

Mistral Charts and Tables

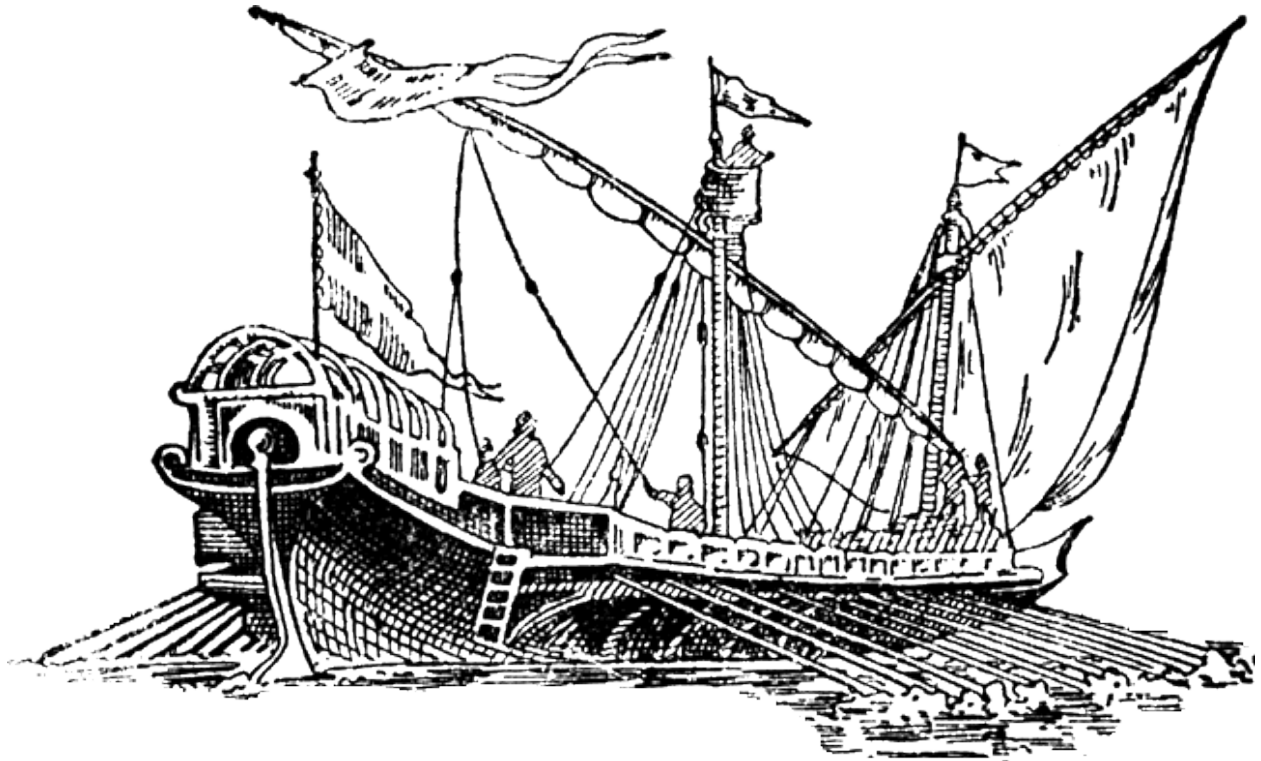


Table of Contents

- | | |
|--|---|
| p. 1 – Frontispiece | p. 10 – General: Counter Samples |
| p. 2 – Combat Tables: Search, Damage, Battle Intensity | p. 11 – General: Counter Guide |
| p. 3 – Combat Tables: Combat Damage (CRT) | p. 12 – General: Auxiliary Summary |
| p. 4 – Combat Tables: Weather Gauge, Battle Reinforcement, Strike Colours, Leader Loss | p. 13 – Movement: Gale Starting Locations |
| p. 5 – General: Attrition, Repair, Recovery | p. 14 – General: Pirate Activation, Convoy Routes |
| p. 6 – General: Screening, Leadership Summary | p. 15 – Combined Game: Aux Tasks, Coast Spaces |
| p. 7 – Movement: Wind Table | p. 16 – Prestige Chart, Ending the Game |
| p. 8 – Movement: Gale Table | p. 17 – Player Ranks |
| p. 9 – Movement: Gale Effects Table | p. 18 – Sequence of Play |
| | p. 19 – Sequence of Play |
| | p. 20 – General: Sea Zone/Lane Examples |

Search Table (7.12)		Damage Effects Chart (7.3)	
Die Roll	Success	DPs	Effect
0-2	Yes: may Shadow	are up to 1/3 DR	None
3-5	Yes: no Shadow	are up to 2/3 DR	+1 Battle Reinforcement DRM
6-9	No	are over 2/3 DR	MA is -1; WG chance -1
DRMs: +1 Galley/Fleet-50 Auxiliary Searching +1 Partially Screened -1 per target Squadron (Shadow only, per below)		DPs – DR =	Chance of 1 Sail Sunk on D10
Explanation: Roll ONE (1) die and apply any DRMs. Success Spots ONE (1) Enemy Formation. Repeat for each Unspotted Enemy Formation in the Space. After Spotting successfully, check for Shadowing. If Shadowing was rolled initially, it applies. Otherwise, for each Squadron greater than ONE (>1) in the Spotted Formation, subtract ONE (-1) from the original modified die roll. If the resulting value falls on the Shadowing row, Shadowing is also permitted. If an Auxiliary Shadows, it must forfeit any unresolved Search attempts.		Explanation: the chart shows the effects of DPs inflicted on a Squadron when compared to the Squadron's Damage Rating. Check for Sunk Sail at the end of Battle, during Gale Attrition, and the end of each Operations Phase. When a Formation has more than ONE (>1) Damaged Squadrons Subordinated, the effects are not cumulative – simply use the worst effects. DR = Damage Rating DP = Damage Point 1/3 DR = one third of Damage Rating 2/3 DR = two thirds of Damage Rating <i>Example:</i> 17 DPs – DR of 10 = +7 = 1 Sail Sunk on a die roll of 7 or less. Squadron also suffers all the other listed effects.	

