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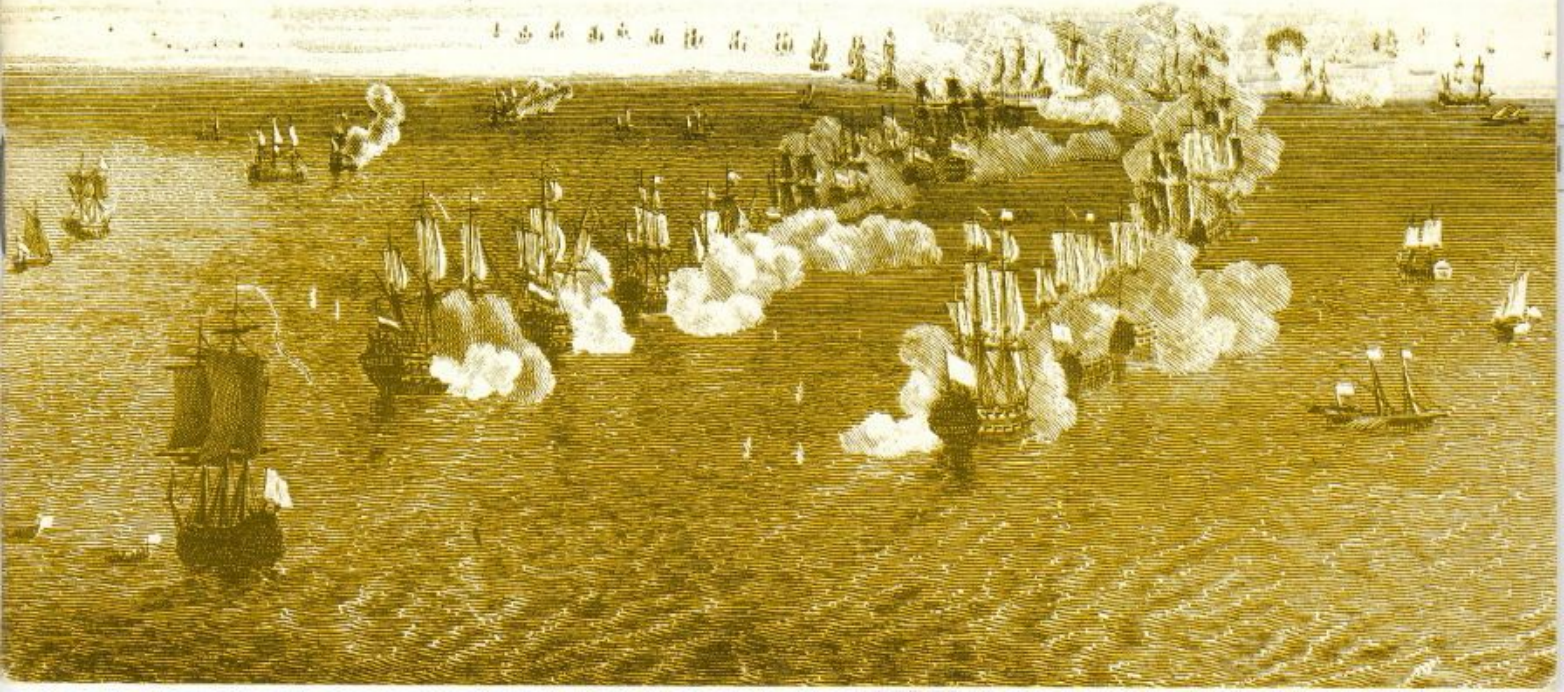
ARMADA

THE WAR WITH SPAIN 1585-1604



ARMADA

THE WAR WITH SPAIN
DEC. 1586~OCT. 1588

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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 II of Spain and Elizabeth of England.

[2.0] GENERAL COURSE OF PLAY

CASES:

[2.1] HOW TO PLAY THE GAME

Armada is a two-Player game. Each game consists of 16 *Game-Turns*. The English Player controls the English and Dutch forces, as well as the Loyal Irish, Protestant Scots, and Huguenots — should they enter play. The Spanish Player controls the Spanish forces, which for most purposes include Italian, Walloon, Burgundian, and German units. Additionally, the Spanish Player may control Rebel Irish, Catholic Scots, English Catholic, and French Catholic units if they are brought into play during the course of the game.

After deciding who will assume which of the two "sides," Players set up their playing pieces (hereafter referred to as *units*). Some units begin the game on the map. These units are considered to be "activated." Activated units may be moved and participate in combat. Certain other playing pieces are set up on the *Activation Track*. This track allows Players to see how close to being activated a given unit is, and where it will enter the game-map once it is activated. Units on the Activation Track *cannot* be moved nor participate in combat.

At the beginning of each Game-Turn a Player can prepare units not on the game-map for play. Units already on the Activation Track may be advanced along the track indicating a greater degree of activation. Eligible units may be taken off the track and brought into play. A Player may also take units that were placed aside at the beginning of the game and place these units on the track, allowing their ultimate entrance into play.

The English Player moves his naval units first. He may move both English and Dutch naval units. Before actually moving a unit, the English Player determines whether he is moving "with" or "against" the Prevailing Wind, and then determines the result of that wind on movement. Naval units can lose speed and/or suffer reduction in strength. Under certain circumstances, the Spanish Player may attempt to spot and intercept moving English naval units. While moving his naval units the English Player may transport land units and/or debark such units being carried on the coast.

After completing *all* naval movement, the English Player may attack adjacent Enemy naval units. After combat is completed and *all* results applied, the Spanish Player moves his naval units, using a movement and combat procedure identical to that described for the English Player.

The English Player moves any land units under his control that he desires. After completing *all* land

REMOVING THE RULES FROM THIS ISSUE:
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movement the English Player executes any attacks he wishes to undertake. In ***Armada*** the defending Player may always postpone combat for a Game-Turn by undergoing *siege*. The number of turns that a unit can remain under siege (without surrendering) depends on whether or not that unit is in a fortress. The Spanish movement and combat procedures are the same as those of the English Player.

Upon the completion of land movement and combat, both Players are required to perform some "bookkeeping." All bookkeeping procedures are integrated into the game and are performed with the aid of various charts and tracks. Both Players must pay to maintain their forces. All naval units not in a port must be victualled, i.e., issued rations. If a Player is on a Friendly coastline, these rations may simply be purchased on a turn-to-turn basis. Naval units on the high sea must stock provisions on board. Victuals and the munitions necessary for offensive combat can be purchased in a home port. At the end of a Game-Turn, each Player may "mothball" units in order to avoid having to pay maintenance costs in subsequent Game-Turns.

[2.2] SETTING UP FOR PLAY

Prior to the start of play, the necessary counters must be placed on the game-map. The various informational counters used to record finances, munitions, and victuals, and Fleet or Armada status are placed on the appropriate tracks. Certain combat units start the game deployed on the map. All Rebel Irish, Loyal Irish, English Catholic, Scots Protestant, and Scots Catholic units remain out of play until their presence is required in the course of the game. Those units that must start the game on the map have a hex location number printed on their front. This number indicates, if the unit is a land unit, in which hex that unit must be deployed. Naval units provided with a hex location number are not placed in the corresponding hex, but in the **2** box of the corresponding slot on the Activation Track.

Before play starts, Players consult individually the Income Table to determine the number of Ducats with which each Player will start the game.

[3.0] GAME EQUIPMENT

CASES:

[3.1] THE GAME MAP

The 22" × 33" mapsheet 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. **Note:** Due to 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.

[3.2] THE PLAYING PIECES

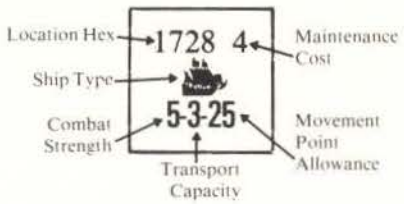
The counters represent the land and naval units and leaders of opposing English and Spanish sides, as well as loyal and rebel forces of various nationalities which may enter the game. Other die-cut counters have been included to keep track of the Game-Turn sequence, consumption of victuals and munitions, and the expenditure of Ducats.

Some ship counters are printed on both the front and back sides. The larger numbers represent values of the unit at full strength (front side); the side of the counter with smaller 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 not. Unit counters with reduced values on the reverse side are those capable of incurring losses in combat or storm (by being flipped 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 the symbols on the various types of sample units which follow are labeled to indicate their meaning.

[3.21] SAMPLE UNITS:

Naval Unit (Front):



(Back)



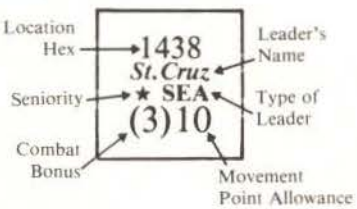
Land Unit (Front):



(Back)



Leader Unit (Front)



[3.22] UNIT TYPES:

Front		*Back*
	Deep-Draft Sail (Spanish)	
	Deep-Draft Sail (English)	

Front		*Back*
	Treasure Fleet (Spanish)	
	Spanish Shallow-Draft Oared	
	Shallow-Draft Sail (Spanish)	
	Shallow-Draft Sail (English)	
	Invasion Barge (Shallow Draft, Oared) (Spanish)	
	Land Unit	
	Senior Naval Leader	
	Naval Leader	
	Land Leader	
	Land and Sea Leader	
	Treasury Track Marker	
	Fleet or Armada Marker	
	Victual Track Marker	
	Munition Track Marker	
	Game-Turn Indicator	

[3.23] Unit Values: *Land Combat Strength* is the relative strength of a land unit when attacking or defending in a Land Combat. *Naval Combat*

Strength is the relative strength of a naval unit when attacking or defending in a Naval Combat.

Movement Point Allowance is the maximum number of Movement points that may be expended in moving a particular unit during a Movement Phase.

Leader Bonus is the maximum number of Combat Strength Points that a leader may provide to combat units with which it is stacked.

Transport Capacity is the maximum number of Land Combat Strength Points a naval unit can transport at any given time.

