

Flying Colors

Fleet Actions in
The Age of Sail



by *Mike Nagel*
Version 2

PLAY BOOK

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SCENARIOS

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

Background: Historical detail concerning the battle fought.

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

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

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

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

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

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

DESIGN NOTE: Owing to counter mix limitations, we've had to double-up on the use of some ships. In these cases, the real ship name is listed in the scenario description, followed by the substitute ship (the one you'll actually use) in parenthesis. I hope to provide these 'missing' ships in a future expansion or issue of C3i.

Design Your Own

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

Once the fleets have been purchased and the sides determined (A or B), the B player should set his fleet up near the center of the

board in the desired formation. Side A then selects a side of the board where his fleet will enter in formation. After these steps have been completed, roll to determine wind direction.

Turns: 15 (more or less as desired).

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

North Edge: Select as desired.

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

Shallows: Select as desired.

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

Side B: Side without Audacity.

Tournament Play

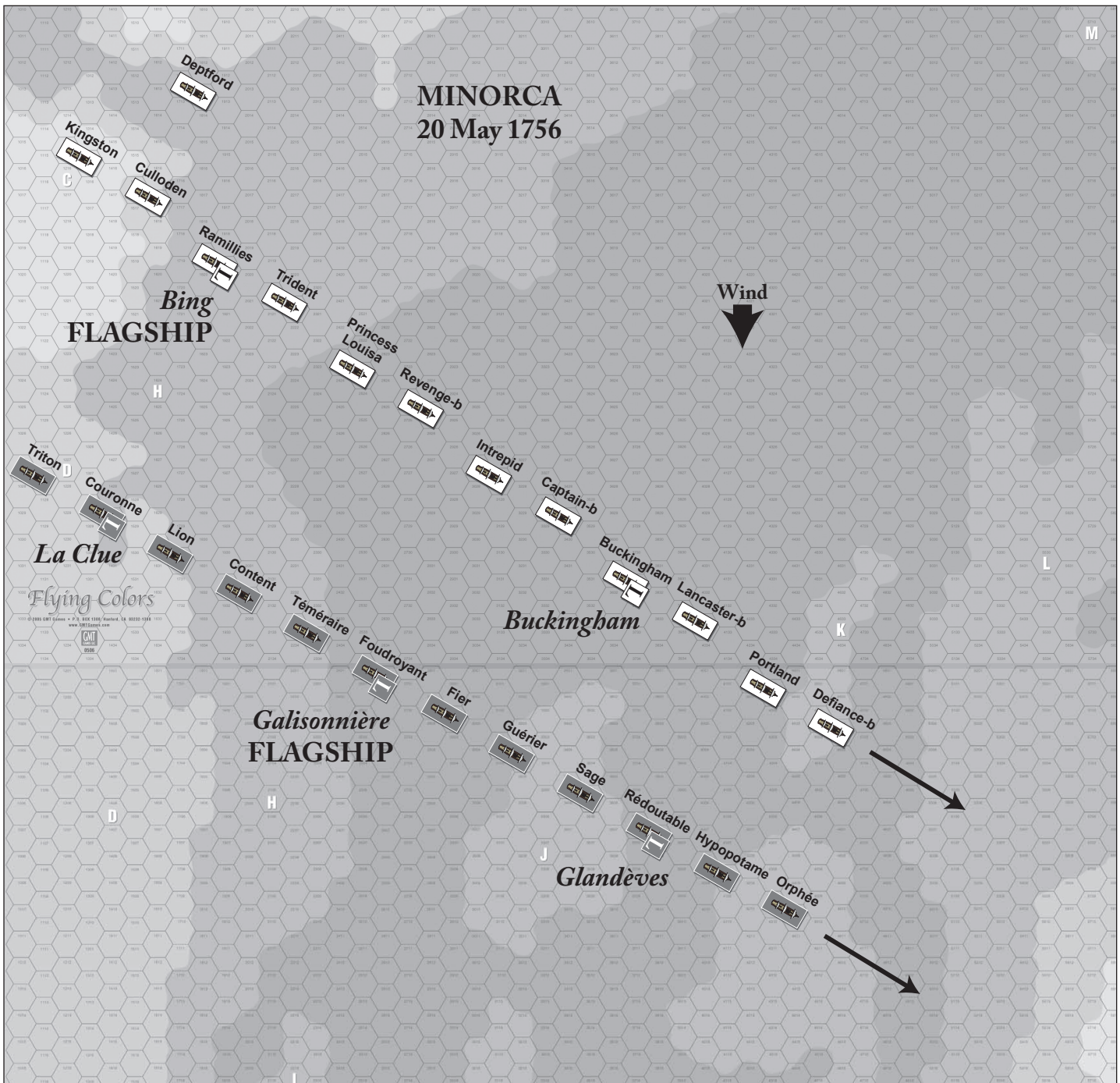
Players may wish to use *Flying Colors* for tournament play. The historical scenarios all have an inherent bias toward one side or the other in the form of the Audacity rating. The side with the higher Audacity is expected to win most of the time. This is by design, but it makes for boring tournament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

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

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

Minorca

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



Turns: 10

Audacity: British (1), French (0)

Wind Direction: 4

Maps: AB

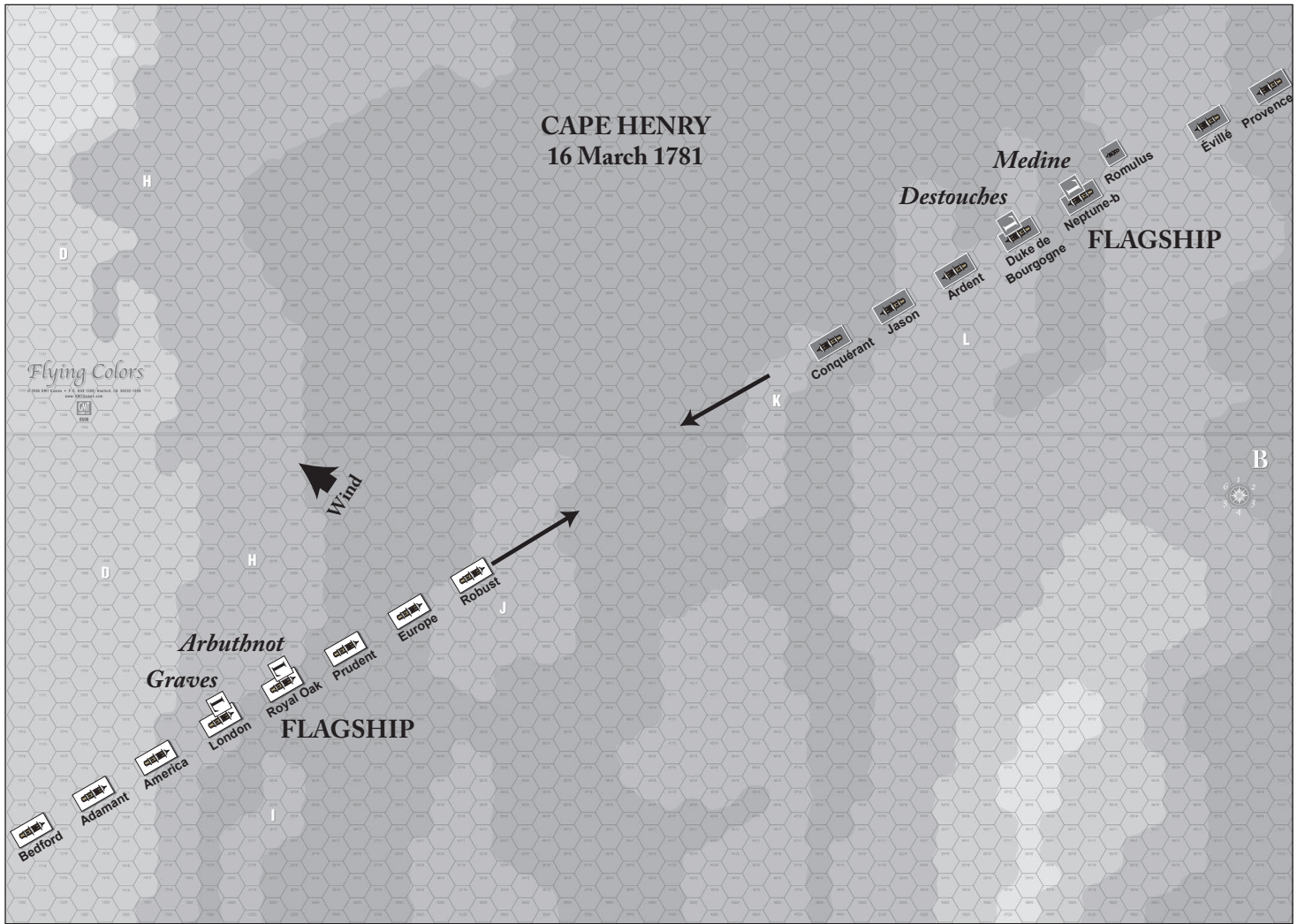
BRITISH:

Defiance-b	B4603-4502
Portland	B4301-4201
Lancaster b	A4033-3932
Buckingham with <i>WEST</i>	A3731-3631
Captain-b	A3429-3328
Indrepid	A3127-3027

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

FRENCH:

Orphée	B4410-4309
Hypopotame	B4108-4008
Rédoutable with <i>GLANDÈVES</i>	A3807-3706
Sage	B3505-3405



Guérier	B3204-3103
Fier	B2902-2802
Foudroyant with GALISONNIÈRE	flagship, B2601-2534
Téméraire	A2333-2233
Content	A2032-1931
Lion	A1730-1630
Couronne with LA CLUE	A1429-1328
Triton	A1127-1027

BRITISH:	
Robust	B3206-3106
Europe	B2907-2808
Prudent	B2609-2509
Royal Oak with ARBUTHNOT	flagship, B2310-2211
London with GRAVES 2-5-1	B2012-1912
America	B1713-1614
Adamant	B1415-1315
Bedford	B1116-0117

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

CAPE HENRY

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

Turns: 8

Audacity: British (0) French (1)

Wind Direction: Direction 6 (Breezy)

Maps: AB

Special Rules:

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

VIRGINIA CAPES

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

Turns: 16

Audacity: British (0) French (2)

Wind Direction: Direction 6

Maps: ABC

BRITISH:

Shrewsbury	C4403-4502
Intrepid	C4601-4734
Alcide	B4732-4832
Princessa with <i>DRAKE</i>	B4830-4929
Ajax-b	B4927-5027
Terrible	B5025-5124
Europe	B5122-5222
Montagu	B5220-5319
Royal Oak	B5317-5417
London with <i>GRAVES 3-5-2</i>	flagship, B5415-5514
Bedford	B5512-5612
Resolution	B5610-5709
America	B5707-5807
Centaur	B5701-5734
Monarch	A5732-5731
Barfleur with <i>HOOD 2-6-4</i>	A5830-5829
Invincible	A5827-5826
Belliqueux	A5824-5823
Alfred	A5821-5820

FRENCH:

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

FRIGATE BAY (ST. KITTS)

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

Turns: 24

Audacity: French (0) British (2)

Wind Direction: Direction 4

Maps: ABC

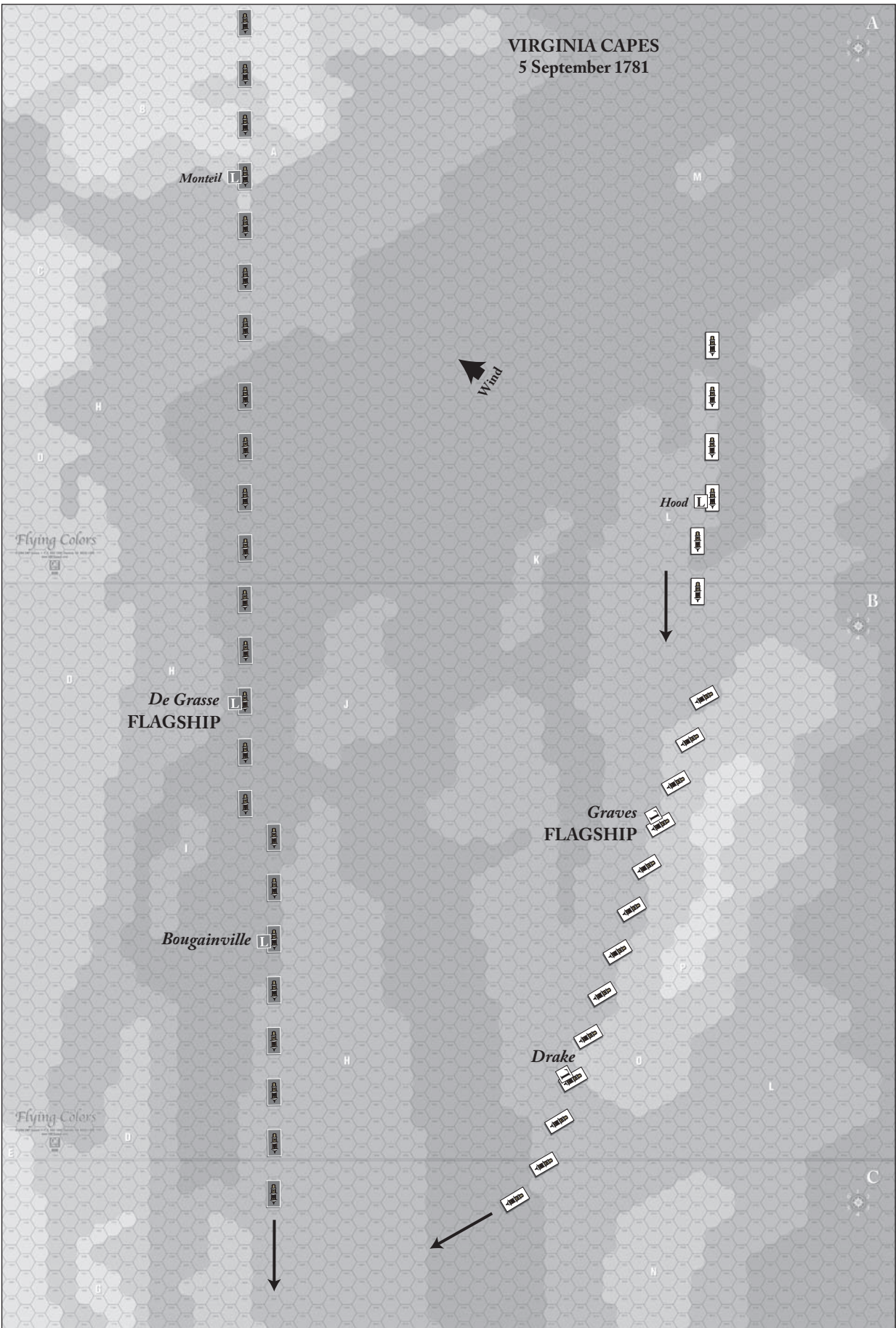
Shallows: Shoals B, C, E, F (-1)

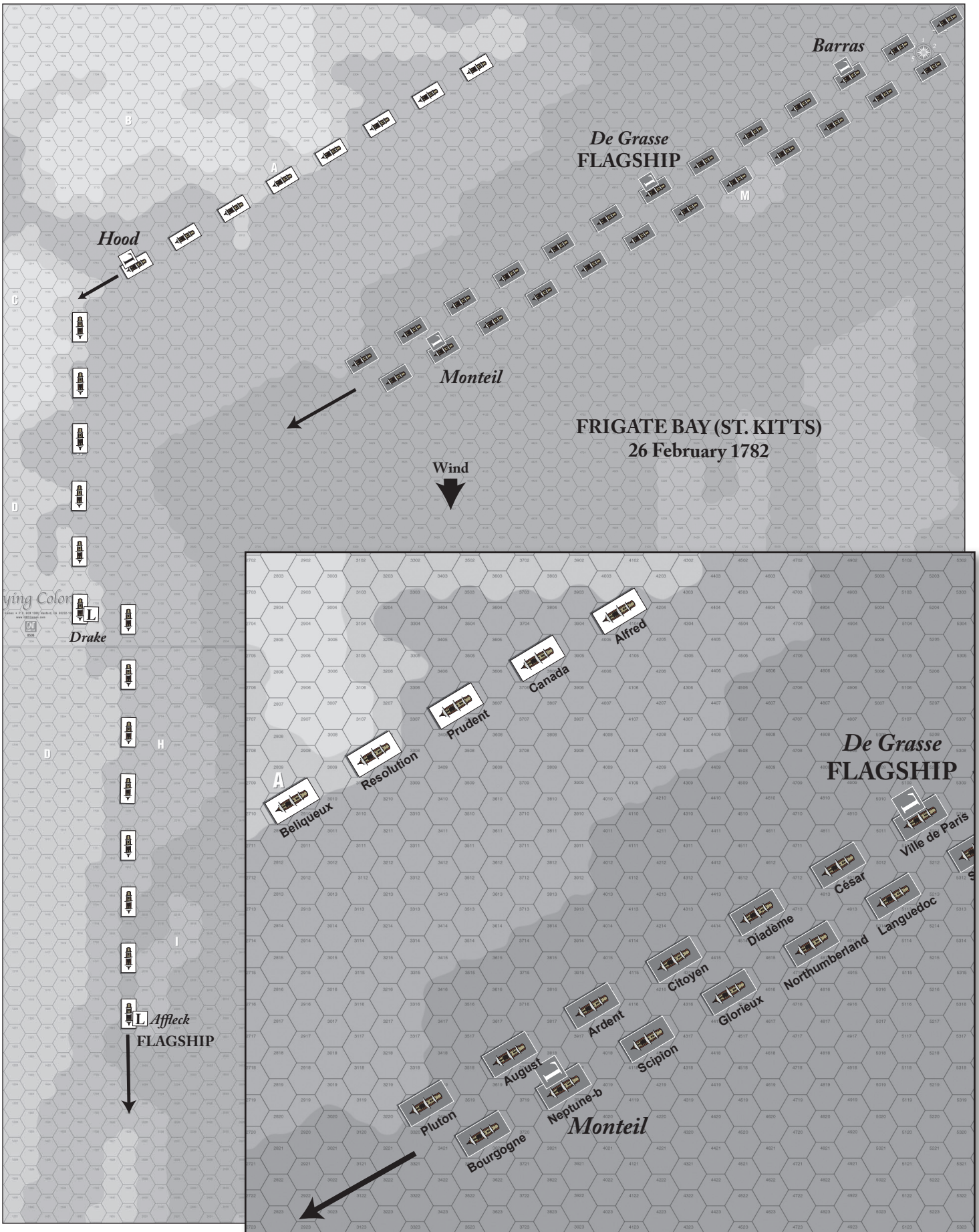
BRITISH:

Bedford with <i>AFFLECK</i>	flagship, B1920-1919
Russell	B1917-1916
Montagu	B1914-1913
St. Albans	B1911-1910
Alcide	B1908-1907
America	B1905-1904
Intrepid	B1902-1901
Torbay	A1933-1932
Princessa with <i>DRAKE</i>	A1633-1632
Prince George	A1630-1629
(use Prince of Wales)	
Ajax-b	A1627-1626
Prince William	A1624-1623
Shrewsbury	A1621-1620
Invincible	A1618-1617
Barfleur with <i>HOOD 3-7-4</i>	A1914-2014
Monarch	A2213-2312
Centaur	A2511-2611
Belliqueux	A2810-2909
Resolution	A3108-3208
Prudent	A3407-3506
Canada	A3705-3805
Alfred	A4004-4103

FRENCH:

Pluton	A3319-3419
Bourgogne	A3520-3620
Auguste	A3618-3717
Neptune-b with <i>MONTEIL</i>	A3819-3918
Ardent	A3916-4016
Scipion	A4117-4217
Citoyen	A4215-4314
Glorieux	A4416-4515
Diadème	A4513-4613
Northumberland	A4714-4814
César	A4812-4911
Languedoc	A5013-5112
Ville de Paris with <i>DE GRASSE</i>	flagship, A5110-5210
Sceptre	A5311-5411
Saint Esprit	A5409-5508





Éveillé	A5610-5709
Zelev	A5707-5807
Magnanime	A5908-6008
Jason	A6006-6105
Marseillais	A6207-6306
Duc de Bourgogne with <i>BARRAS</i>	A6304-6404
Palmier	A6505-6605
Sagittaire	A6603-6702
Hercule	A6804-6903
Souverain	A6901-7001

Special Rules:

All British ships begin at anchor.

THE GLORIOUS FIRST OF JUNE

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

HISTORICAL SETUPS:

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

A. The Glorious First of June

MAY 28th SETUP

Audacity: French (0) British (1)

Wind Direction: Direction 3

Maps: ABC

Turns: 15

BRITISH:

Audacious	A2524-2525
Bellerophon with <i>PASLEY</i>	A2527-2528
Thunderer	A2530-2531
Russell	A2533-2534
Leviathan	B2502-2503
Caesar	B2505-2506
Royal Sovereign with <i>GRAVES 2-5-1</i>	B2508-2509
Marlborough	B2511-2512
Defence	B2514-2515
Impregnable	B2517-2518
Tremendous	B2520-2521
Barfleur	B2523-2524
Culloden	B2526-2527
Invincible	B2529-2530
Gibraltar	B2532-2533

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

FRENCH:

Montagnard	A4924-4925
Scipion	A4927-4928
Républicain	A4930-4931
Convention (use 'Sceptre')	A4933-4934
Mont Blanc	B4902-4903
Jemappes	B4905-4906
Neptune-b	B4908-4909
Entreprenant	B4911-4912
Patriote	B4914-4915
Northumberland	B4917-4918
Vengeur (use 'Marseillais')	B4920-4921
Achille	B4923-4924
Jacobin (use 'Auguste')	B4926-4927
Montagne with <i>VILLARET</i>	flagship, B4929-4930
Juste	B4932-4933
Tyrannicide	C4902-4903
Peletier	C4905-4906
Tourville	C4908-4909
Éole	C4911-4912
Mucius	C4914-4915
Impétueux	C4917-4918
Terrible with <i>BOUVET</i>	C4920-4921
Indomptable	C4923-4924
Gasparin	C4926-4927
Revolutionnaire	C4929-4930
Amérique	C4932-4933
Brutus	C5133 (Direction 1)

B. The Glorious First of June

MAY 29th SETUP

Audacity: French (0) British (1)

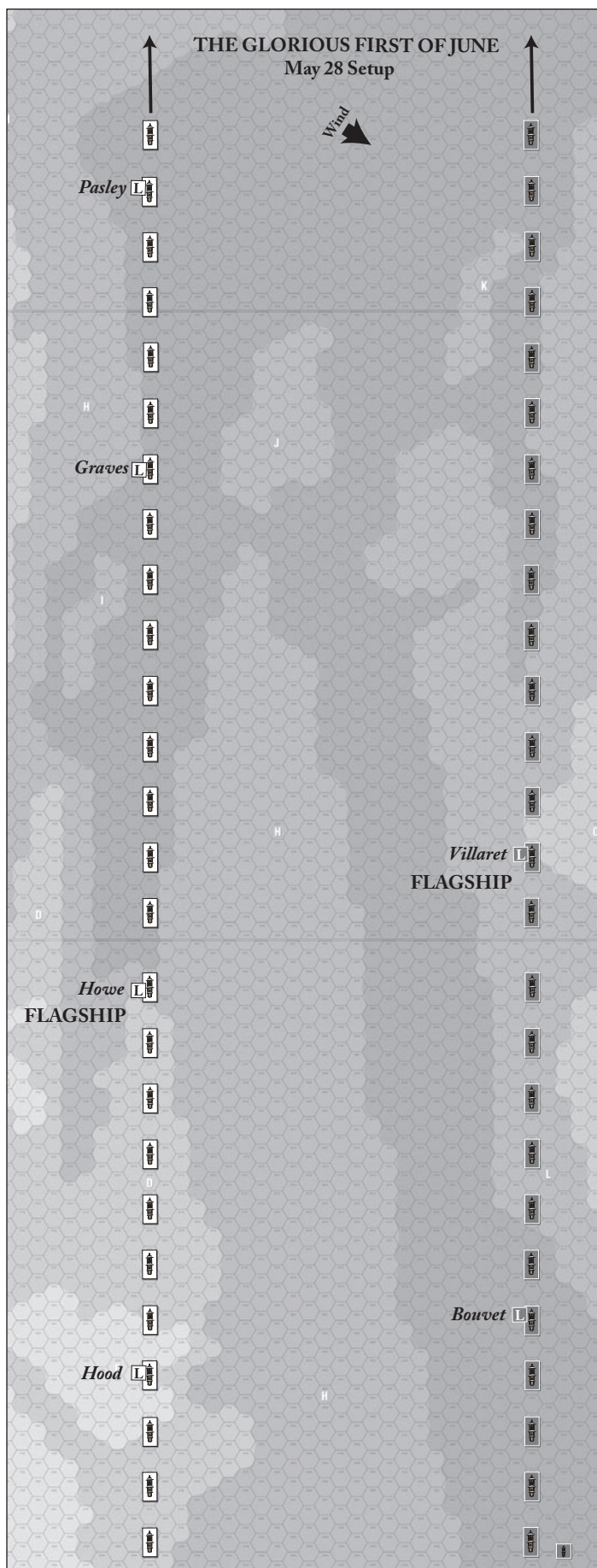
Wind Direction: Direction 3

Maps: ABC

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

BRITISH:

Bellerophon with <i>PASLEY</i>	A2527-2528
Thunderer	A2530-2531
Russell	A2533-2534
Leviathan	B2502-2503
Caesar	B2505-2506



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

FRENCH:

Montagnard	A4927-4928
Jemappes	A4930-4931
Républicain	A4933-4934
Convention (use 'Sceptre')	B4902-4903
Entreprenant	B4905-4906
Mucius	B4908-4909
Éole	B4911-4912
Northumberland	B4914-4915
Tourville	B4917-4918
Mont Blanc	B4920-4921
América	B4923-4924
Achille	B4926-4927
Neptune-b	B4929-4930
Montagne with <i>VILLARET</i>	flagship, B4932-4933
Juste	C4902-4903
Pelletier	C4905-4906
Vengeur (use 'Marseillais')	C4908-4909
Jacobin (use 'Auguste')	C4911-4912
Scipion	C4914-4915
Patriote	C4917-4918
Gasparin	C4920-4921
Indomptable	C4923-4924
Terrible with <i>BOUVET</i>	C4926-4927
Impétueux	C4929-4930
Tyrannicide	C4932-4933
Brutus	C5133 (Direction 1)

