

## ADMINISTRATION PHASE SEQUENCE OF PLAY

1. Advance the Game Turn marker (not on game turn one).
2. Both players simultaneously allocate manpower and repair ships.
3. Return frigates to play from the Game Turn Track at Portsmouth, Plymouth, or Gibraltar.
4. Place reinforcements (newly constructed ships **and arriving admirals**).
5. Advance all blocks on each Atlantic Transit track; arrive on map if leaving track; blocks arrive in initiative order.
6. Place Last Wind markers.
7. Return all Activation Chits to the Activation cup.
8. Return all Provisions Chits to the Provisions cup.
9. Roll single die for the end of West Indies fever, if applicable (ends on a roll of 5 or 6).
10. Reveal any applicable Admiralty Event Chit.
11. Draw new Admiralty Event Chit if applicable.
12. Allied player draws and places Provisions Chits.
13. Allied player sets Grand Conseil d'Amirauté.

## ADMIRALTY EVENTS

When drawn, all events are placed six turns ahead on the turn record track. During the Administration Phase of that turn, reveal the Admiralty Event and trigger its effects at the end of the turn. If the success conditions of the event are achieved earlier, the British player may reveal and resolve the event. Events that begin “When revealed...” must go the full six turns.

<b>Prop up the Neapolitan Monarchy (Special Event)</b>	<i>Ignore after Oct III.</i> This event is triggered by the random event: <i>General St. Cyr Threatens the Kingdom of the Two Sicilies</i> . If Naples has not been previously invaded, send a British Expedition to Naples* (inshore). If this event is not completed in the allotted time, Naples is considered invaded overland and the Allied player scores both the Napoleon and Pitt Objectives.
<b>Leopard &amp; Chesapeake</b>	When revealed on the applicable game turn, move the US / British Tension marker <b>one space toward the “War!” box</b> . If the US and Britain go to “War!” they will remain so for the rest of the game. If at war with the US, the British player must immediately remove one frigate from play, and the Allied player will score 15 VPs if a British Expedition fails to reach Canada by the end of the game.
<b>Protect Caribbean Interests</b>	Send a force of ten or more British ships to the Antigua Patrol Zone or Barbados Patrol Zone. The Allied player scores 5 VPs if this event is not completed in the allotted time, representing damage done to British Caribbean commerce.
<b>Sir Sidney Smith &amp; Congreve's Rockets</b>	When revealed, choose a blockaded Allied European port. Roll 1d6. The Allied player randomly chooses that number of undamaged ships in the targeted port to be <b>damaged and wrecked</b> by a combination of fire ships and Congreve's “infernalns”. If there are insufficient undamaged ships present, damaged ships are wrecked instead (also by random selection). <b>Affected ships are immediately placed In Ordinary (if the port has one)</b> .
<b>H.M.S. Diamond Rock</b>	Send a force of five or more British ships to Martinique (inshore) and relieve H.M.S. Diamond Rock, thus maintaining British honor. The Allied player scores 3 VPs if this event is not completed in the allotted time.
<b>Mission to the Barbary Coast</b>	While this Event is on the Game Turn Track (face up or face down) the British player may: <ol style="list-style-type: none"> <li>1) <b>Send a named admiral (who need not be commanding the fleet) on a diplomatic mission</b> to the Dey of Algiers (inshore). When the first Initiative chit is drawn roll 1d6. If the result is higher than the admiral's <b>seniority</b>, Algiers remains neutral, and unless the British and US are at war, move the US / British Tension level to “Neutral”. As long as a friendly admiral is present off Algiers, the British player may attempt a diplomatic roll each turn until the event expires.</li> <li>2) <b>Send a British Expedition*</b> and attempt to invade and take control of Algiers.</li> </ol> <p><i>Either (1) or (2) may succeed, but not both. If either succeeds, the other may no longer be attempted. If either 1 or 2 are not completed in the allotted time, Algiers becomes friendly to the Allied player and under his control as if invaded.</i></p> <p><i>Note:</i> The Allied player may never invade Algiers. The British player may only invade Algiers while this Event is in play. If a player controls Algiers, his fleets may enter the port and his ships may be repaired. If Algiers is ever invaded by the British player, immediately increase Spanish Manpower to 8. Control of Algiers affects Gibraltar's repair capacity. Algiers yields 3 VPs to the controlling player at the end of the game.</p>
<b>Jamaican Slave Revolt</b>	Send a British Expedition to Jamaica* (inshore). If this event is not completed in the allotted time, treat Jamaica as raided and designate with a “Raid!” marker.
<b>Bolster Russian Resolve</b>	Send a British Expedition to Corfu* (inshore). If successful, Napoleon abandons his planned invasion of Great Britain. Flip the “Invasion Plans” marker to its “Napoleon heads east” side. If this event is not completed in the allotted time, the Allied player scores 5 VPs, representing damage done to England's fragile relationship with Tsar Alexander I.

