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**Cape St. Nicholas, 25 March 1747.**

**a. Notes.** This is an engagement from the War of Austrian Succession, a dispute which involved the main European powers and spread across the seas to the New World and India.

A British squadron, cruising 20 miles north-west of Cape St. Nicholas, Haiti, sighted and pursued a French convoy whose naval escort turned to give battle.

The action began shortly after noon. The sides were well matched but around 4pm *HMS Lenox* lost its foremast whereupon the French took the opportunity to break off and retire towards their convoy.

see also - [threedecks.org/index.php?display\\_type=show\\_battle&id=486](http://threedecks.org/index.php?display_type=show_battle&id=486)

**b. Wind.** NW.

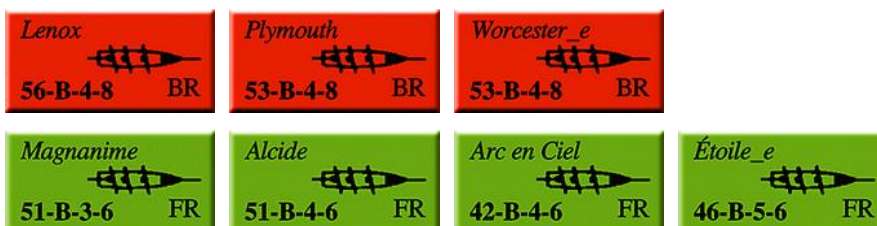
**c. Deployment, British.** *Lenox* (1205,SW), *Plymouth* (1403,SW), *Worcester\_e* (1601,SW).

**d. Deployment, French.** *Magnanime* (1011,N), *Alcide* (1013,N), *Arc en Ciel* (1015,N), *Étoile\_e* (0520,NE).

**e. Game-Length.** 16 Game-Turns.

**Special Rules:**

British ships may exit the south map edge and gain 1 Victory Point each. To exit they must pay 2 MPs (if facing S) or 3 MPs (if facing SW or SE). They may not return.



**Battle of Havana, 12 October 1748.**

**a. Notes.** The War of Jenkins's Ear was the result of economic rivalry between Britain and Spain over trade with the Caribbean which was whipped up into war by British merchants and their political backers. But attempts to capture Spanish territories in the Caribbean and intercept their treasure ships from the New World all failed. The war had largely petered out by 1747 when the British leadership was given to Admiral Sir Charles Knowles.

Cruising in search of a treasure convoy, Knowles was informed of the whereabouts of the Spanish Havana squadron, under Admiral Don Andres Reggio, and set off to bring it to battle. The two fleets met on 12 October in the final action of the war.

The British had an advantage in firepower but two of their ships lagged behind the main line of battle and they failed to inflict a decisive defeat. By nightfall one Spanish ship had been captured and another crippled while several British ships were badly damaged.

see also - [en.wikipedia.org/wiki/Battle\\_of\\_Havana\\_\(1748\)](https://en.wikipedia.org/wiki/Battle_of_Havana_(1748))

**b. Wind.** N.

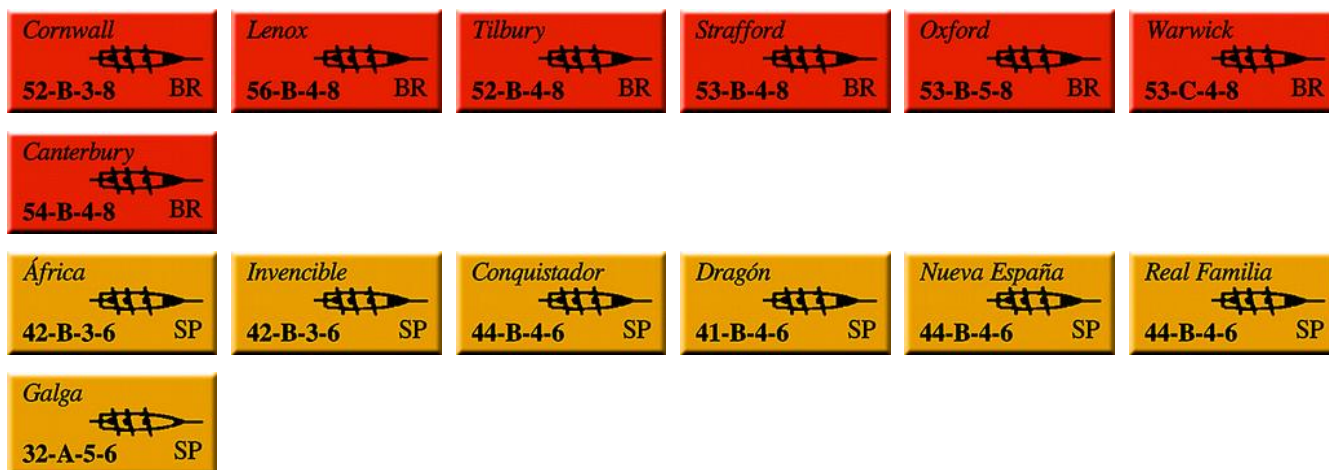
**c. Deployment, British.** *Cornwall* (0810,NE), *Lenox* (0612,NE), *Tilbury* (1209,E), *Strafford* (1009,E), *Oxford* (0212,NE), *Warwick*, *Canterbury*.

**d. Deployment, Spanish.** *África* (1613,NE), *Invencible* (2009,NE), *Conquistador* (1811,NE), *Dragón* (1415,NE), *Nueva España* (1217,NE), *Real Familia* (1019,NE), *Galga* (2015,NE).

