THE INVINCIBLE ARMADA 1588 AD

HOW THIS BOOK IS ORGANIZED

This rulebook is structured to introduce concepts following the game's sequence of play. They are written in a format known as the Case System. This approach divides the rules into Modules, each dealing with an important aspect of play. Modules are numbered sequentially and possess a title. Each Module is divided into Sections, dealing with major sub-topics within the Module. These are also numbered sequentially. Finally, the majority of each Section consists of Cases: the specific, detailed rules that govern play. Their sequential numbering follows a logical progression based upon the Module and Section of which the Cases are a part. Look to these numbers to determine where a Case is located in the rules.

3.1.4

The fourth Case of the first Section of the third Module of the rules.

LEARNING TO PLAY THE GAME

Begin by familiarizing yourself with all of the components listed for this game. Then skim through the charts and rules, reading all the titles of the Modules and Sections. Set up a game scenario or portion of a scenario (after reading the applicable Module) and play a trial game against yourself. Try referring to the rules only when you have a question and remember the numbering system we employ makes it easy to look up rules. While a trial game may take you an hour or two, it is the quickest and most pleasant way to learn (short of having an experienced friend teach you). We don't recommend attempting to learn the rules word-for-word. We've written these rules to be as comprehensive as possible—but they are not designed to be memorized. Taking in the rules as you play along is the best approach to mastering this game. We're always open to suggestions on how to improve the comprehension of our rules. Write to us (see addresses below) if you have an idea on how we can communicate better with you.

If any of the supplied parts are missing or damaged, write to:

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Attn: *Armada*

Or e-mail us at: admin@turningpointsimulations.com

We hope you enjoy this game. Should you have any difficulty interpreting the rules, please write to us at the above postal address, or send an e-mail to: game-support@turningpointsimulations.com, phrasing your questions so that a simple sentence, word, or number can answer them. If you send a letter by mail, you must enclose a stamped, self-addressed envelope to receive a reply. We recommend e-mail as the best way to resolve a query. Although we welcome comments and suggestions about the game's interpretation of events, we cannot promise to respond to questions on theory or design intent. Additionally, check out the *Turning Point Simulations* discussion folder at consimworld.com.

1.0 INTRODUCTION

The Invincible Armada is a game of the "Enterprise of England" in which the Spanish sailed a massive fleet up the Channel with orders to meet up with and escort a veteran army in the Netherlands across the narrow waters to invade Queen Elizabeth's realm. A difficult, and many believed doomed, enterprise launched against the odds though it was, the fate of Europe, the Reformation, and the world hung in the balance in that fateful and decisive summer of 1588.

The game is played on a combination of Strategic and Tactical Maps. As the Spanish Armada progresses up the Channel on the Strategic Map, the English harass and seek to sink, disperse, or at least so weaken the great fleet that it is unable or at least less likely to accomplish its mission. There are a very few pieces to move on these maps, but there are numerous Event Chits and Tactical Chits that make each play of the game unique.

1.1 Game Scale

Each strategic turn approximates to one day, and each squadron strength point represents one large ship, of at least 150 tons, along with many smaller ships. Some especially large vessels, especially the Spanish galleasses, count as double.

2.0 COMPONENTS

- One 17″ x 11″ mounted map, with both strategic and tactical displays of the area around the English Channel
- Two countersheets with 170 counters and markers
- This rulebook
- Two separate Squadron Display Cards (one for each side)
- Two Player Aid Cards (PACs) with game charts and tables printed on them
- Two 6-sided dice (Boxed Version)

2.1. The Game Board

The **Game Board** contains the **Strategic Map** to show the Armada's progress up the channel and a **Tactical Map** to play out the naval combats when English squadrons enter the box on the Strategic Map that the Armada is in. Two **Player Aid Cards** with all of the charts and tables necessary to play the game are also provided.

2.2. Counters

The game is played with only a few moveable pieces. One ⅝″ counter represents the Armada in its entirety, and is used only on the Strategic Map. Each of the other ten Spanish ⅝″ unit counters represent a squadron and these Spanish squadrons move only on the Tactical Map. Unlike the Spanish, there are two duplicate sets of five English squadrons, one counter to move on the Strategic Map, and one to move on the Tactical Map.

2.2.1 Squadrons The Spanish have one counter for each of their squadrons. The English have two counters for each of their squadrons (one for the Strategic Map and one for use on the Tactical Map). Each counter bears its commander's name. The name directly relates to the English squadrons and Spanish squadrons on the Squadron Display Charts.

The fifteen Squadrons used on the Tactical Map are also back-printed with the commander's name of the squadron and the BROKEN notation. If a squadron is broken (Section 7.6) the squadron counter is flipped to its broken side. If Rallied (Section 8.3) it is flipped back to the non-broken side.

2.2.2 Tactical Matrix Markers There are six Tactical Matrix markers, three English (Stand Off, Close In, Try to Board) and three Spanish (Stand Off, Close In, Try to Board). Place each set in front of the corresponding player.

These six counters are back printed "English Tactics" and "Spanish Tactics," respectively, to assist in keeping the players' choice of tactics secret from each other.

TACTICAL MATRIX MARKERS
(English) (Spanish)
(Fronts) stand off / close in
(Backs) ENGLISH TACTIC / SPANISH TACTIC

2.2.3 Event Chits There are 48 ⅝″ Event Chits (2 of which read "No Event"). Some are playable only by the English player (red background), and some only by the Spanish (yellow background). Those without a background of red or yellow can be played by either player. Place these in an opaque cup or other container before play. These are all back-printed "Event." Players can use the box top (or an opaque cup) to hold the pool of Event Chits; otherwise have them all backside up in a draw pile on the table.

EVENT CHITS
(Backs) (Common) (English) (Spanish)
EVENT / FULL SAILS / PARMA LATE* / PARMA READY*

2.2.4 Neutral Markers There are 100 neutral ½″ markers. One is used to note weather, another the wind direction, and the rest are squadron informational markers (ammunition expended, hits received, and strength added). The Moved markers are added as an aid to assist players in remembering which squadrons have completed their action for the Tactical Phase.

The Hit, Shot, and Strength counters are back-printed with higher numbers; players should endeavor to use as few counters as possible to reflect hits received, shots fired, and strength added.

