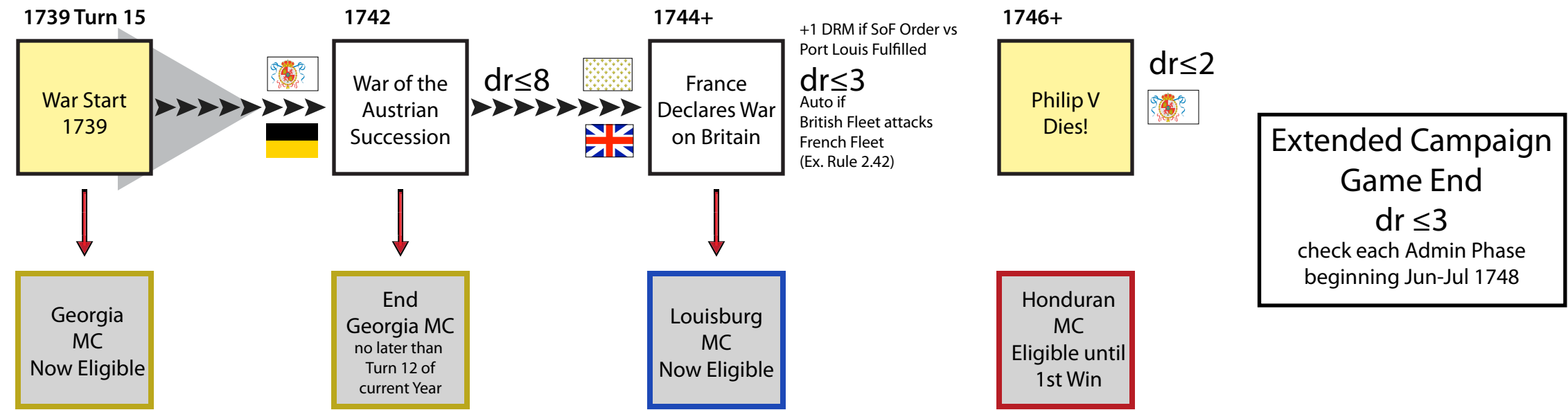


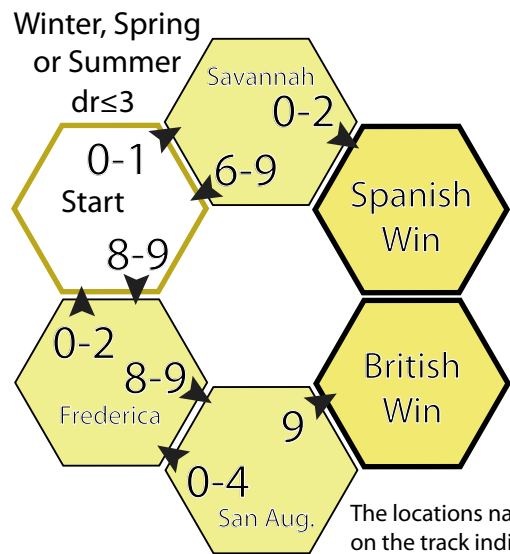
Strategic Events Flow Chart

See the Charts & Tables booklet for symbol Key.



Georgia MC

Spanish	Neutral	British
	War Start	



Georgia MC DRMs

-4 British "Mandated Offensive" (first die roll after Activating MC the first time)

+4 Spanish "Mandated Offensive" (first die roll after Activating MC the second time)

-2 Spanish SA Order

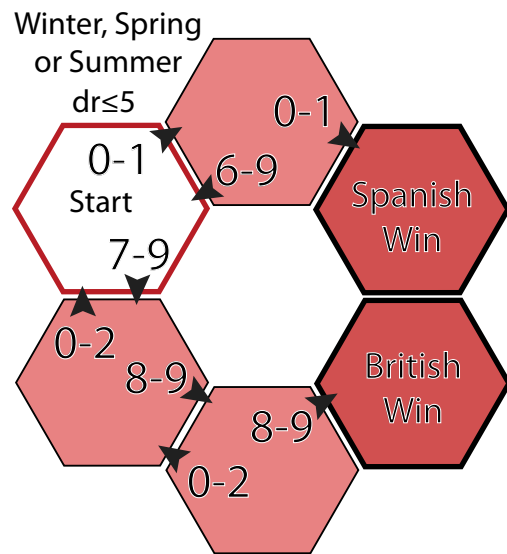
+2 British SA Order

+1 San Augustin Blockaded

The locations named on the track indicate the current Target required for any Georgia MC SA Order to be effective

