only change speed or direction on 5 or 6.  
Ragged fire only.  
Cannot board.

**Hull**

**Ship's speed**

		Half Sail	Full Sail
3M	A	0	6 (4)
2M	A	0	4 (2)
1M	A	0	2 (1)
0M	A	Drifts 1" with wind	4 (2)

**Fire Control**

Use one track per fire

Increase one fire by one point if all tracks are in use

	1	2	3	4	5	6	7	8	9	10	11	12
1	1											
2		1										
3			1									
4				1								
5					1							
6						1						
7							1					
8								1				
9									1			
10										1		
11											1	
12												1

**Fire rages!**

2 damage cards per turn for each raging fire.  
Ship must be more than 25" from enemy to attempt to control.  
**And**  
Roll 1 d6 per turn.  
Ship explodes if equal or less than the number of raging fires.

**Crew**

Ship strikes if all points out after repair phase

**M** -1 to firing

**M** 5-6 @ P.B.  
6 @ close R.

**G** Slow to (?)

**S** -1 to repairs

**Ship's Crew** - Ship strikes colours when all stars crossed out

**L'Aquilon (74)**

Seventy-four gun Ship of the line

If hit = Only change speed or direction on 5 or 6.  
Ragged fire only.  
Cannot board.

**Hull**

**Ship's speed**

		Half Sail	Full Sail
3M	A	0	6 (4)
2M	A	0	4 (2)
1M	A	0	2 (1)
0M	A	0	4 (2) Drifts 1" with wind

**Fire Control**

Use one track per fire  
increase one fire by one point if all tracks are in use

**Fire rages!**

2 damage cards per turn for each raging fire.  
Ship must be more than 25' from enemy to attempt to control.  
And  
Roll 1 d6 per turn.  
Ship explodes if equal or less than the number of raging fires.

**Ship's Crew** - Ship strikes colours when all stars crossed out

**c**

Ship strikes if all points out after repair phase

5-6 @ P.B.  
6 @ close R.

Ragged firing only on port side

-1 to firing

Slow to (?)

