

Yellow Jack

Charts and Tables

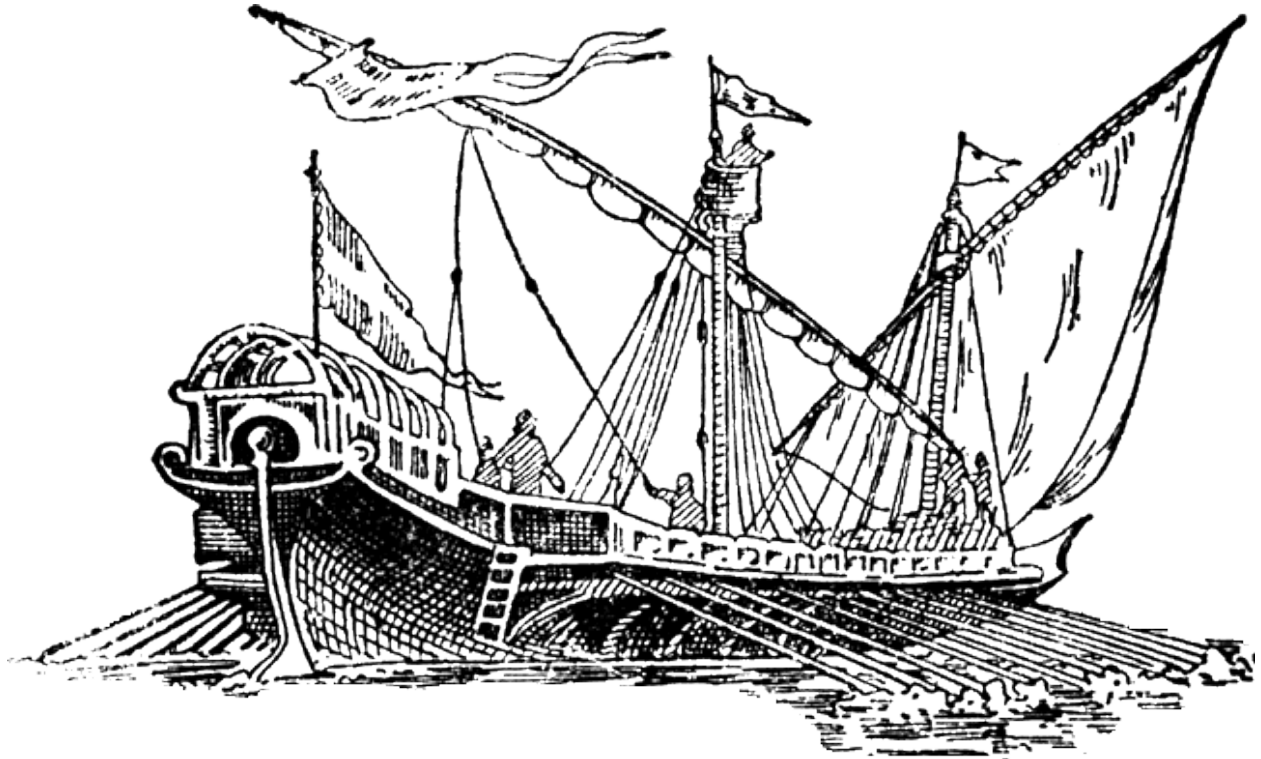


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Wind Table (5.3)

Symbol	Name	Spring				Summer				Fall				Winter			
	Nor'easter**	0-2				–				0-1				0-3			
	Norther	–				0-3				0-3				–			
	Papagayo	–				–				–				0-3			
	Tehuantepecer	–				–				0-3				0-4			
	Chubasco	–				–				0-3				–			
	Vendavales	–				0-2				0-4				–			
	Caldereta	–				0-2				0-2				0-1			
Gales	Force>	8	9	10	11	8	9	10	11	8	9	10	11	8	9	10	11
	Nor'easter	0	1-2	3-4	5	NA	NA	NA	NA	0	1-2	3-4	5	0	1-2	3	4
	Norther	NA	NA	NA	NA	0	1	2	–	0-1	2-3	4	–	NA	NA	NA	NA
	Papagayo	NA	NA	NA	NA	NA	NA	NA	NA	NA	NA	NA	NA	0	1	2	–
	Tehuantepecer	NA	NA	NA	NA	NA	NA	NA	NA	0	1	2	3	0-1	2-3	4	–
	Chubasco	NA	NA	NA	NA	NA	NA	NA	NA	0-1	2-3	4	–	NA	NA	NA	NA
	Vendavales	NA	NA	NA	NA	0-1	2	–	–	0-1	2	–	–	NA	NA	NA	NA
	Caldereta	NA	NA	NA	NA	0-1	–	–	–	0-1	–	–	–	0	1	–	–

Instructions: roll ONE (1) die for each Wind listed at the top of the table. If the result falls within either range of numbers, that Wind is in effect. Winds last for the entire Impulse. In *Yellow Jack* there are no Contra Winds.

Gales: after determining if a Wind is in effect, consult the Gale section of the table and roll ONE (1) die. Cross index the Wind (which must be in effect) with the Season. If the die roll falls within the listed range, the Wind is a Gale (5.3). Read up from the value rolled to the top of the Gale section to find the Force – from “8” to “11”. Refer to the Gale Starting Locations Chart (next page but one) and place a Gale Marker of the appropriate Force where indicated.

****Important.** Nor'easter Gale Markers proceed in the opposite direction to the direction of the SW – i.e. they move North rather than South.

