



Sea Lords

Fighting Instructions

2ND EDITION (VERSION 2.0)

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1.0 Orientation	3	5.25 Catching the Wind	19
1.1 Overview of the Game	3	5.26 Straits	19
1.2 Game Components	3	5.27 Sea Zones	20
1.21 Playing Pieces	4	5.28 Ports and Harbours	20
1.22 The Map	4	5.29 Tides	21
2.0 Preliminaries	4	5.2.10 Example of Movement	21
2.1 Glossary	4	5.3 Gales	22
2.2 Minutiae	7	5.31 General	22
2.21 Calculations	7	5.32 New Gales	22
2.22 Rules Conflicts	7	5.33 Gale Effects	23
2.23 Charts & Tables	7	5.34 Radius of Effect	23
2.3 Important Concepts	7	5.35 Gales and Movement	23
2.31 Spotted & Unspotted Formations	7	5.36 Gale Attrition	23
2.32 Friendly & Enemy Controlled	7	5.37 Loss of Subordination	23
2.33 Simultaneous Action	7	5.38 Gale Marker Movement	23
2.34 Stacking	8	6.1 Using Auxiliaries	24
2.35 Entering Enemy Locations	8	6.11 General	24
2.36 Expedient Moves	8	6.12 The Auxiliary Cycle	24
3.0 How Navies Function	8	6.13 Assigning Auxiliaries	24
3.1 Fleet Structure	8	6.14 Tasking Auxiliaries	25
3.11 Fleets	8	6.15 U-OR Auxiliaries	25
3.12 Commands	8	6.16 Recovering Auxiliaries	25
3.13 Contingents	9	6.2 Auxiliary Task Summary	25
3.14 Fleet Displays	9	6.21 Search	25
3.2 Squadrons & Sail	9	6.22 Shadowing	25
3.21 General	9	6.23 Fireship Attacks	25
3.22 Sail	9	6.24 Bombardment	26
3.23 Sail Class	9	6.25 Marine Tasks	26
3.24 Squadrons	10	6.26 Assist Battle Reinforcement	26
3.25 Forming and Unforming Squadrons	10	6.27 Convoy Attack	26
3.26 Sail Transfer	10	6.28 Screening	27
3.27 Squadron States	10	6.29 Stationing	27
3.3 Formations	11	6.3 Mixed-Role (MR) Sail	27
3.31 General	11	6.31 General	27
3.32 Flotillas	11	6.32 MR Conversions	27
3.33 Forming Flotillas	11	7.0 Additional Concepts	28
3.34 Unforming Flotillas	12	7.1 Spotting	28
3.35 Independent Squadrons	12	7.11 General	28
3.4 Leaders	13	7.12 Searching	28
3.41 General	13	7.13 Shadowing	29
3.42 Rank Structure	13	7.14 Countering Shadowing	29
3.43 Leader Ratings	13	7.15 Dummies	29
3.44 Control Ratings (CR)	13	7.2 Interdiction	29
3.45 Leadership Checks (LCs)	14	Removed all reference to Auxiliary Interdiction. This has been replaced by Stationing (6.29).	29
3.46 Posting Leaders	14	7.21 General	29
3.47 Fleet/Command Postings & Stations	14	7.22 Execution	29
3.48 Relieving a Leader	15	7.23 Port Interdiction – Blockade	30
3.49 Leader Losses & Notional Leaders	15	7.24 Interdiction Effects	30
4.0 Sequence of Play	16	7.3 Damage	30
4.1 The Turn Sequence	16	7.31 General	30
4.2 The Operations Phase	16	7.32 Recording Damage	30
4.21 Pre-Turn Activities	16	7.33 Damage Effects	30
4.22 The Impulse	16	7.34 Damage Limits	31
4.23 Secondary Activities	16	7.35 Sunk Sail	31
4.24 End of Impulse Actions	16	7.36 Removing Damage	31
4.3 The Administrative Phase	16	7.37 Auxiliaries and Damage	31
5.0 Movement	17	7.38 Sail Transfers & Damage	31
5.1 Movement Basics	17	8.0 Battle	31
5.12 Movement Points (MPs)	17	8.1 General	31
5.13 Movement Point Increments	17	8.11 Battle Sequence	31
5.14 Movement Costs	18	8.12 When & Where Battles May Occur	31
5.15 Directional Markers	18	8.2 Initial Battle Steps	32
5.2 Movement & the Map	18	8.21 Engaged Formations	32
5.21 General	18	8.22 The Weather Gauge	32
5.22 Spaces	18	8.23 Pre-Battle Withdrawal	32
5.23 Lanes	18	8.24 Battle Reinforcements	32
5.24 Seasonal Winds	19	8.25 Combined Commands & Multiple Contingents	32

8.26 Assigning Leaders	33	11.3 Repairs	47
8.3 Battle Resolution	33	11.31 General	47
8.31 Battle Intensity	33	11.32 Repair Procedure	47
8.32 Damage Levels (DLs)	33	11.33 Emergency Repairs	47
8.33 Combats	33	11.34 Hulking	47
8.34 Column Shifts	34	11.35 Repair Points (RPs)	47
8.35 DP Modifiers (DPMs)	34	12.0 Prestige	48
8.36 Designated DL Columns	34	12.1 General	48
8.37 Leader Casualties	34	12.2 Orders & Prestige	48
8.4 Post Battle	35	12.3 Spending Prestige	48
8.41 General	35	12.4 Ranks as Awards – Optional	49
8.42 Reorganisation	35	12.41 General	49
8.43 Determining the Victor	35	12.42 Commands	49
8.44 Strike Colours	35	12.43 Flag Officers	49
8.45 Disorganisation	35	12.44 Inspectorates	49
8.46 The Next MPI	35	13.0 Solitaire & Double Blind	49
8.5 Battle Example	36	13.1 Solitaire Play	49
9.0 Events & Orders	37	13.2 Double Blind Play	50
9.1 General	37	14.0 Series Credits	50
9.2 Strategic Events	37		
9.21 General	37		
9.22 Political Events	37		
9.23 Military Campaigns (MCs)	37		
9.3 Orders	38		
9.31 General	38		
9.32 Orders Chits	38		
9.33 The Orders Cycle	38		
9.34 Composing the Orders Pool	39		
9.35 Receiving Orders	39		
9.36 Issuing Orders	39		
9.37 Executing Orders	39		
9.38 Terminating Orders	40		
9.39 Extending Orders	40		
9.3.10 Orders Example	40		
9.4 Special Orders	41		
9.41 Hand-Over Orders	41		
9.42 Rendezvous Orders	41		
10.0 Special Organisations	42		
10.1 Convoys	42		
10.11 General	42		
10.12 Escorts	42		
10.13 Convoys in Battle	42		
10.14 Convoy Damage	42		
10.15 Scatter	42		
10.16 Troop Convoys	43		
10.17 Victualing Convoys	43		
10.18 Convoy Attack Task	43		
10.2 Corsairs	44		
10.21 General	44		
10.22 Corsair Auxiliaries	44		
10.23 Corsair Squadrons	44		
10.3 Flagships	44		
10.31 General	44		
10.32 Flagships & Battle	44		
11.0 Administrative Activities	45		
11.1 Reinforcement & Reorganisation	45		
11.11 General	45		
11.12 Reinforcements & Withdrawals	45		
11.13 Reorganisation	45		
11.14 Reinforcing Sail	45		
11.15 Reinforcing Formations	45		
11.16 Reinforcing Auxiliaries	45		
11.17 Reinforcing & Promoting Leaders	46		
11.18 Leader Exchange	46		
11.2 Attrition	46		
11.21 General	46		
11.22 Normal Attrition	46		
11.23 Special Attrition	47		

*By the Right Honourable the Generals and Admirals of the Fleet.
Instructions for the better ordering of the fleet in fighting.
Given under our hands at Portsmouth, this March 29th, 1653.*

*ROBERT RAKE.
RICHARD DEANE.
GEORGE MONCK.*

1.0 ORIENTATION

First. Upon the discovery of a fleet, receiving a sign from the general, which is to be striking the general's ensign, and making a weft, two frigates appointed out of each squadron are to make sail, and stand with them so nigh as they may conveniently, the better to gain a knowledge of them what they are, and of what quality, and how many fireships and others, and in what posture the fleet is; which being done the frigates are to speak together and conclude in that report they are to give, and accordingly repair to their respective squadrons and commanders-in-chief, and not to engage if the enemy exceed them in number, except it shall appear to them on the place they have the advantage.

1.1 OVERVIEW OF THE GAME

Sea Lords portrays naval warfare during the Age of Sail at an 'operational' level. This scale puts the player in the position of a theatre commander – a senior admiral commanding an important station, such as the Mediterranean or the Caribbean. The players are dealing with squadrons rather than individual ships, and while combat is certainly desirable, the game is won through the timely accomplishment of the various directives handed down from their lordships at The Admiralty.

Each player Controls a Fleet – a term synonymous with 'Side'. Very large Fleets may be divided (usually on national or geographic lines) into Commands. Most Fleets are also divided into national or factional Contingents.

The basic playing piece or unit is the Squadron. Squadrons are composed of a limited number of Sail – a nautical term for 'ships'. Squadrons can function on their own, but are usually under certain restrictions when doing so. Generally, Squadrons are subordinated to higher Formations, known as Flotillas. These are commanded by Leaders – Commodores and Admirals. Admirals also have strategic functions.

Sail act as strength points, used to calculate strength in combat, and to absorb 'hits' (though the primary combat effect is Damage, which is applied to the Squadron as a whole and does not – usually – sink ships outright). Weather also has the potential to damage a player's forces. Forces damaged during play can be repaired at Ports – safe havens where Squadrons can be kept relatively safe, both from the Enemy, and from the elements.

Depending on the scale of the game, some of a Fleet's resources may not be represented as Sail, but as counters called Auxiliaries. Auxiliaries are played, or Tasked, like 'action cards', against locations or forces for a variety of purposes (a very common activity is Searching for Enemy Formations).

The map uses a point-to-point system to regulate the Movement of playing pieces. The players' move their pieces (Flotillas and Squadrons) by expending Movement Points (MPs) to move from point to point (called Spaces or Sea Zones depending on the type) along connected lines (called Lanes). In a not so common twist, MP costs are dependent on wind and current. If not 'anchored', a player's forces must always be 'in motion' – even if a player wants a force to keep 'on station' off an Enemy Port, he must expend MPs to have it do so. Movement is simultaneous, but not plotted. Instead, one player must secretly deploy chits indicating

his intended moves; the other player then physically moves his pieces first.

The game Turn is divided into an Operations Phase, itself broken into FOUR (4) Impulses, and an Administrative Phase. Movement, Searching, and Battle occur during the Operations Phase. The Administrative Phase is used for a variety of routines, especially Repair and Reinforcements.

Combat occurs during Movement. In this system, Battles are not resolved in any great detail. Instead of using the *Sea Lords* combat system, players are welcome to translate a combat situation into their favourite tactical game (although this will require some interpolation of the results).

The players receive Orders from 'The Admiralty' in the form of chits drawn into their 'hands'. These chits are (usually) deployed secretly to indicate the specific forces that will carry out the Order. This mechanism is another means of regulating the players' activities without resorting to tedious plotted movement. Each game-Year has SIXTEEN (16) Turns. Every FOUR (4) Turns is a Quarterly Turn. Quarterly Turn mark the Seasons and are frequently benchmarks for assessing the strategic situation.

This last is influenced by the Orders Executed by the players. At the end of the Year, the players tally their successful and unsuccessful Orders from the previous SIXTEEN (16) Turns, and compare the totals. This will result in one player gaining victory points – called Prestige – and the other player (possibly) losing them. Prestige can also be awarded directly (by sinking ships, for example). At the end of the game the player with the most Prestige wins. A player may win the game even though the strategic situation looks bad for his side – grand strategy is not his concern, promotion and preferment is.

Sea Lords was originally intended to complement *RSG's Lace Wars* system for operational land warfare. Therefore, although each *Sea Lords* game is complete in itself, the rules also permit full integration with any companion *Lace Wars* game, should there be one.

1.2 GAME COMPONENTS

Each game includes the following components:

- One or more map sheets.
- A set of cardboard counter playing pieces.
- Boxed games include a handful of wooden pieces. These may be used to represent the higher Formations, but all games come with cardboard counters representing the same pieces.
- A number of player aid cards with charts and tables for the resolution of game routines.
- A Standard Rules book (called *Fighting Instructions*) containing basic rules for the series. (This volume).
- An Exclusive Rules book or set of booklets specific to each game, containing rules and scenarios pertaining to the theatre covered.
- An historical commentary.
- Dice are not included; a minimum of ONE (1+) 10-sided die will be required.

1.201 Design Note: it would have been nice to use flag pins stuck in the wooden disks, but the disks have to be flipped over periodically, which would mean pulling out the pins and reinserting them over and over again until they broke.

1.21 Playing Pieces

In *Sea Lords*, counters represent the players' naval forces, and are used as markers or chits. The Counter Guide (found either on the map or on a separate card) gives a full pictorial list of all the counters. Section 3.0 explains the use of the primary pieces: Squadrons, Flotillas, and Leaders. Another set of important pieces, Auxiliaries, are explained in 6.0. Markers are explained in the rules pertaining to their use.

1.211 Wooden disks are available in the boxed versions of the games. They replace certain of the Formation (e.g. Flotilla) counters, but their use is optional – there will always be a matching cardboard counter.

WARNING: the wooden pieces are small, and not digestible. Keep them away from small children and pets.

1.22 The Map

The map represents the theatre of operations. The players' pieces are moved on the map as they go about their business. A Map Key will be found either on the map or on a separate card. Most of the symbology affects the movement of pieces, so the map iconography is explained in section 5.0 (Movement).

1.221 Some map features may pertain to specific games or scenarios. These will be covered in the Exclusive Rules.

2.0 PRELIMINARIES

Ins. 2nd. At sight of the said fleet the vice-admiral, or he that commands in chief in the 2nd place, and his squadron, as also the rear-admiral, or he that commandeth in chief in the 3rd place, and his squadron, are to make what sail they can to come up with the admiral on each wing, the vice-admiral on the right wing, and the rear-admiral on the left wing, leaving a competent distance for the admiral's squadron if the wind will permit and there be sea-room enough.

2.1 GLOSSARY

- **Administrative Phase.** The final phase of each Turn (*q.v.*) in which various administrative activities involving the Fleets (*q.v.*) are conducted, special political game mechanics are resolved, and victory is determined. [4.0].
- **Admiral.** Senior Leader (*q.v.*). There are FOUR (4) kinds, not all of whom are present in each game: Admiral of the Fleet, (Full) Admiral, Vice-Admiral, and Rear-Admiral. In the context of the game, the most senior rank will be in charge of a Fleet (*q.v.*), and the next most senior will be in charge of any Commands (*q.v.*). (*Not a strictly accurate division of labour, but this is only a game*). Admirals also command large Flotillas (*q.v.*). [3.42].
- **Allied.** A Friendly (*q.v.*) force or location that is differentiated from other forces/locations under a player's Control (*q.v.*). Usually defined by the political background of the game.
- **Auxiliary.** A special asset or force that cannot be properly represented by a standard naval Formation (*q.v.*). Auxiliaries perform special Tasks (*q.v.*) when the player has need of them but are otherwise stored off the map. Think of them as 'special action chits'. [6.0].
- **Available.** Ready to be used. Auxiliaries (*q.v.*) are Available when they are in the Available Box. Orders (*q.v.*) are Available when they have been culled from the Set Pool (*q.v.*) into the Orders Pool (*q.v.*).
- **Base/s/ing.** Certain Auxiliaries (*q.v.*) can be kept at sea rather than being Assigned (*q.v.*) to a Formation (*q.v.*) or Port (*q.v.*). They are said to be Based in their location. Changing their Base is termed Rebasing. A Second use of the term refers to Corsairs (*q.v.*), which are located at specific Ports (*q.v.*) called Corsair Bases (or Bases for short). [6.15 & 10.2 respectively].
- **Battle.** An act of aggression between specific opposing Formations (*q.v.*). [8.0].
- **Blockade.** A form of Interdiction (*q.v.*) made against a Port Space (*q.v.*). [7.23].
- **Blowing Wind.** A Seasonal Wind (*q.v.*) that is currently in effect. [5.24].
- **Capture(d).** The taking of an Enemy (*q.v.*) Sail (*q.v.*) after Battle (*q.v.*), or through some special rule. Normally, the Capture of a Sail is determined randomly, out of the quantity of Sail that is officially Sunk (*q.v.*) during Battle; the 'reprieved' Sail are said to Strike Their Colours (*q.v.*). Captured Sail can be used by the Capturing Fleet (*q.v.*). [8.44].
- **Catch the Wind.** Term describing a situation where a Formation (*q.v.*) cannot use a Lane (*q.v.*) unless a die roll is made and the result falls within a certain range of numbers. [5.25].
- **Class.** Type or kind of Sail (*q.v.*) or Auxiliary (*q.v.*). Different Classes of Sail and Auxiliaries have different abilities.
- **Combat.** A discrete element of a Battle (*q.v.*). A given Combat involves only TWO (2) opposing Squadrons (*q.v.*) engaged in a Battle that may involve many Squadrons (*there are exceptions*); each grouping of opposed Squadrons within the Battle is called a Combat. Combats are resolved using the combat tables; the sum of the results of each Combat becomes the overall result of the Battle. [8.33].
- **Command.** A subdivision of a Fleet (*q.v.*). [3.12].
- **Command Admiral.** The Admiral (*q.v.*) in charge of a Command (*q.v.*). [3.47].
- **Commodore.** The lowest rank of Leader (*q.v.*). Commodores command small Flotillas (*q.v.*). [3.42].
- **Control.** A term used to denote complete ownership, usually with one set of conditions applying to the owner and another set applying to the non-owner. The player is responsible for moving, maintaining, and otherwise 'running' Controlled items.
- **Contingent.** An element of a Fleet (*q.v.*) – usually a national grouping. [3.13].
- **Control Rating (CR).** An attribute of Leaders (*q.v.*). Used to indicate how many Subordinate (*q.v.*) Squadrons (*q.v.*) the Leader can have without being penalised. [3.44].
- **Convoy.** A special Formation (*q.v.*) that appears when dictated by the Exclusive Rules. There are THREE (3) kinds: Trade, Troop, and Victualing. They have a set starting point and destination, and the object is to move them to the destination as safely and efficiently as possible or face losing Prestige (*q.v.*) or items from the Convoy. [10.1].
- **Corsair.** Pirates. May take the form of Squadrons (*q.v.*) or Auxiliaries (*q.v.*), and may be Friendly (*q.v.*) to one Fleet (*q.v.*) or the other, or Enemy (*q.v.*) to all. [10.2].
- **Damage/Damaged.** Accrues to Squadrons (*q.v.*) during the course of play, from Attrition (*q.v.*), Gales (*q.v.*), and Battle (*q.v.*). High Damage affects Squadron performance and may result in Sunk (*q.v.*) Sail (*q.v.*). [7.3].
- **Damage Points (DPs).** The method by which Damage (*q.v.*) is recorded. Applied to Squadrons (*q.v.*). [7.3].

- **Damage Rating (DR).** The number of DPs (*q.v.*) a Squadron (*q.v.*) can accrue before there is a chance its Sail can be Sunk (*q.v.*). [7.3].
- **Detachment.** A Flotilla (*q.v.*) that can Subordinate (*q.v.*) Squadrons (*q.v.*). It is commanded by a Commodore (*q.v.*). [3.32].
- **Disorganised.** A temporary state suffered by Squadrons (*q.v.*) that have been Engaged (*q.v.*) in Battle (*q.v.*). [8.45].
- **Dummy/ies.** A dummy is a false Formation (*q.v.*). It acts like a real one until Spotted (*q.v.*), after which it is removed from the map. [7.15].
- **Enemy.** The opposing player's forces and locations.
- **Engaged.** The state of a Squadron (*q.v.*) that is participating in a Battle (*q.v.*). [8.21].
- **Escort.** Any Formation (*q.v.*) Assigned (*q.v.*) to accompany a Convoy (*q.v.*). [10.12].
- **Event.** Term used to describe activities bearing on the game that occur at a strategic level, or out-of-theatre. Events may be Political or they may be Military Campaigns. [9.2].
- **Execute/d/tion/ing.** A Formation (*q.v.*) that has been Issued (*q.v.*) an Order (*q.v.*) is said to be Executing it. [9.37].
- **Extended/ing Order/s.** An Order (*q.v.*) that is Fulfilled (*q.v.*) can be extended to allow its effects to persist (essentially as a new Order). The key feature is that the same Formation (*q.v.*) Executes (*q.v.*) the Order, without having to return to Port, and without the Order Chit (*q.v.*) being recycled. [9.39].
- **Fail/ed.** An Order (*q.v.*) that has not succeeded by the time it is Terminated (*q.v.*) is said to have Failed. [9.38].
- **Fitting Out.** When a Squadron (*q.v.*) is idle – anchored at a Port (*q.v.*) – it is said to be Fitting Out. [3.27].
- **Flag.** A Flotilla (*q.v.*) that can Subordinate (*q.v.*) Squadrons (*q.v.*) and Detachments (*q.v.*). It is commanded by an Admiral (*q.v.*). *Also used in the traditional sense of a piece of coloured cloth; if used in this sense the word is not capitalised (except at the start of a sentence).* [3.32].
- **Fleet.** All the forces of one major combatant. Usually all the forces under one player's Control (*q.v.*). Includes Leaders, Squadrons, Sail, Convoys, Ports (*q.v. all*). Synonymous with Side (*q.v.*). [3.0].
- **Force.** There are TWO (2) primary uses of this word: a) as a umbrella term for various items represented by the playing pieces; b) as the precise indication of a Gale's (*q.v.*) intensity. [5.3].
- **Friendly.** A player's own forces and locations.
- **Frigate (F).** A Class (*q.v.*) of Sail (*q.v.*). By the British rating system, 5th & 6th Rates. Often abstracted as Auxiliaries (*q.v.*). [3.23].
- **Flotilla.** A Formation (*q.v.*) composed of ONE or more (1+) Squadrons (*q.v.*) plus a Leader (*q.v.*). May possibly include ONE or more (1+) Auxiliaries (*q.v.*). Small Flotillas are called Detachments (*q.v.*) and can only Subordinate (*q.v.*) Squadrons. Large Flotillas are called Flags (*q.v.*) and can also Subordinate Detachments (*q.v.*). [3.32].
- **Formation.** A playing piece that has the ability to expend Movement Points (*q.v.*). Convoys (*q.v.*), Flags (*q.v.*), Detachments (*q.v.*), and some Independent Squadrons (*q.v.*) are all Formations. [3.3].
- **Form/ed.** Create(d) and functioning in the game. Squadrons (*q.v.*) and Formations (*q.v.*) can be Formed. This is done by Assigning (*q.v.*) items to them – Sail (*q.v.*) in the case of Squadrons, and Squadrons in the case of Formations. [3.25 & 3.33].
- **Fulfil/led.** An Order (*q.v.*) that has succeeded and been Terminated (*q.v.*) is said to have been Fulfilled. [9.38].
- **Gale.** Seasonal Winds (*q.v.*) may be Gales. Gales impose a variety of operational restrictions on forces operating within their radius of effect. Especially, they cause Attrition (*q.v.*). [5.3].
- **Galley (G).** A Class (*q.v.*) of Sail (*q.v.*). Oared vessels capable of ignoring Wind (*q.v.*) in some cases. Often abstracted as Auxiliaries (*q.v.*). [3.23].
- **Grand Flag.** A Flotilla (*q.v.*) that can Subordinate (*q.v.*) Squadrons (*q.v.*), Detachments (*q.v.*) and Flags (*q.v.*). [3.32].
- **Hand Over Order (HOO).** These Orders (*q.v.*) permit a 'relieving' Formation (*q.v.*) to take over an ongoing Order that would otherwise Fail (*q.v.*) due to the condition of the current Executing (*q.v.*) Formation. [9.41].
- **Harbour.** Special box associated with Key Ports (*q.v.*), where Formations (*q.v.*) Fitting Out (*q.v.*) can be secured and can enter the In Ordinary State (*q.v.*). [5.28].
- **Impulse.** Each Operations Phase (*q.v.*) is divided into FOUR (4) sub-intervals called Impulses. Impulses are where the executive actions of the game take place. [4.22].
- **In Hand.** Orders (*q.v.*) In Hand have been Received (*q.v.*) by the player and can now be Issued (*q.v.*) to Formations (*q.v.*). [9.3].
- **In Ordinary.** A particular State (*q.v.*) a Squadron (*q.v.*) may be in, where it is eligible to be Repaired (*q.v.*) but can do nothing else. [3.27 & 11.3].
- **Issue/d.** An Order (*q.v.*) In Hand (*q.v.*) that is given to a Formation (*q.v.*) has been Issued to said Formation. [9.36].
- **Independent Squadron.** An Independent Squadron is a Squadron (*q.v.*) that is not Subordinated (*q.v.*) to a Formation (*q.v.*). Can be Issued (*q.v.*) certain kinds of Orders (*q.v.*) which allow them to function as Formations. [3.35].
- **Interdict/ed/ion.** Usually performed as an Order (*q.v.*). May be performed by Auxiliaries (*q.v.*) or Formations (*q.v.*). Against a Port Space (*q.v.*), Interdiction is called Blockade (*q.v.*). [7.2].
- **Lane.** Map feature that connects TWO (2) Spaces (*q.v.*). All lines drawn on the map that connect the same TWO (2) Spaces are part of the same Lane. Lanes are rated for Wind (*q.v.*) or lack thereof (this is why there may be more than one (>1) line of artwork per Lane). [5.23].
- **Leader.** A playing piece with special command abilities. Leaders may be Commodores (*q.v.*) or Admirals (*q.v.*). [3.4].
- **Leadership Rating/Leadership Check (LR/LC).** An attribute of Leaders (*q.v.*). Used for a variety of situations where the Leader's skill must be tested. The test will require a die roll against the Leader's numerical Leadership Rating – thus, Leadership Check. [3.43].
- **Light Vessel (LV).** A Class (*q.v.*) of Sail (*q.v.*). By the British rating system, smaller than a 6th Rate. Often abstracted as Auxiliaries (*q.v.*). [3.23].
- **Mixed-Role (MR).** A kind of Auxiliary (*q.v.*) created by converting certain Classes (*q.v.*) of Sail (*q.v.*). Also, the kind of Sail that can be converted into certain Auxiliaries. [6.3].

- **Movement.** The act of moving the playing pieces about the map in accordance with strict rules as to placement and routes that may be followed. Occurs in the Operations Phase (*q.v.*). [5.0]
- **Movement Allowance.** A Squadron/Formation rating equaling the number of Movement Points (*q.v.*) available to it. [5.1].
- **Movement Point (MP).** Common war game tool for regulating the movement of pieces on the map. MPs are expended to move between Spaces (*q.v.*) and for some other actions. [5.12].
- **Movement Point Increment (MPI).** Movement (*q.v.*) in each Impulse (*q.v.*) is rendered ‘simultaneous’ by moving every eligible playing piece ONE (1) MP (*q.v.*) and resolving any issues that occur (such as Battle – *q.v.*). After this has been done, play proceeds to the next MP expenditure. Each expenditure is an MPI. [5.13].
- **Operations Phase.** The first phase of each Turn (*q.v.*), in which the players Fleets (*q.v.*) conduct Movement (*q.v.*), Battle (*q.v.*), and related actions. Divided into FOUR (4) Impulses (*q.v.*). [4.0].
- **Operational Range (OR).** A radius of action, measured in Movement Points (*q.v.*). Most commonly, Auxiliaries (*q.v.*) have a fixed OR and when performing a Task (*q.v.*) must ensure their target is within their OR, as traced from a specified point on the map. [6.14].
- **Order/Order Chit.** A job given to a particular Formation (*q.v.*). Only Formations that have been Assigned (*q.v.*) Orders may act voluntarily. Order Chits are used to indicate which Formations have been Issued (*q.v.*) Orders. Independent Squadrons (*q.v.*) can be Assigned certain types of Orders; at the moment such an Order is Issued the Squadron becomes a Formation. [9.3].
- **Order Instructions.** Detailed information about how each Order (*q.v.*) is to be carried out, plus information about the effects of the Order. [9.3].
- **Order Pool.** Order Chits (*q.v.*) that have been culled from the Set Pool (*q.v.*) and are now Available (*q.v.*) to be drawn In Hand (*q.v.*). [9.3].
- **Personality.** An attribute of Leaders (*q.v.*) that influences many activities. [3.43].
- **Port (Key & Minor).** Map location belonging to a particular Fleet (*q.v.*) or to some special force. At Ports, Formations (*q.v.*) can be placed Fitting Out (*q.v.*). Key Ports have Harbours (*q.v.*) that are more secure and that allow Repair (*q.v.*). [5.28].
- **Prestige.** Victory points. The measure of victory. [12.0].
- **Prevailing Wind (PW).** Map and movement term describing Lanes (*q.v.*) that require Formations (*q.v.*) to expend additional Movement Points (*q.v.*) to move ‘against the wind’. [5.221].
- **Ready.** Any Squadron (*q.v.*) at sea – or at a Port (*q.v.*) but ‘in motion’ – is said to be in the Ready State (*q.v.*). [3.27].
- **Rebase.** U-OR Auxiliaries (*q.v.*) express their ‘unlimited’ range by Rebasings – changing location – in short stages from Turn (*q.v.*) to Turn. [6.15].
- **Receive/d.** An Order (*q.v.*) is Received when it has been taken out of the Orders Pool (*q.v.*) and placed in the player’s Hand (*q.v.*). [9.35].
- **Rendezvous Order (RVO).** RVOs can be Issued (*q.v.*) to Independent Squadrons (*q.v.*), permitting them to voluntarily adopt the Ready State (*q.v.*) and move. They will be required to travel from Point A to Point B as expediently as possible, after which the RVO is Terminated (*q.v.*). [9.42].
- **Sail.** Strength points representing individual ships. Assigned to Squadrons (*q.v.*). There can be up to FOUR (4) Classes (*q.v.*) of Sail: SOL, Frigates, LVs, and Galleys (*q.v. all*). [3.22].
- **Sea Zone.** A map feature simulating areas far enough from land to give manoeuvre room. [5.27].
- **Search/ing.** The act of attempting to Spot (*q.v.*) an Enemy (*q.v.*) Formation (*q.v.*). [6.21].
- **Seasonal Wind (SW).** Map and movement term describing Lanes (*q.v.*) that require Formations (*q.v.*) to expend additional Movement Points (*q.v.*) to move ‘against the wind’, but only when it is Blowing (*q.v.*). When not Blowing, such Lanes are either replaced by Prevailing Wind Lanes (*q.v.*) or the Formation must Catch the Wind (*q.v.*) to use them at all. [5.24].
- **Set Pool.** Term referring to Orders Chits (*q.v.*). All the Order Chits in the counter mix that belong to ONE (1) Fleet (*q.v.*) or Command (*q.v.*). [9.3].
- **Side.** All the forces of one major combatant. Usually all the forces under one player’s Control (*q.v.*). Includes Leaders, Squadrons, Sail, Convoys, Ports (*q.v. all*). Synonymous with Fleet (*q.v.*). The term *Side* is used when the use of *Fleet* would be confusing [3.0].
- **Squadron.** Basic tactical unit – playing piece – comprised of Sail (*q.v.*). Not normally capable of acting as Formations (*q.v.*), being instead the building blocks of Formations. However, they may act as Formations in their own right under certain circumstances. [3.24].
- **Shadow/ed/ing.** The act of ‘tagging’ or following an Enemy (*q.v.*) Formation (*q.v.*). Carried out by Auxiliaries (*q.v.*). A Shadowed Formation remains Spotted (*q.v.*). [6.22].
- **Ship of the Line (SOL).** A Class (*q.v.*) of Sail (*q.v.*). By the British rating system, anything from 4th to 1st Rate. This Class is never abstracted. [3.23].
- **Space.** Map feature. Spaces are the positions that Formations (*q.v.*) occupy when moving around the map. They are rated for Wind (*q.v.*) and can indicate Straits (*q.v.*). [5.22].
- **Spot/ted.** Detected, known. Spotted Formations (*q.v.*) can be attacked and can be Shadowed (*q.v.*). [2.31 & 7.1].
- **State.** Term applying to Squadrons (*q.v.*), meaning the condition the subject is in. Squadrons have three Readiness States (*q.v.*): Ready, Fitting Out, and In Ordinary (*q.v. all*). [3.27].
- **Strait.** Narrow seas represented in the game by specially marked Spaces (*q.v.*); Search (*q.v.*) is automatic in these locations; they are also eligible for Interdiction (*q.v.*). [5.26].
- **Station/ing.** Certain Auxiliaries (*q.v.*) can conduct delayed Tasks (*q.v.*). They are first placed at specific locations, where they may wait for a certain amount of time before conducting their Task. These locations are termed Stations and the act of placing the Auxiliary there is termed Stationing. [6.29].
- **Strategy Rating/Strategy Check (SR/SC).** One of an Admiral’s (*q.v.*) numerical ability ratings. Used like a Leadership Rating/Check (*q.v.*), though for different issues. [3.43].
- **Strategic Event.** One of a set of important historical or probable historical occurrences driving the game at a level above the players’ control. Strategic Events determine what Orders (*q.v.*) are available for Formations (*q.v.*) to undertake,

so that the players can earn Prestige (*q.v.*) and (hopefully) win. [9.2].

- **Struck/Strike Colours.** Surrender of a Sail (*q.v.*), resulting in its Capture (*q.v.*). Occurs during Battle (*q.v.*) as a possible result of Sail being Sunk (*q.v.*). [8.44].
- **Subordinate/ed/ion.** When an item has been assigned to another item as a component part, it is Subordinate or being Subordinated or in Subordination. Sail (*q.v.*) are Subordinated to Squadrons (*q.v.*), and Squadrons can be Subordinated to Fleets (*q.v.*). [3.33].
- **Sunk.** Eliminated from play. Only Sail (*q.v.*) may be Sunk.
- **Task/ed/ing.** A special action performed by an Auxiliary (*q.v.*). The act of conducting a Task is called Tasking; the Auxiliary is Tasked to perform it. [6.0].
- **Terminate/d.** A complete or finished Order (*q.v.*). [9.38].
- **Turn.** A period equivalent to THREE (3) weeks of real time, comprising the sum of all activities carried out by all players during that period of time. Divided into an Operations Phase (*q.v.*) of FOUR (4) Impulses (*q.v.*) and an Administrative Phase (*q.v.*). [4.0].
- **Unformed.** Disbanded or removed from play, but not eliminated. This occurs when the last Sail (*q.v.*) Assigned (*q.v.*) to a Squadron (*q.v.*) has been removed or the last Squadron and Flotilla (*q.v.*) has been removed from a Formation (*q.v.*). [3.25 & 3.34].
- **Unspotted.** Undetected, unknown. Unspotted Formations (*q.v.*) remain in view on the map, but the counters are flipped to their blank sides. Unspotted Formations cannot be attacked and cannot be Shadowed (*q.v.*). [2.31 & 7.1].
- **U-OR Auxiliary.** An Auxiliary (*q.v.*) with a notionally unlimited OR (*q.v.*). In practice, such Auxiliaries change location by Rebasing (*q.v.*). [6.15].
- **Wind.** Term describing conditions in which movement from one point to another along Lanes (*q.v.*) may cost more Movement Points (*q.v.*); at the same time their presence removes the need to Catch the Wind (*q.v.*). Some Winds are Prevailing (*q.v.*), others Seasonal (*q.v.*). Seasonal Winds may be Blowing (*q.v.*) or not, and may be Gale Force (*q.v.*) or not. Gales affect Spaces (*q.v.*) as well as the Lanes between them. [5.2/5.3].

