

AMERICAN WAR OF INDEPENDENCE SCENARIO LIST

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Maps

Maps are of three types:

Floating where only the relative positions of the ships are important.

Only if a ship moves off the map when there is no room for adjustment is it out of the game.

Fixed where the distance from an objective egg fort must be tracked but otherwise the map can float.

Only if a ship moves off the map when there is no room for adjustment is it out of the game.

Coastal where sections (usually) edges are specified as being land. Ships leaving the map are out of the game in this case.

Wind Direction

Wind direction is shown on the bottom left corner of setup map for each scenario.

HISTORICAL CUSTOMISATIONS OF THE MAIN RULES

Striking the colors

Although there may be valid game reasons such as a victory time limit that encourages a player to fight on, historically a lone ship would strike its colors (remove its flag to signal surrender) when “dead in the water”.

Ratings

First rate ships were not in service until the very end of the War of Independence era, with Ville de Paris featuring in several scenarios in 1782 onward.

If players wish to use a First rate ship in their own homebrew battle, there should be counterbalancing advantages provided to the enemy force.

Crew Quality

In scenarios where crew quality is not specified for ships, players can use the random table provided in the game rule book with the following die roll modifiers:

British Navy +2

French Navy +1

American Navy 0

All ‘privateers’ and Spanish Navy -1

Dutch Navy -2

Marines

Since they were normally operating close to home and in any case tended to have more crewmen than other nation’s warships, American ships will have a larger crew for their rating (size).

This is best represented by giving random American ships a Marine marker.

Chasers

Although many ships mounted a few very light guns forward and aft, heavy bow chasers are still uncommon and aft chasers are even rarer.

Optional Rules

While Optional rule information is provided for each scenario, they remain optional but their use is encouraged for experienced players.

Towing can be used in any scenario

Because of the added complexity, Musketry Combat and the Alternate Fleet Initiate Movement options should only be used by mutual agreement.

Setup Explanation

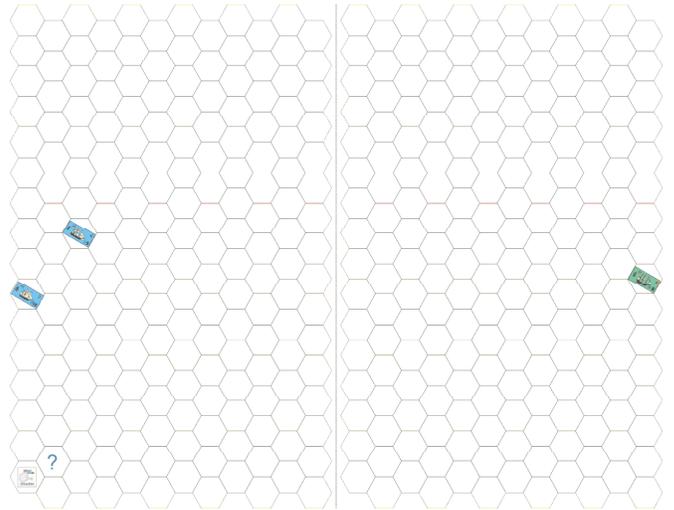
A setup illustration is provided for each scenario as a guide. While the specific ship size may be recognisable in some scenarios, only the relative positions and orientation is important.

(S) NO CHANCE FOR RAIDING

Barbados - March 7, 1778

Having recently broken the blockade of Charleston, the USS Randolph is escorting a convoy in the West Indies before beginning its own commerce raiding operations.

Map Type: 2 sheets, floating



Wind Direction: random

Time: 10 turns

American player (blue): 5th rate (USS Randolph) up to 3 hexes away from 6th rate (General Moultrie)

British player (green): 4th rate (HMS Yarmouth)

Optional rules:

Crew Quality – do not use

Chasers - HMS Yarmouth has bow chasers

Coppered Hull –no

Marines – USS Randolph has Marines

Scenario Specific Rules: To reflect its smallish size, General Moultrie can only fire 1 broadside per turn

Victory Objectives: The Americans must stop the HMS Yarmouth from reaching their edge of the map for 10 turns to allow the convoy to escape into the night.

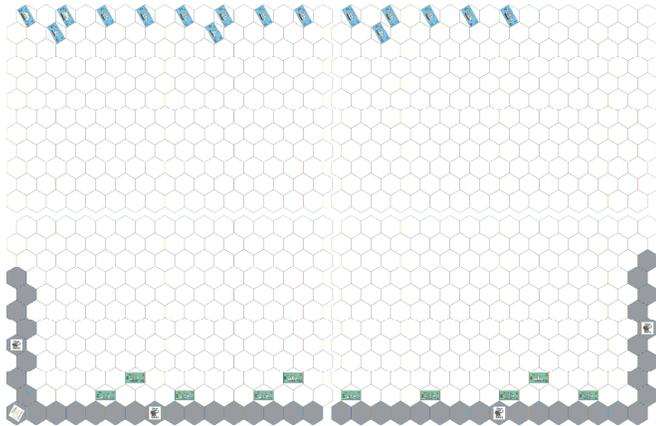
Historical result: Despite the discrepancy in force size, the Americans were winning until USS Randolph's magazine unexpectedly exploded.

(F) INTERRUPTED INVASION

St Lucia - 15 December, 1778

The British fleet is still in the process of delivering the 5000 troops they had loaded at New York to capture the island of St Lucia when a larger French fleet arrives to intervene.

Map Type: 4 sheets, Coastal



Wind Direction: Wind is from the bottom left

Time: 15 turns

French player (blue): 2x 2nd rate (Languedoc*
Tonnant*) 9x 3rd rate (Cesar, Zele, Hector, Gurrier,
Marseillais, Protecteur, Valiant, Provence, Fantasque)
1x 4th rate (Sagittaire) 1x 5th rate (Chimere) 3x 6th
rate (Engageante, Alceme, Aimable)

British player (green): 4x 3rd rate (HMS Prince of
Wales* HMS Boyne, HMS Albans, HMS Nonsuch) 3x
4th rate (HMS Prestons, HMS Centurion, HMS Isis) 1x
5th rate (HMS Venus) 2x 6th rate (HMS Aurora* HMS
Ariadne)

4 British Shore Batteries, 1 in the middle of each
coastal edge

Optional rules:

Crew Quality -determine randomly

Chasers – Languedoc and Tonnant have both bow and
stern chasers, the other ships marked * have bow
chasers only

Coppered Hull –no

Marines – assign to 3 ships (without chasers) per side

Scenario Specific Rules: For a faster game, remove all
of the 5th and 6th rated ships.

Victory Objectives: The British fleet must have 4 ships
adjacent to the coast at the end of each turn or the
French win automatically.

If this doesn't occur, the side inflicting the most
damage at the end of the 15 turns wins.

Historical result: Having twice failed to break the
British line, the French fleet under d'Estaing sailed
away in the late afternoon without either side taking
serious damage.

Unsupported, the French garrison on St Lucia
surrendered on the 28th. St Lucia was returned to
French control at the end of the war.

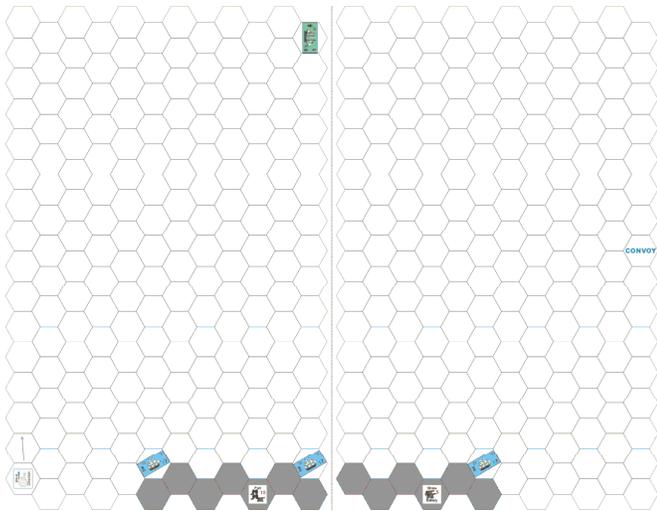
(M) THE PRIZES COME TO US

Martinique - 18 December, 1779

While the British fleet is anchored off St Lucia refitting and awaiting reinforcements, their piquet HMS Preston sights a huge string of French sails coming toward the nearby French base on Martinique.