WEATHER / LOW AMMO / SHOT 5 / HIT II / STRENGTH +4 / MOVED

2.3 Squadron Display Charts

medina I — NAME OF SQUADRON
DEFEND ONLY! -2 DRM to Battle Dice. — SQUADRON's SPECIAL RULES
— INITIAL STRENGTH
STRENGTH — 9 — DAMAGE Place Hits and Added Strength (English only) markers here. If Hits=Strength, then remove Squadron from game.
SHOT Once per game, may remove a Low Ammo from another Squadron and place it here (8.4.2). — PLACE SHOT (& LOW AMMO) MARKERS HERE

Each of a player's squadrons has a corresponding box on their Squadron Display Chart (one for each player) which shows the squadron's special abilities and bonuses (and in some cases, penalties). These are noted on the corresponding section of the Squadron Display.

3.0 IMPORTANT CONCEPTS

DRM Die Roll modifier: a plus or minus amount applied to the die roll.

Galleass This is a large, rowed ship, much like an enlarged galley, but mounting cannons. In the game, only Moncada's squadron on the Spanish side has them, making it immune to the effects of wind.

Shot Warships do not carry unlimited amounts of ammunition, and in a campaign where an individual ship might mount half a dozen different calibers of cannon the concerns over running out of cannonballs let alone gunpowder were important to consider when deciding if and when to attack or even return fire. The English had the advantage of being able to run back into port or to be met in the Channel by ships that could help replenish their stores. The Spanish did have a limited ability to transfer stores from their supply ships, but often held their fire (and the more aggressive officers were held back on a tight leash) lest they use up their precious supplies of shot and powder and be short when they might be most needful.

Squadron This is the basic combat unit, representing a group of ships led by a subordinate leader, whose name it bears.

Stacking There is no stacking allowed on the Tactical Map, but any and all squadrons may stack on the Strategic Map.

Urcas and Hulks Essentially non-combatant transport ships. Despite their less than impressive nomenclature, these serve important logistical functions.

Weather Most of the ships of the Armada period were square-rigged vessels, and thus dependent on the wind for propulsion and steering.

4.0 SETUP

4.1 Map and Squadron Charts
Set up the map and Squadron Charts as shown below. Place the Wind marker in the West Wind box of the Tactical Map, with the arrow pointing to the east (to show westerly wind):
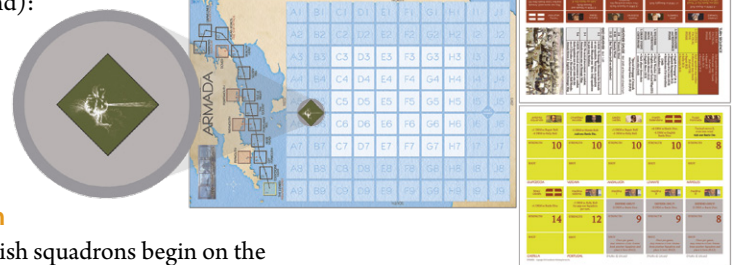
4.2 English
All five English squadrons begin on the Strategic Map as follows:

Seymour is in **The Narrows** (Box 12)

Drake, Howard, Frobisher, and *Hawkins* are stacked in **Plymouth** (north of Box 3)

The English have two counters for each of their squadrons, one for the Strategic Map and one for the Tactical Map. These counters move on both maps during the appropriate segments.
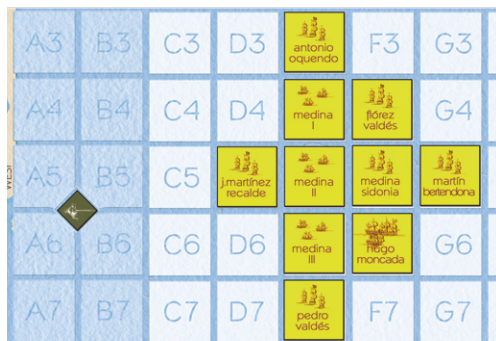
4.3 Spanish
Place the Armada counter on the Strategic Map Box marked The Lizard (Box 1 and noted "Armada Start").

Place the 10 Spanish squadrons on the Tactical Map, arranged as desired (Spanish player's choice) within the white squares area, no more than one squadron per Square

(see Historical Deployment suggestions below). The Spanish squadrons **never** appear or move on the Strategic Map. They are limited to the Tactical Map.

Historical Deployment I: July 29, the all-around defense passing The Lizard:

Historical Deployment II: July 31, "Horns" defense against attack from west:
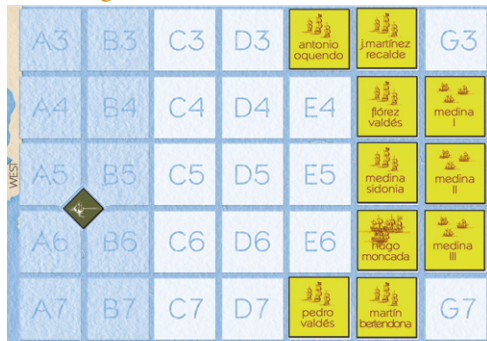
5.0 TURN SEQUENCE

1. **English Tactical Move Phase**
2. **Spanish Tactical Move Phase**
3. **Reorganize and Reinforce Phase**
4. **Weather and Strategic Move Phase**
5. **Event Chit Draw Phase**

Play Note This sequence is shown in greater detail on the English Squadron Display Chart.

6.0 TACTICAL MOVEMENT ACTIONS

During the Tactical Move phase, each squadron must choose an Action. It must complete that Action before any other squadron chooses an Action. All English Squadrons must complete their Actions before any Spanish squadron performs any Action.

6.1. Tactical Choices

Each squadron may perform one of the following actions:

1. Move on the Tactical Map (which may include an Attack unless the squadron is broken [Module 7.0])

2. Attempt to Repair, Rally, or Resupply (Module 8.0)

3. If a squadron is neither on the Tactical Map nor in need of Repair, Rally or Resupply, it takes no action during the Tactical Move Phase.

Once a squadron has performed an Action, place a Moved marker on the squadron as a reminder that it is finished for this Tactical Move Phase, All Moved markers are removed at the end of the owning player's Tactical Movement Phase.

