



# *Sea Lords*

## *Fighting Instructions*

3RD EDITION (VERSION 3.1)

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*By the Right Honourable the Generals and Admirals of the Fleet.  
Instructions for the better ordering of the fleet in fighting.  
Given under our hands at Portsmouth, this March 29th, 1653.*

ROBERT BLAKE.  
RICHARD DEANE.  
GEORGE MONCK.

## 1.0 ORIENTATION

*First. Upon the discovery of a fleet, receiving a sign from the general, which is to be striking the general's ensign, and making a weft, two frigates appointed out of each squadron are to make sail, and stand with them so high as they may conveniently, the better to gain a knowledge of them what they are, and of what quality, and how many fireships and others, and in what posture the fleet is; which being done the frigates are to speak together and conclude in that report they are to give, and accordingly repair to their respective squadrons and commanders-in-chief, and not to engage if the enemy exceed them in number, except it shall appear to them on the place they have the advantage.*

### 1.1 OVERVIEW OF THE GAME

*Sea Lords* portrays naval warfare during the Age of Sail at an 'operational' level. This puts the player in the position of a theatre commander — a senior admiral commanding an important station, such as the Mediterranean or the Caribbean. The players are dealing with squadrons rather than individual ships, and while combat is certainly desirable, the game is really won through the timely accomplishment of the various directives handed down from their lordships at The Admiralty.

Each player Controls a Fleet, a term synonymous with 'Side'. Very large Fleets may be divided into Commands, on national or geographic lines. Some Fleets may additionally be divided into national or factional Contingents.

The basic playing piece or 'unit' is the Squadron. Squadrons are composed of a limited number of Sail, a nautical term for 'ships'. Squadrons *can* function on their own, but are under certain restrictions when doing so. Therefore, they are usually attached to higher formations, known as Flotillas. These are commanded by Leaders — Commodores and Admirals. Admirals also have strategic functions.

Sail act as abstract 'strength points', used to calculate strength in combat and to absorb 'hits' (though the primary combat effect is Damage, which is applied to the Squadron as a whole and does not — usually — sink ships outright). Adverse weather also has the potential to damage a player's forces. Forces damaged during play can be repaired at Ports — havens where Squadrons can be kept relatively safe, both from the enemy, and from the elements.

Depending on the scale of the game, some of a Fleet's resources may be represented counters called Auxiliaries. Auxiliaries are Tasked — that is, played — against locations or enemy forces, or are assigned to friendly forces to protect them. This can be done for a variety of reasons (a common Task, for example, is Searching for Enemy Formations).

The map uses a point-to-point system to regulate the Movement of playing pieces. The players move their pieces (Flotillas and Squadrons) by expending Movement Points (MPs) to move from point to point (called Spaces) along connected lines (called Lanes). Areas of open water are defined as Sea Zones. These are not connected to Lanes, but are marked as adjacent to certain Spaces or other Sea Zones.

MP costs are dependent on wind and current. Also, if not 'anchored', a player's forces must always be 'in motion' — if a player wants a force to keep 'on station' off an Enemy Port, he

must expend MPs to have it do so. Movement is simultaneous in conception, but not plotted. Instead, the players secretly deploy chits indicating their intended movement direction.

The game Turn is divided into an Operations Phase, itself broken into FOUR (4) Impulses, and an Administrative Phase. Movement, Searching, Battle, and similar activities, occur during the Operations Phase. The Administrative Phase is used for a variety of mundane routines, especially Repair and receiving Reinforcements.

Combat occurs *during* Movement. Battles are not resolved in any great detail, since the game is 'operational in scale'. (That said, players are free to conduct battles using their favourite tactical system, provided they can work out a method of translating the results to fit *Sea Lords*.)

The players receive Orders from 'The Admiralty' in the form of chits drawn into their 'hands'. These chits are (usually) deployed secretly to indicate the specific forces that will carry out the Order. This mechanism is another means of regulating the players' activities without resorting to tedious plotted movement.

Each game-Year has SIXTEEN (16) Turns. Every FOURTH (4th) Turn is a Quarterly Turn. Quarterly Turns mark the Seasons and are frequently benchmarks for assessing the strategic situation. This last is influenced by the Orders Executed by the players. At the end of each Quarter, the players tally their successful and unsuccessful Orders from the previous Season, and compare the totals. This will result in one player gaining victory points — called Prestige — and the other player (possibly) losing them. Prestige can also be awarded directly (by sinking ships, for example). At the end of the game the player with the most Prestige wins. A player may win the game even though the strategic situation looks bad for his side. This is because grand strategy is not his concern, promotion and preferment is.

*Sea Lords* was originally intended to complement RSG's *Lace Wars* system for operational land warfare. Therefore, although each *Sea Lords* game is complete in itself, the rules will also permit full integration with any companion *Lace Wars* game, should there be one.

### 1.2 GAME COMPONENTS

Each game includes the following components:

- One or more map sheets.
- A set of cardboard counter playing pieces.
- Boxed games include a handful of wooden pieces. These may be used to represent Flotillas and Dummies, but all games come with cardboard counters for the same pieces. **WARNING:** the wooden pieces are small, and not digestible (*except, it has been reliably reported, by the breed of dog known as a Lab*). Keep them away from small children and pets.
- A number of player aid cards with charts and tables for the resolution of game routines.
- A Standard Rules book called *Fighting Instructions*, containing basic rules for the series. This volume.
- An Exclusive Rules book or set of booklets specific to each game, containing rules and scenarios pertaining to theatre covered.
- An historical commentary.
- Dice are not included; a minimum of ONE (1+) 10-sided die will be required.

### 1.21 Playing Pieces

The Counter Guide (found either in the general Charts & Tables booklet or on a separate card) gives a full pictorial list of the types of counters. Section 3.0 explains the use of the primary pieces: Squadrons, Flotillas, and Leaders. Another set of important pieces, Auxiliaries, are explained in section 6.0. Markers are explained in the rules pertaining to their use.

### 1.22 The Map

The map represents a single theatre of operations. A Map Key will be found either on the map or on a separate card. Most of the symbology affects the movement of pieces, so the map iconography is explained in section 5.0 (Movement).

1.221 Some map features may pertain to specific games or scenarios. These will be covered in the Exclusive Rules.

### 1.23 Rules Changes in Version 3.1

Version 3.1 of the *Fighting Instructions* (this book) changes very little from version 3.0. Primarily, it corrects errata, addresses FAQ, adds a few optional rules suggested by players, and draws a number of rules out of the individual games that were published prior to its issue and makes them common to the series. (*One example of this is the division of Sail into Flagships, plain Sail, SOL(D), and Frigates.*)

1.231 THREE (3) games were published in the *Sea Lords* series prior to the issue of the 3.1 *Fighting Instructions (FI)*: *Mistral*, *Somar Skråla (SS)*, and *Yellow Jack (YJ)*. Before describing the changes, it should be made clear that these early games will function just fine using the rules they originally came with. There is no reason why players need to waste time and energy applying the 3.1 *Fighting Instructions* to them.

1.232 *Mistral* was first published with the version 1.0 rules but can be updated easily to the 2.0 rules using documents available on the RSG website. *SS* uses the 2.0 rules. *YJ* uses the 3.0 rules. All three of these games can be played using the 3.1 rules. After some debate it was decided (at least at time of writing) not to release new editions of these three games. Therefore, if players wish to use the 3.1 *FI* with these games they should be aware of the following points:

- Conversion is not difficult. The upgrade for *Mistral* (available on the RSG website) which brought the game to 2.0 amounts to a couple of sheets of paper and is mainly composed of errata and instructions on where to obtain various components. The Exclusive Rules for each of these games are in general limited to the specific situation portrayed by their game and do not require significant changes (if any at all) to the basic rules.
- There will be some discrepancies in case numbering when the Exclusive Rules reference the *Fighting Instructions*, especially if players own early copies of the games. It is recommended players search by topic if they cannot find a matching case number.
- Some charts, tables, and/or display cards may also have rules references that do not match the *FI*, may use archaic terminology, and may be structured in a manner different from what is described in the *FI*. In such cases use the *FI* as a guide but play with what is available.
- Some sections of the Exclusive Rules will be duplicated in the *Fighting Instructions*. In all such cases apply the rule as found in the 3.1 *FI*. *Exception*: if the rule explicitly mentions a situation that only pertains to the environment of the specific game, first check that the *FI* version also covers the situation; if not, the text of the Exclusive Rules should be used.

- There was some counter errata in *Mistral* (mainly a shortage of counters), and a smaller amount in *SS*. These counters were made available either in *YJ* or on a General Errata sheet and are still available there for those who cannot find them in their copy of the game. They can also be requested in PDF from RSG.
- Combined errata for all three games, most of which was corrected in later printings, can be found as a PDF on the RSG website. This document incorporates earlier errata PDFs.

## 2.0 PRELIMINARIES

*Ins. 2nd. At sight of the said fleet the vice-admiral, or he that commands in chief in the 2nd place, and his squadron, as also the rear-admiral, or he that commandeth in chief in the 3rd place, and his squadron, are to make what sail they can to come up with the admiral on each wing, the vice-admiral on the right wing, and the rear-admiral on the left wing, leaving a competent distance for the admiral's squadron if the wind will permit and there be sea-room enough.*

### 2.1 GLOSSARY

THIS IS NOT A PROPER RULES SECTION, AND CAN BE SKIPPED. USE IT FOR REFERENCE.

- **Administrative Phase.** The final phase of each Turn (*q.v.*) in which various administrative activities involving the Fleets (*q.v.*) are conducted, special political game mechanics are resolved, and victory is determined. [4.3]
- **Admiral.** Senior Leader (*q.v.*). There are FOUR (4) kinds, not all of whom are present in each game: Admiral of the Fleet, [Full] Admiral, Vice-Admiral, and Rear-Admiral. In the context of the game, the most senior rank will be in charge of a Fleet (*q.v.*), and the next most senior will be in charge of any Commands (*q.v.*). (*Not a strictly accurate division of labour, but this is only a game.*) Admirals also command large Flotillas (*q.v.*). [3.42]
- **Allied.** A Friendly (*q.v.*) force or location that is differentiated from other forces/locations under a player's Control (*q.v.*). Usually defined by the political background of the game.
- **Assigned.** 'Attached to' something in a specific way, governed by certain rules. Primarily, Squadrons (*q.v.*) and Auxiliaries (*q.v.*) are Assigned to Formations (*q.v.*). [3.25, 3.33, 6.13]
- **Attached/ing.** The act of joining of or the state of being joined to a higher Formation (*q.v.*). Used when one Formed (*q.v.*) Formation is merged with another, creating a single, more powerful Formation. [3.35]
- **Attrition.** Wear and tear on a player's forces. Attrition can occur due to weather, hazardous duty, or simply time spent at sea. [11.2]
- **Auxiliary.** A special asset or force that cannot be properly represented by a standard naval Formation (*q.v.*). Auxiliaries perform special Tasks (*q.v.*) when the player has need of them but are otherwise stored off the map. Think of them as 'special action chits'. [6.0]
- **Available.** Ready to be used. Auxiliaries (*q.v.*) are Available when they are in the Available Box. Orders (*q.v.*) are Available when they are in the Orders Pool (*q.v.*).
- **Base/s/ing.** Certain Auxiliaries (*q.v.*) can be kept at sea rather than being Assigned (*q.v.*) to a Formation (*q.v.*) or Port (*q.v.*). They are said to be Based in their location. Changing their Base is termed Rebased. A Second use of the term refers to Corsairs (*q.v.*), which are located at specific Ports (*q.v.*) or Corsair Zones (*q.v.*). [6.15 & 10.22 respectively]

- **Battle.** An act of aggression between specific opposing Formations (*q.v.*). [8.0]
- **Blockade/Blockade Value (BV).** A form of Interdiction (*q.v.*) made against a Port Space (*q.v.*). The BV is the Port's Blockade defence, used to cause Attrition (*q.v.*) and as a modifier for Blockade related activities. [7.23]
- **Blowing Wind.** A Seasonal Wind (*q.v.*) that is currently in effect. [5.24]
- **Capture(d).** The taking of an Enemy (*q.v.*) Sail (*q.v.*) after Battle (*q.v.*), or through some special rule. Normally, the Capture of a Sail is determined randomly, out of the quantity of Sail that is officially Sunk (*q.v.*) during Battle; the 'reprieved' Sail are said to Strike Their Colours (*q.v.*). Captured Sail can be used by the Capturing Fleet (*q.v.*). [8.44]
- **Catch the Wind.** Term describing a situation where a Formation (*q.v.*) cannot use a Lane (*q.v.*) unless a die roll is made and the result falls within a certain range of numbers. [5.25]
- **Class.** Type or kind of Sail (*q.v.*) or Auxiliary (*q.v.*). Different Classes of Sail and Auxiliaries have different abilities.
- **Combat.** A discrete element of a Battle (*q.v.*). A given Combat involves only TWO (2) opposing Squadrons (*q.v.*) engaged in a Battle that may involve many Squadrons (*there are exceptions*); each grouping of opposed Squadrons within the Battle is called a Combat. Combats are resolved using the combat tables; the sum of the results of each Combat becomes the overall result of the Battle. [8.33]
- **Command.** A subdivision of a Fleet (*q.v.*). [3.12]
- **Command Admiral.** The Leader (*q.v.*) in charge of a Command (*q.v.*). This Leader may be located at a specific place, known as a Command HQ (*q.v.*). [3.47].
- **Command HQ.** A holding box for the Command Admiral (*q.v.*), used when he is not leading naval forces in person. [3.47]
- **Commodore.** The lowest rank of Leader (*q.v.*). Commodores lead small Flotillas (*q.v.*). In some circumstances they may have to command higher formations (e.g., at some far-flung station). [3.42]
- **Control.** A term used to denote complete ownership, usually with one set of conditions applying to the owner and another set applying to the non-owner. The player is responsible for moving, maintaining, and otherwise 'running' Controlled items.
- **Contingent.** An element of a Fleet (*q.v.*) — usually a national grouping. [3.13]
- **Control Rating (CR).** An attribute of Leaders (*q.v.*). Used to indicate how many Squadrons (*q.v.*) the Leader can have Assigned (*q.v.*) to his Flotilla (*q.v.*) without being penalised. [3.44]
- **Convoy.** A special Formation (*q.v.*) that appears when dictated by the Exclusive Rules. There are THREE (3) common kinds: Trade, Troop, and Victualing. They will have a set starting point and destination, and the object is to move them to the destination as safely and efficiently as possible or face losing Prestige (*q.v.*) or items from the Convoy. [10.1]
- **Corsair.** Pirates and privateers (legally sanctioned pirates). May take the form of Squadrons (*q.v.*) or Auxiliaries (*q.v.*), and may be Friendly (*q.v.*) to one Fleet (*q.v.*) or the other, or Enemy (*q.v.*) to all. [10.2]
- **Corsair Zone (CZ).** An area of operation used by Corsairs (*q.v.*) marked on the map with a black-bordered box and used as a Base (*q.v.*) by them. [10.22]
- **Damage/Damaged.** Accrues to Squadrons (*q.v.*) during the course of play, from Attrition (*q.v.*), Gales (*q.v.*), and Battle (*q.v.*). High Damage affects Squadron performance and may result in Sunk (*q.v.*) Sail (*q.v.*). [7.3]
- **Damage Points (DPs).** The method by which Damage (*q.v.*) is recorded. Applied to Squadrons (*q.v.*). [7.3]
- **Damage Rating (DR).** The number of DPs (*q.v.*) a Squadron (*q.v.*) can accrue before there is a chance its Sail can be Sunk (*q.v.*). [7.3]
- **Detached/ing.** The act of separating or the state of being separated from a higher Formation (*q.v.*). Used when one Formed (*q.v.*) Formation is separated from another while both remained Formed. [3.35]
- **Detachment.** A type of Flotilla (*q.v.*) commanded by a Commodore (*q.v.*). [3.32]
- **Directional Marker (DM).** A marker used to secretly record a Formation's (*q.v.*) next move. [5.15]
- **Disorganised.** A temporary state suffered by Squadrons (*q.v.*) that have been Engaged (*q.v.*) in Battle (*q.v.*). [8.45]
- **Dummy/ies.** A dummy is a false Formation (*q.v.*) or Auxiliary (*q.v.*). It acts like a real one until Spotted (*q.v.*), after which it is removed from the map. [7.15]
- **Enemy.** The opposing player's forces and locations.
- **Engaged.** The state of a Squadron (*q.v.*) that is participating in a Battle (*q.v.*). [8.21]
- **Escort.** A Squadron (*q.v.*) or Auxiliary (*q.v.*) Assigned (*q.v.*) to accompany a Convoy (*q.v.*). [10.12]
- **Event.** Term used to describe activities bearing on the game that occur at a strategic level, or out-of-theatre. Events may be Political or they may be Military Campaigns (*q.v.*). [9.2]
- **Execute/d/tion/ing.** A Formation (*q.v.*) that has been Issued (*q.v.*) an Order (*q.v.*) is said to be Executing it. [9.37]
- **Extended/ing Order/s.** An Order (*q.v.*) that is Fulfilled (*q.v.*) can be extended to allow its effects to persist (essentially as a new Order). The key feature is that the same Formation (*q.v.*) Executes (*q.v.*) the Order, without having to return to Port, and without the Order Chit (*q.v.*) being recycled. [9.3.10]
- **Fail/ed.** An Order (*q.v.*) that has not succeeded by the time it is Terminated (*q.v.*) is said to have Failed. [9.38]
- **Fitting Out.** When a Squadron (*q.v.*) is idle — anchored at a Port (*q.v.*) — it is said to be Fitting Out. [3.27]
- **Flag.** A type of Flotilla (*q.v.*) commanded by an Admiral (*q.v.*). *Also used in the traditional sense of a piece of coloured cloth; if used in this sense the word is not capitalised (except at the start of a sentence).* [3.32]
- **Flagship.** A Class (*q.v.*) of Sail (*q.v.*). By the British rating system, a 1st Rate 3 decker. Flagships are represented by Squadron counters worth ONE (1) Sail. They usually receive a die roll modifier in Battle (*q.v.*) and are slower than regular Ships of the Line (*q.v.*). [3.23]
- **Fleet.** All the forces of one major combatant. Usually all the forces under one player's Control (*q.v.*). Includes Leaders, Squadrons, Sail, Convoys, Ports (*q.v. all*). Synonymous with Side (*q.v.*). [3.0]

- **Fleet Admiral.** The Leader (*q.v.*) in charge of a Fleet (*q.v.*). This Leader may be located at a specific place, known as the Fleet HQ (*q.v.*). [3.47]
- **Fleet HQ.** A holding box for the Fleet Admiral (*q.v.*), used when he is not leading naval forces in person. [3.47]
- **Force.** There are TWO (2) primary uses of this word: a) as a umbrella term for various items represented by the playing pieces; b) as the precise indication of a Gale's (*q.v.*) intensity. [5.3]
- **Friendly.** A player's own forces and locations.
- **Frigate (F).** A Class (*q.v.*) of Sail (*q.v.*). By the British rating system, 5th & 6th Rates. Often abstracted as Auxiliaries (*q.v.*) but can appear as Mixed Role Sail (*q.v.*). [3.23]
- **Flotilla.** A Formation (*q.v.*) composed of ONE or more (1+) Squadrons (*q.v.*) plus a Leader (*q.v.*). May possibly include ONE or more (1+) Auxiliaries (*q.v.*). Small Flotillas are called Detachments (*q.v.*). Large Flotillas are called Flags (*q.v.*) and even larger ones are called Grand Flags (*q.v.*). [3.32]
- **Formation.** Generic term for a playing piece that has the ability to expend Movement Points (*q.v.*). Convoys (*q.v.*), Flotillas (*q.v.*), and Independent Squadrons (*q.v.*) are all Formations. [3.3]
- **Form/ed.** Create(d) and functioning in the game. Squadrons (*q.v.*) and Formations (*q.v.*) can be Formed. This is done by Assigning (*q.v.*) items to them — Sail (*q.v.*) in the case of Squadrons, and Squadrons in the case of Formations. [3.25 & 3.33]
- **Fulfil/led.** An Order (*q.v.*) that has succeeded and been Terminated (*q.v.*) is said to have been Fulfilled. [9.38]
- **Gale.** Seasonal Winds (*q.v.*) may be Gales. Gales impose a variety of operational restrictions on forces operating within their radius of effect. Especially, they cause Attrition (*q.v.*). [5.3]
- **Galley (G).** A Class (*q.v.*) of Sail (*q.v.*). Oared vessels capable of ignoring Wind (*q.v.*) in some cases. Often abstracted as Auxiliaries (*q.v.*). [3.23]
- **Grand Flag.** A Formation (*q.v.*) commanded by a senior Admiral (*q.v.*). The largest type of Flotilla. [3.32]
- **Hand Over Order (HOO).** These Orders (*q.v.*) permit a 'relieving' Formation (*q.v.*) to take over an ongoing Order that would otherwise Fail (*q.v.*) due to the condition of the current Executing (*q.v.*) Formation. [9.41]
- **Harbour.** Special box associated with Key Ports (*q.v.*), where Formations (*q.v.*) Fitting Out (*q.v.*) can be secured and can enter the In Ordinary State (*q.v.*). [5.28]
- **Impulse.** Each Operations Phase (*q.v.*) is divided into FOUR (4) sub-intervals called Impulses. Impulses are where the executive actions of the game take place. [4.22]
- **In Hand.** Orders (*q.v.*) In Hand have been Received (*q.v.*) by the player and can now be Issued (*q.v.*) to Formations (*q.v.*). [9.3]
- **In Ordinary.** A particular State (*q.v.*) a Squadron (*q.v.*) may be in, where it is eligible to be Repaired (*q.v.*) but can do nothing else. [3.27 & 11.3]
- **Issue/d.** An Order (*q.v.*) In Hand (*q.v.*) that is given to a Formation (*q.v.*) has been Issued to said Formation. [9.36]
- **Independent Squadron.** An Independent Squadron is a Squadron (*q.v.*) that is not Assigned (*q.v.*) to a Formation (*q.v.*). Can be Issued (*q.v.*) certain kinds of Orders (*q.v.*) which allow them to function as Formations. [3.34]
- **Interdict/ed/ion.** Usually performed as an Order (*q.v.*). May be performed by Auxiliaries (*q.v.*) or Formations (*q.v.*). Against a Port Space (*q.v.*), Interdiction is called Blockade (*q.v.*). [7.2]
- **Lane.** Map feature that connects TWO (2) Spaces (*q.v.*). All lines drawn on the map that connect the same TWO (2) Spaces are part of the same Lane. Lanes are rated for Wind (*q.v.*) or lack thereof (this is why there may be more than one (>1) line of artwork per Lane). [5.23]
- **Leader.** A playing piece with special command abilities. Leaders may be Commodores (*q.v.*) or Admirals (*q.v.*). [3.4]
- **Leadership Rating/Leadership Check (LR/LC).** An attribute of Leaders (*q.v.*). Used for a variety of situations where the Leader's skill must be tested. The test will require a die roll against the Leader's numerical Leadership Rating — thus, Leadership Check. [3.45]
- **Light Vessel (LV).** A Class (*q.v.*) of Sail (*q.v.*). By the British rating system, smaller than a 6th Rate. Often abstracted as Auxiliaries (*q.v.*). [3.23]
- **Location.** A term used to describe any spot on the map where counters may be placed. Locations include Spaces (*q.v.*) of all kinds, Harbours (*q.v.*), and Sea Zones (*q.v.*). Other places on the map are not Locations.
- **Military Campaign (MC).** A specific kind of Event (*q.v.*) consisting of activities taking place on land within the theatre of operations. MCs give the players the opportunity of Fulfilling (*q.v.*) particular Orders (*q.v.*) in support of the MC(s). [9.2]
- **Mixed-Role (MR).** A kind of Auxiliary (*q.v.*) created by converting certain Classes (*q.v.*) of Sail (*q.v.*). Also, the kind of Sail that can be converted into certain Auxiliaries. [6.3]
- **Movement.** The act of moving the playing pieces about the map in accordance with strict rules as to placement and routes that may be followed. Occurs in the Operations Phase (*q.v.*). [5.0]
- **Movement Allowance.** A Squadron/Formation rating equaling the number of Movement Points (*q.v.*) available to it. [5.1].
- **Movement Point (MP).** Common war game tool for regulating the movement of pieces on the map. MPs are expended to move between Spaces (*q.v.*) and for some other actions. [5.12]
- **Movement Point Increment (MPI).** Movement (*q.v.*) in each Impulse (*q.v.*) is rendered 'simultaneous' by moving every eligible playing piece ONE (1) MP (*q.v.*) and resolving any issues that occur (such as Battle — *q.v.*). After this has been done, play proceeds to the next MP expenditure. Each expenditure is an MPI. [5.13]
- **On Station.** When a Formation (*q.v.*) expends MPs (*q.v.*) to remain in the same location, it is said to be On Station (the term is used even if the Formation is not conceptually 'patrolling a beat'). [5.14]
- **Operations Phase.** The first phase of each Turn (*q.v.*), in which the players Fleets (*q.v.*) conduct Movement (*q.v.*), Battle (*q.v.*), and related actions. Divided into FOUR (4) Impulses (*q.v.*). [4.2]
- **Operational Range (OR).** A radius of action, measured in Movement Points (*q.v.*). Most commonly, Auxiliaries (*q.v.*) have a fixed OR and when performing a Task (*q.v.*) must



- ensure their target is within their OR, as traced from a specified point on the map. [6.14]
- **Order/Order Chit.** A job given to a particular Formation (*q.v.*). Only Formations that have been Issued (*q.v.*) Orders may act voluntarily (there may be game-specific exceptions). Order Chits are used to indicate which Formations have been Issued (*q.v.*) Orders. Independent Squadrons (*q.v.*) can be Issued certain types of Orders; at the moment such an Order is Issued the Squadron becomes a Formation. [9.3]
  - **Order Instructions.** Detailed information about how each Order (*q.v.*) is to be carried out, plus information about the effects of the Order. [9.3]
  - **Order Pool.** Order Chits (*q.v.*) that have been culled from the full set of such chits and are now Available (*q.v.*) to be drawn In Hand (*q.v.*). [9.3]
  - **Personality.** An attribute of Leaders (*q.v.*) that influences many activities. [3.43]
  - **Port (Key & Minor).** Map location belonging to a particular Fleet (*q.v.*) or to some special force. At Ports, Formations (*q.v.*) can be placed Fitting Out (*q.v.*). Key Ports have Harbours (*q.v.*) that are more secure and that allow Repair (*q.v.*). [5.28]
  - **Prestige.** Victory points. The measure of victory. [12.0]
  - **Prevailing Wind (PW).** Map and movement term describing Lanes (*q.v.*) that require Formations (*q.v.*) to expend additional Movement Points (*q.v.*) to move ‘against the wind’. [5.23]
  - **Ready.** Any Squadron (*q.v.*) at sea — or at a Port (*q.v.*) but ‘in motion’ — is said to be in the Ready State (*q.v.*). [3.27]
  - **Rebase.** U-OR Auxiliaries (*q.v.*) express their ‘unlimited’ range by Rebasing — changing location — in short stages from Turn (*q.v.*) to Turn. [6.15]
  - **Receive/d.** An Order (*q.v.*) is Received when it has been taken out of the Orders Pool (*q.v.*) and placed in the player’s Hand (*q.v.*). [9.35]
  - **Rendezvous Order (RVO).** RVOs can be Issued (*q.v.*) to Independent Squadrons (*q.v.*), causing them to be treated as Formations. They will be required to travel from Point A to Point B as expediently as possible, after which the RVO is Terminated (*q.v.*). [9.42]
  - **Sail.** Strength points representing individual ships. Assigned to Squadrons (*q.v.*). There can be up to FOUR (4) Classes (*q.v.*) of Sail: SOL, Frigates, LVs, and Galleys (*q.v. all*). [3.22]
  - **Sea Zone.** A map feature simulating areas far enough from land to give manoeuvre room. [5.27]
  - **Search/ing.** The act of attempting to Spot (*q.v.*) an Enemy (*q.v.*) Formation (*q.v.*). [7.12]
  - **Seasonal Wind (SW).** Map and movement term describing Lanes (*q.v.*) that require Formations (*q.v.*) to expend additional Movement Points (*q.v.*) to move ‘against the wind’, but only when it is Blowing (*q.v.*). When not Blowing, such Lanes are either replaced by Prevailing Wind Lanes (*q.v.*) or the Formation must Catch the Wind (*q.v.*) to use them at all. [5.24]
  - **Side.** All the forces of one major combatant. Usually all the forces under one player’s Control (*q.v.*). Includes Leaders, Squadrons, Sail, Convoys, Ports (*q.v. all*). Synonymous with Fleet (*q.v.*). The term *Side* is used when the use of *Fleet* would be confusing, primarily when discussing combat. [3.0]
  - **Squadron.** Basic tactical unit — playing piece — comprised of Sail (*q.v.*). Not normally capable of acting as Formations (*q.v.*), being instead the building blocks of Formations (but see Independent Squadrons (*q.v.*)). [3.24]
  - **Shadow/ed/ing.** The act of ‘tagging’ or following an Enemy (*q.v.*) Formation (*q.v.*). Carried out by Auxiliaries (*q.v.*). A Shadowed Formation remains Spotted (*q.v.*). [7.13]
  - **Ship of the Line (SOL).** A Class (*q.v.*) of Sail (*q.v.*). By the British rating system, anything from 4th to 1st Rate and of 2-3 decks. [3.23]
  - **SOL(D) or SOL Dual-Purpose.** A Class (*q.v.*) of Sail (*q.v.*). By the British rating system, a 4th Rate 2-decker. The Class is either used to represent obsolete vessels of that size, heavily armed merchantmen such as East Indiamen, or ‘super-frigates’. [3.23]
  - **Space.** Map feature. Spaces are the positions that Formations (*q.v.*) occupy when moving around the map. They are rated for Wind (*q.v.*) and can indicated Straits (*q.v.*). [5.22]
  - **Spot/ted.** Detected, known. Spotted Formations (*q.v.*) can be attacked and can be Shadowed (*q.v.*). Friendly (*q.v.*) Formations can interact with each other. Spotted Formations are flipped face up to show their identity [2.31 & 7.1]
  - **State.** Term applying to Squadrons (*q.v.*), meaning the condition the subject is in. Squadrons have three Readiness States (*q.v.*): Ready, Fitting Out, and In Ordinary (*q.v. all*). [3.27]
  - **Strait.** Narrow seas represented in the game by specially marked Spaces (*q.v.*); Search (*q.v.*) is automatic in these locations; they are also eligible for Interdiction (*q.v.*). [5.26]
  - **Station/ing (1).** Certain Auxiliaries (*q.v.*) can conducted delayed Tasks (*q.v.*). They are first placed at specific locations, where they may wait for a certain amount of time before conducting their Task. These locations are termed Stations and the act of placing the Auxiliary there is termed Stationing. [6.29]
  - **Station (2).** Fleet Admirals (*q.v.*) and Command Admirals (*q.v.*) assigned to their duties are said to be Posted (*q.v.*) to their Station, or Stationed at a particular Fleet/Command headquarters. (Be aware that the name of a Command might include the word ‘station’; this has no bearing on the rules.) [3.47]
  - **Strategy Rating/Strategy Check (SR/SC).** One of an Admiral’s (*q.v.*) numerical ability ratings. Used like a Leadership Rating/Check (*q.v.*), though for different issues. [3.43]
  - **Strategic Event.** One of a set of important historical or probable historical occurrences driving the game at a level above the players’ control. Strategic Events determine what Orders (*q.v.*) are available for Formations (*q.v.*) to undertake, so that the players can earn Prestige (*q.v.*) and (hopefully) win. [9.2]
  - **Struck/Strike Colours.** Surrender of a Sail (*q.v.*), resulting in its Capture (*q.v.*). Occurs during Battle (*q.v.*) as a possible result of Sail being Sunk (*q.v.*). [8.44]
  - **Sunk.** Eliminated from play. Only Sail (*q.v.*) may be Sunk.
  - **Task/ed/ing.** A special action performed by an Auxiliary (*q.v.*). The act of conducting a Task is called Tasking; the Auxiliary is Tasked to perform it. [6.14]
  - **Terminate/d.** A complete or finished Order (*q.v.*). [9.38]
  - **Turn.** A period equivalent to THREE (3) weeks of real time, comprising the sum of all activities carried out by all players

during that period of time. Divided into an Operations Phase (*q.v.*) of FOUR (4) Impulses (*q.v.*) and an Administrative Phase (*q.v.*). [4.0]

- **Unassigned.** The reverse of Assigned (*q.v.*). [3.25, 3.33, 6.13]
- **Unformed.** Disbanded or removed from play, but not eliminated. This occurs when the last Sail (*q.v.*) Assigned (*q.v.*) to a Squadron (*q.v.*) has been removed or the last Squadron and Flotilla (*q.v.*) has been removed from a Formation (*q.v.*). [3.25 & 3.33]
- **Unspotted.** Undetected, unknown. Unspotted Formations (*q.v.*) remain in view on the map, but the counters are flipped to their blank sides. Unspotted Formations cannot be attacked and cannot be Shadowed (*q.v.*). [2.31 & 7.1]
- **U-OR Auxiliary.** An Auxiliary (*q.v.*) with a notionally unlimited OR (*q.v.*). In practice, such Auxiliaries change location by Rebasing (*q.v.*). [6.15]
- **Wind.** Term describing conditions in which movement from one point to another along Lanes (*q.v.*) may cost more Movement Points (*q.v.*); at the same time their presence removes the need to Catch the Wind (*q.v.*). Some Winds are Prevailing (*q.v.*), others Seasonal (*q.v.*). Seasonal Winds may be Blowing (*q.v.*) or not, and may be Gale Force (*q.v.*) or not. Gales affect Spaces (*q.v.*) as well as the Lanes between them. [5.2/5.3]

## 2.2 MINUTIAE

### 2.21 Calculations

Calculations are performed in the same way throughout the series:

- **Die Rolls.** A single ten-sided die is used for most random number generation. A roll of ‘0’ equals ‘0’ not ‘10’. Generally, rolling low produces a result, while rolling high is a ‘miss’. In cases of ‘good’ and ‘bad’ good is low and bad is high. If percentile dice are called for, use TWO (2) ten-sided dice, differently coloured (or roll a single die twice). One colour will be the ‘tens’ and the other the ‘ones’.
- **Modifiers.** Die rolls, ratings, and values may be modified. All modifiers and column shifts of any kind are cumulative unless explicitly noted otherwise. Do not look in the rules for modifiers. Some may be listed in the rules, but only to clarify particular game mechanics. The tables and displays provide all relevant modifiers. Negative modifiers are normally good for the player affected.
- **Fractions.** Fractions are rounded DOWN, to a minimum of ONE (1), unless explicitly noted otherwise.

### 2.22 Rules Conflicts

2.221 A game’s Exclusive Rules always take precedence.

2.222 When using the *Sea Lords* system to supplement one of the *Lace Wars* series games, the *SL* rules replace any (special) naval rules that might be inherent to the *LW* game.

### 2.23 Charts & Tables

The charts and tables are used to resolve various game functions and as *aide mémoires*. Unless a rule requires additional explanation, the instructions on how to use each table are given on the table, not in the rules.

2.231 When the rules refer to a *chart*, it is for informational purposes. When the rules refer to a *table*, it is used to resolve a game mechanic with a die roll. A *matrix* cross indexes two values to find a third.

## 2.3 IMPORTANT CONCEPTS

### 2.31 Spotted & Unspotted Formations

To simulate ‘fog of war’ Formations (3.3) may be either Spotted or Unspotted. Their status can be altered in a number of ways, most commonly by Searching (7.1).

2.311 **Important.** Spotted *Enemy* Formation counters are kept face up (i.e., with their detailed sides showing). Unspotted Formations are kept face down.

2.312 **Important.** Spotted Formations can be attacked. Unspotted Formations cannot be attacked. See 7.1.

2.313 *Historical Note: a remarkable amount of information was known by opposing commanders. Most of the unknown factors revolved around position and timing, not composition. That is, it might not immediately be known that a group of ships had put to sea, but would be known fairly soon. Educated guesses could be made about the force’s intentions, allowing its course to be plotted, but not with high accuracy. Its composition (at least in capital ships) would likely be known with some certainty.*

### 2.32 Friendly & Enemy Controlled

The term Friendly applies to all forces owned by a single player. The player is said to Control them. The term Enemy applies to all the forces Controlled by a player’s opponent(s).

2.321 Certain items or locations may instead be Uncontrolled — that is, not Controlled by any player or his forces. The activities of Uncontrolled items will be conducted in accordance with the Exclusive Rules (the use of Pirates is covered under 10.26).

2.322 Control status also applies to Ports (5.28). Uncontrolled Ports are general termed Neutral and are subject to special Neutrality rules. Map locations other than Ports are always Uncontrolled unless the Exclusive Rules say otherwise.

### 2.33 Simultaneous Action

In the *Sea Lords* system most of the action occurs ‘simultaneously’. Where needed (especially Movement — 5.0), the rules have been crafted to accommodate this concept. In circumstances where player precedence is an issue but a rule has not been laid down:

- Results are always implemented simultaneously (especially in Battle — 8.0).
- The placement and selection of markers and chits is done secretly, if possible, after which, if required, the counters are simultaneously declared or revealed. The players have Displays (3.14) where such counters can be placed out of sight of their opponent.
- For cases where the above cannot be applied the Exclusive Rules assign an order of precedence: *Player A*, *Player B*, *Player C*, and so on. *Player A* will always act before *Player B*, etc.

### 2.34 Stacking

The use of the term ‘stack’, which refers to all counters occupying the same location, is in these rules merely a convenience. Unless otherwise noted, there are no stacking limitations of any kind. Furthermore, every Formation (3.3) in a stack is a discrete element that functions on its own (*in real life, elements occupying the same map location might be tens of kilometres or many hours apart*).

2.341 The rules may make a distinction between Friendly and Enemy stacks in the same location; if not, then both Fleets’ (i.e., Sides’) forces are included.

2.342 Markers in a whole stack may appertain to one Fleet or the other, or to the map itself. Those that pertain to a Fleet are included in that Fleet's stack.

2.343 The players can agree on any conventions they like with regard to the position of counters within a stack (e.g., whether Spotted or Unspotted Formations should be on top of the stack).

### 2.35 Entering Enemy Locations

When opposing Formations (3.3) occupy the same location, and at least one of them is Spotted, there is the potential for a Battle (8.0). Apart from this fact, there are no restrictions on opposing Formations occupying the same Space (5.22) or Sea Zone (5.27).

2.351 *Exception:* Friendly Formations are never permitted to enter Enemy Harbours (5.28).

### 2.36 'Expedient Moves'

The rules make frequent use of the phrase to move, or to take some specified action (which inevitably involves movement), 'as expediently as possible'. This phrase covers a variety of situations that would otherwise require lengthy instructions. It does, however, have a specific meaning:

- The item in question is to move by the shortest route possible *with regard to time*, assessing the time required moment by moment. If certain preconditions must be met before the item can move where required, then they must be resolved as speedily as possible.

2.361 Both time and distance are divided into increments by the use of Movement Points (MPs — 5.11). Therefore, the 'shortest route' is determined by seeing how many Movement Points it will take to get from the item's *current* position to its destination, along each possible path, given the situation at the time the assessment is made.

2.362 Assessment is made before expending each MP.

2.363 *Example:* an item has to move from Point A to Point B. There are 2 routes (X and Y), which cross over each other at only one spot on the map before they reach Point B. Initially, the player sees that Route X will cost fewer MPs, so the item goes that way. When it reaches the crossover point, however, taking Route Y has become the speedier way (perhaps due to a change in the weather), so the item follows Route Y. Before Point B is reached, circumstances change again, and Route X turns out to be once again speedier than route Y. However, it would not be faster to go back to the crossover point, so the item continues on Route Y until it reaches Point B.

2.364 In some cases, an item may be forcibly diverted from the best route. If so, it must take the fastest eligible route from where it is.

2.365 In some cases, the item may have specific instructions — for example, to not risk encountering the opposing player's forces, or to avoid certain locations. In these cases, the owning player is permitted to avoid the obstacle by the fastest route allowed — again, judged at the time the obstacle is made evident. However, such judgement may only be exercised if the item is *specifically instructed* to avoid said obstacle or situation.