Gale Effects Chart (5.3)

Force	Effect	Range			
8	Radius 0	<u>Rad 0</u>	<u>Rad 1</u>	<u>Rad 2</u>	<u>Rad 3</u>
	Attrition	1 DP	–	–	–
	IO	-1 DP	–	–	–
	CtW/LS	-4	–	–	–
	Aux	Fleet (-); Fleet50 (-); Light (-); Other (8+)	–	–	–
9	Radius 1	<u>Rad 0</u>	<u>Rad 1</u>	<u>Rad 2</u>	<u>Rad 3</u>
	Attrition	2 DPs	1 DP	–	–
	IO	-2 DPs	-1 DP	–	–
	CtW/LS	-2	-1	–	–
	Aux	Fleet (-); Fleet50 (9+); Light (8+); Other (6+)	Fleet (-); Fleet50 (-); Light (-); Other (8+)	–	–
10	Radius 2	<u>Rad 0</u>	<u>Rad 1</u>	<u>Rad 2</u>	<u>Rad 3</u>
	Attrition	3 DPs	2 DPs	1 DP	–
	IO	-2 DPs	-2 DPs	-1 DP	–
	CtW/LS	+0	-1	-2	–
	Aux	Fleet (8+); Fleet50 (7+); Light (6+); Other (4+)	Fleet (-); Fleet50 (9+); Light (8+); Other (6+)	Fleet (-); Fleet50 (-); Light (-); Other (8+)	–
11	Radius 3	<u>Rad 0</u>	<u>Rad 1</u>	<u>Rad 2</u>	<u>Rad 3</u>
	Attrition	4 DPs	3 DPs	2 DPs	1 DP
	IO	-2 DPs	-2 DPs	-1 DPs	-1 DP
	CtW/LS	+2	+1	+0	-1
	Aux	Fleet (6+); Fleet50 (4+); Light (1+); Other (A)	Fleet (8+); Fleet50 (7+); Light (6+); Other (4+)	Fleet (-); Fleet50 (9+); Light (8+); Other (6+)	Fleet (-); Fleet50 (-); Light (-); Other (8+)

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

Radius indicates the maximum distance the Gale extends, in Spaces. (*Count ONE (1) Space for the In and Out boxes of SZs & ONE (1) Space for the SZ proper.*) Gale effects diminish with distance from the Gale Marker; after determining the Force, read to the right to find the appropriate range, then read down to find the effect.

Attrition is applied in the usual manner, as DPs. Attrition is awarded at the end of each MPI.

CtW/LS is the DRM applied when attempting to Catch the Wind (5.25) and when making LCs to determine Loss of Subordination (5.37). Remember, Squadrons Fitting Out at Minor Ports affected by Gales must enter the Ready State. This includes Freak Gales.

Aux shows the chances of Auxiliary Removal (5.361). F = Fleet, F50 = Fleet-50, Light = Light, Other = all other Classes. The value in brackets is the chance, on the roll of ONE (1) die – ONE (1) roll per Auxiliary. The number shown in brackets is the chance that an Auxiliary of that Class will be removed to the Recovery Box (*a dash means no effect; 'A' = Automatic*) – roll ONE (1) die for each Auxiliary. Freak Gale Random Events trigger Auxiliary Removal as Force EIGHT (8) Gales. *Example:* Force 9 Gale, Range 2; Other-Class Aux removed on DR of 8+, rest immune.

Hurricane Generation Table (*Ex. Rule 1.5*)

Date:	May-Jun	Jun-Jul	Jul-Aug	Aug	Aug-Sep	Sep-Oct	Oct	Oct-Nov	-1 DRM per Impulse
BASE CHANCE	0	0	0-1	0-4	0-7	AUTO	0-3	0-2	
STARTING LOCATION									TS to H?
Yucatan SZ	0-6	0-2	0				0-1	0-3	0-4
Carolinas SZ	7-9								0-2
Bahamas SZ		3-5	1-2						0-2
Honduras SZ		6-9	3-5	0-1		0	2-3	4-6	0-3
Cent. Carib. SZ			6-9	2-3	0-1	1-2	4-6	7-9	0-5
Entry Space D				4-9	2-9	3-9	7-9		NA

Hurricane Effects Chart (*Ex. Rule 1.5*)

Tropical Storm		Radius in Inches (1 inch = 2.54 cm)			
Effect	ONE (1) Inch	THREE (3) Inches	FIVE (5) Inches	SEVEN (7) Inches	
Attrition	5 DPs	3 DPs	2 DPs	1 DP	
IO	-2 DPs	-2 DPs	-2 DPs	-1 DP	
CtW/LS	+3	+0	-2	-1	
Aux	Fleet (6+); Fleet50 (5+); Light (3+); Other (2+)	Fleet (8+); Fleet50 (7+); Light (6+); Other (4+)	Fleet (-); Fleet50 (9+); Light (8+); Other (6+)	Fleet (-); Fleet50 (-); Light (-); Other (8+)	
Hurricane		Radius in Inches (1 inch = 2.54 cm)			
Effect	TWO (2) Inches	FOUR (4) Inches	SEVEN (7) Inches	NINE (9) Inches	
Attrition	9 DPs	4 DPs	3 DPs	2 DPs	
IO	-2 DPs	-2 DPs	-2 DPs	-2 DPs	
CtW/LS	+5	+2	+0	-2	
Aux	Fleet (1+); Fleet50 (A); Light (a); Other (A)	Fleet (6+); Fleet50 (4+); Light (1+); Other (A)	Fleet (8+); Fleet50 (7+); Light (6+); Other (4+)	Fleet (-); Fleet50 (9+); Light (8+); Other (6+)	

Explanation: cross index the effect categories with the radius to determine the features and effects.

If a location does not wholly fall within a given radius, it lies at the next farthest radius.

If a location does not wholly lie within the outer radius it is unaffected by the Hurricane.

Clarification: Tropical Storms are considered Hurricanes for the purposes of this table.

Attrition is applied in the usual manner, as DPs. Attrition is awarded at the end of each MPI.

CtW/LS is the DRM applied when attempting to Catch the Wind, (5.25) and when making LCs to determine Loss of Subordination (5.37). Remember, Squadrons Fitting Out at Minor Ports affected by Gales must enter the Ready State. This includes Freak Gales.

Aux shows the chances of Auxiliary Removal (5.361). F = Fleet, F50 = Fleet-50, Light = Light, Other = all other Classes. The value in brackets is the chance, on the roll of ONE (1) die – ONE (1) roll per Auxiliary. The number shown in brackets is the chance that an Auxiliary of that Class will be removed to the Recovery Box (*a dash means no effect; 'A' = Automatic*) – roll ONE (1) die for each Auxiliary. *Example:* Tropical Storm at a range of 4 inches (use 5 inches column); Other-Class Aux removed on DR of 6+, Lights on an 8+, Fleet50s on a 9+, regular Fleet Auxiliaries are immune.

