Compiled Sea Lords Errata, Q&A, & Clarifications

Fighting Instructions

The Q&A in this section reference only the 3.1 version of the *FI*.

Sea Zones (Example)

A *Mistral* player requested a comprehensive example of how to use a Sea Zone — the SZs in the original *Mistral* were not as intuitive as those of later titles. For this example refer to the original *Mistral* map.

Conceptually, do not think of entering/leaving a SZ as movement on a track but as going from a Space on the Sea Lane to a Space in the SZ (or the reverse). That is, treat the small boxes in the SZ as Spaces, and the main body of the SZ as 'Limbo'.

OK. Let's use The Gut SZ on the West edge. Assume a Formation coming from the Strait of Gibraltar and entering the SZ. Can the Formation enter SZ from the Strait? Yes, because the Strait's name is printed along the SZ's eastern edge. That also means entry/exit between the two locations has to be by the east side of the SZ. Check for Seasonal Winds that may affect entry/exit, only considering the east edge of the SZ. Both the red and grey SWs could affect entry/exit. If in force, the SW's effects will apply just like regular movement. Notice that it does not matter that no physical connection is drawn on the map. All you need is the location's name printed in the SZ.

Step 1: pay 1 MP to leave the Strait space and enter the SZ. Put the Formation in the interior box marked IN.

Step 2: in the next MPI, the Formation cannot go further unless it can Catch the Wind. The CtW success chance is the not the usual value, but the one printed in the IN box. In this SZ that number is 6. Roll equal to or less as usual to succeed. Make the try once per MPI until successful. Once successful, the Formation is shifted into the main body of the SZ at a cost of 1 MP. Seasonal Winds affect the CtW die roll: +2 if travelling against, -2 if with the SW. Note that if there's a Gale the DRM is a flat +3 no matter the direction of travel. The Formation also gets a Leadership bonus of 1/3 LR rounded down.

OK. Assume a different Formation headed into the Med and starting in The Gut SZ. The Formation has come from someplace else and is currently floating around in the main body of the SZ.

Step 1: pay 1 MP to move the Formation to the interior box marked OUT.

Step 2: make the CtW roll(s) as before, remembering that you're going in the opposite direction, so the SWs (if any) will have a reverse effect. The OUT number to beat in this SZ is again 6. Note that as soon as the OUT box is occupied you have to declare (secretly on paper if preferred) what Space you're aiming for, and you can't change your mind. You could also record the exit edge, but that is only necessary if more than one edge allows access to the same destination Space. Assume the Formation is headed for the Strait of Gibraltar.

Step 3: once the CtW roll succeeds, the formation enters the Strait of Gibraltar, paying 1 MP. Because it is a Strait there may be other effects to consider at the moment it is entered.

EXCEPTION: there could be a chance of getting lost when a Formation exits a SZ. Look for a small number in the OUT box. That is the chance of winding up in the wrong place. If there is such a number, roll one die again, trying to get equal to or less than the value. The number in this SZ is 7. So if the roll is 7 or less, put the Formation where desired. If the roll was 8 or more, you would count the number of allowable destinations and pick one randomly. The random pick could result in the Formation winding up in the right spot after all. For The Gut, exiting by the east edge, bound for the Strait, means the Formation could wind up either where intended, or at Cadiz. There are no other options. 50/50 chance — but again, only if you fail the 'getting lost' die roll. Gales affect this die roll (+3) but Winds and Leadership do not.

It is OK to turn around in a SZ, but to do so you have to pass through the IN box, then the main body of the SZ, then the OUT box, and only then declare that you're headed back the way you came.

One other routine to explain. If you look at the Barbary Coast SZ the eastern edge gives access directly to the Balearic Islands SZ; the reverse is also true for the western edge of the latter. The routine for travel between them is exactly as described above, only the Formation will pass from the OUT box of one SZ to the IN box of the other SZ, at a cost of 1 MP.

Gales

Q. When a gale appears, will it, on the first MPI, automatically zap any formations within its radius? Or does it only have an effect at the end of the MPI (so that formations with 4 MP get a chance to move first)?

