

1805: Sea of Glory

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[Living Rules 10/10/11](#) – more significant updates in blue



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“Masters of the Channel for six hours, we are masters of the world.” Napoleon

1.0 INTRODUCTION

Spring, 1805 - Napoleon's Grande Armée is encamped along the shores of the English Channel. Following the teachings of Alexander the Great, the French Emperor seeks to defeat a naval power from the land. He has but to place 100,000 troops on British soil and France's hereditary enemy will finally fall. To do this, his combined fleet must control the Channel long enough for hundreds of shallow draft boats to ferry his troops to England. Standing in the Emperor's way is the Royal Navy.

The year 1805, which is punctuated by the British naval victory at Trafalgar, represents England's darkest time during the Napoleonic Wars. The threat of invasion looms large. Her great Wooden Walls offer the island nation its only defense against a far superior foe.

1805: Sea of Glory examines the naval war on an operational level during that pivotal year. Although Trafalgar shines through history as the beacon of victory, it is the successful blockade of enemy ports that kept French boots from stepping onto British soil. But *1805: Sea of Glory* is more than a game about blockade duty. It is a game of breakout and pursuit, deception and false leads, husbanding meager resources, striking a blow where your enemy least suspects, and bringing about the decisive naval battle that defines victory or defeat.

1805: Sea of Glory is a 2-player simulation of the naval campaign of 1805. One player represents the British Navy and the other the combined navies of France and Spain, known as the Allied Navy.

2.0 COMPONENTS

2.1 INVENTORY

- One 22" x 34" map
- Two sheets of 5/8" counters

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- One sheet of stickers
- Rulebook
- Four reference cards (two for each player)
- Two Fleet and Port Display sheets
- 44 wooden blocks
- Five 6-sided dice

2.2 GAME MAP

The game map shows the Mediterranean Sea and North Atlantic Ocean, with an inset map of the West Indies featuring the major ports of the combatants. Each hex represents approximately 50 nautical miles.

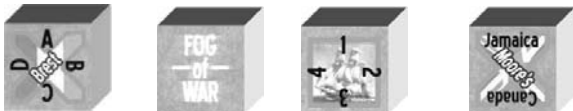
The players sit on opposite sides of the map. The British player should sit on the north side of the map, with the Allied player on the south side.

Map Notes: Blocks entering hex E01 are placed on the To Europe track. (See 12.0) Blocks may not enter any grayed out hex. Blocks may only enter valid (i.e. numbered) hexes. Although they may appear navigable, certain areas are not. For example, blocks may not enter the area directly south of hex W10.

2.3 BLOCKS

Blocks represent normal fleets as well as the French transport, British expeditions, Spanish Gold, Fog of War, and frigates.

While in play, blocks are placed on the map standing on edge with the sticker side of the block facing toward the player controlling that block. Players should not be able to see the true identity of an enemy block. You can never examine blocks under your opponent's control.



Each of the 44 blocks included in the game should have a sticker affixed to one side prior to play. French and Spanish stickers should be placed on blue blocks and British stickers placed on red blocks. Apply the stickers to the blocks in a careful manner. If applied incorrectly they will be next to impossible to fix. There should only be one sticker on each block. Note: A few spare stickers and blocks are available should mistakes occur.

2.4 COUNTERS, CHITS, AND MARKERS

Cardboard game pieces are referred to as counters, chits, or markers. Counters are ships and admirals. Chits are game pieces randomly drawn from an available pool (i.e. Activation Chits, Admiralty Event Chits, Provisions Chits, etc.). Markers are everything else, placed on the board to denote the status of a ship, block, or port (i.e. Off Station markers, Wrecked markers, Control of Algiers, Raided?, etc.).

2.5 FLEET AND PORT DISPLAY SHEETS

Two 11" x 17" Fleet and Port Display sheets, one for each player, are included in the game as a means of keeping track

of which ships are in port and which ships are assigned to the various fleets. Several of the smaller ports on the map do not have a box on either Port Display sheet.

Major ports have an "In Ordinary" section in their box on the Port Display sheet. Ships "In Ordinary" are present in the port, but do not have sufficient manpower to set sail. Minor ports (i.e. those without an "In Ordinary" section) cannot re-crew or repair wrecked ships.

These displays should be kept concealed from your opponent, so the composition of the various fleets remains a mystery. Players may wish to keep these sheets on a separate, smaller table or behind an improvised screen.

2.6 GAME TERMINOLOGY

Activation Phase – Activation Chits are drawn from a cup, and actions initiated by those chits are resolved. This is the heart of the game.

Administration Phase – Events and actions performed simultaneously by both players at the beginning of each turn

Allied Player – The player controlling the combined navies of France and Spain

At Sea – A block that is in neither a port nor a Patrol Zone is at sea. A block can occupy a Patrol Zone hex and still be at sea by using an "At Sea" marker.

Atlantic Transit Tracks – There are two tracks for transiting the Atlantic Ocean: Europe to West Indies Transit and West Indies to Europe Transit.

Battle Fleet – During a battle, ships and admirals from multiple blocks sometimes join together to form a battle fleet. They return to their original blocks (i.e. fleets) after the battle.

Blockade – A block that occupies the Patrol Zone of an enemy port is on Blockade. There are restrictions on British ships leaving a patrol zone while on blockade. (See 13.3)

Cups – Wide mouth opaque containers (such as coffee cups) the players must provide, used to contain various pools of Chits; Admiralty Event Chits, Provisions Chits, Activation Chits, Victory Point Chits, and Emperor's Directive Chits, also used to randomly select ships taking combat damage

DRM – Die Roll Modifier, i.e. a value added to or subtracted from a dice roll

European Port – Any port not in the West Indies is considered to be a European port, including ports in Africa.

Fleet – Any block containing ships. British Expeditions, the Spanish Gold, and the French Transport are considered fleets. Frigates and Fog of War blocks are not fleets. Some fleets have historical designations based on their traditional theater of operation (e.g. Mediterranean Fleet), while other fleets are named after admirals (e.g. Alava). This is done for "color" only and has no game impact.

Fleet Admiral – A named admiral who is not a Squadron Commander. Fleet admirals do not have a diagonal stripe on their counter.



Friendly Port (Allied) – Ports always friendly to the Allied

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player: Brest, Rochefort, Ferrol, Cadiz, Cartagena, Toulon, Martinique, Guadeloupe, Santo Domingo, and Havana

Friendly Port (British) – Ports always friendly to the British player: Portsmouth, Plymouth, Gibraltar, Madalenas, Jamaica, Antigua, Barbados, and Trinidad. Ports friendly to the British player unless invaded: Malta, Naples, and Alexandria.

Frigate – Block representing a group of smaller vessels used for scouting. Frigates are not considered to be ships or fleets.



Generic Admirals – Unnamed admirals representing the myriad run of the mill commanders present in any force. A generic admiral is considered present in any fleet of eleven or more ships, and in any fleet of one to ten ships that does not contain a Squadron Commander. **Note that the presence of an admiral is not required for a fleet to move.** (See 8.0) Admirals are used in battles, raids, and invasions.



In Ordinary – Ships that are in a *major* port, but unmanned are considered to be “In Ordinary”. When a Wrecked ship enters a *major* port it is placed “In Ordinary” and the Wrecked marker is removed. **Wrecked ships in a *minor* port remain Wrecked, i.e. ships cannot be “In Ordinary” in a minor port.**

Major Port – Any port with an “In Ordinary” section on the Port Display. Portsmouth, Plymouth, Gibraltar, Malta, Jamaica, Brest, Toulon, Rochefort, Ferrol, Cartagena, Cadiz, and Havana are the only major ports. Manpower can be used to move ships out of “In Ordinary” at major ports. (Some restrictions apply to Jamaica and Havana. See 5.2.1)

Narrows – Designated hexes on the map where an inactive fleet or frigate may attempt to intercept a moving block. Narrows are indicated on the map by a small hexagon symbol within the hex. Narrows hexes are 1403, 1123 (The Straits of Gibraltar), 2414, and 3117 (The Straits of Messina).

Neutral Ports – The following ports are neutral: Bantry Bay, Lisbon, Algiers, and Corfu. Neutral ports may not be entered (Exception: sometimes, Algiers. See 22.1), but their patrol zones may be occupied.

Patrol Zone – The sea hex just outside a port is the Patrol Zone *hex* for that port. Blocks in a Patrol Zone hex may be either “At Sea” or inside the Patrol Zone. Patrol zones are divided into 3 areas: Inshore, Loose Blockade, and Off Station. Some patrol zones have inset maps showing their Inshore, Loose Blockade, and Off Station areas.

Repair Capacity – The number of damaged ships in a port that can be flipped to their undamaged side during an Administration Phase.

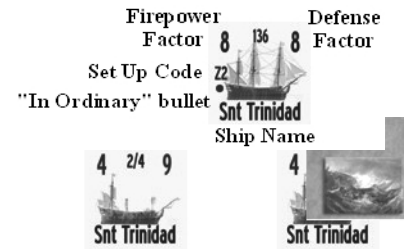
Scale – A turn represents 10 days, each hex 50 nautical miles.

Sea Area and Weather Zone – There are three Sea Areas: North Atlantic, Mediterranean Sea, and the West Indies. Sea Areas are divided into Weather Zones. The North Atlantic consists of the Western Approaches (including the North Sea Zone and Atlantic Track space marked “1”), Bay of Biscay, and The Capes (including the Atlantic Track spaces marked “3”). The Mediterranean is composed of the Western Med and the Eastern Med. The West Indies, including the Atlantic Track spaces marked “6”, constitutes its own Weather Zone.

Each Weather Zones is indicated by a die image on the map. Some Weather Zones have two die images. For example: the Bay of Biscay is affected by harsh weather on a location roll of 1 or 2. (See 6.6) **Ships in the North Sea Fleet box are not affected by weather.** Weather affects a Weather Zone, but wind affects an *entire* Sea Area.

Seniority – Rank of admirals within a navy. The lower the seniority number, the higher the rank within the navy (e.g. seniority 4 outranks seniority 5). Generic admirals are outranked by all fleet admirals, but outrank all Squadron Commanders.

Ship – A ship of the line represented by a counter. Frigates are not ships.



Ship Status –

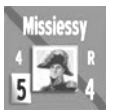
A ship may be in one of three conditions:



undamaged, damaged, or wrecked.

Sortie – The act of setting sail from a port into its patrol zone.

Squadron Commander – A named admiral who may only command a fleet (including a battle fleet) of ten or fewer ships. Squadron commanders have a diagonal stripe on their counter.



Wind Rose – Diagram(s) are in each Sea Area indicating the movement cost based on the current wind in that Sea Area. For example: the Mistral Wind Rose is in hex 2119.

SPANISH SHIP ABBREVIATIONS

Cde de Regla	Conde de Regla
P de Asturias	Príncipe de Asturias
SF de Paula	San Francisco de Paula
SF de Asis	San Francisco de Asis
SJ Npmuceno	San Juan Nepomuceno
S Juan Bautista	San Juan Bautista
Sma Trinidad	Santísima Trinidad

3.0 SETTING UP THE GAME

Each player should take their Fleet and Port Display sheet and place it in a convenient location close to them. You may wish to have this sheet on a smaller, separate table, or behind an improvised screen. Your opponent should not be able to see counters or markers on your display.

All ships and admirals have a letter code on the counter, corresponding to their placement on the Fleet and Port Display sheets or Game Turn Track. If the setup code is on the back of the ship counter, the ship is to begin the game with its damaged side up. If there is a “bullet” on the counter, it begins the game in the “In Ordinary” box of that port.

B In or blockading Brest, France	N North Sea Fleet Box
C Cartagena, Spain	P Portsmouth, England
F In or blockading Ferrol, Spain	R Rochefort, France
I Patrol Zone of Bantry Bay, Ireland	S Santo Domingo, West Indies
J Jamaica, West Indies	T Toulon, France
M Madalenas (Western Med.)	Y Plymouth, England
	Z In or blockading Cadiz, Spain

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Spanish ships labeled Z2 should be stacked separately from those labeled Z3. Both begin in the “In Ordinary” box of Cadiz. Spanish ships labeled C3 begin in the “In Ordinary” box of Cartagena.

If a ship has both a letter and a date, it is a reinforcement and should be placed on the Game Turn Track in the appropriate space. It will enter play at the port noted by the letter designation. Place Rosily-Mesros on the Game Turn Track on Nov I. Admirals Gardner, Allemand, and the three generic admirals are set aside until needed.

Allied fleet blocks are deployed as follows: The Brest, Rochefort, Toulon, Cadiz, Ferrol, and Cartagena Fleets begin in their respective ports. The Spanish Gold Fleet begins in Havana and the Alava Fleet begins in Santo Domingo. Finisterre, Magon, Dumanoir, Gourdon, and the eight Fog of War blocks are set aside until needed. **Optional: blocks in a port with a box on the Fleet and Port Display may be placed there instead of on the map, and ships in such a port do not need to be represented by any block.**

British blocks that begin the game in Patrol Zones must be placed either Inshore or on Loose Blockade. Inshore blocks are more likely to intercept enemy ships but (except Frigates) are also more susceptible to damage from weather. The British Channel Fleet begins play in the Brest Patrol Zone. The Mediterranean Fleet begins in port at Madalenas. The Irish Fleet begins in hex 0204 on Loose Blockade. The Cape Fleet begins in the Ferrol Patrol Zone. The Gibraltar Fleet begins in the Cadiz Patrol Zone. The West Indies Fleet begins in port at Jamaica. The Biscay, Downs, Atlantic, African, Levant, and Minorca fleets are set aside until needed.

All nine frigate blocks are available at the start of the game. The frigate blocks may be placed in any friendly port, on station in any Patrol Zone, or at sea in any hex. Only one frigate may begin anywhere in the Mediterranean (including friendly ports), and no frigate may begin play on either Atlantic Transit track.

Place the British Expeditions (Craig’s and Moore’s) in the Start box on the Expedition/Transport track. Place the French Transport in the “S” box of the Expedition/Transport track.

The Allied player randomly draws and places a Napoleon Objective (with the number side down) in each Allied objective area (showing Napoleon’s portrait) as follows: **Bantry Bay, Havana (Spanish Gold), West Indies, Naples, Malta, and Alexandria.**



The British player randomly draws and places a Pitt Objective (with the number side down) in each British objective area (showing Pitt’s portrait) as follows: **Bantry Bay, North Sea Raids, West Indies, Naples, Malta, and Alexandria.**



Each player may then look the values of the objective markers he placed, but may not look at those placed by his opponent.

