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.

### 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.

### 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.

### 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 Gallissonière 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 WEST ..................... A3731-3631
Captain-b ........................................... A3429-3328
Indrepid ............................................. A3127-3027

FRENCH:
Revenge-b .......................................... A2825-2724
Princess Louisa ................................... A2523-2423
Trident .............................................. A2221-2120
Ramillies with BYNG .......................... flagship, A1919-1819
Culloden .......................................... A1617-1516
Deptford .......................................... A1813-1712
Kingston .......................................... A1315-1215

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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.

Audacity: British (0) French (1)
Wind Direction: Direction 6 (Breezy)
Maps: AB

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.
**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 ......................................................... C4601-4734
Alcide .............................................................. B4732-4832
Princessa with DRAKE ................................. B4830-4929
Ajax-b ............................................................. B4927-5027
Terrible ............................................................ B5025-5124
Europe ............................................................ B5122-5222
Montagu ........................................................... B5220-5319
Royal Oak ......................................................... B5317-5417
London with GRAVES 3-5-2 ......................... B5415-5514
Bedford ........................................................... B5512-5612
Resolution ....................................................... B5610-5709
America ........................................................ B5707-5807
Centaur .......................................................... B5701-5734
Monarch ......................................................... A5732-5731
Barfleur with HOOD 2-6-4 ............................. A5830-5829
Invincible ....................................................... A5827-5826
Belliqueux ...................................................... A5824-5823
Alfred .............................................................. A5821-5820

**FRENCH**:

Pluton .......................................................... C2803-2802
Marseillais ..................................................... B2834-2833
Bourgogne ..................................................... B2831-2830
Diadème ........................................................ B2828-2827
Réfécé ............................................................ B2825-2824
Auguste with Bougainville ........................... B2822-2821
Saint-Esprit ................................................... B2819-2818
Caton .............................................................. B2816-2815
César ............................................................... B2614-2613
Destin ............................................................ B2611-2610
Ville de Paris with DE GRASSE .................... 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 MONTEIL ............................ A2611-2610
Zélè .............................................................. A2608-2607
Hector .......................................................... A2605-2604
Souverain ...................................................... A2602-2601

**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 AFFLECK ................................... B1920-1919
Russell ......................................................... B1917-1916
Montagu ....................................................... B1914-1913
St. Albans .................................................... B1911-1910
Alcide .......................................................... B1908-1907
America ....................................................... B1905-1904
Intrepid ....................................................... B1902-1901
Torbay .......................................................... A1933-1932
Princessa with DRAKE ................................. A1633-1632
Prince George ............................................. A1630-1629
(Prince of Wales)
Ajax-b ......................................................... A1627-1626
Prince William ............................................. A1624-1623
Shrewsbury .................................................. A1621-1620
Invincible ..................................................... A1618-1617
Barfleur with HOOD 3-7-4 ............................. 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 .......................................................... A3319-3419
Bourgogne .................................................. A3520-3620
Auguste ...................................................... A3618-3717
Neptune-b with MONTEIL ............................ A3819-3918
Ardent ......................................................... A3916-4016
Scipion ....................................................... A4117-4217
Citoyen ....................................................... A4215-4314
Glorieux ....................................................... A4416-4515
Diadème ........................................................ A4513-4613
Northumberland ......................................... A4714-4814
César ............................................................ A4812-4911
Languedoc ................................................... A5013-5112
Ville de Paris with DE GRASSE .................... A5110-5210
Sceptre ........................................................ A5311-5411
Saint Esprit ................................................ A5409-5508
Frigate Bay (St. Kitts)
26 February 1782
Éveillé .................................................. A5610-5709
Zele .................................................... A5707-5807
Magnanime .......................................... A5908-6008
Jason .................................................. A6006-6105
Marseillais .......................................... A6207-6306
Due de Bourgogne with BARRAS .............. A6304-6404
Palmier ............................................... A6505-6605
Sagittaire ........................................... A6603-6702
Hercule ............................................. A6804-6903
Souverain .......................................... A6901-7001

Special Rules:
All British ships begin at anchor.