**e. Game-Length.** 16 Game-Turns.

**Special Rules:**

*Warwick* and *Canterbury* start the game off map. At the start of turn 6 the British player places *Warwick* in any of the following squares, facing NE or E:- 0116, 0117, 0118, 0119 & 0120. *Canterbury* enters in the same way on turn 8.



**Cap-Francais, 21 October 1757.**

**a. Notes.** An action during the Seven Years' War. Three British ships of the line, *HMS Augusta* (60 guns, Commodore Forrest), *HMS Dreadnought* (60 guns, Capt. Suckling) and *HMS Edinburgh* (64 guns, Capt. Langdon) were dispatched to Saint-Dominique (present-day Haiti) to intercept a French convoy. Arriving off Cap-Francais they found the convoy still in harbour but the escort, under the Comte de Kersaint, was formidable, consisting of *Intrépide* (70 guns), *Sceptre* (70 guns), *Opiniatre* (64 guns), *Greenwich* (50 guns), the 32-gun frigates *Sauvage* and *Licorne* and the armed transport *Outarde*. Undeterred by the enemy's superior numbers the British elected to fight.

Heavy damage was inflicted on both sides and after two and a half hours the French disengaged and headed back to port. The British were unable to follow and returned to Jamaica to carry out repairs. The convoy was able to sail a few days later.

Although unsuccessful in their mission, the British leaders were warmly praised for their courage in engaging the superior enemy force without hesitation. Forty-eight years later, to the day, Captain Suckling's nephew, Horatio Nelson, destroyed the combined Franco-Spanish fleets at Trafalgar.

see also - [en.wikipedia.org/wiki/Battle\\_of\\_Cap-François](http://en.wikipedia.org/wiki/Battle_of_Cap-François)

**b. Wind.** W.

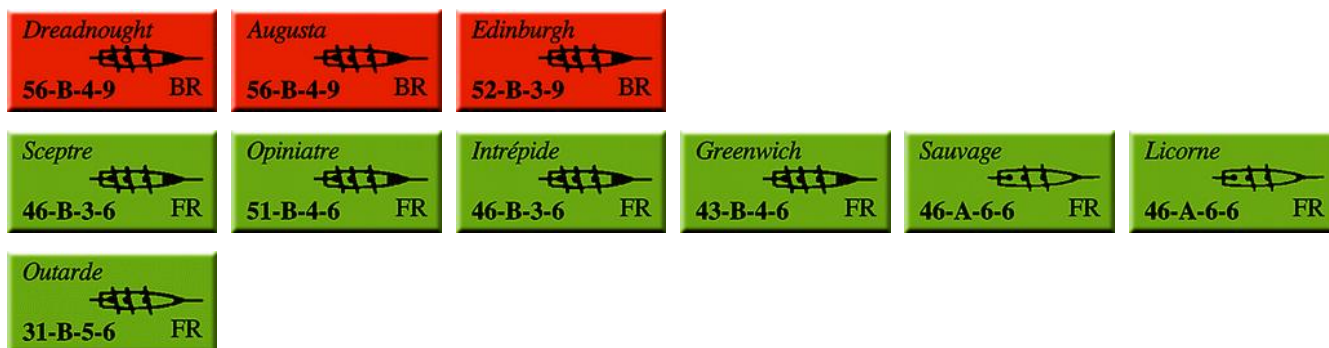
**c. Deployment, British.** *Dreadnought* (1106,S), *Augusta* (1104,S), *Edinburgh* (1102,S).

**d. Deployment, French.** *Sceptre* (1311,N), *Opiniatre* (1313,N), *Intrépide* (1315,N), *Greenwich* (1317,N), *Sauvage* (1716,N), *Licorne* (1718,N), *Outarde* (1720,N).

**e. Game-Length.** 16 Game-Turns.

**Special Rules:**

Game balance – the British begin the game with 3 Victory Points.



**Battle of Cuddalore, 29 April 1758.**

**a. Notes.** The first of three indecisive battles during the Seven Years' War between the British, commanded by Vice-Admiral George Pocock, and the French under Comte d'Aché.

The French ships belonged to the French East India Company and were attempting to deliver troops to their garrison defending Pondicherry.

Poor sailing and misinterpreted (or ignored) signals, particularly by some of the British ships, resulted in a chaotic battle and allowed the French, after some heavy fighting, to withdraw unopposed and fulfil their original mission.

see also - [threedecks.org/index.php?display\\_type=show\\_battle&id=120](http://threedecks.org/index.php?display_type=show_battle&id=120)

**b. Wind.** SE.

**c. Deployment, British.** *Yarmouth* (0916,NE), *Cumberland* (0615,E), *Elizabeth* (1213,NE), *Newcastle* (0319,NE), *Salisbury* (1114,NE), *Tiger* (1015,NE), *Weymouth* (0220,NE).

**d. Deployment, French.** *Zodiaque* (2605,SW), *Vengeur* (2407,SW), *Bien-Aimé* (2308,SW), *Condé* (2704,SW), *Saint-Louis* (2902,SW), *Moras* (2506,SW), *Duc d'Orléans* (3001,SW), *Bourgogne* (3005,SW), *Sylphide* (2803,SW).

**e. Game-Length.** 16 Game-Turns.

**Special Rules:**

Add 1 to the Boarding Value of each French ship in melee combat.

The following British and French ships are subject to special command rules - *Cumberland*, *Newcastle*, *Weymouth*, *Condé*, *Bourgogne* and *Sylphide*. At the end of each Command Decision Stage roll 1D6 for each one. On a result of 6 the ships command chit is removed and it is treated as if it has just suffered a wheel critical hit. However, if this ship lost its command chit in the previous turn due to this rule its new command chit is removed on a result of 4+ instead.