Search Table (7.12)			Damage Effects Chart (7.3)	
Die Roll	Formation	Auxiliary	DPs	Effect
0-2	Yes	May Shadow	are up to 1/3 DR	None
3-5	Yes	Yes	are up to 2/3 DR	+1 Battle Reinforcement DRM
6-9	No	No	are over 2/3 DR	MA is -1; WG chance -1
DRMs: +1 Galley/Fleet-50 Auxiliary Searching +1 Auxiliary Partially Screened -1 for every TWO (2) Searching Squadrons -1 per TWO (2) Enemy Squadrons in Target Space -4 Any Convoy of an indeterminate number of Sail			DPs – DR =	Chance of 1 Sail Sunk on D10
Explanation: Roll ONE (1) die and consult the appropriate column based upon the Searching item. Apply any DRMs. YES = ONE (1) Target Formation Spotted. MAY SHADOW = ONE (1) Target Formation Spotted and Auxiliary may Shadow.			Explanation: the chart shows the effects of DPs inflicted on a Squadron when compared to the Squadron's Damage Rating. Check for Sunk Sail at the end of Battle, during Gale Attrition, and the end of each Operations Phase. When a Formation has more than ONE (>1) Damaged Squadrons Assigned, the effects are not cumulative – simply use the worst effects. DR = Damage Rating DP = Damage Point 1/3 DR = one third of Damage Rating 2/3 DR = two thirds of Damage Rating <i>Example:</i> 17 DPs – DR of 10 = +7 = 1 Sail Sunk on a die roll of 7 or less. Squadron also suffers all the other listed effects.	

Battle Intensity Table (8.31)				
Die Roll	Light	Medium	Heavy	Table Shifts
0	4	6	8	Leader Personality Matrix
1	3	5	7	T C A R
2	3	5	7	WG T -2 -1 0 -1
3	2	4	6	WG C -2 -1 0 -1
4	2	4	6	WG A -1 0 +1 0
5	1	4	5	WG R 0 +1 +2 +1
6	1	3	5	Special: Light Intensity is NA in a Strait Space Personality Matrix: cross-index the opposing Leaders' Personalities. <i>Rows</i> are the Leader with the Wind Gauge; <i>columns</i> are his opponent. Result is column shifts on BIT. T = Timid, C = Cautious, A = Aggressive, R = Rash
7	1	3	4	
8	0	2	3	
9	0	1	2	
Explanation: player with the Wind Gauge chooses an Intensity. He then checks for possible column shifts, using the Personality Matrix. The Leaders used here must be the Senior Ranking Engaged Leader for each Fleet. Once the final Intensity column is known, the player with the WG rolls ONE (1) and cross indexes the value with Intensity. The result is the raw Damage Level used on the Combat Damage Table. Proceed to the CDT.				

Weather Gauge Chart (8.22)	Battle Reinforcement Chart (8.24)
Base Chance = 10	Base Chance = Leadership Check by Reinforcing Leader
-5: On Station	+1: Timid Personality
-2: Approaching With Wind	-1: Aggressive/Rash Personality
-8: Approaching Against Wind	+1: per Squadron in Reinforcing Formation >1
-6: Approach by Catching The Wind	-2: Began the MPI in the Space
-7: Approach from Fitting Out	+1: Entered the Space Against the Wind
+2 Formation has MA of 5	+2: Entered the Space by Catching The Wind
-1: for any Squadron with DPs over 2/3 DR	+2: Entered the Space from Fitting Out
+2: Galley Formation in Straits/Port Space	-1: for a Tasked Friendly Fleet or Galley Auxiliary
+X: Formation Leader's LR	-1: for all Galley Formations & Formations with 50%+ Frigate Sail; this DRM supersedes the line above
	+1: Formation's DPs are over 1/3 up to 2/3 of DR
Explanation: add or subtract the appropriate numbers to the Base Chance. The final sum is the Chance Number. The players compare CNs. Higher value has the Weather Gauge. In case of a tie, roll a die.	Explanation: make a LC against the reinforcing Leader's LR. Add or subtract the appropriate DRMs. If successful, the Formation arrives in time for the Battle. If no Leader is Posted, use notional LR of "0" and assume a Timid Personality. When separate Friendly Commands are present, the Command Admirals must be present in the Space (8.252). (Fleet Admiral may substitute for ONE (1) Command Admiral.)

Strike Colours Table (8.44)	Leader Casualty Table (8.37)
Die Roll Conversions	Die Roll Result
0 100%	0 Captured
1 80%	1 Killed
2 60%	2 Wounded: 3 Turns incapacitated
3-4 40%	3 Wounded: 2 Turns incapacitated
5-6 20%	4 Wounded: 1 Turn incapacitated
7-9 0%	5-9 No Result
Explanation: roll ONE (1) die. Convert the indicated percentage of Enemy Sunk Sail to Captured Sail. Round DOWN as usual.	Explanation: roll ONE (1) die. Implement the listed result. Place numerical chits under Wounded Leaders as a reminder. Wounded Leaders have reduced abilities – see 3.4.10.

Combat Damage Table (8.33)

DR	0	1(L)	2(G)	3	4(F)	5	6	7	8
0	1	3	4	S	S*	S*	2S*	SS*	SS*
1	1	2	3	4	5	6	2S	7	8
2	0	2	3	4	5	5	6	2S	3S
3	0	1	2	3	4	4	6	6	7
4	0	1	2	3	4	4	5*	5*	6*
5	0	1	1	3	3	4	4	5*	2S
6	0	1	1	2	3	3	4	4	5
7	0	0	1	2	3	3	3	4	4*
8	0	0	1	1	2	3	3	3	4*
9	0	0	0	1	1	2	2	3	3

Column Shifts:

±X = comparison of Leadership Ratings in same Combat

±? = Squadron modifier

Damage Point Modifiers:

+1 per Sail in excess of opposing Side's Sail in same Combat

-2 for Frigate/Galley Squadrons (Galleys +2 in Straits/Ports)

Explanation: determine the column to use (Damage Level) on the BIT. Create Combats by pairing opposing Engaged Squadrons (player with the WG starts, then alternate). Per 8.333, additional Engaged Squadrons can be allocated to Combats: Medium Intensity +1 Squadron, Heavy Intensity, +2 Squadrons. For each Combat, roll ONE (1) die and cross-index the value with the appropriate DL column(s). The results obtained are inflicted on the opposing Side. Results are implemented simultaneously.