Scenario Notes:

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

C. The Glorious First of June

JUNE 1st SETUP

Audacity: French (0) British (1)

Wind Direction: Direction 3

Maps: ABC

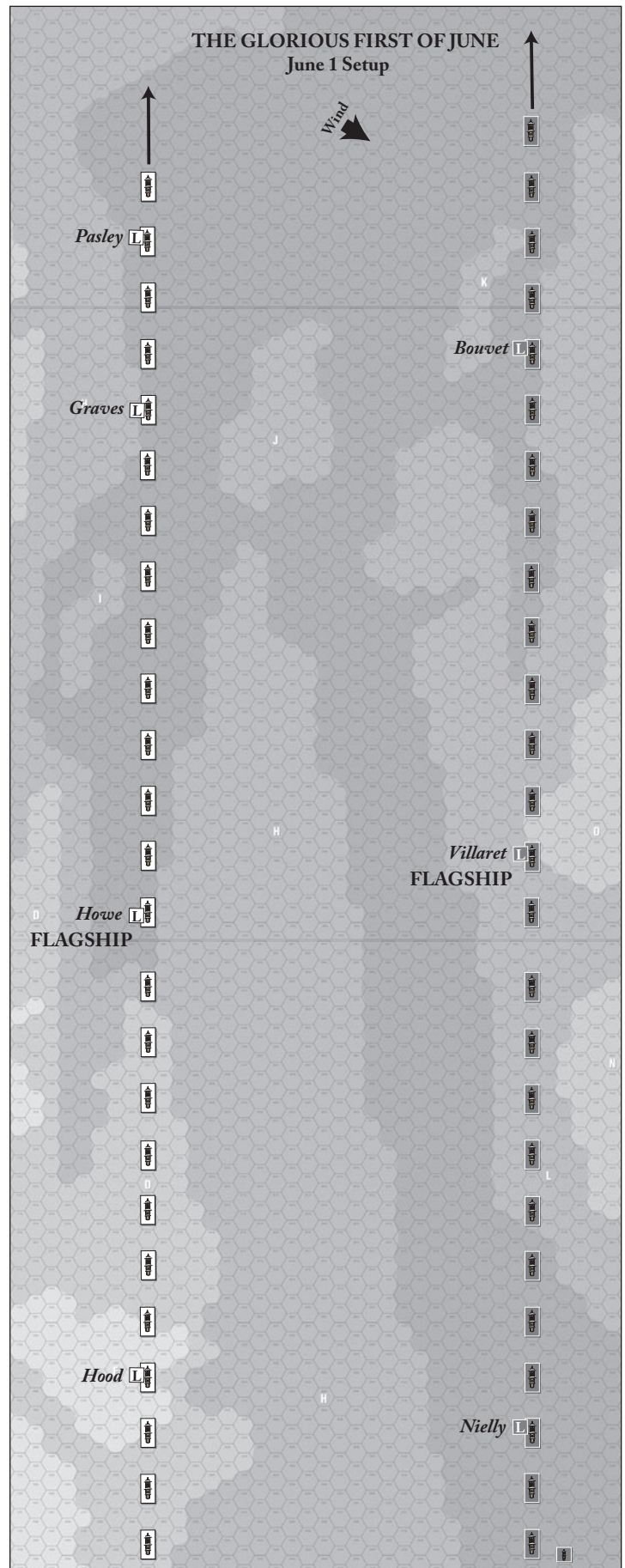
Turns: No limit. Fight until one side breaks off.

BRITISH:

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

FRENCH:

Trajan	A4924-4925
Éole	A4927-4928
América	A4930-4931
Téméraire	A4933-4934
Terrible with BOUVET	B4902-4903
Impétueux	B4905-4906
Mucius	B4908-4909
Tourville	B4911-4912
Gasparin	B4914-4915
Convention (use 'Sceptre')	B4917-4918
Trente-et-un Mai	B4920-4921
Tyrannicide	B4923-4924
Juste	B4926-4927
Montagne with VILLARET..... flagship,	B4929-4930
Jacobin (use 'Auguste')	B4932-4933
Achille	C4902-4903
Vengeur (use 'Marseillais').....	C4905-4906
Patriote	C4908-4909
Northumberland	C4911-4912
Entreprenant	C4914-4915
Jemmapes	C4917-4918
Neptune-b	C4920-4921
Pelletier	C4923-4924
Républicain with NIELLY	C4926-4927
Sans Pareil	C4929-4930
Scipion	C4932-4933
Brutus.....	C5133 (Direction 1)



D. The Glorious First of June

COMPLETE BATTLE SETUP:

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

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

Special Rules:

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

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

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

AUDIERNE BAY

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

Turns: 20

Audacity: British (1) French (0)

Wind Direction: Direction 6 (Breezy)

Map: A

Shallows: Shoal D (-1)

BRITISH:

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

FRENCH:

Droits de l'HommeA4815-4814

Special Rules:

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

2. Ships may only grapple if fouled.

CAPE ST. VINCENT

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

Turns: 20

Audacity: British (2) Spanish (0)

Wind Direction: Direction 5

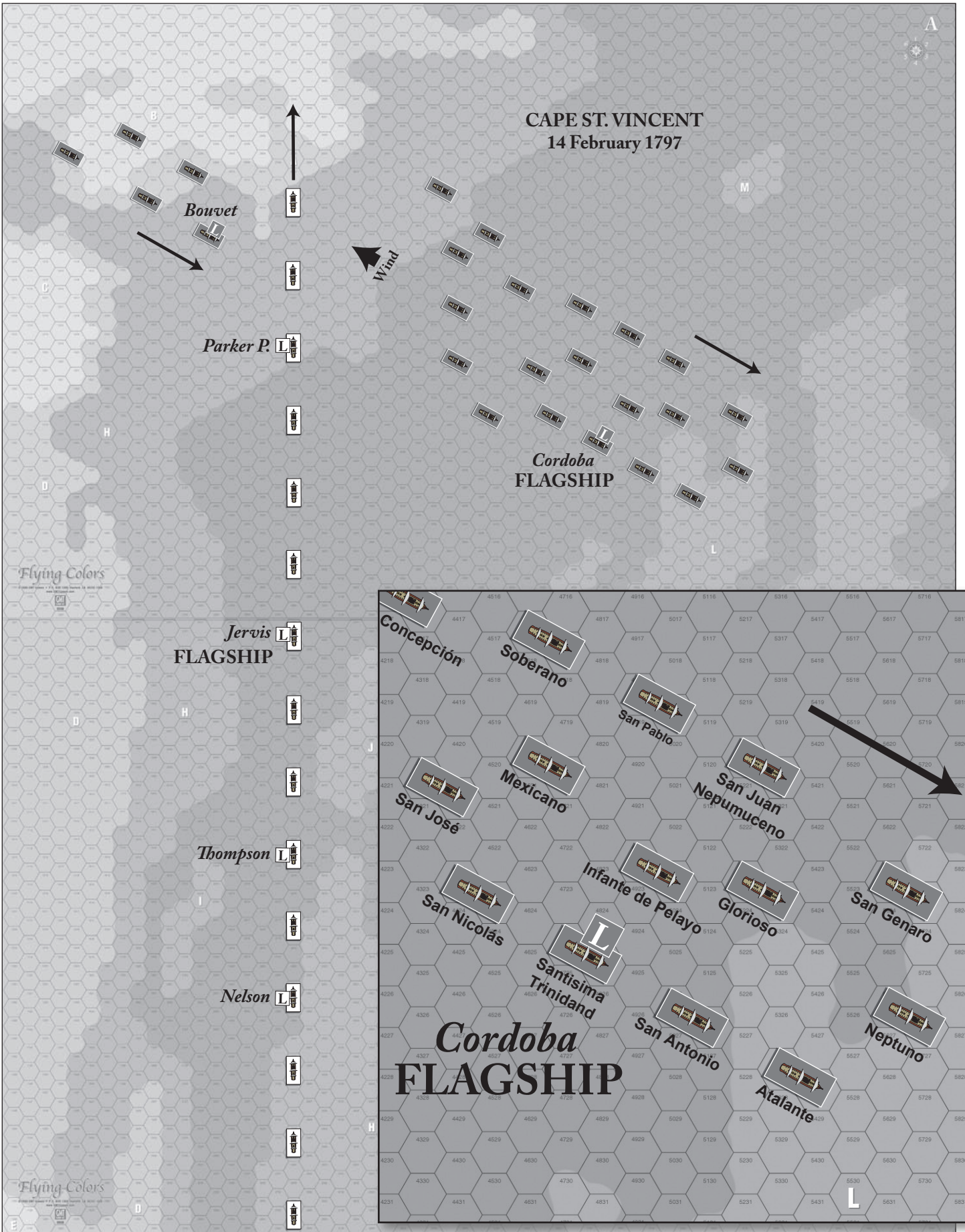
Maps: AB

BRITISH:

CullodenA2811-2812
BlenheimA2815-2816
Prince George with *PARKER P.*
(use Prince of Wales)A2819-2820
OrionA2823-2824
Colossus-bA2827-2828
IrresistibleA2831-2832
Victory with *JERVIS* flagship, B2801-2802
EgmontB2805-2806
GoliathB2809-2810
Britannia with *THOMPSON*B2813-2814
BarfleurB2817-2818
Captain with *NELSON 1-4-3*B2821-2822
NamurB2825-2826
DiademB2829-2830
ExcellentB2833-2834

SPANISH:

San Francisco de Paulo
(use San Francisco de Asís)A1409-1308
OrienteA1808-1707
San Fermín (use San Justo)A1811-1710
Condé de ReglaA2210-2109
Príncipe de Asturias with *MORENO*A2213-2112
San IsidroA3811-3710
San IldefonsoA3914-3814
ConquistadorA3917-3817
Salvador del MundoA3920-3820
Purísima ConcepciónA4316-4216



San José	A4421-4320
Firme	A4123-4023
Soberano	A4717-4617
Mexicano	A4720-4620
San Nicolás	A4523-4423
Santísima Trinidad with <i>CORDOBA</i>	flagship, A4825-4724
San Juan Nepumuceno	A5320-5220
Glorioso	A5323-5223
San Antonio	A5126-5026
San Genaro	A5723-5623
Neptuno	A5726-5626
Atalante	A5428-5327
San Domingo	A4113-4013
San Pablo	A5019-4918
Infante de Pelayo	A5023-4922

CAMPERDOWN (KAMPERDUIN)

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

Turns: 20

Audacity: British (2) Dutch (0)

Wind Direction: Direction 6

Maps: AB

Shallows: Shoals B, D (-1)

BRITISH:

Venerable with <i>DUNCAN</i>	flagship, A5532-5632
Triumph	A5630-5729
Ardent	A5932-6032
Bedford	A6030-6129
Lancaster	A6430-6529
Director	A6428-6527
Belliqueux	A6626-6725
Adamant	A6727-6827
Isis	A6823-6922
Monarch with <i>ONSLOW</i>	A5212-5311
Powerful	A5308-5408
Monmouth	A5406-5505
Russell	A5705-5805
Montague	A6007-6106
Veteran	A6103-6203
Agincourt	A6501-6601

DUTCH:

Delft	A4502-4501
Alkmaar	A4505-4504
Haerlem	A4508-4507
Jupiter with <i>REYNTJES</i>	A4511-4510
Cerberus	A4514-4513
Mars	A4517 (Direction 4)
Leijden	A4520-4519
Brutus with <i>BLOYS</i>	A4523-4522

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

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

BEC DU RAZ

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

Turns: 12

Audacity: British (1), French (0)

Wind Direction: Direction 5 (Breezy)

Map: A

Shallows: Shoals B, C (-1)

BRITISH: Mars A5418-5518 |

FRENCH: Hercule A4117-4118 |

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

THE NILE

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

Turns: 30

Audacity: British (2), French (0)

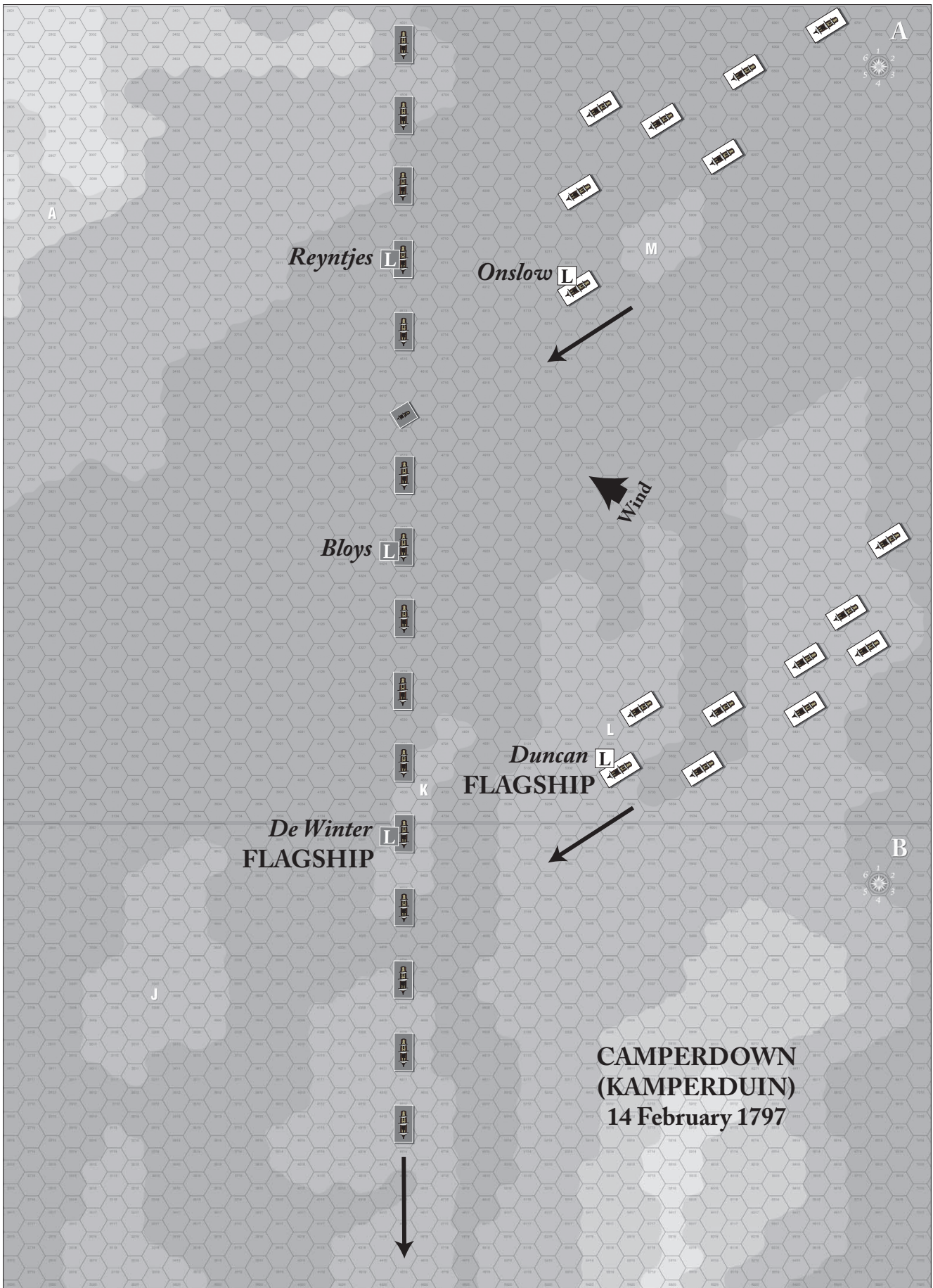
Wind Direction: 4

Maps: ABC

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

BRITISH:

Orion with <i>SAUMAREZ 2-4-3</i>	A2719-2819
Theseus	A3124-3224
Goliath	A2221-2320
Zealous	A2724-2824
Audacious	A3524-3624
Vanguard with <i>NELSON 3-9-4</i>	flagship, A3924-4024
Defence	A4519-4619
Minotaur	A4322-4422
Bellerophon	A4716-4816
Majestic	A4913-5013



**CAMPERDOWN
(KAMPERDUIN)
14 February 1797**

Leander	A4910-5010
Alexander	A4701-4601
Swiftsure	A5004-5003
Culloden	See Special Rules

FRENCH:

Guerrier	A2028-2029
Conquérant	A2032-2033
Spartiate	B2002-2003
Aquilon	B2006-2007
Souverain	B2010-2011
Franklin	B2014-2015
Orient with BRUEYS	flagship, B2018-2019
Tonnant	B2121-2122
Mercure	B2125-2126
Heureux	B2129-2130
Guillaume Tell	B2233-2234
Généreux	C2203-2204
Timoléon	C2207-2208

Special Rules:

1. All French ships begin the scenario at anchor. None may move or fire in any way at all until released. At the beginning of each turn, roll a die. If the result is less than the current turn, the French fleet becomes active and can act and react normally. If the French fleet manages to become active, add VILLENEUVE 2-4-1 to the Guillaume Tell (who, at the time of the attack determined it was not practicable to come to the aid of the front of the French line). The British may use anchoring if desired.

