DIXIECAPT & CO.

IRONFOUNDERS, BRAZIERS AND GALLEY FURNISHERS TO THE MERCHANT SERVICE · FORT AESTRIN

A Catalogue of Ship's Stoves

Being the five stoves of the Better Stoves mod for Sailwind, with their prices, the ports that sell them, and the manner of cooking upon each

Illustrated with a plate of every stove as it stands in the game, two of them followed by the plates of the historical record they were built from, and the game's own figures for each. Compiled for the use of masters, mates and cooks of vessels small and great, who would eat hot at sea.

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Made by **Dixiecapt** with **M.I.D.N**, who shares the credit for the heavy-duty playtesting.

Better Stoves 1.0.20 · MMXXVI · Sailwind is the work of Raw Lion Workshop; this is an unofficial modification

TO THE READER

Of fire at sea



The five stoves of this house, left to right: the Tiny Ship Stove; the Camboose, its copper boiler down in the well; the Brodie Galley Range, one boiler in its well and the other on the floor beside it; the Brick Galley with its back splash up and its boiler in; and the Cabin Stove.

A ship without a stove is a ship of cold biscuit. The game gives you three stoves, one to each nation, and they are honest stoves, but a small boat has no room for them and a great ship deserves better. This house therefore offers five more,

from a stove you may carry under one arm to a man-of-war's range, and two of them are the very stoves the merchantmen of the last age cooked on.

Until the middle of the last century most merchant ships cooked on a **brick hearth** built forward under the forecastle: a great copper let into the brickwork over a fire, an iron grate beside it, a hood above to draw the smoke. By 1750 the ironfounders had begun to offer the **iron caboose**, a riveted sheet-iron box with its pot holes and oven, compact and safer on a wooden deck; the stove raised from the collier *General Carleton*, wrecked in 1785, is the pattern of ours. And in 1780 Mr Brodie patented his **galley range** for the Navy, with its coppers, its spit and its hooks, the finest cooking machine ever to go to sea. All three are in this book, and two lighter stoves besides for the cabin and the small boat.

Every stove in this catalogue is a **new article**: it has its own number in the game's book of things, and none of the game's own stoves is altered. Each burns its wood **slowly, one log at a time in a closed firebox**, so that a full load lasts the night or longer, and the heat under the pot is the same from the first log to the last. Each has a **chimney you may lengthen or shorten** in the settings (F1) while you play, to run it up through a deck. And **no ship is barred from any stove**: its weight and its bulk are the only limit, as the game itself has it. Every stove, the game's own among them, lies **dark and quiet until it is lit**: no burst of flame, smoke or sizzle as your game loads.

The **Camboose** and the **Brick Galley** have real ovens behind doors that swing open, and the **Brodie** has its gridiron. With the Vittles mod, which needs this house's version 1.0.20, they bake bread, pies and puddings.

THE PRICE LIST

What they cost, and where

Each stove stands for sale beside the port's own stoves, priced in the port's coin. The rates drift a little with trade, so the figures below are near, not exact, when you go.

STOVES, WHERE THEY ARE SOLD, AND WHAT THEY COST THERE

STOVE	FORT AESTRIN	GOLD ROCK CITY	DRAGON CLIFFS
Tiny Ship Stove	about 1120 Aestrin Crowns	–	in Emerald coin, as marked
Cabin Stove	–	about 380 Al'Ankh Lions	–
Camboose	–	759 Al'Ankh Lions	in Emerald coin, as marked
Brick Galley	2156 Aestrin Crowns	–	in Emerald coin, as marked
Brodie Galley Range	about 3230 Aestrin Crowns	–	–
Copper boiler	about 260 Aestrin Crowns	about 115 Al'Ankh Lions	in Emerald coin, as marked

The stoves are sold by day, as the port's own stoves are. Copper boilers stand beside the stoves that have a well: two by the range; one by a camboose or a brick galley, the first of them set out in a port; none where no stove has a well. The Brodie range is sold at the Fort alone; one Tiny Ship Stove stands on each side of the world.



A brick hearth of the old kind, its copper set down in the brickwork and the day's roast on the spit before it. From the record.

PLATE I

The Tiny Ship Stove

Cast iron stove for small craft

A pattern of the present day, fitted for the sea. Model by olegiliushov.



The tiny stove, from the door side.

Capped chimney
0.2 to 8 m, lengthened in F1 while you look at it; the smoke leaves the cap.