As the British scramble a force to intercept them, it is discovered that most of the French are merchantmen.

Map Type: 2 sheets, Coastal



Wind Direction: British are sailing directly into the wind

Time: unlimited

French player (blue): 3x 3rd rate (Annibal*, Vengeur, Reflechi)

French Fort three hexes to the left of the map joint and Shore Battery 4 hexes to the right of the joint

British player (Green): 4th rate (HMS Preston)

Optional rules:

Crew Quality – do not use

Chasers – Annibal has bow chasers.

Marines – All third rate ships can be given a Marine if both players desire.

Coppered Hull – if Marines are used, the first (reinforcing) British 5th Rate ship should have a Coppered Hull (representing a clean hull).

Scenario Specific Rules:

At the end of turns 1-5, randomly place a new British 3rd – 5th rate ship (place 3 of each in a cup to draw from) in the Preston's starting hex.

On turns 2, 4, 6 and 8 place a face down marker in the hex marked Convoy (on the right of the setup picture). These represent unarmed French merchantmen with a speed of 6.

Victory Objectives: As well as normal points for damage caused, the British score 10 points for each merchantman hit (automatically captured) while the French score 10 points for each merchantman that reaches safety by stopping adjacent to the Fort (at which point it can be removed from the map).

Historical result: the scenario does not accurately reflect the history because the British had already captured 9 French merchantmen before the French warships arrived.

The main historical fighting was inconclusive – the reinforcing HMS Conqueror exchanged fire with Annibal before HMS Albion joined the fighting, forcing the Annibal to leave the battle.

Historic main engagement – Annibal is the leftmost blue ship in the setup, ignore the other 2 blue ships and the convoys.

HMS Conqueror and HMS Albion are 3rd rate. Start HMS Conqueror in place of HMS Preston and enter HMS Albion in that hex on turn 4.

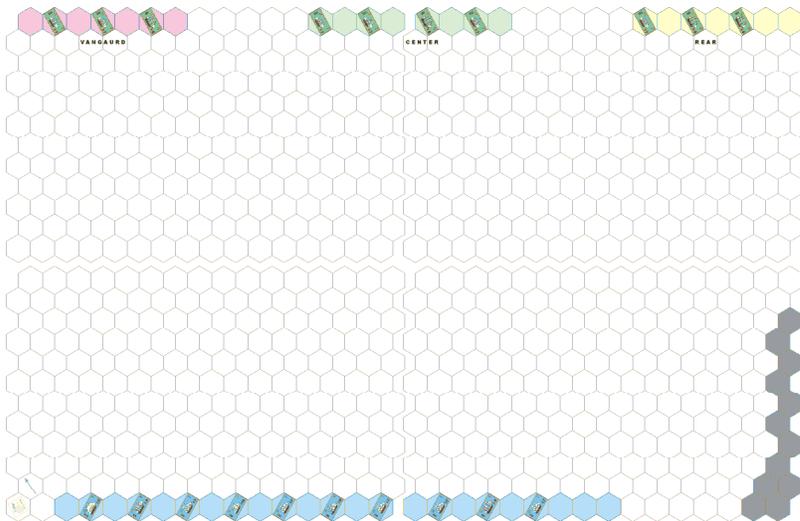
Determine the winner based on damage caused.

(F) A RUSH TO BATTLE

Battle of Grenada - 6 July, 1779

At 4am the approaching British fleet is spotted by the French fleet anchored off the southwest shore of Grenada. Instead of moving out in their formation groups in an organised manner, each French ship takes its place in the forming French Line of Battle as it arrives.

Map Type: 4 sheets, Coastal



Wind Direction: British are sailing directly into the wind

Time: 5 turns

British Player (green)

Vanguard - 5x 3rd rate (HMS Suffolk* HMS Boyne^ HMS Royal Oak* HMS Prince of Wales* HMS Magnificent*), 2x 4th rate (HMS Trident, HMS Medway)

Centre - 1x 2nd rate (HMS Princess Royal), 4x 3rd rate (HMS Fame* HMS Sultan, HMS Albion, HMS Elizabeth), 2x 4th rate (HMS Stirling Castle, HMS Nonsuch), 1x 6th rate (HMS Ariadne)

Rear - 3x 3rd rate (HMS Conqueror, HMS Cornwall, HMS Grafton) 4x 4th rate (HMS Yarmouth* HMS Lion, HMS Vigilant, HMS Monmouth)

French Player (blue)

Vanguard - 1x 2nd rate (Tonnant*), 6x 3rd rate (Zelee, Fantasque, Magnifique, Protecteur, Provence, Dauphin Royal), 1x 4th rate (Fier), 3x 6th rate (Ellis, Fortunee, Diligente)

Centre - 1x 2nd rate (Languedoc*), 4x 3rd rate (Fendant, Hector, Robuste, Guerrier), 4x 4th rate (Sagittaire, Vaillant, Fier-Rodrigue, Artesien), 2x 5th rate (Chimere, Iphigenie), 3x 6th rate (Alcmene, Lively, Ceres)

Rear - 5x 3rd rate (Diademe, Marseillais, Cesar, Vengeur, Annibal*) 2x 4th rate (Sphinx, Reflechi), 3x 5th rate (Amphion, Amazone, Boudeuse)

Optional rules:

Crew Quality – randomly determine for 4th to 6th rate. Boyne is Green (short crew)

Chasers – all ships marked * have bow chasers

Marines – no

Coppered Hull – No

Scenario Specific Rules:

Fleet arrival – Roll 1 die for each group of each fleet and randomly select that many ships from their list to place on the map. To reflect the British entering in battle groups they have 3 color coded arrival areas while the French are rushing to form a line as they arrive.

Rigging damage - French ships historically did more rigging damage than hull damage. If the French score a hit by rolling a 6, roll twice for steering lost / dead in the water instead of inflicting a hit.

For a smaller battle only enter ships on turns 1 and 2.

Victory Objectives:

Historic: The first fleet to inflict 3 hits wins. Rigging damage counts.

Game: Score based on firepower losses. Rigging damage doesn't count.

Historical result: While both sides took significant crew losses, the British damage was more concentrated. Despite their numerical superiority it was the French who broke off the battle.

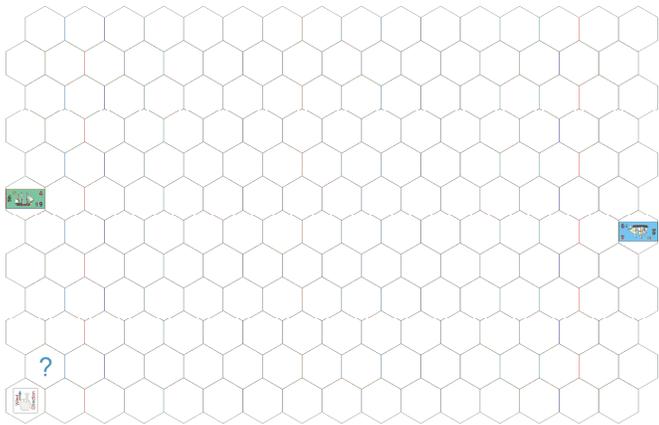
Admiral D'Estaing did not try to follow up his advantage after making repairs.

(S) AZORES PATROL

Azores Islands - 14 September, 1779

With Spain's entry in the war, the British fleet found itself watching a new set of enemy bases. HMS Pearl was assigned to keep an eye on the Spanish squadron in the Azores when it encountered the Spanish Santa Monica. The Spaniards long barrelled 12 pounders were an unexpected surprise.

