# ARMADA
## THE WAR WITH SPAIN
### DEC. 1586~OCT. 1588

## 2nd Edition

## Read this First:

The rules of this SPI simulation game are organized in a format known as the *Case System*. This system of organization divides the rules into *Major Sections* (each of which deals with an important aspect of play). These Sections are *numbered* sequentially as well as being named. Each of these Major Sections is introduced by a *General Rule*, which briefly describes the subject of the Section. Many times this General Rule is followed by a *Procedure* which describes the basic action the Player will take when using the rules in that Section. Finally, the bulk of each Major Section consists of *Cases*. These are the specific, detailed rules that actually regulate play. Each of these Cases is also numbered. The numbering follows a logical system based upon the number of the Major Section of which the Cases are a part. A Case with the number 6.5, for example, is the fifth *Primary Case* of the sixth Major Section of the rules. Many times these Primary Cases are further subdivided into *Secondary Cases*. A Secondary Case is recognizable by the fact that it has two digits to the right of its decimal point. Each Major Section can have as many as nine Primary Cases and each Primary Case can have as many as nine Secondary Cases. The numbering system is meant as an organizational aid. Using it, Players can always easily tell where a Case is located in the rules. As a further aid, an outline of the Major Sections and Primary Cases is given at the beginning of the rules.

## How the Section and Case Numbers Work:

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        ┌─────── Major Section Number
        │   ┌─── Primary Case Number
        ▼   ▼
     [6.53]◀── Secondary Case Number
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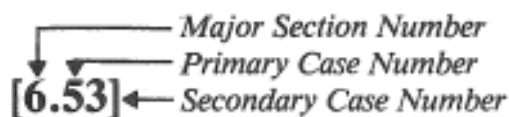
The preceding example would be the number of the third Secondary Case of the fifth Primary Case of the sixth Major Section of the Rules.

## How to Learn to Play the Game:

Familiarize yourself with all of the components. Read all of the General Rules and Procedures and read the *titles* of the Primary Cases. Set up the game for play (after reading the pertinent Section) and play a trial game against yourself referring to the rules only when you have a question. This procedure may take you a few hours, but it is the fastest and most entertaining way to learn the rules short of having a friend teach them to you. You should not attempt to learn the rules word-for-word. Memorizing all that detail is a task of which few of us are capable. SPI rules are written to be as complete as possible — they're not designed to be memorized. The Case numbering system makes it easy to look up rules when you are in doubt. Absorbing the rules in this manner (as you play) is a much better approach to game mastery than attempting to study them as if cramming for a test.

We hope you enjoy this SPI game. Should you have any difficulty interpreting the rules, please write to SPI, phrasing your questions so that they can be answered by a simple sentence, word, or number. You must enclose a stamped, self-addressed envelope. We cannot guarantee a proper answer should you choose to phone in your question (the right person is not always available — and since SPI has published hundreds of games, no one individual is capable of answering all questions). Write to:

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# [1.0] INTRODUCTION

*Armada* is a grand strategic simulation of the two critical years in the Anglo-Spanish conflict that raged into the opening years of the Seventeenth Century. Emphasis is placed on the financial planning that was concomitant to any campaign. Each Player, but especially the Spanish, has substantial resources. However, just as in the historical situation, each Player must carefully plan a cost-efficient strategy.

Though the years 1587 and 1588 saw overt Spanish hostility aimed primarily at the English, the conflict was actually much larger in scope and much of Western Europe, directly or indirectly, was involved. *Armada* simulates this political situation providing the Player with the full range of options available to Philip I of Spain and Elizabeth of England.

# [2.0] GENERAL COURSE OF PLAY
CASES:

## [2.1) HOW TO PLAY THE GAME
*Armada* is a two-Flayer game. Each game consists of seventeen *Game-Turns* The English Player controls the English and Dutch forces, as welt as the Loyal Irish, Protestant Scots, and/or Huguenots, should they enter play. The Spanish Player controls the Spanish forces, including Italian, Walloon, Burgundian, and German units. Further, the Spanish Player may control Rebel Irish, Catholic Scots, English Catholic, and/or French Catholic units if they are brought into play during the course of the game.

After deciding which side each of the Players will play, the Players deploy their playing pieces **(hereafter** called *units)* on the map. Land units actually begin on the map, but naval units are initially deployed on the *Activation Tracks.* Each Activation Track corresponds to a city or area on the map; units on Activation Tracks are being constructed or mothballed at the city or area corresponding to their track.

At the beginning of each Game-Turn, the Players may begin construction of new units by placing them on Activation Tracks and continue the construction of units by advancing them along these tracks. After a unit reaches the end of an Activation Track, it is placed in the city or area corresponding to the track on the map.

After this, the English Player moves and attacks with his naval units. When a naval unit moves on the high seas, the Player must determine what effect the winds and weather have on the unit. After the English Player moves and attacks with his naval units, the Spanish Player does so with his. When one Player is moving his naval units, the other can try to intercept the moving naval units with his own naval units. Moving naval units may also embark and transport land units.

After naval movement and combat is over, the English Player may move and attack with his land units. Defending units may postpone combat for a Game-Turn by undergoing *siege.* Siege 'increases the defensive ability of a unit, but ties it down in a hex for as long as the siege lasts, and may make it vulnerable to being starved out. After the English Player has moved and attacked with his land units, the Spanish Player does so with his land units. Upon completion of land movement and combat, the Players must expend *ducats* (money) to maintain their land and naval units, and to purchase munitions for their naval units. At the end of a Game-Turn, each Player may mothball naval units in order to avoid having to pay maintenance costs on subsequent Game-Turns.

After one Game-Turn has been completed, the Players begin another; once seventeen Game-Turns have been executed, the game is over and the Players determine how many *Victory Points* each has obtained in the course of the game. Players receive Victory Points for taking territory, destroying Enemy naval units, and for intervening in the French Civil War. Depending on how many Victory Points each Player has acquired, one side or the other will win the game.

## [2.2] SETTING UP FOR PLAY
Before the game begins, the Players must deploy their units on the map. First, punch out all the **naval units. Note that some naval units have four-**digit numbers at the top of their counters; place these units on the map in the hexes with the same numbers. Then, take these naval units and put them on the Activation Tracks corresponding to the hexes in which they were placed, in the '2' box of the appropriate Activation Track. Thus, for instance, naval units with '2114' at the top of their counters will begin in the '2' box of the London Activation Track. After this is done, punch out alt land units and leaders. Place land units and leaders which have four-digit numbers along the top of their counters on the map in the hexes corresponding to these numbers. Land units and leaders do begin the game directly on the map. All naval and land units which do *not* have four-digit numbers do not begin the game on the map, and come into play during the course of the game **instead, as outlined in the following rules.**

Finally, place all Munitions markers on

the Munitions Track, all Treasury markers on the Treasury Track, and the Game-Turn Record marker on the Game-Turn Record Track.

Before play starts, Players individually consult the Income Table (11.4) to determine the number of ducats with which each will begin the game. Move the Treasury markers to reflect this income.

# [3.0] GAME EQUIPMENT
CASES:

## [3.1] THE MAP
The 22 x 33 map portrays Western Europe in the late Sixteenth Century. In addition to the political boundaries one would expect to find on a map, religious boundaries, which divided the population more significantly than any political demarcation lines, have been included. A numbered hexagonal grid has been superimposed on the map to regulate movement and combat, Each city hex on the map contains two numbers separated by a slash. The first number is the Victory Point Value (see 16.2) of the city, and the second is its Activation Value (see 5.25).

*Cities* are hexes containing a name (such as Malaga) and two numbers separated by a slash (one or both numbers may be replaced by a dash).

*Ports* are coastal city hexes, which contain port symbols (anchors; see Terrain Key on map).

*Fortresses* are cities containing fortress symbols (see Terrain Key on map). *Fortress ports* are cities, which contain both the port and fortress symbols, and are thus both ports and fortresses.
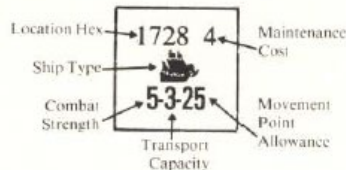
## [3.2] THE PLAYING PIECES

The counters represent the land and naval units and leaders of opposing English and Spanish sides, as well as loyal and rebel forces of various nationalities, which may enter the game under certain circumstances. Other counters are used to keep track of the Game-Turn sequence, consumption of munitions, and the expenditure of ducats.

Some ship counters are printed on both the front and backsides. The larger numbers represent values of the unit at full strength (front side); the side of the counter with lesser numbers (back) represents that same unit at reduced strength. Some land unit counters (those representing the most elite, veteran troops) are also back-printed with reduced values, but most land units are printed only on the front. Unit counters with reduced values on the hack are those capable of incurring losses in combat or storm (losses which are represented by flipping the counter over to show their reduced values) without immediately being totally eliminated. Such units are considered to have two *steps*. All other units have

one step each and are immediately eliminated whenever they incur a loss. The numbers and symbols on the various types of sample units which follow are labeled to indicate their meanings.

## [3.23] SAMPLE UNITS



*Naval Unit (Front):*
Location Hex → 1728 4 ← Maintenance Cost
Ship Type →
Combat Strength → 5-3-25 ← Movement Point Allowance
Transport Capacity

*(Back)*
2
2-1-21

*Land Unit (Front):*
2714 ← Location Hex
Nationality → Italian
Combat Strength → 5-6 ← Movement Point Allowance

*(Back)*
3-6

*Leader Unit (Front)*
Location Hex → 1438 ← Leader's Name
St.Cruz
Seniority → ★ SEA ← Type of Leader
(3)10
Combat Bonus →
Movement Point Allowance

## [3.22] UNIT TYPES



| Front | | Back |
|---|---|---|
| 0935 4 / 10-3-28 | Deep-Draft Sail (Spanish) | 2 / 5-1-25 |
| 2214 4 / 10-2-30 | Deep-Draft Sail (English) | 2 / 5-1-26 |
| Treas 4 / 5-0-25 | Treasure Fleet (Spanish) | 2 / 2-0-21 |
| 2233 4 / 5-0-19 | Spanish Shallow-Draft Oared | 2 / 2-0-15 |
| Wall 4 / 4-0-28 | Shallow-Draft Sail (Spanish) | 2 / 2-0-25 |
| 1 / 1-0-32 | Shallow-Draft Sail (English) | 1 / 0-0-28 |

| Front: | Back: |
|---|---|
| Wall20 / 0-20-10 | Invasion Barge (Shallow Draft, Oared) (Spanish) |
| 2530 / 3-7 | Land Unit |
| 1638 Med.Sid. ★ SEA / 0-10 | Senior Naval Leader |
| 1027 Recalde SEA / (2)10 | Naval Leader |
| 2614 Parma LAND / (4)10 | Land Leader |
| 0935 Leiva LND SEA / (3)10 | Land and Sea Leader |
| Spanish Trsury ×1 | Treasury Track Marker |
| #1 Fleet | Fleet or Armada Marker |
| #1 Fleet Victuals | Victual Track Marker |
| #1 Fleet Munitns | Munition Track Marker |
| Game-Turn | Game-Turn Indicator |

Naval units with a single dark stripe across the lower portion of the unit counter are Shallow Draft naval units; units with a dark stripe across the upper portion of the unit counter are Oared naval units. Note that all Oared naval units are also Shallow Draft units. All units without dark stripes are Deep-Draft Sailing units.