**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.

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<tr>
<th>A. The Glorious First of June</th>
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<td><strong>Audacity:</strong> French (0) British (1)</td>
</tr>
<tr>
<td><strong>Wind Direction:</strong> Direction 3</td>
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<tr>
<td><strong>Maps:</strong> ABC</td>
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<tr>
<td><strong>Turns:</strong> 15</td>
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<tr>
<td><strong>BRITISH:</strong></td>
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<tr>
<td>Audacious ..................... A2524-2525</td>
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<tr>
<td>Bellerophon with PASLEY ...... A2527-2528</td>
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<td>Thunderer ..................... A2530-2531</td>
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<tr>
<td>Russell ....................... A2533-2534</td>
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<td>Leviathan ..................... B2502-2503</td>
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<tr>
<td>Caesar .......................... B2505-2506</td>
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<tr>
<td>Royal Sovereign with GRAVES 2-5-1 B2508-2509</td>
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<tr>
<td>Marlborough ................... B2511-2512</td>
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<td>Defence ........................ B2514-2515</td>
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<td>Impregnable ................... B2517-2518</td>
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<td>Tremendous ................... B2520-2521</td>
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<td>Barfleur ....................... B2523-2524</td>
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<td>Culloden ....................... B2526-2527</td>
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<td>Invincible .................... B2529-2530</td>
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<td>Gibraltar ..................... B2532-2533</td>
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<tr>
<td>Queen Charlotte with HOWE...... flagship, C2502-2503</td>
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<tr>
<td>Brunswick ..................... C2505-2506</td>
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<td>Valiant ........................ C2508-2509</td>
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<td>QuBelleen ..................... C2511-2512</td>
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<td>Orion .......................... C2514-2515</td>
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<td>Ramilles-b ..................... C2517-2518</td>
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<td>Alfred .......................... C2520-2521</td>
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<tr>
<td>Royal George with HOOD 2-6-4 C2523-2524</td>
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<td>Montagu ........................ C2526-2527</td>
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<td>Majestic ....................... C2529-2530</td>
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<td>Glory .......................... C2532-2533</td>
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<tr>
<td>FRENCH:**</td>
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<td>Montagnard .................... A4924-4925</td>
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<td>Scipion ........................ A4927-4928</td>
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<td>Républicain ................... A4930-4931</td>
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<td>Convention (use ‘Sceptre’) ... A4933-4934</td>
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<td>Mont Blanc .................... B4902-4903</td>
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<tr>
<td>Jemappes ....................... B4905-4906</td>
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<td>Neptune-b ..................... B4908-4909</td>
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<tr>
<td>Entreprendant ................. B4911-4912</td>
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<td>Patriote ....................... B4914-4915</td>
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<td>Northumberland ............... B4917-4918</td>
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<tr>
<td>Vengeur (use ‘Marseillais’) ... B4920-4921</td>
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<td>Achille ....................... B4923-4924</td>
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<tr>
<td>Jacobin (use ‘Auguste’) ...... B4926-4927</td>
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<tr>
<td>Montagne with VILLARET ...... flagship, B4929-4930</td>
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<tr>
<td>Juste .......................... B4932-4933</td>
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<tr>
<td>Tyrannicide ................... C4902-4903</td>
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<td>Peletier ....................... C4905-4906</td>
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<tr>
<td>Tourville ..................... C4908-4909</td>
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<tr>
<td>Éole ............................ C4911-4912</td>
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<tr>
<td>Mucius ......................... C4914-4915</td>
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<tr>
<td>Impétueux ..................... C4917-4918</td>
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<tr>
<td>Terrible with BOUVET ........ C4920-4921</td>
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<td>Indomptable .................. C4923-4924</td>
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<td>Gasparin ..................... C4926-4927</td>
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<td>Revolutionnaire .............. C4929-4930</td>
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<td>Amérique ...................... C4932-4933</td>
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<td>Brutus ....................... C5133 (Direction 1)</td>
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<tr>
<th>B. The Glorious First of June</th>
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<tbody>
<tr>
<td><strong>MAY 29th SETUP</strong></td>
</tr>
<tr>
<td><strong>Audacity:</strong> French (0) British (1)</td>
</tr>
<tr>
<td><strong>Wind Direction:</strong> Direction 3</td>
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<tr>
<td><strong>Maps:</strong> ABC</td>
</tr>
<tr>
<td><strong>Turns:</strong> No limit. Fight until one side breaks off.</td>
</tr>
<tr>
<td><strong>BRITISH:</strong></td>
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<tr>
<td>Bellerophon with PASLEY ...... A2527-2528</td>
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<tr>
<td>Thunderer ..................... A2530-2531</td>
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<tr>
<td>Russell ........................ A2533-2534</td>
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<tr>
<td>Leviathan ..................... B2502-2503</td>
</tr>
<tr>
<td>Caesar .......................... B2505-2506</td>
</tr>
</tbody>
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The Glorious First of June