Map Type: 1 sheet, floating



Wind Direction: random

Time: unlimited

Spanish player: 5th rate (Santa Monica)

British player: 5th rate (HMS Pearl)

Optional rules:

Crew Quality – British are Veteran

Coppered Hull –British

Chasers - no

Marines - no

Scenario Specific Rules:

Long barrel guns – The Spanish get +1 for cannon fire when range is 3 or higher.

Victory Objectives: Defeat the opposing ship.

Historical result: Training, skilful handling and a heavier total weight of fire allowed the Pearl to overcome the Santa Monica's slight range advantage and eventually capture her after inflicting severe casualties.

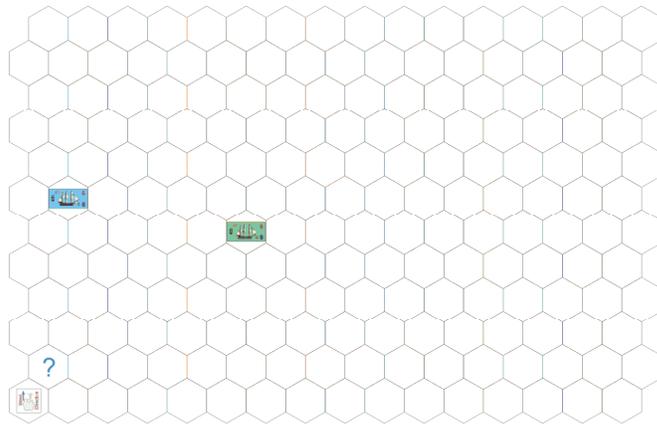
(S) SPANISH MUSKETS

Bay of Honduras - 12 December, 1779

While patrolling in Spanish colonial waters, HMS Salisbury sighted sails on the horizon at dawn and went to investigate.

After a chase lasting all day she finally caught up to what she assumed was a privateer and the San Carlos raised her Spanish colors.

Map Type: 1 sheet, floating



Wind Direction: random

Time: unlimited (but see Scenario specific rules)

Spanish player (green): 4th rate (San Carlos)

British player (blue): 4th rate (HMS Salisbury)

Optional rules:

Crew Quality – HMS Salisbury is Veteran, San Carlos is Poor

Coppered Hull – no

Chasers - no

Marines - no

Scenario Specific Rules:

The San Carlos can turn 2 hex sides instead of 1, once per game turn.

Darkness falls - At the end of turn 5, start rolling for darkness. Each time a 5 or 6 is rolled increase the darkness penalty by 1. This only affects fire combat.

Victory Objectives: Defeat the opposing ship

Historical result: Fighting in the growing dark, better gunnery paid off for the British, forcing the San Carlos to surrender after losing her main mast.

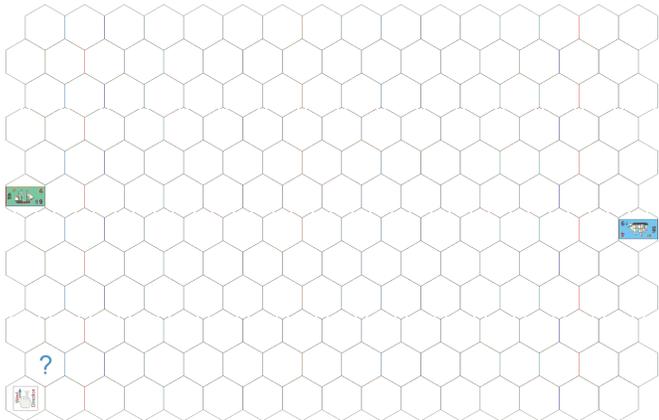
Among the cargo San Carlos was carrying were 5000 muskets, destined for a Spanish settlement that had recently been occupied by the British.

(S) A TRUE PEARL

Bermuda - 30 September, 1780

Having recently arrived in North American waters, HMS Pearl was assigned to patrol near Bermuda. It soon encountered its French counterpart, the frigate L'Esperance.

Map Type: 1 sheet, floating



Wind Direction: random

Time: unlimited

French player: 5th rate (L'Esperance)

British player: 5th rate (HMS Pearl)

Optional rules:

Crew Quality -no

Chasers - L'Esperance has both

Coppered Hull – HMS Pearl

Marines – both ships have a marine marker

Scenario Specific Rules:

L'Esperance has shorter range guns than HMS Pearl.
Hits scored by rolling a 6 will not cause a step loss but may still cause *loss of steering* or *dead in the water*.

Victory Objectives: Defeat the opposing ship.

Historical result: L'Esperance was captured after two hours and served the Royal Navy as HMS Clinton.

(M) COVERING BENEDICT ARNOLD'S BACK

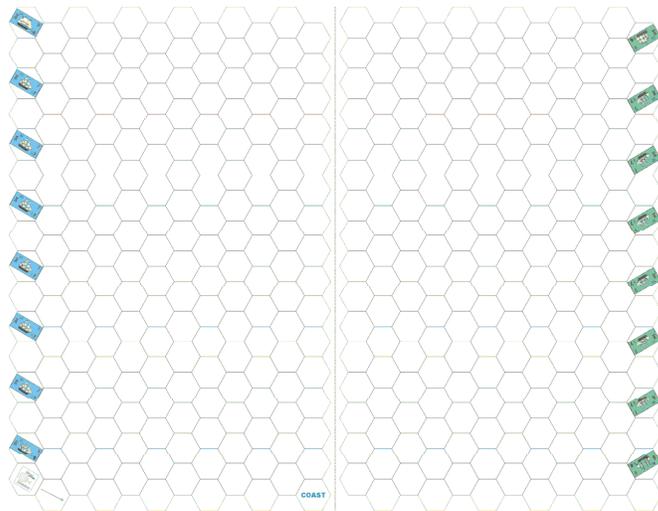
Cape Henry - 16 March, 1781

A French fleet has sailed down from its base in Rhode Island to cover the sea flank of La Fayette's operations against Benedict Arnold's British force in Virginia.

Unfortunately a slightly stronger British force based on Long Island intercepted them off Cape Henry.

Map Type: 2 sheets, fixed.

The coast is 30 hexes below the marker



Wind Direction: behind the French

Time: unlimited

French player (blue): 1x 2nd rate (Duc de Bourgogne)
6x 3rd rate (Conquerant* Provence, Ardent, Neptune* Jason, Eville), 1x 5th rate (Romulus)

British player (green): 1x 2nd rate (HMS London*) 6x 3rd rate (HMS Robust* HMS Europe, HMS Prudent, HMS Royal Oak* HMS Bedford* HMS America), 1x 4th rate (HMS Adamant)

Optional rules:

Crew Quality - random

Chasers - ships marked * have bow chasers

Coppered Hull –no

Marines - No

Scenario Rules: French ships historically did more rigging damage than hull damage. If the hit is scored by rolling a 6, roll twice for steering lost / dead in the water instead of inflicting a hit.

Victory Objectives: Score 1 point for each enemy ship damaged and 3 for each enemy ship destroyed.

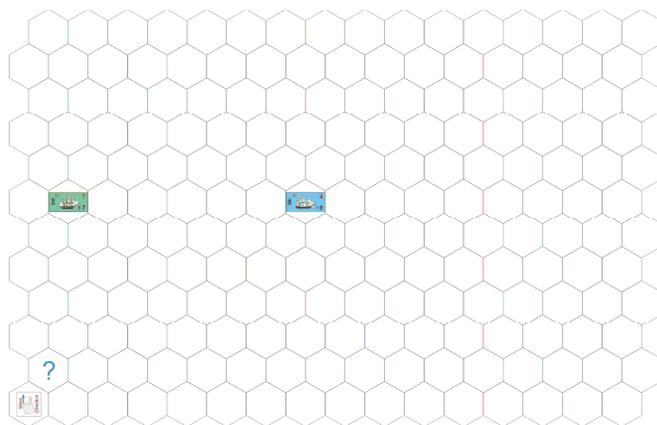
Historical result: Both fleets took some damage before the French fleet sailed off again leaving the British in control of the mouth of Chesapeake Bay. After transports land an additional 2000 troops for Benedict Arnold a few days later, the British force sailed home as well.