## [3.23] UNIT VALUES
*Combat Strength* is the relative strength of a unit when involved in combat. Note that naval units may be involved only in naval combat, and land units only in land combat.

*Movement Allowance* is the number of hexes a unit may move through during a Movement Segment (modified by terrain, wind and other factors).

*Leader Bonus* is the Combat Strength that a leader can provide to combat units with which it is stacked.

*Transport Capacity* is the total land Combat Strength of land units that a

naval unit can transport at one time. *Maintenance Multiple* is a value from which the maintenance and construction costs of a naval unit can be calculated.

*Location Hex* is, for land units and leaders, the number of the hex in which the unit is initially deployed. For naval units, it is the hex corresponding to the Activation Track on which the unit begins the game.

### [3.3] GAME PARTS AND DISPLAYS

Various visual aids are provided with the game to simplify and illustrate certain game functions. The charts, tables, and displays are printed either in the body of the rules or printed on the map. The uses of these graphic aids are explained the appropriate rules Sections.

### [3.4] GAME EQUIPMENT INVENTORY

A complete game of *Armada* includes the following items.
0ne 22" X 33" map
One rules booklet
One set of die-cut counters (200 pieces)

The following items are included in the boxed edition of the game:
An expanded version of the historical article on the first Armada, which appeared originally in *Strategy & Tactics* nr. 72
Two dice
One counter display sheet
One game-box and counter tray.

If any of these parts are missing or damaged, fill out the Complaint card enclosed with the game and return it to SPI with the appropriate items indicated on the card.
**NOTE**: The process used in the manufacturing of the die-cut counters used in SPI games sometimes results in colors from one counter overlapping the color of other neighboring counters, or in the slightly off-center printing of the letters and/or numbers on a counter. SPI cannot replace counters displaying these minor manufacturing inaccuracies. Only counters that are illegible can be replaced.

## [4.0] SEQUENCE OF PLAY

### [4.1] THE GAME-TURN

*Armada* is played in a series of turns called *Game Turns.* Each Game-Turn is divided into a number of- *Phases,* and most Phases are further subdivided into *Segments*. During the first and last Phases – the Joint Activation Phase and the Joint Administrative Phase - the Players take action simultaneously, as outlined in the *Sequence of Play* and in the rules that follow. During the Naval and Land Phases, the Players take

action sequentially, the English Player taking action before the Spanish Player does so. During these Phases, the Player who is taking action is called the *Phasing Player* and the other Player is called the *non-Phasing Player*.

During a given Phase or Segment, the Players may take actions only as specifically allowed in that Phase of Segment. Thus, movement of land units may occur only during a Land Movement Segment and never, for instance, during the Joint Activation Phase.

### [4.2] SEQUENCE OUTI.INE

**A. JOINT ACTIVATION PHASE**
The Players may advance units on the Activation Tracks by one box each. Units which begin the Phase in the '1' box of an Activation Track may be placed on the map. The Players; may initiate the construction or repair of units, and place these units on the Activation Tracks.

**B. NAVAL PHASE**
**1**. *English Naval Movement Segment.* The English Player may move any or all of the naval units under his control; the Spanish Player may attempt to intercept moving English units.

**2**. *English Naval Combat Segment.* Spanish naval units which successfully intercepted moving English units execute attacks against the English units. After this, English naval units may attack Spanish naval units.

**3**. *Spanish Naval Movement Segment.* As in the English Naval Movement, except that the Spanish Player moves *his* naval units.

**4.** *Spanish Naval Combat Segment.* As in the English Naval combat segment except that the Players' roles are reversed.

**C.LAND PHASE**
**1**.*English Land Movement Segment.* The English Player may move any or all of the land units under his control.

**2**.*English Attrition Segment* (winter Game-Turns only). The English Player must determine whether the land units he moved are subject to attrition.

**3**.*English Land Combat Segment.* The English Player resolves combat as per the rules for land combat.

**4**.*Spanish Land Movement Segment.* As in the English Land Movement Segment, except the Spanish Player moves his units.

**5**.*Spanish Attrition Segment* (winter Game-Turns only). As in the English Attrition Segment, but applied to Spanish units.

**6**.*Spanish Land Combat Segment*. As in the English Land Combat Segment,

but applied to the Spanish Player.

**D. JOINT ADMINISTRATIVE PHASE**
**1.** *Maintenance Segment.* The Players must pay maintenance costs for each unit on the map.

**2.** *Acquisition Segment* Players may purchase Munitions Points for their fleets or armadas.

**3.** *De-Activation Segment.* Players may deactivate units subject to the rules *for* de-activation.

**E. GAME-TURN RECORD INTER-PHASE**
Advance the Game-Turn marker to signal the end of one Game-Turn and the beginning of another.

## [5.0] CONSTRUCTION, REPAIR, AND DE-ACTIVATION

**GENERAL RULE;**

During the Joint Activation Phase, the Players may initiate construction or repair of units, and place units on the map. During the Dc-Activation Phase, Players may de-activate units by removing them from the map and placing them on an Activation Track.

Activation Tracks for both Players are printed on the map. Each Activation Track corresponds to a particular city, hex, or area - the name of the city, hex, or area is printed above the corresponding track. Naval units may be constructed, repaired, or de-activated at a Friendly port; land units may be constructed or de-activated in any Friendly city, hex, or area which has an Activation Track.

**PROCEDURE:**

During each Joint Activation Phase, each Player must take any *naval* units which begin the Phase in the '1' box of an Activation Track and place them on the map in the port corresponding to the track. Each Player *may* take any land units in the '1' box of Activation Tracks and place them in the cor-responding cities, hexes, or areas. Each Player then may move any naval units which begin in other boxes of the Activation Tracks (i.e., in the '2,' '3,' and '4' boxes) into the next lowest numbered box; thus a unit in a '3' box could be advanced into the adjacent '2' box. Naval units which begin the Phase in '2' boxes *need not* be advanced, but units in other boxes *must* be advanced.

**Summary:**

• A land unit in a '1' box does not have to be placed on the map, although it *maybe.*
• A naval unit in a '1' box *must be* placed on the map.
• A naval unit in a '2' box does not

have to be advanced to the '1' box, although it *maybe.*
- A naval unit in a '3' or '4' box *must* be advanced to the next lower numbered box.
- Land units are never placed in any box but '1'.

After units on Activation Tracks have been advanced or placed on the map, the Players may initiate the construction of new units by placing unit counters on the Activation Tracks. To initiate the construction of a land unit, a Player must expend three times the unit's Combat Strength in ducats (moving his Treasury markers to reflect the expenditure), and then place the unit in the '1' box of any Friendly Activation Track. To initiate construction of a naval unit, a Player must expend some multiple of the unit's Maintenance Multiple in ducats, and then place the naval unit in the '4' box of any Friendly Activation Track corresponding to a Friendly port.

## CASES:

### [5.1] CONSTRUCTING LAND UNITS

**[5.11]** The English Player may construct English and Dutch land units only; other English Allied land units either begin the game on the map or appear as the result of events during the game. The Spanish Player may construct only the units designated as Spanish or Walloon on the sheet of counters; Spanish Allied units either begin the game on the map or appear during play.

**[5.12]** If a Player wishes to construct a land unit, he must expend three times the unit's Combat Strength in ducats during the Joint Activation Phase, and place the unit in the '1' box of an Activation Track corresponding to a Friendly city, hex, or area. During the Joint Activation Phase of the following Game-Turn, the Player has the option of removing the unit from the Activation Track and placing it in the appropriate city, hex, or area.

**[5.13]** When a land unit is removed from an Activation Track corresponding to a city (e.g., Barcelona) or a hex (e.g., 3225), the unit must be placed on the map in the corresponding city or hex. When a land unit is removed from a track corresponding to an area (e.g., Catholic Netherlands), the unit may be placed in any hex of the corresponding area. Exception: Units may not be placed in hexes containing Enemy units, nor in hexes that an Enemy land unit was the last unit to move through.

### [5.2] CONSTRUCTING NAVAL UNITS

**[5.21]** The English Player may construct English and Dutch naval units; the Spanish Player may construct Spanish and Walloon naval units.

**[5.22]** If a Player wishes to construct a naval unit, he must expend some multiple of the unit's Maintenance Multiple (printed in the upper right-hand corner of the counter) in ducats during a Joint Activation Phase, and place the unit in the '4' box of an Activation Track corresponding to a Friendly port. Players must spend six times the Maintenance Multiple to construct a Shallow Draft unit, and twenty-five times the Multiple to construct a Deep Draft unit (see 11.5, Purchase Chart).

**[5.23]** Each Joint Activation Phase after a Player initiates construction of a naval unit, the naval unit is advanced one box along its Activation Track. On the Joint Activation Phase in which the unit begins in the '1' box of the track, it is placed on the map in the corresponding port hex.

**[5.24]** If a naval unit begins a Joint Activation Phase in the '2' box of an Activation Track, the owning Player may, instead of advancing it to the '1' box of the track, leave it in the '2' box.

**[5.25]** The total Combat Strength of all naval units under construction, repair, or de-activation in a given port may not exceed the port's Activation Value. Each port in which naval units can be constructed has an Activation Value printed near it on the map (see 3.1). Exception: See 5.64.

### [5.3] REPAIRING NAVAL UNITS

**[5.31]** Some naval units have two steps; such naval units which have lost one step may be repaired and brought back to full strength.

**[5.32]** To repair a naval unit, a Player must expend half the unit's regular construction cost, and then place the unit on the '4' box of an Activation Track. A naval unit may be repaired only if it begins a Joint Activation Phase in a Friendly port hex, and it must be placed on the Activation Track corresponding to that port. Each Joint Activation Phase after repair of the unit is begun the naval unit is advanced one box along the Activation Track until the unit is returned to the map. Exception: The unit may remain in the '2' box upon reaching it.

### 5.4] CONSTRUCTED UNITS

**[5.41]** Units may move and/or engage in combat on the Game-Turn in which they are placed on the map.

**[5.42]** Units which arc eliminated (either through combat or by some other means) may be reconstructed. In other words, Players may build from the dead pile.

### [5.5] RESTRICTIONS ON ACTIVATION

**[5.51]** English units (land and naval) may be constructed and/or repaired only in England. Dutch units (land and naval) may be constructed and/or repaired only in the Protestant Netherlands. Other English Allied units may not be constructed.

**[5.52]** Spanish land units which have no nationality marked on them may be constructed only in Spain or in hex 3225 (in Savoy). German units may be constructed only in the German states. Burgundian units may be constructed only in Lorraine; Italian units only in hex 3225 (Savoy); Walloon units only in the Catholic Netherlands. Spanish Allied units may never be constructed.