A. Gales exert an effect on movement as soon as they appear, but the Attrition effect only applies at the end of the MPI (see section 5.36 in *FI* version 3.1). The time when Loss of Subordination is check is not specified in the rules, but it is an effect of the Attrition Table, so would occur at the end of the MPI.

Search/Shadow

Q. Does a roll of 0-2 on the Search Table "May Shadow" mean the player may choose to shadow or not, or do they have to roll for it? On a roll of 3-5 "No Shadow", does the player make another roll to see if they can shadow or not?

A result of 0-5 on the Search Table means the Enemy is detected. If the result was 0-2 you also have the option to Shadow. No additional die roll is required.

Q. When a formation moves through a Strait, is it automatically spotted regardless of the presence (or lack thereof) of enemy forces?

A. Yes.

Convoys

Q. If a formation escorting a convoy loses subordination, it becomes separated from the convoy. The rules suggest that they can join up again. How is this done? Is it through a successful search by the escort? If so, is it necessary to get a 'may shadow' result or not?

A. Refer to 10.12 in *FI* version 3.1. When an Escort joins a Convoy already in motion Rendezvousing requires successful Spotting. Thus, if Subordination is lost the Escort (or a new Escort) would need to Spot the Convoy again to join it. Shadowing is not required when initially joining the Convoy so it would not be required to rejoin, either.

Corsairs

Q. If a Corsair appears in a Sea Zone, and you can't immediately Task an Auxiliary to get rid of it, then as I understand it, ships need to enter that SZ and spend a MP there in order to get rid of the Corsair. Can this only happen as a byproduct of an Order to do something else, which 'happens' to lead you through the SZ? Or can you explicitly send ships? If so, can you divert ships already at sea or must you send a Formation from a Port?

A. Formations can act without Orders (it is just not efficient to do so). Therefore, an idle Formation (probably an Independent Squadron) could go after the Corsair. If you use a Formation Executing an Order unrelated to the Corsair, you could not divert it to deal with the Corsair, because of the rule that travel must take you to your destination 'as expediently as possible'

Q. Is it fair to say that Corsairs must be Tasked as soon as they appear? (Because if they can wait, they can choose to come on at a late moment which makes it impossible for the enemy to prevent a 'failed mission' result.

A. Corsairs are assigned to their Bases in exactly the same manner as assigning them to a Port. So, they could be Tasked at any time after they show up in the Zone. If your opponent is holding them back to use at the 'right moment' you do have the option to go after their Bases and can also screen them in the usual way. See section 10.25 in *FI* version 3.1. In the case of Pirates, the players alternate activating

them. By not activating a Pirate after your opponent has done so you prevent him from activating a second one (see *FI* 10.26).

Clarification: targeting Corsair Bases is allowed in all games; earlier titles may not explicitly say this. If needed, create new Order chits for the purpose. Such an Order will follow the rules given for the same Orders in other games.

Q. What dice score do Corsairs need on the Recovery Table?

A. Use whatever Class the Corsair is, typically either Galley or Light Class. Keep an eye out for game-specific modifiers (e.g., in *Cold Waves* Spanish Galleys receive a beneficial -2 DRM).

Q. Is it right to assume that each Corsair port [Base] has a single contingent of Corsairs, so that, for example, it can't activate more than once per turn?

A. Some games assign multiple Corsairs to a single Base (or allow them to be so assigned). In such cases there is no restriction on the number that can be Activated per Turn.

Q. Can a player use Neutral forces he Controls to deal with a Pirate Controlled by his opponent?

A. Yes.

Q. When an active Pirate successfully Interdicts a Sea Zone (opponent gets a Failed Order), does it remain in that Sea Zone indefinitely until removed by the enemy (expending +1 MP in that SZ), or Fall Season ends (must return to base)?