Play Note Squadrons which defend against an attack do not receive a Moved marker, nor does a Moved marker prevent a squadron from defending itself.

*Designer's Note All English squadrons begin the game on the Strategic Map. Since they are not in the same strategic box, their Tactical Map squadron units are not on the Tactical Map and thus they have **no tactical movement** on Turn 1. Also, no squadrons begin the game in need of Repair, Rally, or Resupply.*

6.1.1 Tactical Movement Movement on the Tactical Map is governed by the wind (Case 6.1.2). As noted in the set up, at the start of the game the wind is blowing from the west to the east (a westerly wind). The wind direction may change, as determined by Module 11.0.

No squadron may enter a square containing another squadron of either player.

Each squadron is moved individually and independently, and conducts any attack (Module 7.0) before any other squadron is moved.

Squadrons are moved in any order the player who controls them desires.

6.1.2 Wind All squadrons, except for Moncada's, may not move *directly* into the wind. Wind direction determines how many squares a squadron is eligible to move.

If the wind is westerly (the Wind marker is in its Western side box of the Tactical Map pointing east):

A squadron may not move into a square directly to its west (the square marked with the "⊘" symbol in the diagram above) as that would be moving directly into the wind.

A squadron may move into the box diagonally to its northwest or southwest but then must stop (the squares marked "stop" in the diagram above).

A squadron may enter any of the other squares noted in the example above. If it is a Spanish squadron, it must then stop. If it is an English squadron, it may enter a second square, provided it does not enter a square that would be marked "stop" or with a "⊘" symbol. An English squadron that on its second move enters a square that would be marked "stop" must cease moving. If it did not enter a square that would be marked "stop" the squadron may continue and enter a third square, provided that such a square is not one that would be marked with a "⊘" symbol.

If the wind is easterly (the Wind marker is in its Eastern side box of the Tactical Map, pointing west indicating that the wind is blowing from the east):

A squadron may not move into a square directly to its east (the square marked with a "⊘" symbol in the diagram above) as that would be moving directly into the wind.

A squadron may move into the box diagonally to its northeast or southeast but then must stop (the squares marked "stop" in the diagram above).

A squadron may enter any of the other squares noted in the diagram above. If it is a Spanish squadron, it must stop. If it is an English squadron, however, it may enter a second square, provided it does not enter a square that would be marked "stop" or "⊘." An English squadron that on its second move enters a square marked "stop" must do so and cease moving. If it did not enter a square that would be marked "stop" the squadron may continue and enter a third square, provided that such a square is not one that would be marked with a "⊘" symbol.

Developer's Note These rules are actually easier in the implementation, if one just remembers two basic principles: square-rigged sailing vessels cannot sail against the wind, and the English ships handle better than the Spanish ones. However, see Case 6.1.4 for the Spanish galleasses.

6.1.3 English Movement onto Tactical Map English squadrons enter the Tactical Map during the Strategic Move Phase, either when the Armada moves into a Strategic Map box containing those

squadrons, or when those squadrons move into the Strategic Map square containing the Armada. Either could happen during the Strategic Move Segments, wind and weather permitting. The English player decides which of his squadrons in the same Strategic Map box as the Armada will enter the Tactical Map and places those squadron's Tactical Map counters by the Tactical Map board edge as detailed in Section 12.3. The chosen English Strategic Map squadron counters (that are entering the Tactical Map) should be adjusted to be stacked under the Armada counter.

6.1.4 Spanish Galleasses The Moncada squadron is the Spanish galleasses, which having great banks of oars as well as sails may move as they please without regard to the wind. The Moncada squadron may move 2 squares on the Tactical Map in any direction, including directly into the wind (the square marked "⊘" for other squadrons). It may also ignore the "stop" notation, and continue on to its second square after entering that square.

The Moncada squadron is the only squadron that may move on the Tactical Map if the weather is Calm (Section 11.1).

7.0 COMBAT

7.1 General Procedure

A squadron which has chosen the Move Action (even if it did not enter a new square on the Tactical Map) may also attack. It may attack any one enemy squadron to which it is adjacent on the Tactical Map in orthogonal direction (left, right, up, or down). It may not attack diagonally. The example below indicates which squares containing an enemy squadron may be attacked and which may not be attacked.

Attacking is never mandatory, but defense is.

While an attacker can only attack once in a Tactical Move, a defender can be attacked up to four times, from each cardinal direction, in any sequence that the attacking player chooses.

A squadron which is on its broken side may never choose to initiate an attack, but it always defends when attacked.

The Spanish Medina squadrons (I, II, III) may never choose to attack (as is noted on their display's special rules section on the Spanish Squadrons Display). A Medina squadron, however, defends itself when attacked.

Designer's Note *The three Spanish Medina squadrons (I, II, and III) are composed of supply ships ("hulks and urcas" as they were known). Although armed, they* **never** *attack; they roll Battle Dice* **only** *in their own self-defense (and at the -2 DRM as noted on their Squadron Display).*

Attack is always conducted after a squadron has moved; thus a squadron may **not** attack and then move.

7.2 Combat Sequence

1. English Battle Withdrawal (only when Spanish attacking)
2. Tactical Chit Choice
3. Event Chit Play (Module 16.0)
4. Die Rolls
5. Combat Results Implementation
6. Ammunition and Morale Checks

Each combat is resolved before starting the resolution of the next.

When a squadron attacks, it must choose a single enemy squadron as its target. If that target is an English squadron, the English player may either accept combat or attempt to withdraw before combat (Section 7.3). The Spanish must always accept combat.

7.3 English Battle Withdrawal

Whenever a Spanish squadron attacks an English squadron, the English player may attempt to withdraw. First the English player determines if there is a vacant legal square that the squadron can moved into (i.e. it may not move directly into the wind), and then the English player makes a Retreat Check by rolling two dice. If the tallied result is 8 or less, the squadron passes the check and it is moved into an eligible square. No battle is resolved if this occurs. The Spanish squadron that declared the attack receives a Moved marker; it may not attack another squadron or conduct any other action (Rally, Repair, or Resupply). If either there is no valid square to move into, or the Retreat Check is failed, the English squadron cannot withdraw.