2.2 MINUTIAE

2.21 Calculations

Calculations are performed in the same way throughout the series:

- **Die Rolls.** A single ten-sided die is used for most random number generation. A roll of '0' equals '0', not '10'. Generally, rolling low produces a result, while rolling high is a 'miss'. In cases of 'good' and 'bad', good is low and bad is high. If percentile dice are called for, use TWO (2) ten-sided dice, differently coloured (or roll a single die twice). One colour will be the 'tens' and the other the 'ones'.
- **Modifiers.** Die rolls, ratings, and values may be modified. All modifiers and column shifts of any kind are cumulative unless explicitly noted otherwise. Do not look in the rules for modifiers. Some may be listed in the rules, but only to clarify particular game mechanics. The charts provide all the modifiers. Negative modifiers are normally good for the player affected.
- **Fractions.** Fractions are rounded DOWN, to a minimum of ONE (1), unless explicitly noted otherwise.

2.22 Rules Conflicts

2.221 A game's Exclusive Rules always take precedence.

2.222 When using the *Sea Lords* system to supplement one of the *Lace Wars* games, the *SL* rules replace any (special) naval rules that might be inherent to the *LW* game.

2.23 Charts & Tables

The charts and tables are used to resolve various game functions and as *aide mémoires*. Unless a rule requires additional explanation, the instructions on how to use each table are given on the table, not in the rules.

2.231 When the rules refer to a *chart*, it is for informational purposes. When the rules refer to a *table*, it is used to resolve a game mechanic with a die roll. A *matrix* cross indexes two values to find a third.

2.3 IMPORTANT CONCEPTS

2.31 Spotted & Unspotted Formations

To simulate the 'fog of war', Formations may be either Spotted or Unspotted. Their status can be altered in a number of ways, most commonly by Searching (7.1).

2.311 **Important.** Spotted Formation counters are kept face up (i.e. with their detailed sides showing). Unspotted Formations are kept face down.

2.312 *Exception:* Independent Squadrons (3.35) cannot be flipped over because their reverse is used to indicate something else. These counters must be covered with an 'Unspotted' marker when in that state.

2.313 **Important.** Spotted Formations can be attacked. Unspotted Formations cannot be attacked. See 7.115 for other effects.

2.314 *Historical Note:* a remarkable amount of information was known by opposing commanders. Most of the unknown factors revolved around position and timing, not composition. That is, it might not immediately be known that a group of ships had put to sea, but would be known fairly soon. Educated guesses could be made about the force's intentions, allowing its course to be plotted, but not with high accuracy. Its composition – at least in capital ships – would likely be known with some certainty.

2.32 Friendly & Enemy Controlled

The term Friendly applies to all forces owned by a single player. The player is said to Control them. The term Enemy applies to all the forces belonging to a player's opponent(s).

2.321 Certain items or locations may instead be Uncontrolled – that is, not Controlled by any player or his forces. The activities of Uncontrolled items will be conducted in accordance with the Exclusive Rules.

2.322 Control is also applied to Ports (5.28). Locations other than Ports are always Uncontrolled.

2.33 Simultaneous Action

In the *Sea Lords* system most of the action occurs 'simultaneously'. Where needed (especially Movement – 5.0), the rules have been crafted to accommodate this concept. In circumstances where player precedence is an issue but a rule has not been laid down:

- Results are always implemented simultaneously (especially in Battle – 8.0).
- The placement and selection of markers and chits is done secretly, if possible, after which, if required, the counters are simultaneously declared or revealed. The players have

Displays (3.14) where such counters can be placed out of sight of their opponent.

- For cases where the above does not apply, the Exclusive Rules will assign an order of precedence – *Player A* will always act before *Player B*.

2.34 Stacking

The term ‘stack’ refers to all counters occupying the same location. The rules may make a distinction between Friendly and Enemy stacks in the same location; if not, then both Sides’ forces are meant.

2.341 The use of the term ‘stack’ in these rules is merely a convenience. Unless otherwise noted, there are no stacking limitations of any kind. Some elements of a stack may be Spotted and others Unspotted; be sure to place any Unspotted markers so they only cover those counters that are Unspotted, and place all Unspotted Formations at the bottom of any stack.

2.35 Entering Enemy Locations

When opposing Formations (3.3) occupy the same location, and at least one of them is Spotted, there is the potential for a Battle (8.0). Apart from this fact, there are no restrictions on opposing Formations occupying the same Space (5.22) or Sea Zone (5.27).

2.351 Friendly Formations are never permitted to enter Enemy Harbours.

2.36 Expedient Moves

The rules make frequent use of the phrase ‘move as expediently as possible’. This phrase covers a variety of situations that would otherwise require lengthy instructions. It does, however, have a specific meaning:

- The item in question is to move by the shortest route possible *with regard to time*, assessing the time required moment by moment.

2.361 Both time and distance are divided into increments by the use of Movement Points (MPs – 5.11). Therefore, the ‘shortest route’ is determined by seeing how many Movement Points it will take to get from the item’s *current* position to its destination, along each possible path, given the situation at the time the assessment is made.

2.362 Assessment is made before expending each MP.

2.363 *Example: an item has to move from Point A to Point B. There are 2 routes (X and Y), which cross over each other at 1 spot before they reach Point B. Initially, the player sees that Route X will cost fewer MPs, so the item goes that way. When it reaches the crossover point, however, taking Route Y is the speedier way, so the item follows Route Y. Before Point B is reached, circumstances change, and Route X turns out to be speedier than route Y. However, it would not be faster to go back to the crossover point, so the item continues on Route Y until it reaches Point B.*

2.364 In some cases, an item may be forcibly diverted from the best route. In these cases it must take the next-fastest route.

2.365 In some cases, the item may have specific instructions not to encounter the opposing player’s forces, or to avoid certain locations. In these cases, the owning player is permitted to avoid the obstacle by the fastest route available – again, judged at the time the obstacle is made evident. *However*, such judgement may only be exercised if the item is *specifically instructed* to avoid said obstacle.

2.366 In some cases, an item may be forced to wait, or be voluntarily allowed to wait (e.g. if a Gale – 5.3 – is raging, the risk of movement might be too great). In these cases, the route is again assessed as soon as the item is ready to proceed.

3.0 HOW NAVIES FUNCTION

Ins. 3rd. As soon as they shall see the general engage, or make a signal by shooting off two guns and putting a red flag over the fore topmast-head, that then each squadron shall take the best advantage they can to engage with the enemy next unto them; and in order thereunto all the ships of every squadron shall endeavour to keep in a line with the chief unless the chief be maimed or otherwise disabled (which God forbid!), whereby the said ship that wears the flag should not come in to do the service which is requisite. Then every ship of the said squadron shall endeavour to keep in a line with the admiral, or he that commands in chief next unto him, and nearest the enemy.

3.1 FLEET STRUCTURE

3.11 Fleets

The term Fleet is synonymous with Side (as used in *Red Sash’s Lace Wars* series). The term Side may occasionally be used in these rules if the term Fleet would be confusing.

3.111 *Example: in a two-player game involving the British, French, and Spanish forces, where the French and Spanish are allied, the British would be one Fleet (or Side) and the Franco-Spanish the other Fleet (or Side).*

3.112 There are FOUR (4) basic elements to a player’s Fleet:

- **Sail** (that is, ships – 3.22). Sail equate to ‘strength points’ and are noted as ‘pips’ on Squadron counters.
- **Squadrons** (groups of Sail – 3.24). Squadrons equate to ‘combat units’.
- **Formations** (3.3). Formations may be Flotillas (3.32) or Independent Squadrons (3.35). Flotillas are divided into Flags (large) and Detachments (small). See 3.313.
- **Leaders** (3.4). Used to command Flotillas and to provide administrative functions to the Fleet as a whole.

3.113 Additional items belonging to Fleets include:

- **Auxiliaries** (6.0), which include those forces that cannot be represented as Sail, whether due to their nature or the game scale.
- **Ports** (5.28). Friendly Squadrons and Formations can ‘rest’ and Repair (11.3) at Ports. Not all Ports belong to a Fleet, however. ‘Neutral’ Ports may be used in a limited fashion by one or both Fleets, or not, depending on the circumstances.
- **Convoys** (10.1). Convoys are a kind of Formation, but one that is not commanded by a Leader, nor divided into multiple Squadrons. In most cases, a Convoy will operate according to a set of instructions, not as the players may desire.
- **Corsairs** (10.2). Corsairs are pirates. Some Corsairs are ‘state-sponsored’ and Controlled by the players. Others are not, and are, like Convoys, Controlled by the game system.
- Other items may be added by the Exclusive Rules.

3.114 Items that do not belong to any Fleet will function as directed by the Exclusive Rules.

3.12 Commands

In some games, a player’s Fleet may be responsible for a large area, or be composed of forces belonging to powerful nations. In these cases, his Fleet may be divided into multiple Commands.

3.121 *Example: following on from the example given in 3.111, the French and Spanish would each be a Command.*

3.122 Each Command functions as a separate entity with regard to rules that are specific to Commands, but all Commands of the same Fleet are Friendly to one another. The Exclusive Rules may impose special restrictions on inter-Command activities.

3.123 Commands will be distinguished in the same manner as Contingents (3.13), and in addition the counters of a particular will have a specific background colour.

3.13 Contingents

A Fleet will often be composed of forces belonging to more than one nation or faction. Such divisions are termed Contingents. In general, all Contingents belonging to the same Fleet are Friendly to each other and may function together, but the Exclusive Rules frequently impose minor restrictions.

3.131 Example: following on from the examples given in 3.111 and 3.121, the British, French, and Spanish would each be a Contingent as well as a Fleet (in the British case) or Command (in the French and Spanish cases). The British might be aided by the Dutch, who would be a Contingent of the British Fleet. If large enough, the Dutch Contingent might even rate the status of a separate Command; they would be a Contingent as well, in this case.

3.132 A Contingent will be identified by having its own icon (usually a flag).

3.133 Clarification: Contingents may ‘go Neutral’ or become Enemy due to political considerations, whereas a Command will always be Friendly to other Commands in that Fleet, as well as to the Fleet itself.

3.14 Fleet Displays

Each player will have one or more Displays, set out on one or more sheets of card. The purpose of the Displays is to assist the players in keeping track of their forces. A typical Display will have two or three sections, each corresponding to a Flotilla, a Port, or special item (e.g. a Convoy).

3.141 If a section of a Display refers to a Flotilla, it will include the following:

- The Flotilla’s name.
- An icon or icons indicating the Contingent/Command/Fleet the Formation belongs to.
- A box for holding the Leader Posted (3.46) to command the Formation.
- A box for holding the current Issued Orders Chit (9.36), if any.
- A box for holding Assigned Auxiliaries (6.13).
- A record track numbered from zero to ten (0-10), usually colour-coded or shaded in part. This track is primarily used to record Squadron Damage (7.3), but can be used as a general record track as well. See 7.32.

3.142 If a section of a Display refers to a Port, it will include the same information, except the box for Orders Chits. The box for Leaders may also be omitted. The record track in this case is used to record Repairs (11.3) being made to Squadrons. See 11.32.

3.143 Special items represented on a Display (such as Convoys) will have a record track and identifying icon/name, and perhaps a holding box or two for ‘attached’ items. All will be clearly labeled.

3.2 SQUADRONS & SAIL

3.21 General

As stated before, *Sea Lords* units are called Squadrons (3.25). Squadrons are composed of a number of strength points, called Sail (3.22). *Note that the term Sail is used both singularly and in the plural, and in these rules has nothing to do with propulsion.* Squadrons may act independently to a limited extent, but more usually are Subordinated to Leaders (3.35) creating (Forming) Flotillas.

3.22 Sail

Each Sail represents a single (1) ship.

3.221 Sail do not have a physical presence (i.e. as counters in their own right). Instead, they are recorded using Squadron counters (see 3.242) – Sail are said to be Assigned to Squadrons (see 3.24 & 3.25).

3.222 Sail cannot exist apart from Squadrons. If for some reason a Sail cannot be Assigned to a Squadron, it no longer exists. Circumstances will dictate whether such a Sail is to be considered ‘eliminated’ or merely non-existent. Normally, the owning player is not penalised (i.e. in ‘victory’ terms) for a Sail lost in this manner.

3.223 Clarification: in some games, a single ship may be represented by its own counter. Such a counter is still treated in all respects as a Squadron (of a single Sail). There will often be special rules covering such counters (*For example, see 10.3 Flagships.*)

3.23 Sail Class

Sail are divided into a number of Classes. Not all are present in each game; their inclusion will depend on the scale and the historical period:

- **Ships of the Line** (SOLs) represent capital ships and are the primary Class of Sail. In some games they are the only Class used as strength points.
- **Frigates** (F) represent fast ships carrying between 20-40 guns. This Class is frequently abstracted into an Auxiliary (6.0) called the Fleet Auxiliary.
- **Light Vessels** (LVs) represent anything under standard frigate size, down to zebecs, tartans, and other small craft. This Class is frequently abstracted into an Auxiliary (6.0) called the Light Auxiliary.
- **Galleys** (G) are oared vessels, particularly suited to coastal interdiction. They cannot function effectively in bad weather or on the open ocean, but they are not affected by the wind (for Movement purposes). As with LVs, Galleys are frequently abstracted into an Auxiliary (6.0) called the Galley Auxiliary.
- **Other** types of ship may be represented in the game, but these are always rendered as Auxiliaries (6.0) (e.g. Fireships).

3.231 A Class of Sail may be divided into sub-Classes. Typically, these will represent more powerful and/or weaker vessels, or vessels with special abilities. See the Exclusive Rules for details.

3.232 When more than one Class of Sail is present in a game, the combat tables will take into account the relative merits of each Class.

3.233 The qualities of a Class of Sail will be applied to the Squadron they are Assigned to. Squadrons cannot mix Sail Classes.

3.24 Squadrons

See the Counter Guide for a sample Squadron counter. A Squadron's superior Fleet or Command is indicated by the background colour of the counter. The Contingent is indicated by an icon on the left of the counter (usually a flag). The Movement Allowance (MA – 5.11) is given as a numeral at upper right, and an identifying letter (or name) is used at lower right.

3.241 Play Note: the Contingent flag can also be taken as a Command indicator, since Contingents are normally associated with only ONE (1) Command.

3.242 Around the edge of each Squadron counter are sets of pips. These indicate the number of Sail Assigned to the Squadron. Since the number of Assigned Sail can vary, orientate the Squadron counter so that the set of pips equal to the current number of Assigned Sail is facing away from the owning player.

3.243 Example: a Squadron with 3 Sail would be rotated so that the edge of the counter with the set of THREE (3) pips faced away from the player. If the number of Sail dropped to '2', the marker would be rotated so that the '2-pip' set was in that position.

3.244 The reverse of each Squadron counter shows the same information, with an additional notation: '+10 DPs'. This is used when recording Damage. See 7.32.

3.245 Some Squadrons may have a Combat Column Shift (8.34) printed on them. This will be a small red numeral to the left of the MA, and may be positive (good) or negative (bad). The numbers may vary with the side of the counter.

3.246 The number of Squadrons in the counter mix is an absolute limit.

3.247 Design Note: some players may feel there is some redundancy in having tracks labelled '0' through '10' on the Fleet Displays and also having a '+10' side to the Squadron counters. This was done because Squadrons can absorb a maximum of 20 points of Damage. Just ignore the '0' box when a Squadron's counter is on its '+10 DPs' side.

3.25 Forming and Unforming Squadrons

A Squadron is Formed when it has at least ONE (1) Sail Assigned to it, and becomes Unformed as soon as it has zero (0) Sail Assigned to it. Unformed Squadrons are removed from play, but are never eliminated – that is, the counters may be reused.

3.251 Newly received Sail (Reinforcements – 11.1 – and also 'initial forces' at the start of a scenario) must be Assigned to Squadrons immediately upon receipt.

3.252 The following restrictions are common to the series (others may be imposed by the Exclusive Rules):

- No Squadron may have more Sail Assigned than allowed by the Exclusive Rules, nor than the largest set of pips on its counter edge. *Generally speaking, a Squadron may never have more than FOUR (4) Sail Assigned, and the largest number of pips shown on any edge of its counter will be FOUR (4).*
- The Sail must be of the same Contingent as the Squadron.
- The Sail must all be of the same Class.

3.254 Sail must be Assigned to Squadrons in the following priority:

- Sail must be Assigned to Formed Squadrons currently Fitting Out (3.27); or,
- Sail must be used to Form a Squadron; said Squadron must be placed Fitting Out as it is Formed.
- *Exception:* Reinforcements (11.1) may be required to enter the map through an act of Movement (5.0). If said Reinforcements are acquired as Sail instead of pre-Formed Squadrons, they

enter play by being Assigned to a currently Unformed Squadron, which then moves onto the map.

- As a last resort, Sail may be Assigned to previously Formed Squadrons currently in the Ready State (3.27).

3.255 If a Squadron (not just Sail) must be removed from play – *most commonly this is due to a withdrawal of forces to another theatre* – the Squadron does not become Unformed. It is assumed to be present elsewhere in the world, with its accompanying Sail, and its counter cannot be used on the map.

3.26 Sail Transfer

Sail may be Transferred between Squadrons, but this process is subject to limitations:

- Transfer may only occur during the Reorganisation Step of the Administrative Phase (11.13), or the Reorganisation Step of a Battle (8.42).
- Transfers are always made between TWO (2) Squadrons, one the Recipient, and the other the Donor.
- Participating Squadrons must be stacked together. *Exception:* a Recipient Squadron may be Formed through Transfer, assuming the Donating Squadron occupies a location where Squadrons may be Formed.
- The Fleet Admiral (3.47) must pass a Strategy Check (SC – 3.45) die roll. If the Transfer involves Squadrons belonging to the same Command, use instead the Command Admiral (3.47) in charge of the Command to which the Squadrons belong. *Exception:* if Sail must be Transferred involuntarily for any reason, no SC is required.
- Notwithstanding the point above, unless the Exclusive Rules permit, Sail may not be Transferred to Squadrons belonging to a different Command.
- When the Donor Squadron has accrued more Damage (7.3) than the Recipient, the Recipient's Damage is increased to match the Donor's Damage. The reverse is not true: Damage may never be reduced through the Transfer of Sail.

3.261 Transfer is accomplished simply by rotating the Donor and Recipient Squadrons to show their current strength in Sail, per 3.242.

3.262 Historical Note: Squadron commanders could be very, very greedy. More importantly, they liked to surround themselves with trusted captains and officers who were under obligation to themselves.

3.27 Squadron States

Formed Squadrons may be in ONE (1) of THREE (3) States: Ready, Fitting Out, or In Ordinary. Additionally, they may be Subordinated (3.33) or not, and may be Formations (3.35) or not.

3.271 A Subordinated Squadron functions as an integral part of a larger Formation, as explained in 3.3. A non-Subordinated Squadron can be an Independent Squadron (3.35), in which case it is a Formation. In all other cases, a Squadron is not a Formation or part of a Formation. This distinction has an important effect on Squadron States.

3.272 Ready Squadrons are 'at sea', and are 'in motion' at all times – that is, they are in a state of movement, even when continuously occupying a single location. Per 3.311, a Squadron cannot voluntarily adopt the Ready State without being an Independent Squadron (3.35), part of a Flotilla (3.32), or a Convoy Escort (10.12). However, Squadrons may enter the Ready State involuntarily. See 3.354 for how Squadrons behave in this circumstance.

3.273 Fitting Out is the State automatically adopted when a Squadron is ‘at anchor’. This State can only be adopted when the Squadron is at a Port, and is indicated in one of TWO (2) ways, depending on the Squadron’s location:

- At a Key Port, any Squadron occupying the Harbour Box is automatically Fitting Out.
- At a Minor Port, Squadrons Fitting Out are indicated by placing them on the Port’s Contingent Flag.

(See 5.28 for definitions of the terms used above).

3.274 In Ordinary is the State adopted when a Squadron is to be Repaired, as described in 11.3. In order to adopt the In Ordinary State, a Squadron must have ended the Operations Phase (4.2) Fitting Out. Squadrons In Ordinary are freely removed from any Formation they may be Subordinated to (per 3.3), or from the map (if not Subordinated), and placed on the Port’s Repair Track, which will be located on a Fleet Display (3.14).

3.275 Squadrons may change States as follows:

- **Ready >>> Fitting Out.** As an act of Movement (5.0), accompanied by the repositioning of the Squadron as noted in 3.272.
- **Fitting Out >>> Ready.** As an act of Movement (5.0), accompanied by the repositioning of the Squadron in the Port Space associated with its Fitting Out position.
- **Fitting Out >>> In Ordinary.** As an act carried out in the Administrative Phase (4.3), by the placement of the In Ordinary marker.
- **In Ordinary >>> Fitting Out.** As an act carried out in the Administrative Phase (4.3), by the removal of the In Ordinary marker.
- **Ready >>> In Ordinary.** Not allowed.
- **In Ordinary >>> Ready.** Not Allowed.

3.276 *Clarification:* there is a Movement cost for switching between Fitting Out and Ready, but not between Fitting Out and In Ordinary. In the latter case, a sequencing delay is imposed instead (a Squadron cannot enter In Ordinary until after Repairs are conducted for the Turn).

3.277 *Design Note:* the terms Ready, Fitting Out, and In Ordinary, were historically used to describe the state of ships. As this rule attempts to show, a ‘ready’ ship was ready to take action; a ship ‘Fitting Out’ was preparing for sea, had been assigned to a particular squadron or given orders, and while perhaps it awaited victuals or had its crew on shore, would be able to leave port at short notice. Ships ‘In Ordinary’ were not ready for sea – they were still... ‘In Ordinary’, and lacked crew as well as equipment. As a general rule, navies went into ‘winter quarters’ just like armies; over the winter, the ships would be In Ordinary. In the spring, they would be placed Fitting Out. Sometimes, at the autumn decommissioning, ships would remain ‘Fitting Out’ (fitted out) for a while, ready to take some late-season action. (Note that version 1.0 of the FI incorrectly reversed the terms FO and IO.)

3.3 FORMATIONS

3.31 General

The primary combat element in *Sea Lords* is the Formation. Formations may be:

- **Flotillas** (3.32).
- **Independent Squadrons** (3.35).
- **Convoys** (10.1). A non-combat Formation (unless an Escort (10.12) is present).
- Other items designated by the Exclusive Rules.

3.311 Only Formations may voluntarily enter the Ready State.

3.312 Only Formations may be Issued Orders (9.36).

3.32 Flotillas

In game terms, Flotillas are Formations that act as shells for Squadrons, in a similar manner to the way in which Squadrons are shells for Sail.

3.321 Like Squadrons, Flotillas may be in a Formed or Unformed state. A Flotilla is Formed by Posting (3.46) a Leader to command it, and simultaneously attaching (Subordinating – 3.33) at least one (1+) Squadron to it. The counters of Formed Flotillas are in play. The counters of Unformed Flotillas remain in the counter mix.

3.322 There are THREE (3) possible kinds of Flotilla:

- **Detachments.** Detachments can only be commanded by Commodores (3.41) and can only Subordinate Squadrons.
- **Flags.** Flags are commanded by Admirals (3.41) and may Subordinate Detachments as well as individual Squadrons.
- **Grand Flags.** Grand Flags are commanded by Admirals (3.41) and are permitted to Subordinate Flags and Detachments as well as individual Squadrons.

3.323 Flotilla counters have printed on them the name of the Formation, its type, a Contingent icon, and the Fleet/Command it belongs to (background colour). On their reverse is the Fleet/Command colour and the general icon for that Fleet/Command (e.g. a Flotilla counter belonging to a Contingent allied to the British would have the Union Jack on its reverse, not its Contingent icon).

3.324 Boxed versions of the games include wooden pieces with stickers (for front and back). These pieces are used in lieu of the standard Flotilla counters. The artwork on the stickers (though round instead of square) includes the same information.

3.325 The counter-mix is an absolute limit on the number of Flotillas that may be in play at any one time.

3.326 Unless the Exclusive Rules state otherwise, there is no restriction on what Friendly Contingents can be Subordinated to a Flotilla, nor what Classes of Sail may be represented by the Subordinated Squadrons. However, a Formation may only include Squadrons from different Commands if a Full- or Vice-Admiral (3.42) is Posted (3.46) to command it.

3.327 The Fleet Display cards include sections for each Flotilla in the game. All elements of a Flotilla except the counter itself must be placed on the Display. As described in 3.141 there are boxes hold the Leader, any Auxiliaries, and important markers. The Squadron counters are placed on the numerical track. Be sure to keep the Squadron counters facing the correct way to show their current strength; the track they are placed on is used to record Damage, not the number of Sail. See 7.32 for an explanation of how the track is used.

3.33 Forming Flotillas

Flotillas may only be Formed under the following circumstances:

- It is the Reinforcement and Reorganisation Step (R&R Step – 11.1) of the Administrative Phase (4.3).
- A spare (Unformed) Flotilla counter is available. If there are no Unformed Flotilla counters, no new Flotillas may be Formed at that time.
- All the Squadrons that will initially comprise the Flotilla are currently stacked together and are Fitting Out, OR;

- All the Squadrons that will initially comprise the Flotilla are currently stacked together and are in the Ready State, and the current Admiral of that Fleet or Command (if there is one) passes a Strategy Check (3.45).

3.331 **Important.** Once a Flotilla is formed no more Squadrons can be added to it (*exception*: after a Battle (8.42)). However another *Flotilla* may be Subordinated to a previously Formed Flotilla, subject to the criteria given above.

3.332 Flotillas in the Ready State *may* have Notional Leaders (3.49) on a temporary basis if (and only if) their ‘real’ Leader is lost for some reason, but under such circumstances the Flotilla must become Unformed as soon as it enters Fitting Out. This can be avoided by Posting (3.46) a new Leader to command the Flotilla in the interim. Notional Leaders are ignored when determining Seniority (3.42).

3.333 If Flotillas are to be Subordinated, the same criteria apply, plus, the Leader Posted (3.46) to command a Grand Flag must be of the same or higher Rank (Senior – 3.42) than the Leaders Posted to command all Flotillas Subordinated to that Grand Flag. The same applies to Detachments with regard to Flags.

3.334 *Clarification*: by default, Grand Flag and Flag commanders will normally be Senior to the commanders of Detachments because the former are Admirals and the latter are Commodores; however, if there is no other option, Admirals can command Detachments (3.411), in such cases, they too must be lower or equal in Rank to the Grand Flag (or Flag) commander they are Subordinated to.

3.335 *Exception*: during the Reorganisation Step of Battle (8.42), the component elements of Friendly Engaged Formations (8.21) can be freely shuffled between each other, creating new compositions. No Strategy Check is required but Leader Rank restrictions are still valid. Reorganisation may result in the Voluntary Unforming (3.341) of Flotillas, but may *not* cause the Forming of Flotillas. *Clarification*: the Forming of *Squadrons* can occur due to Reorganisation.

3.336 There is no limit to the *number* of Squadrons (or Flotillas) that may be Subordinated. However, there are practical limits: depending on the quality of the Leader, he may suffer penalties if he commands a Flotilla with too many items Subordinated. See 3.44.

3.337 Formed Flotillas may have Auxiliaries Assigned to them. This process is described in 6.1.

3.34 Unforming Flotillas

When a Flotilla becomes Unformed, its component Squadrons and Flotillas are placed on the map in its current location. The commanding Leader is Relieved (3.48), and any Assigned Auxiliaries are returned to the Recovery Box (6.12). The Flotilla counter is removed from play (and is immediately available to be Formed).

3.341 A Flotilla may become Unformed voluntarily or involuntarily:

- Voluntary Unforming can occur under the same conditions as Forming, and additionally during the Reorganisation Step of Battle (8.42). A Flotilla may not voluntarily become Unformed unless its commander is first Relieved (3.48).
- Involuntary Unforming can occur at any time (most typically as a result of the elimination of Squadrons or bad weather). In these cases the same procedure is followed but the Relief of the commanding Leader is automatic.

3.342 When a Flotilla becomes Unformed at a Port, its component Squadrons must immediately be placed Fitting Out.

3.343 If a Flotilla becomes Unformed while not at a Port, its component Squadrons are treated as Independent Squadrons, but with limited freedom of action. See 3.352.

3.344 Flotillas that were Subordinate to a now-Unformed Flotilla can remain Flotillas. Once placed on the map, the owning player may, if otherwise allowed, voluntarily Uniform them, or he may be forced to Uniform them if circumstances demand it.

3.345 If a Subordinate Flotilla becomes Unformed while its own Subordinates remain, those items become directly Subordinated to the Flotilla that the Unformed Flotilla had been Subordinated to. See 3.432.

3.35 Independent Squadrons

As a general rule Squadrons not Subordinated to a Flotilla must remain in the In Ordinary or Fitting Out states. The one exception is the Independent Squadron.

3.351 Independent Squadrons only become so voluntarily through the Issuing of Orders (9.36). The Squadron becomes eligible to enter the Ready State as soon as the Order is Issued. (*Normally, the chit indicating the Order is placed under the Squadron's counter as a reminder*). Once the Order is Terminated (9.38) the Independent Squadron (*now minus its Order Chit*) must move as expediently as possible to the nearest Friendly Port and enter the Fitting Out State.

3.352 *Clarification*: the types of Orders allowed to an Independent Squadron depend on the Exclusive Rules. Most commonly, they will only be used to move to a specific location; Independent Squadrons most commonly exist as ‘rebased’ elements.

3.353 Independent Squadrons may be Subordinated by Flotillas, at which point they cease to be Independent Squadrons. Under case 3.331, Independent Squadrons are treated as Flotillas, not Squadrons. *Exception*: Independent Squadrons Executing Orders (9.37) cannot be Subordinated unless their Order requires it.

3.354 A Squadron can find itself in the Ready State involuntarily under the following conditions:

- Due to the Unforming of its parent Flotilla.
- Due to the Disbanding or Scattering of the Convoy it was Escorting (see 10.1 for these concepts).
- Due to a Gale (5.37).

3.355 In each case, the Squadron must, as expediently as possible, either move to the nearest Friendly Port and enter the Fitting Out State, or be Subordinated to an eligible Friendly Flotilla. *Clarification*: the Squadrons could join a Flotilla they encountered while moving toward a Port – provided circumstances permit.

3.356 A Squadron is shown to be an Independent Squadron simply by virtue of its being in the Ready State.

3.357 ‘Unspotted’ counters are available to be placed on Independent Squadrons that are in that condition; when the Squadron becomes Spotted, remove the marker.

3.358 *Clarification*: although Independent Squadrons function as Formations, this does not entitle a stack of them to function as a single entity: each is a separate Formation.

3.4 LEADERS

3.41 General

The 'command elements' of a player's Fleet are called Leaders. There are TWO (2) kinds: Admirals and Commodores. Admirals are divided into various Ranks (3.42).

3.411 Leaders are used to command Flotillas: Commodores must command Detachments, and Admirals must command Flags and Grand Flags. If a Leader of the correct type is not available, that type of Flotilla may not be Formed. See also 3.483. *Exception:* the Exclusive Rules may permit the use of Flotillas with Notional Leaders (3.431).

3.412 Admirals have an additional administrative/strategic role, and in this capacity are said to command Stations (3.47).

3.413 When 'in play' but not in use, Leaders are kept in a special holding box on the map, called the Officers' Mess.

3.414 Independent Squadrons are never commanded by Leaders, but are assumed to have Notional Leaders (3.431) for those occasions when a Leader is required.

3.42 Rank Structure

Some Leaders are Senior to other Leaders:

- All Admirals are Senior to all Commodores.
- Vice-Admirals are Senior to Rear-Admirals.
- Full Admirals are Senior to Vice- and Rear-Admirals.
- The 'Admiral of the Fleet' is Senior to all other Leaders.

3.421 Design/Historical Note: the term 'Full Admiral' is used to avoid confusion in the rules. The actual rank is simply 'Admiral'. As might be expected, different nations have different names for the same thing; British terminology is used to reduce confusion. 'Commodore' was not an official rank early in the period, but an appointment given to certain captains, in the same way that the job of 'sergeant-major' is still given to a man holding warrant officer rank.

3.422 When Ranks are the same, priority in any given situation is determined randomly, except that:

- A Grand Flag's commander is Senior to all other Flag and Detachment commanders whether Subordinated to him or not, even when they are of equal Rank.
- A Flag's commander is Senior to all other Detachment commanders whether Subordinated to him or not, even when they are of equal Rank.
- A Command Admiral (3.47) is Senior to all Admirals of equal Rank except other Command Admirals and the Fleet Admiral (3.47).
- The Fleet Admiral is Senior to all other Admirals of equal Rank.

3.423 If more than one (>1) Leader is present in a situation, the Senior Leader's ratings are always used. The Exclusive Rules may add penalties for 'cooperation' based on the historical situation; if this is not the case, all other Leaders present are ignored for that situation.

3.424 Example: a Battle is to be fought. According to the Battle rules, ONE (1) Formation begins the fight, but other Friendly Formations can join in. Assume the initial Formation is commanded by a Rear-Admiral. He is reinforced by another Formation commanded by a Vice-Admiral. Until he is reinforced, the Rear-Admiral's ratings are used. After he is reinforced, the Rear-Admiral is ignored and the Vice-Admiral's ratings are used.

3.425 **Important.** One Flotilla may only be Subordinated to another if its commander is of equal or lesser (\leq) Rank than the

Leader commanding the Subordinating Formation (per 3.333). The Leader may be of equal Rank only if there is no other choice.