Honduran MC

Spanish	British
	War Start



Honduran MC DRMs

-2 Spanish SA Order

+2 British SA Order

-1 per Blockaded Port on Mosquito Coast*

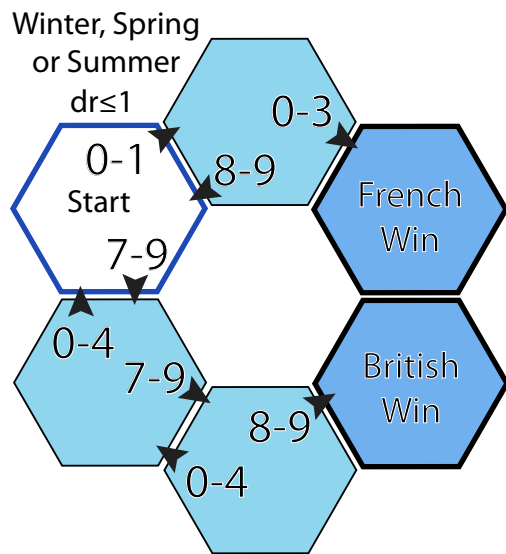
-2 Roatán Blockaded

+1 Truxillo Blockaded

*Blewfields, Moskitos, Black River, Bellese, Hanover Bay

Louisburg MC

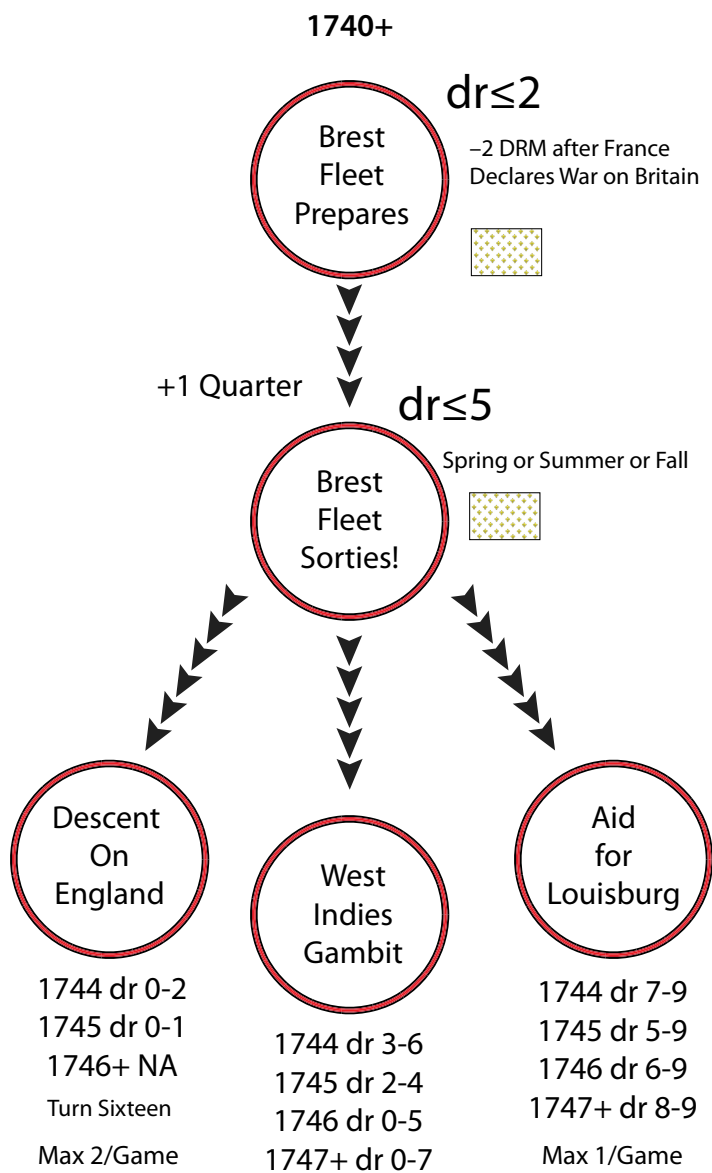
French	British
War Start	



Louisburg MC DRMs

-3 Aid for Louisburg

French Strategic Sortie Flow Chart



Military Campaigns

Can a MC occur?