Place the manpower markers for British, Spanish, and French manpower on their respective “Start” boxes of each manpower track.

The Allied player randomly draws one Emperor’s Directive Chit and sets it aside, VP side down.



Put all nineteen Activation Chits into a cup. There should be nine wind, four weather, four bonus and two initiative chits.

Put the five Provisions Chits into another cup. Put seven Admiralty Events into another cup. (The Special Admiralty Event, “Prop up the Neapolitan Monarchy” does not go into the Admiralty Events cup and is set aside for now.)

The Game Turn marker begins the game on the Jan I space of the Game Turn Track with the Allied side showing (French flag). Last Wind markers are placed in the Mediterranean on the Mistral wind rose, and in the North Atlantic on the West wind rose.



The Peace marker is placed on the United States Tension track on “Strained”. The “Invasion Plans” and “Invasion Barges” markers should be placed in the Boulogne box.



The 23 Grand Conseil d’Amirauté destination markers should be on the margin of the Allied player’s Fleet and Port Display sheet. The British player should not be able to see the Allied player’s Grand Conseil d’Amirauté markers.

The Ganteaume Victorious marker should be placed on the map anywhere in France. All other markers begin out of play and should be set aside until needed.

4.0 SEQUENCE OF PLAY

A. ADMINISTRATIVE PHASE (See 5.0)

1. Advance the Game Turn marker (See 5.1)
2. Allocate manpower and repair ships (See 5.2)
3. Return frigates from the Game Turn Track (See 5.3)
4. Place reinforcements (See 5.4)
5. Advance all blocks on each Atlantic Transit track; arrive on map if leaving track; arrive in initiative order (See 5.5)
6. Place Last Wind markers (See 5.6)
7. Return all Activation Chits to the activation cup (See 5.7)
8. Return all Provisions Chits to the provisions cup (See 5.8)
9. Roll for end of West Indies fever if applicable (See 5.9)
10. Reveal any applicable Admiralty Event Chit (See 5.10)
11. Draw new Admiralty Event Chit if applicable (See 5.11)
12. Allied player draws and places Provisions Chits (5.12)
13. Allied player sets Grand Conseil d’Amirauté (See 5.13)

B. ACTIVATION PHASE (See 6.0)

1. Draw an Activation Chit. (See 6.1)
2. Resolve the activation. (See 6.2 through 6.9)
3. When the second Initiative Chit is drawn, the turn ends.
4. Unless the turn has ended, go to step B1.

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5.0 ADMINISTRATION PHASE

5.1 ADVANCE GAME TURN MARKER

Advance the Game Turn marker to the next box (i.e. next calendar date) on the Game Turn Track (except on turn 1).

5.2 ALLOCATE MANPOWER AND REPAIR SHIPS

Players allocate manpower and/or repair ships in any order.

5.2.1 Allocate Manpower

Manpower points are used to move ships out of “In Ordinary” or to ready the British Expeditions or French Transport.

- British manpower points may be used to crew ships at Portsmouth, Plymouth, Gibraltar, or Malta and to move either British Expedition along the Expedition / Transport track.
- French manpower may be used to crew French ships in any major European port and to move the French Transport along the Expedition / Transport track.
- Spanish manpower may be used to crew Spanish ships in any major European port.
- Jamaica (for British ships) and Havana (for French or Spanish ships) each have enough “integral” manpower for one ship per turn regardless of size. This is in addition to manpower available in Europe.

To move ships from “In Ordinary” into the ready portion of the port display box, the cost in manpower points is equal to the face up defense factor of the ship. If there are not enough manpower points to move a ship from “In Ordinary,” it remains in place. More than one ship may be moved from “In Ordinary” during a single turn, provided enough manpower points are available. The manpower marker is not adjusted as manpower points are used. The location of the marker indicates the number of manpower points available per turn. Unused points do not carry over to the next turn.

British Expeditions and the French Transport are moved along their readiness track by spending manpower points. The cost in manpower to move along the track is listed on the track. If Bantry Bay has been invaded, the cost to move British Expeditions along the track is doubled; as noted by the shamrock icon. The Expedition or Transport may be moved multiple spaces during one turn. As soon as the Expedition or Transport has reached the “Ready” space of the track, it is placed on the port display as follows:

- A British Expedition may be placed only in Portsmouth or Plymouth. **Once placed, it remains in that port until it is assigned escort ships and sorties.**
- The French Transport may be placed only in Brest, Rochefort, or Toulon. **Once placed, it remains in that port until it is assigned escort ships and sorties.**

Available manpower points fluctuate by random events, enemy activity, and by dates on the Game Turn Track.

- The Lord Barham random event is triggered the first time the Allied player sorties from Brest.
- When the British control Algiers, or on Aug III, the Spanish Manpower Draft takes effect. Spanish manpower moves to the “Manpower Draft” box.
- The random events 2) Napoleon Strips the Dutch Navy, 3) Lord Barham, 6) Spanish Manpower Surge, 9) French Manpower Surge, and 12) The Sea Fencibles each affect available manpower.

5.2.2 Spanish Manpower Shortages

The Spanish navy suffered severe manpower shortages in 1805, because they were gearing up after having declared war on Great Britain in December 1804. Spanish ships that begin “In Ordinary” at Cadiz and Cartagena are marked with a Z, Z2, Z3, or C3. The ships marked “Z” are available at the start of the game. The other ships become available by spending Spanish Manpower points to move them from the “In Ordinary” portion of the port holding box. *Ships marked Z3 or C3 cannot receive Spanish Manpower points until all ships marked Z2 have been moved from “In Ordinary”.*

5.2.3 Repair Ships

To repair a damaged ship, it has to be in a friendly port (Spanish ports can repair French ships and vice versa), which has a repair capacity of one or higher, and it cannot be wrecked, but it can be “In Ordinary”. The repair capacity (as noted on the game map and Port Display) is the number of ships that can be repaired in that port during a single game turn. (Example: Portsmouth can repair up to three ships per turn, while Brest can repair only one ship per turn.) *Ports that have been successfully raided do not lose their repair capacity.* (See 22.0) Gibraltar’s repair capacity is eliminated if Algiers becomes controlled by the Allied player. (See 22.1) To repair a ship, simply flip the counter to the undamaged side. Note that Wrecked markers are only removed when a ship is placed “In Ordinary”. (See 2.6)

5.3 RETURN FRIGATES FROM THE TURN TRACK

The British player places any frigate blocks on the current game turn in port at Portsmouth, Plymouth, or Gibraltar.

5.4 PLACE REINFORCEMENTS

Any ship reinforcements on the current game turn are placed in their port of origin, marked on the ship counter. Any admirals on the current game turn are placed per 8.1

5.5 ADVANCE BLOCKS ON TRANSIT TRACKS

All blocks must be moved one space on the track closer toward their destination. Blocks may only move from right to left on either track. See 12.5 regarding Blocks leaving a track.

5.6 PLACE LAST WIND MARKERS

Except on turn 1, place a Last Wind marker in the North Atlantic on the wind rose with the last active (face up) Wind Chit from the previous turn, then place the other in the Mediterranean on the wind rose with the last active (face up) Wind Chit from the previous turn.

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This is done in the event a block moves from the Mediterranean into the Atlantic, or vice versa prior to a Wind Chit being drawn for that area. The player will know, based on the Last Wind marker, which wind rose to use for moving within the Sea Area the block is moving into.

5.7 RETURN ALL ACTIVATION CHITS TO THE ACTIVATION CUP

Gather up the all of the Activation Chits and place them in the Activation cup (except on turn 1).

5.8 RETURN ALL PROVISIONS CHITS TO THE PROVISIONS CUP

Gather up the all of the Provisions Chits and place them in the Provisions cup (except on turn 1).

5.9 ROLL FOR THE END OF WEST INDIES FEVER

If the West Indies Fever “Yellow Jack” random event is in effect, roll one six sided die. If the result is 5 or 6, the fever ends. Ships may not sortie from, repair, or use manpower at any West Indies port while the fever is in effect.

5.10 REVEAL ANY APPLICABLE BRITISH ADMIRALTY EVENTS

Flip over any face down British admiralty event on the current turn. If the British player has met the success conditions, the admiralty event is shown to the Allied player and removed from play. If the British player has failed to meet his success conditions *by the end of this game turn*, the chit goes into the Allied Victory Points box.

The British player may declare a success prior to the actual due date, if he has completed the necessary steps. (**Exception: Sir Sidney Smith & Congreve’s Rockets**) If he declares an early success, remove the Admiralty Event Chit from play.

Note: The British player does not gain Victory Points by completing Admiralty Events (Exception: Mission to the Barbary Coast). Instead he (usually) denies the Allied player Victory Points by successfully completing them. See the Admiralty Events Chart for the details of each event.

5.11 DRAW NEW ADMIRALTY EVENT CHIT IF APPLICABLE

If the current game turn is marked with a British white ensign, randomly draw an Admiralty Event Chit and set it six turns ahead on the Game Turn Track, event side down. The British player may look at the Admiralty Event Chit whenever he wishes to, but it is kept concealed from the Allied player until it is revealed or removed from play. The Admiralty Events are detailed on the player reference card.

5.12 ALLIED PLAYER DRAWS AND PLACES PROVISIONS CHITS

There are five Provisions Chits, all of which get placed in the Provisions cup. Two chits say “May Sortie” and three chits say “May Not Sortie”. The Allied player will draw two or three Provisions Chits each turn. The number of Provisions Chits to draw each turn is indicated on the Game Turn Track.



After the Allied player draws and looks at the available Provisions Chits for the turn, he places these chits face down, one per port, in friendly European ports. Allied blocks may sortie from European ports only if that port has a “May Sortie” Provisions Chit. Allied blocks may sortie from any West Indies port without needing to be provisioned. The British player can sortie from any friendly port. (See 11.1)

5.13 ALLIED PLAYER SETS GRAND CONSEIL D’AMIRAUTÉ

The Allied player has markers for each valid destination. The Allied player selects four of these markers and places them face down on the Grand Conseil d’Amirauté section in boxes A, B, C, or D; one marker per box.

A Grand Conseil d’Amirauté marker may not be changed if any Allied fleets at sea (including on Atlantic Transit Tracks) have that specific destination selected. (See 11.1)

6.0 UNIT ACTIVATION AND WEATHER

There are nineteen Activation Chits; all available each turn.

INITIATIVE - The Game Turn marker has the British flag on one side, and the French flag on the other. The face up side of the marker indicates the player with initiative. The player with initiative moves first after drawing a Wind Chit, and his blocks arrive at their destination first when leaving an Atlantic Transit Track. Having initiative has no other effect.

6.1 ACTIVATION PHASE CHIT DRAW

During the Activation Phase, draw chits one at a time.

Place Wind Chits face up on their corresponding wind rose in the appropriate Sea Area **and set aside that area’s Last Wind marker if still present on the map**. Turn any Wind Chits previously drawn for that Sea Area face down. In the West Indies, simply stack each new Wind Chit on the wind rose.

Weather Chits may require rolling a die to determine in which Weather Zone(s) the event occurs. Place the Weather Chit face up somewhere in the affected Weather Zone. If a single Weather Chit affects more than one Weather Zone, place the Weather Chit on the border of the two zones.

Other Activation Chits (Bonus Moves and Initiative) can be placed in the Used Activation Chit box.

6.2 TYPES OF ACTIVATION CHITS

There are four types of Activation Chits (nineteen in all):

- Wind Chits (9)
- Bonus Move Chits (4)
- Initiative Chits (2)
- Weather Chits (4)

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6.3 WIND CHITS

Wind Chits are the primary means of activating blocks for movement. There are three Wind Chits for each Sea Area. Each Wind Chit is labeled with the Sea Area, a wind direction (except West Indies chits), and the number nine (9) indicating that an activated block has nine movement points to spend.

The North Atlantic and Mediterranean Sea Areas each have three wind roses printed on the map, representing the major wind patterns in those areas. The West Indies has one wind rose representing a consistent wind blowing from the East. Wind roses show the number of movement points it takes to move in a particular direction.

The major labeled wind patterns are as follows:

NE “Nor’easter”, a North Atlantic wind blowing from the Northeast
W “Westerlies”, a North Atlantic wind blowing from the West
SW “So’wester”, a North Atlantic wind blowing from the Southwest
Ms “Mistral”, a Mediterranean wind blowing from the Northwest
Sc “Scirocco”, a Mediterranean wind blowing from the Southeast
Lv “Levanter”, a Mediterranean wind blowing from the East

When a Wind Chit is drawn, it determines in which Sea Area (including all ports in that area) blocks and ships are activated for movement. It also determines which wind rose is used during that activation. Each player may move any and all blocks within that Sea Area with nine movement points, in initiative order, subject to sortie and blockade restrictions. (See 9.0, 11.0, 13.3, and 14.7) **Besides movement, activated ships and blocks may Count Masts, Split and Rendezvous blocks, and Search during a Wind Chit activation, subject to certain restrictions. (See 13.5, 7.5, 7.6, and 14.0)**

6.4 BONUS MOVE CHITS

There are four Bonus Move Chits (British Bonus 2 hexes, British Bonus 3 hexes, Allied Bonus 3 hexes, and Allied Bonus 4 hexes). A Bonus Move Chit can be used to activate ONE block or the North Sea Fleet (see 14.7) for movement. **Besides movement, the activated block may Count Masts, Rendezvous, and Search during a Bonus activation, subject to certain restrictions. (See 9.6, 13.5, 7.5, and 14.0)**

6.5 INITIATIVE CHITS

There are two Initiative Chits, which are identical. When the *first* Initiative Chit is drawn, roll for Raids and Invasions. (See 20.0) After raids and invasions, roll two dice and consult the *Random Events Chart*, and implement the effects of the Random Event immediately. Then flip the Game Turn marker on the turn record track, i.e. the initiative changes from one player to the other.

When the *second* Initiative Chit is drawn, the activation phase ends and play proceeds immediately to the next turn. The initiative does *not* change from one player to the other when the second Initiative Chit is drawn.

6.6 WEATHER CHITS

Each time a Weather Chit is drawn, weather will affect one or more Weather Zones. Leave the chit in the zones affected, since weather affects future search attempt rolls.

Random Weather Chit - there are two of these chits. When drawn, roll two single dice:



- The first die determines the Weather Zone affected. The number on the die corresponds to the Weather Zone number on the map (shown as a die image).
- The second die plus any applicable modifier on the Weather Severity Modifiers table determines the severity of the weather.

Zone 1 Weather Chit - there is one Zone 1 chit.

When drawn, foul weather affects the Western Approaches (including the North Sea Zone and the Atlantic Track space “1”, but not the North Sea Fleet box) and the Bay of Biscay.



