Yellow Jack

The War of Jenkins' Ear 1739-1743

Exclusive Rules

The rules cover shows the British bombarding the Iron Fort at Porto Bello *(Portobelo, Panama)*, December 3rd, 1739.

1.0 INTRODUCTION

"The King does not think it proper to prescribe any particular service to be undertaken by you, but leaves it entirely to your direction to act against the Spaniards in such a manner and in such places as shall appear to you best to answer the ends proposed by his Majesty's orders to you."

The Duke of Newcastle to Admiral Vernon, March 26th 1740

1.1 OVERVIEW

Yellow Jack (YJ) is the third in a series of 'grand operational' studies of naval warfare in the Age of Sail, and the second game in the series to deal with the naval aspects of the War of the Austrian Succession. The first volume, *Mistral*, covered activities in the Western Mediterranean. *YJ* looks at the war in the Caribbean, commonly called the War of Jenkins' Ear.

The War of Jenkins' Ear is usually billed as a 'trade war', begun with the goal of breaking the Monopoly of Spain in the West Indies and introducing Free Trade. That reason is the one suitable for public consumption.

But with this explanation, certain facts are glossed over:

• That the British strategy of capturing Spanish ports and wrecking the regional economy did not go over well with the American Colonials, who had a lucrative, if illicit, commerce with the Spanish that supplemented the rather low fixed prices they got for supplying the British West Indies with basic commodities.

• That the British Sugar Lobby was not, despite all the noise, truly interested in taking islands away from the Bourbon powers, since that would have driven prices down and knocked the bottom out of their own little monopoly. (*Voltaire never understood the English. He though they were fools to – at the end of the Seven Years War – give captured sugar islands back to France for 'a few acres of snow' in Canada. But in matters of money the English always have a sound reason for their actions.*)

• That the reason war, rather than peaceful negotiation, was selected as a means of settling the various thorny Trade issues had little to do with Spain and everything to do with the internal workings of the British Government. Radical members of the incumbent Whig Party, known as the Patriots, wanted to bring down the Administration, whose leader, Robert Walpole, was a personal enemy of the leader of said Patriots.

• That, even then, war could have been averted except that the South Sea Company refused to pay Spain the arrears of tariffs it owed until its own claims of damages against the Spanish Crown were met – a catch 22 since Spain had no money in the till – and used its connections in Parliament to force the war. The SSC's main function, by the by, was not trade, but managing the National Debt.

On these counts alone, this conflict qualifies as a 'modern' war.

1.2 COMPONENTS

• TWELVE (12) 12x18" map sheets comprising a single map of the Caribbean Sea, Gulf of Mexico, and southeast US coastline. (*RSG periodically produces entire game maps on a single sheet; if interested, please enquire*).

• SIX (6) sheets of cardboard counters (TWELVE (12) pages in the DDV version).

• ONE (1) set of 36 wooden disks. **WARNING**: keep the wooden pieces away from small children & pets.

• ONE (1) booklet of charts and tables.

• ELEVEN (11) cards for record keeping.

• THREE (3) large cards for reference.

• ONE (1) basic rulebook (*Fighting Instructions*).

• ONE (1) module rulebook (this volume).

• ONE (1) historical commentary.

1.3 THE MAP

For common symbols, see the Map Key, printed on the map.

1.31 Scale

If the entire *YJ* map were rendered at the normal *Sea Lords* scale the playing area would cover eight feet by nine feet. As a practical measure, therefore, the map has been reduced by 50%. Despite this fact, the change in map scale has no effect on game play.

1.311 Design Note: the physical distances between Spaces are determined by assessing times of passage between various locations. Thanks to the fact that much of the Caribbean is open water and subject to the Trade Winds, travel times were found to be faster than in European coastal waters. To simulate the larger areas represented by the Sea Zones, the die roll chances required to cross them were adjusted.

1.32 Ports

Port Spaces are self-explanatory – Minor or Key, marked with the appropriate Contingent flag. Ports other than British, Spanish, and French are Neutral.

1.321 For Spotting purposes, all Neutral Minor Ports are considered Friendly to both Fleets.

1.322 Ports have a variety of inherent values. These are printed on a white bar near the Port or within the Harbour box:

• **Blockade Values** are used per *FI* 7.23. They are coded with an "a#" (*for 'Attrition'*).

• **Intrinsic Garrison**. This number, shown next to a small letter 'g', affects ground combat at the Port. It represents local militia forces. See 3.4 for additional information.

• **Fortification Value**. This number, shown beside a small letter 'f', represents the Port's defence infrastructure, and is used as a multiplier of the Garrison's value. See 3.4 for additional information.

• Key Ports also have a **Repair Value** (coded as 'r#') printed in their Harbour boxes. This is the number of Repair die rolls that may be made per Turn. Be sure to check for special conditions – a 'q' code indicates the die rolls may only be made on Quarterly Turns.

1.323 All Friendly and Neutral Minor Ports may be used for Emergency Repairs, per *FI* 11.33. Those Friendly Key Ports with a Quarterly Repair rate may likewise be used for Emergency Repairs on any non-Quarterly Turns.

1.324 A few Ports have Victualing Boxes. These are used in conjunction with the Victualing Convoys rule of *FI* 10.17.

1.325 Certain Ports can change ownership due to the progress of Military Campaigns (3.2) or the outcome of Amphibious Assaults (3.4). When a Port changes Control, it is immediately available for use by the Capturing Side. *Exception*: ONE (1) full Turn, plus the remainder of the current Turn, must pass before the Port's Repair capability (if any) may be utilised.

1.326 Clarification: there are no 'Control Markers'. Control of a Captured Port is shown by the presence of occupying forces; if there are no Friendly Land Units ((2.5) at a Captured Port it automatically reverts to the Control of its original owner.

1.327 Neutral Key Ports can be employed under limited circumstances:

- Such a Port may be entered by a Squadron with more DPs than its DR. The Squadron must enter In Ordinary and undergo Repair. It may remain In Ordinary as long as desired, but once it enters Fitting Out it must become Ready as expediently as possible.

- Formations of both Fleets can be present in a Neutral Harbour simultaneously. Battle in such circumstances is not allowed. At Minor Neutral Ports, no Battle occurs between forces In Ordinary or Fitting Out. Nor can Battle occur in a Neutral Port Space between forces leaving the associated Neutral Harbour or its Minor Port equivalent (i.e. entering the Ready State) in the same MPI.

1.328 There are TWO (2) *Port Royal* Ports on the map, both belonging to the British Fleet. For clarity, they are named in the rules *Port Royal (Jamaica)* and *Port Royal (Carolinas)*. There are TWO (2) *Port Louis* Ports on the map, both belonging to the French Command. For clarity, they are named in the rules *Port Louis (Grenada)* and *Port Louis (Louisiana)*.

1.33 Dated Harbours

A few Ports have Harbours with dates printed beside them (e.g. Savannah). Such locations are treated as Minor Ports – the Harbour is not available for use – until the start of the Year indicated on the map. At that time the Port's Harbour is available for use and the location becomes a Key Port.

1.34 Corsair Zones

YJ introduces the concept of Corsair Zones (CZs), represented on the map by black-bordered boxes bearing the infamous *Jolly Roger*, and in some cases other flags as well. These are discussed under 2.4.

1.35 Land Boxes

The map includes several oblong boxes similar in appearance to Harbours, but with regional names above the national flag. These boxes are an abstract representation of the road nets in certain regions. They permit Land Units (2.5) to move between the Ports named in the boxes, and to remain 'in reserve' ready to be deployed to threatened Ports. Rule 2.57 explains their use in detail.

1.351 Note that for reasons of space the Cuba and Hispaniola boxes are located at the bottom left of the map (in the Pacific Ocean).

1.36 Numbered and Named Spaces

Various Spaces other than Ports have been numbered or named for identification. This has been done either because the Space is mentioned in the instructions for certain Orders, because the Space is an entry/exit point for a Sea Zone, or because it is a map entry/exit point for Reinforcements and forces leaving the map.

1.361 Design Note: in some cases multiple Spaces have the same 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.

1.37 Command Boundaries

Both Fleets have multiple Commands, most of which have geographical boundaries. These bounds are marked on the map with small flags and letter codes.

1.371 If the marker is located at a Space, the Commands in question share jurisdiction of the Space and have sole jurisdiction of all locations on their side of the Space.

1.372 If the marker is located at a SZ, the Commands in question share jurisdiction of the SZ and have sole jurisdiction of all locations on their side of the SZ.

1.373 See 2.22 and 2.31 for more information.

1.4 WINDS

1.41 Seasonal Winds

Normal Seasonal Wind rules apply; there are no Contra Winds in *YJ*.

1.411 SWs can be superseded by Hurricanes. See 1.556.

1.412 Potential starting locations for Gales are marked on the map as ranges of numerals beside the various SW icons on the map. If a Gale occurs, roll ONE (1) die and compare the result with the numerals. The Gale starts at the location matching the die roll.

1.413 Historical Note: For much of the year the Caribbean region is subject to the Trade Winds, blowing either from North-northeast or South-southeast. Being one section of a massive weather cell, the 'Trades' affect nearly the whole area of operations. During Winter the Trades can be counteracted by 'Northers' from off the American Great Plains; these mainly affect the Gulf of Mexico and the northern island chain. Nearly everywhere there are local winds, breezes that blow onshore at certain times, and offshore at other times; for game purposes many of these are ignored or are covered under the Catch the Wind rule; some important ones have an effect on the game.

1.42 Squalls & Freak Gales

Given that the Caribbean region covers such a large expanse of warm water, squalls and storms will frequently arise, and at short notice. Any Space or Sea Zone can be affected by a Squall or Freak Gale.

1.421 Squalls and Freak Gales only occur as a Random Event (3.16).

1.422 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.

1.423 Exception: Formations Fitting Out at Minor Ports (only) *can* be affected by Freak Gales and if so affected must enter the Ready State.

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

1.425 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.

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

1.427 Play Hint: randomly determining the location of a Random Event can be done without involving a lot of die rolls. Assign an equal chance to each of the THREE (3) regions defined as a British Command (2.31), and allow a die roll of ZERO (0) to affect the Gulf of Mexico. After determining the region affected, randomly determine whether a Space or a SZ is affect (50/50), then randomly select from all such locations within the target region.

1.5 HURRICANES

1.51 General

Hurricanes are extremely potent weather systems that have effects similar to Gales, only much stronger.

1.511 Hurricanes have TWO (2) possible classifications:

- **Tropical Storm**. This is a weaker form of Hurricane.

- **Hurricane**.

1.512 **Important**. Unless the phrase 'Tropical Storm' is applied to a rule the use of the word Hurricane includes Tropical Storms. Note that the reverse of the Hurricane Marker indicates a Tropical Storm – use the appropriate side of the counter.

1.513 The appearance of Hurricanes is determined as the first step of Wind Generation, using the Hurricane Generation Table (HGT) located on the Hurricane Map.

1.514 No more than ONE (1) Hurricane may be active on the map at any given time.

1.515 Hurricanes, like Gales, move across the map and have a radius of effect. Use the Hurricane Map (1.52) to track them and to determine which locations are affected.

1.516 Historical Note: The same Trade Winds that promoted a swift passage by ships coming from the Old World also brought the fierce tropical cyclones known as Hurricanes. Meteorologists classify hurricanes by intensity from Category One (56+ knots or 104+ km/hr) to Category Five (>120 knots or >220 km/hr). They are by default also Force 12 gales.

The years of the war fell within one of the cycles of higher-than-normal hurricane activity, similar to that occurring at the present day – in fact, near the peak of that particular cycle. In recent times the Hurricane Season has lasted from June to November. In the 18th Century the season was said to end in October, though some late storms were occasionally generated. The name Hurricane derives from the Carib Indian storm god, Juracán.

1.52 The Hurricane Map

The Hurricane Map shows the potential paths for all Hurricane as a series of lines and dots. The lines are the paths of travel, used as described in 1.54, and the dots are the potential epicentres of the Hurricane after it moves. Around each dot is a set of concentric circles showing the radii of effect from that location, used as described in 1.55.

1.53 Hurricane Generation

The appearance of Hurricanes is determined as the first step of Wind Generation. Roll ONE (1) die and consult the Hurricane Generation Table (HGT), cross indexing the die roll with the Turn to find the result. This indicates whether a Hurricane has occurred, where it appears, and its initial strength.

1.531 If a Hurricane is generated, place a Hurricane Marker at the indicated location on the Hurricane Map.

1.532 All Hurricanes that start at on map locations do so as Tropical Storms. In the First (1st) MPI they remain Tropical Storms. Immediately after moving to a new location at the start of the Second (2nd) MPI they have the potential to become <proper> Hurricanes. The chance is given on the Hurricane Generation Table and is determined with a die roll. Check at the start of each MPI until the marker exits the map. If the Tropical Storm becomes a Hurricane, flip the Hurricane Marker.

1.533 Clarification: the reverse of case 1.532 is not possible; any potential weakening of a Hurricane would occur after it had left the map.

1.534 **Important**. Each Impulse during the Hurricane Season in which a Hurricane does not occur, a cumulative modifier of MINUS ONE (-1) is accrued to the Hurricane generation die roll.

This modifier is reset to ZERO (0) as soon as a Hurricane is generated.

1.54 Hurricane Movement

At the very start of EACH MPI, excepting the one in which a Hurricane is generated, and before anything else is done, its marker is automatically moved.

1.541 Each time a Hurricane is to move, roll ONE (1) die and refer to the Hurricane Map. Compare the die roll with the possible paths leading from the Hurricane's current location. Each path has a range of numbers marked beside it. If the die roll falls within the range shown for a particular path, move the Hurricane to the next dot along that path.

1.542 Eventually the path of the Hurricane will lead it off map, at which point its marker is removed and the Hurricane's effects cease.

1.543 Clarification: a Hurricane exerts its effects from the location it occupies after it has moved.

1.544 Example: at the start of an Impulse, Hurricane 'Ida' appears in the Yucatán SZ. Because it appears 'on map', it does so as a Tropical Storm. The Hurricane marker is placed on the Hurricane Map at the dot lying in the Yucatán SZ, with the Tropical Storm side showing. Ida's effects during this MPI extend from that location. In the 2nd MPI a die is rolled. There are 3 potential routes: to Space #9 off the Florida coast (0-3), to Space #4/5 west of the Mississippi delta (4-6), or to the Golfo de Campeche SZ (7-9). a die roll of '4' indicates the Tropical Storm moves to Space #3. A second die roll is now made to see if the Tropical Storm becomes a Hurricane. A result of '8' indicates it remains a Tropical Storm.

1.545 Design Note: hurricanes have a much slower speed-over-ground than their wind velocity might indicate. All the same, a hurricane clocked at 17 knots would cover 17 inches of the map in a single MPI (an MPI = 1.3 days or 31 hours, and 17 Kn = 31 Km/hr (19.5 mph), thus 31 x 31 = 961 Km or 604 miles – or 744 Km (468 miles) in a single day). To ensure a Hurricane affects as much of the map along its path as possible, a slower than average speed has been assigned.

1.55 Hurricane Effects

Refer to the Hurricane Effects Table (HET). This table is laid out in a similar manner to the Gale Effects Table, and the kinds of effects are the same, though usually stronger.

