

**1.42** British choose 1 chit for every 2 drawn. Bourbons choose 1 chit for every 3 drawn.

*Note:* There are no Mandatory Orders in this game. There are no Random Events in this game, either.

**2.12** The only Sail class in this game is SOL; all other Classes are represented by Auxiliaries.

**2.12** Damage Tracks are shaded to indicate 1/3 and 2/3 of allocated DP's.

*IMPORTANT:* Spanish and Neapolitans Squadrons have 14 DP, all other Squadrons have 10 DP.

**2.124** Until both contingents are at War, Bourbon *Grand Flag* and *Flotilla A* may not subordinate any mix of Formations/Squadrons and Auxiliaries from the French. *Note:* This is a new item.

**2.125** *IMPORTANT:* Independent Squadrons can only be designated if they have a Rendezvous (RVO) or Escort Order.

**2.126** Any reinforcement Sail from the Atlantic gives 1 DP (or 2 DP in Winter) to its newly assigned Squadron.

**2.13** There are no Marine Auxiliaries in this game.

**2.131** *IMPORTANT:* A Detachment may have 1 Auxiliary assigned to it. Each Subordinated Squadron may have 1 Auxiliary assigned to it. *Note:* So a side can't pile up Auxiliaries into a small Flotilla.

**2.132** Bombs in this game can grant a +/- 1 DRM for *Show of Force* and *Support Army Orders* (see Orders booklet).

**2.141** Neutral Ports are friendly to both sides and may be used for Emergency Repairs only (on Quarterly Turns).

*Note:* Not Pirate Bases however, they are enemy to both sides.

**2.147** Gibraltar and Port Mahon have "Victualled" box to record DP's delivered by Convoy. *Note:* Gibraltar 4 DP max.

**2.15** Trade Convoys, including British (Outbound/Spring, Homebound/Fall) and French (Fall) Levant Convoys. Roll of 1 or less, with a -1 DRM per Impulse after the first if not arrived yet. Appears in indicated Sea Zone, then begins move on the next Impulse. Convoy Route is determined randomly upon arrival (see chart).

**2.154** May not voluntarily Scatter a Convoy (*Note:* This is an errata item). If Involuntarily Scattered, Escort Auxiliary goes to the Recovery Box. A Scattered Convoy is always Spotted but cannot get DP in Battle, yet can be attacked by Auxiliaries. *IMPORTANT:* per the Orders Summary, a Convoy that Scatters automatically Fails its Order.

**2.156** French Convoy destination is *Marseille* but may switch to *Toulon* if necessary.

**2.157** Levant Convoys cannot be Eliminated, but opponent gets 1 PP per 8 DP from Battle or Auxiliaries, not Attrition. *Note:* Levant Convoys do not suffer Attrition DP's.

**2.16** Neutral Contingent rules (see details when a Neutral becomes active). *Note:* They are listed for their contingent.

**2.221** Flagships, if possible, must always be associated with a regular Squadron. May grant Combat and DP bonuses.

**2.225** If in Battle and Sail Sunk, a Flagship has an equal chance of being sunk. Leader becomes a normal Casualty.

**2.227** *IMPORTANT:* Spanish Flagship negates -1 DP per Battle.

**2.23** SOL(D) may be either a Squadron (2 Sail max, possible negative Combat modifier) or Auxiliaries (Fleet-50, form in R&R step of Admin Phase). SOL(D) Auxiliaries may conduct these missions: *Show of Force*, *Interdiction*, *Escort* (see chart).

**2.239** *IMPORTANT:* French Command cannot use SOL(D) as Auxiliaries until *Guerre Doctrine* is in effect.

**2.31** **Bourbon Fleet:** Until France Declares War, Fleet Admirals must be Spanish. Only 1 Squadron may subordinate to another's contingent. *IMPORTANT:* only when both sides are at War, o/w they can't mix. Escort only for same contingent. Auxiliaries may only assign to their own command. *Exception:* *Grand Flotilla* and *Flotilla A* Flags may mix any contingents and Auxiliaries only when both sides are at War (this is a new item).

**2.317** Some Bourbon Orders have specific contingent codes, 'S' for Spanish and 'F' for French.

**2.32** **Spanish Command:** Starts every Scenario at War.

*IMPORTANT:* for a Flotilla that DOES NOT HAVE ORDERS, Spanish formations are restricted to 2 MP from their Port.

**2.33** **French Command:** Until France Declares War, they may not participate in Blockading British Ports. Britain may not Blockade French Ports, said Orders not being available. French may Screen Enemy Auxiliaries normally. Also, the French only get 1 Repair Roll per Quarter when not at war.

**2.332** When France Declares War, see rules.

**2.34** Decide before the scenario if Bourbon Troop Convoys will be *Generic* or *Historical*. Regardless, all Bourbon Troop Convoys form at Barcelona, with their routes chosen randomly (see booklet).