Pot rail
Keeps the pot from walking in a seaway; its corner posts turn in and step onto the top. Switched off in F1 for a stove ashore.

Flat top, one eye
One pot, kettle or skillet inside the rail; the game's big pot is too wide for it and is refused.

Glazed door
The fire shows behind the glass. In F1 the pane is crinkled window glass (as it comes), clear, the game's own, or none.

Turned wooden grip
On an iron pin; the same grip as the cabin stove's, cool in the hand.

Iron air knobs
Top and bottom of the door, iron like the body: no brass aboard.

Worn iron
Faded and scuffed by sun and salt, a little, not a lot.

Smooth sides, round posts
Plain flat side plates between four round corner posts, as on the cabin stove; it stands on its own cast legs.

Its place aboard

In the cabin or the cockpit of a small boat, where no other stove will go. Light enough to carry; set it where it will not slide, or nail it.

Key features

- Closed firebox: three logs, one at a time
- A full load burns the night, 8 hours
- Cooks at the Aestrin stove's rate
- Firelight through the glass at night

Cooks

- One pot, kettle or skillet on the top (not the big pot)
- Soup, tea, stew as the game's stoves do

THE GAME'S FIGURES

SOLD AT	Fort Aestrin, beside the Aestrin stoves · **about 1120 Aestrin Crowns** · Dragon Cliffs, in Emerald coin
WOOD	holds **3** logs · burns **1** at a time · a full load lasts **8 game hours**
COOKING PLACES	**1** eye (pot, kettle or skillet; never the big pot) · the Aestrin stove's full heat
SIZE AND WEIGHT	44 cm wide, 58 cm deep, 71 cm to the top · mass **50**
CHIMNEY	0.2 to 8 m, F1 · pot rail on or off, F1 · glass pane, F1
SAVE NUMBER	32701

PLATE II

The Cabin Stove

Medium stove in the log-cabin manner

For the cabin of a middling vessel. Model by olegiliushov.



The cabin stove, its fireplace door and two eyes.

Smooth chimney pipe
0.2 to 8 m in F1; the smoke leans away with the wind.

Two eyes
Round lids on the flat top, a pot, kettle or skillet on each; the game's big pot is too wide for the rail and is refused.

Glazed fireplace door
Logs on a basket grate over a bed of coals, seen through the glass; the coals glow as it burns. The pane is set in F1, as on the tiny stove.

Turned wooden grip
A figured hardwood handle on an iron pin; the damper knobs iron like the body.

Pot rail
Rings both eyes; its posts turn in and step onto the top. Switched off in F1 for a stove ashore.

Worn cast iron
A faint mottle, sun-fade and the odd pit over a dull metal.

Round posts and legs
Smooth sides (no ridges), standing clear of the deck.

Firelight
A warm, moving light about the cabin at night, from the door.

Its place aboard

The great cabin or the hold of a middling ship: a warm stove to sit by. Its size may be set smaller in F1 for a tight cabin.

Key features

- Closed firebox: six logs, one at a time
- A full load burns a night and a day, 12 hours
- Cooks at the Al'Ankh stove's rate
- Its smoke trails with the wind

Cooks

- Two pots, kettles or skillets at once (not the big pot)
- Soup, tea, stew as the game's stoves do

THE GAME'S FIGURES

SOLD AT	Gold Rock City, beside the Al'Ankh stoves · **about 380 Al'Ankh Lions**
WOOD	holds **6** logs · burns **1** at a time · a full load lasts **12 game hours**
COOKING PLACES	**2** eyes (pots, kettles, skillets; never the big pot) · the Al'Ankh stove's full heat
SIZE AND WEIGHT	75 cm wide, 93 cm to the top at size 1 (60 cm wide at 0.8) · mass **80**
CHIMNEY	0.2 to 8 m, F1 · pot rail on or off, F1 · glass pane, F1
SAVE NUMBER	32704

PLATE III

The Camboose, after the General Carleton

Compact sheet-iron merchant stove, c. 1780

Patterned on the stove raised from the collier General Carleton, built 1777, lost 1785. Built by this house.



The camboose as it stands in the game, the boiler down in its well and the oven door swung open.

Flanged hood and pipe
A sheet-iron hood along the back of the top gathers the smoke into the pipe; 0.2 to 8 m in F1, a weather cap at its head.

The well
Takes the copper boiler, which sits a foot down into the heat of the fire; its lip rests on the ring.