7.4 Tactical Chit Selection

In the event combat is accepted, or an English attempt to withdraw fails, each side must then choose a Tactic. Each side has the same three Tactics to choose from: *Stand Off, Close In,* and *Try to Board***.**

Each Player chooses their Tactic in secret, placing their choice in front of them, face

down. Both sides then reveal their choices simultaneously and cross-index them on the Tactical Matrix (see PAC) to see the effect on the combat.

7.4.1 English Withdrawal and Tactics An English squadron that attempted to withdraw and failed must then choose the *Stand Off* tactic. It may not select *Close In* or *Try to Board* tactics.

7.4.2 Mandatory Defense Except in the case of an English squadron that successfully withdrew (Section 7.3), the defending unit must fire on its attacker. The defending player cannot choose not to shoot back.

Developer's Note *No one at this time, and for that matter almost any time, would have the fire discipline to hold fire when being attacked directly by enemy ships. There are cases in which a player might want to hold his fire, say to conserve shot, but this is explicitly prohibited. Note too that an attacker might want to force combat in order to make his opponent use up ammunition, and possibly go to Ammo Low status.*

7.4.3 Tactical Matrix and Modifiers The **Tactical Matrix** determines how many Battle Dice each side will roll, what modifiers (if any) are to be added or subtracted from those dice, and if one side or the other will be allowed to roll their dice *first*.

Any **Event Chits** (Module 16.0) that would add or modify the Battle Dice may be played at this time, by either or both players.

Other modifiers to the Battle Dice are listed on the Battle Table or on the participating squadron's display chart. These relate to the Current Strength of the squadron, any Squadron Bonus (listed on its display), and whether it is Broken or has a Low Ammo marker present.

Designer's Note *Different commanders, on both sides, had different views on how best to conduct naval warfare. Some believed in laying off to chip away at the enemy at long range, while others (notably Drake) wanted to come in close, then board and capture the enemy (thus gaining wealth from prizes and booty as well as fame). The Spanish in particular were especially well-versed and prepared for close action, having large bodies of soldiers aboard their ships. The Spanish, however, were not on a mission to sink English ships; on the contrary, their goal was to keep the fleet as intact as possible so it could meet, take on board, and ferry an army across the channel to invade and conquer England.*

7.5 Battle Resolution Order

Unless one side is allowed to roll first by a special ability or Tactical Matrix result,

combat is considered to occur simultaneously.

If one side is allowed to roll their dice first, the other side must take any Hits noted on the Battle Table and then roll on the Morale Table. The Morale Roll must be made even if no hits are scored. If that side becomes Broken it may not roll its Battle Dice.

Example The Spanish choose the Try to Board tactical chit, and the English player picks Stand Off. In this case, combat is not simultaneous; the English roll twice on the Battle Table. If the Spanish squadron survives, and is not Broken due to a failed Morale Roll, only then do they get to attack the English with two dice on the Battle Table, but with a -1 modifier to each die. But if it is Howard's squadron that is firing, then the English would shoot first with three dice (as per his squadron's bonus) when choosing either Stand Off or Close In tactics.

7.6 Combat Results

Each time, as a squadron receives any hits in a combat, a counter noting that number of Hits is placed on the Strength box of the squadron's display. Hit markers are back-printed. If a squadron with a Hit 1 marker takes another hit, flip the marker to its Hit 2 side. If it takes another hit, replace the Hit 2 with a Hit 3 marker and so on. Players should endeavor to use as few Hit markers as possible to note the total number of hits on the squadron.

Whenever a squadron takes a hit (for any reason) a roll must be made on the Morale Table. Roll two dice and apply any and all modifiers (including Event Chits in play) from the Morale Table for the squadron. If the Result is 10 or higher, flip the squadron to its Broken side. If the squadron is already Broken, no such roll is required as a Broken squadron cannot become more Broken.

If the number of Hits on a squadron equals its strength, the squadron is removed from play. The strength of each squadron is indicated on the respective Squadron Display. Note that through the reinforcement procedure (Module 10.0) English squadrons can increase in strength beyond their printed value.

After a player has moved/attacked with a squadron, placed a Moved marker on the squadron's counter on the map. This will aid in reminding players which squadrons have been activated so far this turn. After a player completes the Tactical Movement portion of their turn, the Moved markers are removed. (Squadrons which defend against an attack do **not** receive a Moved marker, nor does a Moved marker prevent a squadron from defending itself).

Each time a squadron rolls any Battle Dice (either in attack or in response to being attacked) it receives a Shot Chit. If it already has a Shot Chit, increase it by one (i.e. a Shot 1 Chit is flipped to its Shot 2 side; a Shot 2 is replaced by a Shot 3, etc.) A roll must then be made on the Low Ammo Table to determine if the squadron receives a Low Ammo marker. One die is rolled. If the number is less than the value of Shot Chits on the squadron, remove all Shot Chits and place a Low Ammo marker in their stead. A squadron may not accrue more than one Low Ammo marker.

Designer's Note The ships of the Armada varied greatly in the type, size, and ship-cracking power of the cannons they mounted. Very few ships were actually sunk in what was for the most part a lengthy running battle fought at long range. The reduction in strength of the squadrons which occurs as a result of combat in the game does not represent ships being sunk (although some were) but instead more frequently represents ships being made combat ineffective for significant amounts of time. The "breaking" of a squadron's morale represents the toll of constant action and losses on the ships and crews in a particular group, to where it reaches the point that the squadron is no longer capable - at least for a time - of carrying out its mission.

8.0 REPAIR, RALLY, OR RESUPPLY

8.1 One Choice

A squadron which does not choose a Move Action may instead choose a Repair, Rally, or Resupply Action. It may choose only **one** of these three possible Actions. For each Action, there is a corresponding table. Note that the English receive a bonus modifier on each table if a squadron is in a port when that Action is taken.

8.2 Repair

Any squadron may take a Repair Action. That squadron may be on either the Tactical or Strategic Map, and may be either at sea or in port (English squadrons [only] when in port receive a +2 bonus modifier). The dice are rolled, any relevant modifiers are applied, and the Repair Table is consulted. On a result of 8 or higher the repair is successful, and one Hit marker is reduced by 1 hit point (i.e. a Hit 2 becomes a Hit 1, a Hit 1 is removed, etc.).