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

GOZA DE CANDIA

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

Turns: 20

Audacity: British (1) French (0)

Wind Direction: Direction 6

Map: A

BRITISH: Leander

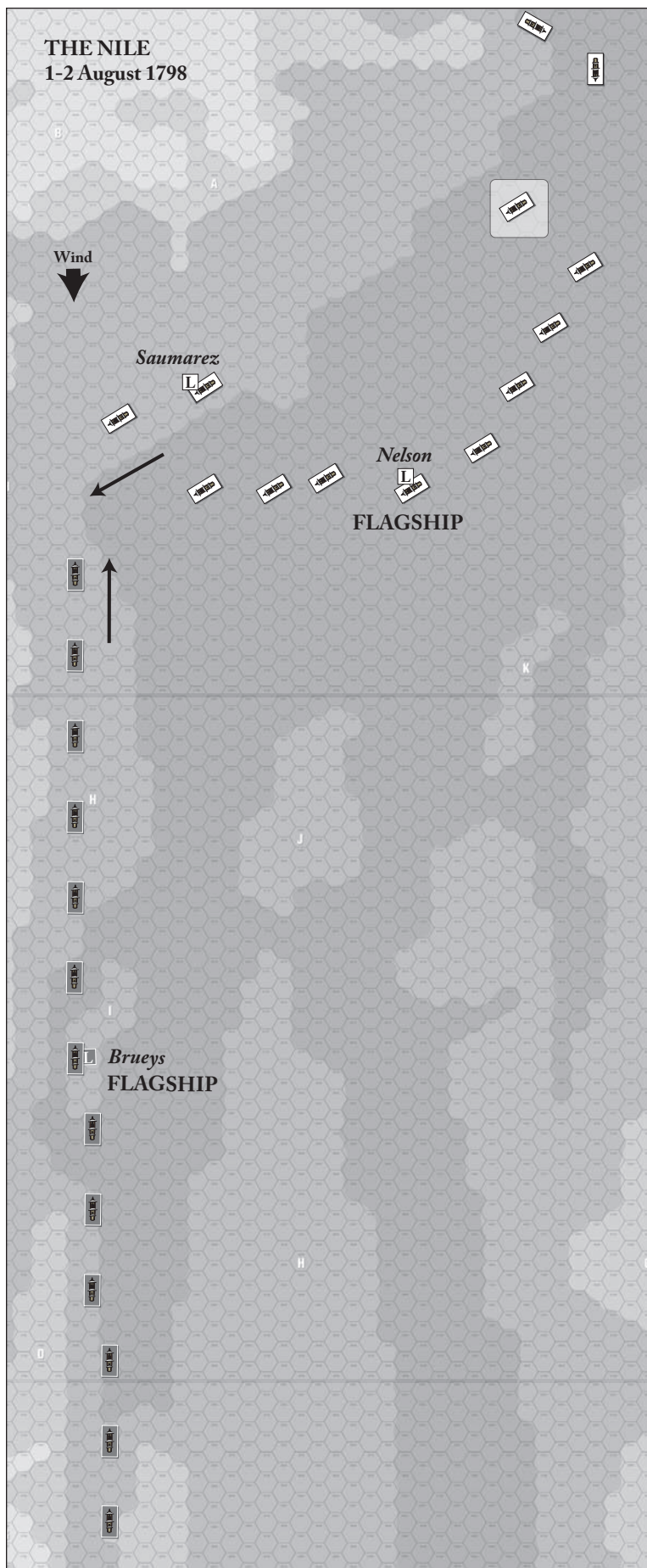
A1616-1716

FRENCH: Généreux

A1605-1604

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

Both ships are always in command.



EL FERROL

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

Turns: 12

Audacity: British (1), Spanish (0)

Wind Direction: 6

Map: A

BRITISH:

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

SPANISH:

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

COPENHAGEN

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

Turns: 24

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

Wind Direction: Direction 1 (Calm)

Maps: ABC

Shallows: Shoals G, H, I (-2), L (-1)

BRITISH:

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

Ramillies-b	A6106-6105
Defence	A5904-5903

DANISH:

Trekroner	B2223-2222
Danmark	B2319-2318
Mars	B2411-2412
Elefanten	B2709-2710
Indfodretten	B3413-3414
Holsten	B3517-3516
Sjaelland	B3724-3723
Dannebrog with <i>FISCHER</i>	flagship, B3929-3930
Provestenene	C4110-4109
Svaerdfisken Battery (4/18)	C3902
Hajen Battery (4/18)	B3933
Floating Battery #1 (4/18)	B3827
Sohesten Battery (4/18)	B3620
Trekroner Battery-A (1/36)	B3115
Trekroner Battery-B (1/36)	B3116
Lynetten Battery (4/18)	B2825
Jylland	C3904 (Direction 4)
Valkyrien	C4006 (Direction 4)
Iris	B2528 (Direction 4)
Charlotte Amalie	B3622 (Direction 4)

Special Rules: All Danish ships begin anchored and remain in command while anchored.

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

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

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

ALGECIRAS BAY

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

Turns: 18

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

Wind Direction: Direction 5

Map: C



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

BRITISH:

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

FRENCH:

Formidable with LINOIS..... .flagship, C2608-2609	
Indomptable	C2711-2712
Desaix (use 'Tyrannicide')	C2815-2816

SPANISH:

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

Special Rules:

1. Poor wind conditions are in effect for the duration of the scenario. At the beginning of each turn, roll a die and deduct a number of movement points from each ship's movement: 0-2 (none); 3-6 (-1); 7-8 (-2); 9 (-3).
2. The French begin at anchor and must remain so.
3. The French automatically gain the initiative on the first turn.

16.17 Gut of Gibraltar

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

Turns: 24

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

Wind Direction: Direction 2 (Breezy)

Maps: AB

Shallows: Shoal D (-1)

BRITISH:

Superb	A2603-2602
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FRENCH:

Saint-Antoine	A2407-2406
Formidable with DUMANOIR	A2709-2708
Desaix	B4815-4814
Indomptable	B4827-4826

SPANISH:

Real Carlos	A2803-2802
San Hermenegildo	A2403-2402
Argonauta	B4818-4817
San Agustín	B4821-4820
San Fernando	B4824-4823
Sabina with MORENO ..flagship, A2211 (Direction 4)	

Special Rules:

1. High wind conditions are in effect for the duration of the scenario. Roll for wind direction change at the beginning of each turn, starting with the second.
2. The Superb is always in command.
3. Roll a single die for the allied Franco-Spanish fleet when making Break Checks.
4. The British automatically gain the initiative on the first turn.
5. Both the Real Carlos and the San Hermenegildo begin out of command and under British control. At the beginning of each Determine Commands phase, roll a die. If the result is less than the current turn, command reverts to the Franco-Spanish player. While under British control, the two Spanish ships may only fire upon one another offensively and defensively. They may also only collide with each other. Once fouled, command automatically reverts to the Franco-Spanish player.

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

CAPE FINISTERRE

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

Turns: 18

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

Wind Direction: 6 (Calm)

Maps: AB

BRITISH:

Hero	A3724-3723
Ajax	A3721-3720
Triumph	A3718-3717
Barfleur	A3715-3714
Agamemnon	A3712-3711
Windsor Castle	A3709-3708
Defiance	A3508-3409
Prince of Wales with CALDER	flagship, A3210-3110
Repluse	A2911-2812
Raisonnable	A2613-2513
Dragon	A2314-2215
Glory with STIRLING	A2016-1916
Warrior	A1717-1618
Thunderer	A1419-1319
Malta	A1120-1021

SPANISH:

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

FRENCH:

Pluton	B1907-1808
Mont-Blanc	B1609-1509
Atlas	B1310-1211
Berwick	B1213-1214
Neptune	B1315-1416
Bucentaure with VILLENUEVE 3-6-3 ... flagship,	B1616-1715
Formidable with DUMANOIR	B1914-2014
Intrépide	B2213-2312
Scipion	B2511-2611
Swiftsure	B2810-2909
Indomptable	B3108-3208
Aigle	B3407-3506
Achille	B3705-3805
Algéciras	B4004-4103

Special Rules:

Deduct two from final Firepower value for fog effects.

TRAFALGAR

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

Turns: 16

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

Wind Direction: 6 (Calm)

Maps: ABC

BRITISH:

Victory with NELSON 3-9-4	flagship, B4206-4305
Africa	B4326-4426
Temeraire	B4504-4604
Neptune	B4705-4805
Leviathan	B4803-4902
Conqueror	B5101-5201
Britannia with NORTHESE	B5401-A5534
Agamemnon	A6033-6132
Ajax	A5733-5833
Orion	A6130-6230
Minotaur	A6429-6528
Spartiate	A6727-6827
Royal Sovereign with COLLINGWOOD	A4229-4328
Belle Isle	A4527-4627
Mars	A4826-4925
Tonnant	A5124-5224
Colossus	A5325-5425
Bellerophon	A5423-5522
Achilles	A5624-5723
Revenge	A5721-5821

Polyphemus	A5922-6022
Swiftsure	A6019-6118
Dreadnought	A6222-6321
Defiance	A6319-6419
Thunderer	A6520-6620
Prince (use Prince of Wales)	with GRINDALL, A6820-6919
Defence	A6917-7017

FRENCH:

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

SPANISH:

San Juan Nepomuceno	A2602-2601
Príncipe de Asturias with GRAVINA	A2905-2904
San Idelfonso	A2808-2807
Argonauta	A2913-2912
Montañés	A3016-3015
Bahama	A3020-3019
Monarca	A3023-3022
San Justo	A2932-2931
Santa Ana with ALAVA	A3234-3233
San Leandro	B2801-2834
Santísima Trinidad	B3107-3106
San Agustín	B2809-2808
San Francisco de Asís	B2814-2813
Rayo	B3221-3220
Neptuno	B3125-3124

Special Rules:

When making Break Checks, roll separately for the French and Spanish fleets, but use their combined numbers to determine die roll modifiers. Each fleet may break off individually. If one side breaks off, remove those ships from play.