The grilled eye
A round grill with room beside the copper for any pot, the big pot too, a kettle or a skillet (its handle toward you); or a piece of meat grills straight on the bars, centred and resting on them. The fire shows through.

Pot-restraint rail
Round both eyes, open at the hood, to hold the pots in a sea.

Right-hand door
The fire, under the grill: feed it here. Strap hinges and a latch.

Left-hand door
The oven, under the copper. Click the door and it swings open; click a pan in, and shut it. With Vittles it bakes, the door shut. Open it again and take the pan out with an empty hand.

Riveted iron body
A 98 by 84 cm box, widened past the Carleton's so a pot or kettle stands beside the copper, and deep enough for the oven, on short legs.

Bolted feet
Four bolts on an anchor plate at each foot, holding it to the deck; on sloping ground it tips a few degrees to stand on all four.

Its place aboard

Forward, under or near the forecastle, in its own deckhouse on some ships and below deck on larger ones; the stove the smaller merchantmen kept even after the great ranges came in.

Key features

- Closed firebox: six logs, one at a time
- A full load burns a night and a day, 12 hours
- Three places: well, grilled eye, oven
- A copper boiler stands for sale beside it

Cooks

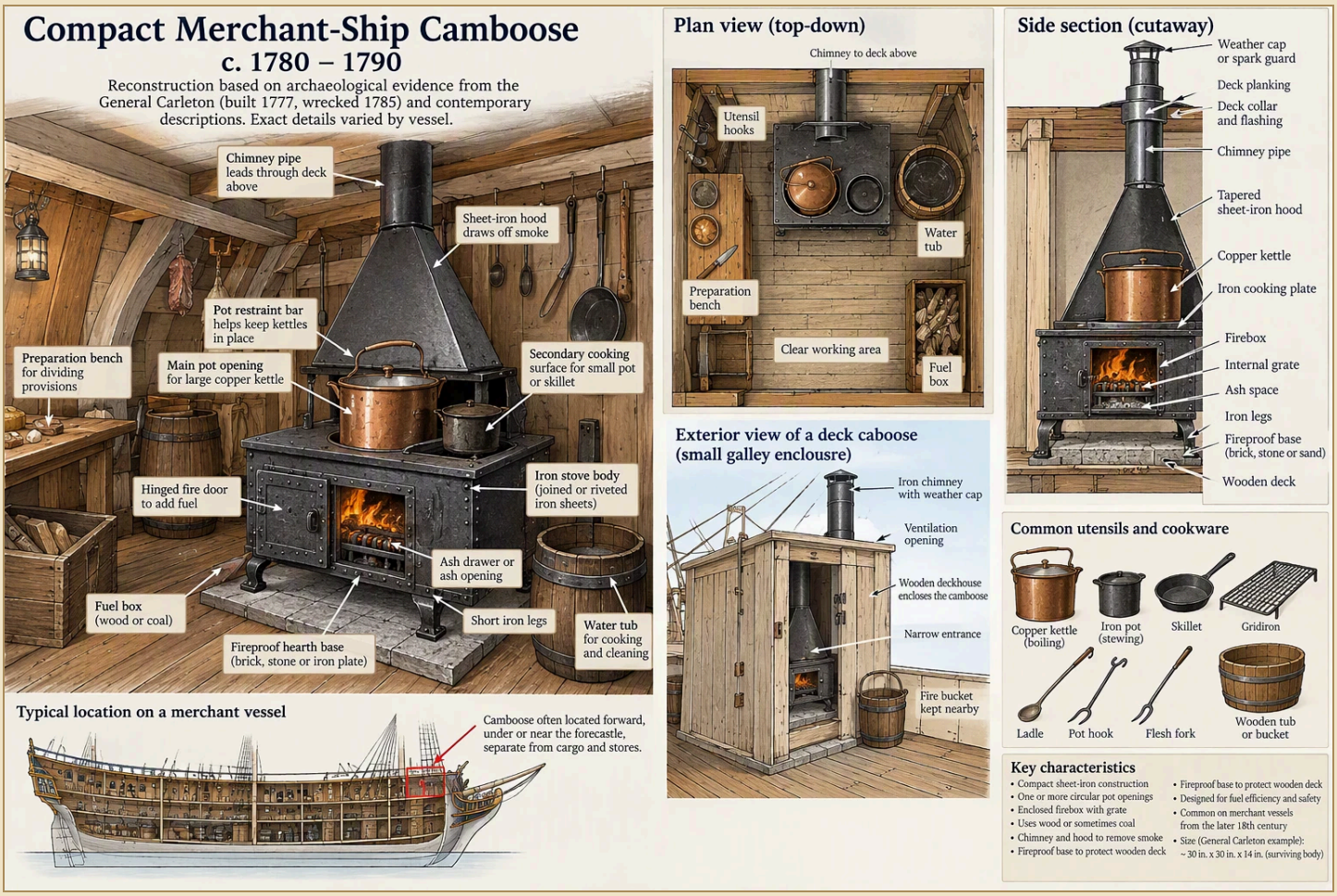
- Soup for a watch in the boiler
- A pot, the big pot, a kettle or a skillet on the eye, or meat grilled on it
- Bread, pies and puddings in the oven, with Vittles