Must be correct Season (Quarterly Turn); otherwise no special conditions in *Yellow Jack*

Changing MC Status

Spanish/French Win puts Statuts marker in Spanish/French box

British Win puts marker in British box

No Win leaves marker wherever it currently is

Permanent Conditions

None applicable

Yellow Jack
Event & MC Flow Chart

YELLOW JACK TURN SEQUENCE

Each Game Year has SIXTEEN (16) Turns (see the Turn Record Track). Each Turn is divided into an Operations Phase, followed by an Administrative Phase. Each Operations Phase is broken into FOUR (4) Impulses. Each Impulse is broken into FOUR (4) Movement Point Increments, each equal to the expenditure of ONE (1) MP.

Every FOURTH (4th) Turn of the Game Year, beginning with Turn Four, is a Quarterly Turn, where additional Administrative activities may occur. FOUR (4) Turns make a Season (Winter, Spring, Summer, Fall).

THE OPERATIONS PHASE

Pre-Turn Activities

- **None.**

The Impulse

Conduct each step in the order listed.

Wind Generation Step

- **Check for New Hurricanes** (*Ex. Rule* 1.53). Check the Hurricane Generation Table. Roll ONCE (1) on the table and apply any results. Determine if the Hurricane starts as a Tropical Storm. Refer to the Hurricane Effects Chart.
- **Determine Winds** (5.24/5.3). Check the Wind Table. Roll ONE (1) die for each Seasonal Wind that could be in effect this Season. Determine if any SWs are Gales, their Force, and their starting locations. If a Hurricane affects a particular SW Lane that SW will not occur.
- **Check for Random Events** (*Ex. Rule* 3.16). A Random Event can occur the first time a NINE (9) is rolled when checking for SWs. The Random Event will be a Freak Gale or Squall (*Ex. Rule* 1.42). Note that its location is not tied to the SW that generated it.

Other Pre-Movement Activities

- **Mixed-Role Sail** (6.3) may be Converted to Auxiliaries or *vice versa*. This may also occur during the Auxiliaries Step of the Administrative Phase.

The Movement Point Increment

Place Directional Markers (5.15) under moving Formations to show their future direction of travel.

All actions during an MPI are simultaneous but Player A takes each action first.

In each Movement Point Increment:

- **Resolve Hurricanes** (*Ex. Rule* 1.54/1.55). At the start of EACH MPI (except for the MPI in which the Hurricane first appears):
 - Remove Hurricane Markers if required (*Ex. Rule* 1.542).
 - Flip Tropical Storm markers to full Hurricane markers if required (*Ex. Rule* 1.532).
 - The Hurricane moves per *Ex. Rule* 1.54, then affects everything within its Radius of Effect (*Ex. Rule* 1.55) based on its new location. Effects are similar to those generated by Gales, but more severe.
 - Check Flotillas affected by Hurricanes for Loss of Subordination (5.37).
 - Check Auxiliaries affected by Hurricanes for Removal to the Recovery Box (5.373)
 - Squadrons Fitting Out at Minor Ports affected by Gales must enter the Ready State (5.374).
- **Resolve Gales** (5.3). At the start of EACH MPI (except for the MPI in which the Gale first appears):
 - Remove Gale Markers if required by 5.382.
 - Move all existing Gale Markers to an adjacent Large Space in the direction their SW is Blowing (5.38).
 - Place new Gale Markers. If a SW has a Gale Marker on the map, instead, if possible increase the Force of that Gale by ONE (1).
 - Check Flotillas affected by Gales for Loss of Subordination (5.37).
 - Check Auxiliaries affected by Gales for Removal to the Recovery Box (5.373).

- Squadrons Fitting Out at Minor Ports affected by Gales must enter the Ready State (5.374).