-1 to repairs

**S**

**M**

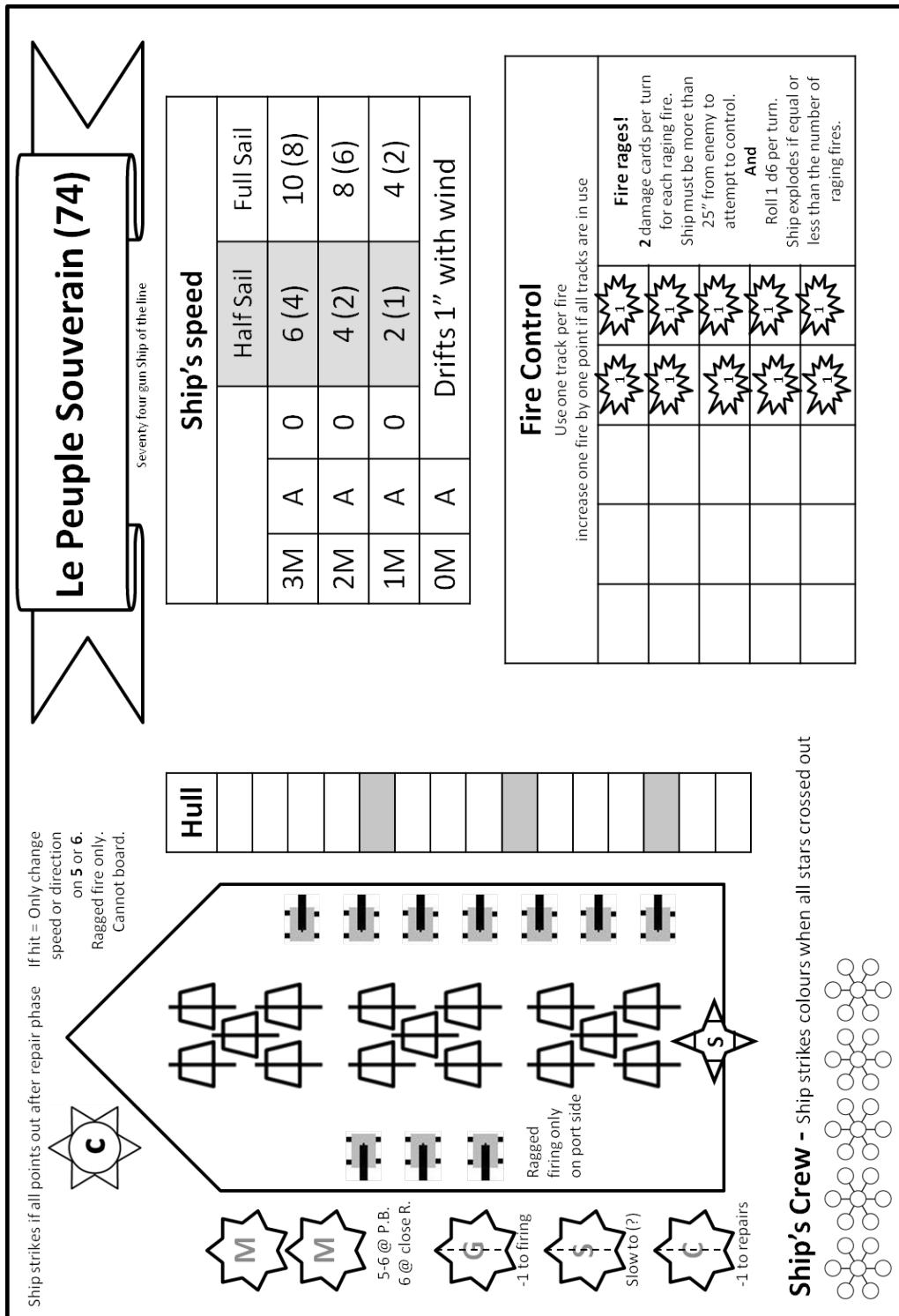
**M**

**G**

**\$**

**C**

Ship strikes colours when all stars crossed out



**Le Franklin (80)**

Eighty gun Ship of the line

		Ship's speed				
		Half Sail	Full Sail			
3M	A	0	6 (4)	10 (8)		
2M	A	0	4 (2)	8 (6)		
1M	A	0	2 (1)	4 (2)		
0M	A	Drifts 1" with wind				

**Hull**

If hit = Only change speed or direction on 5 or 6.  
Ragged fire only.  
Cannot board.

**Crew**

Ship strikes if all points out after repair phase

5-6@ P.B.  
6@ close R.

-1 to firing  
Slow to (?)  
-1 to repairs

Ragged firing only on port side

**Fire Control**

Use one track per fire

Increase one fire by one point if all tracks are in use

		Fire Control				
		1	2	3		
1					Fire rages!	
2					2 damage cards per turn for each raging fire.	
3					Ship must be more than 25" from enemy to attempt to control.	
					And	
					Roll 1 d6 per turn.	
					Ship explodes if equal or less than the number of raging fires.	

**Ship's Crew** - Ship strikes colours when all stars crossed out

**L'Orient (120)**

One hundred and twenty gun Ship of the line

**Hull**

If hit = Only change speed or direction on 5 or 6. Ragged fire only. Cannot board.

**Ship's speed**

		Half Sail	Full Sail
3M	A	0	6 (4) 10 (8)
2M	A	0	4 (2) 8 (6)
1M	A	0	2 (1) 4 (2)
0M	A	0	Drifts 1" with wind

**Fire Control**

Use one track per fire – increase one fire by one point if all tracks are in use

**Fire rages!**

2 damage cards per turn for each raging fire. Ship must be more than 25° from enemy to attempt to control. And Roll 1 d6 per turn. Ship explodes if equal or less than the number of raging fires.

**Ship's Crew** - Ship strikes colours when all stars crossed out

**Captain**: Ship strikes if all points out after repair phase

**Master**: If hit = Only change speed or direction on 5 or 6. Ragged fire only. Cannot board.

**Gunner**: 5-6 @ P.B. 6 @ close R. -1 to firing

**Surgeon**: Slow to (?) -1 to repairs

**Le Tonnant (80)**

Eighty gun Ship of the line

			Ship's speed		
			Half Sail	Full Sail	
3M	A	0	6 (4)	10 (8)	
2M	A	0	4 (2)	8 (6)	
1M	A	0	2 (1)	4 (2)	
0M	A		Drifts 1" with wind		

**Hull**

If hit = Only change speed or direction on 5 or 6.  
Ragged fire only.  
Cannot board.