<i>Yarmouth</i> 52-B-3-8 BR	<i>Cumberland</i> 44-C-3-8 BR	<i>Elizabeth</i> 56-B-4-8 BR	<i>Newcastle</i> 51-B-4-8 BR	<i>Salisbury</i> 51-B-4-8 BR	<i>Tiger</i> 55-B-4-8 BR
<i>Weymouth</i> 55-B-4-8 BR					
<i>Zodiaque</i> 51-B-3-6 FR	<i>Vengeur</i> 51-B-4-6 FR	<i>Bien-Aimé</i> 45-C-3-6 FR	<i>Condé</i> 23-B-4-6 FR	<i>Saint-Louis</i> 35-B-4-6 FR	<i>Moras</i> 33-B-4-6 FR
<i>Duc d'Orléans</i> 46-B-4-6 FR	<i>Bourgogne</i> 43-B-4-6 FR	<i>Sylphide</i> 36-A-5-6 FR			



**Firth of Forth, 27 May 1758.**

**a. Notes.** François Thurot (1727-1760) was a French privateer, merchant captain and smuggler who became famous for raided British shipping during the Seven Years' War. This is an action from his first voyage in the *Belle-Isle*, a 46-gun frigate.

Storms had separated Thurot from the rest of his squadron earlier in the voyage and *Belle-Isle* was alone off the east coast of Scotland. Reports had alerted the authorities of the raider and as she approached the Firth of Forth she was sighted by *HMS Dolphin* (22 guns, Capt. Marlow) and *HMS Solebay* (20 guns, Capt. Craig) who had been sent out to find her.

Thurot was able to engage *Dolphin* and inflict serious damage before *Solebay* could come to her aid. Nonetheless, after several hours of fighting, he could not force the surrender of either enemy vessel and both sides withdrew badly damaged.

see also - [en.wikipedia.org/wiki/François\\_Thurot](http://en.wikipedia.org/wiki/François_Thurot)

- [threedecks.org/index.php?display\\_type=show\\_battle&id=574](http://threedecks.org/index.php?display_type=show_battle&id=574)

**b. Wind.** NE.

**c. Deployment, French.** *Belle-Isle* (2007,W).

**d. Deployment, British.** *Dolphin* (1508,E), *Solebay* (0510,E).

**e. Game-Length.** No Limit.



**Bishops court, 28 February 1760.**

**a. Notes.** In February 1760 the French privateer François Thurot invaded Ireland. He landed with 600 men and captured the small town of Carrickfergus, just north of Belfast. He held it for 5 days but was forced to re-embark his forces in the face of strong pressure from the local militia. By this time the Royal Navy had a squadron of frigates in the area searching for the intruders. They found them in Luce Bay, Scotland, on the night of 27th-28th and after a brief chase brought them to battle off the coast of the Isle of Man.

Both sides had 3 frigates apiece. The British, under the command of Captain John Elliott, had an advantage in firepower while the French, with their embarked troops, were stronger in manpower. But the British were able to avoid all attempts to grapple and board them and inflicted grave losses on the French in the process - including Thurot himself, struck by grape shot and killed. Eventually all 3 French ships were captured.

Thurot was buried with full honours in Scotland, his exploits inspired many ballads. The bowsprit of his flagship the *Belle-Isle* washed ashore at Bishops court on the Isle of Man where a monument to the battle was erected.

see also - [en.wikipedia.org/wiki/Battle\\_of\\_Bishops\\_Court](http://en.wikipedia.org/wiki/Battle_of_Bishops_Court)

**b. Wind.** W.

**c. Deployment, French.** *Belle-Isle* (1510,S), *Terpsichore* (1407,S), *Blonde* (1405,S).

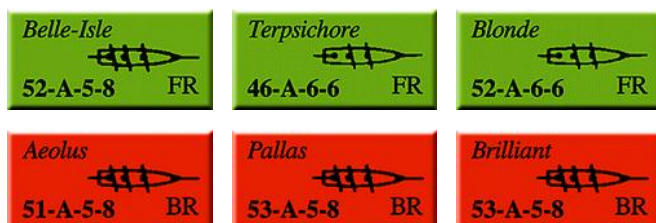
**d. Deployment, British.** *Aeolus* (2013,SW), *Pallas* (2106,S), *Brilliant* (2109,S).

**e. Game-Length.** 16 Game-Turns.

**Special Rules:**

Add 2 to the Boarding Value of each French ship in melee combat.

The British must capture (force to strike) or destroy all the French ships to win. If they capture 2 the game is a draw, 1 or less is a loss.





**Bay of Bengal, 4 April 1760.**

**a. Notes.** During the Seven Years' War the French frigates *Malicieuse* (36 guns) and *L'Opale* (32 guns) were sent into the Indian Ocean to attack British shipping. They sighted a convoy escorted by *HMS Flamborough* (24 guns, Capt. Kennedy) and *HMS Bideford* (20 guns, Capt. Skynner). In spite of being out-gunned the British attacked and the French, initially, fled. But when it became clear the enemy was substantially inferior the French frigates turned and engaged.

