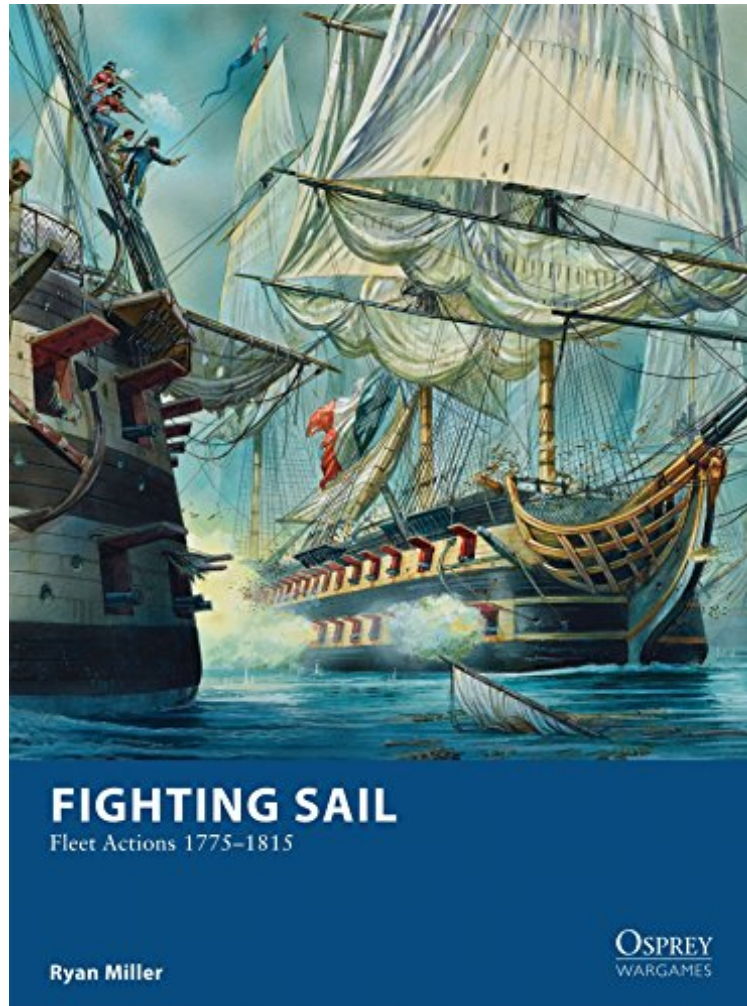


(Ebook free) Fighting Sail: Fleet Actions 1775–1815 (Osprey Wargames)

## Fighting Sail: Fleet Actions 1775–1815 (Osprey Wargames)

Ryan Miller

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**Ryan Miller : Fighting Sail: Fleet Actions 1775–1815 (Osprey Wargames)** before purchasing it in order to gauge whether or not it would be worth my time, and all praised Fighting Sail: Fleet Actions 1775–1815 (Osprey Wargames):

2 of 2 people found the following review helpful. Nice set of quick action rules for squadron size battles By Edward May  
Nice set of quick action rules for squadron size battles. An easy point system that can be amended as needed. 10 of 12 people found the following review helpful. Best new game of the year! By MattK512  
Apart from the name that is way too long, there is nothing negative about this game. It certainly fills a niche that no other game I've seen can - large fleet sized engagements. My gaming group (Austin TX) has played a couple of fleet sized engagements already and did the Battle of the Nile in about 2.5-3 hours. I think I could run Trafalgar in an afternoon and with 4-6 players on each side. 1:2400 scale ships fit perfectly and allow massive (30-40 ships per side) battles in a relatively small game

board. I definitely recommend the game.0 of 2 people found the following review helpful. Five StarsBy Theodore Schuenemannsimple game

In the years between 1776 and 1815, grand square-rigged sailing ships dominated warfare on the high seas. Fighting Sail is a tabletop wargame of fleet battles in this age of canvas, cannon, and timbers. Players take on the roles of fleet admirals from one of eight different national fleets: America, Britain, France, Spain, The Netherlands, Portugal, Russia and Sweden in battles ranging from the American War of Independence to the Napoleonic Wars and the War of 1812. Each fleet has access to different ships, tactics, and command personalities - each with its own strengths and weaknesses. Offering a unique blend between detail and simplicity, the scenarios included enable the recreation of historic actions or 'what-if' scenarios. Join the battle and experience the adventurous age of the fighting sail!

About the AuthorRyan Miller started designing games at the age of 11, and hasn't stopped since. Through a series of fortunate events, coupled with hard work, he found himself working as a brand manager at Wizards of the Coast in 2000, but left in 2001 to found Sabertooth Games - his first professional game design gig. He recently completed a 10-year tour as senior game designer at Wizards of the Coast. The author lives in Baltimore, MD.