3.43 Leader Ratings

The quality of a Leader is expressed by a variety of Ratings. See the Counter Guide for the location and appearance of the various ratings. Leader ratings are:

- **Leadership Rating (LR).** Used for Leadership Checks (3.43). May also be compared against other Leaders' LRs or against a certain required value, which may allow or prevent certain actions, or provide die roll modifiers for some action. High numbers are better.
- **Strategy Rating (SR).** Only Admirals have SRs. In general terms, SRs function like LRs, but they are used for 'strategic' or 'administrative' functions.
- **Control Rating (CR).** Indicates how many Squadrons may be Subordinated to a Formation without penalty. See 3.44.
- **Personality.** Personality is marked as ONE (1) of FOUR (4) possible groupings of pips. Single pips are always good and double pips are always bad (though they may still be useful in some circumstances). Personality may affect the performance of the forces a Leader Controls in a number of ways.
- **Rank.** Shown as an alphabetic code. Use this code, rather than his Name, to determine a Leader's game Rank.

The effects of these ratings are described throughout the rules, as needed, and/or are found on the various charts and tables. A summary can be found on the Leadership Summary Chart.

3.431 If for any reason no Leader is available to fill a Posting, and said Posting can exist without a Leader, a Notional Leader with ratings of zero (0) and a Timid Personality is assumed to be present. Additionally, Notional Leaders are assumed to be present with every Independent Squadron.

3.432 Exception: if a Subordinate Flotilla loses its Leader and there is no replacement Leader of lower Rank to the Subordinating Flotilla's Leader available to replace him, the Subordinate Flotilla immediately becomes Unformed and its component Squadrons (and Subordinate Flotillas) become directly Subordinate to the Subordinating Flotilla.

3.433 Design Note: obviously, the Personality Rating is a very crude abstraction. Most men's 'personalities' vary depending on their circumstances. Brave commanders have been known to panic, and 'poor' leaders often have their day.

3.44 Control Ratings (CR)

As stated in 3.335, the number of Squadrons (or Flotillas) that can be Subordinated to a Flotilla is technically unlimited. However, in practice the Leaders present with a Flotilla set a 'safe' limit of Subordinates, based on their Control Ratings (CRs).

3.441 If the number of Squadrons Subordinated to a Flotilla exceeds the allowed CR, the Flotilla is termed Oversized. Oversized Flotillas suffer penalties during Movement (5.0), when determining Attrition (11.2), and during Battle (8.0). The penalties for Movement and Attrition increase as follows:

- More Squadrons than the CR = apply the penalty.
- Twice ($\geq 2x$) as many Squadrons (or more) as the CR = double (x2) the penalty.
- Three times ($\geq 3x$) as many Squadrons (or more) as the CR = triple (x3) the penalty.
- The Oversized penalty is applied in a different manner for Battle (8.0). Friendly Squadrons in excess of the combined

CRs of all Engaged (8.21) Friendly Leaders do not participate in the Battle. See 8.214.

3.442 Oversized penalties are assessed and applied as those circumstances in which an Oversized Flotilla could be penalised occur. With regard to Movement, assess the situation in each Movement Point Increment (MPI – 5.13).

3.443 A Flotilla is determined to be Oversized as follows:

- Sum the CRs of all Leaders Posted to the Flotilla (i.e. including Subordinate Leaders as well as the overall commander).
- Compare this value with the total number of Squadrons in the Flotilla (again, including those Subordinate to any Subordinate Flotillas). Squadrons with a maximum *capacity* of TWO (2) Sail are worth ONE HALF (1/2) a Squadron each. Round fractions UP. Flagships (10.3) are ignored.
- If the total CR is exceeded by the total number of Squadrons, the Flotilla is Oversized, with penalties applying per 3.441.

3.445 *Clarification:* only the ‘senior’ Flotilla is considered Oversized, not its Subordinate Flotillas (if any), no matter how the Squadrons are organised.

3.446 *Example:* a Grand Flag is commanded by a Leader with a CR of ‘3’. The GF has 3 Subordinate Squadrons and a Subordinate Flag. The Flag is commanded by a Leader with CR ‘2’. It has 4 Subordinates, of which 3 are Squadrons and 1 Detachment (of 1 Squadron) commanded by a Commodore with CR ‘1’. The Flag is Oversized: the combined CR is 3 + 2 + 1 = 6, while the total number of Squadrons is 7. If the Subordinate Flag were Detached, with its present structure, the GF would no longer be Oversized (CR 3 versus 3 Squadrons) but the Flag would: combined CR of 3 versus 4 Squadrons.

3.45 Leadership Checks (LCs)

A LC is a die roll made against a Leader’s LR or SR. If a Leader’s SR is used, the term employed is Strategy Check (SC). SCs are made in exactly the same way as LCs, though for different reasons.

3.451 If the result of a LC/SC (possibly modified) is equal to or less than (\leq) the LR/SR, the LC/SC is successful. Otherwise it is not.

3.452 LC/SCs are made for a variety of reasons, and may receive good or bad modifiers (which will be noted on the relevant tables).

3.453 Under certain circumstances, an Independent Squadron may be required to make a LC, using its Notional Leader (3.431).

3.46 Posting Leaders

When a Flotilla is to be Formed, an eligible Leader must be drawn from the Officers’ Mess to command it (but see 3.464). This is termed Posting the Leader. The Leader’s counter is removed from the Officers’ Mess and placed in the Flotilla’s designated holding box on the Fleet Display. The Leader is assumed to be with the Flotilla at all times while on the Display.

3.461 The same occurs when Posting a Leader to command a Station (3.47), except that the Leader may occasionally be placed at a Port rather than with a Flotilla.

3.463 Selection of Leaders for Posting is partially random, and partially based on Rank:

- First, case 3.411 applies. And, see 3.425.
- Subject to 3.411, all Postings must be made based upon Seniority – that is, the Senior (and qualified) Ranking Leader, in the Officers’ Mess (per 3.42) must be Posted to command each newly Formed Flotilla.

- If there is a choice among Leaders of equal Rank, selection is made randomly out of that group of Leaders.
- With regard to differing Commands and Contingents, the Exclusive Rules will note any special conditions. By default, Leaders may only be Posted to command Flotillas of their own Command.

3.464 In cases where a Leader without a Posting, who is Senior to a Posted Leader, appears in the game (i.e. as a Reinforcement or through Promotion – 11.17), the Senior Leader is immediately Posted to the Junior Leader’s Flotilla and the latter is automatically Relieved, per 3.481. If there is more than one option, the owning player may choose who is affected. This rule also applies to Stations (3.47).

3.465 Case 3.464 may generate other ‘Seniority questions’ (in a cascading effect). When multiple Leaders must be Posted and Relieved under case 3.464, begin with the most Senior Leader and proceed down the Ranks to the most Junior.

3.466 *Example:* Fleet A has a Grand Flag, 2 Flags, and 2 Detachments currently Formed. The GF is commanded by a Vice-Admiral, the Flags by Rear-Admirals, and the Detachments by 2 Commodores. There is a Rear-Admiral in the Officers’ Mess. Later in the game, a Vice-Admiral and a Commodore are received as Reinforcements. This means the Postings must be shuffled. The old Vice-Admiral continues in command of the GF. One of the Rear-Admirals must be Relieved from command of one of the Flags, so that the new Vice-Admiral can be Posted to command it. A 3rd Detachment could be Formed and the new Commodore Posted to command it.

3.47 Fleet/Command Postings & Stations

Each Fleet and each Command must have an Admiral Posted to it. An Admiral Posted to a Command or Fleet is said to have been Posted to a Station.

- The Admiral in charge of a Fleet is termed the Fleet Admiral, and is responsible for all SCs affecting that Fleet.
- The Admiral in charge of a Command is termed the Command Admiral (*of such-and-such a Command*), and is responsible for all SCs affecting that Command.

3.471 Subject to the Exclusive Rules, Fleet Admirals must be the most Senior Rank available at the time of Posting, and Command Admirals of the second-most Senior Rank. Should an Admiral of *greater* Seniority appear in the game, apply case 3.464, both to the Station and any Flotilla the Admiral may be Posted to (per 3.472). Ties in Rank are broken per 3.422.

3.472 **Important.** An Admiral can be Posted to a Station without being Posted to a Flotilla, and can be Relieved (3.48) from command of a Flotilla without being Relieved from his Station. The *reverse*, however, is only true with respect to Command Admirals (that is, *they* can be Relieved from a Station and not from a Flotilla). *Fleet* Admirals Relieved from a Station must *also* be Relieved from any Flotilla they command; the same Relief action (if successful) deprives them of both Postings.

3.473 The counter mix contains markers for indicating Fleet and Command Admirals. These should be stacked with the appropriate Leaders. If Posted to a Station and not a Flotilla, an Admiral is placed in the Officers’ Mess, separate from any other Leaders (and with his marker); such Admirals do function as Station Admirals while there.

3.474 If no Admiral is available to be Posted to a Fleet/Command Station, then that Station has a Notional Admiral (Timid with ratings of zero (0)). A Notional Admiral Posted to a Station is ignored when determining Seniority.

3.475 *Example:* France and Spain are separate Commands of the same Fleet – the Bourbon Side. The Bourbon player wishes to join some of his Spanish and French Squadrons in the Bourbon Grand Flotilla – a special

Formation that can include elements of both Commands. Because his French and Spanish Squadrons are in separate Ports some distance from each other, he intends to Form the Grand Flotilla at sea. The French Squadrons that will join the Grand Flotilla are formed into a (small) Flotilla through a SC by the French Command Admiral; the Spanish likewise, using the Spanish Command Admiral's SC. The Flotillas then move, merging successfully with a SC by the Fleet Admiral's SC. The Grand Flotilla then receives an Order through another SC by the Fleet Admiral. If the two national Flotillas took Orders as separate Formations, only the Command Admirals would be involved in the whole process.

3.476 *Play Note:* most of the time an Admiral Posted to a Station will also be Posted to a Flotilla (simply because of his Rank), but in winter, for instance, all Squadrons may be In Ordinary, and no Flotillas will be in a Formed State. Thus the Admirals can be located in the Officers' Mess and still exercise their functions.

3.477 *Design Note:* Stations were (and are) geographical areas of responsibility. Near the homeland, they could be commanded by very senior admirals; in some colonial backwater on the other side of the globe, they might be commanded by a captain with the acting rank of commodore.

3.48 Relieving a Leader

A Leader that is removed from the command of a Formation (or Station) is said to be Relieved from his Posting. This can occur voluntarily or involuntarily.

3.481 Involuntary Relief occurs automatically. The reason for an involuntary Relief will determine the fate of the Leader:

- The Leader's Formation becomes Unformed. The Leader is immediately returned to the Officers' Mess and is eligible to be Posted again. *Exception:* if also Posted to a Station he is placed in the appropriate Station Box.
- The Leader is Wounded (8.37). The Leader is removed to the Turn Record Track for a stipulated number of Turns. At the end of that period, he is returned to the Officers' Mess and is eligible to be Posted again. *Exception:* if also Posted to a Station he is returned to the appropriate Station Box (i.e. he retains this Posting).
- The Leader is Killed (8.37). The Leader is immediately removed from the game.
- The Leader is Captured (8.37). The Leader is immediately removed from the play and held by the opposing player. If Exchanged (11.18) he will return to the Officers' Mess and be eligible to be Posted again.
- The Leader must be Withdrawn from play. Typically, this will be a special rule simulating the requirements of other theatres in the game. The Leader is immediately removed from play. He may or may not return, depending on the Exclusive Rules covering this occurrence. If he does return, he will be placed in the Officers' Mess unless the Exclusive Rules state otherwise.
- A Leader Senior to the one in question has appeared in the game (3.464) and lacks a Posting.
- Admirals can also be Relieved for poor performance. See 3.484. In these cases the Leader is removed from the game.

3.482 Voluntary Relief can occur during the R&R Step (11.1) of the Administrative Phase (4.3), provided no Seniority issues will be violated (per 3.463-3.465):

- A Commodore can be Relieved by his Fleet or Command Admiral, if the latter passes a SC.
- An Admiral can be Relieved by his Fleet or Command Admiral, if the latter passes a SC.

- A Command Admiral can only be Relieved by his Fleet Admiral.

- A Fleet Admiral cannot be Relieved voluntarily.

3.483 **Important.** Should a Leader be Relieved when his Flotilla is still Formed, a new Leader must immediately be Posted to command it or the Formation immediately becomes Unformed. (This can be used as a quick 'disbandment' tactic for 'R&R' purposes – the alternative is to detach Squadrons on an individual basis).

3.484 Fleet Admirals may be involuntarily Relieved from their Postings for poor performance. Such Reliefs are checked at the end of the Administrative Phase of the Winter Quarterly Turn (Turn One). To determine whether an Admiral is Relieved 'administratively':

- Roll ONE (1) die for each Fleet Admiral. If the result is NINE or less (≤ 9), the Admiral remains in his Posting.
- For each net point of Prestige (12.0) the player has lost since the start of the previous Year, the Relief die roll must be modified by plus TWO (+2).

3.485 *Play Note:* playing badly so as to ensure the removal of a bad Admiral is a legitimate tactic. One less Leader for your side.

3.486 *Design Note:* admirals were indeed recalled for various reasons. Good performance was no protection. Although in game terms relief is based on lack of performance, the reality it represents includes everything from 'we need your services in a more important station' to 'Admiral so-and-so has brought grave charges against you and his political connections are stronger than yours; return at once to receive your punishment'.

3.49 Leader Losses & Notional Leaders

Most Leader casualties occur as a result of Battle – see 8.37. Additionally, if for any reason a Formation has its last Sail Sunk, all Leaders present with that Formation are Killed.

3.491 As noted in 3.332, a Notional Leader is assumed to be in command of a Flotilla that has lost its actual Leader, until the Flotilla enters Fitting Out (at which point it becomes Unformed).

3.492 Whenever a LC or SC is required and there is no actual Leader available to conduct it, the presence of a Notional Leader is also assumed while the die roll is being made.

3.493 Notional Leaders have a LR/SR '0', a Timid Personality, and CR '1'. If a Flag or Grand Flag is involved, they are assumed to be Admirals. Otherwise they are assumed to be Commodores. However, per 3.332, Notional Leaders are always ignored for Seniority.

3.494 **Optional.** (Recommended if the Officers' Mess contains no suitable Leaders). During the Reinforcement Step, Leaders scheduled as future Reinforcements can be purchased using Prestige points:

- ONE (1) point of Prestige buys a Commodore; TWO (2) points buys an Admiral.
- The Leader in question must have an entry date that is as close as possible to the current date. If there is still a choice, the actual Leader (of appropriate Rank) must be selected randomly. That Leader is now immediately in play and appears in the Officers' Mess.
- No more than ONE (1) Leader per Command can be purchased at any given time, and no purchase may be made if there is a Leader from that Command currently in play, whether Posted or in the Officer's Mess.

Design Note: the expenditure of Prestige simulates the players' expenditure of 'contacts in high places'.

4.0 SEQUENCE OF PLAY

Inst. 4th. If any squadron shall happen to be overcharged or distressed, the next squadron or ships are speedily to make towards their relief and assistance upon a signal given them; which signal shall be, in the admiral's squadron a pennant on the fore topmast-head, the vice-admiral or he that commands in chief in the second place a pennant on the main topmast-head, the rear-admiral's squadron the like.

4.1 THE TURN SEQUENCE

4.11 *Sea Lords* is played in a series of Turns, each of which is divided into an Operations Phase and an Administrative Phase. Each Operations Phase consists of FOUR (4) Impulses (4.2). The Administrative Phase is divided into eleven (11) discrete Steps (4.3).

4.12 SIXTEEN (16) Turns make up a game Year. Every FOUR (4) Turns, beginning with the first (1st) Turn of the Year, is a Quarterly Turn (1st, 5th, 9th, 13th), and corresponds to the start of a Four-Turn Season (Winter, Spring, Summer, Fall).

4.13 Turns are identified thus: Turn One, Turn Two, Turn Three etc. If necessary, the Year date (e.g. *Turn One of 1692, Turn Three of 1744, etc.*) will be given as well. Note that this notation is cyclical, not linear. If the number of Turns since the beginning of a scenario is to be given, on the other hand, it will be thus: Turn 1, Turn 14, Turn 42, etc.

4.2 THE OPERATIONS PHASE

4.21 Pre-Turn Activities

At the start of the Turn, conduct the following:

- **Check for Random Events.** The nature and resolution of these depends on the Exclusive Rules. Some games may not have them. *Clarification:* Random Events are not to be confused with the Strategic Events resolved in the Administrative Phase (4.3).

4.22 The Impulse

Each Impulse consists of the following steps, conducted in the order listed:

- **Determine Winds** (5.3). One of the players checks to see which Winds are Blowing (5.24), and whether there are any Gales (5.3). To emphasise, *Weather is checked at the start of each Impulse*, not each Turn.
- **Place Dummies** (7.15). Dummy Squadrons can be stacked with any real Formations, as desired.
- **Conduct Movement** (5.0). To keep Movement as 'simultaneous' as possible, it is broken into FOUR (4) Movement Point Increments (MPIs). In each MPI, ONE (1) Movement Point (MP – 5.1) is expended. Most commonly, MPs are expended to Move, but some can be expended on other actions, and this always counts as the expenditure for the MPI.

4.221 *Design Note:* the term 'Impulse' may seem odd, considering that it is more suitable for describing incremental movement itself. However, the division into 4 Impulses allows the *Sea Lords* turn sequence to mesh with the *Lace Wars* turn sequence.

4.23 Secondary Activities

Other actions may be carried out as many times as needed in each MPI:

- **Task Auxiliaries** (6.0). Auxiliary Tasks cover a variety of activities, but especially include Searching (7.12) and

Shadowing (7.13). Tasking can occur at any point during an MPI.

- **Spot Formations** (7.1). Formations can be Spotted by Search Tasks, as noted above, but they can also be Spotted due to special circumstances, especially, entering a Straits or Enemy Port Space, or 'switching places' with an opposing Formation (that is, one Formation enters the Space the other just left, using the same Lane). Spotting occurs immediately.
- **Resolve the Effects of Gales** (5.3). Resolving the effects of Gales is a process spread out over each MPI. At the start of the FIRST (1st) MPI, some Gales may cease and others move. Then, new Gales appear (per the Wind Determination made earlier). During each MPI, Gales affect the positioning and movement of Formations, prevent the Spotting (7.1) of Formations, the Interdiction of Spaces (7.2), and Battles (8.0). At the end of each MPI, Gales cause Attrition.
- **Resolve Battles** (8.0). If opposing Formations occupy the same Space at the *end* of a MPI, and at least one is Spotted, there is the potential for a Battle (8.0). The remainder of the Impulse is suspended while the players determine whether a Battle occurs, and resolve it if it does. The critical issue is gaining the Weather Gauge (8.22) – that Side dictates whether a Battle will be fought, and what its Intensity (8.31) will be. Multiple Battles are resolved in random order (determined by a die roll). After all Battles occurring in a given MPI are resolved, resume Movement with the next MPI.
- **Post-Battle Reorganisation** (8.42). Forces that participated in a Battle may be Reorganised. (*Usually, Reorganisation is only permitted in the Administrative Phase*).
- **Terminate Orders** (9.38). Orders can be voluntarily terminated by a successful SC made by the Admiral (Fleet or Command, as appropriate). Involuntary termination can occur at various times.

4.24 End of Impulse Actions

At the end of each Impulse:

- **Conceal Spotted Formations** (7.1). Non-Shadowed (7.13) Formations that are not in a Strait, Enemy Port, or Enemy-occupied Space, become Unspotted.
- **Attempt Hand-Over & Extension Orders** (9.41/9.39). The first allows a fresh Formation to take over an Order currently in Execution; the second allows an original Formation to continue Executing an Order that would otherwise be Terminated.
- **Determine whether any Orders have been Fulfilled/Failed** (9.38). Fulfilling/Failing Orders garners or loses the player Prestige (12.0 – i.e. 'victory points'). Fulfilled and Failed Orders are involuntarily Terminated at this time.
- **Next Impulse.**

4.3 THE ADMINISTRATIVE PHASE

This phase consists of the following Steps, conducted in the order listed (the players may conduct their affairs simultaneously in each Step):

- **Event Resolution** (9.2). Each game will have a set of choreographed Events. This is the time that the players check to see if any of these Events occur.
- **Conduct Attrition** (11.2). This step inflicts Damage (7.3) on Formed Squadrons.
- **Convoy Step** (10.1). Existing Convoys 'unload' (disband) and Escort Orders are Terminated (9.38). As the Exclusive Rules direct, the appearance of Convoys is checked for. New

Convoys Assemble (appear) as directed by the Exclusive Rules.

- **Return Squadrons from In Ordinary** (3.27/11.3). Squadrons that are currently In Ordinary can be put Fitting Out.
- **Conduct Repairs** (11.3). Squadrons currently In Ordinary can be Repaired.
- **Designate which Squadrons are In Ordinary** (3.27/11.3). Squadrons Fitting Out can be put in the In Ordinary State(11.3).
- **Orders Step** (9.3). Orders are used to direct the activities of the players' forces, and are their chief means of earning Prestige (12.0). The state of the various Orders is tracked by a set of Orders Chits. On Quarterly Turns these chits are organised. On any Turn, Orders can be Received (9.35) and Issued (9.36) to Formations.
- **Fleet Admiral Relief** (3.484) is checked in the Winter Quarterly Turn.
- **Auxiliary Step** (6.0). In this exact sequence: a) Recover Auxiliaries (6.16) from the Recovery Box to the Available Box; b) Convert Mixed Role Auxiliaries (6.3) in the Available Box to Sail; c) Assign (6.13) Auxiliaries to Ports or Formations; d) Convert Mixed Role Sail (6.3) at Ports to Auxiliaries, placing them in the Available Box.
- **Reinforcements & Reorganisation** (11.1). New forces are received and deployed and forces are removed from play per the Exclusive Rules. Sail and Squadrons may also be Transferred at this time. Leaders may be Posted and Relieved. There is no particular sequencing in this step – the players may conduct the necessary activities in any order desired. Note that this Reorganisation process is also permitted at the end of each Battle (8.42), but only in the Battle Space itself.

5.0 MOVEMENT

Inst. 5th. If in case any ship shall be distressed or disabled for lack of masts, shot under water, or otherwise in danger of sinking or taking, he or they, thus distressed shall make a sign by the wgt of his jack or ensign, and those next him are strictly required to relieve him.

5.1 MOVEMENT BASICS

5.11 General

The players' forces change position on the map through the act of Movement. Movement is strictly regulated, as explained in the following rules. In summary, a Formation moves along a network of Lanes and Spaces (5.22/5.23), and Sea Zones (5.27), by expending Movement Points (MPs – 5.12). The various routes of travel are affected, and in some cases determined by, the Wind (5.3).

5.111 Typically, it will cost ONE (1) MP for a Formation to move to an adjacent location; additionally, a die roll may be required to determine if the move is successful.

5.112 To make play as simultaneous as possible, the Movement of every Formation is conducted ONE (1) MP at a time (5.13).

5.113 To avoid the need for plotted moves, one of the players is forced to use Directional Markers (5.15) that predesignate his direction of travel.

5.114 **Important.** Unless noted otherwise, all distances (ranges, especially) are measured in MPs.

5.12 Movement Points (MPs)

Every Squadron and Convoy (10.1) has a numerical Movement Allowance (MA) printed on its counter. Flotillas have a MA equal to the lowest MA of any Subordinated Squadrons.

5.121 A Formation's MA is the number of points of Movement – Movement Points (MPs) – it must (*note: must*) expend in each Impulse.

5.122 Certain Formations may have reduced MAs:

- Oversized Flotillas (3.44) have their MA reduced by ONE (-1) (multiplied as necessary per 3.44).
- Formations with accrued Damage (7.3), or that have Subordinate Squadrons with accrued Damage, may have their MAs reduced, depending on the amount of Damage – see the Damage Chart and 5.132.

5.123 The only times that a Formation may expend less than its MA in any given Impulse are:

- When a Formation enters the Ready State during the Impulse. Any MPs that should have been spent prior to the instant in which the Formation adopted the Ready State are assumed to have been spent in the earlier part of the Impulse.
- In Ordinary Squadrons may never expend MPs.

5.13 Movement Point Increments

Each Impulse is broken into FOUR (4) equal Increments – MP Increments or MPIs. By default, every Formation in the Ready State *must* expend MPs during the movement portions of the Operations Phase. For each Impulse, ONE (1) MP is expended in each MPI, thus:

- Formations with a MA of FOUR (4) expend ONE (1) MP in each MPI.
- Formations with a MA of THREE (3) expend ONE (1) MP in each MPI except the first (1st).
- Formations with a MA of TWO (2) expend ONE (1) MP in the second (2nd) and fourth (4th) MPIs.
- Formations with a MA of ONE (1) expend ONE (1) MP in the last (4th) MPI.

5.131 Formations with a MA of FIVE (5) expend MPs as if they had a MA of FOUR (4), but receive certain bonuses:

- They receive a favourable die roll modifier when determining Loss of Subordination due to Gales (5.38).
- They receive a favourable die roll modifier when attempting to Catch the Wind (5.25).
- They receive a favourable modifier when determining the Weather Gauge (8.22) prior to Battle.

5.132 Should a Formation incur Damage (7.3) sufficient to reduce its MA during an Impulse, fulfil its Movement for the rest of the Impulse as if it began the Impulse with its new MA. Formations with a MA of FIVE (5) that have their MA reduced to FOUR (4) lose the bonuses noted in case 5.131 but continue to move with an MA of FOUR (4) until they suffer another MA reduction.

5.133 *Example: a Formation with 'MA 4' has its MA reduced to THREE (3) in the third (3rd) MPI. Since 'MA 3' Formations only skip the first (1st) MPI, its Movement is unimpaired for the rest of the MPIs this Impulse. In all subsequent Impulses, however, it must skip the first (1st) MPI.*

5.134 A Formation that does not expend an MP in a given MPI may still engage in Battle – per 8.12 Battles occur at the end of each MPI, regardless of the expenditure of MPs.

5.135 Formations that do not expend an MP in an MPI still suffer the effects of Gales (5.3), but do not otherwise suffer Attrition derived from MP expenditure (see 11.23).

5.2.1036 *Clarifications*: Auxiliaries may be Tasked (6.14) from Formations that have not expended a MP in a given MPI. Mixed-Role Auxiliaries (6.3) may be Converted (since, per 6.323, Conversions occur at the start of the Impulse).

5.14 Movement Costs

Formations expend ONE (1) MP (and thus use ONE (1) MPI) to conduct the following activities:

- Move to a Space (5.22) or Sea Zone, either from another Space or from a Sea Zone (5.27).
- Remain in place. Also known as ‘marking time’.
- Attempt to Catch the Wind (5.25). If successful, this includes Movement to the desired destination. If unsuccessful, the Formation marks time in its current location.
- Remove an Auxiliary conducting Interdiction (7.2). This also counts as marking time.
- Changing State from Ready to Fitting Out or *vice versa*. Remember 5.123.

5.15 Directional Markers

One difficulty with games featuring ‘simultaneous movement’ is the ability of the player who goes second to simply follow his opponent’s every move. Plotted movement is the usual solution. *Sea Lords* tries a different tack (*pun intended*). This involves the use of Directional Markers (DMs).

5.151 DMs are chits with either arrows printed on them – pointing to an edge or to a corner of the counter – or with ‘No Move’ printed on them. See the Counter Guide.

5.152 In each Impulse, Player A (2.33), as designated by the Exclusive Rules, will deploy DMs. Player B will not. Both players then conduct Movement. The sequence is as follows:

- Player A distributes DMs at the start of each MPI, stacking ONE (1) DM underneath each of his Ready Formations, with the arrows pointing in the intended direction of travel. ‘No Move’ DMs are used when the Formation will be marking time.
- Once all DMs have been placed, Player B conducts Movement with his own Fleet. He must declare which Formations are marking time, and make all his Catch the Wind attempts (5.25) now. Any additional action taken when the MP is expended (e.g. removing an Enemy Auxiliary) is declared last.
- Then Player A conducts Movement with his Fleet in the same manner, except that he reveals the DMs and is limited to moving his forces as they direct.

5.153 Formations Fitting Out that will be made Ready in the current MPI (i.e. by expending a MP) also receive a ‘No Move’ DM.

5.154 Formations leaving or entering Sea Zones (5.27) also use DMs. However, Player A is allowed some leeway: DMs used when entering a Sea Zone need only point at the Zone’s box, while DMs used while exiting a Sea Zone need only point to the desired exit edge. If there is more than one choice of destination, Player A may make the choice at the time he moves the Formation. *Clarification*: if a Sea Zone lay in the same direction

as a destination Space, Player A could even choose to move to the Zone rather than the Space, or *vice versa*.

5.155 *Play Note*: the counter density in these games is not high. Many times, it will be obvious that forces cannot interact. In such cases, the DM procedure can be dispensed with (indeed, it will sometimes be possible to ignore MPIs).

5.156 *Design Note*: at this scale, a surprising amount of information would be known about each Fleet’s composition and overall strategy. What was hard to gauge was immediate intention. Similarly, surprise was often achieved when a force sortied from port, although the signs of preparation would be obvious. So much depended on the wind.

5.2 MOVEMENT & THE MAP

5.21 General

Movement is regulated by two kinds of map feature. These are: a) Spaces & Lanes (coastal routes); and b) Sea Zones (open water routes). Most action occurs along the coastal routes. Spaces & Lanes are covered in 5.22/5.23, Sea Zones in 5.27. Straits (5.26) and Ports (5.28) are special types of Spaces.

5.211 Movement is governed by the Wind (*also representing currents*). There are two kinds of Winds: Prevailing (PW) and Seasonal (SW). PWs are always in effect, unless canceled by a SW. SWs are generated on a table at the start of each Impulse, as described in 5.24.

5.212 Spaces (including Straits and Ports) are depicted as roundels, either singles or overlapping sets, and can be Large or Small (5.221), white or coloured (5.222). Ports are depicted as anchors.

5.213 Lanes are depicted as sets of lines – dashes, chevrons, and arrows – and can again be white or coloured.

5.214 Sea Zones appear as coloured boxes with information printed in them, lying over the ‘water’.

5.215 For clarity, each colour (*excepting white*) has a matching icon (useful for colourblind players). These icons are printed near the appropriate Spaces and Lanes, and in the Sea Zones.

5.22 Spaces

Formations occupy Spaces and move between them using the Lanes (5.26). Ready Formations must always end the current MPI on a Space or in a Sea Zone.

5.221 There are two sizes of Space (ignoring Straits – 5.26 – and Ports – 5.28): Large and Small. Large Spaces are always in play. Small Spaces are only in play when a Formation is moving ‘against the wind’. At other times, Small Spaces are completely ignored.

5.222 *Clarification*: Should a Formation occupy a Small Space it must *always* move to the next Large Space before continuing on, even if it reverses its direction of travel, and this always costs ONE (1) MP.

5.223 Spaces are either white or coloured. A Space with only a white roundel is only affected by the PW. A Space with one or more coloured roundels is affected by an equal number of SWs – each SW has its own colour. Note that PW (white) roundels can be present in company with SW (coloured) roundels.

5.23 Lanes

A single (1) Lane is defined as *all* the *lines* connecting the same TWO (2) Spaces, without any intervening Space.

5.231 The expenditure of ONE (1) MP allows a Formation to move along ONE (1) Lane thus:

- If a Formation is moving in the direction of the Wind, it moves from Large Space to Large Space, ignoring Small Spaces.
- If a Formation is moving in the direction opposite to the Wind, or during a Gale (5.3), it moves from Space to Space, irrespective of size.

5.232 There are THREE (3) kinds of line that can make up a Lane:

- **Black Dashed Line.** When a Lane has a black dashed line, a player must first make a die roll for his Formation to Catch the Wind (5.25) before it may move along the Lane. When Catching the Wind, all Small Spaces are ignored (*i.e. the Formation is traveling 'with' the small amount of wind there is*).
- **White Chevrons.** A line of white chevrons indicates the PW. Movement in the direction of the chevrons' 'points' is 'with' the wind. Movement in the opposite direction is 'against' the wind.
- **Coloured Arrows.** A line of coloured arrows indicates a SW, and may only be used when that Wind is Blowing (5.24). When a SW is Blowing it cancels any PW along the same Lane, and also negates any requirement to Catch the Wind (5.25). Each SW has its own colour.

5.232 If Spaces are only connected by coloured arrows, then when the indicated SWs are not Blowing the Lane is treated as a black dashed line, requiring Formations to Catch the Wind.

5.233 If there is more than one (>1) line to a Lane:

- Use the black/white (dashed or chevron) line if no SW that can affect that Lane is Blowing.
- Use the coloured (arrow) line corresponding to the SW if that SW is Blowing.

5.234 Large coloured Spaces can lie on routes that have no coloured lines. In these cases, the SW that affects the Lane Blows in the same direction as the PW (*and adding extra lines would be redundant*).

5.235 *Clarifications:* some small Spaces lying on SW-affected Lanes are coloured but many more are white. When moving against the SW, *all* Small Spaces are still used.

5.236 *Clarification:* Small white Spaces may be marked with a SW icon. The mark will be placed in such locations for convenience. It will only serve to indicate which SW an accompanying coloured line represents.

5.237 *Clarification:* there will never be more than one (>1) SW affecting the same Lane, unless it is a Contra (counter) Wind (5.242), and in this case, it will be an either-or situation.

5.238 *Design Notes:* 'Winds' include steady currents and 'ordinary' tidal effects. Dashed lines will be rare on most maps. The same effect can frequently be marked by using a coloured SW line, per 5.251.

5.24 Seasonal Winds

As stated earlier, the PW is always in effect unless a Seasonal Wind (SW) overrides it. SWs are generated as explained below. The PW and <normal> SWs only affect Movement, as described in 5.2. Occasionally, a SW may be at Gale Force, causing additional effects, described in 5.3.

5.241 To determine which (if any) SWs are in effect, consult the Wind Table at the start of each Impulse. Roll ONE (1) die for each listed SW, under the current Season. The result will either be a 'blank' or a numeral.

- If there is no entry, the SW cannot occur.

- If the result generated by the die roll is within the range of numbers shown, the SW is in effect.

5.242 Certain SWs are paired on the table. These are Contra Winds. Only ONE (1) of any given pair of Contra Winds can be in effect in any given Impulse. In these cases the range of numerals will be low for the first Wind and high for the second Wind. ONE (1) die is still rolled. If the result falls within either range, that Wind is in effect.

5.243 Chits have been provided as reminders of which SWs are in effect. They can be placed in boxes near the Wind Table. If a Gale is in effect (5.3), flip the counter so that 'Gale' side is face up.

5.244 Beside each Wind's name on the Wind Table is a coloured symbol. These correspond to the markings on the map and indicate which Spaces and Sea Zones are affected by that SW.

5.25 Catching the Wind

Using a Lane without PW or SW chevrons/arrows (*i.e. plain dashed lines*) costs ONE (1) MP Space-to-Space in either direction, but the Formation must Catch the Wind before it may conduct the move.