**2.344** Upon a Troop Convoy arrival, Bourbon player may shift the Po Valley Military Campaign Track *OR* the Apennines Track, if it's active, one space in their favor.

**2.345** Bourbon Troop Convoys (1 or 2) formed in **Spring** (R&R step). On subsequent Impulses, roll of 0-1 and the Troop

Convoy will depart Port immediately. *Errata*: apply a -1 DRM each Impulse of non-arrival. May divert (to closest Port next to destination), if necessary. British gain 1 PP per 8 DP inflicted on the Troop Convoy via Battle or Auxiliaries.

**2.41** British Victualing Convoys (only 1 at a time) appear on a roll of 0-1, with a -1 DRM per Impulse afterwards. Always appear in *The Gut* SZ, then attempts to start movement next turn. Not bound to follow any specific route but can unload their RP's only at Gibraltar (4 DP max) and Port Mahon. After being formed, gains 2 RP per turn if not on map.

**2.42** To challenge the French before War is Declared, normally costs the British -3 PP.

**2.512** Corsairs may have affiliations (see rules).

**2.522** Pirates are Galleys or Light Vessels (LV), as indicated on their counters. Activated in the **Summer** and **Fall** turns only, randomly using the Pirate Activation Table. Player with the lowest Prestige may Task first Pirate (then sides alternate) for Interdiction (Galleys can only do this) or Convoy attack (LV's, go to Recovery Box afterwards) **ONLY** (i.e., cannot Blockade).

**2.525** If a SZ is Interdicted by a Pirate at the end of a Quarter, the opposing player counts this as -1 Order Failed.

**2.526** **IMPORTANT**: A Show of Force Orders chit gets added to the chit pool per active Pirate. If successful against the Pirate's Base, it is removed for the rest of the YEAR.

**2.528** If Pirate in a SZ, a Formation that spends +1 MP there, the Pirate is sent to the Recovery Box. Also, a Pirate may be immediately Screened when tasked if a player has an Auxiliary in range (both go to the Recovery Box).

**2.513** Privateers are Auxiliaries with a (U)OR (Unlimited Operating Range, but realistically restricted to be Tasked based on their Class Movement Allowance in order to Rebase).

**2.541** Knights of Malta have a single Galley Auxiliary (U)OR, but cannot go west of Gibraltar.

**2.543** Bourbon player may Task (Interdiction only) the Knights first; if declines, British may Task the Knights for the YEAR for -1 PP.

**2.551** There is no Available Box for Corsairs, but all use the same Recovery Box. May declare different Base (1 max per Base), if there's a choice. Player with lowest Prestige chooses.

**2.553** All Auxiliaries in the Pirate Recovery Box are re-Based at the end of the **Fall** Quarter.

**2.611** **IMPORTANT**: When not at war, French may only check for reinforcements every Quarter.

*Note*: Minor Contingent reinforcements are noted in the Scenario OOB books. For Naples, use the countermix (not list).

**2.624** Withdrawn Auxiliaries may reenter the game via the Reinforcement Request Table.

**2.631** Levant Trade Track (LTT) is printed on the map; *adjust at end of Year*. British Squadron (must be at max Sail when issued a RVO Order) has to spend 8 Impulses on track to count for a successful Interdiction (perform no other function, and don't accrue Attrition). OR Auxiliary can go to the Levant Trade Track from the Available Box.

*Note*: the Bourbon player may not put any of his forces on the LTT.

### **Charts and Tables:**

*Events* (1740): The Flota (each **Summer** & **Fall** Turn) and Trouble in the West Indies (**Spring** & **Summer** Quarterly Turns).

*Note*: Corsican Insurgency 2<sup>nd</sup> Stage cannot occur till 1742 (or later).

*Military Campaigns*: Check for start each **Quarterly** Turn. *Note*: All MC's automatically cease at the end of each Year.

*Trade Convoys*: British Outbound (**Spring**) and Inbound (**Fall**). French (**Fall**). -1 DRM each Impulse not appeared.

*Troop Convoys*: Bourbon (Spring), always starts in Barcelona. *Note*: If a Pirate's Port is Interdicted, it does not appear for the remainder of the Year.

*Victualing Convoy*: British roll of 0-1, with -1 DRM per Impulse not appeared.

*Reinforcements*: British may request each **Turn**, Bourbon only every **Quarter** till French at War with Britain.

*Repairs*: British every **Quarter**, Bourbon every **Turn**. Minors (Emergency Repair only), every **Quarter**.

*Note*: Once at War, French may roll every Turn (but until then, only Quarterly).

*Pirates*: Each **Spring** and **Summer** Turn only. Remember to put their Port Interdiction marker in the Orders Cup if a Pirate comes into play. Rebase all Pirates at the end of the **Fall** Turn.