Cold Waves
Charts and Tables

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Gale Effects Chart (5.3)

Force	Effect	Range			
8	Radius 0	Rad 0	Rad 1	Rad 2	Rad 3
	Attrition	1 DP	–	–	–
	IO	-1 DP	–	–	–
	CtW/LS	-4	–	–	–
	Aux	Fleet (-); Fleet50 (-); Light (-); Other (8+)	–	–	–
9	Radius 1	Rad 0	Rad 1	Rad 2	Rad 3
	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	Rad 0	Rad 1	Rad 2	Rad 3
	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	Rad 0	Rad 1	Rad 2	Rad 3
	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+)

Explanation: find the Gale's Force and cross index with each column to determine its features and effects. Starting locations are marked on the map.

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. This includes Freak Gales.

Aux shows the chances of Auxiliary Removal (5.361). 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. Freak Gale Random Events trigger Auxiliary Removal as Force EIGHT (8) Gales. *Example*: Force 9 Gale, Range 2; Other-Class Aux removed on DR of 8+, rest immune.

Search Table (7.12)

Die Roll	Formation	Auxiliary
0-2	Yes	May Shadow
3-5	Yes	Yes
6-9	No	No

DRMs:

+1	Galley/Fleet-50 Auxiliary Searching
+1	Auxiliary Partially Screened
-1	for every TWO (2) Searching Squadrons
-1	per TWO (2) Enemy Squadrons in Target Space
-4	Any Convoy of an indeterminate number of Sail

Explanation: Roll ONE (1) die and consult the appropriate column based upon the Searching item. Apply any DRMs.

YES = ONE (1) Target Formation Spotted.

MAY SHADOW = ONE (1) Target Formation Spotted and Auxiliary may Shadow.

Damage Effects Chart (7.3)

DPs	Effect
are up to 1/3 DR	None
are up to 2/3 DR	+1 Battle Reinforcement DRM
are over 2/3 DR	MA is –1; WG chance -1

DPs – DR =	Chance of 1 Sail Sunk on D10

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 Assigned, 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

Example: 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. *Rows* are the Leader with the Wind Gauge; *columns* 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.

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. When separate Friendly Commands are present, the Command Admirals must be present in the Space (8.252). (Fleet Admiral may substitute for ONE (1) Command Admiral.)

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 incapacitated
3-4	40%	3	Wounded: 2 Turns incapacitated
5-6	20%	4	Wounded: 1 Turn incapacitated
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 numerical chits under Wounded Leaders as a reminder. Wounded Leaders have reduced abilities – see 3.4.10.	

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 LRs, 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.
"*" = 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 (≥ 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 (10.16): use the DL column marked with the appropriate letter (F = Fleet, G = Galley, L = Light Auxiliary). 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.

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
Mixed Role Auxiliaries	Counter Shadow (7.14)	Must be Assigned to the Shadowed Formation
	Assist Battle Reinforcement (8.24)	Can be Screened
	Convoy Attack (10.18)	Can be Screened
	Screen (6.28)	None
Galley Auxiliary	Search (7.12)	Can be Screened
May only be Assigned to Ports and Galley Formations *May not trace OR into Sea Zone* *May not trace OR into Gale or Squall Space*	Shadow (7.13)	Not in Gale/Squall Spaces or Sea Zones; can be Screened
	Assist Battle Reinforcement (8.24)	Can be Screened
	Convoy Attack (10.18)	Can be Screened
	Screen (6.28)	None
Light Auxiliary	Search (7.12)	None
May only be Assigned to Ports *May not trace OR into Gale Space*	Shadow (7.13)	Not in Gale Spaces; can be Screened
	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, &	U-OR Pirates (only) may Rebase, CZ to CZ, as a Task.
May only be Assigned to CZs	Interdiction (*Ex. Rule* 2.172)	
Fireship	Fireship Attacks (6.23)	None
Bomb	Bombardment (6.24)	None
	Escalade (Ex. Rule 3.44)	Counts as ONE (1) Sail for combat
Marine	Raid (6.25)	Assigned to Flotilla before Tasking
	Cutting Out (6.25)	Assigned to Flotilla before Tasking
Maximum of ONE (1) Auxiliary per Task.		