Column shifts are noted as "±". "+" shift(s) are to the RIGHT; "-" shifts are to the LEFT.

- Use the worst value Squadron shift belonging to the Friendly Squadrons present in the Combat. Shifts are printed on the Squadron counters.
- When comparing LR's, subtract the lower from the higher, and HALVE (x1/2) the result. Round fractions UP. The number of column shifts is equal to this value. The player with the higher LR may allocate each shift either to his own Fleet or to his opponent's Fleet, as he sees fit.
Example: 3 shifts could be distributed as +2 shifts for player A and -1 shift for player B, +3 shifts for player A, +1 shift for player A and -2 shifts for player B, and so on.

Damage Point Modifiers are not compared. Simply add the Damage Point Modifier to the results inflicted on the opposing Side. Minimum of ZERO (0) DPs.

"Wrapping" the table: shifts in excess of columns "0" and "8" translate into additional Damage Point Modifiers: "-1" per additional shift to the LEFT; "+" per additional shift to the RIGHT.

Sail Class: One (1) Flagship may be added to a Combat above the normal limit of allowed additional Squadrons. SOL(D) are treated as ordinary SOL but their Squadrons are "smaller" with only two (2) Sail maximum. The same is true of Frigates, but these also have a DP infliction penalty of "-2" DPs, as noted on their counters. Galleys have the same penalty but also suffer double (x2) DPs themselves. *Exception:* In Straits and Port Spaces, the "-2" Galley DP infliction penalty is reversed to become a "+2" DP infliction bonus.

Results

All numerical results are the number of Damage Points (DPs) inflicted on the Squadron.

"S" = ONE (1) Sail Sunk per "S". "S" results do not generate DPs, but DP values may accompany "S" results. Apply these DP results after Sinking the Sail.

"*" = possible Leader casualty, affecting only a Leader assigned to an opposing Squadron participating in that Combat. See the Leader Casualty Table.

Fireship Attacks (6.24): Count the number of Sail in the target Squadron. Roll ONE (1) die. If the result is equal to or greater than twice ($\geq x2$) 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 column used (Column 9 = failure). Conduct attack using that DL column. In Harbour, DPs are doubled (x2) but the die roll is modified adversely by the Port's Blockade Value.

Bombard Attack (6.25): die roll to determine DL column used (9 = failure). No modifiers apply. Conduct attack using that DL column. Triple (x3) DPs; not not triple Sail Sunk outright, or Leader casualties. Only ONE (1) Enemy Squadron is targeted. NA in Battle - only when Tasked against Sail Fitting Out or In Ordinary. (See Combined Game Auxiliary Task Tables for attacks on coastal targets in the Combined Game scenario).

Convoy Attack (10.18): use the DL column marked with the appropriate letter (F = Fleet, G = Galley, L = Light Auxiliary). Adjust the DL column one (1) LEFT per Escorting Sail, to a minimum of ZERO (0). Add one (+1) to the die roll if Partially Screened. No other modifiers apply.

Screening Matrix (6.2.10)

	Fleet	Fleet-50	Galley	Light
Fleet	Yes	Partial	No	No
Galley	Yes	Yes	Yes	Partial
Galley in Strait/ Port	No	No	Yes	No
Light	Yes	Yes	Partial	Yes
Guardacostas	Yes 1/Impulse	Yes 1/Impulse	Partial 1/Impulse	Yes 1/Impulse

Explanation: Tasked Auxiliaries listed at left; Screening Auxiliaries across the top. Each player secretly puts forward ONE (1) Auxiliary. Reveal them and compare.

Yes = successful Screen; remove both Auxiliaries to the Recovery Box. Otherwise, remove the Screening Auxiliary and the Tasked Auxiliary continues its Task.

Partial = remove the Screening Auxiliary. Task continues but (where noted) receives a die roll penalty. *Guardacostas are not 'removed'; they act once per Impulse.*

Corsair Zone (CZ) Reference Chart (Ex. Rule 2.4)

CZ Name	Corsairs Permitted	Potential Targets
Bahamas	British Privateers; Bahamas Pirates	All Spaces within SIX (6) Large Spaces of Nassau
Bermuda‡	British Privateers	Special – see below.
Grenada	French Privateers	All Spaces within SIX (6) Large Spaces of Fort Louis
Margarita	All Privateers, Margarita Pirates	All Spaces within SIX (6) Large Spaces of Puerto Piritu
Mosquito Coast	British Privateers, Mosquitos Pirates	All Spaces within SIX (6) Large Spaces of Blewfields
Port Royal	British Privateers	All Spaces within SIX (6) Large Spaces of Port Royal (Jamaica)
Roatán	British Privateers, Roatán Pirates	All Spaces within FIVE (5) Large Spaces of Roatán
San Agustín	Spanish Privateers	All Spaces within FOUR (4) Large Spaces of San Agustín
Santiago de Cuba	Spanish Privateers	All Spaces within THREE (3) Large Spaces of Santiago de Cuba
Tortola	British Privateers, Tortola Pirates	All Spaces within FOUR (4) Large Spaces of St. Maartens
Tortuga	French Privateers, Tortuga Pirates	All Spaces within SEVEN (7) Large Spaces of Cap François

‡Bermuda is a special case. The region affected by Corsairs in the Bermuda CZ extends first into every Sea Zone that can be accessed from Bermuda. However, Corsairs do not affect SZs. All Spaces within FOUR (4) Large Spaces of such SZs *are* affected, however. A Space can only be affected if a legitimate movement path can be traced out of the SZ to the Space in question. Begin counting the range with the first Space entered in the act of leaving the SZ.