The fighting continued for many hours. Captain Skynner was killed as was his first lieutenant. When the French decided to break off the British ships were unable to pursue. Meanwhile the convoy sailed on and reached port safely.

see also - [threedecks.org/index.php?display\\_type=show\\_battle&id=289](http://threedecks.org/index.php?display_type=show_battle&id=289)

**b. Wind.** NW

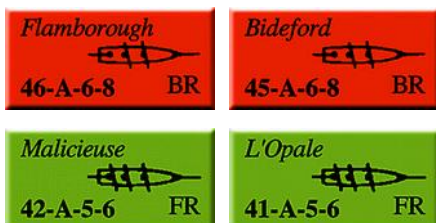
**c. Deployment, British.** *Flamborough* (1203,SE), *Bideford* (1302,SE).

**d. Deployment, French.** *Malicieuse* (0505,SE), *L'Opale* (0303,SE).

**e. Game-Length.** 16 Game-Turns.

**Special Rules:**

The French player wins by exiting at least one ship from the east map edge before the end of turn 16. The ship must have taken no more than 2 hits (any combination of hull, rigging or critical). The British player wins by preventing this.



**Windward Passage, 17-19 October 1760.**

**a. Notes.** On 17 October 1760, during the Seven Years War, a small British squadron sighted a French convoy in the Windward Passage, between Cuba and Haiti. The convoy was escorted by 4 frigates and a corvette, but the British ships included *HMS Hampshire* a 50-gun ship of the line. The British gave chase although light winds meant it was many hours before the first shots were fired.

The action split into a number of single ship combats over the next day. The frigate *HMS Boreas* (28 guns) engaged and captured *Sirène* (30 guns). Then *HMS Lively* (20 guns) caught and attacked the corvette *Valeur* (20 guns), forcing her to strike. Meanwhile *Hampshire* forced the frigate *Prince Edouard* (32 guns) on shore and her captain set fire to her rather than surrender.

The *Duc de Choiseul* (32 guns) and *Fleur de Lys* (30 guns) escaped although the latter was found the next day sheltering in a leeward bay - there was no way out and she was scuttled.

The British also captured three ships from the convoy.

see also - [en.wikipedia.org/wiki/Battle\\_of\\_the\\_Windward\\_Passage](https://en.wikipedia.org/wiki/Battle_of_the_Windward_Passage)

**b. Wind.** E.

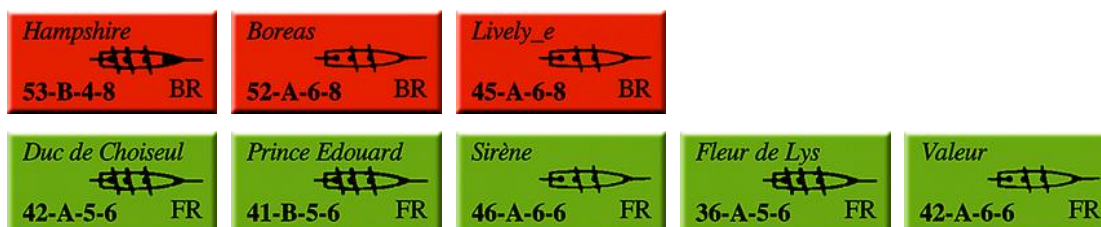
**c. Deployment, British.** *Hampshire* (2209,W), *Boreas* (2203,W), *Lively* (1615,W).

**d. Deployment, French.** *Duc de Choiseul* (1205,W), *Prince Edouard* (1909,W), *Sirène* (1903,W), *Fleur de Lys* (1010,W), *Valeur* (1314,W).

**e. Game-Length.** 16 Game-Turns.

**Special Rules:**

Game balance - the British begin the game with 3 Victory Points.



**Cape Finisterre, 13 August 1761.**

**a. Notes.** En route from Lisbon to Britain carrying a cargo of specie (bullion coins) *HMS Bellona* (74 guns) and *HMS Brilliant* (36 guns) were sighted by a small French squadron returning from a successful commerce raiding trip to the West Indies. The French force consisted of *Courageux* (74 guns) and the frigates *Malicieuse* (36 guns) and *Hermine* (32 guns).

The British set off in pursuit and the French, initially unsure of the enemies strength, retreated. However, by dawn the next day the French commander convinced himself that the *Bellona* was in fact a 50 gun 4th rater and decided to engage.

While the two 74's fought it out in a tough, close quarter battle, *Brilliant* skilfully fended off the two French frigates. The decisive moment came when *Courageux* was hit by a series of raking broadsides causing huge damage and mortally wounding the captain. When she was forced to strike her colours the French frigates decided to withdraw.

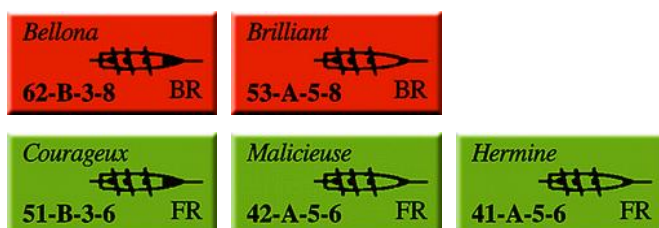
see also - [en.wikipedia.org/wiki/Battle\\_of\\_Cape\\_Finisterre\\_\(1761\)](http://en.wikipedia.org/wiki/Battle_of_Cape_Finisterre_(1761))

**b. Wind.** N.

**c. Deployment, British.** *Bellona* (1707,W), *Brilliant* (2006,W).

**d. Deployment, French.** *Courageux* (0908,E), *Malicieuse* (0608,E), *Hermine* (0408,E).

**e. Game-Length.** No Limit.



**The Mighty, 30 October 1762.**

**a. Notes.** *Santisima Trinidad* was the largest of the Spanish treasure galleons (called 'El Poderoso' - The Mighty). Built for the Manila trade she left the Philippines on 3 September 1762 for Acapulco in Spanish Mexico but was almost immediately caught in a severe storm and lost a mast. It was decided to turn back but in the San Bernardino Strait she met *HMS Panther* and *HMS Argo*. Unfortunately, and unknown to the *Santisima Trinidad*, Britain and Spain were now at war.