Battle Intensity Table (8.31)				
Die Roll	Light	Medium	Heavy	
0	4	6	8	
1	3	5	7	
2	3	5	7	
3	2	4	6	
4	2	4	6	
5	1	4	5	
6	1	3	5	
7	1	3	4	
8	0	2	3	
9	0	1	2	

Table Shifts				
Leader Personality Matrix				
	T	C	A	R
WG T	-2	-1	0	-1
WG C	-2	-1	0	-1
WG A	-1	0	+1	0
WG R	0	+1	+2	+1
Special: Light Intensity is NA in a Strait Space				
Personality Matrix: cross-index the opposing Leaders' Personalities. <i>Rows</i> are the Leader with the Wind Gauge; <i>columns</i> are his opponent. Result is column shifts on BIT. T = Timid, C = Cautious, A = Aggressive, R = Rash				

Explanation: player with the Wind Gauge chooses an Intensity. He then checks for possible column shifts, using the Personality Matrix. The Leaders used here must be the Senior Ranking Engaged Leader for each Fleet. Once the final Intensity column is known, the player with the WG rolls ONE (1) and cross indexes the value with Intensity. The result is the raw Damage Level used on the Combat Damage Table. Proceed to the CDT.

Combat Damage Table (8.33)

DR	0	1(L)	2(G)	3	4(F)	5	6	7	8
0	1	3	4	S	S*	S*	2S*	SS*	SS*
1	1	2	3	4	5	6	2S	7	8
2	0	2	3	4	5	5	6	2S	3S
3	0	1	2	3	4	4	6	6	7
4	0	1	2	3	4	4	5*	5*	6*
5	0	1	1	3	3	4	4	5*	2S
6	0	1	1	2	3	3	4	4	5
7	0	0	1	2	3	3	3	4	4*
8	0	0	1	1	2	3	3	3	4*
9	0	0	0	1	1	2	2	3	3

Column Shifts:

±X = comparison of Leadership Ratings in same Combat

±? = Squadron modifier

Damage Point Modifiers:

+1 per Sail in excess of opposing Side's Sail in same Combat

-2 for Frigate/Galley Squadrons (Galleys +2 in Straits/Ports)

Explanation: determine the column to use (Damage Level) on the BIT. Create Combats by pairing opposing Engaged Squadrons (player with the WG starts, then alternate). Per 8.333, additional Engaged Squadrons can be allocated to Combats: Medium Intensity +1 Squadron, Heavy Intensity, +2 Squadrons. For each Combat, roll ONE (1) die and cross-index the value with the appropriate DL column(s). The results obtained are inflicted on the opposing Side. Results are implemented simultaneously.

Column shifts are noted as "±". "+" shift(s) are to the RIGHT; "-" shifts are to the LEFT.

- Use the worst value Squadron shift belonging to the Friendly Squadrons present in the Combat. Shifts are printed on the Squadron counters.
- When comparing LR's, subtract the lower from the higher, and HALVE (x1/2) 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 either to his own Fleet or to his opponent's Fleet, as he sees fit.
Example: 3 shifts could be distributed as +2 shifts for player A and -1 shift for player B, +3 shifts for player A, +1 shift for player A and -2 shifts for player B, and so on.

Damage Point Modifiers are not compared. Simply add the Damage Point Modifier to the results inflicted on the opposing Side. Minimum of ZERO (0) DPs.

"Wrapping" the table: shifts in excess of columns "0" and "8" translate into additional Damage Point Modifiers: "-1" per additional shift to the LEFT; "+" per additional shift to the RIGHT.

Sail Class: One (1) Flagship may be added to a Combat above the normal limit of allowed additional Squadrons. SOL(D) are treated as ordinary SOL but their Squadrons are "smaller" with only two (2) Sail maximum. The same is true of Frigates, but these also have a DP infliction penalty of "-2" DPs, as noted on their counters. Galleys have the same penalty but also suffer double (x2) DPs themselves. *Exception:* In Straits and Port Spaces, the "-2" Galley DP infliction penalty is reversed to become a "+2" DP infliction bonus.

Results

All numerical results are the number of Damage Points (DPs) inflicted on the Squadron.

"S" = ONE (1) Sail Sunk per "S". "S" results do not generate DPs, but DP values may accompany "S" results. Apply these DP results after Sinking the Sail.

"CS" = possible Leader casualty, affecting only a Leader assigned to an opposing Squadron participating in that Combat. See the Leader Casualty Table.

Fireship Attacks (6.24): 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 column used (Column 9 = failure). Conduct attack using that DL column. In Harbour, DPs are doubled (x2) but the die roll is modified adversely by the Port's Blockade Value.

Bombard Attack (6.25): die roll to determine DL column used (9 = failure). No modifiers apply. Conduct attack using that DL column. Triple (x3) DPs; not not triple Sail Sunk outright, or Leader casualties. Only ONE (1) Enemy Squadron is targeted. NA in Battle - only when Tasked against Sail Fitting Out or In Ordinary. (See Combined Game Auxiliary Task Tables for attacks on coastal targets in the Combined Game scenario).

Convoy Attack (10.18): use the DL column marked with the appropriate letter (F = Fleet, G = Galley, L = Light). Adjust the DL column one (1) LEFT per Escorting Sail, to a minimum of ZERO (0). Add one (+1) to the die roll if Partially Screened. No other modifiers apply.

Weather Gauge Chart (8.22)	Battle Reinforcement Chart (8.24)
Base Chance = 10	Base Chance = Leadership Check by Reinforcing Leader
-5: On Station	+1: Timid Personality
-2: Approaching With Wind	-1: Aggressive/Rash Personality
-8: Approaching Against Wind	+1: per Squadron in Reinforcing Formation >1
-6: Approach by Catching The Wind	-2: Began the MPI in the Space
-7: Approach from Fitting Out	+1: Entered the Space Against the Wind
+2 Formation has MA of 5	+2: Entered the Space by Catching The Wind
-1: for any Squadron with DPs over 2/3 DR	+2: Entered the Space from Fitting Out
+2: Galley Formation in Straits/Port Space	-1: for a Tasked Friendly Fleet or Galley Auxiliary
+X: Formation Leader's LR	-1: for all Galley Formations & Formations with 50%+ Frigate Sail; this DRM supersedes the line above
	+1: Formation's DPs are over 1/3 up to 2/3 of DR
Explanation: add or subtract the appropriate numbers to the Base Chance. The final sum is the Chance Number. The players compare CNs. Higher value has the Weather Gauge. In case of a tie, roll a die.	Explanation: make a LC against the reinforcing Leader's LR. Add or subtract the appropriate DRMs. If successful, the Formation arrives in time for the Battle. If no Leader is Posted, use notional LR of "0" and assume a Timid Personality. Remember, with separate Commands, the Command Admiral or Fleet Admiral must be present in the Space (8.252).