8.2.1 English Seymour Squadron If the Seymour squadron fails a Repair attempt, the English player may make a second roll.

8.3 Rally

Any broken squadron may take a Rally action. That squadron may be on either the Tactical or Strategic Map, and may be either at sea or in port (English squadrons [only] when in port receive a bonus modifier). The dice are rolled, any relevant modifiers are applied, and the Rally Table is consulted. If the result is an 8 or less the Rally is successful and the squadron is flipped to the non-broken side.

8.3.1 Spanish Sidonia Squadron The Spanish Sidonia squadron may apply a -1 DRM bonus to any one squadron a turn which is attempting to Rally (even itself). This is noted in its Squadron Display.

8.4 Resupply

Any squadron may take a Resupply Action. That squadron may be on either the Tactical or Strategic Map, and may be either at sea or in port. The dice are rolled and the Resupply Table is consulted. If the result is a 4, 5, or 6, Resupply is successful, and 1 Shot marker is reduced by one Shot point (i.e. a Shot 2 marker is flipped to its Shot 1 side, a Shot 1 marker is removed, etc.), or the Low Ammo marker (if present) is removed.

After a Player has tried to Repair, Rally, or Resupply a squadron, placed a Moved marker on the squadron's counter on the map. This will aid in reminding players which squadrons have taken an Action. After a Player completes the Tactical Movement portion of their turn, the Moved markers are removed.

Play Note Squadrons which defend against an attack do not receive a Moved marker, nor does a Moved marker prevent a squadron from defending itself.

8.4.1 Spanish Modifier A Spanish squadron always has a -1 DRM to its Resupply roll.

8.4.2 Medina Squadrons & Resupply As marked on Spanish Medina squadrons, once per game each of those three squadrons may remove a Low Ammo marker from any other Spanish squadron and place it on that Medina squadron.

Once a Low Ammo marker is placed on a Medina squadron for any reason, that marker may never be removed. A Medina squadron with a Low Ammo marker on it may not use its special ability to resupply another squadron.

8.4.3 English Port Modifier An English squadron in port receives a +2 DRM to its Resupply roll.

9.0 DISENGAGE AND REORGANIZE

9.1 English Disengage Segment

At the start of the Reorganize and Reinforce Phase, each English squadron inside the white squares of the Tactical Map **must** disengage and move to a square outside of the white squares of the Tactical Map. The squadron is placed in the nearest vacant square outside of the white squares of the Tactical Map. If two or more squares are equidistant, the choice is left to the English Player. The order in which English squadrons disengage is up to the English player.

9.2 Spanish Reorganize Segment

After the English disengage, the Spanish reorganize. Each Spanish squadron outside the white squares of the Tactical Map must be moved to the nearest vacant white square of the Tactical Map. If two or more squares are equidistant, the choice is left to the Spanish player. The order in which Spanish squadrons reorganize is up to the Spanish player.

When disengaging and reorganizing, ignore the wind (and the "⊘" and "stop" prohibitions for tactical movement). Squadrons may also move as many squares as necessary to comply with the requirements of reorganizing.

Designer's Note *Disengaging and reorganizing represents the post-battle actions of the remainder of the day and evening, thus allowing sufficient time to wear and tack.*

No squadron may end the Disengage or Reorganize Segments of the phase in the same square as any other squadron, English or Spanish.

Historically, the Armada stopped and dropped anchor when it reached Calais Roads. The Disengagement and Reorganization sequence on the turn the Armada does this in the game is altered as noted below.

9.3 Disengagement and Reorganization when in Calais Roads (Strategic Box 10)

If the Armada is in the Calais Roads Strategic Map box, the English squadrons may not end their Disengagement in squares that are on rows 8 and 9. They must instead always move toward the nearest map edge other than the southern edge. In addition, when the Spanish Reorganize, they do not do so in the white squares area, but are instead limited to the bottom two rows of the Tactical Map, the rows outside of and immediately below the Armada Area: Rows 8 and 9, columns C through H.

10.0 REINFORCE

Only the English may reinforce their squadrons. Reinforcement occurs after the Spanish have completed their Reorganize Segment of the Reorganize and Reinforce Phase

During the Reinforce Segment of the Reorganize and Reinforce Phase, roll a die for each English squadron on the Strategic Map. If the weather is currently Calm (Section 11.1), only English squadrons that are in port may roll to Reinforce.

On a die roll of 1 or 2, the squadron's strength increases by one and is marked as detailed below:

Strength Markers If a squadron has a Hit marker on it, instead of adding a strength marker, reduce the Hit marker by one (or if it has only one hit, remove the Hit marker). If there are no Hits on the squadron, add the Strength marker. If there is already a Strength marker on the squadron, increase its value by one. There is no limit to the number of markers a squadron may accrue. Each plus value increases the strength value printed on the relevant Squadron Display. Flip the marker to the larger number side or add more markers as needed, using as few markers as possible to indicate the total added strength.

11.0 WEATHER AND WIND

Movement on the Tactical and Strategic Map is governed by the wind. As noted in the game's set up, the wind is blowing from the west. The wind direction may change, as determined by the Weather Gauge Table roll each turn.

At the beginning of the Weather and Strategic Move Phase of the turn, adjust the Weather marker to the Normal box on the Weather Track. Also, remove any Event chits regarding weather and put those back into the Event draw pile**.** Next, roll 2 dice, add them together, and consult the Weather Gauge Table. (One die may be rolled by each player, or one player may graciously allow his opponent the honor).

If the result is 2 through 8, there is a westerly wind. The Wind marker is placed on the Wind box on the west side of the Tactical Map with the arrow pointing to the east.

If the result is a 9 or 10, there is an easterly wind. Move the Wind marker to the Wind box on the east side of the Tactical Map with the arrow pointing to the west.

If the result is an 11 or 12, the Wind marker remains where it is. Roll one die (either player) and consult the Bad Weather Table (below the Weather Gauge Table). The result will be one of Calm, Fog, or Gales, which are detailed below.

11.1 Weather Effects

- **Calm** Move the Weather marker to the Calm box on the Weather Track on the map. With the Calm result in play, the Armada will not move in the Strategic Move Segment of the phase. No other squadron may make any strategic move in the Strategic Move Segment of the Phase.