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
Guardacostas	Yes 1/Impulse	Yes 1/Impulse	Partial 1/Impulse	Yes 1/Impulse

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. *Guardacostas are not 'removed'; they act once per Impulse.*

<>Attrition table affected by Irish MC and other things - see ex rules to compile full list - is no table, only a

Marine Auxiliary Task Table			
	Raid v. Port	**Cutting Out v. Squadron**	**Cutting Out v. Troop Convoy**
Success?	dr 0-3	dr 0-4	dr 0-5
DRMs?	+2 v if Enemy Land Units in Space	+ BV of the Port	+ BV of the Port

Explanation:

All Marine Class Auxiliary Tasks must target items in Port Spaces, including Harbours. These Tasks can be carried out any time Auxiliary Tasks are permitted, but may only occur in the Space occupied by the Flotilla to which the Marine is Assigned (an Enemy Harbour is considered the 'same' Space for this purpose).

A successful Raid Task nullifies ONE (1) Repair die roll at that Port for the remainder of the Quarter (i.e., until after any Quarterly Turn Repair de rolls are made). This can be noted on paper, or accumulated RPs (from Victualling) can be reduced. It does affect Emergency Repair die rolls.

A successful Cutting Out Task targeting a Squadron causes ONE (1) Sail from that Squadron to be Captured and Assigned to the nearest eligible Friendly Squadron. If no such Squadron exists, the Sail is Sunk instead. Only Frigates & SOL (D) can be targeted. Against other Sail there is no effect.

A successful Cutting Out Task targeting a Troop Convoy causes ONE (1) Unit in that Convoy to lose ONE (1) SP if 'real' Units are present, or inflict TWO (2) DPs if the Convoy consists of 'notional' forces.

chart

Prestige Chart (12.0)

Gains		Losses	
+1	Orders Fulfilled (Q Turn): 1 more than opponent‡	-X	Fewer Orders Fulfilled than opponent; suffered per 12.12‡
+2	Orders Fulfilled (Q Turn): 3 more than opponent‡	-1	Ransom an Admiral (only) of any Rank
+3	Orders Fulfilled (Q Turn): 5 more than opponent‡	-X	per Friendly Sail Sunk/Struck, suffered per 12.12
+1	per ONE (1) Enemy Flagship Sunk or Struck*	-1	Buy a Mulligan (a re-roll)
+1	per TWO (2) Enemy SOL/SOL(D) Sunk or Struck*	-1	Modify Reinforcement Request Table result (maximum 1 point)
+1	per FOUR (4) Enemy Frigates Sunk or Struck*	-1	*French* use of RRT before *France Declares War on Britain*
+1	per EIGHT (8) DPs inflicted on an Enemy through Battle or Auxiliary Attacks.	-3	Challenging the French (*Ex. Rule* 2.37)
+1	Per *Azogues* Convoy Sail Sunk (in lieu of the above)	-X	Buy Player Ranks (post-game)
		-X	Buy Player Ranks (post-game)

* 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.

‡ Orders Fulfilled: each player subtracts the number of Friendly Orders Fulfilled during the last Quarter from the number of Friendly Failed Orders during the same period. Each player compares his net value to his opponent's net value. Prestige award to player with higher total. As usual, the winner may use some or all of his award to force his opponent to suffer Prestige losses.

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

Corsair Zone (CZ) Reference Chart (*Ex. Rule* 1.32)

CZ Name	Corsairs Permitted	Potential Targets
Ireland	British Privateers	All Spaces within EIGHT (8) Large Spaces of Waterford
Cornwall	British Privateers	All Spaces within SIX (6) Large Spaces of Plymouth
St Malo	French Privateers	All Spaces within SIX (6) Large Spaces of St. Malo
Dunkerque	French Privateers	All Spaces within SIX (6) Large Spaces of Dunkerque
Bilbao	French Privateers, Spanish Privateers	All Spaces within EIGHT (8) Large Spaces of Bilbao
Salee Rovers	Salee Rover Pirates	All Spaces within NINE (9) Large Spaces & SZ of Salé
Madeira	Madeira Pirates	All Spaces within EIGHT (8) Large Spaces & SZ of Madeira
Canaries	Canary Pirates	All Spaces within EIGHT (8) Large Spaces & SZ of Las Palmas
Port Bases		
Any Portugal	Portuguese Privateers	Within normal OR
Any Dutch	Dutch Privateers	Within normal OR
Any Danish	Danish Privateers	Within normal OR

Naval 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)
Squall/Freak Gale	+1/+2 respectively
End of MPI Squadron Occupying Gale-affected Location	See Gale Effects Chart
End of MPI Squadron Occupying Hurricane-affected Location	See Hurricane Effects Chart
Add, if Oversized Formation (except In Ordinary)	+1*
Frigates (to minimum of 1 DP)	-1
Galleys in Straits Spaces (to minimum of 1 DP)	-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

Auxiliaries can be removed to the Recovery Box during Squalls and Gales

Repair Table (11.3)

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

Explanation: ONE (1) repair die roll Repairs ONE (1) Fitting Out Squadron. A given Port generates the number of die rolls printed in its Harbour box. All Minor Ports generate ONE (1) die roll per Quarter, as do all *French* Ports prior to *France Declares War on Britain Event*. *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 Galleys & Sp. Corsairs	−2
British Fleet Auxiliary	−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.