Strike Colours Table (8.44)	Leader Casualty Table (8.37)
Die Roll Conversions	Die Roll Result
0 100%	0 Captured
1 80%	1 Killed
2 60%	2 Wounded: 3 Turns out of play
3-4 40%	3 Wounded: 2 Turns out of play
5-6 20%	4 Wounded: 1 Turn out of play
7-9 0%	5-9 No Result
Explanation: roll ONE (1) die. Convert the indicated percentage of Enemy Sunk Sail to Captured Sail. Round DOWN as usual.	Explanation: roll ONE (1) die. Implement the listed result. Place Wounded Leaders on the Turn Track as a reminder.

Attrition Chart (11.2)

Item	DPs
End of Turn Squadron Ready: Spring, Summer, Fall	+1
End of Turn Squadron Ready: Winter	+2
End of Turn Squadron Fitting Out	+DR‡
End of Turn Squadron In Ordinary	+0
Entered Strait Space (except Galleys)	+1
Interdicting Strait Space, per Turn	+1
Blockading Port, per Turn	+? (equals the BV)
End of MPI Squadron Occupying Gale-affected Space	See Gale Effects Chart
Add, if Oversized Formation (except In Ordinary)	+1*

*Per 3.44 DPs may DOUBLE (x2) or TRIPLE (x3) based on size of Formation

‡Roll ONE (1) die: on a ZERO through FOUR (0-4) add ONE (1) DP; on any other result add TWO (2) DPs. +2 DRM in Neutral Ports.

BV = Blockade Value

For Gale-affected Spaces (remember, Large Spaces only), refer to the Gale/Squall subtable. Range to Marker is given in Spaces, not MPs.

Auxiliaries can be removed to the Recovery Box during Gales. (11.24). Consult the Gale/Squall subtable.

The *Archangel Squadron* (Ex. Rule 3.16) can suffer Attrition according to the *Archangel Squadron* Table.

Repair Table (11.3)

Die Roll	Result
0	2 DPs
1	2 DPs
2	2 DPs
3	1 DP
4	1 DP
5	1 DP
6	1 DP
7	—
8	—
9	—

Explanation: ONE (1) repair die roll Repairs ONE (1) In Ordinary Squadron. Each Port generates ONE (1) die roll per Turn. *Exceptions:* Gibraltar & all Minor Ports generate ONE (1) dr per Quarter, as do all French Ports prior to *France Declares War on Britain Event*. Port Mahon generates TWO (2) dr/Quarter. Port Mahon & Gibraltar may receive Victualing Convoys, yielding ONE (1) dr per Repair Point delivered.

DRMs: NONE

Recovery Table (6.12)

Class	Yes?
Fleet	0-3
Galley	0-4
Light	0-5
Bomb	0-3
Fireship	0-1
Marine	0-3

DRMs:

Spanish Galley -2

British Fleet -1

British Bomb -1

Explanation: for each Auxiliary in the Recovery Box, roll ONE (1) die. If the result falls within the range listed for that Class of Auxiliary, the Auxiliary is Recovered and placed in the Available Box.

Screening Matrix (6.2.10)

	Fleet	Fleet-50	Galley	Light
Fleet	Yes	Partial	No	No
Galley	Yes	Yes	Yes	Partial
Galley in Strait/ Port	No	No	Yes	No
Light	Yes	Yes	Partial	Yes

Explanation: Tasked Auxiliaries listed at left; Screening Auxiliaries across the top. Each player secretly puts forward ONE (1) Auxiliary. Reveal them and compare.

Yes = successful Screen; remove both Auxiliaries to the Recovery Box. Otherwise, remove the Screening Auxiliary and the Tasked Auxiliary continues its Task.

Partial = remove the Screening Auxiliary. Task continues but (where noted) receives a die roll penalty.
Corsairs (including Privateers) function as their basic Class.

Leadership Summary Chart

Leadership Checks (LCs)

Avoid Squadron Detachment due to Gale (5.338)

Battle Reinforcement (8.24)

Recover from Disorganisation (8.45)

Operations Phase M-R Auxiliary Conversion (6.323)

Use Leadership Rating

When determining Wind Gauge (8.22)

CDT modifier (8.33): compare opposing Leaders

Strategy Checks (SCs)

Transfer of Sail (3.26)

Forming/Unforming a Flotilla (3.33/3.34)

Issue Order to Formation in Ready State (9.365)

Deliberately Fail an Order (DRM of -1 per 4 DPs accrued) (9.387)

Extend an Order (9.39)

Hand-Over Order (9.41)

Rendezvous Order in Ready State (9.422)

Notes:

LCs/SCs are not required for Transfer/Subordination if all Sail involved are new Reinforcements.

SRs/LRs for notional Leaders are zero (0).

Unless otherwise noted, Command Admirals are responsible for all SCs within their Command; Fleet Admirals are responsible for all SCs within their Fleet (if there are no Commands) and for all inter-Command SCs.

Personality is used for: Battle Intensity (8.31) & Battle Reinforcement (8.24).

Personalities are: Aggressive – 1 red pip, Rash – 2 red pips, Cautious – 1 yellow pip, Timid – 2 yellow pips.

Fleet Admiral Relief (3.484) can occur at the end of the Winter Quarterly Turn (Turn One)

- 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 the player has lost since the start of the previous Year, the Relief die roll must be modified by plus TWO (+2).