   In addition, next turn, the Moncada squadron and **only** the Moncada squadron may Move and Attack. No other squadron of either side may Move or Attack, and only squadrons in port may roll to reinforce.

   Rally, Resupply, and Repair Actions are not effected by Calm.

- **Fog** Move the Weather marker to the Fog box on the Weather Track on the map. With the Fog result in play, the Armada and English squadrons may move one box on the Strategic Map. No squadron may Move or Attack on the Tactical Map during Fog. Rally, Resupply, and Repair Actions are not effected by Fog.

- **Gales** Move the Weather marker to the Gales box of the Weather Track on the map.

   With the Gales result in play, one die is rolled for each squadron that is not in a port. On a 1 or 2 that squadron takes a Hit and unless already Broken must make a Morale Roll. A squadron that does not take a hit does not check Morale.

   Furthermore, the Armada **may** move 2 boxes in a directly connected line on the Strategic Map. The Armada, however, **must** stop when it enters Calais Roads (Strategic Box 10). English squadrons may move 3 boxes in a directly connected line on the Strategic Map.

   No squadron may attempt Rally, Resupply, or Repair Actions in a Gale.

   Finally, on the next turn, no squadron may choose the Move action on the Tactical Map. Thus there will be no attacks next turn.

The Weather remains in effect until the start of the next Wind and Strategic Move Phase.

12.0 STRATEGIC MOVEMENT

Strategic Movement occurs on the Strategic Map. Strategic Movement may be limited by the result of the current weather (Section 11.1).

Any turn in which the Armada counter is in boxes 1 through 9 of the Strategic Map, Strategic Movement occurs as follows:

12.1 English Exit of the Tactical Map

Any English squadron on the Tactical Map may exit the Tactical Map. Remove the Tactical Map squadron counter from the Tactical Map as the first Segment and adjust the position of the squadron's marker on the Strategic Map from below the Armada counter to on top (indicating it is eligible to move strategically).

12.2 Spanish Armada Movement

The Armada counter and any English squadrons that are under it are moved one box on the Strategic Map. The Armada **always** moves from a lesser to a higher numbered box (i.e. from The Solent [Strategic Box 6] to Isle of Wight [Strategic Box 7], regardless of wind direction). *Play Note There is no turning back, nor standing still unless becalmed!*

Developer's Note This is due to the prevailing wind as well as the Armada's mission.

The Armada counter is also the only Spanish unit that is on the Strategic Map; all Spanish squadrons are part of this larger fleet. At no time can a Spanish squadron separate from the Armada onto the Strategic Map.

If because of Gales the Armada is allowed to move two boxes, the Armada must stop when it enters the Calais Roads Strategic Map box (Strategic Box 10).

The Armada ignores any English squadrons on the Strategic Map. The presence of an English squadron in no way hinders the Armada's movement. If the Armada ends its move in a box on the Strategic Map where any English squadrons are present, place those English squadrons on top of the Armada counter.

12.3 English Squadron Movement

After the Armada moves, each English squadron on the Strategic Map that is not under the Armada counter may move (unless otherwise prohibited by the current weather).

As indicated on the English Squadron Display, the Seymour squadron may **not** move until the Armada reaches the Calais Roads Strategic Map box (Strategic Box 10).

Unless otherwise directed by the current weather (Section 11.1) squadrons moving with the wind may move 2 boxes. Those moving against it move one box.

Example If the wind is westerly, squadrons moving from west (lower numbered box) to east (higher numbered box) may move two boxes. If the wind is easterly, they would move one box going from west to east, and two going from east (higher number box) to west (lower number box).

An English squadron in a port must take its first move into the numbered box immediately connected to that port. (For example, a squadron in Portsmouth must go to the Isle of Wight [Strategic Box 7] as its first move). If the wind is a westerly wind, it may continue to the right (to a higher numbered box), otherwise it must stop. If the wind is an easterly wind, it may continue to a lower numbered box, otherwise it must stop.

Exception: In Gales the squadron may move an additional box in either direction upon completing its normal movement. Thus a squadron leaving Portsmouth with a westerly wind would go to the Isle of Wight and then to Selsey Bill on a normal move, but with Gales could continue on for a third move to Beachy Head.

12.4 Placement on the Tactical Map

Any English squadron that ends its move in the same Strategic Map box as the Armada on the Strategic Map may be placed on the Tactical Map (English player's choice) as detailed below:

- A squadron that enters from the west is placed in any vacant Tactical Map square on the western side (A1 through A8).

- A squadron that enters from the east is placed in any vacant Tactical Map square on the eastern side (J1 through J9).

- A squadron that enters from the north (leaving a port and moving directly into the Armada box) is placed in any vacant Tactical Map square on the northern map edge (A1 through J1).

No English squadron can enter from the south, as that is France and thus has no friendly ports.

If the Armada counter moves into a box on the Strategic Map where any English squadrons are present, place those English squadrons on top of the Armada counter. During the English Strategic Movement, they may either remain on the Strategic Map or, if the English player so wishes, they may be placed as if they entered from the east side of the Tactical Map as detailed above.

Upon entering Strategic Map Boxes 10, 11, or 12, situations unique to those boxes (as noted by red text reminders by those boxes on the Strategic Map) must be resolved prior to conducting Strategic Movement. These situations are discussed below.

13.0 FIRESHIPS

The dispatch of eight Fireships to break up the Armada while it anchored at Calais Roads was a turning point in the campaign. After the English and Spanish have completed their Disengagement, Reordering, and Reinforcement procedures, if the Armada is in **Calais Roads** (Strategic Map Box 10) the following procedure is conducted.

During the Reorganization Segment, Spanish squadrons must be redeployed on the Tactical Map in any arrangement desired, provided they remain in Rows 8 and 9, and within columns C through H, inclusive.

13.1 Spanish Reaction

Each Spanish squadron must react to the Fireships. Squadrons react in order, starting with Row 8, proceeding from west to east and from columns C through H, and then with Row 9, again proceeding west to east from columns C through H (as shown in the example setup diagram on page 9).

Each Spanish squadron reacts individually, and must complete its reaction before going on to the next squadron.