**[5.53]** Walloon naval units may be constructed only in the port of Antwerp; other Spanish naval units may be constructed only in ports of Spain. However, Walloon and Spanish naval units may be repaired in any port in Spain or in Antwerp.

**[5.54]** Naval units may be *de-activated* in any Friendly port, regardless of whether that port was originally controlled by the Player or captured in the course of the game.

**[5.55]** Any unit (land or naval) on an Activation Track corresponding to a city or hex which is captured by the Enemy Player (i.e., the hex is occupied by only Enemy Units) is immediately eliminated and removed from the track. The same holds true for units on Activation Tracks corresponding to areas which are completely captured by the Enemy Player (see 16.2 for definition of capture). Players may not construct, repair, or de-activate units on tracks corresponding to Enemy-controlled cities, hexes, or areas.

**[5.56]** Units on an Activation Track corresponding to a city under siege may not he advanced along the track or placed in the corresponding city even if they would normally be forced to do so. Units in a city under siege may not be repaired or de-activated; a Player may not initiate construction of units in a city under siege.

**[5.57]** During winter Game-Turns (see 14.0), units on Activation Tracks may not be advanced or placed on the game-map; units may not be repaired or de-activated; and Players may not initiate construction of units **(Exception: 14.23).**

### [5.6] DE-ACTIVATING NAVAL UNITS

**[5.61]** Naval units may be de-activated at any Friendly port which has an Activation Track. To dc-activate a naval unit, remove it from the map and place it in the '2' box of the Activation Track corresponding to the port at which the naval unit was situated. Units may be de-activated during the De-Activation Segment only.

**[5.62]** The major reason for de-activating naval units is to avoid the excessive costs which must be paid to maintain units during winter Game-Turns. A de-activated naval unit may be advanced from the '2' box of the Activation Track to the '1' box during any Joint Activation Phase (but not during winter).

**[5.63]** Note that Case 5.25 applies to de-activated naval units as well as to units under construction, and thus a given port can handle a limited number of de-activated units. For purposes of Case 5.25 (only), Walloon invasion barges are considered to have a Combat Strength of 4.

**[5.64]** If the total Activation Values of all the ports controlled by a Player is less than the total Combat Strength of all the naval units he controls, the Player may de-activate naval units in a port in excess of the port's Activation Value. However, only one unit in excess of a port's Activation Value may he de-activated in a given port unless all other Friendly ports have one unit in excess of their Activation Values de-activated therein; no more than two units in excess may be de-activated unless all other ports have two units in excess; and so on.

## [5.7] DE-ACTIVATING LAND UNITS

**[5.71]** Land units may be de-activated in any Friendly city, hex, or area which has an Activation Track. A land unit may be de-activated only in a city, hex, or area in which it could be constructed, Thus, Walloon land units may be dc-activated only in the Catholic Netherlands, for example. To de-activate a land unit, remove it from the city, hex, or area and place it in the '1' box of the corresponding Activation Track. Units may be de--activated during the De-Activation Segment only.

**[5.72]** A de-activated land unit may be removed from its Activation Track and placed in the corresponding city, hex, or area during any Joint Activation Phase, in the same way that constructed land units are so placed. A Player is never forced to place a de-activated land unit on the map. He may leave a land unit on the Activation Track for as many Game-Turns as he wishes.

## [6.0] NAVAL MOVEMENT

### GENERAL RULE:

During the Naval Movement Phase, the Phasing Player may move any or all of his naval units. Naval units may be moved by either high seas movement, in which case they may be affected by Wind (see 6.2), or coastal movement, in which case they may be affected by terrain (see 6.3). The non-Phasing Player may attempt to intercept mov-ing units belonging to the Phasing Player (see 6.4).

## CASES:
## [6.1] FLEETS AND ARMADAS

**[6.11]** A Player may move no more than six stacks of naval units by high seas movement per Game-Turn. Each stack of units being moved by high seas movement must be removed from the map and replaced by a Fleet marker (for the English Player) or an Armada marker (for the Spanish Player). Place the naval units in the corresponding Fleet or Armada Holding Box, printed on the map.

**[6.12]** A Player may combine units into a fleet/armada (or break down a fleet/armada into its component naval units) only during the Friendly Naval Movement Segment or during the Joint Acquisition Segment (in conjunction with the purchase of munitions; see 12.0).

**[6.13]** Any naval unit that is part of a fleet/armada may leave the fleet/armada at any time by being removed from the Holding Box and placed on the map. However, since only fleet/armadas may utilize high seas movement and units may not engage in both high seas and coastal movement in the same Game-Turn, a naval unit which leaves a fleet/armada midway through high seas movement must be replaced, as described previously, with a Fleet or Armada marker. If there are insufficient Fleet/Armada markers, the naval unit may not leave the fleet/armada.

**[6.14]** A fleet/armada is considered to have a Movement Allowance equal to that of the slowest unit (i.e., the unit with the lowest Movement Allowance) in the fleet/armada. The Movement Allowance of naval units moving via high seas movement may be affected by wind.

**[6.15]** Land units and leaders loaded on naval units which are part of a fleet/armada are themselves considered part of the fleet/armada, and are placed in the appropriate Holding Box.

## [6.2] HIGH SEAS MOVEMENT

**[6.21]** Any naval unit which crosses a high seas hexside (see terrain key on map) during its movement is considered to be moving by high seas movement. Only fleet/armadas may do so.

**[6.22]** Before a Player moves a fleet/armada by high seas movement, he must determine whether his fleet/armada will be moving against the wind at any time during its movement. He traces a path of hexes which he wishes his fleet/armada to move along, and compares the direction in which each hex lies relative to its predecessor along the path of movement. He then refers to the Prevailing Winds arrow in the sea zones in which the fleet/armada will move (see map). If, at any time in its movement a fleet/armada will be moving against the prevailing wind (see diagram below), it is considered to move against the prevailing winds for *its entire movement.* Otherwise, it is considered to move with the prevailing winds.

**[6.23]** After determining whether the fleet/armada is moving with or against the prevailing winds, roll two dice and total the rolls. Refer to the Wind Effects Table (6.7). Depending on the Game-Turn in progress, refer either to the 'April to September' or 'October and Winter' section of the table. Find the word 'with' or 'against' along the top of the table, whichever is appropriate, and cross-reference the column determined by this with the die-roll. The result will be in the form of two numbers, separated by a slash.

**[6.24]** Each naval unit in the fleet/armada has its Movement Allowance reduced by the number to the left of the slash in the wind result, for the current Friendly Naval Movement Segment only. The number to the right of the slash is the number of steps the fleet/armada must lose (for 'step loss' explanation, see 7.0, Naval Combat).

**[6.25]** Naval units which have dark stripes across the *upper* portion of their



Unit is moving "with" Prevailing Wind — Unit is moving "against" Prevailing Wind
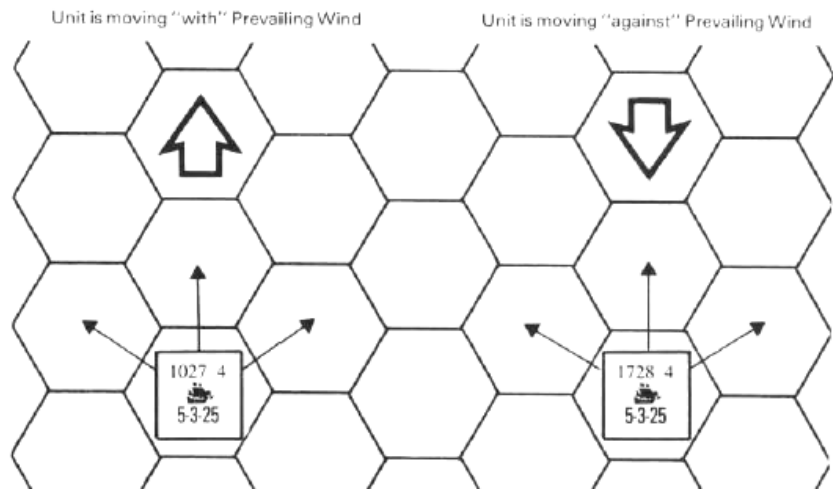
counters are considered Oared naval units. Such units *always* have a Movement Allowance equal to that printed on their counters. They are never affected by wind.

**[6.26]** Fleet/armadas which remain in a high seas hex during a Friendly Naval Movement Segment without moving are affected by wind. Roll on the Wind Effects Table for the fleet/armada as if the fleet/armada were moving *with* the prevailing winds.

**[6.27]** Fleet/armadas are not affected by wind in the Mediterranean Sea zone (i.e., the sea zone east of hex-row 1400 and south of Spain, France, and Savoy).

## [6.3] COASTAL MOVEMENT

**[6.31**] All naval units may move by coastal movement. Units moving by coastal movement may not cross high seas hexsides, nor enter high seas hexes. They may move only from coastal hex to adjoining coastal hex.

**[6.32]** The Movement Allowance of all units moving by coastal movement is halved, rounded down.

**[6.33]** If a unit moving by coastal movement enters a coastal hex that *adjoins* a coastal hex occupied by Enemy naval units, the moving unit must immediately cease movement and may move no farther.

**[6.34]** Units moving by coastal movement are never affected by wind.

**[6.35]** Naval units with a dark stripe across the *lower* portion of their counter are considered 'shallow draft' naval units. Only shallow draft naval units may enter shallow coastal hexes (see 6.8, Terrain Effects Chart).

## [6.4] NAVAL INTERCEPTION

*Procedure:*

**1.** If a high seas fleet/armada moves within two hexes of an Enemy fleet/armada, the Enemy Player may, at his option, attempt to intercept. If he chooses to do so, he rolls a die: on a roll of 1 through 4, the interception succeeds. The moving fleet/armada immediately ceases movement and may move no farther during the current Friendly Naval Movement Segment. Next, determine what direction the formerly-moving fleet/armada lies away from the intercepting fleet/armada and roll on ~the Wind Effects Table for the intercepting fleet/armada, as per 6.2. Intercepting fleet/armadas are always considered to move by high seas movement when they intercept, even if the two fleets/armadas are connected by continuous coastline.

**2.** Ignore any Movement Allowance reductions caused by the wind result

for an intercepting fleet/armada, but apply any resulting step losses. Then, move the intercepting fleet/armada to the nearest hex adjacent to the formerly-moving fleet/armada. (If two hexes are equally distant, the owning intercepting Player chooses which hex the fleet/armada is to move to.) During the following Naval Combat Segment, the intercepting fleet/armada *must* attack the intercepted fleet/armada (see 7.0, Naval Combat).

## [6.4] NAVAL INTERCEPTION

**[6.41]** Non-Phasing fleet/armadas may attempt to intercept fleet/armadas which are moving by high seas movement. Only fleet/armadas may attempt interception; other stacks of units may not. Naval units moving by coastal movement may never be intercepted.

**[6.44]** Each fleet/armada may attempt only one interception per Game-Turn; should a fleet/armada fail in one interception attempt, it may not make any further attempts.