2.366 In some cases, an item may be forced to wait, or be voluntarily allowed to wait (e.g., if a Gale — 5.3 — is raging and there is no alternative path, the risk of movement might be too great). In these cases, the route is again assessed as soon as the item is ready to proceed.

## 3.0 HOW NAVIES FUNCTION

*Ins. 3rd. As soon as they shall see the general engage, or make a signal by shooting off two guns and putting a red flag over the fore topmast-head, that then each squadron shall take the best advantage they can to engage with the enemy next unto them; and in order thereunto all the ships of every squadron shall endeavour to keep in a line with the chif unless the chif be maimed or otherwise disabled (which God forbid!), whereby the said ship that wears the flag should not come in to do the service which is requisite. Then every ship of the said squadron shall endeavour to keep in a line with the admiral, or he that commands in chif next unto him, and nearest the enemy.*

### 3.1 FLEET STRUCTURE

#### 3.11 Fleets

The term Fleet is synonymous with Side (the term used in *Red Sash Game's* *Lace Wars* series). The term Side may occasionally be used in these rules if the term Fleet would be confusing.

3.111 *Example:* in a two-player game involving the British, French, and Spanish forces, where the French and Spanish are allied, the British would be one Fleet (or Side) and the Franco-Spanish the other Fleet (or Side).

3.112 There are FOUR (4) basic elements to a player's Fleet:

- **Sail** (that is, ships — 3.22). Sail equate to 'strength points' and are noted as 'pips' on Squadron counters.
- **Squadrons** (groups of Sail — 3.24). Squadrons equate to 'combat units' and are represented by counters bearing pips ranging from ONE (1) to FOUR (4) in number.
- **Formations** (3.3) may be Flotillas (3.32), Independent Squadrons (3.34), or Convoys (10.1) with or without Escorts (10.12). Flotillas are further classified as Grand Flags, (very large), Flags (large), and Detachments (small).
- **Leaders** (3.4). Used to command Flotillas and to provide administrative functions to the Fleet as a whole.

3.113 Additional items belonging to Fleets include:

- **Auxiliaries** (6.0), which include those forces that cannot be represented as Sail, whether due to their nature or the game scale.
- **Ports** (5.28). Friendly Squadrons and Formations can 'rest' and Repair (11.3) at Ports. Not all Ports belong to a Fleet, however. 'Neutral' Ports may be used in a limited fashion by one or both Fleets, or not, depending on the circumstances.
- **Corsairs** (10.2). Corsairs are pirates. Some Corsairs are 'state-sponsored' and Controlled by the players. Others are not, and are, like Convoys, Controlled by the game system.
- Other items may be added by the Exclusive Rules.

3.114 Items that do not belong to any Fleet will function as directed by the Exclusive Rules.

#### 3.12 Commands

In some games, a player's Fleet may be responsible for a large area, or be composed of forces belonging to powerful nations. In these cases, his Fleet may be divided into multiple Commands.

3.121 *Example:* following on from the example given in 3.111, the French and Spanish would each be a Command.

3.122 Each Command functions as a separate entity with regard to rules that are specific to Commands, but all Commands of the same Fleet are Friendly to one another. The Exclusive Rules may impose special restrictions on inter-Command activities.

### 3.13 Contingents

A Fleet may be composed of forces belonging to more than one nation or faction. Such divisions are termed Contingents. In general, all Contingents belonging to the same Fleet are Friendly to each other and may function together, but the Exclusive Rules frequently impose minor restrictions. A Contingent may correspond exactly to a Command but it does not have to.

*3.131 Example: following on from the examples given in 3.111 and 3.121, the British, French, and Spanish would each be a Contingent as well as a Fleet (in the British case) or Command (in the French and Spanish cases). An example of a Contingent that was not a Command would be a group of Dutch Sail loaned to the British. They would operate as a Contingent within the British Fleet, which would thus be composed of two Contingents. The British Fleet might be split geographically in half. In this case it would be one Fleet, with two Commands; if the Dutch were assigned to a particular Command, that Command would have two Contingents (British and Dutch) while the other Command only had one (British).*

3.132 Contingents may ‘go Neutral’ or become Enemy due to political considerations, whereas a Command will always be Friendly to other Commands in that Fleet, as well as to the Fleet itself. (This will be the case even if all Contingents of a Command change their allegiance so that the Command has no remaining physical component.)

### 3.14 Fleet Displays

Each Fleet will have several Displays, set out on one or more sheets of card. The purpose of the Displays is to assist the players in keeping track of their forces. A typical Display will have two or three sections, each corresponding to a Flotilla, a Port, or special item (e.g., a Convoy).

3.141 If a section of a Display refers to a Flotilla, it will include the following:

- The Flotilla’s name.
- An icon or icons indicating the Contingent/Command/Fleet the Formation belongs to.
- A box for holding the Leader Posted (3.46) to command the Formation.
- A box for holding the current Issued Orders Chit (9.36), if any.
- A box for holding Assigned Auxiliaries (6.13).
- A numbered record track, usually colour-coded or shaded in part. This track is primarily used to record Squadron Damage (7.3), but can be used as a general record track as well. See 7.32.

3.142 If a section of a Display refers to a Port, it will include the same information, omitting the boxes for Orders Chits and (usually) Leaders. The record track in this case is used to record Repairs (11.3) being made to Squadrons. See 11.32.

3.143 Special items represented on a Display (such as Convoys) will have a record track and identifying icon/name, and perhaps a holding box or two for ‘attached’ items. All will be clearly labeled.

## 3.2 SQUADRONS & SAIL

### 3.21 General

*Sea Lords* units are called Squadrons (3.25). Squadrons are composed of a number of strength points, called Sail (3.22). *Note that the term Sail is used both singularly and in the plural, and in these rules has nothing to do with propulsion.* Squadrons may sometimes act independently, but are usually Assigned to Formations (3.3).

### 3.22 Sail

Each Sail normally represents ONE (1) ship.

3.221 Sail do not have a physical presence (i.e., as counters in their own right). Instead, they are recorded using Squadron counters (see 3.242) — Sail are said to be Assigned to Squadrons (see 3.24 & 3.25).

3.222 Sail cannot exist apart from Squadrons. If for some reason a Sail cannot be Assigned to a Squadron, it no longer exists. Circumstances will dictate whether such a Sail is to be considered ‘eliminated’ or merely non-existent. Normally, the owning player is not penalised (i.e., in ‘victory’ terms) for a Sail lost in this manner.

### 3.23 Sail Class

Sail are divided into a number of Classes. Not all are present in each game; their inclusion will depend on the scale and the historical period:

- **Ships of the Line** (SOLs) represent capital ships and are the primary Class of Sail. In some games they are the only Class used as strength points.
- **Frigates** (F) represent fast ships carrying between 20-40 guns. This size of vessel can be represented as an Auxiliary (6.0) or and/or as Sail, depending on the game. As an Auxiliary, this Class is not distinguished as ‘frigates’, except to note that Fleet Auxiliaries are generally abstracting their activities. Like SOL(D) (3.231) they can also appear as Mixed Role Sail (6.3). Their use as Sail is discussed in 10.42.
- **Light Vessels** (LVs) represent anything under standard frigate size — zebecs, tartans, snows, barques, and the like. This Class is abstracted into an Auxiliary (6.0) called the Light Auxiliary.
- **Galleys** (G) are oared vessels, particularly suited to coastal interdiction. They cannot function effectively in bad weather or on the open ocean, but they are not affected by the wind (for Movement purposes). As with LVs, Galleys are (usually) abstracted into an Auxiliary (6.0) called the Galley Auxiliary.
- **Other** types of ship may be represented in the game, but these are always rendered as Auxiliaries (6.0) (e.g., Fireships).

3.231 A Class of Sail may be divided into sub-Classes. Typically, these will represent more powerful and/or weaker vessels of that Class or vessels with special abilities. TWO (2) common subclasses of SOL are:

- **Flagships**, discussed in section 10.3. In the first game of the series, *Mistral*, Flagships are called SOL(2).
- **SOL(D)**, discussed under Mixed Role Sail (6.3) and 10.41. These represent a mix of the lighter types of ships of the line, what the British would class as ‘4th rate’.

3.232 The qualities of a Class of Sail will be applied to the Squadron they are Assigned to (see also 3.252 3d bullet).

3.233 *Clarification:* if no distinction is made on the Squadron counter then it is composed of ‘plain’ SOL. A given Squadron cannot mix Classes of Sail. See 3.252.

### 3.24 Squadrons

See the Counter Guide for a sample Squadron counter. A Squadron's superior Fleet or Command is indicated by the background colour of the counter. The Contingent is indicated by an icon on the left of the counter (usually a flag). The Movement Allowance (MA — 5.11) is given as a numeral at upper right, and an identifying letter (or name) is used at lower right.

*3.241 Play Note: the Contingent flag can also be taken as a Command indicator, since Contingents, even if not Commands on their own, are normally associated with only ONE (1) Command.*

3.242 Around the edge of each Squadron counter are sets of pips. These indicate the number of Sail Assigned to the Squadron. Since the number of Assigned Sail can vary, orientate the Squadron counter so that the set of pips equal to the current number of Assigned Sail is facing away from the owning player.

*3.243 Example: a Squadron with 3 Sail would be rotated so that the edge of the counter with the set of THREE (3) pips faced away from the player. If the number of Sail dropped to '2' the marker would be rotated so that the '2-pip' set was in that position.*

3.244 The reverse of each Squadron counter shows the same information, with an additional notation: '+10 DPs'. This is used when recording Damage. See 7.32.

3.245 Some Squadrons may have a Combat Column Shift (8.35) printed on them. This will be a small red numeral to the left of the MA, and may be positive (good) or negative (bad). The numbers may vary with the side of the counter.

3.246 The number of Squadrons in the counter mix is an absolute limit for the game in question.

### 3.25 Forming and Unforming Squadrons

A Squadron is Formed when it has at least ONE (1) Sail Assigned to it, and becomes Unformed as soon as it has ZERO (0) Sail Assigned to it. Unformed Squadrons are removed from play but the counters may be reused.

3.251 Newly received Sail, including 'initial forces' deployed at the start of a scenario, must be Assigned to Squadrons immediately upon receipt.

3.252 The following restrictions are common to the series (others may be imposed by the Exclusive Rules):

- No Squadron may have more Sail Assigned than allowed by the Exclusive Rules, nor than the largest set of pips on its counter edge. *A Squadron will never have more than FOUR (4) Sail Assigned, since the largest number of pips shown on any edge of its counter will be FOUR (4).*
- The Sail must be of the same Contingent as the Squadron.
- The Sail must all be of the same Class. **Important.** A sub-Class of Sail (e.g., Flagship) is considered to be its own Class for this rule.

3.253 Sail must be Assigned to Squadrons in the following priority:

- To Formed Squadrons currently In Ordinary (3.27); or,
- To Form a new Squadron; said Squadron must be placed In Ordinary when it is Formed.
- *Exception:* Reinforcements (11.1) may be required to enter the map. In this case the Sail will be Assigned to Squadrons prior to their entry onto the map; the Squadrons will then enter the map through normal Movement (5.0).
- As a last resort, Sail may be Assigned to previously Formed Squadrons currently in the Fitting Out State (3.27), or, if (and

only if) none of those are available, Squadrons in the Ready State (3.27) that are not at full strength and are at a Friendly Port (5.28) or in a Friendly Harbour (5.28). This may only be done if there are no Unformed Squadrons available elsewhere.

3.254 If a Squadron (not just Sail) must be removed from play (*most commonly this is due to a withdrawal of forces to another theatre*) the Squadron becomes Unformed. The Sail may or may not be pooled off map for future use, depending on the Exclusive Rules.

### 3.26 Sail Transfer

Sail may be Transferred between Squadrons. Transfers are always made between TWO (2) Squadrons, one the Recipient, and the other the Donor. Transfer is accomplished simply by rotating the Donor and Recipient Squadrons to show their current strength in Sail, per 3.242.

3.261 There are limitations:

- Transfer may only occur during the Reorganisation Step of the Administrative Phase (11.12), or the Reorganisation Step of a Battle (8.42).
- The Donor and Recipient must occupy the same location.
- The Recipient must be Spotted (7.1) by the Donor.
- The Command Admiral (3.47) must pass a Strategy Check (SC — 3.45). *Exceptions:* if there is no Command Admiral, the Fleet Admiral performs the SC; if Sail must be *involuntarily* Transferred for some reason, no SC is required.

3.262 *Exception:* a Recipient Squadron may be Formed through Transfer, assuming the Donor Squadron occupies a location where Squadrons may be Formed.

3.263 Unless the Exclusive Rules permit, Sail may not be Transferred to Squadrons belonging to a different Command. If such Transfers *are* permitted, the Fleet Admiral performs the SC.

3.264 In situations where the Donor Squadron has accrued more Damage Points (DPs — 7.3) than the Recipient, the Recipient's DPs are increased to match the Donor's DPs. The reverse is not true: DPs may never be reduced through the Transfer of Sail.

*3.265 Historical Note: Squadron commanders could be very, very greedy. They liked to surround themselves with trusted captains and officers who were under obligation to themselves.*

### 3.27 Squadron States

A given Formed Squadron may be in one of THREE (3) States at any given time: Ready, Fitting Out, or In Ordinary.

3.271 **Ready Squadrons** are 'at sea' and are 'in motion' at all times — that is, they are in a state of movement, even when continuously occupying a single location. A Squadron cannot voluntarily adopt the Ready State without being either:

- An Independent Squadron (3.34), or;
- Assigned to a Flotilla (3.32), or;
- A Convoy Escort (10.12).

In other words, they must currently be Assigned to a Formation (3.3).

3.272 **Fitting Out** represents ships in the act of preparing for sea. Squadrons must be Assigned to a Formation while in the Fitting Out State. That is, the entire Formation must be in the Fitting Out State. Once adopted, the Fitting Out State is indicated in one of TWO (2) ways, depending on the Squadron's location:

- At a Key Port, its Formation must occupy the Harbour Box.

- At a Minor Port, Squadrons Fitting Out are indicated by placing them on the Port's Contingent Flag (some games may provide markers).

(See 5.28 or the Glossary (2.1) for definitions of the terms used above).

3.273 **In Ordinary** represents ships that have been mothballed, hulked, or that are otherwise unfit for sea. This is the State adopted when a Squadron is to be Repaired (11.3). Squadrons In Ordinary must be Unassigned (they become Unassigned as part of the process of entering this State). Once adopted, the In Ordinary State is indicated in one of TWO (2) ways, depending on the Squadron's location:

- At a Key Port, Squadrons In Ordinary must be placed on the Port's Repair Track, which will be located on a Fleet Display.
- At a Minor Port, Squadrons In Ordinary are indicated by placing them on the Port's Contingent Flag with an In Ordinary (I/O) Marker on them.

3.274 Squadrons may change States as follows:

- **In Ordinary >>> Fitting Out.** As an act carried out in the Administrative Phase, by the removal of an I/O marker or the transferral of the Squadron from a Port Repair Track to the associated Harbour. As part of this act the Squadron must be immediately Assigned to a Formation.
- **Fitting Out >>> Ready.** As an act of Movement (5.0), conducted at a Friendly Port Space or Harbour. At a Minor Port the Squadron is moved from the Port's Contingent Flag to the Port Space itself; at a Key Port the Squadron is moved from the Harbour to the Port Space. There is a cost of ONE (1) Movement Point (5.12). Since the Squadron or Squadrons will already be Assigned to a Formation, the cost is paid by the Formation as a whole.
- **Ready >>> Fitting Out.** As an act of Movement (5.0), conducted at a Friendly Port Space or Harbour. At a Minor Port the Squadron is moved from the Port Space itself to the Port's Contingent Flag; at a Key Port the Squadron is moved from the Port Space to the Harbour. There is a cost of ONE (1) Movement Point (5.12). Since the Squadron or Squadrons will already be Assigned to a Formation, the cost is paid by the Formation as a whole.
- **Fitting Out >>> In Ordinary.** As an act carried out in the Administrative Phase, by the placement of an I/O marker or the transferral of the Squadron to a Port Repair Track. The Squadron also becomes Unassigned at this point.
- **Ready >>> In Ordinary.** Not allowed.
- **In Ordinary >>> Ready.** Not Allowed.

3.275 *Clarification:* in some cases, the above procedures may occur at Neutral Ports. The Exclusive Rules will give the details.

3.276 *Design Note:* the terms *Ready*, *Fitting Out*, and *In Ordinary*, were historically used to describe the state of ships. As this rule attempts to show, a 'Ready' ship was ready to take action; a ship 'Fitting Out' was preparing for sea, was in the act of being assigned to a particular squadron or given orders, and while perhaps it awaited victuals or had its crew on shore, would be able to leave port at short notice. Ships 'In Ordinary' were not ready for sea, they were still... 'In Ordinary', and lacked crew as well as equipment. As a general rule, navies went into 'winter quarters' just like armies; over the winter, the ships would be In Ordinary. In the spring, they would Fit Out. Sometimes, at the autumn decommissioning, ships would remain fitted out for a while, ready to take some late-season action. (Note that version 1.0 of the FI incorrectly reversed the terms FO and IO.)

## 3.3 FORMATIONS

### 3.31 General

In *Sea Lords* the Formation is the primary 'manoeuvre element' (to use a landlubber's term). There are THREE (3) kinds of Formation:

- **Flotillas** (3.32). Flotillas are composed of ONE or more (1+) Assigned Squadrons. They have a commanding Leader (3.4) and may have Assigned Auxiliaries (6.0). Flotillas are the primary combat Formation.
- **Independent Squadrons** (3.34). Independent Squadrons are secondary Formations that mainly represent reconnaissance elements, escorts, small groups of ships moving to join larger Formations, or similar small groups being returned to port for repairs or reassignment. They have no attached Leader counters or Auxiliaries.
- **Convoys.** A non-combat Formation of varying type, representing collections of merchant ships. They have no attached Leader counter but can have Auxiliaries (6.0) Assigned and/or Squadrons (usually ONE (1)) Assigned as Escorts (10.12).

3.311 **Important.** Only Formations may be Issued Orders (9.36).

3.312 As a general rule, Formations may include any Friendly Squadron, regardless of Command, Contingent, or Class, but in practice the Exclusive Rules frequently apply restrictions.

### 3.32 Flotillas

In game terms, Flotillas are Formations that act as shells for Squadrons, in a similar manner to the way in which Squadrons are shells for Sail.

3.321 Like Squadrons, Flotillas may be in a Formed or Unformed state. A Flotilla is Formed by Posting (3.46) a Leader to command it, and simultaneously Assigning (attaching) at least ONE (1+) Squadron to it. Counters representing Formed Flotillas are in play. The counters of Unformed Flotillas remain in the counter mix.

3.322 There are THREE (3) kinds of Flotillas: Detachments, Flags, and Grand Flags. Each functions the same way, but Flags can have more Squadrons and Auxiliaries Assigned than Detachments, and Grand Flags can have more Squadrons and Auxiliaries Assigned than Flags. See 3.34.

3.323 Flotilla counters have printed on them the name of the Formation, its type, a Contingent icon, and the Fleet/Command it belongs to (background colour). On their reverse is the Fleet/Command colour and the general icon for that Fleet/Command (e.g. a Flotilla counter belonging to a Contingent allied to the British would have the Union Jack on its reverse, not its Contingent icon; this is for 'fog of war' reasons).

3.324 Boxed versions of the games include wooden pieces. These pieces can be used in lieu of the standard Flotilla counters. The artwork includes the same information.

3.325 The counter-mix is an absolute limit on the number of Flotillas that may be in play at any one time.

3.326 The Fleet Display cards include sections for each Flotilla in the game. All elements of a Flotilla except the counter itself must be kept on the Display, except when resolving Battles.

### 3.33 Forming and Unforming Flotillas

Flotillas are Formed by the act of Assigning Squadrons. Flotillas become Unformed when they have no Assigned Squadrons.

#### 3.331 To Form a Flotilla:

- All Squadrons being Assigned to the Flotilla must be in the same location. A currently unused Flotilla must be chosen and placed in that location. *Clarification:* a Sea Zone (5.27) is a single location; in most games Sea Zones have In and Out boxes and these are also treated as distinct locations.
- The newly Formed Flotilla must have a Leader Posted to command it. See 3.46.
- Additionally, Auxiliaries can be Assigned to the Flotilla as part of the Forming process. See 6.1.
- Flotillas may also be Issued Orders (9.36). The Order is not a mandatory requirement; Orders can also be Issued to Flotillas any time after they have been Formed.

3.332 To Form a Flotilla, simply place its counter on the map and place all Assigned Squadrons on the Damage Track of the Flotilla's Display. There will be boxes to hold the Leader, any Auxiliaries, and important markers. Be sure to keep the Squadron counters facing the correct way to show their current Sail strength; it is the track they are placed on that is used to record Damage. See 7.32 for an explanation of how the track is used.

3.333 Squadrons may be Assigned to a newly Forming or an already Formed Flotilla under the following circumstances:

- The Squadron is in the In Ordinary State and changes to the Fitting Out State. Or;
- The Squadron was previously designated as Independent Squadron and now occupies the same location as a Formed Flotilla that is Spotted (7.1) by it — see 3.35. Or;
- The Squadron is Assigned to a Detachment that joins a Flag or Grand Flag. In this case the Detachment becomes Unformed but its component Squadrons are Assigned to the Flag/Grand Flag — again, see 3.35.

3.334 To Unform a Flotilla, remove its counter from play and place its Unassigned Squadrons in its former location. The commanding Leader must be Relieved (3.48), and any Assigned Auxiliaries are returned to the Recovery Box (6.12).

#### 3.335 A Flotilla may become Unformed:

- When its Squadrons are in the Fitting Out State. The Squadrons must either enter the In Ordinary State or be designated Independent Squadrons (3.34). Or;
- When the last Sail has been eliminated from a Flotilla (*a very rare occurrence unless the player is inept*). In this case, all the Squadrons will have become Unformed. Per 3.331 point #3, a Flotilla cannot be composed solely of Auxiliaries. Or;
- Post-Battle (8.42), any number of Squadrons may become Unassigned from a Flotilla, so long as the Flotilla retains ONE (1) Assigned Squadron. The Squadrons are designated Independent Squadrons Without Orders (3.343).

3.336 Individual Squadrons may become Unassigned, without causing the Unforming of a Flotilla. This occurs during the R&R Step. The Squadron must be in the Ready or Fitting Out State:

- In the Ready State, as described in 3.35.
- In the Fitting Out State, the Squadron automatically enters the In Ordinary State.

3.337 Auxiliaries may become Unassigned whenever Squadrons can become Unassigned. The Auxiliaries must be placed in the Recovery Box (as if having conducted a Task, per 6.12).

3.338 *Clarification:* it is NOT possible to create a Flotilla 'from scratch' at sea — that is, using a collection of leaderless Independent Squadrons. However, cases 3.333 and 3.335 CAN be used in combination to recreate a Flotilla that has been shattered by Battle or Weather, provided there is at least one remaining element of the former Formation, as those cases indicate.

### 3.34 Independent Squadrons

As a general rule, Squadrons not Assigned to a Formation must remain in the In Ordinary State. The one exception is the Independent Squadron. Independent Squadrons are classified as Formations, but are not Flotillas.

3.341 *Clarification:* although Independent Squadrons function as Formations, this does not entitle a stack of them to function as a single entity: each is a *separate* Formation.

3.342 Independent Squadrons can appear as follows:

- A Squadron In Ordinary is designated as an Independent Squadron, allowing it to enter the Fitting Out State; it must then be Issued (9.36) an RVO (9.42) or Escort Order (10.12).
- A Squadron Assigned to a Formation is Issued an RVO (9.42) or an Escort Order (10.12) *and* becomes Unassigned. Should the Squadron fail to become Unassigned, the Order is rescinded without penalty.
- The Squadron becomes Unassigned during post-Battle Reorganisation (8.42). The Squadron becomes an Independent Squadron Without Orders.
- The Squadron becomes Unassigned due to a Gale (5.37) or due to the Scattering (10.15) of a Convoy it is Escorting (10.12).

3.343 An Independent Squadron that is deemed to be Without Orders must move as expediently as possible to the nearest Friendly Port and enter the In Ordinary State.

#### 3.344 Exceptions:

- An Independent Squadron Without Orders may immediately attempt to become Assigned to a different Formation in the same location.
- Similarly, an Independent Squadron Without Orders that encounters a Friendly *Flotilla* while enroute to the Squadron's destination Port may attempt to be Assigned to the Flotilla per 3.333 point #2.

In either case if the attempt fails the Independent Squadron must continue its move to the Port, per 3.343.

3.345 See 9.42 (RVOs) and 10.12 (Escorts) for what happens to Independent Squadrons *with* Orders.

3.346 Independent Squadrons that have been Issued an Order have the Order Chit (9.32) placed on or under them in a concealed fashion. *Exception:* if Escorting a Convoy (10.12) the Independent Squadron is placed on the Convoy's display, with the Orders Chit.

3.347 Independent Squadrons Without Orders are marked with 'Unspotted' counters; when the Squadron becomes Spotted (7.1), remove the marker.

3.348 *Clarification:* an Independent Squadron can have as many Sail as its Class permits, but must have at least ONE (1) (or it would not be Formed). Some games may require Independent Squadrons to have a certain number of Sail before they can be assigned that role.

### 3.35 Attaching and Detaching

Flags and Grand Flags may Attach and Detach Independent Squadrons and Detachments. This may be done during the Reinforcement and Reorganisation Step of the Administrative Phase (4.3), and as part of Battle Reorganisation (8.42).

3.351 Any Detachment or Independent Squadron that has been Issued a RVO (9.42) may be Attached to a Flag or Grand Flag:

- The Detachment or Independent Squadron must be in the same location as the Flag or Grand Flag and the latter must be Spotted (7.1) by it.
- Detachments become Unformed. All Assigned Squadrons and Auxiliaries become Assigned to the Flag/Grand Flag. The Leader commanding the Detachment is Posted (3.46) to the Flag/Grand Flag.
- Independent Squadrons lose that designation. The RVO is Fulfilled (9.38). The Squadron simply becomes Assigned to the Flotilla.

3.352 Independent Squadrons and Detachments can be Formed from the Assigned Squadrons of Flags and Grand Flags:

- If an Independent Squadron is to be Detached, either an RVO (9.42) or Escort Order (10.12) must be Issued (9.36), or the commander of the Flotilla must pass a Leadership Check (LC — 3.45). The Squadron becomes Unassigned and is placed in the same location as its former Flotilla. Thenceforth it either Executes (9.37) the Order or functions as an Independent Squadron Without Orders.
- If a *Detachment* is to be Formed, an Order (of any kind) *must* be Issued to it. Squadrons and Auxiliaries joining the Detachment become Unassigned from the Flag/Grand Flag and Assigned to the Detachment instead. ONE (1) Leader Posted to the Flag/Grand Flag must be Posted to the Flotilla; this Leader cannot be the commander of the Flag/Grand Flag.

3.353 A Flotilla cannot Detach its last Squadron.

3.354 *Clarification:* although called ‘Detachments’, said Flotillas can be Formed through any normal means, not just by *detaching* them.

3.355 *Clarification:* as noted in the section on Issuing Orders, a Strategy Check (SC — 3.45) is required (per 9.365) to Issue an Order to a Formation in the Ready State. To repeat 3.352, a LC can be made instead, but only if the recipient is an Independent Squadron to which no Order will be Issued (which will mean the Squadron will be headed for Port as a Squadron Without Orders (3.343)). Independent Squadrons only require a SC/LC when Detaching; *Detachments* require one for both Detaching AND Attaching. In all cases the SC is made before the Order is actually Issued (in case the SC Fails).

3.356 *Exceptions:* a SC/LC is never required when a) the Detaching is done involuntarily, and b) when internally reorganising a Flotilla.

### 3.36 Optional Rule: Named Ships & Squadron Logs

Squadron Logs for each of the games are available from *Red Sash Games*. These allow the players to record information about their Fleets without using the Fleet Displays. The files may be downloaded free of charge from the RSG website, or obtained by written request. Players have RSG’s permission to make copies of the log sheets for their own use.

3.611 Note that there are no *Movement* logs. If players also want to write their moves down — even pre-plan them — they are welcome to do so, but should simply use ruled paper and shorthand of their own devising.

3.612 Some players may wish to have greater detail. Each scenario lists the Sail available in generic terms, but also lists the ships by name (*including armament — though beware of historical anomalies*). Historical reinforcements and withdrawals are also given. If both players agree, they may record the actual ships instead of ‘generic points of Sail’. For this, the Squadron Logs will be required.

3.613 *Play Note:* the ship names (*Auxiliary ships are also often named*) allow the players to employ the tactical game of their choice to resolve Battles. They will be responsible for devising ways of translating the tactical game’s results into the Sea Lords system.

## 3.4 LEADERS

### 3.41 General

The ‘command elements’ of a player’s Fleet are called Leaders. There are TWO (2) kinds: Admirals and Commodores. Admirals are subdivided into various Ranks (3.42). Admirals have an additional administrative/strategic role, and in this capacity are said to command Stations (3.47).

3.411 Every Flotilla must be commanded by a Leader. Additional Leaders may be present to assist the commander.

3.412 When Unassigned, Leaders are kept in a special holding box on the map, called the Officers’ Mess. The act of Assigning a Leader from the Officers’ Mess to a Flotilla or Station is called Posting, and is described in 3.46. The act of returning a Leader to the Officers’ Mess (or, in some cases, removing him from the game) is called Relieving, and is described in 3.48.

3.413 The number of Leaders that may be Posted to a given Formation varies with the Formation’s type:

- **Detachments** — ONE (1) Leader (the commander).
- **Flags** — TWO (2) Leaders, including the commander. ONE (1) must be an Admiral.
- **Grand Flags** — FOUR (4) Leaders, including the commander, who must be an Admiral.
- **Convoys** — ZERO (0).
- **Independent Squadrons** — ZERO (0), unless the Exclusive Rules make provision for them; if so, they will be Commodores.

3.414 Although Convoys (10.1) and Independent Squadrons are <almost> never commanded by Leaders represented by physical counters, they are assumed to have Notional Leaders (3.49) for those occasions when a Leader is required.

### 3.42 Rank Structure

Leaders have a fixed Seniority with respect to each other. Seniority is important for determining which Leaders may be Posted to a given Flotilla or Station, and for which Leader is used to resolve a given situation when multiple Leaders are present:

- All Admirals are Senior to all Commodores.
- Vice-Admirals are Senior to Rear-Admirals.
- Full Admirals are Senior to Vice- and Rear-Admirals.
- The Rank of ‘Admiral of the Fleet’ is Senior to all other Leaders.

3.421 If more than ONE (>1) Leader is present in a situation, the Senior Leader’s ratings are always used. The Exclusive Rules may add penalties for ‘cooperation’ based on the historical situation; if this is not the case, all other Leaders present are ignored for that situation.



3.422 When Ranks are the same, priority in any given situation is determined randomly, except that:

- A Grand Flag's current commander must be of equal or Senior Rank to all Friendly Flag and Detachment commanders, and to all other Leaders Posted to his Flotilla.
- A Flag's current commander must be of equal or Senior Rank to all Friendly Flag commanders and of Senior Rank to all Friendly Detachment commanders, and to all other Leaders Posted to his Flotilla.
- The Fleet Admiral (3.47) must be of equal or Senior Rank to all other Friendly Leaders on the map.
- A Command Admiral (3.47) must be of equal or Senior Rank to all other Friendly Leaders functioning as part of his Command.
- *Clarification:* if a Leader with a higher Rank is Posted to command a Formation of the same kind as that commanded by a Leader of lower Rank, the latter is *not* required to be Relieved (3.48). However, it would not be possible to Post a Leader of lower Rank to a Formation of the same kind. A Leader of matching or higher Rank would be needed. This is what is meant by 'of equal or Senior Rank'.
- *Exception:* see 3.482. Even in this case, however, an incumbent Leader must be Relieved (3.48) by a higher Ranked Leader when one physically appears on the map.

3.423 **Optional.** The following rule may be difficult to apply given the limitations of the counter mix, but is recommended: Grand Flags must be commanded by Vice-Admirals or Full Admirals, Flags must be commanded by Vice- or Rear-Admirals, and Detachments must be commanded by Rear-Admirals or Commodores.

3.424 *Example: a Battle is to be fought. According to the Battle rules, ONE (1) Formation begins the fight, but other Friendly Formations can join in. Assume the initial Formation is commanded by a Rear-Admiral. He is reinforced by another Formation commanded by a Vice-Admiral. Until he is reinforced, the Rear-Admiral's ratings are used. After he is reinforced, the Rear-Admiral is ignored and the Vice-Admiral's ratings are used.*

3.425 *Clarification:* games involving the British provide additional flavour by including icons on their Leaders indicating whether they are 'admirals of the blue', '-white', -or 'red'. Some other nations may be provided with a similar system. This artwork does have two practical effects, a) acting as a visual cue for Promotions (11.15); b) fine-tuning Seniority. However, the icons are NOT intended to tie specific Leaders to specific Formations, regardless of what icons those Formations might have — exceptions, of course, the Fleet/Command/Contingent icons, which have universal application.

3.426 *Design/Historical Note: the term 'Full Admiral' is used to avoid confusion in the rules. The actual rank in English is simply 'Admiral'. As might be expected, different nations have different names for the same thing; British terminology is used to reduce confusion. 'Commodore' was not an official rank early in the period, but an appointment given to certain captains, in the same way that the job of 'sergeant-major' is still given to a man holding warrant officer rank.*

### 3.43 Leader Ratings

The quality of a Leader is expressed by a variety of Ratings. See the Counter Guide for the location and appearance of the various ratings. Leader ratings are:

- **Leadership Rating (LR).** Used for Leadership Checks (3.43). May also be compared against other Leaders' LRs or against a certain required value, which may allow or prevent certain actions, or provide die roll modifiers for some action. High numbers are better.

- **Strategy Rating (SR).** Only Admirals have SRs. In general terms, SRs function like LRs, but they are used for 'strategic' or 'administrative' functions.
- **Control Rating (CR).** Used in combination with Flotilla CRs to determine how many Squadrons may be Assigned to a Formation without penalty. See 3.44.
- **Personality.** Personality is marked as ONE (1) of FOUR (4) possible groupings of pips. Single pips are always good and double pips are always bad (though they may still be useful in some circumstances). Personality may affect the performance of the forces a Leader Controls in a number of ways.
- **Rank.** Shown as an alphabetic code. Use this code, rather than his name, to determine a Leader's game Rank.

3.431 The effects of these ratings are described throughout the rules, as needed, and/or are found on the various charts and tables. A summary can be found on the Leadership Summary Chart.

3.432 *Design Note: obviously, the Personality Rating is a very crude abstraction. Most men's 'personalities' vary depending on their circumstances. Brave commanders have been known to panic, and 'poor' leaders sometimes have their day.*

### 3.44 Control Ratings (CR)

The number of Squadrons that can be Assigned to a Flotilla is technically unlimited. However, in practice the Leaders present with a Flotilla set a 'safe' limit of Assigned Squadrons, based on their Control Ratings (CRs). Any Flotilla with more than this number of Squadrons Assigned is termed Oversized and suffers penalties.

3.441 The CR of a Flotilla is determined by summing the CRs of all Leaders Posted to it. *Exception:* the Exclusive Rules may state that a Leader's CR is ignored or even reduces the CR, based upon a variety of issues, for example, factionalism, or the fact that a Leader belongs to a different Contingent.

3.442 Compare the CR to the number of Assigned Squadrons. Squadrons with a maximum *capacity* of TWO (2) Sail are worth ONE HALF (1/2) a Squadron each. Round fractions UP. Flagships (10.3) are ignored. If the total CR is exceeded by the total number of Squadrons, the Flotilla is Oversized, with penalties applying per 3.443.

3.443 Oversized Flotillas suffer penalties during Movement (5.0), when determining Attrition (11.2), and during Battle (8.0). The penalties for Movement and Attrition increase as follows:

- More Squadrons than the CR = apply the penalty.
- Twice ( $\geq 2x$ ) as many Squadrons (or more) as the CR = double ( $\times 2$ ) the penalty.
- Three times ( $\geq 3x$ ) as many Squadrons (or more) as the CR = triple ( $\times 3$ ) the penalty.
- The Oversized penalty is applied in a different manner for Battle (8.0): Friendly Squadrons in excess of the combined CRs of all Engaged (8.21) Friendly Leaders do not participate in the Battle. See 8.214.

3.444 Oversized penalties are assessed and applied as those circumstances in which an Oversized Flotilla could be penalised occur. With regard to Movement, assess the situation in each Movement Point Increment (MPI — 5.13).

3.445 *Example: a Grand Flag of 9 Squadrons is commanded by a Vice-Admiral with a CR of '3', supported by another Vice-Admiral (CR '2'), a Rear Admiral (CR '2'), and a Commodore (CR '1'). Total CR is  $3 + 2 + 2 + 1 = 8$ . The Flag is Oversized: the combined CR is 1 less than the number of Squadrons.*

3.446 **Important.** If a Flotilla becomes Oversized involuntarily due to the removal of Leaders, the excess Squadrons may immediately be Detached as Independent Squadrons without Orders, following the guidelines of 3.35.

### 3.45 Leadership Checks (LCs)

A LC is a die roll made against a Leader's LR or SR. If a Leader's SR is used, the term employed is Strategy Check (SC). SCs are made in exactly the same way as LCs, though for different reasons.

3.451 If the result of a LC/SC is equal to or less than ( $\leq$ ) the LR/SR, the LC/SC is successful. Otherwise it is not.

3.452 **Important.** A die roll of ZERO (0) is always a successful LC or SC.

3.453 LC/SCs are made for a variety of reasons, and may receive good or bad modifiers (which will be noted on the relevant tables).

### 3.46 Posting Leaders to Flotillas

All Flotillas must have an eligible Leader Assigned to command them. Additional Leaders can be Assigned to the same Flotilla assist the commander (see 3.413). The term 'Posting the Leader' is used to describe these Assignments.

3.461 Posting may occur:

- As part of the act of Forming a Flotilla. If no Leader can be Posted to command it then a Flotilla cannot be Formed.
- Whenever a previously Formed Flotilla has lost its commander and there is no other Leader currently Assigned to the Flotilla who can replace him (see especially 8.42). Note that in many cases the Flotilla will not be at a Friendly Port at the time the commander is lost. To cover such situations, the Flotilla is commanded *ad interim* by a Notional Leader (3.49).
- When Detaching a Detachment, per 3.35.

3.462 *Clarifications:* a Flotilla with a Notional Leader is not *forced* to proceed to a Port and collect a real Leader, but once at a Port, either the Notional Leader must be Relieved (3.48) or the Flotilla must become Unformed. Note also that some counter mixes may be short of Leaders; this will have been done deliberately to reduce the affected nations' capabilities.

3.463 Flotillas are eligible to have Leaders Posted to them provided:

- They occupy a Friendly Port Space or Harbour.
- *Exception:* when Forming Detachments from Flags/Grand Flags (3.35), an 'assistant' Leader is Posted from the Flag/Grand Flag directly to the Detachment.

3.464 When selecting Leaders from the Officers' Mess, do so in the following order of precedence:

- The commander must be selected first. Arrange the available Leaders by the Ranks that qualify to command the Flotilla and draw ONE (1) randomly.
- For all other Leaders Posted to the same Flotilla a random draw is made of as many Leaders as the Controlling player desires, up to the limits of the Flotilla. Leaders Senior in Rank to the commander must be returned to the Officers' Mess.
- If an ineligible Leader is randomly drawn for Posting, draw again until an eligible one is found. If this is not possible the slot will remain vacant. It will help to sort Leaders in the Officers' Mess by Contingent and Rank.

3.465 If the commander of a Flotilla is lost, the Senior Ranking Leader remaining Posted to the Flotilla takes his place as commander.

3.466 Commanders are placed on the Flotilla's Display in the box provided. Assistant Leaders should be stacked under him (in no particular order). The Leaders are assumed to be with the Flotilla at all times while on the Display.

3.467 If more than ONE ( $>1$ ) Contingent is represented in a Flotilla, and the Contingent has its own Leaders, there must be at least ONE (1+) Leader Posted to the Flotilla for each such Contingent. In some games, additional restrictions may apply (see the Exclusive Rules).

### 3.47 Posting Leaders to Stations

Each Fleet and each Command must also have a Leader Posted to command it. A Leader Posted to a Command or Fleet is said to have been Posted to a Station.

