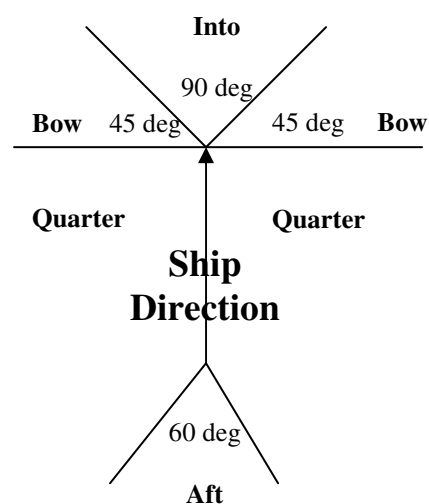


## Arc of Fire

British ships were fitted with tackles that, in theory, allowed a 45 degree arc of fire each side of the beam, i.e. a total of a ninety degree arc of fire for each gun. In these rules we permit a 30 degree arc each side, i.e. a total of sixty degrees, measured from the ends of the hull, as this gives a more realistic practical area. This means that there are large areas at the bow and stern where there is no effective fire. Bow and Stern chasers are ignored as irrelevant to fleet actions.

## Wind Direction relative to the ship:

- Ships with their bows facing directly into the direction of the wind or 45 degrees either side are considered facing **into** the wind. No movement is possible.
- Ships with their bows facing between 45 and ninety degrees into the wind are considered to have the wind on their **bow**
- Ships with the wind directly abeam through to 60 degrees aft are considered to have the wind on the **quarter**
- Ships with the wind 30 degrees either side of directly astern are considered to have the wind **aft**.



## Raking

To rake a ship the firer's mainmast must be within a cone drawn 10 degrees out from the target's bow or stern, the target must be within the arc of fire and the stern or bow should be the more natural target. Interpret this strictly, raking was a destructive manoeuvre that required good ship control, a shot that more obviously hits the beam of a ship should not be treated as a rake.

## Turning and Leadership

Ships may turn individually or by squadrons. If ships turn by squadrons the movement penalty is paid once for the lead ship and the others follow it, turning at the

same point. Any manoeuvre except following the leader requires individual leadership checks by each ship and a movement penalty for each ship.

## **Notes**

These rules were designed for a club re-fight of Trafalgar, using 1/1200<sup>th</sup> scale models. The emphasis is on playability, rather than detail. Hence some elements are treated at a relatively abstract level. Each player should normally command a squadron of between five and eight ships. Some factors that are covered in other Napoleonic naval rules are omitted here, e.g. changes in wind strength/direction, forts, shallows as they are not relevant to Trafalgar

The scale of these rules is approximately 1" to 50 yards and each turn represents ten to fifteen minutes of action. At this scale each model, typically about three inches long, covers 150 yards of sea, over twice its actual size. We tend to ignore this issue for gunnery etc and treat the nearest part of the hull as the target. If exact location of the ship is needed use the position of the mainmast. When a line is broken by an enemy fleet, shuffle ships back and forward the minimum space to allow for the enemy ship.

Players also tend to play with neat lines of ships. In reality a common distance between ships was one to two cables (200 to 400yds), but in sailing into action this tended to open out as poorer sailers were left behind.

## **Ship Sheets**

The ship sheets that accompany this version overstate the effectiveness of the Combined Fleet gunnery. The advantage of the order of the turn allows the British to behave aggressively and gives them a significant advantage. It is easy to reduce the hull factors to more accurately reflect the weaker gunnery of the French and Spanish, but it may not make for a more enjoyable game.

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