A squadron reacts by first making a Morale Roll, adding any normal modifiers (i.e. plus 1 per hit, +/- for Events or the squadron's specific morale modifiers). Additionally, the Spanish player must use the additional modifiers based on English squadrons on the Tactical Map as noted on the list on the PAC for each squadron's Morale Roll.

If a squadron passes its roll, it must be moved one square on the Tactical Map. The Spanish player may choose any adjacent vacant square, in any direction, regardless of the direction of the wind (and thus may enter a "⊘" entry square for its move). If no such square is available, the squadron does not move and takes a Hit, after which it must make a Morale Roll again (for taking the Hit). Place a Moved marker on the squadron. Then proceed to the Fireships Resolution as detailed next.

13.2 Fireships Resolution

A Spanish squadron that is already Broken, or which fails its Morale Roll and becomes Broken, takes a Hit and moves at random. The Spanish player rolls two dice and moves the

squadron into the square corresponding to the dice roll's total as shown on the Fireships Attack Move Diagram on the PAC.

If another squadron occupies that square, that squadron (English or Spanish) takes a Hit and the moving squadron is placed in an empty square adjacent to the one already occupied. If there are none, it takes another Hit and is placed in the nearest empty square to the one it was indicated to enter. The choice of such a square is left to the Spanish player.

The weather does not prevent the Fireships Attack (the Fireships Attack occurs in Calm, Fog, or Gale weather).

After resolving the Fireships Attack, remove all the Moved markers from the squadrons on the Tactical Map.

The Armada may not move in its following Strategic Move Segment of the turn (remaining in the Calais Roads Strategic Map Box). The English player may conduct a normal Strategic Move during his segment (as per Section 12.3).

Designers Note *As indicated on the English Squadron Display, the Seymour squadron may move once the Armada reaches Calais Roads (Strategic Map Box 10).*

The following turn returns to normal play.

Example *Spanish Redeploy during the Reorder Segment at Calais Roads, in preparation for the Fireships Attack*
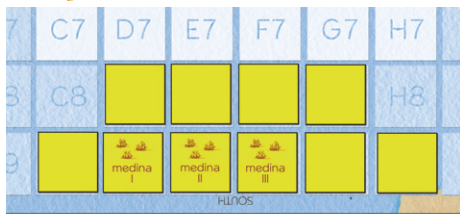
Play Note *Suggested deployment shown above is designed to protect the Medina squadrons, but is only a suggested deployment.*

14.0 ARMADA RENDEZVOUS

The mission of the Armada was to link up with and escort a veteran Spanish army from the Netherlands across the Channel to invade England. After the English and Spanish have completed their Disengagement, Reordering, and Reinforcement procedures, if the Armada is in **Gravelines** (Strategic Map Box 11) the following procedure is conducted.

14.1 Condition of the Armada

First, to determine if the Armada is in a suitable condition to escort the army and

continue on with its mission, the following two-part procedure is followed:

1) Make a Morale Roll for each Spanish squadron that is not already Broken. Any squadron that fails this Roll is flipped to its Broken side.

2) Next, roll one die and consult the Condition of the Armada Table on the PAC. Apply any applicable modifiers listed in the Table to the roll.

3) If the result is 10 or higher, the Armada is in suitable condition to escort the army; proceed to Arrival of the Army (Section 14.2) below.

4) If the Armada is not deemed suitable to escort the Spanish army, the game ends, the invasion is postponed, and the English win.

14.2 Arrival (or not) of the Army

If the Armada passes the "Condition of the Armada" test, then roll one die. On a 5 or 6 the army is present and ready for embarkation. Proceed to the normal Strategic Move Segment (Module 12.0). Note that this may be modified by an Event chit.

If the army is not present, the Armada does not conduct a Strategic Move and it remains in the Gravelines box.

The game continues as normal, and on the next turn the Armada must again conduct this two-part sequence.

If the Armada passes the Condition of the Armada test on the second turn it is in Gravelines, roll a die. On a 3 through 6 result, the army arrives and the Armada may continue. If not, it remains there for a third turn.

If the Armada passes the Condition of the Armada check on the third turn, the army is considered to have arrived (no roll required) and will embark on the transport ships.

When the army is ready, proceed to the normal Strategic Move Segment (Module 12.0) with the Armada moving to the final box on the map (unless delayed by Calm weather).

14.3 Weather and the Rendezvous

The Armada Rendezvous procedure may not be conducted in Gales, Fog, or Calm weather.

In the event of Gales, Fog, or Calm weather, the Armada does not move from **Gravelines** and the Armada Rendezvous procedure is postponed until next turn, or the first turn in which there is no bad weather.

If the procedure is postponed, the English player (only) conducts a Strategic Move (if able to as per Module 12.0).

15.0 INVASION

The following procedure is followed after the Spanish player has completed the Reorganization segment of the turn in which the Armada is present in **The Narrows (Strategic Map Box 12)**.

15.1 Weather Effects on Invasion

The Invasion procedure may not be conducted in Gales, Fog, or Calm weather.

In the event of Gales, Fog, or Calm weather, the Armada does not move during its Strategic Movement Segment from The Narrows, and the Invasion procedure is postponed until next turn, or the first turn in which there is no bad weather.

If the procedure is postponed, the English player (only) conducts a Strategic Move (if able to as per Module 12.0).

15.2 Invasion Resolution

The Invasion procedure is the same as the Armada's Condition portion (Section 14.1) of the Armada Rendezvous procedure.

If the Armada has reached The Narrows and the weather is not Gales, Fog, or Calm, the Spanish player performs a "Condition of the Armada" check again as per Section 14.1.

If the result is 10 or higher, the Armada is in a suitable condition to support and protect the Spanish army. The Armada unloads the army and the invasion is on. This ends the game and the Spanish player is declared the victor.

If the result is less than 10, the Armada is **not** in a suitable condition to support and protect the army; the invasion fails. This ends the game and the English player is declared the victor.

16.0 RANDOM EVENTS

After each Strategic Move is complete, each player (starting with the Spanish) draws **two** Event Chits at random. The Spanish player must complete any requirement noted by the event. If the event may be held for use during an Action (i.e. Move, Attack, Rally, Repair or Reinforce) it is set aside, face up, in front of the player. After the Spanish player completes his event requirements, the English player draws **two** Event Chits at random, completes any requirement noted by the event, or sets it aside, face up, if it may be held for use during an Action.