Maintenance Cost is the monthly cost (one non-winter Game-Turn) in Ducats required to maintain a given unit.

Location Hex refers to the hex at the start of the game a unit is placed within, if that unit is a land unit, or the appropriate Slot on the Activation Track, if the unit is a naval unit. **Note:** in the case of naval units, the name of the Slot is identified by the hex number.

[3.3] GAME CHARTS 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 game map. The uses of these graphic aids are explained in the appropriate sections of the rules.

[3.4] GAME EQUIPMENT INVENTORY

A complete game of *Armada* should include the following items:

one 22" × 33" game map
one rules booklet
one set of die-cut counters (200 pieces)

Available only with boxed edition of the game:

An expanded version of the historical article on the first Armada which originally appeared in *Strategy & Tactics* #72
two dice
one game box and counter tray

If any of these parts are missing or damaged, write:

Customer Service
Simulations Publications, Inc.
44 East 23rd Street
New York, N.Y. 10010

[3.5] GAME RULES QUESTIONS

Questions concerning the rules of this game must be phrased in such a way that they can be answered with a simple one-word reply. They will be answered if they are sent to the above addresss *together with* a stamped, self-addressed return envelope. Mark your enquiry "rules questions on **Armada.**"

[4.0] SEQUENCE OF PLAY

[4.1] THE GAME TURN

Armada is played in a series of turns called *Game-Turns.* Each Game-Turn consists of a number of Phases grouped, for convenience, into four Inter-Phases. In the Joint Activation Inter-Phase and in Phases within the Administrative Inter-Phse, both Players' activities are considered simultaneous. Players' actions in the Naval and Land Inter-Phases are *not* simultaneous; their are separate Phases for each Player to perform actions in each of those Interphases. The Player whose Phase it is referred to as the *Phasing Player, e.g.,* during the English Naval Movement Phase, the English Player is the *Phasing Player;* the Spanish Player is the *non-Phasing Player.*

[4.2] SEQUENCE OUTLINE

A. Joint Activation Inter-Phase:

Each Player continues the Activation or construction of any units initiated in a previous Game-Turn. Each Player initiates any additional Activation or construction that he desires.

B. Naval Inter-Phase:

1. ***English Naval Movement Phase:*** The English Player may move any or all Naval units under his control. The Spanish Player may attempt to intercept English-controlled Naval units.

2. ***English Naval Combat Phase:*** The English Player resolves Naval Combat according to the rules of Naval Combat.

3. ***Spanish Naval Movement Phase:*** The Spanish Player may move any or all Naval units under his control. The English Player may attempt to intercept Spanish-controlled Naval units.

4. ***Spanish Naval Combat Phase:*** The Spanish Player resolves Naval Combat according to the rules of Naval Combat.

C. Land Inter-Phase:

1. ***English Land Movement Phase:*** The English Player may move any or all Land units under his control.

2. ***English Attrition Phase:*** During Winter Game-Turns, and only during Winter Game-Turns, after the movement of each Friendly unit, the English Player determines whether or not that unit is affected by attrition.

3. ***English Land Combat Phase:*** The English Player resolves Land Combat according to the rules of Land Combat.

4. ***Spanish Land Movement Phase:*** The Spanish Player may move any or all Land units under his control.

5. ***Spanish Attrition Phase:*** During Winter Game-Turns, and only during Winter Game-Turns, after the movement of each Friendly unit, the Spanish Player determines whether or not that unit is affected by attrition.

6. ***Spanish Land Combat Phase:*** The Spanish Player resolves Land Combat according to the rules of Land Combat.

D. Administrative Inter-Phase:

1. ***Maintenance Phase:*** Each Player pays maintenance costs for those of his Active units he is required to maintain (see Case 11.2), expending Ducats from his recorded assets. All naval units not in a port hex must be victualed (rationed) if possible.

2. ***Acquisition Phase:*** Players procure victuals and/or munitions as desired. In Game-Turn 9 of the campaign game, revenues available for the upcoming year are added to each Players' respective treasury.

3. ***De-Activation Phase:*** Each Player may De-Activate units, subject to those restrictions on the De-Activation of units.

[5.0] ACTIVATION, DE-ACTIVATION, AND CONSTRUCTION/ REPAIR OF UNITS

GENERAL RULE:

Units may be in one of three possible modes: *Activated, Deactivated,* or under *Construction/Repair.* During the Activation Inter-Phase a Player may choose to activate units, repair two-step naval units which have incurred a step loss, and/or construct new naval units. During the De-Activation Phase of the Active Administrative Inter-Phase the owning Player has the option to reduce units to a De-Activated Mode.

PROCEDURE:

During the Joint Activation Inter-Phase, each Player *must* activate any eligible units. He does so by deploying each naval and land unit that is in a "**1**" box on the Activation Track (see Case 5.1) in the hex on the Game-Map corresponding to the appropriate Activation Track Slot. In addition, he *may* prepare each naval unit in a "**2**" box for Activation next Game-Turn by moving the unit to that Activation Track Slot's "**1**" box. Finally, each Player *may* prepare each land unit that is out of play for Activation next Game-Turn by placing it in the desired "**1**" box.

During the Joint Activation Inter-Phase, both Players *may also* initiate construction/repairs. A unit to be repaired is taken from a port and placed in the "**4**" box of that port's Slot on the Activation Track. Units to be constructed are taken from among those units not in play (including eliminated units) and placed in the appropriate "**4**" box. A Player *immediately* expends the appropriate number of Ducats for constructing or repairing naval units. Finally, at the owning Player's option, during this Inter-Phase each unit under construction (paid for in a previous Game-Turn) may be moved to the next lowest-numbered box in the Activation Track Slot.

During the De-Activation Phase, a Player may choose to De-Activate Friendly land or naval units. De-Activated naval units are taken from a port and placed in the "**2**" box of that port's Slot on the Activation Track. De-Activated land units are taken from the Game-Map and placed aside among counters not in play.

[5.1] UNITS AND THE ACTIVATION TRACK

The Activation Track is used to keep track of De-Activated naval units, land and naval units being Activated, and naval units under construction. The Activation Track is divided into sections called *Slots,* each of which corresponds to a particular divided into four numbered boxes. **(Exception:** Cities have only one numbered box.)

[5.2] RESTRICTIONS ON ACTIVATION

[5.21] The sole Italian unit may be activated only in hex 3225; Burgundian units only in hex 2918; German units only in hexes 3016, 2916, or 2915.

[5.22] Walloon land units may be Activated only in the Catholic Netherlands area. See Procedure for how to acomplish this. Such units, once Activated, appear in either 2613, 2614, 2715 or 2815 if unoccupied by Enemy units.

[5.23] English units may only be Activated in any English-controlled port or fortress in England.

[5.24] Spanish units may only be Activated in any Spanish-controlled port or fortress in Spain plus hex 3225.

[5.25] Irish, Scottish, English Catholic and French units once eliminated may not be activated.

[5.26] English, Dutch and Spanish units (of all nationalities) that have been eliminated during the course of play may enter the game by again being Activated during a subsequent Activation Phase.

[5.27] Dutch land units may only be Activated in hexes 2812, 2813, 2712, 2713 and 2612.

[5.28] Dutch naval units may only be Activated in Amsterdam and Brill.

[5.3] NAVAL CONSTRUCTION

During the Activation Inter-Phase, a Player may construct naval units. A Player may construct

either new units (units not included in the initial set-up) or units eliminated during the course of play. Before constructing a naval unit, the owning Player must pay the *entire* cost of construction.

[5.31] No naval units may be constructed which are not provided in the counter-mix.

[5.32] The total number of Naval Combat Strength Points in a Slot on an Activation Track may never exceed the Victory Point Value of the corresponding port or fortress (**Exception:** see Case 5.54).

[5.33] No naval units may be constructed in the Ireland Slot on the Activation Track.

[5.34] Units under construction which reach the number "**2**" box may remain there indefinitely. At the start of a Game-Turn, however, all units in a "**1**" box must be Activated in that Joint Activation Inter-Phase.

[5.35] Walloon naval units may only be constructed in Antwerp and Dunkerque. No other Spanish naval units may be constructed in either of these ports.

[5.36] The English Player may only construct naval units in England, the Dutch Player in the Protestant Netherlands, and the Spanish Player may only construct naval units in Spain (**Exception:** see Case 5.35).

[5.4] REPAIR OF NAVAL UNITS

A Player wishing to repair a naval unit that has taken a step loss moves that unit to a port within that Player's home country. During the De-Mobilization Phase, the unit is taken off the map and placed in the number "**4**" box for that port on the Activation Track. The Player *immediately* pays half the cost normally required to construct that unit. In subsequent Game-tTurns, units under repair are treated as units being constructed (see Case 5.3).

[5.5] RESTRICTIONS ON DE-ACTIVATION

[5.51] English and Spanish land units may be De-Activated anywhere in the Player's home country (only). (**Exception:** See Case 5.52).

[5.52] The Spanish Player may De-Activate German land units in hexes 2915, 2916, 3016, Italian land units in hex 3225, Burgundian land units in hex 2918, and Walloon land units in any hex of the Catholic Netherlands.

[5.53] A Player may only De-Activate his naval units in a port in his home country. The Combat Strength Points of naval units being De-Activated in a port *may never exceed* the Activation Value of that port (**Exception:** see Case 5.54). For this purpose only, a Walloon invasion barge is considered to have a strength of **4.**

[5.54] If because of the loss of Friendly home ports to the Enemy Player a Player cannot comply with the restrictions outlined in Case 5.53, a Player may De-Activate naval units in excess of the Victory Point Value of a given port in that port. In this instance, the Player must distribute the excess naval units that are to be De-Activated as evenly as possible among those ports still in Friendly control.

[5.55] Dutch, Irish, Scottish, English Catholic, and French units of any sort may not be De-Activated.