(S) HMS CANADA

Atlantic Ocean - 1 May, 1781

While patrolling off the port of Brest, HMS Canada discovered a Spanish flotilla which dispersed as she approached. Finally she chased down the largest of the Spanish ships, the Santa Leocadia and engaged her far out into the Atlantic.

Map Type: 1 sheet, floating



Wind Direction: random

Time: unlimited

Spanish player (blue): 5th rate (Santa Leocadia)

British player (green): 3rd rate (HMS Canada)

Optional rules:

Crew Quality - Santa Leocadia has a Green crew

Chasers - No

Coppered Hull –HMS Canada

Marines - No

Scenario Specific Rules:

Heavy seas - HMS Canada suffers a -4 to firepower if firing into the wind (the 3 forward hexes) because it can't use the lower gun ports.

Victory Objectives: Spanish can win by damaging British ship and moving away. British must sink or capture the Spanish ship.

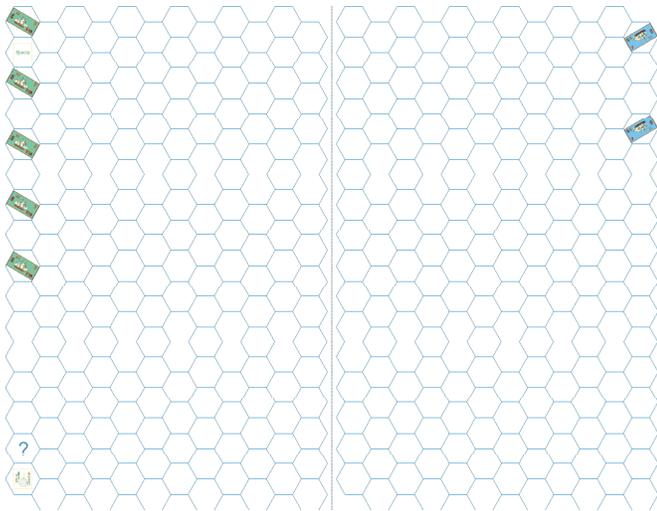
Historical result: After duelling for more than an hour, nearly half of the Santa Leocadia crew were injured or killed and she was forced to surrender.

(M) SAVING THE CONVOY

Cape Breton - 21 July, 1781

A British supply convoy trying to collect a load of coal for Halifax has been sighted near Cape Breton Island by two French frigates under the command of La Perouse and Trepelle. While the transports continue onward, their escorting warships struggle to hold the more powerful French ships away.

Map Type: 2 sheet, floating



Wind Direction: random

Time: 15 turns

French player (blue): 2x 5th rate (Astree, Hermione)

British player (green): 5x 6th rate (Charlestown, Allegiance, Vulture, Vernon, Jack)

Optional rules:

Crew Quality - Vernon is Green, Jack is Poor, Astree is Veteran

Chasers - No

Coppered Hull -no

Marines - No

Scenario Specific Rules: Use a "special" marker to represent the 13 British transport vessels. The marker has a speed of 6 and obeys all normal movement rules.

To reflect its small size, Jack can only fire one broadside and only during its player turn.

Victory Objectives:

British must prevent the French from moving adjacent to the special marker until nightfall (turn 15) or lose automatically.

If the British succeed, score points based on lost firepower with Jack counting as 1 (not 3).

Historical result: During their successful battle to keep the French warships away from the convoy until nightfall, the British Frigate Charlestown was severely damaged and the Jack was battered into submission, forcing it to strike it's colors. Neither French ship was seriously damaged.

This setup is also appropriate for an interesting hypothetical with the roles reversed as the British try to stop the Dutch Caribbean merchant marine escaping.

Historically the Dutch/American ships stayed in harbour and then surrendered on February third when the main British fleet arrived.

Saint Eustatius Stand - 2 February, 1781

Dutch (green): 5th Rate (Mars), 4x 6th rate (American privateers)

British (blue): 2x 5th Rate

Crew Quality – determine using the historical modifiers

Scenario Specific Rules: All four of the American privateers suffer the "Jack" limit.

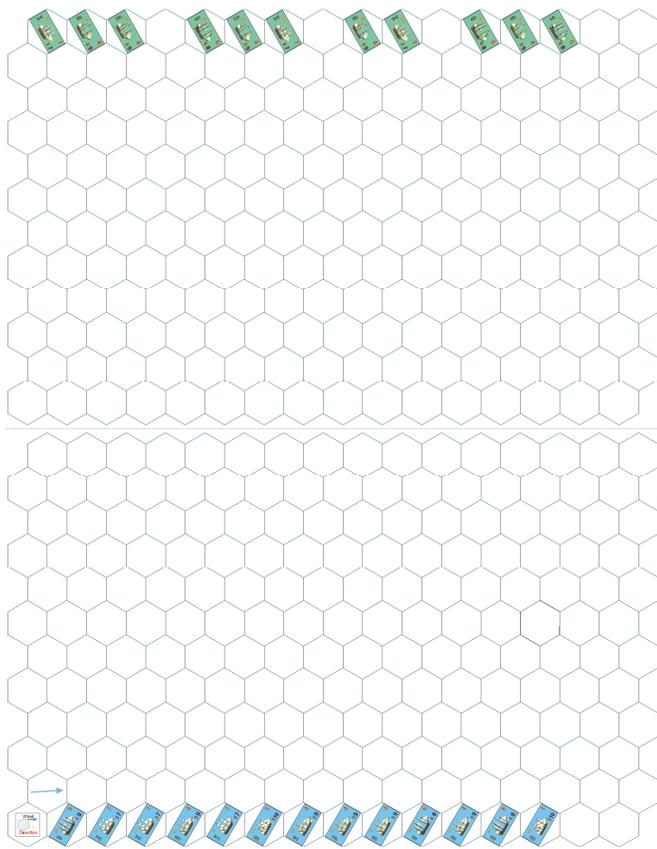
(F) A CLASH OF CONVOYS

Dogger Bank - 5 August, 1781

The Dutch actively joined the war on the American side in December 1780 after the British declared war on them.

Pressure mounted on the Dutch to send their fleet out over the next few months. Their big clash finally came almost by accident as the two fleets escorted convoys in the North Sea.

Map Type: 2 sheets, floating



Wind Direction: between the ships

Time: 10 turns

British player (green): 3x 3rd Rate (Berwick, Fortitude, Princess Amelia), 3x 4th rate (Bienfaisant, Buffalo, Preston), 5x 5th Rate (Artois, Belle Poule, Cleopatra, Dolphin, Latona)

Dutch player (blue): 3x 3rd Rate (Admiraal Generaal, Admiraal de Ruijter, Holland), 3x 4th Rate (Admiraal Piet Hein, Batavier, Erfprins), 5x 5th Rate (Amphitrite, Argo, Bellona, Eensgezindheit, Zephijr,), 2x 6th Rate (Dolphijn, Ajax)

Optional rules:

Crew Quality - British 3rd rate are veteran. Roll for all other ships using the modifiers in this rulebook except that any Elite = Regular

Chasers - No

Coppered Hull –no

Marines - No

Scenario Specific Rules: None

Victory Objectives: The first side to score 8 hits or sink a 3rd rate wins

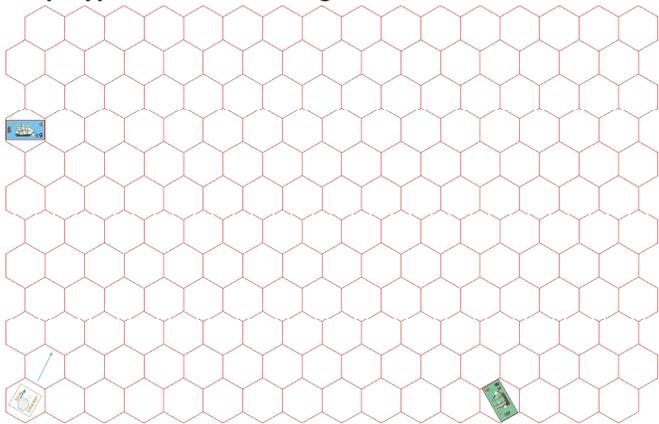
Historical result: Both fleets took a pounding without sinking an enemy ship, although Holland sank later. The main Dutch fleet did not leave harbour again during the war.