THE GAME'S FIGURES

SOLD AT	Gold Rock City, **759 Al'Ankh Lions** · Dragon Cliffs, in Emerald coin · a copper boiler beside it
WOOD	holds **6** logs · burns **1** at a time · a full load lasts **12 game hours**
COOKING PLACES	**the well**: the copper boiler · **the grilled eye**: pot, big pot, kettle, skillet or loose food to grill · **the oven**: behind the left-hand door, baking with Vittles
THE FIRE	fed at the right-hand door, under the grill
SIZE AND WEIGHT	a 98 by 84 cm box on 10 cm legs, 66 cm to the top, 1.0 m to the hood's crown · mass **150**
CHIMNEY	0.2 to 8 m, F1
SAVE NUMBER	32705

PLATE III, CONTINUED

The camboose in the record



The compact merchant-ship camboose, c. 1780 to 1790, reconstructed from the General Carleton (built 1777, wrecked 1785) and contemporary descriptions: the stove in its galley, in plan and in section, the deck caboose that housed it, and the cook's utensils. From Dixiecapt's research.

The surviving body of the Carleton's stove measures some thirty inches square and fourteen high; ours is built longer, 98 by 84 cm, so that the copper boiler fits its well with a full-sized pot or kettle beside it, and the pot restraint bar of the record has become a rail round both eyes. The hood, the two doors, the short legs and the fireproof base are as the record has them.

PLATE IV

The Brick Galley, in the manner of 1750

The merchant ship's brick galley

What most merchant ships cooked on before the iron stoves. Built by this house from the record.



The brick galley as it stands in the game, the back splash up and the oven door swung open.

Hood and chimney
A broad sheet-iron hood on iron posts, hollow beneath, tapering to the trunk; 0.2 to 8 m of pipe in F1.

The copper
Set a foot down into the brickwork in an iron plate; the boiler's lip rests on the ring.

The grate
Iron bars open to the hearth below: the fire shows through, and a pot, kettle or skillet upon them boils or fries, or a piece of meat grills lying along the bars.

The arched hearth
An arch of voussoirs with a keystone; the firedog inside, the fire fed here and seen here.

The coals
A bed under the logs that glows while the fire burns and lies grey ash when it is out.

The oven door
Iron, left of the arch. Click it and it swings open; click a pan in, and shut it. With Vittles it bakes, the door shut. Open it again and take the pan out with an empty hand.

Brickwork
A corner bond on a proud base course, the bricks set in mortar and trimmed to frame every opening, sooted round the hearth.

Splashes
Brick screens up to the hood at the back and either side, switched in F1; the back is flush to stand against a bulkhead.

Its place aboard

Forward, on a deck below the forecastle, apart from the cargo and stores: a brick or stone base between the fire and the planking.

Key features

- Closed hearth: twelve logs, one at a time
- A full load burns a day and a night, 24 hours
- Three places: well, grate, oven
- Six hundredweight of brick; it sits by its own weight