1.551 Like Gales, Hurricanes cause Attrition (*FI* 5.36) at the end of EACH MPI.

1.552 Unlike Gales, a Hurricane affects everything within a 360° radius of the Hurricane Marker, irrespective of any landmasses or the lack of a legitimate path for tracing MPs.

1.553 To determine whether a location is affected by a Hurricane, and with what effect, refer to the Hurricane Map. Find the current location of the Hurricane Marker and examine the FOUR (4) radii around it. On the HET these are noted as Bands. Band One is the innermost zone. Band Two is the next zone out. Band Three is the third zone out. Band Four is the outermost zone.

1.554 If a location lies within more than ONE (>1) Band it is affected as if it lay within the Band closer to the epicentre. If a location lies partly outside the entire radius of effect, it is affected as if it lay within Band Four.

1.555 Notwithstanding case 1.553, if there is any doubt whether a particular location is included within a given radius, it is deemed to be *outside* the radius.

1.556 If the radius of effect of a Hurricane (1.55) affects any Space or SZ marked with a Seasonal Wind, that SW does not Blow at all. Squalls and Freak Gales cannot occur in locations affected by a Hurricane. Gales belonging to an affected SW are immediately terminated.

1.557 Design Note: a Hurricane with a diameter of 500 Km would extend in a radius of about 9 inches around its central cell.

1.6 VICTORY & GAME END

1.61 Prestige

Prestige is awarded in accordance with *FI* 12.0. See the Prestige Chart for a complete list of awards and penalties.

1.611 Per *FI* 12.2, most Prestige is generated through the completion of Orders.

1.612 An additional common source of Prestige comes from eliminating Enemy Sail. Only Battle losses and losses that occur due to Sail being unable to leave a Port that becomes Enemy-Controlled count for Prestige. Victory in Battle by itself does not generate Prestige.

1.613 In *YJ*, another important source of Prestige comes from the Capture of Enemy Ports. See the Port Prestige Chart (note that the chart also shows the various Port ratings).

1.614 In addition to *FI* 12.2, Prestige may be expended on the:

- **Reinforcement Request Table**. The expenditure is made after seeing the result of the die roll. The player may choose to take the next best result on the table.

- **Georgia and Honduran Military Campaign Tracks**. The expenditure is made after seeing the result of the die roll. The player may choose to take the next best result.

1.615 For each net point of Prestige the player has lost since the start of the previous Year, any Admiral Relief die roll must be modified by plus TWO (+2).

1.62 Game End

Minor Scenarios last ONE (1) full game Year (*exception*: the 1739 Scenario starts on the July-August Turn and ends on the November-December Turn). Any Minor Scenario may serve as the start Year for the Campaign Game.

1.621 The Campaign Game ends automatically on the November-December Turn of 1743.

1.622 An Extended Campaign Game may be played, simulating the mid-to-later stages of the War of the Austrian Succession. The Extended Campaign may start in any Year and ends on or after the Summer Quarterly Turn of 1748. The chance of the game ending is based on a die roll, as shown on the Political Events Flow Chart (3.11).

1.623 Design Note: while much of the activity taking place in the Caribbean during the latter part of the war was routine, there were a number of actions, including a battle off Cuba in 1748.

2.0 THE FORCES

"These 10,000 men being furnished and maintained by ye several colonies in America, will render ye conquest of this important place not only secretly secure, but very cheap in England; for that number of forces being raised there, will with greater certainty conquer that place that 400,000 men would, to be sent from Britain, because they are inured to the American climate and will live soberer than Britons can be prevailed to do."

From Admiral Wager's 'A Proposal to take the Island of Cuba with very little expense to England by a force raised in the American Colonies', dated 6th November, 1739. Like most cost-cutting plans, this one was too good to be true. Of the 3,600 men recruited for the four-battalion Gooch's American Regiment, only about 500 ever came back.

2.1 FLEETS

2.11 General

YJ requires TWO (2) players: one to Control the British Fleet, and one to Control the Bourbon Fleet. Player A is the Bourbon. Player B is the British.

2.111 The British Fleet is comprised of THREE (3) Commands:

- The *Carolinas* Station
- The *Jamaica* Station
- The *Leewards* Station

2.112 The Bourbon Fleet is comprised of THREE (3) Commands:

- The *La Habana* Station (Spanish)
- The Cartagena de Indías or *Cartagena* Station (Spanish)
- The *French*

2.113 Because it is possible to Capture Ports, each Station has its own 'HQ', located at a specific Port. Capture of the Port does not harm the Leader Posted there, but his abilities will be reduced, as noted in 2.154.

2.114 In all cases, forces belonging to the same Nationality (British, Spanish, French) may be freely interchanged between Commands of the same Nationality during the course of play. Spanish and French Commands may not interchange forces as a general rule, but there are exceptions. Sections 2.2 and 2.3 provide details.

2.115 Contingents are:

- British (British Fleet)
- French (French Command of the Bourbon Fleet)
- Royal Spanish (*La Habana* and *Cartagena* Stations of the Bourbon Fleet)
- Caracas Company (*Cartagena* Station of the Bourbon Fleet)

2.12 Sail, Squadrons, & Flotillas

YJ includes the following Classes of Sail: SOL and Frigates. All other Classes are represented by Auxiliaries. SOL are further divided into THREE (3) sub-Classes: Flagships, plain SOL, and SOL(D). All function as described in the *Fighting Instructions*.

2.121 Design Note: the British SOL(D) in this game are all Fourth Rates, mainly 54-gunners, but sometimes older designs with more guns of a lighter weight. The Bourbon SOL(D) are older, under-gunned designs, requisitioned galleons, and 'heavy frigates'.

2.122 Frigates and SOL(D) are Mixed-Role Sail. The counter mix is an absolute limit on conversions.

2.123 Squadrons have the following Damage Ratings (DRs):

- British: TEN (10)
- French: TEN (10)
- Spanish: FOURTEEN (14)

2.124 The Damage Tracks on the Fleet Displays are shaded to indicate when DPs have reached the 'one thirds of the DR' and 'two thirds of the DR' marks (*note that these track gradations are not always mathematically exact, nor are they intended to be*).

2.125 In the case of the Bourbon *Grand Flotilla* there are TWO (2) rows of boxes, for Spanish and French Squadrons, respectively. *Clarification*: the *Grand Flotilla* is a FLAG Flotilla, not a Grand Flag Flotilla.

2.126 The counter mix is an absolute limit on the number of Sail that may be in use at any one time.

2.13 Auxiliaries

All the Auxiliaries described in the *FI* rules are present in *YJ* and can perform any of the Tasks described therein.

2.131 Detachments and Convoys may have a maximum of ONE (1) Assigned Auxiliary. Flags may have any number, but no more than ONE (1) per Assigned Squadron. *Clarification*: include in

the count ALL Squadrons that are members of a Flag, whether directly Assigned or not.

2.132 **Bombs**. In addition to their use against Sail in Ports, Bomb Auxiliaries may be used to provide a die roll modifier of plus or minus ONE (±1) in the owning player's favour for all *Show of Force* and *Support Army* Orders. There are circumstances where this modifier can be DOUBLED (x2). See the Orders Summary cards.

2.133 See the Auxiliary Class Summary card for more information on Class capabilities.

2.134 The counter mix is an absolute limit on the number of Sail that may be in use at any one time.

2.14 Frigates

Frigates were useful as scouts and escorts. In a pinch they could be used as fast troop transports.

2.141 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. See also 2.143.

2.142 Frigate Sail function like SOL Sail except that they are:

- 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 *FI* 5.131.
- 2.143 A maximum of ONE (1) Frigate Squadron may be used to Escort a Convoy.

2.144 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.

2.15 General Leader Rules

The Leader counter mix includes ALL British, Spanish, and French Leaders available for the period 1739-1748. These counters can be used with the other games in the series that cover the same period.

2.151 Many Leaders in *YJ* are capable of being Promoted, per *FI* 11.17. Leader with a date of '39' begin 1739 with the Rank shown on that side of their counters.

2.152 Some Leaders have multiple counters, which must be swapped as the Leader is Promoted. **Important**. A given Leader may only have ONE (1) of his counters in play at any given time – do NOT put his other counters in the Officers' Mess or Post them during set up.

2.153 Leaders are Promoted whether they are in play or not.

2.154 If a Fleet or Command's HQ Port is Captured, that Fleet/ Command Admiral's SC rating is HALVED (x1/2) until the Port is Recaptured. The Admiral otherwise continues to function normally.

2.16 Transferring Between Commands

Flotillas in the Fitting Out or Ready State that are Assigned to one Command may be Transferred to another Command during the R&R Step of the Administrative Phase. Transfer is not automatic.

2.161 Flotillas selected to be Transferred from a given Command must be in the Fitting Out State at the Port associated with the Command's 'HQ':

- The Carolinas Station – Charles Town.
- The Jamaica Station – Port Royal (Jamaica).
- The Leewards Station – English Harbour.
- La Habana Station – La Habana.
- Cartagena Station – Cartagena de Indías.

2.162 The Fleet Admiral must pass a SC for each Flotilla intending to Transfer.

2.163 Spanish SCs are modified by the presence of a Personage (2.56) in charge of the donor Command – the Personage's Admin Rating is used as a die roll modifier.

2.164 Flotillas belonging to the *French* Command cannot Transfer to other Commands (the *French* Command has no geographic bounds).

2.165 If the SC is passed, the Flotilla is Issued an RVO, which entitles it to to move as expediently as possible from its current location to the 'HQ Port' of the recipient Command (e.g. if joining the *La Habana* Command the Squadron must move to *La Habana* Harbour). ANY size of Flotilla is eligible to be Issued this RVO. Once the Flotilla arrives in the destination Harbour the RVO is Fulfilled. Normal RVO rules apply.

2.166 **Important**. Squadrons Escorting Convoys are permitted to move within the geographical confines of other Commands. When a Squadron from one Command Escorts a Convoy that Disbands at a Port in another Command, the Squadron *automatically* Transfers to the Command in which it is now located. If a Convoy Scatters, the Escort automatically Transfers to the Command in which the Convoy Scattered.

2.167 Exceptions: if a Convoy Scatters in a Space belonging to multiple Commands the Escort does not change Commands. *French* Escorts remain with the *French* Command.

2.168 Auxiliaries may be freely Transferred between Commands as part of the Recovery/Assignment process. When an Auxiliary is in the Available Box it may be Assigned to a Port or Formation belonging to any eligible Command.

2.17 Reinforcements & Withdrawals

Both Fleets receive TWO (2) kinds of Reinforcements: those generated on the Reinforcement Request Table, and Scheduled Reinforcements, which can appear for varying reasons. In *YJ*, Reinforcements include both Sail and Land Units (2.5). Unless otherwise noted, both Sail and Land Unit Reinforcements obey the same rules with regard to their generation and appearance on the map – except that Land Units that move onto the map will do so as part of a Troop Convoy (2.63).

2.171 The RRT is used as described in *FI* 11.12. The values obtained are points, used to buy Sail and Auxiliaries of varying Classes (see the table itself for details). Each Scenarios and Orders booklet has a copy of the table. Note that the RRT includes columns for rebuilding eliminated Land Units (2.59).

2.172 Special Reinforcement 'packages' can be received during play. These are listed in each Fleet's Scenarios and Orders booklet, along with the reason for their receipt and instructions about their arrival.

2.173 **Important**. Reinforcements are eligible to enter the map in the Operations Phase following their receipt, but may be voluntarily held back and accumulated as long as desired. In this way, small numbers of Sail can be accumulated to make Escorts

or larger Formations, and Land Units can be combined into a larger Convoy.

2.174 Most Reinforcements enter the map via the East edge, and if so must do so as part of a Formation. Land Units enter as Troop Convoys. Use the Map Entry Table to determine the specific point of entry. The table is consulted ONCE (1) per Formation. Forces entering the map do so at the start of the Impulse, expending their first (1st) MPI to occupy the entry location.

2.175 The Spanish also receive New Sail Builds. These are scheduled in the Bourbon Scenarios and Orders booklet. They always appear at *La Habana*. If no Squadron is available to Subordinate them they may be withheld from play until one is available. (*Record them on paper.*) If *La Habana* is Controlled by the British, any withheld New Builds are permanently eliminated.

2.176 In some instances forces must be Withdrawn from play. Formation and Squadron counters that exit the map can be reused; the Sail are eliminated but not Sunk. Leaders are automatically Relieved and placed in the Officers' Mess. Auxiliary counters are available to be reused; the counters are laid aside, not placed in the Recovery or Available Boxes.

2.177 Forces leaving the map must exit via the *Cape Hatteras* SZ. British forces can also use the *northernmost* Space #23.

2.18 Optional Rule: Named Ships & Squadron Logs

Squadron Logs 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.

2.181 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.

2.182 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.

2.183 Play Note: the ship names (Auxiliary ships are also 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.*

2.2 THE BOURBON FLEET

2.21 General

The Bourbon Fleet is divided into THREE (3) Commands: the Spanish *La Habana* and *Cartagena* Stations, and the *French*. The Fleet Admiral is also the Command Admiral for the *La Habana* Station.

2.211 Port HQs are:

• Fleet & *La Habana* Command: *La Habana.*

• *Cartagena* Command: *Cartagena de Indías.*

• *French* Command: *Port Louis.*

2.212 All Fleet Admirals must be Spanish. Spanish Admirals always outrank French Admirals of equal Rank. The Spanish have an additional layer of command and control, called Personages. Their functions are described in 2.56.

2.213 Bourbon forces treat each others' Ports as Friendly at all times (i.e. even when France is neutral).

2.214 French and Spanish Squadrons may not be Assigned to each others' Flotillas.

2.215 Exception: the Bourbon *Grand Flotilla* Flag (available only after the *France Declares War on Britain* Event occurs, per 3.13) may have both Spanish and French Squadrons Assigned, provided there is at least ONE (1+) Leader of the same Contingent Posted to the Flotilla. Spanish Command restrictions (described in 2.22) do not apply to Squadrons Assigned to the *Grand Flotilla*.

2.216 Auxiliaries must be Assigned to Flotillas of their own Command.

2.217 In Battle, *FI* 8.252 (Combined Commands) applies when a mix of Bourbon Squadrons is present. There are no additional rules on this subject for this game.

2.218 Convoys belong to no Command and may be Escorted by any Squadron of the same Contingent. There are TWO (2) exceptions:

• *Exception*: as described in 3.4 a Troop Convoy that is moving to attack an Enemy Port can be Escorted by a Flotilla of any size; all Squadrons in such a Flotilla must be from the same Command unless it is the Bourbon *Grand Flotilla* Flag.

• *Exception*: *Caracas Company* Squadrons may Escort *Royal Spanish* Convoys. *Royal Spanish* Squadrons may *not* Escort *Caracas Company* Convoys.

2.219 Bourbon Orders may be specific to a particular Command. the Spanish or French Command. Elements of other Commands may only participate in these Orders if Assigned to the *Grand Flotilla* Flag.

2.22 The Spanish Commands

For game purposes the various Spanish governorships and naval HQs have been combined into TWO (2) Commands. *La Habana* is responsible for the Gulf of Mexico, Florida, Cuba, and Hispaniola (*Haiti/San Domingo*). *Cartagena de Indías* is responsible for the Central and South American coasts.