Auxiliary Classes

Class	Tasks Permitted	Limitations/Notes
Fleet Auxiliary	Search (7.12)	Can be Screened
& Fleet-50 Auxiliary	Shadow (7.13)	Not in Gale Spaces; can be Screened
<i>Mixed Role Auxiliaries</i>	Counter Shadow (7.14)	Must be pre-Assigned to the target
	Assist Battle Reinforcement (8.24)	Can be Screened
	Convoy Attack (10.18)	Can be Screened
	Screen (6.28)	None
	use on Levant Trade Table	<i>Mistral</i> 2.63
Galley Auxiliary	Search (7.12)	Can be Screened
<i>May only be Assigned to Ports and Galley Formations</i>	Shadow (7.13)	Not in Gale/Squall Spaces or Sea Zones; can be Screened
<i>May not trace OR into Sea Zone</i>	Assist Battle Reinforcement (8.24)	Can be Screened
<i>May not trace OR into Gale Space</i>	Convoy Attack (10.18)	Can be Screened
<i>Mixed Role Auxiliaries</i>	Screen (6.28)	None
Light Auxiliary	Search (7.12)	None
<i>May only be Assigned to Ports</i>	Shadow (7.13)	Not in Gale Spaces; can be Screened
<i>May not trace OR into Gale Space</i>	Assist Battle Reinforcement (8.24)	Can be Screened
	Convoy Attack (10.18)	Can be Screened
	Screen (6.28)	None
Corsair	Same as Auxiliary of same Class	Same as Auxiliary of same Class, plus
<i>May only be Assigned to Ports (Bases)</i>		Corsair Galleys may enter Sea Zones; Convoy Attacks can be Screened
Fireship	Fireship Attacks (6.23)	None
Bomb	Bombardment (6.24)	None
Marine	Raid (6.26)	Assigned to Flotilla before Tasking
	Cutting Out (6.26)	Assigned to Flotilla before Tasking
Maximum of ONE (1) Auxiliary per Task.		

Wind Table (5.3)

Winds	Spring	Summer	Fall	Winter
Levanter	0-3	—	0-3	0-2
Vendavales	7-9	—	—	6-9
Mistral	0-4	—	0-3	0-4
Marin	7-9	—	6-9	6-9
Libeccio	—	0-4	0-2	0-2
Tramontana	0-2	—	—	6-9
Scirocco	0-3	0-2	0-2	—
Gregales	0-1	—	0-1	0-3
Bora	0-1	—	0-1	0-4

Instructions: Contra Winds are paired and separated from other Winds by the greyed lines. Only ONE (1) of the pair can be in effect at any given time. Roll ONE (1) die for each pair of Winds and for each single (non-Contra) Wind. If a result falls within the range of numbers, that Wind is in effect. Winds last for the entire Impulse.

Gale Table (5.3)

	Spring					Summer				Fall				Winter				
Force>	8	9	10	11	H	8	9	10	11	8	9	10	11	8	9	10	11	H
Levanter	0-2	3-5	6	–	NA	NA	NA	NA	NA	0-2	3-5	6	–	0-2	3-5	6-8	9	NA
Vendavales	0-1	2	–	–	NA	NA	NA	NA	NA	NA	NA	NA	NA	0-1	2-4	5-6	–	NA
Mistral	0-1	2-3	4	–	NA	NA	NA	NA	NA	0-2	3-4	5	–	0-1	2-3	4-5	6	NA
Marin	0-2	3-4	–	–	NA	NA	NA	NA	NA	0-2	3-5	–	–	0-2	3-5	–	–	NA
Libeccio	NA	NA	NA	NA	NA	0-1	2	–	–	0-1	2-3	–	–	0-1	2-3	4	–	NA
Tramontana	0-2	3-4	–	–	NA	NA	NA	NA	NA	NA	NA	NA	NA	0-1	2	–	–	NA
Scirocco	0-1	2-3	4-5	–	NA	0-1	2-3	4	–	–	0	1	2	NA	NA	NA	NA	NA
Gregales	0	1	–	–	NA	NA	NA	NA	NA	0	1	–	–	–	0	1	2	NA
Bora	0-1	2-4	5-6	7-8	9	NA	NA	NA	NA	–	0-1	2-3	4	–	0-2	3-4	5-6	7

Instructions: after determining if a Wind is in effect, consult the Gale section of the table and roll ONE (1) die. Cross index the Wind (which must be in effect) with the Season. If the die roll falls within the listed range, the Wind is a Gale (5.3). Read up from the value rolled to the top of the Gale section to find the Force – from “8” to “11”. Refer to the Gale Starting Locations Chart (next page but one) and place a Gale Marker of the appropriate Force where indicated.

H results: H (for Hurricane) is a special result that can apply to the Bora. See the notes at the bottom of the Gale Effects Chart.

Gale Effects Chart (5.3)

Force	Effect	Range			
8	Radius 0	<u>Rad 0</u>	<u>Rad 1</u>	<u>Rad 2</u>	<u>Rad 3</u>
	Attrition	1 DP	–	–	–
	IO	-1 DP	–	–	–
	CtW/LS	-4	–	–	–
	Aux	Fleet (-); Fleet50 (-); Light (-); Other (8+)	–	–	–
9	Radius 1	<u>Rad 0</u>	<u>Rad 1</u>	<u>Rad 2</u>	<u>Rad 3</u>
	Attrition	2 DPs	1 DP	–	–
	IO	-2 DPs	-1 DP	–	–
	CtW/LS	-2	-1	–	–
	Aux	Fleet (-); Fleet50 (9+); Light (8+); Other (6+)	Fleet (-); Fleet50 (-); Light (-); Other (8+)	–	–
10	Radius 2	<u>Rad 0</u>	<u>Rad 1</u>	<u>Rad 2</u>	<u>Rad 3</u>
	Attrition	3 DPs	2 DPs	1 DP	–
	IO	-2 DPs	-2 DPs	-1 DP	–
	CtW/LS	+0	-1	-2	–
	Aux	Fleet (8+); Fleet50 (7+); Light (6+); Other (4+)	Fleet (-); Fleet50 (9+); Light (8+); Other (6+)	Fleet (-); Fleet50 (-); Light (-); Other (8+)	–
11	Radius 3	<u>Rad 0</u>	<u>Rad 1</u>	<u>Rad 2</u>	<u>Rad 3</u>
	Attrition	4 DPs	3 DPs	2 DPs	1 DP
	IO	-2 DPs	-2 DPs	-1 DPs	-1 DP
	CtW/LS	+2	+1	+0	-1
	Aux	Fleet (6+); Fleet50 (4+); Light (1+); Other (A)	Fleet (8+); Fleet50 (7+); Light (6+); Other (4+)	Fleet (-); Fleet50 (9+); Light (8+); Other (6+)	Fleet (-); Fleet50 (-); Light (-); Other (8+)

H: H (for Hurricane) is a special result that can apply to the Bora. While not a true hurricane, gusts of the Bora have been clocked at over 200 Km/hr. 'H' results are treated as Force 11 Gales. In addition within the Space containing the Gale Marker, increase the severity of all possible results by plus or minus TWO (± 2) as appropriate (e.g. Fleet Aux are removed on a 4+ not a 6+; 6 DPs of Attrition are inflicted, not 4, etc.)