The British attacked aiming for the Spaniards masts and rigging and initially their fire had little effect on the huge ship. But eventually the *Trinidad* was dismasted and the crew, already dispirited, surrendered.

The combined value of the ship and cargo was immense, the captains shares were £30,000 - a fortune at that time.

see also - [en.wikipedia.org/wiki/Action\\_of\\_30\\_October\\_1762](https://en.wikipedia.org/wiki/Action_of_30_October_1762)

**b. Wind.** NW

**c. Deployment, Spanish.** *Santisima Trinidad* (1808,W).

**d. Deployment, British.** *Panther* (0807,E), *Argo* (0509,E).

**e. Game-Length.** No limit.

**Special Rules:**

*Santisima Trinidad* begins the game with a mast critical hit.



**Block Island, 6 April 1776.**

**a. Notes.** One year into the American Revolution and a fleet of privateers of the Continental Navy, under the command of Commodore Esek Hopkins, were returning from an expedition to the Caribbean. Their cruise has been successful but very long and was marred by outbreaks of disease that severely reduced the crew's effectiveness.

The Americans were; *USS Alfred* (20 guns, Hopkins flagship), *USS Columbus* (18 guns, Capt. Whipple), *USS Cabot* (14 guns, Capt. Hopkins Jr.) and *USS Andrew Doria* (14 guns, Capt. Biddle). This group was followed by 3 other ships which were protecting prizes and didn't become engaged.

As they approached Rhode Island on the night of 6 April they encountered *HMS Glasgow* (20 guns, Capt. Howe). The American attack was uncoordinated and largely ineffective but given the odds the British captain decided to disengage. The Americans gave chase but were heavily laden with their spoils and could not catch up.

see also - [en.wikipedia.org/wiki/Battle\\_of\\_Block\\_Island](http://en.wikipedia.org/wiki/Battle_of_Block_Island)

**b. Wind.** SW.

**c. Deployment, British.** *Glasgow* (1107,W).

**d. Deployment, US.** *Alfred* (0902,S), *Columbus* (0403,S), *Cabot* (0905,S), *Andrew Doria* (0406,S).

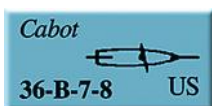
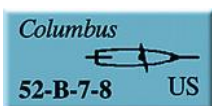
**e. Game-Length.** No limit.

**Special Rules:**

Before the start of the game roll 1D6 for each US ship. On a 1 or 2 reduce the crew value by 1, on a 3 or 4 reduce it by 2 and on a 5 or 6 reduce it by 3.

The British ship may exit the map from the east edge on or after Game-Turn 12. This ends the game.

Use Special Rule A. "Victory Points for Damage" - see Appendix.



**Halifax, 8 July 1777.**

**a. Notes.** On 8 July 1777 the *USS Hancock* (34 guns, Capt. John Manley) was engaged in commerce raiding off the coast of Nova Scotia in company with *USS Boston* (24 guns, Capt. McNeill) and *USS Fox* (28 guns, formerly *HMS Fox*, captured just the previous month).

Manley arrived at the mouth of the Halifax river and found a British squadron, commanded by Admiral George Collier, consisting of *HMS Rainbow* (44 guns, a 5th rate ship of the line), the frigate *HMS Flora* (32 guns) and the brig *HMS Victor* (18 guns).

When the British attempted to intercept them the American ships split up and sailed off. Only the *Boston* escaped and McNeill was later court-martialled for abandoning Manley.

see also - [en.wikipedia.org/wiki/Capture\\_of\\_USS\\_Hancock](https://en.wikipedia.org/wiki/Capture_of_USS_Hancock)

**b. Wind.** SW.

**c. Deployment, British.** *Rainbow* (1511,W), *Flora* (1609,W), *Victor* (1804,W).

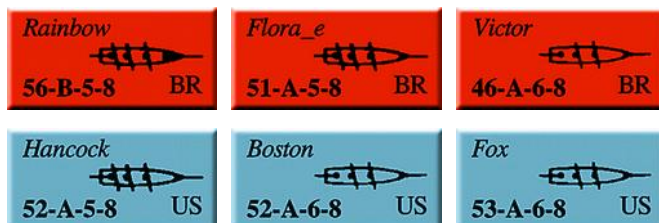
**d. Deployment, US.** *Hancock* (0707,NE), *Boston* (0505,E), *Fox* (0403,E).

**e. Game-Length.** No limit. [19]

**Special Rules:**

Use Special Rule C. "Pursuit Game Victory Points" - see Appendix.

British are the pursuers, US are the pursued. Exit the map from the east or south edges.



**Convoy Action, 4 September 1777.**

**a. Notes.** In early September 1777 the American frigate *Raleigh* (32 guns, Capt. Thompson) in company with the *Alfred* (24 guns) captured a merchantman from a British convoy home-bound from the Leeward Islands. From the ships master they learned the convoys sailing instructions and, crucially, the British recognition signals.

Using this intelligence *Raleigh* was able to pass for a British vessel and infiltrate the convoy. When Thompson attacked and badly damaged one of the convoys escorts confusion reigned. No one could be sure who was the enemy or where they would strike next. However, as the action continued it became clear that a single vessel was responsible for the attacks and the British recovered and closed on *Raleigh*, whereupon Thompson wisely withdrew.