Cooks

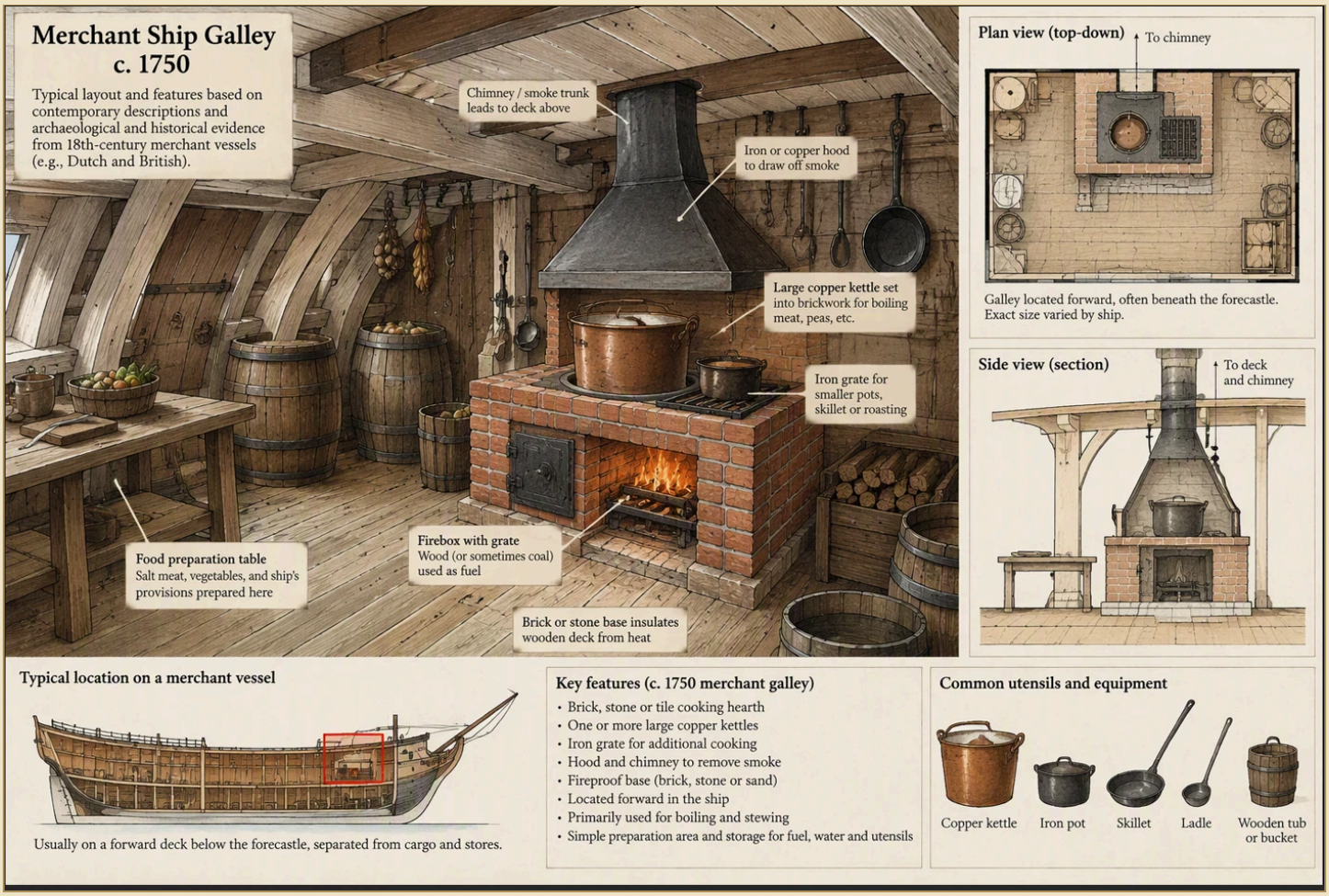
- Soup by the thirty measures in the copper
- A pot, kettle or skillet on the grate, or meat grilled over the fire
- Bread, pies and puddings in the oven, with Vittles

THE GAME'S FIGURES

SOLD AT	Fort Aestrin, **2156 Aestrin Crowns** · Dragon Cliffs, in Emerald coin · a copper boiler beside it (at the Fort the range's boilers serve)
WOOD	holds **12** logs · burns **1** at a time · a full load lasts **24 game hours**
COOKING PLACES	**the well**: the copper boiler · **the grate**: pot, big pot, kettle, skillet or loose food to grill over the fire, laid along the bars · **the oven**: baking, with Vittles
THE FIRE	fed at the arch; seen there and through the grate
SIZE AND WEIGHT	1.3 m wide, 0.9 m deep, 1.0 m to the top, 1.6 m to the hood, 2.4 m to the pipe · mass **600**
CHIMNEY	0.2 to 8 m, F1 · back and side splashes, F1
SAVE NUMBER	32706

PLATE IV, CONTINUED

The brick galley in the record



The merchant ship galley, c. 1750: typical layout and features from contemporary descriptions and the archaeological and historical evidence of eighteenth-century merchant vessels; the hearth in its galley, in plan and in section, where it stood in the ship, and the cook's utensils. From Dixiecapt's research.