[5.6] ACTIVATION TRACK
(see map)

[6.0] NAVAL MOVEMENT

GENERAL RULE:

During the Naval Movement Phase, a Player may utilize either normal or Coastal Movement (see Case 6.2). The Phasing Player may move as many or as few of his Activated Naval units as he desires. The Non-Phasing Player may move naval unis to intercept an Enemy unit if he succeeds in spotting that unit (see Case 6.5). Movement of Sail powered naval units may be affected by wind (see Case 6.1). There is no limit to the number of units that may end their Naval Movement in a hex.

PROCEDURE:

Before a Player moves a unit, or stack of units, he announces whether or not he will use Coastal Movement to move it this Game-Turn. If not, for all Sail-Powered units he must then announce the first hex into which he will move that unit or stack, and determine whether this proposed movement would be "with" or "against" the *Prevailing Wind* (see Case 6.1). The Player selects the appropriate column on the Wind Effects Table, rolls the dice, and determines the number of steps a stack of naval units must lose and/or the number of Movement Points that are deducted from the Movement Allowance of those units the Phasing Player had announced would move. *These results are applied against these units whether the Phasing Player moves them or not.* He then completes his movement of that unit.

Whenever a Player moves a naval unit within 2 hexes of an Active Enemy naval unit, the Non-Phasing Player has the option of attempting to intercept such naval unit. The non-Phasing Player rolls a die; a die roll of **3** through **6** indicates that the moving unit is *Spotted.* If the Phasing Player's unit is not Spotted, he may continue its movement. Spotted naval units may not be moved further in that Movement Phase. The Non-Phasing Player must consult the Wind Effects Table (6.7) prior to executing any interceptions.

[6.1] WIND EFFECTS ON NAVAL MOVEMENT

Sail-Powered naval units can be moving either with or against the Prevailing Wind. The Phasing Player determines a unit's relationship to the wind by comparing the direction he wishes to move that unit (through the first hex to which it is moved) to the *Wind Key* in the Sea Zone that hex is in. Oar-Powered naval units are *never* affected by wind. Naval units utilizing Coastal Movement (see Case 6.2) are *never* affected by wind.

[6.11] If a naval unit moves with the prevailing wind through its first hex of movement and subsequently changes its course as it continues its movement, such that its heading is *against* the Prevailing Wind, the owning Player *must* check the Wind Effects Table *before* the unit can be moved from that hex where the course changes.

[6.12] *Under no circumstances* is a Player compelled to ever consult the Wind Effects Table *more than twice* during the same Movement Phase for the same unit or stack of units.

[6.13] Naval units being moved in the Mediterranean Sea Zone are *never* affected by wind.

[6.14] Should a naval unit remain in an all-sea hex during the Phasing Player's Naval Movement Phase without being moved, that Player must still consult the Wind Effects Table. In such case, he consults the table considering the unit as moving *with* the Prevailing Wind.

[6.15] The Non-Phasing Player must always consult the Wind Effects Table and apply any results before moving any units to intercept (see Case 6.5).

[6.2] COASTAL MOVEMENT

Any naval unit or stack of naval units may be moved by Coastal Movement. A unit utilizing Coastal Movement must start the Movement Phase in a coastal hex and must move only into coastal hexes. It *cannot* move through an all-sea hexside.

[6.21] Units using Coastal Movement are not subject to Wind Effects. *Under no circumstances may any unit being moved by Coastal Movement move through an all-sea hexside.*

[6.22] The Movement Allowance of all units moved by Coastal Movement is haled, rounded down.

[6.23] The Non-Phasing Player *cannot* intercept units being moved by Coastal Movement. Intercepting units may *never* use Coastal Movement.

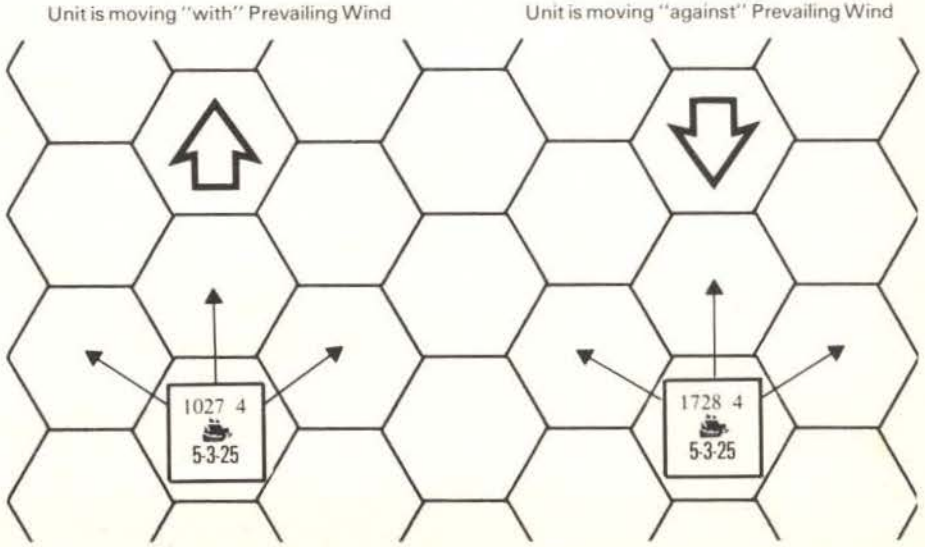
[6.24] Coastal Movement must end when a unit using Coastal Movement moves adjacent to an Enemy naval unit.

[6.3] NAVAL TRANSPORT

The *Transport Capacity* of each naval unit is printed on the counter. A naval unit can be used to transport one Infantry Strength Point for every available Transport Capacity Point. Leaders may be carried on any naval unit "for free."

[6.31] Only land and leader units stacked with naval units in a port at the beginning of the Phasing Player's Naval Movement Phase may be embarked on the transporting units that Phase. There is no movement cost for embarkation.

[6.32] Land units may be debarked on any coastal hex not occupied by Enemy land units. There is no cost to the transporting unit to debark units, and the naval units may continue their movement.



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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.

[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

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.

[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

[continued from page R4]

[6.33] The transport capacity of a naval unit may *never be exceeded.* In the event of a violation of a naval unit's Transport Capacity, the land combat units being transported must suffer sufficient step losses to meet the reduced Naval Transport Capacity.

[6.4] RESTRICTIONS ON NAVAL MOVEMENT

[6.41] Naval units may not move into a hex containing Enemy naval units, but may be moved into and/or even end a Movement Phase in a coastal hex containing Enemy land units (**Exception:** see Case 10.15).

[6.42] Oared naval units may *never* move farther than two hexes from a coastal hex.

[6.5] NAVAL INTERCEPTION

Whenever a naval unit moves within 2 hexes of an Enemy naval unit, the Non-Phasing Player has the option of attempting to spot the moving units. The Non-Phasing Player rolls a die: a die roll of 3 through 6 indicates that the moving units may be intercepted. Units that are intercepted may not be moved any further that Movement Phase. Whenever the Non-Phasing Player spots an Enemy naval unit he must move all Friendly naval units that are within 2 hexes of the intercepted unit into a single hex adjacent to the intercepted unit.

[6.51] Non-Phasing Player's units moved adjacent to the intercepted units must attack these units during the Phasing Player's Naval Combat Phase. In this instance, the Non-Phasing Player's intercepting units are considered to be the attackers.

[6.52] A Player may have each Friendly unit and stack attempt only one interception during Player's normal Movement Phase. The Non-Phasing Player may attempt as many interceptions as he has stacks of units within the two hex radius of Enemy Naval Units.

[6.6] SEVILLE

Seville is an inland deep-water port. Naval units may pass through hex 1339 and enter Seville. A naval unit may not pass through hex 1339 when this hex is occupied by an Enemy combat unit.

[6.7] DUTCH NAVAL UNITS

Dutch naval units may never be moved further than 4 hexes from Brill.

[6.8] WIND EFFECTS TABLE
(see separate sheet)

[6.9] TERRAIN EFFECTS CHART
(see separate sheet)

[7.0] NAVAL COMBAT

GENERAL RULE:

Naval combat occurs during each Player's Naval Combat Phase between adjacent opposing units at the Phasing Player's discretion. (**Exception:** Case 6.5). In a naval combat, the defender may only be attacked from a single hex. The Phasing Player is considered the attacker, the Non-Phasing Player is the defender, regardless of the overall strategic position (**Exception:** see Case 6.51). If the defending force is a stack of units, the attacking Player *may not* inspect the defender's stack prior to announcing his decision to attack. All defending units in a hex must participate in any attack against that hex. Deep Draft naval units must have munitions (see Case 13.3) in order to participate in an attack. Combat continues either until the attacker elects to cease attacking or until the defender succeeds in disengaging (see Case 7.4).

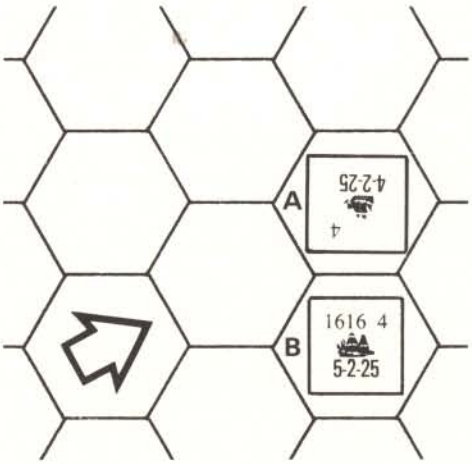
PROCEDURE:

After the attacking Player indicates which of his units are involved in a particular naval combat, each Player determines the strength of those of his units involved, taking care to include any applicable bonuses. The defender's Total Combat Strength is subtracted from the attacker's Total Combat Strength. The Phasing Player rolls the die and cross-references the die roll with the appropriate column on the Combat Results Table. The results are applied *immediately,* each Player choosing which of his naval units will take step losses, if necessary. Each Player then moves his fleet counter one step lower on the Fleet Munitions Track. The defending Player now has the option to attempt *Disengagement.* He rolls one die and on a roll of **6 (Exceptions:** 7.42 and 7.43), successfully disengages and the combat ends. Otherwise, the attacking Player has the option of attacking as many times during a Naval Combat Phase as he desires, provided he has munitions remaining.