- The Leader in charge of a Fleet is termed the Fleet Admiral, and is responsible for all Strategy Checks affecting that Fleet.
- The Leader in charge of a Command is termed the Command Admiral (*of such-and-such a Command*), and is responsible for all SCs affecting that Command.

3.471 *Example: France and Spain are separate Commands of the same Fleet — the Bourbon side. The Bourbon player wishes to join some of his Spanish and French Squadrons in the Bourbon Grand Flotilla — a special Formation that can include elements of both Commands. Because his French and Spanish Squadrons are in separate Ports some distance from each other, he intends to Form the Grand Flotilla at sea. The French Squadrons that will join the Grand Flotilla are formed into a (small) Flotilla through a SC by the French Command Admiral; the Spanish likewise, using the Spanish Command Admiral's SC. The Flotillas then move, merging successfully during the Administrative Phase with a subsequent SC by the Fleet Admiral.*

3.472 **Important.** Unless the Exclusive Rules say otherwise, a Leader Posted to a Station must, if possible, hold a concurrent Posting with a Formation on the map:

- If a Grand Flag is present in the game, the Fleet Admiral *must* command it when both he and the Flotilla are in play. Otherwise;
- The Fleet Admiral must command any ONE (1) Flag when both he and at least ONE (1) such Flotilla are in play.
- Command Admirals command Flags other than that belonging to the Fleet Admiral.

3.473 Per 3.42, the Fleet Admiral must be of Senior or equal Rank to all other Friendly Leaders on the map and each Command Admiral must be of Senior or equal Rank to all other Friendly Leaders functioning as part of his Command.

3.474 If, due to circumstances, no Leader is currently Posted to a Fleet/Command Station, then that Station has a Notional Leader (3.49). Note that if there are no eligible Admirals (or if the scenario dictates) a Commodore may be Posted to a Station. The following points cover these situations:

- If a Fleet Station has a Notional Leader Posted to it rule 3.49 applies.
- If a Command Station has a Notional Leader Posted to it, the Fleet Admiral 'runs' that Command, using ONE HALF (1/2) the value of his SR for activities within that Command.
- If a Commodore is Posted as a Command Admiral, the Fleet Admiral also 'runs' that Command, as above, using ONE HALF of his SR plus ONE (SR/2 +1).

- If the Fleet Admiral is a Commodore, he is awarded a SR of ZERO (0). If he is running a Command Station with a Notional Leader Posted to it, the SR for that Command will, of course, also be ZERO (0). However, such Leaders still receive the bonus for running Commands that have a Commodore-Rank Command Admiral. I.e. a Commodore-Rank Fleet Admiral would run every Command that had a Commodore Posted to it, including his own, with a SR of ONE (0/2 +1 = 1).

3.475 Postings to Fleet and Command Stations occur:

- At the start of the game.
- Whenever a Fleet/Command Admiral has been Relieved (3.48).
- Whenever a Fleet/Command Admiral has been Killed.

3.476 A Leader can be Posted to a Station from the Officers' Mess, or from among any of the Leaders currently commanding a Flotilla, provided cases 3.472/3.473 are adhered to:

- Starting Fleet/Command Admirals will usually be designated by the scenario rules; if not, select the most Senior Ranked Admiral from the Officers' Mess to be the Fleet Admiral, and Admirals of the next Senior Rank and of the appropriate Command to be Command Admirals. If there is a choice, pick randomly from among the candidates.
- After the game begins, choose new Fleet/Command Admirals firstly from among Leaders already Posted to command Flotillas, or;
- If there is no qualified Posted Leader, or a Leader of a higher Rank is in the Officers' Mess, draw from the Officers' Mess as in point #1 above.
- As will all random drawings, if an ineligible Leader is picked, draw again until an eligible one is found. If this is not possible the slot will remain vacant.

3.477 *Clarification:* in some cases there will not be enough Flotillas for all Station commanders to have their own. Therefore, the above requirements only come into play when they are capable of being fulfilled. If no eligible Flotillas are available, a Leader can be Posted solely to a Station.

3.478 Fleet/Command Leaders cannot voluntarily give up their Station and be solely Posted to a Flotilla. They can, however, be Relieved (3.48) from their Station, in which case they may, unless circumstances dictate otherwise, remain in command of their Flotilla.

3.479 The counter mix contains markers for indicating Fleet and Command Admirals. These can be stacked with the appropriate Leaders when they are simultaneously Posted to Flotillas. If Posted to a Station and not a Flotilla, an Admiral is placed in a specially marked box on the map; if no such box exists, place the Admiral in the Officers' Mess, stacked with his special marker as a reminder that he is actively in play and not available for other assignments.

3.47.10 *Play Note:* most of the time an Admiral Posted to a Station will also be Posted to a Flotilla, but in winter, for instance, all Squadrons may be In Ordinary, and no Flotillas will be in a Formed State. At such times the Admirals can be placed in their special holding boxes and still exercise their functions.

3.47.11 *Design Note:* Stations were (and are) geographical areas of responsibility. Near the homeland, they could be commanded by very senior admirals; in some colonial backwater on the other side of the globe they might be commanded by a captain with the acting rank of commodore.

### 3.48 Relieving Leaders

A Leader who is removed from Assignment to a Flotilla or Station, without being killed, is said to be Relieved from his Posting. This can occur voluntarily or involuntarily.

3.481 Involuntary Relief occurs automatically. The reason for an Involuntary Relief will determine the fate of the Leader:

- If the Flotilla that the Leader commands becomes involuntarily Unformed all Leaders Posted to that Flotilla are returned to the Officers' Mess at the end of the R&R Step and are then eligible to be Posted again. *Exception:* if concurrently Posted to a Station a Leader placed in the appropriate Station Box and retains that Posting.
- If the Flotilla that the Leader commands becomes voluntarily Unformed while at a Minor Port or in a Key Port Harbour, in order that its Assigned Squadrons may enter the In Ordinary State, all Leaders Posted to that Flotilla are returned to the Officers' Mess at the end of the R&R Step and are then eligible to be Posted again. *Exception:* if concurrently Posted to a Station a Leader placed in the appropriate Station Box and retains that Posting.
- If the Leader is commanding a Station and a Leader Senior in Rank appears in play, the current commander is Relieved. If not concurrently Posted to a Flotilla, the Relieved Leader may be so Posted if it is desired *and* if it is legal to do so; otherwise he must be returned to the Officers' Mess. If concurrently Posted to a Flotilla he remains so.
- Due to poor performance, as explained in 3.485. The Leader is removed from the game.
- The Exclusive Rules may require that a particular Leader or Leader Rank be Withdrawn from play. This can occur in one of TWO (2) ways: a) the Leader is a commander and his Flotilla is also required to exit play, in which case he and the Flotilla leave the map together using normal movement rules (other Leaders Posted to the Flotilla go to the Officers' Mess at that time); b) the Leader alone must leave, in which case the Leader's Flotilla must proceed as expediently as possible to a Friendly Port and after it arrives the Leader is Relieved and a new Leader Posted to command the Flotilla.

3.482 **Important.** *Exception:* in some games a low Ranked Leader may have been Posted to a Station due to the scenario instructions, even though the Officers' Mess contains higher Ranked Leaders. In such cases the player has the choice to Relieve the incumbent Leader or not. If, however, a higher Ranked Leader subsequently appears on the map in command of a Formation, the incumbent's Relief in favour of the new Leader becomes mandatory.

3.483 Voluntary Relief is possible only during the R&R Step (11.1) of the Administrative Phase. Reasons for Voluntary Relief are:

- The Leader does not command a Flotilla but is Posted to it and the player wishes to use him elsewhere. The Leader to be Relieved must be located at a Friendly Port Space or in a Harbour. The Leader is returned to the Officers' Mess.
- The player wishes to replace a Command Admiral. If Relieved the Leader is returned to the Officers' Mess after a new Leader is Posted to the Station.

3.484 Voluntary Relief is not automatic:

- A Commodore can be Relieved by his Fleet or Command Admiral, if the latter passes a SC.
- An Admiral can be Relieved by his Fleet or Command Admiral, if the latter passes a SC.

- A Leader who is also a Command Admiral can only be Relieved by his Fleet Admiral, if the latter passes a SC.
- A Fleet Admiral cannot be Relieved Voluntarily. See 3.485.

3.485 Voluntary Relief of a Station Posting is only permitted if another Leader of equal or higher Rank is eligible to be Posted to replace the Relieved Leader.

3.486 Fleet Admirals are Involuntarily Relieved from their Postings for poor performance. Such Reliefs are checked at the end of the Administrative Phase of the Winter Quarterly Turn. To determine whether an Admiral is Relieved 'administratively':

- Roll ONE (1) die for each Fleet Admiral. If the result is NINE or less ( $\leq 9$ ), the Admiral remains in his Posting.
- For each net point of Prestige (12.0) the player has lost since the start of the Year, the Relief die roll must be modified by plus TWO (+2).

3.487 Relief of a Leader holding concurrent Station/Formation Postings is conducted separately for each Posting. *Exception:* Fleet Admirals Relieved from a Station *must* also be Relieved from any Flotilla they command; the same Relief action (if successful) deprives them of both Postings.

3.488 *Play Note:* playing badly so as to ensure the removal of a bad Admiral is a legitimate tactic. One less Leader for your side.

3.489 *Design Note:* admirals were indeed recalled for various reasons. Good performance was no protection. Although in game terms relief is based on lack of performance, the reality it represents includes everything from 'we need your services in a more important station' to 'Admiral so-and-so has brought grave charges against you and his political connections are stronger than yours; return at once to receive your punishment'.

### 3.49 Notional Leaders

Whenever a Formation or Station lacks a Leader, it is assumed to have a Notional Leader Posted to it.

3.491 By default, Notional Leaders have a SC and LC of ZERO (0), a Timid Personality, and a CR of ONE (1). The Exclusive Rules may assign different values based upon the overall quality of a Fleet.

3.492 Additionally, whenever a LC or SC is required and there is no actual Leader available to conduct it, the presence of a Notional Leader is assumed.

3.493 Notional Leaders are always assumed to possess the qualifications needed for their current position — e.g., a Notional Leader commanding a Flag will be of sufficient Rank to do so. However, all Notional Leaders of a given Rank are the most Junior of that Rank.

3.494 When a Friendly Flotilla commanded by a Notional Leader is at a Port, the player must attempt to replace the Notional Leaders with a real Leader. Similarly, when a Notional Leader is Posted to a Station, he must be Relieved as soon as possible and replaced with a real Leader. Relieving a Notional Leader requires no SC.

### 3.4.10 Leader Casualties

Most Leader casualties occur as a result of Battle — see 8.38.

3.4.101 A Leader who becomes a casualty undergoes a form of Involuntary Relief from all his Postings (*exception:* Wounds). If there is a requirement for a new Leader to be Posted to the casualty's command(s), this takes place immediately, but otherwise following normal procedures.

3.4.102 The fate of a Leader who becomes a Casualty varies:

- **Wounded.** He remains in his Posting — and also retains his command position if he is a commander — but a numerical marker is placed under his counter to show the number of Turns he retains his Wounded status. Each R&R Step the numerical marker is reduced by ONE (-1); when the number of Turns reaches ZERO (0) the marker is removed and the Leader is no longer Wounded.
- **Killed.** The Leader is immediately removed from the game.
- **Captured.** The Leader is immediately removed from the play and held by the opposing player. If Exchanged (11.16) he will return to the Officers' Mess and be eligible to be Posted again.

3.4.103 **Important.** While Wounded, a Leader's LR, SR, and CR are each HALVED ( $\times 1/2$ ), to a minimum of ZERO (0) in the case of his LR and SR, and to a minimum of ONE (1) in the case of his CR.

3.4.104 **Important.** If for any reason a Formation has its last Sail Sunk, all Leaders present with that Formation are Killed.

## 4.0 SEQUENCE OF PLAY

*Inst. 4th. If any squadron shall happen to be overcharged or distressed, the next squadron or ships are speedily to make towards their relief and assistance upon a signal given them; which signal shall be, in the admiral's squadron a pennant on the fore topmast-head, the vice-admiral or he that commands in chief in the second place a pennant on the main topmast-head, the rear-admiral's squadron the like.*

THE FOLLOWING IS ONLY A SUMMARY OF EACH TURN'S ACTIVITIES. REFER TO THE SEQUENCE OF PLAY CARD FOR FULL DETAILS.

### 4.1 THE TURN SEQUENCE

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 TEN (10) discrete Steps (4.3).

4.12 Turns are identified thus: Turn One, Turn Two, Turn Three etc. If necessary, the Year date (e.g. *Turn One of 1692, Turn Three of 1744, etc.*) will be given as well. Note that this notation is cyclical, not linear. If the number of Turns since the beginning of a scenario is to be given, it will be thus: Turn 1, Turn 14, Turn 42, etc.

4.13 SIXTEEN (16) Turns make up a game Year. Every FOUR (4) Turns is a Season (Winter, Spring, Summer, Fall), as noted on the Turn Record Chart.

4.14 **Important.** Each of the Turns that marks the END of a Season is a Quarterly Turn (4th, 8th, 12th, 16th), as noted on the Turn Record Chart.

4.15 *Design Note:* the Quarterly Turns were originally at the start of each Season (1,5,9,13). They were moved to their current position when *Yellow Jack* (Vol. 3) was released, although the 3.0 FI that came with the game still incorrectly gave the earlier version as the rule. The change was made in tandem with an identical change made to the *Lace Wars* series. Doing so removed some serious anomalies. The problems were less acute in *Sea Lords*, but to maintain consistency across the two systems, the change was also implemented here.

## 4.2 THE OPERATIONS PHASE

### 4.21 Pre-Turn Activities

These will be dictated by the Exclusive Rules.

### 4.22 The Impulse

Each Impulse consists of the following steps, conducted in the order listed:

- **Determine Winds** (5.3). One of the players checks to see which Winds are Blowing (5.24), and whether there are any Gales (5.3). To emphasise, *Weather is checked at the start of each Impulse*, not each Turn.
- **Random Events**. These occur when Determining Winds. Their nature depends on the Exclusive Rules.
- **Conduct Movement** (5.0). To keep Movement as 'simultaneous' as possible, it is broken into FOUR (4) Movement Point Increments (MPIs). In each MPI, ONE (1) Movement Point (MP — 5.1) is expended by all eligible Formations. Most commonly, MPs are expended to Move, but some can be expended on other actions, and this always counts as the expenditure for the MPI.

*4.221 Design Note: the term 'Impulse' may seem odd, considering that it is more suitable for describing incremental movement itself. However, the division into 4 Impulses allows the Sea Lords turn sequence to mesh with the Lace Wars turn sequence.*

### 4.23 Secondary Activities

Other actions may be carried out either before, during, or at the end of each MPI:

- **Converting Multi-Role Sail** (6.3). This actually occurs at the start of the Impulse. It allows players to change the balance of reconnaissance and combat assets within a Formation.
- **Spot/Unspot Formations** (7.1). This occurs at the start of each MPI. Spotting can be automatic, if a Formation is in an eligible location, or can be done through Searching (7.12). At the end of each MPI, Spotted Formations lose this status unless in a location that causes automatic Spotting or unless Shadowed (7.13).
- **Task Auxiliaries** (6.0). Auxiliary Tasks cover a variety of activities, but especially include Searching (7.12) and Shadowing (7.13). Most Tasking can occur at any point during an MPI; Searching occurs at the start of an MPI as part of the effort to Spot Formations.
- **Resolve the Effects of Gales** (5.3). Resolving the effects of Gales is a process spread out over each MPI. At the start of the FIRST (1st) MPI, some Gales may cease and others move. Then, new Gales appear (per the Wind Determination made earlier). During each MPI, Gales affect the positioning and movement of Formations, prevent the Spotting (7.1) of Formations, the Interdiction of Spaces (7.2), and Battles (8.0). At the end of each MPI, Gales cause Attrition.
- **Resolve Battles** (8.0). If opposing Formations occupy the same Space at the *end* of a MPI, and at least ONE (1) 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. The critical issue is gaining the Weather Gauge (8.22) — that Side dictates whether a Battle will be fought, and what its Intensity (8.31) will be. 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.

- **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.

### 4.24 End of Impulse Actions

At the end of each Impulse:

- **Attempt Hand-Over & Extension Orders** (9.41/9.3.10). 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** (9.38). 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**.

## 4.3 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 Step** (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. *Clarification*: these are not Random Events (see above), but special occurrences tied to politics or grand strategy.
- **Assess 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). As noted above, Order Fulfilment and Failure is resolved at the end of each Impulse. The Assess Orders Step is <normally> only taken Quarterly; the score of Fulfilled/Failed Orders is translated into Prestige. This step is also the time when Orders are forcibly Terminated at the end of each Year. See 9.38.
- **Reinforcements & Reorganisation Step** (11.1). New forces are received and deployed and forces are removed from play per the Exclusive Rules. New Convoys appear. Forces can be reorganised — Formed, Unformed, Transferred, Rebased (6.153), etc. Leaders may be Posted and Relieved. Note that the Reorganisation process is also permitted (in a limited fashion) at the end of each Battle (8.42), but only in the Battle Space itself. Existing Convoys 'unload' (disband) and Escort Orders are Terminated (9.38).
- **Receive/Issue Orders Step** (9.3). 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.
- **Auxiliaries Step** (6.0). In this exact sequence: a) Recover Auxiliaries (6.16) from the Recovery Box to the Available Box; b) Convert Mixed Role Auxiliaries (6.3) in the Available Box to Sail; c) Assign (6.13) Auxiliaries to Ports or Formations; d) Convert Mixed Role Sail (6.3) at Ports to Auxiliaries, placing them in the Available Box.
- **Return Squadrons from In Ordinary Step** (3.27/11.3). Squadrons that are currently In Ordinary can be put in the Fitting Out State.
- **Attrition Step** (11.2). This step inflicts Damage (7.3) on Formed Squadrons.

- **Repair Step** (11.3). Squadrons currently In Ordinary can be Repaired.
- **Place Squadrons In Ordinary Step** (3.27/11.3). Squadrons Fitting Out can be put in the In Ordinary State (11.3).
- **Fleet Admiral Relief Step** (3.485) is checked in the Winter Quarterly Turn.

Note that **Prestige** (12.0) is awarded (or lost) as soon as called for, and any Prestige comparisons between the Fleets that may be required because of this are made at the same time. There is no designated 'victory' step.

## 5.0 MOVEMENT

*Inst. 5th. If in case any ship shall be distressed or disabled for lack of masts, shot under water, or otherwise in danger of sinking or taking, he or they, thus distressed shall make a sign by the wgt of his jack or ensign, and those next him are strictly required to relieve him.*

### 5.1 MOVEMENT BASICS

#### 5.11 General

The players' forces change position on the map through the act of Movement. Movement is strictly regulated, as explained in the following rules. In summary, a Formation moves along a network of Lanes and Spaces (5.22/5.23), and Sea Zones (5.27), by expending Movement Points (MPs — 5.12). The various routes of travel are affected, and in some cases determined by, the Wind (5.3).

5.111 Typically, it will cost ONE (1) MP for a Formation to move to an adjacent location; additionally, a die roll may be required to determine if the move is successful.

5.112 To make play as simultaneous as possible, the Movement of every Formation is conducted ONE (1) MP at a time (5.13).

5.113 To avoid the need for plotted moves, players use Directional Markers (5.15) that predesignate the direction of travel for each Formation.

5.114 **Important.** Unless noted otherwise, all distances (ranges, especially) are measured in MPs.

#### 5.12 Movement Points (MPs)

Every Squadron and Convoy (10.1) has a numerical Movement Allowance (MA) printed on its counter. Flotillas have a MA equal to the lowest MA of any Assigned Squadrons.

5.121 A Formation's MA is the number of points of Movement — Movement Points (MPs) — it must (*note: must*) expend in each Impulse.

5.122 Certain Formations may have reduced MAs:

- Oversized Flotillas (3.44) have their MA reduced by ONE (-1) (multiplied as necessary per 3.44).
- Formations with accrued Damage (7.3), or that have Assigned Squadrons with accrued Damage, may have their MAs reduced, depending on the amount of Damage — see the Damage Chart and 5.132.

5.123 The only times that a Formation may expend less than its MA in any given Impulse are:

- When a Formation enters the Ready State during the Impulse. Any MPs that should have been spent prior to the instant in which the Formation adopted the Ready State are assumed to have been spent in the earlier part of the Impulse.
- In Ordinary Squadrons never expend MPs.

### 5.13 Movement Point Increments

Each Impulse is broken into FOUR (4) equal Increments — MP Increments or MPIs. By default, every Formation in the Ready State *must* expend MPs during the movement portions of the Operations Phase. For each Impulse, ONE (1) MP is expended in each MPI, thus:

- 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 fourth (4th) MPIs.
- Formations with a MA of ONE (1) expend ONE (1) MP in the last (4th) MPI.

5.131 Formations with a MA of FIVE (5) expend MPs as if they had a MA of FOUR (4), but receive certain bonuses:

- They receive a favourable die roll modifier when determining Loss of Subordination due to Gales (5.37).
- They receive a favourable die roll modifier when attempting to Catch the Wind (5.25).
- They receive a favourable modifier when determining the Weather Gauge (8.22) prior to Battle.

5.132 Should a Formation incur Damage (7.3) sufficient to reduce its MA during an Impulse, fulfil its Movement for the rest of the Impulse as if it began the Impulse with its new MA. Formations with a MA of FIVE (5) that have their MA reduced to FOUR (4) lose the bonuses noted in case 5.131 but continue to move with an MA of FOUR (4) until they suffer another MA reduction.

*5.133 Example: a Formation with 'MA 4' has its MA reduced to '3' in the third (3rd) MPI. Since 'MA 3' Formations only skip the first (1st) MPI, its Movement is unimpaired for the rest of the MPIs this Impulse. In all subsequent Impulses, however, it must skip the first (1st) MPI.*

5.134 A Formation that does not expend an MP in a given MPI may still engage in Battle — per 8.12 Battles occur at the end of each MPI, regardless of the expenditure of MPs.

5.135 Formations that do not expend an MP in an MPI still suffer the effects of Gales (5.3), but do not otherwise suffer Attrition derived from MP expenditure (see 11.23).

*5.136 Clarifications:* Auxiliaries may be Tasked (6.14) from Formations that have not expended a MP in a given MPI. Mixed-Role Auxiliaries (6.3) may be Converted (since, per 6.324, Conversions can occur at the start of the Impulse).

### 5.14 Movement Costs

Formations expend ONE (1) MP (and thus use ONE (1) MPI) to conduct the following activities:

- Move to a Space (5.22) or Sea Zone (5.27), either from another Space or from a Sea Zone.
- Remain in place. Also known as 'On Station'.
- Attempt to Catch the Wind (5.25). If successful, this includes Movement to the desired destination. If unsuccessful, the Formation marks time in its current location.
- Remove an Auxiliary conducting Interdiction (7.2). This also counts as On Station.
- Changing State from Ready to Fitting Out or *vice versa*. Remember 5.123.

## 5.15 Directional Markers

One difficulty with games featuring ‘simultaneous movement’ is the ability of the player who goes second to simply follow his opponent’s every move. Plotted movement is the usual solution. *Sea Lords* tries a different tack (*pun intended*). This involves the use of Directional Markers (DMs).

5.151 DMs are chits with arrows printed on them — pointing to an edge or to a corner of the counter — or with ‘No Move’ printed on them. See the Counter Guide.

5.152 In each Impulse, both players must deploy DMs. Player A (2.33), as designated by the Exclusive Rules, does so first. Both players then conduct Movement. The sequence is as follows:

- At the start of the Impulse, Player A distributes DMs to all of his Ready Formations, with the arrows pointing in the intended direction of travel. ‘No Move’ DMs are used when the Formation will be intentionally Marking Time.
- Player B does the same.
- Player A resolves all his non-Movement activities for the FIRST (1st) MPI. *Technically, movement is simultaneous, but some activities, such as the Tasking of Auxiliaries (6.0), are resolved sequentially; this gives Player B a slight advantage.*
- Player B then does the same.
- Player A resolves all his Movement activities for the FIRST (1st) MPI. Player A only reveals the DMs of all Formations that will expend an MP in the current MPI. He is limited to moving his Formations as the DMs direct.
- Player B then does the same.
- This procedure is followed for each MPI. At the start of each MPI after the first, the players, beginning with Player A, may change the DMs of any of their Formations that expended an MP in the previous MPI. **Important.** If a Formation does not expend a MP in a given MPI, its DM *cannot* be changed.

5.153 When an MP is to be expended to enter the Ready or Fitting Out States, the players indicates this with a ‘No Move’ DM.

5.154 If a Formation is not in the Ready State at the start of the Impulse, the first time its DM is placed will be the MPI in which it appears in that state.

5.155 **Important.** DMs are placed under Formation counters. If a Formation is Spotted (7.1) by the opposing Fleet (only) its DM is briefly revealed, *at that moment*, for the benefit of the opposing player.

5.156 Formations leaving or entering Sea Zones (5.27) also use DMs. However, the players are allowed some leeway: DMs used when entering a Sea Zone need only point at the Zone’s box, while DMs used while exiting a Sea Zone need only point to the desired exit edge. If there is more than one choice of destination, a player may make the choice at the time he moves the Formation. *Clarification:* if a Sea Zone lay in the same direction as a destination Space, a player *could* choose to move to the Zone rather than the Space, or *vice versa*.

5.157 **Optional.** When multiple choices of destination are involved, per case 5.156, the players should write down their Formations’ exact destinations before revealing their DMs (unless the Formation is Shadowed (7.13)). This will prevent Player B from always following Player A’s forces.

5.158 *Play Note: the counter density in these games is not high. Many times, it will be obvious that forces cannot interact. In such cases, the DM procedure can be dispensed with (indeed, it will sometimes be possible to ignore MPIs as well).*

5.159 *Design Note: in the real world, at this scale, a surprising amount of information would be known about each Fleet’s composition and overall strategy. What was hard to gauge was immediate intention. Surprise was often achieved by a force sortieing from a port, even though the signs of preparation would be obvious. So much depended on the wind.*

## 5.2 MOVEMENT & THE MAP

### 5.21 General

Movement is regulated by TWO (2) kinds of map features. These are:

- Spaces & Lanes (coastal routes). See 5.22/5.23.
- Sea Zones (open water routes). See 5.27.

Straits (5.26) and Ports (5.28) are special types of Spaces.

5.211 Movement is governed by Winds (*also representing water currents*). There are two kinds of Winds:

- Prevailing (PW). PWs are always in effect, unless canceled by a SW.
- Seasonal (SW). SWs are generated on a table at the start of each Impulse, as described in 5.24.

5.212 Spaces (including Straits) are depicted as roundels, either singles or overlapping sets, and can be Large or Small (5.221), white or coloured (5.222). Ports are depicted as anchors.

5.213 Lanes are depicted as sets of lines — dashes, chevrons, and arrows — and can again be white or coloured.

5.214 Sea Zones appear as coloured boxes with information printed in them, lying over the ‘water’.

5.215 For clarity, each colour (*excepting white*) has a matching icon (*useful for colourblind players*). These icons are printed near the appropriate Spaces and Lanes, and in the Sea Zones.

### 5.22 Spaces

Formations occupy Spaces and move between them using the Lanes (5.26). Ready Formations must always end the current MPI on a Space or in a Sea Zone.

5.221 There are two sizes of Space (ignoring Straits — 5.26 — and Ports — 5.28), Large and Small:

- By default, Formations move from Large Space to Large Space, ignoring Small Spaces. Large Spaces connected by Lanes (5.23) are Adjacent if there is only ONE (1) intervening Small Space between them.
- Small Spaces are used only when a Formation is moving ‘against the wind’ (per 5.231). That is, they are used to indicate the increased movement costs of going against the wind.

5.222 **Important.** Every Small Space that is adjacent to and ‘downwind’ from a Large Space is considered to be part of the same location as that Large Space. I.e. if, when moving along a Lane, a Formation would skip over a Small Space, that Space is considered to be part of the same location as the Formation’s originating Large Space.

5.223 *Clarification:* Should a Formation occupy a Small Space it must *always* move to the next Large Space before continuing on, even if it reverses its direction of travel, and this always costs ONE (1) MP.

5.224 Spaces are either white or coloured:

- A Large Space with only a white roundel is only affected by the PW.
- A Large Space with one or more coloured roundels is affected by an equal number of SWs. By intention, each SW has its own

colour; if colours have to be duplicated, the associated symbols (5.215) will differ. Note that PW (white) roundels can be present in company with SW (coloured) roundels.

- Small Spaces are always white if there is a PW, but if affected by SWs (e.g., when resolving Gales) the matching icons will be present.
- If a Small Space is coloured or has multiple coloured circles, its location is only affected by the indicated SWs.

**5.255 Galleys.** Galleys, whether Sail or Auxiliaries, ignore Small Spaces at all times.

### 5.23 Lanes

A single (1) Lane is defined as ALL of the lines connecting the same TWO (2) Spaces, without any intervening Space of any kind.

5.231 The expenditure of ONE (1) MP allows a Formation to move along ONE (1) Lane thus:

- If a Formation is moving in the direction of the Wind, it moves from Large Space to Large Space, ignoring Small Spaces.
- If a Formation is moving in the direction opposite to the Wind, or during a Gale (5.3), it moves from Space to Space, irrespective of size.

5.232 There are THREE (3) kinds of line that can make up a Lane:

- **Black Dashed Line.** When a Lane has a black dashed line, a player must first make a die roll for his Formation to Catch the Wind (5.25) before it may move along the Lane. Whether successful or not, this will consume an MPI.
- **White Chevrons.** A line of white chevrons indicates the Prevailing Wind (PW). Movement in the direction of the chevrons' 'points' is 'with' the wind. Movement in the opposite direction is 'against' the wind.
- **Coloured Arrows.** A line of coloured arrows indicates a Seasonal Wind (SW), and may only be used when that Wind is Blowing (5.24). When a SW is Blowing it cancels any PW along the same Lane, and also negates any requirement to Catch the Wind (5.25). Each SW has its own colour.

5.233 **Important.** If Spaces are only connected by coloured arrows, the Lane is treated as a black dashed line when none of the indicated SWs are Blowing, thus requiring Formations to Catch the Wind (5.25).

5.234 If there is more than ONE (>1) line to a Lane:

- Use the black/white (dashed or chevron) line if no SW that can affect that Lane is Blowing.
- Use the coloured (arrow) line corresponding to the SW if that SW is Blowing.

5.235 *Clarification:* on some maps, Large coloured Spaces can lie on routes that have no coloured lines. This is because the SW that affects the Lane Blows in the same direction as the PW and adding extra lines would be redundant while making the map harder to read. In such cases the SW still does affect the Space, particularly if a Gale or some other SW-related effect is present.

5.236 *Clarification:* some small Spaces lying on SW-affected Lanes are coloured but many more are white. When moving against the SW, *all* Small Spaces are still used.

5.237 *Clarification:* Small white Spaces may be marked with a SW icon. The marker will be placed in such locations for convenience. It will only serve to indicate which SW an accompanying coloured line represents.

5.238 *Clarification:* there will never be more than ONE (1) SW affecting the same Lane at any given time, though there may be two or even three SW lines along that Lane.

5.239 *Design Notes:* 'Winds' include steady currents and 'ordinary' tidal effects.

### 5.24 Seasonal Winds

As stated earlier, the PW is always in effect unless a Seasonal Wind (SW) overrides it. SWs are generated as explained below. The PW and <normal> SWs only affect Movement, as described in 5.2. Occasionally, a SW may be at Gale Force, causing additional effects, described in 5.3.

5.241 To determine which (if any) SWs are in effect, consult the Wind Table at the start of each Impulse. Roll ONE (1) die for each listed SW, under the current Season. The result will either be a 'blank' or a numeral.

- If there is no entry, the SW cannot occur.
- If the result generated by the die roll is within the range of numbers shown, the SW is in effect.

5.242 **Contra Winds.** Certain SWs may be paired on the table. These are Contra Winds. Only ONE (1) of any given pair of Contra Winds can be in effect in any given Impulse. In these cases the range of numerals will be low for the first Wind and high for the second Wind. ONE (1) die is still rolled. If the result falls within either range, that Wind is in effect.

5.243 Chits have been provided as reminders of which SWs are in effect. Holding boxes are provided for them on the map. If a Gale is in effect (5.3), flip the counter so that the 'Gale' side is face up.

5.244 Beside each Wind's name on the Wind Table is a coloured symbol. These correspond to the markings on the map and indicate which Spaces and Sea Zones are affected by that SW.

### 5.25 Catching the Wind

Using a Lane without PW or SW chevrons/arrows (i.e., black dashed lines) costs ONE (1) MP Space-to-Space in either direction, but the Formation must Catch the Wind before it may conduct the move.

5.251 Lanes used exclusively for SWs (no white chevrons present) can be used when their SW(s) are not in effect, but the Formation must Catch the Wind as if the Lane was a plain dashed line. In this instance, any 'small' Spaces are ignored when moving in either direction.

5.252 Per 5.35, ALL Lanes affected by Gale Force SWs require Formations to Catch the Wind when moving against the Wind. (I.e., including PW Lanes with an affected SW icon.)

5.253 Catching the Wind using Lanes and Spaces is done in the following manner:

- For each participating Formation, roll ONE (1) die.
- Subtract ONE HALF (1/2) the Formation Leader's LR from the die roll. Round DOWN to a minimum of ZERO (0).
- If the final result is a four or less ( $\leq 4$ ) the attempt succeeds.
- If the Formation has a MA of FIVE (5) there is a minus ONE (-1) die roll modifier.
- If using a Lane affected by a Gale Force Wind (5.3), additional modifiers apply. See the Gale Effects Chart.

5.254 Catching the Wind when entering or leaving a Sea Zone is performed as described in 5.27. Apart from any Wind bonuses or penalties, the LR bonus (5.253 point #2) applies.



5.255 When a Formation attempts to Catch the Wind and fails, it simply expends ONE (1) MP and remains in place. It is eligible to try again after expending another MP.

5.256 When considering whether Catching the Wind is an 'expedient' move (2.36), always assume the attempt will be successful — i.e., it will cost ONE (1) MP.

5.257 Entry and exit of Sea Zones requires a Catch the Wind attempt, as described in 5.273/5.274, but the chance of success varies with the zone. Normal Catch the Wind modifiers apply, in addition to any others.

5.258 **Galleys.** Galleys, whether Sail or Auxiliaries, are never required to Catch the Wind.

## 5.26 Straits

Strait Spaces are indicated by slightly larger single roundels with a deeper shading behind them. Strait Spaces show the various Winds with the single roundel banded in different colours, as opposed to the usual overlapping roundels.

5.261 Straits function as Large Spaces, with some special characteristics:

- They can be Interdicted (7.2).
- Enemy Formations are automatically Spotted (7.1) in a Strait.
- Expending an MP to *enter* a Strait triggers Attrition (11.2).

## 5.27 Sea Zones

Sea Zones represent regions that have sufficient 'sea room' to prevent the pinpointing or interception of opposing forces. Unless the Exclusive Rules say otherwise, Formations in Sea Zones cannot be attacked, or Spotted (7.1), but they may be Shadowed (7.13).

5.271 Refer to the map. Sea Zones are depicted as large boxes having a coloured border and background (indicating theatre they belong to). Within each box is the following:

- The name of the zone, in script.
- TWO (2) small boxes along each edge, labeled 'In' and 'Out'. The names indicate their function, described fully below. Within the In and Out boxes is a numeral; the Out box has a second, smaller numeral as well.
- In company with the In/Out boxes, points of entry/exit, listed in black text. The text may refer to named or numbered Spaces, or to other Sea Zones.
- Wind symbols, along with directional arrows. If the indicated Winds are Blowing they will have an effect on the cost to enter/exit the zone.

5.272 A Sea Zone can be entered from or exited to any Space or Sea Zone named along any of its edges. However, a Formation must do so via the edge against which said location is named.

5.273 Entering a Sea Zone is performed as follows:

- The Formation's current location must be one of those named along the edge of the Sea Zone's box.
- The Formation pays ONE (1) MP and is moved from its current location into the Sea Zone, across the edge on which its original location is named. The Formation is placed in the In Box adjacent to that edge.
- In the next MPI, the Formation must attempt to Catch the Wind. The owning player rolls ONE (1) die, and if the result is equal to or less than ( $\leq$ ) the numeral in the box, he is successful. This process is repeated each MPI until successful.

- Once successful, the Formation is shifted into the zone 'proper'.

5.274 Exiting a Sea Zone is performed in a similar manner:

- The Formation must be in the Sea Zone proper, not the In Box.
- The Formation expends ONE (1) MP and is placed in the Out Box adjacent to the edge from which it wishes to depart the SZ.
- In the next MPI, the Formation must attempt to Catch the Wind, just as it did in the In Box. Once successful it is placed in its desired destination outside the zone.
- After the Formation has left the zone but before it arrives, if it will be entering a Space (only), check to see whether it is Off Course (5.27.11).

5.275 **Important.** Each time a Formation fails to Catch the Wind and either enter or exit a SZ, a cumulative minus ONE (-1) die roll modifier is accrued and applied to each subsequent check until success is achieved. After which the modifier no longer applies. (*Example:* a Formation has failed 3 times to exit a SZ; the DRM for the next attempt will be -3.) This modifier does NOT apply under any other circumstances. It does compound with other modifiers, such as those given under case 5.276.

5.276 Wind symbols are accompanied by arrows, indicating whether they assist entry or exit to the zone. An arrow pointing toward the center of the box assists *entry* in to the zone and hinders egress. An arrow point out of the box assists *egress* and hinders entry:

- A Wind that assists entry provides a favourable minus two (-2) die roll modifier for Catching the Wind to enter the zone. Conversely, it provides a plus TWO (+2) penalty for Catching the Wind to leave the zone.
- A Wind that assists egress does exactly the reverse — plus two (+2) to enter and minus TWO (-2) to leave.
- A Gale Force Wind (5.3) nullifies the above modifiers and instead provides a flat plus THREE (+3) die roll modifier whether entering or exiting the zone — but only along the edge(s) affected by that Wind.
- There is also a Leader bonus equal to ONE HALF (1/2) the LR of the Leader commanding the moving Formation (rounded DOWN to ZERO (0)). See 5.253 and 5.255.

5.277 As described in 5.3, Winds can change at the start of each Impulse. The Catch the Wind modifier may thus also change, if the attempt spans more than ONE ( $>1$ ) Impulse.

5.278 A Formation is assumed to be a Sea Zone from the time it enters the In box to the time it leaves the Out box.

5.279 **Important.** A Formation may not 'turn around' until it is in the zone 'proper'. That is, once in the In or Out boxes it must continue attempting to Catch the Wind until successful. As noted above, if in the Out box, a Formation cannot change its destination. If necessary, record its desired destination on paper, use a DM marker, or openly declare its destination — this must be done as soon as the Formation is placed in the Out box.

5.27.10 Exit from a Sea Zone may not be exactly where desired. When a Formation leaves a Sea Zone and enters a Space (only), roll ONE (1) die, then refer to the small numeral in the Out Box. If the result of the die roll is equal to or greater than ( $\geq$ ) the value shown in the box, the Formation must be placed in an eligible Space (accessible from the Sea Zone) *adjacent* to the one it intended to enter. Gales (5.3) affect the die roll. If there is more

than ONE (>1) possibility, use a second (2nd) die roll to randomly determine which one to use.

**5.27.11 Clarification:** the term ‘adjacent’ in case 5.27.10 applies to the Spaces’ relationship to each other, *not* to the Sea Zone. Obviously, all potential exits are adjacent to the Sea Zone — the qualification therefore, is that the target destination also be adjacent to the actual destination.

**5.27.12** When deciding if entering or exiting a Sea Zone is an ‘expedient’ move (2.36), always assume the attempts to Catch the Wind will be successful — i.e., that it will cost ONE (1) MP each time. See also 5.256. Do take into account any Winds that may be in effect at the moment of entry/exit, but not otherwise.

**5.27.13** For the purpose of rules that deal with a specific ‘location’, the SZ proper is a single location and each of the In and each of the Out boxes is its own distinct location.