(S) HER MAGIC FAILS

Cape Ann - 2 September, 1781

While both ships were patrolling off the coast of northern Massachusetts, HMS Chatham chases down the smaller French ship Magicienne (French for a female magician).

Map Type: 1 sheet, floating



Wind Direction: between the ships

Time: unlimited

French player (blue): 5th rate (Magicienne)

British player (green): 4th rate (HMS Chatham)

Optional rules:

Crew Quality - Magicienne is veteran

Chasers - No

Coppered Hull -no

Marines - No

Scenario Specific Rules: None

Victory Objectives: sink or capture the enemy ship to win

Historical result: Magicienne was captured after suffering heavy casualties (about 1/3) among its crew. She went on to serve the Royal Navy honourably for 20 years after her capture, including a vicious but inconclusive engagement with Sibylle on 2 January 1783.

This scenario's setup would be appropriate for several other single small ship duels with only a few changes.

I have not yet begun to fight! - 23 September, 1779

British (green): 5th rate (HMS Serapis)

American (blue) 5th Rate (Bon Homme Richard)

Crew Quality: HMS Serapis is Veteran

Marines: Bon Homme Richard has 2

After 10 turns American 5th Rate Ajax enters

Privateer duel - 10 July, 1780

British privateer (green): 6th Rate (Resolution)

American privateer (blue): 6th Rate (Viper)

Crew Quality: No

Marines: Viper

Jack and the Observer – 28 May, 1782

British (green): HMS Observer (6th)

American (blue): privateer Jack (6th)

Ignore special rule for Jack from *Saving the Convoy* as both ships are very small.

Crew Quality – No

Magic vs Prophecy - 2 January, 1783

French (blue): 5th rate (Sybille)

British (green): 5th rate (HMS Magicienne)

Crew Quality - No

Coppered Hull - Magicienne

Marines - Sybille

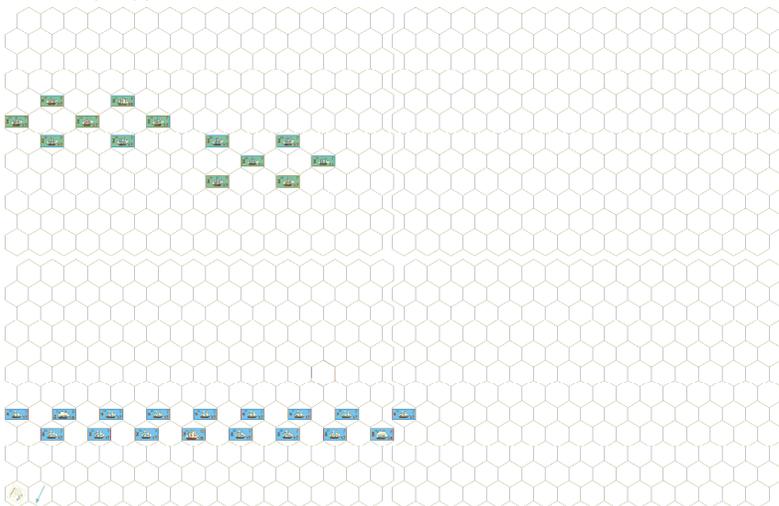
(F) THE CAPES

Chesapeake Bay - September 5, 1781

After several hours of inconclusive manoeuvring, the British fleet decided to close with the French.

Unfortunately a signal misunderstanding sees them entering gun range still in their three maneuver groups while the French are in line of battle.

Map Type: 4 sheets, fixed.



The top of Cape Henry is 30 hexes left of the wind marker. The bottom of Middle Ground shoal is 35 hexes left of the top left hex.

Wind Direction: from the top right

Time: 5 turns

British (green):

First - 1x 2nd rate (London), 6x 3rd rate (America, Bedford, Resolution, Royal Oak, Montagu, Europe)

Second - 1x 2nd rate (Barfleur), 5x 3rd rate (Alfred, Belliqueux, Invincible, Monarch, Centaur)

French (blue):

First: 2x 2nd Rate (Auguste, Saint-Esprit), 6x 3rd Rate (Pluton, Marseillois, Bourgogne, Diademe, Reflechi, Caton)

Second: 1x 1st Rate (Ville de Paris), 8x 3rd Rate (Cesar, Destin, Victoire, Sceptre, Northumberland, Palmier, Solitaire, Citoyen)

Optional rules:

Crew Quality – The British can assign 3 veteran and 3 elite markers to 3rd Rate ships (play balance).

Chasers – no

Coppered Hull –no

Marines – no

Scenario Specific Rules:

French ships historically did more rigging damage than hull damage. If the hit is scored by rolling a 6, roll twice for steering lost / dead in the water instead of inflicting a hit.

Reinforcement – These ships enter on turn 3 via the left most setup hex for each fleet.

British - 6x 3rd Rate (Terrible, Ajax, Princessa, Alcide, Intrepid, Shrewsbury)

French - 1x 2nd Rate (Languedoc), 6x 3rd Rate (Scipion, Magnanime, Hercule, Zele, Hector, Souverain)

Victory Objectives: Score 10 hits on enemy ships

Historical result: Both sides suffered a lot of damage but it was the British that decided their damage, with 5 ships barely seaworthy, was too great to continue.

The French were thus able to dominate the seas around Yorktown, allowing reinforcements brought by Admiral Barras to support the siege of Yorktown.

Note: only 2 of the 3 groups of each side were actually engaged but all three are included in the scenario. Assuming players use their ships from right to left, it is quite likely that one side or the other will achieve the victory conditions before all ships are engaged.

The setup example has been modified to take into account the movement rule requiring a ship to move forward before turning and prevent a single 'loss of steering' or 'dead in the water' hit from causing a chain of collisions.

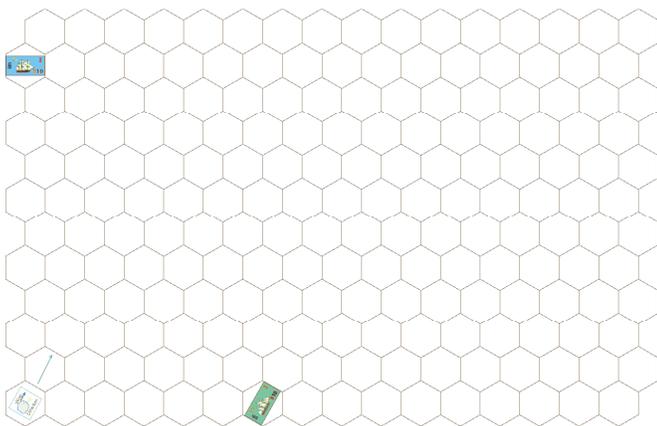
(S) AVENGING MOUNT VERNON

Near Charleston - September 6, 1781

HMS Savage was escorting a small convoy when the American raider Congress was spotted. Thinking it was one of the light gun armed privateers reported in the area, Savage chose to engage while the merchant ships continued on their way.

Unfortunately Congress was not armed with the 9 pounders that HMS Savage had expected.

Map Type: 1 sheet, floating



Wind Direction: from behind Congress

Time: unlimited

American player: Privateer Congress (6th Rate)

British player: HMS Savage (6th Rate)

Optional rules:

Crew Quality – HMS Savage is Elite

Chasers – Congress has bow chasers

Coppered Hull –no

Marines – Congress has a Marine marker

Scenario Specific Rules:

Congress turns without restrictions to reflect her better manoeuvrability.

Victory Objectives: Defeat the opposing ship.

Historical result: After an hour of vicious exchanges, both crews had suffered more than 20% casualties but HMS Savage had suffered far more damage to her masts and rigging. When Congress prepared to grapple and board, HMS Savage surrendered.

