

Flying Colors

Fleet Actions in
The Age of Sail



by
Mike Nagel

RULE BOOK

TABLE OF CONTENTS

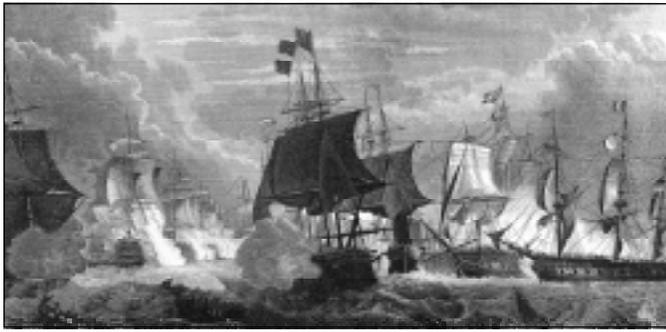
1. Introduction	2	10. Stacking	5
2. Components	2	11. Movement	5
3. Sequence of Play	3	12. Fire Combat	8
4. Wind Direction	3	13. Ship Damage	11
5. Fleet Command	4	14. Melee Combat	12
6. Determine Commands	4	15. Victory Determination	13
7. Determine Initiative	5	16. Bibliography	14
8. Out of Command	5	17. Acknowledgements	14
9. Facing	5	18. Scenarios	15



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1.0 Introduction

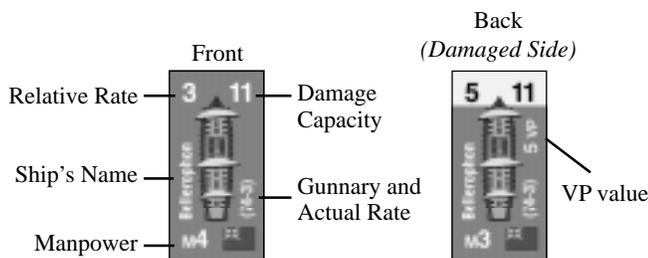
Flying Colors is a simulation of naval warfare in the period dating roughly from 1750 to 1825. Unlike most other games depicting this topic, this game simulates large fleet actions, not the minutiae of shipboard operations. This allows players to compare the qualities of the fleets and their commands. The game is intended to play quickly, with minimal rules referencing.

2.0 Components

A complete game of *Flying Colors* consists of the following:

- 3 Mapsheets
- 4 Countersheets
- 1 Rulebook
- 1 Player Aid Card
- 1 pad of Status Sheets

Game Map - comprised of several sections, each depicting a section of the body of water upon which the naval engagements are fought. The sections can be configured in different ways as required by the scenarios. The hexagons printed on the map are used to regulate movement. Different shades of blue are used to indicate different depths of water. Whether or not these depths are used is dependent upon the scenario played. Each map is printed with a directional compass used to set wind direction. 'Wind Direction 1' is toward 'xx01' edge of any map sheet. Wind direction numbers work clockwise, up to 'Direction 6.'



Ships - these units represent the ships making up each fleet. Ships are categorized according to the number of guns carried, with a '1st Rate' ship being the largest and carrying 100 guns or more. 1st through 4th Rate ships are considered 'Ships of the Line' and are represented with 1x1 1/2 inch pieces. 5th Rate and smaller ships (frigates, brigs, gunboats, etc.) are represented with 1/2 inch pieces.

Each ship unit is printed with its name and the following measures used during the course of play:

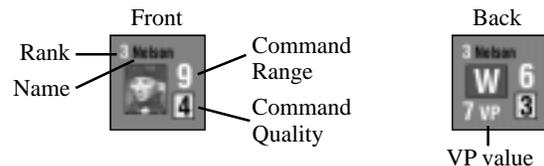
- **Relative Rate** (an indication of how much firepower could be unleashed from a broadside)
- **Damage Capacity** (the amount of hits the ship's hull can sustain and still be an effective firing platform)
- **Manpower** (the ship's capacity to send and repel boarding parties)
- **Victory Point value**
- **Gunnery and Actual Rate** (the number of guns carried by the ship and the Actual Rate value). These ratings do not effect play and are provided for information only

Relative Rate Modifier Symbols: A ship's Relative Rate is modified by its color and boundary shape. A Relative Rate in a yellow circle indicates a First Rate ship with at least 120 guns. If the circle is white, the guns are relatively heavy; if the circle is black, the guns are relatively light. A Relative Rate in a red hexagon indicates a ship armed mainly with carronades. These factors affect a ship's firepower.

A ship's color indicates its nationality:

- Red: British
- Orange: Danish
- Purple: Dutch
- Blue: French
- Gold: Spanish

Commanders - these half-inch counters represent the fleet commanders available during each scenario. The commanders are the heart of the game's command and control system, as they allow the fleet to act in unison. Commander units are also colored according to nationality.



Audacity Ratings - in addition to the statistics noted on the individual units, each nationality in a scenario is given an 'Audacity' rating. This value is a reflection of how the side behaved historically in battle, and is an indication of the overall quality and flexibility of the fleet and the tenacity of its commanders.

Questions?

If you have any questions about the rules we'll be glad to answer them. There are three ways to get your questions answered.

E-Mail

Designer: Mike Nagel at mpnagel@comcast.net

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Publisher: GMTGames@aol.com

Internet: Post your questions on the Flying Colors forum at www.consimworld.com.

Postal: Send your questions with a self-addressed stamped envelope to: GMT Games, ATTN: Flying Colors Q's, P.O. Box 1308 Hanford, CA 93232

Status Markers - these markers indicate game and ship status:

	Hull Hit		Fouled
	Rigging Hit		Struck!
	Dismasted!		Fired Starboard
	In Chains!		Fired Port
	Manpower Hit		Fired Both
	Captured!		Out of Command
	Anchored		Vulnerable!
	Full Sails		Wind Direction
	On Fire		Battery
	Aground		Command Split
	Grappled		Adrift!

The number of markers provided is not a game limit. If additional markers are required, players may create their own, or use similar markers from other games.

Status Sheets - If players want to avoid using a lot of markers to indicate ship status, status may be tracked on paper using included status sheets and (preferably) a pencil. Write each ship down prior to play and cross off each extraneous damage box above the initial values tracked. As the ships take damage, cross off damage boxes as necessary. The status sheets can also be used to track fired and moved status. Ship status sheets are open to examination by all players.

Game Dice - One 10-sided die is used. Treat a roll of '0' as a zero (not a ten).

Game Scale - The hexes on the map are roughly 100 meters across and each game turn represents five to ten minutes of time.

3.0 Sequence of Play

The sequence of play is the order in which you perform the game functions the rules provide. The sequence of play is continued for a number of turns as noted in each scenario.

General Overview of Play: After checking for any wind change (Turns 5, 10, 15, etc.) each player determines which ships are in/out of command and whom commands each formation. A roll of the die determines which player determines who will be the first active player. The active player chooses a formation and moves/fires each ship individually. After all formation ships have completed their actions play shifts to the other side to activate a formation. Players alternate formations until all formations have activated. Out-of-command ships are then activated individually with the Initiative player choosing to go first or pass with one of his/her ships. After all ships have moved, any melees are resolved. Lastly, each ship's status is checked and victory conditions are checked.

I. Wind Adjustment Segment (every 5th turn)

II. Determine Commands

III. Determine Initiative

IV. Activation Cycle

- A. Select Command
- B. Activate Ships
- C. Move (and Fire) Ships
- D. Disengage
- E. Select another Command or end Activation Cycle
(players alternate activating commands until all have been activated)

V. Out of Command Cycle

- A. Select Ship
- B. Make Command Check
- C. Move (and Fire) Ship
- D. Disengage
- E. Select another ship or end cycle (players alternate activating out of command ships [one at a time] until all have been activated).

VI. Melee Combat

VII. Ship Status Check

- A. Ship Fires
- B. Drifting
- C. Sinking
- D. Striking

VIII. Victory Determination

4.0 Wind Direction

4.1 Wind Adjustment Segment

Beginning with Turn Five (5) and every fifth turn thereafter (turns 5, 10, 15, etc.) in the Wind Adjustment Segment roll a die and check the Wind Change table. The result indicates the direction and number of points (hex sides) that the wind indicator is adjusted to reflect a new wind direction.

PLAY NOTE: The Wind Change table is designed for northern hemisphere scenarios. For those players creating their own scenarios,

invert the terms 'clockwise' and 'counter clockwise' as necessary when fighting south of the equator.

4.2 Wind Effects

Wind affects both a ship's movement rate (11.1) as well as its ability to fire (12.9). With respect to the latter, a ship is firing 'with the wind' ('leeward') if the target is downwind of the firing ship's broadside. A ship is firing 'into the wind' ('windward') if the target is upwind of the firing ship's broadside. A ship that has the wind blowing directly up or down its length gains no wind benefit for firing.

5.0 Fleet Command

Victory or defeat at sea during this period was often down to the fleet commander's flexibility, and his ability to provide clear and concise commands to subordinate commanders. The command system described below is the heart of the game system.

5.1 Commanders

Each fleet is usually assigned one fleet admiral and one or more subordinate commanders, depending on the scenario. Commander units represent these individuals, and are placed with ship units. Commander units are marked with a Rank value next to their names. The higher this number, the greater the rank. More than one commander can be stacked on a single ship (although for the fleet's sake, you probably don't want to do this).

Each commander has a command quality and a command range. The command quality is a die roll modifier that is used in various circumstances, but most often in determining fleet initiative at the start of each turn. The higher this value, the more flexibility the fleet has. The command range is the maximum number of hexes at which a ship without a commander unit may be included as part of a command for the purposes of activation. The higher this value, the larger the number of ships that can be activated for movement and combat at one time.

Flagships: The ship that holds a fleet admiral at the beginning of the scenario is considered the flagship. Conversely, a ship designated as the flagship at the beginning of a scenario holds the fleet admiral (for those instances where more than one leader share the same highest rank). An admiral may not leave this ship unless it is either damaged (flipped) or on fire.

5.2 Commands

Groups of ships are called commands. All ships that are part of a single command are activated together and must all move before any enemy ships are allowed to move. Commands are formed by either of two methods:

- Formation Command—by being part of a Formation, or
- Group Command—being within Command Range of a Commander.

Group Commands: All ships that are within the Command Range of a Commander may be part of that individual's command. Command Range is calculated by counting the number of hexes between either the bow or stern hex of the commander's

ship to either the bow or stern hex of a ship in question. When counting the hexes in this range, do not include the commander's ship. Hexes containing enemy vessels may not be counted, but players may count around them. If a ship is within range of more than one commander the owning player chooses which formation the ship will activate with.

DESIGN NOTE: The Command Range concept is not merely the ability to broadcast commands to ships via signal flags. Rather, it takes into account the ability of a fleet commander to issue pre-engagement plans and orders in such a manner as to allow a fleet to maintain its cohesion once the fleets engage.

Formation Commands: Ships may be set up on the map in such a way that they are in a formation. To be in a formation:

- Each ship in the formation must be within 4 hexes of at least one other ship in the same formation (see example on page 23),
- All the ships in the formation must be facing in the same direction so as to have the same movement rates at the beginning of a turn, and
- One of the ships within the formation must include a commander.

There is no limit to the number of ships that may be included in a Formation Command. When activating a Formation Command, each ship may be activated in any order.

Out of Command: Ships not conforming to either of these conditions are considered Out Of Command (see 8.0) and may only be moved after all ships in command have moved. Commands are determined at the beginning of each turn, so a ship may fall out of command during a turn, but is still considered part of a command until the end of the turn.

5.3 Mixed Fleets

Generally, smaller ships (5th Rate and smaller) were not part of 'the Line' and therefore did not partake directly in the larger naval actions. Instead, they were used as scouts, flankers, and message ships. It was not considered prudent (or gentlemanly) for a ship-of-the-line to fire upon smaller ships. These smaller ships were, however, known to engage larger ships if there was a reasonable chance of survival and the acquisition of a grand prize.

When smaller (half-inch) ships are in play with full-sized ships, the latter may not fire upon the former (even defensively) until the smaller ship has fired upon and inflicted damage to another ship. Small ships may engage each other freely.

6.0 Determine Commands

After checking for wind changes, players must determine which ships are in which commands, and if any ships are out of command. Starting with the player who lost the initiative in the previous turn (or the fleet with the lowest Audacity for the first turn), indicate a number of ships that make up a specific command, per the command definition rules noted above. The other player then indicates the ships in a specific command. The play-

ers continue to define commands using this back and forth process until all commands have been defined. After one player has indicated his final command, the other player may divide his remaining ships into more than one command if desired and possible.

If necessary, use the Command Split markers to indicate where one command ends and another begins. These markers serve no other purpose than to help players keep track of commands.

Any ships that cannot be included in a command are marked with an Out Of Command marker. A ship holding a commander unit is always in command.

7.0 Determine Initiative

After commands have been determined, each player rolls a die to determine initiative. Players add the current command quality of their fleet admiral to the die roll (provided that he is still alive). The player with the higher modified die roll wins the initiative for that turn. In the case of a tie, the winner is that side with the higher Audacity rating.