\* Successful British Expeditions are returned to the Expedition/Transport Track at the “start” position; escorting ships remain in the Patrol Zone, placed in a new fleet block. (See 7.2)

## RANDOM EVENTS

Consult this table ( 2d6 ) when the first Initiative chit of a turn is drawn. "Ignored" events are not re-rolled.

2d6	Event Name	Event Results
2	<b>Napoleon Strips the Dutch Navy</b>	Ignore this event if the Invasion Barges have been lost or after "Napoleon heads east". All heavy cannon are removed from Batavian sail of the line for use on the French Invasion Barges. Admiral Keith and the British ships in the North Sea Fleet box are returned to Portsmouth, flipping all of these ships to their damaged side. The French player increases his manpower by two levels when the North Sea Fleet is released. <i>Ignore this event if rolled again.</i>
3	<b>Charles Middleton Barham, First Lord of the Admiralty</b>	This event is automatically triggered by the first French sortie from Brest. This event is also automatically triggered at the beginning of the Administration Phase on Apr III. Unless greater, place British manpower in the space marked "Lord Barham". Each additional time this event occurs, increase British manpower by one level.
4	<b>Admiral Falls Ill (See 8.1)</b>	<i>Upon the first occurrence:</i> Place Cornwallis nine turns ahead on the Game Turn track. Admiral Gardner replaces Cornwallis while he is ill. During the Administration Phase of the turn Cornwallis returns to play, place him back in command of the Channel Fleet and remove Gardner. <i>Upon the second occurrence:</i> Remove Missiessy from the game and replace him with Allemand. <i>Ignore this event if rolled a third or subsequent time.</i>
5	<b>New Orders from the Emperor</b>	Draw a new Emperor's Directive Chit from the pool. Place the old chit back in the pool. When an Emperor's Directive Chit is scored, immediately draw another. If the condition of the new chit has already been accomplished, discard that chit unscored and draw another. Unless all five have been accomplished, there should always be one Emperor's Directive Chit in play.
6	<b>Spanish Manpower Surge</b>	The Allied player increases Spanish manpower by one level.
7	<b>British agents and French privateers</b>	Roll 1d6 ( +1 DRM if Britain and the US are at war ): 1 – 4 : British gain intelligence about Allied plans. All Provision Chits on the map are revealed. 5 – 6 : French privateers harass British merchant shipping. Remove one British frigate (British player's choice) from play for six turns.
8	<b>Spy Networks</b>	Roll 1d6 ( +1 DRM if Britain and the US are at war ): 1 - 2 : <i>Royalist Spies</i> --- The British player may chose to reveal all current Grand Conseil d'Amirauté markers or all "Raided?" markers. 3 - 4 : <i>Bonaparte Intrigues</i> --- Reveal the current Emperor's Directive. 5 - 6 : <i>French Spies</i> --- The Allied player may either learn the exact composition* and status of the ships in any one port or Patrol Zone, or reveal the current Admiralty Event on the Game Turn track.
9	<b>French Manpower Surge</b>	The Allied player increases French manpower by one level.
10	<b>Yellow Jack!</b>	Fever strikes the Caribbean (place the "Fever" marker in the West Indies). No forces may sortie from, repair, or use manpower at any West Indies port. This event ends during the Administration Phase on a 1d6 roll of 5 or 6.
11	<b>General St. Cyr Threatens the Kingdom of the Two Sicilies</b>	<i>If Naples is currently under Allied control, ignore this event.</i> Place the Special Admiralty Event, "Prop Up the Neapolitan Monarchy" face up, six turns ahead on the Game Turn track. <i>Ignore this event if rolled again or if rolled after Oct III.</i>
12	<b>The Sea Fencibles</b>	<i>Ignore this event if the Invasion Barges have been destroyed or after "Napoleon heads east".</i> Increase British manpower by one level.
	<b>Note regarding Boulogne:</b>	<i>The "Invasion Plans" marker at Boulogne is flipped to the "Napoleon heads east" side when the British player successfully completes the Admiralty Event: Bolster Russian Resolve, or during the Administration Phase of Aug III. The "Invasion Barges" marker is flipped to the "Destroyed!" side if the Allied player loses them as a result of combat or abandons them in the Invasion hex. Flipping either marker means the Allied player may not invade Great Britain.</i>