**[6.45]** A moving fleet/armada may be intercepted by more than one Enemy fleet/armada, but each fleet/armada executes its interception at tempt separately. Place all successfully intercepting fleet/armadas in the same hex adjacent to the intercepted fleet/armada  the hex to which the first intercepting fleet/armada was moved.

**[6.46]** A fleet/armada which has no munitions (see 12.0) may not attempt interception.

## [6.5] NAVAL TRANSPORT

**[6.51]** If land units begin a Friendly Naval Movement Segment in a *port* hex (only) containing Friendly naval units, the naval units may embark the land units. Leaders may be embarked in the same manner.

**[6.52]** Each naval unit has its Transport Capacity printed on its counter. The total Combat Strength of all land units carried by a stack of naval units may never exceed the total Transport Capacity of the stack of naval units. If, during naval movement, circumstances arise such that the Combat Strength does exceed the Transport Capacity, land units must be eliminated until the total Combat Strength again is less than or equal to the Transport Capacity.

**[6.53]** Leader units may be carried 'for free;' they do *not* add their Combat Bonus to the total Combat Strength for transport purposes.

**[6.54]** Naval units may debark transported land units in any coastal hex at any point during the naval units' movement. There is no cost to the naval units to debark the land units. Debarked land units can move and/or engage in combat during a Game-Turn

in which they were debarked. Land units may not be debarked into a hex containing un-besieged Enemy land units.

## [6.6] DUTCH NAVAL UNITS
Dutch naval units may never be farther than 4 hexes away from Brill.

## [6.7] WIND EFFECTS TABLE
(see separate sheet)

## [6.8] TERRAIN EFFECTS CHART
(see separate sheet)

## [7.0] NAVAL COMBAT

**GENERAL RULE:**
During the Friendly Naval Combat Segment, intercepting *Enemy* naval units must attack intercepted Friendly naval units, and Friendly naval units may attack *Enemy* naval units. In the first case, the intercepting Enemy units are considered the attacking units and the intercepted units the defending units, regardless of the overall strategic situation; in the latter case, the Phasing naval units are considered to be attacking and the Enemy units to be defending.

Players may not inspect each other's stacks of naval units except during Naval Combat Segments. A Player may not inspect an Enemy Player's stack unless one of his own stacks is to engage in combat with the Enemy Player's stack. Similarly, Players may not examine the contents of each other's Fleet/Armada Holding Boxes except when combat requires that they do so.

**PROCEDURE:**

When a naval combat is to occur, both Players determine the total naval Combat Strength of their respective involved naval units. If a Player has any Deep Draft naval units involved in the combat, only Deep Draft naval units lend their Combat Strength to the combat  i.e., the Combat Strengths of Shallow Draft naval units are not added to the total Combat Strength. Only if a Player has *no* Deep Draft naval units do his Shallow Draft naval units add their Combat Strength to the total.
After Combat Strength totals have been determined, the defender's total Combat Strength is subtracted from the attacker's to yield a single number, either negative or positive. Refer to the Naval Combat Results Table (7.2) and find the number determined along the top of the table. Roll a die, and find the die-roll along the side of the table. Cross-reference the row determined by the die-roll with the Combat Strength difference column to yield a combat result. The combat result is applied immediately, each Player choosing which of his units suffer step losses, if necessary. The Players now move the Munitions marker for their fleet/armadas one box on the Munitions Track as per Section 12.0.

The defending Player may now attempt to disengage his units from combat (see 7.5); if disengagement is successful, the combat ends. Otherwise, the attacking Player has the option of attacking the defending units again. The attacking Player may continue to attack the defending units until (1) the defending units successfully disengage; (2) the attacking fleet/armada runs out of munitions; (3) one side is completely eliminated by combat; or (4) the attacker breaks off combat.

CASES:

## [7.1] WHICH UNITS MAY ATTACK

[7.11] Only fleet/armadas may attack, either after interception or during a Friendly Naval Combat Segment. Units which are not grouped into fleet/armadas may not attack, but they may be beat-tacked by Enemy units. Similarly, fleet/armadas which have no munitions may not attack.

[7.12] When a fleet/armada which has no munitions or naval units not grouped into fleet/armadas are attacked, the units have their Combat Strength *halved.* Exception: Shallow Draft units are never halved.

[7.13] During a Friendly Naval Combat Segment, two things may occur: (1) intercepting Enemy units must attack intercepted Friendly units; and (2) Friendly naval units *may* attack adjacent Enemy naval units. All combat which is the result of interception is resolved before other combat.

[7.14] In order to attack a stack of Enemy naval units, a Friendly fleet/armada must be in an adjacent hex. A fleet/armada may only attack one stack of Enemy naval units in a given Naval Combat Segment; in other words, a fleet/armada may *not* attack several adjacent Enemy stacks of units at the same time. However, more than one Friendly fleet/armada may attack a single Enemy stack; all attacking fleet/armadas must be in a single hex adjacent to the Enemy stack. The Combat Strengths of the fleet/armadas are combined to form a single total when the attack is executed; if any other of the fleet/armadas contains Deep Draft naval units, only Deep Draft naval units from the fleet/armadas lend their Combat Strength to the attack. If one attacking fleet/armada runs out of munitions, it immediately breaks off its attack; other attacking fleet/armadas may continue to attack.

## [7.2] NAVAL COMBAT RESULTS TABLE
(see separate sheet)

## [7.3] COMBAT RESULTS AND STEPS

[7.31] All naval combat results are in the form of two numbers, separated by a slash. The first number in a combat result is the number of 'steps' the attacking stack must lose; the second is the number of 'steps' the defending stack must lose.

[7.32] Naval units which are printed on both sides are considered to have two steps. Naval units with blank backs are considered to have one step. Whenever a combat result calls on a stack of units to lose a number of steps, the owning Player of the stack must eliminate as many steps of units as the combat result demands. Eliminating a two-step units fulfills a loss of two steps; eliminating a one-step unit fulfills a loss of one step; flipping a two-step unit from its front (full-strength) side to its back (reduced strength) and replacing it in the stack fulfills a loss of one step; eliminating a two-step unit which has already lost one step fulfills a loss of one step.

[7.33] If a stack which is called upon to suffer a combat result contains both Deep Draft and Shallow Draft naval unit, step losses may *not* be taken from Shallow Draft naval units until all Deep Draft naval units have been completely eliminated.

## [7.4] TERRAIN

[7.41] Deep Draft naval units may never attack Shallow Draft naval units in shallow coastal hexes. If a fleet/armada contains Deep Draft naval units, it may not attack Enemy Shallow Draft units in shallow coastal hexes, despite the presence of Shallow Draft units in the fleet/armada.

[7.42] Naval units may never attack across impassable sea hexsides (see 6.8, Terrain Effects Chart).

[7.43] Land units in coastal hexes may neither attack nor be attacked by naval units. The presence or absence of land units never affects naval movement or combat.

## [7.5] DISENGAGEMENT

[7.51] At the end of each round of naval combat, the defending naval units may attempt to disengage. (Attacking units need not attempt to disengage, since the attacking Player can break off combat at any time.) If the defending Player wishes to attempt to disengage, he rolls a die.

[7.52] If the defending stack contains any Spanish Deep Draft naval units, the stack may disengage only on a roll of 5 or 6.

[7.53] Any defending stack consisting solely of Shallow Draft and/or English naval units may disengage on a roll of 4 through 6.
[7.54] If a defending stack disengages, that combat is ended.

## [7.6] PORTS

[7.61] Naval units may freely move through unoccupied Enemy ports. Note, however, that ports may be captured only by land units, and thus occupation of a port by naval units does not mean the capture of the port.

[7.62] Naval units defending in Friendly fortress ports have their Combat Strength *doubled;* naval units defending in other Friendly ports have their Combat Strength *halved.* (The Combat Strengths of naval units in Enemy ports are never affected.)

[7.63] Naval units in Friendly fortress port hexes (only) may decline combat if attacked by entering siege (see 10.0). Naval units not in Friendly fortress ports nay never undergo siege.

[7.64] If Friendly naval units attack Enemy naval units in a fortress port which accept siege, the Friendly naval units must be advanced into the Enemy port hex.

## [7.7] WIND

[7.71] Whenever a naval combat occurs, examine the positions of the stacks involved in the combat, relative to the prevailing winds indicator in the sea zone in which the combat takes place (see illustration below). If an attacking stack would be moving with the prevailing winds were it to move into the defending stack's hex, the attacking stack is considered to 'have the prevailing winds.' Conversely, if the wind is with the defender, the defender 'has the prevailing wind.'

[7.72] If two stacks involved in a combat straddle a sea zone boundary (see terrain key on map), neither Player has the prevailing winds.

[7.73] The Combat Strength of each *sailing* naval unit (as opposed to oared, see 6.2) in a stack that has the prevailing winds is increased by *one* during combat. The Combat Strength of oared units is never affected by wind.

# [8.0] LAND MOVEMENT

## GENERAL RULE:
During his Land Movement Segment, a Player may move any, all, or none of his land units, as he sees fit. Units may be moved in any direction or combination of directions.

## PROCEDURE:

Each unit or stack of units is moved individually, tracing a path of contiguous hexes through the hex grid. As a unit enters a hex, it must expend one Movement Point from its Movement Allowance; that is, a land unit may move as many hexes as it has Movement Points each Game-Turn.

## CASES:

### [8.1] RESTRICTIONS ON LAND MOVEMENT

**[8.11]** Movement may never take place out of turn. A Player's land units may be moved only during his Land Movement Segment. **Exception:** Units may be forced to move as a result of combat, or advance after combat during the Combat Phase, and land units may be transported by naval units during the Naval Movement Segment.

**[8.12]** Land units may never enter Enemy occupied hexes unless the Enemy units are besieged.

**[8.13]** Besieged units may not be moved.

**[8.14]** Land units may not move across impassable land hexsides or high seas hexsides.

### [8.2] NATIONAL LIMITATIONS

**[8.21]** Until French neutrality is violated (see *15.1)* or Spanish units land in the British Isles, the English Player may move and attack with English and Dutch units only. After French neutrality is
violated, he controls French Huguenot units as well; and if Scotland and/or Ireland is invaded, he controls Loyal Irish and/or Loyal Scottish units as well.

**[8.22]** Until French neutrality is violated or Britain invaded, the Spanish Player controls only the units indicated as Spanish on the counter sheet. After French neutrality is violated, he controls French Catholic units as well; and if Britain is invaded, he may control Irish, Scottish, or English Catholic units.

**[8.23]** Dutch land units may operate only within the Protestant and Catholic Netherlands. That is, Dutch land units may not move or attack out of these areas.

**[8.24]** Only German units may enter the German states. (Note that all German units are controlled by the Spanish Player.) German units may not move or attack into the Protestant Netherlands from the German states (although they *may* do so from the Catholic Netherlands).

**[8.25]** French Catholic and Huguenot units may not attack or move out of France. 'France' consists of the yellow Catholic League area and the blue Huguenot area.

**[8.26]** Irish units may not be moved or attack out of Ireland. Scottish units *may* move and attack within Scotland and England, but may not be transported out of Britain.