**May 28 Setup**

- **Royal Sovereign** with GRAVES 2-5-1: 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 HOWE: 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 HOOD 2-6-4: 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
- **Entrepreneur**: B4905-4906
- **Mucius**: B4908-4909
- **Éole**: B4911-4912
- **Northumberland**: B4914-4915
- **Tourville**: B4917-4918
- **Mont Blanc**: B4920-4921
- **América**: B4923-4924
- **Achille**: B4926-4927
- **Neptune-b**: B4929-4930
- **Montagne** with VILLARET: flagship, B4932-4933
- **Juste**: C4902-4903
- **Pelletier**: 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** with BOUVET: C4926-4927
- **Impétueux**: C4929-4930
- **Tyrannicide**: C4932-4933
- **Brutus**: C5133 (Direction 1)

**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.
C. 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 with PASLEY .................. A2530-2531
- Leviathan ........................................ A2533-2534
- Russell ........................................... B2502-2503
- Royal Sovereign with GRAVES 2-5-1 .... 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 with HOWE ............... flagship, B2532-2533
- Brunswick ....................................... C2502-2503
- Valiant ........................................... C2505-2506
- Orion .............................................. C2508-2509
- Queen ............................................. C2511-2512
- Ramilles-b ....................................... C2514-2515
- Alfred ............................................. C2517-2518
- Montagu ........................................... C2520-2521
- Royal George with HOOD 2-6-4 .......... 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 with BOUVET ....................... B4902-4903
- Impéteux ......................................... 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 with VILLARET ................... 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 with NIELLY ................... C4926-4927
- Sans Pareil ...................................... C4929-4930
- Scipion .......................................... C4932-4933
- Brutus............................................. C5133 (Direction 1)
D. 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 A and 4934 on Board C. The British player then deploys his ships in the 25xx column between hexes 2510 on Board A 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 vessel 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.

AUDIERNE BAY

13 January 1797 - Sir Edward Pellev 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.

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
(use Prince of Wales) .................................. A2819-2820
Orion .................................................. A2823-2824
Colossus-b ............................................. 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 Asis) ................. A1409-1308
Oriente ........................................ A1808-1707
San Fermin (use San Justo) ................. A1811-1710
Condé de Regla ................................. A2210-2109
Principe 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
CAMPEDOWN (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 ............................................ A6727-6827
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
Haarlem ............................................. A4508-4507
Jupiter with REYNTJES ......................... A4511-4510
Cerberus ............................................ A4514-4513
Mars .................................................. A4517 (Direction 4)
Leiden ............................................... A4520-4519
Brutus with BLOYS ............................. A4523-4522

Batavier ............................................ A4526-4525
Wassenaar ......................................... A4529-4528
Staten-Generaal ................................. A4532-4531
Vrijheid with DE WINTER .................... flagship, B4501-4534
De Vries ............................................ B4504-4503
Hercules ............................................ B4507-4506
Gelijkheid .......................................... B4510-4509
Beschomer .......................................... B4513-4512

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

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
Souverain ........................................... B2010-2011
Franklin ........................................... B2014-2015
Orient with BRUEYS ......................... flagship, B2018-2019
Tonnant ........................................... B2112-2112
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 become 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.