2.221 The geographical boundary codes are 'C' for *Cartagena* and 'H' for *La Habana*. In general terms the boundary between the Commands lies at the *Yucatán Channel* in the West, with the *La Habana Command* in charge of the island chain. All locations North and West of this boundary belong to the *La Habana* Command. All other Spaces belong to the *Cartagena* Command.

2.222 Spanish OCs are marked with either an 'H' (La Habana) or a 'C' (Cartagena). Only Formations Assigned to the designated Command may be Issued that Order.

2.23 Spanish Rules of Engagement

The Spanish Command is restricted by doctrine.

2.231 Spanish Formations without Orders must remain at Bourbon Ports unless a Spotted British Formation is within TWO (2) MPs (that is, TWO (2) *Spanish* MPs) of them, in which case, those Spanish Formations may leave Port, but may not voluntarily move more than TWO (2) MPs away from any Bourbon Port.

2.232 If no British Formation remains within TWO (2) MPs of a Spanish Formation without Orders at the end of any Impulse, the latter must return to the nearest Friendly Port and enter Fitting Out as expediently as possible. Note: once this criteria has been met, the Spanish Formation must return to Port and enter Fitting Out even if a British Formation subsequently appears within range before it completes the move.

2.233 Exception: Spanish Formations may always move to attack British Formations Blockading *any* Spanish Port, regardless of distance, using the most expedient route. The Spanish player must secretly or openly designate the target Blockade, and if the Blockade is lifted the Spanish Formation is required to return either to the nearest Friendly Port, or to the targeted Port.

2.234 Exception: If a Spanish Command's Viceroy (2.56) is not present, Spanish Formations without Orders must remain at Bourbon Ports unless a Spotted British Formation is in the Port Space.

2.235 Clarification: Spanish Formations moving under the requirements of this rule *are* permitted to engage in Battle enroute to their destination.

2.236 Spanish Escorts may not attack British Formations.

2.237 When the *Philip V Dies!* Event occurs, the Spanish Command is placed under the following additional restrictions:

- Spanish Formation may no longer Receive any Orders other than *Escort, RVO, Cruise* or *Show of Force vs Pirate Bases*.

- The *Grand Flotilla* Flag cannot be Formed, and if in play must become Unformed as quickly as possible, obeying normal game mechanics.

2.24 The Caracas Company

The *Caracas Company* is a separate Contingent of the *Cartagena* Command. The *Caracas Company* has its own Sail, Squadron counters, and its own Formation, an hybrid Detachment/Convoy called the *Real Compañía Guipuzcoana*.

2.241 All *Caracas Company* Sail are Mixed-Role, either SOL(D) or Frigate Class, and may be employed in the manner usual to such Classes.

2.242 *Caracas Company* Sail may not be Assigned to *Royal Spanish* Squadrons and *Royal Spanish* Contingent Sail may not be Assigned to *Caracas Company* Squadrons.

2.243 Only *Caracas Company* Squadrons may be Assigned to the *Real Compañía Guipuzcoana* Formation. *Caracas Company* Squadrons may not be Assigned to other Bourbon Flotillas; however, they *may* Escort *Royal Spanish* Convoys.

2.244 The role of the *Real Compañía Guipuzcoana* Formation is described in section 2.67. In brief, it can act as a Flotilla or a Convoy depending on its Orders. When acting as a Flotilla it obeys normal Flotilla rules. When acting as a Convoy, the Formation obeys a mix of Convoy and Flotilla rules.

2.245 *Caracas Company* Independent Squadrons may be Issued *RVO* and *Escort* Orders, and *Interdiction* Orders specific to the *Cartagena* Command.

2.246 The *Real Compañía Guipuzcoana* Formation may, if not acting as a Convoy, be Issued *Interdiction* and Cruise Orders specific to the *Cartagena* Command

2.247 *Caracas Company* Fleet and Light Auxiliaries may be used as Corsairs (2.4). *Caracas Company* Auxiliaries assume the Corsair role as a special Task and may abandon the Corsair role any time they enter the Recovery Box; entering the Recovery Box may (additionally) be done voluntarily in the Auxiliary Step of any Administrative Phase.

2.248 The Port of *La Guaira* belongs to the *Caracas Company*. It is Friendly to *Caracas Company* forces and to all Bourbon Corsairs. Other Bourbon forces treat Caracas as a Neutral Key Port (1.327). British forces treat Caracas as an Enemy Port (*clarification*: this means that point #2 of case 1.327 cannot apply).

2.249 Historical Note: the Real Compañía Guipuzcoana *was a trading concern similar to the various East Indies companies. The Company was based out of Caracas and its main interest was cocoa, which was, along with sugar, one of the most lucrative exports of the region. (There is a very good reason why chocolate contains sugar; it has something to do with taste but much to do with maximising profit.) Like the other big trading companies, the* Real Compañía Guipuzcoana *had a paramilitary component. The company was Basque in origin; its sailors were extremely experienced and very tough customers. Ships of the company returning to Venezuela from Europe habitually attacked the ships of other nations – prizes defrayed transit costs. As the war dragged on the Company was often called upon to provide escorts for royal convoys, to the detriment of its bottom line.*

2.25 Badges? We Don't Need No Stinkin' Badges!

To combat piracy, the Spanish deployed a large coast guard, the guardacostas*. The institution was successful in curbing* freelance *piracy, but it was not a perfect instrument. Its modern equivalent would be a cross between Blackwater USA and a Mexican drug gang. Because the Crown could not pay fixed salaries, it functioned like a seaborne posse, led by junior Army and Navy officers, local aristocracy and magistrates, or enterprising sea captains. These men commanded detachments of militia, fishermen, merchant crews, or pirates 'trying to go straight'. It was contract work, with salaries coming out of any prizes that were taken – the more prizes, the more money. In other words, the* guardacostas*, at least in the New World, were government-sponsored pirates.*

2.251 The *guardacostas* are already represented in the game by Spanish Corsair Auxiliaries, but the force is large enough to provide additional benefits:

- Any British Convoy entering a Space adjacent to a Port Controlled by Spain, or entering the Port Space itself, will suffer a Convoy Attack (*FI* 10.18) by a <notional> Spanish Light Auxiliary. Screening is possible.

- Any Space adjacent to a Port Controlled by Spain, and the Port Space itself, has a built-in <notional> Light Auxiliary Screen that may be used ONCE (1) per Impulse.

2.26 The French Command

Historically, France did not enter the war until 1744. Therefore, until the *France Declares War on Britain* Event (3.13) occurs:

- When a Battle involving French Contingent and British Contingent Squadrons could occur, the Battle only occurs if the British player desires it; in choosing Battle he will suffer a severe penalty (2.32).

- French Squadrons may not participate in the Blockade of British Contingent Ports. British Squadrons may not participate in the Blockade of French Contingent Ports unless the penalty of 2.32 is paid. *Clarification*: Orders to Blockade such Ports are not available until the above Event occurs, so no Prestige can be gained.

- French and British Auxiliaries *may* Screen each others' Auxiliaries, and remove those conducting Interdiction activities, in the normal manner.

- The French Command may only make ONE (1) normal Repair die roll per Quarter, period. Any ONE (1) French Port may be selected as the Repair location; a different Port may be selected each time. Emergency Repairs are still permitted.

2.261 *Clarification*: the French Command has no geographical limits. It is responsible for all French forces on the map.

2.262 The *Grand Flotilla* Flag becomes available for use once the *France Declares War on Britain* Event occurs (see 2.216).

2.263 **Important**. The Bourbon player may announce he is planning to Voluntary Withdraw French Sail and Auxiliaries from the map. This can only be done in the R&R Step. Withdrawals are conducted per 2.17. For each Sail or Auxiliary Withdrawn the

British player *must* likewise Withdraw Sail and Auxiliaries at a ratio of ONE (1) Sail or Auxiliary for every THREE (3) French Sail or Auxiliaries Withdrawn. The British Withdrawal must be carried out as expediently as possible. *Clarification*: if Sail participating in the Execution of an Order have to be chosen, this can cause the Order to be Terminated.

2.264 Play Hint: if the British player catches and destroys the French before they leave the map, naturally, his own forces can remain…

2.265 **Important**. In *YJ* it is possible to Capture Ports (see 3.4). The *France Declares War on Britain* Event may also be triggered if the British Capture a Spanish Port. Each time this occurs, roll ONE (1) die. If the die roll is equal to or less than (≤) the Prestige value of the Port (per the Port Prestige Chart), the *France Declares War on Britain* Event automatically occur in the Event Step of the same Turn's Administrative Phase.

2.266 French Command Admirals are never Posted to Flotillas.

2.267 Historical Note: the Windwards had a naval officer as Governor (du Caylus), and he did arrive escorted by a squadron, but in general each French convoy had its own senior captain or rear admiral.

2.268 Special Reinforcements are generated for Inbound French Home Convoys. Upon (off map) Assembly, roll ONCE (1) on the RRT, applying the special die roll modifier (-3). Per 2.624, French Home Convoys operate in pairs that enter play simultaneously. Reinforcements generated in this manner must immediately be Assigned to the Convoys as Escorts, distributed as desired. Withheld Reinforcements (i.e. those accumulated on previous Turns) may be used in addition to these special ones.

2.3 THE BRITISH FLEET

2.31 General

The British Fleet has THREE (3) Commands: the stations of the *Carolinas*, *Jamaica*, and the *Leewards*.

2.311 Port HQs are:

• Fleet & *Jamaica* Command: *Port Royal (Jamaica).*

• *Carolinas* Command: *Charles Town.*

• *Leewards* Command: *English Harbour.*

2.312 The geographical boundary codes are 'C' for *Carolinas*, "J" for Jamaica, and 'L' for *Leewards*. In general terms the boundary for the *Carolinas* lies north of Cuba and Hispaniola, and the boundary between *Jamaica* and the *Leewards* lies on a north-south line running from the east end of Hispaniola to Aruba on the Spanish Main.

2.313 Note that neither the *Jamaica* nor the *Carolinas* Command extends into the Gulf of Mexico, *except for the Lane running along the northwest coast of Cuba*. This means that no Orders are available to be Executed in that region. However, this does not prohibit British forces from operating there *without* Orders.

2.314 British OCs are marked with a 'J' (Jamaica), 'L' (Leewards) or 'C' (Carolinas). Only Flotillas assigned to the designated Command may be Issued that Order.

2.315 In several scenarios, Commodores are Posted to Command and Fleet Stations. *FI* 3.474 applies. Since the Fleet Admiral is also Command Admiral for the Jamaica Station, his SR is not reduced for *that* Command.

2.316 Technically, the entire British Leader counter mix is available for use. However, the Caribbean was an outstation, not important enough to warrant a Full Admiral. Therefore, no British Full Admirals may be employed in *YJ*. Any Leader who is Promoted to Full Admiral is automatically Relieved of all his Postings and permanently removed from play.

2.317 The Seniority of British Admirals follows the usual pattern of Rear-Admiral, Vice Admiral, Full Admiral, but each Rank also has THREE (3) positions within it: the Admiral of the Blue, Admiral of the White, and Admiral of the Red, in that order of Seniority, from lowest to highest. The Full Admiral of the Red is also Admiral of the Fleet (and thus not available in *YJ*).

2.318 Example: two Rear-Admirals are present, the Rear-Admiral of the White and the Rear-Admiral of the Blue. The Rear-Admiral of the White Outranks the Rear-Admiral of the Blue.

2.319 Historical Note: the Leewards were technically an outpost of Jamaica, but late in the war the station was significantly strengthened when the French increased their presence in the region.

2.32 Challenging the French

The British player may choose to attack French forces before he is legally entitled to do so. For exceeding his authority, the British player must pay THREE (-3) points of Prestige. This decision may be made at any time, and the loss of Prestige is immediate.

2.321 Clarification: the British player cannot Blockade French Ports. Those OCs are not added to the Order Pool until France declares war.

2.322 Important. Should the British player only have THREE or less (≤3) Prestige, he may not choose to attack the French at that time.

2.323 If the British player takes this step, the *France Declares War on Britain* Event occurs in the Event Step of the same Administrative Phase. Rule 2.25 (excepting 2.252) is *immediately* revoked for the rest of the game.

2.33 Grog

Squadrons belonging to the Jamaica Station and Leewards Station Commands receive a benefit when applying Attrition in the Administrative Phase.

In any given Formation, only ONE HALF (1/2) of the aggregate DPs suffered due to normal 'end of Turn' Attrition are inflicted, using the following procedure:

• For each Formation, multiply the number of Assigned Squadrons by the number of DPs to be inflicted (usually 1-2 per Squadron) and divide by TWO (2). This is number of DPs received by the Formation as a whole from 'end of Turn' Attrition.

• Inflict ONE (1) DP on each Squadron until the DP total has been reached or until each Squadron has suffered ONE (1) DP. Repeat if necessary.

• A Minimum of ONE (1) DP must be inflicted.

2.331 Example: a Ready Flotilla of 3 Squadrons, operating within the Leewards Station area, suffers Attrition at the end of the Turn. Normally, each Squadron would suffer 1 DP due to the 'wear and tear' of being at sea – 3 DPs for the Flotilla as a whole. Under the Grog rule, however, the Flotilla as a whole suffers only 1 DP. (3 Squadrons x 1 DP = 3 DPs)/2 = 1.5 rounded to 1. The DP is applied to one of the Squadrons.

2.332 Historical Note: Admiral Vernon, a hero in his own day, has come in for his share of criticism by revisionist historians. Like the 'grand old Duke of York', Vernon was a better administrator than strategist. Undoubtedly his greatest contribution to the success of the Royal Navy was to replace the sailors' habit of drinking straight rum with a rum ration – grog. But the real benefit came because the grog was adulterated with citrus juices (watered down rum does not taste that great), and this, as Captain Cook would famously discover, drastically improved the health of the crews, enabling them to resist other diseases besides scurvy. The West Indies was a place of ill omen to Army recruits, who tried at all costs to avoid being sent there, but Vernon's command had the reputation of being the healthiest naval posting. The name 'grog' was given to the

2.4 CORSAIRS

2.41 General

Piracy is what the Caribbean is famous for. Thanks to the war, the theatre saw a resurgence of privateering and freebooting.

2.411 All Corsairs in *YJ* are Fleet Auxiliaries.

2.412 In *YJ* Corsairs are divided between Privateers (belonging to a Fleet) and Pirates (not belonging to a Fleet).

2.42 Corsair Zones (CZs)

In *YJ*, Corsair Bases are not Ports but Zones. Corsair Zones (CZs) are shown on the map as black-rimmed oblong boxes. Corsairs are Assigned to CZs in the same manner that other Auxiliaries are Assigned to Ports. (Corsairs are never Assigned to Ports.) If a nation's Corsairs are permitted to operate out of a given CZ, that nation's flag (Britain, Spain, France) will be shown in the CZ box. Pirates are permitted in CZs showing a 'Jolly Roger'. This information is also given on the Corsair Zone Reference Chart.

2.421 Corsair Auxiliaries placed in a CZ affect a range of Spaces as noted on the CZ Reference Chart and in the CZ boxes. Only Large Spaces are counted. The starting point is included in the range, at a range of ZERO (0).