The player who won the initiative for the turn then either selects one of his commands to be activated, or passes the initial activation to his opponent. The players then alternate activating commands until all have been activated. If one player indicated several more commands than his or opponent, he may activate several in a row after his opponent has completed activating his commands.

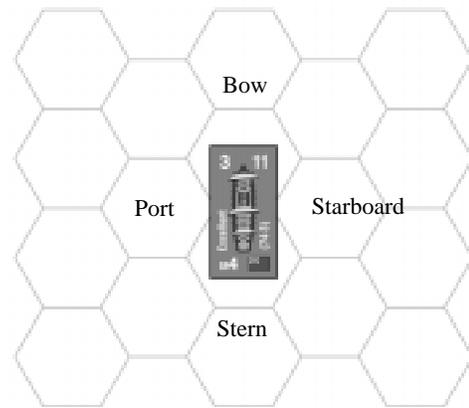
After all commands have been activated, players activate their out of command ships one at a time. The player who won the initiative decides which player will activate an out of command ship first. Players then alternate activating out of command ships until all have been activated.

8.0 Out of Command

Ships that are out of command may be limited in what they can do when activated. When each out of command ship is selected, a die is rolled and compared to the fleet admiral's Command Quality (deduct the fleet's Audacity rating as noted in the scenario description). If the roll is less than or equal to the Command Quality, the ship may function as if it were in command. If the command check fails, the ship may not end its move adjacent to an enemy ship (if possible) or fire when activated unless it starts (is activated when) adjacent to or is grappled with an enemy ship. Also, see 12.11.

If the fleet admiral is killed or captured during play, use the best Command Quality of any remaining fleet commanders available. If none are available, use a value of zero (0) as the fleet's Command Quality.

Ships of a side that begins a scenario without commanders are all Out Of Command for the duration of the scenario (unless specified otherwise by the scenario's rules).



9.0 Facing

When placed on the map, a ship occupies one or two hexes, depending upon its size. The front of a ship unit must always face a hex side, not a vertex. If facing comes into question, the opposing player selects the appropriate facing.

Surrounding the ship unit are several hex sides. The front most hex side is the ship's bow hex side. The rear hex side is its stern hex side. All of the hex sides to the ship's left and right are its port and starboard hex sides, respectively.

10.0 Stacking

No more than one ship unit may occupy a single hex at the end of a ship's movement. A ship unit may be stacked with as many commander units as desired and as many markers as needed. If a ship has no choice but to end its turn in the same hex as another ship, there is a risk that the two will collide and become fouled (see 11.8).

11.0 Movement

When a command is activated (or a single ship during the out of command phase), a player must move his ships through the grid of hexes on the map from one hex to an adjacent hex. Hexes may not be skipped while moving.

11.1 Movement Rates

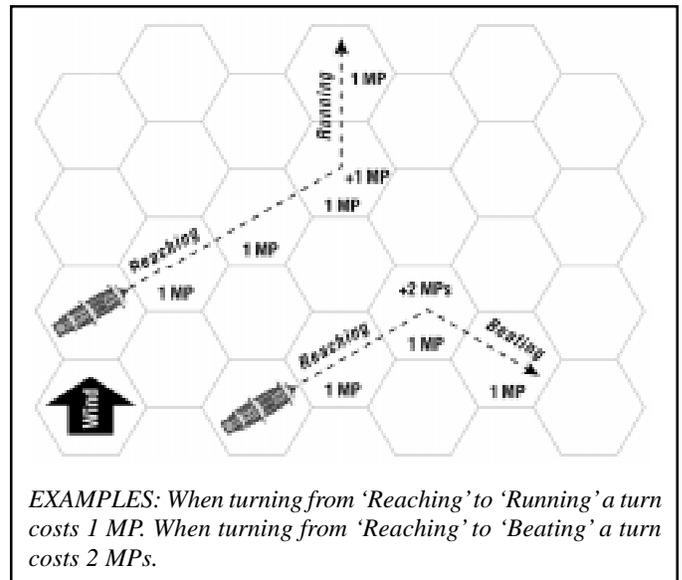
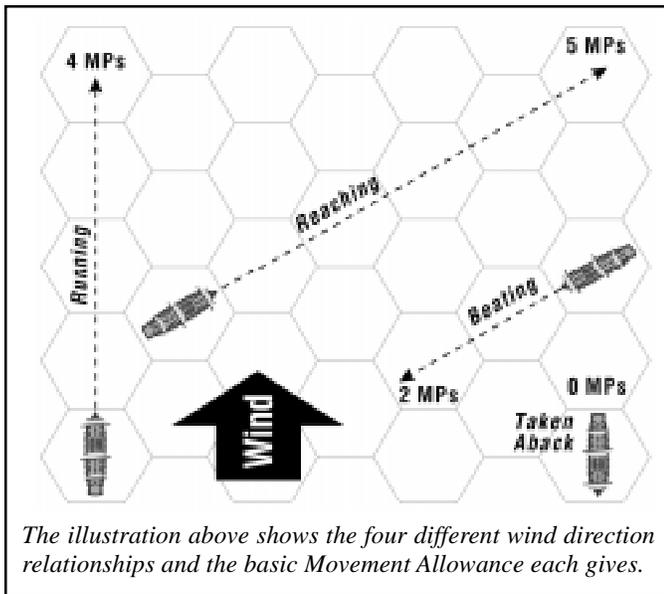
Depending upon its relationship to Wind Direction, a ship will have a number of Movement Points (MPs) that it must expend in that turn. Ships must expend their full movement rate during a turn (*Exception: collisions, anchoring, grappling and running aground*). See also Backing Sails (11.5). MPs may not be saved for later turns.

A ship's position relative to the wind direction is described by the following nautical terms:

Running - the ship is pointing in the same direction as the wind (4 MPs).

Reaching - the ship is pointing 60 degrees to the left or right of the wind direction (5 MPs).

Beating - the ship is pointing 120 degrees to the left or right of the wind direction (2 MPs).



Taken Aback - the ship is pointing directly into the wind direction (0 MPs). Also called 'In Chains!'

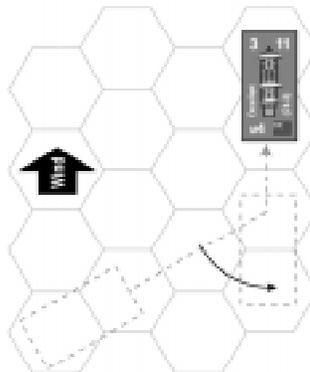
PLAY NOTE: These movement rates can be modified by *Full Sails* (11.12) and *Weather Effects* (11.13).

Small Ship Bonus - smaller ships (half-inch units) may optionally add one MP to their allotment, provided that they would ordinarily have at least one. Once declared, this bonus may not be retracted.

DESIGN NOTE: Some players may wonder why all ships share the same speed ratings, and why the MPs are static. The answer is: that level of detail is beyond the scope of this game design. Ultimately, this design is about fleet action, not individual ship design and capability.

11.2 Wearing

A ship moves by advancing directly across its bow hex side, into the hex in front of its bow. After advancing, it may rotate its stern left or right into an adjacent hex. **A ship may only rotate its stern one direction in each hex it moves into.** Unless 'tacking' (see below), a ship may never turn its bow directly into the wind while turning.



Moving a ship forward expends one of its MPs. Turning may or may not consume MPs, depending upon the direction turned relative to the wind (double these costs if at Full Sail, 11.12):

Reaching to Running: 1 MP
Reaching to Beating: 2 MP

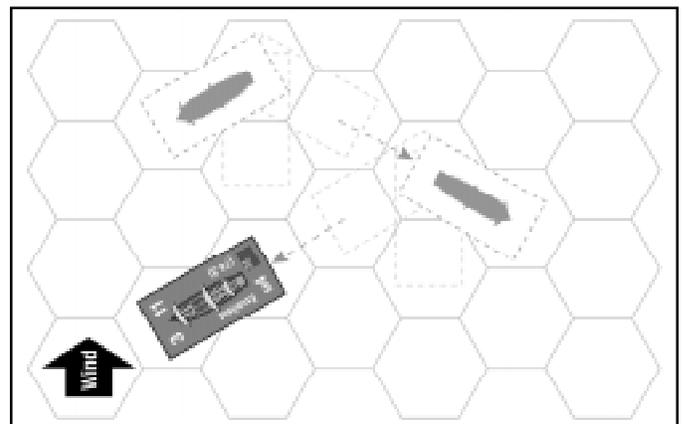
Any other changes in direction do not cost MPs.

PLAY NOTE: Moving into a quicker position relative to the wind will not gain any movement points until the next game turn. Moving into a slower position relative to the wind will not lose any movement points until the next game turn.

11.3 Tacking

A ship that is Beating at the beginning of a turn may attempt to rotate its bow through the wind and into the hex 120 degrees from where it started. This process is called 'tacking,' and is a more efficient way to move forward into the wind. It is also a risky maneuver, particularly in combat.

Upon announcing an attempt to tack, the player rotates the ship on its stern hex so that its bow is facing directly into the wind. The player then rolls a die and applies any appropriate modifiers. Reference the modified die roll on the Tacking table to determine how many MPs the ship retains throughout the maneuver.



TACKING EXAMPLE: The example above shows how a ship might move two hexes into the wind using Tacking. The process takes two turns to complete (unlike Wearing, which takes four turns to achieve the same result). To initiate its first Tack, the ship rotates its bow into the wind. A die is then rolled and the result checked on the Tacking table. In this example, two MPs result. The first action (requiring no MPs) is to rotate the ship's bow away from the wind. The two MPs are then used to advance straight ahead. In its second turn, the ship attempts another tack, but in the opposite direction. The resulting maneuver places the ship two hexes closer to the wind.

If the tack is successful (the ship is not 'In Chains!'), rotate an additional 60 degrees in order to complete the tack. Any additional points may be used to move forward or wear normally. Ships may only perform a single tack during a turn.

Important Exception: Smaller (half-inch) ships do all of their rotation within their hex, as they have no discrete stern or bow to swing around when wearing or tacking. Other than this difference, the same turning mechanisms apply in all respects.



Place an 'In Chains!' marker on any ship that does not complete a tack. Ships that are in chains are considered adrift for grappling purposes.

11.4 Drifting

Ships that have grappled (11.9), fouled (11.8), dismantled (13.1), or struck (13.3) have no MPs. Ships that begin the turn 'In Chains' or have suffered sufficient rigging hits to reduce their movement rate to zero have no MPs. In these cases, move those ships one hex with the wind during the Drift segment of the Ship Status Check phase. If the wind state is calm Drifting movement occurs only on even numbered turns (11.13). Place an 'Adrift' marker on ships with zero MPs when activated to indicate this status.



A drifting ship may never cause a collision. If a drift will move a ship into a hex already occupied by another ship, the drifting ship is left in place.

Sternway Table: When attempting to move a (non-collided or fouled) ship with no MPs, roll a die (deducting the command quality of a commander stacked with the ship). If the roll is greater than four (4), the ship must move with the wind one hex and then at the player's option may be rotated on its bow hex 60 degrees to the left or right. If the roll is less than or equal to four, the player has the option to rotate the ship to the left or right without moving it backwards or may still allow the ship to drift one hex before it is rotated.

11.5 Backing Sails

Ships may 'reduce' its movement rate by 'backing sails.' When doing so, a ship expends 1 MP in a hex without moving forward. Only 1 MP may be expended in a hex to back sails. Expending a MP to back sails counts towards the turning requirement (i.e. a ship may wear in place). A ship may not back sails prior to tacking, but may do so after a successful tacking result. The maximum number of MPs a ship may use to back sails is one half of their initial movement rate, rounded up.

EXAMPLE: A ship begins its turn running, and has a movement rate of three (3). The ship may expend up to two (2) MPs to back sails. It expends its first MP to back sails and turns with the wind into a reaching aspect (at the cost of no MPs). It expends its second MP to move forward one hex. It expends its third MP to back sails. The ship has spent three MPs, but only advanced one hex.

11.6 Anchoring

Ships may start scenarios at anchor, or may drop anchor during the course of play. Anchoring may only be used if allowed in the scenario. Anchoring is the only way to halt movement.

When activated, an anchored ship may remain in place, or may rotate either its bow or its stern into an adjacent hex (or rotate in place if a small ship). An anchored ship that fires applies a +2 drmm on the Hit Results Table.

Dropping Anchor—Ships may drop anchor at any point during movement. Any MPs left after dropping anchor are lost. Mark anchored ships with an anchor marker to indicate this status.



Raising Anchor—Ships may attempt to raise anchor when activated for movement. Roll a die for each ship attempting to raise anchor. Deduct the command quality of a leader stacked on the ship from the roll. If the result is less than or equal to 5, the anchor is raised.

The turn after raising anchor, the ship moves normally. In the turn raising anchor, the ship is limited to rotating as indicated above. A ship may still rotate, even if the attempt to raise anchor fails.