- Roll one die and add any applicable modifier on the Weather Severity Modifiers table to determine the severity of the weather.

Zone 6 Weather Chit - there is one Zone 6 chit.

When drawn, foul weather affects the West Indies (including the Atlantic Track spaces marked “6”) if it is currently Hurricane Season (as noted on the Game Turn chart).



- To determine the severity of the weather within Zone 6 during Hurricane Season, roll one die and add the applicable modifier (+3).
- If it is currently NOT Hurricane Season, treat this chit as a Random Weather Chit, rolling one die for location and another for severity.

Note that the Atlantic Transit tracks can be affected by weather. Most boxes on the Transit tracks have an image of a die that corresponds to a Weather Zone. Blocks in those boxes on the Track are subject to damage when the corresponding Weather Zone location is rolled. **Blocks in the North Sea Zone (a part of the Western Approaches) are affected by weather, but Ships in the North Sea Fleet box are not.**

6.7 DETERMINING WEATHER SEVERITY

Roll one die and add any applicable weather modifier from the Weather Severity Modifiers table, based on season and Sea Area. Seasons are marked on the Game Turn Track. Sea Area modifiers also apply to corresponding boxes on Atlantic Transit tracks. The weather severity result will be a number from 1 to 9, with higher numbers indicating more severe weather. Reference the Damage Table and apply the effects.

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6.8 WEATHER EFFECTS

SQUALLS - When a Weather Zone is affected by a Squall, the only effect is to make future search attempts more difficult. Ships do not take damage and blocks do not move.

GALES - When a Weather Zone (or applicable box of either Atlantic Transit track) is affected by a Gale:

- Ships in port are not affected by Gales.
- Ships in a fleet located Inshore take double damage.
- Ships in fleets on Loose blockade, Off Station, or at sea take normal damage.
- All blocks in a Patrol Zone are moved to Off Station.

STORMS - When a Weather Zone (or applicable box of either Atlantic Transit track) is affected by a Storm:

- Ships in port are not affected by Storms.
- Ships in a fleet located Inshore take double damage.
- Ships in fleets on Loose blockade, Off Station, or at sea take normal damage.
- All blocks in a Patrol Zone are moved to Off Station.
- Wrecked ships not in port may founder. (See 6.9.2)
- If the British player has at least one frigate anywhere in the affected Weather Zone (**excluding ports but including any applicable Atlantic Transit tracks**), one frigate (his choice) from there is removed and placed a number of turns ahead on the Game Turn Track equal to the weather severity result (**i.e. the rolled number plus any applicable modifier**).

HURRICANES - When the West Indies (or applicable box of either Atlantic Transit track) is affected by a hurricane:

- All wrecked ships, including those in port, **and ships "In Ordinary"** founder (i.e. place them in opponent's VP box; do not use the procedure in 6.9.2).
- Ships in a fleet located Inshore take double damage.
- Ships in fleets on Loose blockade, Off Station, **in port**, or at sea take normal damage.
- All blocks in a Patrol Zone are moved to Off Station.
- If the British player has at least one frigate anywhere in the affected Weather Zone (**excluding ports but including any applicable Atlantic Transit tracks**), one frigate (his choice) from there is removed and placed nine turns ahead on the Game Turn Track.
- British Expeditions, if not in port, scatter*.
- The Spanish Gold, if not in port, is removed from the game*.

* When an Expedition is scattered or the Spanish Gold is removed due to a Hurricane, escorting ships take damage as above and are placed in a newly created fleet in the hex or box where the Expedition or Spanish Gold was lost. If an unused fleet block is not available, any ships in the Expedition or Spanish Gold block are removed from play unscored.

6.9 DAMAGE FROM WEATHER

Refer to the Damage Table and cross reference the weather severity result with the number of ships in the fleet or port. The result indicates the number of ships which incur damage (per 6.9.1) or (except in ports) founder (per 6.9.2).

6.9.1 The controlling player chooses which ships incur weather damage. Ships incur damage by either:

- Flipping an undamaged ship to its damaged side
- Designating a damaged ship with a Wrecked marker

A ship can only be both damaged and wrecked as a result of a single weather event if all the ships in the fleet are damaged or wrecked and additional damage must be allocated.

6.9.2 In a **Storm**, some ships not in port that were wrecked *before* the storm will founder (sink). The number of wrecked (before the storm) and non-wrecked ships in a fleet in a storm are totaled separately. Instead of taking damage, the indicated number of wrecked ships founder. Ships that founder are *randomly determined* and are removed from play and placed in the appropriate VP box. Using the procedure in 6.9.1, non-wrecked ships within the fleet are also damaged.

6.9.3 When activated, immediately after being present in a Gale or Storm, or after the end of combat (i.e. after resolving Fate), damaged, *but not wrecked* British ships in the Patrol Zones of Bantry Bay, Brest, Rochefort, Ferrol, Cadiz, Cartagena, and Toulon may relocate to a port as follows:

- Bantry Bay – to Plymouth
- Brest – to Portsmouth or Plymouth
- Rochefort – to Plymouth
- Ferrol – to Plymouth
- Cadiz – to Gibraltar
- Cartagena – to Gibraltar
- Toulon – to Madalenas

Ships that relocate this way may not sortie until a later activation. Admirals in a ship's fleet may relocate with it, subject to seniority restrictions. (See 7.6)

Example – A random Weather Chit is drawn during the Feb II turn. Two dice are rolled. The first die is a 4, which means the Western Mediterranean Weather Zone is affected. The second die is a 5. Consulting the Game Turn Track, you find the Feb II turn is in Winter, and so consulting the Weather Severity Modifiers table, you find there is a +1 DRM to the weather severity roll in the Mediterranean. Referencing the Damage Table, a roll of 5, modified to a 6, results in a Storm. The British have three blocks in the Western Mediterranean: a fleet of seventeen ships (including four wrecked) at sea in hex 2117, a fleet of ten ships inshore at Toulon, and a frigate on loose blockade at Cartagena. Cross referencing the 1-5 column for the number of wrecked ships in 2117 with a weather severity result of 6, one wrecked ship (chosen randomly from a cup) founders and is lost. Cross referencing

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the Damage Table for the remaining 13 ships (using the 11-15 column), yields a result of 2 ships damaged. The British player chooses which ships are damaged. The fleet at Toulon, referencing the Damage Table 6-10 ship column, yields 1 ship damaged, but this is doubled to two for being inshore. The fleet in the Toulon patrol zone is moved Off Station. The damaged ships may be immediately placed in the Madalenas port display. The sole frigate in the Mediterranean is removed to the Game Turn Track and placed 6 turns ahead on Apr II.

7.0 BLOCKS

7.1 FLEETS



Fleet blocks represent a group of ships, and have no limit to the number of ships and admirals they may contain, but must always contain at least one ship while not in port. If a fleet is without any ships while not in a port due to weather or combat, it is removed from the map for later use, and any admiral with that block is removed from play. **Fleet blocks in port that contain no ships or admirals, except the Transport, Expeditions, and Spanish Gold, may be removed from the map or port display sheet and used again later (in the same port or elsewhere).**

7.2 TRANSPORT & EXPEDITIONS



Transport and Expeditions are blocks representing troop transports; **they are also considered to be fleets.** If a Transport or Expedition is removed due to weather or combat, it is placed on the “Start” box of the Transport/Expedition Track. On completion of a mission or an invasion by a Transport or Expedition block, the block is returned to the “Start” box of the Transport / Expedition Track and the escorting ships and admirals are placed in a newly created fleet. If an unused fleet block is not available, any ships and admirals in the Transport or Expedition block are removed from play unscored. The British Expeditions and the French Transport can be used multiple times in a game.

7.3 SPANISH GOLD



The Spanish Gold block may leave Havana only if escorted by at least six Spanish ships. **It is considered to be a fleet.** The Spanish Gold must choose Ferrol, Cadiz, or Cartagena as its destination (it may also choose “Closest Friendly Port”, subject to 10.3, when Ferrol, Cadiz, or Cartagena is its closest friendly port). If the Spanish Gold block arrives in one of those ports (i.e. not just its patrol zone), the Allied player moves the Napoleon Objective from Havana to the Allied VPs box, and removes the Spanish Gold block from play. If the Spanish Gold is removed due to weather, combat, or reaching port, it may not be used again.

7.4 STACKING

There is no stacking limit regarding the number of blocks that can be in a single hex on the map, or in any box on either Atlantic Transit track, or in a port. Individual ship counters are not normally placed on the map, being kept instead on one

of the Fleet and Port Display sheets. (Exceptions: Admiral Keith and the British North Sea Fleet; also sunk and prize ships are placed on the map in VP boxes.)

When either player chooses to move from a location containing multiple blocks, he may wish to mark the location with a die, remove the blocks from the map, shuffle them unseen from his opponent, replace the blocks, and then move. This might allow the player to disguise the movement of Fog of War or frigate blocks from very observant opponents.

7.5 RENDEZVOUS

When finished moving all blocks after a Wind or Bonus Move Chit is drawn, and after any resulting combat, the active player may choose to rendezvous his fleets, *except Allied fleets with different Grand Conseil d'Amirauté destinations*, that occupy the same at sea hex, the same portion of a Patrol Zone, or a port (not an Atlantic Track box). The block being absorbed is removed from the map for later use, and ships and admirals from that fleet are placed in the fleet display box of the absorbing fleet. Frigates cannot absorb or be absorbed by fleets. Fog of War blocks may not absorb blocks except for another Fog of War block, but may be absorbed by fleets. The French Transport and British Expeditions cannot be absorbed by a fleet, but may absorb another fleet.

7.6 SPLITTING FLEETS

Both British and Allied fleets may split without restrictions while in port. Allied fleets may only split while in port. British fleets may also split, with restrictions, while at sea or in a patrol zone. Before moving using a Wind Chit (but not a Bonus Move Chit), **after possibly splitting off damaged ships per 6.9.3**, a British fleet at sea (except on an Atlantic Transit track) or in a patrol zone can divide, once per Wind Chit activation and subject to British Blockade restrictions (13.3), **into exactly two and only two fleets.** From the available blocks, select a block to represent the new fleet being formed. Transfer the ship and admiral counters you wish to move into the new fleet from the Fleet Display box of the existing fleet to the box of the newly formed fleet. Place the block for the new fleet onto the map in the same place as the existing fleet. If one fleet contains more ships than the other, **the highest ranking admiral present must command the larger fleet.**

An exception to the above occurs in the aftermath of any battle taking place in a Patrol Zone. Any or all damaged and wrecked ships in a friendly patrol zone (British or Allied) may immediately leave the fleet and return to that port after Fate rolls are resolved. (See 20.5) Undamaged ships must remain within the fleet. **The highest ranking admiral present must accompany the larger section of the fleet.** Similarly, damaged (*but not wrecked*) British ships in certain patrol zones may split off due to weather or combat damage after the Fate roll. (See 6.9.3 and 20.5).

7.7 FRIGATES

Frigate blocks may not contain ships, admirals, or other frigates. Frigates do not join with fleets, but may be in the same location as fleets. Frigates never



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engage in combat, but may search for enemy fleets. They may be temporarily taken off the map due to storms, Hurricanes, or French privateers. Frigates can be removed from the game due to the admiralty event Leopard & Chesapeake. The Allied player does not have frigate blocks; Allied frigates are abstracted into the game by random events.

7.8 FOG OF WAR



Fog of War blocks represent rumors, false sightings, and the general difficulty of finding enemy fleets at sea. Only the Allied player has Fog of War blocks. They can be removed from the map any time at the Allied player's discretion. The Allied player is limited to eight Fog of War blocks.

Fog of War blocks move as if they were fleets, but are not fleets and are not governed by Grand Conseil d'Amirauté restrictions. If spotted, remove them from the map. If all spotted blocks on the Allied side after a search attempt are Fog of War, the British player does not reveal the composition of his own force. Fog of War blocks cannot be used to search, **but can conduct false raids and invasions.** Fog of War blocks may not sortie. (See 11.1)

Place Fog of War blocks on the map in these circumstances:

- If an Allied fleet is *not* spotted when it sorties from a port, TWO Fog of War blocks are created and placed with it in the Patrol Zone. The Fleet and Fog of War blocks may then move separately. If the fleet IS spotted when conducting a sortie, whether or not it is engaged in battle, NO Fog of War blocks are created and only the fleet is moved.
- Whenever an Allied block of any type is activated for movement by an Allied Bonus Move Chit, AND there are no British blocks in the same hex, the Allied player can create ONE Fog of War block there. BOTH blocks can then be moved. This is an exception to the Bonus movement rule.
- When an Allied block of any type enters an Atlantic Transit track, it may create a Fog of War block that is placed with it on the track.

8.0 ADMIRALS

Admirals are attached to fleets **and assist with battles, raids, invasions, and diplomatic missions.** A fleet does not require the presence of an admiral to move.

8.1 REPLACEMENT ADMIRALS

Certain events cause replacement admirals to come into play. The replacement admiral is placed in the fleet of the admiral he is replacing, or at any friendly European port if the replaced admiral's entire fleet has been eliminated.

- Gardner replaces Cornwallis due to the random event "Admiral Falls III", or if Cornwallis is killed, captured, or removed from play. When Cornwallis returns **from his sickness**, Gardner is removed, but he

can replace Cornwallis again if Cornwallis is killed, captured, or removed from play.

- Allemand replaces Missiessy when the random event "Admiral Falls III" occurs a second time, or if Missiessy is killed, captured, or removed from play. Missiessy cannot return to play.
- Rosily-Mesros replaces either Ganteaume or Villeneuve during the Administration Phase of the Nov I turn, or if either French admiral is killed, captured, or removed from play. The "Ganteaume Victorious / Villeneuve Victorious" marker begins the game with "Ganteaume Victorious" face up. If Villeneuve wins a battle, the marker is flipped. If Ganteaume subsequently wins a battle, the marker is flipped back, and so on. Raids, invasions, or losses do not flip the counter. When Rosily-Mesros enters play, he replaces the admiral who is *not* "victorious".

8.2 CHAIN OF COMMAND



More than one admiral may be present in a fleet. An admiral commands a fleet (including a battle fleet) if he outranks every other admiral present in the fleet. Each admiral's seniority number is listed on his counter (Exception: generic admirals). An admiral with a lower seniority number outranks an admiral with a higher seniority number. Named admirals outrank their nation's generic admiral except for squadron commanders in larger fleets.