Cold Waves Map Entry Attrition Table

Die Roll	Spring Impulse	Spring DPs	Summer Impulse	Summer DPs	Fall Impulse	Fall DPs	Winter Impulse	Winter DPs
0-1	1	4	1	2	1	1	1	3
2-4	2	6	2	4	2	2	2	5
5-7	3	8	3	5	3	3	3	7
8-9	4	10	4	6	4	4	4	9

Explanation: for each Formation entering the map, roll ONE (1) die and cross index with the current Season to find the Impulse when the Formation enters the map. Roll again to determine how many DPs it has accrued before entry.

Player Ranks Chart (12.3)

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.

Leadership Summary Chart

Leadership Checks (LCs)	Strategy Checks (SCs)
Avoid Squadron Detachment due to Gale (5.37)	Transfer of Sail (3.26)
Battle Reinforcement (8.24)	Forming/Unforming a Flotilla (3.33/3.34)
Recover from Disorganisation (8.45)	Issue Order to Formation in Ready State (9.365)
Operations Phase M-R Auxiliary Conversion (6.324)	Voluntarily Fail an Order (DRM of -1 per 4 DPs accrued) (9.388)
Detach Independent Squadron w/o Orders (3.352)	Extend an Order (9.39)
	Hand-Over Order (9.41)
Use Leadership Rating	Transfer of Squadrons between Commands (*Ex. Rule* 2.35)
When determining Wind Gauge (8.22)	Detach Independent Squadron or Detachment *with* Orders (3.352)
CDT modifier (8.33): compare opposing Leaders	

Notes:
LCs/SCs are not required for Sail Transfer or Squadron Assignment 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.
Important. SCs HALVED (1/2) for Fleet Admirals supplying SR for a Notional Command Admiral (3.474)

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.

Seniority from highest to lowest: Admiral, Vice Admiral, Rear Admiral, Commodore

British: '— Admiral of the Red', '— Admiral of the White', '— Admiral of the Blue'

Fleet Admiral Relief (3.485) can occur at the end of the Winter Quarterly Turn (Turn Sixteen)

- 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 Year, the Relief die roll must be modified by plus TWO (+2).

Cold Waves Random Events Table

Die Roll	Result	Effects
0-5	No Effect	Nothing
6-7	Squall (*Ex. Rule* 1.42)	+1 DP to all Ready Squadrons in affected Space
8-9	Freak Gale (*Ex. Rule* 1.42)	+2 DP to all Ready Squadrons in affected Space; check for Auxiliary removal

Explanation: when a natural NINE (9) is rolled during Wind determination (for Winds and for Gales), check for Random Events. Maximum of ONE (1) Random Event per Impulse. If a Squall or Freak Gale is triggered, determine the target randomly from among all Spaces and Sea Zones containing at least ONE (1+) Ready Formation (also count Formations Fitting Out at Minor Ports). Freak Gales are always Force 8. Ignore Formations within a Hurricane's radius of effect.

Combined Game Auxiliary Task Tables (*Ex. Rule* 4.27)

Die Roll	Bombardment Table (Bomb Task)		Cutting Out Table (Marine Task)
	vs Port Facilities	vs Coastal Road	
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* 4.274
Success vs Coastal Road - see *Ex. Rule* 4.275
Success in Cutting Out - see *Ex. Rule* 4.276

Coastal Spaces Chart (*Ex. Rules* 1.33 & 4.23)

Space	*Charlie's Year* Map	*Cockpit of Europe* Map
A	Corresponds to the naval holding box printed on the map.	All coastal hexes from the southwest edge of the map to Calais
B through P	Corresponds to the naval holding boxes printed on the map.	Not Applicable
Q	Corresponds to the naval holding box printed on the map.	All coastal hexes from Gravelines to Dunkerque
R	Not Applicable	All coastal hexes from Furnes to Knokke
S	Not Applicable	All coastal hexes from Sluys to the north edges of the map. This includes the Zuider Zee and all 'inland' Ports.