- **Conduct Searches & Mark Spotted Formations** (7.1). Conduct Searches (7.12) and mark Spotted Formations. Indicate Shadowed Formations (7.13). DMs of Spotted Formations may be examined. DMs of Shadowing Formations may be adjusted.

- **Expend One (1) MP** (5.0).

- Flotillas with a MA of FIVE (5) or FOUR (4) expend ONE (1) MP in each MPI.

- Flotillas with a MA of THREE (3) expend ONE (1) MP in each MPI except the FIRST (1st).

- Flotillas with a MA of TWO (2) expend ONE (1) MP in the SECOND (2nd) and FOURTH (4th) MPI.

- Flotillas with a MA of ONE (1) expend ONE (1) MP in the FOURTH (4th) MPI.

(Slow Formations cannot change their DMs until they have actually expended a MP – 5.152.)

- **Mark Unspotted Formations** (7.1). At the end of EACH MPI. Any Formation that is not Shadowed becomes Unspotted. Any Formation not ‘automatically’ Spotted (7.112) becomes Unspotted. *Remember, automatically Spotted Formations are not Spotted unless an eligible Spotter exists.*

- **Resolve Hurricane Attrition** (*Ex. Rule* 1.55). At the end of EACH MPI. All Flotillas occupying a Hurricane-affected Space suffer Attrition. See the Hurricane Effects Chart, *not* the Attrition Chart. The process is the same as Gale Attrition (5.36).

- **Resolve Gale Attrition** (5.36). At the end of the EACH MPI. All Flotillas occupying a Gale-affected Space suffer Attrition. See the Gale Effects Chart, *not* the Attrition Chart.

Other Actions. Taking place *during* each MPI:

- **Subordinate Independent Squadrons and Detachments** (3.35). No MP cost applies but the Superior Formation must be Spotted by the Subordinate Formation. A LC must be passed.

- **Detach Independent Squadrons Without Orders** (3.35). If done voluntarily a LC must be passed first. Detaching involuntarily may only be done if case 3.445 (Oversized) applies.

- **Task Auxiliaries** (6.0). Tasking can occur at any point during an MPI. *Exception:* Searching (7.1) takes place BEFORE movement.

- **Resolve the Effects of Gales & Hurricanes on Movement** (5.35/*Ex. Rule* 1.55). This is done whenever a Flotilla expends a MP to enter a Gale-or Hurricane-affected Space.

- **Resolve Battles** (8.0). If opposing Flotillas occupy the same Space at the *end* of a MPI, and at least one 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. 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.

- **Disembark Expeditions** (*Ex. Rule* 3.425). The Target Port Space (not Harbour) must be free of defending naval forces, the Port must be Blockaded (7.23), and the Escalade (3.44) odds ratio must be equal to or greater than ONE to THREE (≥1:3).

- **Naval Battle Subroutine:**

- Determine if a Battle can take place (8.12).

- Pause the Impulse (Battles occur at the end of each MPI).

- Announce initial Engaged Flotillas (8.21).

- Determine the Weather Gauge (8.22).

- Declare all Withdrawals (8.23).

- Determine Battle Reinforcements (8.24).

- Assign Leaders to Squadrons (8.26).

- Declare Battle Intensity (8.31).

- Determine the Damage Level (8.32).

- Arrange the opposing Squadrons into a series of Combats (8.33).

- Determine the modifiers (8.34/8.36) for each Combat.

- Consult the Combat Damage Table for each Combat. Implement the results. (8.32-8.37).

Important. Battles are not broken down into ‘rounds’ – there is only one (1) consultation of the combat tables (*although each Squadron is attacked individually; using separate die rolls*).

- **Post-Battle Reorganisation** (8.42). Forces that participated in a Battle may be Reorganised. (*Usually, Reorganisation is only permitted in the Administrative Phase*).

- **Voluntarily Fail Orders** (9.388). Orders can be voluntarily Failed by a successful SC made by the Admiral (Fleet or Command, as appropriate).

MP Expenditures

- All Ready Flotillas expend ONE (1) MP. This allows them to move to a new Space or Sea Zone, or remain in place (marking time).

- All Flotillas In Ordinary that players wish to make Ready expend ONE (1) MP. Said Flotillas in Harbours are physically moved to the associated Port Space. Player A must mark his with ‘Do Not Move’ DMs.