**5.27.14 Play Hint:** *if necessary, use an arrow chit to indicate the edge of the SZ that a Formation entered from.*

**5.27.15 Design Note:** *in earlier editions of the Sea Lords games, SZ boxes contained only a pair of In/Out boxes. This was done to make it less evident where a Formation was heading, but made it difficult for players to remember which edge the Formation entered from. To remedy this, markers, labeled ‘North’, ‘South’, ‘East’, and ‘West’, were created to indicate the edge from which a Formation entered a SZ. If playing with an early edition map, use these, or similar, homemade markers, and stack them under Formations or place them on the Fleet Display as a reminder of the edge used to enter a SZ.*

## 5.28 Ports and Harbours

Ports are shown by anchor symbols. They are Large Spaces with special characteristics. Ports may be Key or Minor. Each Key Port has an associated holding box printed on the map. This is called the Port’s Harbour. Minor Ports do not have Harbours (i.e., the presence of a Harbour defines a Port as Key).

**5.281** Ports are marked with Contingent flags or icons, and Harbour boxes are also marked with a flag and coloured border indicating the same. Ports do not ‘change sides’ unless the Exclusive Rules permit.

**5.282** Port Spaces may be entered by any Formation. Harbours may only be entered by Formations Friendly to the Port (or otherwise permitted by the Exclusive Rules).

**5.283** A Harbour, if present, is assumed to be an integral part of the Port. However, Harbours *are* separate locations, accessible only from their associated Port Space; entering and exiting a Harbour is an act of Movement, costing ONE (1) MP. Squadrons in a Harbour are immune to weather effects.

**5.284 Exception:** certain Auxiliaries may be permitted to target forces in an Enemy Harbour. See 6.2.

**5.285** Key Ports are also represented on the Fleet Displays. The name of the Port and its flag/icon will be given, along with the usual numerical track and a box for holding Assigned Auxiliaries (6.13). In some cases, a box for holding an Admiral Posted to a Station will be present, to be used per 3.47. The track is used when Repairing Squadrons that are In Ordinary — see 11.3.

**5.286** Ports can be Interdicted (7.2 — the term Blockade is used when the target location is a Port).

**5.287** If a Port has a Harbour (i.e., is a Key Port):

- Fitting Out Formations must be located in the Harbour. When made Ready they can be moved to the associated Port Space after paying only ONE (1) MP — the MP cost covers both the change in State and the move. A Ready Formation can similarly be moved to the associated Harbour to enter Fitting Out after paying only ONE (1) MP.

- Squadrons can enter the In Ordinary State from the Fitting Out State. They are moved to the Port’s Repair Track, per 11.312. Unless otherwise noted, they are still considered to be in the Harbour of a Key Port, or in the Port Space of a Minor Port. (*Remember, Formations do not enter In Ordinary, only Squadrons do*). Squadrons may leave the In Ordinary State and enter the Fitting Out State by reversing this process.

**5.288** Minor Ports have no Harbours or Repair Tracks. However, Friendly Squadrons may adopt the Fitting Out or In Ordinary States at these Ports:

- If Fitting Out, the counters are placed on the Port’s Flag to indicate the adoption of this State. Any number of Squadrons may be in the Fitting Out State at a Minor Port.
- If In Ordinary, place an ‘In Ordinary’ marker on the counters as well. Only ONE (1) Squadron may be In Ordinary at a Minor Port at any given time. Unless the Exclusive Rules state otherwise, Minor Ports only permit Emergency Repairs (11.33).

**5.289 Important.** Enemy Formations at Friendly Ports are automatically Spotted (7.1).

**5.28.10 Designer Note:** *for reasons of space, it may be that a given Harbour box is not physically located beside its Port.*

## 5.29 Other Common Map Features

The following are not found in every game, but are common enough to be described here:

- **Corsair Zones (CZs)** are represented on the map by black-bordered boxes. Corsairs are covered in 10.2.
- **Numbered and Named Spaces.** Various Spaces other than Ports can be numbered or named for identification. This is usually done because the location is accessible from a Sea Zone, is a map entry/exit point, or is a place where the Sea Lords game has an interface with a matching Lace Wars game (e.g., a place where troops can be landed to take part in a ground campaign). The latter are commonly called Coastal Spaces.

**5.291 Design Note:** *on some maps multiple Spaces have the same ID number. This is because it was relatively easy for sailors to determine latitude; forces are less likely to become ‘lost’ when exiting Sea Zones into Spaces that lie at different latitudes. However, the chronometer had not yet been invented, so that ships often found themselves in the wrong longitude (too far east or west); SZ exit points influenced by this consideration are more likely to have different numbers, or a greater opportunity for random displacement.*

## 5.2.10 Example of Movement

This example does not use any particular game map for reference. It may help to draw out the description below on paper.

**5.2.101** Assume a route between 2 Ports: Port A at one end and Port B at the other. Port A is Friendly. It is a Key Port. Port B is Enemy. It is a Minor Port. Formation FF, currently Fitting Out at Port A, must move to Port B.

Between the Ports lie 5 Spaces and a Sea Zone: Spaces are S1, S2, S3, S4, S5. Of the Spaces, S2 and S4 are Small Spaces; S1, S3, & S5 (plus the Ports by default) are Large Spaces. S5 is a Straits Space.

The Sea Zone — SZ — lies halfway along the route, is accessed from S3, and will be exited into S4. There are no other ways in or out of the Zone.

Port A is only connected to S1 by a red-chevron line heading toward Port A. This is a Seasonal Wind Lane, active when the Red Wind is in effect.

S1, S2, & S3 are each connected by a white-chevron line, indicating a Prevailing Wind Lane — one line between each Space. The lines are also marked with Red SW icons, showing the Red SW exists for Gale effects, but travels in the same direction as the PW, so that under ordinary circumstances it can be ignored.

SZ, S4, S5, & Port B are each connected by a white-chevron line indicating a Prevailing Wind Lane — one line between each Space. The Prevailing Wind is heading from S4 in the direction of Port B.

S3, SZ, S4, S5, & Port B are also each connected by a blue-chevron line heading in the opposite direction. This is a Seasonal Wind Lane, active when the Blue Wind is in effect.

*To clarify, the map lines do not actually extend into the artwork of the Sea Zone, but within that box the notation indicates that the Blue Wind affects both egress to S3 and ingress from S4. See the generic Sea Zone diagram.*

S1 is coloured red to show it can be affected by Red Wind Gales. S2 & S4 are white, but marked with a red and a blue indicator respectively, for a similar reason; S3 has 2 roundels — blue & red — because the SWs overlap here; S5 is blue.

*The small Spaces are coloured white and not blue because they can come into play if the PW is in effect and a Formation is moving against the wind OR if the Blue SW is in effect and the Formation is moving the other way; if a Formation were located on one of those Spaces when a Gale came into effect, it might be affected depending on which adjacent Large Space was affected, per 5.3.*

The SZ has the following Wind indicators: on the edge facing S3, the Blue Wind symbol, with an arrow pointing out of the box — although the Red Wind affects S3, it does not extend to SZ — and on the edge facing S4, the Blue Wind symbol, with an arrow pointing into the box. The In box is numbered '7', as is the Out box.

*Most Sea Zones have a random exit generator, forcing a Formation to exit to a Space adjacent to the desired one. In this example there are no adjacent Spaces — S3 is NOT adjacent to S4. Adjacency requires the Spaces themselves be connected without any intervening Spaces. So, no additional Off Course die roll is needed (and the Out box contains no Off Course number).*

5.2.102 At the start of the Operations Phase, Formation FF (commanded by a Leader with LR '3') is Fitting Out. No SWs are Blowing.

- In the 1st MPI of the 1st Impulse (1MPI/1IMP), FF pays an MP to adopt the Ready State and is freely moved from Port A Harbour to Port A Space.
- 2MPI/1IMP: FF must Catch the Wind to use the red Lane to S1. A die roll of '4' or less is needed, modified by -1 (1/2 the Leader's LR, rounded down). Final result of '6' — failure. FF is still at Port A.
- 3MPI/1IMP: FF must Catch the Wind to use the red Lane to S1. It Succeeds with a die roll of  $5 - 1 = 4$ . FF is at S1.
- 4MPI/1IMP: FF moves to S3. Cost is 1 MP between each large Space when using a PW Lane with the Wind, so S2 is skipped over.

2nd Impulse: the Blue SW is now in effect. It is not a Gale.

- 1MPI/2IMP: FF enters SZ at a cost of 1 MP, being placed in the In Box adjacent to the SZ edge closest to S3.
- 2MPI/2IMP: FF must Catch the Wind. A die roll of '7' or less is needed, modified by +2 because the Blue Wind is in effect and acts against entry to SZ from the edge FF used. The LR modifier of -1 reduces the penalty to +1. The final result of '4' is successful, however, and FF moves into the 'general' portion of the Sea Zone.

- 3MPI/2IMP: FF intends to exit SZ into S4. FF moves to the Out Box adjacent to the SZ edge closest to S4, at a cost of 1 MP.
- 4MPI/2IMP: FF must Catch the Wind. A die roll of '5' or less is needed (again, a DRM of +2 due to the Blue Wind, which is Blowing against the direction of travel, reduced to +1 by the -1 LR bonus). Success first time again! FF moves to S4.

3rd Impulse: the Blue Wind dies down.

- 1MPI/3IMP: FF moves to S5. Since S4 is a small Space and S5 is a large Space, FF need only expend 1 MP to move to S5. FF takes Attrition (11.2) for entering the Strait.
- 2MPI/3IMP: FF moves to Port B (since the PW is in effect it costs 1 MP; note also, however, that there is no small Space between S5 and Port B, so the cost would always be 1 MP).

## 5.3 GALES

### 5.31 General

SWs may be at Gale Force. If so, they have the potential to cause significant Attrition to Formations in their vicinity.

5.311 Gales are indicated on the map by the presence of Gale Markers. Each SW is allocated TWO (2) Gale Markers, marked front and back with their potential Force. Use the appropriate side of the appropriate marker. As described below, the effects of a Gale extend in a radius, of diminishing intensity, from the Gale Marker.

5.312 Checking to see if a Wind is a Gale is done during Wind determination, as described in 5.32. Gales have FOUR (4) possible increments of Force (intensity).

5.313 At the start of each MPI, the following issues involving Gales are resolved, in the order listed:

- Remove any Gale Markers belonging to Winds that are no longer Blowing, or that are otherwise eligible to be removed, per 5.382.
- Move all existing Gale Markers, per 5.38. (Gales may continue from Impulse to Impulse so long as their SW continues to Blow — see 5.382.)
- Place new Gale Markers (5.32) for those Winds that have become Gales.
- Check for Loss of Subordination (5.37).
- Check for the removal of Auxiliaries (5.373).
- Squadrons Fitting Out at Minor Ports must enter the Ready State (5.372).

5.314 During each MPI:

- Formations in or entering Gale-affected Spaces have their Movement affected, per 5.35.

5.315 At the end of each MPI:

- Gale Attrition is resolved, per 5.36.

### 5.32 New Gales

New Gales are generated using the Gale portion of the Wind Table. This cross indexes the various SWs with a set of columns arranged by Season. Each Seasonal column has its own subset of columns showing potential Force. Along each SW row will be a range of numerals.

- During Wind determination, roll ONE (1) die for each Blowing SW and consult the 'Gale' section of the Wind Table. If a Gale is shown to be in effect, flip the Wind marker to its Gale side.

- After rolling the die, read across the range of numerals for that SW, under the appropriate Season. If the die roll falls within the range of numerals shown, read up that column to find the Force of the Gale. If there is no numerical entry, that SW is not a Gale.

*5.321 Example: assume a SW Blowing in a Spring Impulse. According to the Gale portion of the Wind Table, the range of numerals in that SW's row, in Spring, is '0-2' (Force 8); '3-4' (Force 9); '-' (Force 10); '-' (Force 11). The SW is determined to be in effect, so a second die roll is made, with a result of '3'. This value falls within the second set of numerals ('3-4'), so the SW is Blowing a Force 9 Gale. If the die roll had been a '5' or higher, there would have been no Gale, since the numeral '5' does not appear in that row for that Season. In fact, since the third and fourth columns are blank, in Spring that SW never produces Force 10 or Force 11 Gales.*

5.322 After removing or moving existing Gale Markers at the start of the first (1st) MPI (5.313), place new Gale Markers for those SWs that have just become Gales.

5.323 When placing new Gale Markers, determine the Gale's starting location. Frequently, a die roll is required to randomly select between several locations. Eligible locations will be listed on a Gale Starting Locations Chart or marked on the map. Place the Gale Marker in the designated location.

5.324 There can be no more than ONE (1) Gale Marker per SW on the map at any given time. If a new Gale is generated for that SW while it is at Gale Force, the current Gale's Force is instead increased by ONE (1+) level (if possible). Adjust the Gale Marker to record this fact.

5.325 On some maps, multiple non-Contra Winds may have the potential to affect the same Space or SZ. Multiple Gale Markers cannot stack in the same Space. If Gale Markers become stacked, the Gale Marker with the highest Force number remains on the map and any other Gale Markers stacked with it are removed from the map — those Gales are assumed to have merged with, or been obliterated by, the dominant Gale. The SWs represented by removed Gale Markers are still Blowing but are no longer at Gale Force. If stacked Gale Markers have equal Force numbers, randomly choose the marker that will remain in play.

5.326 *Clarification:* the Gale Markers for earlier games in the series (*Mistral*, *Somar Skråla*, and *Yellow Jack*) were numbered '1-4', not '8-11'. Owners of earlier printings should treat a 'Force 1' marker as a 'Force 8', 'Force 2' as 'Force 9', and so on.

*5.327 Design Note: the system uses the Beaufort Scale to rate Gales; typically only Forces 8-11 are possible in a game, although some games may also have Force 12 — Hurricanes.*

### 5.33 Gale Effects

Gales have numerous effects, noted on the Gale Effects Chart (GEC):

- Within their radius of effect Gales affect the movement of Formations. See 5.35.
- Gales cause Attrition, as described in 5.36. Strong Gales cause more Attrition, although the amount decreases with distance from the Gale Marker.
- Gales can cause Squadrons to become involuntarily Unassigned through a process called Loss of Subordination. Additionally, Squadrons Fitting Out are forced to adopt the Ready State. See 5.37.
- Stationed Auxiliaries (6.29), Auxiliaries Assigned to a Formation (6.13), and Auxiliaries Based in a Sea Zone (6.15) may be removed to the Recovery Box — see 5.361. The chances vary with the Force of the Gale and with the distance from the Gale Marker.

- Battles (8.0), Interdiction (7.2), and Search (7.1) cannot occur in a Gale Space.

5.331 Gales existing at the end of the final Impulse of a Turn continue to exist throughout the Administrative Phase. The effects listed above are only assessed during the Operations Phase. During the Administrative Phase Gales have the following effects:

- Sail Transfer cannot occur in a Gale-affected location.
- Flotillas cannot be Formed or voluntarily Unformed, and Convoys (10.1) cannot be Assembled or voluntarily Disbanded in a Gale-affected location.
- Emergency Repairs (11.33) cannot occur in a Gale-affected location.
- Reinforcing Sail (11.12) cannot appear in a Gale-affected location.

### 5.34 Radius of Effect

All Gales have a radius of effect, extending in all directions from the Gale Marker. This varies with the Force of the Gale. Some Gale effects decrease with distance from the Gale Marker, as explained below.

5.341 Gales affect all Large Spaces — including those Small Spaces adjacent and downwind from them, per 5.222, plus Port Spaces — and Sea Zones within their radius of effect that are marked with the SW's symbol, plus all Small Spaces that lie between a pair of Large Spaces or a Large Space and a SZ — these Small Spaces are affected whether marked with the SW symbol or not.

5.342 Formations occupying Small Spaces within a Gale's radius of effect suffer all effects as if they were located in the next Large Space out from the Gale Marker.

*5.343 Example: a certain Gale has a radius of effect of 2 Spaces, plus its own Space (which is at 'range 0'). Tracing in a particular direction, the Gale covers an adjacent Small Space — empty; a Large Space (considered to be the 'adjacent' Space, at 'range 1') — empty; a Small Space containing a Formation; another Large Space at 'range 2' — empty. The Formation, adjacent to both the 'range 1' and 'range 2' Large Spaces, suffers any effects of the Gale as if it were at 'range 2'.*

5.344 Gale effects are not compounded if more than ONE (>1) Gale affects a location. Instead, consider only the Gale providing most severe effects. *Example: a Space affected by a Force 11 Gale at range 1 and a Force 9 Gale at range 2 would be affected by the Force 11 Gale.*

5.345 When determining the radius of a Gale through a SZ, count the 'In' box, the SZ itself, and the 'Out' box each as ONE (1) Space. This is so even if the Gale Marker is itself in one of those locations (5.384).

*5.346 Example: a Force 11 Gale (radius 3) with its marker in the In box of a SZ would have a radius extending into the SZ proper, then into the Out box, and into all Spaces adjacent to the SZ, with the effects of the Gale diminishing with each location. The exception would be the edge of the SZ from which the marker entered the box. On that edge, the radius would extend to the Spaces adjacent to that edge, plus a further 2 Spaces away.*

5.347 **Important.** Gales do NOT affect:

- Spaces or SZ that are not affected by that SW at all (*despite any apparent anomalies on the map*).
- Harbours.
- Squadrons In Ordinary at Minor Ports ARE affected by Gale Attrition, but suffer reduced effects.

5.348 *Clarification*: when giving radii of effect, the GEC assumes the marker's own position to be 'range ZERO (0)'.

### 5.35 Gales and Movement

When in or moving to a Gale-affected Space, Formations may only move against the SW — or against the PW when the PW is marked with a SW symbol (per 5.237) — after Catching the Wind. The chance of success can be severely modified. Refer to the GEC.

5.351 When a Formation leaves a Gale-affected Space, it must move to an adjacent Space regardless of that Space's size (i.e., Small Spaces count) even when moving with the SW.

5.352 Although Formations and Squadrons in a Harbour are immune to Gale effects (per 5.283) they cannot exit the Harbour while associated Port is a Gale-affected Space.

### 5.36 Gale Attrition

At the end of each MPI all Squadrons and Convoys (10.1) in Gale-affected Spaces are awarded a number of Attritional DPs. The amount depends on the Force of the Gale and how far away the Squadron is from the Gale Marker affecting its Space. See the GEC.

5.361 Auxiliaries do not suffer Attrition. However, Auxiliaries Stationed (6.29) in a Space or Assigned to a Formation in a Space that becomes Gale-affected may be removed to the Recovery Box. Individual checks are made for each Auxiliary. See the GEC.

### 5.37 Loss of Subordination

Gales can cause Squadrons and Auxiliaries to become Unassigned. Loss of Subordination is resolved with a LC, made separately for each Flotilla in the affected Space:

- If the LC is passed, nothing happens.
- If it is failed, some Assigned Squadrons will become Unassigned.

5.371 The LC is modified as follows:

- By minus ONE (-1) for each Leader Posted to the Flotilla, excepting the commander.
- Formations with a MA of FIVE (5) provide a minus ONE (-1) die roll modifier.

5.372 If the LC is failed, ONE (1) Assigned Squadron from that Formation becomes Unassigned for each point that the modified die roll is over the commanders LR.

5.373 *Example*: a commander with LR '3' rolls a '5'. 2 Squadrons must become Unassigned (5 - 3 = 2).

5.374 If Fitting Out at a Minor Port, Squadrons must adopt the Ready State at no cost in MPs (0 MPs). Those that are In Ordinary must remain In Ordinary. Squadrons forced into the Ready State are automatically designated as Independent Squadrons Without Orders.

5.375 *Clarification*: Convoys may Scatter (10.15) due to Gales, and this also causes any Escort (10.12) to become Unassigned, but Scattering is a product of high Attrition, not a *direct* effect of Gales.

### 5.38 Gale Marker Movement

At the end of each MPI other than the one in which they are first placed on the map, all Gale Markers move, via Lanes and SZ entry/exit points, ONE (1) <connected> Large Space or SZ in the direction the SW is Blowing, unless the Exclusive Rules dictate otherwise.

5.381 Where there is a choice of direction determine the path of the Gale's advance in a random manner — however, the marker must ALWAYS move farther away from its starting location.

5.382 A Gale will continue to move in the direction of its SW until one or more of the following conditions applies, at which point the marker will be removed from the map:

- The Gale Marker cannot be moved farther away from its starting location.
- The SW stops Blowing.
- Another SW's Gale Marker is in the same location, and it has a higher Force number (5.324).

5.383 *Clarification*: the Gale Marker need not move along Lanes of its SW's colour, but *must* move to locations that bear that SW's symbol and colour. The Exclusive Rules may provide additional guidelines for Gale Marker movement.

5.384 Gale Markers move through SZ like Formations, by first entering the SZ's 'In' box, then the SZ proper, then the SZ's 'Out' box. Each location is entered automatically, ONE (1) MPI at a time. When exiting the SZ, the next destination is determined per 5.382. None of the die rolls used when moving through SZs are made in the case of Gale Markers. (*Naturally, a die roll may be required in the case of choosing between multiple destinations*).

5.385 **Optional**. For greater realism, and to deal with certain anomalies that may be present, particularly on older game maps, use the following method to determine the path of a Gale Marker. This method can be used at any time, but ought only to be used when it is hard to determine where a Gale Marker should move:

- Agree on the absolute path of a SW — SSW to NNE, for example. After determining the starting point of the Gale Marker;
- Use a ruler to determine the direction of travel, pointing it in the agreed direction of the SW. Use a ruler of standard width, and lay the ruler flat, using its entire width as an indicator, not just the line of the straight edge. Lay the ruler's end so that the marker is aligned with the center of its narrow edge, not along its long edge. Then;
- Move the Gale Marker in that direction using any legal means. If there is a choice, use the means which is most greatly covered by the bulk of the ruler.
- If a gap in the allowed path of travel is reached — that is, where there is no connecting Lane or SZ — but the SW is seen to be affecting locations beyond said gap, then instead of 'bending' the direction of travel to follow a Lane, allow the Gale Marker to pass over the gap. For that MPI the Gale Marker will be 'in the gap'; for the purpose of determining Gale Effects treat its location as a Large Space that is connected to all surrounding Spaces and SZs at ONE (1) MP distance. In the next MPI the marker crosses the gap and is placed in the first location along the direction of travel that is affected by the SW and covered by the ruler. (This routine is of particular use when a Gale ought to pass over an island.)

### 5.39 Squalls & Freak Gales

Some games have Random Events that generate Squalls and/or Freak Gales.

1.391 If the game allows them, any Space or Sea Zone can be affected by a Squall or Freak Gale.

1.392 If a Squall or Freak Gale is generated, ONE (1) randomly determined location containing ONE or more (1+) Ready Formations and/or Stationed Auxiliaries is affected. Harbours are

immune to Squalls and Freak Gales, and Formations occupying them are ignored.

#### 1.393 Exceptions:

- Formations Fitting Out at Minor Ports (only) can be affected by Freak Gales and if so affected must enter the Ready State.
- Other exceptions may be given by the Exclusive Rules (usually naming specific locations as exempt).

1.394 Squalls award ONE (1) DP of Attritional Damage to every Squadron of the affected Formation.

1.395 Freak Gales award TWO (2) DPs of Attritional Damage to every Squadron of the affected Formation. Additionally, Auxiliaries must be checked for removal as if a Force EIGHT (8) Gale has affected them.

1.396 Squalls and Freak Gales do not linger, their effects are assessed and they disappear.

## 5.4 FOG

### 5.41 General

Fog is a weather effect that may be present in some games. If present it obeys the following rules, subject to alterations by the Exclusive Rules.

5.411 Fog affects all Large Spaces marked with the appropriate icon (remember, Small Space are regarded as ‘downwind’ of Large Spaces, per 5.222 and are thus also affected), plus any SZs marked with the same icon. SZs may be affected in their entirety, or only in their In/Out Boxes; in the latter case the Fog icon will be in the smaller box(es).

5.412 Fog is generated in the same manner as Seasonal Wind. It is always checked for after all SWs and Gales are determined. Like SWs it last for the duration of the current Impulse.

5.413 **Important.** If a potential Fog location overlaps with a potential SW location:

- By default both can exist at the same time, unless the SW is Gale Force.
- If the latter is true, then Fog cannot be present in any of the locations affected by the SW, whether the Gale actually affects the location or not.
- In addition, if the Gale affects a Fog location at any time during its marker’s movement, then at that time the Fog is removed from that location.
- Squalls and Freak Gales do not affect Fog.

5.414 *Clarification:* in the case of a SZ, always consider the whole SZ. If Fog and a Gale Force SW can affect any part of it, even if they do not overlap everywhere, then the Gale prevents the Fog from occurring. If it is a matter of the Gale’s radius of effect affecting the SZ at some time, then again, at that time any Fog is removed from the SZ.

5.415 Fog has the following effects:

- Movement between Fog-affected Spaces requires all non-Galley Formations to Catch the Wind.
- Flotillas may suffer Loss of Subordination as if due to a Gale (*FI* 5.37). Convoys may lose their Escorts (*FI* 10.12), and may Scatter (*FI* 10.15).
- Spotting is permitted, but with severe modifiers; Shadowing is not. See the Search Table.
- At the end of each MPI roll ONE (1) die per Formation in a Fog-affected Straits Space. On a result of NINE (9), ONE (1) Sail in that Formation is Sunk. *Clarification:* this is in addition to the effects of normal Attrition.

## 6.0 AUXILIARIES

*Inst. 6th. That if any ship shall be necessitated to bear away from the enemy to stop a leak or mend what else is amiss, which cannot be otherwise repaired, he is to put out a pennant on the mizen yard-arm or ensign staff; whereby the rest of the ships may have notice what it is for; and if it should be that the admiral or any flagship should do so, the ships of the fleet or the respective squadrons are to endeavour to keep up in a line as close as they can betwixt him and the enemy, having always one eye to defend him in case the enemy should come to annoy him in that condition.*

### 6.1 USING AUXILIARIES

#### 6.11 General

Auxiliary counters are used to represent a variety of ships or specialist forces that cannot be represented properly by ‘Sail-and-Squadron’. They have their own method of employment.

6.111 Apart from a flag and background colour indicating who owns them, Auxiliaries have an Operational Range (OR) indicator — a number inside a coloured roundel. This indicates their ‘radius of operation’ (6.142).

6.112 *Exception:* ‘Marines’ are depicted in their uniforms. They always have an OR of ONE (1).

6.113 Auxiliaries are divided into Classes, like Sail. The most common Classes are:

- **Fleet Auxiliaries** — these are usually groups of frigates. Their primary roles are Search and Interdiction.
- **Fleet-50 Auxiliaries** — these function like Fleet Auxiliaries but are composed of larger ships (for example, 4th Rate 50-gun vessels) that, while underpowered in the line of battle and not as versatile as frigates, can operate independently for long periods of time.
- **Light Auxiliaries** — representing groups of small ships, these function much like Fleet Auxiliaries, but there are minor differences between the two Classes.
- **Galley Auxiliaries** — again functioning in the same roles as Fleet and Light Auxiliaries, Galley Auxiliaries represent groups of galleys. Galley Auxiliaries are mainly used for coastal defence.
- **Fireships** — In the Age of Sail, fireships were frequently used to break up enemy formations and cause panic, usually among Squadrons at anchor. However, they could be employed in sea battles too, particularly in the calmer waters of the Mediterranean and Baltic Seas.
- **Bombs** — Bombs were small ships armed with mortars. They were used to bombard shore installations and ships at anchor, and to provide fire support for ground troops.
- **Marines** — Most naval vessels had complements of marines, whether especially trained, or merely drafts of soldiers. These men would not only protect their own ship or board enemy vessels in close action, but could be used as port security, as pioneers, or to conduct raids on enemy shore installations.

6.114 Auxiliaries cannot be eliminated from play unless the Exclusive Rules so note. They may, however, be removed as part of a mandated withdrawal of forces from the map.

6.115 *Design Note:* in many cases, Auxiliaries represent a capability rather than individual ships. Section 6.3 (Mixed-Role Sail) is often used when Auxiliaries have fixed strengths.

## 6.12 The Auxiliary Cycle

The use of any Auxiliary follows this cycle:

1. The Auxiliary is stored in the Available Box. (*Auxiliaries are not moved about the map like Formations*).
2. The Auxiliary is removed from the Available Box and Assigned (6.13) to a specific Formation or to a Port during the Assign Auxiliaries Step of the Administrative Phase. It remains Assigned until used (Tasked) or until the Formation they are Assigned to becomes Unformed (6.135).
3. The Auxiliary is Tasked (6.14) from its Formation or Port. Tasking is the term used to define an Auxiliary performing one of its allowed actions.
4. A Tasked Auxiliary is given a specific target — either a location or a Formation/Squadron. This target must be within the Auxiliary's Operational Range (OR), traced from the Formation or Port to which it is Assigned.
5. Once the Task is completed, whether successfully or not, the Auxiliary is removed from its current location and placed in another holding box, called the Recovery Box.
6. In the Recovery Step of the Administrative Phase, Auxiliaries in the Recovery Box may be moved to the Available Box using the Recovery Table (6.16).

*6.121 Exception:* Mixed-Role Auxiliaries can be generated 'at sea' provided they will immediately be Tasked. As explained in 6.3, these Auxiliaries Convert from Sail, and can do so from Sail functioning as part of a Formation in the Ready State. *In essence, the Auxiliary was 'Assigned' to the Formation, but in Sail form.*

## 6.13 Assigning Auxiliaries

Auxiliaries must be Assigned to a specific Friendly Formation or Port before they can be Tasked. Assignment may occur:

- During the Auxiliaries Step of the Administrative Phase.
- When a new Formation is Formed.
- At the end of Battle (8.42).

6.131 Auxiliaries may be Assigned:

- From the Available Box to a Friendly Port or to any Friendly Formations currently located at that Port.
- From a Friendly Port to any Friendly Formations currently located at that Port.
- Between friendly Formations occupying the same Space provided the Formations in question have mutually Spotted (7.1) each other. This may only occur during the R&R Step if the Administrative Phase or after Battle (8.42).
- From any of the above location to a SZ, provided the Auxiliary is a U-OR Auxiliary (6.15) and is otherwise eligible. This kind of Assignment is termed Rebasing (6.153).

6.132 Unless the Exclusive Rules say otherwise:

- A Detachment or Convoy may have up to TWO (2) Auxiliaries Assigned at any given time. **Important.** Auxiliaries Assigned to Convoys may only Screen (6.28).
- A Flag or Grand Flag may have any number of Auxiliaries Assigned, but no more than ONE (1) per Squadron.
- A Port may have any number of Auxiliaries Assigned.
- A SZ may have any number of U-OR Auxiliaries Assigned through Rebasing (6.153).
- Independent Squadrons may *not* have Auxiliaries Assigned to them.

6.133 **Important.** Certain Classes of Auxiliary may be limited in their places of Assignment. Be sure to check the Auxiliary Class Chart before Assigning an Auxiliary.

6.134 Assigned Auxiliaries are placed in the holding boxes provided for them on the Fleet Displays. If a Port is not represented on the Fleet Displays (i.e., it is a Minor Port), place any Assigned Auxiliaries on that Port's flag/icon on the map.

6.135 If a Formation becomes Unformed, or if a Port is no longer Friendly, all Auxiliaries Assigned to it are immediately removed to the Recovery Box.

*6.136 Clarification:* Auxiliary Assignment to an Interdicted (7.2) Port is permitted.

## 6.14 Tasking Auxiliaries

To conduct an Auxiliary Task, declare the Task and select the Auxiliary attempting it. Usually, only ONE (1) Auxiliary is used per Task, but there may be exceptions. Ensure the Auxiliary is eligible: that it is of the correct Class, originating from an eligible location, and that the target is within its Operational Range (OR).

6.141 Tasks can be conducted whenever and wherever the Task instructions allow (6.2). With regard to sequencing between the players, Player A will go first when declaring Tasks.

6.142 Operational Range is given in MPs. A route to the target is traced by expending MPs as if the Auxiliary were a moving Formation, except that the expenditures are not broken down by MPI but are fully paid within the current MPI. *Clarification:* yes, PWs, SWs, and other weather effects, do affect the OR. See 6.146 for Catching the Wind.

6.143 The OR is always traced from the Auxiliary's source (Port or Formation), to the target. An OR may be traced via Lanes, Spaces, and Sea Zones.

6.144 **Important.** Tasks may never take place in Gale Spaces, but the OR may be traced *through* Gale Spaces, at DOUBLE (x2) the cost in MPs. Tasks in progress may continue in a Gale Space under certain circumstances. See the Attrition Chart.

*6.145 Exceptions:* Galley and Light Auxiliaries may not trace their ORs into Gale Spaces, and Galley Auxiliaries may not trace their OR into Sea Zones.

6.146 There is never any requirement to Catch The Wind when tracing an OR. Instead, whenever circumstances would require a Formation making the same move to Catch The Wind, the first such Space counts as ONE (1) MP, the next (whether consecutive or not) counts as TWO (2) MPs, and any subsequent costs alternate between these amounts.

*6.147 Example:* An Auxiliary with OR '4' is Tasked to a nearby space. To get there, the OR is traced via *Catching the Wind* (1 MP this first time), then via a *Seasonal Wind* fortunately Blowing in the same direction (1 MP), then by *Catching the Wind* again (2 MPs since this is the second such Space), for a total of 4 MPs-worth of distance.

6.148 An Auxiliary may be Tasked from the following locations:

- A Formation they are Assigned to if it is Fitting Out or Ready.
- A Port it is Assigned to.

6.149 Limitations may be imposed by the nature of the Task itself or by the Exclusive Rules.

## 6.15 U-OR Auxiliaries

Some Auxiliaries have an OR of 'U'. The 'U' stands for 'unlimited range', but in practical terms there are restrictions.

6.151 A U-OR Auxiliary has a fixed per-Turn OR equal to the MA of its equivalent Class of Sail. This equivalent Class of Sail will be known — either the Exclusive Rules will note it or the



Auxiliary will have been converted from Sail of that Class, per 6.3.

*6.152 Example: Fleet Auxiliaries represent Frigate Class Sail. A U-OR Fleet Auxiliary created by converting a couple of Frigate Sail — per 6.3 — would have a per-Turn OR of FIVE (5), corresponding to the '5' MA of Frigate Sail. Fleet-50 Auxiliaries, on the other hand, represent SOL(D) — MA '4' — so the OR in this case would be FOUR (4). (To clarify, as an Auxiliary the Frigates do not apply the MA-5 bonus effect; it simply translates as OR-5.)*

6.153 In the Reorganisation Step of any Administrative Phase, U-OR Auxiliaries may Rebase from their current location to any eligible location on the map. Eligible Rebase locations are:

- Any Friendly Port on the same map, regardless of distance.
- Any Sea Zone on the same map regardless of distance (assuming the Auxiliary is otherwise permitted to enter the SZ).
- A Friendly Formation on the same map within its per-Turn OR.
- *Exception:* Rebasing in Winter may only be to a Friendly Port.

6.154 The Auxiliary must trace a path free of Spaces and SZ prohibited to movement of its Class, most especially Interdicted Spaces. *Exception:* Corsairs (10.2) may freely enter or pass through Interdicted Spaces by making an Attrition Check as if they were affected by a Gale.

6.155 U-OR Auxiliaries conduct Tasks normally, their OR equalling their per-Turn OR. If occupying a SZ and not Assigned to a Formation, they count their OR from the SZ in the usual way.

6.156 U-OR Auxiliaries are removed to the Recovery Box in the usual ways (Tasked, located in a Gale-affected SZ, etc.). Like regular Sail, U-OR Auxiliaries occupying SZs cannot be detected, (see 6.21) and thus cannot be removed by enemy action.

6.157 Rebasing is not a Task. Hide the Auxiliary's Class until Tasked.

*6.158 Clarification:* Rebasing to a SZ is not the same as Stationing (6.29). Rebased Auxiliaries have their full OR. Stationed Auxiliaries only conduct Tasks in their Stationing location.

*6.159 Exception:* Fleet-50 Auxiliaries are usually U-OR Auxiliaries but are not required to Rebase, since they can be attached to Flotillas.

## 6.16 Recovering Auxiliaries

After completing a Task, an Auxiliary is placed in the Recovery Box. During the Reorganisation Step of the Administrative Phase it may be Recovered using the Recovery Table.

6.161 The Recovery Table provides a range of numbers, based on Auxiliary Class. Make ONE (1) die roll for each Auxiliary in the Recovery Box. If the result falls within the listed range, place that Auxiliary in the Available Box.

## 6.2 AUXILIARY TASK SUMMARY

### 6.21 Search

Fleet, Fleet-50, Light, and Galley Auxiliaries may be Tasked to Search. This Task is described in 7.12.

### 6.22 Shadowing

Fleet, Fleet-50, Light, and Galley Auxiliaries may Shadow a Spotted Formation. This Task is described fully in 7.13. The same Auxiliaries may also be Tasked to Counter-Shadowing — removing the Shadow. This Task is described in 7.14.

## 6.23 Fireship Attacks

Fireship Auxiliaries may be Tasked to make Fireship Attacks. This may be done during Battle (8.0), in which case the target is a single (1) Enemy Squadron, or it may be done in any MPI, if the target is in an Enemy Harbour (*clarification:* yes, in this case Squadrons in Harbours are not immune).

6.231 Fireships have an OR of '0', meaning their target must be in the same Space as the Formation to which they are Assigned. Harbours are considered to be the same Space for this purpose.

6.232 If the Fireship is Assigned to a Port, the target must be a Formation Interdicting the Port.

6.233 Fireship Attacks are resolved as follows:

- An attack may be made at any time before the participating forces Reorganise (8.42).
- Place the Fireship on the target Squadron.
- 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 Damage (7.3) inflicted on the target.
- Otherwise, there is no effect.
- The Fireship is always removed to the Recovery Box.

*6.234 Clarification:* Fireships Attacks are made using the same combat-damage table that is used in Battles (per 8.33). However, the column used is determined randomly. If 'Column 9' is appointed, the attack automatically fails.

6.235 If Sail are Sunk due to a Fireship Attack they may not be Captured (exception to 8.44).

6.236 If the target is in a Harbour, the Blockade Value (7.23) of the Port is used as a positive (+X) modifier to the success die roll (that is, it is a penalty). However, all successful Fireship Attacks in Harbours inflict TWICE ( $\times 2$ ) the Damage allotted by the CDT.

6.237 Squadrons that are In Ordinary are eligible targets, but only if there are no Squadrons Fitting Out in the same Port. If a In Ordinary Squadron is the target, the success die roll need only be *greater than* ( $>$ ) the number of Sail, not TWICE ( $\times 2$ ) the number of Sail. TRIPLE ( $\times 3$ ) any Damage inflicted by a successful attack. *Clarification:* Damage multiples for targets in Harbours are not cumulative.

6.238 More than one Fireship Attack may be attempted at any given time, but each is resolved separately.

6.239 In a Battle, Fireship Attacks cannot be made against the Fleet that holds the Weather Gauge (WG — 8.22). *Exception:* if the target Squadron entered the Battle from the Fitting Out State, the WG prohibition is ignored.

*6.23.10 Example: a Fireship Attack is declared by a Flotilla Blockading a Key Port. In the Port's Harbour are 2 Enemy Squadrons, each of 4 Sail. One Squadron is In Ordinary and the other is Fitting Out. The Port's Blockade Value is '1'. Only the Fitting Out Squadron can be targeted. The chance of success is 10%: i.e. a 9 is needed (base die roll  $\geq 4 \times 2$ ) — 1 to the die roll for the Blockade Value). If only the In Ordinary Squadron were present, success would be possible on a 6-9 ( $\geq 8$  — 1 for the Blockade Value, +3 for In Ordinary).*

*6.23.11 Design Note: damaging an entire Squadron does not necessarily indicate a catastrophic explosion, but simulates the forced dispersion of the vessels, perhaps grounding some or causing collisions, or, if on the high seas, breaking the line of battle. When successful, fireships were often very successful, but this was an exceedingly rare event. Note that*



*Fireship Auxiliaries may be reused, since the counter represents a capability, not a specific ship. By the by, fireships were also used to carry troops and supplies.*

## 6.24 Bombardment

Bomb Auxiliaries may be Tasked to Bombard targets. There are TWO (2) kinds of target:

- Enemy Squadrons Fitting Out or In Ordinary — including those in Harbours. This version of the Task uses the Combat Damage Table (CDT — 8.3). The Auxiliary is Tasked against the target Port and the Tasking player receives ONE (1) free ‘attack’ against ONE (1) randomly chosen Enemy Squadron at that Port, regardless of its State, using the CDT (see the table itself for further details). No response by the Enemy is possible.
- Targets designated by the Exclusive Rules. This version of the Task is associated with Orders (9.3), and the act of Tasking the Bomb to the Formation Executing the Order, or to the target, will generate an effect appropriate for the Order in question, usually a die roll modifier (e.g., ‘-1 DRM to succeed with a Show of Force Order’).