**Crew**

Ship strikes if all points out after repair phase

**Fire Control**

Use one track per fire  
increase one fire by one point if all tracks are in use

		Fire rages!	
		1	1
1	1	1	1
1	1	1	1
1	1	1	1
1	1	1	1
1	1	1	1
1	1	1	1
1	1	1	1
1	1	1	1
1	1	1	1
1	1	1	1
1	1	1	1

**Fire rages!**  
2 damage cards per turn for each raging fire.  
Ship must be more than 25' from enemy to attempt to control.  
**And**  
Roll 1 d6 per turn.  
Ship explodes if equal or less than the number of raging fires.

**M**

5-6 @ P.B.  
6 @ close R.

**M**

-1 to firing

**G**

Ragged firing only on port side

**\$**

Slow to (?)

**C**

-1 to repairs

**S**

**Ship's Crew** - Ship strikes colours when all stars crossed out

**L'Heureux (74)**

Seventy four gun ship of the line

If hit = Only change speed or direction on 5 or 6.  
Ragged fire only.  
Cannot board.

**Hull**

**Ship's speed**

		Half Sail	Full Sail
3M	A	0	6 (4) 10 (8)
2M	A	0	4 (2) 8 (6)
1M	A	0	2 (1) 4 (2)
0M	A	0	Drifts 1" with wind

**Fire Control**

Use one track per fire  
increase one fire from one point if all tracks are in use

**Fire rages!**

2 damage cards per turn for each raging fire.  
Ship must be more than 25" from enemy to attempt to control.  
**And**  
Roll 1d6 per turn.  
Ship explodes if equal or less than the number of raging fires.

**C**

Ship strikes if all points out after repair phase

**M** -1 to firing

**M** 5-6 @ P.B.  
6 @ close R.

**G** Slow to (?)

**S** Ragged firing only on port side

**E** -1 to repairs

**Ship's Crew** - Ship strikes colours when all stars crossed out

**Le Mercure (74)**

Seventy four gun Ship of the line

**Hull**

If hit = Only change speed or direction on 5 or 6.  
Ragged fire only.  
Cannot board.

		Half Sail	Full Sail
3M	A	0	6 (4)
2M	A	0	4 (2)
1M	A	0	2 (1)
0M	A	0	4 (2) Drifts 1" with wind

**Ship's speed**

**Fire Control**

Use one track per fire  
Increase one fire by one point if all tracks are in use

**Fire rages!**

2 damage cards per turn for each raging fire.  
Ship must be more than 25' from enemy to attempt to control.  
And  
Roll 1 d6 per turn.  
Ship explodes if equal or less than the number of raging fires.

**Crew**

Ship strikes if all points out after repair phase

**Ship's Crew** - Ship strikes colours when all stars crossed out

**Le Guillaume Tell (80)**  
Eighty gun Ship of the line

		Ship's speed			
		Half Sail	Full Sail		
3M	A	0	6 (4)	10 (8)	
2M	A	0	4 (2)	8 (6)	
1M	A	0	2 (1)	4 (2)	
0M	A	Drifts 1" with wind			