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 6
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.

Both ships are always in command.
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 sailed 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 with PELLEW .............................. A4803-4902
Courageux ............................................... A4504-4604
Captain .................................................. A4206-4305
Renown with WARREN ....................... flagship, A3907-4007

SPANISH:
Argonauta ............................................... A2833-2834
San Hermenegildo ................................. A2830-2831
San Fernando with MORENO ............... flagship, A2827-2828
Real Carlos ............................................. A2824-2825
San Antonio ......................................... A2821-2822
San Augustin ........................................ A2818-2819

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), L (-1)

BRITISH:
Defiance with GRAVES T ......................... C4614-4615
Monarch ................................................. C4617-4618
Ganges .................................................. C4620-4621
Elephant with NELSON 2-7-3 .................... 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 PARKER H ....................... flagship, A6308-6307
Veteran .................................................. A6010-6009

DANISH:
Trekroner ............................................. B2223-2222
Danmark ............................................... B2319-2318
Mars ...................................................... B2411-2412
Elefanten .............................................. B2709-2710
Indfodretten ......................................... B3413-3414
Holsten ............................................... B3517-3516
Sjælland ............................................... B3724-3723
Dannebrog with FISCHER .................. flagship, B3929-3930
Provstener ........................................... C4110-4119
Svaedrisken Battery (4/18) ............. C3902
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 ................................................. C3904 (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.

Only the Danish ships Trekroner, Danmark, Holsten, Iris and Charlotte Amalie may raise anchor.

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).

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 SAUMAREZ 3-5-3, flagship, C3030-3031

**FRENCH:**
- Formidable with LINOIS, flagship, C2608-2609
- Indomptable ............................................ C2711-2712
- Desaix (use ‘Tyrannicide’) ......................... 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.

**16.17 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 Augustin .......................................... B4821-4820
- San Fernando ......................................... B4824-4823
- 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 automatically 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, 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.

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)

Maps: ABC

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

SPANISH:

Argonauta with GRAVINA ............ A3732-3633
Terrible .................................... A3434-3334
América ..................................... B3101-3002
España ...................................... B2803-2703
San Rafael ............................... B2504-2405
Firme ....................................... B2206-2106

FRENCH:

Pluton ........................................ B1907-1808
Mont-Blanc ............................... B1609-1509
Atlas ......................................... B1310-1211
Berwick ..................................... B1213-1214
Neptune .................................... B1315-1416
Bucentaure with VILLENUEVE 3-6-3 ... flagship, B1616-1715
Formidable with DUMANOIR ......... B1914-2014

Special Rules:

Deduct two from final Firepower value for fog effects.

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 ....... flagship, B4206-4305
Africa ...................................... B4326-4426
Temeraire ................................. B4504-4604
Neptune .................................... B4705-4805
Leviathan ................................. B4803-4902
Conqueror ............................... B5101-5201
Britannia with NORTESK ............. 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

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Polyphemus .................................................. A5922-6022
Swiftsure .................................................. A6019-6118
Dreadnought ............................................. A6222-6321
Defiance ................................................... A6319-6419
Thunderer .................................................. A6520-6620
Prince (use 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
Argonaute ................................................... A2913-2912
Montañés .................................................... A3016-3015
Bahama ...................................................... A3020-3019
Monarca ..................................................... A3023-3022
San Justo ..................................................... A2932-2931
Santa Ana with ALAVA ................................. A3234-3233
San Leandro ............................................... B2801-2834
Santísima Trinidad ....................................... B3107-3106
San Augustín ............................................. 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.