Explanation: find the Gale's Force and cross index with each column to determine its features and effects.

Radius indicates the maximum distance the Gale extends, in Spaces. (*Count ONE (1) Space for the In and Out boxes of SZs & ONE (1) Space for the SZ proper.*) Gale effects diminish with distance from the Gale Marker; after determining the Force, read to the right to find the appropriate range, then read down to find the effect.

Attrition is applied in the usual manner, as DPs. Attrition is awarded at the end of each MPI.

CtW/LS is the DRM applied when attempting to Catch the Wind (5.25) and when making LCs to determine Loss of Subordination (5.37). Remember, Squadrons Fitting Out at Minor Ports affected by Gales must enter the Ready State.

Aux shows the chances of Auxiliary Removal (5.362). F = Fleet, F50 = Fleet-50, Light = Light, Other = all other Classes. The value in brackets is the chance, on the roll of ONE (1) die – ONE (1) roll per Auxiliary. The number shown in brackets is the chance that an Auxiliary of that Class will be removed to the Recovery Box (*a dash means no effect; 'A' = Automatic*) – roll ONE (1) die for each Auxiliary. *Example:* Force 9 Gale, Range 2; Other-Class Aux removed on DR of 8+, rest immune.

Squadron

Sail Pips

Contingent Icon

Sail Pips

>10 DPs inflicted

Movement Allowance

Sail Pips

ID

Sail Pips

Leader

Leadership Strategy Control

Contingent Icon (Brits show Red/White/Blue Ensign for Admiral ranks)

Game Rank & Year of Promotion

William Rowley

Flagship

Combat Column Shift (red #)

Contingent Icon

Guns

Movement Allowance (Black #)

Sail Pips

Name

Personality: 1-2 pips between numerical ratings (see other sheet)

Game Rank & Year of Promotion

William Rowley

Auxiliary

Operational Range

Contingent Icon

(special code = 50-gun ships)

Class

Ranks

A = Admiral (Full)
VA = Vice-Admiral
RA = Rear-Admiral
C = Commodore

British also Rank by colour:
Red Ensign outranks White
White Ensign Outranks Blue
(when nominal Ranks are equal)

Leader Personality

Agressive ▲ Cautious ▼
Rash ▲ Timid ▼

Mistral Counter Guide

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Squadron			Fireship Auxiliary	
Flagship			Bomb Auxiliary	
SOL(D) Squadron			Marine Auxiliary	
Fleet-50 Auxiliary			Dummy	
Fleet Auxiliary			Leader (as both Admiral & Commodore)	
Privateer Auxiliary			Grand Flag	
Light Auxiliary			Flag	
Galley Auxiliary			Detachment	

Contingent Icons	
	Britain (Merchant Marine)
	France (Galley Fleet)
	France (Merchant Marine)
	Spain (Merchant Marine)
	Naples
	Piedmont
	Genoa
	Venice
	Salee Rovers
	Barbary Coast
	Knights of Malta

Leader Personality	
Aggressive	▲
Rash	▲ ▲
Cautious	▼
Timid	▼ ▼

Markers

Turn	Wind	Fleet/Command Admiral	Order Chit	Event Status	Repair Points
Impulse					Numerical
MP Increment	Prestige	Convoy DPs	Disorganised	Directional	Unspotted

Gale Starting Locations & Directions of Travel

Levanter

Start Points: Strait of Gibraltar or Space #2.

These Gales will move East, toward Spaces #5 or #3, avoiding the paths that lead to Gibraltar and Cartagena, but otherwise using any Lanes of the same Wind to do so, plus PW Lanes that proceed in an easterly or northeasterly direction. Decide between choices of route randomly.

Vendavales

Start Points: Space #2, Space #3, Melilla, or Strait of Gibraltar

These Gales will move West toward the map edge and may use any Lanes of the same Wind to do so, plus PW Lanes that proceed in a westerly direction. Decide between choices of route randomly.

Mistral

Start Points: Marseilles or Toulon

These Gales will move Southwest toward Space #14 and may use any Lanes of the same Wind to do so, plus PW Lanes proceeding in that direction. Decide between choices of route randomly.

Marin

Start Points: Spaces #14 or #13

These Gales will move North or Northeast toward Marseilles or Toulon and may use any Lanes of the same Wind to do so, plus PW Lanes proceeding in that direction. Decide between choices of route randomly.

Libeccio

Start Points: Spaces #9, #10, or #11

These Gales will move East, and may use any Lanes of the same Wind to do so. Decide between choices of route randomly. If starting in Space #10 there is an equal chance of the Gale simply ending when called upon to move, or of passing over Sardinia to Spaces #17 or #15.

Tramontana

Start Points: Genoa, Coastal Spaces B, C, or D

These Gales will move West or South, and may use any Lanes of the same Wind to do so, plus PW Lanes proceeding in those directions. Decide between choices of route randomly.

Scirocco

Start Points: Any Space adjacent to the African coast marked with the Scirocco symbol, including Ports.

These Gales will move North or East, and may use any Lanes of the same Wind to do so, plus PW Lanes proceeding in those directions. Decide between choices of route randomly.

Gregales

Start Points: any ONE (1) of the FOUR (4) Spaces and SZs marked with the Wind's symbol

These Gales do not move, but will remain in a starting Space for ONE (1) full Impulse and in a starting SZ for ONE (1) full Turn.

Bora

Start Points: Coastal Spaces F and J, or either of the TWO (2) Spaces on the Dalmatian coast (eastern side of the Adriatic).

These Gales will move Southeast, to the Italian coast, or to the Ionian Sea SZ (from Coastal Space F only), and may use any Lanes of the same Wind to do so. Decide between choices of route randomly. After reaching the Italian coast or the SZ the Gale will not move farther.