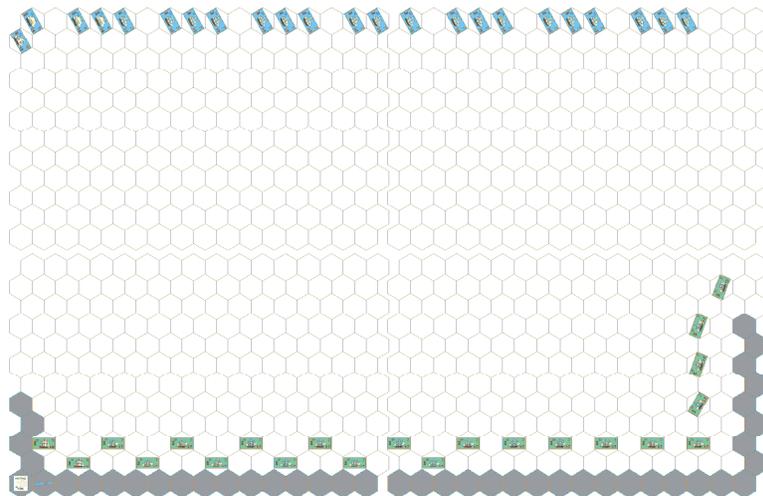
Note: HMS Savage plundered George Washington's estate, Mount Vernon.

(F) FRIGATE BAY

St Kitts - 26 January, 1782

Having manoeuvred the French out of position on the 25th, the smaller British fleet anchored in the bay. The British sat at anchor in an L formation, daring the French to evict them.

Map Type: 4 sheets, coastal



Wind Direction: from the right

Time: 10 turns

French player: 1x 1st Rate (Ville de Paris*) 4x 2nd Rate (Auguste, Duc de Bourgogne, Couronne, Languedoc*), 19x 3rd Rate (Magnanime, Northumberland, Pluton, Glorieux, Cesar, Hercule, Zele, Palmier, Hector, Souverain, Conquerant*, Sceptre, Citoyen, Destin, Neptune, Bourgogne, Dauphin Royal, Marseillais, Diademe), 5x 4th Rate (Eveille, Reflechi, Jason, Ardent, Caton)

British player: 2x 2nd Rate (HMS Prince George, HMS Barfleure), 20x 3rd Rate (HMS St Albans, HMS Alcide, HMS Intrepid, HMS Torbay, HMS Princessa, HMS Ajax, HMS Prince William, HMS Shrewsbury, HMS Invincible, HMS Monarch, HMS Belliqueux, HMS Centaur, HMS Alfred, HMS Russell, HMS Resolution, HMS Bedford*, HMS Canada, HMS Prudent, HMS Montagu, HMS America)

Optional rules:

Crew Quality - no

Chasers – ships marked * have bow chasers

Coppered Hull –no

Marines - no

Scenario Specific Rules:

All British ships start Anchored

Victory Objectives: If the French have the only ships in 8 adjacent hexes of coastline at the end of any turn they win. Otherwise score by firepower loses at the end of 10 turns.

Historical result: After three serious attempts to scatter the British formation, the French fleet withdrew having suffered widespread but not critical damage. This did not save the island though, with the fort at Brimstone Hill surrendering a few weeks later.

Note: All ships of 4th to 6th rate have been removed due to map crowding limitations. For example, the British have 9 frigates (5th or 6th rates).

(F) YORKTOWN REVENGED

Battle of the Saintes - 12 April, 1782

Having played their part in the British surrender at Yorktown, the French navy sailed south to the Caribbean to obtain France's main colonial aim - the conquest of Jamaica.

Unfortunately, a strong British fleet was waiting for them.

Map Type: 6 sheets, floating

Wind Direction: random

Time: unlimited

British player (green):

5x 2nd Rate (HMS Barfleur, HMS Namur, HMS Formidable, HMS Duke, HMS Prince George)

20x 3rd Rate (HMS Royal Oak, HMS Alfred, HMS Montagu, HMS Monarch, HMS Warrior, HMS Valiant, HMS Centaur, HMS Magnificent, HMS Bedford, HMS Ajax, HMS Canada, HMS Resolution, HMS Hercules, HMS Russell, HMS Fame, HMS Torbay, HMS Conqueror, HMS Alcide, HMS Arrogant, HMS Marlborough)

11x 4th Rate (HMS Belliqueux, HMS Prince William, HMS Yarmouth, HMS Repulse, HMS St Albans, HMS Agamemnon, HMS Prothee, HMS America, HMS Princessa, HMS Anson, HMS Nonsuch)

French (blue):

1x 1st Rate (Ville de Paris), 5x 2nd Rate (Auguste, Couronne, Duc de Bourgogne, Languedoc Triomphant)

20x 3rd Rate (Bourgogne, Brave, Citoyen, Conquerant, Dauphin Royal, Destin, Diademe, Glorieux, Hector, Hercule, Magnanime, Magnifique, Marseillais, Neptune, Northumberland, Palmier, Pluton, Sceptre, Scipion, Souverain)

4x 4th Rate (Ardent, Cesar, Eveille, Reflechi)

1x 5th Rate (Richemond)

Optional rules:

Crew Quality - no

Chasers - no

Coppered Hull –all British ships

Marines – 4 French, assigned to 3rd Rates.

Scenario Specific Rules:

Because of the soldiers on board French ships, they gain +1 defending (only) against boarding.

Wind – Reroll wind direction at the start of each odd numbered turn.

Victory Objectives:

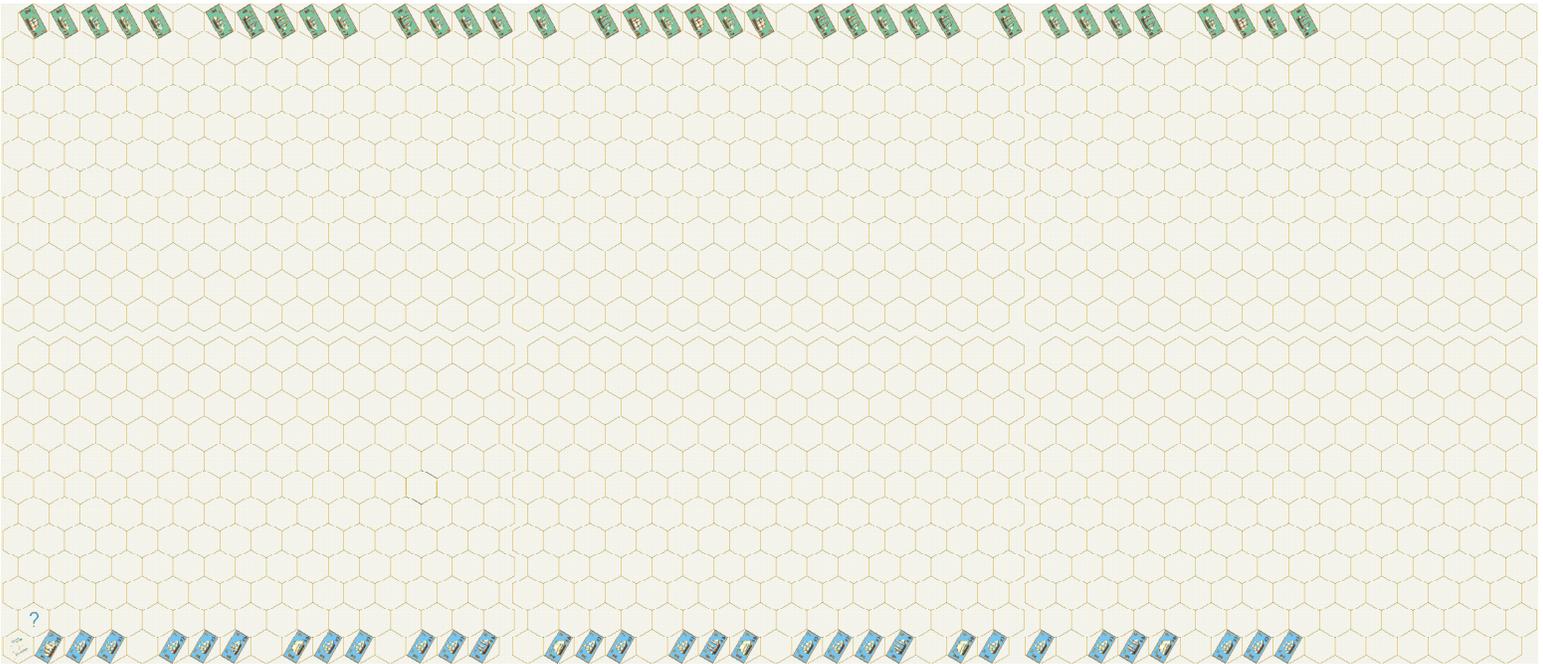
Inflict 50 firepower losses on the enemy and capture (or sink) one enemy ship

Historical result:

Rather than fighting broadside to broadside as normal, the British sailed through the French line in a manoeuvre that would later be called breaking the line.