**[8.27]** Until the Spanish Player invades Scotland or England, English units may not enter Scotland. Once Scotland or England is invaded, English units may operate freely within Scotland.

**[8.28]** If any land unit moves into Catholic League or Huguenot France, the owning Player of the unit is considered to have violated French neutrality (see *15.1)*. Moving into Savoy, Lorraine, Franche Comte, the Catholic Netherlands, or Spain (i.e., moving along the 'Spanish Road') does *not* constitute a violation of French neutrality.

### [8.3] STACKING

There are no stacking limits. A Player may have as many land units as he likes in a hex.

## [9.0] LAND COMBAT

### GENERAL RULE:

During a Friendly Land Combat Segment, a Player may have any of his land units attack Enemy land units in adjacent hexes. Each stack of Friendly land units may attack one stack of Enemy land units (only); different stacks of Friendly units may *not* combine in an attack on a stack of Enemy land units (Exception: See 10.14). In other words, a stack of units may be attacked from only one adjacent hex.

The Phasing Player is termed the attacker, the non-Phasing Player the defender, regardless of the overall strategic situation.

Players may not inspect each other's stacks of land units except as necessitated by combat; the attacker must commit himself to attacking a stack of Enemy units before he may examine the stack.

### PROCEDURE:

The attacker totals the Combat Strengths of his attacking units and compares this total to the total Combat Strength of the defending units. This comparison is expressed as a ratio between attacking and defending Strength Points, and is simplified - rounded in favor of the defender -to one of the ratios listed on the Land Combat Results Table. **Example:** If 13 Strength Points of units were attacking 4, the ratio would be 13 - 4 or 3.25 - 1. This is rounded off in favor of the defender to   3 - l.

Finding the combat ratio along the top of the Land Combat Results Table (9.3), the attacking Player rolls a die. He finds the number rolled along the left-hand side of the table and cross-references the row determined by the die-roll with the column determined by the combat ratio. At the intersection of row and column will be the combat result, in the form of two numbers separated by a slash (with the possibility of an 'r' next to one of the numbers). The combat result is applied immediately.

### CASES:

### [9.1] EXPLANATIONS AND RESTRICTIONS

**[9.11]** If the attacking Player wishes to execute more than one attack, he may resolve his various attacks in any order he desires. The effects of one attack are applied before the next attack is resolved.

**[9.12]** Land units may never attack across impassable or all-sea hexsides. Land units may not attack into areas into which they may not move (see 8.2*.

**[9.13]** Combat results are in the form of two numbers separated by a slash; as with naval combat results, these numbers represent the number of steps the attacking and defending stacks must lose (respectively). Land units, like naval units, have two steps if they are back-printed, and one if they are not. Steps are lost in the same manner as for naval combat to fulfill combat losses demanded by a land combat result (see 7.3).

**[9.14]** If a land unit with a Combat Strength of 20. or greater is eliminated, it may be replaced with any eliminated or un-constructed land unit of the same nationality/religion of lower Combat Strength. In other words, despite the fact that units with Combat Strengths of 20 and up are not back-printed, they are considered to have two steps; eliminating a land unit with a Combat Strength of 20 or more entirely (without replacing it with a lower Combat Strength unit) is considered a loss of two steps. Note: If eliminated, the sole English 30 Combat Strength unit may be replaced by the English 20 Combat Strength unit (if available). The 30 Combat Strength unit is considered to have *three* steps; if it is replaced by a unit other than the 20 Combat Strength unit, two steps have been lost; and if the 30 Combat Strength unit is eliminated, it counts as three steps lost.

**[9.15]** Units defending in a Friendly fortress box have their Combat Strengths doubled.

### [9.2] RETREATING AND ADVANCING

**[9.21]** If a combat result contains an 'r,' the attacking or defending units (depending on which side of the slash the 'r' appears) must retreat one hex. The owning Player of the retreating units must immediately move all units in the stack to any adjacent hex.

**[9.22]** Units may not retreat through impassable or high seas hexsides, nor into hexes occupied by Enemy land units. If there is no hex to which a unit may retreat, it is eliminated.

**[9.23]** Whenever a hex is vacated as a result of combat (either because of a retreat or because the Enemy units were eliminated), one or more of the victorious units may be advanced into

the hex. A Player is never forced to advance a unit, but if he chooses to do so he must execute the advance immediately upon the vacation of the hex.

**[9.24]** Besieged units are*not affected by retreat results; they are never forced to retreat.

## [9.3] LAND COMBAT RESULTS TABLE

(see separate sheet)

# [10.0] SIEGE

**GENERAL RULE:**
When a stack of land units, or a stack of naval units in a fortress port hex (only) is attacked by Enemy units, the owning Player of the defending units may, instead of receiving the attack, elect to have his units enter siege instead. The attacking units are moved into the defending unit's hex, and the combat is over - neither side suffers any losses. During subsequent Combat Segments, either Player may have his units engage the other's in combat (see 10.1).

**PROCEDURE:**
The defender must announce whether or not he wishes his units to enter siege after the attacker announces his intention to attack, but before either Player inspects the other's stack.

**CASES:**
## [10.1] COMBAT AND SIEGES

**[10.11]** Units may avoid combat by entering siege, but units which begin a Combat Segment under siege may not avoid combat by 'entering siege' a second time.

**[10.12]** Units under siege remain under siege only as long as Enemy units remain in the hex. Friendly units may freely enter a hex containing besieging Friendly units, notwithstanding the presence of besieged Enemy units.

**[10.13]** Units under siege may be attacked only by Enemy units in the same hex (i.e.' by besieging Enemy units).

**[10.14]** Units from one adjacent hex may combine with besieged Friendly units in an attack on besieging Enemy units. If this attack succeeds in forcing the besieging Enemy units to vacate the hex (either by retreating or eliminating the Enemy units), the siege is considered ended. The units attacking from the adjacent hex may advance into the hex containing the formerly besieged units. Friendly units may *not,* however, move into a hex containing besieged Friendly units without driving off the besieging Enemy units first.
**[10.15]** Units under siege have their Combat Strengths *doubled* when defending, but halved when attacking (round down). Exception: See 10.16.

Units joining with besieged units in an attack on the besiegers are not halved, but the besieged units are.

**[10.16]** Land units besieged in a fortress hex have their Combat Strengths *tripled(not* doubled) when defending; they remain halved when attacking.

**[10.17]** The besieging Player may lift a siege during any Friendly Land Movement Segment simply by moving the besieging units out of the hex.

## [10.2] NAVAL UNITS

**[10.21]** Naval units in fortress port hexes (only) may refuse combat by undergoing siege. In the same way that land units remain besieged as long as Enemy besieging land units remain in the hex, besieged naval units remain under siege as long as Enemy besieging naval units remain in the hex.

**[10.22]** All the provisions of Case 10.1 apply to naval units under siege, with the exceptions of Cases 10.15 and 10.16. Naval units under siege still attack with their full Combat Strength, and are doubled when defending (because they are in a fortress port hex, not because they are under siege).

**[10.23]** Naval units may freely enter or leave fortress ports under siege solely by land; land units may freely enter or leave fortress ports under siege solely by sea.

**[10.24]** Naval units may not enter siege in an Enemy controlled fortress port.

**[10.25]** If a Friendly port which is under siege by land contains Enemy naval units (note that naval units may freely enter Enemy ports which are unoccupied by Enemy naval units) the port is considered under siege by both land and sea, regardless of whether or not Friendly naval units are also under siege in the port. This is important for the purposes of Case 10.3.

## [10.3] DURATION OF SIEGES

**[10.31]** Units under siege in a non-port hex, or under siege by both land and sea in a port non-fortress hex, are eliminated at the end of the *second Friendly* Land Combat Segment after they entered siege. In other words, the besieged Player has two Land Combat Segments to relieve the siege, and if the siege is not relieved at the end of that time the besieged units are eliminated.

**[10.32]** Units under siege in a fortress non-port hex, or under siege by both land and sea in a fortress port hex, are eliminated at the end of the *sixth* Friendly Land Combat Segment after they entered siege. In other words, the besieged Player has six Land Combat Segments to relieve the siege.

**[10.33]** Units in a port or fortress port

hex besieged solely by sea or solely by land may endure sieges indefinitely. Units in such hexes may be eliminated by the duration rules only if besieged by both land and sea.

**[10.34]** Winter Game-Turns count as *five* complete Game-Turns for purposes of determining the duration of a siege. The Player whose units are besieged still has until the end of the Land Combat Segment of a winter Game-Turn to relieve that siege even if the siege has theoretically exceeded its duration limit (e.g., a siege which falls under the provisions of Case 10.31 would be three Game-Turns past its duration at the end of a Land Combat Segment of a winter Game-Turn).

## [10.4] ACTIVATION DURING SIEGES
A Player may not begin or continue construction of a unit in a city or hex under siege, nor deactivate units in such hexes.

# [11.0] FINANCES

**GENERAL RULE:**
Each Player has a treasury containing the funds available to his country. Funds are measured in ducats; Players expend ducats to construct and repair naval units, maintain naval and land units, and purchase munitions. A Player who runs out of money and is unable to cover maintenance costs or other required expenditures faces stiff penalties.

The English and Spanish Treasury Tracks are printed 6n the game-map. The Players use these and the Treasury Markers (see 3.22) to keep track of the number of ducats contained in their respective Treasuries.

**PROCEDURE:**

Three times during the game - at the beginning of. the Joint Activation Phases of Game-Turns 1,9, and 17 (the winter Game-Turns) - the Players receive income. At these times, each Player rolls a die and refers to the Income Table (11.4); the result yielded by the table will be a four-digit number for each Player. This number is the number of ducats the Player receives at that time. *Exception:* During Game-Turn 17, each Player receives *half* as many ducats as indicated by the Income Table.

During each Joint Activation Phase, the Players may expend ducats to initiate the construction of new units or the repair of reduced naval units. During the Maintenance Segment of the Joint Administrative Phase, the Players must expend ducats to maintain their units. During the Acquisition Segment of the Joint Administrative Phase, Players may purchase munitions. When a Player receives income or expends ducats, he adjusts his markers on the Treasury Track to reflect the income or

expenditure.

## CASES:

### [11.1] MAINTENANCE AND PURCHASE COSTS

**[11.1]** Each naval unit has its Maintenance Multiple printed in the upper right-hand corner of its counter; each Game-Turn, a Player must expend *three* times a naval unit's Maintenance Multiple to maintain the naval unit. (Exceptions: 11.12 and 11.13).

**[11.12]** Walloon Barge units (0-20-10's) are an exception to the above rule; pay one times the Maintenance Multiple to maintain such units, not three times.

**[11.13]** Naval units which begin a Maintenance Segment in Friendly port hexes are maintained at a cost of *one* (1) times their Maintenance Multiple, *not* three times the Multiple.

**[11.14]** During the Maintenance Segment, a Player *must* pay maintenance costs for every unit he has on the game-map. If he is unable to do so, he suffers the penalties outlined in Case 11.3. A Player may *not* choose to remove a unit rather than pay maintenance for it.

