



WILLEMSTAD BUILDERS' TRIALS

for



DECEMBER 1690





Introduction



The aim of this project is to review the handling characteristics of all common high seas and littorial vessels within the scope of **PIRATES OF THE CARIBBEAN: NEW HORIZONS / BUILD 14**.

Where necessary, changes shall be proposed and field modifications implemented in order to improve the handling of the aforesaid vessels with an eye to realism in gameplay. The vessels will be reviewed on a class by class basis and their sailing characteristics detailed forthwith.





Installation Instructions

This project has not been fully integrated with NEW HORIZONS. The ships below are meant for evaluation purposes only and feature a fluid style of vehicle handling that aims to provide improved realism and gameplay. It may or may not be to your liking.

WBT ships are definitely not compatible in play with vessels still on the stock sailing model. WBT-configured vessels feature vastly improved dynamic manoeuvrability and have realistic inertia. This makes a lot of real-world sailing and battle technique finally possible. Each ship has her own strengths and weaknesses; those few advanced classes which have little in the way of weaknesses are relatively rare.

To install this package, simply unzip to your PIRATES OF THE CARIBBEAN directory.

Should you wish to **restore the original ship configurations**, simply consult the BACKUP folder in the WBT archive you downloaded. Unzip the BACKUP package to your game directory, and you may proceed like nothing ever happened.

As such, the remodelled ships herein are provided AS IS and are, again meant for testing and development purposes only pending official approval and integration by the NEW HORIZONS team.

To use these custom ships, run NEW HORIZONS and load any save game with your character on the pier (not at sea!).

Hit F11 to reinitialise the scripting subsystems.

Hit F12 to generate a Caravela Latina in place of your old ship.

To change the type of ship generated, navigate to:

/PIRATES OF THE CARIBBEAN/PROGRAM/console.c

Open this file in notepad. Scroll down to this line;

```
// Give ship  
// -----  
GiveShip2Character(pchar,"Caravell","Rosa Branca",-1,HOLLAND,true,true);
```

The above script generates a Caravela Latina. Consult the Case Files table in the next page for "Ship Registry" entries and put them in place of Caravell. **DO NOT** include the notes in brackets!

To UNINSTALL WBT, extract the "uninstaller" archive provided in this package into your PIRATES OF THE CARIBBEAN game directory. This will overwrite all ship configuration and names to Build 14 Alpha 10 state.





The Willemstad Builders' Trials Case Files

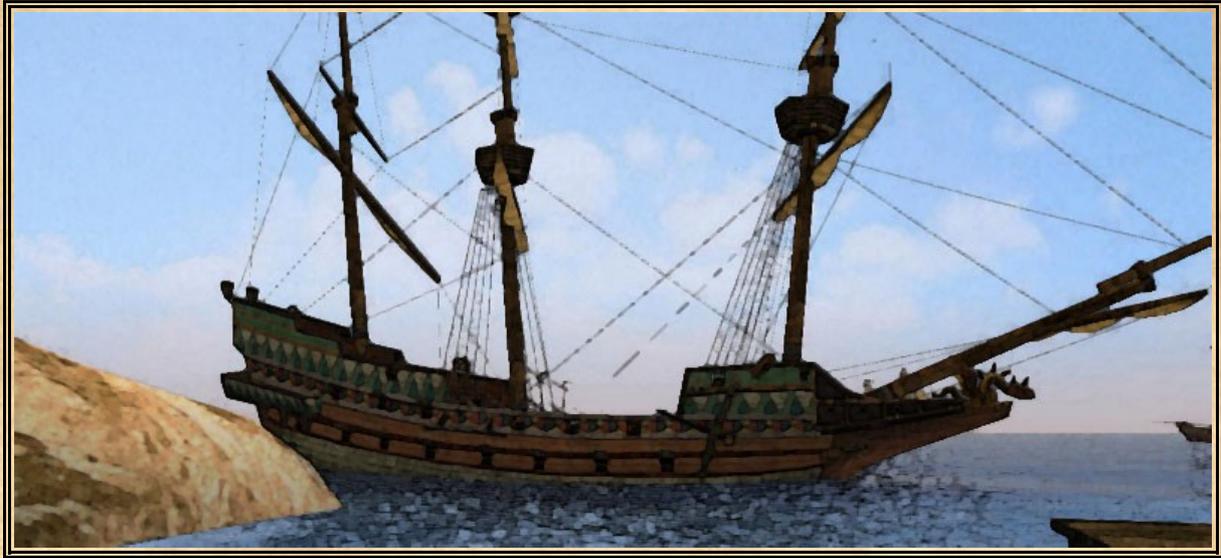
No.	Ship / Class	Registry	Nation	Review Date	Shiphandling Template
1	Espanola / Fast Galleon	FastGalleon1 FastGalleon2	Spain	20/12/1690	WBT1
2	Santa Rosa / Caravela (Caravel)	Caravel1 (<i>Latina</i>) Caravel2 (<i>Redonda</i>) Caravel3_50 (<i>Hermaphrodita</i>) CursedCaravel	Portugal	20/12/1690	WBT1(L)
3	Adelaar / Gaff Rig Schooner	Caravol1 (<i>Redonda</i>) Schooner1 Schooner2	Holland	21/12/1690	WBT2
4	Spartan / Jury-Rig Topsail Schooner	Schooner3_44 Schooner4_50	England	21/12/1690	WBT2T
5	Baltimore Clipper / Topsail Schooner	SchoonerWar1_18 SchoonerAm1_47 SchoonerAm1_18	U.S.A.	21/12/1690	WBT2TN