11.7 Grounding

Certain scenarios have parts of the map defined as 'shoals' or 'shallows'. Ships which move through 'shallows' (either on purpose or being forced), possibly run aground.

Whenever any part of a ship unit moves into a shoal hex, roll on the Grounding table. Modify the die roll by the depth value of the shallows, the ship's Relative Rate, and the Command Quality of any commander stacked with the moving ship.

Grounded ships may no longer move for the duration of the game, but may still fire their guns (if an enemy ship moves close enough). Place an 'Aground' marker on grounded ships to indicate this status.



11.8 Collisions

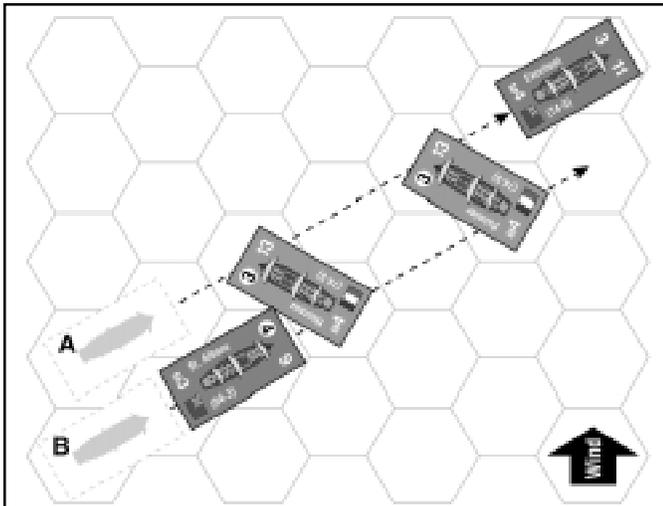
Ships may pass through hexes occupied by other ships, provided that they do not end their move occupying the same hex as another ship. If it is impossible to avoid ending one ship's move in a hex occupied by another ship, the ships may collide and become fouled together. Whether or not a collision occurs, the moving ship ends its turn in the position prior to overlap. Ships may not collide on purpose!

To check for a collision, roll a die and reference the result on the Collision table. Deduct the Commander Qualities of any commander available on the moving and 'target' ships. Increase the die roll for the moving and target ship's Relative Rate (+1, +2 or +3 each), if the moving ship is damaged (+1) and the number of MPs the moving ship was unable to expend. If the modified result is greater than 9, the moving ship becomes fouled with the first ship it could not move through. Place a 'Fouled' marker across both ships to indicate this status. Fouled ships are 'adrift.'



11.9 Grappling

In order to board an enemy ship to capture it, the enemy ship must be grappled.



COLLISION EXAMPLE: Both ships A and B are ‘reaching’ and so have a movement allowance of 5 MPs. Ship A passes through both enemy ships without colliding. Ship B does not have enough MPs to clear the second enemy ship, so is backed up before the first ship and rolls for collision. Both ships are, as yet, undamaged and have no commanders present. The die roll modifiers are: +4 for unexpended MPs, +1 for the Relative Rate of the moving ship, and +1 for the Relative Rate of the target ship, for a total of +6.

If at any point during its movement a ship shares a port or starboard hex side with an enemy ship that is adrift, in chains, dismasted or fouled, it may attempt to grapple. If the enemy ship is not already grappled, fouled, or grounded, it may attempt to evade by rolling on the Evasion table and applying appropriate modifiers. If the target ship successfully evades, the moving ship must continue its movement. Otherwise, the moving ship may attempt to grapple by rolling on the Grappling table. If successful, the grappling ship ends its movement at that point. Place a Grappled marker astride each ship.

Ships that are fouled may attempt to grapple with the ship(s) that they are fouled with, but only one attempt may be made per turn when a ship is activated for movement.

11.10 Fouled/Grappled Effects

Ships that are fouled and/or grappled may not move when activated. Instead, they may attempt to disengage when activated.

Ships that remain fouled and/or grappled at the end of the turn will drift during the Drifting segment of the Ship Status Check phase.

11.11 Disengaging

When activated, a grappled and/or fouled ship may attempt to cut free from any one enemy ship.

Ships desiring to disengage must roll a die and refer to the Disengagement table. If successful, remove all fouled and/or grappled markers from the disengaging ship and the ship to which it was attached.

11.12 Full Sails

A ship may drop or raise Full Sails at the end of its movement if desired. Ships operating at full sails can move further during a turn, but are more susceptible to rigging damage in combat. A ship that has suffered six rigging hits or is damaged may not raise full sails and loses them if currently raised.



When using full sails, increase the movement values of a ship by the following amounts (in addition to the Small Ship bonus, see 11.1), depending upon their position relative to the wind:

Beating:	+1
Running:	+2
Reaching:	+3

When a ship is attacked while under full sails, add two (2) to the result die roll when rigging is targeted.

11.13 Weather Effects

Some scenarios may include a Weather Condition option, either ‘Breezy’ or ‘Calm.’ When Breezy, increase a ship’s MPs by one (provided it already has at least 1 MP) and add one to the Weather Change die roll. When Calm, decrease a ship’s MPs by one and deduct one from the Weather Change die roll. In addition, Drifting movement occurs only on even numbered turns when Calm.

12.0 Fire Combat

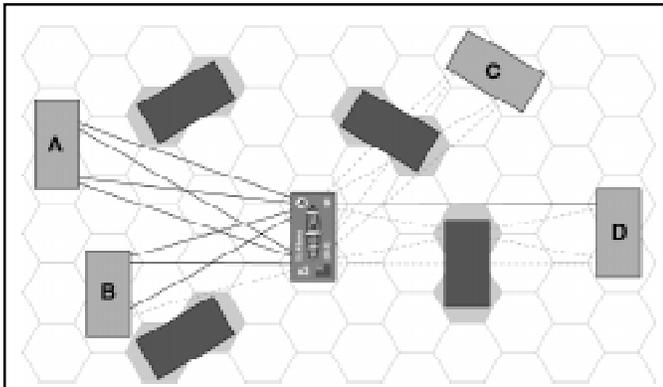
A ship may fire twice per turn, once from each side of the ship. **Ships may only fire after they have expended at least one MP** unless the ship has remained immobile owing to it being grappled or fouled, at anchor or adrift. *Note that Backing Sails expends a MP (11.5).* A ship may fire its guns before or after it has completed a free turn (with the wind) after expending a MP. A ship may fire both broadsides simultaneously, or at different times during its move. Each broadside is resolved separately.

12.1 Line of Sight

In order to fire at an enemy ship, a clear line of sight must be available between the attacking and target ships. The hexes occupied by friendly and enemy ships (not just the unit counters or ship outlines) block line of sight.

To determine if line of sight is available, draw imaginary lines between the centers of both of the attacking ship’s bow and stern hexes or from the center of a small ship unit’s hex to both of the bow and stern hexes of the target ship or the center of a small ship’s hex. If any of these lines cross over an occupied hex, the line of sight is blocked along that direction. Note that line of sight may be drawn between two hexes (along the hex spine) so long as one of the two hexes is unoccupied.

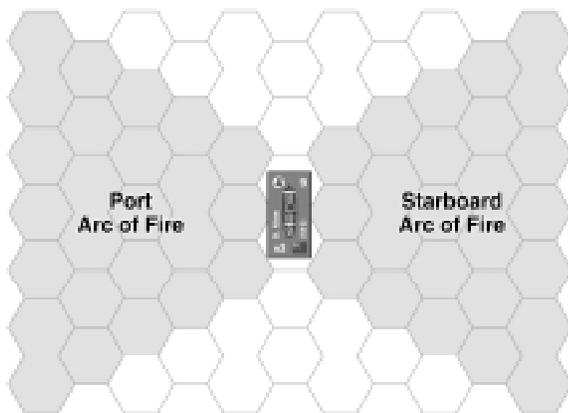
If it is not possible to draw lines of sight between all of the attacking and defending ship hexes, but at least one clear line of sight is available, an attack is still possible. These instances are treated as ‘partial broadsides’ (see 12.5 below).



LINE OF SIGHT EXAMPLE: The darkened ships are Line of Sight obstacles (enemy or friendly ships). Ships A through D are enemy ships. The St. Albans has a clear Line of Sight to A, a partial LOS to B and D, and no LOS to C. Note that the LOS follows a hexspine in the case of D.

12.2 Arc of Fire

A ship may only fire at targets that lie fully or partially within the firing arc of their cannon. A ship's arc of fire starts from the center of its bow and stern hexes (or the center of its sole hex, in the case of small ships) and extends outward through its port and starboard hex sides. All of the hexes that lie fully or partially within this arc are subject to attack. The Broadside diagram below indicates a ship's firing arcs.



12.3 Fire Resolution Process

All fire combat should follow the steps outlined below.

- A. Select Target
- B. Defensive Fire Interruption (12.4)
- C. Determine Attack Type (12.5)
- D. Determine Range (12.6)
- E. Choose Target Type (12.7)
- F. Calculate Modified Firepower (12.8)
- G. Roll a 10-sided die and consult the Hit Results Table (12.9)
- H. Apply damage to target (12.9 and 13.0)
- I. Mark broadside as fired.

12.4 Defensive Fire

As soon as an activated ship has selected a target, and before its firepower is determined, any one opposing ship within range and line of sight of the activated ship may fire defensively at it. The opposing ship may be in or out of command. *Exception: Grappled Fire.*

Defensive fire may only come from a ship that has not fired from the appropriate broadside. The fire procedure for defensive fire follows the same steps as offensive fire.

After defensive fire has been resolved, the activated ship may opt to hold its fire. If the activated ship holds its fire, and attacks later in its turn, it is subject to additional defensive fire interruptions.

OPTIONAL: Rather than using defensive fire as above, the non-moving player may choose to fire any one broadside at the activated ship per MP expended (including MPs expended while turning). Note that this optional rule allows more flexibility (and arguably more realism), but is not recommended for larger scenarios as it slows play significantly.

12.5 Attack Type

A ship may make three types of attack, depending on its position relative to the target. The attack type must be determined before firing.

Partial Broadside: If only one of a larger (two-hex) target ship's hexes lay within the firing ship's arc of fire, that attacking ship fires with a Relative Rate one greater than that listed on the firing ship's unit. Partial lines of sight may also cause partial broadsides.

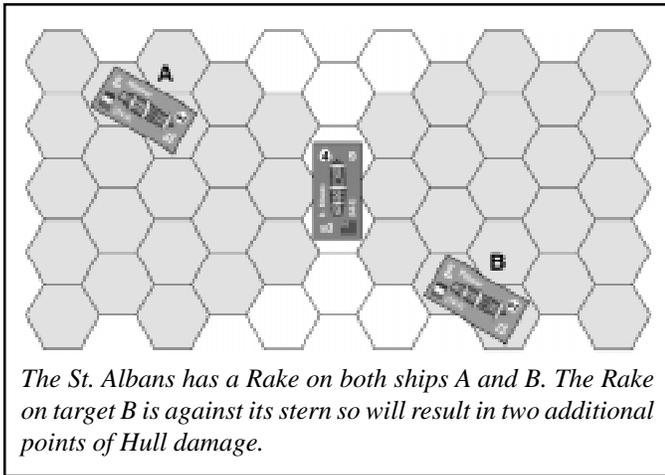
Full Broadside: If all of the target's hexes lie within the attacking ship's line of sight and arc of fire, and one or both of the attacking ship's hexes lies within the target's arc of fire, the attack is conducted without modifying the attacker's Relative Rate.

Rake: If the target's hexes lie within the attacking ship's line of sight and arc of fire, but the attacking ship's hexes do not lie within the target's arcs of fire, all damage is doubled (regardless of target table used). If either of the attacking ship's bow or stern hexes has a blocked line of sight, its Relative Rate is increased by 1 (effectively a 'partial rake' attack). If a Rake attack is directed at a target's stern (i.e. the target is pointing away from the attacking ship), add 2 points of Hull damage. These additional damage points are not doubled.

Close Range Rake: If all of the following conditions are met, the attack is a Close Range Rake.

- All of the target's hexes lie within the attacking ship's line of sight and arc of fire;
- Only one of the attacking ship's hexes lies within the target's arcs of fire; and
- The range between the two ships is one hex or less.

Adjust damage as stated under Rake.



12.6 Range

The maximum distance at which an enemy ship can be attacked is ten hexes (*exception: Carronades have a maximum range of 5 hexes, 12.12*). This limit includes the target hex but does not include either the bow or stern hexes of the firing ship.

It is possible that the range between the attacking and the target ship will be different, depending on whether you are tracing range from (or to) a ship's bow or stern hex. When this situation arises, use the nearest of the possible range values.

12.7 Target Type

Prior to firing, the attacking player must determine if he is firing at the target ship's hull or rigging. This selection indicates which target table should be used during the fire resolution process. Firing at a ship's hull will reduce its capacity to fire as well as increase its probability of sinking. Firing at a ship's rigging reduces its movement and is more likely to start fires.

12.8 Firepower Determination

The ability of a ship to project force is referred to as its firepower.