- Catch the Wind (5.25). The attempt costs ONE (1) MP whether successful or not. Movement to a new location (or marking time, if failed) is done using the same MP.

- Remove a Corsair Auxiliary conducting Port Interdiction (*Ex. Rule* 2.462) in the same Space. The act costs ONE (1) MP. The same MP is used to mark time for that MPI.

End of Impulse Actions

At the end of each Impulse:

- **Resolve Expedition Escalades** (*Ex. Rule* 3.44). Per *Ex. Rule* 3.427, if the Escalade odds ratio (derived per *Ex. Rule* 3.441) is less than ONE to TWO (>1:2) an Escalade is not permitted.

- Resolve Port Capture (*Ex. Rule* 3.46) & Evacuation (*Ex. Rule* 3.48) if triggered by an Escalade.

- **Attempt Hand-Over & Extension Orders** (9.41/9.39). The first allows a fresh Flotilla to take over an Order currently in Execution; the second allows an original Flotilla to continue Executing an Order that would otherwise be Terminated.

- **Determine whether any Orders have been Fulfilled/Failed** (9.3). 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.**

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. This Step occurs every Turn, but many Events occur or are tested for only on Quarterly Turns. See the Political Event Flow Chart.

- Political Events (*Ex. Rule* 3.1) are checked for.

- The *France Declares War On Britain* Event can also be triggered during the Operations Phase per *Ex. Rules* 2.26 and 2.32. If triggered then, it is implemented now.

- After checking for Political Events, check for the Termination of Military Campaigns (*Ex. Rule* 3.2).

- Check for the Activation of MCs other than those just Terminated.

- Check the progress of any Active MCs.

- *Clarification:* this step does not involve Random Events, which occur during the Operations Phase.

- **Terminate Orders Step** (9.38). Order Fulfilment and involuntary Failure is determined at this time.

- **Reinforcements & Reorganisation Step** (11.1). Note that this Reorganisation process is also permitted at the end of each Battle (8.42), but only in the Battle Space itself. In any order:

- The Bourbon player may voluntarily announce his intention to Withdraw French Sail and/or Auxiliaries from the map. The actual Withdrawal is conducted using normal movement. The British are committed to Withdrawing ONE (1) Sail/Auxiliary for every THREE (3) French. See *Ex. Rule* 2.263.

- Receive Reinforcements (11.12). This includes Spanish New Sail Builds (*Ex. Rule* 2.175), new Land Units (*Ex. Rule* 2.59), and rebuilt Land Units (*Ex. Rule* 2.59). The Turn of appearance of New Sail Builds is determined with a die roll on the

FIRST (1st) Turn of the Year; on the Turn determined the new Sail appear. See the Bourbon OOB/Scenario book. Land Units are received on the FIRST (1st) Turn of the Year shown on their counters.

- Recover Disrupted Land Units (*Ex. Rule* 2.596/2.597).

- Recruit Tribal Auxiliaries (*Ex. Rule* 2.54). The British player completes all his recruitment attempts first.

- Voluntarily Form and Uniform Flotillas (3.33).

- Voluntarily Attach and Detach Independent Squadrons and Detachments (3.35). To Attach, the Superior Formation must be Spotted by the Subordinate Formation. A LC must be passed. *Exception:* if an Order is to be Issued to a Detaching Formation the usual SC for Issuing an Order in the Ready State is made instead.

- Voluntarily Uniform Squadrons and Transfer Sail (3.25 & 3.26).

- Disband Convoys (10.1 & *Ex. Rule* 2.6).

- Assemble Convoys (10.1 & *Ex. Rule* 2.61).

- Reassign Marine Auxiliaries between Formations (*Ex. Rule* 2.533).

- Transfer Squadrons to new Commands (*Ex. Rule* 2.16).

- U-OR Auxiliaries may Rebase to any eligible locations on the map (6.153).

- Promote Leaders (11.17).

- Post and Relieve Leaders (3.46 – 3.48).

- Check for Tribal Auxiliary Desertion (*Ex. Rule* 2.545).

- **Receive/Issue Orders Step** (9.3):

- Place New Orders Chits (OCs) in the Orders Pool when required. (Quarterly Turns.)