2.422 Corsairs occupying CZ boxes are immune to Weather effects and cannot be the target of opposing Auxiliaries.

2.423 At the start of the game Corsairs must be Assigned to CZs, Privateers may be Assigned at the discretion of the owning player. Pirates, however, are Assigned 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 CZ. Then;

- Player B selects ONE (1) Unassigned Pirate Auxiliary listed in the scenario set up and Assigns it to a CZ.

- This process is repeated until all listed Pirates have been Assigned.

- Each Pirate has its own CZ, as noted on the CZ Reference Chart.

2.424 U-OR Corsairs (only) may move between CZ boxes. This is conducted as a Rebasing action without any limit on distance (i.e. any otherwise eligible CZ may be chosen as the destination). Other Corsairs must remain Assigned to their original CZ throughout the game. See also 2.46.

2.425 Sail may never enter CZ boxes.

2.43 Activating and Tasking Corsairs

Privateers are Activated at the discretion of the Controlling player to conduct Tasks like other Auxiliaries – although Corsairs have their own set of Tasks (2.46).

2.431 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).

- Once each player has Activated a Pirate, the first player (only) is eligible to Activate ONE (1) Pirate, again at his discretion.

- 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.

2.432 To be eligible to conduct a Task the Target Space must be within OR range of the Corsair's CZ (per the CZ Reference Chart).

2.44 Recovering Corsairs

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 starting CZs.

2.45 Combatting Corsairs

Corsairs may be 'combatted' by successfully Screening their Task or by having a Flotilla enter the Space given as the origin point for the CZ's OR

2.451 In the first case the Corsair is removed to the Recovery Box. In the second case, *all* Corsairs in the CZ are removed to the Recovery Box

2.452 In either case, the attacking player is awarded ONE (1) free Completed Order, *provided* no Friendly Corsairs were affected. *Clarification*: this award does not Fulfil any Order the Flotilla is currently Executing.

2.46 Corsair Task Summary

The following Tasks may be conducted by Corsairs of the appropriate Class:

- **Search** (Fleet and Galley Privateers only).

- **Shadow** (Fleet Privateers only).

- **Convoy Attack** (Any).

- **Rebase** (Pirates). If Activated to be Assigned to a Space to perform a Task, a U-OR Pirate may instead be Rebased to a different CZ at the discretion of the Activating player. This is the only way in which a Pirate can be Rebased.

- **Port Interdiction** (Any). This Task is specific to Corsairs. It simulates their primary role – lurking outside busy harbours in hopes of snapping up prizes.

2.461 Port Interdiction is conducted by Tasking a Corsair to a non-Friendly Port 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.

2.462 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).

2.5 LAND UNITS

2.51 General

YJ is the first game in the *Sea Lords* series to include rules for Land Units. These represent mobile forces available for deployment as garrisons and assault troops. Local forces are represented by Intrinsic Garrisons (2.5.10).

2.511 For game purposes, Land Units are considered to belong to the Controlling player's Fleet. British Land Units do not belong to any particular Command and can be exchanged freely between Commands as needed. French Land Units belong to the French Command. Spanish belong to the Spanish Commands, but not to

any *particular* Spanish Command; said Commands may exchange them freely as needed.

2.512 Refer to the Counter Guide. Most Unit counters have a depiction of their regimental or organisational uniform on their front. Fleet/Command ownership is indicated on the front of the counters by a coloured border or square around the Units' uniforms: Red for British, Light Yellow for Spanish, White for French. Outside of this band is another band, either yellow or grey, indicating whether the Unit is Fever Proof (2.52).

2.513 On their reverse, most Land Units have a name, which is of historical interest only, and a national flag to indicate the Fleet/Command the Unit belongs to.

2.514 Many Units have a date printed to the right of the national flag. This is the first Year in which the Unit is available to enter play; the Unit is available from the R&R Step of the first (1st) Turn of the Year. Other prerequisites may apply, as explained below.

2.515 Some Units also have an icon on their reverse. These Units have special functions, described below:

• **Marines** have a 'fouled anchor' icon. See 2.53.

• **Grenadiers** have a 'flaming grenade' icon. See 2.54.

• **Tribal Auxiliaries** have a 'tomahawk' icon. See 2.55.

2.515 An exception to cases 2.512-2.514 is the handful of counters representing important personalities – Personages, generals, and governors. These counters are termed Personages and have either a portrait of the person or a Fleet flag on their front, along with a name and a variety of special numerals. The background of the front of a Personage uses the same colouring as the bands around the other Units, and indicates the Fleet/Command to which the Personage belongs. The reverse of the counters have Fleet flags. See 2.56 for more information.

2.52 Fever Proof Units

Some Units are defined as Fever Proof. These have a YELLOW outer border on the front of their counters (leaving the inner border to show the Fleet/Command affiliation). Non-Fever Proof Units have a GREY outer border.

2.521 Fever Proof Units do not suffer Land Attrition (2.58). They do suffer Siege Attrition (3.45).

2.522 Clarification: Fever Proof Spanish Units have a heavy yellow outer border to show they are Fever Proof, and a lighter yellow inner border to show they are Spanish.

2.53 Marines

Units with an anchor symbol on their reverse are Marines. In addition to functioning as Units, Marines may be used as Auxiliaries to perform the Tasks listed in *FI* 6.25.

2.531 To be Tasked in this manner, a Marine Unit must be Assigned to a Flotilla – in the same manner as other Auxiliaries. The Unit will not be in the Available Box prior to Assignment, however. Instead, when Assigned the Marine must be in the same location as the Formation it will be Assigned to.

2.532 After being Tasked, Marines are not removed to the Recovery Box. They are flipped over and remain Assigned to their Formation. They cannot be used until Recovered. Recovery occurs at the usual time, and with the usual die roll. If Recovered, Marines are flipped over and are once again available to be Tasked.

2.533 Marines may be re-Assigned to different Formations during the R&R Step, provided both the donor and the receiving Formation are in the same location. They may also resume garrison duties by being Assigned to a Port occupied by their Formation. Re-Assignment may occur even if the Marine is not Recovered.

2.534 Marines may be Transported like other Units (as described in 2.63 and 2.65). When Transported, a Marine belongs to a Convoy, just like other Transported Units. However, the Transportation cost of Marines is reduced: they count as HALF (1/2) a Unit each, rounded UP. **Important**. Marines being Transported cannot function as Auxiliaries, nor may they be Transported while flipped in 'Recovery' mode.

2.534 Marines are worth TWO (2) Units each in an Escalade (*this is a particular step in the prosecution of an Amphibious Assault – see 3.44*). However, if any Marine is used in an Escalade and losses are incurred, at least ONE (1) participating Marine must be eliminated from play.

2.53 Grenadiers

Units with a flaming grenade symbol on their reverse are Grenadiers. Like Marines, Grenadiers are worth TWO (2) Units each in an Escalade (3.44). Again like Marines, if any Grenadier is used in an Escalade and losses are incurred, at least ONE (1) participating Grenadier must be eliminated from play.

2.54 Tribal Auxiliaries

Units with a tomahawk (hatchet) symbol on their reverse are Tribal Auxiliaries.

2.541 Tribal Auxiliaries have THREE (3) special functions:

• They provide a defensive benefit during Port Sieges (3.45), counting as TWO (2) Units each.

• They provide the same effect if committed to a Military Campaign (3.2) on the 'defending' side. 'Attacking' Tribal Auxiliaries do not receive this benefit, but each attacking Tribal Auxiliary cancels the effect of ONE (1) 'defending' Tribal Auxiliary. (In a MC, the Attacker is the player currently favoured on the MC's track.)

• They DOUBLE (x2) the movement range of stacks of Units moving from Port to Port on the same landmass (see 2.57 for Unit Movement). The Tribal Auxiliary must accompany the moving stack of Units; multiple Tribal Auxiliaries moving with the same stack provide no additional benefit.

2.542 Tribal Auxiliaries enter play through Recruitment. Recruitment takes place during the R&R Step of any Quarterly Turn Administrative Phase (at any point during that step):

• The British player is always allowed to Recruit first. Once he has completed all his attempts, the Bourbon player may Recruit.

• Refer to the back of any Tribal Auxiliary Unit not yet in play. Each Unit has TWO (2) ranges of numbers, labeled 'Spanish' or British'. The Recruiting player must roll ONE (1) die and compare the result to the range of numbers given for his nationality. if the result falls within the listed range the Tribal Auxiliary is Recruited.

• Only ONE (1) Recruitment attempt may be made per player per Tribal Auxiliary, per Quarterly Turn.

2.543 Exception: Recruitment is not permitted in the Winter Quarterly Turn.

2.544 If a Tribal Auxiliary is Recruited, the Unit is placed with any ONE (1) Friendly stack of Units, with the following restrictions:

• The *Choco-Moskitos* Unit is placed in different locations depending on which Fleet gains its services. The Spanish *Chocos* may only be placed in a mainland Port between *Cumana* and *Chagres,* inclusive, or in the *Panama*, *Nueva*

Granada, or *Venezuela* Land Boxes. The British *Moskitos* may only be placed in any mainland Port between *Hanover Bay* and *Blewfields*, inclusive.

- All other Tribal Auxiliaries must be placed in North America. For game purposes this is defined as any mainland Port between *Sitimachas* and *Wilmington*, inclusive, plus the *Carolinas* Land Box.

2.545 Tribal Auxiliaries may Desert. At the end of each Turn's R&R Step, roll ONE (1) die for each Tribal Auxiliary in play. On a result of EIGHT or more (8+) the Unit Deserts and is removed from play. Units which Desert remain available for future Recruitment. A Unit cannot Desert in the Turn it is Recruited.

2.546 Tribal Auxiliaries cannot be Transported by sea (2.63/2.66). They can move to different Ports using Land Movement.

2.547 Clarification: Tribal Auxiliaries are not 'Auxiliaries' as the game defines the term. A player may call them 'Injuns' if the term does not bother his opponent.

2.548 Historical Note: hundreds of indigenous warriors participated in the war, especially on the Georgia-Florida border. Here, the British had a long-standing alliance with the Creek, or Muskogee Confederacy. Opposing them the Spanish deployed a hodgepodge of tribes displaced by the Creeks, as well as free blacks and Zambos – people of mixed black and native blood. For the defence of Cartagena the Spanish employed 600 native archers, mainly as labourers, but on the Mosquito Coast the indigenous tribes gave evidence of hating the Spanish.

2.56 Personages

Personages represent certain individuals who are not naval commanders, yet have an impact on the course of the game. (*Most are not true Personages; the term is used for convenience.*)

2.561 Although they represent individuals, Personages are NOT treated as Leaders, they are Units, and have the same basic functions (described below) as all other Units. All Personages are Fever Proof.

2.562 In addition, however, Personages have ONE or more (1+) special attributes, expressed as a variety of ratings on their counters:

- **Fort +X**. The presence of the Personage increases the Fortification Value (FV – 1.324) of the Port where he is located by a factor of 'X'. (The use of FVs is explained in section 3.4.) *Example*: if the FV was '1', the presence of a Personage Unit with a 'Fort +1' indicator would increase the FV to '2'.

- **Adm –X**. The presence of the Personage at a Command Admiral's HQ Port awards a die roll modifier of 'X' to SCs made by the Command Admiral, and the same modifier is applied when determining the Assembly of Convoys within that Command (*see the* Bourbon *Convoy Assembly tables in the* Bourbon *Scenario/Orders book*).

- **±X Cbt**. The presence of the Personage at a Port awards a die roll modifier when resolving Escalades (3.44) at that Port. Positive numbers are bad and negative numbers are good.

2.563 Spain has THREE (3) Personages, TWO (2) of whom are designated Viceroys:

- The *Virrey de Nueva Grenada* is deployed at *Cartagena de Indías*. He is the <historical> Viceroy of New Granada and affects the *Cartagena* Command. For game purposes he is also defined as a Viceroy.

- The *Capitán-General de Cuba* is deployed at *La Habana*. He is the Captain General of Cuba and affects the *La Habana* Command. For game purposes he is defined as a Viceroy.

- *Gobernador Montiano* begins the game deployed at *San Agustín*. He is Governor (or Captain General) of Florida. *Montiano* does not affect a Command, only the location he

occupies. *Gobernador Montiano* may move as a Land Unit (2.57). However, he may only occupy Ports on the North American mainland, between *Nouvelle Orléans* and *Wilmington*. He can be Transported by Convoy, like other Land Units, to those Ports.

2.564 Additionally, Viceroys permit the Bourbon player additional flexibility when drawing OCs that match the associated Command. Their absence imposes a penalty. See 3.33.

2.565 No Viceroy may leave his post unless his Port is Captured If the Port is Captured, and the Personage is not eliminated, he may be moved like another Unit (as described in 2.57 and 3.46).

- If the *Capitán-General de Cuba* is absent from *La Habana* no New Build Sail can be received as Reinforcements for the rest of the game.

- If either the *Virrey de Nueva Grenada* or the *Capitán-General de Cuba* is absent from the map, the Spanish Rules of Engagement (2.23) are modified within the affected Command, per 2.234, until the Viceroy returns to the map.

2.566 Britain has THREE (3) Personages. None affect Commands, only the location they occupy:

- *General Oglethorpe* begins the game deployed at *Savannah*. He is the Governor of Georgia and the Carolinas. Oglethorpe is bound by the same restrictions as *Montiano*, except that his preferred Replacement location is *Savannah*.

- The Generals *Lord Cathcart* and *Thomas Wentworth* appear as special British Reinforcements. See the British Scenario & Orders booklet. *Wentworth* is located on the back of *Cathcart's* counter. The British player randomly chooses which General he receives. *Play Note: do not flip the counter like a coin, make a die roll – the counters are not balanced.*

2.567 If a Personage is eliminated the owning player automatically Replaces him as a Reinforcement, appearing at an eligible Friendly Port FOUR (4) Turns later. In the unlikely event that there is no eligible Friendly Port the Personage is eliminated from the game.

- In the highly unlikely event that while moving his Convoy is forced to 'deposit' him elsewhere, *Montiano* is immediately removed from play and Replaced – at *San Agustín* if possible, otherwise at any eligible Port.)

- If the *Capitán-General de Cuba* is Replaced he appears for preference first at *Santiago de Cuba*, or at *Veracruz*, or at *San Agustín*, otherwise at any Friendly Port in the *La Habana* Station zone of operations.

- If the *Virrey de Neuva Granada* is Replaced he appears for preference first at any mainland Key Port between *Chagres* and *Cumana*, otherwise at any Port in the *Cartagena* Station zone of operations.

- *Exception*: Generals *Lord Cathcart* and *Thomas Wentworth* do not reappear if eliminated. *Clarification*: if *Cathcart* is eliminated while in play, he is NOT replaced by *Wentworth*; neither is *Wentworth* replaced by *Cathcart*.

2.568 Historical/Design Note: although the Personages are named, they are essentially abstractions of a variety of leadership and administrative abilities; hence thee same counters are recycled as needed. Historically, Cathcart commanded the expedition against Cartagena in 1741 but died enroute and was replaced by the less capable Wentworth. The post of Capitán General de Cuba *was subordinate to the* Virrey de Nueva España in México, *but the man did become Viceroy during the war.*

2.57 How Land Units Function

Land Units have TWO (2) primary functions:

- They act as Garrisons for the various Ports on the map. In *YJ*, Ports can be Captured – see 3.4 – and thus their defenders must

be represented in the game. All Friendly Land Units located at a particular Port function as its Garrison and help to defend it.