CASES:

[7.1] NAVAL COMBAT BONUSES

[7.11] A fleet attacking with the Prevailing Wind adds **1** to the combat strength of each Sailing naval unit in the combat: Galleys, Galleasses, and Invasion Barges *never* receive a Wind Bonus.



If moving, unit B would move "with" the Prevailing Wind, thus receiving the Wind Bonus during combat.

[7.12] It is possible in certain positions on the map that both stacks of units are eligible for a Wind Bonus. In such cases, neither Player receives a Wind Bonus.

[7.13] Sea leaders add their bonuses to combat strength of the Friendly naval units with which they are stacked (**Exception:** 14.13).

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

[7.3] LIMITATIONS ON NAVAL COMBAT

[7.31] Shallow-Draft naval units may not partake in combat when in the same hex as Friendly Deep-Draft naval units.

[7.32] When Deep-Draft and Shallow-Draft naval units are stacked together in a non-coastal hex while involved in combat, the owning Player must take all his losses in Deep-Water naval units first.

[7.33] Deep-Draft naval units *cannot* attack adjacent Shallow-Draft naval units in a shallow sea hex.

[7.34] Land units in coastal hexes may *never* attack nor be attacked by naval units. Naval units in the same coastal hex as a land unit may participate in a naval combat, ignoring the presence of land units.

[7.35] A naval unit can *never* attack through an impassible sea hexside.

[7.4] DISENGAGEMENT

[7.41] A fleet that has successfully disengaged from an Enemy fleet cannot be intercepted by that fleet during its next Movement Phase. It may, however, be intercepted by any other Enemy fleet.

[7.42] A stack of naval units, composed exclusively of Shallow-Draft naval units, may be successfully Disengaged with a die roll of **4** through **6**.

[7.43] Spanish Deep-Draft naval units may be successfully Disengaged with a die roll of **5** or **6.**

[7.44] English Deep-Draft naval units may successfully Disengage with a die roll of **4** through **6.**

[7.5] NAVAL COMBAT AND PORTS

[7.51] Ports have no intrinsic defense strength. A Player may occupy an Enemy port by moving one of his naval units into that port during his Naval Movement Phase. Any Enemy naval units on a Slot of the Activation Track are eliminated if a Phasing Player's unit ends its movement in that port, regardless of whether or not he is considered to occupy that port (see Case 7.55). All destroyed naval units are removed from the Activation Track and placed aside.

[7.52] Activated naval units in a fortress port have their Combat Strength *doubled;* Activated naval units in a non-fortress port have their Combat Strength *halved.*

[7.54] Land units *never* participate in a naval combat.

[7.55] Naval units are never considered to have occupied a port or fortress occupied by Enemy land units.

[7.56] Activated naval units in a fortress port may decline combat by accepting *Siege* (see Section 10.0). Naval units in a non-fortress port *cannot* undergo Siege.

[8.0] LAND MOVEMENT

GENERAL RULE:

During his Land Movement Phase, a Player may move as many or as few of his Active, Unbesieged land units as he desires. A unit may be moved in any direction or combination of directions. A unit may only be moved up to the limit of its Movement Point Allowance. Movement Allowance Points *cannot* be accumulated from turn to turn, or transferred to another unit. There is no limit to the number of land units that may end their land movement in a hex.

PROCEDURE:

Each unit or stack of units is moved individually, its path of movement traced hex by hex on the map. When the Phasing Player has completed movement of as many of his land units as he desires, play proceeds to that Player's Land Combat Phase.

CASES:

[8.1] LAND MOVEMENT RESTRICTIONS

[8.11] Land units may never be moved into an Enemy-occupied hex unless the Enemy units are under Siege (see Section 10.0).

[8.12] Besieged units *cannot* be moved.

[8.13] All movement of land units is subject to those restrictions listed on the Terrain Effects Chart (see Case 6.9).

[8.14] Dutch land units may not move or attack

out of either the Protestant or Catholic Netherlands.

[8.15] Only German units may be moved into hexes within the German States. German units *cannot* attack or move into the Protestant Netherlands from any hex in the German states.

[8.16] No unit may move into any Swiss Confederation hex.

[8.17] French units can *never* move from or attack out of France. Irish units cannot be moved out of Ireland.

[8.18] English units cannot be moved into Scotland until the appearance of Scots Catholic units in the Highlands.

[8.2] THE SPANISH ROAD

Units moved to hex 3225 or Activated in the "3225" Slot on the Activation Track may assume normal land movement through Savoy, Lorraine, and Franche Comte, into the Catholic Netherlands.

[9.0] LAND COMBAT

GENERAL RULE:

Land combat occurs during a Land Combat Phase between adjacent units at the Phasing Player's discretion (**Exception:** Sieges, 10.0). The Phasing Player is the attacker, the Non-Phasing Player the defender, regardless of the overall strategic situation. In land combat, the defender may only be attacked from a single hex. If the defending force is a stack of units, the attacking Player *cannot* inspect the defender's stack prior to announcing his decision to attack. A unit may participate in only one combat per Land Combat Phase. Victorious units may be advanced after combat; defeated units may be required to retreat.

PROCEDURE:

The attacker totals the Combat Strength of all the units attacking a given hex and compares the total to the Combat Strength of those units defending the hex. This comparison is expressed as a ratio between attacking and defending Strength Points, and is simplified by rounding it down to one of the Odds Ratios found on the Land Combat Results Table. **Example:** If thirteen Strength Points were attacking four, the Combat Odds Ratio would be 3.25 to 1. This is rounded off (always in the favor of the defender) to three to one. Having determined the actual combat odds, the attacker rolls a die. The result is cross-referenced with the Combat Odds on the Combat Results Table (9.3), their intersection yielding the combat result. Separate combats are resolved in any order the attacker desires.

[9.1] RESTRICTIONS ON LAND COMBAT

[9.11] Only Activated land units may participate in land combat.

[9.12] Any land unit that is on the Activation Track is destroyed if its corresponding hex is occupied by an Enemy land unit at the end of any Land Movement Phase.

[9.13] Defending units in a fortress hex are doubled.

[9.14] Land units may *never* attack through an impassable land hexside.

[9.2] RETREATING AND ADVANCING AS A RESULT OF COMBAT

[9.21] When a combat result dictates a unit's retreat, the owning Player must *immediately* move all units in that stack. The owning Player decides into which hex the units will be retreated.

[9.22] A unit *cannot* retreat into a prohibited hex, through an impassable hexside, or into a hex occupied by Enemy land units. If there is no hex a unit can retreat into, that unit is *eliminated.*

[9.23] Whenever a hex is vacated due to combat, one or more of the victorious units may be advanced into the first vacated hex. A Player is never forced to advance a unit, but if he does the units must be advanced immediately, prior to any other combat resolution.

[9.3] LAND COMBAT RESULTS TABLE

(see separate sheet)

[10.0] SIEGES

GENERAL RULE:

During any Land Combat Phase, the defending Player can refuse combat for a single Game-Turn. Whenever a Player elects this option, his defending unit is considered *Besieged.* A naval unit in a fortress hex may undergo Siege when attacked by a naval unit. A Player may Besiege a unit in any land or coastal hex. A unit at the beginning of the Combat Phase under Siege *cannot* refuse combat (see Case 10.3).

PROCEDURE:

The defending Player announces his decision to undergo Siege before the Attacking player is informed of the strength of the defending units. All units that were to attack the unit that has accepted Siege are placed in the same hex as that unit.

CASES:

[10.1] DURATION OF SIEGES

[10.11] Enemy units still under Siege at the end of the Friendly Land Combat Phase two Game-Turns after accepting Siege are *automatically* eliminated (**Exception:** see Cases 10.12 and 10.13). For example, a Spanish unit Besieged by the English in Game-Turn two is eliminated (if not relieved) at the end of the English Combat Phase of Game-Turn four.

[10.12] Units under Siege in a fortress hex at the end of the Friendly Land Combat Phase six Game-Turns after accepting Siege are *automatically* eliminated (**Exception:** see Case 10.13).

[10.13] Units under Siege in a port hex or fortress port hex may undergo Siege indefinitely. (**Exception:** see Case 10.15).

[10.14] Units in a fortress hex Besieged *exclusively* by naval units can endure a Siege indefinitely (see Case 7.56).

[10.15] The Besieging Player may bring naval units into a fortress port, or port hex despite the presence of Enemy naval units. The Besieged units are eliminated at the end of the Friendly Land Combat Phase six Game-Turns after the Besieging naval unit came into the hex.

[10.16] Winter Game-Turns count as five complete Game-Turns for the purpose of determining the duration of a Siege.

[10.2] FORTRESSES AND SIEGES

[10.21] Naval units in a fortress hex under Siege are also Besieged.

[10.22] A naval unit in a fortress hex under Siege may be moved from the fortress, except when Enemy naval units are also present in the Besieged hex (see Case 10.15).

[10.3] SIEGES AND COMBAT

Land units under Siege in a clear or port hex are doubled when attacked (see Case 7.52); units in a fortress are tripled. Whenever units under siege attack, their combat strength is halved.

[10.31] A Player may attempt to relieve Friendly Besieged units by moving additional units into that hex. These units are not under Siege.

[10.32] When attempting to relieve, the Combat Strength Points of the relieving units and Besieged units (their Combat Strength Points are still halved) may be combined.

[10.33] A Player cannot have Besieging units refuse combat by undergoing Siege.

[11.0] FINANCES

GENERAL RULE:

Spain and England each have a treasury containing all the funds available to that country. Funds are measured in Ducats. Players expend (subtract) Ducats to construct/repair naval units, maintain Activated naval and land units, and purchase victuals and/or munitions. Players add Ducats to their treasury when they receive their annual income. A Player who runs out of money, and is thus unable to cover maintenance costs or any other required expenditures (see Case 16.13) faces stiff penalties.

PROCEDURE:

Players receive income twice during *Armada.* Both Players receive income at the start of the game prior to the commencement of play, and during the Financial Phase of the Joint Administrative Inter-Phase in Game-Turn 9. Players determine their annual income by consulting their respective column on the Income Table and rolling a die.

