

UPGRADING MISTRAL TO SEA LORDS 2.0

This document includes the rules adjustments necessary to play *Mistral* with version 2.0 of the *Fighting Instructions*. It also adds errata.

A number of rules were taken from *Mistral* and incorporated into the *FI*. Although every effort has been made to note these instances below, some of them may have been missed. Therefore, should the *FI* and *Mistral* texts appear to cover the exact same rule clause, always apply the *FI* wording.

Important. Version 2.0 of the *FI* reversed the meaning of the terms ‘In Ordinary’ and ‘Fitting Out’. Always read references to ‘Fitting Out’ as ‘In Ordinary’ and *vice versa*.

Counter Errata

The upgrade also requires additional counters. These are located on General Errata Sheet #1. Die cut copies can be ordered from *RSG* at a cost of \$5 USD plus shipping or downloaded as a free PDF from the *RSG* website. Counters include

- 1) New Wind counters and Gale Markers.
- 2) Additional Auxiliaries to make up for those missing from the original mix.
- 3) New wooden counters are also available at a cost of \$5 USD plus shipping for the set. These counters do not require stickers.

Rules

Ex. Rule 1.303 Clarification: the Key Ports of Palermo and Palma DO provide Emergency Repairs (*FI* 11.33).

Ex. Rule 2.121 The Damage Ratings of the Venetians, Neapolitans, and Genoese are not given. The values should be:

- Venetians & Genoese DR 10
- Neapolitans DR 14

Ex. Rule 2.126 Adding DPs for Reinforcing Sail; this rule only applies to forces entering play from the Atlantic Ocean.

Ex. Rule 2.141 & 2.145 Correction: Minor Ports only provide Emergency Repairs, not ordinary Quarterly Repairs.

Ex. Rule 2.22 & 2.23 SOL Subclasses (SOL(D) and Flagships: this section has been added to the *FI*. Use the rules found in that book and not those found in *Mistral*.

Ex. Rule 2.332 bullet #5: in addition to the existing rule (allowing Interdiction by French Auxiliaries), said Auxiliaries must remain Tasked for a minimum of FOUR (4) Impulses.

Ex. Rule 2.5 Corsairs. *Clarification:* the *FI* rules on Corsairs (*FI* 10.2) have been subtly modified; however, the *Mistral* rules on Pirates and Privateers (and the Knights of Malta) remain in force as written.

Ex. Rule 2.61 Clarification: the British do use the RRT *every* Turn, while the other Fleets use it Quarterly; the French only if expending a point of Prestige.

Ex. Rule 2.63 Levant Trade. In addition to the existing rule, items assigned to the Levant Trade Track must remain assigned for a minimum of EIGHT (8) Turns.

Convoys:

- 1) *Clarification:* a Convoy that does not arrive before the end of the Year causes the Failure of any Escort Order pertaining to it, but the Convoy itself remains in existence and continues to travel to its destination; if circumstances otherwise permit, a new Escort Order could be generated to protect such a Convoy.
- 2) *Rules Change:* the Voluntary Scattering rule no longer applies. Treat all references to Voluntary Scattering as Involuntary Scattering; should such a rule therefore have no application, ignore it entirely.

Events:

Version 2.0 of the *FI* has a ‘generic’ rules set for Events (including Military Campaigns). As originally written, that rules section (9.2) applied primarily to *Mistral*’s circumstances. The gist of it is given below to clarify the instructions given in the Event Booklet.

The Political Event Flow Chart (PEFC)

The Political Event Flow Chart (PEFC) is used to regulate the checking and resolution of Political Events. Its symbology is explained on the attached Key. Each Event has a corresponding counter. As Events occur, place their chits on the boxes of the PEFC, as indicated. The PEFC does not provide details about the Events. These will be found in the Event Booklet.

In the case of a reoccurring Event, once the Event is resolved, remove the Event Chit from the PEFC and replace it if the Event occurs again.

Some Events are represented as a chain. ONE (1) Event Chit is used; it is moved along the chain of Events as they occur. In scenarios where a chain of Events is already in progress as the game begins, the Event Chit will be placed at a specific point, and that Event, plus all prior Events in the chain, are assumed to have occurred before play begins.

Military Campaigns (MCs)

Military Campaigns are an abstraction of the actions taking place on land.

There are TWO (2) elements to a MC: its Progress and its Status. Progress is shown using a track that indicates the progression of the campaign. Status marks the effect that the 'situation on the ground' is having politically, and is indicated with a separate set of boxes. Each MC will thus have TWO (2) markers, ONE (1) for the MC Track, and ONE (1) for the MC's set of Status Boxes. All MC tracks and boxes are located on the Military Campaign Flow Chart (MCFC).

A given 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 on the MC's Progress Track, where shown on the MCFC.

Each Active MC is assessed each Turn, in the Event Step. For each Active MC, roll ONE (1) die. Apply any modifiers as directed by the Event Book. Compare the value rolled with numerals printed in the Progress Track's boxes. Each set of numerals has a directional arrow. If the die roll falls within a range listed for the box the MC Progress Marker is currently in, there is progress, move the Progress Marker ONE (1) box in the indicated direction. Otherwise the marker remains where it is.

If the MC Marker enters a box labelled 'X (or Y) Wins', that side, power, or faction, etc. (depending on the game), has Won the MC for the Year. Sometimes no Win will occur before the MC is required to end for the Year (see below). Whatever the result, the players must now check to see whether the MC's Status is altered. Any direct or immediate effects must be implemented immediately after altering the MC's Status.

The MC's Status Marker will always occupy one of the associated Status Boxes, even when the MC is Inactive. The MC's Status can change if – but only if – a Win is obtained for the Side opposed to the marker's current location. If the Win changes the MC's Status, move the MC Status Marker to the required Status Box reflect this fact.

A given MC may only occur ONCE (1) per Year. MCs are terminated as soon as a Win is achieved, or at the start of the Winter Quarters Event Step (Turn One of the Year), whichever comes first.

MCs can reoccur every Year – a Win does not usually mean a 'decisive victory'. 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 is obtained. Additionally, some MCs can only be Activated on certain Quarterly Turns. They may also require a successful die roll for Activation.

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.

Scenarios

The original OOBs listed a number of ships that were omitted from the counter sheets. A design decision reduced the number of counters but the OOBs were not adjusted to reflect the fact. Popular demand (and the fact that the various ships did in fact exist) has led to their inclusion. The counters are available on General Errata Sheet #1

In the set up for the 47/48 scenario, the British Fireship is listed at Space A & at Gibraltar. The British player may choose between these locations.

Displays

Fleet Display sheets #3 and #5 were corrected and are available on the RSG website.

Charts & Tables

A new copy of the Charts & Tables is available as a separate file. It is compatible with version 2.0 of the *Fighting Instructions*.