If Spanish ships outnumber French ships in an Allied fleet, each Spanish admiral (including the generic Spanish Admiral) outranks all French admirals present. If French ships equal or outnumber Spanish ships in an Allied fleet, each French admiral (including the generic French Admiral) outranks all Spanish admirals present.

Seniority is also used when splitting fleets (See 7.6 and 13.3) and in the Admiralty Event "Mission to the Barbary Coast".

8.3 SQUADRON COMMANDERS

Strachan, Cochrane, Missiessy, and Allemand are squadron commanders and may only command fleets of 10 or fewer ships (including prizes). Generic admirals outrank squadron commanders. The counters of Squadron commanders have a diagonal stripe.



8.4 GENERIC ADMIRALS

A fleet without a named admiral of the right nationality or too large to be commanded by a squadron commander is commanded by a generic "unnamed" admiral during battles, raids, invasions, and splitting fleets. Each nation has one generic admiral, which cannot be removed from play and may be used multiple times.



8.5 ADMIRAL MODIFIERS

All admirals have two ratings: Seamanship and Command. Use the rating of the admiral in command of the fleet.

Name		Nelson	
Seniority	4	5	Set Up Code
Seamanship Rating	5	5	Command Rating

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Seamanship – Seamanship is added to the Weather Gauge roll at the beginning of combat. (See 17.3) It is also used together with Command for the “Admiral’s Choice” type of battle. (See 17.8.6)

Command – Command is used when the admiral attempts to issue new commands (tactic and sail state) in the midst of combat, and together with Seamanship for the “Admiral’s Choice” type of battle. (See 17.6 and 17.8.6) Command is also very important during raids and invasions. (See 22.0)

8.6 ADMIRAL SPECIAL ABILITIES

Some admirals have a special ability, as noted on the reverse side of their counter.

Administrator (Cornwallis) – If Cornwallis is in command of the Channel Fleet, and that fleet is present in the Western Approaches (including the North Sea Zone) or at port in Plymouth or Portsmouth, during the administration phase one non-wrecked ship under his command may be flipped from its damaged side to its undamaged side. This repair may be completed at sea, in a patrol zone, or at port. If at port, the repair does not use the port’s repair capacity. Cornwallis’ ability may *not* be used to remove Wrecked markers.

Fatalistic (Villeneuve) – While Villeneuve commands a fleet in combat with a battle fleet commanded by Nelson, flip the Villeneuve counter to reveal the lower Command rating.

The Nelson Touch (Nelson) – If Nelson is the commanding admiral during a British victory or draw, the *Allied* battle fleet suffers a +5 die roll modifier to their fate roll. (See 20.0)

Firebrand (Cochrane) – Cochrane may leave a blockade regardless of the number of Allied ships in port. (See 13.3) He must leave with exactly five undamaged ships. He may break the seniority rules regarding splitting fleets (See 7.6) any time he commands exactly five undamaged ships.

9.0 MOVEMENT

Blocks are activated for movement when a Wind Chit or Bonus Chit is drawn.

9.1 GENERAL PROCEDURE

Each block must complete its movement before another block can begin moving, and you may see the results of a block’s activation before deciding to move other blocks. A block at sea moves by moving from one hex to an adjacent hex. Only sea hexes, patrol zone hexes, patrol zones, ports, and Atlantic Transit boxes can be entered. [Ships cannot move in or out of the British North Sea Fleet Box.](#)

Blocks in a patrol zone can change their location within that patrol zone, but *they may not return to a specific part (Inshore or Loose Blockade) of a patrol zone after leaving that same specific part in the same activation. A block previously blown “Off Station” MUST change its location to Inshore or Loose Blockade on the next applicable wind chit activation. A*

Bonus Move Chit MAY be used to move a block from “Off Station”, however that is not required. After moving from “Off Station” the block may continue moving from the Loose Blockade area out to sea, or from the Inshore area into the port (if the port is friendly), subject to the restrictions of 13.3. Blocks cannot voluntarily move to, or indefinitely remain in, “Off Station”. Moving within a patrol zone, or between a patrol zone and a port, does not cost any movement points.

9.2 WIND CHIT MOVEMENT

When a Wind Chit is drawn for a Sea Area, ALL blocks in that Sea Area (even in port) are activated for movement. Blocks on an Atlantic Transit track are never activated for movement. Blocks activated by a Wind Chit have nine movement points. Blocks are not required to use all their available movement points. Movement points may neither be saved nor given to another block. Blocks in port are not required to sortie.

The player with the initiative moves any of his blocks that begin within that Sea Area. Blocks are allowed to enter another Sea Area; they use its prevailing Wind Chit to determine movement costs while there. (See 9.4) A fleet, except in port, cannot count masts and usually cannot split *after* beginning movement. (See 13.5 and 7.6) After any search attempts, combat, and rendezvous, the player *without* the initiative (See 6.0) takes his part of the activation, i.e. moves all of his blocks he chooses to move in that Sea Area, and ends with his search attempts, combat, and rendezvous.

9.3 ALLIED BLOCK MOVEMENT

Every Allied fleet outside a port must have a destination selected by the Grand Conseil d’Amirauté markers or by selecting “Closest Friendly Port”. (See 11.1 and 10.3) [A fleet is considered to have reached its destination when it enters the port or any portion of that port’s patrol zone.](#) An Allied fleet may never enter any port or patrol zone except its destination.

When an Allied fleet moves, until it reaches its destination, it must end its movement closer to its destination than where it began the activation. An Allied fleet cannot both arrive at and then leave its destination in the same activation, unless it engages in combat in the destination patrol zone.

When an Allied fleet *can* reach its destination within an activation, it *must* reach its destination within that activation.

Fog of War blocks have no destination specified, but cannot spend more than nine movement points, or move more hexes than shown on a Bonus Move chit it is using to move.

9.4 PREVAILING WINDS

There are seven wind roses, three in the North Atlantic, three in the Mediterranean Sea, and one in the West Indies. These only affect Wind Chit movement, not Bonus movement. The active wind rose in a Sea Area matches the most recently drawn Wind Chit for that Sea Area (or the Last Wind marker before a Wind Chit has been drawn for that Sea Area in the current Activation Phase). The active wind rose in each Sea

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Area shows the cost of moving between hexes at sea within that Sea Area. Movement against the prevailing winds costs 2 MP per hex and movement with the prevailing winds costs 1 MP per hex. Exception: moving into or out of the Straits of Gibraltar on a Wind Chit activation costs 3 MP, regardless of the prevailing winds. (See 9.5)

Example: A block moving in the North Atlantic during a Northeast wind would pay two MP to move from hex 0509 to hex 0608, and one MP to move from hex 0608 to hex 0709.

9.5 PASSING GIBRALTAR

Blocks passing through the Straits of Gibraltar (hex 1123) on a Wind Chit activation pay 3 MP to enter the Straits and 3 MP to exit the Straits. The Straits costs 1 hex to enter and none to leave (i.e. just like any other hex) for Bonus movement. A block in the Straits of Gibraltar is considered to be in the Mediterranean Sea Area for purposes of activation.

9.6 BONUS MOVE CHIT MOVEMENT

When a Bonus Move Chit is drawn, a single block may be activated for movement. A block may not split at the start of a Bonus Move activation. (See 7.6) When using a Bonus Move, ignore the wind roses and simply move the block the number of hexes indicated on the chit. Blocks do not use any movement points in a Bonus Move, so the -1 penalty for searching after entering a patrol zone does not apply.

If it starts the activation at sea, the block may move the number of hexes indicated on the chit, and may enter a patrol zone and stop [or continue into the port](#) (if friendly). If it starts the activation within a patrol zone, it may move within that patrol zone [and/or enter that patrol zone's friendly port](#). However, a block **may not sortie**, leave a patrol zone if heading toward the sea, or advance on an Atlantic Transit Track using a Bonus Move.

During an Allied Bonus Move, the Allied player may add a Fog of War block to the hex where the Bonus Move originates, so long as there are no British blocks in that hex, and may move both the actual block and the newly created Fog of War block. Fog of War blocks may be chosen for activation during an Allied bonus move; in this manner a Fog of War block can “create” another Fog of War block.

9.7 TRANSITING THE SOUTH COAST OF BRITAIN

British ships **not “In Ordinary”** (but including damaged ships) may move from Plymouth to Portsmouth, or vice versa, on any North Atlantic Wind Chit activation (i.e. not on a Bonus Move) without forming a new fleet or placing a block on the map. The British player simply moves the ships from one port holding box to the other. [Ships that move this way may not sortie during the same activation.](#)

10.0 GRAND CONSEIL D'AMIRAUTÉ

The movement and Grand Conseil d'Amirauté rules are used to compel the Allied player to move his fleets quickly and directly to their destination. The British player is under no such obligations and can freely move his blocks with no such restrictions. [A Grand Conseil d'Amirauté destination includes both the port and its patrol zone. Entering either the port or patrol zone is considered to be reaching the destination.](#)

10.1 GRAND CONSEIL D'AMIRAUTÉ DESTINATION BASICS (removed, covered in 11.1 and 5.13)

10.2 SETTING GRAND CONSEIL D'AMIRAUTÉ DESTINATIONS (removed, covered in 5.13)

10.3 CHANGING A FLEET'S DESTINATION

Once an Allied fleet sorties, it cannot change its destination except for the following:

- When leaving the patrol zone of its current destination, after reaching that destination in a *previous* activation.
- After winning the weather gauge and declining battle.
- At the conclusion of a battle.
- When all ships in the fleet become damaged or wrecked.

[These are also the only times “Closest Friendly Port” may be selected as a block's destination.](#) (See 10.3.1) A fleet does NOT change its destination by changing a marker on the Grand Conseil d'Amirauté track. It changes its destination by rotating the block to a new edge, or by flipping the block face down to select the destination “Closest Friendly Port”.

10.3.1 Closest Friendly Port - When activated for movement, a face down Allied block must move toward the nearest friendly port. If multiple friendly ports are reachable during the current activation [and the block is not already in the patrol zone of a friendly port](#), the Allied player may choose which port to sail to regardless of distance. If no friendly port is reachable during the current activation, the Allied block must move toward the nearest friendly port as measured in hexes.



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11.0 EXITING AND ENTERING PORTS AND PATROL ZONES

11.1 MOVING FROM A PORT OR PATROL ZONE TOWARD THE SEA

When a block leaves a port (i.e. sorties) it must pass through the port's patrol zone before moving through hexes on the map. It first passes through the Inshore and then the Loose Blockade portions of the patrol zone on its way out to sea. It may end its movement in either the Inshore or Loose Blockade area of that patrol zone (but may not become Off Station) or continue out to sea. It costs no movement points to leave the port itself, or to move within a patrol zone, but a block moving from a patrol zone into the sea (whether it began the activation in the port or patrol zone) expends **3 MP** prior to commencing movement at sea. When a block exits a patrol zone toward the sea, place it on the patrol zone hex (if not already there). From there it has 6 MP remaining. If it stops there it is marked "At Sea".

Example: A Spanish fleet leaving the patrol zone of Cadiz with a southwest (SW) wind can reach hex 0724 if heading toward the West Indies, or could reach Lisbon (hex 0620).

European ports are marked with sortie restrictions indicating the only wind patterns (i.e. the Wind Chits, see 6.3) that allow blocks to sortie from that port. *Neither British nor Allied blocks may sortie from a European port unless activated by an allowed Wind Chit.* For example: Brest, one of the hardest roadsteads to navigate, may only sortie blocks during a "Northeast" Wind Chit. Ports in the West Indies do not have this restriction, because the West Indies has only one wind pattern, which allows sailing from any port in the West Indies.

Allied fleets may sortie from a European port only if the current Wind Chit allows blocks to sortie from that port AND that port has a "May Sortie" chit (See 5.12). Upon declaring a sortie, the Allied player turns the chit face up to show the "May Sortie" side. *A "May Sortie" chit may be used during multiple activations within the same turn. At most one Allied fleet per port may sortie during a single activation.*

When an Allied fleet sorties, the controlling player must select a destination before leaving port. This destination must be one of the four (A, B, C, or D) currently available on the Grand Conseil d'Amirauté display. The player chooses the destination by rotating the fleet, with the letter on the top edge of the block corresponding to the same lettered box on the Grand Conseil d'Amirauté display. *This destination cannot be "Closest Friendly Port;" (See 10.3) however, the Allied player may set the destination to be the same port from which he is departing, if it is on the Grand Conseil d'Amirauté display. This is primarily done to drive off a blockading fleet.*

A fleet cannot sortie unless it contains at least one ship (see also 7.3 regarding Spanish Gold). Blocks *cannot sortie or leave a patrol zone toward the sea on a Bonus Chit.* See 13.3 for restrictions on British fleets leaving blockades.

11.2 MOVING FROM THE SEA OR A PATROL ZONE TOWARD A PORT

Any friendly, enemy or neutral *patrol zone* may be entered from the sea, subject to the restrictions of 9.3. Only friendly ports may be entered. As a block moves from sea toward a port, it passes through the Loose Blockade area of that port's patrol zone, followed by the Inshore portion of that port's patrol zone. A block starting its activation in the Loose Blockade area (or Off Station) likewise must pass through Inshore before entering the port. A block may stop in either the Inshore or Loose Blockade area (but cannot become Off Station) instead of continuing into the port. It costs no movement points to enter a patrol zone from the sea, to move within a patrol zone, or to enter a port.

When an Allied fleet enters its destination patrol zone from the sea, it retains its destination setting and may enter the port if friendly or remain in the patrol zone. It may not move back to sea in the same activation, unless it engages in combat in the patrol zone.

When a block enters a port, place it on the land in the port's inset map, or on the port's hex for ports which do not have an inset map. If the port has a section on the Port Display sheet, blocks may optionally be placed there instead. Ships and admirals assigned to a block in port may be freely moved to the port's section on the display sheet, if it has one. *Fleet blocks in port that contain no ships or admirals, except the Transport, Expeditions, and Spanish Gold, may be removed from the map or display sheet and used again later.*

Either a Wind Chit or a Bonus Move Chit can be used to enter a patrol zone from the sea or to sail into a port.

11.3 TRANSITING A PATROL ZONE HEX AT SEA

For purposes of sea movement, hexes with patrol zones work like a normal sea hex. A block may simply move into a patrol zone hex in the process of moving between hexes at sea, moving through the hex and continuing on to another sea hex. A block ending its movement in a patrol zone hex may either enter the patrol zone or, by placing an "At Sea" marker on the block, remain at sea (both options subject to the restrictions of 9.3).



11.4 MARKING BLOCKS IN PATROL ZONES

Blocks that stop in the Inshore portion of a patrol zone are placed either on the Inshore symbol of the port's inset map if it has one, or on its patrol zone hex and are marked with an "Inshore" marker.