While the British fleet suffered about 1000 casualties, they sunk one French ship and captured 4 others.

Note: For counter mix reasons the weakest 3rd rates have been demoted to 4th rate.

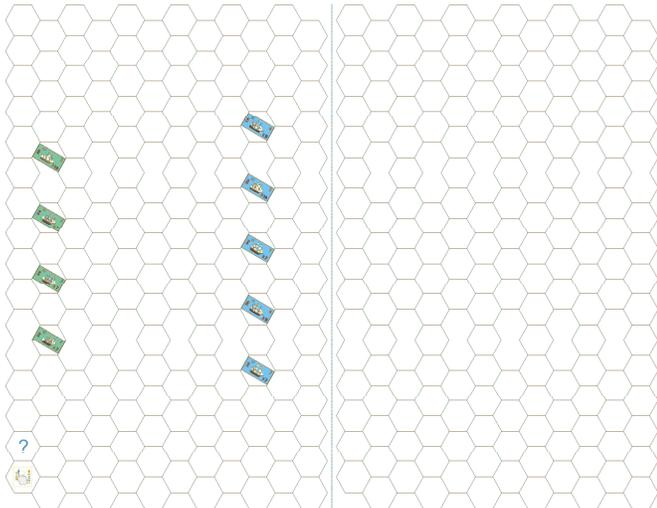


(F) CHASE THEM DOWN

Mona Passage - 19 April, 1782

On the lookout for French escapees from their defeat at the Battle of the Saintes (Yorktown Revenged) a week earlier, a British squadron sights a small group of sails near Puerto Rico.

Map Type: 2 sheets, floating



Wind Direction: random

Time: 10 turns

French player: 2x 3rd Rate (Caton, Jason) 2x 5th Rate (Astree, Aimable) 1x 6th Rate (Ceres)

British player: 1x 2nd Rate (Barfleur), 8x 3rd Rate (Alfred, Belliqueux, Magnificent, Monarch, Montagu, Prince William, Valiant, Warrior), 1x 4th Rate (Yarmouth), 2x 6th Rate (Champion, Alecto)

Optional rules:

Crew Quality – no (only from “battle damage”)

Coppered Hull –no

Chasers - no

Marines -no

Scenario Specific Rules:

Staggered British arrival - place 4 random British ships each turn at least 2 hexes apart on their starting edge.

Battle damage - Historically both Jason and Caton were damaged but this was not initially obvious to the British.

Roll 3 times to determine which French ships (in listed order i.e. 1=Caton, 4=Aimable, 6=no ship) are damaged.

Roll again to determine the damage effect (1-3 =crew quality loss, 4= port broadside -2, 5= starboard broadside -2, 6 reduced).

Escape - French ships that are 15 or more hexes away from all British ships have escaped even if they have not moved off the map.

Victory Objectives: French score points for their own ships that escape and firepower lost by British ships.

British only score points for capturing or sinking the French ships

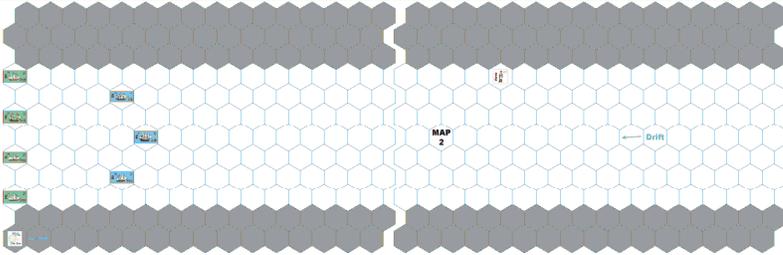
Historical result: Only the Astree managed to escape. The captured Jason went on to serve the British as HMS Argonaut

(M) FLEEING UPRIVER

Delaware River - 15 September, 1782

Helped by a local pilot, the French squadron flees further up the river to escape from the British. Wisely the British commander aboard HMS Warwick only allows his lighter, shallower draft vessels to continue the pursuit.

Map Type: 2 sheets, coastal



Wind Direction: up river

Time: 10 turns

French player (blue): 4th Rate (Aigle), 5th Rate (Gloire), 6th Rate (HMS Racoon, recently captured)

British player (green): 4th Rate (HMS Warwick), 3x 6th Rate (HMS Vestal, HMS Bonetta, Sophie)

Optional rules:

Crew Quality – see below

Chasers - no

Coppered Hull –no

Marines – see below

Scenario Specific Rules:

Drifting is downriver, not with the wind

Small Vessels - Racoon, Bonetta and Sophie can only fire 1 broadside per player turn (not both on each player's turn like normal fully crewed warships). Alternately make them Green crew.

Sandbar – Roll for every odd numbered movement point, if the ship's rating or higher is rolled, the ship has *run aground* and can't move for the remainder of the game. Towing avoids this roll.

HMS Warwick can't enter Map 2 at all. Grappling automatically succeeds against a ship *run aground*

Redcoats - Any British ship stopped at the Marine marker for its full turn gains a Marine.

Victory Objectives: score points for ships remaining on the map. French ships moving off the far end of map count double for the French player

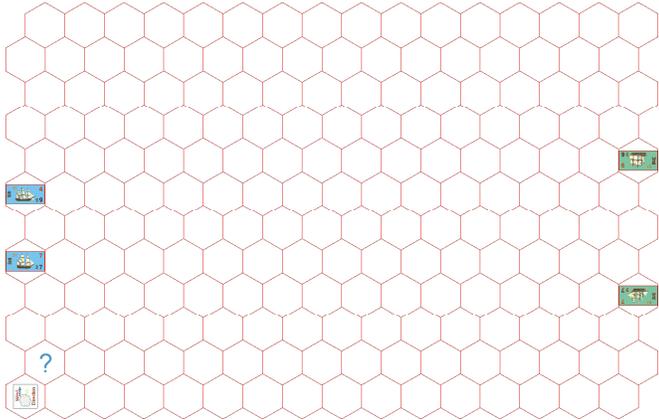
Historical result: While the Gloire, with its local pilot aboard, managed to escape upriver with the Racoon, the Aigle and the pursuing British ships ran aground.

(M) HISPANIOLA DUEL

Hispaniola - 18 October, 1782

After a long chase, HMS London and Torbay have finally caught up with the French. Damaging their pursuers to slow them down became their only hope of escape.

Map Type: Single sheet, floating



Wind Direction: random

Time: unlimited

French player (blue): 3rd Rate (Scipione), 5th Rate (Sibylle)

British player (green): 2nd Rate (London), 3rd Rate (Torbay)

Optional rules:

Crew Quality -No

Chasers - No

Coppered Hull – Torbay

Marines – Sybille

Scenario Specific Rules: Scipione's luck – once during the battle the Scipione can add +2 to a fire combat roll.

Victory Objectives: Score points for enemy firepower reductions. French player also scores 1 point for each steering lost/ dead in the water damage inflicted.