The *Alfred* was held back, perhaps because she was a poor sailor and may have been considered a liability once inside the convoy.

see also - [threedecks.org/index.php?display\\_type=show\\_battle&id=584](http://threedecks.org/index.php?display_type=show_battle&id=584)

**b. Wind.** S.

**c. Deployment, US.** *Raleigh* (any,E), *Alfred* (0918,E).

**d. Deployment, British.** *Camel* (1105,E), *Weasel\_e* (1410,E), *Druid* (0510,E), *Large Armed MM* (1507,E), *Medium Armed MM* (1007,E), *Small Armed MM* (0809,E).

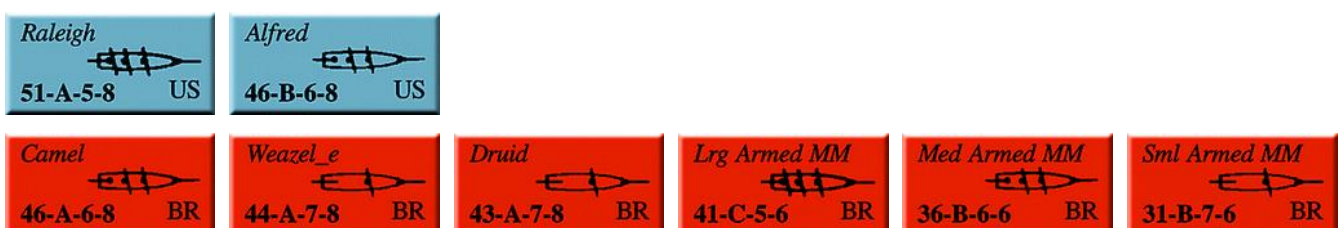
**e. Game-Length.** No limit.

**Special Rules:**

The British win if either American vessel strikes. The Americans win if they can inflict a total of 8 or more hits (hull, rigging or critical) on any British ship or ships and then escape. To escape both American vessels must be at least 6 squares from the nearest British ship at the end of any turn. The game ends immediately either side achieves its goals. Any other result is a draw.

**Raleigh only:**

1. Raleigh is setup by the American player anywhere on the board but at least 2 squares from any other ship, facing East.
2. At the start of any turn, before the Command Decision Stage, Raleigh may swap places (and heading) with any British ship - provided neither is fouled.
3. Raleigh may not be fired on or fouled until identified as a foe.
4. Each time Raleigh fires or swaps places roll 1D6, a 6 indicates Raleigh has been identified and loses its special abilities and protections described in items 2 & 3 above.





**Battle of Pondicherry, 10 August 1778.**

**a. Notes.** France joined the American Revolutionary War in March 1778. Britain and France vied for control of India and on 10 August 1778 their fleets clashed off shore while their armies fought at Pondicherry, near Madras.

The two fleets were evenly matched, although three of the French ships were commandeered merchantmen armed as warships.

The British force, under Commodore Sir Edward Vernon, consisted of *HMS Ripon* (64 guns), *HMS Coventry* (28 guns), *HMS Seahorse* (24 guns) and *HMS Cormorant* (16 guns). The French force, commanded by Captain Jean Baptiste de Tronjoly, comprised *Brilliant* (64 guns), *Pourvoyant* (36 guns), *Sartine* (32 guns), *Mouche* (14 guns) and *Oiseau* (14 guns).

The 2 hour battle was inconclusive, several wind changes frustrated both commanders and the French ultimately took advantage of British rigging damage to withdraw.

see also - [morethannelson.com/naval-operations-off-pondicherry-august-1778](http://morethannelson.com/naval-operations-off-pondicherry-august-1778)

**b. Wind.** NW.

**c. Deployment, British.** *Ripon* (1702,SE), *Coventry* (1502,SE), *Seahorse* (1302,SE), *Cormorant* (1102,SE).

**d. Deployment, French.** *Brilliant* (1213,NE), *Pourvoyant* (1411,NE), *Sartine* (1015,NE), *Mouche* (1609,NE), *Oiseau* (0817,NE).

**e. Game-Length.** 16 Game-Turns.



**Action off Lisbon, 11 November 1779.**

**a. Notes.** Spain joined the American Revolutionary War as an ally of the Americans against Britain in 1778.

On 11 November 1779 *HMS Tartar* (28 guns) was off Lisbon when she sighted the Spanish frigate *Santa Margarita* (38 guns). *Tartar* engaged the Spanish vessel and after 2 hours of fighting the Spanish captain decided to strike.

*Santa Margarita* was added to the Royal Navy under her existing name, serving until 1836.

see also - [en.wikipedia.org/wiki/Action\\_of\\_11\\_November\\_1779](https://en.wikipedia.org/wiki/Action_of_11_November_1779)

**b. Wind.** W.

**c. Deployment, British.** *Tartar* (0812,NE).

**d. Deployment, Spanish.** *Santa Margarita* (1712,NW).

**e. Game-Length.** No limit.



**Bermuda, 20 June 1780.**

**a. Notes.** An action from the American Revolution. On 20 June 1780 Captain William Cornwallis, in command of the British Jamaica squadron, had just finished escorting a home-bound convoy to the east of Bermuda when he received word of four sail to the north. Gradually more ships appeared from below the horizon and altered course towards the British.