5.251 Lanes used exclusively for SWs (no white chevrons present) can be used when their SW(s) are not in effect, but the Formation must Catch the Wind as if the Lane was a plain dashed line. In this instance, any 'small' Spaces are ignored when moving in either direction.

5.252 Per 5.35, *all* Lanes affected by Gale Force SWs require Formations to Catch the Wind when moving against the Wind. (*i.e. including PW Lanes with a SW icon*).

5.253 Catching the Wind using Lanes and Spaces is done in the following manner:

- For each participating Formation, roll ONE (1) die.
- Subtract ONE HALF (1/2) the Formation Leader's LR from the die roll. Round DOWN to a minimum of ZERO (0).
- If the final result is a four or less (≤ 4) the attempt succeeds.
- If the Formation has a MA of FIVE (5) there is a minus ONE (-1) die roll modifier.
- If using a Lane affected by a Gale Force Wind (5.3), additional modifiers apply. See the Gale Effects Chart.

5.254 Catching the Wind when entering or leaving a Sea Zone is performed as described in 5.27. Apart from any Wind bonuses or penalties, the LR bonus (5.253 point #2) applies.

5.255 When a Formation attempts to Catch the Wind and fails, it simply expends ONE (1) MP and remains in place. It is eligible to try again after expending another MP.

5.256 When considering whether Catching the Wind is an 'expedient' move (2.36), always assume the attempt will be successful – *i.e.* that it will cost ONE (1) MP.

5.26 Straits

Strait Spaces are indicated by slightly larger single roundels with a deeper shading behind them. Strait Spaces show the various Winds with a single roundel, banded in different colours, as opposed to the usual overlapping roundels.

5.261 Straits function as Large Spaces, with some special characteristics:

- They can be Interdicted (7.2).
- Enemy Formations are automatically Spotted (7.1) in a Strait.

- Expending an MP to enter a Strait triggers Attrition (11.2).

5.27 Sea Zones

Sea Zones represent regions that have sufficient 'sea room' to prevent the pinpointing or interception of opposing forces. Formations in Sea Zones cannot be attacked, or Spotted (7.1), but they may be Shadowed (7.13).

5.271 Refer to the map. Sea Zones are depicted as large boxes having a coloured border and background (indicating the theatre they belong to). Within each box is the following:

- The name of the zone, in script.
- Points of entry/exit, listed along each edge in black text. The text may refer to named or numbered Spaces, or to other Sea Zones.
- Wind (5.3) symbols. If the indicated Winds are Blowing (5.24) they will have an effect on the cost to enter/exit the zone.
- TWO (2) smaller boxes labeled 'In' and 'Out'. The names indicate their function, described fully below.
- Within the In and Out boxes is a numeral; the Out box has a second, smaller numeral as well.

5.272 A Sea Zone can be entered from or exited to any Space or Sea Zone named along any of its edges. However, a Formation must do so via the edge against which said location is named.

5.273 Entering a Sea Zone is performed as follows:

- The Formation's current location must be one of those named along the edge of the Sea Zone's box.
- The Formation pays ONE (1) MP and is moved from its current location into the Sea Zone, across the edge on which its original location is named. The Formation is placed in the In box.
- In the next MPI, the Formation must attempt to Catch the Wind. The owning player rolls ONE (1) die, and if the result is equal to or less than (\leq) the numeral in the box, he is successful. This process is repeated each MPI until successful.
- Once successful, the Formation is shifted into the zone 'proper'.

5.274 Exiting a Sea Zone is performed in a similar manner:

- The Formation must be in the Sea Zone proper, not the In box.
- The Formation expends ONE (1) MP and is placed in the Out box.
- In the next MPI, the Formation must attempt to Catch the Wind, just as it did in the In box. Once successful it is placed in its desired destination outside the zone.
- After the Formation has left the zone but before it arrives, if it will be entering a Space (only), check to see whether it is Off Course (5.27.10).

5.275 The costs of exiting and leaving a Sea Zone are affected by the Winds (5.3) marked on the edge used to effect ingress or egress. Since Catching the Wind can take several MPIs to achieve (*each attempt costs ONE (1) MP*); a delay could extend over Impulses, or even Turns (rarely). Therefore, it is critical that the edge used be noted in some manner. *The easiest method is to use a directional arrow marker.*

5.276 Wind symbols are accompanied by arrows, indicating whether they assist entry or exit to the zone. An arrow pointing toward the center of the box assists *entry* in to the zone and hinders egress. An arrow point out of the box assists *egress* and hinders entry:

- A Wind that assists entry provides a favourable minus two (-2) die roll modifier for Catching the Wind to enter the zone. Conversely, it provides a plus two (+2) penalty for Catching the Wind to leave the zone.
- A Wind that assists egress does exactly the reverse – plus two (+2) to enter and minus two (-2) to leave.
- A Gale Force Wind (5.3) nullifies the above modifiers and instead provides a flat plus three (+3) die roll modifier whether entering or exiting the zone – but only along the edge(s) affected by that Wind.
- There is also a Leader bonus equal to ONE HALF (1/2) the LR of the Leader commanding the moving Formation (rounded DOWN to ZERO (0)). See 5.253 and 5.255.

5.277 As described in 5.3, Winds can change at the start of each Impulse. The Catch the Wind modifier may thus also change, if the attempt spans more than one (>1) Impulse.

5.278 A Formation is assumed to be a Sea Zone from the time it enters the In box to the time it leaves the Out box.

5.279 **Important.** A Formation may not 'turn around' until it is in the zone 'proper'. That is, once in the In or Out boxes it must continue attempting to Catch the Wind until successful. As noted above, if in the Out box, a Formation cannot change its destination. If necessary, record its desired destination on paper, use a DM marker, or openly declare its destination – this must be done as soon as the Formation is placed in the Out box.

5.27.10 Exit from a Sea Zone may not be exactly where desired. When a Formation leaves a Sea Zone and enters a Space (only), roll ONE (1) die, then refer to the small numeral in the Out box. If the result of the die roll is equal to or greater than (\geq) the value shown in the box, the Formation must be placed in an eligible Space (accessible from the Sea Zone) *adjacent* to the one it intended to enter. Gales (5.3) affect the die roll. If there is more than one (>1) possibility, use a second (2nd) die roll to randomly determine which one to use.

5.27.11 *Clarification:* the term 'adjacent' in case 5.27.10 applies to the Spaces' relationship to each other, *not* to the Sea Zone. *Obviously*, all potential exits are adjacent to the Sea Zone – the qualification therefore, is that the target destination also be adjacent to the actual destination.

5.27.12 When deciding if entering or exiting a Sea Zone is an 'expedient' move (2.36), always assume the attempts to Catch the Wind will be successful – i.e. that it will cost ONE (1) MP each time. See also 5.256. Do take into account any Winds (5.3) that may be in effect at the moment of entry/exit, but not otherwise.

5.27.13 *Play Hint:* if necessary, use an arrow chit to indicate the edge of the SZ that a Formation entered from.

5.28 Ports and Harbours

Ports are shown by anchor symbols. They are Large Spaces with special characteristics. Ports may be Key or Minor. Each Key Port has an associated holding box printed on the map. This is called the Port's Harbour. Minor Ports do not have Harbours (i.e. the presence of a Harbour defines a Key Port).

5.281 Ports are marked with Contingent flags or icons, and Harbour boxes are also marked with a flag and coloured border indicating the same. Ports do not 'change sides' unless the Exclusive Rules permit.

5.282 Port Spaces may be entered by any Formation. Harbours may only be entered by Formations Friendly to the Port (or otherwise permitted by the Exclusive Rules).

5.283 A Harbour, if present, is assumed to be an integral part of the Port. However, Harbours *are* separate locations, accessible only from their associated Port Space; entering and exiting a Harbour is an act of Movement, costing ONE (1) MP. Squadrons in a Harbour are immune to weather effects.

5.284 *Exception:* certain Auxiliaries may be permitted to target forces in an Enemy Harbour. See 6.2.

5.285 Key Ports are also represented on the Fleet Displays. The name of the Port and its flag/icon will be given, along with the usual numerical track from zero to ten (0-10) and a box for holding Assigned Auxiliaries (6.13). In some cases, a box for holding an Admiral Posted to a Station will be present, to be used per 3.47. The track is used when Repairing Squadrons that are In Ordinary – see 11.3.

5.286 The following activities may be conducted at Ports:

- Fitting Out Formations can be made Ready. They must expend ONE (1) MP to do so.
- Conversely, a Ready Formation pays ONE (1) MP to enter Fitting Out.
- Per 3.33, Flotillas can be Formed without a SC if all the component Squadrons and ‘lesser’ Flotillas are Fitting Out at the same Port.
- Ports can be Interdicted (7.2 – the term Blockade is used when the target location is a Port).

5.287 If a Port has a Harbour (i.e. is a Key Port):

- Fitting Out Formations must be located in the Harbour. When made Ready they can be moved to the associated Port Space after paying only ONE (1) MP – the MP cost covers both the change in State and the move. A Ready Formation can similarly be moved to the associated Harbour to enter Fitting Out after paying only ONE (1) MP.
- Squadrons can enter the In Ordinary State from the Fitting Out State. They are moved to the Port’s Repair Track, per 11.312. Unless otherwise noted, they are still considered to be in the Harbour of a Key Port, or in the Port Space of a Minor Port. (*Remember, Formations do not enter In Ordinary, only Squadrons do*). Squadrons may leave the In Ordinary State and enter the Fitting Out State by reversing this process.

5.288 Minor Ports have no Harbours or Repair Tracks. However, Friendly Squadrons may adopt the Fitting Out or In Ordinary States at these Ports:

- If Fitting Out, the counters are placed on the Port’s Flag to indicate the adoption of this State. Any number of Squadrons may be in the Fitting Out State at a Minor Port.
- If In Ordinary, place an “In Ordinary” marker on the counters as well. Only ONE (1) Squadron may be In Ordinary at a Minor Port at any given time. Unless the Exclusive Rules state otherwise, Minor Ports only permit Emergency Repairs (11.33).

5.289 **Important.** Enemy Formations at Friendly Ports are automatically Spotted (7.1).

5.28.10 *Designer Note:* for reasons of space, it may be that a given Harbour box is not physically located beside its Port.

5.29 Tides

Whenever possible, the effect of tides will be factored into the other mechanisms of the game (e.g. stronger attritional effects in certain Spaces to simulate the danger of shoals, or the use of dashed-line Lanes to simulate the problems of timing). In some locations, however, tidal effects may overlap other Movement

effects to such a degree that special rules are required. Such cases will be covered in the Exclusive Rules.

5.2.10 Example of Movement

This example does not use any particular game map for reference. It may help to draw out the description below on paper.

5.2.101 Assume a route between 2 Ports: Port A at one end and Port B at the other. Port A is Friendly. It is a Key Port. Port B is Enemy. It is a Minor Port. Formation FF, currently Fitting Out at Port A, must move to Port B.

Between the Ports lie 5 Spaces and a Sea Zone: Spaces are S1, S2, S3, S4, S5. Of the Spaces, S2 and S4 are Small Spaces; S1, S3, & S5 (plus the Ports by default) are Large Spaces. S5 is a Straits Space.

The Sea Zone – SZ – lies halfway along the route, is accessed from S3, and will be exited into S4. For this example, there are no other ways in or out of the zone.

Port A is only connected to S1 by a red-chevron line heading toward Port A. This is a Seasonal Wind Lane, active when the Red Wind is in effect.

S1, S2, & S3 are each connected by a white-chevron line, indicating a Prevailing Wind Lane – one line between each Space. The lines are marked with Red SW icons, showing the Red SW exists for Gale effects, but travels in the same direction as the PW, so that under ordinary circumstances (i.e. counting MPs) it can be ignored.

SZ, S4, S5, & Port B are each connected by a white-chevron line indicating a Prevailing Wind Lane – one line between each Space. The Prevailing Wind is heading from S4 in the direction of Port B.

S3, SZ, S4, S5, & Port B are also each connected by a blue-chevron line heading in the opposite direction. This is a Seasonal Wind Lane, active when the Blue Wind is in effect.

To clarify, the map lines do not actually extend to the artwork of the Sea Zone, but within the box, notation indicates that the Blue Wind affects egress to S3 and ingress from S4. See the generic Sea Zone diagram.

S1 is coloured red to show it can be affected by Red Wind Gales. S2 & S4 are white, but marked with a red and a blue indicator respectively, for a similar reason; S3 has 2 roundels – blue & red – because the SWs overlap here; S5 is blue.

The small Spaces are coloured white and not blue because they can come into play if the PW is in effect and a Formation is moving against the wind OR if the Blue SW is in effect and the Formation is moving the other way; if a Formation were located on one of those Spaces when a Gale came into effect, it might be affected depending on which adjacent Large Space was affected.

SZ has the following Wind indicators: on the edge facing S3, the Blue Wind symbol, with an arrow pointing out of the box – although the Red Wind affects S3, it does not extend to SZ – and on the edge facing S4, the Blue Wind symbol, with an arrow pointing into the box. The In box is numbered ‘7’, as is the Out box.

Most Sea Zones have a random exit generator, forcing a Formation to exit to a Space adjacent to the desired one. In this example there are no adjacent Spaces – S3 is NOT adjacent to S4. Adjacency requires the Spaces themselves be connected without any intervening Spaces. So, no additional Off Course die roll is needed (and the Out box contains no Off Course number).

5.2.102 At the start of the Operations Phase, Formation FF (commanded by a Leader with LR ‘3’) is Fitting Out. No SWs are Blowing.

- In the 1st MPI of the 1st Impulse (1MPI/1IMP), FF pays an MP to adopt the Ready State and is freely moved from Port A Harbour to Port A Space.
- 2MPI/1IMP: FF must Catch the Wind to use the red Lane to S1. A die roll of '4' or less is needed, modified by -1 (1/2 the Leader's LR, rounded down). Final result of '6' – failure. FF is still at Port A.
- 3MPI/1IMP: FF must Catch the Wind to use the red Lane to S1. It Succeeds with a die roll of $5 - 1 = 4$. FF is at S1.
- 4MPI/1IMP: FF moves to S3. Cost is 1 MP between each large Space when using a PW Lane with the Wind, so S2 is skipped over.

2nd Impulse: the Blue SW is in effect. It is not a Gale.

- 1MPI/2IMP: FF enters SZ at a cost of 1 MP, being placed in the In box.
- 2MPI/2IMP: FF must Catch the Wind. A die roll of '7' or less is needed, modified by +2 because the Blue Wind is in effect and acts against entry to SZ from the edge FF used. The LR modifier of -1 reduces the penalty to +1. The final result of '4' is successful, however, and FF moves into the 'general' portion of the Sea Zone.
- 3MPI/2IMP: FF intends to exit SZ into S4. FF moves to the Out box at a cost of 1 MP.
- 4MPI/2IMP: FF must Catch the Wind. A die roll of '5' or less is needed (again, a DRM of +2 due to the Blue Wind, which is Blowing against the direction of travel, reduced to +1 by the -1 LR bonus). Success first time again! FF moves to S4.

3rd Impulse: the Blue Wind dies down.

- 1MPI/3IMP: FF moves to S5. Since S4 is a small Space and S5 is a large Space, FF need only expend 1 MP to move to S5. FF takes Attrition (11.2) for entering the Strait.
- 2MPI/3IMP: FF moves to Port B (since the PW is in effect it costs 1 MP; note also, however, that there is no small Space between S5 and Port B, so the cost would always be 1 MP).

5.3 GALES

5.31 General

SWs may be at Gale Force. If so, they have the potential to cause significant Attrition to Formations in their vicinity.

5.311 Gales are indicated on the map by the presence of Gale Markers. Each SW is allocated TWO (2) Gale Markers, marked front and back with their potential Force. Use the appropriate side of the appropriate marker. As described below, the effects of a Gale extend in a radius, of diminishing intensity, from the Gale Marker.

5.312 Checking to see if a Wind is a Gale is done during Wind determination, as described in 5.32. Gales have FOUR (4) possible increments of Force (intensity). *Exception:* in some games, a fifth level – Hurricane – will appear.

5.313 At the start of each MPI, the following issues involving Gale are resolved, in the order listed:

- Remove any Gale Markers belonging to Winds that are no longer Blowing, or that are otherwise eligible to be removed, per 5.382.
- Move all existing Gale Markers, per 5.38. (Gales may continue from Impulse to Impulse so long as their SW continues to Blow – see 5.382.)
- Place new Gale Markers (5.32) for those Winds that are Gales.

- Check for Loss of Subordination (5.37).
- Check for the removal of Auxiliaries (5.373).
- Squadrons Fitting Out at Minor Ports must enter the Ready State (5.372).

5.314 During each MPI:

- Formations in or entering Gale-affected Spaces have their Movement affected, per 5.35.

5.315 At the end of each MPI:

- Gale Attrition is resolved, per 5.36.

5.32 New Gales

New Gales are generated using the Gale portion of the Wind Table. This cross indexes the various SWs with a set of columns arranged by Season. Each Seasonal column has its own subset of columns showing potential Force. Along each SW row will be a range of numerals.

- During Wind determination, roll ONE (1) die for each Blowing SW and consult the 'Gale' section of the Wind Table. If a Gale is shown to be in effect, flip the Wind marker to its Gale side.
- After rolling the die, read across the range of numerals for that SW, under the appropriate Season. If the die roll falls within the range of numerals shown, read up that column to find the Force of the Gale. If there is no numerical entry, that SW is not a Gale.

5.321 Example: assume a SW in Spring. According to the Gale portion of the Wind Table, the range of numerals in that SW's row, in Spring, is '0-2' (Force 8); '3-4' (Force 9); '–' (Force 10); '–' (Force 11). The SW is determined to be in effect, so a second die roll is made, with a result of '3'. This value falls within the second set of numerals ('3-4'), so the SW is Blowing a Force 9 Gale. If the die roll had been a '5' or higher, there would have been no Gale, since the numeral '5' does not appear in that row for that Season. In fact, since the third and fourth columns are blank, in Spring that SW never produces Force 10 or Force 11 Gales.

5.322 After removing or moving existing Gale Markers at the start of the first (1st) MPI (5.313), place new Gale Markers for those SWs that have just become Gales.

5.323 When placing new Gale Markers, determine the Gale's starting location using the Gale Starting Locations Chart. Place the Gale Marker in that location.

5.324 There can be no more than ONE (1) Gale Marker per SW on the map at any given time. If a new Gale is generated for that SW while it is at Gale Force, the current Gale's Force is instead increased by ONE (1+) level (if possible). Adjust the Gale Marker to record this fact.

5.325 On some maps, multiple non-Contra Winds may have the potential to affect the same Space or SZ. Multiple Gale Markers cannot stack in the same Space. If Gale Markers become stacked, the Gale Marker with the highest Force number remains on the map and any other Gale Markers stacked with it are removed. The SWs represented by removed Gale Markers are still Blowing but are no longer at Gale Force. If stacked Gale Markers have equal Force numbers, randomly choose the marker that will remain in play.

5.326 Design Note: the rules use the Beaufort Scale; typically only Forces 8-11 are possible in a game, although some games may also have Force 12 – Hurricanes.

5.33 Gale Effects

Gales have numerous effects, noted on the Gale Effects Chart (GEC):

- **Movement.** Within their radius of effect Gales affect the movement of Formations. See 5.35.
- **Attrition.** Gales cause Attrition, as described in 5.36. Strong Gales cause more Attrition, although the amount decreases with distance from the Gale Marker.
- **Loss of Subordination.** Gales can cause Squadrons to lose their Subordination to a Formation. Additionally, Squadrons Fitting Out are forced to adopt the Ready State. See 5.37.
- **Auxiliary Losses.** Stationed Auxiliaries (6.29), Auxiliaries Assigned to a Formation (6.13), and Auxiliaries Based in a Sea Zone (6.15) may be removed to the Recovery Box – see 5.362. The chances vary with the Force of the Gale and with the distance from the Gale Marker.
- Battles (8.0), Interdiction (7.2), and Search (7.1) cannot occur in a Gale Space.

5.34 Radius of Effect

All Gales have a radius of effect, extending in all directions from the Gale Marker. This varies with the Force of the Gale. Some Gale effects decrease with distance from the Gale Marker, as explained below.

5.341 Gales affect all Large Spaces (including Port Spaces) and Sea Zones within their radius of effect that are marked with the SW's symbol, plus all Small Spaces that lie between a pair of Large Spaces or a Large Space and a SZ – these Small Spaces are affected whether marked with the SW symbol or not.

5.342 Formations occupying Small Spaces within a Gale's radius of effect suffer all effects as if they were located in the next Large Space out from the Gale Marker.

5.343 *Example: a Gale has a radius of effect of 2 Spaces, plus its own Space (which is at 'range 0'). Tracing in a particular direction, the Gale covers an adjacent Small Space – empty; a Large Space (considered to be the 'adjacent' Space, at 'range 1') – empty; a Small Space containing a Formation; another Large Space at 'range 2' – empty. The Formation, adjacent to both the 'range 1' and 'range 2' Large Spaces, suffers any effects of the Gale as if it were at 'range 2'.*

5.344 Gale effects are not compounded if more than ONE (>1) Gale affects a location. Instead, consider only the Gale providing most severe effects. *Example: a Space affected by a Force 11 Gale at range 1 and a Force 9 Gale at range 2 would be affected by the Force 11 Gale.*

5.345 **Important.** Gales do not affect:

- Spaces or SZ that are not affected by that SW (*despite any apparent anomalies*).
- Harbours.
- Squadrons In Ordinary at Minor Ports are affected by Attrition, but suffer reduced effects.

5.346 *Clarification:* when giving radii of effect, the GEC assumes the marker's own position to be 'range ZERO (0)'.

5.35 Gales and Movement

When in or moving to a Gale-affected Space, Formations may only move against the SW – or against the PW when the PW is marked with a SW symbol (per 5.236) – after Catching the Wind. The chance of success can be severely modified. Refer to the GEC.

5.351 When a Formation leaves a Gale-affected Space, it must move to an adjacent Space regardless of that Space's size (i.e. Small Spaces count) even when moving with the SW.

5.352 Although Formations and Squadrons in a Harbour are immune to Gale effects (per 5.283) they cannot exit the Harbour while associated Port is a Gale-affected Space.

5.36 Gale Attrition

At the end of each MPI all Squadrons in Gale-affected Spaces are awarded a number of Attritional DPs. The amount depends on the Force of the Gale and how far away the Squadron is from the Gale Marker affecting its Space. See the GEC.

5.361 Per the GEC Attrition can be reduced at Minor Ports for Squadrons In Ordinary. The GEC shows negative Attrition for such Squadrons; this is applied against whatever Attrition may be imposed by the Gale so that only the net amount is suffered.

5.362 Auxiliaries do not suffer *Attrition*. However, Auxiliaries Stationed (6.29) in a Space or Assigned to a Formation in a Space that becomes Gale-affected may be removed to the Recovery Box. Individual checks are made for each Auxiliary. See the GEC.

5.37 Loss of Subordination

Gales can cause Squadrons to lose their Subordination. Loss of Subordination is resolved with a LC, made separately for each Leader (*not Formation*) in the affected Space:

- If the LC is passed, nothing happens.
- If it is failed, all Subordinate Squadrons except ONE (1) are no longer Subordinate. A Subordinate Flotilla may be chosen in lieu of a Squadron, provided it also has ONE (1) remaining Subordinate Squadron or Flotilla.
- Formations with a MA of FIVE (5) provide a minus ONE (-1) die roll modifier.

5.371 As a result of this process, Convoys may lose their Escorts, and may Scatter. See 10.12 and 10.15, respectively, for more details. (*Clarification:* Scattering is a product of high Attrition, not a direct effect of Gales.)

5.372 If Fitting Out at a Minor Port, Squadrons must adopt the Ready State at no cost in MPs (0 MPs). Those that are In Ordinary must remain In Ordinary.

5.373 Squadrons forced into the Ready State automatically receive designation as Independent Squadrons unless already Subordinate to a Flotilla.

5.38 Gale Marker Movement

At the end of each MPI other than the one in which they are first placed on the map, all Gale Markers move, via Lanes and SZ entry/exit points, ONE (1) <connected> Large Space or SZ in the direction the SW is Blowing, unless the Exclusive Rules dictate otherwise.

5.381 Where there is a choice of direction determine the path of the Gale's advance in a random manner – however, the marker must ALWAYS move farther away from its starting location.

5.382 A Gale will continue to move in the direction of its SW until one or more of the following conditions applies, at which point the marker will be removed from the map:

- The Gale Marker cannot be moved farther away from its starting location.
- The SW stops Blowing.
- Another SW's Gale Marker is in the same location, and it has a higher Force number (5.324).

5.383 *Clarification:* the Gale Marker need not move along Lanes of its SW's colour, but *must* move to locations that bear that SW's symbol and colour.

6.0 AUXILIARIES

Inst. 6th. That if any ship shall be necessitated to bear away from the enemy to stop a leak or mend what else is amiss, which cannot be otherwise repaired, he is to put out a pennant on the mizen yard-arm or ensign staff; whereby the rest of the ships may have notice what it is for; and if it should be that the admiral or any flagship should do so, the ships of the fleet or the respective squadrons are to endeavour to keep up in a line as close as they can betwixt him and the enemy, having always one eye to defend him in case the enemy should come to annoy him in that condition.

6.1 USING AUXILIARIES

6.11 General

Auxiliary counters are used to represent a variety of ships or specialist forces that cannot be represented properly by 'Sail-and-Squadron'. They have their own method of employment.

6.111 Apart from a flag and background colour indicating who owns them, Auxiliaries have an Operational Range (OR) indicator – a number inside a coloured roundel. This indicates their 'radius of operation' (6.142).

6.112 *Exception:* 'Marines' are depicted in their uniforms. They always have an OR of ONE (1).

6.113 Auxiliaries are divided into Classes, like Sail. The most common Classes are:

- **Fleet Auxiliaries** – these are usually groups of frigates. Their primary roles are Search and Interdiction.
- **Fleet-50 Auxiliaries** – these are function like Fleet Auxiliaries but are composed of larger ships (typically 4th Rate 50-gun vessels) that, while underpowered in the line of battle and not as versatile as frigates, can operate independently for long periods of time.
- **Light Auxiliaries** – representing groups of small ships, these function much like Fleet Auxiliaries, but there are minor differences between the two Classes.
- **Galley Auxiliaries** – again functioning in the same roles as Fleet and Light Auxiliaries, Galley Auxiliaries represent groups of galleys. Galley Auxiliaries are mainly used for coastal defence.
- **Fireships** – In the Age of Sail, fireships were frequently used to break up enemy formations and cause panic, usually among Squadrons at anchor. However, they could be employed in sea battles too, particularly in the calmer waters of the Mediterranean and Baltic Seas.
- **Bombs** – Bombs were small ships armed with mortars. They were used to bombard shore installations and ships at anchor, and to provide fire support for ground troops.
- **Marines** – Most naval vessels had complements of marines, whether especially trained or merely drafts of soldiers. These men would not only protect their own ship or board enemy vessels in close action, but could be used as port security, as pioneers, or to conduct raids on enemy shore installations.

6.114 Auxiliaries cannot be eliminated from play unless the Exclusive Rules so note. They may, however, be removed as part of a mandated withdrawal of forces from the map.

6.115 *Design Note:* in many cases, Auxiliaries represent a capability rather than individual ships. Section 6.3 is often used when Auxiliaries have fixed strengths.

6.12 The Auxiliary Cycle

The use of any Auxiliary follows this cycle:

- The Auxiliary is stored in the Available Box. (Auxiliaries are not moved about the map like Formations).
- The Auxiliary is removed from the Available Box and Assigned (6.13) to a specific Formation or to a Port during the Assign Auxiliaries Step of the Administrative Phase. It remains Assigned until used (Tasked) or Transferred (6.135).
- The Auxiliary is Tasked (6.14) from its Formation or Port. Tasking is the term used to define an Auxiliary performing one of its allowed actions.
- A Tasked Auxiliary is given a specific target – either a location or a Formation/Squadron. This target must be within the Auxiliary's Operational Range (OR), traced from the Formation or Port to which it is Assigned.
- Once the Task is completed, whether successfully or not, the Auxiliary is removed from play and placed in another holding box, called the Recovery Box.
- In the Recovery Step of the Administrative Phase, Auxiliaries in the Recovery Box may be moved to the Available Box using the Recovery Table (6.16).

6.121 *Exception:* Mixed-Role Auxiliaries can be generated 'at sea'. As explained in 6.3, these auxiliaries Convert from Sail, and can do so from Sail functioning as part of a Formation in the Ready State). However, as soon as this takes place the Auxiliary is Tasked, as above. *In essence, the Auxiliary was 'Assigned' to the Formation, but in Sail form.*

6.13 Assigning Auxiliaries

Auxiliaries must be Assigned to a specific Friendly Formation or Port before they can be Tasked. Assignment occurs during the Auxiliaries Step of the Administrative Phase.

Deleted in version 1.1: Auxiliaries are no longer forced to be Assigned if otherwise able – they may remain in the Available Box, but cannot be Tasked from there.

6.131 Unless the Exclusive Rules state otherwise:

- A Detachment or Convoy may have up to TWO (2) Auxiliaries Assigned at any given time. **Important.** Auxiliaries Assigned to Convoys may only Screen (6.28).
- A Flag or Grand Flag may have any number of Auxiliaries Assigned.
- A Port may have any number of Auxiliaries Assigned.
- Independent Squadrons may *not* have Auxiliaries Assigned to them.

6.132 **Important.** Certain Classes of Auxiliary may be limited in their places of Assignment. Be sure to check the Auxiliary Class Chart before Assigning an Auxiliary. Auxiliaries may only be Assigned to Ready Formations under case 6.135.

6.133 Assigned Auxiliaries are placed in the holding boxes provided for them on the Fleet Displays. If a Port is not represented on the Fleet Displays (i.e. it is a Minor Port), place any Assigned Auxiliaries on that Port's flag/icon on the map.

6.134 If a Formation becomes Unformed, or if a Port is no longer Friendly, all Auxiliaries Assigned to it are immediately removed to the Recovery Box.

6.135 Auxiliaries may be Transferred between Formations and Ports in the same manner as Sail (3.26). Note that Transfer strictly between Ports is not possible, since the Ports are (obviously) not at the same location. *Exception:* see 6.154.

6.136 *Clarification:* Auxiliaries are *not* prohibited from being Assigned to an Interdicted (7.2) Port.

6.14 Tasking Auxiliaries

To conduct an Auxiliary Task, declare the Task and select the Auxiliary attempting it. Usually, only ONE (1) Auxiliary is used per Task, but there may be exceptions. Ensure the Auxiliary is eligible: that it is of the correct Class, originating from an eligible location, and that the target is within its Operational Range (OR).

6.141 Tasks can be conducted whenever the Task instructions allow (6.2). With regard to sequencing between the players, Player A (per the Exclusive Rules – see 2.33) will go first when declaring Tasks.

6.142 Operational Range is given in MPs. A route to the target is traced by expending MPs as if the Auxiliary were a moving Formation, except that the expenditures are not broken down by MPI but are fully paid within the current MPI. *Clarification:* yes, PWs and SWs affect the OR. See 6.146 for Catching the Wind.

6.143 The OR is always traced from the Auxiliary's source (Port or Formation), to the target. An OR may be traced via Lanes, Spaces, and Sea Zones.

6.144 **Important.** Tasks may never take place in Gale Spaces, but the OR may be traced *through* Gale Spaces, at double (x2) the cost in MPs. Tasks in progress may continue in a Gale Space under certain circumstances. See the Attrition Chart.

6.145 *Exceptions:* Galley and Light Auxiliaries may not trace their ORs into Gale Spaces, and Galley Auxiliaries may not trace their OR into Sea Zones.

6.146 There is never any requirement to Catch The Wind when tracing an OR. Instead, whenever circumstances would require a Formation making the same move to Catch The Wind, the first such Space counts as ONE (1) MP, the next counts as TWO (2) MPs, and any subsequent costs alternate between these amounts.

6.147 *Example:* An Auxiliary with OR "4" is Tasked to a nearby space. To get there, the OR is traced via Catching the Wind (1 MP this first time), then via a Seasonal Wind fortunately Blowing in the same direction (1 MP), then by Catching the Wind again (2 MPs since this is the second such Space), for a total of 4 MPs-worth of distance.

6.148 Auxiliaries may be Tasked from Formations Fitting Out or Ready.

6.149 Limitations may be imposed by the nature of the Task itself.

6.15 U-OR Auxiliaries

Some Auxiliaries have an OR of 'U'. The 'U' stands for 'unlimited range', but in practical terms there are restrictions.

6.151 A U-OR Auxiliary has a fixed per-Turn OR equal to the MA of its equivalent Class of Sail. This equivalent Class of Sail will be known, because all U-OR Auxiliaries are derived from Mixed-Role Sail (6.3). As explained in 6.3, such Sail can be

converted into Auxiliaries (*typically, but not always, U-OR*). An Auxiliary's per-Turn OR will thus equal the MA of the Sail used in its creation.

6.152 *Example:* Fleet Auxiliaries represent Frigate Class Sail. A U-OR Fleet Auxiliary created by converting a couple of Frigate Sail – per 6.3 – would have a per-Turn OR of FIVE (5), corresponding to the '5' MA of Frigate Sail. Fleet-50 Auxiliaries, on the other hand, represent SOL(D) – MA '4' – so the OR in this case would be FOUR (4). (To clarify, as an Auxiliary the Frigates do not apply the MA-5 bonus effect; it simply translates to OR-5.)

6.153 In the Reorganisation Step of any Administrative Phase, U-OR Auxiliaries may Rebase from their current location to any eligible location on the map. Eligible Rebase locations are:

- Any Friendly Port.
- Any Sea Zone (assuming the Auxiliary is otherwise permitted to enter the SZ).
- *Exception:* Rebasing in Winter may only be to a Port.

6.154 In a modified form of Rebasing, a U-OR may be Transferred (6.135) from its current location to any Port or Formation within its per-Turn OR.

6.155 U-OR Auxiliaries conduct Tasks normally, their OR equalling their per-Turn OR. If occupying a SZ and not Assigned to a Formation, they count their OR from the SZ in the usual way.

6.156 U-OR Auxiliaries are removed to the Recovery Box in the usual ways (Tasked, located in a Gale-affected SZ, etc.). Like regular Sail, U-OR Auxiliaries occupying SZs cannot be detected, (see 6.21) and thus cannot be removed by enemy action.

6.157 Rebasing is not a Task. Keep the Auxiliary face down (without revealing its Class) until Tasked.

6.16 Recovering Auxiliaries

After completing a Task, an Auxiliary is placed in the Recovery Box. During the Reorganisation Step of the Administrative Phase it may be Recovered using the Recovery Table.

6.161 The Recovery Table provides a range of numbers, based on Auxiliary Class. Make ONE (1) die roll for each Auxiliary in the Recovery Box. If the result falls within the listed range, place that Auxiliary in the Available Box.