- Receive OCs if desired (9.35).

- Issue OCs if desired (9.36).

- Spanish Only – ONCE (1) per Quarter a Viceroy may Discard any ONE (1) Received OC. (*Ex. Rule* 3.33.)

Auxiliaries Step:

- Assign Auxiliaries (6.13) from the Available Box. Most Auxiliaries must be Assigned to Ports or Flotillas before they can be utilised. In fact, Assignment is usually mandatory (depending on the Class of Auxiliary).

- Mixed-Role Sail (6.3) may be Converted to Auxiliaries or *vice versa*.

- Recover Auxiliaries (6.16). ‘Spent’ Auxiliaries are placed in the Recovery Box. At this time, they can be moved to the Available Box, ready to be Assigned. The process usually requires a a die roll.

- After making all Recovery attempts, Auxiliaries may be voluntarily sent to the Recovery Box.

- **Attrition Step** (11.2). This step inflicts Damage (7.3) on Formed Squadrons and Land Units (*Ex. Rule* 2.58).

- Resolve Port Sieges (*Ex. Rule* 3.45). This is a special Attrition Check, separate from the general Land Attrition process.

- Resolve Port Captures (*Ex. Rule* 3.46) & Evacuations (*Ex. Rule* 3.48) caused by Siege Attrition.

- **Conduct Repairs** (11.3). Squadrons currently In Ordinary can be Repaired.

- **Fleet Admiral Relief** (3.486) is checked in the Winter Quarterly Turn.

Yellow Jack Bourbon Fleet Display #3

Cartagena de Indias



2 Repair die rolls

AUXILIARIES

0

1

2

3

4

5

6

7

8

9

10

La Guaira



2 Repair die rolls

AUXILIARIES

0

1

2

3

4

5

6

7

8

9

10

La Habana



3 Repair die rolls

AUXILIARIES

0

1

2

3

4

5

6

7

8

9

10

Santiago de Cuba



1 Repair die roll

AUXILIARIES

0

1

2

3

4

5

6

7

8

9

10

Santo Domingo



1 Repair die roll

AUXILIARIES

0

1

2

3

4

5

6

7

8

9

10

San Juan



1 Repair die roll

AUXILIARIES

0

1

2

3

4

5

6

7

8

9

10

Santa Marta



1 Repair die roll

AUXILIARIES

0

1

2

3

4

5

6

7

8

9

10

Puerto Cabello



1 Repair die roll

AUXILIARIES

0

1

2

3

4

5

6

7

8

9

10

Cumana



1 Repair die roll

AUXILIARIES

0

1

2

3

4

5

6

7

8

9

10

San Agustín



1 Repair die roll

AUXILIARIES

0

1

2

3

4

5

6

7

8

9

10

Veracruz



1 Repair die roll

AUXILIARIES

0

1

2

3

4

5

6

7

8

9

10

Fort Royal



1 Repair die roll

AUXILIARIES

0

1

2

3

4

5

6

7

8

9

10



Yellow Jack Bourbon Fleet Display #2



Flota de Indias

AUXILIARIES
1

0

1

2

3

4

5

6

7

8

9

10



Home Convoy A

AUXILIARIES
1

0

1

2

3

4

5

6

7

8

9

10



Home Convoy B

AUXILIARIES
1

0

1

2

3

4

5

6

7

8

9

10



Azogues

AUXILIARIES
1

0

1

2

3

4

5

6

7

8

9

10



Troop Convoy A

AUXILIARIES
1

0

1

2

3

4

5

6

7

8

9

10



Troop Convoy B

AUXILIARIES
1

0

1

2

3

4

5

6

7

8

9

10



Troop Convoy C

AUXILIARIES
1

0

1

2

3

4

5

6

7

8

9

10



Local Convoy A

AUXILIARIES
1

0

1

2

3

4

5

6

7

8

9

10



Local Convoy B

AUXILIARIES
1

0

1

2

3

4

5

6

7

8

9

10

Victualing Convoy

Each Turn prior to departure, 2 RPs can be accumulated; each DP inflicted eliminates 1 RP