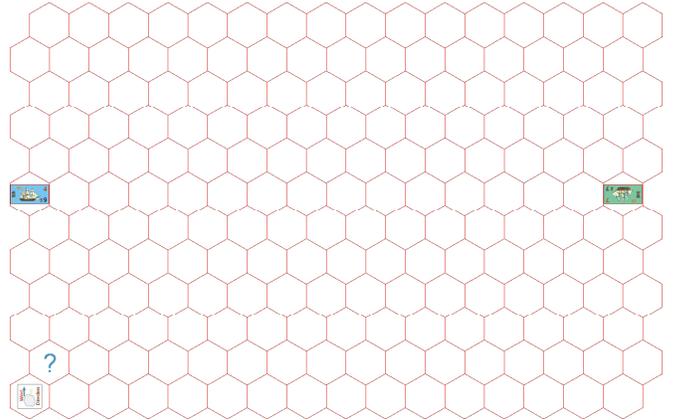
Historical result: Despite being outclassed by their British opponents, the French ships inflicted serious damage to HMS London and then escaped. Fate intervened the next day when Scipione ran aground and sank.

(S) A SHINING JEWEL

Martinique - 6 December, 1782

Having sighted a French convoy heading towards their base in Martinique, the British squadron scatters to give chase. While most French ships escaped, HMS Ruby caught up with Solitaire.

Map Type: 1 sheet, floating



Wind Direction: random

Time: unlimited

French player (blue): Solitaire (3rd Rate)

British player (green): HMS Ruby (3rd Rate)

Optional rules:

Crew Quality –HMS Ruby is elite, Solitaire is Veteran

Chasers - no

Coppered Hull –no

Marines - no

Scenario Specific Rules: The first time Solitaire is hit, roll twice to suffer dead in the water / steering lost.

Victory Objectives: Defeat the opposing ship.

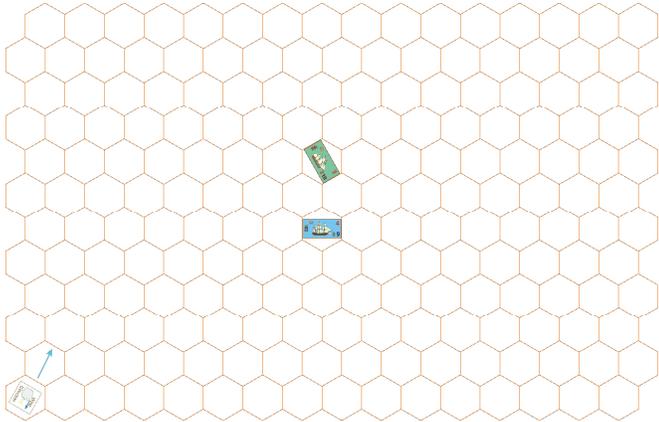
Historical result: With her sails in tatters and her mizzen mast shot away, the Solitaire surrendered.

(S) SAILING UNDER A FALSE FLAG

Chesapeake Bay, 22 January 1783

The French frigate Sybille is sailing with flags identifying her as a British prize in distress when she is spotted by HMS Hussar. Unfortunately for them, HMS Hussar's captain becomes suspicious just before the Sybille opens fire and manages to turn away enough to avoid Sybille's potentially crippling first broadside.

Map Type: 1 sheet, fixed



Wind Direction: as shown

Time: unlimited

French player (blue): 5th Rate (Sybille)

British player (green): 6th Rate (HMS Hussar)

Optional rules:

Crew Quality - HMS Hussar is Veteran

Chasers - No

Coppered Hull -no

Marines - No

Scenario Specific Rules:

Musketry - Sybille was built as a 4th rate with the appropriate crew but had suffered damage several weeks earlier resulting in the loss of 12 guns. Give Sybille a special counter to absorb a crew loss from Musketry fire.

If not using the musketry optional rule, the Sybille gains +2 when defending against the first boarding attempt.

Reinforcement - British 4th rate (HMS Centurion) appears on any map edge after 10 turns.

Victory Objectives: Sink or capture enemy ship(s) to win.

Historical result: After several exchanges of fire and a failed boarding attempt by the Sybille, HMS Hussar summoned help from the nearby HMS Centurion.

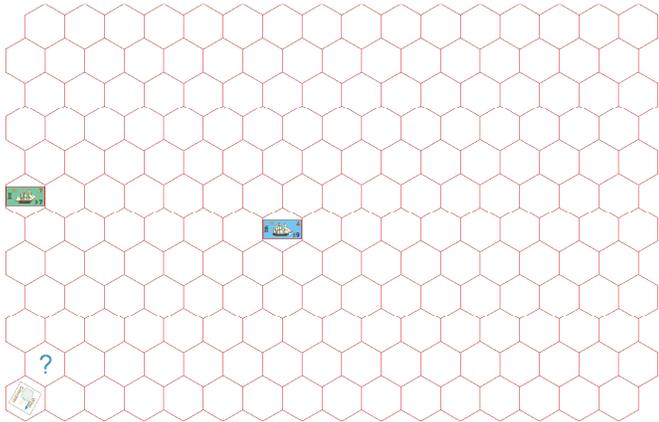
While Hussar was away, Sybille was unable to stop the water leaks caused by the earlier fighting and thus had no option except to surrender when HMS Centurion fired on her.

(S) MAGNIFICENT !

Guadeloupe 15 February 1783

Responding to reports that a French squadron had sailed from Martinique, HMS Magnificent encountered the smaller Concorde just before sunset.

Map Type: 1 sheet, floating



Wind Direction: random

Time: see scenario rule - sunset

French player (blue): 5th rate (Concorde)

British player (green): 3rd Rate (HMS Magnificent)

Optional rules:

Crew Quality – Concorde is Veteran (play balance)

Chasers – Concorde has both, Magnificent has bow chasers only

Coppered Hull – HMS Magnificent

Marines - no

Scenario Specific Rules:

Sunset - At the end of turn 3, start rolling for darkness. Each time the roll is lower than the turn number, increase the 'darkness penalty' by 1 until it reaches 5 and the game ends. This penalty only affects Fire Combat.

Victory Objectives: Concorde must survive until the darkness penalty reaches 5.

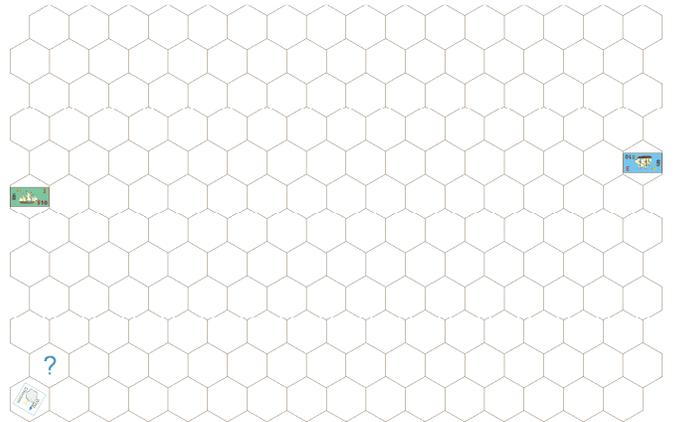
Historical result: Having chased down the Concorde just before sunset, HMS Magnificent quickly managed to land a devastating broadside which forced Concorde to strike her colors.

(S) FOX HUNTING SANTA CATALINA

Cuba - 17 February, 1783

Santa Catalina had been despatched from Havana to hunt down the ship interfering with nearby Spanish privateers. Unfortunately for her, HMS Fox was on patrol specifically to hunt for Spanish navy vessels trying to protect the privateers.

Map Type: 1 sheet, floating



Wind Direction: random

Time: unrestricted

Spanish player: 6th rate (Santa Catalina)

British player: 6th rate (HMS Fox)

Optional rules:

Crew Quality –both are Veteran

Chasers - no

Coppered Hull –no

Marines – Santa Catalina

Scenario Specific Rules: Heavy Carronades – HMS Fox adds 2 to the die roll at ranges 0-1.

Victory Objectives: HMS Fox can defeat Santa Catalina by any method. If HMS Fox is sunk, the battle is a draw.

Historical result: After a four-hour duel, HMS Fox's carronades struck a telling blow, dismasting the Santa Catalina. With a quick jury rigging proving impossible, Santa Catalina was forced to surrender.