Auxiliary Classes

Class	Tasks Permitted	Limitations/Notes
Fleet Auxiliary	Search (7.12)	Can be Screened
& Fleet-50 Auxiliary	Shadow (7.13)	Not in Gale Spaces; can be Screened
<i>Mixed Role Auxiliaries</i>	Counter Shadow (7.14)	Must be Assigned to the Shadowed Formation
	Assist Battle Reinforcement (8.24)	Can be Screened
	Convoy Attack (10.18)	Can be Screened
	Screen (6.28)	None
Galley Auxiliary	Search (7.12)	Can be Screened
<i>May only be Assigned to Ports and Galley Formations</i>	Shadow (7.13)	Not in Gale/Squall Spaces or Sea Zones; can be Screened
<i>May not trace OR into Sea Zone</i>	Assist Battle Reinforcement (8.24)	Can be Screened
<i>May not trace OR into Gale or Squall Space</i>	Convoy Attack (10.18)	Can be Screened
	Screen (6.28)	None
Light Auxiliary	Search (7.12)	None
<i>May only be Assigned to Ports</i>	Shadow (7.13)	Not in Gale Spaces; can be Screened
<i>May not trace OR into Gale Space</i>	Assist Battle Reinforcement (8.24)	Can be Screened
	Convoy Attack (10.18)	Can be Screened
	Screen (6.28)	None
Corsair	Same as Auxiliary of same Class	U-OR Pirates (only) may Rebase, CZ to CZ, as a Task.
<i>May only be Assigned to CZs</i>		
Fireship	Fireship Attacks (6.23)	None
Bomb	Bombardment (6.24)	None
	Escalade (Ex. Rule 3.44)	Counts as ONE (1) Sail for combat
Marine	Raid (6.25)	Assigned to Flotilla before Tasking
	Cutting Out (6.25)	Assigned to Flotilla before Tasking
Maximum of ONE (1) Auxiliary per Task.		

Naval Attrition Chart (11.2)

Item	DPs
End of Turn Squadron Ready: Spring, Summer, Fall (g)	+1
End of Turn Squadron Ready: Winter (g)	+2
End of Turn Squadron Fitting Out (g)	+DR‡
End of Turn Squadron In Ordinary (g)	+0
Entered Strait Space (except Galleys)	+1
Interdicting Strait Space, per Turn	+1
Blockading Port, per Turn (g)	+? (equals the BV)
Squall/Freak Gale (<i>Ex. Rule 1.42</i>) – Random Events	+1/+2 respectively
End of MPI Squadron Occupying Gale-affected Location	See Gale Effects Chart
End of MPI Squadron Occupying Hurricane-affected Location	See Hurricane Effects Chart
Add, if Oversized Formation (except In Ordinary)	+1*
Frigates (to minimum of 1 DP)	-1
Galleys in Straits Spaces (to minimum of 1 DP)	-1

(g) = considered when assessing the benefits of Grog (*Ex. Rule 2.33*).

*Per 3.44 DPs may DOUBLE (x2) or TRIPLE (x3) based on size of Formation.

‡Roll ONE (1) die: on a ZERO through FOUR (0-4) add ONE (1) DP; on any other result add TWO (2) DPs. +2 DRM in Neutral Ports.

BV = Blockade Value

Auxiliaries can be removed to the Recovery Box during Squalls, Gales, and Hurricanes (5.361)

Repair Table (11.3)

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

Explanation: ONE (1) repair die roll Repairs ONE (1) In Ordinary Squadron. Each Port generates ONE (1) die roll per Turn. *Exceptions:* *Port Royal (Jamaica)*, *English Harbour*, all Minor Ports, and all Neutral Ports generate ONE (1) dr per Quarter. Prior to the *France Declares War on Britain* Event the French make make only ONE (1) Repair dr per Quarter, period. Any otherwise eligible Port may be used. *Port Royal (Jamaica)*, *English Harbour*, & *Fort Royal (Martinique)* may receive Victualing Convoys, earning ONE (1) dr per RP delivered.

DRMs: NONE

Recovery Table (6.12)

Class	Yes?
Fleet	0-3
Galley	0-4
Light	0-5
Bomb	0-3
Fireship	0-1
Marine	0-3

DRMs:

Spanish Galleys & Sp. Corsairs –2

British Fleet Auxiliary –1

British Bomb –1

Explanation: for each Auxiliary in the Recovery Box, roll ONE (1) die. If the result falls within the range listed for that Class of Auxiliary, the Auxiliary is Recovered and placed in the Available Box.

Reinforcement Request Table (*Ex. Rule 2.17*)

Die Roll	British Sail	British Units	Spanish Sail	Spanish Units	French Sail	French Units
-1	4	2	4	3	4	1
0	3	1	3	2	3	1
1	2	1	2	1	3	—
2	2	—	1	1	2	—
3	1	—	1	—	1	—
4	1	—	—	—	—	—
5-9	—	—	—	—	—	—

Explanation: during the Reinforcement Step of each Spring & Summer Quarterly Administrative Phase a player may make a request for additional Sail using the Reinforcement Request Table (RRT). Only ONE (1) attempt may be made per Fleet, per Quarterly Turn. After finding the result, the player may expend ONE (1) point of Prestige to take the next best result.

The value obtained is used to buy Sail and Auxiliaries: SOL = 1 each, SOL(D) = 1/2 each, Pair of Frigate Sail = 1 each, Light or Galley Auxiliaries = 1 each, Bombs = 2 each

Replacement Units may also be obtained, with a separate die roll. The value obtained is the number of eliminated Units that may be rebuilt.

If a negative result is obtained, remove sufficient Sail/Auxiliaries to cover the cost. These items are simply, and immediately, removed from play, they do not exit the map.

French Home Convoys: for each pair of Inbound Convoys roll ONCE (1) on *French* column of the RRT with the DRM shown below. Any Sail generated may immediately be Assigned to the Convoys as Escorts, distributed as desired.

DRMs:

–1 for French Command if Louisburg MC Status is French

–1 for British Fleet if Louisburg MC Status is British

–3 for Inbound French Home Convoys, upon Assembly

Land/Siege Attrition Table (*Ex. Rules 2.58/3.45*)

Die Roll	Carolinas	Carolinas	Jamaica	Jamaica	Leewards	Leewards	Gulf	Defender
	<i>Normal</i>	<i>Siege</i>	<i>Normal</i>	<i>Siege</i>	<i>Normal</i>	<i>Siege</i>	<i>Normal</i>	<i>Siege</i>
0-1	0	0 0	1	1 0	0	0 0	0	0 0
2-5	0	1 0	2	2 1	1	1 1	0	1 0
6-8	1	1 1	3	3 1	2	2 1	1	2 1
9	2	2 1	4	4 2	3	3 1	2	3 1

Land Attrition: normal Land Attrition takes place at the start of the **R&R Step** of each Turn. Each player rolls ONE (1) die for each column. The value indicates the number of Friendly Land Units that must be Disrupted within the listed zone. (Zones are based upon the geographic boundaries of the British Commands, plus the Gulf of Mexico.) Do not check Spaces where an Expedition is Laying Siege.