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\* "Exact composition" means the exact number and nationality of those ships, their number of guns, and if absolutely required by the Allied player, the actual names of the ships present.

# DAMAGE TABLE — Firepower / Weather / Fate

Total firepower, or # ships taking weather damage, or # ships suffering fate									
	Roll	1-5	6-10	11-15	16-20	21-30	31-50	51-75	76-100
<i>Squall</i>	1-2	0	0	0	0	0	1	1	2
<i>Squall</i>	3	0	0	1	1	1	2	3	4
<i>Gale</i>	4	0	1	1	2	2	3	5	7
<i>Gale</i>	5	1	1	2	2	3	4	7	10
<i>Storm</i>	6	1	1	2	3	4	5	8	12
<i>Storm</i>	7	1	2	3	4	4	6	10	15
<i>Storm</i>	8	1	2	3	4	5	8	12	18
<i>Hurr.</i>	9	1	2	3	5	6	9	14	21
<i>Ships in British North Sea Fleet Box are not subject to weather damage.</i>	10	1	2	4	5	7	10	16	23
	11	1	3	4	6	8	11	18	26
	12	1	3	5	7	9	12	20	29
	13WP	1	3	5	7	9	13	21	32
	14	1	4	6	8	10	15	23	34
	15	1	4	6	9	11	16	25	37
	16	2	4	7	9	12	17	27	40
	17-18	2	4	7	10	13	18	29	43
	19-20	2	5	8	11	14	20	33	48
	21-22	2	5	9	12	16	23	36	53
	23-24	2	6	10	14	17	25	40	59
25-26	2	7	11	15	19	27	44	64	
27-28	3	7	12	16	21	30	47	70	
29+	3	8	13	17	22	32	51	75	

13W+ = Ships may be wrecked during this combat round. 13P+ = During fate: Prizes may be taken.

**If Firepower exceeds 100 modify as follows:**  
 101 to 120 = dice roll + 1 DRM  
 121 to 140 = dice roll + 2 DRM  
 141 to 160 = dice roll + 3 DRM  
 161 to 180 = dice roll + 4 DRM  
 181 or greater = dice roll + 5 DRM

**Roll two dice ( 2d6 ) plus bonus dice as follows (maximum 5d6):**

1	Hot Action (3rd round or later)
1	Leeward force in Withering Fire or Pell Mell Battle
1	Windward force in Break the Line
1	Target at Full Sail (Optional - If firing player takes bonus die he cannot Wreck ships)
2	Windward force in Pell Mell Battle
1	Both fleets in a Running Battle (attack factors halved)
1	Leeward force is at anchor (while weighing anchor the Leeward force gets no bonus dice regardless of all other factors)

Fleets and frigates on Atlantic Transit tracks are subject to weather damage.	
<b>Squall</b>	No effect other than foul weather in Zone for remainder of turn.
<b>Gale</b>	Inshore fleets in the Gale Zone take double damage. All other fleets in the Gale Zone (not in port) take normal damage. No damage to frigates. Wrecked ships do not founder. All blockaders, raiders, and invaders in the Gale Zone are blown "Off Station".
<b>Storm</b>	Same as Gale, plus British lose one frigate in the Storm Zone for a number of turns equal to the Storm level (frigate will return to play at Portsmouth, Plymouth, or Gibraltar). Wrecked ships in the Storm Zone are subject to foundering.
<b>Hurricane</b>	Same as Storm result, plus all fleets at port in the West Indies take damage; all Wrecked ships are lost at sea or in port; if not in port, Expeditions scatter and Spanish Gold is lost.