Pirate Activation Table (*Ex. Rule 2.52*)

Die Roll	Salé	Algiers	Tunis	Tripoli
0-3	–	–	–	–
4	Yes	–	–	–
5	–	Yes	–	–
6	–	–	Yes	–
7	–	–	–	Yes
8	Yes	Yes	–	–
9	–	–	Yes	Yes

Explanation: during each Summer and Fall Turn (only), roll one (1) die after determining the Winds. The result will be those Pirates that are Active for the Turn. If a Pirate Auxiliary is in the Recovery Box, or if its Base has been neutralised by a Show of Force Order, the Pirate cannot be Active.

Convoy Route Chart

Potential British Levant Convoy Routes (Homebound Routes are in reverse & may differ from Outbound Route):

1. African Coast A: The Gut - Strait of Gibraltar - Melilla - Algiers - Sicilian Channel - Space #23 - Maltese Roads
2. African Coast B: The Gut - Strait of Gibraltar - Melilla - Algiers - Sicilian Channel - Space #27 - Maltese Roads
3. Middle Route A: The Gut - Strait of Gibraltar - Melilla - Space #3 - Barbary Coast - Balearic Sea - Space #8 - Sicilian Channel - Space #23 - Maltese Roads
4. Middle Route A: The Gut - Strait of Gibraltar - Melilla - Space #3 - Barbary Coast - Balearic Sea - Space #8 - Sicilian Channel - Space #27 - Maltese Roads
5. Spanish Coast A: The Gut - Strait of Gibraltar - Gibraltar - Space #2 - Barbary Coast - Balearic Sea - Space #8 - Sicilian Channel - Space #23 - Maltese Roads
6. Spanish Coast B: The Gut - Strait of Gibraltar - Gibraltar - Space #2 - Barbary Coast - Balearic Sea - Space #8 - Sicilian Channel - Space #27 - Maltese Roads

Potential French Levant Convoy Routes (may divert to Toulon if necessary – *Ex. Rule 2.156*):

1. Maltese Roads - Space #28 - Space #29 - S. di Messina - Space #20 - Space #19 - Space #18 - Elba Straits - Coastal Space B - Space #12 - Space #13 = Marseilles
2. Maltese Roads - Space #27 - Sicilian Channel - Space #22 - Tyrrhenian Sea - Space #17 - Elba Straits - Coastal Space B - Space #12 - Space #13 = Marseilles
3. Maltese Roads - Space #27 - Sicilian Channel - Space #9 - Space #10 - Space #11 - Space #12 - Space #13 = Marseilles
4. Maltese Roads - Space #27 - Sicilian Channel - Space #8 - Balearic Sea - Golfe du Lion - Space #13 = Marseilles

Potential Spanish Troop Convoy Routes:

1. Barcelona - Space #14 - Space #13 - Space #12 - Coastal Space B
2. Barcelona - Space #14 - Space #13 - Space #12 - Coastal Space B - Coastal Space C
3. Barcelona - Space #14 - Golfe du Lion - Space #12 - Coastal Space B
4. Barcelona - Space #14 - Golfe du Lion - Space #11 - Coastal Space B - Coastal Space C
5. Barcelona - Space #14 - Golfe du Lion - Space #11 - Bouches de Bonifacio - Space #17 - Coastal Space C
6. Barcelona - Space #14 - Golfe du Lion - Space #11 - Bouches de Bonifacio - Space #17 - Tyrrhenian Sea - Coastal Space D

Combined Game Auxiliary Task Tables (3.26)

Die Roll	Bombardment Table (Bomb Task)		Cutting Out Table (Marine Task)
	<u>vs Port Facilities</u>	<u>vs Coastal Road</u>	
0	Success	Success	Success
1	Success	Success	Success
2	Success	Success	—
3	Success	—	—
4	Success	—	—
5	Success	—	—
6-9	—	—	—

Explanation: roll one (1) die and consult the appropriate column.

Success vs Port Facilities - see *Ex. Rule 3.264*

Success vs Coastal Road - see *Ex. Rule 3.265*

Success in Cutting Out - see *Ex. Rule 3.266*

Coastal Space Chart (Ex. Rule 3.23)

Space	QG Map	Space	QG Map
A	All coastal hexes between Toulon & Villefranche, <i>exclusive</i> of those Ports.	E	All coastal hexes from Nettuno south to the map edge, <i>exclusive</i> of that port, and <i>exclusive</i> of the Naples hex.
Villefranche*	All coastal hexes between Villefranche & Finale, <i>exclusive</i> of those Ports.	F	All coastal hexes between Termoli & Pescara, <i>inclusive</i> of those ports.
Genoa*	All coastal hexes between Finale & Nervi, <i>inclusive</i> of those ports, and <i>exclusive</i> of the Genoa hex.	G	All coastal hexes between Pescara & Giulia, <i>inclusive</i> of the latter & <i>exclusive</i> of the former.
B	All coastal hexes between Rapallo & Piombino, <i>inclusive</i> of those Ports.	H	All coastal hexes between Giulia & Ancona, <i>exclusive</i> of those ports.
C	All coastal hexes between Piombino & Orbetello, <i>exclusive</i> of those Ports.	I	All coastal hexes between Ancona & Rimini, <i>inclusive</i> of those locations.
D	All coastal hexes between Orbetello & Nettuno, <i>inclusive</i> of those Ports.	J	All coastal hexes between Rimini, & Venice <i>exclusive</i> of those locations.

All Major Ports (Key & Minor on the *Mistral* map) are their own “Coastal Space” for the purposes of the map interface.

*The Villefranche & Genoa listed here are not the Ports of those names. They are sections of coastline around those Ports that function like any other Coastal Space (exception to the general sense of *Ex. Rule 3.23*); the Ports themselves are separate, as noted in the clause above.