Siege Attrition is assessed at the end of each **Impulse** for each Port where an Expedition is Laying Siege. Both players must check Attrition using separate die rolls. The Expedition (Disembarked portion only) checks first. The left columns are for the Expedition and the right columns for the Garrison. Do not check a Port if an Escalade took place there in the same Impulse. Results for Siege Attrition are the number of Units ELIMINATED (not Disrupted). Non-Fever Proof Units must be selected in preference to Fever Proof Units. Intrinsic Garrisons cannot be affected.

DRMs: +3 Spring +2 Summer +1 Fall

Escalade Table (*Ex. Rule 3.44*)

Die Roll	1:2		1:1		3:2		2:1		3:1	
0**	2	3 S	2	4 S	2	5 S	1	5 S	1	6 S
1*	2	2	2	3 S	2	4 S	2	5 S	1	5 S
2	3	2	2	2	2	3 S	2	4 S	2	5 S
3	4	1	3	2	3	2	2	3 S	2	4 S
4	4	1	3	1	3	2	3	2	2	3 S
5	5	1	4	1	3	1	3	2	3	2
6	5 R	1	5	1	4	1	3	1	3	2
7	6 R	0	5 R	1	5	1	4	1	3	1
*8	7 R	0	6 R	0	5 R	1	5	1	4	1
**9	8 R	0	7 R	0	6 R	0	5 R	1	5	1

Explanation:

- 1) Expedition player declares an Escalade at the end of any Impulse.
- 2) Expedition player selects which Land Units he will employ. All others are Withheld and take no part in the Escalade. Employed Units are termed the Attacking Units. All Enemy Units must Defend and are termed Defending Units. Remember, Personages count as ONE (1) Unit as well; Withheld Personages contribute neither strength nor any modifiers.
- 3) Sum the Defending Units plus the Intrinsic Garrison. Multiply by the Fortification Value.
- 4) Add to the Defender's strength any Friendly Sail in the Harbour and Port Space. Sail Class does not matter.
- 5) Sum the Attacking Units and Attacking Sail. Do not count Withheld Units. Sail Class does not matter.
- 6) Reduce the Attacker's and Defender's strengths to an odds ratio. Odds of $\geq 4:1$ result in the automatic Capture of the Port. Odds $< 1:2$ prevent the Escalade, even against the Intrinsic Garrison alone; otherwise, any odds against a Port defended only by the Intrinsic Garrison result in the Capture of the Port (treat as 4:1 odds for determining Attacker losses).
- 7) Roll ONE (1) die and cross index the result with the appropriate odds column. The result in the left hand column applies to Attacking Units; the result in the right hand column applies to Defending Units. Results are the number of Attacking or Defending Units eliminated for every TEN (10) such Units involved. Round fractions UP. Intrinsic Garrisons may not be reduced to satisfy losses.
- 8) 'S' results = Success (or Surrender): the Escalade has Succeeded and the Port is Captured (*Ex. Rule 3.46*).
- 9) 'R' results = Retreat: the Expedition must Evacuate and the AAO has Failed (*Ex. Rule 3.48*).

Sail Losses. The asterisk (*) or ** next to the die result indicate that Sail have been lost (assuming any are present). A single (*) means ONE (1) Sunk Sail, a double (**) means TWO (2) Sunk Sail. If the asterisk is BEFORE the die roll number the Sail are lost from the Executing Flotilla (Attacker); if the asterisk is AFTER the die roll number the Sail are lost from the Defender. The *Strike Colours* Table can be used to try and Capture these losses.

Example: An Expedition has 25 Units and 10 Sail. 20 Units are assigned to the Escalade; 5 are Withheld. 2 Attacking Units are Marines. Total Attacking strength is 22 Units (Marines count as 2 Units each) plus 10 Sail = 32. Defender has a GV of 3, FV of 4, 3 Units and 3 Sail. Total Defending strength is $((3 \text{ GV} + 3 \text{ Units}) \times 4 \text{ FV} = 24) + 3 \text{ Sail} = 27$. Odds are 1:1. Die roll of '4' with no DRMs: results of 6 Attacking Units (base loss value of 3×2 groups of 10 Units) & 1 Defending Unit eliminated. Because the Marines were present, 1 of the losses has to be a Marine. Each player loses 1 Sail due to the asterisk affixed to the die roll value.

Modifiers:

Personages with a $\pm X$ CBT rating apply the indicated value as a DRM. Results less than ZERO (< 0) remain ZERO (0); results greater than NINE (> 9) remain NINE (9).

Personages with a FORT $\pm X$ rating modify the Fortification Value by the indicated amount.

All Personages count as ONE (1) Unit prior to applying the Fortification multiplier.

Grenadiers and Marines count as TWO (2) Units each for both Garrison and Expedition.

Tribal Auxiliaries count as TWO (2) Units each for the Garrison.

Bombs may be Tasked to the Escalade and count as ONE (1) Sail each.

Yellow Jack Map Entry Table

Location	British Die Roll	French Die Roll			Royal Spanish & Caracas Company
		Normal	1st FHC	2nd FHC	
Entry Space A	0-1	0-3	0-6	–	Always enter at Space #82 (SE corner of the map). The Bourbon player may choose any of the THREE (3) Space #82s at the moment of entry.
Entry Space B	2	4-5	7-9	–	
Entry Space C	3	6-7	–	0-4	
Entry Space D	4	8	–	4-7	
Entry Space E	5	9	–	8-9	
Entry Space F	6	–	–	–	
Bridge Town	7-9	–	–	–	

Forces **leaving** the map must exit via the *Cape Hatteras* SZ or (British only) the *northernmost* Space #23.