A. Per *FI* 3.1 case 6.296 a Stationed Auxiliary of any kind must be removed to the Recovery Box in the Auxiliary Step of the Admin Phase (unless a Gale affects it sooner). Per *FI* 10.242 a Corsair is removed at the end of the current Ops Phase (that should be amended to the Aux Step of the Admin Phase to match 6.296). A Pirate is just a special type of Corsair, so it will also be removed. If an Order requires that an Auxiliary remain for a longer time period, the Auxiliary will be removed at the end of that time period.

Sail

Q. Can a SOL(D) be hulked for Repair Points?

A. ANY Sail can be Hulked if In Ordinary (FI 3.1 case 11.341).

Q. When checking for Reinforcements and a player rolls a '9' to lose a Flagship, what happens if the have no Flagship to lose (is a SOL removed as a substitute or just ignore the loss).

A. Lose a regular Sail (descending order of SOL then SOL(D) then Galley (if the game has Galley Sail); never Auxiliaries.

Auxiliaries

Q. When a Dual Purpose Auxiliary returns to play from the Recovery Box, does it have the option of coming back as a SOL(D) unit, or must it return as an Auxiliary? If SOL(D) is an option, is it a Reinforcement or can it appear at any friendly Port?

A. It returns to Available first, and can then be converted (*FI* 3.1 case 6.323 2nd bullet), in the same Turn if desired; it could also be currently Assigned (*FI* 6.324)

Attrition

Q. It seems that Squadrons in Fitting Out can incur more Attrition than Squadrons who are Ready (at sea), is that correct? Also, is end of turn Attrition multiplied by 4 (i.e., per Impulse at sea) or a flat rate?

A. Port Attrition is intended to reflect things like desertion, dockyard corruption/incompetence, plus general entropy (the accumulation of barnacles and shipworm on hulls). Avoid leaving Sail in the FO state. Use them or lose them. If A squadron entered IO by the end of A Turn then you could dodge end of Turn Attrition, but otherwise location does not matter, only being in the Ready State or not. Additional wear and tear for operations comes under Special Attrition, assessed as it happens. Winter Attrition will probably be higher due to Gales and the like. End of Turn Attrition is a flat rate.

Orders

Q. If a side has held Orders chits still in their hand when Success/Failure Prestige checks occur, do those held (unplayed) chits count as Failures? In other words, I have an Order chit in my hand that I know I most likely won't be able to achieve this season, so I just ignore it. I have had 2 Order chits fulfilled successfully and 1 Orders chit that was a Failure. Plus I hold that 1 unplayed Orders chit. So is my score +1 or 0?

A. Orders In Hand are ignored for scoring. A particular game or scenario might impose a penalty, but in general, those orders are just a wish list. So in your example, the score is +1.

Q. Some Orders require "8 Impulses" to complete (e.g., Interdiction or Blockade). So that's 2 complete turns (i.e., 32 consecutive Movement Point Impulses) for success, correct?

A. Yes.

Q. For an Order that an Auxiliary can be given, how does the player assign such an Order to an Auxiliary?

A. Place the Order chit under the Aux or make a note on paper.

Q. When given an Order (Interdiction or Blockade), an Auxiliary has to be in Operating Range (OR) in MP's of the target correct? This usually means it would have to re-base… or can a Formation just drop it off? And as an exception, the opposing player can Screen it at any time, not just when assigned, thus causing the Order to fail? Can a Detachment likewise cause an Auxiliary to fail an Order by moving into its space?

A. Using the Auxiliary counts as Tasking, so the Tasking rules apply (must be within range and can come from a Port or Formation, or if rules permit, the Available Box). Because it is a Task of sorts, the act of sending an Auxiliary to fulfil an Order would trigger Screening at that time. Also, per *FI* 6.295 a Stationed Auxiliary can be Screened by an Auxiliary that is attached to a Formation moving into the Space (a similar exception applies at Ports per the same case number. If the Screening fails when a Formation moves into the Space then the Auxiliary remains and could continue to execute the Order. Multiple Screening attempts follow the general rule.