**[11.15]** Land units are maintained at a cost of twice their Combat Strength in ducats.

**[11.16]** The English Player pays maintenance costs for English units only. He does not pay maintenance costs for English Allied units. The Spanish Player pays maintenance costs for Spanish units only: he does not pay maintenance costs for Spanish Allied land units.

**[11.17]** The English Player *must* pay to *construct* Dutch units, but does *not* pay to maintain them.

**[11.18]** In order to initiate construction of a unit, the owning Player must expend some multiple of the unit's Maintenance Multiple (if naval) or Combat Strength (if land). Refer to the Purchase and Maintenance Cost Chart (ll.5); this will list the construction multiple for each type of unit.

**[11.19]** A Player does *not* pay maintenance for units on Activation Tracks.'

### [11.2] THE TREASURE FLEET AND INVASION OF BRITAIN

**[11.21]** During the Joint Activation Phase of Game-Turns 1 and 9 (winter Game-Turns), the
Spanish Player must secretly note whether the Spanish Treasure fleet will arrive in June, July, or
August during the coming year.

**[11.22]** During the Joint Activation Phase of the month in which the Treasure Fleet is slated to arrive, the Spanish Player must place the Treasure Fleet counter in any hex On the western edge of the map. During the ensuing Spanish Naval Movement Segment, the Treasure Fleet may move normally.

**[11.23]** The Treasure Fleet does not have to be part of a fleet/armada in order to move by high seas movement.

**[11.24]** Upon entering the port of Seville, the Treasure Fleet is removed from the map.

**[11.25]** The Treasure Fleet does not suffer step losses as the result of wind effects. Its Movement Allowance may be reduced by wind effects, but if a step loss is rolled on the Wind Effects Table for the Treasure Fleet, the fleet ignores the loss. If the Treasure Fleet is moving as part of a fleet, however, the rest of the fleet must suffer the loss.

**[11.26]** If the Treasure Fleet of 1587 is destroyed before arriving in Seville, the Spanish Player receives 800 ducats less income on Game-Turn 9 than indicated by the Income Table (11.4). If the Treasure Fleet of 1588 is destroyed, the Spanish Player receives 400 ducats less on Game-Turn 17. If the Treasure Fleet of either year is destroyed by the English Player, the English Player immediately receives 500 ducats.

**[11.27]** If, at any time, there are five or more Spanish land units in England, Scotland, or
Ireland, the Spanish Player immediately receives 200 ducats from the Pope (one-time payment).

### [11.3] FINANCIAL PENALTIES
If either Player is ever unable to meet maintenance or other required payments, he must immediately a) de-activate any Friendly naval units in Friendly ports. If the Combat Strengths of the ships in a port exceed the Activation Value of the port, the Player must de-activate as many ships in that port as he is able, and the remainder are eliminated, b) remove at least one-third of all Friendly land units from the game-map (one-third of land units, not one-third of Combat Strength), and c) lose 20 Victory Points. These penalties apply *each* Game-Turn that the Player is unable to meet mandatory payments. *Note:* English Allied and Spanish Allied units are never eliminated by financial penalties.

### [11.4] INCOME TABLE
(see separate sheet)

### [11.5] PURCHASEAND MAINTENANCE COST CHART
(see separate sheet)
## [12.0] MUNITIONS

### GENERAL RULE:
The Players may purchase munitions for their fleets/armadas; only fleets/armadas with munitions may intercept and/or attack Enemy naval units. Further, fleets/armadas without munitions have their Combat Strength halved whenever they engage in combat. Since naval units that are not grouped into fleets/armadas can never have munitions, such naval units may never execute attacks, and have their Combat Strengths halved in combat. **Exception:** Shallow Draft naval units are not halved through lack of munitions (but may not attack without munitions).

### PROCEDURE:

During the Acquisition Segment of the Joint Administrative Phase, Players may purchase munitions for their fleets/armadas. To purchase one Munitions Point for a fleet/armada, total the Maintenance Multiples of *all* the naval units in the fleet/armada, and multiply this total value by *four;* this is the number of ducats that must be expended to purchase one Munitions Point. During each round of naval combat (see 7.0), a fleet/armada engaged in combat must expend one Munitions Point.
The Munitions Track is printed on the game-map; there is a Munitions marker for each fleet/armada. When a Player purchases munitions for a fleet/armada, place the appropriate Munitions marker on the Munitions Track, and place it in the box on the track corresponding to the number of Munitions Points owned by the fleet/armada. When munitions are expended in combat or further munitions purchased, move the Munitions marker to reflect the expenditure or acquisition of Munitions Points.

### [12.1] PURCHASING MUNITIONS

**[12.11]** A Player may only purchase munitions for a fleet/armada if the fleet/armada is in a Friendly, unbesieged port hex during the Acquisition Segment. Players may only purchase Munitions Points in ports in their respective home countries - Spain and Antwerp for the Spanish Player, England, Ireland and the Protestant Netherlands for the English Player - not in captured ports.

**[12.12]** Two Friendly fleet/armadas in the same hex may combine into a single fleet/armada, or may transfer individual naval units between themselves. If two fleets/armadas are combined, the resulting fleet/armada has as many Munitions Points as the fleet/armada with the lesser number of such Points. If a fleet/armada absorbs a naval unit from another fleet/armada, the fleet/armada will have as many Munitions Points as it had before it absorbed the naval unit, or as many Munitions Points as the fleet/armada from which the naval unit came, whichever is *less.* If a fleet/armada absorbs a naval unit which was not previously part of a fleet/armada (and thus had no Munitions Points), the

fleet/armada winds up with no Munitions Points. (Exception: 12.13).

**[12.13]** If a fleet/armada and naval unit(s) the owning Player wishes to add to the fleet/armada begin an Acquisition Segment in a port at which munitions can be purchased, the Player may purchase munitions for the naval units at the normal cost of four times their Maintenance Multiples, and add them to the fleet/armada. The Player must purchase as many Munitions Points for the naval units as the fleet/armada already has, or the fleet/armada's munitions are reduced to the number purchased for the naval units.

## [12.2] MUNITIONS AND COMBAT

**[12.21]** Each combat round that a fleet/armada engages in combat, it must expend one Munitions Point. If an attacking fleet/armada has no Munitions Points, the combat is considered over and no further combat rounds are executed. If a defending fleet/armada has no munitions, or if the defending units are naval units not grouped into a fleet/armada, all Deep Draft naval units among the defending units have their Combat Strengths halved.

**[12.22]** Only fleet/armadas with munitions may intercept and/or attack - i.e., may initiate combat. Fleet/armadas without munitions and naval units not grouped into fleet/armadas may never attack or intercept, but may be attacked or intercepted.

**[12.23]** Whenever, during a round of combat, the combat differential (i.e., the attacker's total Combat Strength minus the defender's total Combat Strength) is *less* than '-30,' the defender need not expend a Munitions Point for combat.

## [12.3] VICTUALS
Victual markers are provided for each fleet/armada, and a Victual Track is printed on the map. These should be ignored; there are no victuals in the second edition of *Armada,* although there were in the first edition.

# [13.0] LEADERS

**GENERAL RULE:**
Leaders are rated for their influence on combat. This rating is called a *Combat Bonus.* A Player may add the Combat Bonus of a leader(s) to the Combat Strength of any units with which it is stacked. The Combat Bonus provided by a leader can *never* exceed the total Combat Strength of the Friendly combat units in that hex.

CASES:
## [13.1] RESTRICTIONS ON LEADERS

**[13.11]** Land leaders provide a Combat Bonus only to units involved in land combat. Naval leaders provide a Combat Bonus only to units in naval combat.

**[13.12]** The Spanish leader Leyva is both a naval and land leader, and thus provides his Combat Bonus to both land and naval combats.

**[13.13]** If a fleet/armada involved in a naval combat has more than one naval leader, only one naval leader's Combat Bonus may be added to the Combat Strength of the naval combat units. Exception: See 13.14.

**[13.14]** Medina Sidonia, Santa Cruz, and Howard are senior naval leaders. More than one naval leader's Combat Bonus may be added to the total Combat Strength of a fleet *only* if a senior naval leader is present in that hex.

**[13.15]** Land leaders may *always* combine their Combat Bonuses. There are no senior land leaders.

**[13.16]** Naval leaders must be assigned to a specific naval unit when moving and engaging in combat. Any leader whose assigned naval unit is eliminated is considered killed-in-action and his counter is permanently removed from play.

**[13.17]** A land leader involved in combat in which all Friendly land combat units are eliminated is immediately moved directly to the nearest Friendly unbesieged fortress or Friendly land combat unit to which no Enemy units are adjacent. When moving a leader under these circumstances, the leader may not be moved through an all-sea hexside, an Enemy occupied hex, or out of a besieged hex.

**[13.18]** A leader that cannot be moved to either a Friendly fortress hex or a combat unit is eliminated. Eliminated leaders may *never* re-enter the game.

**[13.19]** Naval leaders use their Movement Allowance only when moving on land; they are considered to have the Movement Allowance of the naval unit to which they are assigned when moving by sea.

## [13.2] SANTA CRUZ

Santa Cruz dies of old age at the end of Game-Turn 8, and the counter representing him is removed from play.

# [14.0] WINTER GAME-TURNS

**CASES:**

## [14.1] LAND MOVEMENT
All land units (excluding leaders) moved during a Land Movement Segment of a winter Game-Turn are subject to *attrition.* Upon completion of the unit's movement, roll a die; on a roll of 1 or 2, the unit is eliminated. On any other roll, the unit is not affected.

## [14.2] NAVAL UNITS

**[14.21]** Players may not initiate the construction or repair of naval units during winter Game-Turns, nor may units already under construction or repair (i.e., on Activation Tracks at the beginning of the winter Game-Turn) be advanced along the Activation Track. Players *may* purchase munitions during winter.

**[14.22]** Naval units which begin a winter Game-Turn in a port hex may not leave the hex (Exception: besieging naval units) during the Game-Turn. Naval units elsewhere may move freely during the winter Game-Turn.

**[14.23]** Cases 14.21 and 14.22 *do not apply* to Mediterranean ports, i.e., to the ports of Malaga, Cartagena, Valencia, Barcelona, and Marseilles.

## [14.3] MAINTENANCE
Both Players pay *five times* the normal maintenance costs for both land and naval units during winter Game-Turns.

# [15.0] POLITICAL EVENTS

**CASES:**

## [15.1] FRANCE

**[15.11]** The areas of Catholic League and Huguenot France comprise the nation of France. If any Player moves or debarks a land unit into France, attacks any French (Catholic League or Huguenot) unit, engages in coastal movement through French coastal hexes, or moves naval units into a French port, he is considered to have violated French neutrality.

**[15.12]** The Player who violates French neutrality must immediately expend 100 ducats; the other Player must immediately expend 50 ducats. (An inability to make this payment brings the penalties of Case 11.3 into play.) These payments represent the cost of supporting the various French factions in the French Civil Wars.

**[15.13]** On the Game-Turn after violation of French neutrality, the English Player gains control of French Huguenot units, and the Spanish Player of French Catholic League units.