Design Note: in FI version 2.0 Auxiliary Recovery occurs before Assignment.

6.2 AUXILIARY TASK SUMMARY

6.21 Search

Fleet, Fleet-50, Light, and Galley Auxiliaries may be Tasked to Search. This Task is described in 7.12.

6.22 Shadowing

Fleet, Fleet-50, Light, and Galley Auxiliaries may Shadow a Spotted Formation. This Task is described fully in 7.13. The same Auxiliaries may also be Tasked to Counter-Shadowing – removing the Shadow. This Task is described in 7.14.

6.23 Fireship Attacks

Fireship Auxiliaries may be Tasked to make Fireship Attacks. This may be done during Battle (8.0), in which case the target is a single (1) Enemy Squadron, or it may be done in any MPI, if the target is in an Enemy Harbour (*clarification:* yes, in this case Squadrons in Harbours are not immune).

6.231 Fireships have an OR of '0', meaning their target must be in the same Space as the Formation to which they are Assigned. Harbours are considered to be the same Space for this purpose.

6.232 If the Fireship is Assigned to a Port, the target must be a Formation Interdicting the Port.

6.233 Fireship Attacks are resolved as follows:

- An attack may be made at any time before the participating forces Reorganise (8.42).
- Place the Fireship on the target Squadron.
- Count the number of Sail in the target Squadron.
- Roll ONE (1) die.
- If the result is equal to or greater than twice ($\geq x2$) the number of target Sail, the attack is successful. Refer to the Combat Damage Table (CDT – 8.33) and roll a second (2nd) die to determine the Damage (7.3) inflicted on the target.
- Otherwise, there is no effect.
- The Fireship is always removed to the Recovery Box.

6.234 *Clarification:* Fireships Attacks are made using the same combat-damage table that is used in Battles (per 8.33). However, the column used is determined randomly. If 'Column 9' is appointed, the attack automatically fails.

6.235 If Sail are Sunk due to a Fireship Attack they may not be Captured (exception to 8.44).

6.236 If the target is in a Harbour, the Blockade Value (7.23) of the Port is used as a negative (–) modifier to the success die roll. However, all successful Fireship Attacks in Harbours inflict twice ($\times 2$) the Damage allotted by the CDT.

6.237 Squadrons that are In Ordinary are eligible targets, but only if there are no Squadrons Fitting Out in the same Port. If a In Ordinary Squadron is the target, the success die roll need only be *greater than* ($>$) the number of Sail, not twice ($\times 2$) the number of Sail. Triple ($\times 3$) any Damage inflicted by a successful attack. *Clarification:* Damage multiples for targets in Harbours are not cumulative.

6.238 More than one Fireship Attack may be attempted at any given time, but each is resolved separately.

6.239 In a Battle, Fireship Attacks cannot be made against the Fleet that holds the Weather Gauge (WG – 8.22). *Exception:* if the target Squadron entered the Battle from the Fitting Out State, the WG prohibition is ignored.

6.23.10 *Example:* a Fireship Attack is declared by a Flotilla Blockading a Key Port. In the Port's Harbour are 2 Enemy Squadrons, each of 4 Sail. One Squadron is In Ordinary and the other is Fitting Out. The Port's Blockade Value is '1'. Only the Fitting Out Squadron can be targeted. The chance of success is 10%: i.e. a 9 is needed (base die roll $\geq (4 \times 2) - 1$ to the die roll for the Blockade Value). If only the In Ordinary Squadron were present, success would be possible on a 6-9 ($\geq 8 - 1$ for the Blockade Value, +3 for In Ordinary).

6.23.11 *Design Note:* damaging an entire Squadron does not necessarily indicate a catastrophic explosion, but simulates the forced dispersion of the vessels, perhaps grounding some or causing collisions, or, on the high seas, breaking the line of battle. When successful, fireships were often very successful, but this was an exceedingly rare event. Note that Fireship Auxiliaries may be reused, since the counter represents a capability, not a specific ship. By the by, fireships were also used to carry troops and supplies.

6.24 Bombardment

Bomb Auxiliaries may be Tasked to Bombard targets. There are TWO (2) kinds of target:

- Enemy forces Fitting Out or In Ordinary – including those in Harbours. This version of the Task uses the Combat Damage Table (CDT – 8.3). The Auxiliary is Tasked against the target and the Tasking player receives ONE (1) free 'attack' against any ONE (1) Enemy Squadron, using the CDT (see the table itself for further details). No response by the Enemy is possible.
- Targets designated by the Exclusive Rules. This version of the Task is associated with Orders (9.3), and the act of Tasking the Bomb will generate an effect appropriate for the Order in question, usually a die roll modifier.

6.241 Multiple Bombs may be Tasked against the same target. In the case of Enemy forces (per point #1 above), a different Squadron must be selected each time. In the case of a target set by the Exclusive Rules, the latter will give the effects.

6.242 Bombs must be Assigned to a Formation before they may be Tasked. *Exception:* the Exclusive Rules may permit their Assignment to a Port (i.e. 'to be used against a besieging army').

6.243 *Historical Note:* bombs could be highly effective, but service aboard them was considered onerous, due to the excessive recoil of the mortars. Bombs were not merely 'monitors', but are reported taking part in scientific expeditions, such as the search for the North West Passage. They were deemed suitable for Arctic (and Antarctic) exploration due to their extremely strong construction.

6.25 Marine Tasks

Marines are bands of foot soldiers operating from aboard ship. Their use will be dictated by the Exclusive Rules, but the following are common Tasks:

- **Raids.** Made against some point on the land, often a Port.
- **Cutting Out.** Directed against targets located at a Port, with the object of Capturing (8.44) Sail.
- **Assist a Siege.** Directed against a Port or designated point on land.

6.251 Marines must be Assigned to a Formation before they may be Tasked.

6.252 *Historical Note:* The British Royal Marines are the most famous group of 'sea soldiers' in the Age of Sail, but most navies employed at least a few soldiers on board ship – the Spanish often employing large numbers of them. The Royal Marines had a chequered history. Beginning as foot soldiers raised as 'maritime regiments', they became a dedicated marine force by the 1690s, but were then replaced by regiments of infantry in the 1740s, primarily formed to participate in the disastrous assault on Cartagena in 1741. They were billed as 'marines' to persuade voters that they would be used overseas, and not as a local tool of oppression. Elements of these regiments saw sea service until the end of the War of the Austrian Succession. Having proven their uselessness, they were replaced, after hard lobbying by the Navy, by the still extant Corps of Royal Marines, in 1755.

6.26 Assist Battle Reinforcement

Fleet and Galley Auxiliaries may be Tasked to assist with Battle Reinforcement. This process is covered in 8.24.

6.27 Convoy Attack

Fleet, Fleet-50, Light, or Galley Class, may be Tasked to attack Convoys (10.1). This process is covered in 10.18.

6.28 Screening

The Screening Task is used to counter other Tasks. Screening is conducted as follows:

- Declare the Screen after the target Task is declared, but before the opposing player chooses his Auxiliaries.
- Both players secretly select the Auxiliaries they will employ. The Screening Auxiliary (note: ONE (1) Auxiliary only) must come from a Formation or Port in the target Space.
- Reveal the Auxiliaries simultaneously, ONE (1) pair at a time (i.e. ONE (1) Tasked Auxiliary and ONE (1) Screening Auxiliary).
- Compare the opposing Auxiliaries with a chart called the Screening Matrix. This will indicate which Auxiliary is successful, based on a comparison of Class.
- For each successful Screen, remove both Auxiliaries to the Recovery Box.
- For each Partial Screen, the Task continues, but with a penalty.
- For each failed Screen, remove the Screening Auxiliary to the Recovery Box and continue the Task with the other Auxiliary.

6.281 Tasks that may be Screened are:

- Searches and Shadowing (7.12/7.13).
- Assist Battle Reinforcement (8.24).
- Convoy Attacks (10.183).
- Stationed Auxiliaries may be Screened at the instant they are Stationed, plus as directed in 6.295.
- Other situations may be added by the Exclusive Rules.

6.282 Auxiliaries that can Screen include, Fleet, Fleet-50, Light, and Galley Auxiliaries. Other Classes may be added by the Exclusive Rules.

6.283 **Important.** Auxiliaries Assigned to Convoys may only Screen (6.28).

6.29 Stationing

Fleet, Fleet-50, and Galley Auxiliaries (*not Light*) may delay the execution of certain Tasks by being Stationed at select locations. Stationing is not a Task in itself.

6.291 Eligible Auxiliaries may be Stationed at Straits Spaces, Enemy Port Spaces, or any other Space designated by the Exclusive Rules. The Space chosen is termed the Auxiliary's Station. Multiple Auxiliaries may be Stationed in the same location.

6.292 Stationing is conducted by placing the desired Auxiliary to its intended Station as if it were being Tasked there. Place the Auxiliary face down in the Space without first revealing its Class.

6.293 At the time of Stationing, the intended Task need not be declared – and, indeed, the player is free to choose any eligible Task at the time he finally intends to execute it.

6.294 Stationed Auxiliaries may be freely Screened at the instant they are first Stationed. Once Stationed they cannot be Screened.

6.295 *Exception:* a previously Stationed Auxiliary *can* be Screened whenever an opposing Formation enters its location and Tasks one of its Assigned Auxiliaries to Screen the Stationed Auxiliary. Alternatively, an Auxiliary Assigned to a Port may at any time Screen an opposing Auxiliary Stationed in that Port Space.

6.296 A Stationed Auxiliary may remain at its Station for the entire Turn, until Tasked or successfully Screened, or until forced to leave due to a Gale (11.24). In the Auxiliary Step of the Administrative Phase, all Stationed Auxiliaries are removed to the Recovery Box.

6.297 Stationed Auxiliaries may perform the following Tasks within their current Space (only):

- Search
- Shadow
- Screen
- Convoy Attack
- Any other Task allowed by the Exclusive Rules.

6.298 These Tasks may be performed whenever desired. The opposing player must allow the Auxiliary's owner the chance to declare a such a Task whenever it becomes possible. If multiple Auxiliaries are Stationed in the same location, they may each perform a Task, but cannot combine their efforts. These Tasks can be Screened in addition to any Screening conducted under 6.295 (*but not by the same Auxiliary, naturally*).

6.299 *Clarification:* U-OR Auxiliaries (6.15) function in a similar manner when based 'at sea', but note that their Bases must be Friendly Ports and Sea Zones (from which they may trace their per-Turn OR), while Stationed Auxiliaries are placed at *Enemy* Ports and in Straits Spaces (and cannot trace an OR from them). Furthermore, U-OR Auxiliaries basing 'at sea' cannot be Screened until they perform a Task.

6.3 MIXED-ROLE (MR) SAIL

6.31 General

Certain Sail have functions that cannot be properly represented by simply grouping them in Squadrons. Frigates, for example, are capable of – indeed, necessary for – reconnaissance, yet are also needed in battle, and can fight quite well on their own (in what a later time would call 'hunter-killer' groups). Therefore, such Sail have been designated Mixed-Role Sail (MRS).

6.311 MRS may act as normal Sail of their Class (*typically, MRS are Frigates or SOL(D)*), or they may be Converted into Auxiliaries (*typically, Fleet Auxiliaries or Fleet-50 Auxiliaries*). Such Auxiliaries are termed MRA (MRA). The reverse action is also possible: MRA may be Converted into MRS.

6.312 SOL(D) Convert to 'Fleet-50' Auxiliaries, and *vice versa*. Frigates Convert to Fleet Auxiliaries, and *vice versa*. Other Conversions may be allowed by the Exclusive Rules and will be detailed there.

6.313 *Clarification:* 'Fleet-50' Auxiliaries function as normal Fleet Auxiliaries, except that their performance is degraded by various die roll modifiers. The Exclusive Rules may forbid certain Tasks.

6.32 MR Conversions

At the start of a scenario each MRS must be assigned to ONE (1) of its TWO (2) roles. During the scenario, MRS/A may change roles, as described below. The counter mix is an absolute limit on such conversions.

6.321 Unless the Exclusive Rules dictate otherwise, MRS Convert to MRA at a rate of TWO (2) for ONE (1). That is, TWO (2) Sail Convert to ONE (1) Auxiliary; a single Sail cannot Convert. Classes cannot be mixed (i.e. Frigate Sail only Converts to Fleet Auxiliaries).

6.322 MRA may be created under TWO (2) separate circumstances: during the Auxiliary Step of any Administrative Phase, or at the start of any Impulse. The procedure is generally the same in each case. The owning player simply removes pairs (2) of the appropriate Sail from play and replaces them with the appropriate Auxiliaries.

6.323 In the Auxiliary Step, MRS Converting to MRA only do so at Ports:

- The Sail must belong to Squadrons Fitting Out or or In Ordinary at a Port. They do not have to belong to the same Squadron. Sail intended for the same Auxiliary *can* be taken from different Ports (but not from Interdicted Ports). Even if located at the same Port, the Sail need not come from the same Squadron.
- The new Auxiliary must be placed in the Available Box. Note that this occurs *after* Auxiliary Assignments.

6.323 At the start of any Impulse, MRS belonging to a Ready Squadron may be Converted to Auxiliaries:

- The Sail must belong to the same Formation, but need not belong to the same Squadron.
- The new Auxiliary must immediately be Assigned to the Formation from which the Sail were taken. *Clarification:* yes, this is the case even though Assignment from the Available Box occurs in the Administrative Phase.
- Formation Assignment limits (6.131) must be maintained at all times.
- **Important.** A LC is required to perform the Conversion.

6.324 The Conversion process may be reversed. However, in every case, MRA intended to yield MRS must be in the Available Box. During the Auxiliary Step, immediately prior to Auxiliary Assignments, said Auxiliaries may be Converted, yielding TWO (2) MRS of the appropriate Class, which must immediately be used to Form a Squadron or Squadrons, or be added to an existing Squadron or Squadrons. The Sail are received in the same manner as other Sail Reinforcements (11.14) (*albeit slightly earlier in the phase*).

6.325 Squadrons currently having DPs over ONE HALF (1/2) their DR may not be used for Conversion. Whenever ONE or more (1+) MRS are added to a Squadron, also give that Squadron ONE (1) DP.

7.0 ADDITIONAL CONCEPTS

Inst. 7th. In case the admiral should have the wind of the enemy, and that other ships of the fleet are to windward of the admiral, then upon hoisting up a blue flag at the mizen yard, or the mizen topmast, every such ship then is to bear up into his wake, and grain upon severest punishment. In case the admiral be to leeward of the enemy, and his fleet or any part thereof to leeward of him, to the end such ships to leeward may come up into the line with their admiral, if he shall put abroad a flag as before and bear up, none that are to leeward are to bear up, but to keep his or their luff to gain the wake or grain.

7.1 SPOTTING

7.11 General

Formations may be Spotted or Unspotted. Unspotted Formation counters are covered with an Unspotted marker or kept on their reverse side. Spotted Formations are kept face up without a covering marker.

7.111 A Formation becomes Spotted under the following conditions:

- A Fleet, Fleet-50, Light, or Galley Auxiliary was Tasked to Search (7.12) the Space it currently occupies, and was successful.
- The Formation occupies a Strait Space.
- The Formation occupies an Enemy or Neutral Port Space.
- The Formation was previously Spotted and is being Shadowed (7.13).
- The Formation entered a Space just vacated by an opposing Formation and that same opposing Formation simultaneously entered the Space just vacated by said Friendly Formation, and ONE (1) or both of the Spaces was a Strait. All Spaces entered or passed over by both Formations are considered, even if they are not counted for Movement.
- The owner of the Formation chooses to reveal it for any reason (normally, this will only be done to cause a Battle (8.0)).
- A Formation becomes Spotted if it is in a Battle Space (8.121) at the end of the current MPI, even if it Withdraws (8.23) before Battle.

7.112 A Formation remains Spotted for the remainder of the Impulse. If none of the above conditions apply at the end of the Impulse, the Formation becomes Unspotted.

7.113 Exception: no Formation may be Spotted in a Gale-affected Space. Any Spotted Formation in such a Space becomes Unspotted immediately.

7.114 When Formations are stacked, place any Unspotted marker over all the Unspotted Formations, and place the Spotted Formations on top of the stack. Players may freely examine the Spotted portions (only) of each others' stacks.

7.115 **Important.** The opposing player may examine Spotted stacks, and, *upon request*, must be told the *number* (only) of Squadrons that compose them. Assigned Auxiliaries must also be stated, upon request, by number and Class. Spotted Formations may be attacked. Unspotted Formations may not be attacked.

7.12 Searching

Formations may be Spotted through Search Tasks. Fleet, Fleet-50, Light, and Galley Auxiliaries may conduct Search Tasks.

7.121 As usual, Search Tasks must also be conducted by ONE (1) Auxiliary. The target is a single (1) Space (only) within the Auxiliary's OR which the Auxiliary is eligible to be placed in. **Important.** Search Tasks may not take place in Sea Zones.

7.122 The Task may be declared in any MPI, but only ONE (1) Search Task may be declared in the same Impulse, per Fleet, against any given Space.

7.123 Clarifications: Search Tasks target Spaces, not individual counters. All Formations in a targeted Space are liable to become Spotted. If opposing Search Tasks can be declared at the same time – Search Tasks are treated as 'simultaneous', lasting the whole of the MPI; the players may resolve them in any order desired.

7.124 Per 6.28, Enemy Auxiliaries may be Tasked to Screen against a Search Task.

7.125 To conduct a Search:

- Declare the target Space.
- Secretly select a Searching Auxiliary.

- The opposing player secretly selects a Screening (6.28) Auxiliary, if desired.
- If the Screen is ineffective, consult the Search Table once (1) per Unspotted Enemy Formation in the Space. Roll ONE (1) die each time. The result will be a Yes or No. If a Yes, the target is Spotted; if a No, it is not.
- If any Formations are Spotted, check for Shadowing (7.13).
- Remove the Searching and any Screening Auxiliary to the Recovery Box.

7.13 Shadowing

After a Formation has been Spotted, it may be Shadowed, provided the Search Table result permits.

7.131 Important. Shadowing (if allowed) is declared immediately after resolving the current Search attempt. Any unresolved Searches against other Enemy Formations in the Space are forfeit.

7.132 If Shadowing occurs, the Auxiliary that conducted the Search Task remains stacked with the target Formation until:

- The owning player chooses to remove it.
- The Formation becomes Unspotted by entering a Gale Space.
- The Formation enters a Harbour.
- The player owning the Formation makes a successful Screening attempt (7.14).

7.133 When it stops Shadowing, the Auxiliary is removed to the Recovery Box.

7.134 If the Shadowed Formation becomes Subordinated to another Formation, that Formation is automatically Spotted and Shadowed as well.

7.135 If a Shadowed Formation becomes Unformed and one or more (1+) Sail are Transferred from it during the process, any ONE (1) Formation that receive the Sail may be Shadowed automatically by the Fleet Auxiliary (i.e. the Shadowing elements follow an element of the former Formation).

7.136 If a Formation divides up into more than one (>1) Formation, the Shadowing Fleet Auxiliary may continue to Shadow ONE (1) of the component Formations – Shadowing player's choice.

7.137 Shadowing Auxiliaries do not have to remain with the Operational Range of their 'originating' Formation. However, a Galley Auxiliary must be removed to the Recovery Box if the Formation it is Shadowing enters a Sea Zone, and no Shadowing is permitted in Gale Spaces.

7.138 Only ONE (1) Auxiliary may Shadow any ONE (1) Formation at any given time.

7.139 Design Note: some players may object that a Shadowing force could remain off a Port and pick up the target, or a new target, when it left Port. The requirement to remove the Shadow is a game mechanic forcing the players to recycle their Auxiliaries – since Auxiliaries cannot be attrited.

7.14 Countering Shadowing

A player may attempt to remove an Enemy Shadowing Auxiliary at the end of each Impulse by conducting a Screening Task (6.28) with any eligible Auxiliary. If successful, both the Screening and Shadowing Auxiliaries are removed to the Recovery Box.

7.141 Should a successful Searching Auxiliary commence Shadowing at the end of an Impulse, it may not be Screened for

Shadowing in that Impulse. (It may be Screened for its Search Task – this rule merely prevents a 'double' Screen).

7.15 Dummies

Dummy Formation counters are available (including wooden pieces in the boxed games). Dummies act as Unspotted Formations. If Spotted, whether alone or with real Formations, a Dummy is removed from the map.

7.151 Dummies may, at the start of any Impulse, be placed in any Space or Spaces containing only Unspotted Friendly Formations, or they may enter the map from an off-map entry point.

7.152 Dummies have no real presence. They have no Subordinate Squadrons, and no Leader is Posted to command them. They cannot engage in Battle. They cannot have Auxiliaries Assigned. They cannot be Issued Orders (9.36). They may only move in simulation of real Formations until discovered; in this regard, they obey all normal Movement rules.

7.153 The counter mix is an absolute limit on the number of Dummies that may be in play at any given time, but the counters may be reused as needed.

7.154 Play Note: the players should do their best to pretend their Dummies are conducting legitimate business, appearing to suffer attrition and 'sponsoring' Auxiliary activities.

7.2 INTERDICTION

Removed all reference to Auxiliary Interdiction. This has been replaced by Stationing (6.29).

7.21 General

For game purposes, the term Interdiction means the obstructing of specific Spaces by the forces of one Fleet or the other.

7.211 Formations may conduct Interdiction as a result of an Order (9.3) to do so; the Order will specify an exact target. *Exception:* Interdiction may occur for other reasons due to an Exclusive Rule.

7.212 Only Straits, Ports, and those locations designated by the Exclusive Rules may be Interdicted.

7.22 Execution

Formations conduct Interdiction by occupying the Space designated by the Interdiction Order.

7.221 To be successful, Interdiction must always be applied to the target location for a specified period of time. The Exclusive Rules will provide this information. The Formation must occupy the target location and remain there until the specified time is up. If forced to leave the location (or if eliminated) before that time, the Order Fails (9.38).

7.222 The player owning the Formation in question does not have to declare the Formation's purpose at the target location until he wishes to Terminate the Order (9.38).

7.223 If an Enemy Formation enters an Interdicted Space, it *must* fight a Battle with the Interdicting Formation at the end of the current MPI. If the Enemy Formation desires and is able to Withdraw (8.23), in the next MPI it must return to the adjacent Space it came from, paying ONE (1) MP regardless of circumstances. (*Clarification:* per the Battle rules (8.0) forces may normally 'pass through' each other in the MPI after a Battle – i.e. there are no 'retreat' rules; the Withdrawal mentioned here is a pre-Battle act).

7.224 Interdiction is terminated if the Interdicting Formation is forced away from the Space or becomes Unformed.

7.225 Interdicting Formations are always Spotted. (This includes times when an Exclusive Rule permits Interdiction of a location that Formations are not automatically Spotted in).

7.226 **Important.** If the target location is coincidentally occupied by any other Friendly forces, it is *not* Interdicted by them – Interdiction must be conducted by the Formation to which the Interdiction Order was Assigned (9.35).

7.23 Port Interdiction – Blockade

When a Port Space is Interdicted, it is termed a Blockade. In general terms, a Blockade is conducted exactly like any other form of Interdiction. Apart from any additions made by the Exclusive Rules, however, there is a special feature: Blockade Values.

7.231 Every Port has a Blockade Value (BV). The BV increases the amount of Attrition (11.2) accumulated by the Blockading Formation (only), as shown on the Attrition Chart.

7.232 Blockade Values also make it harder to employ Fireships and Marines against the Harbour (6.234 & 6.25).

7.233 Design Note: unlike many naval games, the BV has nothing to do with port defences, and everything to do with the coastal and sea conditions off that port. The French port of Brest was extremely difficult to blockade, not so much for the multiplicity of forts and cannon (only useful if an enemy wished to enter the harbour) but because it had three exits and lay on a very stormy bit of coast. Similarly, the Spanish port of Cadiz, also a formidable target, was hard to blockade because the Atlantic weather forced ships willy-nilly through the Gut into the Med – if a squadron lost its station it could take days to recover it, and meanwhile the Spanish would be halfway to Cuba. Although Attrition seems to be a unique feature of Blockade-Interdiction, it actually mirrors the Attritional effects of Straits.

7.235 Historical Note: for much of the age rigid doctrine prevailed over audacity, to the detriment of operations. An action conducted like Nelson's Battle of the Nile, for example, would have secured an admiral's court martial for disregarding the Fighting Instructions. The proper method of dealing with a fleet in port was to blockade the exits to the harbour, then land a large force of soldiers to take the port. Usually, this was considered too risky to attempt. Close blockade by a string of warships was extremely difficult, so the squadron usually 'stood off' while a few handy light vessels scouted for signs of an imminent enemy departure.

7.24 Interdiction Effects

Interdiction has a number of effects:

- Formations which enter an Interdicted Space are automatically Spotted.
- Interdiction thus creates the potential for a Battle when Formations belonging to the opposing Fleet enter the Interdicted Space.
- Interdiction can have an effect on Strategic Events (9.2). The effects will be described in the Exclusive Rules.
- Since Interdiction is carried out as an Order (9.3), it is a means of gaining Prestige (12.0) through Fulfilling Orders.

7.241 Design Note: Sea Lords does not use the concept of 'lines of communication', but Interdiction in fact cuts 'sea lanes'. The effects, however, do not impact the players directly (except for Prestige).

7.3 DAMAGE

7.31 General

In *Sea Lords*, combat results and the attritional effect of the elements are recorded as Damage, in the form of Damage Points (DPs).

7.311 Damage is applied to Squadrons, not individual Sail.

7.312 Damage is cumulative.

7.313 Damage can affect a Squadron's performance by reducing its available MPs and by penalising its parent Formation's attempts to gain the Weather Gauge (8.22) in Battle. See the Damage Effects Chart. Damage also weakens the Squadron – when accumulated DPs exceed a Squadron's Damage Rating (7.34), Sail can Sink (be eliminated).

7.314 **Important.** When a Formation has several Damaged Subordinate Squadrons, the effects are not cumulative. Simply use the worst possible effects.

7.32 Recording Damage

Damage is recorded using the Fleet Displays. As noted in 3.2/3.3, all Squadrons Subordinated to a Formation are placed on that Formation's record track. Each Squadron is placed on the box of the track corresponding to the number of DPs it currently has.

7.321 As DPs are accrued, move the affected Squadrons up the track, flipping them to their reverse '+10 DP' sides as needed.

7.322 Clarification: Squadron strength – in Sail – is *not* adjusted when DPs are inflicted, only when the accumulated DPs are so high that a Sail actually Sinks (see below).

7.323 In the case of Independent Squadrons and Squadrons Fitting Out that are not Subordinated, use the numerical markers provided in the counter mix to indicate accrued Damage. These markers are numbered along their edges from one to four (1-4) and (on their reverse) from five to eight (5-8). Place the counters under the affected Squadrons, and rotate the counters as needed so that the current number of DPs is showing on the upper edge of the counter (from the owning player's point of view). The Squadron can be flipped to its '+10 DPs' side if needed. If more than eighteen (>18) DPs are accrued, use an additional marker.

7.324 When a Squadron begins In Ordinary at a Key Port, it will initially be placed on the Port's record track. These record tracks are termed Repair Tracks. The Squadron begins on the box of the track corresponding to its current DPs, and is then moved *down* the track as it is Repaired. See 11.3.

7.33 Damage Effects

Per 7.313, 'nonlethal' Damage may still reduce a Formation's performance. The Damage Effects Chart (DEC) lists THREE (3) brackets, from zero to one third DR ('up to 1/3'), from over one third to two thirds DR ('up to 2/3'), and over two thirds DR ('over 2/3').

7.331 The '+1 Battle Reinforcement' is a die roll modifier applied to Battle Reinforcement attempts when a Formation has suffered the appropriate number of DPs or has at least one (1+) Subordinate that has suffered the appropriate number of DPs.

7.332 The Movement Allowance (MA) and Wind Gauge (WG) modifiers apply in the same manner.

7.333 The DEC also notes the chance of Sunk Sail, as explained in 7.35 below.

7.334 **Important.** When determining what DP bracket to apply, always fractions round DOWN. Precise values (after rounding) only apply to Independent Squadrons and other Formations with

no representation on a Fleet Display. The tracks of a Fleet Display are shaded to indicate the three brackets – no shading, light shading, and heavy shading, respectively – and this graphical representation takes precedence.

7.335 Flagships track their Damage separately from their associated Squadron (10.313).

7.336 Example: an Independent Squadron with DR '10' has suffered 4 DPs. It will use the DEC at the 'up to 2/3 DR' bracket ($10/3 = 3.33$ rounded to 3 while $10/6 = 6.67$ rounded to 6; 4 is > 3 but < 6). However, assume the same Squadron is Subordinated to a Flag. For some reason, this Flag's DR track shows no shading in the '0' through '4' boxes. While Subordinated, the Squadron rates as being at the 'up to 1/3' bracket.

7.337 Design Note: this difference is intended to indicate the resilience (or lack thereof) of higher formations.

7.34 Damage Limits

Each game assigns Damage Ratings (DRs) to all Squadrons, usually by Fleet/Command, but sometimes by Contingent or Class of Sail present. The DR is equal to the number of DPs that a Squadron may accrue before there is a chance of a Sail being Sunk.

7.341 *Clarification:* Sail can also be Sunk directly in Battle (see below).

7.342 When assessing the chances of a Sunk Sail, Flagships are treated as separate Squadrons. (Per 10.31, Flagships have a DR TWO (2) higher than regular SOL).

7.35 Sunk Sail

Whenever a Squadron has accrued DPs equal to or greater than (\geq) its DR, ONE (1) of its Sail may be Sunk:

- Subtract the DR from the accrued DP value ($DPs - DR = X$).
- Roll ONE (1) die. If the result is less than or equal to this value ($\leq X$), ONE (1) Sail is Sunk.

7.351 Checking for Sunk Sail is performed at set times:

- At the end of the Operations Phase.
- After applying Gale Attrition (11.23).
- During Battle (8.33).

7.352 Except in Battle, no more than ONE (1) Sail may be Sunk from a single (1) check for Sunk Sail. In Battle, multiple Sail can be Sunk (assuming the number of DPs accrued is high enough), per 8.339.

7.353 When a Sail is Sunk, rotate the owning Squadron's counter to show the remaining number of Sail – i.e. an equal number of pips along the top edge of the counter (viewed from the owning player's perspective).

7.354 The Sinking of a Sail does not adjust the number of DPs accrued by a Squadron. *Exception:* Hulking (11.243).

7.355 Remember, if a Squadron loses its last Sail, it becomes Unformed.

7.356 The owning player may always choose which Sail to Sink from within a Squadron. *Exception:* if the Sail's DRs vary, the Sail with the lowest DR must be Sunk first; this automatically and immediately adjusts the Squadron's DR to the new lowest Sail DR.

7.357 Example: a Squadron has DR '10'. If the Squadron accumulates 17 DPs, a Sail will be Sunk on a die roll of '7' or less ($17 DPs - 10 DR = +7$).

7.358 Design Note: players will probably find themselves losing more Sail than were lost historically (wargamers tending to hyper-aggression by nature), but the system compensates through the Reinforcement

mechanism (the players will also tend to receive more Sail than their historical counterparts would have been trusted with). Some Sunk Sail may thus be considered merely 'non-serviceable'.

7.36 Removing Damage

Damage may only be removed from a Squadron during the Administrative Phase, and only if the Squadron is In Ordinary (3.27). See 11.3 for a full explanation.

7.37 Auxiliaries and Damage

Auxiliaries do not suffer Damage. Instead, they are removed to the Recovery Box when required. The Recovery mechanism simulates any repairs that may be needed.

7.38 Sail Transfers & Damage

To reiterate 3.26, when Transferring Sail, if the Donor Squadron has accrued more Damage than the Recipient, the Recipient's Damage is increased to match the Donor's Damage. The reverse is not true: Damage may never be *reduced* through the Transfer of Sail.

8.0 BATTLE

Inst. 8th. If the admiral will have any of the ships to endeavour by tacking or otherwise to gain the wind of the enemy, he will put aboard a red flag at his spritsail, topmast shrouds, forestay or main topmast stay. He that first discovers the signal shall make sail and hoist and lower his sail or ensign, that the rest of the ships may take notice of it and follow.

8.1 GENERAL

8.11 Battle Sequence

Battles are resolved in the following sequence of activities:

- Determine if a Battle can take place (8.12).
- Pause the Impulse (Battles occur at the end of each MPI).
- Announce initial Engaged Formations (8.21).
- Determine the Weather Gauge (8.22).
- Declare all Withdrawals (8.23).
- Determine Battle Reinforcements (8.24).
- Assign Leaders to Squadrons (8.26).
- Declare Battle Intensity (8.31).
- Determine the Damage Level (8.32).
- Arrange the opposing Squadrons into a series of Combats (8.33).
- Determine the modifiers (8.34/8.36) for each Combat.
- Consult the Combat Damage Table for each Combat. Implement the results. (8.32-8.37).
- Resume the Impulse.

8.111 Important. Battles are not broken down into 'rounds' – there is only ONE (1) consultation of the combat tables (*although each Squadron is attacked individually, using separate die rolls*).

8.12 When & Where Battles May Occur

Battle can occur any time opposing Formations occupy the same Space, and at least one of the Formations is Spotted. Battles are resolved at the end of each MPI.

8.121 Battles may only occur in Spaces. They may not occur in Sea Zones. The Space where a Battle occurs is termed the Battle Space, and the Formations that participate are termed Engaged.

8.122 When opposing stacks of Formations pass each other along the same Lane during Movement (i.e. both are moving), a Battle does occur (assuming all other conditions apply). If there is an intervening Small Space, the Battle occurs there. If not, the player holding the Weather Gauge (8.22) chooses whether the Battle occurs in the Space his force originated in, or the Space his opponent's force originated in. All the Formations involved are considered to have expended their MP for that MPI regardless of the Battle location.

8.123 Battles cannot occur in Gale-affected Spaces. In cases where opposing Formations pass each other per 8.122, if any of the eligible Battle Spaces is affected by a Gale, no Battle occurs.

8.124 In cases where only one Side's Formations are Spotted, the opposing player declares whether he will initiate Battle or not. If he does not, no Battle occurs and the Space is not considered a Battle Space (and case 8.122 is ignored).

8.125 Per 7.111, all Formations in a Battle Space become Spotted. When a Battle is to be fought, the players must reveal, on request, the true composition of all Engaged (8.21) forces, including the number of Sail, Squadrons, and the extent of Damage to any Squadrons.

8.126 Designer Note: players should feel free to resolve any Battles they generate in more detail using their favourite tactical system – but will have to develop their own rules for translating the results.