During the Activation Inter-Phase Players expend Ducats to initiate the construction and/or repair of naval units (see Section 5.0). During the Maintenance Phase of the Joint Administrative Inter-Phase, the English Player must pay to maintain all Activated English units, and the Spanish Player must pay to maintain all Spanish units. All naval units not in a port hex must be victualled either by the consumption of Victual Points or the expenditure of the appropriate amount of Ducats (see Case 13.13). During the Acquisition Phase of the Joint Administrative Inter-Phase Players may purchase munitions and/or victuals (see Section 13.0). When a Player receives income or expends Ducats he adjusts the markers on the Treasury Track accordingly.

CASES:

[11.1] SPECIAL INCOME ADJUSTMENTS: Spanish Treasure Fleet and Spanish Invasion of England

The Spanish Player secretly writes which month the Spanish Treasure naval unit will enter play. It enters on the west map-edge, *only* between June and August 1587, during the Joint Activation Inter-Phase.

[11.11] If the Spanish treasure fleet of 1587 is destroyed, the Spanish Player must subtract 800 Ducats from the income received in Game-Turn 9. Upon destroying the Spanish treasure fleet of either 1587 or 1588, the English Player *immediately* adds 500 Ducats to his current Treasury Level.

[11.12] Upon landing 5 Combat Strength Points of land units in England, the Spanish Player *immediately* receives 200 ducats from the Pope.

[11.2] MAINTENANCE AND PURCHASE COSTS

Naval maintenance costs are printed on each naval unit counter. Maintenance costs for land units must be individually computed. All purchase costs are listed in the Purchase Chart (11.6).

[11.21] Infantry units are maintained at a cost of 2 Ducats per Combat Strength Point each Game-Turn. There is no cost for Activating land units.

[11.22] A Player must pay maintenance costs for every Active unit he has at the beginning of the Financial Phase (**Exception:** see Case 11.24).

[11.23] A Player *does not* pay maintenance costs for any unit in the Activation Track.

[11.24] The English Player does not pay maintenance costs for any Dutch, Loyal Irish, Scots Protestant or Huguenot units. The Spanish Player does not pay maintenance costs for Irish Rebel, Scots Catholic, English Catholic, or French Catholic units.

[11.3] FINANCIAL PENALTIES

If either Player is ever unable to meet maintenance or any other necessary costs, he must *immediately* De-Activate any Friendly naval units in any home port, De-Activate ⅓ of all Friendly land units in his home country, and lose 20 Victory Points. These penalties apply for each Game-Turn that he is unable to meet mandatory costs. **Note:** Dutch, Irish, French and Scottish units are never forced to be De-Activated.

[11.4] INCOME TABLE
(see separate sheet)

[11.5] TREASURY TRACK
(see map)

[11.6] PURCHASE CHART
(see separate sheet)

[12.0] FLEETS AND ARMADAS

GENERAL RULE:

Whenever a Player has more than one naval unit in a hex, he may choose to replace that stack of units with a single informational counter.

PROCEDURE:

The owning Player removes the chosen stack of units from the map, placing the units in one of the numbered boxes on either the Spanish Armadas Holding Box, or the English Fleet's Holding Box (see Case 12.13 and 12.14). The corresponding fleet or armada chit is taken from the counter-mix and placed in the hex from which the units were taken.

CASES:

[12.1] FORMATION OF FLEETS AND ARMADAS

[12.13] Naval units in the same hex may be replaced with a fleet or armada counter at any time during the owning Player's Naval Movement Phase at no movement cost, as long as those units possess the same number of victual and munition points.

[12.14] Fleets or armadas may be combined or their constituent units re-arranged as long as they are in the same hex, and if all units involved possess the same number of victual points and munition points.

[12.2] RESTRICTIONS ON INDIVIDUAL UNIT AND STACK NAVAL MOVEMENT

With the exception of privateering, both the English and Spanish navies operated in larger formations.

[12.21] A Player may *never* have units in more than six all-sea hexes at any time.

[12.22] A Player wishing to move more than six naval units into all-sea hexes may only do so by grouping these units into fleets or armadas.

[12.23] A Player may always move any number of individual units or stacks of units in coastal hexes.

[12.3] SPANISH ARMADAS HOLDING BOX (see map)

[12.4] ENGLISH FLEETS HOLDING BOX (see map)

[13.0] VICTUALS AND MUNITIONS

GENERAL RULE:

Every Game-Turn during the Maintenance Phase, each naval unit not in a port hex must be victualled (rationed), or suffer a step loss. Every time a naval unit engages in Naval Combat, one munition point must be expended (**Exception:** see Case 13.31).



PROCEDURE:

As a naval unit purchases either victual or munition points, corresponding Fleet or Armada markers are placed on the Victual Track and the Munitions Track to record those amounts possessed (see Cases 13.13 and 13.14). The markers on both tracks are adjusted as additional munitions and victuals are acquired or expended.

CASES:

[13.1] PURCHASE OF VICTUALS AND MUNITIONS

[13.11] Munition points may be purchased for a naval unit during any Acquisition Phase if the unit is in a home port hex (**Exception:** see Case 13.12).

[13.12] A Player cannot purchase victual or munitions points for naval units in a hex occupied by Enemy land units.

[13.13] Victual points may be purchased by a Player during any Acquisition Phase if the unit is in port (**Exception:** see Case 13.12).

[13.14] Neither munitions nor victuals may be purchased by a Player for a naval unit under Siege.

[13.15] Any individual naval unit (or stack of naval units) for which victuals or munitions points are purchased, must immediately be replaced on the game map by a fleet or armada counter, so that the Victuals and/or Munitions Tracks may be used to record their victual and/or munitions levels.

[13.16] If no armada or fleet counter is available to replace a naval unit (or stack of naval units), victuals and munitions *cannot* be purchased for it.

[13.2] VICTUALING NAVAL UNITS

[13.21] Shallow-Draft naval units are always victualed by the expenditure of Ducats (see Purchase Chart 11.6) **Note:** Such units may never be represented by an armada or fleet counter.

[13.22] A Deep-Draft naval unit in a coastal hex may be victualled by the expenditure of Ducats rather than Victual Points, at the owning Player's option.

[13.23] A Deep-Draft naval unit in an all-sea hex must be victualed by the consumption of Victual Points. One Victual Point supplies one fleet or armada for a Game-Turn.

[13.24] A naval unit suffers one step loss for every Game-Turn that it is unable to be victualed.

[13.25] Naval units in a port never have to be victualled, as everyone is ashore carousing.

[13.3] MUNITIONS AND COMBAT

Every time a fleet or armada is engaged in Naval Combat, one Munition Point must be expended (**Exception:** see Case 13.31). The appropriate fleet or armada marker is adjusted on the Munitions Track to reflect the expenditure.

[13.31] Whenever, during the resolution of normal combat, the attacker's *net* Combat Strength (*exclusive* of Leader and Wind Bonuses) *minus* the defender's *net* Combat Strength is less than **"minus 30"**, the defender does not expend a Munition Point for combat.

[13.32] Shallow-Draft naval units always possess munition suplies; they never run out.

[13.33] A Deep-Draft naval unit possessing no munitions defends at half strength and cannot attack.

[13.4] VICTUALS TRACK
(see map)

[13.5] MUNITIONS TRACK
(see map)

[14.0] 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 (or Leaders) 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:

[14.1] RESTRICTIONS ON LEADERS

[14.11] 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.

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

[14.13] If a fleet involved in a naval combat has more than one naval Leader in that hex, only one naval Leader's Combat Bonus may be added to the Combat Strength of the naval combat units (**Exception:** see Case 14.14).

[14.14] 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.

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

[14.16] 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.

[14.17] A land Leader involved in combat where all Friendly land combat units are eliminated is immediately moved directly to either the nearest Friendly Unbesieged fortress or the nearest 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.

[14.18] 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.

[14.2] SANTA CRUZ

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

[15.0] WINTER GAME-TURNS

GENERAL RULE:

Both Players face a variety of movement penalties and increased maintenance costs during Winter Game-Turns 1 and 9.

CASES:

[15.1] WINTER LAND MOVEMENT

All land units (excluding Leaders) moved during the Land Movement Phase of a Winter Game-Turn are subject to attrition. The owning Player, upon the completion of each unit's movement, rolls a die to determine whether that unit is affected by attrition. A die roll of **1** through **4** results in no effect; a die roll of **5** or **6** results in the elimination of that unit.

[15.2] WINTER NAVAL MOVEMENT

No naval unit may leave a port during the Naval Movement Phase of a Winter Game-Turn.

[15.3] ADDITIONAL WINTER GAME-TURN RULES

[15.31] No naval units may be constructed during a Winter Game-Turn.

[15.32] Both Players pay *five times* the normal maintenance and victualling costs during a Winter Game-Turn.

[16.0] POLITICAL EVENTS

[16.1] VIOLATION OF FRENCH NEUTRALITY

French Huguenot and Catholic units can be moved only if French territory is Violated by either Spanish or English units. In such a case, the Spanish Player controls the French Catholic units, and the English Player controls the French Huguenot units.

[16.11] French neutrality is Violated when 1) a French unit is attacked, 2) an English or Spanish land unit is moved into a hex in France, or 3) an English or Spanish naval unit enters a French port hex.

[16.12] French units may be moved on the first Friendly Land Movement Phase following the Violation of France.

[16.13] The Violating Player must expend 100 Ducats, the Non-Violating Player 50, reflecting the cost of supporting the factions.

[16.2] IRELAND

[16.21] Upon debarking land units in Ireland for the first time, the Spanish Player consults the Irish Revolt Table (see Case 16.4). The Spanish Player may consult the Irish Revolt Table once per game.

[16.22] The Spanish Player must deploy Irish Rebel units in Ulster and Munster, distributing Combat Strength Points in each area as equally as possible.