• They may be used to attack Enemy Ports – again, see 3.4.

2.571 Land Units may be in any of THREE (3) locations:

• **At a Port**. If at a Friendly Port they are part of the Garrison. If at an Enemy Port they will executing an Amphibious Assault (3.4).

• **In a Land Box** (1.35). Units at a Land Box can move to associated Ports. Otherwise, while in a Land Box they have no effect on play. Friendly Units may never enter Enemy Land Boxes.

• **Being Transported by Sea**. Land Units can be Assembled into Troop Convoys as described in 2.63 or Transported by Sail as described in 2.65.

2.572 Any number of Friendly Units may be stacked at a given location. Enemy and Friendly Units may only stack at the same Port during the execution of an Amphibious Assault (3.4).

2.573 Land Units have an intrinsic 'combat strength' of ONE (1) per counter. Special Units, such as Marines, may be worth TWO (2) Units each in certain circumstances. Personages may have strength modifiers (e.g. '+X Fort') but are otherwise worth ONE (1) Unit apiece.

2.574 Land Units never participate in naval Battles, only in 'land combat'. Land combat is described in section 3.4.

2.575 Unless otherwise restricted, Land Units may move in the following ways:

• They can be Transported by Troop Convoys, and to a limited extent by other naval forces as explained in 2.63 and 2.66.

• They can enter and exit Land Boxes, provided those boxes permit such movement. Movement is permitted if Unit is entering from or exiting to a Port named in the box. Such movement occurs at the end of the Impulse, before any land combat. All Units moving to the same location are assumed to do so simultaneously.

2.576 If the player wishes to move a Unit between Ports without Transporting them, he must move them to an eligible Land Box at the end of ONE (1) Impulse and then move them to the destination Port at the end of a subsequent Impulse.

2.577 Units can move from a Land Box to a Port that is being attacked by Enemy Land Units. The Friendly Units join the Garrison of the Port.

2.58 Land Unit Attrition

The Caribbean was a killing jar for troops, especially for those with little immunity to local diseases.

In the Attrition Step of each Turn, each player must determine Attrition for his Land Units. Consult the Land Attrition Table (LAT):

• The LAT has columns for different Regions. For simplicity, the divisions are based upon the British Commands, plus the Gulf of Mexico. Land Boxes belong to the Region in which their connected Ports lie.

• Roll ONE (1) die ONCE (1) for each region. Apply any modifiers.

• The result will be the number of Friendly Land Units affected by Attrition in each region, expressed as a number of Hits.

2.581 Within each region, results are distributed as follows:

• ONE (1) hit to each Friendly Unit occupying a Land Box. Then, if additional hits remain;

• ONE (1) hit to TWO (2) Friendly Units being Transported in a Troop Convoy. Then, if additional hits remain;

• ONE (1) hit to each Friendly Unit occupying a Friendly Port.

• Repeat if necessary.

2.582 Clarification: Hits against Units being Transported are DOUBLED (x2). I.e. for each hit required, TWO (2) Units suffer ONE (1) hit. The second hit does *not* count toward the total number of hits required by the LAT.

2.583 Attrition has the following effect:

• Each hit on a Land Unit Disrupts it ONCE (1).

• The first (1st) time a Land Unit is Disrupted, flip it over to show its reverse. Disrupted Units count as ONE HALF (1/2) Unit each for all combat purposes. **Important**. Units with the ability to double their strength lose that ability while Disrupted.

• If a Disrupted Land Unit is Disrupted again, it is eliminated. Eliminated Units are removed from the map or Fleet Displays and set aside.

2.584 **Important**. Only non-Fever Proof Land Units may be *eliminated* to satisfy the results of the LAT. In the unlikely event that only Fever-Proof Land Units remain in a region and that they are all Disrupted, no further Attrition is suffered.

2.585 Personages are Fever Proof Land Units for the purpose of Land Unit Attrition.

2.59 New Builds, Rebuilds, & Disruption Recovery

Periodically, new Land Units may be received. Some Eliminated Land Units can also return to play, and all Units are eligible to Recover from Disruption.

2.591 New Units appear by scenario schedule. Reinforcing Units have dates printed on their reverse. These indicate the Year in which they appear. A new Unit becomes available in the R&R Step of the first (1st) Turn of the Year.

2.592 Eliminated Units may be regenerated as Reinforcements through the RRT, which includes a section for them. Players may choose their regenerated Land Units.

2.593 New Units and Rebuilds must enter the map as part of a Troop Convoy (2.63). A player may accumulate Units off map for as long as he desires before bringing them to the map in a Convoy.

2.594 Exception: Tribal Auxiliaries are not rebuilt when eliminated. Instead, they are available to be Recruited in any Turn subsequent to the one in which they were eliminated.

2.595 Exception: all Spanish '*Batallón de Milicía*' and '*Regimiento Fijo*' Units – Units with those phrases in their names – are rebuilt at Friendly-Controlled Spanish Ports or Spanish Land Boxes.

2.596 During the R&R Step, Disrupted Land Units may Recover. Recovered Land Units are flipped face up to show their uniforms, and return to full strength. Each player is entitled to Recover ONE (1) Unit in each Region, per Turn, plus ONE (1) Unit in any ONE (1) Friendly Port.

2.597 Exception: TWO (2) Units may be recovered per Region in Winter, plus up to TWO (2) Units in any ONE (1) Friendly Port.

2.598 Clarification: again, each of the FOUR (4) Regions correspond to the areas covered by the THREE British Commands plus the Gulf of Mexico (which constitutes the remainder of the map).

2.5.10 Intrinsic Garrisons

Ports have Intrinsic Garrisons (1.324), whose values are printed on the map. Intrinsic Garrisons are treated as Units when resolving land combat (3.4), and serve to keep their location Friendly-Controlled. They are otherwise ignored. If the Enemy Captures their location they cease to exist, but if their location becomes Friendly to its original owner they immediately reappear at full strength.

2.6 CONVOYS

2.61 General

All Fleets have Troop and Trade Convoys. The British Fleet and the French Command have Victualing Convoys:

- **Trade Convoys** are generated on the Trade Convoy Chart. Each Fleet has one of these charts, located in its Scenario & Orders booklet. See 2.62.

- **Troop Convoys** appear when the players desire to move Land Units by sea. See 2.63.

- **Victualing Convoys** function per *FI* 10.17. See also 2.64.

2.611 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.

2.612 Convoys Assemble in the R&R Step, either at a Friendly Port or off map. If Assembling off map the Map Entry Table is used to determine the exact location of arrival. Eligible map entry and exit points for Convoys have been marked for easy reference. See the TEC for an example.

2.613 Escorts join Convoys in different ways, depending on where the Convoy Assembles:

- If a Convoy Assembles on map, an Escort Order can be Issued and the designated Independent Squadron join with the Convoy in the normal manner – per *FI* 10.12.

- If a Convoy Assembles off map, an on-map Escort may join it once it arrives on the map, again per *FI* 10.12.

- Alternatively, if a Convoy Assembles off map, an Escort may added to it before it enters the map. Escorts entering the map with a Convoy must consist of Reinforcement Sail.

2.614 **Important**. Escort Orders DO NOT count for Order Fulfilment or Failure. Instead, a Convoy's successful Disbandment (2.618) counts as a Fulfilled Order, and its Scattering (2.617) counts as a Failed Order. Convoys cannot be eliminated, but the opposing player will score Prestige when inflicting DPs on a Convoy: ONE (1) point of Prestige for every EIGHT (8) DPs inflicted, either through Battle, or with Auxiliaries. Use the Convoys' record tracks on the Fleet Displays to record DPs.

2.615 **Important**. Escorts may leave the map with a Convoy. If they do so, the Squadron becomes Unformed and (unlike Withdrawals) the Sail are set aside (recorded on paper). They can be taken as Reinforcements in any future Turn as if they had been generated on the RRT.

2.616 All Convoys Scattered if they accrue TWELVE DPs or more (≥12).

2.617 Convoys Disband by entering the Fitting Out State. If leaving the map, they are assumed to Disband ONE (1) Turn after doing so, at the end of the Operations Phase. *Exception*: Victualing Convoys (2.634) and Expeditions (3.424).

2.618 Convoys do not belong to particular Commands (*although some Convoys function entirely within a particular Command's region, and French Convoys are distinct from Spanish Convoys*).

2.619 Per 2.166/2.167 Escorts automatically Transfer to a Command when their Convoy Disbands or is Scattered within that Command's geographic region.

2.62 Trade Convoys and the Trade Convoy Chart

Trade Convoys represent both transatlantic and local commercial networks. They function using the standard Convoy rules of *FI* 10.1 and are generated using the Trade Convoy Charts (TCC).

2.621 Each player has his own TCC, which he must consult during the R&R Step of each Turn.

2.622 Trade Convoys may be Local, American (British only), or Home. The Spanish also have the *Azogues* – see 2.66 – and the *Real Compañía Guipuzcoana* Convoys – see 2.67.

2.623 A Home or America Convoy functions as a pair of Convoys, one Inbound and one Outbound:

- Inbound Convoys Assemble off map and enter play as Reinforcements.

- Outbound Convoys Assemble at a designated Port and leave the map via a specific location.

- The Assembling of an Outbound Convoy cannot occur until the matching Inbound Convoy has arrived on map, reached its destination, and Disbanded.

- Furthermore, the Turn on which an Inbound Convoy Assembles influences the Turn on which the matching Outbound Convoy Assembles (see the TCC) .

2.624 British and French Home Convoys arrive as pairs (one element destined for the Windwards/Leewards, and the other for Jamaica or Hispaniola):

- Each Convoy pair is generated simultaneously by a single (1) die roll and appears on the map simultaneously.

- However, each element's entry point and pre-entry Attrition is checked separately.

- Once on the map, each element proceeds to its own destination, as determined by the Convoy Charts found in the Scenario & OOB books.

- Assembly of Outbound pairs is likewise simultaneous, and a pair of Friendly Outbound Home Convoys cannot be checked for Assembly until both Inbound elements have Disbanded; the last to Disband is the one used to determine when Assembly can take place.

2.625 Local Convoys always Assemble on the map, when and where indicated by the TCC. Most Local Convoys 'service' a specific route, being Assembled at one Port, passing through a succession of other Ports and paying ONE (1) extra MPI at each such intervening Port, and then proceeding to their final destination. A Few Local Convoys move directly from their Assembly Port to their final destination.

2.626 Design Note: Local Convoys are an abstraction of the regional trade being carried on, providing targets that the players can easily identify and attack.

2.627 Play Note: during certain Turns the process of checking for Convoys can be skipped – most trade shut down during the Hurricane Season. Lloyds of London's premiums skyrocketed during that season, and even 'enemy' shipping was insured through Lloyds.

2.63 Troop Convoys

Troop Convoys function as described in *FI* 10.16. In *YJ* Troop Convoys Transport actual Land Units, not notional troops.

2.631 Troop Convoys may Transport any number of Land Units, of any kind. The Land Units must be Friendly to the Fleet that owns the Troop Convoy counter. While Land Units are being Transported, place them on the Convoy's track on the Fleet Display.

2.632 Land Units cannot be dropped off prior to the Convoy's arrival at its destination.

2.633 Troop Convoys may be Assembled in any Turn, either on or off map, at the owning player's discretion. A Troop Convoy Assembling on the map must do so at a Friendly Port. Any or all Land Units at the chosen Port can be added to the Convoy, which is then deemed Assembled. Troop Convoys Assembled off map enter play as Reinforcements, using the Map Entry Table.

2.634 Ordinary Troop Convoys Disembark their Land Units when they Disband. However, there is a special kind of Troop Convoy, called an Expedition, which Disembarks its Units and Disbands in a different manner. See 3.424.

2.635 Troop Convoys may not be merged with each other. In order to combine Land Units into a single Convoy, the Convoys transporting them must first be Disbanded and a new Convoy then Assembled.

2.636 Once on the map, all Troop Convoys may be moved as desired by the players. They do not follow set routes. However, Troop Convoy destinations *are* fixed and must be written down at the time of Assembly. If the destination becomes Enemy-Controlled before the Convoy arrives, the Convoy may be Diverted to any eligible Port chosen by the owning player. Diversions must also be written down. They are chosen as soon as the Convoy arrives at its original destination, and not before. In the unlikely case that a Convoy has no eligible destination, it must return to its Port of origin or exit the map, and Disband.

2.637 For every TWO (2) DPs inflicted on a Troop Convoy, ONE (1) Land Unit in the Convoy is eliminated from play.

2.638 Land Units can be affected by Land Attrition while being Transported.

2.64 Victualing Convoys

The British Fleet and French Command may use Victualing Convoys.

2.641 Victualing Convoys may visit any Friendly Ports with a Victualing Box. They may deposit any number of the RPs they carry at each Port visited, deducting from the total carried. All the Ports have a maximum storage capacity of SIX (6).

2.642 Victualing Convoys are Assembled at the players' discretion. They are always Assembled off map. As many Turns as desired may be taken in Assembly. Each Turn, TWO (2) Repair Points are accumulated.

2.643 Victualing Convoys are not bound to follow any specific Route. The players may move them as desired (within the rules).

2.644 VCs automatically Disband when they have deposited all their RPs. Their counters are immediately available for Assembling new Victualing Convoys.

2.65 Warship Transports

Squadrons have a limited ability to Transport Land Units, based upon their Class:

- ONE (1) SOL(D) or Frigate may Transport ONE (1) Land Unit.
- TWO (2) SOL may Transport ONE (1) Land Unit. The Sail must belong to the same Squadron.

Overall Transport capacity is assessed by Squadron.

2.651 Exception: each Marine Unit counts as ONE HALF (1/2) a Land Unit. Round fractions UP.

2.652 *Example*: a SOL Squadron of 4 Sail could Transport 2 Land Units; if it had only 3 Sail it could Transport 1 Unit.

2.653 **Important**. Land Units in the act of being Transported cannot be traded between Squadrons.

2.654 Transporting Land Units requires either a Transport Order or Amphibious Assault Order (3.4). Any Formation containing Sail may be Issued either of these kinds of Orders:

- A Flotilla Executing an Amphibious Assault Order (3.4) can Transport some or all of the elements of the associated Expedition (3.42), as part of that Order.
- Any Independent Squadron, Detachment, or Flotilla may instead Execute a Transport Order. Transport OCs are notional, like HOOs and Extensions, and are assumed to be always available in any quantity required. Any Formation Transporting Land Units that is not Executing an Amphibious Assault Order is by default Issued a Transport Order the moment it begins Transporting.

2.655 While Executing a Transport Order a Formation acts like a Troop Convoy, following 2.63 and *FI* 10.16, with the following exceptions:

- The Formation participates in Battle as a combat Formation, not as a Convoy. It may not initiate Battles, however.
- DPs are applied to the Squadrons in the normal manner for Squadrons. Transported Land Units suffer no Attrition from this.
- If at any time a Squadron lacks the capacity to continue Transporting a given Land Unit, that Unit is eliminated.

2.66 The Azogues

The *Azogues* were specially chosen fast merchantmen, sent from Spain, singly or in pairs, to Vera Cruz. Their mission was vital to Spain's economy. The *Azogues* carried a large consignment of the metal element mercury, critical for the refining of silver and gold. '*Azogue*' literally means 'quicksilver'.