8.2 INITIAL BATTLE STEPS

8.21 Engaged Formations

If a Battle does occur, ONE (1) Formation from each Side is automatically Engaged – owning player chooses. Withdrawn (8.23) Formations cannot be selected. All remaining Formations in that Space (excepting Withdrawn Formations) may join as Battle Reinforcements (8.24).

8.211 Exception: an Fitting Out Formation may not be selected to participate as an initial Engaged Formation, but it may be received as a Battle Reinforcement (8.24) – even if occupying a Harbour.

8.212 Only Engaged Formations participate in the Battle.

8.213 As an aid to memory, stack all Friendly Engaged Formations together, with the initial Engaged Formation on the top. Set all Unengaged Formations slightly to one side in a second stack, and all Withdrawn Formations (8.23) in yet another stack.

8.214 **Important.** After determining which Formations are Engaged (*after* Reinforcement – 8.24), sum the CRs of all Engaged Friendly Leaders and compare the value to the sum of all Friendly Engaged Squadrons. If there are more Friendly Engaged Squadrons than the CR total, the excess Squadrons do not participate in the Battle (*exception:* in matters affecting their Formation as a whole they *are* considered). The owning player may choose the affected Squadrons.

8.22 The Weather Gauge

Having the wind or weather gauge meant that a force could dictate the circumstances of a battle – equivalent to 'holding the high ground'. In *Sea Lords*, holding the Weather Gauge (WG) allows a player to (usually) avoid or terminate combat when he chooses, and to dictate the pace of the Battle.

8.221 Who holds the WG is determined using the Weather Gauge Chart (WGC). The WGC simply lists modifiers to the Base Chance of gaining the WG. The Base Chance Number is always TEN (10). Positive modifiers are good, because they increase the Chance Number. Negative numbers are bad; they decrease it.

8.222 The modified Chance Numbers for each Side are compared. The Side with the WG is the one with the highest Chance Number. In the rare case of a tie, each player rolls ONE (1) die, and the low roll wins the WG.

8.223 The Side with the WG gains the following:

- May Withdraw prior to combat – see 8.23. In this case, there is no Battle. *Clarification:* Withdrawal is possible even if the other Side triggered the Battle by revealing a previously Unspotted Formation.
- Has the ability to adjust the Intensity of a Battle (8.31).

8.23 Pre-Battle Withdrawal

A player with the WG may Withdraw some or all of his Formations before the Battle begins.

8.231 Withdrawing Formations do not actually leave the Space until the next MPI, at which time they move normally. However, their direction of travel is limited to Lanes not used by opposing Formations to enter the ex-Battle Space in the previous MPI. If Withdrawn, they may not remain in the Battle Space in the next MPI.

8.232 If all opposing Formations are Withdrawn no Battle occurs.

8.24 Battle Reinforcements

Once the initial Engaged Formations have been selected, each player may attempt to add other Formations in the Battle Space to the combat. This process is completed before Battle is resolved.

8.241 All Formations in a Battle Space that are not already Engaged are eligible to become Engaged. *Exception:* Withdrawn Formations.

8.242 To determine whether a given Formation can participate, make a LC against the reinforcing Leader's LR. See the Battle Reinforcement Chart (BRC) for modifiers.

8.243 Formations currently Fitting Out in the Battle Space may *only* participate in the Battle as Reinforcements. They can participate if Fitting Out in a Harbour, even though the Harbour is technically a separate location. However, when a Harbour is involved, a penalty is applied to the attempt.

8.244 If a Formation Fitting Out fails to become Engaged, it remains Fitting Out. Other Formations that fail to participate remain in the Battle Space until the end of the combat but do not participate. Formations that fail to become Engaged are not subject to the restrictions placed on Withdrawn Formations. See 8.4 for more information.

8.245 Reinforcement attempts can be aided or hindered by Fleet and Galley Auxiliaries:

- Each player secretly Tasks a Fleet or Galley Auxiliary to the Battle.
- Once the Auxiliaries are Tasked, but before they are revealed, each player may Task a Screening Auxiliary.
- The players then reveal the Auxiliaries, resolving Screening Tasks first. Any surviving Battle Reinforcement Auxiliary provides a die roll modifier on all Battle Reinforcement attempts for that Battle.

8.25 Combined Commands & Multiple Contingents

When Formations belonging to different Friendly Commands and Contingents are present, there will be restrictions.

8.251 Contingent restrictions will be minor, and will be given in the Exclusive Rules.

8.252 Basic Command restrictions are as follows:

- Each Command, other than the one providing the initial Engaged Formation, must have its Command Admiral present in the Space or its Formations cannot Reinforce the Battle.
- The Fleet Admiral, may, if he is present, substitute for ONE (1) missing Command Admiral to allow that Command's participation, but the Fleet Admiral must himself belong to that Command (as can be seen from the background colour of his counter).

8.253 Other Command restrictions (if any) will be given in the Exclusive Rules.

8.26 Assigning Leaders

Once all Reinforcing Formations have been determined, ascertain who is the Senior Leader (3.42) present for each Side. His ratings are the ones that will be used during Battle resolution. In the case of a tie for Seniority, the Leader commanding the original Engaged Formation is used.

8.261 In addition, each Leader Posted to an Engaged Formation must be Assigned (temporarily) to a Friendly Engaged Squadron belonging to his Formation. This is done in case casualties must be determined, per 8.37; the Leader also provides a benefit for the Combat (8.33) that Squadron participates in.

8.262 No more than ONE (1) Leader may be Assigned to any ONE (1) Squadron, unless there is no other choice.

8.3 BATTLE RESOLUTION

8.31 Battle Intensity

The Intensity of a Battle influences the amount of damage sustained by *both* Sides. **Important.** Intensity is always the choice of the player holding the WG – subject to some mandatory adjustments.

8.311 There are THREE (3) levels of Intensity: Light, Moderate, and Heavy. All are equally applicable regardless of the size of the forces involved.

8.312 The Personality of each Side's Senior Engaged Leader will dictate limits when choosing Intensity. This effect is calculated using the Personality Matrix. Cross index the Personality of the Leader who has the WG with the the Personality of the Leader who does not. The result will be one or two (1-2) column shifts on the BIT. Negative (-) numbers are shifts to the LEFT. Positive (+) numbers are shifts to the RIGHT. No Battle may be less than Light or more than Heavy Intensity.

8.313 Battles in Straits must be at least Medium Intensity.

8.32 Damage Levels (DLs)

The Intensity determines the Damage Level (DL) of the Battle. The DL in turn determines the Damage inflicted (8.33).

8.321 To find the DL for a Battle, consult the Battle Intensity Table (BIT), roll ONE (1) die, apply any modifiers, and cross index the final value with the chosen Intensity. The result will be the unmodified DL for *both* Sides. The DL can then be modified for one Side or the other as described below.

8.33 Combats

Once the raw DL has been determined, the players must organise their Engaged Squadrons (discounting any over the CR limit, per 8.214) into a series of Combats. A Combat is the matching of ONE (1) Friendly Squadron with ONE (1) Enemy Squadron. Each Combat is organised and resolved before the next is begun. The method is as follows:

1) In most cases, Squadrons involved in Battles will occupy a box on their Formation's DP track (on the Fleet Displays). Each player chooses his own Squadrons, indicating them by sliding the Squadron counter above the DP track, in such a manner that its current DPs are still clearly indicated. Once all Combats are resolved, the Squadrons are shifted down onto the DP track again – naturally into whatever boxes indicate their new DP totals. (Should an Independent Squadron be involved in Battle, its DPs will be indicated with a chit; its participation can be noted by placing it to one side).

2) Selection of Squadrons for each Combat alternates: the player holding the WG declares second (2nd) for the first (1st) Combat, and the players then alternate.

3) *Exception:* provided that each player has at least one (1+) Leader involved in the Battle, then at any time, either player may announce 'Admiral'. For each Combat being arranged, the 'first player' has the opportunity to announce this first (1st). If he does not, his opponent may do so. The player calling 'Admiral' *must* select the Squadron to which his Senior Admiral is Assigned, regardless of its DPs, and his opponent must select any of his own Squadrons with an Admiral Assigned – again, regardless of its DPs. If no Admiral is available, a Commodore must be used. Squadrons already Assigned to Combats cannot be selected. If no Leader is available for a given Side, this procedure cannot occur. After the Admiral-call, the normal selection procedure resumes, as if no interruption had occurred.

4) If one of the players has more eligible Squadrons than his opponent, then once all Combats have been arranged, that player may add ONE (1) additional Squadron to each Combat until all his eligible Squadrons are assigned, always applying the criteria listed above. This process may be repeated, but no more than ONE (1) additional Friendly Squadron can be assigned to a Combat until every Combat has been Assigned an additional Friendly Squadron.

8.331 The criteria for selecting a Squadron are as follows:

- 1) Any Friendly Engaged Squadron may be the first (1st) Squadron selected.
- 2) When the first (1st) Friendly Squadron is selected, note its DP box. All other Squadrons in that box must be selected before any others.
- 3) Further selections are made either to the left or right of the initial DP box. The selecting player may choose, but once the direction has been chosen, it cannot be altered for that Formation.
- 4) The next selection must be of Squadrons in the DP box closest to the initial box, applying point #3 and then point #4.
- 5) Once the end of the DP track is reached, the player's next selection must be from the other end of the track; continue in this manner until the original DP box is reached.
- 6) All Friendly Squadrons belonging to the same Formation must be selected before those of any other Friendly Formation.
- 7) When proceeding to the next Engaged Formation, the same 'initial' DP box need *not* be chosen, and selection on the DP track may proceed in a different direction for each Formation.

8.332 Independent Squadrons are always selected last of all. Among several Independent Squadrons, the owning player may choose as he desires. Note that case 8.331 does not apply to Independent Squadrons, because there is no choice.

8.333 Battle Intensity limits the number of additional Squadrons that can be added to a Combat:

- Light – each Combat may only have ONE (1) squadron per Side.
- Medium – ONE (1) additional Squadron can be added to a Combat.
- Heavy – up to TWO (2) additional Squadrons can be added to a Combat.

Excess Squadrons must be ignored. They are considered Engaged, but have no effect on the resolution of the Combats. *Clarification:* excess Squadrons may have Leaders Assigned to them.

8.334 Example: 2 opposing Formations are engaged in a Medium Intensity Battle. Formation (Player) A has the WG; it consists of 3 Squadrons with DPs of 2, 5, and 7. Formation (Player) B has 4 Squadrons with DPs of 0, 3, 3, and 4. Formation A has an Admiral with DP-7 Squadron. Formation B has an Admiral with DP-0 Squadron. Player B must go first, since Fleet A has the WG. He puts up one of the DP-3 Squadrons; Player A puts up DP-2 Squadron. This is one Combat. For the next Combat, Player A goes first; Player B must choose the other DP-3 Squadron. However, before Player A makes his selection, Player B calls 'Admiral' and puts up DP-0 Squadron; Player A, who would otherwise have chosen either DP-7 or DP-5 Squadron (left or right on the DP track from DP-2's position) must put up his own Admiral with DP-7 Squadron. Player B makes the first selection for the last Combat, putting up the other DP-3 (no choice, since the interruption caused by the Admiral-call does not otherwise affect the sequence of selection); Player A has no choice either – DP-2 Squadron. Player B Assigns his last Squadron (DP-4) to the first combat ('doubling' in the language of the day).

8.335 Each Combat is resolved independently of all other Combats. Once the players have finished organising their Combats, refer to the CDT. The CDT consists of a set of columns to be cross indexed with a die roll. The columns are numbered '0' through '8', and correspond to the possible DLs. For each Combat, the die is rolled once (1) – by either player – and is cross indexed with the appropriate DL column (determined per 8.32) to find the result.

8.336 The result of the CDT will be the number of DPs inflicted by the Squadrons involved in the Combat. DPs are applied immediately.

8.337 The CDT includes some special results:

- Asterisked results require a check for Leader casualties – see 8.37. Ignore this result if the Squadron being checked is not a Leader's 'personal' Squadron.
- 'S' results indicate that ONE (1) Sail is Sunk outright, regardless of accumulated DPs.
- If an 'S' is accompanied by a numeral, this is the number of additional DPs applied to the Squadron *after* the Sail has been Sunk.
- Multiple 'S' results indicate that the same number of Sail are Sunk (e.g. 'SS' means TWO (2) Sail are Sunk).

8.338 After applying DPs to a Squadron, check for Sunk Sail, per 7.35. This is in addition to any Sail Sunk outright. More than one (>1) Sail can be Sunk at this time, provided the DPs accrued are high enough. If a Sail is Sunk due to accrued DPs, roll again, adding three (+3) to the die roll. If the die roll is again under the required number, a second (2nd) Sail is Sunk, and a third (3rd) die roll is made, this time adding another three (total +6) to the die roll. This process is repeated, adding three (+3) each time, cumulatively, until no more Sail are Sunk in that Squadron.

8.339 Example: a Squadron has a DR of '10'. It has accrued 17 DPs, partly from combat, and partly from prior Attrition. At the end of the Battle, it would lose 1 Sail on a die roll of '7' or less (17 DPs - 10 DR = +7). Assume this happens. The owning player must check again. This time, the Squadron will lose a Sail on a '4' or less. If another Sail is Sunk,

a third (3rd) Sail will be Sunk on a '1' or less. After that, no Sail will be Sunk because the cumulative die roll modifiers prohibit it.

8.33.10 If multiple Friendly Squadrons are present in a Combat, the results must be applied as evenly as possible among them. However, the player inflicting the Damage may choose which Squadron(s) suffer outright Sunk Sail.

8.34 Column Shifts

Some column shifts may apply to a Fleet or Command, and are thus the same for every Combat. Others may be specific to a particular Combat. See the CDT.

8.341 **Important.** When a column shift is applied, it applies positively to the RIGHT or negatively to the LEFT. Only ONE (1) die roll is made and it applies to both final DL columns.

8.342 Example: a Squadron from Fleet A is paired in a Combat with a Squadron from Fleet B. A column shift of '2' is applied in favour of Fleet A. The raw DL is '5'. The '5' column of the CDT is indicated by the original DL. After modification, Fleet A inflicts Damage using column '7' and Fleet B inflicts Damage using column '5'.

8.343 *Clarification:* case 8.341 means that instead of both players suffering the same result, each will (probably) suffer different results. Remember, the result given on the CDT is the Damage inflicted on the other Squadron(s).

8.344 Column shifts beyond the ends of the table are translated into DP modifiers (8.35) at a rate of one (± 1) per column shift. Shifts to the left become '+' modifiers and shifts to the right become '-' modifiers. *Example:* the '0' DL column is used and a -1 (or Left) shift applied; this becomes a +1 DP modifier.

8.345 One of the most important shifts is provided by Leader quality. This is determined by comparing LR. Subtract the lower value LR from the higher. After this has been done, HALVE ($\times 1/2$) the result. Round fractions UP. The number of column shifts is equal to this value. The player with the higher LR may allocate each shift to his own Fleet or his opponent's Fleet, as he sees fit.

8.346 Example: $(LR\ 5 - LR\ 3)/2 = 1$. The player with LR 5 gains a 1 column shift. He may apply this as a +1 shift for himself, or a -1 shift for his opponent. If the LRs were 4 and 1 $((4 - 1)/2 = 1.5$ rounded to 2), the player with LR 4 could take a +2 shift, award his opponent a -2 shift, or split them, +1 to himself and -1 to his opponent,

8.35 DP Modifiers (DPMs)

DP modifiers (DPMs) take the place of the conventional die roll modifier used on most combat results tables. Each positive DPM equals one additional (+1) DP inflicted on the opposing Squadron(s); each negative DPM equals one less (-1) DP inflicted (to a minimum of zero (0) DPs inflicted).

8.351 DPMs are applied in the same manner as column shifts – that is, a DPM will be positive for one Side AND negative for the other Side. *Exception:* some DPMs only apply to ONE (1) Side.

8.352 *Clarification:* the CDT uses no die roll modifiers. Any modifier not clearly noted as a column shift is a DPM.

8.36 Designated DL Columns

In some circumstances, a specific column of the CDT is to be used (e.g. for Fireship Attacks, and for attacks on Convoys (10.1)). The CDT will indicate these predesignated columns and explain when to use them. These columns are the *base* column, and can still be affected by column shifts. Results can still be altered by DPMs.

8.37 Leader Casualties

If an asterisked result is obtained on the CDT, and that Squadron has an attached Leader, the Leader may become a casualty.

Immediately roll ONE (1) die and consult the Leader Casualty Table. Leader fates are explained under 3.48. Results are implemented immediately.

8.371 See also 3.49.

8.4 POST BATTLE

8.41 General

After a Battle is resolved (including times when a Withdrawal precluded actual combat), but before Movement resumes, both players have an opportunity to Reorganise their forces. The Victor of the Battle is also determined, which may result in the award or loss of Prestige (12.0) and other effects.

8.42 Reorganisation

After a Battle, both players may Transfer Sail between any Friendly Engaged Squadrons, subject to the usual limitations. Struck Sail *must* be Transferred to the Captor's Fleet.

8.421 Due to Reorganisation, Squadrons may become Unformed; conversely, players are permitted to Form new Squadrons in the Battle Space if Sail can be successfully Transferred to them.

8.422 Squadrons in the Battle Space may be Transferred to other Friendly Formations in the Battle Space, subject to normal restrictions. New Formations may be Formed if counters are available.

8.423 If a Leader becomes a casualty, a new Leader must be Posted to command his Flotilla or the Flotilla will become Unformed. The owning player may allow this to happen in order to Transfer Squadrons to other Formations or allow them to return to Port as 'Independent Squadrons without Orders', or he may, if possible, immediately Post a new Leader to command the Formation. See also 3.34.

8.424 All Reorganisation conducted at this time is made freely, without the need for LCs or SCs.

8.43 Determining the Victor

The Victor is the Side that Sank the most Sail.

8.431 Only large Battles will garner Prestige (victory points – 12.0) for the Battle itself, although additional Prestige is often awarded for Sinking and Capturing Enemy Sail regardless of who won. The Exclusive Rules will list the rewards. Usually, victory in Battle results in a gain of Prestige to one player and a loss of Prestige by the other other.

8.432 In the case of a tie, there is no Victor.

8.433 Clarification: as a general rule, Victory in Battle is only important for Capturing Struck Sail (8.44); the loser is not required to retreat or suffer similar penalties. In some games, the Exclusive Rules may award bonus Prestige, or influence an Event through Victory in Battle. Inflicting Damage is not sufficient to win a Victory – the count of Sunk Sail is the only measure.

8.44 Strike Colours

The player who won the Battle has the opportunity to Capture some of his opponent's Sail. Consult the Strike Colours Table.

8.441 Out of the total number of Enemy Sunk Sail, the indicated number of Sail instead Strike Their Colours, and are Captured by the Victor. Struck Sail are immediately added to the Victor's Engaged Squadrons as he sees fit. If necessary (*and only if necessary*) he may Form a new Squadron to hold the Captured Sail, without the requirement for a SC. The Squadron may be of any Friendly Contingent or Command, and may be freely Subordinated to an Engaged Formation; it may instead be designated an 'Independent Squadron without Orders'.

8.442 Each Struck Sail adds three (+3) DPs to the receiving Squadron's accrued Damage total. The Captor may always Scuttle – eliminate – any or all Struck Sail to avoid the DP penalties.

8.443 Example: adding a Struck Sail to a Squadron of 3 Sail would add 3 DPs. A Squadron Formed from 3 Struck Sail would start with 9 DPs (3x3).

8.444 If it is not possible to acquire Struck Sail because of a shortage of Squadron counters, the Sail are deemed Sunk instead.

8.45 Disorganisation

After a Battle of Medium or Heavy Intensity, all Engaged Formations are Disorganised. Disorganised Formations cannot voluntarily participate in Battle. They may move normally.

8.451 If non-Disorganised Formations are present in a Space with opposing Disorganised Formations, they may ignore the latter, or their owner may demand that ONE (1) of the Disorganised Formations be his opponent's initial Engaged Formation. This may only occur if the player with Disorganised Formations has no non-Disorganised Formations in the Space.

8.452 Clarification: case 8.451 applies to future MPIs, not the MPI in which a Battle has just been fought – Battles are fought as a single (1) 'round'.

8.453 Disorganised Squadrons can be Subordinated to non-Disorganised Formations, but doing so Disorganises the Formations.

8.454 To Recover from Disorganisation, a Formation must either enter Fitting Out, in which case Recovery is automatic and instantaneous, or the Leader commanding the Formation must pass a LC at the start of the Impulse.

8.455 Historical Note: pursuit of a beaten foe was comparatively rare. There were many reasons for this, doctrine being not the least. After a battle of consequence, both sides would likely be battered, low on ammunition, and in disarray.

8.46 The Next MPI

In the MPI immediately following a Battle, the previously Engaged Formations function normally, with the following amendments:

- A player may Terminate Orders that he feels cannot be carried out by the Formations that participated in the Battle. See 9.38.
- Formations belonging to the losing Side, and Withdrawn Formations, cannot remain in the ex-Battle Space. They cannot voluntarily enter any Battle Space of the previous MPI (this restriction applies to the current MPI only).

8.461 Normally, there are no 'retreat path' constraints. Formations are free to move in any direction in the next MPI. This includes Formations that 'sortied' from Port. The Exclusive Rules may impose some restrictions because of the environment.

8.462 Design Note: in particular, by special rule a Formation in a Strait Space that either Withdrew or was part of a losing Fleet may be prohibited from exiting the Strait on the opposite side from where it entered. In a similar manner, a Formation that 'sortied' may be required to retire to the Port due to the constricted nature of its anchorage.

8.5 BATTLE EXAMPLE

8.51 The following example assumes a Battle in a Key Port Space. Player A is Interdicting (Blockading) the Port. Player B has forces in the Port's Harbour and relieving forces in the Space itself.

8.52 Formation FF (Spotted) is the Blockading force, and consists of 3 Squadrons, total 9 SOL Sail:

- Squadron FF1 consists of 3 SOL Sail, with 5 Damage Points and a Damage Rating of '10'.
- Squadron FF2 consists of 3 SOL Sail, with 6 DPs and a DR of '10'.
- Squadron FF3 consists of 3 SOL Sail, with 2 DPs and a DR of '10'.
- FF's Leader has a LR of '5' and an Aggressive Personality. His CR is '3'.
- In addition, FF has 1 Fleet Auxiliary, 1 Fireship Auxiliary, and 2 Bomb Auxiliaries Assigned to it.

8.53 Formation BF is the Blockaded force. Formations RF1 and RF2 are the potential Relieving forces. BF is in the Harbour (Fitting Out). The other Formations are in the Battle Space:

8.531 BF (Spotted) consists of:

- Squadron BF1 consists of 4 SOL Sail, with 5 DPs and a DR of '10'.
- BF's Leader has a LR of '3' and a Cautious Personality. His CR is '2'.
- 2 Galley Auxiliaries are Assigned to the Port itself

8.532 RF1 (Spotted) consists of:

- Squadron RF1 consists of 3 SOL Sail, with 5 DPs and a DR of '10'.
- RF1's Leader has a LR of '4' and a Timid Personality. His CR is '3'.

8.533 RF2 (Unspotted) consists of 2 Squadrons, total 6 Sail & 2 Assigned Fleet Auxiliaries:

- RF21 consists of 3 SOL Sail, with 2 DPs and a DR of '10'.
- RF22 consists of 3 SOL Sail, with 4 DPs and a DR of '10'.
- RF2's Leader has a LR of '3' and a Cautious Personality. His CR is '4'.

8.534 RF1 approached with the Wind from an adjacent Space. RF2 approached against the Wind from a Sea Zone.

8.54 Battle Steps.

Step 1: can a Battle take place? Yes. Opposing Spotted Formations occupy the same Space.

Step 2: announce initial Engaged Formations. Player A has no choice – it is FF. Player B can choose between RF1 and RF2. BF is Fitting Out and cannot be chosen as an *initial* Engaged Formation. RF1 is selected since the odds of its gaining the Weather Gauge are much higher. (Perhaps a poor decision: the selection of RF2 would ensure the latter's participation; now, it is highly unlikely it will arrive in time).

Step 3: determine the Weather Gauge. Consult the WG Chart:

- FF = base chance 10 –5 (On Station) +1 (compare Engaged Leader LRs; 5 (FF) –4 (RF1) = 1 in favour of FF) –2 (for FF's DPs: –1 per 10 DPs, rounded down) = Final Chance equals 5.
- RF1 = base chance 10 –2 (approaching with the Prevailing Wind) –1 (DPs: 5/5 = 1) = Final Chance of 7

'7' is greater than '5'. RF1 has the WG. This means all Player B's Engaged forces will have the WG (*a simplification*).

Step 4: any withdrawals? RF1 could choose to do so, but does not.

Step 5: reinforce the Battle. See the Battle Reinforcement Chart.

- BF makes a LC. Personality has no effect (Cautious). His Leader's LR is '3'. DRMs are +2 for starting from Fitting Out, and –2 for the 2 Galley Auxiliaries, which are Tasked to provide the DRM. Fleet A sacrifices a Fleet Auxiliary to cancel 1 Galley DRM. Net DRM is '+1' (+2 –2 +1). The die roll is a '1'. Success.

- RF2 makes an LC using a LR of '3'. Again, Personality has no effect. DRMs are +2 for approaching against the Wind. Player B sacrifices a Fleet Auxiliary to gain a –1 DRM. +1 DRM because the Formation has 2 Squadrons. Net DRM is '+2'. Die roll of '7'. RF2 fails to arrive in time.

- BF's and RF1's Leaders are of equal Rank. By default, then, the initial Engaged Formation provides the Leader.

- Now check to see if all Engaged Squadrons can actually participate. Sum the CRs of all Friendly participating Leaders and compare to the number of Engaged Squadrons: Player A CR 3 & 3 Squadrons, no problem. Player B CE 5 (2+3) & 2 Squadrons, no problem.

Step 6: Battle Intensity. This is Player B's choice since he has the WG. There are 7 Sail to 9 Sail. Not good. Intensity will be Light.

- Compare Personalities – RF1 Cautious, versus FF Aggressive = net '0' shifts.
- Die roll for Damage Level: result of '6' = DL of '1'.

Step 7: Arrange Combats. There will be 2 Combats set up by Player B:

- Combat #1: FF1 (3 SOL) vs BF (4 SOL)
- Combat #2: FF2 (3 SOL) vs RF1 (3 SOL)

Player A has 1 extra Squadron (FF3) and assigns it to Combat #1. He also assigns his Leader to Combat #2.

Player B assigns each of his Leaders to their own Subordinate Squadrons.

Step 8: Column Shifts.

Combat #1: Player A LR 0 (notional) vs Player B LR 3 = 3/2 = 1 shift in Player B's favour.

Combat #2: Player A LR 3 vs Player B LR 4 = 1 shift in either Player B's favour or against Player A.

Step 9: Damage Point Modifiers.

Combat #1: 6 Sail vs 4 Sail = +2 DPM in favour of Player A.

Combat #2: 3 Sail vs 3 Sail = no DPM.

Step 10: Battle results:

- Die rolls on Combat Damage Table as follows:

Combat #1:

Die roll of '3'.

For Player A: DL 1. Base result is '1' DP + 2 DPM. Total 3 DPs against BF.

For Player B: DL 1 shifted 1 time to the '2' column. Base result is '3' DPs – 2 DPM (DPM applied adversely to the Side with fewer Sail). Net 1 DP against FF1.

Combat #2:

Die roll of '5'.

Player B takes the column shift for himself.

For Player A: on the '1' column Base result is '1' DP + 2 DPM = 3 DPs against RF1.

For Player B: on the '1' column shifted to the '2' column. Base result is again '3' DPs – 2 DPM = 1 DP against FF2.

Step 11: Check for Sunk Sail: no Sail are Sunk because in no case do accumulated DPs exceed the DR of a Squadron.

Step 12: Leader Losses? No Sail Sunk and no asterix results means no Leader casualties.

Step 13: post-Battle reorganisation. Damage to both Fleets was minimal, so there is no need to shuffle Sail or Squadrons. No Formations are Disorganised, since the Intensity was Light.

Step 14: Victor? None. Assume the Exclusive Rules say that, in this scenario, Prestige is won/lost for each Sail Sunk. Neither player would earn any.

Fireship Attack?

What if Player A attempted to employ the Fireship against BF (RF1 cannot be targeted since Player B has the WG; and BF may only be targeted because it emerged from Fitting Out to join the Battle)?

Die roll to determine success must be ≥ 6 (2x 3 Sail). If successful, say a '6' was rolled to determine the DL column. BV of the Port does not apply because the target is not in the Harbour. Third die roll of roll of '5' on '6' column = 4 DPs. Still not enough to Sink a Sail, but BF will probably retire to the Port.

9.0 EVENTS & ORDERS

Inst. 9th. If we put out a red flag on the mizen shrouds, or mizen yard-arm, we will have all the flagships to come up in the grain and wake of us.

9.1 GENERAL

In *Sea Lords*, the players represent theatre commanders. They are therefore subject to political oversight and a variety of strategic issues beyond their control. These elements are simulated by a series of scripted Strategic Events and a set of Orders. Each game's Events and Orders are unique, and are therefore described in detail in the games' Exclusive Rules. In general terms, however, Events and Orders function in the same manner in all games.

9.2 STRATEGIC EVENTS

9.21 General

Strategic Events (hereafter Events) are specific to the Game being played, but the same mechanisms are used in each case. They are divided into two categories: Political (or 'plain') Events (9.22) and Military Campaigns (9.23).

9.211 Events are checked for and, if necessary, resolved in each Quarterly Turn's (1st, 5th, 9th, 13th) Administrative Phase (in the Event Step). Events will be listed and described in detail in an Event Booklet supplied with the game. They are usually subdivided into those that occur once and those that can reoccur.

9.212 *Exception:* the occurrence of Military Campaigns (9.23) may be determined Quarterly or Turn by Turn. However, even if they are determined Quarterly, the resolution of all ongoing Military Campaigns is resolved Turn by Turn, in the Event Step.

9.22 Political Events

Political Events drive the strategic 'thrust' of the game, determining such things as available Orders (9.3), minor power allies and the availability of basing facilities, Reinforcements, and the end of the game (*players familiar with the Lace Wars series will understand why the game end mechanic is not normally tied to the players' success*).

9.221 Event effects may be lasting, or a simple one-time act. Be aware that some Events may cancel the effects of other Events. The most recently occurring Events always have precedence.

9.222 Some Events may be prerequisites for other Events. Prerequisite Events are, by default, tested for first. An Event and its prerequisites can all occur in the same Turn, provided the prerequisites occur. However, the Exclusive Rules may stipulate that Events be checked for in such a way that the test for an Event is scheduled in the Event Step *before* some or all of its prerequisites. In such cases, the Event cannot occur that Turn, though is prerequisites, of course, can.

9.223 Time delays may be required before or after an Event occurs. If a time delay is imposed, *before* an Event has occurred, the Event cannot even be tested for until the date given. If a time delay is imposed *after* the Event has occurred, the Event's effects

are not implemented until the requisite time has passed. (Normally, effects are implemented in the Event Step of the stipulated Turn).

9.224 'Implementation' die rolls may be required. These die rolls are, in essence, a variable time delay. They are not the same as the die roll required for the Event to occur (*frequently, no such die roll is needed, but merely a number of prerequisite Events or a pre-Event time delay*). The Event will have occurred, but its effects cannot be implemented until a successful die roll is made. Such die rolls are made in the Event Step of *each* Turn (not just the Quarterly Turns), beginning with the Turn in which the Event occurred.

9.225 In combined *Lace Wars* – *Sea Lords* games, the rules will merge the *SL* Political Events with the political rules used in the associated *LW* game.

9.23 Military Campaigns (MCs)

Military Campaigns are an abstraction of the actions taking place on land. Some games have no Military Campaign Events. Others have several. The Event Booklet will provide full details.

9.231 There may be one or two elements to a MC: its Progress and, possibly, its Status. Progress will be shown using a track that simulates the progress of the campaign. Status represents the effect that the 'situation on the ground' is having politically, and will be indicated separately.

9.232 A MC will either be Active or Inactive. Its Activation is checked for in the Event Step of designated Quarterly Turns, provided that all prerequisites have been met. Once a MC is Active, place the MC Progress Marker as directed by the Exclusive Rules.

9.233 Active MCs are either assessed *each* Turn or on Quarterly Turns (per the Exclusive Rules), but always in the Event Step. For each Active MC, roll ONE (1) die. Apply any modifiers as directed. Compare the value rolled with numerals printed in the Progress Track's boxes, and from that determine whether the MC advances or is retarded. Then determine if any secondary effects occur. (*Note that there may be ways of moving the marker more than one box, or otherwise overriding the general rule – frequently due to player actions*).

9.234 Usually, when the end of a MC track is reached, this implies the winning of the campaign by one side or the other, with additional political effects (such as the start of peace talks or the conquest of a nation).

9.235 MC Status is assessed immediately after checking MC Progress. Additionally, Status checks may be required when certain points on the MC track are reached.

9.236 A given MC may only occur once (1) per Year. MCs will <usually> be terminated on a Yearly basis, either because a Turn is named as a deadline, or through other factors.

9.237 MCs can reoccur every Year – a Win may not mean 'match point'. However, MC Status and Political Events can prevent the occurrence of a MC. Political Events may even terminate a MC immediately. In such cases, no Win will be obtained. Additionally, some MCs can only be Activated on specific Quarterly Turns. They may also require a successful die roll for Activation.

9.238 MC Status generally has a political effect (that is, it affects Political Events, but may also affect the players' options and resources in a variety of ways (e.g. by opening/closing Ports, or introducing new allies). Status effects remain in force as long as the MC's Status remains the same – though they may be overridden by a Political Event. Political Events always take precedence over MC Status.

9.239 In combined *Lace Wars* – *Sea Lords* games, the scenarios will translate the happenings in the *LW* portion of the game to the *SL* portion of the game, negating the use of some or all of the MC procedures.