6.241 Multiple Bombs may be Tasked against the same target. In the case of Enemy forces (per point #1 above), a different Squadron must be selected each time. In the case of a target set by the Exclusive Rules, the rules will provide the details.

*6.242 Historical Note: bombs could be highly effective, but service aboard them was considered onerous, due to the excessive recoil of the mortars. Bombs were not merely ‘monitors’, but are reported taking part in scientific expeditions, such as the search for the North West Passage. They were deemed suitable for Arctic (and Antarctic) exploration due to their sturdy construction.*

## 6.25 Marine Tasks

Marines are bands of foot soldiers operating from aboard ship. Their use will be dictated by the Exclusive Rules, but the following are common Tasks:

- **Raids.** Made against some point on the land, often a Port.
- **Cutting Out.** Directed against targets located at a Port, with the object of Capturing (8.44) Sail.
- **Assist a Siege.** Directed against a Port or designated point on land.

*6.251 Historical Note: The British Royal Marines are the most famous group of ‘sea soldiers’ in the Age of Sail, but all navies employed at least a few soldiers on board ship — the Spanish often employing large numbers of them. The Royal Marines had a chequered history. Beginning as foot soldiers raised as ‘maritime regiments’, they became a dedicated marine force by the 1690s, but were then replaced by regiments of infantry in the 1740s, primarily raised to participate in the disastrous assault on Cartagena in 1741. Having proven their uselessness, they were replaced in 1755, after hard lobbying by the Navy, by the still extant Corps of Royal Marines.*

## 6.26 Assist Battle Reinforcement

Fleet and Galley Auxiliaries may be Tasked to assist with Battle Reinforcement. This process is covered in 8.24.

## 6.27 Convoy Attack

Fleet, Fleet-50, Light, or Galley Class, may be Tasked to attack Convoys (10.1). This process is covered in 10.16.

## 6.28 Screening

The Screening Task is used to counter other Tasks. Screening is conducted as follows:

- Declare the Screen after the target Task is declared, but before the opposing player chooses his Auxiliaries.

- Both players secretly select the Auxiliaries they will employ. The Screening Auxiliary (note: ONE (1) Auxiliary only) must come from a Formation or Port in the target Space.
- Reveal the Auxiliaries simultaneously, ONE (1) pair at a time (i.e., ONE (1) Tasked Auxiliary and ONE (1) Screening Auxiliary).
- Compare the opposing Auxiliaries using a Screening Matrix. This will indicate which Auxiliary is successful, based on a comparison of Class.
- For each successful Screen, remove both Auxiliaries to the Recovery Box.
- For each Partial Screen, remove the Screening Auxiliary to the Recovery Box and continue the Task with the other Auxiliary, which will be placed in the Recovery Box when the Task is complete. The chance of succeeding at the Task will be penalised.
- For each failed Screen, remove the Screening Auxiliary to the Recovery Box and continue the Task with the other Auxiliary, which will be placed in the Recovery Box when the Task is complete.

6.281 Tasks that may be Screened are:

- Searches and Shadowing (7.12/7.13).
- Assist Battle Reinforcement (8.24).
- Convoy Attacks (10.16).
- Stationed Auxiliaries may be Screened at the instant they are Stationed, plus as directed by case 6.295.
- Other situations may be added by the Exclusive Rules.

6.282 Auxiliaries that can Screen include, Fleet, Fleet-50, Light, and Galley Auxiliaries. Other Classes may be added by the Exclusive Rules.

6.283 **Important.** Auxiliaries Assigned to Convoys as Escorts (10.12) may *only* conduct the Screen Task.

## 6.29 Stationing

Fleet, Fleet-50, and Galley Auxiliaries may delay the execution of certain Tasks by being Stationed at select locations. Stationing is NOT a Task.

6.291 Eligible Auxiliaries may be Stationed at Straits Spaces and Enemy Port Spaces, plus any other Space designated by the Exclusive Rules. The Space chosen is termed the Auxiliary’s Station. Multiple Auxiliaries may be Stationed in the same location.

6.292 Stationing is conducted by placing the desired Auxiliary in its intended Station face down, without revealing its Class.

6.293 At the time of Stationing, the intended Task need not be declared — and, indeed, the player is free to choose any eligible Task when he finally decides to use the Auxiliary.

6.294 Stationed Auxiliaries may be freely Screened at the instant they are first Stationed. Once Stationed they cannot be Screened.

*6.295 Exception:* a previously Stationed Auxiliary *can* be Screened whenever an opposing Formation enters its location and Tasks one of its Assigned Auxiliaries to Screen the Stationed Auxiliary. Alternatively, an Auxiliary Assigned to a Port may at any time Screen an opposing Auxiliary Stationed in that Port Space.

6.296 A Stationed Auxiliary may remain at its Station for the entire Turn, until Tasked or successfully Screened, or until forced

to leave due to a Gale. In the Auxiliary Step of the Administrative Phase, all Stationed Auxiliaries are removed to the Recovery Box.

6.297 Stationed Auxiliaries may perform the following Tasks within their current Space (only):

- Search
- Shadow
- Screen
- Convoy Attack
- Any other Task allowed by the Exclusive Rules.

6.298 These Tasks may be performed whenever desired. The opposing player must allow the Auxiliary's owner the chance to declare a such a Task whenever it becomes possible. If multiple Auxiliaries are Stationed in the same location, they may each perform a Task, but cannot combine their efforts. These Tasks can be Screened, and this is in addition to any Screening conducted under 6.295 (*which will, of course, involve a different Screening Auxiliary*).

6.299 *Clarification:* U-OR Auxiliaries at their Bases (Friendly Ports or Sea Zones) are not Stationed at such locations. Stationing only occurs at Enemy Ports or in Straits Spaces. U-OR Auxiliaries cannot be Screened until they perform a Task or are Stationed in anticipation of conducting a Task.

#### 6.2.10 Interdiction

Interdiction is a specific operation usually carried out by a Formation in obedience to an Order. However, a game may allow Interdiction to be carried out by Auxiliaries. If so, the Auxiliary follows the normal rules for Tasking and Stationing when carrying out Interdiction. Normally, Fleet, Fleet-50, and Galley Auxiliaries are permitted to conduct Interdiction, along with Corsairs (10.2) of any Class.

### 6.3 MIXED-ROLE (MR) SAIL

#### 6.31 General

Certain Sail have functions that cannot be properly represented by simply grouping them in Squadrons. Frigates, for example, are capable of — indeed, necessary for — reconnaissance, yet are also needed in battle, and can fight quite well on their own (in what a later time would call 'hunter-killer' groups). Therefore, such Sail have been designated Mixed-Role Sail (MRS).

6.311 MRS may act as normal Sail of their Class, or they may be Converted into Auxiliaries. Such Auxiliaries are termed Multi-Role Auxiliaries (MRA). The reverse action is also possible: MRA may be Converted into MRS.

6.312 SOL(D) (10.41) Convert to 'Fleet-50' Auxiliaries, and *vice versa*. Frigates (10.42) Convert to Fleet Auxiliaries, and *vice versa*. Other Conversions (e.g., Galleys) may be allowed by the Exclusive Rules and will be detailed there.

6.313 *Clarification:* 'Fleet-50' Auxiliaries function as normal Fleet Auxiliaries, except that their performance is degraded by various die roll modifiers. The Exclusive Rules may forbid certain Tasks.

#### 6.32 MR Conversions

At the start of a scenario each MRS must be assigned to ONE (1) of its TWO (2) roles. During the scenario, MRS/MRA may change roles, as described below. The counter mix is an absolute limit on such conversions.

6.321 Unless the Exclusive Rules dictate otherwise, MRS Convert to MRA at a rate of TWO (2) for ONE (1). That is, TWO (2) Sail Convert to ONE (1) Auxiliary; a single Sail cannot Convert. Classes cannot be mixed.

6.322 MRA/MRS Conversions may occur under TWO (2) separate circumstances: during the Auxiliary Step of any Administrative Phase, or at the start of any Impulse. The procedure is generally the same in each case. The owning player simply removes TWO (2) of the appropriate Sail from play and replaces them with ONE (1) appropriate Auxiliary, or removes ONE (1) appropriate Auxiliary and Forms a Squadron with TWO (2) Sail of the matching Class.

6.323 In the Auxiliary Step, Conversions may only occur at Friendly Ports:

- **MRS to MRA:** the Sail must belong to Squadrons Fitting Out or In Ordinary at a Port. They do not have to belong to the same Squadron. Sail intended for the same Auxiliary *can* be taken from different Ports (but not from Interdicted Ports). Even if located at the same Port, the Sail need not come from the same Squadron. The new Auxiliary must be placed in the Available Box. Note that this occurs *after* Auxiliary Assignments.
- **MRA to MRS:** the Auxiliary must be removed from the Available Box and laid aside. A Squadron of the appropriate Class must be Formed at any Friendly Port and placed In Ordinary there.

6.324 At the start of any Impulse, MRS belonging to a Ready Squadron may be Converted to Auxiliaries:

- **MRS to MRA:** Both the Sail must belong to ONE (1) Formation in the Ready State, but need not belong to the same Squadron. The Auxiliary is Assigned to the same Formation.
- **MRA to MRS:** The Auxiliary must be currently Assigned to a Formation in the Ready State. It is removed from its Assignment and laid aside. A Squadron of the appropriate Class must be Formed and Assigned to the same Formation.

6.325 When Converting at the start of an Impulse, a LC must be passed for each Conversion. No more than ONE (1) Conversion attempt may be made per MR item per Impulse.

6.326 MR Squadrons Formed at the start of an Impulse immediately suffer Damage Points (DPs) matching the DPs of the most damaged Squadron currently Assigned to their Formation.

6.327 Formation Assignment limits (6.132) must be maintained at all times.

6.328 Squadrons currently having DPs over ONE HALF (1/2) their DR may not be used for Conversion.

6.329 Whenever Auxiliaries are Converted to a MRS Squadron also give that Squadron ONE (1) more DP. If MRA Convert and add their Sail to an existing MRS Squadron — which might be permitted by the Exclusive Rules — this DP is also added.

## 7.0 ADDITIONAL CONCEPTS

*Inst. 7th. In case the admiral should have the wind of the enemy, and that other ships of the fleet are to windward of the admiral, then upon hoisting up a blue flag at the mizen yard, or the mizen topmast, every such ship then is to bear up into his wake, and grain upon severest punishment. In case the admiral be to leeward of the enemy, and his fleet or any part thereof to leeward of him, to the end such ships to leeward may come up into the line with their admiral, if he shall put abroad a flag as before and bear up, none that are to leeward are to bear up, but to keep his or their luff to gain the wake or grain.*

### 7.1 SPOTTING

#### 7.11 General

Formations and Stationed/Rebasing Auxiliaries may be in a Spotted or Unspotted state. Spotted Formations may be attacked. Unspotted Formations may not be attacked. Unspotted Formations are kept on their reverse side or covered with an Unspotted marker. Spotted Formations are kept face up.

**7.111 Important.** Formations are Spotted or Unspotted with respect to Friendly forces as well as to the Enemy. Friendly Formations may not interact unless at least ONE ( $\geq 1$ ) of them is Spotted:

- Detachments and Independent Squadrons cannot be Attached to a Flag or Grand Flag, per 3.35.
- A Formation cannot Reinforce a Battle (8.24) unless it has Spotted an Engaged (8.21) Formation (Friendly or Enemy).
- Friendly Formations cannot share Spotting information, per 7.113 point #6, unless they have mutually Spotted each other.

**7.112** A Formation becomes Spotted under the following conditions:

- A Friendly Formation conducts a successful Search in the same location. The location can only be a Space, not a SZ.
- A Fleet, Fleet-50, Light, or Galley Auxiliary was Tasked to Search (7.12) the Space it currently occupies, and was successful.
- The Formation occupies a Strait Space.
- The Formation occupies a Port Space.
- The Formation was previously Spotted and is being Shadowed (7.13).
- A Formation becomes Spotted if it is in a Battle Space (8.121) at the end of the current MPI, even if it Withdraws (8.23) before Battle.

**7.113** Even when Spotted, a Formation is only considered Spotted by particular items:

- A Formation that successfully Searches (7.12) has Spotted the targeted Formation. No other Formation Spots the target Formation due to that Search.
- Similarly, a Formation from which an Auxiliary was Tasked and successfully Spotted a target Formation (7.125) has also Spotted it. Again, no other Formation Spots the target Formation due to that Search.
- When a Formation is Spotted in a Port, all Formations Friendly to the Port that are in the Target Formation's location Spot the Formation.

- When an Auxiliary conducts a Search Task from a Port, all Formations Friendly to the Auxiliary that are in the Target Formation's location Spot the Formation.
- When a Formation is Spotted in a Straits Space all Formations in that Straits Space Spot the Formation.
- When multiple Friendly Formations occupy the same Space, any that are mutually Spotted automatically Spot every Formation that the other Formations have Spotted (i.e., intelligence is shared).

**7.114** Formations only remain Spotted for the current MPI. If none of the above conditions apply at the end of an MPI, a Formation becomes Unspotted.

**7.115 Exception:** no item may be Spotted in a Gale-affected Space. Any Spotted item in such a Space becomes Unspotted immediately.

**7.116** When some Formations in a stack are Spotted and others are not, place a Unspotted marker over all Unspotted Formations, and place the Spotted Formations on top of the stack. Players may freely examine the Spotted portions (only) of each others' stacks.

**7.117 Important.** The opposing player may examine Spotted Formations, and, *upon request*, must be told the *number* (only) of Sail that compose them. The number of Assigned Auxiliaries (but not Class) must also be stated, upon request.

**7.118** If a Formation is Spotted, its DM can be examined *after* all DMs have been placed. See also 7.13 point #2.

**7.119 Auxiliaries.** Auxiliaries assigned to a Formation become Spotted when their Formation is Spotted, as noted above. Auxiliaries Assigned to a Port are always Spotted. Rebasing Auxiliaries and Stationed Auxiliaries are treated as Formations for the purposes of Spotting and Shadowing (7.12/7.13).

#### 7.12 Searching

Formations may be Spotted through Searching. Formations may conduct Searches in the Space (not SZ) they occupy at the START of any MPI. Fleet, Fleet-50, Light, and Galley Auxiliaries may likewise be Tasked to conduct Searches, again, at the start of any MPI. Search Tasks may occur in any Spaces (only) within the OR of the Searching Auxiliary. Auxiliaries can be Screened, Formations cannot.

**7.121** All Searches are conducted at the start of the MPI, after placing Directional Markers. To conduct a Search, declare an eligible Target Space, and consult the Search Table. Roll ONE (1) die, and implement the results.

**7.122** If a Search is successful, flip ONE (1) Formation or <Stationed/Rebasing> Auxiliary in the Target Space to reveal its identity (in the case of an Auxiliary or Independent Squadron Without Orders, remove the Unspotted marker from it). Searching player's choice. If a Shadowing result is obtained, refer to rule 7.13.

**7.123** An individual Search can be conducted either by ONE (1) Friendly Formation or ONE (1) Friendly Auxiliary eligible to do so. A Space may only be Searched ONCE (1) by each Formation and Auxiliary.

**7.124 Clarification:** remember that Small Spaces are treated as the same location as the Large Space 'upwind' from them (5.222). This means that Formations in those Spaces may be the target of Searches conducted in the Large Space.

**7.125** Auxiliaries Assigned to Formations and Ports, or Stationed, may conduct Search Tasks:

- Declare the Target Space. This must be a Large Space, but all associated Small Spaces (per 5.222) are included in the same Search, as above.
- Secretly select a Searching Auxiliary.
- The opposing player secretly selects a Screening (6.28) Auxiliary, if desired.
- If the Screen is ineffective, consult the Search Table using the Auxiliary column (the Class of Auxiliary may provide die roll modifiers) and implement the result.
- Remove the Searching and any Screening Auxiliary to the Recovery Box.
- Stationed Auxiliaries may only Search at their own location.

*7.126 Clarification:* Searching can be done in any MPI, even if the Searching Formation is not eligible to expend an MPI at that time. Searching does not require the expenditure of MPs.

### 7.13 Shadowing

Shadowing is a result of the Search Table permitted only to those Auxiliaries that have been Tasked from a Formation. Shadowing has TWO (2) effects:

- It prevents a Formation from becoming Unspotted at the end of the MPI.
- It allows the Shadowing player to examine the Shadowed Formation's Directional Marker prior to Movement and then change the Shadowing Formation's DM (only) in any manner desired.

7.131 If a Shadow result is obtained, the Searching player must immediately decide whether to Shadow the newly Spotted Formation or not.

7.132 If Shadowing occurs, the Auxiliary that conducted the Search Task remains stacked with the target Formation until:

- The owning player chooses to remove it.
- The Formation becomes Unspotted by entering a Gale Space.
- The Formation enters a Harbour.
- The player owning the Formation makes a successful Screening attempt (7.14).

7.133 Only ONE (1) Auxiliary may Shadow any ONE (1) Formation at any given time. When it stops Shadowing, the Auxiliary is removed to the Recovery Box.

7.134 When a Formation is Shadowed, place a Shadow marker on it. Shadow markers are paired, with matching numerals (see the Counter Guide). Place the second (2nd) marker with the Formation associated with the Shadowing Auxiliary as a reminder that it has Spotted the Target Formation. Both markers are removed if the Shadowed Formation becomes Unspotted.

7.135 If the Shadowed Formation becomes Assigned to another Formation (*i.e., if an Independent Squadron*), that Formation is automatically Spotted and Shadowed as well.

7.136 If a Shadowed Formation becomes Unformed and one or more (1+) Sail are Transferred from it during the process, any ONE (1) Formation that receive the Sail may be Shadowed automatically by the Fleet Auxiliary (*i.e., the Shadowing elements follow an element of the former Formation*).

7.137 If a Formation divides up into more than ONE (>1) Formation, the Shadowing Fleet Auxiliary may continue to Shadow ONE (1) of the component Formations — Shadowing player's choice.

7.138 Shadowing Auxiliaries do not have to remain with the Operational Range of their 'originating' Formation. However, a Galley Auxiliary must be removed to the Recovery Box if the Formation it is Shadowing enters a Sea Zone, and no Shadowing is permitted in Gale Spaces.

7.139 Stationed Auxiliaries may Shadow. If they do so they are permitted to leave their current location and are no longer Stationed.

*7.13.10 Design Note: some players may object that a Shadowing force could remain off a Port and pick up the target, or a new target, when it left Port. The requirement to remove the Shadow is a game mechanic forcing the players to recycle their Auxiliaries — since Auxiliaries cannot be attrited.*

### 7.14 Countering Shadowing

At the end of each Impulse a player may attempt to remove an Enemy Shadowing Auxiliary by conducting a Screening Task (6.28) with any eligible Auxiliary. If successful, both the Screening and Shadowing Auxiliaries are removed to the Recovery Box.

7.141 Should a successful Searching Auxiliary commence Shadowing at the end of an Impulse, it may not be Screened for the Shadowing Task in that Impulse. (It may be Screened for its Search Task, however — this rule merely prevents a 'double' Screen.)

### 7.15 Dummies

Dummy Formation and Auxiliary counters are available. Dummies act as Unspotted Formations or as Stationed or U-OR Auxiliaries, respectively. If Spotted, a Dummy is removed from the map.

7.151 Dummy Formations appear by being 'Formed', or 'Detached' in the same manner as real Formations. They may enter play as Reinforcing Formations (11.13). (They may also become 'Unformed' or 'Attached'.) Dummy Auxiliaries appear by being 'Stationed' or 'Rebased' as if they were real ones.

7.152 Dummies have no real presence. They have no Assigned Squadrons, and no Leader is Posted to command them. They cannot engage in Battle. They cannot have Auxiliaries Assigned. They cannot be Tasked. They cannot be Issued Orders (9.36). They cannot Search. They may only move in simulation of real Formations until discovered; in this regard, they obey all normal Movement rules.

7.153 The counter mix is an absolute limit on the number of Dummies that may be in play at any given time, but the counters may be reused as needed.

*7.154 Play Note: the players should do their best to pretend their Dummies are conducting legitimate business, appearing to suffer attrition and so forth. This will make the Dummies more effective.*

## 7.2 INTERDICTION

### 7.21 General

For game purposes, the term Interdiction means the obstructing of specific Spaces by the forces of one Fleet or the other.

7.211 Formations may conduct Interdiction as a result of an Order (9.3) to do so; the Order will specify an exact target. *Exception:* Interdiction may occur for other reasons due to an Exclusive Rule.

7.212 Only Straits, Ports, and those locations designated by the Exclusive Rules may be Interdicted.

7.213 Interdiction has a number of effects:

- Formations which enter an Interdicted Space are automatically Spotted.
- Interdiction thus creates the potential for a Battle when Formations belonging to the opposing Fleet enter the Interdicted Space.
- Interdiction can have an effect on Strategic Events (9.2). The effects will be described in the Exclusive Rules.
- Since Interdiction is carried out as an Order (9.3), it is a means of gaining Prestige (12.0) through Fulfilling Orders.

7.214 The Exclusive Rules may permit Auxiliaries to conduct Interdiction as a Task. This may still be as an Order — essentially a Formation will be Interdicting, but using an associated Auxiliary for the physical act — or it may involve the Stationing of an Auxiliary for the purpose. Any results of a successful Interdiction by an Auxiliary will be as the Exclusive Rules dictate, but case 7.213 will still apply with regard to Spotting.

*7.215 Design Note: Sea Lords does not use the concept of 'lines of communication' but Interdiction in fact cuts 'sea lanes' in a similar manner. The effects, however, do not impact the players directly (except for Prestige).*

## 7.22 Execution

Formations conduct Interdiction by occupying the Space designated by the Interdiction Order.

7.221 To be successful, Interdiction must always be applied to the target location for a specified period of time. The Exclusive Rules will provide this information. The Formation must occupy the target location and remain there until the specified time is up. If forced to leave the location (or if eliminated) before that time, the Order Fails (9.38).

7.222 The player owning the Formation in question does not have to declare the Formation's purpose at the target location until he wishes to Terminate the Order (9.38).

7.223 If an Enemy Formation exits an Interdicted Space, it *must* fight a Battle with the Interdicting Formation at the end of the current MPI. The Battle is considered to be fought in the Interdiction Space, but after the Battle:

- The Enemy Formation is placed in its destination Space, unless;
- The Battle took place in a Port Space and the Interdicting Formation has won the Battle (per 8.43), in which case the Enemy Formation must instead use the spent MPI to enter the Fitting Out State.

7.224 Interdiction is terminated if the Interdicting Formation is forced away from the Space or becomes Unformed.

7.225 **Important.** If the target location is coincidentally occupied by any other Friendly forces, it is *not* Interdicted by them — Interdiction must be conducted by the Formation to which the Interdiction Order was Assigned (9.35).

## 7.23 Port Interdiction — Blockade

When a Port Space is Interdicted, it is termed a Blockade. In general terms, a Blockade is conducted exactly like any other form of Interdiction. Apart from any additions made by the Exclusive Rules, however, there is a special feature: Blockade Values.

7.231 Every Port has a Blockade Value (BV), either printed beside its Space or within its Harbour Box. The BV increases the amount of Attrition (11.2) accumulated by the Blockading Formation (only), as shown on the Attrition Chart.

7.232 **Important.** On the map, a Port's BV is noted by a lower case 'a' (for 'attrition'), and *not* by the use of 'BV'. The designer apologizes for the confusion but refuses to redraw the maps.

7.233 Some games have Coastal Spaces, which are locations where the *Sea Lords* game can interact with a paired *Lace Wars* land game. Unless the Exclusive Rules say otherwise, all Coastal Space have a BV of ZERO (0).

7.234 Blockade Values also make it harder to employ Fireships and Marines against the Harbour (6.236 & 6.25).

*7.235 Design Note: unlike many naval games, the BV has nothing to do with port defences, and everything to do with the coastal and sea conditions off that port. The French port of Brest was extremely difficult to blockade, not so much for the multiplicity of forts and cannon (only useful if an enemy wished to enter the harbour) but because it had three exits and lay on a very stormy bit of coast. Similarly, the Spanish port of Cadiz, also a formidable target, was hard to blockade because the Atlantic weather forced ships willy-nilly through the Gut into the Med — if a squadron lost its station it could take days to recover it, and meanwhile the Spanish would be halfway to Cuba. Although Attrition seems to be a unique feature of Blockade-Interdiction, it actually mirrors the Attritional effects of Straits.*

*7.236 Historical Note: for much of the age rigid doctrine prevailed over audacity, to the detriment of operations. An action conducted like Nelson's Battle of the Nile, for example, would have secured an admiral's court martial for disregarding the Fighting Instructions. The proper method of dealing with a fleet in port was to blockade the exits to the harbour; then land a large force of soldiers to take the port. Usually, this was considered too risky to attempt. Close blockade by a string of warships was extremely difficult, so the squadron usually 'stood off' while a few handy light vessels watched for signs of an imminent enemy departure.*

## 7.3 DAMAGE

### 7.31 General

In *Sea Lords*, combat results and the attritional effect of the elements are recorded as Damage, in the form of Damage Points (DPs).

7.311 Damage is applied to Squadrons, not individual Sail.

7.312 Damage is cumulative.

7.313 Damage can affect a Squadron's performance by reducing its available MPs and by penalising its parent Formation's attempts to gain the Weather Gauge (8.22) in Battle. See the Damage Effects Chart. Damage also weakens the Squadron — when accumulated DPs exceed a Squadron's Damage Rating (7.34), Sail can Sink (be eliminated).

7.314 **Important.** Although Damage itself is cumulative, its effects are not; just use the effects that apply to the current level of Damage. Similarly, when a Formation has several Damaged Assigned Squadrons, use just the effects accrued by the most severely Damaged Assigned Squadron.

### 7.32 Recording Damage

Damage is recorded using the Fleet Displays. As noted in 3.2/3.3, all Squadrons Assigned to a Formation are placed on that Formation's record track. Each Squadron is placed on the box of the track corresponding to the number of DPs it currently has.

7.321 As DPs are accrued, move the affected Squadrons up the track, flipping them to their reverse '+10 DP' sides as needed.

7.322 *Clarification:* Squadron strength — in Sail — is *not* adjusted when DPs are inflicted, only when the accumulated DPs are so high that a Sail actually Sinks (see below).

7.323 In the case of Independent Squadrons and Squadrons Fitting Out that are not Assigned, use the numerical markers provided in the counter mix to indicate accrued Damage. These

markers are numbered along their edges from ONE to FOUR (1-4) and (on their reverse) from FIVE to EIGHT (5-8). Place the counters under the affected Squadrons, and rotate the counters as needed so that the current number of DPs is showing on the upper edge of the counter (from the owning player's point of view). The Squadron can be flipped to its '+10 DPs' side if needed. If necessary, use more than one marker and sum their values.

7.324 When a Squadron begins In Ordinary at a Key Port, it will initially be placed on the Port's record track. These record tracks are termed Repair Tracks. The Squadron begins on the box of the track corresponding to its current DPs, and is then moved *down* the track as it is Repaired. See 11.3.

### 7.33 Damage Effects

Per 7.313, 'nonlethal' Damage may still reduce a Formation's performance. The Damage Effects Chart (DEC) lists THREE (3) brackets:

- ZERO (0) to ONE THIRD (1/3) DR (or 'up to 1/3'),
- Over ONE THIRD (>1/3) to TWO THIRDS (2/3) DR (or 'up to 2/3'),
- Over TWO THIRDS (>2/3) DR (or 'over 2/3').

Precise values (after rounding) only apply to Independent Squadrons and other Formations with no representation on a Fleet Display. For Ports and Flotillas, Damage brackets are noted visually on the Damage/Repair tracks found on the various display cards — no shading, light shading, and heavy shading, respectively — and in many cases the shading does not precisely match the brackets of the DEC. This is always intentional and the visual representation replaces the precise 'breaks' found on the DEC.

7.331 The DEC lists a '+1 Battle Reinforcement' modifier. This is a die roll modifier applied to Battle Reinforcement attempts when a Formation has at least ONE (1+) Assigned Squadron that has suffered the appropriate number of DPs. The DEC also lists a Movement Allowance (MA) and Wind Gauge (WG) modifiers, which apply in the same manner.

7.332 The DEC also notes the chance of Sunk Sail, as explained in 7.35 below.

7.333 **Important.** When determining what DP bracket to apply, always fractions round DOWN.

7.334 Flagships track their Damage separately from their associated Squadron (10.313).

*7.335 Example: an Independent Squadron with DR '10' has suffered 4 DPs. It will use the DEC at the 'up to 2/3 DR' bracket ( $10/3 = 3.33$  rounded to 3 while  $10/6 = 6.67$  rounded to 6;  $4 > 3$  but  $< 6$ ). However, assume the same Squadron is Assigned to a Flag. This Flag's DR track shows no shading in the '0' through '4' boxes. While Assigned, the Squadron rates as being at the 'up to 1/3' bracket.*

*7.336 Design Note: this difference is intended to indicate the resilience (or lack thereof) of higher formations.*

### 7.34 Damage Limits

Each game assigns Damage Ratings (DRs) to all Squadrons, usually by Fleet/Command, but sometimes by Contingent or Class of Sail present. The DR is equal to the number of DPs that a Squadron may accrue before there is a chance of a Sail being Sunk.

7.341 *Clarification:* Sail can also be Sunk directly in Battle (see below).

7.342 When assessing the chances of a Sunk Sail, Flagships are treated as separate Squadrons. (Per 10.31, Flagships have a DR TWO (2) higher than regular SOL).

7.343 **Important.** If a game omits the DR of a given Contingent, the value of TEN (10) DR is a universal default.

### 7.35 Sunk Sail

Whenever a Squadron has accrued DPs equal to or greater than ( $\geq$ ) its DR, ONE (1) of its Sail may be Sunk:

- Subtract the DR from the accrued DP value ( $DPs - DR = X$ ).
- Roll ONE (1) die. If the result is less than or equal to this value ( $\leq X$ ), ONE (1) Sail is Sunk.

7.351 Checking for Sunk Sail is performed at set times:

- At the end of the Operations Phase.
- After applying Gale Attrition (11.23).
- During Battle (8.33).

7.352 Except in Battle, no more than ONE (1) Sail may be Sunk from a single (1) check for Sunk Sail. In Battle, multiple Sail can be Sunk (assuming the number of DPs accrued is high enough), per 8.33.10.

7.353 When a Sail is Sunk, rotate the owning Squadron's counter to show the remaining number of Sail — i.e., an equal number of pips along the top edge of the counter (viewed from the owning player's perspective).

7.354 The Sinking of a Sail does not adjust the number of DPs accrued by a Squadron. *Exception:* Hulking (11.34).

7.355 Remember, if a Squadron loses its last Sail, it becomes Unformed.

7.356 The owning player may always choose which Sail to Sink from within a Squadron. *Exception:* if the Sail's DRs vary, the Sail with the lowest DR must be Sunk first; this automatically and immediately adjusts the Squadron's DR to the new lowest Sail DR.

*7.357 Example: a Squadron has DR '10'. If the Squadron accumulates 17 DPs, a Sail will be Sunk on a die roll of '7' or less ( $17 DPs - 10 DR = +7$ ).*

*7.358 Design Note: players will probably find themselves losing more Sail than were lost historically (wargamers tending to hyper-aggression by nature), but the system compensates through the Reinforcement mechanism (the players will also tend to receive more Sail than their historical counterparts would have been trusted with). Some Sunk Sail may thus be considered merely 'non-serviceable'.*

### 7.36 Removing Damage

Damage may only be removed from a Squadron during the Administrative Phase, and only if the Squadron is In Ordinary (3.27). See 11.3 for a full explanation.

### 7.37 Auxiliaries and Damage

Auxiliaries do not suffer Damage. Instead, they are removed to the Recovery Box when required. The Recovery mechanism simulates any repairs that may be needed.

### 7.38 Sail Transfers & Damage

To reiterate 3.26, when Transferring Sail, if the Donor Squadron has accrued more Damage than the Recipient, the Recipient's Damage is increased to match the Donor's Damage. The reverse is not true: Damage may never be *reduced* through the Transfer of Sail.

## 8.0 BATTLE

*Inst. 8th. If the admiral will have any of the ships to endeavour by tacking or otherwise to gain the wind of the enemy, he will put abroad a red flag at his spritsail, topmast shrouds, forestay or main topmast stay. He that first discovers the signal shall make sail and hoist and lower his sail or ensign, that the rest of the ships may take notice of it and follow.*

### 8.1 GENERAL

#### 8.11 Battle Sequence

Battles are resolved in the following sequence:

1. Determine if a Battle can take place (8.12).
2. Pause the Impulse (Battles occur at the end of each MPI).
3. Announce initial Engaged Formations (8.21).
4. Determine the Weather Gauge (8.22).
5. Declare all Withdrawals (8.23).
6. Determine Battle Reinforcements (8.24).
7. Assign Leaders to Squadrons (8.26).
8. Declare Battle Intensity (8.31).
9. Determine the Damage Level (8.32).
10. Arrange the opposing Squadrons into a series of Combats (8.33).
11. Determine the modifiers (8.35/8.37) for each Combat.
12. Consult the Combat Damage Table for each Combat. Implement the results. (8.32-8.38).
13. Resume the Impulse.

#### 8.12 When & Where Battles May Occur

Battle can occur any time opposing Formations occupy the same Space, and at least ONE (1+) of the Formations is Spotted.

8.121 Battles are resolved at the end of each MPI, before Spotting status is checked.

8.122 Battles may only occur in Spaces. They may not occur in Sea Zones or Harbours. The Space where a Battle occurs is termed the Battle Space, and the Formations that participate are termed Engaged.

8.123 Battles cannot occur in Gale-affected Spaces.

8.124 In cases where only one Fleet's Formations are Spotted, the opposing player declares whether he will initiate Battle or not. If he does not, no Battle occurs and the Space is not considered a Battle Space (and case 8.122 is ignored).

8.125 When some Formations of each Fleet are Spotted and others are not, only the Spotted Formations and the Formations that are Spotting them may become Engaged.

8.126 **Important.** Battles can occur when a Friendly Formation occupies a Large Space and an Enemy Formation occupies a Small Space 'downwind' from it — per 5.222 they are in the same location.

8.127 When a Battle is to be fought, the players must reveal, on request, the true composition of all Engaged (8.21) forces, including the number of Sail, Squadrons, Auxiliaries, and the extent of Damage to any Squadrons.

8.128 *Designer Note: players should feel free to resolve any Battles they generate in more detail using their favourite tactical system — but will have to develop their own rules for translating the results.*

## 8.2 INITIAL BATTLE STEPS

### 8.21 Engaged Formations

If a Battle does occur, ONE (1) Formation from each Side is automatically Engaged — owning player chooses. Withdrawn (8.23) Formations cannot be selected. All remaining Formations in that Space (excepting Withdrawn Formations) may join as Battle Reinforcements (8.24).

8.211 *Exception:* a Fitting Out Formation may not be selected to participate as an initial Engaged Formation, but it may be received as a Battle Reinforcement (8.24) — even if occupying a Harbour.

8.212 Only Engaged Formations participate in the Battle.

8.213 As an aid to memory, stack all Friendly Engaged Formations together, with the initial Engaged Formation on the top. Set all Unengaged Formations slightly to one side in a second stack, and all Withdrawn Formations (8.23) in yet another stack.

8.214 **Important.** After determining which Formations are Engaged (*after* Reinforcement — 8.24), sum the CRs of all Engaged Friendly Leaders and compare the value to the sum of all Friendly Engaged Squadrons. If there are more Friendly Engaged Squadrons than the CR total, the excess Squadrons do not participate in the Battle (*exception:* in matters affecting their Formation as a whole they are still considered). The owning player may choose the affected Squadrons.

8.215 **Important.** There is no limit to the number of Auxiliaries that may be employed in a Battle. (Any restrictions are already implicit in the Assignment limits.) However, the Auxiliaries must have started the Battle Assigned to the participating Formations. *Exception:* if the Battle takes place in a Port Space, the owner of the Port may also Task Auxiliaries Assigned to the Port.

### 8.22 The Weather Gauge

Having the wind or weather gauge meant that a force could dictate the circumstances of a battle — equivalent to 'holding the high ground'. In *Sea Lords*, holding the Weather Gauge (WG) allows a player to (usually) avoid or terminate combat when he chooses, and to dictate the pace of the Battle.

8.221 Who holds the WG is determined using the Weather Gauge Chart (WGC). The WGC simply lists modifiers to the Base Chance of gaining the WG. The Base Chance Number is always TEN (10). Positive modifiers are good, because they increase the Chance Number. Negative numbers are bad; they decrease it.

8.222 The modified Chance Numbers for each Side are compared. The Side with the WG is the one with the highest Chance Number. In the rare case of a tie, each player rolls ONE (1) die, and the low roll wins the WG.

8.223 The Side with the WG:

- May Withdraw prior to combat — see 8.23. In this case, there is no Battle. *Clarification:* Withdrawal is possible even if the other Side triggered the Battle by revealing a previously Unspotted Formation.
- If he decides a Battle will take place, he can adjust the Battle's Intensity (8.31).

### 8.23 Pre-Battle Withdrawal

A player with the WG may Withdraw some or all of his Formations before the Battle begins.

8.231 Withdrawing Formations do not actually leave the Space until the next MPI, at which time they move normally. However, their direction of travel is limited to Lanes not used by opposing

Formations to enter the ex-Battle Space in the previous MPI. If Withdrawn, they may not remain in the Battle Space in the next MPI.

8.232 If all opposing Formations are Withdrawn no Battle occurs.

*8.233 Design Note: an argument could be made for allowing a Withdrawing Formation to 'sneak by' the enemy and go in any direction it pleases, even in a Blockade situation. What this rule addresses, however, is how holding the Weather Gauge allows a Formation to 'break contact' and retreat. The other courses of action are simulated through the Spotting rules.*

## 8.24 Battle Reinforcements

Once the initial Engaged Formations have been selected, each player may attempt to add other Formations in the Battle Space to the combat. This process is completed before Battle is resolved.

8.241 All Formations in a Battle Space that are not already Engaged, and that have Spotted at least ONE (1+) of the Engaged Formations, are eligible to become Engaged. *Exception:* Withdrawn Formations.

8.242 To determine whether a given Formation can participate, make a LC using the LR of the Leader commanding the Formation. See the Battle Reinforcement Chart (BRC) for modifiers.

8.243 Formations currently Fitting Out in the Battle Space may *only* participate in the Battle as Reinforcements. They can participate if Fitting Out in a Harbour, even though the Harbour is technically a separate location. However, when a Harbour is involved, a penalty is applied to the attempt.

8.244 If a Formation Fitting Out fails to become Engaged, it remains Fitting Out. Other Formations that fail to participate remain in the Battle Space until the end of the combat but do not participate. Formations that fail to become Engaged are not subject to the restrictions placed on Withdrawn Formations. See 8.4 for more information.

8.245 Reinforcement attempts can be aided or hindered by Fleet and Galley Auxiliaries:

- Each player secretly Tasks a Fleet or Galley Auxiliary to the Battle.
- Once the Auxiliaries are Tasked, but before they are revealed, each player may Task a Screening Auxiliary.
- The players then reveal the Auxiliaries, resolving Screening Tasks first. Any surviving Battle Reinforcement Auxiliary provides a die roll modifier on all Battle Reinforcement attempts for that Battle.

## 8.25 Combined Commands & Multiple Contingents

When Formations belonging to different Friendly Commands and Contingents are present, there will be restrictions.

8.251 Contingent restrictions will be minor, and will be given in the Exclusive Rules.

8.252 Basic Command restrictions are as follows:

- Each Command, other than the one providing the initial Engaged Formation, must have its Command Admiral present in the Space or its Formations cannot Reinforce the Battle.
- The Fleet Admiral, may, if he is present, substitute for ONE (1) missing Command Admiral to allow that Command's participation.

8.253 Other Command restrictions (if any) will be given in the Exclusive Rules.

## 8.26 Assigning Leaders

Once all Reinforcing Formations have been determined, ascertain who is the Senior Leader (3.42) present for each Side. His ratings are the ones that will be used during Battle resolution. In the case of a tie for Seniority, the Leader commanding the original Engaged Formation is used.

8.261 In addition, each Leader Posted to an Engaged Formation must be Assigned (temporarily) to a Friendly Engaged Squadron belonging to his Formation. See 8.38. This is done in case casualties must be determined; the Leader also provides a benefit for the Combat (8.33) that Squadron participates in.