Blocks that stop in the Loose Blockade portion of a patrol zone are placed either on the Loose Blockade symbol of the port's inset map if it has one, or on its patrol zone hex and marked with a "Loose Blockade" marker.



Blocks blown (or retreating) to "Off Station" status are placed either on the Off Station symbol of the port's inset map if it has one, or on its patrol zone hex and are marked with an "Off Station" marker.



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12.0 ATLANTIC TRANSIT TRACKS

Movement between the West Indies (or Canada) and Europe is conducted via the Atlantic Transit tracks.

12.1 ENTERING A TRANSIT TRACK

As soon as a block enters a hex in the area labeled “To West Indies” or “To Europe” (which includes hex E01), move the block to the first or second box of the appropriate Atlantic Transit track. British blocks move to the box labeled “British”; Allied blocks move to the box labeled “Allied”. When an Allied block enters an Atlantic Transit track, it may add a Fog of War block to the track in the same box it entered.

12.2 WEATHER DAMAGE DURING THE CROSSING

A block on the Transit Tracks is subject to weather damage based on the box it occupies. Boxes labeled with a small dice symbol are part of the indicated Weather Zone regarding location and severity of weather damage.

12.3 ALLIED AND BRITISH DESTINATIONS

When a British block enters either Atlantic Transit track, it *must* select a destination. Each edge of a British block is labeled 1, 2, 3, or 4 corresponding to hexes **marked with those numbers** on the map. The British player rotates the block so that the destination of the block is on the top edge. *For example: a British block sailing from Europe to the West Indies, with “2” along the top edge of the block will arrive at Antigua.* When sailing from the West Indies to Europe, a British block will either show up at hex 1501 (1), hex 0107 (2), hex 0115 (3), or hex 0123 (4). There are no sailing restrictions for these blocks after leaving the transit track.

British Expeditions entering the Atlantic Transit track have only two valid destinations: Jamaica and Canada. See the Admiralty Events “Leopard & Chesapeake” and “Jamaican Slave Revolt”. The fleet should be rotated so that one of those destinations is on the top edge. When a British Expedition with the destination “Canada” leaves the Europe to West Indies Transit track, it is considered to have reached Canada. *When British Expeditions reach their destination, the block is returned to “Start” on the Transports / Expedition track.* Ships escorting the expedition are placed in a new fleet, and in the case of a Canada destination, placed back on the West Indies to Europe Transit track for their return home.



When an Allied fleet enters an Atlantic Transit track, it will have a destination **already** determined by the Grand Conseil d’Amirauté setting. However, destinations marked with an “*” are *not* valid for fleets crossing the Atlantic. Face down Allied blocks may not enter an Atlantic Transit track.

12.4 MOVEMENT ON THE TRANSIT TRACK

During the Administration Phase (only), all blocks on both Atlantic Transit tracks are advanced one space. This move is mandatory. Fleets may not split or rendezvous while on the Atlantic Transit tracks. Search attempts and combat are not

allowed on the Atlantic Transit tracks, even if opposing blocks occupy the same box.

12.5 LEAVING A TRANSIT TRACK

When a block enters the next to last box of either track, there is a chance that the block has made a fast passage and will arrive early at its destination. Blocks leaving either Transit Track arrive at their destination in initiative order (a player may choose the order for multiple blocks he controls). Roll one die for each block. If the result is 5 or greater when heading to Europe, or 4 or greater when heading to the West Indies or Canada, the block arrives at its destination. If the result is lower than required, the block remains on the track, and arrives at its destination during the next turn. A block arriving at a destination with a patrol zone must enter that patrol zone (per 11.2) and may continue into port (if friendly).

Blocks may search and be searched for as they arrive at their destination (hex or patrol zone). Note that blocks arriving in Cartagena may be searched for in the Straits of Gibraltar. (See 14.2.1, 14.4, and 14.5).

12.6 FRENCH TRANSPORT RESTRICTIONS

The French Transport may never enter an Atlantic Transit track. This restricts the French Transport to the North Atlantic and Mediterranean.

13.0 BLOCKADES (original text covered elsewhere)

A fleet in any portion (even “Off Station”) of the patrol zone of an enemy port is blockading that port.

13.1 BLOCKADE DUTY (covered by 11.2 and 11.4)

13.2 BLOCKADE FUNCTIONS (covered elsewhere)

13.3 BRITISH BLOCKADE RESTRICTIONS

A British fleet (but not a frigate) blockading an Allied port cannot simply leave that patrol zone. If a British blockading fleet, after counting masts (see 13.5), has more *undamaged* ships than the lowest number in the range of Allied ships present in the port, the player *may* form a new fleet which may leave the patrol zone (see 11.1), so long as the old fleet remains on blockade. However, the fleet maintaining the blockade must contain a number of *undamaged* ships equal to or greater than the lowest number of Allied ships stated in the range (disregarding Allied ships “In Ordinary”). If counting masts reveals there are no Allied ships in the port (disregarding Allied ships “In Ordinary”), the blockading fleet may freely leave the patrol zone. *(Example: the British player has a fleet of 24 ships in the patrol zone at Toulon, and counts masts. The Allied player states they have 16 to 20 ships not “In Ordinary” in Toulon. The British player would then have to leave a fleet of at least 16 undamaged ships in the patrol zone, while the remainder, 8 in this case, could form a new fleet and leave the patrol zone.* All rules for splitting British fleets in 7.6 apply, including that if either fleet contains more ships than the other, the highest ranking admiral present must command the larger fleet. The exceptions are as follows:

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- Damaged and wrecked ships may freely leave the patrol zone (this might entail splitting a fleet to contain those ships, see also 6.9.3 and 20.5).
- At the conclusion of a combat in a patrol zone, the British player may mark any of his participating fleet(s) “At Sea”, thus releasing the fleet(s) from blockade duty.

13.4 LEAVING A PATROL ZONE (Covered by 11.1)

13.5 COUNTING MASTS

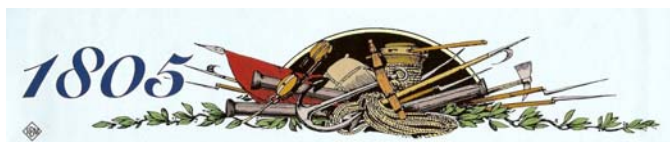
Players may “Count Masts” to determine the approximate number and type of enemy vessels in a port or in an Inshore enemy force under the following circumstances:

- A frigate or fleet in **any** area of a patrol zone (including Off Station) may count masts of **enemy ships and blocks in that port (only)** at the *beginning* of its activation on a Wind Chit or Bonus Move chit.
- A ship, **even “In Ordinary”, or a frigate** in a port may count masts of enemy blocks in the Inshore area of that patrol zone at *any* time during its activation on a Wind or Bonus Move chit.

When a player declares in which port or Inshore area of a patrol zone he is “Counting Masts”, his opponent adds up all of the ships present (i.e. **the combined total, if, for example, there are multiple fleets or mixed Spanish and French ships present**). Note: Frigates are not considered to be ships. When revealing the result, look at the Damage Table column headers and announce the number of ships present as a *range* within which the actual number falls.

- Ships that are “In Ordinary” are reported separately.
- A frigate is not counted as a ship, but “Frigates present” is reported to your opponent.
- **“Transports present” or “Expeditions present” is reported to your opponent, but Spanish Gold is not.**
- Names of fleets, expeditions, ships or their condition (undamaged, damaged, or wrecked) are not revealed.
- Counting masts is automatic and does not require a search attempt roll.
- Counting masts does not consume movement points.
- Counting masts (either from the port or the patrol zone) is one way the British player can determine the true status of a “Raided?” marker. (See 22.2)
- **The ships in the North Sea Fleet Box can be examined at any time by the Allied player.**

Example: If a player had 18 ships in a port and 2 “In Ordinary” where his opponent counted masts, he would say “There are 16 to 20 ships in port and 1 to 5 ‘In Ordinary’.”



14.0 SEARCH ATTEMPTS (mostly re-written)

Fleets and frigates search for enemy blocks to determine their type and composition, and to engage them in combat. Search attempts are mandatory for all British fleets and frigates (i.e. whenever they *can* search, they *must*), but are optional for Allied blocks. Fog of War blocks never search. Search attempts can be made in a sea hex or patrol zone (but not on an Atlantic Transit track) containing an enemy block.

Searching occurs during a Wind or Bonus Move activation, or during an arrival in a patrol zone from a Transit track. In a player’s “moving” half (as determined by initiative) of a Wind activation, his activated blocks are considered “active.” A block activated by a Bonus Move Chit, or arriving in a patrol zone from an Atlantic Transit track is also considered “active.” All other blocks are “inactive.” Active and inactive fleets and frigates search differently, as explained below.

Each active fleet or frigate can search once per activation *after all friendly blocks have completed their movement for that activation*. An active fleet or frigate that ends its movement at sea in a hex can search that hex, unless it spent more than 5 MP during that Wind Chit activation or just arrived from an Atlantic Transit track. (See 14.1) An active fleet or frigate that ends its movement in a patrol zone (except Off Station, which is possible due to combat results, see 20.5) can search that patrol zone regardless of where it came from. (See 14.4) When an active fleet or frigate searches, it must search for all enemy blocks in the ENTIRE hex or patrol zone (which includes all 3 areas of that patrol zone). In other words, based on its single search roll, an active fleet or frigate spots either *all* or *none* of the inactive enemy blocks in its hex or patrol zone. **As each active fleet or frigate that can search completes its movement, you can mark it with a small die as a reminder that it can search at the end of all friendly movement for that activation.**

Inactive fleets and frigates can search once *each time an active enemy block enters their location*, subject to the restrictions listed below. They search as soon as the active block enters their location, so all inactive search attempts are resolved prior to resolving any active searches. Inactive searches only occur as follows:

- **While Entering a Narrows hex** – an inactive fleet or frigate at sea *occupying a Narrows hex* can search for an active enemy block at sea as it enters that Narrows hex. This is the only way an inactive fleet or frigate at sea can search. (See 14.5)
- **When or After Entering a Patrol Zone** – an inactive fleet or frigate in most areas of a patrol zone can search for an active enemy block *as it enters that patrol zone* from its port or from the sea. (See 14.2)
- **While Crossing a Patrol Zone Area** – as an active block *that begun its activation in a patrol zone* enters (not exits) a part of that patrol zone *occupied* by an inactive enemy fleet or frigate, that inactive fleet or frigate can search for the active block. (See 14.3)

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When an inactive fleets or frigates searches, it is only searching for the *one* moving active block, as noted above.

Since blocks marked “At Sea” in a patrol zone hex are not in that patrol zone, a block within a patrol zone can neither spot nor reveal a block marked “At Sea” and vice versa.

If multiple blocks in the same hex or *area* (Inshore, Loose Blockade, or Off Station) of a patrol zone can (and, if Allied, choose to) search at exactly the same time, roll for all of them (one roll per block) *before* implementing the results of those attempts. The Allied player may choose to stop rolling (searching) before implementing the results, but once the results are implemented, he may not roll for blocks in that location that did not search, until a different search opportunity arises.

For each fleet or frigate that searches, the controlling player indicates which block is searching, then rolls two dice and adds or subtracts any applicable modifiers from the Search Attempt and Seasonal Modifiers tables. On a modified roll of 7 or lower, the result is “No Contact.” On a modified roll of 8 or higher, the result is “Spotted.” The effects are as follows:

- **No Contact** – If this is the only result, no blocks are revealed. If an Allied fleet is not spotted during a sortie, two Fog of War blocks join it. (See 7.8 and 14.2.2) There is no further effect.
- **Spotted** – The searching fleet or frigate has spotted the block or blocks it was searching for, and perhaps also realized others are near by. If there is at least one Spotted result, blocks might be Revealed and/or Engaged (see below).

The consequences of a Spotted result are as follows:

- **Revealed** – Remove *all* Fog of War from the sea hex or from *every* part of the patrol zone. Then, only if there are any Allied blocks remaining in the sea hex or in any part of the patrol zone, reveal the composition of *all* blocks (both British and Allied) in the sea hex or patrol zone to the other player. Players report their blocks using the method described in counting masts (13.5) except also report the Spanish Gold fleet (if present), and report results separately for each area of a patrol zone. *Example:* “I have 6 to 10 ships Inshore and a frigate in Loose” or “I have 11 to 15 Off Station.”
- **Engaged** – Blocks in the “Off Station” part of a patrol zone and frigates (regardless of location) *never engage in combat*. Except for Off Station fleets, each fleet that *successfully searches* (i.e. rolls a Spotted result) engages in combat. Except for Off Station fleets, each fleet that is *spotted* (see above) engages in combat. No other fleets engage. Combat is not optional, and is resolved immediately, before any other blocks move and before resolving any search attempt in a different location or by the other player. (See 16.0)

A search attempt, whether successful or not, against a block temporarily interrupts the block’s movement, but does not stop it. Similarly, engaging in combat does not stop it, except in the situation described by note 3 on the Fate table.

14.1 SEARCHING FOR INACTIVE BLOCKS AT SEA

An active fleet or frigate activated by a Wind Chit, which ends its move at sea in a hex with enemy block(s), may search that hex, provided it used no more than five movement points in the current activation. An active fleet or frigate activated by a Bonus Move Chit, which ends its move at sea in a hex with enemy block(s), may search that hex, *regardless* of how many hexes it moved. (See 14.6) Blocks arriving at a sea hex (as opposed to a patrol zone) from at Atlantic Transit track *cannot* search. *An active fleet or frigate that begun and remained in a Narrows hex at sea its entire move receives the Narrows modifier (+1).*

14.2 SEARCHING FOR ACTIVE BLOCKS ENTERING A PATROL ZONE

14.2.1 For each block that moves into a Patrol Zone *from the sea*, or arrives there from a Transit track, the controlling player must declare its intention. He declares it will either:

- enter the Loose Blockade area and stop,
- move through Loose Blockade and stop Inshore, or
- move through both Loose Blockade and Inshore and enter the port itself (if friendly).

If it stops in the Loose Blockade area, opposing Off Station fleets and frigates can search using the Off Station modifier (-1). After resolving those attempts, opposing fleets and frigates on Loose can search using the Loose Blockade modifier (+1). After resolving those, *Inshore* opposing fleets and frigates can search using the *Loose Blockade* modifier (+1).

If it stops Inshore or proceeds to the port, opposing Off Station fleets and frigates can search using the Off Station modifier (-1). After resolving those attempts, opposing fleets and frigates on Loose can search using the Loose Blockade modifier (+1). After resolving those, *Inshore* opposing fleets and frigates can search using the *Inshore* modifier (+3).