The strange sail were in fact Commodore de Ternay with seven ships of the line, several frigates and a large convoy transporting 6,000 French soldiers to support the Rebels. The French force was clearly superior but de Ternay was primarily concerned with delivering the troops safely to America.

Cornwallis himself was in a perilous position, although he had the weather gauge, he could not afford to engage in close action with an enemy which out-numbered and out-gunned him.

So the two fleets exchanged long range broadsides and after a couple of hours with little damage to either side the French, satisfied that they had prevented any further British interference, turned away to rejoin their transports.

see also - [morethannelson.com/cornwallis-v-de-ternay-20-june-1780](http://morethannelson.com/cornwallis-v-de-ternay-20-june-1780)

**b. Wind. S.**

**c. Deployment, British.** *Lion* (1217,W), *Sultan* (1417,W), *Hector\_e* (1617,W), *Ruby* (2313,SW), *Bristol* (1817,W), *Salisbury* (2017,W), *Niger* (1819,W).

**d. Deployment, French.** *Duc de Bourgogne* (1208,SW), *Conquérant* (1406,SW), *Neptune* (1604,SW), *Provence* (1802,SW), *Jason* (2001,W), *Éveill  * (2201,W), *Fantasque* (1501,SW), *Surveillante* (1303,SW), *Amazone* (2401,SW).

**e. Game-Length.** 16 Game-Turns.**Special Rules:**

Use Special Rule A. "Victory Points for Damage" except that for French ships total hits are not divided by 2. The maximum victory points awarded per ship remains 10 minus its Rate.

British ships may exit the map from the north edge. They must pay 2 MPs (if facing N) or 3 MPs (if facing NW or NE). They may not re-enter. They are worth victory points equal to their remaining (undamaged) hull points.

<i>Lion</i> 56-B-4-8 BR	<i>Sultan</i> 62-B-3-8 BR	<i>Hector_e</i> 62-B-3-8 BR	<i>Ruby</i> 56-B-4-8 BR	<i>Bristol</i> 51-B-4-8 BR	<i>Salisbury</i> 51-B-4-8 BR
<i>Niger</i> 51-A-5-8 BR					
<i>Duc de Bourgogne</i> 52-C-2-6 FR	<i>Conqu��rant</i> 51-B-3-6 FR	<i>Neptune</i> 51-B-3-6 FR	<i>Provence</i> 46-B-4-6 FR	<i>Jason</i> 51-B-4-6 FR	<i>��veill��</i> 51-B-4-6 FR
<i>Fantasque</i> 25-B-4-6 FR	<i>Surveillante</i> 41-A-5-6 FR	<i>Amazone</i> 41-A-5-6 FR			

**Battle of Cape Henry, 16 March 1781.**

**a. Notes.** This battle from the American War of Independence between a French squadron transporting troops to support the rebels and the British North American fleet took place at the mouth of the Chesapeake River on 16 March 1781.

The French squadron, under the command of Admiral Destouches, consisted of 7 ships of the line and a captured British frigate. They had embarked 1,200 troops for operations in Virginia to be delivered into Chesapeake Bay. Vice-admiral Arbuthnot, the British commander in North America, had 8 ships of the line and advance warning of the French plan and arrived at the bay ahead of them.

Visibility was poor and the winds changeable. The two fleets, in line ahead, manoeuvred for several hours trying to gain advantage but gradually closing on one another. Firing commenced in the early afternoon and as the lines weaved back and forth individual ships on both sides were isolated and subjected to heavy fire.

After an hour of fighting the French line reversed direction and sailed away. The British had a number of ships with damaged sails and rigging and were unable to pursue. They had, however, prevented the French from landing their troops.

see also - [en.wikipedia.org/wiki/Battle\\_of\\_Cape\\_Henry](http://en.wikipedia.org/wiki/Battle_of_Cape_Henry)

**b. Wind.** N.

**c. Deployment, British.** *Robust* (1113,NE), *Europe* (0717,NE), *Prudent* (0915,NE), *Royal Oak* (1314,NE), *London* (1116,NE), *Adamant* (0918,NE), *Bedford* (0519,NE), *America* (0720,NE).

**d. Deployment, French.** *Conquérant* (1003,NE), *Provence* (0809,NE), *Ardent* (0607,NE), *Neptune* (1005,NE), *Duc de Bourgogne* (0807,NE), *Jason* (0609,NE), *Éveillé* (1007,NE), *Romulus* (0805,NE).

**e. Game-Length.** 20 Game-Turns.**Special Rules:**

During each Strategic Cycle roll D6; 1-4: wind shifts clockwise 45 degrees, 5-6: no change. Any ship now facing into the wind may pivot 45 degrees in either direction.

Game balance - the French start the game with 5 Victory Points.

<i>Robust</i> 61-B-3-8 BR	<i>Europe</i> 56-B-4-8 BR	<i>Prudent</i> 56-B-4-8 BR	<i>Royal Oak</i> 62-B-3-8 BR	<i>London</i> 65-C-2-8 BR	<i>Adamant</i> 51-B-4-8 BR
<i>Bedford</i> 62-B-3-8 BR	<i>America</i> 56-B-4-8 BR				
<i>Conquérant</i> 51-B-3-6 FR	<i>Provence</i> 46-B-4-6 FR	<i>Ardent</i> 51-B-4-6 FR	<i>Neptune</i> 51-B-3-6 FR	<i>Duc de Bourgogne</i> 52-C-2-6 FR	<i>Jason</i> 51-B-4-6 FR
<i>Éveillé</i> 51-B-4-6 FR	<i>Romulus</i> 46-A-5-6 FR				

**Barbary Coast, 30 May 1781.**

**a. Notes.** This is a minor engagement of the Fourth Anglo-Dutch War 1780–84 (part of the American Revolution).

The Dutch frigates *Castor* and *Den Briel* (each 36 guns) were escorting a small merchant convoy out of the Mediterranean. They were spotted as they passed Gibraltar and the British frigates *HMS Flora* (36 guns) and *HMS Crescent* (26 guns) sent to intercept them. The British caught up on the morning of 30 May off the coast of Morocco.