Prestige Chart (12.0)

Gains	Losses
+1 More Orders Fulfilled than opponent at Year End	-1 3-5 fewer Orders Fulfilled than opponent at Year End‡
+1 per ONE (1) Enemy Flagship Sunk or Struck*	-2 6+ fewer Orders Fulfilled than opponent at Year End‡
+1 per TWO (2) Enemy SOL/SOL(D) Sunk or Struck*	-X per Friendly Sail Sunk/Struck, where X Prestige is lost in the same proportion that the Enemy gains*
+1 per EIGHT (8) DPs inflicted on an Enemy Support or Troop Convoy through Battle or Auxiliary Attacks.	-3 British attack French before <i>France Declares War on Britain</i> Event occurs (<i>Ex. Rule 2.42</i>)
	-1 Modify Reinforcement Request Table result (maximum 1 point)
<i>Clarification:</i> no Prestige is awarded or lost for Battles <i>per se</i> .	-1 Ransom an Admiral (only) of any Rank
* Only taken for Battle or for losses incurred when unable to leave a Captured Port. Keep a running total of lost Sail and take award/penalty as soon as the indicated number of lost Sail is accumulated.	-1 Buy a Mulligan (a re-roll)
‡ Not cumulative.	-X Buy Player Ranks (post-game)
	-1 British buy use of <i>Knights of Malta</i> (per Year) (<i>Ex. Rule 2.54</i>)

Regarding Orders Fulfilled, each player first subtracts the number of Friendly Orders Fulfilled during the last Year from the number of Failed Orders during the same period. Then each player compares his net value to his opponent's net value.

Fulfilled/Failed Orders & Equivalents: each Order ±1 (+ for Fulfilled; - for Failed).

- For every three (3) locations Interdicted by Auxiliaries of the French Command, after the *Guerre de Course* doctrine is in force, at the end of a Turn, the number of British Failed Orders is increased by one (+1).
- If at least one (1+) Sea Box is Interdicted by a Pirate Contingent Auxiliary at the end of a given Turn, the player opposing the one who Tasked it must adjust his record of Fulfilled/Failed Orders as if he had just Failed an Order. If both players are tied for Prestige, both suffer this effect.
- +0, +1, or +2 French Fulfilled Orders for the Levant Trade Track, depending on how many boxes of the track are covered by British Formations or Auxiliaries.

Per Ex. Rule 2.52, the player with the lower Prestige may Activate Pirate Auxiliaries. (British if tied).

Per Ex. Rule 2.55, the player with the lower Prestige chooses where to Base Recovered Pirates (random choice if tied for Prestige).

Ending the Game (*Ex. Rule 2.72*)

Minor Scenarios: Automatically on Turn 16

1747 Minor Scenario & Campaign Game: beginning in 1747 make one (1) die roll at the end of each Quarterly Operations Phase. On a result of ZERO (0) the game ends immediately.

DRMs:

-1 per coloured (yellow) box on the Event Flow Chart currently marked with a chit (for the Corsican Insurgency, any step of the Insurgency counts, even though not all boxes are coloured)

-2 per Military Campaign that has permanently ended.

-2 in 1748

Player Ranks Chart (12.4)

Rank	Cost	Effect	Rank	Cost	Effect
Commands	(difference in Prestige)		Flag Officers	(difference in Prestige)	
Lieutenant	1 Prestige	May apply a -1 DRM 1/Turn	Rear Admiral Blue	3 Prestige	-1 LC DRM
Captain	2 Prestige	May apply a ± 1 DRM 1/Turn	Vice Admiral Blue	3 Prestige	-1 SC DRM
Post Captain	2 Prestige	May apply a ± 1 DRM 2/Turn	Admiral Blue	4 Prestige	+1 to all Friendly Leader Control Ratings
Commodore	3 Prestige	May apply a ± 1 DRM 3/Turn	Rear Admiral White	4 Prestige	+1 to all Friendly Auxiliary ORs
			Vice Admiral White	4 Prestige	-1 DRM to all Search die rolls
Inspectorates			Admiral White	5 Prestige	-1 DRM to all Auxiliary Task die rolls
Naval Ordnance	4 Prestige	+1 Damage Point Modifier for each use of the CDT	Rear Admiral Red	5 Prestige	-1 DRM to all Friendly die rolls (only if beneficial)
Dockyards	5 Prestige	-2 DRM for every Repair die roll	Vice Admiral Red	6 Prestige	+1 DRM to all Friendly die rolls (only if beneficial)
			Admiral (Red) of the Fleet	7 Prestige	1 free Mulligan per Turn

Generic DRMs can apply to any die rolls, including an opponent's. If no number is given, a DRM applies all the time, not to specific die rolls.

SEA LORDS TURN SEQUENCE

Each Game Year has 16 Turns (see the Turn Record Track). Each Turn is divided into an Operations Phase, followed by an Administrative Phase. Each Operations Phase is broken into 4 Impulses. Each Impulse is broken into 4 Movement Point Increments, each equal to the expenditure of 1 MP.

Every 4 Turns, beginning with Turn One of the Game Year is a Quarterly Turn, where additional Administrative activities may occur. Quarterly Turns occur at the start of each of 4 Seasons of 4 Turns (Winter, Spring, Summer, Fall).

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 eight (8) discrete Steps (4.3).

THE OPERATIONS PHASE

Pre-Turn Activities

- **Check for Random Events.** These are not present in every game. If present, there will be a special table listing the events and the chances of their occurrence.

The Impulse

Conduct each step in the order listed.

- **Determine Winds** (5.3). Check the Wind Table. Roll one (1) die for each Seasonal Wind that could be in effect this Season. When Contra-Winds exist, roll for each Wind in the order listed; if the first Wind occurs, its opposite will not.
- **Place Dummies** (7.15). Dummies can be stacked with any real Formations, as desired.

The Movement Point Increment

One player (Player A) must use Directional Markers (5.15). He places these under his moving Formations to show their future direction of travel. Each of his opponent's Ready Formations expends an MP. Then Player A's Ready Formations do the same.

In each Movement Point Increment:

- **Expend One (1) MP (5.0).**
- 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 third (3rd) MPI.
- Formations with a MA of one (1) expend one (1) MP in the second (2nd) MPI.
- Formations with a MA of five (5) expend one (1) MP in each MPI, *and* expend one additional (+1) MP before any Formations with lower MAs expend any MPs.

Taking place *during* 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). Spotting occurs immediately.
- **Resolve the Effects of Gales** (5.33). This is done whenever a Formation expends a MP to enter or remain in a Gale-affected Space.
- **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. 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.

Battle Subroutine:

- 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).

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*).

- **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.

more>>>>>>>>>>>>

MP Expenditures

- All Ready Formations expend one (1) MP. This allows them to move to a new Space or Sea Zone, or remain in place (marking time).
- All Formations In Ordinary that players wish to make Ready expend one (1) MP. Said Formations in Harbours are physically moved to the associated Port Space. Player A must mark his with “Do Not Move” DMs.
- Catch the Wind (5.34). The attempt costs one (1) MP whether successful or not. Movement to a new location (or marking time, if failed) is done using the same MP.
- Remove an Auxiliary conducting Interdiction (7.2) in the same Space or Sea Zone. The act costs one (1) MP. The same MP is used to mark time for that MPI.