Explanation: British and French Reinforcements can enter the map via any of the special Entry Spaces along the East edge, labeled 'A' through 'F'. Roll ONE (1) die and compare the result with the table above to find the specific Entry Space for all Reinforcements appearing in a given Turn. The Spanish do not require a die roll.

French Home Convoys appear in pairs. Roll ONE (1) for each Convoy; the first one used the 1st FHC column & the second uses the 2nd FHC column.

Yellow Jack Map Entry Attrition Table

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

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

Yellow Jack Random Events Table (Ex. Rule 3.16)

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

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

Leadership Summary Chart

Leadership Checks (LCs)	Strategy Checks (SCs)
Avoid Squadron Detachment due to Gale (5.37)	Transfer of Sail (3.26)
Battle Reinforcement (8.24)	Forming/Unforming a Flotilla (3.33/3.34)
Recover from Disorganisation (8.45)	Issue Order to Formation in Ready State (9.365)
Operations Phase M-R Auxiliary Conversion (6.324)	Voluntarily Fail an Order (DRM of -1 per 4 DPs accrued) (9.388)
Detach Independent Squadron w/o Orders (3.352)	Extend an Order (9.39)
	Hand-Over Order (9.41)
Use Leadership Rating	Transfer of Squadrons between Commands (<i>Ex. Rule 2.164</i>)
When determining Wind Gauge (8.22)	Detach Independent Squadron or Detachment <i>with</i> Orders (3.352)
CDT modifier (8.33): compare opposing Leaders	
Notes: LCs/SCs are not required for Sail Transfer or Squadron Assignment if all Sail involved are new Reinforcements. SRs/LRs for Notional Leaders are zero (0). Unless otherwise noted, Command Admirals are responsible for all SCs within their Command; Fleet Admirals are responsible for all SCs within their Fleet (if there are no Commands) and for all inter-Command SCs. Important. SCs HALVED (1/2) for Command/Fleet Admirals not at their HQ Port (<i>Ex. Rule 3.482</i>).	
Personality is used for: Battle Intensity (8.31) & Battle Reinforcement (8.24). Personalities are: Aggressive – 1 red pip, Rash – 2 red pips, Cautious – 1 yellow pip, Timid – 2 yellow pips.	
Seniority from highest to lowest: Admiral, Vice Admiral, Rear Admiral, Commodore	
British: ‘— Admiral of the Red’, ‘— Admiral of the White’, ‘— Admiral of the Blue’	
Fleet Admiral Relief (3.485) can occur at the end of the Winter Quarterly Turn (Turn Sixteen)	
- Roll ONE (1) die for each Fleet Admiral. If the result is NINE or less (≤ 9), the Admiral remains in his Posting. - For each net point of Prestige the player has lost since the start of the Year, the Relief die roll must be modified by plus TWO (+2).	

Personage Summary Chart (*Ex. Rule 2.56*)

Rating	Effect	Spanish Viceroys
Fort +X	add the number to the Fortification Value of the Personage's location	Allow the free discarding of previously Received OCs (1 per Quarter)
Adm -X	DRM for SCs in the same Command DRM for Assembling Local Convoys in the same Command	Absence prevents accumulation of New Builds at La Habana Absence alters Rules of Engagement in that Command (<i>Ex. Rule 2.234</i>) Absence forces use of SC for all Issuing of Orders in that Command/Fleet
Cbt ± 1	DRM for Escalades (<i>Ex. Rule 3.44</i>)	

Prestige Chart (12.0)

Gains	Losses
+1 Orders Fulfilled (Q Turn): 1 more than opponent‡	-X Fewer Orders Fulfilled than opponent; suffered per 12.12‡
+2 Orders Fulfilled (Q Turn): 3 more than opponent‡	-1 Ransom an Admiral (only) of any Rank
+3 Orders Fulfilled (Q Turn): 5 more than opponent‡	-X per Friendly Sail Sunk/Struck, suffered per 12.12
+1 per ONE (1) Enemy Flagship Sunk or Struck*	-1 Buy a Mulligan (a re-roll)
+1 per TWO (2) Enemy SOL/SOL(D) Sunk or Struck*	-1 Modify Reinforcement Request Table result (maximum 1 point)
+1 per FOUR (4) Enemy Frigates Sunk or Struck*	-X Port Capture (<i>Ex. Rule 3.46</i>). See Port Prestige Chart
+1 per EIGHT (8) DPs inflicted on an Enemy through Battle or Auxiliary Attacks.	-1 Influence <i>Georgia</i> or <i>Honduran</i> MC progress check
+1 Per <i>Azogues</i> Convoy Sail Sunk (in lieu of the above)	-3 Challenging the French (<i>Ex. Rule 2.32</i>)
+X Port Capture (<i>Ex. Rule 3.46</i>). See Port Prestige Chart	-X Buy Player Ranks (post-game)
	-1 Per 2 Sail/Auxiliaries not Withdrawn on time due to an Event (<i>Ex. Rule 3.1</i>)

* Only taken for Battle or for losses incurred when unable to leave a Captured Port. Keep a running total of lost Sail and take award/penalty as soon as the indicated number of lost Sail is accumulated.

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

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

Port Prestige Chart

Port	Nation	BV (a)	FV (f)	IG (g)	RP (r)	Prestige
La Habana	Spain	3	5	4	3	3
Veracruz	Spain	2	3	3	1	3
Cartagena de Indias	Spain	3	4	3	2	3
Santiago de Cuba	Spain	1	4	2	1	2
San Agustín	Spain	2	2	3	1	1
Santo Domingo	Spain	1	3	2	1	1
San Juan	Spain	1	3	2	1	1
Puerto Cabello	Spain	1	3	2	1	1
La Guaira	Spain	2	3	3	2	1
Portobelo	Spain	1	2	2	0	1
Port Louis	France	2	3	4	0	2
Port-de-Paix	France	2	2	4	0	1
Nouvelle-Orléans	France	2	1	2	0	1
Port Royal (Jamaica)	Britain	2	1	2	1q	2
English Harbour	Britain	1	1	1	1q	1
Charles Town	Britain	1	3	4	1	1
Port Royal (Carolinas)	Britain	1	2	4	1	1
Frederica	Britain	2	1	2	0	1

Player Ranks Chart (12.3)