Searches by blocks in the same part of the patrol zone occur at the same time, i.e. roll for all before implementing any results.

14.2.2 For each block that moves into a Patrol Zone *from its port* (i.e. that sorties), the controlling player must declare its intention. He declares that it will either:

- enter the Inshore area and stop,
- move through Inshore and stop in Loose Blockade,
- or move through both Inshore and Loose Blockade and head out to sea.

If it stops in the Inshore area, *Inshore* opposing fleets and frigates can search using the *Inshore* modifier (+3). After

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resolving those attempts, opposing fleets and frigates on *Loose Blockade* can search using the *Inshore* modifier (+3). Off Station opposing blocks cannot search.

If it stops in *Loose Blockade*, *Inshore* opposing fleets and frigates can search using the *Inshore* modifier (+3). After resolving those attempts, opposing fleets and frigates on *Loose Blockade* can search using the *Loose Blockade* modifier (+1). Off Station opposing blocks cannot search.

If it proceeds out to sea, *Inshore* opposing fleets and frigates can search using the *Inshore* modifier (+3). After resolving those attempts, opposing fleets and frigates on *Loose* can search using the *Loose Blockade* modifier (+1). After resolving those attempts, Off Station opposing fleets and frigates can search using the Off Station modifier (-1).

Searches by blocks in the same part of the patrol zone occur at the same time, i.e. roll for all before implementing any results.

14.3 SEARCHING FOR ACTIVE BLOCKS MOVING WITHIN OR LEAVING A PATROL ZONE

As an active block *that began its activation anywhere inside a patrol zone*, including the “Off Station” part, enters (not exits) another part of that patrol zone (*Inshore* or *Loose Blockade*) occupied by an inactive enemy fleet or frigate, that inactive enemy fleet or frigate can search. If the inactive block is *Inshore*, it searches using the *Inshore* modifier (+3). If the inactive block is on *Loose*, it searches using the *Loose Blockade* modifier (+1). Additionally, as an active block that began its activation anywhere inside a patrol zone moves from its *Loose Blockade* area out to sea, any inactive enemy fleets or frigates in Off Station can search for the active block using the Off Station modifier (-1).

Ships or fleets moving notionally through patrol zones per 6.9.3, 20.5, 20.6.2, or due to combat or fate results can neither search nor be searched for. There are cases where both British and Allied blocks can occupy the Off Station area of a patrol zone at the same time, for example, after a storm, or after an inactive fleet withdraws from battle. However, Off Station blocks cannot ever search for other Off Station blocks. Off Station blocks can only search for active blocks moving between *Loose Blockade* and the sea, or vice versa.

14.4 SEARCHING FOR INACTIVE BLOCKS IN A PATROL ZONE

An active fleet or frigate that ends its movement anywhere except Off Station (it is possible to end in Off Station due to combat results, see 20.5) in a patrol zone occupied anywhere by enemy block(s) can search that *entire* patrol zone regardless of where it came from or how it got there. If it spent more than 5 movement points (on a *Wind Chit* move), or just arrived from a *Transit track*, it searches with a -1 modifier. *If it began and remained in the patrol zone its entire move, it searches using the “stationary” modifier based on its final location.* (See 14.6) Any blocks in the Patrol Zone hex marked “At Sea” are not spotted.

14.5 SEARCHING FOR ACTIVE BLOCKS IN A NARROWS HEX

There are four hexes on the map which are *Narrows*: 1403 (The Invasion hex), 1123 (The Straits of Gibraltar), 2414 (Madalenas), and 3117 (The Straits of Messina) as indicated by a small hexagon symbol within the hex. As an active block moves into one of these hexes (including from an *Atlantic Transit track*), any inactive enemy fleet or frigate there can search for the moving block using the *Narrows* modifier (+1).

If the destination of an Allied block coming off the track is *Cartagena* and there are British block(s) in the Straits of Gibraltar, each British block must search for the arriving Allied block, possibly triggering combat in the Straits.

14.6 STATIONARY MODIFIERS

The first three modifiers on the Search Attempt table and the Off Station modifier apply to the location of “stationary” searching blocks. A fleet or frigate is “stationary” when it is inactive (always), or when it is active and has neither *sorted*, entered a hex at sea, nor spent movement points in the current activation. Therefore a block that begins and ends its activation in a patrol zone, even if it moved within that patrol zone, is considered stationary. The modifiers are *Inshore*: +3, *Loose Blockade*: +1, Off Station: -1, *Narrows*: +1.

14.7 THE NORTH SEA FLEET

The North Sea Fleet (i.e. all ships and any admiral in the North Sea Fleet box) is an exception to several rules. During the British part of a *North Atlantic Wind Chit* activation, or when the British player activates the North Sea Fleet with a *Bonus Chit*, the North Sea Fleet can attempt to search as if it moved no more than 5 MP (but the ships are not actually moved out of the box, and no block is placed on the map) and ended its move in any hex in the North Sea Zone or 1403. This is the only way the North Sea Fleet comes into play. The North Sea Fleet does *not* receive the *Narrows* modifier when searching hex 1403. Allied blocks cannot search for The North Sea Fleet. The North Sea Zone and hex 1403 are in the *Western Approaches* regarding seasonal search modifiers.



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15.0 RANDOM EVENTS

Upon drawing the *first* Initiative Chit during the turn, roll two dice and consult the Random Events chart.

15.1 AUTOMATIC EVENTS

On certain turns events will occur automatically, in addition to the normal random event roll, as follows:

- **Apr III: Lord Barham** – This occurs as if a 3 result had been rolled on the Random Events chart. This is also triggered by the first sortie from Brest.
- **Aug III: Napoleon Marches** – Flip the “Invasion Plans” marker at Boulogne to “Napoleon heads east”. An Automatic Victory is no longer possible.
- **Sep III: Spanish Manpower Draft** – Increase Spanish manpower to its highest level.
- **Nov I: Rosily-Mesros** - Rosily-Mesros will replace either Villeneuve or Ganteaume. (See 8.1)
- **On turns marked with a British Ensign (4 turns):** Draw an unused Admiralty Event chit. (See 5.11)

16.0 COMBAT BASICS

Combat occurs when fleets engage in combat after a successful search. (See 14.0) *If a player has more than one fleet engaged in a particular battle, he combines them into a temporary “battle fleet” for the duration of the battle; however, the ships and admirals of each original fleet are grouped together to aid in returning them to their original fleets at the conclusion of the battle. Chain of Command applies to battle fleets. (See 8.2)* If a player has only one fleet engaged in a battle, it is the battle fleet.

Initiating Combat

1. Announce broad pennants
2. Announce battle fleet sizes (and possibly skip to Fate rolls)
3. Roll for weather gauge; winner determines Windward fleet
4. Windward fleet may deny battle
5. Determine the length of battle
6. Place initial tactics (Form Line of Battle at Easy Sail)

Combat Rounds

7. Place tactics and sail state face down for next round
8. Roll for command
9. On successful command roll reveal tactics & sail state
10. Determine type of battle on Combat Tactics Matrix
11. Place ships on Battle Board (1st combat round only)

Combat Firing and Damage

12. Roll for firepower results and allocate damage
13. Repeat steps 7-13 until the battle ends

After Combat

14. Determine the fate of ships & admirals
15. Reform fleets
16. Allied fleets may change their destination
17. British fleets in Patrol Zones may be marked “At Sea”
18. Active fleets spotted by enemy blocks continue moving

17.0 INITIATING COMBAT AND CHOOSING TACTICS

17.1 ANNOUNCE BROAD PENNANTS

Each player announces the name and ratings (Seamanship and Command) of the admiral commanding his battle fleet. (See 8.2 and 8.5) Place the admiral counters near the Battle Board.

17.2 ANNOUNCE BATTLE FLEET SIZES

Each player reveals the composition of his battle fleet, using the same method as in successful search attempts, except report as one combined battle fleet, not individual fleets. (See 14.0) *Also announce if all ships in your battle fleet are wrecked. If both players’ ships are all wrecked, skip to 20.5. If only one player’s ships are all wrecked, skip to 20.0.*

17.3 ROLL FOR THE WEATHER GAUGE

To determine the Windward fleet, each player rolls one die and adds the commanding admiral’s Seamanship rating. If the French Transport, either British Expedition, Spanish Gold, or a fleet stacked with the Invasion Barges are engaged, the other player adds 1 to his roll. The player with the highest total chooses which fleet will be the Windward fleet; the other fleet takes the Leeward position. The British player wins ties. Retain the die rolls for use in the “Day of Battle” step (17.5).

17.4 DENYING BATTLE

Immediately after determining the weather gauge, the Windward player may decide to deny battle. If the Windward player chooses to deny battle, no combat rounds are fought and no fate rolls are made (skip to 20.5).

If the inactive fleet is Windward and denies battle within a Patrol Zone, it is moved (or marked) Off Station.

17.5 DETERMINE THE LENGTH OF THE “DAY OF BATTLE”

By using the sum of the two unmodified dice (one from each player) rolled to decide the weather gauge, determine the length of battle using the Day of Battle chart. The Windward admiral, followed by the Leeward admiral, may add or subtract his Seamanship rating to the result. Then any seasonal modifiers are applied. The net total determines the length of the battle.

17.6 TACTICS AND SAIL STATES

On the first round of battle, each player takes the appropriate set of tactics markers (Windward or Leeward) and places the “Form Line of Battle” tactic and “Easy Sail” sail setting *face up* near his commanding admiral counter. Exception: Battle at Anchor. (See 19.0) Each player then chooses his desired tactics and sail state for the upcoming round, placing these *face down* behind the face up tactics markers. Note: “Repeat Same” means the same tactic as the current face up tactic will be used. It is independent of the sail state, so a player may use “Repeat Same” even while changing his sail state.

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Each player then rolls one die. If the result is less than or equal to the commanding admiral's modified Command rating, reveal the new tactic and sail state. If the roll is greater than the modified Command rating, return the unrevealed markers to the available pile of unused tactics and the fleet continues to operate under the face up tactics and sail state.

17.7 SAIL STATE

A player may choose from these sail states: Easy Sail and Full Sail (and sometimes Weigh Anchor, see 19.0). A player may attempt to change sail states before each battle round. However, at the moment a player's fleet has *greater than* 50% of total ships damaged or wrecked, the fleet is considered at "Easy Sail" and may not change to "Full Sail" thereafter. One optional bonus die may be used by the firing fleet if the target fleet is using "Full Sail", but the firing player may not wreck enemy ships if this optional die is used. (See 18.3)

17.8 TYPE OF BATTLE

Once both players have revealed their tactics and sail state, cross reference the tactics and sail state each fleet is using on the Combat Tactics Matrix to determine which type of battle occurs. Note any bonus dice a player will receive when rolling on the Firepower Table, and pay careful attention to any applicable notes. The numbered notes can be very important.

17.8.1 Running Battle (RB) – Each player halves (round up) the firepower value of their fleet, and gains one bonus die.

17.8.2 Break the Line (BTL) – The Windward fleet gains one bonus die. The Leeward admiral's command rating is reduced by one for the remainder of the battle. (No admiral may have his Command rating reduced by more than one.)

17.8.3 Hot Action (HA) – If this type of battle occurs on the third round of combat, or later, each player gains one bonus die. No bonus dice are awarded for a Hot Action during the first two rounds of combat.

17.8.4 Withering Fire (WF) – The Leeward fleet gains one bonus die. Usually this is the best result for the Leeward fleet.

17.8.5 Pell Mell Battle (PM) – The Windward fleet gains two bonus dice. The Leeward fleet gains one bonus die. Both admirals' command ratings are reduced by one for the remainder of the battle. (No admiral may have his Command rating reduced by more than one.)

17.8.6 Admiral's Choice – The commanding admiral with the highest Seamanship plus modified Command determines which matrix result occurs this round (but it may not be "Leeward Force Withdraws.") The Windward admiral decides ties.

If the matrix result indicates the Leeward fleet withdraws before firing, skip to 20.0. Otherwise continue to the next step.

17.9 FORMING LINE OF BATTLE

On the first round of combat, both players place their ships in Line of Battle on (and their admirals behind) the Battle Board.

- All non-wrecked ships must be included in their side's Line of Battle on the Battle Board.
- Place wrecked ships behind the Battle Board. Wrecked ships *do* count toward determining fleet size for sail state. (See 17.7)

If ships are wrecked during combat, they will immediately fall out of the Line of Battle. Their combat factors are not used, and they are not subject to further damage during the remainder of the battle (until Fate rolls). All other ships must stay in the Line of Battle.

18.0 COMBAT FIRING AND DAMAGE

18.1 FIRING

To conduct combat, total the firepower of the ships involved. Do this by totaling the face up attack value (the top left number on each ship counter) for all engaged ships from each player's line of battle. Roll two dice plus any bonus dice based on the type of battle (See 17.8) and sail state of the enemy fleet. (See 17.7) Firing is simultaneous.

18.2 CONSULT THE FIREPOWER TABLE

On the Firepower table, cross reference the column containing the total firepower of your fleet, and the row containing the sum of the dice you rolled. If the total firepower of your fleet is greater than 100, use the DRM modifier shown on the chart. The result will be the number of damage points you inflicted on the enemy fleet.

18.3 ALLOCATE DAMAGE

The firing player applies damage points from the total he inflicted to ships in the enemy Line of Battle in the order of his choosing, damaging or (sometimes) wrecking ships until his total is expended. The cost to damage an undamaged ship is its face up Defense Factor (the top right number on each ship counter). To damage a ship, flip it over to its damaged side. If the firing player took the optional die for firing at an enemy fleet at full sail, he may *not* wreck enemy ships. A player that did not take the optional full sail die may wreck damaged enemy ships if:

- he rolled a modified result of 13 or greater, or
- there are no undamaged ships in the enemy Line of Battle

The cost to wreck a damaged ship is its face up Defense Factor (the top right number on each ship counter). To wreck a ship, place it under a Wrecked marker. Multiple wrecked ships may be stacked under the same marker. Subject to the above, ships may be both damaged, then wrecked, in the same combat round. Unallocated damage points are lost.