8.262 No more than ONE (1) Leader may be Assigned to any ONE (1) Squadron.

*8.263 Exception:* if there are more Leaders than Squadrons (an exceedingly rare occurrence), additional Leaders must be distributed as evenly as possible among them; only the senior Senior Leader with that Squadron affects the resolution of the Combat but all may be affected by the result.

## 8.3 BATTLE RESOLUTION

### 8.31 Battle Intensity

The Intensity of a Battle influences the amount of damage sustained by *both* Sides. **Important.** Intensity is always the choice of the player holding the Weather Gauge — subject to some mandatory adjustments.

8.311 There are THREE (3) levels of Intensity: Light, Moderate, and Heavy. All are equally applicable regardless of the size of the forces involved.

8.312 The Personality of each Side's Senior Engaged Leader will dictate limits when choosing Intensity. This effect is calculated using the Personality Matrix. Cross index the Personality of the Leader who has the WG with the Personality of the Leader who does not. The result will be ONE or TWO (1-2) column shifts on the Battle Intensity Table (BIT). Negative (-) numbers are shifts to the LEFT. Positive (+) numbers are shifts to the RIGHT. No Battle may be less than Light or more than Heavy Intensity.

8.313 **Important.** Battles in Straits must be at least Medium Intensity.

### 8.32 Damage Levels (DLs)

The Intensity determines the Damage Level (DL) of the Battle. The DL in turn determines the Damage inflicted (8.33).

8.321 To find the DL for a Battle, consult the BIT, roll ONE (1) die, apply any modifiers, and cross index the final value with the chosen Intensity. The result will be the unmodified DL for *both* Sides. The DL can then be modified for one Side or the other as described below.

### 8.33 Combats

Once the raw DL has been determined, the players must organise their Engaged Squadrons (discounting any over the CR limit, per 8.214) into a series of Combats. A Combat is the matching of ONE (1) Friendly Squadron with ONE (1) Enemy Squadron. Each Combat is organised and resolved before the next is begun.

8.331 The criteria for selecting a Squadron are as follows:

- Any Friendly Engaged Squadron may be the first (1st) Squadron selected.
- Selection of Squadrons for each Combat alternates: the player holding the WG declares second (2nd) for the first (1st) Combat, and the players then alternate.



- All Friendly Squadrons belonging to the same Formation must be selected before those of any other Friendly Formation.
- When the first (1st) Friendly Squadron is selected, note its DPs. All other Squadrons with the same DPs and in the same Formation must be selected before any others.
- Further selections are made from the same Formation, either in descending or ascending order of DPs. The selecting player may choose, but once the direction has been chosen, it cannot be altered for that Formation. All Squadrons with the next highest or next lowest DPs accrued are selected next.
- If proceeding to successively higher DPs, then once there are no Squadrons with higher DPs, make the next selection from the Squadrons with the *lowest* DPs, followed by the next highest, until there are no more Squadrons to select.
- When proceeding to the next Engaged Formation, the same 'initial' DP box need *not* be chosen, and selection on the DP track may proceed in a different direction for each Formation.

8.332 *Example: assume a Flotilla with 4 Squadrons, of DPs 4, 2, 2, and 1. The player decides to begin with a Squadron with 2 DPs. For the 2nd Combat he must choose the other Squadrons with 2 DPs. For the 3rd Combat he may choose either the 4 DP Squadron or the 1 DP Squadron. Assume he chooses the 4 DP Squadron. The last is the 1 DP Squadron. This is self evident, but to be technical, the player is always choosing the 'next highest' set of DPs (having started by going up and not down) — he checks the '5', '6', '7' etc. boxes and, having come to the end of the DP track, 'wraps' it by returning to '0', then up to '1', where he finds the next (and last) Squadron.*

8.333 In most cases, Squadrons involved in Battles will occupy a box on their Formation's DP track. Each player chooses his own Squadrons, indicating them by sliding the Squadron counter above the DP track, in such a manner that its current DPs are still clearly indicated. Once all Combats are resolved, the Squadrons are shifted down onto the DP track again — naturally into whatever boxes indicate their new DP totals. (Should an Independent Squadron be involved in Battle, its DPs will be indicated with a chit; its participation can be noted by placing it to one side.)

8.334 If one of the players has more eligible Squadrons than his opponent, then once all Combats have been arranged, that player may add ONE (1) additional Squadron to each Combat until all his eligible Squadrons are assigned, always applying the criteria listed above. This increases the number of Sail in that Combat, providing (hopefully) a positive DP Modifier (DPM — 8.36). This process may be repeated, but no more than ONE (1) additional Friendly Squadron can be assigned to a given Combat until every Combat has been Assigned an additional Friendly Squadron. The same criteria applies when even more Squadrons can be added. Battle Intensity limits the number of additional Squadrons that can be added to a Combat:

- Light — each Combat may only have ONE (1) squadron per Side.
- Medium — ONE (1) additional Squadron can be added to a Combat.
- Heavy — up to TWO (2) additional Squadrons can be added to a Combat.

Excess Squadrons must be ignored. They are considered Engaged, but have no effect on the resolution of the Combats.

#### 8.335 Clarifications:

- Excess Squadrons may have Leaders Assigned to them.
- Class penalties *do* apply if there is even ONE (1+) Sail of such a Class participating.

- Remember, extra Squadrons do *not* generate additional die rolls or create new Combats, they are factored into the Combat they are allocated to.

8.336 Independent Squadrons are always selected last of all. Among several Independent Squadrons, the owning player may choose as he desires. Note that case 8.331 does not apply to Independent Squadrons, because there is no choice.

8.337 *Example: 2 opposing Formations are engaged in a Medium Intensity Battle. Formation (Player) A has the WG; it consists of 3 Squadrons with DPs of 2, 5, and 7. Formation (Player) B has 4 Squadrons with DPs of 0, 3, 3, and 4. Formation A has an Admiral with DP-7 Squadron. Formation B has an Admiral with DP-0 Squadron. Player B must go first, since Fleet A has the WG. He puts up one of the DP-3 Squadrons; Player A puts up DP-2 Squadron. This is one Combat. For the next Combat, Player A goes first; Player B must choose the other DP-3 Squadron. However, before Player A makes his selection, Player B calls 'Admiral' and puts up DP-0 Squadron; Player A, who would otherwise have chosen either DP-7 or DP-5 Squadron (left or right on the DP track from DP-2's position) must put up his own Admiral with DP-7 Squadron. Player B makes the first selection for the last Combat, putting up the other DP-3 (no choice, since the interruption caused by the Admiral-call does not otherwise affect the sequence of selection); Player A has no choice either — DP-2 Squadron. Player B Assigns his last Squadron (DP-4) to the first combat ('doubling' in the language of the day).*

8.338 Each Combat is resolved independently of all other Combats. Once the players have finished organising their Combats, refer to the CDT. The CDT consists of a set of columns to be cross indexed with a die roll. The columns are numbered '0' through '8', and correspond to the possible DLs. For each Combat, the die is rolled once (1) — by either player — and is cross indexed with the appropriate DL column (determined per 8.32) to find the result.

8.339 The result of the CDT will be the number of DPs inflicted by the Squadrons involved in the Combat. When a single Squadron is in a Combat against multiple Enemy Squadrons, the DPs it inflicts must be distributed as evenly as possible amongst the Enemy Squadrons, with the owner of the single Squadron choosing where any leftover DPs are applied. DPs are applied immediately, without regard to Class. (Play Note: purists may wish to have one Class or the other suffer any odd loss by default, but this is not an official rule.)

8.33.10 The CDT includes some special results:

- Asterisked results require a check for Leader casualties — see 8.38. Ignore this result if the Squadron being checked is not a Leader's 'personal' Squadron.
- 'S' results indicate that ONE (1) Sail is Sunk outright, regardless of accumulated DPs.
- If an 'S' is accompanied by a numeral, this is the number of additional DPs applied to the Squadron *after* the Sail has been Sunk.
- Multiple 'S' results indicate that the same number of Sail are Sunk (e.g., 'SS' means TWO (2) Sail are Sunk).

#### 8.35 Sunk Sail

After applying DPs to a Squadron, check for Sunk Sail, per 7.35. This is in addition to any Sail Sunk outright. More than ONE (>1) Sail can be Sunk at this time, provided the DPs accrued are high enough. If a Sail is Sunk due to accrued DPs, roll again, adding THREE (+3) to the die roll. If the die roll is again under the required number, a second (2nd) Sail is Sunk, and a third (3rd) die roll is made, this time adding another THREE (total +6) to the die roll. This process is repeated, adding THREE (+3) each time, cumulatively, until no more Sail are Sunk in that Squadron.

8.351 *Example: a Squadron has a DR of '10'. It has accrued 17 DPs, partly from combat, and partly from prior Attrition. At the end of the Battle, it would lose 1 Sail on a die roll of '7' or less (17 DPs - 10 DR = +7). Assume this happens. The owning player must check again. This time, the Squadron will lose a Sail on a '4' or less. If another Sail is Sunk, a third (3rd) Sail will be Sunk on a '1' or less. After that, no Sail will be Sunk because the cumulative die roll modifiers prohibit it.*

8.352 *Example: 2 SOL and 2 Frigates, each Class in 1 Squadron of its own, engage in a Combat against 4 SOL in 1 Squadron. The mixed force inflicts all its damage on the 1 Enemy Squadron, but the -2 DPM penalty for Frigate participation applies. The mixed force then suffers 3 DPs itself. Each Squadron suffers 1 DP and the final DP can be awarded to either the SOL or the Frigate.*

8.353 If multiple Friendly Squadrons are present in a Combat, the results must be applied as evenly as possible among them. However, the player inflicting the Damage may choose which Squadron(s) suffer outright Sunk Sail.

### 8.35 Column Shifts

Some column shifts may apply to a Fleet or Command, and are thus the same for every Combat. Others may be specific to a particular Combat. See the CDT.

8.351 **Important.** When a column shift is applied, it applies positively to the RIGHT or negatively to the LEFT. Only ONE (1) die roll is made for the Combat and it applies to both final DL columns.

8.352 *Example: a Squadron from Fleet A is paired in a Combat with a Squadron from Fleet B. A column shift of '2' is applied in favour of Fleet A. The raw DL is '5'. The '5' column of the CDT is indicated by the original DL. After modification, Fleet A inflicts Damage using column '7' and Fleet B inflicts Damage using column '5'.*

8.353 *Clarification:* case 8.351 means that instead of both players suffering the same result, each will (probably) suffer different results. Remember, the result given on the CDT is the Damage inflicted on the other Squadron(s).

8.354 Column shifts beyond the ends of the table are translated into DP modifiers (8.36) at a rate of one ( $\pm 1$ ) per column shift. Shifts to the left become '+' modifiers and shifts to the right become '-' modifiers. *Example:* the '0' DL column is used and a -1 (or Left) shift applied; this becomes a +1 DP modifier.

### 8.36 DP Modifiers (DPMs)

DP modifiers (DPMs) take the place of the conventional die roll modifier commonly used on generic combat results tables. Each positive DPM equals ONE additional (+1) DP inflicted on the opposing Squadron(s); each negative DPM equals ONE less (-1) DP inflicted (to a minimum of ZERO (0) DPs inflicted).

8.361 DPMs are applied in the same manner as column shifts — that is, a DPM will be positive for one Side AND negative for the other Side. *Exception:* some DPMs only apply to ONE (1) Side.

8.362 *Clarification:* the CDT uses no die roll modifiers. Any modifier not clearly noted as a column shift is a DPM.

### 8.37 Designated DL Columns

In some circumstances, a specific column of the CDT is to be used (e.g., for Fireship Attacks, and for Auxiliary attacks on Convoys (10.16)). The CDT will indicate these predesignated columns and explain when to use them. These columns are the *base* column, and can still be affected by column shifts. Results can still be altered by DPMs.

### 8.38 Leaders and Combat

Leaders have TWO (2) direct effects on Battle, apart from allowing Reinforcement to occur:

- They provide a column shift for specific Combats.
- They allow the ascending/descending DP requirement (8.331) to be ignored when selecting Squadrons for Combats.

8.381 Prior to matching any Squadrons, the players Assign all Engaged Leaders — those belonging to the Engaged Formations — to Squadrons within their own Formation, ONE (1) Leader per Squadron. The Leader must belong to the same Contingent as the Squadron. The most Senior Leader must be Assigned to a Flagship if one is present (*note that a Flagship itself remains Assigned to a Squadron, so that no other Leader can be Assigned to the 'main' Squadron*).

8.382 During the process of matching Squadrons for the various Combats, a player may interrupt the process by calling out 'Admiral'. When he does so, he may select a Squadron with a Leader Assigned to it for the Combat, *regardless of the Squadron's DPs*. If his opponent has a Squadron with a Leader available, he must select it for the same Combat. When selecting for each Combat, the First Player is given the opportunity to call 'Admiral' first.

8.383 In any Combat where a Leader is present, a column shift will be applied. The shift is determined by comparing the LR's of the opposing Leaders in the same Combat — if a player has no Leader present, assume a Notional Leader. Subtract the lower value LR from the higher. After this has been done, HALVE ( $\times 1/2$ ) 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 to his own Fleet or his opponent's Fleet, as he sees fit.

8.384 *Example: (LR 5 — LR 3)/2 = 1. The player with LR 5 gains a 1 column shift. He may apply this as a +1 shift for himself, or a -1 shift for his opponent. If the LR's were 4 and 1 ((4 - 1)/2 = 1.5 rounded to 2), the player with LR 4 could take a +2 shift, award his opponent a -2 shift, or split them, +1 to himself and -1 to his opponent,*

8.385 Leaders may become Casualties. If an asterisked result is obtained on the CDT, and that Squadron has an attached Leader, the Leader may become a casualty. Immediately roll ONE (1) die and consult the Leader Casualty Table. Leader fates are explained under 3.4.10. Results are implemented immediately.

8.386 Should more than ONE ( $>1$ ) Leader be present in a Combat, only the Senior Leader (3.42) affects it. Only ONE (1) Leader casualty is inflicted per Combat. Among multiple targets, choose the affected Leader randomly.

## 8.4 POST BATTLE

### 8.41 General

After a Battle is resolved (including times when a Withdrawal precluded actual combat), but before Movement resumes, both players have an opportunity to Reorganise their forces. The Victor of the Battle is also determined, which may result in the award or loss of Prestige (12.0) and other effects.

### 8.42 Reorganisation

Post-Battle Reorganisation allows the players to:

- Transfer Sail between Engaged Squadrons, per 3.26.
- Struck Sail (8.44) *must* be Transferred to the Captor's Fleet.
- Attach and Detach Independent Squadron and Detachments, per 3.35. (*Especially, Squadrons can be designated Independent Squadrons Without Orders so that they may return*

to port for repairs.) *Clarification:* Orders cannot be Issued (9.36) at this time.

- Re-Assign Auxiliaries between Friendly Engaged Formations, per 6.13.

8.421 If any commanding Leaders have become casualties they may be replaced by any Friendly Leaders Posted to the Engaged Formations. In priority:

- Considering Grand Flags before Flags, and Flags before Detachments.
- By the most Senior non-commanding Leader among ALL Friendly Engaged Formations, then by the next Senior, and so on until as many of the Engaged Formations as possible are commanded by non-Notional Leaders.

8.422 All Reorganisation activities are conducted following the rules found in 3.2 through 3.4.

### 8.43 Determining the Victor

The Victor is the Side that Sank the most Sail. In the case of a tie, there is no Victor.

8.431 Battles do not garner Prestige (12.0) for the Battle itself unless the Exclusive Rules so state. However, Prestige is awarded for Sinking and Capturing Enemy Sail, regardless of who 'won' the Battle. The Exclusive Rules will list the rewards.

*8.432 Clarification:* as a general rule, Victory in Battle is only important for Capturing Struck Sail (8.44); the loser is not required to retreat or suffer similar penalties. As noted, in some games, the Exclusive Rules may award bonus Prestige; also, a Victory may influence a Strategic Event (9.1). Inflicting Damage is not sufficient to win a Victory — the count of Sunk Sail is the only measure.

### 8.44 Strike Colours

The player who won the Battle has the opportunity to Capture some of his opponent's Sail. Consult the Strike Colours Table.

8.441 Out of the total number of Enemy Sunk Sail, the indicated number of Sail instead Strike Their Colours, and are Captured by the Victor. Struck Sail are immediately added to the Victor's Engaged Squadrons as he sees fit. If necessary (*and only if necessary*) he may Form a new Squadron to hold the Captured Sail, without the requirement for a SC. The Squadron may be of any Friendly Contingent or Command, and may be freely Assigned to an Engaged Formation; it may instead be designated an 'Independent Squadron without Orders'.

8.442 Each Struck Sail adds THREE (+3) DPs to the receiving Squadron's accrued Damage total. The Captor may always Scuttle — eliminate — any or all Struck Sail to avoid the DP penalties.

*8.443 Example:* adding a Struck Sail to a Squadron of 3 Sail would add 3 DPs. A Squadron Formed from 3 Struck Sail would start with 9 DPs (3x 3).

8.444 If it is not possible to acquire Struck Sail because of a shortage of Squadron counters, the Sail are deemed Sunk instead.

### 8.45 Disorganisation

After a Battle of Medium or Heavy Intensity, all Engaged Formations are Disorganised. Mark them with 'Disorganised' chits. Disorganised Formations cannot voluntarily participate in Battle. They may move normally.

8.451 If non-Disorganised Formations are present in a Space with opposing Disorganised Formations, Battle is still possible. The non-Disorganised Formations can ignore the Disorganised Formations, in which case there will be no Battle, or their owner

may choose to initiate a Battle and demand that ONE (1) of the Disorganised Formations be his opponent's initial Engaged Formation. This circumstance can only arise if the player with Disorganised Formations has no non-Disorganised Formations in the Space.

*8.452 Clarification:* case 8.451 applies to future MPIs, not the MPI in which a Battle has just been fought — a given Battle is fought as a single discrete 'round' within a single MPI. 'Running battles' over multiple MPIs can occur if the circumstances are right, but MPI-by-MPI each situation is treated as a discrete Battle.

8.453 Disorganised Squadrons can be Assigned to non-Disorganised Formations, but doing so Disorganises said Formations.

8.454 To Recover from Disorganisation, a Formation must either enter Fitting Out, in which case Recovery is automatic and instantaneous, or the Leader commanding the Formation must pass a LC at the start of the Impulse. Only ONE (1) LC can be made per Formation per Impulse.

*8.455 Historical Note:* pursuit of a beaten foe was comparatively rare. There were many reasons for this, doctrine being not the least. After a battle of consequence, both sides would likely be battered, low on ammunition, and in disarray.

### 8.46 The Next MPI

In the MPI immediately following a Battle, the previously Engaged Formations function normally, with the following amendments:

- A player may Terminate Orders that he feels cannot be carried out by Engaged Formations. See 9.38.
- In a Battle triggered by an attempt to exit a Formation from an Interdicted Port Space (as described in 7.223), Engaged non-Interdicting Formations that lost the Battle must enter the Fitting Out State at the Port (using the MP previously paid in the attempt to exit the Space).
- If a Flotilla Sorties from a Port and the Battle is a Draw, the Flotilla can stay in the Battle Space. However, the Blockading Flotilla may also remain in the Space, so any Blockade Order in progress is not Failed.

## 8.5 BATTLE EXAMPLE

8.51 The following example assumes a Battle in a Key Port Space. Player A is Interdicting (Blockading) the Port. Player B has forces in the Port's Harbour and relieving forces in the Space itself.

8.52 Formation FF (Spotted) is the Blockading force, and consists of 3 Squadrons, total 9 SOL Sail:

- Squadron FF1 consists of 3 SOL Sail, with 5 Damage Points and a Damage Rating of '10'.
- Squadron FF2 consists of 3 SOL Sail, with 7 DPs and a DR of '10'.
- Squadron FF3 consists of 3 SOL Sail, with 2 DPs and a DR of '10'.
- FF's Leader has a LR of '5' and an Aggressive Personality. His CR is '3'.
- In addition, FF has 1 Fleet Auxiliary, 1 Fireship Auxiliary, and 2 Bomb Auxiliaries Assigned to it.

8.53 Formation BF is the Blockaded force. Formations RF1 and RF2 are the potential Relieving forces. BF is in the Harbour (Fitting Out). The other Formations are in the Battle Space:

8.531 BF (Spotted) consists of:

- Squadron BF1 consists of 4 SOL Sail, with 5 DPs and a DR of '10'.
- BF's Leader has a LR of '3' and a Cautious Personality. His CR is '2'.

- 2 Galley Auxiliaries are Assigned to the Port itself

8.532 RF1 (Spotted) consists of:

- Squadron RF1 consists of 3 SOL Sail, with 5 DPs and a DR of '10'.
- RF1's Leader has a LR of '4' and a Timid Personality. His CR is '3'.

8.533 RF2 (Unspotted) consists of 2 Squadrons, total 6 Sail & 2 Assigned Fleet Auxiliaries:

- RF21 consists of 3 SOL Sail, with 2 DPs and a DR of '10'.
- RF22 consists of 3 SOL Sail, with 4 DPs and a DR of '10'.
- RF2's Leader has a LR of '3' and a Cautious Personality. His CR is '4'.

8.534 RF1 approaches with the Wind from an adjacent Space. RF2 approaches against the Wind from a Sea Zone.

8.54 Battle Steps.

**Step 1:** can a Battle take place? Yes. Opposing Spotted Formations occupy the same Space.

**Step 2:** announce initial Engaged Formations. Player A has no choice — it is FF. Player B can choose between RF1 and RF2. BF is Fitting Out and cannot be chosen as an *initial* Engaged Formation. RF1 is selected since the odds of its gaining the Weather Gauge are much higher.

**Step 3:** determine the Weather Gauge. Consult the WG Chart:

- FF = base chance 10 -5 (On Station) +5 (Leader Rating) -1 (for FF2, whose DPs are 2/3 or more of the DR). Final Chance equals 9.
- RF1 = base chance 10 -2 (approaching with the Prevailing Wind) +4 (Leader Rating). No other modifiers apply. Final Chance equals 12.

'12' is greater than '9'. RF1 has the WG. This means ALL Player B's Engaged forces will have the WG (*a simplification*).

**Step 4:** any withdrawals? RF1 could choose to do so, but does not.

**Step 5:** reinforce the Battle. See the Battle Reinforcement Chart.

- BF's Leader makes a LC. Personality has no effect (Cautious). LR is '3'. DRMs are +2 for starting from Fitting Out, and -2 for the 2 Galley Auxiliaries, which are Tasked at this moment to provide the DRM. Fleet A sacrifices a Fleet Auxiliary to cancel 1 Galley DRM. Net DRM is '+1' (+2 -2 +1). The die roll itself is a '1' +1 = 2, which is less than the LR of '3'. Success.
- RF2 makes an LC using a LR of '3'. Again, Personality has no effect. DRMs are +1 for approaching against the Wind. Player B sacrifices a Fleet Auxiliary to gain a -1 DRM. +1 DRM because the Formation has 2 Squadrons. Net DRM is '+1'. Die roll of '7'. RF2 fails to arrive in time.
- BF's and RF1's Leaders are of equal Rank. By default, then, the initial Engaged Formation provides the Leader for the Battle itself.
- Now check to see if all Engaged Squadrons can actually participate. Sum the CRs of all Friendly participating Leaders and compare to the number of Engaged Squadrons: Player A CR 3 & 3 Squadrons, no problem. Player B CE 5 (2+3) & 2 Squadrons, no problem.

**Step 6:** Battle Intensity. This is Player B's choice since he has the WG. There are 7 Sail to 9 Sail. Not good. Intensity will be Light. He refers to the BIT.

- Compare Personalities — RF1 Cautious, versus FF Aggressive = net '0' shifts.
- Die roll for Damage Level: result of '6' = DL of '1'. The '1' column of the CDT will be used as the baseline.

**Step 7:** Arrange Combats. There will be 2 Combats set up by Player B:

- Combat #1: BF (4 SOL) v. FF1 (3 SOL)
- Combat #2: RF1 (3 SOL) v. FF2 (3 SOL)

Player A has 1 extra Squadron (FF3) and assigns it to Combat #1. He also assigns his Leader to Combat #2.

Player B assigns each of his Leaders to their own Assigned Squadrons.

**Step 8:** Column Shifts.

Combat #1: Player A LR 0 (notional) vs Player B LR 3.  $3 - 0 = 3$ .  $3/2 = 1$  shift in Player B's favour or against Player A. It will be in Player B's favour.

Combat #2: Player A LR 3 vs Player B LR 4.  $4 - 3 = 1$  shift in Player B's favour or against Player A.

**Step 9:** Damage Point Modifiers.

Combat #1: 6 Sail vs 4 Sail.  $6 - 4 = +2$  DPM in favour of Player A.

Combat #2: 3 Sail vs 3 Sail.  $3 - 3 =$  no DPM.

**Step 10:** Battle results:

- Die rolls on Combat Damage Table as follows:

Combat #1:

One die roll affects both players. Result is a '3'.

Player B takes the column shift for himself.

For Player A: DL 1 (column 1). Base result is '1' DP + 2 DPM. Total 3 DPs against BF.

For Player B: DL (column 1) 1 shifted 1 time to the '2' column. Base result is '2' DPs - 2 DPM (DPM applied adversely to the Side with fewer Sail). No 'hits' (DP 0) against FF1.

Combat #2:

Die roll of '2'.

Again, Player B takes the column shift for himself.

For Player A: on the '1' column Base result is '2' DP + 0 DPM = 2 DPs against RF1.

For Player B: on the '1' column shifted to the '2' column. Base result is '3' DPs — 0 DPM = 3 DPs against FF2.

**Step 11:** Check for Sunk Sail: no Sail are Sunk because in no case do accumulated DPs *exceed* the DR of a Squadron (FF2 now has the most accumulated — 10 DPs exactly against a rating of '10') and there was no direct Sunk Sail (S) result.

**Step 12:** Leader Losses? No Sail Sunk and no asterix results means no Leader casualties.

**Step 13:** post-Battle reorganisation. Damage to both Fleets was minimal, so there is no need to shuffle Sail or Squadrons. No Formations are Disorganised, since the Intensity was Light.

**Step 14:** Victor? None. Assume the Exclusive Rules say that, in this scenario, Prestige is won/lost for each Sail Sunk. Neither player would earn any.

**Fireship Attack?**

What if Player A attempted to employ the Fireship against BF (RF1 cannot be targeted since Player B has the WG; and BF may only be targeted because it emerged from Fitting Out to join the Battle)?

Die roll to determine success must be  $\geq 6$  (2x 3 Sail). If successful, say a '6' was rolled to determine the DL column. BV of the Port does not apply because the target is not in the Harbour proper. Third die roll of roll of '5' on '6' column = 4 DPs. Still not enough to Sink a Sail, but BF will probably retire to the Port.

## 9.0 EVENTS & ORDERS

*Inst. 9th. If we put out a red flag on the mizen shrouds, or mizen yard-arm, we will have all the flagships to come up in the grain and wake of us.*

### 9.1 GENERAL

In *Sea Lords*, the players represent theatre commanders. They are therefore subject to political oversight and a variety of strategic issues beyond their control. These elements are simulated by a series of scripted Strategic Events and a set of Orders (9.3) the players will receive during the game. Each game's Events and Orders are unique, and are therefore described in detail only in the Exclusive Rules. But, general concepts are explained below.

### 9.2 STRATEGIC EVENTS

#### 9.21 General

Strategic Events (hereafter Events) are specific to the game being played, but the same mechanisms are used in each case. They are divided into TWO (2) categories: Political (or 'plain') Events (9.22) and Military Campaigns (9.23).

9.211 Most Events are checked for and resolved in each Quarterly Turn's Event Step of the Administrative Phase. A few Events may need to be checked each Turn; for this reason the Event Step is present in every Turn's Administrative Phase. Events will be listed and described in detail in each game's Exclusive Rules. They are usually subdivided into those that occur only once and those that can reoccur.

9.212 The occurrence (Activation) of Military Campaigns (9.23) may be determined Quarterly or Turn by Turn. However, even if Activation is checked Quarterly, actual resolution of an ongoing Military Campaign is resolved Turn by Turn, again in the Event Step.

#### 9.22 Political Events

Political Events drive the strategic 'thrust' of the game, determining such things as what Orders are likely to be Received, what minor power allies might join in the campaign, the availability of basing facilities, reinforcements, and the end of the game. The following points summarize what the players may expect from an Event:

- Event effects may be lasting, or a simple one-time act.
- Some Events may cancel the effects of other Events. The most recently occurring Events always have precedence.
- Some Events may be prerequisites for other Events. Prerequisite Events are, by default, tested for first. If an Event's prerequisite has not been met, it will not occur.
- An Event and its prerequisites can all occur in the same Turn, provided the prerequisites do occur. However, the Exclusive Rules *may* stipulate Events be checked for in such a way that the test for an Event is scheduled in the Event Step *before* some or all of its prerequisites are checked for (which, of course, creates a delay).
- Time delays may be required before or after an Event occurs. If a time delay is imposed *before* an Event has occurred, the Event cannot even be tested for until the date given. If a time delay is imposed *after* the Event has occurred, the Event might be triggered, but its *effects* will not be implemented until the requisite time has passed. (Normally, effects are implemented in the Event Step of the stipulated Turn.)
- 'Implementation' die rolls may be required. These die rolls are, in essence, a variable time delay. They are not the same as the

die roll required for the Event to occur. The Event itself will have occurred, but its effects will not be implemented until a successful die roll is made. Such die rolls are made in the Event Step of *each* Turn (not just the Quarterly Turns), and, unless the Exclusive Rules say otherwise, beginning with the Turn in which the Event occurred (i.e., immediately after the Event is triggered).

- In combined *Lace Wars* — *Sea Lords* games, the *SL* Exclusive Rules will merge the *SL* Political Events with the political rules found in the associated *LW* game. Some effects will apply to the *SL* half, and others to the *LW* half.

#### 9.23 Military Campaigns (MCs)

Military Campaigns are an abstraction of the actions taking place on land. Some games have no Military Campaigns. Others have several. The Exclusive Rules will provide full details.

9.231 A MC will have a track that simulates the changing military situation of the campaign. This is its Progress Track. Some MCs also have a fluctuating Status. This represents the effect that the 'situation on the ground' is having politically, and is usually indicated separately.

9.232 A MC will either be Active or Inactive. Its Activation is checked for in the Event Step of designated Turns (usually Quarterly), provided that all prerequisites have been met (usually the triggering of a specific Political Event). Once a MC is Active, place the MC Progress Marker as directed by the Exclusive Rules.

9.233 MCs are resolved using the Military Campaign tracks, located on the Political Event Flow Chart. Each track is composed of hexagons arranged as a larger hexagon, and are colour-coded. All MCs are resolved in the same manner:

- Once a MC is Activated, place the MC's Progress Marker on its track in the white starting box.
- Ensure the MC's Status Marker is located correctly on the corresponding Status Track or in the correct holding box. Starting Campaign Game Status is marked on the chart; if a scenario requires that the MC be 'in progress' when the scenario begins, any changes are noted in the scenario instructions.
- MC Progress is assessed each Turn that the MC is Active. During each Turn's Event Step, after checking for Strategic Events, roll ONE (1) die for each Active MC. Consult the MC's Progress Track. Each hex on the track has a range of numbers associated with an arrow. If the die roll falls within the range listed, the chit is moved to the adjacent hexagon in the direction indicated by the arrow. Note that there may be ways of moving the marker more than one box, or otherwise overriding the general rule of one-box-per-Turn.
- If the chit reaches a hex marked Win, that MC is Finished. Otherwise the MC continues until it becomes Inactive due to a time limit or the occurrence of some Political Event.
- If a Win occurs, the MC's Status Marker will be moved to show who won the MC. A change in a MC's Status will have various effects, possibly affecting a player's options and possibly acting as a trigger or prerequisite for some other Event or MC.

9.234 Usually, when the end of a MC track is reached this implies the winning of the land campaign by one side or the other, with additional political effects (such as the start of peace talks or the conquest of a nation).

9.235 MC Status is assessed immediately after checking MC Progress. Additionally, Status checks may be required when certain points on the MC track are reached.

9.236 In some cases a MC only occurs ONCE (1) per game and in others it may occur multiple times. A given MC will <usually> only be triggered ONCE (1) per Year. MCs will <usually> be terminated on a Yearly basis, either because a Turn is named as a deadline, or through other factors. However, MC Status and Political Events might prevent the reoccurrence of a MC. Political Events may even terminate a MC immediately. In such cases, no Win will be obtained. Additionally, some MCs can only be Activated on specific Quarterly Turns. Like other Events, they may require a successful die roll for Activation.

9.237 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.

9.238 In combined *Lace Wars* — *Sea Lords* games, instructions will translate the happenings in the *LW* portion of the game to the *SL* portion of the game, negating the use of some or all of the MC procedures.

9.239 *Example: assume a game with two MCs — 'X' and 'Y' — representing a land war between Red and Blue. Both the MC X and MC Y tracks are 5 boxes in length. At one end of each track is a Win for Red, at the other, a Win for Blue. The tracks differ in one particular: where the MC X track is symmetrical — start position in the center, a box to either side, and a Win box on each end — MC Y's track favours Red, with the start box adjacent to Red's Win box and in the other direction two intervening boxes before Blue's Win box. MC X's starting Status is the Blue Fleet, out of a choice of Blue or Red, implying the Blue Fleet starts with Dominance (of some kind). MC Y Status is also Blue out of the same two choices. According to the instructions, in order for MC Y to occur, MC X's Status must change to Red; this will happen as soon as a Red Win is achieved in MC X.*

- *MC X is Activated. Over a period of Turns, the MC Marker drifts back and forth, but the Year ends with no resolution. This means nothing changes.*
- *Next Year, MC X Activates again. This time, the player representing Red has organised himself and conducts a number of naval actions — Orders, as described in 9.3 — that allow him to influence the various MC progress die rolls. In 4 Turns he achieves a Red Win. MC X's Status Marker is moved from the Blue to the Red box. MC X is over. But, according to the Exclusive Rules, there is nothing to stop it occurring next Year, perhaps reversing the outcome; the marker might be reset to its start position on its track, or perhaps placed somewhere else because it is the second iteration of the campaign.*
- *Because of the early completion date, the Exclusive Rules allow MC Y to commence immediately (simulating a breakthrough offensive). MC Y's progress is assessed in the same manner as MC X, except that different DRMs apply, and the track makes a Red Win comparatively easy. It does in fact occur, and the MC Y Status Marker is now in the Red box as well. According to the Exclusive Rules, thanks to the Red Win in MC Y, MC will now never recur, but MC Y can occur each Year.*

## 9.3 ORDERS

### 9.31 General

In *Sea Lords*, the players' activities are circumscribed by a specific set of Admiralty Orders (hereafter 'Orders'). An Order is a discrete set of instructions. Orders are Issued (9.36) to Formations. The Formations (usually Flotillas) attempt to Execute (9.37) the instructions. If an Order is successfully Executed, or Fulfilled, the player earns Prestige (12.0). If unsuccessfully Executed — Failed (9.38) — the player loses Prestige. Orders may have additional effects when they are Fulfilled (e.g., influencing a MC).

9.311 Each player is provided with an Orders booklet or foldout for his Fleet. In this booklet is listed every Order his Fleet is allowed to Execute, along with its Instructions.

9.312 During the course of the game, a Formation may be Issued and Execute many Orders, but each Formation may only be Issued and Execute ONE (1) Order at a time.

9.313 **Important.** Flotillas normally require an Order before they can enter the Ready State and move about the map. The following are the exceptions to this rule:

- The Exclusive Rules may say otherwise.
- In all cases when an Order has been Terminated (9.38) the Executing Flotilla may freely return to a Friendly (or eligible Neutral) Port without an Order. This is done as expediently as possible. Once at the chosen Port it will enter In Ordinary until it Receives a new Order. The desired Port should be indicated as the Flotilla begins its return (this may be done secretly), but the Flotilla does remain free to move to a different Port as long as said Port is both eligible and closer.
- It is also permissible for said Flotilla to Receive a new Order (ANY new Order for which it is otherwise eligible) while it is enroute to its Port, or even immediately after the old Order was Terminated (as long as the Orders Cycle (9.33) is followed). *(The owning player will want to consider the Flotilla's condition before he does so, naturally.)*
- Also, a Flotilla without an Order may engage in Battle while enroute to its Port and may even initiate one — that is, the Flotilla is not limited to acting's defensively. The Exclusive Rules may say different.
- *Clarification:* Independent Squadrons Without Orders (3.34) are not Flotillas (and are therefore exempt by default).

9.314 Convoys (10.1) are a special case. They do not use Orders themselves (although their existence may be due to the Issuing of some Order) but function according to the game's instructions. This 'script' may allow a player some leeway in the Convoy's activities, or it may be very rigid. Escorting (10.12), however, is a 'generic' Order that can be Issued to a Formation *other* than a Convoy (Auxiliaries can also be used in this role).

### 9.32 Orders Chits

Each Order has a corresponding Order Chit (OC) — a counter with the name of the Order printed on it. OCs are used to keep track of what Orders are available to be Issued (9.36), what Orders have been Issued, and what Orders are being Executed (9.37). See also 9.33.

9.321 Each Fleet has its own set of OCs, identified by background colour and/or icons. Sometimes, a few Orders will pertain only to a certain Command; their OCs will have a letter indicating the Command that can use them.

9.322 OCs should be kept facedown at all times and only revealed to prove that an Order has been Fulfilled (9.38).

9.323 *Exception:* certain OCs may have to be revealed to the Enemy as soon as they are drawn into a player's Hand (9.35).

9.324 Boxes on the map or the Fleet Displays will be available for organising the OCs. The boxes will be labeled: Orders Pool (9.34), In Hand (9.35), Discarded (9.38). Move the OCs between the boxes to show their current status. When a Formation is actually Executing an Order, however, the OC is placed with the Formation, either under its counter on the map or on the Fleet Display. Each Flotilla's section of the Display includes a box for holding the OC for the Order currently being Executed.

9.325 **Important.** The number of Orders Chits in the counter mix is a hard limit.

9.326 *Play Note: if a map is too small to allow the depiction of storage boxes the players should pile their chits in the same manner in any convenient location.*

### 9.33 The Orders Cycle

During the course of the game, Orders are generated using the following cycle:

- All the OCs in the counter mix that belong to the same Fleet (or Command in cases where each Command has its own set) constitute the full Orders Set. The Orders Set represents every possible Order that Fleet (or Command) might be Issued.
- Out of this Orders Set, certain OCs are selected to be the Fleet's (or Command's) Orders Pool. These represent the Orders that are eligible to be Received at the current time. They are placed in the box reserved for them. If necessary, they can be grouped (by Command, for example), so long as the opposing player cannot see their identity.
- From the Orders Pool, the player periodically Receives (9.35) a small number of Orders, taking the appropriate OCs from the pool into his Hand — i.e., separating them out of the main pile and arranging them in a smaller pile in the box provided.
- Received Orders may be Issued (9.36) to Formations. Per 9.321, the OCs are placed on the Fleet Display or stacked under the receiving Formation's counter when this is done.
- Once a Formation has been Issued an Order, it must attempt to Execute (9.37) the Order in the manner prescribed by the Order's Instructions (found in the Orders Booklet).
- At some point, the Executed Order (or 'Order in the process of Execution') will be Terminated (9.38). The results of the Order are then assessed as directed by the Order's Instructions.
- The OC is usually discarded, at least temporarily, signifying that the Order cannot be Received again. Such chits are placed in the Discarded box. In some cases an OC is 'perpetually' available, in which case it is instead replaced in the Orders Pool.

9.331 There are a couple of special cases:

- Some Orders may be Extended (9.38). This allows the Executing Formation to repeat the exact same Order immediately. A successful SC is required.
- Some Orders can be passed to another Formation. (*This allows the Order to be completed if the original Executing Formation must abandon it.*) Passing an Order is done by Issuing a Hand-Over Order (9.41) to the other Formation; a successful SC is required.

9.332 **Important.** All Orders that are Received during the Year are automatically Terminated in the Orders Step of the of the LAST Turn (#16) of the Year, unless specific exemptions are provided by the Exclusive Rules.