2.661 An *Azogues* Convoy can be generated by the Trade Convoy Chart. It acts like the combination of a Home Convoy and an Independent Frigate Squadron. Thus:

- It is strictly an Inbound Convoy, with no Outbound component. The appearance of the *Azogues* Convoy has no effect on the chance of Assembling an Outbound Convoy.
- It has a fixed size of TWO (2) Sail. For game purposes these are treated as Frigate Class, except they are not Mixed-Role. (*They are fast, heavily-armed merchantmen.*)
- It does not Scatter.
- It *does* suffer Attrition in the Administrative Phase, as a Flotilla.
- It can suffer Convoy Attacks (*FI* 10.18).
- The *Azogues* Convoy and its Escort (if any) cannot initiate Battle.

2.662 The *Azogues* Convoy counter shows the Sail pips used with Squadrons, but has a Formation's reverse. DPs are tracked on the Fleet Display with a separate chit; the Convoy remains on the map while in play.

2.663 The Sail of the *Azogues* Convoy *can* be Transferred, but not until the Convoy has been Disbanded. At that time, if there are *Royal Spanish* Squadrons either at that Port or Unformed, either or both of the *Azogues* Sail can be Transferred to, or used to Form them. If unable to Transfer, the Sail are eliminated, without penalty.

2.664 **Important**. Each Sail in the *Azogues* Convoy is worth ONE (1) point of Prestige to the British player if it is Sunk or Captured.

2.67 The Caracas Convoy

The Caracas Company has its own Formation counter, the *Real Compañía Guipuzcoana* Detachment. This counter doubles as both Detachment and Trade Convoy. (*The Squadrons and Sail Assigned to it are capable of carrying cargo.*)

2.671 As a Detachment, the Formation functions normally, within the restrictions given in 2.24.

2.672 The Detachment has its own Commodore, *José de Iturriaga*. He may only be Posted to command the *Compañía Guipuzcoana* Detachment. No *Royal Spanish* Leaders may command the Detachment. If Killed, *Iturriaga* is replaced in the Officers' Mess on his reverse side, which shows *Capitán de Fragata José Solano*, who is available to be Posted to the Detachment (only). If *Solano* is Killed the Leader counter is removed from the game.

2.673 Periodically, the TCC will generate a unique Order to Execute the *Real Compañía Guipuzcoana* Home Convoy. This Order is immediately Received by the Bourbon player, and must be Issued to the *Real Compañía Guipuzcoana* Detachment before the end of the subsequent Turn or the Order is Failed.

2.674 If the Order is successfully Issued:

- The *Real Compañía Guipuzcoana* Detachment must proceed as expediently as possible to *La Guaira* and enter the Harbour. In the following Impulse, the Formation takes on the nature of an Outbound Home Convoy and must leave the map as expediently as possible – as usual, via the *Cape Hatteras* SZ.

- Once off map the Convoy 'Disbands' to Fulfil the Order. However, this Disbandment is notional: the Bourbon player must set the counter and its Squadrons aside, retaining the Formation intact. Each Turn, the Bourbon player may remove TWO (2) DPs from each of the Subordinate Squadrons.

- At any time after the *Real Compañía Guipuzcoana* Convoy 'Disbands' the Bourbon player may return it to the map as a Reinforcement. If additional Sail have been received by the *Caracas Company* Contingent in the interim, they may be added to the Formation before it returns (and Unformed Squadrons may be given Sail and Assigned to the Formation).

- Alternatively, the Bourbon player may keep the Formation off map (augmenting it if able to do so) until another *Real Compañía Guipuzcoana* Home Convoy Order is generated. At that time, the Convoy is deemed Assembled and enters the map as an Inbound Home Convoy, proceeding as expediently as possible to *La Guaira*, where it 'Disbands', fulfilling the Order. As with the Convoy's off map Disbandment, this is a notional act: the Formation remains in existence as a Detachment without an Order, and is free to act as such until the next *Real Compañía Guipuzcoana* Home Convoy Order.

2.675 In some scenarios the *Real Compañía Guipuzcoana* Detachment starts the game off map. In these scenraios, the generation of the Convoy Order is the only way the Formation can initially enter play.

2.676 While acting as a Convoy the *Real Compañía Guipuzcoana* Detachment:

- Is Executing a Convoy Order and may not initiate Battle. *Clarification*: if brought to the map without an Order, the Formation acts as a Reinforcing Detachment and is not so restricted.

- The Convoy cannot be Escorted. It may, however, have Assigned Auxiliaries from the *Caracas Company* Contingent.

- The Convoy does not Scatter, nor is it immune to Attrition. It is treated like any other Detachment Executing an Order.

2.677 **Important**. Each Fulfilled Outbound Convoy Order for the *Real Compañía Guipuzcoana* Detachment counts as TWO (2) Fulfilled Orders. If Executing an Inbound Convoy Order, it counts as ONE (1) Fulfilled Order. If Failed in either case, it counts as ONE (1) Failed Order.

2.678 **Important**. While the *Real Compañía Guipuzcoana* Detachment is off map, and provided it has not been Issued a Convoy Order, the Bourbon player is free to remove Subordinate Squadrons from it for use as Escorts for other Convoys. The Formation cannot become Unformed while off map, however.

2.679 Historical Note: Venezuela was officially a New World province under the Spanish Crown, but for all practical purposes it was run by the Company (setting a precedent for United Fruit). As the war dragged on the Company was hard pressed to turn a profit because the Crown commandeered its vessels as escorts and blockade runners (well, they did have the best Atlantic sailors). Iturriaga was a capitán de frigata, *and also a director of the Company, who features in the accounts of the war.*

3.0 EVENTS & ORDERS

"You are hereby required and directed so soon as we come in sight of the Island of Cuba to put his Majesty's ship under your command in a proper condition for the attack, and as the entrance of the harbour is very narrow and often times ships in going in from the height of the land on the east side are becalmed or have little nattering breezes, you are to have your long boat upon your off quarter with a stream anchor and two hawsers in, and all your other boats manned ready to tow her out to drop it for warping in should the breeze happen to fail you, and to have your other stream anchor hanging at your gun room port and the cable coiled in the gun room ready to let go to cast her or steady her against the battery should there be occasion; and in case of your wanting any boats to help, you are to hoist a Dutch Ensign at your mizen peak and fire a gun on your offside, when every ship is hereby strictly enjoined to send them to your assistance."

Admiral Knowles instructions for the attack on Santiago de Cuba in 1748. Quoted in Richmond, vol. III p.125.

3.1 EVENTS

THIS SECTION PRIMARILY APPLIES TO THE EXTENDED CAMPAIGN GAME. ONLY SECTION 3.12 NEED BE READ WHEN PLAYING THE REGULAR CAMPAIGN, OR IF PLAYING THE 1742 OR 1743 MINOR SCENARIOS.

3.11 General

YJ has FIVE (5) Strategic Events. All Events follow *FI* 9.0 except as modified herein.

3.111 The Events are:

- **War Start**. The game begins with this Event in effect. Spain and Britain are At War. No rules are affected by this Event.

- **War of the Austrian Succession**. The war in Europe has intensified to the point that operations in the Caribbean are

affected. Especially, Spain has become involved in Italy and Britain is building up an army in the Low Countries. See 3.12.

- **France Declares War on Britain**. Out of guilt, King Louis XV abides by the Second Family Compact and demonstrates solidarity with Spain by declaring war on England. See 3.13.

- **Philip V Dies!** The King of Spain dies. His successor is opposed to foreign adventures and scales back Spanish involvement in the war. See 3.14.

- **French Strategic Sorties**. This Event simulates the threat of France's Brest Fleet activating. See 3.15.

3.112 Events can be tracked using the Political Event Flow Chart (PEFC) and the chits provided. The counter mix includes several chits bearing the same names as the Events shown on the chart. As an Event occurs, place the matching chit on the box of the same name as a reminder.

3.113 A key to the various symbols of the flow chart can be found in the Charts & Tables booklet.

3.114 If space is at a premium the players may dispense with the PEFC and keep a written record instead, but the tracks should still be used for reference. In some Minor Scenarios the flow chart can be dispensed with entirely, since the Events in question will not occur during them.

3.12 The War of the Austrian Succession (1742)

A general European war, only distantly related to events in the Caribbean, broke out in December of 1740, with Prussia's invasion of Silesia. Britain and Spain kept out of the war until late in 1741. Austria's weak position tempted Spain to conduct a naval invasion of Italy and her attention would be focused there for some years to come. Meanwhile, a new Administration in Britain leaned toward Continental involvement and held back naval resources while constructing an expeditionary army in Flanders.

This Event may only occur ONCE (1) per game. The Event is checked for in the Event Step of each Quarterly Turn, beginning in 1742. There are no other prerequisites. (The requirement for the *War of Jenkins' Ear* to be in effect is trivial, since it always is in effect.)

3.121 This Event has the following effects:

- The Reinforcement Request Tables are adversely modified.

- Per 3.226 the *Georgia* MC may no longer occur. If Active it ends normally, as described in 3.22.

- The *France Declares War on Britain* Event is now possible – in 1744 or later, provided at least ONE (1) Quarter has elapsed after the *War of the Austrian Succession* Event occurred.

3.122 **Important**. As soon as the *War of the Austrian Succession* Event occurs, a number of items must be Withdrawn from the map. The Withdrawals are noted in the Scenarios & Orders booklets. Exact items need not be Withdrawn so long as the quantities are correct:

- Land Units must exit the map via Troop Convoy as expediently as possible.

- Sail and Auxiliaries must be Withdrawn from play. Auxiliaries are simply removed from play; Sail must exit the map using the normal movement rules.

- Leaders can be taken from the Officers' Mess, in which case they are immediately removed from play.

- Leaders accompanying Formations leaving the map can be counted toward the requirements.

- Personages are immediately removed from play.

3.123 If a player is required to Withdraw Sail and/or Auxiliaries, he may qualify for a reduction:

- After both players have determined what forces they must Withdraw, each may ask the other for the combined total of their Sail and Auxiliaries currently in play (including In Ordinary and in the Recovery Box), without specifics as to type, Class, or location.

- The asking player may freely deduct ONE (1) Sail or Auxiliary from the number he must Withdraw for every Sail/Auxiliary he is short of matching his opponent's total.

3.124 Example: the British player has 24 Sail and 7 Auxiliaries in play. He is required to Withdraw 15 Sail and 4 Auxiliaries. The Bourbon player states that he has 16 Sail and/or Auxiliaries in play. 24 - 15 leaves 9, and 7 - 4 = 3. This means that the British player has only 12 ships (9 + 3) to 16. He is permitted to deduct up to 4 Sail or Auxiliaries from the number to be Withdrawn, and chooses to keep 2 Auxiliaries and 2 Sail.

3.125 Up to TWO (2) Land Units may be deducted and retained on the map for each Captured Port held by the owning player's Fleet. The Units need not be acting as Garrisons at those particular Ports.

3.126 For every TWO (2) non-deducted Sail or Auxiliaries that are not Withdrawn within FOUR (4) Turns of this Event occurring, the Controlling player loses ONE (-1) point of Prestige.

3.13 France Declares War on Britain (1744+)

THIS EVENT CAN BE IGNORED UNLESS PLAYING THE EXTENDED CAMPAIGN GAME

France and Britain had already crossed swords at Dettingen in 1743, but as 'auxiliaries' of Austria and Prussia. Even earlier, in the Caribbean both sides remained on their toes, fully expecting their opponent to launch a first strike. By early 1744 the French king had been persuaded to legally declare war on Britain. Ironically, this led to a scaling back of the fighting in the Caribbean as both sides needed to retain strong naval assets in home waters.

This Event may only occur ONCE (1) per game. The Event is checked for in the Event Step of each Quarterly Turn, beginning in 1744. The *War of the Austrian Succession* Strategic Event must have occurred.

3.131 This Event has the following effects:

- French forces may now attack British forces. Add all the French Orders Chits to the Bourbon Orders pool.

- The Reinforcement Request Tables are adversely modified.

- The *Louisburg* MC is now eligible to occur. See 3.24.

- The chance of a *French Strategic Sortie* is improved and its options are broadened. See 3.15.

3.132 Per 2.32, the British player may choose to attack French forces prior to this Event's occurrence. If this happens, the Event automatically occurs in the Event Step of the same Turn's Administrative Phase.

2.133 Per 2.265 if the British Capture a Spanish Port there is a chance that this Event will automatically occur in the Event Step of the same Turn's Administrative Phase. The check is made immediately. Roll ONE (1) die. If the result is equal to or less than (≤) the Port's Prestige value (per the Port Prestige Chart), the Event will occur.

3.14 Philip V Dies!

THIS EVENT CAN BE IGNORED UNLESS PLAYING THE EXTENDED CAMPAIGN GAME

In the summer of 1746, King Philip V of Spain died and his successor, Ferdinand VI began to withdraw from war. Despite this general trend, in the Caribbean things became more active, culminating in a significant naval action off Cuba in 1748.

This Event may only occur ONCE (1) per game. The Event is checked for in the Event Step of each Quarterly Turn, beginning in 1746. There are no other prerequisites.

3.141 This Event has the following effects:

- The Reinforcement Request Tables are modified favourably. *Clarification*: i.e penalties from earlier Events are removed.

- The Spanish Commands have their options restricted as described in 2.232.

3.15 French Strategic Sorties

The threat from the French Navy, even before war with France came, meant that Britain was forced to hold back the bulk of her naval forces for home defence. Every preparatory move by France was cause for concern, and if a squadron of her ships managed to slip past the observers of the Royal Navy their lordships of the Admiralty aged visibly.

This Event can occur in any Year from 1740 on, to a maximum of ONCE (1) per Year.

3.151 The sortieing of the Brest Fleet was a lengthy process and for game purposes has been divided into THREE (3) stages:

- **Preparation**. This stage is checked for in the Event Step of each Turn. It is a prerequisite for the next stage.

- **Sortie**. This stage is checked for in the Event Step of each Turn, beginning on the Quarterly Turn after the Preparation stage has been reached. It is a prerequisite for the next stage. *Clarification*: yes, the Sortie stage could occur as early as a single Turn after the Preparation stage, if the latter occurred at the end of a Quarter.

- **Destination**. At the same time the Sortie stage is reached, the Bourbon player must check to see what destination the Brest Fleet has chosen. Prior to the *France Declares War on Britain* Strategic Event occurring this can only be the *West Indies Gambit*; after said Event occurs TWO (2) other choices become available – *Descent on England* and *Aid to Louisburg* – and a die roll is required to determine which choice has been selected.

3.152 The effects of the various stages are as follows:

- **Preparation**. The British Reinforcement Request Table is modified adversely. This effect remains until the start of the Quarterly Turn after the Sortie stage has been reached.

- **Sortie**. The effects vary with the destination chosen. If there is a choice of destinations, the Bourbon player rolls ONE (1) die and consults the bottom end of the French Strategic Sortie Flow Chart (located on the PEFC). Find the current Year and read across to find the result of the die roll. Whichever column the die value is listed under becomes the choice for that particular Sortie.