[16.23] If any Irish Rebel units are raised, all Loyal Irish units are placed in Connaught and Leinster by the English Player at the beginning of the next English Land Movement Phase.

[16.24] The English Player must deploy loyal units in Leinster and Connaught such that the Combat Strength Points in each area is as equal as possible.

[16.3] SPANISH LANDING IN ENGLAND OR SCOTLAND

[16.31] Upon debarking units in England or Scotland for the first time, the Spanish Player consults both the English Catholic Revolt Table and the Scottish Intervention Table (see Cases 16.5 and 16.6). The Spanish Player may consult the English Catholic Revolt Table and the Scottish Intervention Table once per game.

[16.32] If any Scots Catholic units are raised, all Scots Protestant units may be deployed in any hex, not occupied by an Enemy unit, in the Scottish lowlands, during the next English Land Movement Phase.

[16.4] IRISH REVOLT TABLE
(see separate sheet)

[16.5] ENGLISH CATHOLIC REVOLT TABLE (see separate sheet)

[16.6] SCOTTISH INTERVENTION TABLE (see separate sheet)

[17.0] VICTORY CONDITIONS

GENERAL RULE:

Victory in ***Armada*** is measured in *Victory Points*. At the end of Game-Turn 16, each Player totals up the number of Victory Points received for the occupation of territorial objectives, elimination of Enemy naval units, and victory in the French civil wars. The Spanish Player subtracts the English Player's Victory Points from his own total to determine the Level of Victory.

[17.1] TERRITORIAL OBJECTIVES

Each Player receives Victory Points for each initially Enemy port or fortress which a unit of his now occupies or was the last to occupy. The value of these ports and fortresses is printed on the game-map. A Player does not receive Victory Points for ports or fortresses he controlled at the start of the game. At the start of the game, the English Player controls all ports and fortresses in England, Ireland, and the Protestant Netherlands. The Spanish Player controls all ports and fortresses in Spain and the Catholic Netherlands.

[17.2] VICTORY POINTS FOR THE ELIMINATION OF ENEMY UNITS

Each Player receives 1 Victory Point for the elimination of every three Enemy naval steps. A Player receives these Victory Points regardless of whether or not the naval units were destroyed as a result of Wind.

[17.3] VICTORY IN THE FRENCH CIVIL WAR

If at the end of the Game the English Player occupies any 6 fortresses, cities or ports in France, he is the winner of the French civil wars. For the Spanish Player to win, he must occupy 7 fortresses, cities, or ports in France. The winner of the French civil wars receives 15 Victory Points.

[17.4] LEVELS OF VICTORY

The Spanish Player subtracts the English Player's Victory Points from his own total. The following chart provides the Level of Victory.

+36 VP	Decisive Spanish Victory
+26 to **35** VP	Substantive Spanish Victory
+16 to **25** VP	Marginal Spanish Victory
0 to **15** VP	Draw
−1 to **−10** VP	Marginal English Victory
−11 to **−25** VP	Substantive English Victory
−26 or *less* VP	Decisive English Victory

PLAYER'S 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 main 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 alternate 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 Huguenot France the Spanish Player may be able to capitalize on the weakened English defences 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 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.

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ARMADA ERRATA
As of February 1979

COUNTERS

The Walloon (Spanish) Barge units (0-20-10's) should have the two dark stripes indicating they are Shallow-Draft oared units. *Note:* On some countersheets, these units have the appropriate stripes; on others, they are bereft of any stripes.

MAP

The Activation Values for Corunna and Santander should be 10 (ten) rather than the values printed on the map.

RULES

[3.1] *(addition)* Each city hex on the game-map contains two numbers, separated by a slash; the first number is the Victory Point Value (see Case 17.1) of the City, and the second is the Activation Value (see Case 5.32).

[3.2] *(addition)* Units with a single dark stripe across the lower portion of the unit counter are Shallow-Draft Sailing naval units; units with two dark stripes across the upper and lower portions of their counters are Shallow-Draft Oared naval units; and naval units without any dark stripes are Deep-Draft Sailing naval units.

[4.2] *(correction)* The Players receive their second year revenues at the end of the Joint Activation Inter-Phase of Game-Turn 9, *not* during the Acquisition Phase.

[5.29] *(clarification)* Normally units are activated in city hexes. However, units activated in the Protestant or Catholic Netherlands, or in Germany, may appear in any one of the hexes in the Protestant or Catholic Netherlands, or Germany, as listed in Cases 5.27 or 5.22, or 5.21 (respectively). Additionally, units can be activated in specific non-city hexes — see Case 5.21 and the Spanish Activation Tracks.

[5.32] *(correction)* The total number of the Naval Combat Strength Points on a city's Activation Track may not exceed the city's Activation Value (the second number in the city's hex). *Exception:* see Case 5.54. *Note:* The "Combat Strength" of a Walloon Invasion Barge is considered to be *4* for Activation and De-Activation purposes only.

[5.53] *(correction)* The first sentence should read: A Player may De-Activate naval units in any Friendly or currently Friendly-occupied Enemy port.

[7.31] *(clarification)* If Shallow-Draft naval units are in a hex containing Friendly Deep-Draft naval units, they do not lend their Combat Strength to the stack, *either* when attacking or defending. The Shallow-Draft naval units sum their Combat Strengths (and may take losses) only after all Deep-Draft naval units have been eliminated.

[7.0] PROCEDURE *(correction)* Seventh sentence should read: He rolls a die to determine whether he Disengages (see Case 7.4); if he successfully Disengages, the combat ends. ((Rest of rule as printed)).

[7.43] *(change)* A stack of Spanish naval units containing at least one Deep-Draft naval unit Disengages only on a roll of *5* or *6*.

[7.44] *(change)* Any stack of English naval units disengages on a roll of *4* through *6*.

[8.14] *(change)* Dutch land units may not move or attack out of the Netherlands; they may operate freely within the Protestant and Catholic Netherlands.

[8.15] *(clarification)* German units may, however, attack or move into the Protestant Netherlands from the Catholic Netherlands.

[8.16] *(change)* ((Delete the rule as written)). Scottish units (Protestant and Catholic) may only move and attack within Scotland and England.

[9.12] *(addition)* Land units on the Catholic or Protestant Netherlands Activation Track are destroyed only if all of the hexes listed in Cases 5.22 or 5.27 (respectively) are occupied by Enemy land units. Units on the Lorraine Activation Track are destroyed only if hex 2918 is occupied by Enemy units.

[10.23] *(addition)* Besieging naval units in a fortress port hex under siege do not have their Combat Strength doubled. Besieging naval units in a non-fortress port hex do not have their Combat Strength halved. This is an exception to Case 7.52.

[11.0] *(correction)* There is no Financial Phase. When the Financial Phase is mentioned, read "Joint Activation Phase".

[11.3] *(change)* Change "De-Activate ⅓ of all Friendly land units" to remove ⅓ of all Friendly land units from the game-map."

[12.0] *(correction)* All references to Cases 12.13 and 12.14 should be to Cases 12.11 and 12.12 — the sections are misnumbered.

[13.0] GENERAL RULE *(correction)* Replace the General Rule with: Naval units in ports need not be victualed. Naval units in non-port coastal hexes, and all Shallow-Draft naval units not in ports, must be victualed by the expenditure of Ducats — victualing such a naval unit costs twice the unit's Maintenance Value (in addition to the unit's regular Maintenance cost). Deep-Draft naval units in all-sea hexes (only) must be victualed by the expenditure of a Victual Point (see Case 13.22). The Victual Point must have been purchased on a previous Game-Turn. Each time a stack of naval units engages in a round of Naval Combat, the stack must expend a Munition Point (*exception:* see Case 13.31).

[13.2] *(change)* Delete Cases 13.21, 13.22, 13.23, and 13.25. Case 13.24 becomes Case 13.21, and add:

[13.22] *(addition)* If a Fleet/Armada containing Deep-Draft naval units in an all-sea hex must be Victualed, one Victual Point must be expended by the Fleet/Armada.

[14.12] *(clarification)* Levya may be used as a land Leader and as a naval Leader during a single Game-Turn.

[17.1] *(addition)* A Player is considered to have captured a city, port, or fortress if a Friendly land unit was the last land unit to enter or move through the hex even if currently Besieged. Naval units cannot capture territory; only land units may. Allied units (Scottish, English Catholic, Dutch, Irish, and so forth) *may* capture hexes.

Armada Counter Section Nr. 1 (200 pieces): Front

Quantity of Sections of this identical type: 1. Total quantity of Sections (all types) in game: 1.

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0935 4 10-3-28	1438 6 14-4-28	2 5-2-28	2 5-2-28	2 5-2-28	1339 4 5-3-25	1638 4 6-4-23	1728 4 5-3-25	1027 4 5-3-25	4 4-2-25
1339 4 4-2-25	1438 10 4-6-23	1438 6 6-0-32	2137 4 4-0-32	4 4-0-32	2233 4 4-0-32	2530 4 4-0-32	2137 1 1-0-21	2137 1 1-0-19	2137 4 5-0-19

SPANISH NAVAL

2530 4 5-0-19	2233 4 5-0-19	Treas 4 5-0-25	Wall 20 0-20-10	1728 Oquendo SEA (2)10	1438 *St. Cruz* ★ SEA (3)10	#1 Armada	#1 Armada Munitns	#1 Armada Victuals	#2 Armada
Wall 20 0-20-10	Wall 2 2-0-28	Wall 4 4-0-28	1638 Med.Sid. ★ SEA 0-10	1027 Recalde SEA (2)10	1339 Bertn SEA (2)10	#2 Armada Munitns	#2 Armada Victuals	#3 Armada	#3 Armada Munitns

#3 Armada Victuals	#4 Armada	#4 Armada Munitns	#4 Armada Victuals	#5 Armada	German 7-5	German 7-5	German 7-5	5-6	4-6
#5 Armada Munitns	#5 Armada Victuals	#6 Armada	#6 Armada Munitns	#6 Armada Victuals	2515 Walloon 6-5	Walloon 6-5	Walloon 6-5	2714 Italian 5-6	2613 5-6