A ship's firepower is determined by cross-referencing its Relative Rate with the range to the target on the Firepower Determination Table.

Step 1: Begin by looking up the ship's Relative Rate value in the Relative Rate column. If the ship is a large 1st Rate (its Relative Rate is bounded by a yellow circle), use the (1) row. The Relative Rate is modified by the following cumulative factors:

- Increase the Relative Rate (move up the column) by one if the attack is a Partial Broadside or Partial Rake.
- Increase the Relative Rate by one for each six points of Hull Damage on the firing ship.

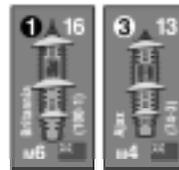
EXAMPLE: A ship with a Relative Rate of 3 with 14 Hull Hits (+2) making a partial Broadside (+1) would have a modified Relative Rate of 6.

NOTE: If the cumulative shifts result in a Relative Rate falling off the table (i.e. more than 'G'), the attack has no effect and the ship's broadside is marked as fired.

Step 2: Next, cross-reference its modified Relative Rate with the range to the target to find the 'firepower value.'

Step 3: Modify the resulting firepower value by the following cumulative factors:

- +1 Firing ship's Relative Rate value is in a white circle (on the counter) and the unmodified firepower rating on the Firepower Determination table is shaded
- 1 Firing ship's Relative Rate value is in a black circle (on the counter) and the unmodified firepower rating on the Firepower Determination table is shaded
- +? Firing ship's fleet Audacity rating
- ? Target ship's fleet Audacity rating
- +2 Point-Blank fire (12.10)
- +2 (Optional) if broadside is being fired for the first time. (This rule requires some extra record-keeping.)



EXAMPLE: The two ships to the left are both firing at a target 3 hexes away. Both ships are firing a full broadside and both have less than 6 Hull hits—so their Relative Rate is unmodified. Britannia's firepower value (at a range of 3 hexes) is 12, which is decreased by one to 11 because of the black circle. Ajax's firepower value of 8 is increased to 9 because of its white circle.

12.9 The Hit Result Table

After determining firepower, consult the Hit Results Table and roll a 10-sided die. The die roll can be modified for the following reasons:

If the Target Type (12.7) is the Rigging:

- +1 if French ship firing
- +1 if firing 'into wind' (4.2)
- 1 if firing 'with wind' (4.2)
- +2 target at Full Sail (11.12)

If the Target Type (12.7) is the Hull:

- +1 if British ship firing
- +1 if firing 'with wind' (4.2)
- 1 if firing 'into wind' (4.2)

Other Modifiers

- +# cumulative carronade bonus (12.12)
- +2 if firing while anchored (11.6)

Procedure: Cross-reference the modified die roll with the previously determined firepower value. Use the appropriate target type column—rigging or hull. The result indicates what type of damage is done to the target ship (if any).

Hit Results: An 'H' result indicates a Hull hit. An 'R' result indicates a Rigging hit. An 'M' result indicates a Manpower hit. A number to the left of a letter code indicates a number of hits of that type (*example: 2HRM translates as two Hull hits, one Rigging hit and a Manpower hit*). See Ship Damage 13.0. An asterisk (*) noted as part of the damage results indicates the chance of a fire breaking out on the target ship (see 13.4 on ship fires).

Damage Markers: Use the Hull, Rigging and Manpower hit markers to keep track of a ship's damage. No ship may have its Manpower value decreased to less than '1.'

12.10 Point-Blank Fire

A ship may fire while passing through a hex occupied by an enemy ship. Fire by both ships involved receives a +2 firepower modifier against the target (12.8). Double any Manpower damage results sustained by point-blank fire. If moving along the length of an opposing ship, the moving player may select which side (to port or starboard) the ship is moving. Fire of this type is a Full Broadside. When moving across an enemy ship ('crossing the 'T') any fire is a Rake.

12.11 Grappled/Fouled Fire

If a ship fires upon a ship to which it is grappled and/or fouled and the opposing ship can return fire, the opposing grappled ship is the *only* ship that may return fire. In these cases, fire from both ships is considered **simultaneous** (apply the results of combat after both ships have fired) and benefits from the +2 Firepower bonus of point-blank fire (see above).

Note that grappled/fouled ships may only fire if allowed by their individual arcs of fire. It is possible that the position in which ships are grappled/fouled may only allow partial broadsides or rakes.

12.12 Carronades

Carronades were shorter, large bore guns fired at close range, first used by the British in 1779.

Depending on the year in which a scenario takes place, ships may be armed with a variety of carronades. These provide cumulative and beneficial die roll modifiers on the Hit Results table. Use the table below to determine these modifiers. Note that ships with a Relative Rate value bounded by a red hexagon are preponderantly armed with carronades and have a maximum range of five (5) hexes.

Type of Fire	1779-1786	1787-1826
British fire—range 3 or less	+1	+1
British fire—range 1 or less	+1	+1
American fire—range 3 or less	n/a	+1
American fire—range 1 or less	+1	+1
French/Dutch fire—range 3 or less	n/a	+1
Spanish fire—range 1 or less	n/a	+1
Red Rate value—range of 3 or less	+1	+1

EXAMPLE: A British ship with a red gunnery value firing at a range of one hex would gain a +3 die roll modifier on the Hit Results table.

12.13 Shore Batteries

Certain scenarios indicate one or more hexes containing shore batteries. For game purposes, these are collections of guns that harass any enemy ships that come into range.

Shore batteries are activated as an individual command (or commands if there is more than one) and are always in command.

Shore batteries may fire twice per game turn (offensively and/or defensively) in any direction. Use Fired Port and Fired Starboard markers to indicate fired status.

The scenario rules indicate the battery's 'Rate' and how much damage it can sustain. When firing upon a battery, only the Hull column is used and no modifications are made to the die roll. Any non-hull damage results are ignored. Batteries are not subject to rakes. Batteries may fire through friendly ships without effect.

Floating Batteries: floating batteries (those anchored in navigable areas) do not move. They may be fouled, but never boarded. They sink immediately if they absorb their damage capacity. Any ships fouled with a floating battery that sinks are eliminated as well.

Audacity Rating of Batteries: The scenario also indicates the Audacity rating for the batteries if it is different from their friendly fleet. All batteries share the same Audacity. The battery Audacity is only used as a firepower modifier during combat and affects no die rolls. All batteries also gain an automatic +2 die roll modifier on the Hit Results table (the equivalent of being anchored).

13.0 Ship Damage

During the course of combat, ships will inevitably become damaged. Depending upon the type of damage sustained, ships will lose their capacity to move (rigging damage) or will run the risk of sinking or striking (hull damage).

13.1 Rigging Damage

Every three Rigging hits (ignore remainders) reduces a ship's movement rate by one. A ship that has sustained 15 Rigging hits is 'dismasted' and may only drift for the remainder of the game. See also 11.4.

During the Drift segment of the Ship Status Check phase, every immobile ship drifts one hex with the wind, so long as the drift will not cause a collision. Drifting ships never cause collisions, although they may be collided with.

As long as a drifting ship has not had its Hull damage capacity reduced to zero, it may still be activated to fire.

13.2 Manpower Damage

For each point of Manpower damage sustained, decrease the ship's Manpower value by one. A ship's Manpower value may never be decreased to less than one. Double all Manpower damage results on all attacks occurring at point-blank range (grape shot is much more effective at close range).

13.3 Hull Damage

Ships have two possible states, damaged and undamaged. Ship units begin the game displaying their undamaged side (unless special scenario rules dictate otherwise). When a ship unit has

sustained enough hull hits to equal or exceed its damage capacity, flip over the unit to its damaged side (carrying over any excess hull damage.). *Example: A ship with a damage capacity of four on its undamaged side sustains six points of hull damage. Flip the ship over to its damaged side, carrying over two damage points.* The damaged side indicates reduced attributes (gun factors, manpower, etc.).

Every six Hull hits (ignore remainders) increase a ship's Relative Rate by one (meaning the number of available guns is actually decreased). A ship that has only a few Hull hits remaining is marked with a 'Vulnerable' marker to indicate it may sink (three hits remaining) or strike its colors (five hits remaining).



A damaged ship may no longer fire if its Hull damage capacity is reduced to zero.

Sinking - When a damaged ship has three (3) or fewer hull hits remaining, it runs the risk of sinking. During the Sinking segment of the Ship Status Check phase, roll a die and deduct the number of hull hits the damaged ship can still sustain. If the result is greater than five (5), the ship sinks. When a ship sinks, any commanders are eliminated. Also, any ships currently fouled (but not grappled) with the sinking ship sink as well (taking their commanders with them).

Striking - When a ship has five (5) or fewer hull hits remaining, it may strike its colors (surrender) during the Striking segment of the Ship Status Check phase. Roll a die and deduct the number of hull hits the damaged ship can still sustain. If the result is greater than three (3), the ship strikes. Ships that have struck their colors may not move or fire. They will drift one hex during the Drift segment of the Ship Status Check phase. An attempt to capture a ship that has struck its colors is automatic. Unless captured, a ship that has struck is considered sunk for victory purposes.

'Vulnerability' markers are provided to indicate those ships that may sink or strike during the Ship Status Check phase at the end of a turn.

13.4 Fires

During fire combat, any result that includes an asterisk (*) indicates that a fire may have started on the target ship. Roll a die. If the result is less than or equal to the number of hull and/or rigging hits sustained by that attack, the ship has caught fire. A fire never ignites when a '9' is rolled, regardless of the amount of damage taken.

During the Ship Fires segment of the Ship Status Check phase, check the status of the fire by rolling on the Fire table. The fire may be extinguished, cause further damage, or even spread to fouled and grappled ships nearby.

If there is a chance that the fire will spread (a roll of 5-9) during the Ship Fires segment, fulfill the results indicated on the Fire Table and roll another die. A roll of '9' results in the burning ship exploding and sinking! Remove the exploded ship and any ships fouled or grappled to it from the game. (*Play Note: this*

differs from a ship simply sinking, which does not affect ships grappled to it.)

13.5 Commander Transfer

When a ship has become damaged or is on fire, any commander on that ship may attempt to transfer to another ship. If there is more than one commander on a ship, each must transfer individually. Successfully transferred commanders move to the nearest, friendly, undamaged ship that is not on fire. If two or more ships are equidistant, the owning player may choose which one receives the commander unit. Transfers may be attempted immediately when a ship holding a commander is activated (e.g. before the ship is moved or fired).

In order to transfer, roll a die and deduct the fleet's Audacity Rating. If the roll is greater than or equal to five (5), the commander may leave the ship.

13.6 Leader Casualties

Whenever a ship carrying one or more commanders suffers damage of any kind (including melee losses), roll a die for each commander on board. A roll of '9' results in a leader being wounded. Flip the leader to his 'wounded' side.

A wounded leader has his command range halved (round up) and his command rating reduced by one. When receiving a wound, roll another die. If this die is less than or equal to that side's Audacity Rating, the leader has been killed and is removed from the game.

A leader may be wounded more than once, but there is no further effect. When this occurs, simply roll again to see if the leader is killed (in other words, a '9' must be rolled before there is a chance for death).

14.0 Melee Combat

Opposing forces may capture enemy ships by boarding them. A captured ship is generally worth more victory points than one that is sunk.

After all ships have been activated (both in and out of command), Melee Combat may take place between ships that are grappled together. Only ships that are grappled to enemy ships (or friendly captured ships) may engage in melee combat.

The player who won the initiative at the beginning of the turn selects the order in which melee combats are resolved. After selecting a group of two or more grappled ships, the initiative player indicates whether he will attack and how Manpower points will be allocated (if necessary). If the initiative player declines to attack, the non-initiative player has the option to attack and allocate Manpower. If the non-initiative player declines to attack, no melee combat takes place.

14.1 Determining Melee Combat Value

Prior to engaging in melee combat, the melee combat value of each ship needs to be determined. To find this value, check the Manpower value of a ship, deduct any Manpower damage, and add the command quality of all commanders on-board.

Multiple Ship Combat:

If the attacker has a ship grappled to one or more enemy ships, he may divide the ship's Melee Combat value as desired between each enemy ship (*example: If a ship whose Melee Combat value is 5 is grappled to two ships, it may use three points against one of the ships and two against the other*). At least one point must be assigned to each attack or the enemy automatically captures the attacking ship.

If two or more attacking ships are grappled to a single defending ship, all of the attacking ships' Melee Combat values are totaled into a single value.

If two or more attacking ships are grappled to two or more defending ships (two on two, three on four, etc.), the attacker indicates how he will allocate his Manpower points. Manpower points on defending ships are not allocated—they remain with the ship to repulse any attack.

Melee Combat Ratio: Once the Melee Combat values of both the attacking and defending ships have been determined, compare the attacking value to the defending value in terms of a ratio, rounding to the nearest whole value in favor of the side with the lower Relative Rate (increased by one for each six hull hits sustained) or the defender if tied. This ratio indicates the number of dice rolled by each side in determining the victor in Melee Combat.