Ours follows the plan: the copper to the left, the grate to the right over the open hearth, the oven door on the front, the hood above. The record's hearth stood open to the galley; ours keeps the fire behind an arch so that it draws, and lets you see it there and through the grate.

PLATE V

The Brodie Galley Range, 1780

The man-of-war's galley range

After Alexander Brodie's patent of 1780. Model by Uhlan, CC BY-NC 4.0, fitted by this house.



The Brodie range, hearth side.

Flue and cowl
0.3 to 8 m; the cowl turned to any quarter in F1, or left to turn from the wind.

Two copper boilers
Set down into iron well frames at the back; the lids stand above the top. Thirty measures of soup each, half a barrel.

Two stove eyes
In front of the coppers; the game's pot and kettle sit on the iron, a skillet with its handle turned out to the side. The big pot is refused: the coppers do its work.

The open hearth
At the front; a bed of coals that glows while the fire burns and lies grey when it is out.

The spit
Three pieces of meat along it; it turns while the fire burns, and roasts.

The gridiron
Over the coals; one piece of meat or a skillet, at full heat. With Vittles it bakes as well.

Five smoking hooks
Under the hood; fish and meat hang lengthwise, head up, and smoke slowly: five at once.

Riveted iron
Four hundredweight; nail it to the deck and it keeps its place through storms, reloads and your days ashore.

Its place aboard

The galley of the largest ships, under the forecastle, nailed down. Nothing bars it from a smaller vessel but its weight and its height.

Key features

- The king of cookers: it boils, roasts, grills and smokes, and with Vittles it bakes
- Twelve logs, one at a time: a day and a night
- Aim at the part you want: it lights up white

Cooks

- Soup by the thirty measures, in two coppers
- Two pots, kettles or skillets
- Three pieces roasting on the spit, a grill on the gridiron
- Five fish smoking under the hood

THE GAME'S FIGURES

SOLD AT	Fort Aestrin, **about 3230 Aestrin Crowns** · two copper boilers beside it
WOOD	holds **12** logs · burns **1** at a time · a full load lasts **24 game hours**
COOKING PLACES	**2** boiler wells · **2** eyes · **3** places on the spit · **1** gridiron · **5** hooks
SIZE AND WEIGHT	near 2 m to the cowl · mass **400**
FLUE	0.3 to 8 m, F1 · cowl facing or wind-turned, F1
SAVE NUMBERS	32702 the range · 32703 the boiler

PLATE V, CONTINUED

How to cook on the range

The range has more places than any other stove, so it lets you say which one you mean.

THE PLACES ON THE BRODIE RANGE, AND HOW TO USE EACH

PLACE	TAKES	HOW
Two boiler wells	copper boilers only	click the range holding a boiler; it goes down into a free well
Two eyes	the game's pot and kettle, a skillet	click the range holding the pot; it goes to a free eye. The big pot is refused
The spit	three pieces of meat or fish	hold the food and look at the spit: it lights up white; click
The gridiron	one piece, or a skillet (with Vittles: dough and the baking sheet)	look at the gridiron till it lights up, and click
Five hooks	one piece each, to smoke	look at a free hook till it lights up, and click; a hook already in use says so

A part lights up only when you hold something it takes, so the range picks up and nails down as before when your hands are empty. Click anywhere else on the range with food in hand and the range asks *Where on the Brodie? Aim at the spit, the gridiron or a hook.*

PLATE VI

The copper boiler, and soup in a mug

The boiler

A big copper pot made to sit *down* in a well: the lip rests on the rim of the well, the lid stands above the top. Lift it out like any pot. Fill it with water from a barrel, put the food in, and it cooks in the well, in the heat of the fire beneath. It holds **thirty measures**, half a barrel, half as much again as the game's big pot (the measure is in F1). It cannot be tipped to drink from; you serve from it: click it holding the game's pot or kettle and that fills from the boiler, soup and all. Empty, it hangs on a wall hook by its lid's handle, with the Hooks Hang More mod.

Boilers stand for sale beside the stoves that have a well: two by the range; one by a camboose or a brick galley, the first of them in a port. About **260 Aestrin Crowns** at the Fort, about **115 Al'Ankh Lions** at Gold Rock, and in Emerald coin at the Cliffs.