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. Strachan 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 ................... A3724-3725
Mont-Blanc ............................................... A3728-3729
Scipion ...................................................... A3732-3733

Special Rules:
The Formidable begins the scenario with six Hull hits.

DUELS

Three scenarios can also be played using the Duel rules using the special Duel map included with Flying Colors Volume II: Serpents of the Seas—Audierne Bay, Bec du Raz and Goza de Candia. Below are the setup instructions for each of these scenarios in order that they may be played as Duels.

Audierne Bay Duel Setup
British Ships (Start: *)
French Ship (Start: Chase)
Wind Direction: 2

Special Rules
1. Although the Droits de l'Homme starts in Chase position, the scenario is a Meeting Engagement (no ship may exit the map).
2. Any ship that exits the map is considered sunk.
3. Commanders are not used.

Bec du Raz Duel Setup
British Ship (Start: *)
French Ship (Start: Chase)
Wind Direction: 2

Special Rules
1. The scenario is a Chase, but no ship may exit through map sides B or C.
2. Commanders are not used.

Goza de Candia Duel Setup
British Ship (Start: Chase)
French Ship (Start: *)
Wind Direction: 5

Special Rules
The scenario is a Chase.
EXAMPLE OF PLAY

The following is an illustrated replay of turns 1 and 2 from the Cape Ortugal scenario. Players are encouraged to set up the ships in their starting positions and move them along with the replay. These movement codes are used to note how each ship moves:

- # = number of hexes moved forward
- S = starboard turn
- P = port turn
- B = back sails
- Ss = side slip

Cape Ortugal is a relatively short, quick-playing scenario and is an ideal choice for players who are just learning how to play Flying Colors. The two fleets are small enough that players will not feel overwhelmed with decisions to make. Yet both sides have certain advantages that must be exploited in order to win. The French outnumbr the British by one ship and have the advantage in long-range firepower due to their generally heavier armament. Their goal in this scenario is to stay away from the British and fire at them as they approach, hopefully causing severe damage by the time they close the distance. The British begin with the wind gauge and will be able to choose the point of attack. They have the edge in audacity and carronades, so a wise British commander will try to get in close to the French and blast away at their hulls, perhaps focusing attention on Formidable since she begins the scenario with six hull damage.

Turn 1

Wind Adjustment Segment
N/A

Command Determination

Dumanoir and Strachan are the only Commanders present so the command options are limited on turn 1. Both sides declare formation commands encompassing all of their ships. The British player decides to begin with all three of his ships at Full Sails.

Initiative Determination

French die: 3 (+2 for Dumanoir’s command quality) = 5
British die: 2 (+2 for Strachan’s command quality) = 4

The French player wins the initiative and chooses to pass the first activation to his opponent.

A glance at the movement table reveals that even with eight movement points, none of the British ships will be able to get in to raking positions on turn 1. The French player is hoping to fire at the British as they approach and then pull away. This gives him the advantage of being able to react to his opponent’s move and also denies the British the possibility of back to back moves should they win the initiative on turn 2.

Activation Cycle

The British activate Strachan’s command.

The British activate Duguay-Trouin’s command.

Duguay-Trouin: B-(fire starboard broadside at Caesar)

Relative Rate 3 @ range 3 = 8 FP, +1 white RR symbol, +1 audacity, +1 carronades = 11 FP
Firing at the rigging: +1 French ship firing, +1 firing into the wind, +2 target at Full Sails = +4

Situation after the British activation on Turn 1

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Die roll = 5 (+4) = 9 = 3RM  
Strachan wound check die roll = 4 = NE

**Duguay-Trouin continuing movement: P-3-S**

**Formidable:** 1-(fires starboard broadside at Caesar)

Caesar uses defensive fire and fires at Formidable with her port broadside.