“Espanola”

36-gun Fast Galleon



Description

Ship-rigged merchant, refinement of Galleon type vessel.

Characteristics

Excellent running characteristics, average performance in close reach, but dangerously low freeboard below No. 1 gun deck leading to potential flooding hazards and/or reduced combat capability in sea states 3 and above. Helm is slow to respond, extremely large turning radius from ineffective rudder. Very stable gun platform.

Recommendations

Reduce displacement with the intention of increasing freeboard. Improve rudder control.

Results

Waterline lowered; removal of nonessential decorations and swivel guns of questionable effectiveness reduced significant topweight. Strengthened rudder chains and increased-area hydroplane allows much improved helm response at speeds above 8 knots.

Conclusions

A capable fast merchant and Hispanic answer to the British East Indiaman. Considerably less vulnerable to piracy than her forerunners, the modern fast galleon wields a frigate's broadside at a fraction of the cost.

Espanola has seen naval patrol service off the Cuban coast and is renown for surprising smaller and supposedly more agile foes by rapidly slewing her rudder into “emergency deflection” at speed. This requires the strength of at least 4 men and 7-10 seconds.

Care should be exercised with such “knuckle” manoeuvres as directional control may not be easily regained due to vessel's bulk.





“Santa Rosa”

32-gun Caravela



Description

A classic Hispanic vessel from the Age of Exploration.

Characteristics

A small, relatively manoeuvrable vessel, durable but have outdated hydrodynamics. There exist two main types of Caravela, Latina (lateen rigged, pictured), and Redonda (square-rigged). They have small rudders by modern standards making them difficult to handle, as the helm provides little feedback.

Recommendations

Latinas have greater manoeuvrability and the ability to sail close to the wind, at the expense of running speed. Stays should be installed on the Redondas as they can be difficult to handle against the wind.

Results

By retrofitting caravelas with modern ship- or hybrid rigs, their usability has improved tremendously. Unfortunately the rudder issue cannot be helped due to these ships' dated design.

Conclusions

While today's captains favour the schooner for her easygoing manner and low crewing requirements, the Caravelas are cheaply available, and offer a spacious hold and is the smallest vessel type with multiple gun decks. They are however rather easy targets for pirates, not helped by the slow responding helm.





“Adelaar”

18-gun Gaff Schooner



Description

Fine-hulled, fore and aft-rigged vessel built for speed.

Characteristics

Fast, nimble, with low crewing requirements. The slender V-hull is a double-edged sword, for it makes her a shark of the high seas at the cost of a larger turning circle, and low cargo capacity.

Recommendations

Use for rapid transport of high value cargo. She will not be economical otherwise. For offensive use, consider investing in [carronades](#); this is a poor platform for long guns. Use superior agility to dictate the flow of battle.

Results

Almost nothing can sail as well as a schooner against the wind, or wage littoral warfare as competently.

Conclusions

Simple and effective. This ship turns heads for her excellent sailability. More recent schooner designs may offer superior performance in certain scenarios, but being basic and light in weight can be a major boon indeed.





“Spartan”

20-gun Jury-rig Topsail Schooner



Description

Militarised schooner with long mainmast and enlarged broadside.

Characteristics

Long top, square rigged mainmast provides improved running capability, at the expense of almost everything else.

Recommendations

A good interceptor type vessel for naval use. Best fought with hit and run tactics, as the ponderous jury rig can be easily toppled.

Results

She is more than a match for anything smaller and handles well downwind. Like a stereotypical schoolyard bully, she is disadvantaged against anything faster or more agile.

Conclusions

This ship was designed to meet military specifications of the period. Your mileage may vary.





“Baltimore Clipper”

20-gun American Topsail Schooner



Description

A much refined schooner from North America with advanced rigging.

Characteristics

Renown speed and terrific performance at all points of sail, but larger than average turning circle.
As with all other schooners, they are not the perfect platform for long range gunnery.

Recommendations

Speed is life. These ships are not designed to take a beating, but to avoid harm in the first place.

Results

Very few ships can keep up with a Baltimore Clipper.

Conclusions

These vessels are famed for privateering, smuggling and blockade running, I.e., any role that demands peerless speed and agility at all points of sail.