End of Impulse Actions

At the end of each Impulse:

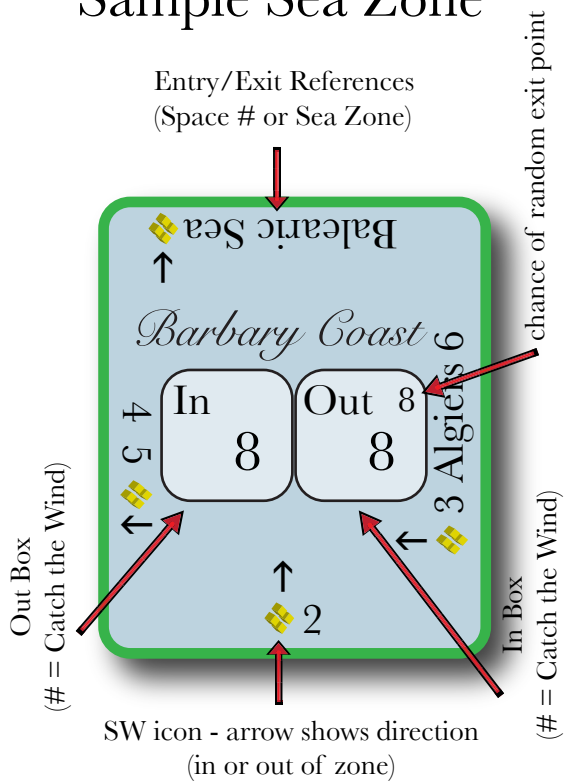
- **Conceal Spotted Formations** (7.1). Non-Shadowed (7.13) Formations that are not in a Strait, Enemy Port, or Enemy-occupied Space, become Unspotted.
- **Attempt Hand-Over & Extension Orders** (9.41/9.39). The first allows a fresh Formation to take over an Order currently in Execution; the second allows an original Formation to continue Executing an Order that would otherwise be Terminated.
- **Determine whether any Orders have been Fulfilled/Failed** (9.3). 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.**

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):

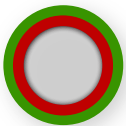
- **Event Resolution** (9.2). Each game will have a set of choreographed Events. This is the time that the players check to see if any of these Events occur. This Step occurs every Turn, but many Events occur or are tested for only on Quarterly Turns.
- **Orders Step** (9.3). Orders are used to direct 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.
- **Assign Auxiliaries** (6.13). Most Auxiliaries must be Assigned to Ports or Formations before they can be utilised. In fact, Assignment is usually mandatory (depending on the Class of Auxiliary).
- **Reinforcements & Reorganisation** (11.1). Note that this Reorganisation process is also permitted at the end of each Battle (8.42), but only in the Battle Space itself. In any order:
 - Withdraw forces from play as required (11.12).
 - Deploy Reinforcements (11.12).
 - Voluntarily Form and Unform Squadrons and Flotillas (3.3).
 - Transfer Sail (3.26).
 - Promote Leaders (11.17)
 - Post and Relieve Leaders (3.46 – 3.48)
- **Recover Auxiliaries** (6.15). “Spent” Auxiliaries are placed in a Recovery Box. At this time, they can be moved to the Available Box, ready to be Assigned (6.13). The process usually requires a die roll.
- **Conduct Attrition** (11.2). This step inflicts Damage (7.3) on Formed Squadrons.
- **Blockade by Auxiliary – Check for Removal** (7.242).
- **Return Squadrons from Fitting Out** (3.27/11.3). Squadrons that are currently Fitting Out can be put In Ordinary.
- **Conduct Repairs** (11.3). Squadrons currently Fitting Out can be Repaired.
- **Designate which Squadrons are Fitting Out** (3.27/11.3). Squadrons In Ordinary can be put in the Fitting Out State(11.3).
- **Fleet Admiral Relief** (3.484) is checked in the Winter Quarterly Turn.

Sample Sea Zone

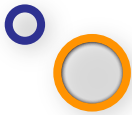


Map Key

Strait Space



Space



Port Space



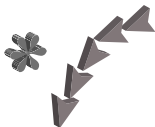
PW Line



Space
Reference #

1

SW Line



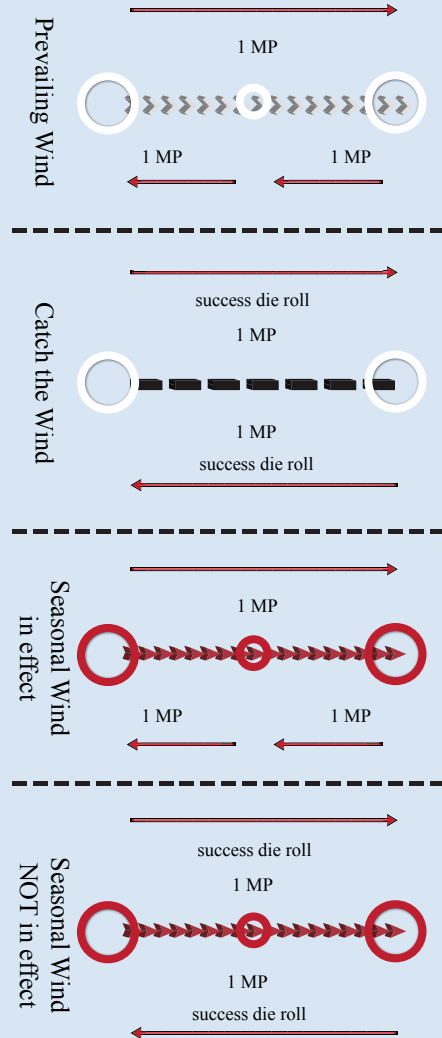
Sea Zone



Coastal Space



Lane Key



Using Sea Zones

- 1 MP to enter In Box
- Catch the Wind using # in box as base
- 1 MP to enter Out Box
- Catch the Wind using # in box as base

DRMs:

- 1 DRM for LR 3+
- 2 DRM for LR 5+
- ±2 if marked SW Blowing
- (-2 moving with SW; +2 moving against SW)