9.23.10 *Example: assume a game with two MCs – ‘X’ and ‘Y’ – representing a land war between Red and Blue. Both the MC X and MC Y tracks are 5 boxes in length. At one end is a Win for Red, at the other, a Win for Blue. The tracks differ in one particular: where the MC X track is symmetrical – start position in the center, a box to either side, and a Win box on each end – MC Y’s track favours Red, with the start box adjacent to Red’s Win box and in the other direction two intervening boxes before Blue’s Win box. MC X starting Status is Side Blue out of a choice of Blue or Red, implying Side Blue has Dominance (of some kind). MC Y Status is also Blue out of the same two choices. In order for MC Y to occur, MC X’s Status must change to Red; this will happen as soon as a Red Win is achieved in MC X.*

- *MC X is Activated. Over a period of Turns, the MC Marker drifts back and forth, but the Year ends with no resolution. This Outcome means nothing changes.*
- *Next Year, MC X Activates again. This time, the player representing Red has organised himself and conducts a number of naval actions – Orders, as described in 9.3 – that allow him to influence the various MC progress die rolls. In 4 Turns he achieves a red Win. MC X’s Status Marker is moved from the Blue to the Red box. MC X is over. According to the Exclusive Rules, there is nothing to stop it occurring next Year, perhaps reversing the outcome.*
- *Because of the early completion date, the Exclusive Rules allow MC Y to commence immediately (simulating a breakthrough offensive). MC Y’s progress is assessed in the same manner as MC X, except that different DRMs apply, and the track makes a Red Win comparatively easy. It does in fact occur, and the MC Y Status Marker is now in the Red box. According to the Exclusive Rules, MC X now cannot occur because MC Y’s Status is Red, but MC Y can occur each Year.*
- *Next Year, the player representing Blue will try to earn a Blue Win in MC Y, reversing the outcome and permitting the Activation of MC X. However, because of the sequencing imposed by the Exclusive Rules, it will be a further Year before MC X can occur, even should a Blue Win be achieved in MC Y this Year.*

9.3 ORDERS

9.31 General

In *Sea Lords*, the players’ activities are circumscribed by a specific set of Admiralty Orders (hereafter ‘Orders’). An Order is a discrete set of instructions. Orders are Issued (9.36) to Formations. The Formations (usually Flotillas) attempt to Execute (9.37) the instructions. If an Order is successfully Executed, or Fulfilled, the player earns Prestige (12.0). If unsuccessfully Executed, or Failed (9.38), the player loses Prestige. Orders frequently have additional effects when they are Fulfilled, generally pertaining to Events.

9.311 Each player is provided with an Orders Booklet for his Fleet. In this booklet is listed every Order his Fleet is allowed to Execute, along with its Instructions.

9.312 During the course of the game, a Formation maybe Issued and Execute many Orders, but each Formation may only be Issued ONE (1) Order at a time.

9.313 **Important.** Flotillas do not *require* Orders to act. Subject to any Exclusive Rule that may inhibit them (usually due to historical doctrine or political circumstances), Flotillas may move and fight freely at all times. However, no Prestige can be earned (or lost) when a Flotilla operates without Orders, except that acquired through Battle, and the Formation’s activities will not trigger any of the special effects that an Order to do the exact same thing would.

9.314 *Play Note: it is usually a good idea to keep some forces ‘in reserve’, without Orders. These Formations can ‘take up the slack’ or remain free to interfere with the other player’s Orders.*

9.315 *Clarification:* Convoys (10.1) do not use Orders. Escorting (10.12) a Convoy is an Order that can be Issued to a Formation other than a Convoy (with the obvious instructions of joining the Convoy and providing security for it), but Convoys themselves function according to a script, which may be given in the Exclusive Rules or in the Orders Booklet. This script may allow a player some leeway in the Convoy’s activities, or it may be very rigid.

9.32 Orders Chits

Each Order has a corresponding Order Chit (OC) – a counter with the name of the Order printed on it. OCs are used to keep track of what Orders are available to be Issued (9.36), what Orders have been Issued, and what Orders are being Executed (9.37). See 9.33.

9.321 Each Fleet, and occasionally Command, has its own set of OCs, identified by background colour. Or, a few Orders will pertain to a certain Command; their OCs will have a letter indicating the Command that can use them.

9.322 OCs should be kept facedown at all times and only revealed to prove that an Order has been Fulfilled (9.38).

9.323 *Exception:* certain OCs may have to be revealed to the Enemy as soon as they are drawn into a player’s Hand (9.35).

9.324 Boxes on the map or the Fleet Displays will be available for organising the OCs. The boxes will be labeled: Orders Pool (9.34), Hand (9.35), Discard (9.38). Move the OCs between the boxes to show their current status. When a Formation is Executing an Order, however, the OC is placed with the Formation, either under its counter on the map or on the Fleet Display. Each Flotilla’s section of the Display includes a box for holding the OC for the Order currently being Executed.

9.325 *Play Note: if space does not allow the depiction of storage boxes the players should pile their chits in the same manner in any convenient location.*

9.33 The Orders Cycle

During the course of the game, Orders are generated using the following cycle:

- All the OCs in the counter mix that belong to the same Fleet (or Command in cases where each Command has its own set) constitute the full Orders Set. The Orders Set represents every possible Order that Fleet (or Command) might be Issued.
- Out of this Orders Set, certain OCs are selected to be the Fleet’s (or Command’s) Orders Pool. These represent the Orders that are eligible to be Received at the current time.
- From the Orders Pool, the player periodically Receives (9.35) a small number of Orders, taking the appropriate OCs from the pool into his Hand (i.e separating them out of the main pile and arranging them in a smaller pile).
- Received Orders may be Issued (9.36) to Formations. Per 9.321, the OCs are placed on the Fleet Display or stacked under the receiving Formation’s counter when this is done.
- Once a Formation has been Issued an Order, it must attempt to Execute (9.37) the Order in the manner prescribed by the Order’s Instructions (found in the Orders Booklet).
- At some point, the Executed Order (or ‘Order in the process of Execution’) will be Terminated (9.38). The results of the Order are then assessed as directed by the Order’s Instructions.

- The OC is either discarded, at least temporarily, signifying that the Order cannot be Received again, or, the OC is replaced in the Orders Pool, signifying that the Fleet can Receive it again, possibly as soon as the next Turn.

9.331 There are a couple of special cases:

- Some Orders may be Extended (9.38). This allows the Executing Formation to begin the same Order immediately. A successful SC is required.
- Some Orders can be passed to another Formation. (*This allows the Order to be completed if the original Executing Formation must abandon it*). Passing an Order is done by Issuing a Hand-Over Order (9.41) to the other Formation; a successful SC is required.

9.332 **Important.** All Orders that are Received during the Year are automatically Terminated in the Orders Step of the Turn One Administrative Phase in the following Year.

9.34 Composing the Orders Pool

As stated above, the Orders Pool consists of those OCs that are eligible to be Received at the current time.

9.341 The size and composition of the Orders Pool is always determined at the start of the Orders Step of the Administrative Phase of each Quarterly Turn:

- OCs belonging to Terminated Orders return to the pool when the Order Instructions state they are eligible to be returned – some OCs can be returned immediately (on the Quarterly Turn) while others may be subject to a delay.
- In the Orders Step of Turn One of the Year, all OCs are added to the pool.
- After the above has been done, add or subtract OCs from the pool as directed by Strategic Events or scenario special rules.

9.342 *Exception:* if an Order only occurs a set number of times during the game, then when it not longer occurs, its OC is permanently removed from play.

9.343 *Exception:* Hand Over Orders (9.41) and Rendezvous Orders (9.42) are not part of the Orders Pool. They are always available for use, up to the limits of the counter mix.

9.35 Receiving Orders

The Receipt of an Order is simulated by the player taking the appropriate OC from the Orders Pool into his Hand – that is, placing it in a separate pile. This occurs during the Orders Step. Received Orders are the only ones that can be Issued.

9.351 Orders may be Received in THREE (3) ways:

- The Order Instructions stipulate the Order is Mandatory. The OCs of Mandatory Orders must be Received into the player's Hand at the earliest opportunity.
- The player may make a blind draw of a handful of OCs, examine them, select ONE (1) to be Received, and replace the remainder in the pool. The number of OCs drawn is determined by the Exclusive Rules, but is typically TWO (2) or THREE (3).
- The player may specifically choose ONE (1) OC, then blindly draw ONE (1) more OC. Both OCs are Received.

9.352 To draw OCs randomly, place all the OCs in the Orders Pool into an opaque cup and pick the required number.

9.353 Deliberately chosen OCs are to be selected before all random selections.

9.354 Apart from Mandatory Orders, the player is free to make as many or as few draws (including no draws) as he chooses in any given Orders Step.

9.355 **Important.** Received Orders may not be Discarded un-Issued.

9.36 Issuing Orders

Orders are Issued during the Orders Step. To Issue an Order, the Order's OC must be in the player's Hand. The OC may have just been Received, or have been in the player's Hand for some time. The OC is stacked with the designated Formation, per 9.324. Until the Order succeeds or fails, the Formation that has been Issued the Order may only act within the confines of the Order's Instructions.

9.361 Any number of Orders may be Issued in the same Orders Step.

9.362 A Formation may not be Issued an Order if it is currently Executing another Order.

9.363 A player may retain a Received Order as long as he desires before Issuing it. However, per 9.332, if an Order has not been Fulfilled by the start of the Turn One Orders Step of the next Year, it automatically Fails (9.38).

9.364 Play Note: be aware that timing is often important. Many Orders need to be Issued at specific times so that they can influence Events. Also, many Orders require actions to take place at some distance from the Executing Formation's 'home base'. Be sure to allow enough time for transit to the area in question when Issuing Orders.

9.365 An Order may be freely Issued to a Formation Fitting Out, and to a Ready Formation if the Fleet Admiral passes a SC. The Admiral need not be present with the Formation, but may only make ONE (1) such SC per Order, per Turn. When a Fleet is divided into Commands, the Command Admiral's SR is used instead.

9.366 Subordinate Flotillas cannot be Issued Orders.

9.37 Executing Orders

The manner in which an Order is Executed depends upon the Order Instructions given in the Orders Book. All Orders have a similar routine, however:

- The Executing Formation must move to the 'initial' or 'target' Space. If the Order involves a single location, the Order begins to be Fulfilled when the Executing Formation arrives at that location. If the Order involves a Route, the Order begins to be Fulfilled when the Executing Formation arrives at the designated Start Point of the Route.
- If the Order involves a single location, the Order is Fulfilled when the Executing Formation has a) spent a designated amount of uninterrupted time there and/or b) has carried out any special instructions. Duration is usually given as a number of 'Full' Impulses; in these cases, overlapping portions of Impulses do not count.
- If the Order involves following a Route, the Order is Fulfilled when the Executing Formation has traveled along the Route a specified number of times.
- **Important.** If for any reason an Order cannot be Fulfilled, it is Failed (9.38).

9.371 When a Formation is to move to a specified location before Executing the Order, it must move by the most expedient route.

9.372 When a Formation is following a specific Route as part of the Execution of an Order, the path is not always given Space-by-

Space. Movement must proceed from named location to named location by the most expedient route.

9.373 If allowed to travel by the most expedient Route and not on an absolutely fixed path, a Formation may avoid Spotted Enemy Formations by making the minimum of detours.

9.375 If (and only if) an Executing Formation has not yet left its own Port, it is free to remain Fitting Out for as long as necessary to avoid the presence of any Gale acting upon its Port Space. In all other cases, however, Gale-affected Spaces may *not* be avoided if the most expeditious path lies through them. Likewise, the presence of a Blockading Enemy Formation permits an Executing Formation to remain in Port until the Blockade no longer exits. (*In both cases, however, the clock is ticking*).

9.376 After its Order has been Terminated, a Flotilla is free to move as desired. Independent Squadrons, on the other hand, are no longer Independent after their Orders are Terminated, and thus no longer Formations, per 3.35.

9.377 In cases where a Flotilla loses some of its Subordinates, the Formation continues to Execute its Order but the former Subordinates no longer participate in the Order.

9.378 In cases where a Formation becomes Unformed, the Order is Terminated (9.38) unless a Hand Over Order (9.41) can be Issued to one of its Subordinate Flotillas (if any). If this occurs, the Subordinate Flotilla continues to Execute the Order.

9.38 Terminating Orders

Orders are Terminated:

- When Fulfilled.
- When Failed, either voluntarily or involuntarily.
- When the Order is no longer Valid.
- At the start of the Orders Step of Turn One, each Year. If an Order has not been Fulfilled at this point it automatically Fails.

9.381 When an Order is Terminated, the OC is removed from the Display. The Formation involved is now free to act as the player wishes (and may be Issued a new Order immediately or at any later time).

9.382 A removed OC will either be Discarded or returned to the Orders Pool immediately. If Discarded, the OC may be returned to the pool at a later time, or it may be permanently removed from the game, as directed by the Order Instructions.

9.383 In the Turn One Order Step, after all Orders have been Terminated, the players compare the number of Fulfilled Orders for the past Year. For this purpose, each player has a special pair of Fulfilled Orders/Failed Orders boxes, usually located on the map. A numerical chit (used in the normal manner, by rotating it as needed) is placed in the box as a recording device:

- Each of a player's Fulfilled Orders adds one (+1) point.
- Each of a player's Failed Orders subtracts one (-1) point.
- If there are more Failed than Fulfilled Orders, put the marker in the Failed Orders box, increasing the number as additional Orders are Failed and reducing it as Orders are Fulfilled.
- If the number of Failed and Fulfilled Orders are equal, no marker is placed at all.

9.384 The player with the higher number gains a certain amount of Prestige. His opponent loses an equal amount. The amount varies with the game, and with the spread in points (e.g a spread of FIVE (5) points should earn more Prestige than a spread of TWO (2) points).

9.385 In some games, Prestige may be awarded directly for Orders Fulfilled without going through the above process. See the Orders Book for details.

9.386 **Important.** Sometimes, an Order may no longer be Valid (generally due a change of Events). An Invalid Order is Terminated immediately, but does not count either as a Fulfilled or as a Failed Order.

9.387 **Important.** An Order may only be *voluntarily* Failed if the Admiral (Fleet or Command depending on whether the Orders Pool belongs to the Fleet or a Command) passes a SC. The die roll is modified as follows: a) sum the number of DPs accrued throughout the Formation, b) divide this value by the number of Subordinate Squadrons, c) apply a minus one (-1) die roll modifier for every FOUR (4) points. *Example: 16 DPs among 4 Squadrons yields a -1 DRM (16/4 = 4).*

9.388 A Formation may alter its composition, but cannot do so if this would cause the Termination of an Order, unless, per 9.387 an SC is passed, *in addition* to any other SC or LC required.

9.39 Extending Orders

As soon as a Fulfilled Order (only) Order is Terminated, but before the OC is Discarded, the owning player may make a SC using the Admiral's SR (Fleet or Command depending on whether the Orders Pool belongs to the Fleet or a Command). If the SC is successful, the Order is considered to be newly-Issued to the same Formation. If unsuccessful, the Order is Terminated normally.

9.391 An Admiral may make more than one (>1) Orders SC at a time, but only ONE (1) SC per Order.

9.392 The Exclusive Rules may limit the kinds of Orders that may be Extended.

9.3.10 Orders Example

9.3.101 *It is the Orders Step of a Quarterly Turn. Player A determines he has an Orders Pool of 12 OCs, out of a possible 18 in the full Set. From the pool he is required to draw 2 Mandatory OCs. He Receives both Mandatory Orders into his Hand. The rest of the pool is made up of 'routine' OCs that can be drawn any time.*

9.3.102 *Player A feels he can handle more, and blindly draws TWO (2) more OCs. One Order is difficult and the other easy. He chooses the easy one to be Received and puts the other OC back in the pool. The numbers drawn and the choices possible depend on the Exclusive Rules.*

9.3.103 *Player A has 3 Flotillas. 2 are Detachments commanded by Commodores, and 1 is a Flag commanded by a Rear-Admiral. The Detachments are Ready (i.e 'at sea'). The Flag is Fitting Out at a Port.*

9.3.104 *Player A Issues Mandatory Order #1 to the Flag. The OC is placed on the Display in the Flag's Current Orders Box on the Fleet Display. Player A attempts to Assign Mandatory Order #2 to one of the Detachments, but the Fleet Admiral fails his Strategy Check. (An SC is needed because the Formation is Ready rather than Fitting Out). Fortunately, although Mandatory, this Order did not have to be Issued immediately, so the player may try again next Turn. The remaining 'routine' Order is successfully Issued to the other Detachment with a SC and the OC is placed in that Formation's Current Orders Box.*

9.3.105 *FOUR (4) Turns go by. Mandatory Order #2 was successfully Issued in the subsequent Turn. It is now another Quarterly Turn, and coincidentally, the 'routine' Order has just been Fulfilled. In the Orders Step, the OC is shown to the Enemy, then deposited back in the Orders Pool – because it is a routine Order there is no delay, and because it is a Quarterly Turn, the Discards are placed back in the pool right away. Player A marks 1 Fulfilled Order. The Order had no other effect in this case (it was a 'Cruise' that encountered no Enemy forces).*

9.3.106 *Player A decides that he can handle a new Order. This time he decides to deliberately select one of the OCs, and blindly draw a second one. Ironically it is the same OC he just put back. Since the Formation that Fulfilled it is still 'in position' to do it again, he attempts –*

successfully, with a SC – to Issue it to that Formation. He could have achieved the same effect by Extending the Order before its OC was removed – the SC would have been required in either case.

9.3.107 Two Turns later, Player A has Fulfilled Mandatory Order #1. Its effects are implemented in the Event Step of that Turn (making a telling impact on the course of the land war). The OC is shown to the opposing player; then Discarded, per the Order's instructions. It will be returned to the Orders Pool in the Winter Quarterly Turn because the Exclusive Rules say that particular Order must occur each Year, but only once per Year. The now idle Flag is badly attrited. Also, the Exclusive Rules state that for Player A's Fleet, Formations with No Order must remain within 2 Spaces of a Friendly Port (for doctrinal reasons). For these reasons, the Flag will be 'returning to base'.

9.3.108 Unfortunately, Player A has been forced to Terminate Mandatory Order #2. The Enemy attacked his Detachment with superior force, winning a Battle and inflicting so much damage on it that it cannot last out the required time. Failing the Order voluntarily in this way required an SC, but with all the accrued DPs, there will be sufficient modifiers to make success automatic. Player A must take away the 'Fulfilled count' marker, since $1 - 1 = 0$. The OC is Discarded for now.

9.3.109 Player B, meanwhile, has Fulfilled 2 Orders and Failed 1. According to the Exclusive Rules, a spread of 1-2 Fulfilment points translates into ± 1 Prestige; a spread of 3-5 into ± 2 Prestige, and so on. Thus, if Prestige were to be scored now (there are many Turns yet to go), Player B would earn 1 Prestige for having 1 more Fulfilled Order than Player A ($2 - 1 = +1$ versus $0 = \text{net } +1$); Player A would lose 1 Prestige.

9.4 SPECIAL ORDERS

9.41 Hand-Over Orders

If a player feels he will be unable to Fulfil an Order with the Formation it was Issued to, he may attempt to Hand-Over the Order to another Formation. Or, per 9.377, the attempt may be made to Hand-Over the Order to a <formerly> Subordinate Flotilla. Hand-Over itself is a type of Order.

9.411 To conduct a Hand-Over:

- Begin by Issuing a Hand-Over Order (HOO) to a Friendly Formation in the normal manner (but see 9.413). This Formation must be capable of Executing the other Order at the time the HOO is Issued.
- Execute the HOO by moving the HOO Formation to the same location as the other Formation. The most expedient path must be taken, but the original Formation is permitted to 'mark time' if the other Formation is moving, so that both will be stacked together at the end of the same MPI.
- By expending ONE (1) MP while stacked together, the Formation Executing the HOO takes over the other Formation's Order. Remove the Hand-Over OC and replace it with the other OC.
- The Formation that Executed the HOO now continues to Execute the other Order as if it were the original Formation, while the original Formation is free of all Orders.
- If Executing a HOO per 9.377, it will be Fulfilled immediately (since the Formations began stacked together).

9.412 Hand-Over OCs are not kept in the Orders Pool, but stacked aside. They may be drawn upon as needed.

9.413 A HOO may only be Issued if the Admiral (Fleet or Command depending on whether the Orders Pool belongs to the Fleet or a Command) passes a SC. The SC may be tried multiple times for the same Formation, but only once (1) per Turn per Formation, and only once (1) per Turn per Order the player wishes to Hand-Over.

9.414 HOOs are never counted as Fulfilled or Failed Orders for the purpose of 9.383. HOOs cannot Extend Orders themselves,

but a HOO could be combined with an Order Extension by going through each process.

9.42 Rendezvous Orders

Occasionally, a player will need to move a single Squadron from point A to point B, either from Port to Port, or to join with a Formation 'at sea'. Such a Squadron must be Issued a Rendezvous Order (RVO). Doing so make it an Independent Squadron (3.35).

9.421 RVO OCs are not mixed into the Orders Pool. Instead, they are available whenever the player needs them. The mechanics of Issuing, Executing and Terminating RVOs are the same.

9.422 *Exception:* RVOs may only be Issued to Squadrons Fitting Out, after the Fleet Admiral (or Command Admiral if Commands are used) passes a SC.

9.423 RVOs may not be Issued to Subordinated Squadrons.

9.424 Each RVO must be Issued to ONE (1) Squadron. The counter mix is an absolute limit on the number of RVOs that may be in Execution at any given time.

9.425 An RVO entitles the Squadron to which it has been Issued the ability to move, by the most expedient route, from Fitting Out at its current location to either another Friendly Port, or to a Friendly Flotilla's location. Make a written note as to which location the Squadron is moving to. 9.426 An RVO enables the Squadron to become Subordinated to a Friendly non-single-Squadron Formation without the need for a SC (per 9.422 this has already been achieved).

9.427 When an RVO is Issued for a Squadron to join a Flotilla, note the Flotilla's current location as well as its name. The Squadron must move to that location. Once there, if the Flotilla is no longer present but still Formed, the Squadron must move to its new location (again, record the destination). Should the Squadron be stacked with the Flotilla before it reaches the designated location it may be Subordinated without having to travel to the recorded destination. Should the Flotilla become Unformed before the Squadron reaches it, the RVO is immediately Terminated and case 3.355 applies.

9.428 Once the Squadron has arrived at its destination, and, if necessary, been Subordinated, the RVO is Terminated.

9.429 In other respects, the Squadron acts as a normal Formation.

9.42.10 RVOs are never counted as Fulfilled or Failed Orders for the purpose of 9.383.

9.42.11 *Design Note:* in FI version 2.0 Auxiliaries no longer carry out Orders on their own.

10.0 SPECIAL ORGANISATIONS

Inst. 10th. If in time of fight God shall deliver any of the enemy's ships into our hands, special care is to be taken to save their men as the present state of our condition will permit in such a case, but that the ships be immediately destroyed, by sinking or burning the same, so that our own ships be not disabled or any work interrupted by the departing of men or boats from the ships; and this we require all commanders to be more than mindful of.

10.1 CONVOYS

10.11 General

Convoys are Formations composed of 'non-combat' elements. Unless the Exclusive Rules specify a quantity, Convoys contain an indeterminate number of Sail. Convoys can suffer DPs but have no DR (unless the Exclusive Rules specify an exact number of Sail). They may not voluntarily initiate Battle, even if Escorted (10.12) and may not attack in Battle, only suffer Damage.

10.111 Even though Convoys usually have an indeterminate size, they are represented on the Fleet Displays, since Formations may Escort them.

10.112 There are three standard types of Convoy:

- **Troop Convoys** are composed of land forces moving between Ports. The troops may be notional, or real Units from one of the associated land games. This will depend on the scenario.
- **Trade Convoys** represent commercial interests that must be protected until they leave the map.
- **Victualing Convoys** are similar to Trade Convoys but are used to support Fleets.

10.113 Convoys are always Spotted. *Exception:* if Scattered (10.152).

10.114 **Important.** Convoys usually have specific Routes they must follow across the map. These Routes, as given in the Exclusive Rules, must be adhered to at all times. If a Convoy cannot proceed along its designated Route for any reason, it must Scatter (10.15).

10.115 Once a Convoy reaches its destination, its counter is removed from the map, after performing any function prescribed by the Exclusive Rules. This is termed Disbanding the Convoy.

10.12 Escorts

An Escort is an Independent Squadron or Fleet Auxiliary (9.43) that has been Issued an Escort Order.

10.121 When an Escort Order is Issued, the Formation or Auxiliary must move to (or be Tasked to) the Convoy's current location. Apply rule 9.427 as if Executing an RVO (*in essence, the first part of the Order IS an RVO*). When it arrives, the Formation or Auxiliary is stacked with the Convoy and must remain stacked with it for as long as the Order requires, or until the Convoy is Disbanded or Scattered (10.15).

10.122 Convoys and their Escorts move as a single entity, following the Convoy's designated Route. The Escort Squadron is placed on the Convoy's record track on the Fleet Display. Other Friendly Formations that coincidentally occupy the same location as a Convoy, including those that are intentionally following the Convoy around, are not Escorts.

10.123 *Exception:* sometimes, a Convoy will appear with an Escort already attached. In these cases the Order is assumed to have been previously Issued to the Escort. See the Exclusive Rules for details.

10.124 The conditions of Fulfilment and Failure for an Escort Order will be set by the Exclusive Rules. The Convoy, however, will continue to function regardless of whether the Escort Order is terminated or not; a new Escort Order may in some cases be allowed, and Hand-Over Orders are permitted.

10.13 Convoys in Battle

In Battle, Convoys are treated as a separate Formation. Unless alone, they are never the initial Engaged Formation. However, once all Friendly Spotted Formations have either Engaged or failed to Engage, Convoys are automatically Engaged, too.

10.131 A Convoy, exclusive of any Escort, is treated as a single (1) Squadron and is the last 'Squadron' to be assigned to a Combat. Convoys cannot use the CDT themselves, they are only targets. Convoys are always attacked on a fixed column of the CDT (8.362), based upon the Class of Sail or Auxiliary attacking them. *Clarification:* an Escort will count as another Squadron or Squadrons, and be capable of attacking on the CDT.

10.132 Unless a Convoy has been given a specific number of Sail by the Exclusive Rules, Convoys are not eliminated in Battle. However, the opposing player scores Prestige (12.0) for Convoy DPs and 'Sail Sunk' (*exception:* Troop Convoys – 10.16). Sunk Sail results on the CDT count as FOUR (4) DPs each.

10.133 If the player owning the Convoy has sufficient Squadrons to add them to the 'Convoy' Combat in a protective role, the opposing player must distribute DPs among the participating Squadrons and Convoy as usual (8.33.10). The 'Convoy' column of the CDT is still used (per 8.36) for the attack on the Convoy, but the 'defending' Squadron(s) are permitted to use the CDT normally.

10.14 Convoy Damage

Convoys take losses like other Formations. Unless expressly noted otherwise, Convoys only accumulate DPs from Battle and Gales. Ordinary Attrition (including that taken from Movement through Straits) is ignored.

10.141 If the Convoy is of indeterminate size, sufficient 'hits' against the Convoy merely awards Prestige to the opposing player. If a Convoy has a specific number of Sail, DPs and Sinkings are recorded in the same manner as for other Formations, plus the opposing player may receive Prestige (12.0).

10.142 The Order Instructions (9.31) may require a Convoy to Scatter (10.15) after suffering a certain amount of Damage or Sinkings.

10.143 The Convoy's display will include a record track, and each Convoy counter will have a special marker that can be used to record DPs on this track, just like a Squadron. If necessary, numerical chits may be used to augment the range of numbers provided by the track and special marker.

10.144 For game purposes, Convoy Sail do not Strike Their Colours.

10.15 Scatter

A Convoy may be required to Scatter if it suffers a certain amount of loss, or if it cannot follow its Route. Convoys may also be voluntarily Scattered at a cost to the player.

10.151 The Order Instructions (9.31) in the Exclusive Rules will give the parameters for an involuntary Convoy Scatter. It may be automatic, or dependent upon a die roll.

10.152 When a Convoy Scatters, its counter is flipped over to indicate it is both Scattered and Unspotted.

10.153 A Scattered Convoy must continue along its Route until it reaches its destination – in its Scattered state it is now permitted to follow the Route regardless of any previous obstructions.

10.154 Scattered Convoys cannot be Escorted; any such Order is Terminated as a Failure when the Convoy Scatters. Any designated Auxiliary Escort is removed to the Recovery Box. An independent Squadron must move as expediently as possible to the nearest Friendly Port and enter Fitting Out. An ordinary Formation is free to act as the owning player desires. If it continues to follow the Convoy it is treated as a separate Formation.

10.155 A Scattered Convoy remains Unspotted for the rest of its journey, but may be attacked by Enemy Formations, and by Fleet, Fleet-50, Light, or Galley Auxiliaries (see 10.18 for Auxiliary attacks).

10.156 **Important.** A successful Search on a Scattered Convoy allows an attack in the same MPI but does not cause the Convoy to be Spotted; the same is true when the Convoy enters a Space requiring automatic Spotting of a Formation.

10.157 Scattered Convoys are attacked by Formations by conducting a normal Battle, except that:

- Only ONE (1) Formation may be Engaged, and the Battle Intensity is always Heavy; and,
- If there are Friendly combat Formations in the Space, the Enemy must fight the Battle with them; the Scattered Convoy (only) is completely ignored.

10.158 *Clarification:* all normal Battle effects apply – e.g. the Engaged Formation will be Disorganised.

10.159 If a Scattered Convoy is attacked multiple times over successful MPIs, case 10.156 must be applied each time.

10.15.10 *Design Note: in FI version 2.0 the rule on Voluntary Scattering as been dropped (redundant).*

10.16 Troop Convoys

Troop Convoys are Assembled from land forces located at a Port. The Exclusive Rules will indicate which Ports are the source of such troops. As noted above, these forces might be real Units with their own counters, or notional. If real, a holding box will be provided for storing them while the Convoy counter is on the map.

10.161 Troop Convoys are Assembled during the Reinforcement Step of the Administrative Phase. Once Assembled, a Troop Convoy may neither detach nor add elements.

10.162 Once Assembled, a Troop Convoy is deemed to be Fitting Out at the indicated Port and must commence Movement in the first (1st) Impulse of the next Turn.

10.163 When a Troop Convoy reaches its destination (designated by the Exclusive Rules), and is placed Fitting Out again (which must occur as soon as possible), it is immediately removed from play. The fate of the land forces present in or represented by the Convoy depends on the scenario.

10.164 Should a Troop Convoy suffer losses, the Exclusive Rules will explain how this will affect any ‘real’ land Units in the Convoy. If the troops are notional, normal penalties are incurred per 10.14, plus, the Exclusive Rules may dictate that an ongoing Military Campaign (9.23) is affected.

10.17 Victualing Convoys

Navies stationed at a distance from home waters required periodic Victualing – supplying – in order to remain in peak condition (or indeed, in any condition). Victualing Convoys

simulate this requirement. A Victualing Convoy functions like any other Convoy, except as amended below.

10.171 Victualing Convoys carry Repair Points (RPs – 11.35) to specific Ports. ‘Unloaded’ at these Ports, the RPs translate into an equal number of Repair die rolls.

10.172 Victualing Convoys are Formed and function as follows:

- The owning player chooses to Form the Convoy – usually off map, but otherwise at some location designated by the Exclusive Rules.
- The Convoy waits for a variable number of Turns, usually at the players discretion. Each Turn, in the Reinforcement and Reorganisation Step of the Administrative Phase, the Convoy accumulates TWO (2) RPs. These are recorded by placing a numerical marker under the Convoy counter.
- When the Convoy is ready to proceed (player choice or as dictated by the Exclusive Rules) it begins to move, or undergoes a routine to enter it on to the map (depending on the circumstances).
- When on the map, the Convoy moves to one or more (1+) of the Ports it is required to visit. At each Port, it enters Fitting Out, and in the Reinforcement and Reorganisation Step ‘unloads’ some or all of the RPs. Eligible Ports will have a small box printed near them where a numerical marker can be placed to record the number of RPs at the Port.
- Each time the Convoy unloads an RP, and each time it suffers a DP, the number of RPs in its ‘cargo’ is reduced by one (-1).
- Once the Convoy has no RPs remaining to it, it becomes Unformed. A new Victualing Convoy may be Formed immediately after.

10.173 Victualing Convoys waiting at on map locations are placed in the In Ordinary State while they accumulate RPs.

10.174 *Example: the British player Forms a Victualing Convoy. He waits 7 Turns, and thus accumulates 14 (7 x2) Repair Points. Beginning with the 8th Turn, he starts to roll for the Convoy’s arrival. It appears in a map edge Sea Zone in the 3rd Impulse, and leaves the box in the following Turn. When it reaches its first ‘port of call’, the Convoy has taken 1 DP for passing through a Strait. It must enter and remain Fitting Out for the rest of the Turn, then unloads 6 Repair Points. a ‘6’ marker is placed in the Port’s Victualing Box and the markers under the Convoy itself are adjusted to ‘7’ (1 removed for the DP plus 6 for the offloading). The Convoy spends the next 2 Turns moving to its final destination, suffering 3 DPs from a widespread Gale; this leaves 4 Repair Points to be unloaded at the last stop, after which the Convoy becomes Unformed. The British player immediately Forms a new Victualing Convoy, with ‘0’ RPs.*

10.18 Convoy Attack Task

Convoys can be harassed by Auxiliaries, whether Scattered or not. Fleet, Fleet-50, Light, and Galley Auxiliaries may be permitted to conduct the Convoy Attack Task.

10.181 The target Convoy must be within the OR of the chosen Auxiliary, or be in the space occupied by a Stationed Auxiliary.

10.182 The Convoy must be Spotted. If Scattered, 10.156 applies.

10.183 The owner of the Auxiliary attacks the Convoy once (1) per Auxiliary on the ‘1’ column of the CDT. These attacks may be in addition to any normal Battle in the Space; the latter occurs afterward. Attacking a Scattered Convoy does not interrupt any Order or other Task underway.

10.184 If the Convoy is Escorted, the DL column is adjusted; the Auxiliaries are not directly attacked.

10.185 No more than ONE (1) Convoy Attack Task may be made in any given Space. If a Scattered Convoy is attacked multiple

times over successful MPIs, case 10.156 must be applied each time.

10.186 Convoy Attack Tasks may be Screened. Add ONE (+1) to the CDT die roll if Partially Screened.

10.2 CORSAIRS

10.21 General

The Golden Age of Piracy ended early in the 18th Century, but piracy remained a problem until the Age of Steam (and beyond). In *Sea Lords*, pirates and privateers – legalised pirates – are collectively known as Corsairs. The following are general rules. Full details will be given in the Exclusive Rules.

10.211 The main purpose of Corsairs is to generate a loss of Prestige (12.0) if they are not dealt with. Occasionally, they can be used as reconnaissance assets, and in most games they are permitted to attack Convoys (10.18).

10.212 Sometimes Corsairs are Enemy to all Fleets; more usually, they are Friendly to one of the Fleets.

10.213 If Corsairs are Friendly to a Fleet, that player Controls them (though the Exclusive Rules may impose limits). If they are Enemy to all Fleets, ONE (1) player may be designated as the Controller, or the players may alternate in some manner.

10.214 Corsairs must be Activated before they may be used. Sometimes it is by an Event, other times it is through the proximity of a Convoy; sometimes Corsairs are always Active.

10.215 Corsair Bases may be attacked if a Flotilla is Issued an Order to do so. If successful, this will Neutralise the Corsairs based there for a period of time. A Base may also be Neutralised by an Event.