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18.4 ENDING A BATTLE

There are six ways in which a battle can end:

- The number of combat rounds determined using the Day of Battle chart has been completed.
- One or both fleets have all of their ships wrecked.
- The Windward admiral chooses to break off battle after combat following execution of an Admiral's Wake tactic while the Leeward fleet is at Easy Sail. (See note 2 on the Combat Tactics Matrix)
- The Windward admiral chooses to conduct a precipitous withdrawal after combat following execution of an Admiral's Wake tactic while the Leeward fleet is at Full Sail. (See note 2 on the Combat Tactics Matrix)
- The Leeward admiral chooses to withdraw before combat following execution of a General Withdrawal tactic at Full Sail while the Windward fleet is at Easy Sail or in Line of Battle. (See note 4 on the Combat Tactics Matrix)
- The Leeward admiral chooses to conduct a precipitous withdrawal after combat following execution of a General Withdrawal tactic at Easy Sail while the Windward fleet is at Easy Sail and it is the 2nd combat round or later. (See note 5 on the Combat Tactics Matrix)

If none of these have occurred, fight another round of combat.

19.0 BATTLE AT ANCHOR

If an inactive Transport or Expedition block is Inshore and its side is in the Leeward position, its side begins the battle at anchor. Otherwise neither side begins at anchor. Neither side may become anchored *after* a battle begins.

19.1 SAIL STATE WHILE AT ANCHOR

The anchored fleet begins with the sail state "At anchor." The anchored fleet may raise anchor by executing the sail state "Weigh Anchor." Subsequent combat rounds after successfully executing "Weigh Anchor" are treated normally.

19.2 COMBAT BONUSES AND RESTRICTIONS

While at anchor, the following rules are in effect:

- The anchored fleet receives one bonus combat die (in addition to other dice granted by the matrix result or sail status of the enemy fleet).
- The Command rating for the commanding admiral of the anchored fleet is increased by one.
- The anchored fleet must choose "Form Line of Battle" or "Repeat Same" as its tactic, until the combat round after it has weighed anchor.
- On a round that the anchored fleet has issued "Weigh Anchor" it only uses two dice in combat, regardless of other considerations.

20.0 AFTER COMBAT

20.1 FATE OF SHIPS

The fate roll represents the potential for ships to be abandoned after the combat, scuttled, captured, or so damaged they are considered unable to reach port and are counted as lost.

If one fleet began the combat with all ships wrecked, and the other did not, only the all-wrecked fleet rolls for ship fate. If, after at least one round of firing, one fleet precipitously withdrew, or all its ships became wrecked, then only that fleet rolls for ship fate, unless all ships in the *other* fleet became wrecked as well. Otherwise, if there was at least one round of firing in the combat, both fleets roll for ship fate.

Players must determine the final status of each fleet that will roll for ship fate. A player's fleet is considered victorious if his opponent...

- Broke Off or Withdrew
- has the majority of his friendly ships Wrecked
- conducted a Precipitous Withdrawal
- has all friendly ships Wrecked

...AND none of the above conditions apply to his own fleet. "Majority of his friendly ships Wrecked" means the majority of all ships in that player's battle fleet are wrecked, regardless of when they were wrecked. "All friendly ships Wrecked" means wrecked either in or prior to the battle. A fleet is considered to have Withdrawn if its last face up tactic was "General Withdrawal", regardless of what the other fleet's last tactic or sail state was. If at least one of the above conditions apply to both fleets, neither is victorious, and the battle is not considered a draw. Any other result is a draw. Draws normally occur when all combat rounds are completed and neither fleet has withdrawn or broken off. The worst condition that applies to a fleet is its final status.

Consult the Fate Table to find the number of dice to roll for ship fate, based on the commanding admiral's nationality and the final status of his battle fleet. Roll the dice and cross reference the modified roll vs. the total of *wrecked plus damaged ships* in the battle fleet on the Firepower / Weather / Fate table. The result is the number of wrecked ships that founder (sink), with any remainder applied to damaged ships that become wrecked. Only damaged or wrecked ships are subject to fate. Ships suffering fate are determined randomly (drawn from a cup); however, remember to return surviving ships to their original fleet groups if applicable.

If the modified fate roll was 13 or greater, ½ of the eligible wrecked ships still founder (round up) but the other ½ (round down) are taken as prizes. Prizes are incorporated into the capturing player's fleet and must be returned to a friendly *Major Port* to be scored as prizes. If they do not reach a Major Port they are scored as sunk. Treat prizes as friendly wrecked ships for calculating weather damage, determining possible sail state, and suffering fate after combat.

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20.2 FATE OF TRANSPORTS, EXPEDITIONS, SPANISH GOLD, AND INVASION BARGES

If the British are victorious in a battle including the French Transport, it is scattered. If the British are victorious in a battle including the Spanish Gold, it is lost. If the British are victorious in a battle including the Invasion Barges counter, it is flipped to the “Destroyed!” side. If the Allies are victorious in a battle including either British Expedition, it is scattered.

If scattered, the Transport/Expedition is returned to the Transport/Expedition track at the start position. If lost, the Spanish Gold block is removed from play, and the Napoleon Objective in Havana is also removed from play, unscored.

Place ships and admirals that were escorting the Expedition, Spanish Gold, or Transport in an unused fleet block on the map at the battle location. If an unused fleet block is not available, any ships and admirals in the Expedition/Transport / Spanish Gold block are removed from play unscored.

20.3 THE NELSON TOUCH

If Nelson commands the fleet in a British victory or draw, the *Allied* fleet suffers a +5 die roll modifier to its ship fate roll.

20.4 FATE OF ADMIRALS

If there was at least one round of firing in the combat, each admiral present at the combat, whether in command or not, rolls two dice on the Admiral’s Fate table to determine his survival. A modified die roll of two or less means the admiral is killed and removed from the game. Also, if all the ships present in a particular fleet prior to the start of a battle (i.e. not necessarily all the ships in a battle fleet) are all eliminated (i.e. sunk or captured), any admirals in that pre-battle fleet are captured and removed from the game. Victory Points are not scored for the death or capture of admirals. Admirals are not assigned to a specific ship. Some admirals are replaced when they are killed or captured. (See 8.1)

20.5 REFORM FLEETS

Return the ships and admirals that were not killed or captured to the pre-battle fleet(s) from which they came. Place the counters back on the Fleet Display sheet or North Sea Fleet box. Remove fleet blocks without any ships from the map. (See 7.1, 7.2, and 7.3) Then assign prize ships captured in the battle to any remaining fleet that participated in the battle. In the rare case where no capturing fleet is available for the prize ships, they founder and score as sunk.

Next, if the battle was fought in the patrol zone of a friendly port, any friendly damaged or wrecked ships, and any captured enemy prizes, may be placed in that port. (See 7.6) Similarly, any damaged (*but not wrecked*) British ships (*but never prize ships*) may be moved as described in 6.9.3.

Move/mark inactive Windward fleets Off Station if they denied or broke off battle in a patrol zone. Move/mark Blockading, Raiding, or Invading fleets in a patrol zone Off Station if they Withdrew, Precipitously Withdrew, Broke Off, or had at least the majority of their ships wrecked.

20.6 POST BATTLE DESTINATION / RELEASE

The Allied player may change his destination and the British player may release his fleet from blockade restrictions at the end of combat. The Leeward fleet does this first.

20.6.1 Allied Destination Changes

After a battle (even if the Windward fleet denied battle after determining the weather gauge, or the Leeward fleet withdrew before shots were fired), the Allied player may select a new destination for each participating fleet. (See 10.2).

20.6.2 British Release

At the end of a battle in a Patrol Zone (even if the Windward fleet denied battle after determining the weather gauge, or the Leeward fleet withdrew before shots were fired), the British player may mark any or all of his blocks that (would have) participated in the combat “At Sea”. This allows British fleets the ability to remove themselves from a Patrol Zone and the related Blockade restrictions.

20.7 VILLENEUVE-GANTEAUME VICTORY STATUS

If Villeneuve or Ganteaume was the commanding admiral in the battle and was victorious, flip the “Ganteaume / Villeneuve Victorious” marker to the side of the winning admiral. This has an effect when the Rosily-Mesros event occurs on Nov I. (See 15.1)

20.8 CONTINUE MOVING

After a battle caused by spotting an active block, the active block may continue moving unless the battle was fought in a patrol zone as the active block sortied and it either had at least majority ships wrecked or made a precipitous withdrawal. In those cases place the active block back in port. After finishing all movement and combat in a player’s half of a Wind Chit activation or during a Bonus Move Chit activation, the active player may Rendezvous, subject to the requirements of 7.5.

21.0 OBJECTIVES

Objectives represent important national interests for each player. They are the primary means for scoring victory points. In most games, victory will be determined by completion of these missions. British Objectives have a portrait of Prime Minister Pitt on the front. Allied Objectives have a portrait of Napoleon on the front.

21.1 DESCRIPTION AND SCORING

Each player has six objectives randomly distributed during set up among their six objective areas on the map. Five of the objective areas are common to both players, and both players have one area uniquely their own.

Each Pitt objective lists the number of victory points the British player will score if the objective area is completely protected throughout the game, i.e. neither raided nor invaded. The *Allied player* will score a *Pitt objective* (except the one in the North Sea Raids area) if that area is *invaded*, or in the case of the West Indies, if 3 different British ports are raided in the West Indies. Each *Napoleon objective* lists the number of

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victory points the Allied player will score if the objective area is raided, invaded, or if the Spanish Gold reaches Spain. The British player never scores Napoleon objectives.

21.2 OBJECTIVE AREAS

The seven objective areas are:

- Bantry Bay
- Naples
- Malta
- Alexandria
- British West Indies Ports (objectives placed on the map near Santo Domingo)
- Havana (Allied only)
- North Sea Raids (British only, placed on the map near hex 1602. The hex to raid is 1501.)

21.3 REVEALING OBJECTIVES

The British player is not allowed to examine the Napoleon objectives, nor the Allied player the Pitt objectives. Each player may examine his own objectives at any time. These Objectives remain in place throughout the game unless scored by the Allied player, in which case the marker is moved to the Allied VP box. The Allied player is not allowed to look at Pitt Objectives he has scored until the end of the game. **Optional: for a shorter (but less suspenseful) game, players must reveal objectives when they are moved to the Allied VP box. This may persuade a player to concede before the end of the game.**

21.4 EMPEROR'S DIRECTIVES

In addition to his Napoleon objectives, the Allied player also has Emperor's Directives that may gain him additional VPs. There are five Emperor's Directives: Bantry Bay, Alexandria, Naples, Malta, and West Indies (2nd Raid). These represent Napoleon's sometimes vacillating orders to the French Admiralty. The successful completion of any Emperor's Directive scores an additional 6 VPs for the Allied player.

21.4.1 During set up one Emperor's Directive Chit is drawn and placed in front of the Allied player. Only he can see the Directive at this point.

21.4.2 If the Allied player successfully raids or invades the location named on the Emperor's Directive, he must immediately show the chit to the British player, and then moves the chit to his VP box. Upon completion a new Emperor's Directive is drawn.

21.4.3 The West Indies Emperor's Directive is scored for the 2nd successful West Indies raid. So the first West Indies raid scores the West Indies Napoleon objective, the second scores the Emperor's Directive (if it is active at that time), and the third scores the West Indies Pitt objective.

21.4.4 If an Emperor's Directive is drawn for a location that has already been raided or invaded, or in the case of the West Indies two successful raids have been completed, it is removed from the game *unscored*, and another is drawn.

21.4.5 RANDOM EVENTS AFFECTING THE EMPEROR'S DIRECTIVES

"New Orders from the Emperor" – When this event occurs, the Allied player draws a new Emperor's Directive from those available, and returns the old objective to the available pool.

"Bonaparte Intrigues" - When this event occurs, the Allied player reveals the current Emperor's Directive. The Directive Chit remains revealed until a new Directive is drawn.

Both of these can occur multiple times during a game.

22.0 RAIDS AND INVASIONS

Successful raids represent sinking significant amounts of enemy merchant shipping and causing general destruction in the surrounding area, as well as temporarily damaging the port itself.

Successful invasions represent taking control of a port and the surrounding area by occupying strategic points with large numbers of troops (or in the case of Bantry Bay, sending troops to support a major Irish uprising).

The Allied player may conduct raids and/or invasions to score victory points. The British player may not raid, and may not invade anywhere except Algiers (and there only while the Admiralty Event "Mission to the Barbary Coast" is active).

22.1 RAID AND INVASION SITES

Only the following locations can be raided or invaded:

- **Allied Raid Sites** – The North Sea (hex 1501), Bantry Bay, Malta, **Naples**, Alexandria, and the West Indies ports of Jamaica, Antigua, Barbados, and Trinidad.
- **Allied Invasion Sites** – Bantry Bay, Malta, Naples, and Alexandria.
- **British Invasion Sites** – Algiers, only if allowed by the Admiralty event "Mission to the Barbary Coast."

Each of these locations may be successfully raided once and invaded once during the game. Sites may be invaded after being raided, but not raided after being successfully invaded.

22.2 RAID PROCEDURE

If an Allied fleet is in either the Inshore or Loose Blockade part of an eligible port's patrol zone or in hex 1501 when the first Initiative Chit of a turn is drawn, that fleet may conduct a raid. **Fog of War blocks may pretend to raid (i.e. roll the dice), but their attempt is always unsuccessful (although the British player usually will not know that until later). Multiple Allied fleets must first join together via rendezvous (see 7.5) before they can combine their firepower for a raid attempt.**

To try to raid, total the firepower of the raiding fleet. If the raiding fleet is inshore, roll three dice, if on loose blockade, roll two dice, or if present in 1501, roll two dice. Roll the dice and add the values together. Add the Command rating of the fleet's commanding admiral to the sum of the dice. If the total

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firepower of the fleet is greater than 100, use the DRM modifier shown on the chart. On the Firepower / Weather / Fate table, cross reference the column that contains the firepower rating of your ships with the row containing the value of your modified die roll. If the damage value found is equal to or greater than the port's (or hex 1501's) defense factor (as shown on the map), the raid is successful. If the damage value is less than the port's (or hex 1501's) defense factor, the raid is unsuccessful (ineffectual).

At the conclusion of *any* raid attempt by a fleet or Fog of War, the Allied player places a "Raided?" marker on the port (or hex 1501). If the raid was successful, the face down side of the marker will say "Raided!" If the raid was unsuccessful, the face down side of the marker will say "No raid..."

Successfully raided ports retain their repair and manpower capabilities.