Relative Rate 3 *(firing with Full Sails raised) @ range 3  
= 8 FP, +3 audacity, +1 carronades = 12 FP

Firing at the hull: +1 British ship firing *(There is no wind modifier because Hero is firing neither with nor against the wind)*

Die roll = 4 (+1) = 5 = 3H

Dumanoir wound check die roll = 6 = NE

**Formidable resolves her fire.**

Relative Rate 2 *(due to hull damage) @ range 3 = 10 FP,  
-1 black RR symbol, +1 audacity, +1 carronades = 11 FP

Firing at the rigging: +1 French ship firing, +1 firing into the wind, +2 target at Full Sails = +4

Die roll = 7 (+4) = 11 = 4R*

Fire check die roll = 5 = NE

Strachan wound check die roll = 8 = NE

*The British player is paying the price for his aggressive approach. Caesar already has seven rigging hits and narrowly escaped having a fire break out on board! She immediately loses her Full Sails marker due to having six or more rigging hits and her movement allowance will be reduced by two starting next turn.*

**Formidable continuing movement: P-3-S**

**Mont Blanc:** 3-P-(fires starboard broadside at Caesar)

Courageux uses defensive fire and fires at Mont Blanc with the port broadside.

Relative Rate 4 *(firing with Full Sails raised) @ range 6  
= 3 FP, +3 audacity = 6 FP

*Note that this shot does not qualify for a rake attempt due to the restriction that only moving vessels can attempt a rake (3.7.7 – Defensive Fire vs. Rakes).*

Firing at the hull: +1 British ship firing, +1 firing with the wind = +2

Die roll = 3 (+2) = 5 = H

Mont Blanc resolves her fire.

Relative Rate 3 @ range 5 = 5 FP, +1 audacity = 6 FP

Firing at the rigging: +1 French ship firing, +2 target at Full Sails = +3

Die roll = 1 (+3) = 4 = M

Strachan wound check die roll = 1 = NE

**Mont Blanc spends her last MP: 1**

**Scipion:** 5-(fires starboard broadside at Courageux)

**Hero uses defensive fire and fires at Scipion with the port broadside.**

Relative Rate 4 *(penalty for firing with Full Sails raised) @ range 7 = 2 FP, +3 audacity = 5 FP

Firing at the hull: +1 British ship firing

Die roll = 9 (+1) = 10 = 2HR

**Scipion resolves her fire.**

Relative Rate 3 @ range 7 = 2 FP, +1 audacity = 3 FP

Firing at the rigging: +1 French ship firing, +1 firing into the wind, +2 target at Full Sails = +4

Die roll = 8 (+4) = 12 = 2R

**Melee Combat**

N/A

**Ship Status Check**

*No ships are on fire, drifting, or in danger of sinking or striking, so the only action is to remove all fired broadside markers.*

**Victory Determination**

*Neither fleet has triggered a break check so play proceeds to turn 2.***

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**Turn 2**

**Wind Adjustment Segment**

N/A

**Command Determination**

*Neither fleet is eligible for a formation command due to the requirement that all ships must be facing the same direction. However, both commanders have a Command Range that is sufficient to reach all of their ships. Both fleets will***

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End of Turn 1
be able to keep all of their ships in one command using a Group Command.

Initiative Determination
French die: 8 (+2 for Dumanoir’s command quality) = 10
British die: 5 (+2 for Strachan’s command quality) = 7
The French player wins the initiative and chooses to take the first activation. The French activate Dumanoir’s command.

Activation Cycle
The French activate Dumanoir’s command.

Duguay-Trouin: B-(fire starboard broadside at Caesar)
Relative Rate 3 @ range 6 = 4 FP, +1 audacity = 5 FP
Although Duguay-Trouin’s broadside does qualify for a rake attempt, a range of six makes it impossible to succeed.
Firing at the rigging: +1 French ship firing, +1 firing into the wind = +2
Die roll = 4 (+2) = 6 = 2R
Strachan wound check die roll = 9 = Wounded
Subsequent die roll = 6 = No further effect
Expose your admiral to too much shot and eventually he is going to catch one! The British player is lucky that Strachan is only wounded since a subsequent die roll of three or less would have resulted in his death and an automatic victory for the French.