Hexes accessible by Navigable Rivers are not included — remember, Ports act as transition points to and from the map.

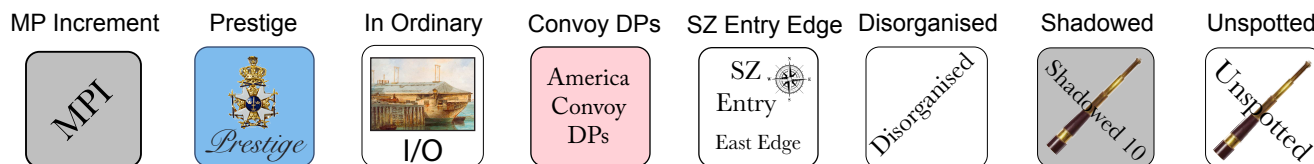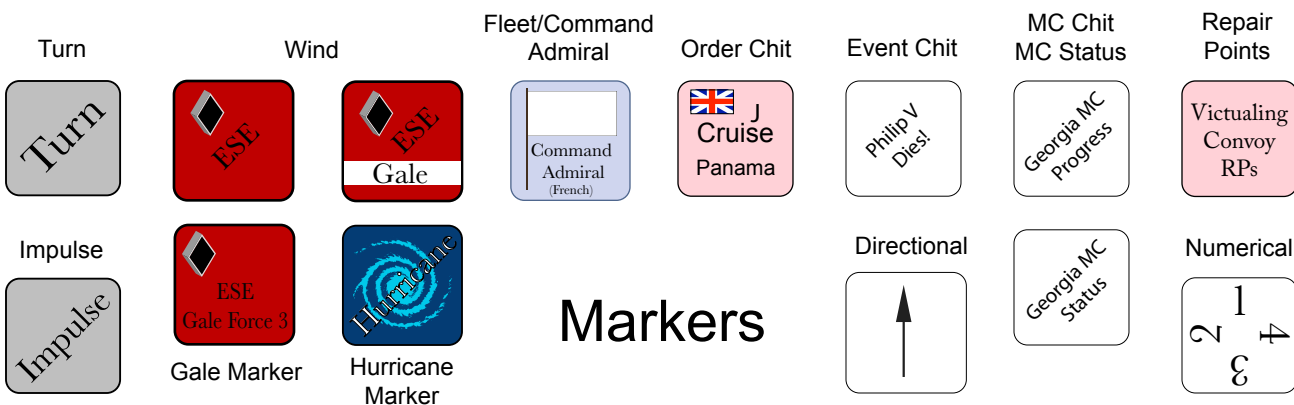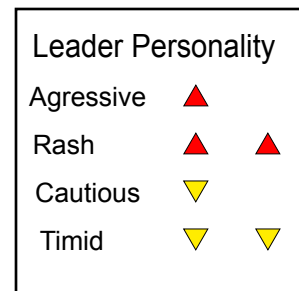**Great Ports** correspond to both Key & Minor Ports on the *Cold Waves* map. Each is its own 'Coastal Space'.
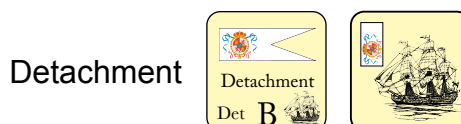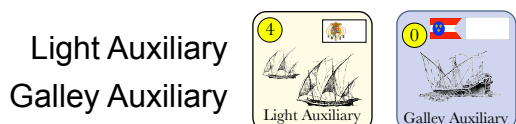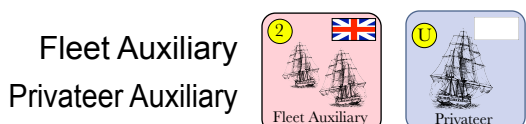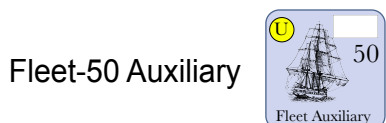The Great Ports are:

Boulogne	Dunkerque	Oostende
Anvers	Rotterdam	Flushing = Middelburg
Hellevœtsluis = Briel		

Glasgow = Dumbarton
Inverness = Nairn
Holy Isle = Lindesfarne (not shown as a Port on the *Charlie's Year* map)