When playing an event chit, the player doing so chooses the squadron (friendly or enemy) that will be affected by it.

Once an event chit is resolved, it is returned immediately to the draw pile (thus an English

player may draw an event played by the Spanish).

Some chits are marked as "No Event" and mean that; nothing special occurs.

If the chit has a red background color box, only the English player may play it. If the background color is a yellow box, only the Spanish player can play it. If one of these is drawn by an opponent, the opponent must immediately give it to the player who can play it when applicable.

The event chits with an asterisk must be played immediately. This is noted in the Event Chit Table and by an asterisk on the counter.

An event which cannot be played and resolved at the instant it is drawn (such as **Soldiers**) may be held revealed in front of the player for later use.

The Hand of God may be held and played to cancel any one event drawn or played by either player later in the game.

Some event chits only apply to movement or combat, and thus must be held and may be played when a squadron is chosen to move or conduct combat.

The **Parma Ready** and **Parma Delayed** events must be played when drawn, regardless of which player drew them. Note that they do cancel each other out.

A **No Event** chit must be returned to the draw pile immediately after the player has drawn both of his events for the turn.

A **Bonus Draw** chit must be used immediately to get two new Event Chits. If one of them, in turn, is another **Bonus Draw**, then the player draws again, for two more events.

When the player has drawn all of his events for the turn, then the **Bonus Draw** chits are placed back in the draw pile.

Once an event is played, it is returned to the draw pile immediately and may be drawn again. The only exceptions to this are the **Parma Ready** and **Parma Delayed** events, which if drawn are placed beside the Gravelines box on the Strategic Map.

Events are summarized in the Event Chit Table on the PAC.

Developer's Note *There is a reason for requiring many of the events to be played immediately. It would distort the game for a player to accumulate too many in his hand, and then play them all at once, especially in combat. What would otherwise be a series of unfortunate events would become something akin to Divine Intervention, beyond the Hand of God event, as ships collide, start on fire, and blow up all at once.*

17.0 WHAT IF? VARIANTS

17.1 Pro-Spanish Optional Rules

17.1.1 Drake's Cadiz Raid Fails *In 1587 Sir Francis Drake raided Cadiz, during which he destroyed vast quantities of barrel staves and cork, materials vital to the logistical needs of the Armada. As a result, when the Armada sailed its barrels of food and water were made of green wood, leaked, and much of the food and especially water was lost or spoiled. This option assumes that Drake's raid failed and that the Armada is much better supplied.*

Spanish no longer pay the -1 DRM penalty for Resupply.

17.1.2 Álvaro de Bazán, Marquis of Santa Cruz Lives *The original commander of the Armada was the storied admiral Álvaro de Bazán, Marquis of Santa Cruz, whose courage and foresight saved the day at Lepanto against the Turks in 1571. Unfortunately, the great commander became sick and died in February 1588. Although the Duke of Medina Sidonia who replaced him was a capable administrator and showed great courage, he had never fought in a battle or gone to sea. Had the Marquis of Santa Cruz lived, many historians believe that the Armada would have been better prepared and more capably handled.*

Spanish have a -1 DRM for all Morale and Rally Table rolls.

Spanish have a +1 DRM to Battle Table.

Spanish have a +1 DRM to Repair and Resupply rolls.

Play Note *This last +1 DRM in effect negates the -1 DRM penalty for Spanish Resupply. If used in conjunction with the "Drakes Cadiz Raid Fails" optional rule, the net result is a plus one to the Spanish Resupply Table rolls.*

17.1.3 Parma Prepared *The Duke of Parma was supposed to have gathered together a fleet of barges and a flotilla of light warships and to have them ready when the Armada appeared. Unfortunately for the Spanish, he was not ready. This rule assumes he is ready.*

When rolling for the Arrival of the Army during the Armada Rendezvous, add 2 to the dice. In addition, each Spanish squadron may roll for a Resupply immediately once the Army Arrives.

17.1.4 More Gunners than Priests *The Spanish Armada sailed with more priests than trained naval gunners, and relied instead on soldiers to man its cannon. This rule assumes that additional experienced naval gunners were assigned to the ordnance, thus improving the accuracy and rate of fire of the Spanish guns.*

Spanish add 1 to all Battle Dice rolls.

17.1.5 Naval Gun Carriages *Many of the Spanish ships lacked true naval gun carriages, and instead lashed land artillery to the decks. This made reloading slow and difficult, and reduced the rate of fire of their guns. This rule assumes that the conversion from land to naval gun carriages (as was completed in the English Royal Navy) was accelerated.*

Spanish add 1 to all Battle Dice rolls.

Play Note *This may be used in connection with the "More Gunners than Priests" rule, thus giving the Spanish a plus 2 to all Battle Dice rolls.*

17.1.6 Hawkins' Reforms Not Implemented *Vice Admiral Sir John Hawkins is regarded as the architect of victory over the Armada. His reforms in the years immediately preceding the campaign included the redesign and refitting of nearly two dozen of the Royal Navy's largest and most important warships. These changes made the English ships much more nimble and maneuverable than their Spanish opponents. He also pioneered the line of battle tactic, and focused on fighting with long-range guns rather than on traditional close-in fighting. This rule assumes that Hawkins did not receive the funding and support (the former especially to which the parsimonious Queen Elizabeth only grudgingly agreed).*

There are three effects of this rule, any or all of which may be applied individually or in combination to simulate the level of support (or more accurately the lack thereof) from the Crown. Players must agree in advance which, if any, will apply in their game.

(a) English subtract 1 from all Battle Dice rolls if they choose the Stand Off tactic.

(b) English have a +2 DRM when attempting to pass a Morale Roll to Retreat Before Battle

(c) English squadrons do not automatically move into a third square when making a move on the Tactical Map. A squadron must instead roll a die: on a 1 through 3 it may make the third move as normal; on a 4 through 6 it does not get that third move.

17.1.7 Papal Blessing The Spanish begin the game by drawing Event Chits. Roll one die and draw that many Events. The Spanish may discard (return to the cup) any Events which would affect them adversely.