CAPE ORTUGAL

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

Turns: 12

Audacity: British (3), French (1)

Wind Direction: 6

Map: A

BRITISH:

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

FRENCH:

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

Special Rules:

The Formidable begins the scenario with six Hull hits.

DUELS

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

Audierne Bay Duel Setup

British Ships (Start: *)

French Ship (Start: Chase)

Wind Direction: 2

Special Rules

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

Bec du Raz Duel Setup

British Ship (Start: *)

French Ship (Start: Chase)

Wind Direction: 2

Special Rules

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

Goza de Candia Duel Setup

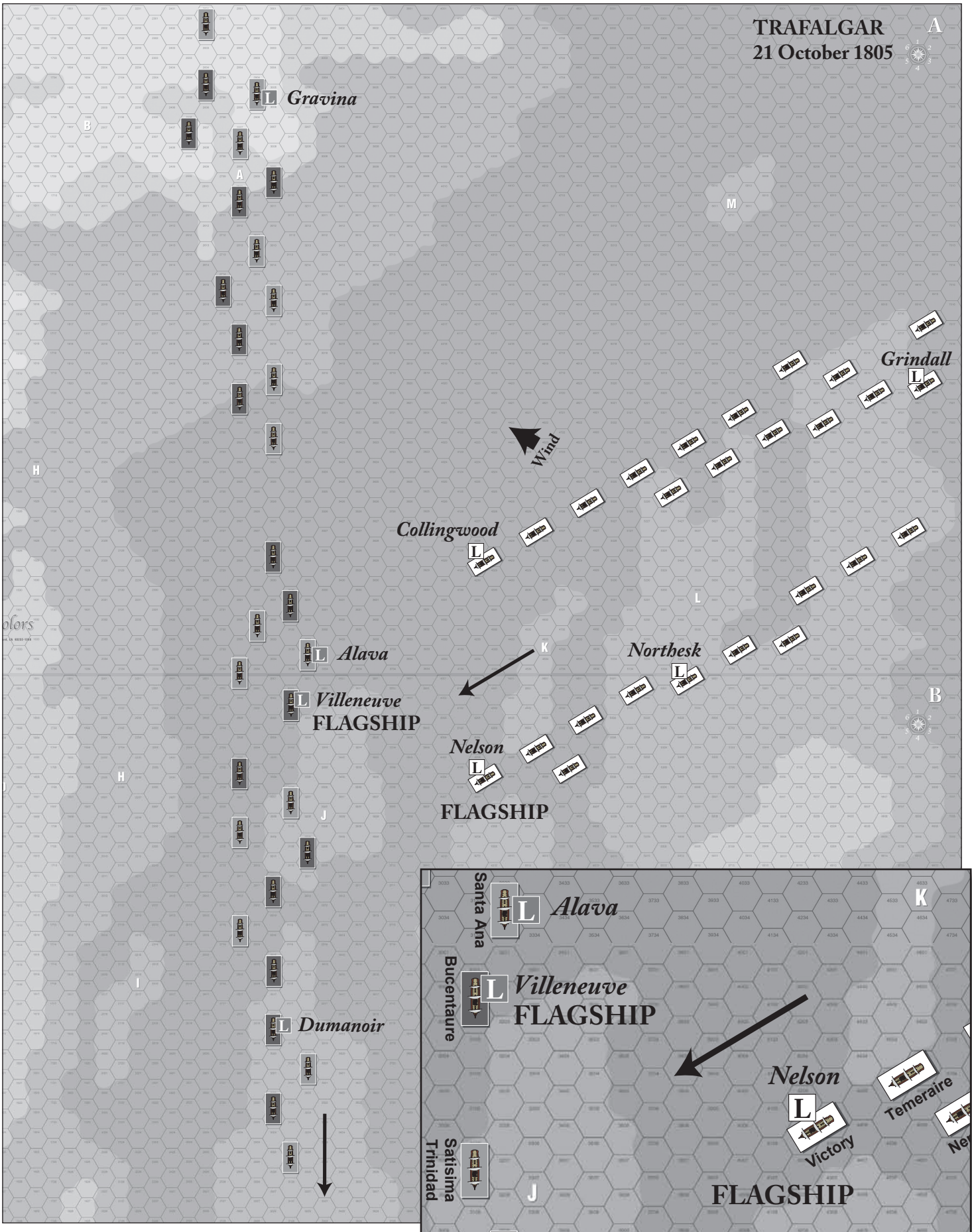
British Ship (Start: Chase)

French Ship (Start: *)

Wind Direction: 5

Special Rules

The scenario is a Chase.



EXAMPLE OF PLAY

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

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

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

Turn 1

Wind Adjustment Segment

N/A

Command Determination

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

Initiative Determination

French die: 3 (+2 for Dumanoir's command quality) = 5

British die: 2 (+2 for Strachan's command quality) = 4

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

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

Activation Cycle

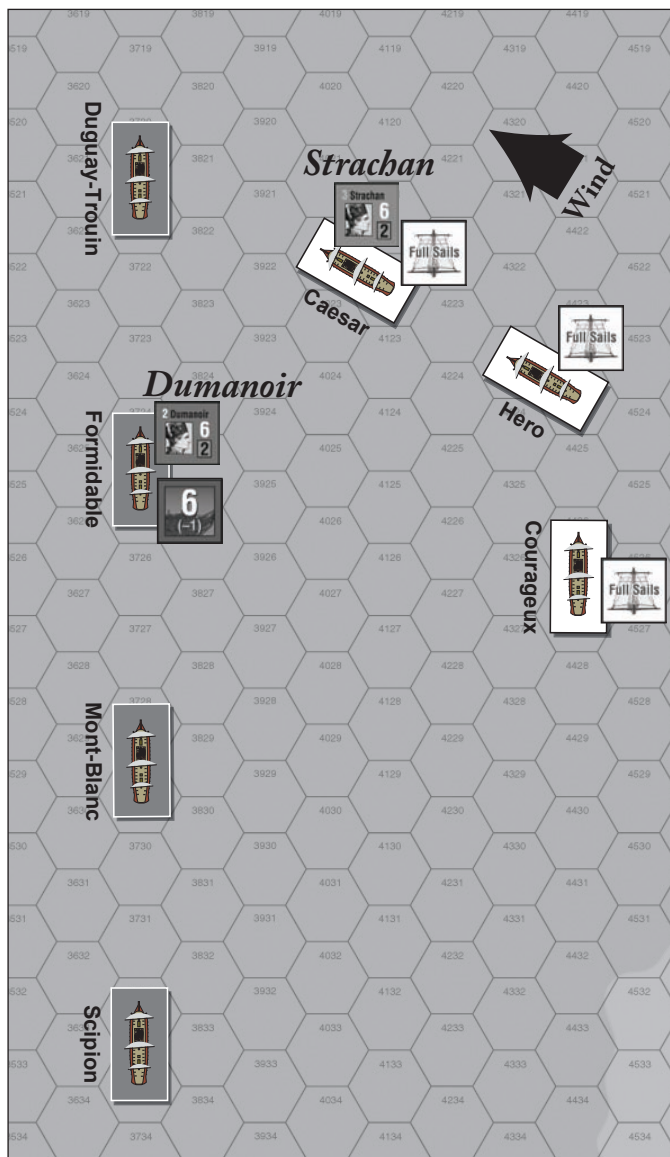
The British activate Strachan's command.

Caesar: B-P-4-B

Hero: 4-P-1-B

Courageux: 5-B-1-B

The British player opts for an aggressive approach, clearly aiming to break the French line somewhere between Formidable and Duguay-Trouin. He decides to save his broadsides for defensive fire since he does not yet know what the French plan is. Note that if he does fire this turn, his broadsides will be less effective due to the Relative Rate penalty for firing with Full Sails raised.



Situation after the British activation on Turn 1

The French activate Dumanoir's command.

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

Relative Rate 3 @ range 3 = 8 FP, +1 white RR symbol, +1 audacity, +1 carronades = 11 FP

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

Die roll = 5 (+4) = 9 = 3RM

Strachan wound check die roll = 4 = NE

Duguay-Trouin continuing movement: P-3-S

Formidable: 1-(fires starboard broadside at Caesar)

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

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

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

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

Dumanoir wound check die roll = 6 = NE

Formidable resolves her fire.