Soup in a mug

Click any mug or bottle on any pot of soup, a boiler or the game's own pot, and it fills with **hot soup**. It steams; drink it and it feeds you as the soup would. A mug keeps its soup hot four times as long as a pot off the fire; once cold it starts to go off, and in about a day of the game's time it is rotten: the look text tells you which. A pot of rotten soup fills no mug. Soup poured from one bottle to another carries its state with it. With the Vittles mod installed, Vittles fills and keeps the mugs instead, the same way.

Rotten soup stays rotten

In the game as it stands, pouring or drinking from a pot of rotten soup makes what is left fresh again. Better Stoves mends this in every pot, kettle and boiler: what is left is as rotten as it was.

WITH VITTLES

The cooking mod, and these stoves

Better Stoves gives you the fire and the places to cook. VITTLES, the cooking mod, brings the pans, the bowls, the bread, pies and puddings and the salt meat, and cooks on every stove in this book. It is out now as a beta, needs Better Stoves 1.0.20, and has its own illustrated manual, *The Vittling Book*.

WHAT VITTLES BRINGS, AND WHERE IT GOES ON THESE STOVES

ARTICLE	ON WHICH STOVES	WHAT IT DOES
The cast-iron skillet	every stove top, the grate, the grilled eye, the Brodie's eyes and gridiron; the ovens	stir-fries a heap of slices with no water, grills one whole piece, and bakes bread, pies and puddings. Its handle points toward you, and out to the side on the Brodie's eyes. Empty, it hangs on a wall hook, with Hooks Hang More.
The Emerald wok	stove tops, grate and eyes only	sold in Emerald in place of the skillet: grills and stir-fries, never bakes
The baking sheet	the ovens and the Brodie's gridiron only	carries dough into the oven: a ball, two halves or four small pieces
Three bowls	at table	wood of Al'Ankh, metal of Aestrin, porcelain of Emerald; three bites of stir-fry or three sips of soup
Bread, pies and puddings	the ovens of the Brick Galley and the Camboose, door shut; the Brodie's gridiron, king of cookers	grain ground to flour at a mill, made into dough; open the oven door, click the pan in and shut the door; look at the door to see how far along it is, and take it out before it burns. The Tiny and Cabin stoves have no oven: stove top only.
Salt pork and salt beef	any pot, the big pot or a copper boiler	sold in sealed casks that keep eighteen months; soak a piece in a pot of water off the fire, a day for pork, two for beef, before you cook it. An empty re-sealable cask takes your own salted meat.
Soup in a mug	any pot of soup	Vittles fills and keeps the mugs, as Better Stoves does without it
New foods and grog	the skillet and the pots	cabbage, dried peas, limes, sea biscuit, beef, eggs, rice, spices and coconuts; grog of rum, water and lime
The Victualling Book	-	a book in the game: your provisions aboard, the cooking guide and your own cook's log

The oven doors show how far along a bake is, with the readout of Vittles or of Cooked Info. Better Stoves needs nothing of Vittles to work.



The Vittles cast-iron skillet, 34 cm across, a stir-fry in it.



On the Tiny Ship Stove, inside the rail, its handle toward you.

INSTRUCTIONS

Of fitting, firing and keeping a stove

Firing

Hold a split log and click the stove where the fire is: the door, the arch, the firebox. It takes as many as it holds and burns them one after another, so the fire is never fiercer for more wood, only longer. The look text shows the logs in hand, as *4 / 6*. A stove with no wood in it is dark: no light, no glow, grey ash on the hearth. A new stove, and every stove as your game loads, stays dark and quiet until you light it.

Cooking

Hold a pot or kettle and click the stove: it goes onto an eye or the grate. Hold a boiler and click a stove with a well: it goes down into it. Hold a piece of meat or fish and click a camboose or a brick galley: it goes onto the grilled eye or the grate. On the Brodie range, look at the spit, the gridiron or a hook until it lights up white, then click; the range is shown in full on its own page. A pan clicked on a stove top goes to the eye or the grate, never into the oven. Every stove cooks at the rate of the game's stove of its country.

The game's **big pot** goes on the grate of the brick galley and the grilled eye of the camboose, beside the boiler. It is refused on the Tiny and Cabin stoves, whose rails are too small for it, and on the range's eyes, where the coppers do its work.