Duguay-Trouin continuing movement: Ss-Ss
Side slipping is a good way for Duguay-Trouin to keep the British inside her broadside arc without shooting out ahead of them.

Formidable: B-(fires starboard broadside at Caesar)
Relative Rate 2 @ range 6 = 5 FP, +1 audacity = 6 FP
Firing at the rigging: +1 French ship firing, +1 firing into the wind = +2
Die roll = 3 (+2) = 5 = 2R
Strachan wound check die roll = 7 = NE

Formidable continuing movement: 1-Ss-B

Mont Blanc continuing movement: 1-S-1-B
Scipion: 1-P-2-(fires starboard broadside at Caesar)
The British player considers taking a defensive shot with Courageux but thinks better of it. A shot at this range would do little to help Caesar, and Courageux can get into a much better firing position during her activation.
Relative Rate 3 @ range 6 = 4 FP, +1 audacity = 5 FP
Firing at the rigging: +1 French ship firing
Die roll = 4 (+1) = 5 = M
Strachan wound check die roll = 8 = NE
The French fail to dismast Caesar this turn, but even the Marine hit is useful since Caesar is now a prime target for boarding.

Mont Blanc continuing movement: S-B
The British activate Strachan’s command. Caesar has 0 MPs owing to rigging damage, so she must roll on the Sternway Table.

Caesar’s Sternway DR = 3 (-1 for Strachan’s Command Quality) = 2
Caesar declines the option to drift and rotates her stern into 4023.

Hero: 5-S-1, fire port broadside at Formidable
Remember that ships can move through both friendly and enemy ships as long as they do not end their movement overlapping.
Relative Rate 4 (still at Full Sails) @ range 5 = 4 FP, +3 audacity = 7 FP
Firing at the hull: +1 British ship firing, +1 firing with the wind = +2
Die roll = 6 (+2) = 8 = 2HR
Dumanoir wound check die roll = 3 = NE

Hero drops Full Sails at the end of her activation.

Courageux: B-P-5-S, fire port broadside at Mont Blanc

Mont Blanc uses defensive fire and fires at Mont Blanc with her port broadside.
Relative Rate 2 @ range 5 = 6 FP, +3 audacity = 9 FP
Firing at the hull: +1 British ship firing
Die roll = 7 (+1) = 8 = 3H

Mont Blanc resolves her fire.
Relative Rate 3 @ range 5 = 5 FP, +1 audacity = 6 FP
Firing at the rigging: +1 French ship firing
Die roll = 8 (+1) = 9 = 3R
Strachan wound check die roll = 3 = NE

Caesar is now in grave danger, needing only one more rigging hit to become dismasted.
Relative Rate 4 (still at Full Sails) @ range 5 = 4 FP, +3
audacity = 7 FP
Firing at the hull: +1 British ship firing, +1 firing with the
wind = +2
Die roll = 0 (+2) = 2 = H
Courageux drops Full Sails at the end of her activation.

Melee Combat
N/A

Ship Status Check
Still nothing to check for in this phase, although Caesar is
dangerously close to becoming dismasted, at which point she
will drift at the end of every turn and roll on the Strike Table
if an enemy ship is within 5 hexes (currently she has enough
beneficial modifiers to ensure success). All fired broadside
markers are removed.

Victory Determination
No Break Checks are required and the turn ends.

The British are certainly in a precarious position with their flag-
ship nearly unable to move and their fleet admiral wounded. On
the plus side, Courageux and Hero are both in position to protect
Caesar and have suffered little damage so far. The French have
taken a lot of damage themselves but it is more spread out among
their fleet, and no single ship is in danger yet. Caesar may be
hanging on by a thread, but the French are not in a good posi-
tion to capture her due to the wind direction. They must remain
mindful of protecting their own flagship while trying to wear
down the remaining British ships.

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were inspired by this game.
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