SPANISH LAND

4-6	2530 3-7	3-6	Burgndn 3-5	2137 2-7	0935 2-7	1438 2-7	1733 2-7	2-6	0935 *Leyva* LND/SEA (3)10
2-6	German 2-5	2-5	1-5	1-5	4-6	4-6	2614 4-6	0935 2-6	2614 *Parma* LAND (4)10

Spanish Trsury ×1	Spanish Trsury ×10	English Catholic 2-5	English Catholic 2-5	English Catholic 2-5	English Catholic 1-5	English Catholic 1-5	2418 French Catholic 25-3	2217 French Catholic 6-5	2220 French Catholic 5-5
Spanish Trsury ×100	Spanish Trsury ×1000	Scottish Catholic 4-5	Scottish Catholic 2-5	Scottish Catholic 2-5	Scottish Catholic 1-5	Scottish Catholic 1-5	2922 French Catholic 5-5	2621 French Catholic 4-5	2418 *Guise* LAND (1)10

SPANISH ALLIES

2214 4 10-2-30	2214 4 9-2-30	2214 2 6-1-30	1616 4 5-2-25	2015 4 5-2-25	2112 2 3-1-25	2 5-2-25	1 1-0-32	1 1-0-32	1616 3 3-0-32
2114 6 7-3-25	2114 4 6-2-25	1814 4 5-2-25	1711 4 4-2-25	2313 4 6-2-25	2015 1 1-0-32	2313 4 4-0-32	1814 2 2-0-32	1711 2 2-0-32	2112 3 3-0-32

ENGLISH NAVAL

#1 Fleet	#1 Fleet Victuals	#2 Fleet Victuals	#2 Fleet Munitns	#3 Fleet	#3 Fleet Victuals	#3 Fleet Munitns	#4 Fleet	#4 Fleet Victuals	1616 *Drake* SEA (5)10
#1 Fleet Munitns	#2 Fleet	#4 Fleet Munitns	#5 Fleet	#5 Fleet Munitns	#5 Fleet Victuals	#6 Fleet	#6 Fleet Victuals	#6 Fleet Munitns	2214 *Howard* ★ SEA (1)10

2015 *Hawkins* SEA (4)10	2214 *Frobishr* SEA (3)10	30-4	20-4	2514 5-7	5-5	5-5	3-5	3-5	1-5
2214 *Seymore* SEA (1)1	1411 2-5	2612 1-5	1807 2-5	1-5	1-5	1-5	1-5	1-5	1-5

ENGLISH LAND

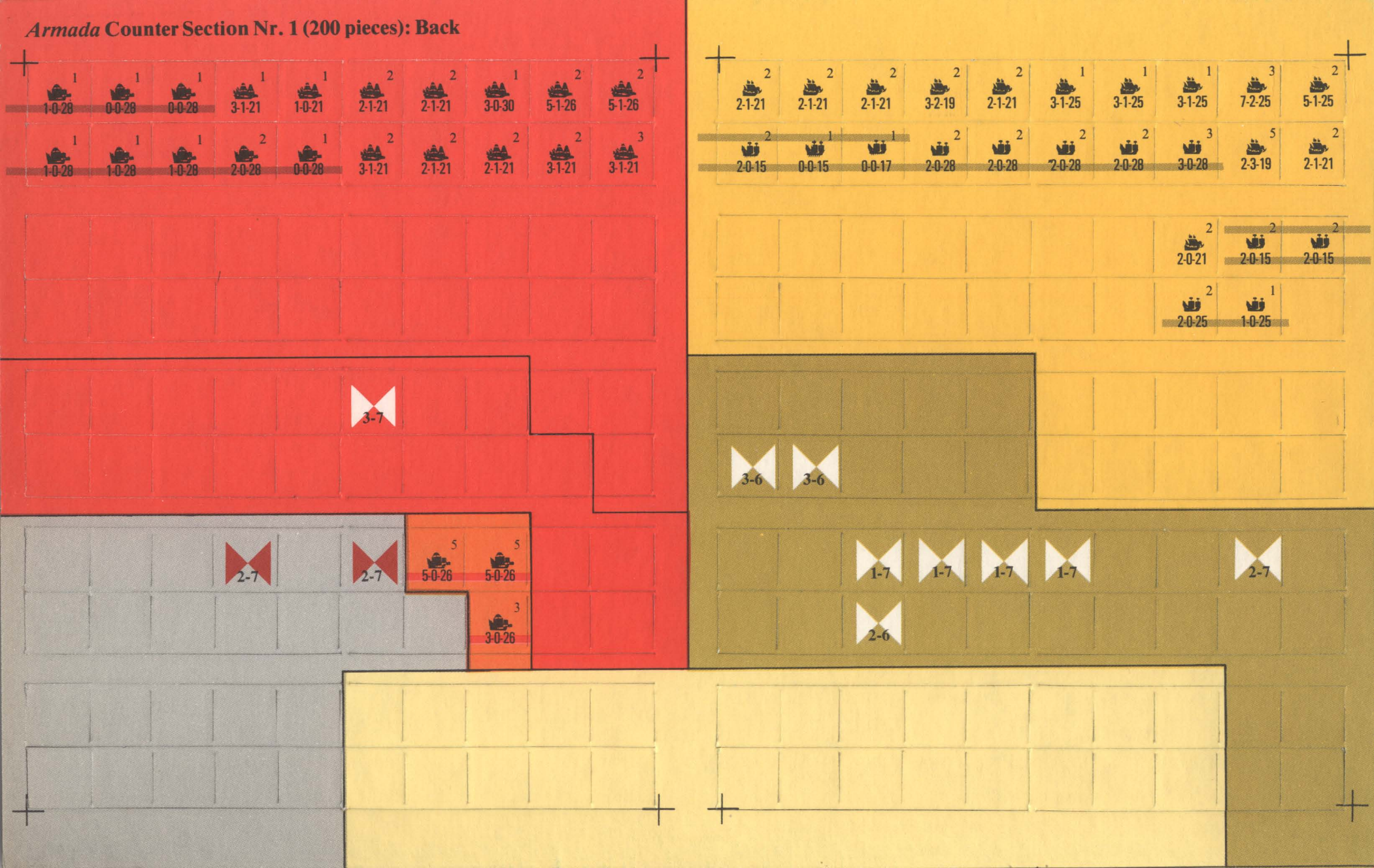
DUTCH

English Trsury ×1	English Trsury ×10	2612 10 10-0-30	2514 10 10-0-30	2713 Dutch 4-7	2414 Dutch 4-5	2612 Dutch 3-7	2025 *H. Navarre* LAND (3)10	2022 Hug'not 20-4	2025 Hug'not 20-4
English Trsury ×100	English Trsury ×1000	2414 6 6-0-30	2713 *Nassau* LAND (2)10	2514 Dutch 4-5	2813 Dutch 3-5	2812 Dutch 2-5	2222 Hug'not 3-5	2424 Hug'not 3-5	2626 Hug'not 2-5

ENGLISH ALLIES LAND

2718 French Catholic 3-5	2927 French Catholic 3-5	2315 French Catholic 3-5	Irish Rebels 1-4	Irish Rebels 1-4	1921 Hug'not 5-5	2426 Hug'not 4-5	Scottish Protestant 4-5	Scottish Protestant 2-5	Scottish Protestant 1-5
Irish Rebels 1-4	Irish Rebels 2-4	Irish Rebels 2-4	Irish Rebels 2-4	Irish Rebels 2-4	2224 Hug'not 2-5	Loyal Irish 2-4	Loyal Irish 1-4	Loyal Irish 1-4	Game-Turn

Armada Counter Section Nr. 1 (200 pieces): Back




MUNITIONS TRACK
0
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8
9
VICTUALS TRACK
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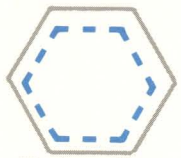
4
5
6
7
8
9
SPAIN
Madrid
35/–
Lisbon
20/10
Seville
20/24
Malaga
5/6
10/9
Cadiz
SPANISH TREASURY TRACK
0
1
2
3
4



ENGLISH FLEET HOLDING BOXES

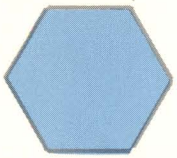
1st Fleet	2nd Fleet
3rd Fleet	4th Fleet
5th Fleet	6th Fleet

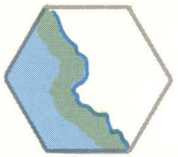
TERRAIN KEY

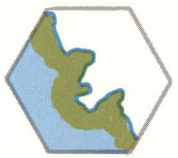

Fortress Hex



City Hex

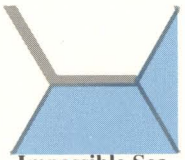

All-Sea Hex


Coastal Hex

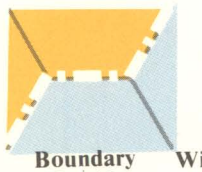

Shallow Coastal Hex


Port Hex


Impassible Land Hexside


Impassible Sea Hexside


Impassable Land/Sea Hexside


Boundary Hexside


Wind Direction Arrow/ Sea Area Boundary

Spain	Spanish Ally	Catholic
England	English Ally	Neutral



GAME-TURN RECORD TRACK

1	2	3	4	5	6	7	8
Winter 1586/87	*Apr 1587*	*May 1587*	*Jun 1587*	*Jul 1587*	*Aug 1587*	*Sep 1587*	*Oct 1587*

9	10	11	12	13	14	15	16
Winter 1587/88	*Apr 1588*	*May 1588*	*Jun 1588*	*Jul 1588*	*Aug 1588*	*Sep 1588*	*Oct 1588*

0
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ENGLISH TREASURY TRACK

ARMADA

THE WAR WITH SPAIN DEC. 1586–OCT. 1588

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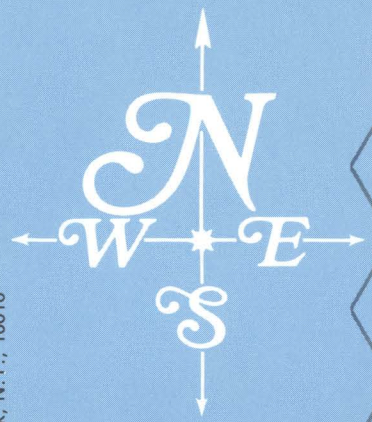




