

# Sea Lords Turn Record Card

## MP Increments

|   |   |   |   |
|---|---|---|---|
| 1 | 2 | 3 | 4 |
|---|---|---|---|

## Impulses

|   |   |   |   |
|---|---|---|---|
| 1 | 2 | 3 | 4 |
|---|---|---|---|

## Turns

|                            |                      |                           |                                    |
|----------------------------|----------------------|---------------------------|------------------------------------|
| December<br>January<br>1   | January<br>2         | January<br>February<br>3  | February<br>March<br>4 Quarter     |
| March<br>April<br>5        | April<br>May<br>6    | May<br>7                  | May<br>June<br>8 Quarter           |
| June<br>July<br>9          | July<br>August<br>10 | August<br>11              | August<br>September<br>12 Quarter  |
| September<br>October<br>13 | October<br>14        | October<br>November<br>15 | November<br>December<br>16 Quarter |

## Prestige Track

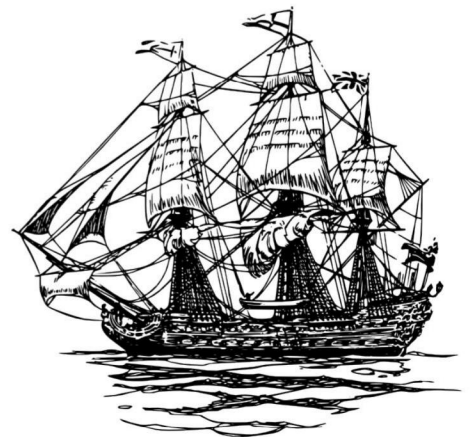
|                     |    |    |
|---------------------|----|----|
| 13                  | 14 | 15 |
| Scourge of the Seas |    |    |

|                          |    |    |
|--------------------------|----|----|
| 10                       | 11 | 12 |
| Saviour of the Admiralty |    |    |

|                  |   |   |
|------------------|---|---|
| 7                | 8 | 9 |
| A Man of Promise |   |   |

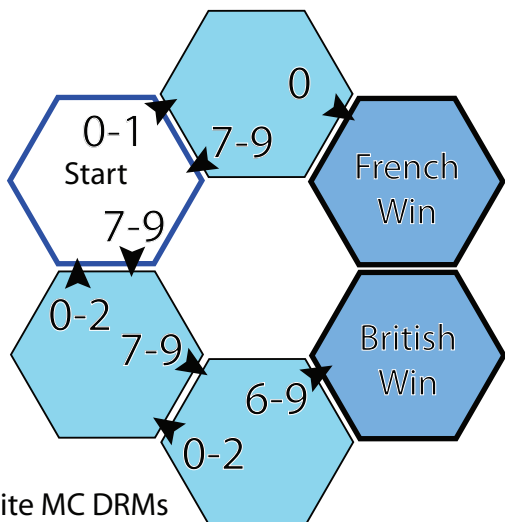
|              |   |   |
|--------------|---|---|
| 4            | 5 | 6 |
| Lubberly Dog |   |   |

|              |   |   |
|--------------|---|---|
| 1            | 2 | 3 |
| Scurvy Knave |   |   |



# Gold Waves Military Campaign Flow Chart

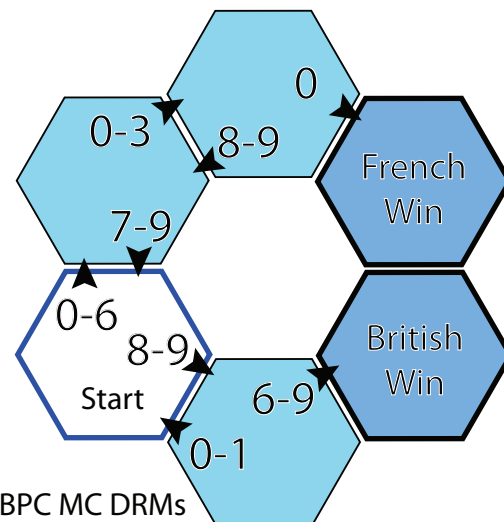
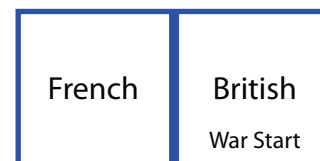
## Jacobite MC