Note that the defender always has one Melee Combat die, regardless of the number of Melee Combat points available. If the attacker cannot muster at least as many Melee Combat points as the defender, no attack may take place. Regardless of the number of Melee Combat points the attacker can muster, no more than four dice may be rolled (a maximum ratio of 4:1).

MELEE COMBAT VALUE EXAMPLE: The attacker has a total Melee Combat value of 11 to the defender's value of 4. Assuming that the attacker is storming a ship that has a better Relative Rate, the ratio would be 2 to 1. If the attacker had better Relative Rate, the ratio would be 3 to 1.

14.2 Melee Combat Resolution

To resolve Melee Combat, each player rolls a number of dice equal to his ratio value. The values of each side's dice should be summed together and compared. One of the following will occur:

Defender's roll is higher: The defender has repulsed the attacker's assault. The attacker loses one Manpower value from each ship involved in the attack.

The rolls are equal: The defender has repulsed the attacker's assault. Both sides lose a single Manpower point. If multiple ships are involved in the attack, players may select which ship loses the point.

Attacker's roll is higher: The attacker's assault has succeeded and the defender's ship has been captured. The attacker loses one Manpower point from any one of his involved ships, and a Captured marker is placed on the captured ship.

14.3 Captured Ships

Captured ships may not attack, but may be part of a command for the purposes of activation and movement. Captured ships that are not part of a command must attempt to move away from the nearest enemy ships if possible.

Captured ships may be recaptured. A captured ship has an inherent Manpower value of one (1) regardless of what is printed on the ship unit itself. It is also assumed to have zero gun factors for the purpose of determining rounding. Captured ships are attacked in the same manner as non-captured ships. If a ship is recaptured, remove the Captured marker and add sufficient Manpower loss markers to indicate a single remaining Manpower point.

Recaptured ships share the same attributes as captured ships if enemy forces attack them again. Recaptured ships may conduct fire attacks normally (their crews have been released).

14.4 Nelson's Patent Bridge

If a captured ship is fouled with another enemy ship, the capturing side may immediately try to grapple the second ship and attempt to capture it with any remaining Manpower through the Melee Combat process. Continual attacks may be attempted against additional fouled enemy ships, so long each melee attack is successful and the attacker has sufficient Manpower to initiate an assault.

HISTORICAL NOTE: This was how Nelson gained fame at the Battle of Cape St. Vincent. The San Nicolas had collided and fouled with the San Jose. Nelson boarded and captured the former and before the crew of the San Jose could rally, he captured her as well!

14.5 Scuttling Ships

When activated, a captured ship may be scuttled rather than moved. A player may want to do this to avoid having a ship recaptured. Scuttled ships count as sunk ships for victory determination purposes. A crew may also scuttle its own ship rather than hand it over to the enemy if given the opportunity, although the enemy will earn the points for its loss. A ship that is scuttled is simply removed from the game when activated. All the effects of ships fouled with sinking ships apply to scuttled ships.

15.0 Victory Determination

The game can end in two ways:

1. when the scenario's listed number of turns is completed (at which stage victory points are tallied for ships captured, sunk, and damaged);
2. as soon as one of the opposing fleets retreats (15.2).

15.1 Victory Points

The values of ships at the end of a game are tallied thus:

- Captured enemy ships: 2x Victory Point Value
- Sunk enemy ships: Victory Point Value
- Damaged enemy ships: 1/2 x Victory Point Value (retain fractions)
- Killed commander: Victory Point Value

Undamaged ships sailing off a map edge are considered damaged and counted towards victory purposes only to the side with the lower Audacity. Damaged ships sailing off the map edge are scored normally. A ship is only worth its maximum value (so a damaged, captured ship is only worth the value of a captured ship).

DESIGN NOTE: The side with the higher Audacity is the aggressor, who will lose victory points if his ships sail off the map.

Surviving undamaged ships that were not captured are not worth any points, nor are ships that were recaptured during play (although the latter denies points to an opponent).

A battle that lasts through the last turn without one side breaking (see below) is a normal victory for the side with the higher victory point total. If the totals are tied, the side with the lower Audacity rating gains a marginal victory.

15.2 Break Check

On the first turn that a side loses a vessel (sunk, struck, captured or sailed off the map edge) and each turn thereafter, make a die roll on the Break-off Table during the Victory Determination Segment. If the result is less than or equal to zero (0) that fleet has decided to cut and run. The non-running fleet wins a substantial victory.

It is possible that both sides may withdraw simultaneously. Total the accumulated victory points to determine a victor—it is a marginal victory.

A fleet that loses all of its commanders or its flagship (the ship initially carrying the fleet commander) automatically breaks. A roll should still be made for the opposing fleet if there is a chance of it breaking as well (thus, possibly saving a normal or marginal victory to a retreating fleet).

Break-off Modifiers

- Reduce the die roll by one if there are more undamaged ships in the opposing fleet, or by two if the ratio of undamaged enemy ships to the rolling side is two-to-one or greater.
- Increase the die roll by the rolling side's Audacity.
- Deduct the command quality of the fleet's admiral if he is wounded or has been killed in combat.

In the event that one or both sides have a multi-national fleet, each nationality within the fleet rolls separately using its own Audacity rating (but uses the noted fleet admiral and the combined lost ship ratio regardless of nationality). If either nationality breaks, the entire fleet breaks as well, unless specified otherwise in the scenario rules.



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17.0 Acknowledgements

There are several games and their designers who have had a direct influence in the creation of *Flying Colors*. They deserve special mention:

Fighting Sail by Joe Balkoski; (SPI, 1981): This is a gem of a game that showed Age of Sail naval actions could be simulated in a small, quick-playing package. Many of the movement mechanics in *Flying Colors* were inspired by this game.

Close Action by Mark A. Campbell; (Clash of Arms, 1997): Arguably the most accurate simulation of Age of Sail naval combat, but it's very complex and requires a considerable amount of time and manpower to play the larger scenarios. This was a primary source to double-check orders of battle and initial ship positions in the scenarios. I also initially learned of the Leander vs. Genereux scenario from *Close Action*, which fit well with the other selected scenarios. Mark also assisted in research on the Cape St. Vincent scenario.

War Galley by Richard Berg; (GMT Games, 1999): One of my all time favorite games. This design proved that very large naval actions could be simulated with a manageable, quick playing system. The command system in *Flying Colors* is a direct descendant of this game.

The members of the 'Naval History During the Age of Line Tactics' forum were also important to the development of the game, by assisting with the orders of battle. The forum's website is www.voy.com/3975/.

I'd also like to thank the numerous Age of Sail aficionados on Consimworld.com, who provided great feedback and helped the *Flying Colors* system develop into its present form.

18.0 Scenarios

Following are the different scenarios (or games within the game) that can be played using the units included with *Flying Colors*. Included with each scenario are the following details:

Background: Historical detail concerning the battle fought.

Turns: Length of the scenario. After the indicated number of turns has been played, calculate victory points to determine the winner.

Audacity: The Audacity modifier for each nationality involved in the battle. These values are used to determine different modifiers used during the course of the game.

Wind: The initial wind direction. Place the wind marker on top of the directional compass with its arrow pointing at the wind direction number. If using a map configuration that includes two or more compasses pointing in different directions, use the compass on the map with the lowest identification letter.

Configuration: The manner in which several map sheets should be configured to construct a complete map. When assembling the map, the short edges will slightly overlap and the long edges should touch without overlapping. When two long edges abut, the unnumbered half-hexes are considered as part of the matching numbered half-hexes on the adjacent map.

Shallows: Listing of which shoals will be in use and the modifiers to use when checking for grounding. Anchoring may only be used in scenarios where shallows are used.

Units: Ships and commanders in play or noted as reinforcement. Each ship is noted with the map on which it starts and its bow/stern hexes for large ships or a single hex number and a direction for small ships. Batteries are indicated with a map and hex location as well as a 'Rate/Damage Capacity' indication.

DESIGN NOTE: Owing to counter mix limitations, we've had to double-up on the

use of some ships. In these cases, the real ship name is listed in the scenario description, followed by the substitute ship (the one you'll actually use) in parenthesis. I hope to provide these 'missing' ships in a future expansion or issue of C3i.

18.1 Design Your Own

If you want to try something a little different, or want to design a scenario for tournament use, you can use the build values of the ships to create balanced fleets. First determine the number of points each player has to spend (75 to 100 points provides moderate sized fleets). When purchasing fleets, ships and commanders are worth their victory point values in points. A fleet must start with at least one commander. Use one map for smaller scenarios, two for mid-sized and three for large scenarios.

Once the fleets have been purchased and the sides determined (A or B), the B player should set his fleet up near the center of the board in the desired formation. Side A then selects a side of the board where his fleet will enter in formation. After these steps have been completed, roll to determine wind direction.

Turns: 15 (more or less as desired).

Audacity: After the fleets have been built, each player should roll a die and add the number of unspent build-points to the roll. The high roller gains one Audacity point. A tied roll indicates even audacities.

North Edge: Select as desired.

Wind: Roll a die. On a 1-6, position the wind marker to point in that direction. On a 7-0, roll again.

Shallows: Select as desired.

Side A: Side with Audacity. Automatically has initiative for the first turn.

Side B: Side without Audacity.

18.2 Tournament Play

Players may wish to use *Flying Colors* for tournament play. The historical scenarios all have an inherent bias toward one side or the other in the form of the Audacity rating. The side with the higher Audacity is expected to win most of the time. This is by design, but it makes for boring tournament play!

For those wanting to play *Flying Colors* competitively, these options are suggested:

- The Break Check rolls are triggered as soon as an enemy ship is damaged (as opposed to sunk, struck or captured). This will drastically shorten each game.
- Players should secretly bid positive die-roll modifiers to the Break Check roll to play the side with the higher Audacity. For example, if one player bids two points to play the historically superior side, the other player may add two (+2) to their Break Check die rolls. Tied bids should be bid again no more than three times. If bids are still tied after the third bid, roll a die. The high-roller wins the bid to play the superior fleet.

18.3 Minorca

20 May 1756 - British admiral John Byng sails from Portsmouth to relieve Port Mahon at Minorca under siege by the French. The French fleet under Gallisonère is a close match to the British, but the latter has slightly greater numbers and the weather gauge. After some initial confusion, Byng refuses to press the advantage and withdraws, leaving Port Mahon to the French. This action (or lack of action) leads to a court martial and ultimately Byng's death by firing squad.

Turns: 10

Audacity: British (1), French (0)

Wind Direction: 4

Maps: AB

BRITISH:

Defiance-b	B4603-4502
Portland	B4301-4201
Lancaster b	A4033-3932
Buckingham with <i>WEST</i>	A3731-3631
Captain-b	A3429-3328
Indrepid	A3127-3027
Revenge-b	A2825-2724
Princess Louisa	A2523-2423
Trident	A2221-2120
Ramillies-b with <i>BYNG</i>	flagship, A1919-1819
Culloden	A1617-1516
Deptford	A1813-1712
Kingston	A1315-1215

FRENCH:

Orphée	B4410-4309
Hypopotame	B4108-4008
Rédoutable with <i>GLANDÈVES</i>	A3807-3706
Sage	B3505-3405
Guérier	B3204-3103
Fier	B2902-2802
Foudroyant with <i>GALISONNIÈRE</i>	flagship, B2601-2534
Téméraire	A2333-2233
Content	A2032-1931
Lion	A1730-1630
Couronne with <i>LA CLUE</i>	A1429-1328
Triton	A1127-1027

18.4 Cape Henry

16 March 1781 - In early April, a small French force sailed from Newport, RI with reinforcements for Lafayette's fight against the traitorous Arnold in Virginia. The British scrambled an intercepting force from Long Island two days later. The fleets finally met off of Cape Henry at the mouth of the Chesapeake. Rather than be intercepted while trying to unload troops, the French fleet turned to fight.

Turns: 8**Audacity:** British (0) French (1)**Wind Direction:** Direction 6 (Breezy)**Maps:** AB**BRITISH:**

Robust	B3206-3106
Europe	B2907-2808
Prudent	B2609-2509
Royal Oak with <i>ARBUTHNOT</i>	flagship, B2310-2211
London with <i>GRAVES 2-5-1</i>	B2012-1912

America	B1713-1614
Adamant	B1415-1315
Bedford	B1116-0117

FRENCH:

Conquérant	A4831-4930
Jason	A5129-5229
Ardent	A5428-5527
Duc de Bourgogne with <i>DESTOUCHES</i>	A5726-5826
Neptune-b with <i>MEDINE</i>	flagship, A6025-6124
Romulus	A6323 (Direction 5)
Éveillé	A6622-6721
Provence	A6920-7020

Special Rules: Owing to particularly high seas and heavy weather during this battle, any ship that fires with the wind reduces its Firepower by two, in addition to other modifiers.

18.5 Virginia Capes

5 September 1781 - A British fleet hoping to relieve Gen Cornwallis arrives too late to keep a French fleet under de Grasse from entering the Chesapeake. Upon seeing the arrival of the British, de Grasse scrambled 24 ships to meet them.