*Weather also affects the appropriate boxes on both Atlantic Transit tracks.*

**Notes**

- Wrecked ships may not stand in the line of battle
- When taking storm damage, Wrecked ships are calculated separately
- End of Battle Fate**  
Total the # of Wrecked and Damaged ships in fleet. Result = mix of Wrecked that founder or Damaged that Wreck. 13P+ = 1/2 (round down) of Wrecked ships that would founder are taken as Prizes instead (see 20.0).

**SEARCH ATTEMPT ( 2d6 )**

DR	Result	If sortie
7 or less	No Contact	1 Fleet + 2 Fog of War
8+	Spotted <sup>2</sup>	1 Fleet

- Search Modifiers**
- +3\* Inshore Fleet / Frigate
  - +1\* Loose Blockader / Frigate
  - +1\* Searcher in "Narrows"
  - 1 Foul Weather
  - 1 Searcher Off Station; moved > 5 MP<sup>1</sup>; arrived from Trans Atlantic<sup>1</sup>
  - + or # Seasonal Modifier

\* Stationary fleet or frigate only  
<sup>1</sup> May only conduct search in a Patrol Zone; not at sea or in "Narrows"  
<sup>2</sup> If friendly Transport, Expedition, Spanish Gold, or Invasion Barges are present, opponent adds +1 DRM to his Weather Gauge roll.

**DAY OF BATTLE (2d6)**

*Modify by season and both commander's seamanship to determine maximum length of battle*

DR	Length of Battle
3 or less	Max. 1 round of combat
4-6	Max. 2 rounds of combat
7-9	Max. 3 rounds of combat
10-12	Max. 4 rounds of combat
13-15	Max. 5 rounds of combat
16 or more	Max. 6 rounds of combat

**Seasonal Modifiers (Search Attempts and Day of Battle)**

Month	W. Approaches	The Capes	West Indies
	Bay of Biscay	E or W Med.	
Nov-Jan	-2	-1	0
Feb-Apr	0	0	0
May-Jul	+2	+1	0
Aug-Oct	0	0	0

**Weather Severity Modifiers**

Weather Severity Modifiers	Winter Turns	Hurricane Season
North Atlantic	+2	0
Mediterranean	+1	0
West Indies	0	+3

# COMBAT TACTICS MATRIX

## Windward Fleet\*

Leeward Fleet

	<i>GC</i> <i>General Chase</i>	<i>CA</i> <i>Close Action</i>	<i>AW</i> <sup>2</sup> <i>Admiral's Wake</i>	<i>FL</i> <i>Form Line of Battle</i>
<b>GW+FS</b> <i>General Withdrawal</i>	RB <sup>4</sup>	BTL <sup>4</sup>	RB <sup>4</sup>	Leeward Force Withdraws
<b>GW+ES</b> <i>General Withdrawal</i>	RB <sup>5</sup>	BTL <sup>5</sup>	RB <sup>5</sup>	HA <sup>5</sup>
<b>WT</b> <i>Wear Together</i>	BTL	HA <sup>1</sup> / WF	BTL <sup>1</sup> / HA	WF <sup>1</sup> / HA
<b>AW</b> <i>Admiral's Wake</i>	WF <sup>1</sup> / PM	WF	Admiral's Choice <sup>3</sup>	HA
<b>FL</b> <sup>6</sup> <i>Form Line of Battle</i>	WF	WF <sup>1</sup> / PM	WF	HA



<i>Code</i>	<i>Result</i>	<i>Bonus Die</i>	<i>Notes</i>
<b>HA</b>	Hot Action	3rd Round or later: Windward +1 die Leeward +1 die	
<b>WF</b>	Withering Fire	Leeward +1 die	
<b>BTL</b>	Break The Line	Windward +1 die	Leeward command rating is reduced by one for the remainder of the battle. Maximum reduction is -1.
<b>PM</b>	Pell Mell Battle	Windward +2 dice Leeward +1 die	All command ratings are reduced by one for the remainder of the battle. Maximum reduction is -1.
<b>RB</b>	Running Battle	Windward +1 dice Leeward +1 die	Both fleets use only one half of their firepower (round up).