9.333 *Design Note: in previous versions of the FI, case 9.332 had always been the end of the first Turn of the Year. By an oversight, version 3.0 of the FI did not have this change written in the rulebook, although the game it was issued with, Yellow Jack, included the rule.*

### 9.34 Composing the Orders Pool

The size and composition of the Orders Pool is always determined at the start of the Orders Step of the Administrative Phase of each Quarterly Turn:

- OCs belonging to Terminated Orders return to the pool when the Order Instructions say they are eligible to be returned — some OCs can be returned immediately, to be available on the upcoming or even the same Quarterly Turn (this is the default) while others may be subject to a delay.
- In the Orders Step of the LAST Turn (#16) of the Year, after all Orders have been Terminated, all OCs currently eligible to be Issued are added to the Orders Pool, either from the Orders Set or the Discarded box.
- Strategic Events or scenario special rules dictate an OC's eligibility.

9.341 *Exception:* if an Order only occurs a fixed number of times during the game, then when it can no longer occur its OC is permanently removed from play.

9.342 *Exception:* Hand Over Orders (9.41), Rendezvous Orders (9.42), and Escort Orders (10.12) are not part of the Orders Pool. They are always In Hand — available for use — up to the limits of the counter mix.

### 9.35 Receiving Orders

The Receipt of an Order is simulated by the player taking the appropriate OC from the Orders Pool into his Hand — that is, placing it in a separate pile. This occurs during the Receive/Issue Orders Step. Received Orders are the only ones that can be Issued.

9.351 Orders may be Received in THREE (3) ways:

- The Order Instructions stipulate the Order is Mandatory. The OCs of Mandatory Orders must be Received into the player's Hand at the earliest opportunity.
- The player may make a blind draw of a handful of OCs, examine them, select ONE (1) to be Received, and replace the remainder in the pool. The number of OCs drawn is determined by the Exclusive Rules, but is typically TWO (2) or THREE (3) at a time.
- The player may specifically choose ONE (1) OC, then blindly draw ONE (1) more OC. Both OCs are Received.

9.352 To draw OCs randomly, place all the OCs in the Orders Pool into an opaque cup and pick the required number.

9.353 Deliberately chosen OCs are to be selected before all random selections.

9.354 Apart from Mandatory Orders, the player is free to make as many or as few draws (including no draws) as he chooses in any given Orders Step.

9.355 **Important.** Received Orders may not be Discarded un-Issued.

### 9.36 Issuing Orders

Orders are Issued during the Receive/Issue Orders Step. To Issue an Order, the Order's OC must be in the player's Hand. The OC may have just been Received, or have been in the player's Hand for some time. The OC is stacked with the designated Formation, per 9.324. Until the Order succeeds or fails, the Formation that has been Issued the Order may only act within the confines of the Order's Instructions.

9.361 Any number of Orders may be Issued in the same Orders Step.

9.362 A Formation may not be Issued an Order if it is currently Executing another Order. This does not prevent the Issuing of an Order to a Formation that is to be Detached from its parent Formation — see 9.365.

9.363 **Important.** A player may retain a Received Order as long as he desires before Issuing it. However, per 9.332, if an Order has not been Fulfilled by the start of the Orders Step of the LAST Turn (#16) of the Year, or by the end of the scenario, it automatically Fails (9.38).

*9.364 Play Note: be aware that timing is often important. Many Orders need to be Issued at specific times so that they can influence Events. Also, many Orders require actions to take place at some distance from the Executing Formation's 'home base'. Be sure to allow enough time for transit to the area in question when Issuing Orders.*

9.365 An Order may be freely Issued to a Formation Fitting Out, and to a Ready Formation (including a Formation being Detached) if the Fleet Admiral passes a SC. See also 9.422. The Admiral need not be present with the Formation, but may only make ONE (1) such SC per Order, per Turn. When a Fleet is divided into Commands, the Command Admiral's SR is used instead.

### 9.37 Executing Orders

The manner in which an Order is Executed depends upon the Order Instructions given in the Orders Book. All Orders have a similar routine, however:

- The Executing Formation must move to the 'initial' or 'target' Space. If the Order involves a single location, the Order begins to be Fulfilled when the Executing Formation arrives at that location. If the Order involves a Route, the Order begins to be Fulfilled when the Executing Formation arrives at the designated Start Point of the Route.
- If the Order involves a single location, the Order is Fulfilled when the Executing Formation has a) spent a designated amount of uninterrupted time there and/or b) has carried out any special instructions. Duration is usually given as a number of 'Full' Impulses; in these cases, overlapping portions of Impulses do NOT count.
- If the Order involves following a Route, the Order is Fulfilled when the Executing Formation has traveled along the Route a specified number of times.
- **Important.** If for any reason an Order cannot be Fulfilled, it is Failed (9.38).

9.371 When a Formation is to move to a specified location before Executing the Order, it must move by the most expedient route.

9.372 When a Formation is following a specific Route as part of the Execution of an Order, the path is not always given Space-by-Space. Movement must proceed from named location to named location by the most expedient route.

9.373 If allowed to travel by the most expedient Route and not on an absolutely fixed path, a Formation may avoid Spotted Enemy Formations by making the minimum of detours.

9.375 If (and only if) an Executing Formation is in the Fitting Out State, it is free to remain Fitting Out for as long as necessary to mitigate the effects of any Gale acting upon its Port Space. In all other cases, however, Gale-affected Spaces may *not* be avoided if the most expeditious path lies through them. Likewise, the presence of a Blockading Enemy Formation permits an Executing Formation to remain in Port until the Blockade no longer exits. (*In both cases, however, the clock is ticking.*)

9.376 After its Order has been Terminated, a Flotilla is free to move as desired. Independent Squadrons, on the other hand, are

no longer Independent after their Orders are Terminated, and thus no longer Formations, per 3.34.

9.377 In cases where a Flotilla loses some of its Assigned Squadrons, the Formation continues to Execute its Order but the Unassigned Squadrons no longer participate.

9.378 In cases where a Formation becomes Unformed, the Order is Terminated (9.38).

### 9.38 Terminating Orders

Orders are Terminated:

- When Fulfilled or Failed, either voluntarily or involuntarily. The check for such an occurrence is made at the end of each Impulse.
- When the Order is no longer Valid, per 9.387. This occurs immediately.
- In the Orders Step of the of the LAST Turn (#16) of the Year, unless specific exemptions are provided by the Exclusive Rules. If an Order has not been Fulfilled at this point it automatically Fails.
- At the end of the Scenario. If an Order has not been Fulfilled at this point it automatically Fails.

9.381 When an Order is Terminated, the OC is removed from the Formation's Display. The Executing Formation must now return to an eligible Port and enter In Ordinary, subject to the exceptions provided in 9.313.

9.382 A removed OC will either be Discarded or returned to the Orders Pool immediately. If Discarded, the OC may be returned to the pool at a later time, or it may be permanently removed from the game, as directed by the Order Instructions.

9.383 In each Quarterly Turn Assess Orders Step the players compare the current number of Fulfilled/Failed Orders for the past Quarter. For this purpose, each player has a special pair of Fulfilled Orders/Failed Orders boxes, usually located on the map. A numerical chit (used in the normal manner, by rotating it as needed) is placed in the box as a recording device:

- Each of a player's Fulfilled Orders adds one (+1) point.
- Each of a player's Failed Orders subtracts one (—1) point.
- When Fulfilled/Failed Orders are to be compared, each player subtracts the number of his Failed Orders from his Fulfilled Orders. Then the two sums are compared.

9.384 The player with the higher final number gains a certain amount of Prestige. The amount varies with the spread in points, and is given in case 12.23. *Exception:* the Exclusive Rules may set different values.

9.385 After scoring Prestige, reset the number of Fulfilled/Failed Orders to ZERO (0) by removing the numeral chits from the recording boxes.

9.386 In some games, Prestige may be awarded directly for Orders Fulfilled without going through the above process.

9.387 **Important.** Sometimes, an Order may no longer be Valid (generally due to the occurrence of some Event). An Invalid Order is Terminated *immediately*, but does not count either as a Fulfilled *or* as a Failed Order.

9.388 **Important.** An Order may be *voluntarily* Failed, but only if the Admiral (Fleet or Command depending on whether the Orders Pool belongs to the Fleet or a Command) passes a SC. The die roll is modified as follows:

- Sum the number of DPs accrued throughout the Formation.



- Divide this value by the number of Assigned Squadrons.
- Apply a minus ONE (-1) die roll modifier for every FOUR (4) points.
- *Example: 16 DPs among 4 Squadrons yields a -1 DRM (16/4 = 4).*

9.389 A Formation may not alter its composition during the Execution of its Order if this act would in itself cause the Termination of the Order. This restriction can be overridden by invoking case 9.388 and passing the required SC, *in addition to* any other SC or LC that may be required by the circumstances.

### 9.3.10 Extending Orders

As soon as a Fulfilled Order (only) is Terminated, but before the OC is Discarded, the owning player may make a SC using the Admiral's SR (Fleet or Command depending on whether the Orders Pool belongs to the Fleet or a Command). If the SC is successful, the Order is considered to be newly-Issued to the same Formation. If unsuccessful, the Order is Terminated normally.

9.3.101 An Admiral may make more than ONE (>1) Orders SC at a time, but only ONE (1) SC per Order.

9.3.102 The Exclusive Rules may limit the kinds of Orders that may be Extended.

### 9.3.11 Mandatory Orders

Mandatory Orders (MOs) are unique Orders tied to specific Political Events or Military Campaigns, or that appear at specific times during the game. When Terminated they usually count as extra Fulfilled (or Failed) Orders, though some may be worth actual Prestige points. Some MOs may involve only a few Sail while others may involve multiple Formations. All MOs will be listed in their own section of the Exclusive Rules.

9.3.111 *Clarification:* although labelled 'mandatory' MOs can still be voluntarily Failed, but the penalties will be much higher than normal. MOs are nearly always forced on a player, who will thus have them In Hand as soon as they appear, so that cannot simply be ignored.

9.3.112 When MOs are tied to Events or MCs that have already finished by the time a scenario starts, it is normally assumed that the MO was Terminated before the game begins and any reward or penalty already dealt with. The Exclusive Rules may make an exception.

### 9.2.12 Orders Example

9.2.121 *It is the Receive/Issue Orders Step of a Quarterly Turn. Player A determines he has an Orders Pool of 12 OCs, out of a possible 18 in the full Set. From the pool he is required to draw 2 Mandatory OCs. He Receives both Mandatory Orders into his Hand. The rest of the pool is made up of 'routine' OCs that can be drawn any time.*

9.2.122 *Player A feels he can handle more, and blindly draws TWO (2) more OCs. One Order is difficult and the other easy. He chooses the easy one to be Received and puts the other OC back in the pool. The numbers drawn and the choices possible depend on the Exclusive Rules.*

9.2.123 *Player A has 3 Flotillas. 2 are Detachments commanded by Commodores, and 1 is a Flag commanded by a Rear-Admiral. The Detachments are Ready (i.e., 'at sea'). The Flag is Fitting Out at a Port.*

9.2.124 *Player A Issues Mandatory Order #1 to the Flag. The OC is placed on the Display in the Flag's Current Orders Box on the Fleet Display. Player A attempts to Assign Mandatory Order #2 to one of the Detachments, but the Fleet Admiral fails his Strategy Check. (An SC is needed because the Formation is Ready rather than Fitting Out). Fortunately, although Mandatory, this Order did not have to be Issued immediately, so the player may try again next Turn. The remaining 'routine' Order is successfully Issued to the other Detachment with a SC and the OC is placed in that Formation's Current Orders Box.*

9.2.125 *FOUR (4) Turns go by. Mandatory Order #2 was successfully Issued on the second attempt. It is now another Quarterly Turn, and coincidentally, the 'routine' Order has just been Fulfilled. In the Orders Step, the OC is shown to the Enemy, then deposited back in the Orders Pool — because it is a routine Order there is no delay, and because it is a Quarterly Turn, the Discards are placed back in the pool right away. Player A marks 1 Fulfilled Order. The Order had no other effect in this case (it was a 'Cruise' that encountered no Enemy forces).*

9.2.126 *Player A decides that he can handle a new Order. This time he decides to deliberately select one of the OCs, and blindly draw a second one. Ironically it is the same OC he just put back. Since the Formation that Fulfilled it is still 'in position' to do it again, he attempts — successfully, with a SC — to Issue it to that Formation. He could have achieved the same effect by Extending the Order before its OC was removed — the SC would have been required in either case.*

9.2.127 *Two Turns later, Player A has Fulfilled Mandatory Order #1. Its effects are implemented in the Event Step of that Turn (making a telling impact on the course of the land war). In the following Fulfil Orders Step the OC is shown to the opposing player, then Discarded, per the Order's instructions. It will be returned to the Orders Pool in the Winter Quarterly Turn because the Exclusive Rules say that particular Order must occur each Year, but only once per Year. The now idle Flag is badly attrited. Also, the Exclusive Rules state that for Player A's Fleet, Formations with No Order must remain within 2 Spaces of a Friendly Port (for doctrinal reasons). For both these reasons, the Flag will be 'returning to base'.*

9.2.128 *Unfortunately, Player A has been forced to Terminate Mandatory Order #2. The Enemy attacked his Detachment with superior force, winning a Battle and inflicting so much damage on it that it cannot continue. Failing the Order voluntarily in this way required an SC, but with all the accrued DPs, there will be sufficient modifiers to make success automatic. Player A must take away the 'Fulfilled count' marker, since 1-1 = 0. The OC is Discarded for now.*

9.2.129 *Player B, meanwhile, has Fulfilled 2 Orders and Failed 1. If this were a Quarterly Turn, the spread of Fulfilment points would be 1, meaning no Prestige for anyone.*

## 9.4 SPECIAL ORDERS

### 9.41 Hand-Over Orders

If a player feels he will be unable to Fulfil an Order with the Formation it was Issued to, he may attempt to Hand-Over the Order to another Formation.

9.411 To conduct a Hand-Over:

- Begin by Issuing a Hand-Over Order (HOO) to a Friendly Formation in the normal manner (but see 9.413). This Formation must be capable of Executing the other Order at the time the HOO is Issued.
- Execute the HOO by moving the HOO Formation to the same location as the other Formation. The most expedient path must be taken, but the original Formation is permitted to 'mark time' if the other Formation is moving, so that both will be in the same location at the end of the same MPI.
- The Formation Executing the HOO then takes over the other Formation's Order. Remove the Hand-Over OC and replace it with the other OC.
- The Formation that Executed the HOO now continues to Execute the other Order as if it were the original Formation, while the original Formation is free of all Orders.

9.412 Hand-Over OCs are not kept in the Orders Pool, but stacked aside. They may be drawn upon as needed.

9.413 A HOO may only be Issued if the Admiral (Fleet or Command depending on whether the Orders Pool belongs to the Fleet or a Command) passes a SC. The SC may be tried multiple times for the same Formation, but only ONCE (1) per Turn per

Formation, and only ONCE (1) per Turn per Order the player wishes to Hand-Over.

9.414 HOOs are never counted as Fulfilled or Failed Orders for the purpose of 9.383. HOOs cannot Extend Orders themselves, but a HOO could be combined with an Order Extension by going through each process.

#### 9.42 Rendezvous Orders

Rendezvous Orders (RVOs) are needed to permit Independent Squadrons and Detachments to Attach themselves to other Formations in the Ready State. (*Escort Orders, in contrast, are specific to Convoys; they are covered in 10.12.*)

9.421 RVO OCs are not mixed into the Orders Pool. Instead, they are available whenever the player needs them. The mechanics of Issuing, Executing and Terminating RVOs are the same.

9.422 RVOs may be Issued to:

- An Independent Squadron or Detachment in the Fitting Out State.
- An Independent Squadron or Detachment that is to be Detached from a Flotilla. In this case the Order's Issue pends the success of the Detaching process, per 3.352. I.e., the Order is 'Issued' in *name* to permit the player to attempt the Detaching, but only Issued *de facto* if the required LC is passed.

9.424 The counter mix is an absolute limit on the number of RVOs that may be in Execution at any given time.

9.425 A Formation Issued an RVO must move, by the most expedient route, from its current location to a Friendly Flotilla's location, Spot the Flotilla, and become Attached to it, per 3.35. Once the Squadron has been Assigned to the destination Flotilla, the RVO is Terminated. In other respects, the Squadron acts as a normal Formation.

9.426 *Clarification:* Subordination to a Flotilla by a Formation with an RVO still occurs in the Administrative Phase or as part of Battle Reorganisation.

9.427 **Optional.** The Formation conducting an RVO must have a specific destination Flotilla. The name of this Flotilla must be written down. A change may be made only if the destination Flotilla become Unformed. In such a case the RVO can either be Terminated or a different Flotilla can be chosen; the latter choice may be made without Terminating the RVO.

9.428 RVOs are never counted as Fulfilled or Failed Orders.

## 10.0 SPECIAL ORGANISATIONS

*Inst. 10th. If in time of fight God shall deliver any of the enemy's ships into our hands, special care is to be taken to save their men as the present state of our condition will permit in such a case, but that the ships be immediately destroyed, by sinking or burning the same, so that our own ships be not disabled or any work interrupted by the departing of men or boats from the ships; and this we require all commanders to be more than mindful of.*

### 10.1 CONVOYS

#### 10.11 General

Convoys are a major feature of most games in the series. Their appearance on the map is often out of the players' control and their behaviour while on the map can only be partially guided by the players. But, they must be protected. Convoy Formations are composed of 'non-combat' elements, though they may be assigned an Escort. They can represent commercial and logistical fleets, or troop transports.

10.111 All Convoys have the following characteristics in common:

- Unless the Exclusive Rules specify a quantity, they contain an indeterminate number of Sail.
- **Important.** They can suffer DPs from all normal causes *except* normal Attrition, but have no DR unless the Exclusive Rules specify an exact number of Sail.
- They may not voluntarily initiate Battle, even if Escorted (10.12) and may not attack in Battle, only suffer Damage.
- They are Formed by a process called Assembly (see below).
- They become Unformed in a process called Disbanding (10.15).
- While Formed, they move like other Formations, but the players do not <usually> have total control over their actions — Convoys have special goals, based upon their kind.

10.112 There are THREE (3) standard types of Convoy:

- **Troop Convoys** are composed of land forces moving between Ports. The troops may be notional, or real Units from one of the associated land games. This will depend on the game.
- **Victualing Convoys** are similar to Trade Convoys but are used to support Fleets by supplying Repair Points (11.35).
- **Trade Convoys** represent commercial interests that must be protected until they reach their destination.

10.113 Convoys are represented on the Fleet Displays by a track, just like Flotillas. The track is used to record DPs; each Convoy has its own DP marker. If necessary, numerical chits may be used to augment the range of numbers provided by the track and special marker. If an Escort Squadron (10.12) is Assigned to the Convoy the track can also serve to record the Squadron's DPs in the usual manner. There is also a box for any Escorting Auxiliary.

10.114 The counter mix is an absolute limit on the number of Convoys that may be Formed at any given time. If a new Convoy is required when no counter is available, no such Convoy is Assembled (*this issue will probably not arise*).

10.115 All Convoys, regardless of type, Assemble in the R&R Step, either at a Friendly Port or off map. The Assembly location will usually be dictated by the Exclusive Rules. Convoys entering the map are generally termed Inbound Convoys. Those proceeding off the map are termed Outbound Convoys.

10.116 Assembly normally takes a fixed amount of time. The exception is the Victualing Convoy, which usually Assembles at a pace chosen by the Controlling player. Apart from that, voluntary delays are not allowed, but involuntary delays might occur. If the delay is involuntary there is no penalty.

10.117 Once fully Assembled at a Port, a Convoy is immediately deemed to be Fitting Out and must commence Movement in the first (1st) Impulse of the next Turn. If Assembled off map the Convoy must enter as a Reinforcement at the next available opportunity, wherever the Exclusive Rules dictate. The Convoy must move as expediently as possible to its destination and then Disband.

## 10.12 Escorts

An Escort is an Independent Squadron that has been Issued an Escort Order, or a Fleet or Fleet-50 Auxiliary Assigned to the Convoy.

10.121 Escort Squadrons can be Assigned to a Convoy when it is Assembled, in a similar manner to the Assigning of Squadrons to newly Formed Flotillas.

10.122 Alternatively, Escort Squadrons can be designated as such elsewhere and then move to join a previously Assembled Convoy. For this to occur the intended Escort must be Issued an Escort Order. This causes the Squadron in question to function as an Independent Squadron; because it has an Escort Order rather than an RVO, it must move to join the nearest un-Escorted Convoy as expediently as possible. The Escort must Spot the Convoy and become Assigned to it as described in 3.333 point #2.

*10.123 Exception:* the Exclusive Rules may omit the requirement to Spot the Convoy, and may even allow the Escort to join the Convoy in a Sea Zone.

10.124 If a Convoy Assembles off map, an on-map Escort may join it once it arrives on the map, as above. Alternatively, an Escort, with the appropriate Order, may be Assigned to the Convoy before it enters the map. This can be done if there are Reinforcing Sail available that Turn; Reinforcing Sail can usually be held back from previous Turns for this purpose.

10.125 Once an Escort is Assigned to a Convoy it must remain stacked with it until the Convoy is Disbanded or Scattered (10.15). By default an Escort for a Convoy that leaves the map will leave the map with it, and become Unformed when the Convoy Disbands. Unlike the procedure for map Withdrawals (11.11), the Sail are set aside (recorded on paper). Unless the Exclusive Rules say otherwise such Sail can be taken as Reinforcements in any future Turn as if they had been generated on the RRT. *Exception:* the Exclusive Rules may allow the Squadron to remain on the map as an Independent Squadron Without Orders.

10.126 At the start of any Impulse a player may attempt to voluntarily Fail an Escort Order by rolling ONE (1) die. If the result is less than ONE HALF the Escort's current DPs (dr < 1/2 DP Value) the Order may be Failed and the Escort becomes an Independent Squadron Without Orders.

*10.127 Clarification:* Friendly Formations that coincidentally occupy the same location as a Convoy, including those that are intentionally following the Convoy around, are not Escorts.

10.128 When occupying Gale-affected Spaces and SZ, Escorts must check for Loss of Subordination (5.37), using a Notional Leader. If it becomes Unassigned, it may retain its Escort Order and attempt to rejoin the Convoy, or the Order may be voluntarily Terminated (that is, it does NOT count as a Failed Order.) See also case 10.154.

10.129 A Convoy that loses its Escort, provided it does not Scatter (10.15), continues to function normally. Even if it Scatters, it remains as an entity on the map, continuously moving toward its final destination.

10.12.10 By default, a Convoy that does not arrive at its final destination 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. A Convoy's Escort Squadron may be changed by using a Hand-Over Order. In the case of Auxiliaries, new Assignments may be made as circumstances allow. *Exception:* the Exclusive Rules may waive the penalty associated with a Failed Order, or even make an exception to the requirement for the Order to Fail at this time.

10.12.11 **Important.** Escort Orders count Fulfilment and Failure as follows: a Convoy's successful Disbandment (10.15) at the end of its 'run' counts as a Fulfilled Order, and its Scattering (10.15) at any point during its 'run' counts as a Failed Order. *Exception:* if an Escort Order is Issued and the Order must Fail before the Convoy is fully Assembled, the Order is deemed Terminated without penalty instead.

## 10.13 Convoys in Battle

Convoys receive special treatment in Battle:

- Only Spotted and Formed Convoys may be attacked. Scattered Convoys (10.15) may not.
- After all other Formations have been tested to see if they become Engaged, all Spotted Convoys in a Battle location automatically become Engaged.
- For Battle resolution, each Convoy (unless Escorted) is treated as ONE (1) Squadron, of ONE (1) Sail, participating in ONE (1) Combat.
- Convoys cannot use the CDT to attack the Enemy, they may only be attacked, and only by Enemy non-Escort Squadrons.

10.131 If a Convoy has an Escort, the procedure is modified as follows:

- Convoy and Escort always participate in the same Combat.
- The Escort inflicts all the Damage and receives all the DPs, even if this results in it being completely eliminated. Excess DPs and Sunk Sail are never passed on to the Convoy. Nor does the Convoy attack the Enemy.
- However, when multiple Enemy Squadrons are present in the Combat, Escort and Convoy are treated as separate items, with the Escort being matched against the first Enemy Squadron. Any other Enemy Squadrons put into that Combat will attack the Convoy as a single group of Sail. The limitations of 8.334 still apply.

10.132 If the Convoy's Side outnumbered the Enemy in terms of Squadrons, the Convoy, including its Escort, does not participate in the Battle at all.

*10.133 Example: a Battle involves 1 Enemy Flotilla of 6 Squadrons and 2 Friendly Formations — Flotilla A with 2 Squadrons and a Convoy with an Escort Squadron. All are Spotted. Flotilla A does become Engaged. The Convoy is automatically Engaged along with its Escort.*

- *If Intensity were Light, 1 Enemy Squadron would be matched against the Convoy and its Escort combined. The Escort would protect the Convoy and absorb all the DPs; the Escort would also use the CDT. Each of the other Friendly Squadrons would face off against 1 Enemy Squadron, leaving 3 Enemy Squadrons unable to participate.*
- *If the Intensity were Medium, another Enemy Squadron could be put into each of the Combats. In the Convoy Combat the Escort would face*

*1 Enemy Squadron (the initial one) and the other would be free to attack the Convoy. The Escort would use the CDT to attack the Squadron it is personally engaged with.*

- *If the Intensity were Heavy, a total of 3 Enemy Squadrons could be in each Combat, but there are none remaining to commit. It would require 9 Enemy Squadrons for the Convoy and Escort to be faced with 3 Enemy Squadrons, in which case the Escort would fight against one of them and the others would attack the Convoy, combining their Sail.*

10.134 Unless a Convoy has been given a specific number of Sail by the Exclusive Rules, Convoys are not eliminated in Battle. However, the opposing player scores Prestige (12.0) for Convoy DPs and 'Sail Sunk' (exception: Troop Convoys — 10.17). Sunk Sail results on the CDT count as FOUR (4) DPs each.

#### 10.14 Convoy Damage

Convoys cannot be eliminated, but they do suffer losses like other Formations, though with some limitations. Unless expressly noted otherwise, Convoys only accumulate DPs from Battle and Gales. Ordinary Attrition (including that taken from Movement through Straits) is ignored.

10.141 If the Convoy is of indeterminate size, sufficient 'hits' against the Convoy merely awards Prestige to the opposing player. The default is ONE (1) point of Prestige for every EIGHT (8) DPs inflicted, either through Battle, or by Auxiliary Attack (10.16). The Exclusive Rules may require a different ratio. Use the Convoys' record track on the Fleet Displays to record DPs. If a Convoy has a specific number of Sail, DPs and Sinkings are recorded in the same manner as for other Formations.

10.142 A Convoy's Order Instructions may require a Convoy to Scatter (10.15) after suffering a certain amount of Damage or Sinkings.

10.143 The notional Sail comprising a Convoy never Strike Their Colours, even if the Convoy has a fixed size.

*10.144 Clarification:* the above rule applies only to Convoys 'proper', not to their Escorts, which are subject to all Attrition and other losses that normally affect Squadrons and Auxiliaries.

10.145 Unless the Exclusive Rules say otherwise, Convoys do not suffer Attrition while located off map.

#### 10.15 Scattering and Disbanding

A Convoy may be required to Scatter if it suffers a certain amount of loss.

10.151 The Exclusive Rules will give parameters for Convoy Scatter. It may be automatic, or dependent upon a die roll.

10.152 A Scattered Convoy must still continue along its Route until it reaches its destination. *Clarification:* Convoys only ever Disband in the Administrative Phase, and only once they reach their destination.

10.153 When a Convoy Scatters, its counter is flipped face up. Scattered Convoys are permanently Spotted.

10.154 Scattered Convoys cannot be Escorted. Unless the Exclusive Rules say otherwise, then per 10.12.11, Escort Orders are considered Failed if the Convoy has to Scatter. The Exclusive Rules may dictate that the Order is Terminated without penalty, and case 10.128 also applies in this circumstance. Any Auxiliary Escort is removed to the Recovery Box. An Escort Squadron becomes an Independent Squadron Without Orders (3.34).

10.155 **Important.** Although Spotted, Scattered Convoys cannot be attacked in Battle; in Battle they are completely ignored. However, they can be the subject of Convoy Attacks (10.16).

10.156 Convoys **Disband** by entering the In Ordinary State. If leaving the map, they are assumed to Disband ONE (1) Turn after doing so, at the end of the Operations Phase.

10.166 If a Convoy's final destination is Blockaded the options vary with its type.

- Troop Convoys must attempt to Disband at the required destination, regardless of obstacles, even if it results in the Convoy Scattering. The owning player must be prepared to deal with Enemy forces in its path.
- Victualling Convoys may voluntarily delay their arrival (by marking time, hopefully at a different Port) but risk losing valuable Repair Points due to Attrition.
- Trade Convoys may divert to the Friendly Port nearest to the required destination and Disbanding there instead. By default there is no penalty for doing so, though the Exclusive Rules may impose one.

#### 10.16 Convoy Attack Task

Convoys can be harassed by Auxiliaries through the Convoy Attack Task. Fleet, Fleet-50, Light, and Galley Auxiliaries may be permitted to conduct this Task.

10.161 The target Convoy must be within the OR of the chosen Auxiliary, or be in the space occupied by a Stationed Auxiliary, and it must be Spotted.

10.162 The owner of the Auxiliary attacks the Convoy ONCE (1) per Auxiliary, using the CDT. The column used depends on the Class of the Auxiliary. This is indicated by a letter suffix at the head of the appropriate columns.

10.164 If the Convoy is Escorted, the DL column is adjusted; the Auxiliaries are not directly attacked.

10.165 No more than ONE (1) Convoy Attack Task may be made in any given Space.

10.166 Convoy Attack Tasks may be Screened, provided the Convoy is not Scattered. Add ONE (+1) to the CDT die roll if Partially Screened.

#### 10.17 Troop Convoys

Troop Convoys are Assembled from land forces. These forces might be real Units (possibly supplied by a companion Lace Wars game) with their own counters, or notional.

10.171 Troop Convoys normally appear due to Military Campaigns or Mandatory Orders (for example, a once-per-game invasion), but they may also be scheduled by the Exclusive Rules. IN all cases the Exclusive Rules will dictate where a Troop Convoy is to Assemble (usually a Port on the map), how long the Assembly will take, and its destination.

10.172 If a Troop Convoy's destination is a Port, it must enter Fitting Out as soon as possible, at which time it is immediately Disbanded. If it leaves the map case 10.156 applies.

*10.173 Exception:* if a Troop Convoy is carrying forces destined for an 'invasion' or 'coastal descent' — i.e., to an Enemy-Controlled location or some generic Space — the requirement to enter Fitting Out at a Port is waived and the Convoy Disbands as soon as it reaches its destination and the forces are deemed to have arrived safely (subject to any Exclusive Rules regarding the process of landing troops).

10.173 The fate of the land forces present in or represented by the Convoy depends on the Exclusive Rules, but in general terms they are deemed to have unloaded themselves and gone off on their campaign.

10.174 Should a Troop Convoy suffer losses, the Exclusive Rules will explain how this will affect any Military Campaign or political situation, and detail the fate of any 'real' land Units in the Convoy.

10.175 **Supporting Flotillas.** Sometimes a Supporting Flotilla is designated by the Exclusive Rules. If such a Flotilla is required it will be because an Order was Issued that required both its existence and the existence of the Convoy. A Supporting Flotilla will exist in addition to any Escort that may be Assigned to the Convoy. Unlike the Escort, it is not directly Assigned and in fact may move independently of the Convoy. However, it must reach the Convoy's destination in the same MPI or already be in that location when the Convoy arrives, and must remain there until the Convoy Disbands.

*10.176 Design Note: Support Flotillas are of course intended to assist the landing process on a hostile shore with fire support. They may be permitted to switch to some kind of logistical support Order immediately after the Troop Convoy Disbands, simulating ongoing support of land operations.*

### 10.18 Victualing Convoys

Navies stationed at a distance from home waters required periodic Victualing — supplying — in order to remain in peak condition (or indeed, in any condition). Victualing Convoys simulate this requirement. A Victualing Convoy functions like any other Convoy, except as amended below.

10.181 Victualing Convoys carry Repair Points (RPs — 11.35) to specific Ports. 'Unloaded' at these Ports, the RPs translate into an equal number of Repair die rolls.

10.182 The Assembly of Victualing Convoys is modified as follows:

- Assemble of the Convoy is normally a player choice rather than a scripted act, but still performed at an allowed location.
- The Convoy waits for a variable number of Turns, usually at the player's discretion. Each Turn, in the Reinforcement and Reorganisation Step of the Administrative Phase, the Convoy accumulates TWO (2) RPs. These are recorded by placing a numerical marker under the Convoy counter. While this is taking place the Convoy is deemed to be In Ordinary (that is, it suffers no regular Attrition), even though it exists as a Formation.
- When the Convoy is ready to proceed, if at a Port it automatically enters Fitting Out and is eligible to enter the Ready State and begin moving to its first stop. If appearing from an off map location it does so as a Reinforcement, as usual.

10.183 Victualing Convoys can have multiple destinations. At each Port it visits it enters Fitting Out, and in the Reinforcement and Reorganisation Step 'unloads' some or all of the RPs. Eligible Ports will have a small box printed near them where a numerical marker can be placed to record the number of RPs at the Port.

10.184 While a Victualing Convoy has RPs remaining it does not Disband. Each time the Convoy unloads an RP and each time it suffers a DP the number of RPs in its 'cargo' is reduced by ONE (-1). Once the Convoy has no RPs remaining to it, it enters In Ordinary and formally Disbands. This is the case even if it runs out of RPs while 'at sea' due to DPs inflicted. A new Victualing Convoy may start Assembling immediately after.

10.185 Scattering a Victualing Convoy reduces the number of RPs it is currently carrying by HALF (1/2), rounded DOWN. *Clarification:* the early games in the series may say a variety of

things regarding Scattering Victualing Convoys; this is the definitive rule.

10.186 In some games, Victualing Convoys may be instructed to leave the map. As usual, such Convoys Disband ONE (1) Turn after they leave the map. Since their only game function is to allow the players to Fulfil Orders by Escorting them the frequency with which they are required will depend on the Exclusive Rules — that is, a player may never voluntarily Assemble a Victualing Convoy and send it off the map, such an act must be mandated by the scenario.

*10.187 Example: the British player begins to Assemble a Victualing Convoy. He waits 7 Turns, and thus accumulates 14 (7 x2) Repair Points. Beginning with the 8th Turn, he starts to roll for the Convoy's arrival. It appears in a map edge Sea Zone in the 3rd Impulse, and leaves the box in the following Turn. When it reaches its first 'port of call', the Convoy has taken 1 DP for passing through a Strait. It must enter and remain Fitting Out for the rest of the Turn, then unloads 6 Repair Points. a '6' marker is placed in the Port's Victualing Box and the markers under the Convoy itself are adjusted to '7' (1 removed for the DP plus 6 for the offloading). The Convoy spends the next 2 Turns moving to its final destination, suffering 3 DPs from a widespread Gale; this leaves 4 Repair Points to be unloaded at the last stop, after which the Convoy Disbands. If the Convoy had been Scattered by the Gale it would have had 2 RPs remaining (4/2 = 2). The British player immediately begins Assembling a new Victualing Convoy, starting with '0' RPs.*

### 10.19 Trade Convoys

Trade Convoys represent the more significant (i.e., lucrative) movements of goods passing through the waters represented by the game map, which in times of danger was conducted by convoy.

10.191 Trade Convoys will be scheduled by the Exclusive Rules, normally with a table or set of tables that allows for variable Assembly times and locations. The tables will usually be consulted in each R&R Step. (It is suggested that Convoys be checked for before other Reinforcements, so that newly appearing Sail can be Assigned as Escorts.)

10.192 Most Trade Convoys operate in pairs, the same counter being used first to represent an Inbound Convoy and then a matching Outbound Convoy (or *vice versa*). Since the same counter is used for both, there will never be an Inbound and Outbound version of the same Convoy on the map at the same time. Note that Outbound and Inbound Routes of the same Convoy pair may be different.

## 10.2 CORSAIRS

### 10.21 General

The Golden Age of Piracy ended early in the 18th Century, but piracy remained a problem until the Age of Steam (and beyond). In *Sea Lords*, pirates and privateers — legalized pirates — are collectively known as Corsairs. The following are general rules. Full details will be given in the Exclusive Rules.

10.211 The main purpose of Corsairs in the game is to generate a gradual loss of Prestige (12.0) if they are not dealt with. Occasionally, they can be used as reconnaissance assets, and in some games they are permitted to attack Convoys (10.16).

10.212 Corsairs can be Fleet-50, Fleet, Light, or Galley Auxiliaries, and may conduct any of the Tasks permitted to those Auxiliaries, with the caveat that they will not be Assigned to Formations but based at a Port or in a Corsair Zone (10.22). They are subject to every restriction applied to those Auxiliaries, plus any additional restrictions given below, plus any restrictions imposed by the Exclusive Rules.

*10.213 Exception:* Corsairs may freely enter or pass through Interdicted Spaces by making an Attrition Check as if they were affected by a Gale.

*10.214 Clarification:* if a game does not specify what Class a given Corsair is, examine its counter. The Class will be the one indicated by the picture on the counter.

10.215 Corsairs are divided into TWO (2) kinds, Privateers and Pirates. Privateers are affiliated with a Fleet — that is, a player Controls their activities. Pirates are not, and can be governed by a script or by the players taking turns using them.

### 10.22 Corsair Bases (Zones and Ports)

Corsairs may operate out of Ports or special Zones, depending on what the Exclusive Rules say. In either case, their ‘home’ location is called their Base.

10.221 A Corsair Base will be identified with a flag icon, often the infamous *Jolly Roger*. This will denote what Contingent of Corsair uses that Base.

10.222 If a Corsair’s Base is a Port, the Corsair is Assigned to it in the same manner as any Auxiliary would be Assigned to a Port. If the Base is a Port, it is subject to all rules that affect Ports.

10.223 Corsair Zones (CZs) are shown on the map as black-rimmed oblong boxes. If a Corsair’s Base is a CZ, the Corsair is Assigned to it as if it were a Port, but the CZ is not otherwise regarded as a Port, cannot be entered by forces of the opposing Fleet, and is immune to all Weather effects.

10.224 When a Corsair is Assigned to a Base, it affects a range of Large Spaces (only), extending outward from the Base. The area of effect will depend on the game. In the case of a CZ, which represents a region, there will be a notation in the CZ indicating where the starting point is located. In all cases, the starting point, or center of the area of effect, is considered to be Range ZERO (0) when counting distances.

*10.225 Exception:* U-OR Corsairs (only) may move between CZ boxes if the Exclusive Rules permit. This is conducted as a Rebasing action without any limit on distance (i.e., any otherwise eligible CZ may be chosen as the destination), subject to limitations given under rule 10.24.

### 10.23 Activating, Tasking, & Recovery

Corsairs must be Activated before they may be used. Sometimes Activation is due to an Event, other times it is through the proximity of a Convoy; sometimes Corsairs are always Active. If the Exclusive Rules do not provide a specific method, then by default:

- Privateers are Activated at the discretion of the Controlling player.
- Pirates are Activated per 10.262.

10.231 The Target Space of a Task must be within OR range of the Corsair’s Base.

10.232 After completing a Task, Corsairs enter the Recovery Box like other Auxiliaries. When Recovered they pass to the Available Box but are then immediately Assigned to their Base.

*10.233 Clarification:* Corsairs are normally Assigned to Bases at the start of the game, either as directed by the Exclusive Rules or at the discretion of the owning player. Once Assigned, they remain affiliated with that Base for the rest of the game.

### 10.24 Corsair Task Summary

The following Tasks may be conducted by Corsairs of the appropriate Class:

- **Search** (Fleet and Galley Privateers only). When a Corsair Searches, its target Formation is not Spotted by any other Formation; a successful Search simply allows the Corsair to attack the target, although it may also Shadow.

- **Shadow** (Fleet Privateers only). A Corsair that Spots a target may Shadow it only if Friendly to a Fleet. In this case the Corsair will allow any Formation of that Fleet to automatically Spot the Shadowed target if it is in the same Space.
- **Convoy Attack** (Any). This can be combined with a Search Task; the Task is resolved separately, but the Corsair is not sent to the Recovery Box until the Convoy Attack has been made.
- **Rebase** (U-OR Corsairs). If Activated to be Assigned to a Space to perform a Task, a U-OR Corsair may instead be Rebased to a different CZ belonging to the same Command, at the discretion of the Activating player. This is the only way in which a Corsair can be Rebased.
- **Interdiction** (Any). This Task is specific to Corsairs. It simulates their primary role — lurking outside busy harbours in hopes of snapping up prizes.