Rank	Cost	Effect	Rank	Cost	Effect
Commands	(difference in Prestige)		Flag Officers	(difference in Prestige)	
Lieutenant	1 Prestige	May apply a -1 DRM 1/Turn	Rear Admiral Blue	3 Prestige	-1 LC DRM
Captain	2 Prestige	May apply a ±1 DRM 1/Turn	Vice Admiral Blue	3 Prestige	-1 SC DRM
Post Captain	2 Prestige	May apply a ±1 DRM 2/Turn	Admiral Blue	4 Prestige	+1 to all Friendly Leader Control Ratings
Commodore	3 Prestige	May apply a ±1 DRM 3/Turn	Rear Admiral White	4 Prestige	+1 to all Friendly Auxiliary ORs
			Vice Admiral White	4 Prestige	-1 DRM to all Search die rolls
Inspectorates			Admiral White	5 Prestige	-1 DRM to all Auxiliary Task die rolls
Naval Ordnance	4 Prestige	+1 Damage Point Modifier for each use of the CDT	Rear Admiral Red	5 Prestige	-1 DRM to all Friendly die rolls (only if beneficial)
Dockyards	5 Prestige	-2 DRM for every Repair die roll	Vice Admiral Red	6 Prestige	+1 DRM to all Friendly die rolls (only if beneficial)
			Admiral (Red) of the Fleet	7 Prestige	1 free Mulligan per Turn

Generic DRMs can apply to any die rolls, including an opponent's. If no number is given, a DRM applies all the time, not to specific die rolls.

Marine Auxiliary Task Table

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

Explanation:

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

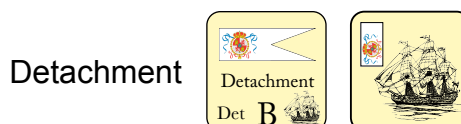
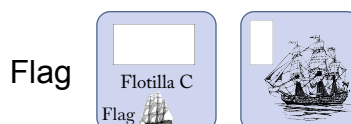
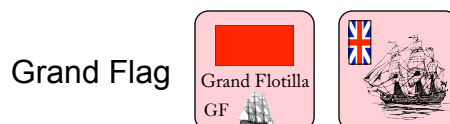
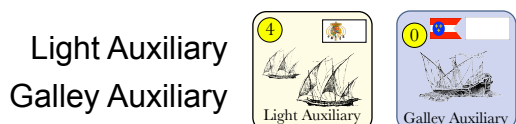
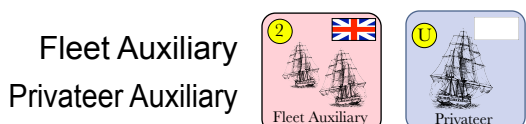
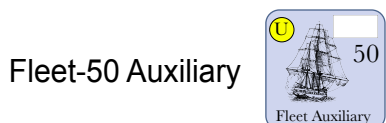
A successful Raid Task nullifies ONE (1) Repair die roll at that Port for the remainder of the Quarter (i.e. until after any Quarterly Turn Repair die rolls are made). This can be noted on paper, or accumulated RPs (from Victualling) can be reduced. It does affect Emergency Repair die rolls.

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

A successful Cutting Out Task targeting a Troop Convoy causes ONE (1) Unit in that Convoy to lose ONE (1) SP.

Yellow Jack Counter Guide

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Contingent Icons



Leader Personality



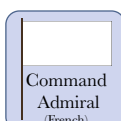
Turn



Wind



Fleet/Command
Admiral



Order Chit



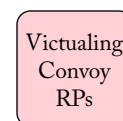
Event Chit



MC Chit
MC Status



Repair
Points



Impulse



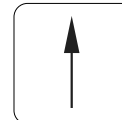
Gale Marker



Hurricane
Marker

Markers

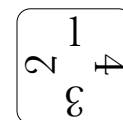
Directional



Georgia MC
Status



Numerical



MP Increment



Prestige



In Ordinary



Convoy DPs



SZ Entry Edge



Disorganised



Shadowed



Unspotted



Squadron

Sail Pips

Contingent Icon

Sail Pips

>10 DPs inflicted

Movement Allowance

Sail Pips

ID

Sail Pips

Leader

Leadership Strategy Control

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

Game Rank & Year of Promotion

William Rowley

Flagship

Combat Column Shift (red #)

Contingent Icon

Guns

Movement Allowance (Black #)

Sail Pips

Name

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

Game Rank & Year of Promotion

Name

Auxiliary

Operational Range

Class

Contingent Icon

(special code = 50-gun ships)

Ranks

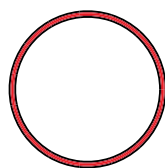
A = Admiral (Full)
 VA = Vice-Admiral
 RA = Rear-Admiral
 C = Commodore

British also Rank by colour:
 Red Ensign outranks White
 White Ensign Outranks Blue
 (when nominal Ranks are equal)

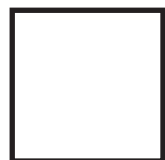
Leader Personality

Agressive ▲ Cautious ▼
 Rash ▲ Timid ▼

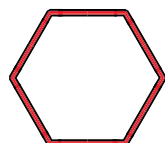
Yellow Jack Event Flow Chart Key



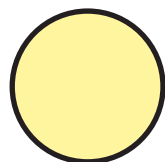
Circle = Event may reoccur but maximum 1 per Year.



Square = Event is One-Time.



Hexagon = Check each Turn not Each Quarter.
(NOT USED IN YELLOW JACK)

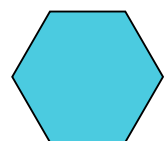


Yellow = Event occurs independently of any other Event or Military Campaign.

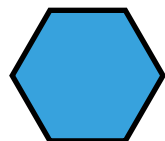


Military Campaign

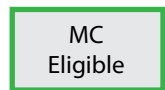
Starting position each Year the Campaign begins.



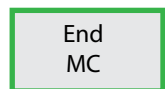
Intermediate Position.



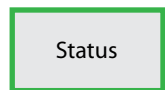
Winning Position (winner named).



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



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



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

A



B

A is prerequisite of B
Occurrence is immediate & automatic.

A



B

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

$dr \leq \#$

Base die roll required for occurrence.

1746+

Prerequisite Date

+1 Quarter

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