\*If stationary Windward fleet denies/Breaks Off battle in Patrol Zone it is moved/marked "Off Station". If moving Windward fleet denies/Breaks Off battle, it continues moving.

<sup>1</sup> During the first round of combat only.

<sup>2</sup> At end of the current round, Windward fleet may Break Off combat if opponent is at easy sail, or may conduct a Precipitous Withdrawal if opponent is at full sail.

<sup>3</sup> Commanding Admiral with highest Seamanship + (modified) Command determines matrix result for this round (tie determined by Windward Admiral). **May not choose Leeward Force Withdraws.**

<sup>4</sup> If the Windward fleet is at Easy Sail, the Leeward fleet may Withdraw prior to the combat round; considered a successful sortie or port arrival if applicable.

<sup>5</sup> If this is the 2nd combat round (or later) and the Windward fleet is at Easy Sail, the Leeward fleet may conduct a Precipitous Withdrawal after the combat round

<sup>6</sup> If at anchor, the Leeward fleet (+1 command rating) must choose the Form Line of Battle (FL) tactic until the combat round after they Weigh Anchor.

If fleet has > 50% of its total SOLs damaged / wrecked, then sail setting is automatically and immediately "Easy Sail"

A Withdrawal happens before the combat round is fought. A Precipitous Withdrawal or Break Off happens after the combat round is fought.

## FATE TABLE

If one or more combat rounds fought then determine the fate of Admirals, damaged / wrecked ships, Transports, Expeditions, Gold, and Barges.

"Worst Case" result applies	British Fate	French Fate <sup>1</sup>	Spanish Fate <sup>1</sup>
Victorious <sup>2 4</sup>	2d6	2d6	2d6
Draw <sup>2</sup>	2d6+1	2d6+2	2d6+3
Withdrew <sup>2 5</sup> / Broke Off <sup>2</sup>	2d6+2	2d6+3	3d6
Majority friendly ships Wrecked <sup>3</sup>	3d6	3d6	4d6
Precipitous Withdrawal <sup>3 6</sup>	3d6+2	4d6	5d6
All friendly ships Wrecked <sup>3 6</sup>	4d6	5d6	5d6

<sup>1</sup> Allied Fate based on commanding admiral of mixed fleet.

<sup>2</sup> Moving fleet may complete movement.

<sup>3</sup> If battle was fought in a patrol zone immediately following a sortie, the moving fleet is forced back to port.

<sup>4</sup> See fate for Transports/Expedition/Gold/Barges.

<sup>5</sup> Final Leeward order is General Withdrawal. Applies even if withdrawal attempt was unsuccessful.

<sup>6</sup> No ship roll for other fleet unless all its ships are wrecked.

Blockading, Raiding, or Invading forces that Withdraw, Precipitously Withdraw, Break Off, or have majority or all ships Wrecked, are placed / marked "Off Station". If Nelson commands during British Victory or Draw +5 DRM to enemy fate.

### Admiral's Fate ( 2d6 )

Modified Result of 2 or less = Admiral killed

#### Modifiers

-1 Two combat rounds fought

-2 Three or more combat rounds fought

-2 Vice Admiral Horatio Nelson

+3 < 6 friendly ships damaged/wrecked during this battle  
(Not applicable if all ships in his (pre-battle) fleet were damaged or wrecked during the battle.)

### Transport/Expedition/Gold/Barges Fate

French Transports scattered & Spanish Gold & Invasion Barges are lost if British are victorious. British Expedition scattered if Allies are victorious. (See 20.2)