

ARMADA 1588



INTRODUCTION

Armada 1588 is the story of the Spanish Invincible Armada created by King Philip II to crush Elizabethan England. The Spaniards must meet with their strong land forces in Flanders and then land them in England to seize London.

The English may count on their great Sea Hounds such as Drake and Hawkins to repel the Armada from the British Isles and thus save the crown.

Armada 1588 is a naval campaign of 10 turns each representing about 4 days, between the 26th of July and the 8th of September 1588 AD.

It is set for 2 players: Spaniards versus English, around the British Isles.

Sides of the two sides are rather different :

- The **Spanish Armada** is enormous, but its admirals are not real strategists
- The **English forces** are less numerous, but their ships are well trained and well manned, led by seasoned captains.

The game event cards allow full replay ability thanks to the numerous various situations that they create on the weather, diplomatic, military, political or economical fields.

DURATION

Average Game Duration : 1h30

Favored Side : None

Most Difficult Side to Play : England

The game lasts 10 turns (between July 26 and September 8, 1588), each turn representing 4 days.

The **Spanish player** always plays before the **English player**.



FORCES

The **Spanish player** controls the **Spanish unit (yellow)**.

The **English player** controls the **English units (red)** and the **United Provinces units (orange)**.

MAPBOARD

The map shows the British isles, Spain, north of France and the Spanish Netherlands, as well as neighboring seas. The various theaters are Spain, the Continent, England, Ireland, the Atlantic and the North Sea.



France, northern Flanders, Scotland, northern England and most of Ireland are unpassable areas.

Western Winds Limits :

The two limit of regions in the Straits of Dover and Pas de Calais are called “Western Winds” and shall be activated by an English card play. Once activated, the winds prevent all movement back against the wind arrows depicted on those borders till the end of the game.



VICTORY

IMMEDIATE VICTORY IS GRANTED WHEN AND IF

- 1) The **Spanish player** controls the region of London.
- 2) One player reaches or exceeds 20 VP.

Else, player with most VPs at end of last turn wins the game.

SPECIAL RULES

ECONOMIC PHASE

There is no income, maintenance or purchase in this scenario.

SUPPLY SOURCES

There are none in the game as it is not needed

ENGLISH FLEET MANŒUVER ABILITY

The **English player** has a +2 maneuver bonus in this game when checking for the maneuver advantage at the start of a naval battle.



FRENCH NEUTRALITY

The region and harbor of Calais cannot be entered by the **Spanish player** until the card “Agreement with France” has been played. It can never be entered, at any time, by the **English player**.