### Jacobite MC DRMs

- +1 for each British Troop Convoy that left from a Dutch or HRE Port and arrived at a Port in England or Scotland in the current Quarter
- 1 for per British Troop Convoy that left a British Port in the current Quarter
- +1 or -1 for Britain SA Order

## BPC MC



### BPC MC DRMs

- +1 for each British Troop Convoy that left from a Dutch or HRE Port and arrived at a Port in England or Scotland in the current Quarter
- 1 for per British Troop Convoy that left a British Port in the current Quarter
- +1 or -1 for Britain SA Order

**Can a MC occur?**  
Must be correct Season (Quarterly Turn); & all prerequisite Events have occurred.

Only the Flanders MC can occur multiple times.

**Checking MC Progress**  
Roll ONE (1) die per Active MC during each Quarterly Turn. If the result falls within the range shown within the box currently occupied by the MC marker, move the marker in the appropriate direction. Win results take effect immediately.

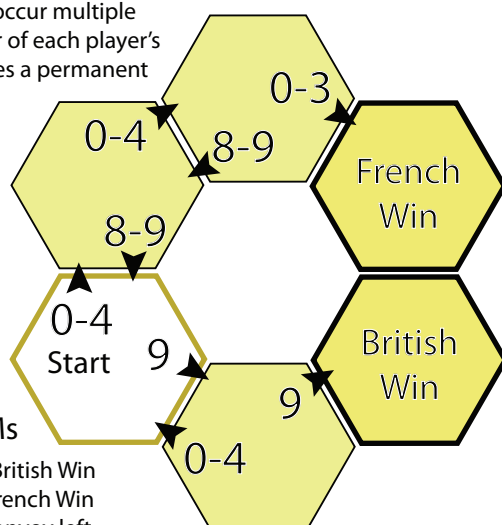
**Changing MC Status**  
If a Win is achieved put the Status marker in the appropriate box above the MC Track. If No Win then leave the marker wherever it currently is.

**Effects**  
See Ex. Rule 3.2 for full details. In summary:  
1) The Jacobite & BPC MCs end the game if the French Win, with a severe Prestige penalty to the British.  
2) If the Spanish Win the Irish MC Ireland will become Friendly to the Bourbons.  
3) The Flanders MC directly affects the chance of the game ending through the Aix-la-Chapelle Event. Also, there is a chance (based on die rolls) of various Ports changing hands whenever a Win is obtained.

## Flanders MC



*Clarification:* this MC can occur multiple times. Record the number of each player's Wins. The number provides a permanent and cumulative DRM (see below).

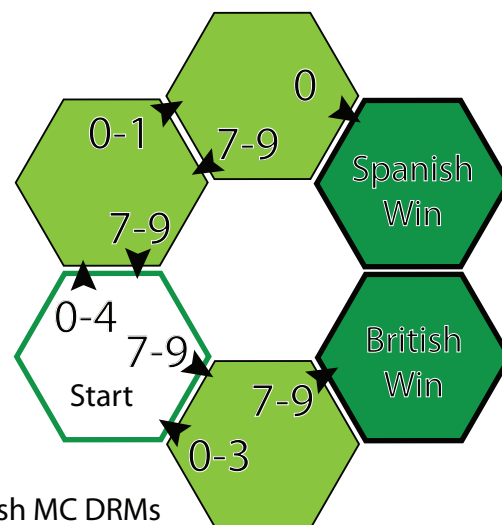


### Flanders MC DRMs

- +2 for each previous British Win
- 1 for each previous French Win
- +1 if a British Troop Convoy left from a British Port and arrived at a Dutch or HRE Port in the current Quarter
- 2 for per British Troop Convoy that left a Dutch or HRE Port in the current Quarter
- +1 for each Support Flanders Order
- +2 Invasion of Holland

check each turn

## Irish MC



### Irish MC DRMs

- +1 for each British Troop Convoy that arrived at an Irish Port in the current Quarter
- +1 or -1 for Irish MC SA Order