**Hull**

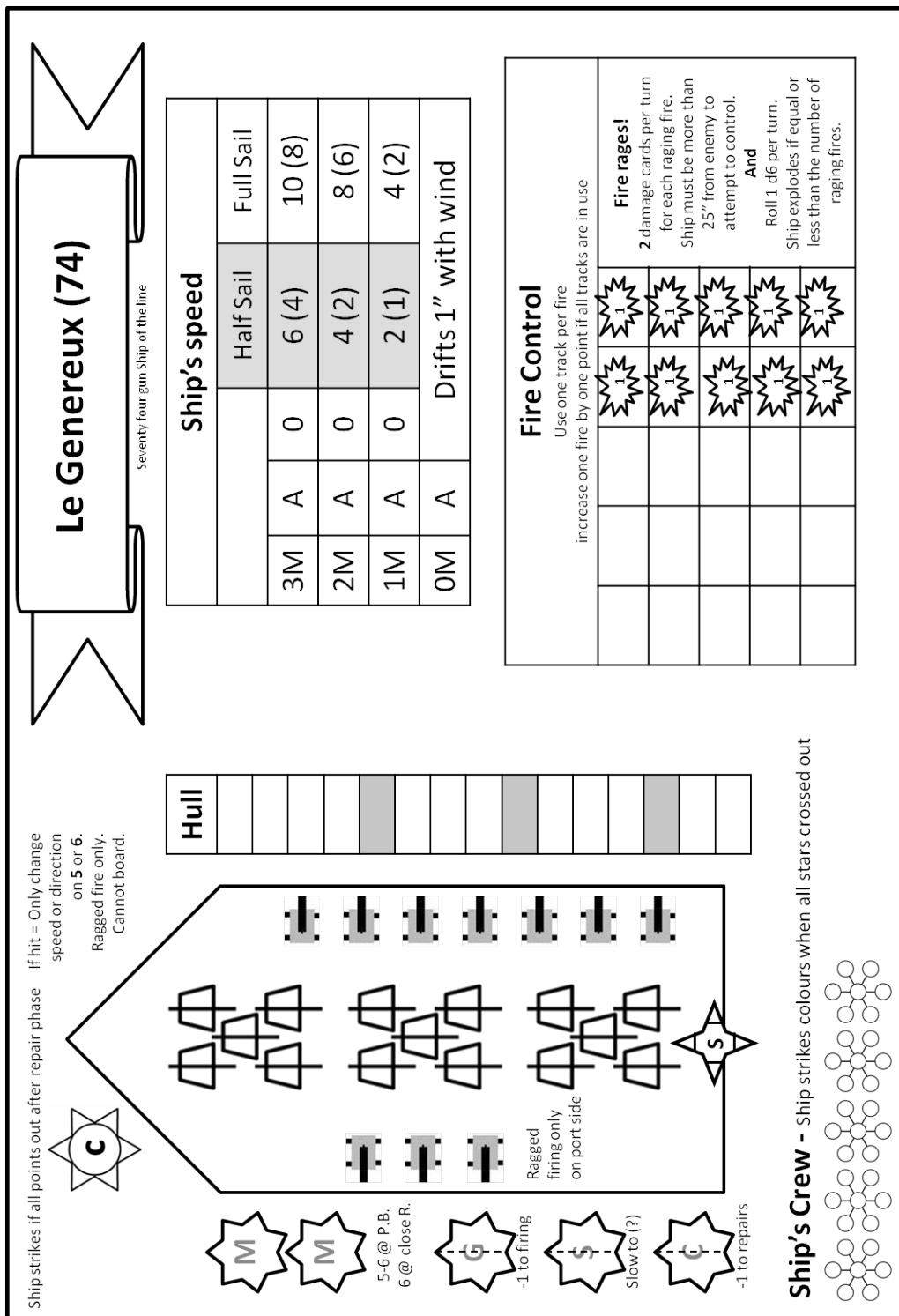
If hit = Only change speed or direction on 5 or 6.  
Ragged fire only.  
Cannot board.

**Fire Control**  
Use one track per fire  
increase one fire by one point if all tracks are in use

		Fire rages!			
		1	2	3	
1		1	1	1	
2		1	1	1	
3		1	1	1	
4		1	1	1	
5		1	1	1	
6		1	1	1	
7		1	1	1	
8		1	1	1	
9		1	1	1	
10		1	1	1	

**Ship's Crew** - Ship strikes colours when all stars crossed out

The diagram shows the hull of the ship with 16 segments. Below the hull, there are 10 crew icons. The first two icons are labeled 'M' and have a note '5-6 @ P.B. 6 @ close R.'. The third icon is labeled 'G' with a note '-1 to firing'. The fourth icon is labeled 'S' with a note 'Slow to (?)'. The fifth icon is labeled 'C' with a note '-1 to repairs'. The last five icons are unlabeled. A note indicates 'Ragged firing only on port side' for the fourth icon. A note also says 'If hit = Only change speed or direction on 5 or 6.' and 'Cannot board.'



**Le Timoleon (74)**

Seventy-four gun Ship of the line

If hit = Only change speed or direction on 5 or 6.  
Ragged fire only.  
Cannot board.

**Hull**

**Ship's speed**

		Half Sail	Full Sail
3M	A	0	6 (4)
2M	A	0	4 (2)
1M	A	0	2 (1)
0M	A	0	4 (2) Drifts 1" with wind

**Fire Control**

Use one track per fire  
Increase one fire by one point if all tracks are in use

**Fire rages!**

2 damage cards per turn for each raging fire.  
Ship must be more than 25" from enemy to attempt to control.  
**And**  
Roll 1 d6 per turn;  
Ship explodes if equal or less than the number of raging fires.

**Ship's Crew** - Ship strikes colours when all stars crossed out

**c**

Ship strikes if all points out after repair phase

**M**

5-6 @ P.B.  
6 @ closer R.

-1 to firing

**M**

Ragged firing only on port side

**g**

Slow to (?)

**s**

-1 to repairs