The British player reveals the true status of a "Raided?" marker when he counts masts there (See 13.5) using a British [ship or block](#) either in the patrol zone or port. He reveals the true status of a "Raided?" marker in hex 1501 at the beginning of his activation the next time the North Atlantic Sea Area is activated. He may also learn the status of "Raided?" markers via the "Spy Networks" random event. [The British player will want to reveal these markers so he knows which ports he still needs to protect from raids, and because it could help him distinguish Allied fleets from Fog of War by a process of elimination. Whether the "Raided?" market is revealed or not does not change the Allied player's score from a successful raid; it simply affects when it scores for the Allied player. If left concealed until the end of the game, a successful raid will still score for the Allied player at that time.](#)

If the current Emperor's Directive is completed by the raid, the Allied player reveals both the "Raided!" marker and the Emperor's Directive Chit immediately upon successful completion of the raid.

When the true status of a raid is revealed, a "No raid..." marker is removed, and a "Raided!" marker remains. A port (or hex 1501) [may not be raided again after a "Raided!" marker is revealed there or it is successfully invaded](#). When a "Raided!" marker is revealed anywhere except hex 1501, move the corresponding Napoleon Objective to the Allied VP box. The value of the Objective is not revealed to the British player ([unless the optional rule is being used, see 21.3](#)). The "Raided!" marker remains on the port (or hex 1501).

If the Allied player successfully raids a total of three different West Indies ports, the Allied player scores the Pitt Objective, moving it to the Allied VP box. The Allied player may not look at the value of the Pitt Objective until the end of the game ([unless the optional rule is being used, see 21.3](#)).

A port may be successfully raided and then later invaded in order for the Allied player to score additional VPs (the value

of the Pitt Objective). However any successful raid *denies* the value of the Pitt Objective to the British player's final score.

22.3 INVASION PROCEDURE

If a French Transport or British Expedition is in the Inshore part of an eligible port's patrol zone when the first Initiative Chit of a turn is drawn, that fleet may attempt to invade. [Fog of War blocks may pretend to try to invade, but their attempt is always unsuccessful. Multiple Allied fleets must first join together via rendezvous \(see 7.5\) before they can combine their firepower for an invasion attempt.](#) A Cross Channel Invasion does not require the French Transport. (See 22.4)

To attempt an invasion, total the firepower of the invading fleet, then roll three dice. Add the Command rating of the fleet's commanding admiral to the sum of the dice. If the total firepower of the fleet is greater than 100, use the DRM modifier shown on the chart. On the Firepower / Weather / Fate table, cross reference the column that contains the firepower rating of your ships with the row containing the value of your modified die roll. If the damage value found is equal to or greater than the port's defense factor (as shown on the map), the invasion is successful. If the damage value is less than the port's defense factor, the invasion is unsuccessful. The player may continue to stay Inshore with his invasion fleet, is not required to leave, and may try again in a later turn if unsuccessful. *Note: you may not place a "Raided?" marker after an unsuccessful invasion attempt.*

An Expedition or Transport that successfully invades is removed from the map and placed on the Expedition / Transport track at the start position. Place ships and admirals that were escorting the invasion fleet in an unused fleet block in the Inshore part of the invaded port's patrol zone. (See 7.2)

When an Allied fleet successfully invades, the Allied player moves both the Napoleon objective and the Pitt objective from that port to the Allied VP box. The Allied player may not look at the Pitt Objective to see the VP value until the end of the game ([unless the optional rule is being used, see 21.3](#)). [Also remove any "Raided?" marker at that port.](#)

If Naples, Malta, or Alexandria is successfully invaded, *it becomes an Allied port for the remainder of the game*. Place the French control marker on the port. As an Allied port, Naples, Malta, or Alexandria is friendly to, and can provide repair capacity for, French and Spanish ships. If captured, Malta may be used to allocate Allied manpower. Note: blocks can never be in port at Bantry Bay, Lisbon, or Corfu.

22.3.1 British Ships at an Invaded Port

Ships in a successfully invaded port immediately sortie (with an Expedition block, if present in the port, or any unused fleet block. If no blocks are available the ships are removed and scored as sunk). Wrecked ships in the port (possible in minor ports) and those "In Ordinary" are placed in the Allied player's Prize box. The sortie does not require activation, and the fleet does not spend movement points. However, the fleet may only move to the Inshore or Loose Blockade parts of the

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Patrol Zone via this special sortie. Such movement is subject to search attempts by any Allied fleet in the patrol zone as if the British fleet were activated, however, the British fleet may not attempt to search at the end of this sortie. Frigates in the port are placed Off Station. Expeditions in port without ships are removed from the map and placed on the Expedition / Transport track at the start position.

22.3.2 Invasion of Bantry Bay or Alexandria

If Bantry Bay is successfully invaded, the British player must pay four Manpower points per space for any future movement of either Expedition on the Transports / Expedition track. This represents the British army's loss of available manpower while quelling an Irish uprising.

If Alexandria is successfully invaded, the British player immediately rolls two dice and removes that sum in undamaged ships from play. These ships may not come from the West Indies, [North Sea Fleet](#), either Atlantic Transit track, or the "In Ordinary" portion of any port. This represents the reassignment of British warships to the Indian Ocean to counter French activity emboldened by the invasion of Egypt.

22.3.3 Invasion of Naples

Naples is considered invaded overland if the Special Event "Prop up the Neapolitan Monarchy" is not completed in the allotted time. Objectives, any "Raided?" marker, and the French control marker are moved, removed, and placed as if the Allied player had successfully invaded Naples.

22.4 CROSS CHANNEL INVASION

A cross Channel Invasion is similar to a port invasion, but it does not require the presence of the French Transport. Any Allied fleet(s) may launch the invasion, as the barges for ferrying Napoleon's Grand Armée are located at Boulogne (represented by the Invasion Barges marker).

Restrictions:

- A Cross Channel Invasion may only be launched by Allied fleet(s) occupying hex 1403.
- Fog of War cannot launch a Cross Channel Invasion.
- The Allied player may not launch a Cross Channel Invasion *after* the Aug II turn (Napoleon has broken camp to march on the Austrians and Russians at Ulm and Austerlitz), after successful completion of the Admiralty Event: Bolster Russian Resolve, or if the Invasion Barges have been destroyed.

Procedure:

- When the first Initiative Chit is drawn during the turn, total the firepower of all Allied ships present in hex 1403 (this *can* include multiple fleets) and consult the appropriate column on the Firepower Table. Wrecked ships do not add their firepower.

- Roll two dice and add the most senior commanding admiral's Command Rating to the sum (and the chart DRM for firepower in excess of 100, as appropriate).
- If the table result is less than 30, the invasion has stalled, and the Invasion Barges remain in Boulogne.
- If the result is equal to or greater than 30, the invasion has begun. Move the Invasion Barges marker into hex 1403.
- During subsequent turns, if the Invasion Barges are already in hex 1403 when the first Initiative Chit is drawn, repeat the Firepower roll. If the table result of this roll is equal to or greater than 30, Great Britain has been successfully invaded and the Allied player immediately wins the game, regardless of VP score.
- If all Allied fleets covering the invasion leave hex 1403 while the Invasion Barges are present in the hex, the Barges are destroyed.

Weather has no effect on the Invasion Barges.

23.0 HOW TO WIN

23.1 CALCULATING VICTORY POINTS AT THE END OF THE GAME

At the end of the last turn (Dec III) reveal any hidden "Raided?" markers and move the Napoleon Objectives for any port revealed to be "Raided!" to the Allied VP box. If applicable at that point, also move the West Indies Pitt Objective to the Allied VP box.

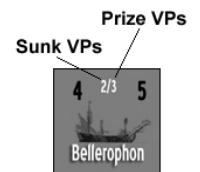
The Allied player scores victory points for Napoleon Objectives, Pitt Objectives, Emperor's Directives, and Admiralty Events in the Allied VP box.

The British player scores points for Pitt Objectives *in areas that have neither been raided nor invaded in the whole game.*

A Pitt Objective for an area that has been raided, but not invaded (or not raided 3 times in the case of the West Indies), is not scored for either player.

Both players score victory points for:

- Each enemy ship sunk (in the player's VP box), as listed on the counter.
- Each enemy ship captured (in the player's prize box), as listed on the counter. Captured ships still at sea at game end are scored as if sunk.
- The player who controls Algiers (if not neutral) at the end of the game scores 3 VPs.



If the final victory point totals are tied, the game is a draw (there is no tie breaker).

23.2 AUTOMATIC VICTORY

The Allied player may achieve an automatic victory by successfully invading Great Britain. (See 22.4)

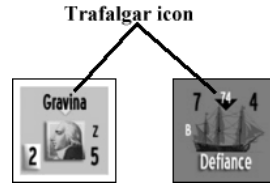
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24.0 THE TRAFALGAR SCENARIO

The Trafalgar Scenario is designed as an introduction to the 1805 system. The scenario lasts 11 turns, uses only the North Atlantic portion of the map, has about half the ships out of play, and uses only some of the rules.

24.1 SET UP

All ships and admirals bearing the Trafalgar icon will be the only counters used. Provisions Chits will be used, but Admiralty Event Chits, Emperor's Directive Chits, Pitt Objectives, and most of the Grand Conseil d'Amirauté will be out of play.



Place a Napoleon Objective on North Sea Raids, Bantry Bay, Brest, and hex 1222. The Objective's value does not matter.

Remove four frigate blocks, both British Expeditions, and the French Transport from play. All other blocks are available.

Only the following Activation Chits will be used: The three North Atlantic Wind Chits, three Weather Chits (remove the Hurricane Chit), two British Bonus Move Chits, **both Initiative chits**, and the two Allied Bonus Move Chits.

Place the Game Turn marker with the Allied side up on the July II turn.

Map Notes: Gibraltar and hex 1222 are considered in play and part of the North Atlantic. Blocks may not enter the Mediterranean (except as noted above) or a Transit track.

24.1.1 Starting forces

Ferrol Patrol Zone (Inshore or on Loose Blockade): Capes Block - Admiral Calder, Agamemnon, Ajax, Barfleur, Defiance, Dragon, Glory, Hero, Malta, Prince of Wales, Raisonnable, Repulse, Thunderer, Triumph, Warrior, and Windsor Castle.

Cadiz Patrol Zone (Inshore or on Loose Blockade): Gibraltar Block - Admiral Collingwood, Achille, Africa, Bellerophon, Colossus, Dreadnought, Mars, Minotaur, Polyphemus, Royal Sovereign, and Tonnant.

On the To Europe track (on the space with Die "3"): Toulon Block - Admiral Villeneuve, Achille, Aigle, Algésiras, Atlas, Berwick, Bucentaure, Formidable, Intrépide, Indomptable, Mont Blanc, Neptune, Pluton, Scipion, Swift-Sure, Admiral Gravina, América, Argonauta, España, Firme, San Rafael, Terrible. *The Allied player should secretly mark the fleet with either the Cadiz or Ferrol Grand Conseil d'Amirauté marker, indicating Villeneuve's destination.*

In Cadiz: Cadiz Block - Bahama, Rayo, San Justo, San Leandro, Santa Ana, Sma Trinidad.

In Ferrol: Ferrol Block - Argonaute, Duguay-Trouin, Fougueux, Héros, Redoutable, Monarca, Montañés, Neptune, P de Asturias, San Agustin, San Ildefonso, SF de Asis, SJ Npmuceno.

In Rochefort: Rochefort Block - Admiral Allemand, Jemappes, Lion, Magnanime, Majestueux, Régulus, Suffren.

24.1.2 Reinforcements

Available Aug II in Brest Patrol Zone: Atlantic Block - Admiral Strachan, Britannia, Caesar, Canopus, Courageux, Defence, Donegal, Goliath, Namur, Neptune, Orion, Prince, Revenge, Spencer, Superb, Swiftsure, Téméraire, Tigre, and Zealous.

Available Sept II in Portsmouth: Mediterranean Block - Admiral Nelson, Belleisle, Conqueror, Leviathan, Spartiate, and Victory.

24.2 RULES

The following rules are suspended and not used in the Trafalgar Scenario:

- Manpower (wrecked ships are removed from play)
- Admiralty Events
- Random Events
- Grand Conseil d'Amirauté
- Hurricanes
- Restrictions regarding splitting fleets
- British Blockade Restrictions
- Emperor's Directives
- Invasions
- Cross Channel Invasion

24.3 WINNING THE TRAFALGAR SCENARIO

The Allied player wins immediately by scoring two of the four Napoleon Objectives. Brest is scored by entering that port with an Allied fleet of at least 30 ships prior to the Aug III turn. The Objective in hex 1222 is scored by entering that hex with an Allied fleet of at least 30 ships after the Aug II turn. North Sea Raids and Bantry Bay Objectives are scored by successful raids on either of those two areas. There are no victory points awarded for capturing or destroying ships.

If the Allied player does not win in the allotted time, the British player wins the scenario.

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For strategy discussions, rules questions, demonstration videos, after action reports, etc., be sure to visit:

www.1805seaofglory.com



Charts, Tables, and Map Updates

Admiralty Events / Leopard & Chesapeake, “to the left one space” should be “one space toward the “War!” box”.

Admiralty Events / Mission to the Barbary Coast, “Send an admiral on a diplomatic mission” should be “Send a named admiral (who need not be commanding the fleet) on a diplomatic mission”, and “rank” should be “seniority”. Also add “Either (1) or (2) may succeed, but not both. If either succeeds, the other may no longer be attempted.”

Admiralty Events / Sir Sidney Smith, “wrecked” means both damaged and wrecked. If the port has an In Ordinary section, the affected ships are immediately placed In Ordinary and are damaged.

Random Events / Spy Networks / French Spies, “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.

Administration Phase Sequence of Play “newly constructed ships” should be “newly constructed ships and arriving admirals”.

Fate table, “3 If during a sortie” means if the battle is fought in the patrol zone immediately following the sortie. It does not apply to a battle fought at sea immediately after a sortie.

Fate table, add at the end of note 5, “This final condition applies regardless of how the battle ended, i.e. it applies even if the leeward fleet did not successfully withdraw.”

Fate table “6 No **ship** roll for victors.” should be “6 No **ship** roll for other fleet unless all its ships are wrecked.”

Fate table, Admiral’s Fate, add at the end of the “+3” line, “Not applicable if *all* ships in his (pre-battle) fleet were damaged or wrecked during the battle.”

Search Attempt table, “Invasion Barrages” should be “Invasion Barges”.

Day of Battle table, add the following two lines:

13 - 14 - 15	Max. 5 rounds of combat
16 or more	Max. 6 rounds of combat

Combat Tactic Matrix, add at the end of note 3, “The result chosen cannot be ‘Leeward Force Withdraws’.”

Weather Damage Table, “Fleets (but not frigates) on Atlantic Transit tracks” should be “Fleets and frigates on Atlantic Transit tracks”.

Ignore the map note “Spanish may not be a part of a fleet that raids or invades Naples.” That is no longer part of the game.