- **West Indies Gambit**. Both Fleets receive Scheduled Reinforcements, listed in the Scenario & Orders booklets under the heading 'West Indies Gambit'. These represent elements of the Brest Fleet arriving in the theatre, followed by pursuing British forces. The British Reinforcements appear un the Turn following the Bourbon forces' arrival.

- **Descent on England**. No British or French Reinforcements of any kind may be received for the remainder of the current Year. Note that this choice may only occur a maximum of TWO (2)

times per game. Subsequent selections of this choice become No Event.

- **Aid to Louisburg**. A beneficial die roll modifier (for the Bourbon Fleet) is applied to all rolls on the *Louisburg* MC track. The British Fleet suffers the immediate Withdrawal of a certain number of Sail and Auxiliaries. These forces are listed in the British Scenarios & Orders booklet under 'Louisburg Withdrawal'. The *Louisburg* MC must be Active for this Event to occur or the choice is treated as No Event. Note that this choice may only occur a maximum of ONCE (1) per game. Subsequent selections of this choice become No Event.

3.154 A Sortie may only occur ONCE (1) per Year. However, the Preparation stage may be reached more than once per Year. *Clarification*: Preparation need only be checked for if a second Preparation stage in the current Year would allow a Sortie early in the following Year.

3.155 Reinforcements gained by the *West Indies Gambit* may remain in play on the map and be used normally. Remember, however, that the Bourbon player can apply rule 2.262, with the usual effect on the British.

3.16 Random Events

Some weather-related Random Events can occur throughout the game. There is no set phase during the Turn for Random Events. Instead, they occur during Impulses. The first (1st) time an unmodified (natural) die roll of NINE (9) occurs when checking for Seasonal Winds, consult the Random Events Table. The Random Event, if triggered, occurs immediately. A maximum of ONE (1) Random Event can occur per Impulse.

3.2 MILITARY CAMPAIGNS

3.21 General

YJ has THREE (3) Military Campaigns (MCs). All follow *FI* 9.23 except as modified herein.

3.211 The MCs are:

- **The Georgia Campaign**. The colony of Georgia, founded in the early 1730s, has become a bone of contention. Both sides ineffectively strike at their opponent's base and conduct a vicious border war with help from their Indian allies. See 3.22.

- **The Honduran Campaign**. Honduran logwood (a source of dye for the clothing industry) has become a magnet for British entrepreneurs, who supplement their income with acts of piracy. The outbreak of war gives Spain the excuse to exterminate these interloping thieves. See 3.23.

- **The Louisburg Campaign**. France's outer bastion on the St. Lawrence River is in a parlous state after years of fiscal neglect. The leadership of Britain's northern colonies advocates a bold stroke against the fortress of Louisburg. See 3.24.

3.212 MCs become eligible or ineligible for Activation through other Strategic Events, as discussed in 3.1. Once eligible for Activation, they can Activate each Year until rendered Inactive.

3.213 MC Activation is checked on Quarterly Turns, and MC Progress is assessed each Turn that the MC is Active. Activation checks and resolution are resolved in the Event Step.

3.214 The *Georgia* and *Honduran* MCs have the potential to become Active starting with the WINTER Quarterly Turn (Turn Four), and automatically become Inactive at the end of the LAST Turn of the SUMMER Quarter (Turn Twelve).

3.215 The *Louisburg* MC is only used in the Extended Campaign Game. It has the potential to become Active starting with the SPRING Quarterly Turn (Turn Eight), and automatically become

Inactive at the end of the LAST Turn of the FALL Quarter (Turn Turn Sixteen).

3.216 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. Starting Campaign Game Status is marked on the chart; changes are noted in the scenario instructions.

- 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.

- If the chit reaches one of the darker hexes, marked French/Spanish Win or British Win, that MC is finished for the current Year. Otherwise the MC continues until it becomes Inactive.

- If a Win occurs, the MC's Status Marker may be moved. If the marker is in a box with the same name as the side winning the MC, no change is made. If the marker is in the opposite side's box, it is moved over to the winning side's box. A change in a MC's Status will have various effects on the game (see below).

3.217 **Important**. The *Georgia* MC Status Track has a Neutral box. This represents a situation where neither side is pursuing a major military operation. If, in any given Year, the result for the *Georgia* MC is *not* a Win – whether because the time ran out or because the MC never Activated that Year, reset the MC's Status to Neutral.

3.218 Progress die rolls may be modified through the Fulfilment of Support Army Orders occurring during the same Turn. Such modifiers are listed under the MC's track. *Clarification*: these modifiers do not affect the chance of a MC Activating, only its Progress.

3.22 The Georgia MC

The colony of Georgia was founded in 1732. The lands set aside by the founding charter were 'debatable ground' claimed by Spanish Florida and the British Carolinas. The basis of England's claim lay in the Carolina Charter of 1663, which set the boundary between the Spanish and British possessions roughly on the present Florida-Georgia border. In 1665 an amendment to the charter moved the English boundary farther south, so that the Spanish capital at San Agustín lay within the territory of the Carolinas. This amendment was used as justification for a number of military attempts against San Agustín. For their part, the Spanish never accepted the Carolina Charter, which they had not been asked to peruse. They had always laid claim to the whole of North America, though British and French presence was guaranteed by treaty, and now plotted to remove the British by force – or at least create a buffer zone of Indian lands on the spot where the Georgia colonists where trying to scratch out a living..

Changes in the *Georgia* MC Status have the following effects:

- While 'Spanish', *Savannah*, *Port Royal (Carolinas)*, and *Charles Town* become British Minor Ports. *Frederica* is a Spanish Minor Port.

- While 'British', *San Agustín* is a British Minor Port.

- While 'Neutral', the situation remains as depicted on the map.

3.221 Both players can influence the MC die rolls with *Support Army* Orders. In addition, Land Units may conduct Amphibious

Assaults (3.4) against Ports affected by the MC. The Ports affected and the effects of their Capture are as follows:

- **San Agustín**. If the British Capture this Port using an Amphibious Assault the Georgia MC is automatically terminated in a British Win.

- **Frederica, Savannah, Port Royal, & Charles Town**. Each time ONE (1) of these Ports is Captured by the Bourbons, the MC Progress marker is moved ONE (1) box along the *Georgia* MC track in favour of a Spanish Win.

3.222 If San Agustín is Captured, the MC cannot reoccur unless San Agustín is Recaptured by the Bourbons through a subsequent Amphibious Assault.

3.223 If a Spanish Win is gained, the MC can reoccur, but after being placed the MC Progress chit is immediately adjusted a number of boxes in favour of the Spanish equal to the number of British Ports (from the list above) currently Captured by the Bourbons. If this results in the chit being placed in the Spanish Win box, the MC does not occur.

3.224 The *Georgia* MC can no longer occur when the *War of the Austrian Succession* Strategic Event is triggered. The MC, if Active at that time, ends normally on Turn Twelve of the current Year. At that time, permanently remove all *Georgia* MC Support Army Orders Chits from the Orders Pool.

3.225 **Important**. The British die roll modifier for the *Georgia* MC applies for the FIRST (1st) Turn of the FIRST (1st) *Georgia* MC and the Spanish die roll modifier applies to the FIRST (1st) Turn of the SECOND (2nd) *Georgia* MC.

3.23 The Honduran MC

Local Spanish forces – particularly the guardacostas *– waged a continuous struggle against small British companies who illegally harvested logwood from Honduras and Yucatán. In 1742 the Royal Navy came to the assistance of the harvesters by establishing a base on the island of Roatán, in the gulf between Honduras and what would eventually become Belize. This post was maintained throughout the war. Neither side achieved what would be considered a 'Win' in game terms.*

If the *Honduran* MC Status becomes Spanish, all British Ports on the Central American coast, from Hanover Bay south to *Blewfields*, plus *Roatán*, become Minor Spanish Ports. The Intrinsic Garrisons at these Ports are permanently eliminated. Additionally, the *Honduran* MC may no longer occur. Any British Land Units at such Ports are dealt with in accordance with rule 3.46 (Port Capture).

3.231 Both players can influence the MC die rolls with *Support Army* Orders. In addition, Land Units may conduct Amphibious Assaults (3.4) against Ports affected by the MC. The MC Progress marker is moved ONE (1) box along the *Honduran* MC track for every TWO (2) of the following Ports Captured. The chit moves in favour the Capturing player:

- **Spanish**. *Campeche, Sisal, San Fernando de Omoa, Trujillo*.

- **British**. *Hanover Bay, Bellese, Roatán, Black River, Moskitos, Blewfields*.

3.232 Clarification: once the MC Status becomes Spanish the British player cannot restart the MC by Recapturing Ports, although any such Ports do become British-Controlled.

3.233 If a Spanish Win is gained, the MC can reoccur, but after being placed the MC Progress chit is immediately adjusted a number of boxes in favour of the Spanish equal to the number of British Ports (from the list above) currently Captured by the Bourbons. If this results in the chit being placed in the Spanish Win box, the MC does not occur.

3.234 Clarification: as with the *Georgia* MC, Land Units may only influence the *Honduran* MC through Amphibious Assaults.

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3.235 If the *Honduran* MC results in a Win for either side, the *Honduran* MC may no longer occur. At that time, permanently remove all *Honduran* MC SA Orders Chits from the Orders Pool.

3.24 The Louisburg MC

THIS MC CAN BE IGNORED UNLESS PLAYING THE EXTENDED CAMPAIGN GAME

The fortress of Louisburg stands on the southern end of the Gulf of St. Lawrence. In the 18th Century it covered the seaward approach to the French possession of Canada, and perhaps more importantly, provided a haven for French privateers. The French in Canada had long been a thorn in the side of the Thirteen Colonies. With the outbreak of war between France and Britain, the governors of the northernmost colonies began bombarding the Admiralty with schemes for an attack on Louisburg, spurred by a French descent on the fishing port of Canso, in Nova Scotia, in 1744. In 1745 a successful attack was made, on local initiative, and a relief expedition beaten off in a naval battle. In 1746 the French again attempted to retake the fortress but their fleet suffered heavy losses due to storms and the Royal Navy. At the peace, in 1748, the fortress was handed back to the French, to the great annoyance of the American colonists.

The *Louisburg* MC takes place entirely outside the game theatre. It has the following effects when Active:

• Modifies the British and French RRTs. These modifications last so long as the MC is Active.

• Requires the Withdrawal of a certain number of British and French Sail and Auxiliaries – listed in the Scenario & Orders booklets.

3.241 The Withdrawals must be made as expediently as possible. If necessary, Orders must be Terminated and Failed in order to fulfil the Withdrawal requirements. listed above cause the Failure of Orders either directly or indirectly, normal penalties for said Orders apply.

3.242 While the *Louisburg* MC Status is French, the Bourbon player receives a beneficial modifier when using the French portion of the RRT.

3.243 While the *Louisburg* MC Status is British, the British player receives a beneficial modifier when using the British RRT. **Important**. Any British Frigates or Light Auxiliaries gained while this condition applies must initially be assigned to the *Carolinas* Station.

3.3 ORDERS

3.31 General

Orders in *YJ* are applied using the rules found in section 9.3 of the *Fighting Instructions*. See the Scenario & Orders booklets for details on the Orders used in *YJ*.

3.311 When *randomly* selecting Orders the Bourbon player must Receive ONE (1) Order for every THREE (3) Order Chits (OCs) drawn. He may Receive more if he so desires. Player choice from the Orders drawn.

3.312 When *randomly* selecting Orders the British player must Receive ONE (1) Order for every TWO (2) Order Chits (OCs) drawn. He may Receive more if he so desires. Player choice from the Orders drawn.

3.313 Order Chits are added to and subtracted from the players' pools due to Strategic Events and MCs.

3.314 Remember that RVOs and Escort OCs, and the Spanish *RCG Convoy* OC, are always available; they are retained in hand, not in the pool, and Issued as needed.

3.315 Order Chits that can be Issued to Independent Squadrons are back-printed with the generic Formation symbol. To increase 'fog of war', the OC itself can be placed on the map, representing

the IS, which can be kept concealed in a holding box on the Fleet Displays.

3.316 **Important**. Amphibious Assault Orders (3.4) require the use of TWO (2) OCs. When such Orders are permitted, place only ONE (1) of the OCs in the Orders Pool. The other is automatically Received when the OC in the Pool is Received.

3.32 Routes

Routes required by an Order are not given Space-by-Space. Movement between Start and End Spaces must be by the shortest route in MPs, assessed at the time a choice has to be made (i.e. in each MPI).

3.321 When routes are simply given as 'most expedient', this means the forces involved must be moved as quickly as possible, but speed is to be assessed MPI by MPI (e.g. a Gale Space can be avoided, or an alternate route taken if the Winds change). The forces in question are permitted to avoid Spotted Enemy Flotillas (only), if desired, by making the minimum of detours. Again, 'threat assessment' is made MPI by MPI.

3.322 Cruise Order Routes are given in the Cruise Order section of the Scenarios & Orders booklet. They must follow the route that lies closest to the physical coastline being patrolled, passing through any Spaces named by the Order enroute.

3.323 Convoy Routes are listed on the Trade Convoy Charts, found in the Scenarios & Orders booklets. Only Trade Convoys use fixed Routes. Other Convoys must simply proceed to their Destination as expediently as possible.

3.33 Issuing Orders Within Spanish Commands

The Spanish Viceroys *Virrey de Nueva Grenada* and *Capitán-General de Cuba* play an important role in the Receiving and Issuing of Orders within the Command they are associated with:

• If the appropriate Viceroys is present at the appropriate Station HQ, the Bourbon player may discard any ONE (1) OC specific to that Command that he has already Received. This may be done without penalty. This may be done in any Orders Step, ONCE (1) per Quarter.

• If the Viceroys is not present at the appropriate Station HQ, Orders particular to that Command may only be Issued if the Command Admiral passes a SC. Each Order requires its own SC to be Issued. ONE (1) SC may be made per Turn, per Order In Hand.

3.34 Rewards & Penalties

Per *FI* 12.2, Fulfilled and Failed Orders are recorded (using specially marked boxes on the map) and compared at the end of each Quarterly Turn.

3.341 Per 2.614, the infliction of sets of DPs on Convoys awards Prestige to the attacking player.

3.342 Per 2.614, Escort Orders do not count toward Fulfilled or Failed Orders. Instead, Disbanded and Scattered Convoys score Fulfilled and Failed Orders.

3.343 Failure to clear Interdicted Spaces may earn a player notional 'Failed Orders'. See the Scenario & Orders booklets.

3.35 Order Instructions

Instructions for the various Orders are given in each Fleet's Scenario & Orders booklet.

3.4 AMPHIBIOUS ASSAULTS

In this period, full scale assaults against enemy ports and other shore facilities were rare. Those that did occur were usually part of a more extensive ground offensive. However, in the Caribbean there were attempts – most of them spectacular failures – to seize forts and even islands. The British were behind most of them, but the Bourbons, though such actions were not in their doctrine, contemplated similar activities. In 1742 the Spanish made a naval landing at St. Simons Island, in Georgia, and there were plans to take Jamaica with a combined Franco-Spanish force. The best known British example is the attempt to capture Cartagena de Indías; the remnants of that force made a secondary attempt against Santiago de Cuba that also failed.