**[15.14]** If English controlled units control any six cities in France at the end of the game, the Huguenots are considered to have won the French Civil War. If Spanish controlled units control any seven cities in France, the Catholic League is considered to have won the French Civil War. The Players may gain Victory Points (see 16.0) if their side wins the French Civil War.

## [15.2] IRELAND

**[15.21]** At the end of the Spanish Naval Movement Segment in which

Spanish controlled units landed in Ireland for the first time, the Spanish Player consults the Irish Revolt Table *(15.4)*. Total the Combat Strengths of all Spanish controlled land units in Ireland, and find this total along the top of the table. Then rolls a die and cross-references the die-roll with the column determined by total Combat Strength; this will yield a number result.

**[15.22]** The number determined above is the total Combat Strength of Irish Rebel units that the Spanish Player may place in Ireland. He may choose any of the Irish Rebel units provided in the counter mix, providing that the total Combat Strength of the units he chooses does not exceed the number determined in Case *15.21*.

**[15.23]** After choosing his units, the Spanish Player may place the units in any hex or hexes in the provinces of Ulster and Munster (the yellow-tinted areas of Ireland). Irish Rebel units may move and attack in the Game-Turn in which they appear on the map.

**[15.24]** If any Irish Rebel units are raised by the Spanish, the English Player receives all Loyal Irish units at the beginning of his next Land Movement Segment. One Loyal Irish unit must be placed in each of the blue-tinted Irish provinces (i.e., one each in Connaught, Leinster, and The Pale).

**[15.3] SCOTLAND AND ENGLAND**

**[15.31]** At the end of a Spanish Naval Movement Segment in which Spanish controlled units landed in Scotland or England for the first time, the Spanish Player must consult the English Catholic Revolt Table *(15.5)*, and the Scottish Intervention Table (15.6). He rolls a die for each table and finds the result corresponding to the respective die-rolls on the two tables.

**[15.32]** The result on the English Catholic Revolt Table is the number of English Catholic Strength Points the Spanish Player may deploy in Northern England. He chooses any of the English Catholic units provided in the counter mix (as long as their total Combat Strength does not exceed the result obtained on the table), and places them in any hex or hexes in Northern England (the yellow-tinted area of England).

**[15.33]** The result on the Scottish Intervention Table is the number of Scottish Catholic Combat Strength Points the Spanish Player may deploy in Highland Scotland (the yellow-tinted area of Scotland). He chooses his units from among the Scottish Catholic units and deploys in any hex or hexes in Highland Scotland.

**[15.34]** If any Scottish Catholic units are raised, the English Player receives

all Scottish Protestant units at the beginning of his next Land Movement Segment. He may place the units in any hex or hexes in the Scottish Lowlands (the blue tinted area of Scot land).

**[15.35]** Units may never be deployed in hexes containing Enemy units.

**[15.36]** During the first Joint Activation Phase after Spanish invasion of England or Scotland, the English Player may place the twenty and thirty Combat Strength land units on any English Activation track without expending ducats to construct these units. On the following Joint Activation Phase, the units may be placed in the appropriate hexes. The English Player may, if he so desires, construct one unit but not the other; if a unit is already on the map on the Game-Turn of invasion, it may not be constructed in this manner.

**[15.4] IRISH REVOLT TABLE**

(see separate sheet)

**[15.5] ENGLISH CATHOLIC REVOLT TABLE**

(see separate sheet)

**[15.6] SCOTTISINTERVENTION TABLE**

(see separate sheet)

# [16.0] VICTORY CONDITIONS

**GENERAL RULE:**

Players gain Victory Points for attaining certain objectives and for Enemy loss of naval units. At the end of the game, the Players must total the number of Victory Points each receives, and subtract the English total from the Spanish. The Players then refer to the Levels of Victory Table (16.4) to determine which Player has won, and what his level of victory is.

**CASES:**

**[16.1] LOSS OF NAVAL UNITS**

During the course of the game, the Players must keep track of the number of steps of naval units lost during combat or by wind effects. At the end of the game, each Player receives *one* Victory Points for every three steps lost by Enemy naval units (round to the nearest whole number). **Example:** During the course of the game, the Spanish Player has lost 12 steps of naval units, and the English Player has lost 8. The English Player receives 4 Victory Points (12÷3=4), and the Spanish Player receives 3 (8 + 3 = 2-2/3, which rounds off to 3).

**[16.2] TERRITORIAL OBJECTIVES**

The Spanish Player initially controls

all cities in Spain and the Catholic Netherlands; the English Player initially controls all cities in England, Ireland, and the Protestant Netherlands. If a Player captures a city and controls it at the end of the game, he receives Victory Points for controlling the city; each city is assigned a Victory Point Value, printed on the map (see 3.2), this being the number of Victory Points received by a capturing Player.
In order to capture a city, a Player must have been the last Player to move units into or through the hex containing the city. Cities under siege are owned by the *besieged* Player.
Note: The English Player does *not* originally control Scotland, and therefore does not originally control Edinburgh. However, the English Player does not receive Victory Points for capturing Edinburgh; only the Spanish Player may do so.

**[16.3] THE FRENCH CIVIL WAR**
The owning Player of the winning side in the French Civil War (if any) receives 10 Victory Points.

**[16.4) LEVELS OF VICTORY TABLE**

The Spanish Player subtracts the English Player's Victory Points (VP) from his own total. Find the resulting number on the following chart the corresponding entry is the Level of Victory.

| | |
|---|---|
| + 46 VP | Decisive Spanish Victory |
| + 36 to 45 VP | Substantive Spanish Victory |
| + 25 to 35 VP | Marginal Spanish Victory |
| +5 to 24 VP | Draw |
| + 4 to -10 VP | Marginal English Victory |
| -11 to -25 VP | Substantive English Victory |
| -25 or Fewer | Decisive English Victory |

# [17.0] PLAYER NOTES

**THE SPANISH PLAYER**
The Spanish Player must decide upon the offensive strategy he intends to use prior to the start of play, or at least within the opening Game -Turns. He must decide whether he will make the Netherlands or France a major theatre of war, or whether he will make his mail offensive thrust on the seas. Should he decide upon the latter it still remains to be decided in what year this blow is to be delivered: 1587 or 1588. The English navy will be weaker in 1587, though a larger English navy in 1588 will be mostly offset by the wealthy Spanish treasury of that year. Should a 1587 sea strike be decided upon the necessary naval units must be

constructed in the early Game-Turns. The Spanish ships must sail to their destination, debark their troops, and return to Spain before the inclement storms of the Winter months.

France and the Netherlands present an alternative to the outright conquest of England. By attacking either of these areas the Spanish Player forces the English Player to send valuable English troops to defend these areas. Should the English Player denude England in the defense of either the Protestant Netherlands or the Huguenot France, the Spanish Player may be able to capitalize on the weakened English defenses by a naval offensive.

**THE ENGLISH PLAYER**
The English Player's strategic options are, for the most part, dictated by the plans of the Spanish Player. An attack on Ireland, England, or Scotland should be expected. The activation of a fleet of sufficient size should go a long way in repelling any enemy invasion attempts. The English Player, however, must be careful when building a fleet not to bankrupt his financial resources in doing so.

The English Player should consider the possibility of launching a pre-emptive offensive against either the Spanish Netherlands or Catholic France. Either action should force the Spanish Player to allocate troops to these areas that would otherwise be targeted for England, Ireland, or Scotland.
Lastly, the English Player should consider the possibility of a pre-emptive strike against Spain's northern-most ports. Destroying Spanish naval units under construction would weaken any armada the Spanish Player was trying to assemble.

# [18.0] POST PUBLICATION ERRATA

### COUNTER ERRATA:

**The Walloon (Spanish) Barge units (0-20-10's) should have two dark stripes indicating that they're Shallow Draft Oared naval units.**

**Note:** On some counter sheets, these units have the appropriate stripes; on others, they are bereft of any stripes.

**Although 'Victual Markers' are provided with *Armada,* they serve no purpose in the 2nd edition rules of *Armada.* Ignore them.**

### MAP ERRATA:

As a result of a printing error, the port symbol that should be in hex 2025 (Bordeaux) was inadvertently placed in hex 2426 (Toulouse). Bordeaux *should* be a port; Toulouse should not. Also, the port symbol on hexside 2213/2214 refers to London; London is a port.

The Activation Values for Corunna (1027) and Santander (1728) should be l0 (ten) rather than the values printed on the game-map.

The small sea area composed of hexes 0525 through 0526 and hexes 0623 through 0626 should be part of a larger sea area which also includes hexes 0716 through 0724 and hexes 0815 through 0824. The Prevailing Winds in this area are southerly. The printed sea area boundaries are incorrect.

On the Terrain Key, the values in the city hex should be identified as (to the left of the slash) the Victory Point Value, and (to the right of the slash) the Activation Value.

What is identified as a 'All Sea' hex on the Terrain Key should be identified as a 'High Seas' hex. On the Terrain Key, the word 'Impassable' is spelled incorrectly.

**IMPORTANT NOTE:**
There should be a *seventeenth* Game-Turn at the end of the Game-Turn Record Track. This is the Winter 1588/1589 Game-Turn.

## *ARMADA* DESIGN CREDITS

# ARMADA
## CHARTS & TABLES

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## [6.8] WIND EFFECTS TABLE

| DICE | April to Sept Game-Turn With | April to Sept Game-Turn Against | Oct and Winter Game-Turn With | Oct and Winter Game-Turn Against |
|------|------|---------|------|---------|
| 2 | 10/8 | 20/10 | 20/10 | 20/10 |
| 3 | 10/6 | 20/8 | 20/8 | 20/10 |
| 4 | 8/– | 20/4 | 20/8 | 20/8 |
| 5 | 6/– | 20/2 | 20/8 | 20/8 |
| 6 | 4/– | 18/– | 15/2 | 20/8 |
| 7 | 2/– | 10/– | 15/– | 18/6 |
| 8 | –/– | 10/– | 8/– | 15/2 |
| 9 | –/– | 10/– | 6/– | 15/– |
| 10 | –/– | 10/– | 4/– | 10/– |
| 11 | –/– | 5/– | –/– | 5/– |
| 12 | –/– | –/– | –/– | –/– |

The number to the left of the slash indicates the number of Movement Allowance Poins that must be taken away from the individual or stack of naval units. The number to the right of the slash indicates the number of step losses the stack of naval units must suffer.