AUXILIARIES
1

0

1

2

3

4

5

6

7

8

9

10

General Record Track

0

1

2

3

4

5

6

7

8

9

10



Yellow Jack British Fleet Display #2



Victualing Convoy

Each Turn prior to departure, 2 RPs can be accumulated; each DP inflicted eliminates 1 RP

AUXILIARIES1

0

1

2

3

4

5

6

7

8

9

10



Home Convoy A

AUXILIARIES1

0

1

2

3

4

5

6

7

8

9

10



Home Convoy B

AUXILIARIES1

0

1

2

3

4

5

6

7

8

9

10



Local Convoy A

AUXILIARIES1

0

1

2

3

4

5

6

7

8

9

10



Local Convoy B

AUXILIARIES1

0

1

2

3

4

5

6

7

8

9

10



Troop Convoy A

AUXILIARIES1

0

1

2

3

4

5

6

7

8

9

10



Troop Convoy B

AUXILIARIES1

0

1

2

3

4

5

6

7

8

9

10



America Convoy

AUXILIARIES1

0

1

2

3

4

5

6

7

8

9

10



Port Royal Carolinas

1 Repair die roll

AUXILIARIES

0

1

2

3

4

5

6

7

8

9

10



Charles Town

1 Repair die roll

AUXILIARIES

0

1

2

3

4

5

6

7

8

9

10



Savannah 1744 +

1 Repair die roll after Savannah becomes a Key Port

AUXILIARIES

0

1

2

3

4

5

6

7

8

9

10

Yellow Jack Bourbon Fleet Display #1



Grand Flotilla

FRENCH SQUADRONS

LEADER

ORDER

AUXILIARIES

0 1 2 3 4 5 6 7 8 9 10

SPANISH SQUADRONS

LEADER

ORDER

AUXILIARIES

0 1 2 3 4 5 6 7 8 9 10

Flotilla A



LEADER

ORDER

AUXILIARIES

0 1 2 3 4 5 6 7 8 9 10

Flotilla B



LEADER

ORDER

AUXILIARIES

0 1 2 3 4 5 6 7 8 9 10

Flotilla C



LEADER

ORDER

AUXILIARIES

0 1 2 3 4 5 6 7 8 9 10

Detachment A



LEADER

ORDER

AUXILIARIES 1

0 1 2 3 4 5 6 7 8 9 10

Detachment B



LEADER

ORDER

AUXILIARIES 1

0 1 2 3 4 5 6 7 8 9 10

Detachment C



LEADER

ORDER

AUXILIARIES 1

0 1 2 3 4 5 6 7 8 9 10

Detachment D



LEADER

ORDER

AUXILIARIES 1

0 1 2 3 4 5 6 7 8 9 10

Real Compañía Guipuzcoana



LEADER

ORDER

AUXILIARIES 1

0 1 2 3 4 5 6 7 8 9 10

Independent Squadron Orders

RVOs

Escorts (en route)

A

B

C

A

B

C

D

E

Grand Flotilla

Yellow Jack British Fleet Display #1

LEADERORDER

AUXILIARIES

0

1

2

3

4

5

6

7

8

9

10

Flotilla A

LEADERORDER

AUXILIARIES

0

1

2

3

4

5

6

7

8

9

10

Flotilla B

LEADERORDER

AUXILIARIES

0

1

2

3

4

5

6

7

8

9

10

Detachment A

LEADERORDER

AUXILIARIES1

0

1

2

3

4

5

6

7

8

9

10

Detachment B

LEADERORDER

AUXILIARIES1

0

1

2

3

4

5

6

7

8

9

10

Detachment C

LEADERORDER

AUXILIARIES1

0

1

2

3

4

5

6

7

8

9

10

Detachment D

LEADERORDER

AUXILIARIES1

0

1

2

3

4

5

6

7

8

9

10

RVOs

Escorts (en route)

Independent Squadron Orders

A

B

C

A

B

C

D

E

F

Port Royal Jamaica

1 Repair die roll per Quarter, plus Victualing

AUXILIARIES

0

1

2

3

4

5

6

7

8

9

10

English Harbour 1743 +

1 Repair die roll per Quarter after English Harbour becomes a Key Port; plus Victualing

AUXILIARIES

0

1

2

3

4

5

6

7

8

9

10

General Record Track

0

1

2

3

4

5

6

7

8

9

10