10.22 Corsair Auxiliaries

Corsair Auxiliaries will be Fleet, Light or Galley Auxiliaries, and may conduct any of the Tasks permitted to those Auxiliaries. They are subject to every restriction applied to those Auxiliaries.

10.221 Unless Friendly to a Fleet, when a Corsair Searches, its target Formation is not Spotted; a successful Search simply allows the Corsair to attack the target. If Friendly to a Fleet, a Corsair that Spots a target may (if the Search Table permits) Shadow it.

10.222 Unless otherwise noted, Corsairs may be Stationed and U-OR Corsairs are allowed to Rebase. *Exception:* unless the Exclusive Rules permit, Corsairs may not be Stationed at Enemy Ports.

10.223 Unless the Exclusive Rules state otherwise, Corsair Auxiliaries are permanently Assigned to a particular Port. They can be Tasked normally, so long as they are Activated. After being Tasked, they go to their own Recovery Box and return to their Base as soon as they are Recovered.

10.23 Corsair Squadrons

If game scale permits, Corsairs may function as Sail-and-Squadrons. In these circumstances, they will have their own Squadron counters. Class of Sail could be Frigate, Galley, or Light Vessel.

10.231 Unless a fixed number of Sail is given, Corsair Squadrons are assumed to have an indeterminate number of Sail, with the appropriate MA for the Class allotted by the Exclusive Rules.

10.232 As Squadrons, Corsairs function as Independent Squadrons at all times, requiring no Orders to do so.

10.233 Corsair Sail may be Sunk, but unless the Exclusive Rules state otherwise, Sunk Corsairs have no actual effect on their Squadron's effectiveness.

10.3 FLAGSHIPS

10.31 General

Flagships represent only the largest and heaviest of men o' war. Each Sail is represented by its own counter. Unlike other Sail, Flagship counters may not stand in for other Flagships – each is a named ship.

10.311 Flagships function like Squadrons, with the following exceptions:

- Flagships have a MA of THREE (3), and have a DR of TWO more (+2) than normal for their Contingent.
- When in the Ready State they *must* be Subordinated to Flotillas; they cannot be given RVOs or Escort Orders.
- Flagships must, if possible, be paired with a regular SOL or SOL(D) Squadron at all times. The Squadron must be of the same Contingent. Especially, they may never be Subordinated to a Flotilla *without* there being a SOL or SOL(D) Squadron present (i.e. if they are the last 'Squadron' left, the Flotilla becomes Unformed). The Flagship is assumed to be an integral part of the other Squadron *for all purposes* (unless otherwise noted), though its special functions (e.g. *lower MA*) still apply.
- In Battle, Flagships are freely Assigned to the same Combat as their 'Squadron-mate'. This is automatic. They do not count as an additional Squadron.

10.312 Exception:

- If a Flagship is for any reason involuntarily placed in the Ready State and not Subordinated to a Flotilla, nor attached to a Squadron, it may function as Independent Squadron while moving as expediently as possible to the nearest Friendly Port.
- Multiple Flagships in the same condition in the same Space(not Sea Zone) may be grouped as a single (1) Independent Squadron for this purpose. Once in the Fitting Out State they become completely independent again and must either enter In Ordinary or attempt to join with a regular Squadron, per 10.311.
- If at all possible, however, even when moving independently of a Flotilla, a Flagship must be and remain stacked with a regular Squadron until the latter enters In Ordinary.

10.313 Since Flagships have a higher DR than 'normal', their DPs are recorded separately. Note also 10.322.

10.314 Clarification: With regard to 10.311 point #2, the Flagship is not fixed to a specific Squadron (except in Battle), but merely requires the presence of at least ONE (1+) Squadron in the Flotilla, *and*, there must be at least ONE (1+) such Squadron per Flagship. Flagships *are* separate Squadrons for the purposes of recording DPs, and for all other functions except for the points listed above. If using the (optional) Squadron Logs provided with some games, Flagships *may* be Assigned to specific Squadrons.

10.32 Flagships & Battle

In Battle, each Admiral must be Assigned to a Flagship, if one is present in his Formation. All Combats involving a Flagship may receive a column shift in favour of the Side with the Flagship(s). The number of shifts to be taken is printed in red on the Flagship counter; if not present, there is no shift (*typically, the reverse 'high DP' side of a Flagship counter will lack the modifier or see a reduced modifier*). No more than ONE (1) Flagship modifier can be applied, per Side, per Combat.

10.321 If a Combat result calls for a Sunk Sail, the actual Sail to be lost is determined randomly, with the Flagship having an equal chance. If a Flagship is Sunk, any Friendly Leader present in that Combat automatically becomes a Casualty (his fate is determined normally).

10.322 *Clarification:* if a Flagship is determined to be Sunk by a Combat result, its DR bonus has no effect – the bonus DR is only useful in preventing loss through accumulated DPs.

11.0 ADMINISTRATIVE ACTIVITIES

Inst. 11th. None shall fire upon any ship of the enemy that is laid aboard by any of our own ships, but so that he may be sure he endamage not his friend.

11.1 REINFORCEMENT & REORGANISATION

11.11 General

During the Reinforcement and Reorganisation (R&R) Step, the players may obtain Reinforcements, be forced to Withdraw items from play, and make changes to the organisation of the forces they have in play. These activities may be conducted in any order desired.

11.12 Reinforcements & Withdrawals

Reinforcements appear in the Reinforcement and Reorganisation Step of the Administrative Phase. In contrast, unless the Exclusive Rules state otherwise, Withdrawn items are *immediately* removed from play (*i.e. they do not have to physically move off the map*).

11.121 Each game's Reinforcement and Withdrawal schedules is unique, and will be found in the Scenario/OOB booklets. The most common table will be the Reinforcement Request Table, used for minor Reinforcements (with overuse carrying the risk of a small Withdrawal of forces). Larger 'packets' of Reinforcements and Withdrawals will usually be handled by special rule and dependent on Events.

11.122 As a general rule (subject to the Exclusive Rules), each Fleet may make ONE (1) Request for Reinforcements per Turn by consulting the Reinforcement Request Table during the R&R Step of the Administrative Phase. Unless otherwise noted, Requests may only be made during Spring and Summer Turns.

11.123 Reinforcements may be individual Sail, Squadrons with Sail already Assigned, Flotilla counters (Formed or Unformed), Auxiliaries, and Leaders.

11.124 *Design Note: requests represent new builds, small packets of ships from home (typically mail boats and convoy escorts), and the money to make local purchases.*

11.125 Withdrawn items may also be individual Sail, Squadrons with Sail already Assigned, Flotilla counters (Formed or Unformed), Auxiliaries, and Leaders. If a Formation is to be Withdrawn, a number of Sail and/or Squadrons will also be specified. Leaders and Auxiliaries Posted/Assigned to the Formation are *not* removed from play unless the Withdrawal instructions say they are. Instead Auxiliaries are placed in the Recovery Box and Leaders are placed in the Officer's Mess (Relief is automatic). Remember that Auxiliaries can – alternatively – be Transferred like Sail as part of the Reorganisation Step.

11.126 *Clarification:* when making a SC or LC as part of a Reinforcement Request, the check is made once (1) per use of the table, not once per item.

11.13 Reorganisation

Reorganisation activities include Forming and Unforming Squadrons, Transferring Sail, Assigning Auxiliaries, Subordinating or Detaching Squadrons, plus Posting and Relieving Leaders.

11.131 All normal mechanics apply, except where noted in the Exclusive Rules.

11.132 Reinforcing items may be included in the process of Reorganisation.

11.133 *Exception:* LCs and SCs are never required when *only* Reinforcing items are involved in Reorganisation.

11.14 Reinforcing Sail

Individual Sail will appear at a designated Friendly Port. If the Port is no longer Friendly, they are forfeit. They must be immediately Assigned in the following priority:

- To a Squadron that is In Ordinary.
- To a Squadron Fitting Out.
- To a Ready Squadron, but only by Forming said Squadron at an allowed entry point to the map per the Exclusive Rules (see also 11.15).

11.141 Command and Contingent restrictions always apply. See the Exclusive Rules for any special rules.

11.15 Reinforcing Formations

Formed Formations enter the map at the start of the next Operations Phase, where directed by the Exclusive Rules.

11.151 Flotillas appear without Orders unless the Exclusive Rules direct otherwise. Convoys obey whatever instructions are laid down by the Exclusive Rules.

11.152 Reinforcing Squadrons not already Subordinated may:

- Be freely Subordinated to any Formations in their placement location at the time they appear, including Formations in the Ready State.
- If appearing in the Ready State themselves, Squadrons must be Subordinated to an existing or newly Formed Flotilla in their placement location or be treated as Independent Squadrons without Orders (*i.e. they must proceed as expediently as possible to the nearest Friendly Port*).

11.153 When a Formed Squadron or Formation is received as a Reinforcement, it will usually appear with some DPs accrued. These may be fixed amounts designated by the Exclusive Rules, or be generated randomly with a die roll.

11.154 Reinforcements of Unformed Flotilla counters and Squadrons are simply placed aside and are available for use immediately or at any future time.

11.155 **Important.** Unless otherwise noted, any Formation that *appears* in a Sea Zone is placed in the zone 'proper', not the In/Out boxes.

11.16 Reinforcing Auxiliaries

Auxiliary Reinforcements may be Assigned to Ports, to Fitting Out Squadrons, or the Available Box. If Assigned to a Reinforcing Formation, this will be noted in the Exclusive Rules.

11.161 When a Class of Auxiliary counter belonging to the same Contingent has more than ONE (>1) possible OR (or other rating), draw Reinforcements blindly from the available counter mix.

11.17 Reinforcing & Promoting Leaders

Some Leaders can be Promoted during the course of play. Some will be Reinforcements. Both activities occur during the R&R Step.

11.171 If a Leader is Promotable, he will have ratings on both sides of his counter (in some games, additional counters may be present). All Leaders begin play at their lower Rank, except when playing a scenario that starts on or after their date of Promotion.

11.172 Dates of Promotion (if any) are shown beneath a Leader's Rank code. The Leader is Promoted automatically in the Turn One Reinforcement Step of the indicated Year. Promotion by Merit (11.177) overrides any automatic Promotion date.

11.173 If a Commodore has a Promotion date, this is the date he enters play, in the Turn One Reinforcement Step of the indicated Year.

11.174 If a Promotable Admiral has a Promotion date on both sides of his counter, he functions as a Commodore until the date on his lower-Ranked side.

11.175 Unless Killed or removed due to 3.484 (end of Year 'performance review') removed Leaders are still Promoted on schedule, on the chance they may reenter play.

11.176 Leader Reinforcements are placed in the Officers' Mess. They may be Posted immediately. Reinforcing Formations will have pre-Posted Leaders.

11.177 **Optional.** The players may wish to allow Promotion by Merit. This takes place in the Turn One R&R Step of each Year:

- Any ONE (1) Friendly Leader that participated on the winning side of a Battle in the previous Year is eligible for Promotion. Owning player choice.
- Roll ONE (1) die. On a zero through one (0-1) that Leader is promoted one (+1) rank. Ranks again, from low to high, are: Commodore, Rear-Admiral, Vice-Admiral, Full Admiral, Admiral of the Fleet.
- If an Admiral of the Fleet is Promoted, he is removed from the game, but the owning player immediately earns ONE (1) point of Prestige (12.0) (*for having a man on the inside at the Admiralty*).

11.178 The Scenario/OOB booklets will contain a reference list of Leaders, their Ranks, and their official Promotion dates.

11.18 Leader Exchange

On occasion, Leaders can be Captured during a Battle. If Captured, they are removed from play until Exchanged. A 'No Leader' marker is placed on the Display.

11.181 Commodores are automatically Exchanged during the R&R Step of the Administrative Phase. This Exchange takes place even if only ONE (1) player has a Captured Leader. (*The term Exchange refers to the process, not to the physical mechanics involved*).

11.182 When Exchanged, Leaders will take command of their personal Squadron immediately. They may not take command of a different Squadron. If their Squadron is Unformed, it may be Formed normally, but if it remains Unformed the Leader remains out of play with it.

11.183 Admirals may be Exchanged:

- If the players have each Captured at least one (1+) Enemy Admiral, each player gives back an equal number of Admirals; any excess remain Captured.

- Admirals may also be bought back at a cost of ONE (1) point of Prestige (12.0) per Admiral returned.
- **Optional:** if not spending Prestige, count TWO (2) Rear-Admirals as equal to ONE (1) Vice-Admiral, TWO (2) Vice-Admirals as equal to ONE (1) Full Admiral, and TWO (2) Full Admirals as equal to ONE (1) Admiral of the Fleet. In this regard, Admirals may used like currency (e.g. an Admiral of the Fleet may be purchased with an Exchange of ONE (1) Full Admiral, ONE (1) Vice-Admiral, and TWO (2) Rear-Admirals, or eight Rear-Admirals). *Ability counts for nothing*.

11.184 While a Leader remains Captured, the Captor retains the counter.

11.2 ATTRITION

11.21 General

Attrition simulates general wear and tear on both active and idle forces, and is applied as DPs.

11.211 Attrition effects accumulate over the course of the Turn, but for practical purposes, most Attrition is assessed in the Attrition Step of each Administrative Phase.

11.212 Exception: special Attrition effects are implemented as soon as they occur.

11.213 Attrition is assessed for each Squadron individually.

11.214 Damage is applied per section 7.3.

11.215 Auxiliaries do not suffer Attrition, but see 5.362.

11.216 Design Note: the fact Auxiliaries do not suffer Attrition, while ultimately a simplification for game purposes, can be explained away thus: being the most active assets of the Fleet, they are kept in better repair and properly crewed, unlike the ships of the line, which often could not put to sea for lack of crew or vital repairs – vessels could languish for years without having their repairs completed.

11.22 Normal Attrition

Normal Attrition, assessed in the Administrative Phase, is applied as follows (see also the Attrition Chart):

- ONE (1) DP for each Squadron in the Ready State in Spring, Summer & Fall Season Turns.
- TWO (2) DPs for each Squadron in the Ready State in Winter Season Turns.
- A variable number for each Squadron Fitting Out, in any Season. Roll ONE (1) die: on a result of ZERO through FOUR (0-4) apply ONE (1) DP to that Squadron; on a result of FIVE or higher (5-9) apply TWO (2) DPs. Add TWO (+2) to all die rolls in Neutral Ports.
- ZERO (0) DPs for each Squadron In Ordinary.
- Plus ONE (+1) DP in all cases except In Ordinary if the Squadron is part of an Oversized Formation (3.44). This penalty may be multiplied for *severely* Oversized Formations, per 3.44.

11.221 Clarification: the assessment of normal Attrition does not take into account the Squadron's activities during the Operations Phase.

11.222 Play Note: the penalty for Fitting Out in Neutral Ports simulates the effects of desertion.

11.23 Special Attrition

Special Attrition is applied as soon as it occurs. The amount of Attrition applied may be variable.

- ONE (1) DP for each Squadron that expends an MP to enter a Strait Space, each time it does so.
- ONE (1) DP for each Squadron Interdicting in a Straits Space, at the end of each Turn. If the Squadron is Interdicting during an Impulse but will leave the Space before the end of the Turn, add the DPs as soon as it leaves.
- When Blockading a Port, add DPs equal to the Blockade Value at the end of each Turn. If the Squadron is Blockading during an Impulse but will leave the Space before the end of the Turn, add the DPs as soon as it leaves.
- At the start of an Impulse, a variable number of DPs for each Squadron located in a Gale-affected Space or Sea Zone or Squall-affected Space. See the Gale Effects Chart.
- ONE (1) or TWO (2) DPs for each Squadron that is closer to a Gale Marker than it was in the previous MPI (see 5.362).

11.231 Squadrons in Harbours are immune to Attrition generated by Weather.

11.232 Per 5.361, Squadrons In Ordinary at Minor Ports do suffer Attrition generated by Weather, but the effect is reduced. See the GEC.

11.3 REPAIRS

11.31 General

Squadrons with accrued DPs may undergo Repairs to remove them. Repair occurs only in the Repair Step of the Administrative Phase. Only Squadrons that are In Ordinary may be Repaired.

11.311 Repair is a THREE (3) step sequence:

- 1) Return Squadrons from In Ordinary. These will be placed Fitting Out.
- 2) Conduct Repairs on Squadrons that are In Ordinary.
- 3) Assign Squadrons to In Ordinary. In Ordinary may only be adopted at Ports permitted by the Exclusive Rules (always at Friendly Ports, but occasionally others as well).

11.312 When a Squadron begins In Ordinary, it is placed on the Repair Track belonging to the Port it occupies, on the box of the track corresponding to its current DPs. If currently Subordinated, it is no longer Subordinated.

11.313 As DPs are removed through Repair, A Squadron's counter is moved down the track. A Squadron's DPs may never be reduced below ZERO (0).

11.314 Only Key Ports have Repair Tracks. Only Emergency Repairs (11.33) may be conducted at Minor Ports.

11.315 Squadrons may remain In Ordinary indefinitely, but cannot be Subordinated nor given RVOs.

11.32 Repair Procedure

Consult the Repair Table. ONE (1) die roll is made per Squadron. The die roll indicates the number of DPs removed from the Squadron.

11.321 The number of die rolls that may be made at any given Port in any given Turn will be limited by the Exclusive Rules. Repair die rolls may be limited to Quarterly Turns, or be allowed each Turn. Die roll modifiers may apply. *These restrictions may arise from the historical quality of the Port, Strategic Events, and/or the need for a Victualing Convoy.*

11.322 The owning player may always choose which Squadrons he will attempt to Repair. A given Squadron may only receive ONE (1) Repair die roll per Turn.

11.323 By expending ONE (1) point of Prestige, a player may take up to THREE (3) extra die rolls – no more than ONE (1) extra die roll per Squadron (12.31).

11.324 If more DPs are Repaired than the Squadron has accrued, the excess may be removed from any other Squadron currently In Ordinary at the same Port.

11.33 Emergency Repairs

Squadrons may receive Emergency Repairs at eligible Ports (per the Exclusive Rules) that do not have Repair Tracks (normally, only Key Ports have Repair Tracks).

11.331 Each Turn, any ONE (1) Squadron In Ordinary at each Minor Port loses ONE (1) DP on a die roll of ZERO through THREE (0-3). *Exception:* the Exclusive Rules may assign other values or Formation limits.

11.332 Clarification: some games may have Neutral Key Ports that allow 'normal' Repair (or Quarterly 'normal' Repair), or only Emergency Repair. Be sure to read the Exclusive Rules carefully. By default, all Key Ports allow normal (or Quarterly normal) Repair, while Minor Ports only allow Emergency Repairs.

11.34 Hulking

The players may resort to an expensive method of Repair. They may Hulk 'unseaworthy' vessels.

11.341 Any Sail may be Hulked if its Squadron is Fitting Out or In Ordinary.

11.342 Hulked Sail are permanently eliminated from play at no cost in Prestige.

11.343 When a Sail is Hulked, the owning Squadron's DPs are reduced by:

- FOUR (-4) for a SOL Sail.
- TWO (-2) for any other Class of Sail.

11.35 Repair Points (RPs)

Per 10.17, some Fleets may use Victualing Convoys. The Repair Points (RPs) brought into play by these Convoys are equivalent to the same number of Repair die rolls.

11.351 Each Port that can accept RPs will have a small box printed near it where a numerical marker can be used to record the number of RPs. As usual, the top edge of the marker (from the owning player's point of view) indicates the number of RPs. Use more than one (>1) marker if needed, summing the values.

11.352 Each time a Repair die roll is made (excluding any inherent die rolls allowed), the number of RPs is reduced by one (-1). Once there are no more RPs at the Port, the Port's Repair capabilities are reduced to its inherent level.

12.0 PRESTIGE

Inst. 12th. That it is the duty of commanders and masters of all small frigates, ketches, and smacks belonging to the several squadrons to know the fireships belonging to the enemy, and accordingly by observing their motions to do their utmost to cut off their boats if possible, or, if opportunity be, that they lay them aboard, seize or destroy them. And to this purpose they are to keep to windward of their squadrons in time of service. But in case they cannot prevent the fireships on board by clapping between us and them (which by all means possible they are to endeavour), that then in such cases they show themselves men in such an exigent and steer on board them, and with their boats, grapnels, and other means clear them from us and destroy them; which service (if honourably done) according to its merit shall be rewarded, but the neglect severely to be called to account.

12.1 GENERAL

The measure of victory in *Sea Lords* is Prestige, which is awarded for the successful completion of Orders, the Sinking and Capturing of Enemy Sail, and for actions specified in the Exclusive Rules. See the Prestige Chart. The player with the highest Prestige at the end of the game wins.

12.11 Each player's current Prestige is recorded with markers on the Prestige Track, located on the TRT card. The scenario will give the starting Prestige of each player. As Prestige is won and lost, move the appropriate marker(s) up or down the track.

12.12 A player may never drop below the worst number on the track, or rise above the highest.

12.13 Equal Prestige at the end of a game means a tie, unless the Exclusive Rules state otherwise.

12.14 Prestige is awarded (or lost) immediately upon occurrence of the triggering event.

12.15 Prestige can be accumulated from game to game as a kind of tournament award (12.4), but Prestige awarded in earlier games cannot be counted for victory during the current one.

12.16 In combined *Lace Wars-Sea Lords* scenarios, Prestige is tracked separately for the land and sea components, but at the end of the scenario, unless the Exclusive Rules state otherwise, each player sums his Prestige totals before comparing them for victory. These combined totals may exceed the highest value on the Prestige Track. If the scenario has separate naval and land players (a non-standard method players may choose to adopt), Prestige remains separate.

12.2 ORDERS & PRESTIGE

Most of the Prestige awards (and penalties) generated in the game will be due to the Termination of Orders. Normally, Orders will not score Prestige on a one-for-one basis. Instead, a comparison of the players' efforts is made, and the player who has accomplished the most receives some Prestige (and/or his opponent loses some).

12.21 During the game, each player must track the number of Orders he has Fulfilled. Somewhere on the map or Displays there will be boxes for recording Fulfilled and Failed Orders, using the ubiquitous numerical markers. Each player will have his own pair of boxes.

12.22 Each time an Order is Fulfilled, adjust the numerical marker in that box to show the increase. Each time an Order is Failed, adjust the numerical marker in that box to show the

reduction. Before comparing player scores, subtract the number of Fails from the number of Fulfills.

12.221 Alternatively, only record the each player's net by placing a numerical chit in either the Fulfilled or Failed box; if the current player score is zero (0), neither box will contain a marker.

12.222 Play Note: the method used is up to the players. Either will produce the same result.

12.23 At the end of each game Year (at the end of the final Turn of the Year), the players compare the number of Orders they Fulfilled that Year. Prestige is awarded (or lost) based upon this comparison. The amount of Prestige gained/lost will vary with the spread between the players, and with the game.

12.231 If the number of Failed Orders exceeds the number of Fulfilled Orders, count the Failed Orders as 'negative' Fulfilled Orders.

12.232 If both players Failed more Orders than they Fulfilled, the higher number of failures is subtracted from the lower number to determine the spread.

12.24 Examples: assume that the Exclusive Rules state that:

- When one player has 1-2 more Fulfilled Orders than his opponent, he will gain 1 Prestige.
- When one player has 3-5 more Fulfilled Orders than his opponent, he will gain 1 Prestige (+1) and his opponent will lose 1 Prestige (-1).
- When one player has 6+ more Fulfilled Orders than his opponent, he will gain 1 Prestige (+1) and his opponent will lose 2 Prestige (-2).

12.241 Supposing Player A Fulfilled 4 Orders and Failed 1. His net would be +3 (4 - 1 = 3). Player B Fulfilled 2 Orders and Failed 0 (2 - 0 = 2). His net would be +2. Player A's total is higher, so he will be the gainer. For the same reason, Player B's total is subtracted from Player A's leaving a net +1 result (3-2). Using the scale above, Player A earns 1 Prestige.

12.242 Suppose instead that Player A Failed 4 Orders and Fulfilled 1. His total would be -3. Player B Failed 2 and Fulfilled 0. His total would be -2. The net score would be (Player B -2) - (Player A -3) = +1 for Player B, who had the lower number of Fails, and thus the higher score, comparatively speaking. (Note that the lower value is always subtracted from the higher - in this case '-2' is a 'higher' number, mathematically, than '-3'. This yields a +1 result, or $-(-X) = +X$).

12.3 SPENDING PRESTIGE

Prestige can be spent during play for a variety of reasons. When spent, adjust the player's Prestige marker accordingly. 'Down payments' are not allowed - the player must have the required amount when he makes a purchase.

12.31 The Exclusive Rules may provide their own list of items, but unless explicitly excluded, the following can always be purchased (see also the Prestige Chart):

- To increase the chance of a Reinforcement Request succeeding. (Variable amount). See the appropriate table.
- ONE (1) point of Prestige may be spent to make up to THREE (3) additional die rolls on the Repair Table - ONE (1) extra die roll per Squadron (normally, only ONE (1) die roll per Squadron is allowed).
- ONE (1) point of Prestige can buy back a Captured Admiral.
- ONE (1) point of Prestige can be spent on a 'Mulligan'. This allows a player to re-roll the die on any ONE (1) action he undertakes during the game. Alternatively, he may force his

opponent to re-roll on any ONE (1) action his opponent undertakes.

- After the winner has been determined, one or more points of Prestige can be spent on Player Ranks (12.4). Ranks give a player minor bonuses for tournament play. This rule is included for fun and can be ignored.

12.4 RANKS AS AWARDS – OPTIONAL

THIS RULE IS INCLUDED FOR FUN. IT IS OPTIONAL.

12.41 General

Players may buy themselves Ranks by expending Prestige at the end of a game. Doing so does not diminish their final score. Ranks allow a player to receive certain minor bonuses during play. Ranks may be retained by a player from game to game (*exception*: certain Ranks must be given up to attain a new Rank). The Player Ranks Chart provides the details. The following are general guidelines.

12.411 After each game, a player may expend up to the positive difference in Prestige scores between himself and his opponent to buy ONE (1) Rank.

12.412 Example: player A has TEN (10) Prestige and Player B has EIGHT (8). Player A may expend up to TWO (2) Prestige to buy ONE (1) Rank. Player B has a negative difference and cannot buy a Rank.

12.413 There are three kinds of Ranks that a player may hold: Commands (*no relation to the Fleet subdivision of 3.12*), Inspectorates, and Flag Officer (FO) Ranks. A player may hold a single (1) FO Rank and a single (1) Inspectorate Rank concurrently. Any Command must be given up upon attaining FO Rank.

12.414 This Player Rank rule is used in the *Lace Wars* series, too. A player may accumulate both Army (*Lace Wars*) and Navy (*Sea Lords*) Ranks, but may not pool his Prestige to buy one kind of Rank – i.e. Naval Prestige may only be used for Naval Ranks and Army Prestige may only be used for Army Ranks.

12.415 **Important.** When a player has a higher Command or Flag Rank than his opponent, starting Prestige values are adjusted by the difference. Count Inspectorates as an extra TWO (2) Ranks.

12.416 Example: Player A is a Post Captain and Player B is a Rear Admiral of the Blue. The difference would be +2 Prestige in Player A's favour.

12.42 Commands

There are several Commands available for purchase, ranked progressively higher. A player must start with the lowest Command. When he purchases a higher Command, he relinquishes the lower Command and all its benefits. Commands provide minor beneficial modifiers, improving with the higher Commands.

12.421 Players cannot skip over a Command (*unlike in the Army, Seniority (time in service) always played a great role in naval career progression*).

12.43 Flag Officers

FO Ranks are similar to Commands but more powerful. When a player has attained his last Command Rank, he is eligible to purchase his first FO Rank.

12.421 Like Commands, FO Ranks are mutually exclusive, and must be purchased in order.

12.422 There are THREE (3) sets of Rear- Vice- and 'Full' Admirals: Blue White and Red (the Admiral of the Fleet is the Red 'Full' Admiral). All FO abilities within the same colour group are cumulative.

12.423 Example: the Vice-Admiral of the White has the abilities of that Rank and those of the Rear Admiral of the White. He does not have any of the Blue or Red abilities.

12.424 Historical Note: the concept of the three ensigns belongs only to the Royal Navy. Originally, the fleet was a single entity, and ensigns were assigned to each of three divisions (or 'battles', to borrow the Medieval army term); each division had an admiral, vice admiral, and rear admiral. Blue was the lowest rank and Admirals of the Blue ran the Rear division. White was the middle rank; Admirals of the White ran the Van. Red was the highest rank; Admirals of the Blue ran the Main or center division. Later, the ranks were simply a progression of hoops for officers to jump through. Only in the 19th Century was the Red Ensign assigned to the Merchant Marine and the Blue to naval reserve and commandeered vessels, with the Navy retaining the White.

12.44 Inspectorates

These can only be purchased by a player already holding the Rank of Admiral or above. A player may only hold ONE (1) Inspectorate at a time, but may change to another one by buying it and relinquishing the first.

13.0 SOLITAIRE & DOUBLE BLIND

Inst. 13th. That the fireships in the several squadrons endeavour to keep the wind; and they with the small frigates to be as near the great ships as they can, to attend the signal from the general or commander-in-chief; and to act accordingly. If the general hoist up a white flag on the mizen yard-arm or topmast-head, all small frigates in his squadron are to come under his stern for orders.

THE FOLLOWING ARE GUIDELINES. AS ALWAYS, WHERE NO RULE COVERS A SITUATION, USE COMMON SENSE.

13.1 SOLITAIRE PLAY

Sea Lords games are not intended to be played solitaire, but, like most war games, they can be soloed to a degree. The game loses a lot by eliminating the 'fog of war'. However, no rules need to be altered. While the player has full knowledge of the location and composition of all the forces, he still cannot, for example, attack an Unspotted Formation. The player should endeavour to play each side fairly, focusing on achieving the appropriate objects as efficiently as possible.

13.11 With regard to sequencing issues (e.g. who places Directional Markers or when to initiate Orders), follow the rules. If the rules do not give a clear solution the player must decide which Fleet would be likely to have an advantage in the situation in question, and allow it to go last.

13.12 With regard to Receiving and Issuing Orders, some flexibility will be required. As a suggestion, develop one or more 'suites' of OCs for each Fleet, taking the whole suite In Hand for the Year and Issuing them randomly. Adjustments will have to be made for Mandatory Orders. The number of OCs In Hand will vary with the forces present in the game. As a guide, take no more than ONE (1) Order for every THREE (3) Formed Squadrons.

13.2 DOUBLE BLIND PLAY

Double-blind games involve the use of an Umpire or game-master. Again, no rules need be altered (*exception: 13.211*). The Umpire should be entrusted with the following routines, and exercise his judgement with regard to the amount of information provided to the players:

- Wind Generation.
- Search Resolution. The Umpire may wish to provide additional information about Spotted forces, based upon circumstances.
- Movement of non-player Corsairs and other independent forces. The Umpire should establish a set of priorities before the game begins for whom they will attack or support, given the situation.
- Any other routines which require knowledge to be withheld from at least one of the players.
- Additionally, the Umpire may take on the duties of resolving Battle, Attrition, and other routines involving the dice.

13.21 The players should secretly convey their intentions to the Umpire whenever they wish to conduct an activity that may involve their opponent, *vis-à-vis* the above, and supply him with updates to changes in the condition of their forces as they occur.

13.211 With regard to Movement, this can be truly simultaneous,. If Movement is to be by MPI, both players move their forces and the Umpire adjudicates. However, it may be more convenient for the players to plot their moved for an entire Impulse, Turn, or longer period, and then submit the plots to the Umpire.

13.25 Double-blind play can be conducted face to face, or remotely. If the Umpire is not able to be physically present with both players, he will need his own copy of the game.

13.26 **Important.** The Umpire's decisions are at all times binding and unalterable.

14.0 SERIES CREDITS

Inst. 14th. That if any engagement by day shall continue till night and the general shall please to anchor, then upon signal given they all anchor in as good order as may be, the signal being as in the 'Instructions for Sailing'; and if the general please to retreat without anchoring, the signal to be firing two guns, the one so nigh the other as the report may be distinguished, and within three minutes after to do the like with two guns more.

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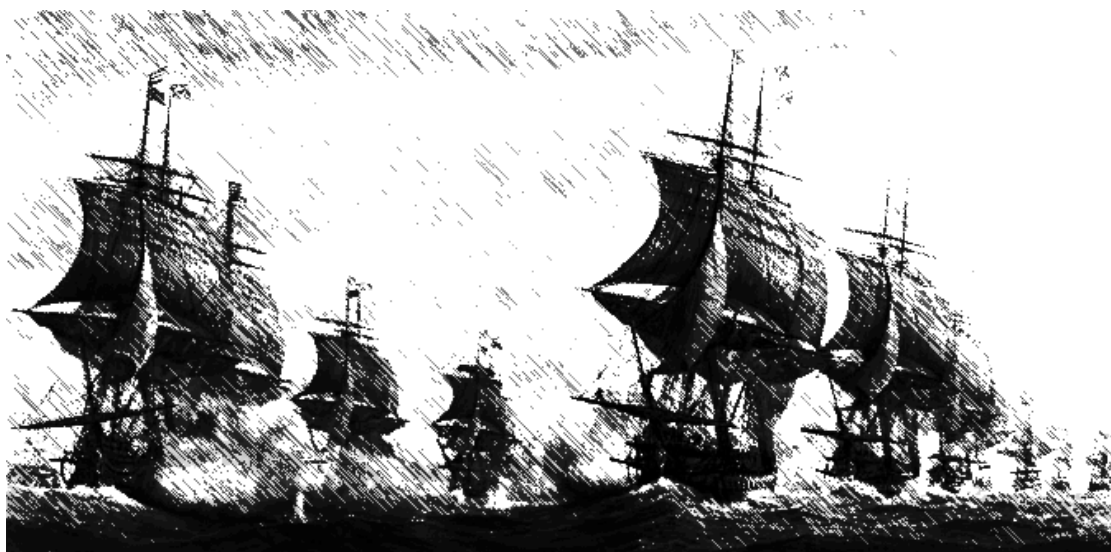
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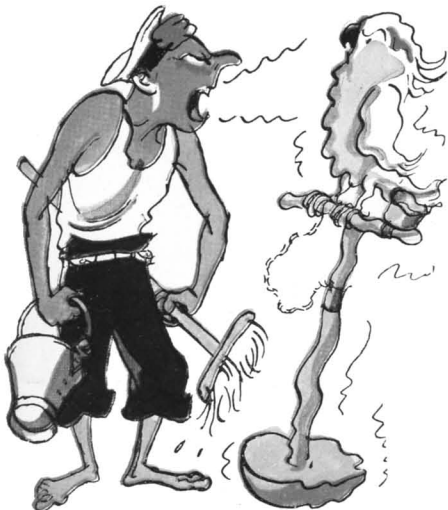
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NORMAN MANSBRIDGE