The chimney

Every stove's chimney length is in F1 under Better Stoves, by stove, up to 8 m. Run it up through the deck as far as you please; it changes while you look at it. *Look* > *Texture look* sets every stove's pictures at once: Detailed, Plain or Stock Sailwind.

Keeping it aboard

The stoves are heavy and the deck is never still. The range should be nailed down with a hammer; nailed, it keeps its place while you are ashore and through every reload. The brick galley and camboose sit well by their own weight. The tiny and cabin stoves carry a pot rail against the roll; a stove in a house ashore needs none, and *Pot rail* in F1 takes it off. A loose stove set down ashore stays where you set it. A stove left ashore when you sail is gone, as the game has it for every article left behind.

One stove at a time

The looks are set stove by stove: the chimney, the pot rail and glass, the galley's splashes and soot, the range's cowl. Stand within two metres of a stove you own and change one in F1, and only that stove changes, kept in your save; a stove in your house and one on your ship may each have their own. Change one anywhere else and it sets the default, for the stoves in the shops and every stove you never set by hand.

The shops

Every stove has its spot set by hand at each port that sells it. If one stands badly at your port, through another mod's furniture, or you would have it sold at another port, stand where it should stand, facing it, and switch on that stove's *Mark the spot where I stand* in F1. It moves there at once, turns to face you, and is remembered. The Tiny Stove, the Camboose and the Brick Galley keep one mark for each port, listed under *Marked spots*; *Remove the marked spot at this port* takes one away. Their boilers may be put on either hand of them.

Smoking and the grill

Smoking is the galley range's: its five hooks smoke slowly and gently, as the game's smoking racks. The grill and the gridiron cook at full heat. The grate and the grilled eye do both duties, pot or meat, and food used on a camboose or a brick galley always goes there, laid along the bars.

The ovens

The ovens of the camboose and the brick galley bake with the Vittles mod. Click the door to open or shut it (it is shut after a load). Click a pan into the open oven; take it out with an empty hand. It bakes only with the door shut, and the door shows how far along it is. While the shut oven holds something, an empty hand picks up nothing and tells you to open the door.

> **A word on removing the mod.** A save holding one of these stoves needs the mod to load. Sell or drop every stove and boiler first, save, then remove it. If a model file alone goes missing, the stove comes back as the game's stove it is built on, so the save still loads, and is itself again when the file is put back.

APPENDIX

The settings, in brief

UNDER BETTER STOVES IN F1

GROUP	WHAT IT SETS
Look	Texture look: Detailed, Plain or Stock Sailwind, for every stove at once
Tiny Stove · Cabin Stove	chimney length; the pot rail, on or off; hours a load burns, logs burning at once (the cabin stove also the wood it holds); the shop spot and its marks; the door's glass pane (crinkled, clear, the game's, none); the cabin stove's size. Each costs what the game's stove beside it costs.
Camboose · Brick Galley	chimney length, wood and price; a mark for each port, how many boilers stand beside it and on which hand; the galley's brick splashes, back and sides, and its soot
Galley Range	the same, with a mark for the range and one for its boilers, how much a boiler holds, the spit turning, and the cowl's facing or its turning from the wind

ACKNOWLEDGEMENTS

Of the makers

Better Stoves is made by **Dixiecapt** with **M.I.D.N**. M.I.D.N shares the credit: five full playtests, heavy-duty, that found the faults and shaped the rules of these stoves. Thank you, M.I.D.N.

The tiny stove and the cabin stove were modelled by **olegiliushov**, who sent the second after seeing the first, under an open use licence. The Brodie stove is by **Uhlan**, CC BY-NC 4.0 (no commercial use), fitted here with iron well frames, eyes, spit, gridiron, hooks, coals and cowl. The brick galley and the camboose were built from Dixiecapt's own research plates, reproduced in this book, the General Carleton stove after Parks Canada's survey of the wreck. The cooking, fire, smoke and sound are the game's own. Tested also by Mad, Exocet and the Sailwind modding community.

The code of Better Stoves is under the MIT licence, Copyright (c) 2026 Dixiecapt. The brick galley and camboose models go with it under the same licence; the others keep their own, as above.

Found a fault? Post in the Better Stoves thread on the Sailwind modding Discord, or message Dixiecapt on Discord, with your log file: *BepInEx\LogOutput.log* (in a mod manager: Settings > Browse profile folder > BepInEx).

DIXIECAPT & CO.

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