Turns: 16**Audacity:** British (0) French (2)**Wind Direction:** Direction 6**Maps:** ABC**BRITISH:**

Shrewsbury	C4403-4502
Intrepid	B4601-4734
Alcide	B4732-4832
Princessa with <i>DRAKE</i>	B4830-4929
Ajax-b	B4927-5027
Terrible	B5025-5124
Europe	B5122-5222
Montagu	B5220-5319
Royal Oak	B5317-5417
London with <i>GRAVES 3-5-2</i>	flagship, B5415-5514
Bedford	B5512-5612
Resolution	B5610-5709
America	B5707-5807
Centaur	B5701-5734
Monarch	A5732-5731
Barfleur with <i>HOOD 2-6-4</i>	A5830-5829
Invincible	A5827-5826
Belliqueux	A5824-5823
Alfred	A5821-5820

FRENCH:

Pluton	C2803-2802
Marseillais	B2834-2833
Bourgogne	B2831-2830
Diadème	B2828-2827
Réfléché	B2825-2824
Auguste	B2822-2821
Saint-Esprit	B2819-2818
Caton	B2816-2815
César	B2614-2613
Destin	B2611-2610
Ville de Paris with <i>DE GRASSE</i>	flagship, B2608-2607
Victoire	B2605-2604
Sceptre	B2602-2601
Northumberland	A2633-2632
Palmier	A2630-2629
Solitaire	A2627-2626
Citoyen	A2624-2623
Scipion	A2620-2619
Magnanime	A2617-2616
Hercule	A2614-2613
Languedoc with <i>MONTEIL</i>	A2611-2610
Zélé	A2608-2607
Hector	A2605-2604
Souverain	A2602-2601

18.6 Frigate Bay (St. Kitts)

26 February 1782 - Admiral Hood moves in toward an anchored French Fleet under de Grasse, the latter supporting troops besieging a British garrison on the island of St. Kitts. De Grasse raises anchor to meet Hood on his approach, but Hood slips behind De Grasse and into the anchorage he just left. De Grasse is now forced to return and engage the anchored British line or the French infantry ashore may be cut off.

Turns: 24**Audacity:** French (0) British (2)**Wind Direction:** Direction 4**Maps:** ABC**Shallows:** Shoals B, C, E, F (-1)**BRITISH:**

Bedford with <i>HOOD 3-7-4</i>	flagship, B1920-1919
Russell	B1917-1916
Montague	B1914-1913
St. Albans	B1911-1910
Alcide	B1908-1907
America	B1905-1904
Intrepid	B1902-1901

Torbay	A1933-1932
Princessa with <i>DRAKE</i>	
.....	A1633-1632
Prince George	A1630-1629
Ajax-b	A1627-1626
Prince William	A1624-1623
Shrewsbury	A1621-1620
Invincible	A1618-1617
Barfleur with <i>AFFLECK</i>	
.....	A1914-2014
Monarch	A2213-2312
Centaur	A2511-2611
Belliqueux	A2810-2909
Resolution	A3108-3208
Prudent	A3407-3506
Canada	A3705-3805
Alfred	A4004-4103

FRENCH:

Pluton	A3319-3410
Bourgogne	A3520-3620
Auguste	A3618-3717
Neptune-b with <i>MONTEIL</i> ...	A3819-3918
Ardent	A3916-4016
Scipion	A4117-4217
Citoyen	A4215-4314
Glorieux	A4416-4515
Diademe	A4513-4613
Northumberland	A4714-4814
Cesar	A4812-4911
Languedoc	A5113-5112
Ville de Paris with <i>DE GRASSE</i>	
..... flagship,	A5110-5210
Sceptre	A5311-5411
Saint Esprit	A5409-5508
Eveille	A5610-5709
Zelev	A5707-5807
Magnanime	A5908-6008
Jason	A6006-6105
Marseillais	A6207-6306
Duc de Bourgogne with <i>BARRAS</i>	
.....	A6304-6404
Palmier	A6505-6605
Sagittaire	A6603-6702
Hercule	A6804-6903
Souverain	A6901-7001

Special Rules:

All British ships begin at anchor.



18.7 The Glorious First of June

29 May through 1 June, 1794 - Admiral Richard 'Black Dick' Lord Howe intercepts a French squadron screening a grain convoy 400 miles west of Ushant. After four days of skirmishing broken up by fog, the fleets finally engage decisively. Several French ships are captured and sunk, but the merchantmen manage to slip away.

HISTORICAL SETUPS:

Below are the setups for each of the three days of the Glorious 1st battle. The Audacity and Wind Directions begin the same for each battle, but the number of turns is noted with each setup. Players may select to fight out an individual day or may play the entire three-day battle as indicated in the campaign set up.

18.71 The Glorious First of June

MAY 28th SETUP

Audacity: French (0) British (1)

Wind Direction: Direction 3

Maps: ABC

Turns: 15

BRITISH:

Audacious	A2524-2525
Bellerophon with <i>PASLEY</i> ...	A2527-2528
Thunderer	A2530-2531
Russell	A2533-2534
Leviathan	B2502-2503
Caesar	B2505-2506
Royal Sovereign with <i>GRAVES 2-5-1</i>	
..... flagship,	B2508-2509
Marlborough	B2511-2512
Defence	B2514-2515
Impregnable	B2517-2518
Tremendous	B2520-2521
Barfleur	B2523-2524
Culloden	B2526-2527
Invincible	B2529-2530
Gibraltar	B2532-2533
Queen Charlotte with <i>HOWE</i>	
..... flagship,	C2502-2503
Brunswick	C2505-2506
Valiant	C2508-2509
Queen	C2511-2512
Orion	C2514-2515
Ramilles-b	C2517-2518
Alfred	C2520-2521

Royal George with <i>HOOD 2-6-4</i>	
.....	C2523-2524
Montagu	C2526-2527
Majestic	C2529-2530
Glory	C2532-2533

FRENCH:

Montagnard	A4924-4925
Scipion	A4927-4928
Républicain	A4930-4931
Convention (use 'Sceptre') ...	A4933-4934
Mont Blanc	B4902-4903
Jemappes	B4905-4906
Neptune-b	B4908-4909
Entreprenant	B4911-4912
Patriote	B4914-4915
Northumberland	B4917-4918
Vengeur (use 'Marseillais') ..	B4920-4921
Achille	B4923-4924
Jacobin (use 'Auguste')	B4926-4927
Montagne with <i>VILLARET</i>	
..... flagship,	B4929-4930
Juste	B4932-4933
Tyrannicide	C4902-4903
Peletier	C4905-4906
Tourville	C4908-4909
Éole	C4911-4912
Mucius	C4914-4915
Impétueux	C4917-4918
Terrible with <i>BOUVET</i>	C4920-4921
Indomptable	C4923-4924
Gasparin	C4926-4927
Revolutionnaire	C4929-4930
Amérique	C4932-4933

18.72 The Glorious First of June

MAY 29th SETUP

Audacity: French (0) British (1)

Wind Direction: Direction 3

Maps: ABC

Turns: No limit. Fight until one side breaks off.

BRITISH:

Bellerophon with <i>PASLEY</i> ...	A2527-2528
Thunderer	A2530-2531
Russell	A2533-2534
Leviathan	B2502-2503
Caesar	B2505-2506
Royal Sovereign with <i>GRAVES 2-5-1</i>	
.....	B2508-2509
Marlborough	B2511-2512
Defence	B2514-2515
Impregnable	B2517-2518
Tremendous	B2520-2521
Barfleur	B2523-2524

Culloden	B2526-2527
Invincible	B2529-2530
Gibraltar	B2532-2533
Queen Charlotte <i>with HOWE</i> flagship,	C2502-2503
Brunswick	C2505-2506
Valiant	C2508-2509
Queen	C2511-2512
Orion	C2514-2515
Ramilles-b.....	C2517-2518
Alfred	C2520-2521
Royal George <i>with HOOD 2-6-4</i>	C2523-2524
Montagu	C2526-2527
Majestic	C2529-2530
Glory	C2532-2533

FRENCH:

Montagnard	A4927-4928
Jemappes	A4930-4931
Républicain	A4933-4934
Convention (use 'Sceptre') ..	B4902-4903
Entreprenant	B4905-4906
Mucius	B4908-4909
Éole	B4911-4912
Northumberland	B4914-4915
Tourville	B4917-4918
Mont Blanc	B4920-4921
Amérique	B4923-4924
Achille	B4926-4927
Neptune-b	B4929-4930
Montagne <i>with VILLARET</i> flagship,	B4932-4933
Juste	C4902-4903
Peletier	C4905-4906
Vengeur (use 'Marseillais') ..	C4908-4909
Jacobin (use 'Auguste')	C4911-4912
Scipion	C4914-4915
Patriote	C4917-4918
Gasparin	C4920-4921
Indomptable	C4923-4924
Terrible <i>with BOUVET</i>	C4926-4927
Impétueux	C4929-4930
Tyrannicide	C4932-4933

Scenario notes:

1. You might wonder what happened to the British Audacious. She was damaged and left the battle after the first day.
2. The weather did not allow a battle on May 30th.



18.73 The Glorious First of June

JUNE 1st SETUP

Audacity: French (0) British (1)

Wind Direction: Direction 3

Maps: ABC

Turns: No limit. Fight until one side breaks off.

BRITISH:

Caesar	A2527-2528
Bellerophon <i>with PASLEY</i> ..	A2530-2531
Leviathan	A2533-2534
Russell	B2502-2503
Royal Sovereign <i>with GRAVES 2-5-1</i>	B2505-2506
Marlborough	B2508-2509
Defence	B2511-2512
Impregnable	B2514-2515
Tremendous	B2517-2518
Barfleur	B2520-2521
Invincible	B2523-2524
Culloden	B2526-2527
Gibraltar	B2529-2530
Queen Charlotte <i>with HOWE</i>	B2532-2533
Brunswick	flagship, C2502-2503
Valiant	C2505-2506
Orion	C2508-2509
Queen	C2511-2512
Ramilles-b.....	C2514-2515
Alfred	C2517-2518
Montagu	C2520-2521
Royal George <i>with HOOD 2-6-4</i>	C2523-2524
Majestic	C2526-2527
Glory	C2529-2530
Thunderer	C2532-2533

FRENCH:

Trajan	A4924-4925
Éole	A4927-4928
Amérique	A4930-4931
Téméraire	A4933-4934
Terrible <i>with BOUVET</i>	B4902-4903
Impétueux	B4905-4906
Mucius	B4908-4909
Tourville	B4911-4912
Gasparin	B4914-4915
Convention (use 'Sceptre') ..	B4917-4918
Trente-et-un Mai	B4920-4921
Tyrannicide	B4923-4924
Juste	B4926-4927
Montagne <i>with VILLARET</i> flagship,	B4929-4930
Jacobin (use 'Auguste')	B4932-4933
Achille	C4902-4903
Vengeur (use 'Marseillais') ..	C4905-4906

Patriote	C4908-4909
Northumberland	C4911-4912
Entreprenant	C4914-4915
Jemmapes	C4917-4918
Neptune-b	C4920-4921
Pelletier	C4923-4924
Républicain <i>with NIELLY</i>	C4926-4927
Sans Pareil	C4929-4930
Scipion	C4932-4933

18.74 The Glorious First of June

COMPLETE BATTLE SETUP:

For those real gluttons for punishment, this battle may be fought as a three-engagement campaign. If fought in this manner, set up each engagement per the setup noted below.

Setups: Start the game as specified for the May 28th scenario. After the first scenario is complete, remove all damaged, struck or captured ships from the game. These count as sunk for victory purposes. Each player should make note of surviving ships and secretly list how they will be deployed during the upcoming day's battle. The French player then deploys his ships in the 49xx column, between hexes 4910 on Board I and 4934 on Board C. The British player then deploys his ships in the 25xx column between hexes 2510 on Board I and 2534 on Board C. Play out the second scenario until one side breaks off. This break off does not count as an automatic victory, but simply ends the second day's combat. As at the end of the first scenario, remove all damaged ships and make note of how the surviving ships will be deployed at the beginning of the third day's combat. Each player sets up his ships per the location restrictions used for the second day's deployment. The third day's battle is also fought until one side breaks off. When a break-off occurs, the campaign ends, but it is not considered an automatic victory. Instead, add up the total victory points accrued through all three days. The player with the higher victory point total is the winner. If the point total is tied, the result is a French victory.

Special Rules:

Reinforcements: At the end of the second day's combat, the French receive four ships: Téméraire, Trente-et-un Mai, Trajan, and Sans Pareil and admiral NIELLY. These are added to the French deployment plan for the third day's battle. Nielly joins the Républicain if it is still available. If not, he joins either the Sans Pareil or any ship with more than 80 guns that has not sustained any hits.

Battle Damage: Any damage sustained by a vessels during combat are retained between battles. For example, if a ship ends a day's battle with two rigging and three hull hits, it begins the next day's combat with that damage already sustained.