10.241 Corsairs can be Stationed.

10.242 Interdiction is conducted by Tasking a Corsair to a non-Friendly Port Space or specifically named location (e.g. a Straits Space). For each full Impulse the Corsair remains at the Space, excluding the one in which it was Tasked, the player owning the Port suffers ONE (1) Failed Order. The Corsair is automatically removed to the Recovery Box at the end of the current Operations Phase.

*10.243 Clarification:* the Corsair does not cause an *actual* Order to Fail. It causes that Fleet to be penalised by a count of one Failed Order on the Year’s tally.

10.244 Enemy Corsairs Tasked to Port Interdiction may be Screened by Auxiliaries Assigned to the Port in question, either when Tasked or in any subsequent MPI. They can also be removed to the Recovery Box by a Flotilla or Independent Squadron expending ONE (1) MP in the Port Space (exclusive of any MP spent to enter or exit a Harbour).

### 10.25 Combatting Corsairs

Corsairs may be ‘combatted’ by successfully Screening their Task or by having a Flotilla enter their Base.

10.251 If Screened the Corsair is removed to the Recovery Box.

10.252 Corsair Bases may be attacked if, and only if, a Flotilla is Issued an Order to do so. If successful, this will Neutralise the Corsairs based there for a period of time. A Base may also be Neutralised by an Event or Military Campaign. This is true also for CZs. Although the Flotilla cannot enter the CZ the Order will specify a location to occupy or a route to patrol that will Neutralise the Base. This will send all Corsairs using that Base to the Recovery Box.

*10.253 Exception:* in some games the Neutralisation of a Base may be permitted to a Flotilla Executing a different Order. The Flotilla will simply have to follow a routine as directed by the Exclusive Rules.

10.254 Whenever a Corsair is successfully Screened, and in those games where no special Order is required to Neutralise a Corsair Base, the attacking player is awarded ONE (1) bonus Fulfilled Order, provided no *Friendly* Corsairs were affected by the act. As with case 10.242 this simply adds to the Year’s tally of Fulfilled Orders; it does not *generate* an Order.

### 10.26 Pirates

Sometimes Corsairs are Enemy to all Fleets. Such Corsairs are termed Pirates. Pirates will attack any player’s Fleet, indiscriminately. There will never be a Prestige award for the acts of a Pirate, although there Prestige losses may be incurred.

10.261 Unless the Exclusive Rules say otherwise, Pirates receive their initial Assignments as follows:

- Before play begins but after all forces are set up, Player A selects ONE (1) Unassigned Pirate Auxiliary listed in the scenario set up and Assigns it to a Base. Then;
- Player B selects ONE (1) Unassigned Pirate Auxiliary listed in the scenario set up and Assigns it to a Base.
- This process is repeated until all listed Pirates have been Assigned.

10.262 Unless the Exclusive Rules say otherwise, Pirates can be Activated by either player, as follows:

- If a player desires, he may Activate ONE (1) Pirate and use it to conduct an eligible Task. If both players wish to Activate Pirates at the same time, each player rolls ONE (1) die. High roll Activates first. Re-roll ties.
- Subsequent to this action, the other player (only) is eligible to Activate ONE (1) Pirate. **Important.** This may be done *at his discretion* (i.e., any amount of time may elapse before this Activation occurs; the Activation must still occur at a legitimate time, of course).
- Once each player has Activated ONE (1) Pirate, the first player (only) is eligible to Activate ONE (1) Pirate, again at his discretion. The other player will have to wait until the first player Tasks his Pirate.
- This cycle is followed throughout the game, the players alternating in the Activation of Pirates. A player is not obligated to Activate a specific set of Pirates; he may Activate any Pirate that is eligible to conduct a Task.

## 10.3 FLAGSHIPS

### 10.31 General

Flagships represent only the largest men o' war. Each Flagship Sail is represented by its own counter. Unlike other Sail, Flagship counters may not stand in for other Flagships — each is a named ship.

10.311 Flagships function like Squadrons, with the following exceptions:

- Flagships have a MA of THREE (3), and have a DR of TWO more (+2) than normal for their Contingent.
- When in the Ready State they *must* be Assigned to a Formation; they cannot themselves be given Orders.
- Flagships must, if possible, be paired with a regular SOL or SOL(D) Squadron at all times. The Squadron must be of the same Contingent. Especially, they may never be Assigned to a Flotilla *without* there being a SOL or SOL(D) Squadron present (i.e., if they are the last 'Squadron' left, the Flotilla becomes Unformed). The Flagship is assumed to be an integral part of the other Squadron *for all purposes* (unless otherwise noted), though its special functions (e.g., *lower MA*) still apply.
- In Battle, Flagships are freely allocated to the same Combat as their 'Squadron-mate'. This is automatic. They do not count as an additional Squadron.

*10.312 Exception:* if a Flagship is involuntarily placed in the Ready State and not able to be partnered with a Squadron, it may function as Independent Squadron Without Orders. Multiple Flagships in the same condition in the same Space (*not* Sea Zone) may be grouped as ONE (1) Independent Squadron for this purpose. Once in the In Ordinary State they become completely independent again.

10.313 Since Flagships have a higher DR than 'normal', their DPs are recorded separately. Note also 10.322.

10.314 **Optional.** If using Squadron Logs, Flagships are Assigned to specific Squadrons as a bonus, but integral, Sail, over and above the Squadron's limit; they can be Transferred like other Sail and never move independently. If using this rule, the Flagship's MA affects the entire Squadron. Its DPs are still recorded separately. Its Battle effects (10.32) are applied normally.

## 10.32 Flagships & Battle

The following applies to Flagships in Battle:

- Each Admiral must be Assigned to a Flagship, if present. If there are not enough, use Seniority to determine the Leader(s).
- All Combats involving a Flagship may receive a column shift in favour of the Side with the Flagship(s). The number of shifts to be taken is printed in red on the Flagship counter; if not present, there is no shift (*typically, the reverse 'high DP' side of a Flagship counter will lack the modifier or show a reduced modifier*). No more than ONE (1) Flagship modifier can be applied, per Side, per Combat.
- If a Combat result calls for a Sunk Sail, the actual Sail to be lost is determined randomly, with the Flagship having an equal chance. If a Flagship is Sunk, any Friendly Leader present in that Combat automatically becomes a Casualty (his fate is determined normally).

*10.321 Clarification:* if a Flagship is determined to be Sunk by a Combat result, its DR bonus has no effect — the bonus DR is only useful in preventing loss through accumulated DPs.

## 10.4 FRIGATES & SOL(D)

### 10.21 SOL(D)

SOL(D) — the 'D' stands for dual-role — represent ships in the 50-gun range, anything from a super-frigate to an under-gunned ship of the line. The template for the Class is the British 4th Rate of the early 18th Century, a ship of about 50 guns which was a hybrid, not quite 'light' man-o-war and not quite 'heavy' frigate. They were used in both roles and generally performed poorly. However, they were useful for long range patrolling, showing the flag, and special operations. The 50-gun *Centurion* tested the first chronometer and was the flagship for Anson's circumnavigation of the globe.

10.411 SOL(D) Squadrons consist of a maximum of TWO (2) Sail. SOL(D) Sail may only be assigned to SOL(D) Squadrons; non-SOL(D) Sail cannot be assigned to SOL(D) Squadrons. SOL(D) *Squadrons* may be freely Assigned with other Classes of Squadron to the same Flags or Detachments.

10.412 SOL(D) Squadrons do not normally suffer penalties on the CDT or other tables. The two-Sail limit to their Squadron size is sufficient. However, the Exclusive Rules may impose additional penalties if the ships being represented were particularly badly designed or served.

10.413 SOL(D) acting as Auxiliaries (per 6.3) do so as Fleet-50 Auxiliaries, and may carry out any Tasks or Orders noted on the Auxiliary Summary and Orders Summary cards.

10.414 SOL(D) Squadrons and Fleet-50 Auxiliaries may Escort Convoys. A maximum of ONE (1) SOL(D) Squadron or Fleet-50 Auxiliary may be used to Escort a single Convoy.

### 10.42 Frigates

Frigates were useful as scouts and escorts. In a pinch they could be used as fast troop transports.

10.411 Frigate Sail have their own Squadron counters, each consisting of up to TWO (2) Sail. Frigate Sail may only be assigned to Frigate Squadrons; non-Frigate Sail cannot be

assigned to Frigate Squadrons. Frigate *Squadrons* may be freely Assigned with other Classes of Squadron to the same Flags or Detachments.

10.412 Frigate Sail function like SOL Sail except:

- They are weaker than SOL(D) in Battle, automatically inflicting TWO less (-2) DPs per Squadron, to a minimum of ZERO (0).
- They receive a beneficial Attrition modifier (as shown on the Attrition Chart).
- They have an MA of FIVE (5) — see 5.131.

10.413 Frigates acting as Auxiliaries (per 6.3) do so as Fleet Auxiliaries, and may carry out any Tasks or Orders noted on the Auxiliary Summary and Orders Summary cards. A maximum of ONE (1) Frigate Squadron of Fleet Auxiliary may be used to Escort a single Convoy.

10.414 Frigates acting as Auxiliaries do so as Fleet Auxiliaries, and may carry out any Tasks or Orders noted on the Auxiliary Summary and Orders Summary cards.

## 11.0 ADMINISTRATIVE ACTIVITIES

*Inst. 11th. None shall fire upon any ship of the enemy that is laid aboard by any of our own ships, but so that he may be sure he endamage not his friend.*

### 11.1 THE R&R STEP

#### 11.11 General

During the Reinforcement and Reorganisation (R&R) Step, the players may obtain Reinforcements and make changes to the organisation of the forces they have in play. These activities may be conducted in any order desired. Withdrawals are also conducted.

11.111 Each game's Reinforcement and Withdrawal schedules is unique, and will be found in the various Scenario booklets. The following are the usual categories:

- The Minor Scenarios may list precisely what items are received as Reinforcements or removed as Withdrawals, on a Turn by Turn basis. Otherwise;
- Minor Reinforcements and Withdrawals are handled using a Reinforcement Request Table (RRT) and a Withdrawal Table. These tables randomly generate small numbers of Reinforcements or require the removal of just a few items; sometimes the Withdrawals are generated as a bad result on the RRT. In addition;
- Significant forces may be received as Reinforcements or be lost as Withdrawals due to Political Events, Military Campaigns, or MOs. These will be listed in detail.
- Convoy Assembly is a kind of Reinforcement, and Convoy Disbandment or exit from the map is a kind of Withdrawal, but Convoys use a separate set of charts or tables, as described in 10.1.

11.112 As a general rule (subject to the Exclusive Rules), each Fleet may make ONE (1) Request for Reinforcements per Turn by consulting the RRT during the R&R Step of the Administrative Phase. Unless otherwise noted, Requests may only be made during Spring and Summer Turns.

11.113 Reinforcements available by Request may be individual Sail, Squadrons with Sail already Assigned, Flotilla counters (Formed or Unformed), Auxiliaries, and Leaders. This all depends on what the RRT says. Items Withdrawn through use of the RRT (i.e., due to a bad die result) will be similar in nature.

*11.114 Design Note: such requests represent new builds, small packets of ships from home (typically mail boats and convoy escorts), and the money to make local purchases.*

11.115 In some cases a SC or LC will be required before the RRT can be used. Such a check is made ONCE (1) per use of the table, not once per item.

#### 11.12 Reinforcing Sail

Individual Reinforcing Sail are received as noted in 3.25. That is, either at a Friendly Port (sometimes specifically named) or by entering the map; furthermore they must be Assigned to Squadrons following the priorities of 3.252/3.253.

11.121 Reinforcing Sail cannot appear in a Gale-affected location. If they can appear in no other location, they must be withheld from play until such time as the location is unaffected by a Gale.

11.122 When Sail are added to an existing Squadron the Squadron retains any DPs it may have incurred.

#### 11.13 Reinforcing Formations

Formed Reinforcing Formations enter the map at the start of the next Operations Phase, where directed by the Exclusive Rules.

11.131 Flotillas appear Without Orders unless the Exclusive Rules direct otherwise and are thus subject to case 9.313. Convoys obey whatever instructions are laid down by the Exclusive Rules.

11.132 Reinforcing Squadrons not already Assigned to a Formation may:

- Be freely Assigned to any Formations in their placement location at the time they appear, including Formations in the Ready State.
- If appearing in the Ready State themselves, Squadrons must be Assigned to an existing or newly Formed Formation in their placement location or be treated as Independent Squadrons Without Orders (i.e., they must proceed as expediently as possible to the nearest Friendly Port).

11.133 When a Formed Squadron or Formation is received as a Reinforcement, it may appear with some DPs accrued. These may be fixed amounts designated by the Exclusive Rules, or be generated randomly with a die roll.

11.134 Reinforcements of Unformed Flotilla and Squadron counters are simply placed aside and are available for use immediately or at any future time. (*Receiving such counters as Reinforcements is rare; usually they are always available for use.*)

11.135 **Important.** Unless there are instructions to the contrary, any Formation that enters the map into a Sea Zone does so in the normal manner, paying ONE (1) MP and making any required entry die roll to occupy the In Box. If the attempt fails the Formation must remain off map and try again the next time it is allowed to spend an MP, until it succeeds. While off map it will suffer all normal Attrition as if it did occupy the In Box.

#### 11.14 Reinforcing Auxiliaries

By default, Auxiliaries appearing as Reinforcements by themselves are permitted to be Assigned to Ports, to Fitting Out Squadrons, or the Available Box. If accompanying the arrival of a Reinforcing Formation they may be freely Assigned to it. However, the Exclusive Rules may require they appear in the Available Box before they can be Assigned elsewhere and may even state they must appear in the Recovery Box.



11.141 When a Class of Auxiliary belonging to the same Contingent has counters with more than ONE (>1) possible OR or other rating available in the mix, make the selection among the eligible counters randomly. Again, the Exclusive Rules may modify this to require that a particular OR be selected in preference to others.

### 11.15 Reinforcing & Promoting Leaders

Leader Reinforcements are placed in the Officers' Mess. They may be Posted in the Turn they appear. Reinforcing Formations will have pre-Posted Leaders.

11.151 Some Leaders can be Promoted during the course of play. If a Leader is Promotable, he will have ratings on both sides of his counter (in some games, additional counters may be present). All Leaders begin play at their lower Rank, except when playing a scenario that starts on or after their date of Promotion.

11.152 Dates of Promotion (if any) are shown beneath a Leader's Rank code. The Leader is Promoted automatically in the Turn One R&R Step of the indicated Year. Promotion by Merit (11.156) overrides any automatic Promotion date.

11.153 If a Commodore has a Promotion date, this is the date he enters play, in the Turn One Reinforcement Step of the indicated Year. This is also true for an Admiral with a Promotion date who has no lower or higher status in the game.

11.154 If a Promotable Admiral has a Promotion date on both sides of his counter, his counter is available from the start of the game but he functions as a Commodore until the date on his lower-Ranked side.

11.155 Unless Killed or removed due to 3.485 (end of Year 'performance review') absent Leaders are still Promoted on schedule, on the chance they may reenter play.

11.156 **Optional.** The players may wish to allow Promotion by Merit. This takes place in the Turn One R&R Step of each Year:

- Any ONE (1) Friendly Leader that participated on the winning side of a Battle in the previous Year is eligible for Promotion. Owning player choice.
- Roll ONE (1) die. On a ZERO through ONE (0-1) that Leader is Promoted ONE (+1) rank. Ranks again, from low to high, are: Commodore, Rear-Admiral, Vice-Admiral, Full Admiral, Admiral of the Fleet.
- If an Admiral of the Fleet is Promoted by Merit, he is permanently removed from play, but the owning player immediately earns ONE (1) point of Prestige (12.0) (*for having a man on the inside at the Admiralty*).

11.157 **Important.** Through Promotion, it is possible (though unlikely) that a Leader Posted to a Flotilla in a subordinate role will Outrank the current Flotilla commander. If this is the case, he automatically becomes the new commander. The former commander remains Posted to the Flotilla as a generic Leader (*suicide from mortification is not permitted*).

11.158 **Optional.** (Recommended if the Officers' Mess contains no suitable Leaders.) During the Reinforcement Step, Leaders scheduled as *future* Reinforcements can be purchased for immediate use by spending Prestige points:

- ONE (1) point of Prestige buys a Commodore; TWO (2) points buys an Admiral of any Rank.
- The Leader in question must have an entry date that is as close as possible to the current date. If there is still a choice, the actual Leader (of appropriate Rank) must be selected randomly. That Leader is now immediately in play and appears in the Officers' Mess.

- No more than ONE (1) Leader per Command can be purchased per Quarter, and no purchase may be made if there is a Leader from that Command currently in play, whether Posted or in the Officer's Mess.

*11.159 Design Note: the expenditure of Prestige simulates the players' use of 'contacts in high places'.*

### 11.16 Leader Exchange

On occasion, Leaders can be Captured during a Battle. If Captured, they are removed from play until Exchanged. While a Leader remains Captured, the Captor retains the counter.

11.161 Commodores are automatically Exchanged during the R&R Step of the next Administrative Phase. This Exchange takes place even if only ONE (1) player has a Captured Leader. (*The term Exchange refers to the process, not to the physical mechanics involved*).

11.162 Admirals may be Exchanged:

- If the players have each Captured at least ONE (1+) Enemy Admiral, each player gives back an equal number of Admirals; any excess remain Captured.
- Admirals may also be bought back at a cost of ONE (1) point of Prestige (12.0) per Admiral returned.
- **Optional:** if not spending Prestige, count TWO (2) Rear-Admirals as equal to ONE (1) Vice-Admiral, TWO (2) Vice-Admirals as equal to ONE (1) Full Admiral, and TWO (2) Full Admirals as equal to ONE (1) Admiral of the Fleet. In this regard, Admirals may be used like currency (e.g., an Admiral of the Fleet may be purchased with an Exchange of one Full Admiral, one Vice-Admiral and two Rear-Admirals, or eight Rear-Admirals). *Ability counts for nothing*.

11.163 Captured Commodores are considered to remain Posted to their Formation and return to it in their existing role when Exchanged. The same is true of Admirals, if they are Exchanged in the same Turn. If not,

- The owning player may choose to freely Relieve the Leader, who will return to the Officers' Mess when Exchanged. Or;
- The Leader can retain his Posting, in which case his Posting is held open for him by a Notional Leader until he is Exchanged. When the Exchange occurs, the Leader is replaced immediately in his Posting. In the interim, represent the Notional Leader with a 'No Leader' marker.

11.164 Edge case situations may occur if a Leader is not Relieved while a prisoner, such as the disappearance of the Formation he commanded, or the Promotion of another Leader, etc. In such cases, apply the normal rules, treating the Notional Leader as a 'place holder' and considering only the 'real' Leader's attributes.

### 11.17 Withdrawals

By default, all Withdrawn items are simply removed from play. However, the Exclusive Rules may require that a group of items being Withdrawn must do so by physically exiting the map. This is often the case when a large force is to be Withdrawn due to a Mandatory Order or Political Campaign. This is also the case when Convoys and their Escorts exit the map.

11.171 If Withdrawing items by having them exit the map they do so using normal game mechanics. There is no requirement for the items to leave the map on the same Turn their Withdrawal was required, but they must leave the map as expeditiously as possible.

11.172 When an entire Formation is Withdrawn there may be Leaders and/or Auxiliaries that were not mentioned under the list of items to be Withdrawn. Auxiliaries in this category are freely placed in the Recovery Box and Leaders in this category are

freely Relieved and placed in the Officers' Mess. Such Auxiliaries may alternatively be Transferred like Sail, as part of the Reorganisation Step (11.18).

### 11.18 Reorganisation

Reorganisation activities include Forming and Unforming Squadrons, Transferring Sail, Assigning Auxiliaries, Assigning or Unassigning Squadrons to Formations, and Posting/Relieving Leaders.

11.181 All normal mechanics apply, except where noted in the Exclusive Rules.

11.182 Reinforcing items may be included in the process of Reorganisation.

*11.183 Exception:* LCs and SCs are never required when *only* Reinforcing items are involved in Reorganisation.

## 11.2 ATTRITION

### 11.21 General

Attrition simulates general wear and tear on both active and idle forces, and is applied as DPs.

11.211 Attrition effects accumulate over the course of the Turn, but for practical purposes, most Attrition is assessed in the Attrition Step of each Administrative Phase.

*11.212 Exception:* special Attrition effects are implemented as soon as they occur.

11.213 Attrition is assessed for each Squadron individually.

11.214 Damage is applied per section 7.3.

11.215 Auxiliaries do not suffer Attrition, but see 5.361.

*11.216 Design Note: the fact Auxiliaries do not suffer Attrition, while ultimately a simplification for game purposes, can be explained away thus: being the most active assets of the Fleet, they are kept in better repair and properly crewed, unlike the ships of the line, which often could not put to sea for lack of crew or vital repairs — vessels could languish for years without having their repairs completed.*

### 11.22 Normal Attrition

Normal Attrition, assessed in the Administrative Phase, is applied as follows (see also the Attrition Chart):

- ONE (1) DP for each Squadron in the Ready State in Spring, Summer & Fall Season Turns.
- TWO (2) DPs for each Squadron in the Ready State in Winter Season Turns.
- A variable number for each Squadron Fitting Out, in any Season. Roll ONE (1) die: on a result of ZERO through FOUR (0-4) apply ONE (1) DP to that Squadron; on a result of FIVE or higher (5-9) apply TWO (2) DPs. Add TWO (+2) to all die rolls in Neutral Ports.
- ZERO (0) DPs for each Squadron In Ordinary.
- Plus ONE (+1) DP in all cases except In Ordinary if the Squadron is part of an Oversized Formation (3.44). This penalty may be multiplied for *severely* Oversized Formations, per 3.44.

*11.221 Clarification:* the assessment of normal Attrition does not take into account the Squadron's activities during the Operations Phase.

*11.222 Play Note: the penalty for Fitting Out in Neutral Ports simulates the effects of crew desertion.*

### 11.23 Special Attrition

Special Attrition is applied as soon as it occurs. The amount of Attrition applied may be variable.

- ONE (1) DP for each Squadron that expends an MP to enter a Strait Space, each time it does so.
- ONE (1) DP for each Squadron Interdicting in a Straits Space, at the end of each Turn. If the Squadron is Interdicting during an Impulse but will leave the Space before the end of the Turn, add the DP as soon as it leaves.
- When Blockading a Port, add DPs equal to the Blockade Value at the end of each Turn. If the Squadron is Blockading during an Impulse but will leave the Space before the end of the Turn, add the DPs as soon as it leaves.
- At the end of each MPI, a variable number of DPs for each Squadron located in a Gale-affected Space or Sea Zone or Squall-affected Space. See the Gale Effects Chart.
- Per 5.361 (Auxiliaries in Gale-affected Spaces), Auxiliaries, while not suffering Attrition, can be sent to the Recovery Box due to the effects of a Gale.

11.231 Squadrons in Harbours are immune to Attrition generated by Weather. CZ are not affected by any Attrition.

## 11.3 REPAIRS

### 11.31 General

Squadrons with accrued DPs may undergo Repairs to remove them. Repair occurs only in the Repair Step of the Administrative Phase. Only Squadrons that are In Ordinary may be Repaired.

11.311 Repair is a THREE (3) step sequence:

- 1) Return Squadrons from In Ordinary. These will be placed Fitting Out.
- 2) Conduct Repairs on Squadrons that are In Ordinary.
- 3) Assign Squadrons to In Ordinary. In Ordinary may only be adopted at Ports permitted by the Exclusive Rules (always at Friendly Ports, but occasionally others as well).

11.312 When a Squadron begins In Ordinary, it is placed on the Repair Track belonging to the Port it occupies, on the box of the track corresponding to its current DPs.

11.313 As DPs are removed through Repair, A Squadron's counter is moved down the track. A Squadron's DPs may never be reduced below ZERO (0).

11.314 **Important.** Only Key Ports have Repair Tracks and normal Repair can only be conducted at them. Only Emergency Repairs (11.33) may be conducted at Minor Ports.

11.315 Squadrons may remain In Ordinary indefinitely.

### 11.32 Repair Procedure

Consult the Repair Table. ONE (1) die roll is made per Squadron. The die roll indicates the number of DPs removed from the Squadron. Die roll modifiers may apply.

11.321 **Important.** The number of die rolls that may be made at any given Port in any given Turn will be limited by the Port's Repair Value (RV). Key Ports have variable Res, printed in their Harbour Boxes next to the notation 'r' (e.g., 'r4' means FOUR (4) Repair die rolls per Turn). Repair die rolls may be limited to Quarterly Turns; the notation for these is 'rXq' (e.g., 'r1q' means ONE (1) Repair die roll on each Quarterly Turn).

11.322 The owning player may always choose which Squadrons he will attempt to Repair. A given Squadron may only receive ONE (1) Repair die roll per Turn.

11.323 By expending ONE (1) point of Prestige, a player may take up to THREE (3) extra die rolls — no more than ONE (1) extra die roll per Squadron (12.31).

11.324 If more DPs are Repaired than the Squadron has accrued, the excess may be removed from any other Squadron currently In Ordinary at the same Port.

11.324 When a Victualing Convoy deposits RPs at a Port each RP permits ONE (1) extra Repair die roll. This expends the RP. There is no limit on the number of RPS that can be expended at the same time.

### 11.33 Emergency Repairs

Squadrons may receive Emergency Repairs at:

- Minor Ports.
- Key Ports limited to Quarterly Turn Repairs on otherwise ineligible Turns.

11.331 Each Turn, any ONE (1) Squadron In Ordinary at each such Port loses up to TWO (2) DPs on a die roll of ZERO through THREE (0-3). *Exception:* the Exclusive Rules may assign other values or Formation limits.

*11.332 Clarification:* some games may have Neutral Key Ports that allow ‘normal’ Repair (or Quarterly ‘normal’ Repair), or only Emergency Repair. Be sure to read the Exclusive Rules carefully. By default, all Key Ports allow normal (or Quarterly) Repair, while Minor Ports only allow Emergency Repairs.

### 11.34 Hulking

The players may resort to an expensive method of Repair. They may Hulk ‘unseaworthy’ vessels.

11.341 Any Sail may be Hulked if its Squadron is In Ordinary.

11.342 Hulked Sail are permanently eliminated from play at no cost in Prestige.

11.343 When a Sail is Hulked, the owning Squadron’s DPs are reduced by:

- FOUR (-4) for a SOL Sail.
- TWO (-2) for any other Class of Sail.

### 11.35 Repair Points (RPs)

Repair Points (RPs) brought into play by Victualing Convoys equate one-for-one to Repair die rolls.

11.351 Each Port that can accept RPs will have a small box printed near it where a numerical marker can be used to record the number of RPs. As usual, the top edge of the marker (from the owning player’s point of view) indicates the number of RPs. Use more than ONE (>1) marker if needed, summing the values.

11.352 Each time a Repair die roll is made (excluding any inherent die rolls allowed), the number of RPs is reduced by ONE (-1). Once there are no more RPs at the Port, the Port’s Repair capabilities are reduced to its inherent level.

## 12.0 PRESTIGE

*Inst. 12th. That it is the duty of commanders and masters of all small frigates, ketches, and smacks belonging to the several squadrons to know the fireships belonging to the enemy, and accordingly by observing their motions to do their utmost to cut off their boats if possible, or, if opportunity be, that they lay them aboard, seize or destroy them. And to this purpose they are to keep to windward of their squadrons in time of service. But in case they cannot prevent the fireships on board by clapping between us and them (which by all means possible they are to endeavour), that then in such cases they show themselves men in such an exigent and steer on board them, and with their boats, grapnels, and other means clear them from us and destroy them; which service (if honourably done) according to its merit shall be rewarded, but the neglect severely to be called to accompt.*

### 12.1 GENERAL

The measure of victory in *Sea Lords* is Prestige, which is awarded for the successful completion of Orders, the Sinking and Capturing of Enemy Sail, and for actions specified in the Exclusive Rules. See the Prestige Chart. The player with the highest Prestige at the end of the game wins.

12.11 Each player’s current Prestige is recorded with markers on the Prestige Track, located on the TRT card. The scenario will give the starting Prestige of each player. As Prestige is won and lost, move the appropriate marker(s) up or down the track.

12.12 A player who earns Prestige may use any amount of his gain to reduce his opponent’s Prestige instead.

12.13 A player may never drop below the worst number on the track, or rise above the highest. If a player’s Prestige would increase beyond the top of the Prestige Track, his opponent loses an equal amount of Prestige instead. Similarly, if a player’s Prestige would drop below the bottom of the Prestige Track, his opponent gains an equal amount of Prestige instead. If one player is at maximum Prestige and the other is at minimum Prestige, the higher player cannot earn Prestige and the lower player cannot lose Prestige (*and the players may want to consider ending the game*).

*12.14 Example: Player A has ‘8’ Prestige and Player B has ‘9’ Prestige. Player A earns 3 Prestige. He uses 2 points to reduce Player B’s score to 7, then gives himself 1 point, to put him at ‘9’. In a second example, Player A has ‘15’ Prestige and Player B has ‘6’. Player A earns 1 Prestige. Since he cannot go beyond ‘15’ he reduces Player B’s Prestige to ‘5’.*

12.15 Equal Prestige at the end of a game means a tie, unless the Exclusive Rules say otherwise.

12.16 Prestige is awarded (or lost) immediately upon occurrence of the triggering event.

12.17 Prestige can be accumulated from game to game as a kind of tournament award (12.4), but Prestige awarded in earlier games cannot be counted for victory during the current one.

12.18 In combined *Lace Wars-Sea Lords* scenarios, Prestige is tracked separately for the land and sea components, but at the end of the scenario, unless the Exclusive Rules say otherwise, each player sums his Prestige totals before comparing them for victory. These combined totals may exceed the highest value on the Prestige Track. If the scenario has separate naval and land players, Prestige remains separate.

### 12.2 ORDERS & PRESTIGE

Most of the Prestige awards (and penalties) generated in the game will be due to the Termination of Orders. Normally, Orders will not score Prestige on a one-for-one basis. Instead, a comparison of the players’ efforts is made, and the player who has

accomplished the most receives some Prestige (and/or his opponent loses some).

12.21 During the game, each player must track the number of Orders he has Fulfilled. Somewhere on the map or Displays there will be boxes for recording Fulfilled and Failed Orders, using the ubiquitous numerical markers. Each player will have his own pair of boxes.

12.22 Each time an Order is Fulfilled, adjust the numerical marker in that box to show the increase. Each time an Order is Failed, adjust the numerical marker in that box to show the reduction. Before comparing player scores, subtract the number of Fails from the number of Fulfils.

12.221 Alternatively, only record the each player's net by placing a numerical chit in *either* the Fulfilled or Failed box; if the current player score is ZERO (0), neither box will contain a marker.

*12.222 Play Note: the method used is up to the players. Either will produce the same result.*

12.23 At the end of each Quarterly Turn, the players compare the number of Orders they Fulfilled that Quarter.

12.231 If the number of Failed Orders exceeds the number of Fulfilled Orders, count the Failed Orders as 'negative' Fulfilled Orders.

12.232 If both players Failed more Orders than they Fulfilled, the higher number of failures is subtracted from the lower number to determine the spread.

12.233 The player with the higher number gains a certain amount of Prestige. The amount varies with the spread in points:

- ONE (1) point spread = ONE (1) point of Prestige
- THREE (3) point spread = TWO (2) points of Prestige
- FIVE (5) point spread or more = THREE (3) points of Prestige

*12.24 Examples:*

*12.241 Player A Fulfilled 4 Orders and Failed 1. His net would be +3 (4 — 1 = 3). Player B Fulfilled 2 Orders and Failed 0 (2 — 0 = 2). His net would be +2. Player A's total is higher; so he will be the gainer. For the same reason, Player B's total is subtracted from Player A's leaving a net +1 result (3-2). Using the scale above, Player A earns 1 Prestige.*

*12.242 Suppose instead that Player A Failed 4 Orders and Fulfilled 1. His total would be -3. Player B Failed 2 and Fulfilled 0. His total would be -2. The net score would be (Player B -2) — (Player A -3) = +1 for Player B, who had the lower number of Fails, and thus the higher score, comparatively speaking. (Note that the lower value is always subtracted from the higher — in this case '-2' is a 'higher' number; mathematically, than '-3'. This yields a +1 result, or —(-X) = +X).*

## 12.3 SPENDING PRESTIGE

Prestige can be spent during play for a variety of reasons. When spent, adjust the player's Prestige marker accordingly. 'Down payments' are not allowed — the player must have the required amount when he makes a purchase.

12.31 The Exclusive Rules may provide their own list of items, but unless explicitly excluded, the following can always be purchased (see also the Prestige Chart):

- To increase the chance of a Reinforcement Request succeeding (variable amount). See the appropriate table. *Clarification:* if there are requirements for multiple die rolls, this expenditure always adjusts the *initial* result.
- ONE (1) point of Prestige may be spent to make up to THREE (3) additional die rolls on the Repair Table — ONE (1) extra die roll per Squadron (normally, only ONE (1) die roll per Squadron is allowed).

- ONE (1) point of Prestige can buy back a Captured Admiral.
- ONE (1) point of Prestige can be spent on a 'Mulligan'. This allows a player to re-roll the die on any ONE (1) action he undertakes during the game. Alternatively, he may force his opponent to re-roll on any ONE (1) action his opponent undertakes.
- After the winner has been determined, one or more points of Prestige can be spent on Player Ranks (12.4). Ranks give a player minor bonuses for tournament play. This rule is included for fun and can be ignored.

## 12.4 RANKS AS AWARDS — OPTIONAL

THIS RULE IS INCLUDED FOR FUN. IT IS OPTIONAL.

### 12.41 General

Players may buy themselves Ranks by expending Prestige at the end of a game. Doing so does not diminish their final score. Ranks allow a player to receive certain minor bonuses during play. Ranks may be retained by a player from game to game (*exception:* certain Ranks must be given up to attain a new Rank). The Player Ranks Chart provides the details. The following are general guidelines.

12.411 After each game, a player may expend up to the positive difference in Prestige scores between himself and his opponent to buy ONE (1) Rank.

*12.412 Example: player A has TEN (10) Prestige and Player B has EIGHT (8). Player A may expend up to TWO (2) Prestige to buy ONE (1) Rank. Player B has a negative difference and cannot buy a Rank.*

12.413 There are three kinds of Ranks that a player may hold: Commands (*no relation to the Fleet subdivision of 3.12*), Inspectorates, and Flag Officer (FO) Ranks. A player may hold a single (1) FO Rank and a single (1) Inspectorate Rank concurrently. Any Command must be given up upon attaining FO Rank.

12.414 This Player Rank rule is used in the *Lace Wars* series, too. A player may accumulate both Army (*Lace Wars*) and Navy (*Sea Lords*) Ranks, but may not pool his Prestige to buy one kind of Rank — i.e. Naval Prestige may only be used for Naval Ranks and Army Prestige may only be used for Army Ranks.

12.415 **Important.** When a player has a higher Command or Flag Rank than his opponent, starting Prestige values are adjusted by the difference. Count Inspectorates as an extra TWO (2) Ranks.

*12.416 Example: Player A is a Post Captain and Player B is a Rear Admiral of the Blue. The difference would be +2 Prestige in Player A's favour.*

### 12.42 Commands

There are several Commands available for purchase, ranked progressively higher. A player must start with the lowest Command. When he purchases a higher Command, he relinquishes the lower Command and all its benefits. Commands provide minor beneficial modifiers, improving with the higher Commands.

12.421 Players cannot skip over a Command (*unlike in the Army, Seniority (time in service) always played a great role in naval career progression*).

### 12.43 Flag Officers

FO Ranks are similar to Commands but more powerful. When a player has attained his last Command Rank, he is eligible to purchase his first FO Rank.

12.421 Like Commands, FO Ranks are mutually exclusive, and must be purchased in order.

12.422 There are THREE (3) sets of Rear- Vice- and ‘Full’ Admirals: Blue White and Red (the Admiral of the Fleet is the Red ‘Full’ Admiral). All FO abilities within the same colour group are cumulative.

12.423 Example: the Vice-Admiral of the White has the abilities of that Rank and those of the Rear Admiral of the White. He does not have any of the Blue or Red abilities.

12.424 Historical Note: the concept of the three ensigns belongs only to the Royal Navy. Originally, the fleet was a single entity, and ensigns were assigned to each of three divisions (or ‘battles’, to borrow the Medieval army term); each division had an admiral, vice admiral, and rear admiral. Blue was the lowest rank and Admirals of the Blue ran the Rear division. White was the middle rank; Admirals of the White ran the Van. Red was the highest rank; Admirals of the Red ran the Main or center division. Later, the ranks were simply a progression of hoops for officers to jump through. Only in the 19th Century was the Red Ensign assigned to the Merchant Marine and the Blue to naval reserve and commandeered vessels, with the Navy retaining the White.

### 12.44 Inspectorates

These can only be purchased by a player already holding the Rank of Admiral or above. A player may only hold ONE (1) Inspectorate at a time, but may change to another one by buying it and relinquishing the first.

## 13.0 SOLITAIRE & DOUBLE BLIND

*Inst. 13th. That the fireships in the several squadrons endeavour to keep the wind; and they with the small frigates to be as near the great ships as they can, to attend the signal from the general or commander-in-chief; and to act accordingly. If the general hoist up a white flag on the mizen yard-arm or topmast-head, all small frigates in his squadron are to come under his stern for orders.*

THE FOLLOWING ARE GUIDELINES. AS ALWAYS, WHERE NO RULE COVERS A SITUATION, USE COMMON SENSE.

### 13.1 SOLITAIRE PLAY

Sea Lords games are not intended to be played solitaire, but, like most war games, they can be soloed to a degree. The game loses a lot by eliminating the ‘fog of war’. However, no rules need to be altered. While the player has full knowledge of the location and composition of all the forces, he still cannot, for example, attack an Unspotted Formation. The player should endeavour to play each side fairly, focusing on achieving the appropriate objects as efficiently as possible.

13.11 With regard to sequencing issues (e.g., who places Directional Markers or when to initiate Orders), follow the rules. If the rules do not give a clear solution the player must decide which Fleet would be likely to have an advantage in the situation in question, and allow it to go first or last, depending on what provides the best advantage.

13.12 With regard to Receiving and Issuing Orders, some flexibility will be required. As a suggestion, develop one or more ‘suites’ of OCs for each Fleet, taking the whole suite In Hand for the Year and Issuing them randomly. Adjustments will have to be made for Mandatory Orders. The number of OCs In Hand will vary with the forces present in the game. As a guide, take no more than ONE (1) Order for every THREE (3) Formed Squadrons.

### 13.2 DOUBLE BLIND PLAY

Double-blind games involve the use of an Umpire or game-master. Again, no rules need be altered (*exception*: 13.211). The Umpire should be entrusted with the following routines, and exercise his judgement with regard to the amount of information provided to the players:

- Wind Generation.
- Search Resolution. The Umpire may wish to provide additional information about Spotted forces, based upon circumstances.
- Movement of non-player Corsairs and other independent forces. The Umpire should establish a set of priorities before the game begins for whom they will attack or support, given the situation.
- Any other routines which require knowledge to be withheld from at least one of the players.
- Additionally, the Umpire may take on the duties of resolving Battle, Attrition, and other routines involving the dice.

13.21 The players should secretly convey their intentions to the Umpire whenever they wish to conduct an activity that may involve their opponent, *vis-à-vis* the above, and supply him with updates to changes in the condition of their forces as they occur.

13.211 With regard to Movement, this can be truly simultaneous,. If Movement is to be by MPI, both players move their forces and the Umpire adjudicates. However, it may be more convenient for the players to plot their moved for an entire Impulse, Turn, or longer period, and then submit the plots to the Umpire.

13.25 Double-blind play can be conducted face to face, or remotely. If the Umpire is not able to be physically present with both players, he will need his own copy of the game.

13.26 **Important.** The Umpire’s decisions are at all times binding and unalterable.

## 14.0 SERIES CREDITS

*Inst. 14th. That if any engagement by day shall continue till night and the general shall please to anchor; then upon signal given they all anchor in as good order as may be, the signal being as in the ‘Instructions for Sailing’; and if the general please to retreat without anchoring, the signal to be firing two guns, the one so nigh the other as the report may be distinguished, and within three minutes after to do the like with two guns more.*

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