SPANISH ACTIVATION TRACKS

Santander	Corruna	Oporto	Lisbon	Seville	Cadiz	Malaga	Cartagena
1	1	1	1	1	1	1	1
2	2	2	2	2	2	2	2
3	3	3	3	3	3	3	3
4	4	4	4	4	4	4	4

Valencia	Barcelona	Antwerp
1	1	1
2	2	2
3	3	3
4	4	4

3225	Madrid	Catholic Netherlands
1	1	1

German States	Lorraine
1	1

1st Armada

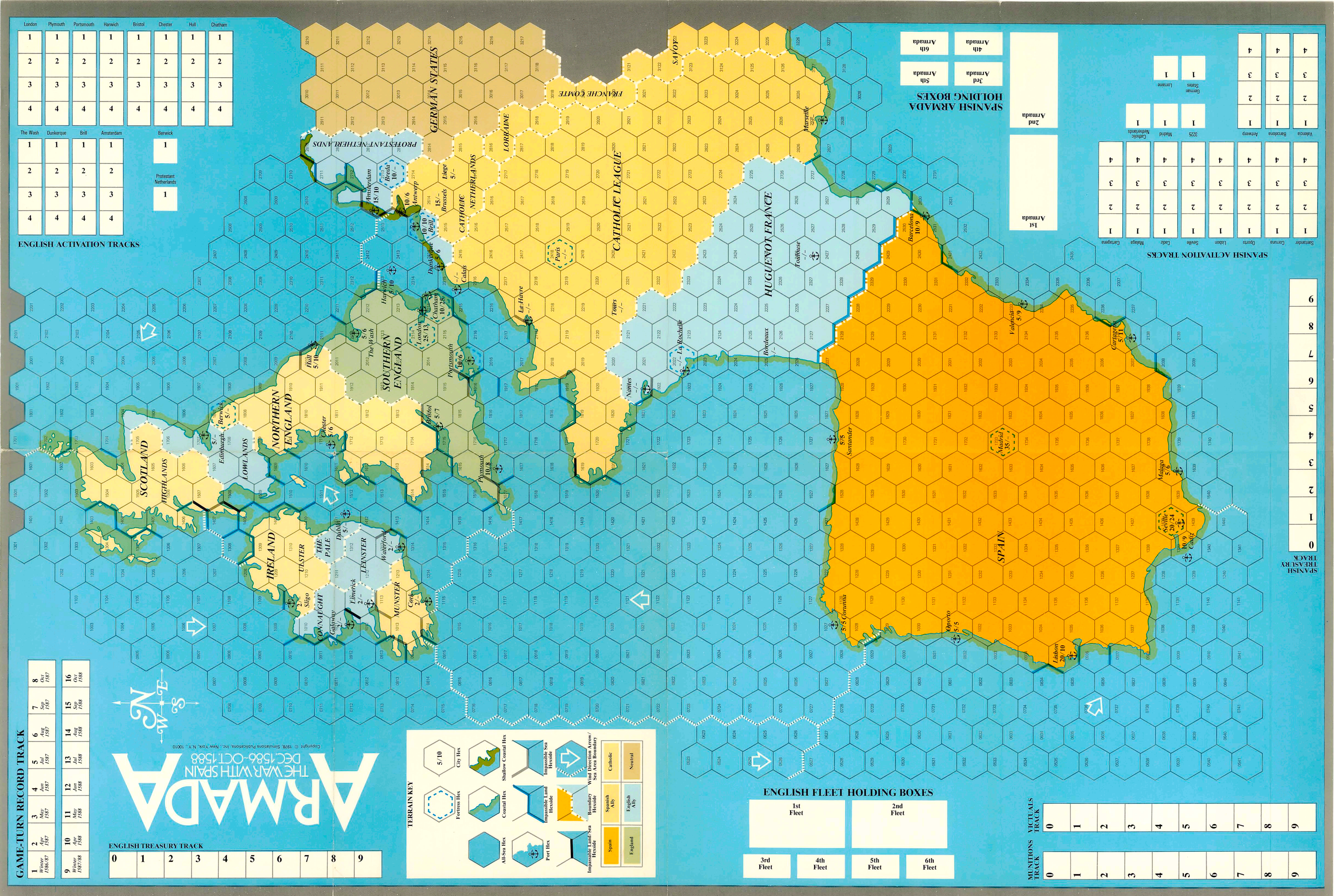
2nd Armada

SPA
HO


SAVOY
-/- La Rochelle
Bordeaux
-/-
HUGUENOT FRANCE
Toulouse
-/-
Marseille
-/-
5/5
Santander
Barcelona
10/9
Madrid
35/
SPANISH ARMADA
HOLDING BOXES
5th Armada
6th Armada
3rd Armada
4th Armada


5/6
The Wash
SOUTHERN ENGLAND
Harwich
5/10
Amsterdam
15/10
Breda
10/–
PROTESTANT NETHERLANDS
10/6
Antwerp
London
25/13
Chatham
10/25
10/10
Brill
Bristol
5/7
Dunkerque
5/6
15/–
Brussels
Liege
5/–
GERMAN STATES
Portsmouth
10/6
–/–
Calais
CATHOLIC NETHERLANDS
Plymouth
10/8
LORRAINE
Le Havre
–/–
Paris
–/–
FRANCHE COMTE
Tours
–/–
CATHOLIC LEAGUE
Nantes
–/–


London
Plymouth
Portsmouth
Harwich
Bristol
Chester
Hull
Chatham
1
2
3
4
The Wash
Dunkerque
Brill
Amsterdam
Berwick
Protestant Netherlands
ENGLISH ACTIVATION TRACKS
Hull 5/10
Berwick 5/–
Edinburgh 5/–
Chester 5/6
NORTHERN ENGLAND
LOWLANDS
HERLANDS



ARMADA
THE WAR WITH SPAIN
DEC.1586-OCT.1588
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ENGLISH ACTIVATION TRACKS
London 1 2 3 4
Plymouth 1 2 3 4
Portsmouth 1 2 3 4
Harwich 1 2 3 4
Bristol 1 2 3 4
Chester 1 2 3 4
Hull 1 2 3 4
Chatham 1 2 3 4
The Wash 1 2 3 4
Dunkerque 1 2 3 4
Brill 1 2 3 4
Amsterdam 1 2 3 4
Berwick 1
Protestant Netherlands 1
SPANISH ARMADA HOLDING BOXES
1st Armada
2nd Armada
3rd Armada
4th Armada
5th Armada
6th Armada
SPANISH ACTIVATION TRACKS
Santander 1 2 3 4
Corunna 1 2 3 4
Oporto 1 2 3 4
Lisbon 1 2 3 4
Seville 1 2 3 4
Cadiz 1 2 3 4
Malaga 1 2 3 4
Cartagena 1 2 3 4
Valencia 1 2 3 4
Barcelona 1 2 3 4
Antwerp 1 2 3 4
Madrid 1 2 3 4
Catholic Netherlands 1
German States 1
Lorraine 1
SPANISH TREASURY TRACK
0 1 2 3 4 5 6 7 8 9
GAME-TURN RECORD TRACK
1 Winter 1586/87
2 Apr 1587
3 May 1587
4 Jun 1587
5 Jul 1587
6 Aug 1587
7 Sep 1587
8 Oct 1587
9 Winter 1587/88
10 Apr 1588
11 May 1588
12 Jun 1588
13 Jul 1588
14 Aug 1588
15 Sep 1588
16 Oct 1588
ENGLISH TREASURY TRACK
0 1 2 3 4 5 6 7 8 9
TERRAIN KEY
5/10 City Hex
Fortress Hex
Shallow Coastal Hex
Coastal Hex
Impassible Sea Hexside
Impassible Land Hexside
Wind Direction Arrow/ Sea Area Boundary
All-Sea Hex
Port Hex
Boundary Hexside
Impassable Land/Sea Hexside
Spain
Spanish Ally
Catholic
England
English Ally
Neutral
ENGLISH FLEET HOLDING BOXES
1st Fleet
2nd Fleet
3rd Fleet
4th Fleet
5th Fleet
6th Fleet
VICTUALS TRACK
0 1 2 3 4 5 6 7 8 9
MUNITIONS TRACK
0 1 2 3 4 5 6 7 8 9
SCOTLAND
HIGHLANDS
LOWLANDS
NORTHERN ENGLAND
SOUTHERN ENGLAND
IRELAND
ULSTER
THE PALE
LEINSTER
MUNSTER
CONNAUGHT
GERMAN STATES
PROTESTANT NETHERLANDS
CATHOLIC NETHERLANDS
LORRAINE
FRANCHE COMTE
SAVOY
CATHOLIC LEAGUE
HUGUENOT FRANCE
SPAIN
Amsterdam 15/10
Breda 10/-
Antwerp 10/6
Brill 10/10
Liege 5/-
Brussels 15/-
Dunkerque 5/6
Calais -/-
Harwich 5/10
Chatham 10/25
London 25/13
Portsmouth 10/6
Hull 5/10
The Wash 5/6
Chester 5/6
Bristol 5/7
Plymouth 10/8
Berwick 5/-
Edinburgh 5/-
Sligo 2/-
Galaway 2/-
Limerick 2/-
Cork 2/-
Waterford 2/-
Dublin 5/-
Paris -/-
Le Havre -/-
Tours -/-
Nantes -/-
La Rochelle -/-
Bordeaux -/-
Toulouse -/-
Marseille -/-
Barcelona 10/9
Valencia 5/9
Cartagena 5/11
Madrid 35/-
Santander 5/5
Malaga 5/6
Seville 20/24
Cadiz 10/9
Lisbon 20/10
Oporto 5/5
Corunna 5/5