3.41 General

Amphibious Assaults represent attempts to Capture Enemy Ports using a combination of Land Units and Flotillas. They are initiated by the Issuing of an Amphibious Assault Order (AAO).

3.411 In summary, ONE (1) Troop Convoy and ONE (1) Flotilla are Issued the AAO and act together as Convoy and Escort. They proceed to the target Port, the Land Units Disembark, and the Flotilla Blockades the Port. A Naval Battle may be fought before this process is completed. Once the Land Units are ashore, they may Lay Siege to the Port or conduct an Escalade against it; in both cases the object is to Capture the Port. If the Port is Captured the AAO is Fulfilled. If not, the AAO Fails.

3.412 The Target of an AAO is always ONE (1) Enemy Port, either Minor or Key. The player Issuing the AAO secretly writes down the Target. If the Port is Captured the Order Succeeds and if it is not Captured the Order Fails.

3.413 A player is free to change the Target of an AAO only if his Fleet already Controls the Port named, in which case any other Port may be selected, provided it is still Enemy Controlled. In the unlikely event that there is no eligible Port, the AAO is immediately cancelled without penalty.

3.414 A Port cannot be the Target of more than ONE (>1) AAO currently being Executed by the same Fleet.

3.42 Executing Amphibious Assault Orders

Execution of an AAO requires that the Order be Issued to ONE (1) Flotilla (hereafter the Executing Flotilla) and to ONE (1) Troop Convoy (hereafter the Expedition).

3.421 Uniquely, AAOs have TWO (2) Orders Chits with identical names. When such OCs are permitted, place ONE (1) OC in the Orders Pool and leave the other aside. If the OC in the Pool is Received, also Receive the other OC. When the Order is Issued, give a matching OC to each Formation that will take part.

3.422 **Important**. The Executing Flotilla and the Expedition need not be Issued the Order at the same time, nor need they travel together, but the attack on the Enemy Port that is required by the Order cannot begin until both elements are located at the Target Space.

3.423 An Expedition may have an Escort separate from the Executing Flotilla, or, uniquely, the Executing Flotilla may act as Escort, regardless of its size. No Escort Order is required.

3.424 While at the Target Port the Executing Flotilla:

- Must force the removal of all Ready Enemy Sail from the Port Space (but not the Harbour), after which it;

- Automatically Blockades the Port, and;

- May assist the Expedition (see below), and;

- May Task Auxiliaries normally, and;

- May not voluntarily initiate Battles, except in the Target Space.

- If after having cleared the Space of all Ready Enemy Sail additional Enemy Sail appear in the Space the onus is on the Enemy forces to remove the Executing Flotilla, otherwise the Blockade is maintained.

3.425 While at the Target Port the Expedition:

- May Disembark some or all of the Land Units it Transported. This can occur at the end of any MPI.

- Only Disembarked Land Units can affect the Capture of the Port. Units initially remaining Embarked are free to Disembark later.

- Disembarked Land Units are placed on the map beside the Port, or in the Harbour box if there is one.

- **Important**. The Troop Convoy does NOT Disband, even if all the Land Units Disembark. Instead, it remains in the Port Space; any Escort other than the Executing Flotilla (*which must remain in the Space in any case*) also remains with the Convoy counter.

3.426 Once the Expedition has Disembarked Land Units, the Controlling player, termed the Attacker, has TWO (2) options:

- He may attack the Port directly by declaring an Escalade (3.44) at the end of any Impulse. If successful the Port will be Captured and any Siege (3.45) of it will automatically end; alternatively, if the Escalade results are sufficiently severe the Executing the AAO may be forced to Fail the Order and Evacuate (3.48).

- He may Lay Siege (3.45) to the Port. Sieges are resolved in Attrition Step of the Administrative Phase. By default, if an Expedition does not conduct an Escalade it is Laying Siege.

3.427 **Important**. If at any time the number of Disembarked Units in the Expedition is less than (<) the Intrinsic Garrison of the Port, the AAO Fails and the Expedition must Evacuate (3.48).

3.43 The Defender's Activities

The owner of the Target Port is termed the Defender. With regard to naval activities, normal rules of play apply to the Defender. That is, the Defender may employ naval forces to engage the Attacker's Executing Flotilla in Battle or otherwise harass it with Auxiliaries in an attempt to force it to vacate the Target Space. If it does vacate the Space, the AAO immediately Fails and the Expedition must Evacuate, per 3.48 (see especially 3.482).

3.431 If the Target Space is a Key Port, Friendly Sail and Auxiliaries may also remain in the Harbour. While there:

- They can enter or leave the Fitting Out and Ready States; they may not take part in the defence of the Port unless in the Ready State. Squadrons can be Formed into Flotillas.

- Sail In Ordinary must remain In Ordinary while the Expedition is Landed.

- Auxiliaries function normally.

3.432 The Defender's Land Units at the Port, plus the Intrinsic Garrison, defend against the Attacker's Escalades and ongoing Siege. Defending Land Units must:

- Participate in any Escalade called by the Expedition player.

- Undergo Siege Attrition, but not regular Land Attrition.

- May move out of the Port, provided there is a connected Land Box. Similarly, Friendly Land Units may move from an associated Land Box to a Port, even if it contains Enemy Units (i.e. there is never a 'complete blockade' of the fortifications).

3.433 **Important**. During a Siege, Defending Auxiliaries may not be Recovered, and are not placed in the Recovery Box after being Tasked. Instead, they are stacked beside the Port or in the

Harbour box. If the Attacker Evacuates (3.48) all Defending Auxiliaries are immediately placed in the Recovery Box; if the Port is Captured, apply the Escape rules found in section 3.46. Spent Auxiliaries are otherwise ignored during the remainder of the Siege (e.g. they do not count for strength or suffer Attrition).

3.44 Resolving Escalades

Escalades represent a battle between the invading forces and the defenders of the Port, augmented by naval gunfire on the Attacker's side and a combination of fixed defensive works and perhaps naval gunfire on the Defender's side.

3.441 Escalades are resolved at the end of any Impulse in which they are declared (Escalades at different sites may be resolved in any order). ONE(1) Escalade may be conducted per Port per Impulse.

3.442 Prior to calculating the Escalade, Fireships may be Tasked in an attempt to Sink opposing Sail. Likewise, Marines acting as Auxiliaries may be Tasked for Cutting Out and Raids (*FI* 6.25). Bombs may be Tasked to act as ONE (1) additional Sail each during the Escalade.

3.443 Escalades are resolved as follows (refer to the Escalade Table):

- The 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.

- Sum the Defending Units and the Intrinsic Garrison. Multiply this sum by the Fortification Value.

- Add to the Defender's strength any Friendly Sail in the Harbour and Port Space.

- Sum the Attacking Units and Executing Flotilla (only) Sail in the Port Space. Do not count Withheld Units. Sail Class does not matter.

- Reduce the Attacker's and Defender's strengths to an odds ratio (e.g. 15 against 10 equals a ratio of 3:2).

- 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.

3.444 Sail Class does not matter; ignore Auxiliaries except for Bombs Tasked as additional Sail (3.442).

3.445 Possible results are:

- **Unit Losses (Attacker/Defender)**. These are implemented by immediately removing enough Land Units to satisfy the requirements. The owning player may choose which Units to lose. Note that certain Units may be required losses. Units with modified strengths only count as ONE (1) Units each for losses. **Important**. The values given on the table are BASE losses: that number of Units must be eliminated for every TEN (10) Units involved, rounding fractions UP. Intrinsic Garrisons may not be reduced to satisfy losses.

- **Attack Fails**. Unless the result on the Escalade Table includes a letter 'S', the Escalading forces fail to take the Port. Nothing further occurs. New Escalades may be conducted in subsequent Impulses.

- **Attack Succeeds**. If the result on the Escalade Table includes an 'S' indicator the Port is Captured (3.46).

- **Expedition Evacuates**. If the result on the Escalade Table includes an 'R' indicator the AAO immediately Fails and the Expedition must Evacuate the Port – see 3.48.

- **Sunk Sail**. Some die roll results have ONE or TWO (1-2) asterix beside them. The asterix indicate that Sail have been Sunk. The number of asterix indicates the number of losses (1-2). If the asterix is before the die roll value the Attacker loses them from his Executing Flotilla. If the asterix comes after the die roll value the Defender loses the Sail.

3.446 **Important**. If the Escalade Odds are FOUR to ONE or more (≥4:1) the Port is Captured (3.46). If the Escalade Odds are less than ONE to TWO (<1:2) the Escalade is not permitted.

3.447 **Important**. If a Port's defence consists only of or is reduced to its Intrinsic Garrison, an Escalade automatically results in the Capture of the Port; the Escalade must still be made, however, and the Attacking Units suffer losses normally. Case 3.471 point #1 (automatic Evacuation) overrides this rule, as does the second clause of case 3.446 (Escalades not permitted at odds of less than 1:2).

3.45 Laying Siege

Disembarked Units of an Expedition Lay Siege to the Port by default. Lay Siege involves nothing more than checking for Land Attrition at the end of each *Impulse* – this is termed Siege Attrition.

3.451 Siege Attrition is resolved after the player Executing the AAO has had an opportunity to declare an Escalade. **Important**. If an Escalade has taken place, Siege Attrition is not resolved at that Port during the same Impulse.

3.452 Siege Attrition is resolved in the same manner as regular Land Attrition, but uses the special Siege Attrition columns of the table. Note that both players must check Attrition, using different columns of the table; Expedition checks first.

3.453 Fever Proof Units do not take losses unless they are the only Friendly Land Units present.

3.454 **Important**. Units undergoing Siege Attrition do not suffer from normal Land Attrition in the Administrative Phase.

3.46 Defender Surrender

When a Port is Captured, the fate of the surviving Defending forces is resolved using the Escape Table. Roll ONE (1) die for the Garrison and ONE (1) die for all Defending Sail and Auxiliaries (each component has its own section on the table). Cross index each die roll with the appropriate column of the table to find the result, which will be a percentage value. That percentage of the forces Escape. The remainder are Captured.

3.461 Exceptions:

- Squadrons In Ordinary and Fitting Out are automatically Captured and are not included in the total when determining the percentage of Sail that Escapes.

- All intrinsic Garrisons are automatically Captured and are not included in the total Garrison when determining the percentage that Escapes.

3.462 Auxiliaries, other than Mixed-Role, count as ONE (1) Sail each. Mixed-Role Auxiliaries are worth as many Sail as was required to create them.

3.463 The owning player is free to choose the specific items that Escape.

3.464 Escaped Sail automatically Break Out:

- Sail Breaking Out must do so as Independent Squadrons. Any Flotillas become Unformed automatically.

- Leaders commanding Flotillas return to the Officers' Mess and Auxiliaries Assigned to the Flotillas are removed to the Recovery Box.

- The Independent Squadrons are stacked in the Port Space, UNSPOTTED. Each is given an RVO. If their destination is a Friendly Port, the Strategy Check requirement of *FI* 9.422 is waived.

- Escaped Land Units may be Transported on the Escaping Squadrons, per rule 2.66.

3.465 Escaped Auxiliaries are removed to the Recovery Box.

3.466 Escaped Land Units are either:

- Moved to the associated Land Box, or;

- Transported by Escaping Independent Squadrons, per 2.66, or;

- If there is no other means of Escape, the Units are set aside and received as Reinforcements THREE (3) Turns later at the nearest Friendly Port. To determine the 'nearest' Port, trace a path from the Target Space to the Port counting naval MPs, via Large Spaces and Sea Zones, but ignoring Winds.

3.467 Leaders Escape as follows: roll ONE (1) die for each Leader. On a result of EIGHT or NINE (8-9) they are Captured, otherwise they Escape. Escaping Leaders are placed in the Officers' Mess. Personages are treated as Land Units.

3.468 Captured items are treated as follows:

- Captured Land Units are eliminated.

- Captured Auxiliaries are are eliminated. *Exception*: Mixed Role Auxiliaries are immediately converted to Sail, then;

- Captured Sail are dealt with through the Strike Colours rule, as written (*FI* 8.44). Refer to the Strike Colours Table.

3.469 **Important**. A Captured Port has no Intrinsic Garrison. If left without a Garrison, Control of the Port reverts to the the original owner, and the original Intrinsic Garrison immediately reappears. *Exception*: results from the *Honduran* MC can permanently eliminate Intrinsic Garrisons (3.23).

3.47 Terminating AAOs

AAOs are Terminated in a manner similar to other Orders – i.e. Fulfilled or Failed. They can be voluntarily Terminated at any time, and are deemed Failed, as usual. The following recapitulates the other reasons for Termination.

3.471 An AAO Fails if:

- If at any time the number of Disembarked Units in the Expedition is less than (<) the Intrinsic Garrison of the Port. In this case the Land Units must Evacuate (3.48).

- If an Evacuation result is obtained on the Escalade Table. See 3.48.

- The Order has not be Issued by the end of the last Turn of the Year. If the Order was Issued to *either* the Executing Flotilla or the Expedition but not to *both*, then it Fails.

3.472 **Important**. An Amphibious Assault Order *does not* Fail if still being *Executed* at the end of the Year.

3.473 An Amphibious Assault Order is Fulfilled if the Target Port is Captured.

3.474 Once An Amphibious Assault Order is Terminated:

- The Executing Flotilla is free to act, just as with any other Terminated Order.

- The Expedition becomes an ordinary Troop Convoy. The Controlling player must give it a Destination and it must

proceed there and Disband. If the AAO was Fulfilled, then per 3.467, the Destination must be the Captured Port.

3.467 Should an AAO result in the Capture of the target Port the Expedition may *not* immediately reembark Friendly Units at that Port but must Disband after Disembarking any Land Units that had remained with the Convoy. Subsequent to this Disbandment, the Land Units used in the AAO may be Transported in the usual manner to other locations.

3.48 Evacuation

If required to Evacuate, the Attacking forces behave as follows:

- All surviving Land Units are Reembarked onto the Expedition Convoy.

- The Expedition and the Executing Flotilla must move as expediently as possible to the nearest Friendly Port. The Flotilla is then free to act as the owning player desires, but the Expedition must Disband like a normal Troop Convoy.

3.481 If the Expedition Convoy no longer occupies the target Port Space at the time Evacuation occurs, Evacuating Land Units may be Transported by the Executing Flotilla.

3.482 If there are not enough Executing Flotilla Squadrons in the Port Space to Transport all the Land Units, all Attacking Land Units that remain Disembarked at the Port are eliminated.

3.49 Effects of Amphibious Assaults

A Terminated AAO counts as a Fulfilled/Failed Order. In some cases, an immediate Prestige award/penalty may apply, depending on the target. See the Port Prestige Chart.

3.481 Any Prestige award for a Fulfilled AAO is granted to the Executing player as soon as the Port is Captured. Likewise, any Prestige penalty for a Failed AAO is awarded immediately upon the Attacker's leaving the Port or Surrendering.

3.482 The Capture of a some Ports may have additional effects:

- If *La Habana* is Captured, any withheld New Build Sail are lost, and other New Builds are not permitted.

- If a Fleet or Command's 'HQ' Port is Captured, that Fleet/Command Admiral's SC rating is HALVED (x1/2) until the Port is Recaptured. The Admiral is removed from the map (unless present with a Flotilla) but remains 'in play' and in other ways continues to function normally. See 2.154.

- See also the Military Campaigns section (3.2).