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

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

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

Fire check die roll = 5 = NE

Strachan wound check die roll = 8 = NE

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

Formidable continuing movement: P-3-S

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

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

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

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

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

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

Mont Blanc resolves her fire.

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

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

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

Strachan wound check die roll = 1 = NE

Mont Blanc spends her last MP: 1

Scipion: 5-(fires starboard broadside at Courageux)

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

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

Firing at the hull: +1 British ship firing

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

Scipion resolves her fire.

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

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

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

Melee Combat

N/A

Ship Status Check

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

Victory Determination

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

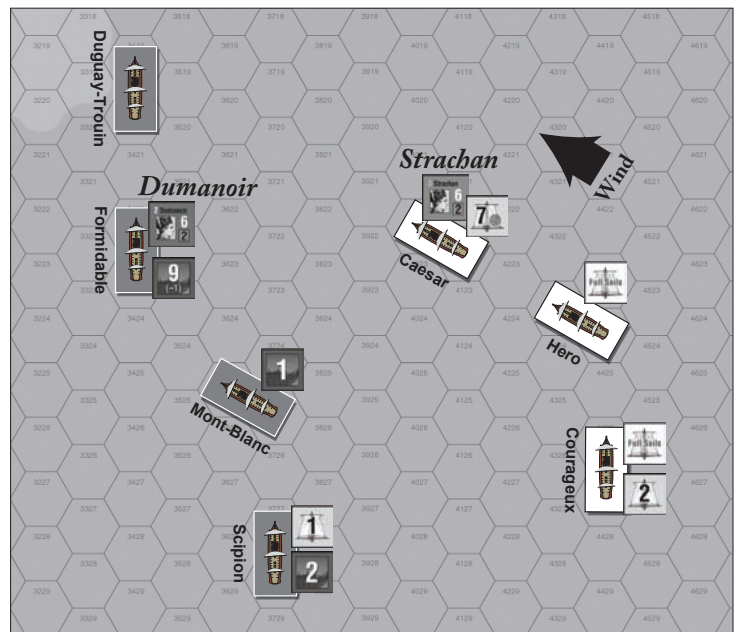
Turn 2

Wind Adjustment Segment

N/A

Command Determination

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



End of Turn 1

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

Initiative Determination

French die: 8 (+2 for Dumanoir's command quality) = 10

British die: 5 (+2 for Strachan's command quality) = 7

The French player wins the initiative and chooses to take the first activation. The French activate Dumanoir's command.

Activation Cycle

The French activate Dumanoir's command.

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

Relative Rate 3 @ range 6 = 4 FP, +1 audacity = 5 FP

Although Duguay-Trouin's broadside does qualify for a rake attempt, a range of six makes it impossible to succeed.

Firing at the rigging: +1 French ship firing, +1 firing into the wind = +2

Die roll = 4 (+2) = 6 = 2R

Strachan wound check die roll = 9 = Wounded

Subsequent die roll = 6 = No further effect

Expose your admiral to too much shot and eventually he is going to catch one! The British player is lucky that Strachan is only wounded since a subsequent die roll of three or less would have resulted in his death and an automatic victory for the French.

Duguay-Trouin continuing movement: Ss-Ss

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

Formidable: B-(fires starboard broadside at Caesar)

Relative Rate 2 @ range 6 = 5 FP, +1 audacity = 6 FP

Firing at the rigging: +1 French ship firing, +1 firing into the wind = +2

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

Strachan wound check die roll = 7 = NE

Formidable continuing movement: 1-Ss-B

Mont Blanc: 1-(fires starboard broadside at Caesar)

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

Relative Rate 2 @ range 5 = 6 FP, +3 audacity = 9 FP

Firing at the hull: +1 British ship firing

Die roll = 7 (+1) = 8 = 3H

Mont Blanc resolves her fire.

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

Firing at the rigging: +1 French ship firing

Die roll = 8 (+1) = 9 = 3R

Strachan wound check die roll = 3 = NE

Caesar is now in grave danger, needing only one more rigging hit to become dismasted.

Mont Blanc continuing movement: 1-S-1-B

Scipion: 1-P-2-(fires starboard broadside at Caesar)

The British player considers taking a defensive shot with Courageux but thinks better of it. A shot at this range would do little to help Caesar, and Courageux can get into a much better firing position during her activation.

Relative Rate 3 @ range 6 = 4 FP, +1 audacity = 5 FP

Firing at the rigging: +1 French ship firing

Die roll = 4 (+1) = 5 = M

Strachan wound check die roll = 8 = NE

The French fail to dismast Caesar this turn, but even the Marine hit is useful since Caesar is now a prime target for boarding.

Mont Blanc continuing movement: S-B

The British activate Strachan's command. Caesar has 0 MPs owing to rigging damage, so she must roll on the Sternway Table.

Caesar's Sternway DR = 3 (-1 for Strachan's Command Quality) = 2

Caesar declines the option to drift and rotates her stern into 4023.

Hero: 5-S-1, fire port broadside at Formidable

Remember that ships can move through both friendly and enemy ships as long as they do not end their movement overlapping.

Relative Rate 4 (still at Full Sails) @ range 5 = 4 FP, +3 audacity = 7 FP

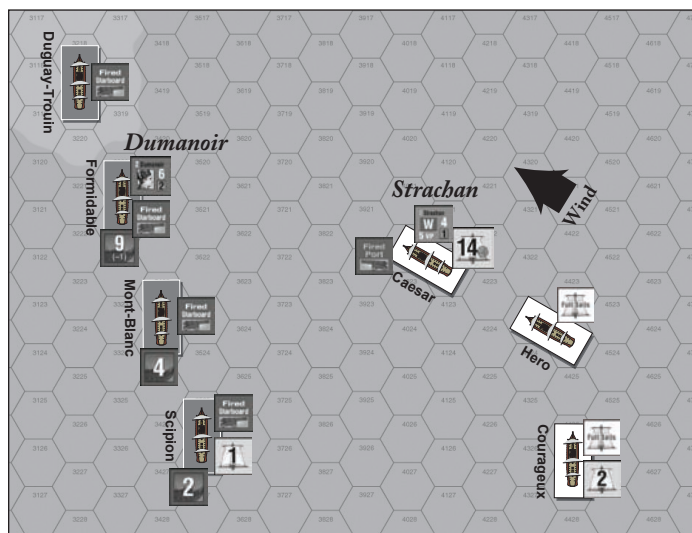
Firing at the hull: +1 British ship firing, +1 firing with the wind = +2

Die roll = 6 (+2) = 8 = 2HR

Dumanoir wound check die roll = 3 = NE

Hero drops Full Sails at the end of her activation.

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



Situation after the French activation on Turn 2

Relative Rate 4 (*still at Full Sails*) @ range 5 = 4 FP, +3 audacity = 7 FP

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

Die roll = 0 (+2) = 2 = H

Courageux drops Full Sails at the end of her activation.

Melee Combat

N/A

Ship Status Check

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

Victory Determination

No Break Checks are required and the turn ends.

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

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ACKNOWLEDGEMENTS

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

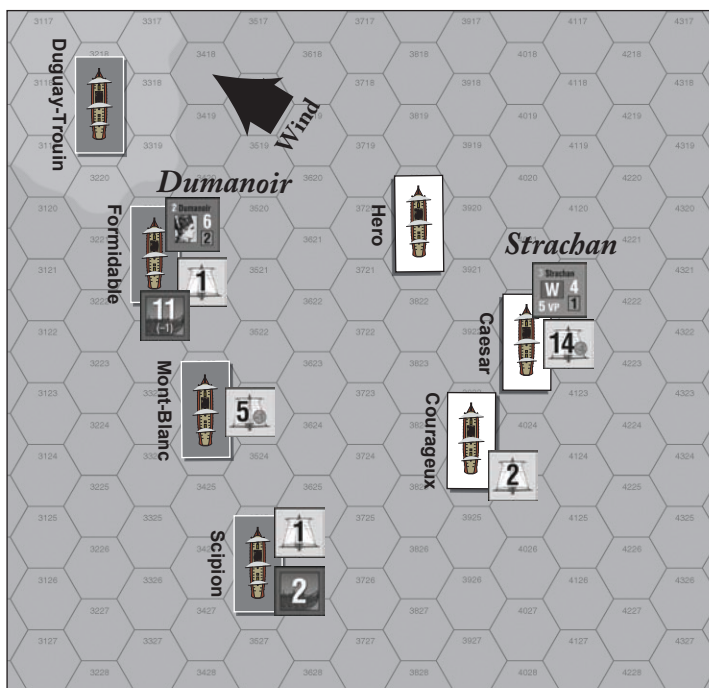
Fighting Sail by Joe Balkoski; (SPI, 1981): This is a gem of a game that showed Age of Sail naval actions could be simulated in a small, quick-playing package. Many of the movement mechanics in *Flying Colors* were inspired by this game.

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

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

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

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



End of Turn 2