Historical Withdrawals

Q. How do Historical Withdrawals work? With the 1740 Scenario beginning on Turn 1's Administrative Phase, that would mean some British ships (as listed) that setup at the start of the scenario would then be withdrawn immediately?

This question relates specifically to *Mistral*. In later titles the Quarterly Turns were moved to the final Turn of a Season. That move prevents such issues. Also, be aware that the Historical Withdrawal lists found at the end of the scenario section of a game's rules are purely for historical interest. In-game Withdrawals and Reinforcements are derived from the various tables, not from those lists.

Mistral

Errata

The Reinforcement/Withdrawal tables reference case 2.125 for using the Historical Lists at the back of the scenario section to allow for the use of real names for Sail on the optional Squadron logs. The case number should be 2.242.

RULES CHANGE. *Ex. Rule* 2.312 *Spanish* and *French* Squadrons may not be Subordinated to each others' Formations until both are At War with the *British*. This includes the *Grand Flotilla* and *Flotilla A* (the Bourbon player may choose which Command uses those Formation counters, and they can be swapped between Commands freely).

RULES CHANGE. *Ex. Rule* 2.312 addition. Given the rule change above, a Neutral *French* Formation can still interfere with *British* operations, but only under the following conditions:

• The target location must be one where a *Spanish* Formation or Port is located (i.e., the French are attempting to aid the Spanish by interposing themselves).

• The conditions for a Battle must first be created, using the same mechanics (that is, Searching, occupying the same Space at the same time, etc.).

• The French Command Admiral must pass a LC. If the LC is failed the *French* Formation can do nothing to interfere with the British operations in that Space. Another attempt is not permitted until the next Turn.

• If the French pass their LC the British Command Admiral must likewise pass a LC. If the LC is failed the British Formation loses any Order it is currently Executing and is forbidden to make any attack on a Spanish Formation or Port in that Space for the rest of the Turn.

• If the British LC is passed, the British and French forces must fight a Battle (Spanish forces will participate if present); the British Fleet is deemed the attacker.

• After the Battle, roll ONE (1) die. On a result of ZERO through FIVE (0-5) the diplomats have papered over the 'regrettable incident' and Britain and France are not At War. Otherwise, Britain and France are At War. In this instance (only) the British do not pay Prestige. Modify the die roll by plus ONE (+1) for every Sail Sunk.

RULES CHANGE. *Ex. Rule* 2.63 The Levant Trade. To limit the effects of this rule, make the following adjustments:

• Per the 2.0 *Mistral* upgrade, *British* forces committed to the *Levant Track* must remain on the track for a minimum of EIGHT (8) FULL Turns, if at all possible.

• Sail on the track each accrue ONE (1) point of Attrition per Turn or TWO (2) points in Winter Turns.

• Auxiliaries Tasked to the track must be checked for Recall during end of Turn Attrition. Roll ONE (1) die for each Auxiliary. On a result of '9', or '7-9' in Winter, the Auxiliary must be placed in the Recovery Box.

Q&A

Q. Exclusive rule 2.32 describes how the Spanish can search from and sortie from a port without orders. Is there an equivalent for the British?

A. Rule 2.32 is about restricting the Spanish to their Ports except to 'intercept'. The assumption is they have 'standing orders' to make such short range intercepts. The British have no similar operational restrictions so they need 'real' Orders.

Q. Do the Bourbon Troop Convoys get a -1 DRM per Impulse that they fail to successfully roll for arrival, like other convoys do?

A. Yes.

Q. The Wind Table (5.3) on the Mistral map is different from the Wind Table (5.3) in the Mistral charts & tables, specifically instructions how to resolve contra winds. Which table should be used?

A. This is a problem specific to the original edition of *Mistral.* Use the Wind tables in the C&T booklet. The Expansion *Four Corners* provides a revised map.

Q. There are not enough counters to fulfill the Neutral Contingent of Naples as listed in the Bourbon (page 11) booklet (missing a Light Auxiliary counter and a Fleet Auxiliary counter). I checked the Counter Errata sheet and there aren't any missing Neutral Contingent ships there either. I just noticed that Bourbon SOL F is Spanish on front and Naples on back, and SOL G is Naples on front and Spanish on back… counter errata?