Yellow Jack Counter Guide

Squadron

Flagship — Réal Felipé

SOL(D) Squadron

Frigate Squadron

Fleet-50 Auxiliary — Fleet Auxiliary

Fleet Auxiliary / **Privateer Auxiliary** — Fleet Auxiliary / Privateer

Light Auxiliary / **Galley Auxiliary** — Light Auxiliary / Galley Auxiliary

Convoy — Local Convoy

Fireship Auxiliary / **Bomb Auxiliary** — Fireship / Bomb

Land Unit — Real Infantería de Marina, Bn. Armada de Barlovento

Dummy

Viceroy — Virrey, Fort +1, Adm -3, de Nueva España, Don Juan Francisco Güemes de Horcasitas

Leader — 4 ▲ 4 | 3 | RA 43 | William Rowley

Grand Flag — Grand Flotilla GF

Flag — Flotilla C Flag

Detachment — Detachment Det B

Contingent Icons

Britain	
	(Merchant Marine)
France	
	(Merchant Marine)
Spain	
	(Merchant Marine)
Caracas Company	(Formation)
Pirates	

Leader Personality

Agressive	▲ (red)	
Rash	▲ (red)	▲ (red)
Cautious	▼ (yellow)	
Timid	▼ (yellow)	▼ (yellow)

Markers

Turn — Turn

Impulse — Impulse

Wind — ESE | ESE Gale | ESE Gale Force 3 (Gale Marker) | Hurricane (Hurricane Marker)

Fleet/Command Admiral — Command Admiral (French)

Order Chit — J Cruise Panama

Event Chit — Philip V Dies!

MC Chit / MC Status — Georgia MC Progress | Georgia MC Status

Repair Points — Victualing Convoy RPs

Directional — ↑

Numerical — 1 2 3 4

MP Increment — MPI

Prestige — Prestige

In Ordinary — I/O

Convoy DPs — America Convoy DPs

SZ Entry Edge — SZ Entry East Edge

Disorganised — Disorganised

Shadowed — Shadowed 10

Unspotted — Unspotted

Squadron

Sail Pips

Movement Allowance

Contingent Icon

4

Sail Pips

Sail Pips

>10 DPs inflicted

+10 DPs

A

ID

Sail Pips

Leader

Leadership Strategy Control

4 ▲ 4   3

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

RA

43

William Rowley

Flagship

Combat Column Shift (red #)

Movement Allowance (Black #)

Contingent Icon

2 3

Guns 112

Sail Pips

Réal Felipé

Name

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

4 ▲ 4   3

RA

43

Game Rank & Year of Promotion

William Rowley

Name

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)

Auxiliary

Operational Range

U

Contingent Icon

50

(special code = 50-gun ships)

Class

Fleet Auxiliary

Leader Personality

Agressive	▲	Cautious	▽
Rash	▲ ▲	Timid	▽ ▽

Yellow Jack Event Flow Chart Key
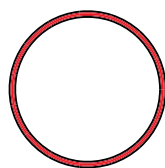
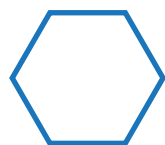Circle = Event may reoccur but maximum 1 per Year.
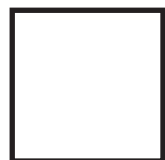
Square = Event is One-Time.
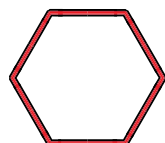
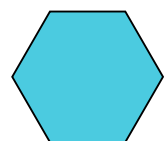Hexagon = Check each Turn not Each Quarter.
(NOT USED IN YELLOW JACK)
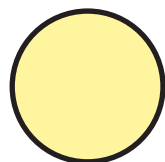
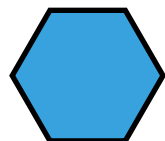Yellow = Event occurs independently of any other Event or Military Campaign.
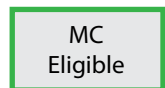
Military Campaign
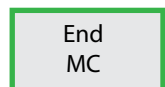
Starting position each Year the Campaign begins.
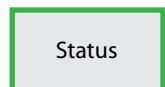
Intermediate Position.

Winning Position (winner named).

MC Eligible

Military Campaign of same. border colour (see MCFC) can occur.

End MC

Military Campaign of same border colour can never occur again. Permanent MC Status noted.

Status

Military Campaign Status requirement (MC of same border colour – see MCFC).

A

B

A is prerequisite of **B**
Occurrence is immediate & automatic.

A

B

A is prerequisite of **B**
Occurrence is subject to a die roll & possibly prerequisites.

dr≤#

Base die roll required for occurrence.

1746+

Prerequisite Date

+1 Quarter

Prerequisite time delay. Abbreviation of "Q" for Quarter may be used.