

Additional Scenarios

[N.1] HYPOTHETICAL RAID ON A CONVOY, April, 1813

Forces:

B. **British:** one 74(FF), one 44, one 32, five MM
D. **US:** one 44(FF), one 36

Wind: NW, Moderate, Oceanic

Deployment:

British; se, Map A, Speed 5; hexes 0305(74FF), 0908(MM), 1012(MM), 1208(MM), 1514(44), 1509(MM), 1611(MM), 2016(32)
US: North, Map E, Speed 5; hexes 1108(44 FF), 0909(36)

Victory Conditions:

The Player with the most Victory Points wins. Capture of MM = 12 pts., British warship = 18 pts., US warship = 30 pts.

Special Rules:

MM are always considered to be acting independently, even if in formation. British warships are never in formation with MM. British ships may not move west of the original board set-up; they are considered captured if they do. MM have no chase guns.

Effectiveness Ratings:

British

Command Control Efficiency	High*
Gunnery CRT	#1
Preservation Level	10

(only damage to warships is counted)
* MM Low

US

Command Control Efficiency	High
Gunnery CRT	#1
Preservation Level	4

(Do not use the optional rule)

Notes:

This is a hypothetical encounter between two American commerce raiders, United States 44 and Constellation 36, and a small British convoy escorted by the Nonesuch 74, Phoebe 36, and Galatea 32. The Americans must try to get past the escort to the fleeing merchantmen, capturing or destroying as many as possible without suffering enough damage to force them to end their raiding voyage. Or the US Squadron may try for a flashy but ultimately meaningless naval victory over the escort while the real plum escapes.

[N.2] HYPOTHETICAL FLEET ACTION, July 1812

Forces:

B. **British:** one 64, three 44(FF), one 32
D. **US:** two 44(FF), one 36, one 20/A, one 14/A

Wind: NW* Moderate, coastal

Deployment:

British: NE, Map E, Speed 5; hexes 2008(44), 1809(64), 1610(44FF), 1411(32), 1212(44)
US: SE, Map A, Speed 8, hexes 1005(44FF), 0804(44), 0603(36), 0402(20/A), 0201(14/A)

Victory Conditions:

The Player with the most Victory Points is the winner. The British Player gets 6 points as well for each US ship that exits Map A through hexes 0101 to 0107 heading west.

Special Rules:

The maps may not be moved north or west of the original locations of Maps A and D. US ships only

can leave Map A heading west between hexes 0101 and 0107. The US 14/A should be given double its printed Gunnery Strength at two hexes or less range.

Effectiveness Ratings:

British

Command Control Efficiency	High
Gunnery CRT	#1
Preservation Level	15

US

Command Control Efficiency	Moderate
Gunnery CRT	#1
Preservation Level	12

Notes:

Commodore John Rodgers had heard of the US declaration of war and gotten his squadron to sea before orders from Washington could reach him in New York. Had he been delayed, those orders would have kept him in port indefinitely, surely until Commodore Broke's squadron could arrive from Halifax to blockade New York. Assuming this was the case, Rodgers almost surely would have emerged to give battle in the waters off Long Island and Sandy Hook. He would have sought first a victory, or, failing that, escape to seaward. To be forced back into port would be a strategic defeat.

Rodgers had President 44, United States 44, Congress 36, Hornet 18 and Argus 16. Broke had Africa 64, Belvidera 36, Guerriere 38, Aeolus 32, with his flag in Shannon 36.

[N.3] ACTION OFF FLAMBROUGH HEAD, September 23, 1779

Forces:

B. **British:** one 44(FF), one 28
D. **American/French:** two 36/A(FF), one 28/A, one 14/A

Wind:

Wind: South, Light, Coastal

Deployment:

British: SW, Map A, Speed 1; hexes 1902(28), 1904(44 FF)
American/French: N, Map D, Speed 4; hexes 1902(36 FF), 1904(28), 1906(36), 1908(14)

Victory Conditions:

The American/French Player must capture or sink both British ships in order to win.

Special Rules:

No movement west of the original map set-up is allowed. American/French ships are tripled when afoul. All American/French ships but the Fleet Flagship use the Independent column of the Command Control Table, no matter what the formation is.

The British flagship was a two deck vessel, and should be maneuvered as such. The American flagship was a converted merchantman and should be maneuvered as such. The French 28 has a Defense Strength of 4.

Effectiveness Ratings:

British

Command Control Efficiency	High
Gunnery CRT	#1
Preservation Level	NA

American/French

Command Control Efficiency	Low
Gunnery CRT	#1
Preservation Level	7

Notes:

John Paul Jones was leading a mixed squadron, raiding shipping and some shore installations in British home waters. Towards sundown, his squadron encountered a convoy of 40 ships with a small escort. While the escort gave battle, the convoy fled north. Jones' flagship was a converted, aged East Indiaman, poorly suited to be a warship, while the French captains of his consorts were either jealous or mistrustful of him. They gave him little support in the battle; one even repeatedly fired at him, hoping to force Jones' surrender so he, in turn, could enter the fight, win it and be the hero. While Jones engaged the major enemy ship, a new 44 gun two-decker that, with its copper sheathing could outsail as well as out gun him, one of his other ships engaged and eventually captured the small enemy ship. Jones managed to get afoul of the enemy flagship and used vigorous small arms fire to decide the issue. His own ship was so damaged it sank the next day.

British Ships: Serapis 44, Countess of Scarborough 20.

American/French Ships: Bon Homme Richard 42, Alliance 36, Pallas 26, Vengeance 12.

[N.4] ACTION IN THE BAY OF BENGAL, February 28, 1799

Forces:

A. **French:** one 44/D
B. **British:** one 44

Wind: SW, Light, Oceanic

Deployment:

French: SW, Map E, Speed 0; hex 1108(44 FF)
British: NW, Map C, Speed 2; hex 0616(44 FF)

Victory Conditions:

A Player must capture or sink the other ship to win.

Special Rules:

Because the French ship was undermanned and the British crew was reinforced, the French ship is only doubled when afoul while the British ship is tripled. This action occurred at night, so when firing at more than two hex range, subtract one from the die roll.

Effectiveness Ratings:

French

Gunnery CRT	#2
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British

Gunnery CRT	#1
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Both Players may ignore both Command Control and Preservation Level effects.

Notes:

The large French frigate La Forte 44 was at large in Indian waters and greatly disturbing the British, especially as they had no comparable ships with which to meet her. What they did was reinforce the crew of Sybille 36 and send her out to hunt down the Frenchman. La Forte was found at night, have to near some prizes which made their escape during the ensuing battle. The battle itself was a disaster for the French. Following doctrine, they fired high and badly damaged the Britisher's rigging, but did little other damage. The British fired into La Forte's hull, stoving in timbers, killing many men and eventually dismasting her.