A. The Spanish/Neapolitan Squadron counter backs were transposed by accident. With regard to counters missing from the OOBs, treat the counter mix as a hard limit. The Four Corners expansion does add more Fleet and Fleet-50 Auxiliaries, but no Naples Light Auxiliaries. If necessary substitute Spanish.

Q. In the Initial Orders Pool for 1740, do the Bourbons get "Escort" chits (the British do)?

A. Yes. The Bourbon Escort Order chits were erroneously left out of the entire Bourbon OOB section. They are generic Orders and are always available (just like the British ones).

Q. Is there anything the British can do in 1740 to stop the French from completing their Orders besides paying the hefty -3 Prestige? For example, the French have an Orders chit to Cruise the Rivera, so their Fleet starts to do so… anything the British can do about that? Since the British and French are not at War till 1745, the French can pretty much complete whatever orders they wish without any interference from the British unless the Brits want to pay the -3 Prestige. Basically the French will have no Fleet Battles during 1740-1744, correct? So it doesn't matter if the British can get at the French or not, since they can't Battle (unless paying the -3 Prestige), then what's the point of even trying? The French and British can even occupy the same space without a Battle?

A. Yes, that's the situation. In my designs I like to give the players all the options, even ones that make no practical sense. The French are mildly limited in their available Orders since they can't attack the British either, but they are severely restricted in their Repair capability (once per Quarter). They will burn out quickly if they take on too many Orders. 'Cheap shots' like Escorting convoys are dependent on a Convoy being randomly generated. However, if you feel the Bourbons have too much of an advantage because of the French you can always adjust the starting Prestige. Or, you can suspend the restriction and play a-historically. Remember that you can use Pirates, too. Also, British Auxiliaries are allowed to Search and Shadow.

Q. Can Repairs be conducted on Turn One of the 1740 scenario?

A. Only if playing with the Quarterly Turn at the start of the Season. It is recommended that you apply the change which puts the Quarterly Turns at the end of the Season.

Q. Each side starts 1740 with only an Admiral while the British only have one other Leader (Captain Byng) available in the Officers Mess? All Spanish and some French Leaders appear to be available. Am I missing something, only 2 British leaders for the entirety of 1740 (as given on the British Leader list)? I do see the optional rule to spend Prestige to obtain Leaders before their time, but the game is complex enough as is so we aren't using optionals.

A. You will be stuck using Notional ones. The counters are not a hard limit on "real" available commanders, but the unseen ones represented by the Notional Leaders are useless. The number of good or 'okay' Leaders is a deliberate restriction. Yes, I realize Byng is an outlier.

Hats' War

Note this section duplicates the Hats' War errata file with respect to Somar Skråla.

RULES CHANGE. **Galley Sail**. Galley Sail in the Decommissioned Pools can be purchased at a cost of 1/2 point each.

Errata

The Danish Intrigue DRM was omitted from the Riksdag Table.

A second Galley DRM was omitted from the *Weather Gauge Chart*. Apply a –2 modifier for any Galley Formation in any non-Straits or non-Port Space (i.e. reversing the +2 bonus for 'confined' Spaces).

Clarification: if the Danes have not become Involved by the official 'game end', they will not be used at all.

Counters

In the oldest copies of the game the counter mix was missing a Russian Bomb Auxiliary. This error was corrected for later printings, but a counter was also supplied with *Yellow Jack.*

Yellow Jack

Map

Clarifications: *Port de Paix* is *Cap François*. *Port Louis* is *Fort Royale*.

Text

There are some discrepancies between the Port ratings found on the map and those in the charts and tables (particularly on the Prestige Chart). Use the ratings on the map.

Forces

Spanish Militia. Deploy as follows in all scenarios: 2 at La Habana, 1 at Cartagena, 1 at Santiago. The fifth counter is a spare and is not used in any scenario.