Weather: Wind conditions during the first two days is considered 'Calm.' Weather on the third day is normal.

18.8 Audierne Bay

13 January 1797 - Sir Edward Pellew intercepts a French ship of the line outside of Audierne Bay in heavy seas. The Droits de l'Homme cannot use her lower gun decks without being swamped. After almost five hours of combat, the French ship and the Amazon end up wrecked on the shores within the bay.

Turns: 20

Audacity: British (1) French (0)

Wind Direction: Direction 6 (Breezy)

Map: A

Shallows: Shoal D (-1)

BRITISH:

Indefatigable with *PELLEW*
..... flagship, A6826 (Direction 6)
Amazon A6429 (Direction 6)

FRENCH:

Droits de l'Homme A4815-4814

Special Rules:

1. The Droits de l'Homme begins with six Hull hits to simulate the effects of the heavy seas and abnormally crowded conditions on board (she was transporting soldiers). She is always in command.

2. Ships may only grapple if fouled.

18.9 Cape St. Vincent

14 February 1797 - A British fleet under Sir John Jervis intercepts a Spanish fleet off the coast of Portugal. Jervis manages to split the Spanish line into two sections and turns to engage the larger after driving off the smaller. In a bold maneuver, then Commodore Horatio Nelson at the tail of the British line breaks position to engage and trap the larger group of Spanish ships. In the resulting melee, Nelson captures two prizes through boarding action.

Turns: 20

Audacity: British (2) Spanish (0)

Wind Direction: Direction 5

Maps: AB

BRITISH:

Culloden A2811-2812
Blenheim A2815-2816
Prince George with *PARKER P.*
..... A2819-2820
Orion A2823-2824
Colossus A2827-2828
Irresistible A2831-2832
Victory with *JERVIS*
..... flagship, B2801-2802
Egmont B2805-2806
Goliath B2809-2810
Britannia with *THOMPSON* . B2813-2814
Barfleur B2817-2818
Captain with *NELSON 1-4-3* B2821-2822
Namur B2825-2826
Diadem B2829-2830
Excellent B2833-2834

SPANISH:

San Francisco de Paulo (use San Francisco de Asís) A1409-1308
Oriente A1808-1707
San Fermín (use San Justo) .. A1811-1710
Condé de Regla A2210-2109
Príncipe de Asturias with *MORENO*
..... A2213-2112
San Isidro A3811-3710
San Ildefonso A3914-3814
Conquistador A3917-3817
Salvador del Mundo A3920-3820
Purísima Concepción A4316-4216
San José A4421-4320
Firme A4123-4023
Soberano A4717-4617
Mexicano A4720-4620
San Nicolás A4523-4423
Santísima Trinidad with *CORDOBA*
..... flagship, A4825-4724
San Juan Nepomuceno A5320-5220
Glorioso A5323-5223

San Antonio A5126-5026
San Genaro A5723-5623
Neptuno A5726-5626
Atalante A5428-5327
San Domingo A4113-4013
San Pablo A5019-4918
Infante de Pelayo A5023-4922

18.10 Camperdown (Kamperduin)

11 October 1797 - A Dutch fleet under Admiral de Winter has sailed from their anchorage at Texel to test the strength of the British North Sea Fleet. The French and Dutch command has received news of a mutiny at Spithead, but is unaware that the British Navy has rallied back to full strength in the time the news took to reach Paris. Seeing the size is the British fleet, de Winter makes a break for shallow water. Seeing that time is against him, British Admiral Duncan orders his fleet to attack out of formation ... in a manner foreshadowing Nelson's attack at Trafalgar.

Turns: 20

Audacity: British (2) Dutch (0)

Wind Direction: Direction 6

Maps: AB

Shallows: Shoals B, D (-1)

BRITISH:

Venerable with *DUNCAN*
..... flagship, A5532-5632
Triumph A5630-5729
Ardent A5932-6032
Bedford A6030-6129
Lancaster A6430-6529
Director A6428-6527
Belliqueux A6626-6725
Adamant A6828-6827
Isis A6823-6922
Monarch with *ONSLOW* A5212-5311
Powerful A5308-5408
Monmouth A5406-5505
Russell A5705-5805
Montague A6007-6106
Veteran A6103-6203
Agincourt A6501-6601

DUTCH:

Delft A4502-4501
Alkmaar A4505-4504
Haerlem A4508-4507
Jupiter with *REYNTJES* A4511-4510
Cerberus A4514-4513
Mars A4517 (Direction 4)
Leijden A4520-4519

Brutus with <i>BLOYS</i>	A4523-4522
Bataavier	A4526-4525
Wassenaar	A4529-4528
Staten-Generaal	A4532-4531
Vrijheid with <i>DE WINTER</i>	flagship, B4501-4534
De Vries	B4504-4503
Hercules	B4507-4506
Gelijkheid	B4510-4509
Beschermers	B4513-4512

Special Rules: The Dutch ships do not have to roll for grounding if moved into a shoal hex.

18.11 Bec du Raz

21 April 1798 - The veteran crew of the Mars ran down the green Hercule after a six-hour chase. Both ships grappled and while firing at point-blank range, the Hercule failed twice to board the Mars. After two hours of close quarters combat, the Hercule finally struck her colors.

Turns: 12

Audacity: British (1), French (0)

Wind Direction: Direction 5 (Breezy)

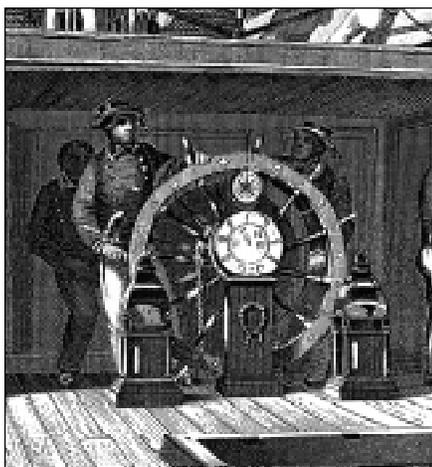
Map: A

Shallows: Shoals B, C (-1)

BRITISH: Mars A5418-5518

FRENCH: Hercule A4117-4118

Special Rules: Both ships are always in command. The British captain (Alexander Hood) has a Command Quality of 2. The Hercule must be at least in a position (vulnerable) to strike her colors for the British to win.



18.12 The Nile

1-2 August 1798 - Nelson sails into Abukir Bay to find the French fleet at anchor. The British fleet splits and surrounds the French ships, crippling almost all and destroying the flagship Orient along with the French commander Brueys. The British victory halted Napoleon's successes in Africa.

Turns: 30

Audacity: British (2), French (0)

Wind Direction: 4

Maps: ABC

Shallows: Shoals A, D (-1) Shoals B, C, E (-2)

BRITISH:

Orion with *SAUMAREZ* 2-4-3

..... A2719-2819

Theseus A3124-3224

Goliath A2221-2320

Zealous A2724-2824

Audacious A3524-3624

Vanguard with *NELSON* 3-9-4

..... flagship, A3924-4024

Defence A4519-4619

Minotaur A4322-4422

Bellerophon A4716-4816

Majestic A4913-5013

Leander A4910-5010

Alexander A4701-4601

Swiftsure A5004-5003

Culloden See Special Rules

FRENCH:

Guerrier A2028-2029

Conquérant A2032-2033

Spartiate B2002-2003

Aquilon B2006-2007

Peuple Souverain B2010-2011

Franklin B2014-2015

Orient with *BRUEYS*

..... flagship, B2018-2019)

Tonnant B2121-2122

Mercure B2125-2126

Heureux B2129-2130

Guillaume Tell B2233-2234

Généreux C2203-2204

Timoléon C2207-2208

Special Rules:

1. All French ships begin the scenario at anchor. None may move or fire in any way at all until released. At the beginning of each turn, roll a die. If the result is less than the current turn, the French fleet becomes active and can act and react normally. If the French fleet manages to be-

come active, add VILLENEUVE 2-4-1 to the Guillaume Tell (who, at the time of the attack determined it was not practicable to come to the aid of the front of the French line). The British may use anchoring if desired.

2. The British player rolls a die during set up. If the result is a 7-9, the Culloden starts in hexes 4510-4610. Otherwise, it starts aground in 4205-4302 and cannot move for the duration of the scenario.

18.13 Goza de Candia

18 August 1798 - After Nelson's victory on the Nile, ships were dispatched to England with the news. One of these ships, the Leander, was intercepted by the French man-o-war Généreux. After putting up five hours of bitter resistance, the Leander was finally captured.

Turns: 20

Audacity: British (1) French (0)

Wind Direction: Direction 3

Map: A

BRITISH: Leander A1616-1716

FRENCH: Généreux A1605-1604

Special Rules: The French only win by capturing the Leander. Any other result is a British victory. The Leander cannot scuttle itself to force a British victory.

18.14 El Ferrol

25 August 1800 - Admiral Sir John Borlase Warren links up with a small squadron under Pellew and moves with an invasion fleet to assault the port of El Ferrol. A Spanish squadron under Moreno is in port and ready for action. The British took the port quite handily, as no indication could be found that the Spanish fleet sallied out to meet the British. This scenario presents a 'what-if' opportunity for Moreno to turn back the invaders.

Turns: 12

Audacity: British (1), Spanish (0)

Wind Direction: 6

Map: A

BRITISH:

London	A5101-5201
Impéteux (use 'Mars') with <i>PELLEW</i>	A4803-4902
Courageux	A4504-4604
Captain	A4206-4305
Renown with <i>WARREN</i>	flagship, A3907-4007

SPANISH:

Argonauta	A2833-2834
San Hermenegildo	A2830-2831
San Fernando with <i>MORENO</i>	flagship, A2827-2828
Real Carlos	A2824-2825
San Antonio (use 'San Pablo')	A2821-2822
San Augustin	A2818-2819

18.15 Copenhagen

2 April 1801 - The British fleet takes action in response to an embargo placed on shipping by the newly formed 'Armed Neutrality of the North.' The target of the first action is Copenhagen. A fleet under Admiral Sir Hyde Parker engages the floating Danish defenses, but starts off poorly owing to tricky navigation. Parker prematurely calls for a retreat, but Nelson ignores the order (legend states he did not see it owing to being blind in one eye) and through persistence and political blackmail manages to take the day.

Turns: 24

Audacity: British (1), Danish (0), Danish Batteries (2)

Wind Direction: Direction 1 (Calm)

Maps: ABC

Shallows: Shoals G, H, I (-2)

BRITISH:

Defiance with <i>GRAVES T.</i>	C4614-4615
Monarch	C4617-4618
Ganges	C4620-4621
Elephant with <i>NELSON 2-7-3</i>	C4823-4923
Glatton	C5124-5225
Ardent	C5426-5526
Edgar	C5727-5828
Bellona	C6029-6129
Russell	C6330-6431
Isis	C6632-6732
Polyphemus	C6933-7034
London with <i>PARKER H.</i>	flagship, A6308-6307
Veteran	A6010-6009
Ramillies-b	A6106-6105
Defence	A5904-5903

DANISH:

Trekroner	B2223-2222
Danmark	B2319-2318
Mars	B2411-2412
Elefanten	B2709-2710
Indfodretten	B3413-3414
Holsten	B3517-3516
Sjælland	B3724-3723
Dannebrog with <i>FISCHER</i>	flagship, B3929-3930
Provestenen	C4110-4109
Svaerdfisken Battery (4/18)	C3902
Hajen Battery (4/18)	B3933
Floating Battery #1 (4/18)	B3827
Sohesten Battery (4/18)	B3620
Trekroner Battery-A (1/36)	B3115
Trekroner Battery-B (1/36)	B3116
Lynetten Battery (4/18)	B2825
Jylland	C3902 (Direction 4)
Valkyrien	C4006 (Direction 4)
Iris	B2528 (Direction 4)
Charlotte Amalie	B3622 (Direction 4)

Special Rules: All Danish ships begin anchored and remain in command while anchored. The Jylland and Valkyrien may not move (they have no masts!) and act as floating batteries.

Do not roll for wind change. The wind remains in its initial direction for the duration of the scenario.

If (when) the British fail a Breakoff check, all ships within 12 hexes of Hyde Parker are removed, unless they are within the command radius of Nelson or Graves. Begin another turn, determining the commands for Nelson and Graves. Any further ships that are out of command are removed. Roll a die for each Nelson and Graves and deduct their respective command qualities. If the result is greater than five, that command is removed. If either command does not break off, play continues using the remaining British commands. If both Nelson and Graves remain, Nelson becomes the fleet admiral and the Elephant his flagship. Any ships that were removed as part of this special Breakoff process do not count towards victory points unless they were damaged. After this first Breakoff, treat the remaining British fleet as if the removed ships had never existed (e.g. subsequent Breakoff rolls are not required until at least one of the remaining vessels has been sunk, struck or captured).

18.16 Algeciras Bay

6 July 1801 - Admiral James Saumarez learns of a French effort to relieve forces in Egypt. Owing to calm weather, he cannot intercept the French force under Linois until it has anchored under the protection of Spanish guns in shallow waters. At 0900, Saumarez opts to attack, but the poor wind conditions and treacherous shoals reveal this to be a mistake!