## [6.9] TERRAIN EFFECTS CHART

| Terrain Type | Movement Effects Land Units | Movement Effects Naval Units | Combat |
|------|------|------|------|
| Land Hex | Normal | Prohibited | Normal |
| Fortress Hex | Normal | Normal | Cases 7.52, 9.13 |
| Port Hex | Normal | Normal | Normal |
| All Sea Hex | Prohibited | Normal (exception: Case 6.2) | Normal |
| Coastal Hex | Normal | Case 6.2 | Normal |
| Shallow Coast Hex | Normal | Shallow draft | Case 7.33 only |
| Impassible Land Hexside | Prohibited | Not Affected | Land combat Prohibited |
| Impassible Sea Hexside | Not Affected | Prohibited | Naval Combat Prohibited |
| Impassible Land/ Sea Hexside | Prohibited | Prohibited | Prohibited |
| City | Normal | Prohibited | Normal |

## [7.2] NAVAL COMBAT RESULTS TABLE

### Net Attack Superiority

| DICE | less than –20 | –20 to –11 | –10 to 0 | +1 to 10 | 11 to 20 | greater than +20 |
|------|------|------|------|------|------|------|
| 1 | –/– | –/– | –/– | –/– | –/– | –/– |
| 2 | –/– | –/– | –/– | –/– | –/– | –/1 |
| 3 | –/– | –/– | 1/– | 1/1 | –/1 | –/2 |
| 4 | 1/– | 1/1 | 2/1 | 1/2 | 1/1 | 1/1 |
| 5 | 2/1 | 1/1 | 1/2 | 2/2 | 2/2 | 2/3 |
| 6 | 3/2 | 3/2 | 2/3 | 3/3 | 2/3 | 3/4 |

The number to the left of the slash applies to the attacker; the number to the right applies to the defender; – indicates no effect. The numbers represent step losses that the specified Player must take from Friendly combatant units.

## [9.3] LAND COMBAT RESULTS TABLE

**Combat Ratio (Attacker to Defender)**

| DIE | 1-3 | 1-2 | 1-1 | 2-1 | 3-1 | greater than 3-1 |
|-----|-----|-----|-----|-----|-----|------|
| 1 | -/- | -/- | -/- | -/- | -/- | -/- |
| 2 | -/- | -/- | -/- | -/- | -/- | -/- |
| 3 | 1r/- | 1/1 | 1/1 | 1/1 | 1/2r | -/1r |
| 4 | 2r/- | 1/1 | 1/1 | 1/2r | 1/2r | 1/2r |
| 5 | 2r/- | 1/1 | 2r/1 | 2/2 | 2/3r | 2/3r |
| 6 | 2r/1 | 2r/1 | 1/2r | 2/2 | 2/3r | 2/3r |

The number to the left of the slash applies to the attacker, the number to the right applies to the defender; – indicates no effect. The numbers represent the number of step losses that the specified Player must take from Friendly combatant units. An **r** indicates that the units in that stack must retreat one hex.

## [16.4] IRISH REVOLT TABLE

**Spanish Land Combat Strength Points in Ireland**

| DIE | 1-5 | 6-10 | 11-15 | 16+ |
|-----|-----|------|-------|-----|
| 1 | – | – | – | – |
| 2 | – | – | 2 | 3 |
| 3 | – | 2 | 4 | 5 |
| 4 | 2 | 4 | 6 | 7 |
| 5 | 3 | 6 | 8 | 9 |
| 6 | 5 | 8 | 11 | 11 |

The number result indicates the number of Combat Strength Points of Irish Rebel units that the Spanish Player may place in Ulster and Munster. If there are more than 16 Spanish Land Combat Strength Points in Ireland, use the 16+ column.

## [11.4] INCOME TABLE

| DIE | Initial Spanish Treasury Level | Initial English Treasury Level |
|-----|-----|-----|
| 1 | 2300 | 1000 |
| 2 | 2400 | 1100 |
| 3 | 2500 | 1200 |
| 4 | 2600 | 1300 |
| 5 | 2600 | 1300 |
| 6 | 2700 | 1400 |

All values are in Ducats.

## [16.5] ENGLISH CATHOLIC REVOLT TABLE

| DIE | NUMBER OF ENGLISH CATHOLIC COMBAT STRENGTH POINTS THAT MAY BE DEPLOYED IN NORTHERN ENGLAND |
|-----|-----|
| 1 | – |
| 2 | 1 |
| 3 | 2 |
| 4 | 3 |
| 5 | 5 |
| 6 | 8 |

## [11.6] PURCHASE CHART

| Type of Unit | Purchase Cost (multiple of Maintenance Cost) |
|-----|-----|
| Infantry | No Cost |
| Deep-Draft Naval unit | 25 × M |
| Shallow-Draft Naval unit | 6 × M |
| Invasion Barge | 3 × M |
| Victuals (naval unit) | 2 × M |
| Victuals (transported land unit) | 5 × M |
| Munitions | 4 × M |

## [16.6] SCOTTISH INTERVENTION TABLE

| DIE | NUMBER OF SCOTTISH CATHOLIC COMBAT STRENGTH POINTS THAT MAY BE DEPLOYED IN HIGHLANDS |
|-----|-----|
| 1 | – |
| 2 | – |
| 3 | 2 |
| 4 | 4 |
| 5 | 8 |
| 6 | 10 |

# ARMADA
## CHARTS & TABLES

## [6.8] WIND EFFECTS TABLE

| DICE | April to Sept Game-Turn With | April to Sept Game-Turn Against | Oct and Winter Game-Turn With | Oct and Winter Game-Turn Against |
|------|------|---------|------|---------|
| 2 | 10/8 | 20/10 | 20/10 | 20/10 |
| 3 | 10/6 | 20/8 | 20/8 | 20/10 |
| 4 | 8/– | 20/4 | 20/8 | 20/8 |
| 5 | 6/– | 20/2 | 20/8 | 20/8 |
| 6 | 4/– | 18/– | 15/2 | 20/8 |
| 7 | 2/– | 10/– | 15/– | 18/6 |
| 8 | –/– | 10/– | 8/– | 15/2 |
| 9 | –/– | 10/– | 6/– | 15/– |
| 10 | –/– | 10/– | 4/– | 10/– |
| 11 | –/– | 5/– | –/– | 5/– |
| 12 | –/– | –/– | –/– | –/– |

The number to the left of the slash indicates the number of Movement Allowance Poins that must be taken away from the individual or stack of naval units. The number to the right of the slash indicates the number of step losses the stack of naval units must suffer.

## [6.9] TERRAIN EFFECTS CHART

| Terrain Type | Movement Effects Land Units | Naval Units | Combat |
|------|------|------|------|
| Land Hex | Normal | Prohibited | Normal |
| Fortress Hex | Normal | Normal | Cases 7.52, 9.13 |
| Port Hex | Normal | Normal | Normal |
| All Sea Hex | Prohibited | Normal (exception: Case 6.2) | Normal |
| Coastal Hex | Normal | Case 6.2 | Normal |
| Shallow Coast Hex | Normal | Shallow draft | Case 7.33 only |
| Impassible Land Hexside | Prohibited | Not Affected | Land combat Prohibited |
| Impassible Sea Hexside | Not Affected | Prohibited | Naval Combat Prohibited |
| Impassible Land/ Sea Hexside | Prohibited | Prohibited | Prohibited |
| City | Normal | Prohibited | Normal |

## [7.2] NAVAL COMBAT RESULTS TABLE

### Net Attack Superiority

| DICE | less than –20 | –20 to –11 | –10 to 0 | +1 to 10 | 11 to 20 | greater than +20 |
|------|------|------|------|------|------|------|
| 1 | –/– | –/– | –/– | –/– | –/– | –/– |
| 2 | –/– | –/– | –/– | –/– | –/– | –/1 |
| 3 | –/– | –/– | 1/– | 1/1 | –/1 | –/2 |
| 4 | 1/– | 1/1 | 2/1 | 1/2 | 1/1 | 1/1 |
| 5 | 2/1 | 1/1 | 1/2 | 2/2 | 2/2 | 2/3 |
| 6 | 3/2 | 3/2 | 2/3 | 3/3 | 2/3 | 3/4 |

The number to the left of the slash applies to the attacker; the number to the right applies to the defender; – indicates no effect. The numbers represent step losses that the specified Player must take from Friendly combatant units.

## [9.3] LAND COMBAT RESULTS TABLE

**Combat Ratio (Attacker to Defender)**

| DIE | 1-3 | 1-2 | 1-1 | 2-1 | 3-1 | greater than 3-1 |
|-----|------|------|------|------|------|------|
| 1 | -/- | -/- | -/- | -/- | -/- | -/- |
| 2 | -/- | -/- | -/- | -/- | -/- | -/- |
| 3 | 1r/- | 1/1 | 1/1 | 1/1 | 1/2r | -/1r |
| 4 | 2r/- | 1/1 | 1/1 | 1/2r | 1/2r | 1/2r |
| 5 | 2r/- | 1/1 | 2r/1 | 2/2 | 2/3r | 2/3r |
| 6 | 2r/1 | 2r/1 | 1/2r | 2/2 | 2/3r | 2/3r |

The number to the left of the slash applies to the attacker, the number to the right applies to the defender; – indicates no effect. The numbers represent the number of step losses that the specified Player must take from Friendly combatant units. An **r** indicates that the units in that stack must retreat one hex.

## [11.4] INCOME TABLE

| DIE | Initial Spanish Treasury Level | Initial English Treasury Level |
|-----|------|------|
| 1 | 2300 | 1000 |
| 2 | 2400 | 1100 |
| 3 | 2500 | 1200 |
| 4 | 2600 | 1300 |
| 5 | 2600 | 1300 |
| 6 | 2700 | 1400 |

All values are in Ducats.

## [11.6] PURCHASE CHART

| Type of Unit | Purchase Cost (multiple of Maintenance Cost) |
|-----|------|
| Infantry | No Cost |
| Deep-Draft Naval unit | 25 × M |
| Shallow-Draft Naval unit | 6 × M |
| Invasion Barge | 3 × M |
| Victuals (naval unit) | 2 × M |
| Victuals (transported land unit) | 5 × M |
| Munitions | 4 × M |

## [16.4] IRISH REVOLT TABLE

**Spanish Land Combat Strength Points in Ireland**

| DIE | 1-5 | 6-10 | 11-15 | 16+ |
|-----|------|------|------|------|
| 1 | – | – | – | – |
| 2 | – | – | 2 | 3 |
| 3 | – | 2 | 4 | 5 |
| 4 | 2 | 4 | 6 | 7 |
| 5 | 3 | 6 | 8 | 9 |
| 6 | 5 | 8 | 11 | 11 |

The number result indicates the number of Combat Strength Points of Irish Rebel units that the Spanish Player may place in Ulster and Munster. If there are more than 16 Spanish Land Combat Strength Points in Ireland, use the 16+ column.

## [16.5] ENGLISH CATHOLIC REVOLT TABLE

| DIE | NUMBER OF ENGLISH CATHOLIC COMBAT STRENGTH POINTS THAT MAY BE DEPLOYED IN NORTHERN ENGLAND |
|-----|------|
| 1 | – |
| 2 | 1 |
| 3 | 2 |
| 4 | 3 |
| 5 | 5 |
| 6 | 8 |

## [16.6] SCOTTISH INTERVENTION TABLE

| DIE | NUMBER OF SCOTTISH CATHOLIC COMBAT STRENGTH POINTS THAT MAY BE DEPLOYED IN HIGHLANDS |
|-----|------|
| 1 | – |
| 2 | – |
| 3 | 2 |
| 4 | 4 |
| 5 | 8 |
| 6 | 10 |