Turns: 18

Audacity: British (0), French (2), Spanish Batteries (3)

Wind Direction: Direction 5

Map: C

Shallows: Shoal D (-1) Shoals E, F, G Automatic

BRITISH:

Pompee	C3412-3413
Hannibal	C3416-3417
Audacious	C3420-3421
Venerable	C3424-3425
Spencer	C3227-3228
Caesar with <i>SAUMAREZ 3-5-3</i>	flagship, C3030-3031

FRENCH:

Formidable with <i>LINOIS</i>	flagship, C2608-2609
Indomptable	C2711-2712
Desaix (use 'Tyranicide') ...	C2815-2816

SPANISH:

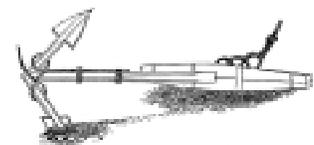
Shore Battery (3/24)	C2626
Shore Battery (3/24)	C2721
Shore Battery (3/24)	C1810
Shore Battery (3/24)	C1804

Special Rules:

1. Poor wind conditions are in effect for the duration of the scenario. At the beginning of each turn, roll a die and deduct a number of movement points from each ship's movement: 0-2 (none); 3-6 (-1); 7-8 (-2); 9 (-3).

2. The French begin at anchor and must remain so.

3. The French automatically gain the initiative on the first turn.



18.17 Gut of Gibraltar

12-13 July 1801 - Saumarez manages to repair and refit the damage sustained at Algeciras Bay in record time and sallies out to engage a combined Franco-Spanish fleet in a night action. The two rearmost Spanish ships are so surprised that they fire on each other until both are destroyed!

Turns: 24

Audacity: British (3), French (1), Spanish (0)

Wind Direction: Direction 2 (Breezy)

Maps: AB

Shallows: Shoal D (-1)

BRITISH:

Superb A2603-2602

FRENCH:

Saint-Antoine A2407-2406

Formidable with *DUMANOIR*

..... A2709-2708

Desaix B4815-4814

Indomptable B4827-4826

SPANISH:

Real Carlos A2803-2802

San Hermenegildo A2403-2402

Argonauta B4818-4817

San Agustín B4821-4820

San Fernando B4822-4823

Sabina with *MORENO*

..... flagship, A2211 (Direction 4)

Special Rules:

1. High wind conditions are in effect for the duration of the scenario. Roll for wind direction change at the beginning of each turn, starting with the second.

2. The Superb is always in command.

3. Roll a single die for the allied Franco-Spanish fleet when making Break Checks.

4. The British automatically gain the initiative on the first turn.

5. Both the Real Carlos and the San Hermenegildo begin out of command and under British control. At the beginning of each Determine Commands phase, roll a die. If the result is less than the current turn, command reverts to the Franco-Spanish player. While under British control, the two Spanish ships may only fire upon one another offensively and defensively. They may also only collide with each other. Once fouled, command auto-

matically reverts to the Franco-Spanish player.

British Reinforcements: At the beginning of each Determine Commands phase, roll a die. If the result is less than the current turn, the following ships begin entry anywhere between A1001 and A7001: Audacious, Venerable, Spencer, Caesar with SAUMAREZ 3-5-3 (flagship). These ships must enter in formation (per 5.2) and are all in command (even if the Caesar does not make it onto the board owing to the formation used and wind conditions). If the Superb is somehow sunk or captured before the reinforcements arrive, the scenario ends immediately with a Franco-Spanish victory.

18.18 Cape Finisterre

22 July 1805 - Known alternately as 'Calder's Action' or the '15-20 Battle,' Sir Robert Calder gets the opportunity to defeat French admiral Villeneuve before Trafalgar. Unfortunately Calder lacked Nelson's killer instinct and under low winds and light fog, Calder approached the Franco-Spanish fleet cautiously. Calder only managed to capture two ships, the remainder escaping to meet Nelson at Trafalgar a few months later.

Turns: 18

Audacity: British (2), French (1), Spanish (0)

Wind Direction: 6 (Calm)

BRITISH:

Hero A3724-3723

Ajax A3721-3720

Triumph A3718-3717

Barfleur A3715-3714

Agamemnon A3712-3711

Windsor Castle A3709-3708

Defiance A3508-3409

Prince of Wales with *CALDER*

..... flagship, A3210-3110

Repluse A2911-2812

Raisonnable A2613-2513

Dragon A2314-2215

Glory with *STIRLING* A2016-1916

Warrior A1717-1618

Thunderer A1419-1319

Malta A1120-1021

SPANISH:

Argonauta with *GRAVINA* ... A3732-3733

Terrible A3434-3334

America B3101-3002

España B2803-2703

San Rafael B2504-2405

Firme B2206-2106

FRENCH:

Pluton B1907-1808

Mont-Blanc B1609-1509

Atlas (use 'Guerrier') B1310-1211

Berwick B1213-1214

Neptune B1315-1416

Bucentaure with *VILLENUEVE* 3-6-3

..... flagship, B1716-1715

Formidable with *DUMANOIR*

..... B1914-2014

Intrépide B2213-2312

Scipion B2511-2611

Swiftsure B2810-2909

Indomptable B3108-3208

Aigle B3407-3506

Achille B3705-3805

Algéciras B4004-4103

Special Rules:

Deduct two from final Firepower value for fog effects.

18.19 Trafalgar

21 October 1805 - Nelson and Collingwood discover a combined French and Spanish fleet under Villeneuve near the Straits of Gibraltar. Moving in two columns, the British split the enemy's line of battle. The combined enemy fleet breaks down into confusion and Nelson wins his greatest victory, but at the cost of his own life.

Turns: 16

Audacity: British (2), French (1), Spanish (0)

Wind Direction: 6 (Calm)

Maps: ABC

BRITISH:

Victory with *NELSON* 3-9-4 . B4206-4305

Africa B4326-4426

Temeraire B4504-4604

Neptune B4705-4805

Leviathan B4803-4902

Conqueror B5101-5201

Britannia with *NORTHESK* B5401-A5534

Agamemnon A6033-6132

Ajax A5733-5833

Orion A6130-6230

Minotaur A6429-6528

Spartiate A6727-6827

Royal Sovereign with *COLLINGWOOD*

.....	A4229-4328
Belle Isle	A4527-4627
Mars	A4826-4925
Tonnant	A5124-5224
Colossus	A5325-5425
Bellerophon	A5423-5522
Achilles	A5624-5723
Revenge	A5721-5821
Polyphemus	A5922-6022
Swiftsure	A6019-6118
Dreadnought	A6222-6321
Defiance	A6319-6419
Thunderer	A6520-6620
Prince of Wales with GRINDALL	
.....	A6820-6919
Defence	A6917-7017

FRENCH:

Berwick	A2605-2604
Achille	A2507-2506
Argonaute	A3010-3009
Swift-Sure	A2811-2810
Algésiras	A2715-2714
Aigle	A2818-2817
Pluton	A2821-2820
Intrépide	A3026-3025
Fougueux	A3029-3028
Indomptable	A3131-3130
Redoutable	B3102-3101
Bucentaure with VILLENEUVE 3-6-3	
.....	flagship, B3005-3004
Neptune	B2806-2805
Héros	B3210-3209
Mont Blanc	B3012-3011
Duguay-Trouin	B3016-3015
Formidable with DUMANOIR	
.....	B3019-3018
Scipion	B3023-3022

SPANISH:

San Juan Nepomuceno	A2602-2601
Príncipe de Asturias with GRAVINA	
.....	A2905-2904
San Idelfonso	A2808-2807
Argonauta	A2913-2912
Montañés	A3016-3015
Bahama	A3020-3019
Monarca	A3023-3022
San Justo	A2932-2931
Santa Ana with MORENO	A3234-3233
San Leandro	A2801-2834
Santísima Trinidad	B3107-3106
San Agustín	B2809-2808
San Francisco de Asís	B2814-2813
Rayo	B3221-3220
Neptuno	B3125-3124

Special Rules:

When making Break Checks, roll separately for the French and Spanish fleets, but use their combined numbers to determine die roll modifiers. Each fleet may

break off individually. If one side breaks off, remove those ships from play.

18.20 Cape Ortugal

4 November 1805 - French Admiral Dumanoir limps away with vessels damaged at Trafalgar. A British scout ship detects the damaged squadron and Admiral Richard Strachan, with part of his scattered force, sets out in pursuit under full sail. Strachen catches up to Dumanoir east of Cape Ortugal. Dumanoir, seeing no alternative, turns to fight.

Turns: 12

Audacity: British (3), French (1)

Wind Direction: 6

Map: A

BRITISH:

Caesar with STRACHAN	
.....	flagship, A4424-4425
Hero	A4428-4429
Courageux	A4432-4433

FRENCH:

Duguay-Trouin	A3720-3721
Formidable with DUMANOIR	
.....	flagship, A3724-3725
Mont-Blanc	A3728-3729
Scipion	A3732-3733

Special Rules:

The Formidable begins the scenario damaged.

Game Credits

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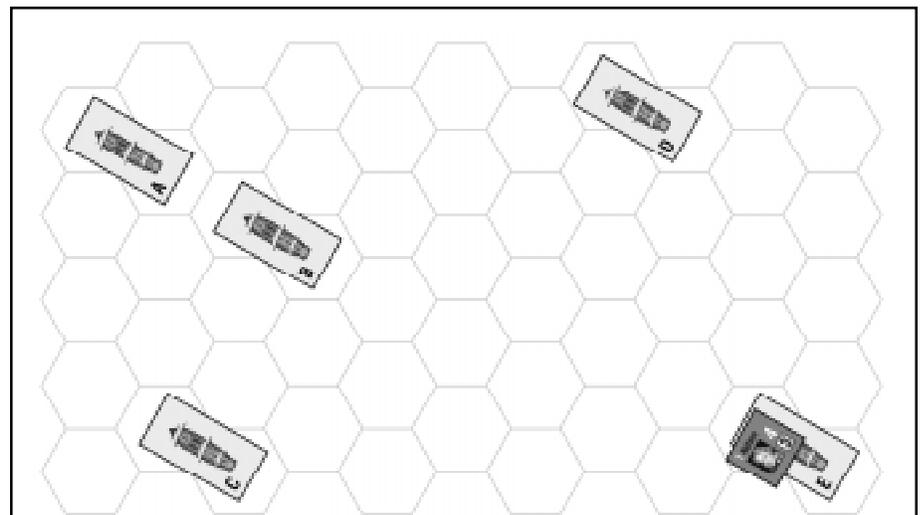
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EXAMPLE OF A FORMATION: Each ship is within 4 hexes of at least one other ship in the formation, all the ships in the formation are facing in the same direction, and one of the ships within the formation includes a commander.

Index

This list is provided as an aid to finding answers to questions on game play. Appropriate rules sections are indicated.

Anchoring	11.6	In Chains	11.3
Arc of Fire	12.2	Initiative	7.0
Audacity	2.0	Line of Sight	12.1
Backing Sails	11.5	Manpower Damage	13.2
Batterys/Shore Batteries	12.13	Melee Combat Resolution	14.2
Beating	11.1	Melee Combat Value	14.1
Break Check	15.2	Movement	11.0
Breezy	11.13	Nationality	2.0
Broadside	12.5	Nelson's Patent Bridge	14.4
Calm	11.13	Out of Command	8.0
Captured Ships	14.3	Partial Broadside	12.5
Carronades	12.12	Point-Blank Fire	12.10
Collisions	11.8	Rake	12.5
Commands	5.2	Range	12.6
Commander Casualties	13.6	Rate (Ship Size)	2.0
Commander Transfer	13.5	Reaching	11.1
Commanders	5.1	Rigging Damage	13.1
Compass	2.0	Running	11.1
Damaged side (see Hull Damage)	13.3	Scale	2.0
Defensive Fire	12.4	Scuttling	14.5
Disengaging	11.11	Sequence of Play	3.0
Dismasted	13.1	Shore Batteries	12.13
Drifting	11.4	Sinking	13.3
Facing	9.0	Small Vessel Move Bonus	11.1
Fire Combat	12.0	Stacking	10.0
Fire Resolution	12.7	Starboard Hex	9.0
Fires (Ships on fire)	13.4	Status Markers	2.0
Firepower	12.6	Status Sheets	2.0
Flagship	5.1	Stern Hex	9.0
Fleet Admiral	5.1	Striking	13.3
Fleet Commanders	5.1	Subordinate Commanders	5.1
Formations	5.2	Tacking	11.3
Fouling	11.10, 12.11	Taken Aback	11.1
Full Broadside	12.5	Tournament Balancing	18.2
Full Sails	11.12	Victory Determination	15.0
Grappling	11.9	Vulnerable	13.3
Grounding	11.7	Wearing	11.2
Hit Results	12.9	Weather	11.13
Hull Damage	13.3	Wind Direction	4.0