The forces divided, *Flora* engaging *Castor* while *Crescent* took on *Den Briel*. In both cases the duels were somewhat one-sided. *Flora* was a more recent build than *Castor* and was armed with 18 pounders against the Dutch vessels 12 pounders. *Castor* was soon forced to strike.

Likewise *Crescent* was out-gunned by the larger *Den Briel* and also forced to strike. Fortunately for the British *Den Briel* was itself damaged in the fight and unable to take possession of its prize whereupon *Flora* approached and took the battered *Crescent* in tow.

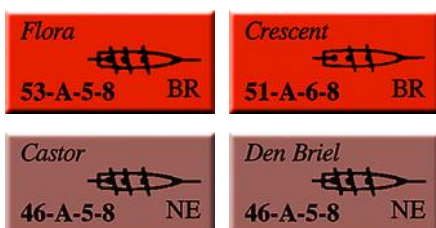
see also - [en.wikipedia.org/wiki/Action\\_of\\_30\\_May\\_1781](http://en.wikipedia.org/wiki/Action_of_30_May_1781)

**b. Wind.** W.

**c. Deployment, British.** *Flora* (1006,S), *Crescent* (1704,S).

**d. Deployment, Dutch.** *Castor* (1010,N), *Den Briel* (1709,N).

**e. Game-Length.** No Limit.



**Off Louisbourg, Nova Scotia, 21 July 1781.**

**a. Notes.** Also known as the battle of Cape Breton this was an action of the American War of Independence. The French frigates *Astrée* (32 guns, Capt. Lapérouse) and *Hermione* (32 guns, Capt. Le Vassor) fell in with a British convey bound for Quebec. The convoys escorts were the frigate *HMS Charlestown* (28 guns, Capt. Evans), the sloops *HMS Allegiance* (24 guns, Capt. Phipps) and *HMS Vulture* (20 guns, Capt. George) and the armed transports *Vernon* and *Jack* (both 14 guns).

The French had the advantage in firepower and got the better of the fighting, forcing *Charlestown* and *Jack* to strike their colours, but failed to intercept the convoy before nightfall.

see also - [en.wikipedia.org/wiki/Action\\_of\\_21\\_July\\_1781](https://en.wikipedia.org/wiki/Action_of_21_July_1781)

**b. Wind.** W.

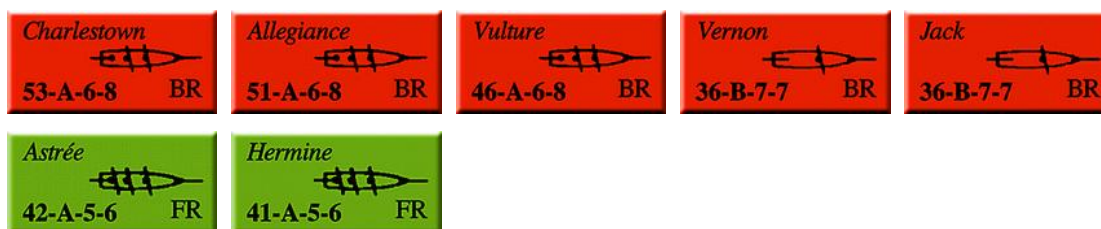
**c. Deployment, British.** *Charlestown* (1207,E), *Allegiance* (1607,E), *Vulture* (1007,E), *Vernon* (1407,E), *Jack* (0807,E).

**d. Deployment, French.** *Astrée* (1313,NE), *Hermione* (1115,NE).

**e. Game-Length.** 12 Game-Turns.

**Special Rules:**

Game balance – the British begin the game with 2 Victory Points.





**Battle of Dogger Bank, 5 August 1781.**

**a. Notes.** Dogger Bank was the main naval battle of the Fourth Anglo-Dutch War (which was triggered directly by the events of the American Revolution) and took place in the North Sea off the Dutch coast. Both parties were escorting Baltic convoys, the British were home-bound, the Dutch outbound.

Both fleets consisted of seven 3rd-, 4th- and 5th-rate ships of the line plus some frigates. The British were led by Admiral Sir Hyde Parker. The Royal Navy was stretched thinly at this time and Parker's ships were old and in very poor condition. Likewise the Dutch fleet, led by Admiral Johan Zoutman, had been neglected since the early 1700's and its crews were lacking experience due to the British blockade.

The fighting was bloody but indecisive. The British initially held the weather gauge but their attack was somewhat disorganised. After 3 hours both sides pulled back and sailed for home. Both claimed victory but the Dutch fleet never put to sea again during the war.

see also - [en.wikipedia.org/wiki/Battle\\_of\\_Dogger\\_Bank\\_\(1781\)](https://en.wikipedia.org/wiki/Battle_of_Dogger_Bank_(1781))

**b. Wind.** NE.

**c. Deployment, British.** *Berwick* (1711,SE), *Fortitude* (1108,SE), *Princess Amelia* (1006,S), *Bienfaisant* (0602,E), *Buffalo* (1309,SE), *Preston* (0904,S), *Dolphin* (1510,SE).

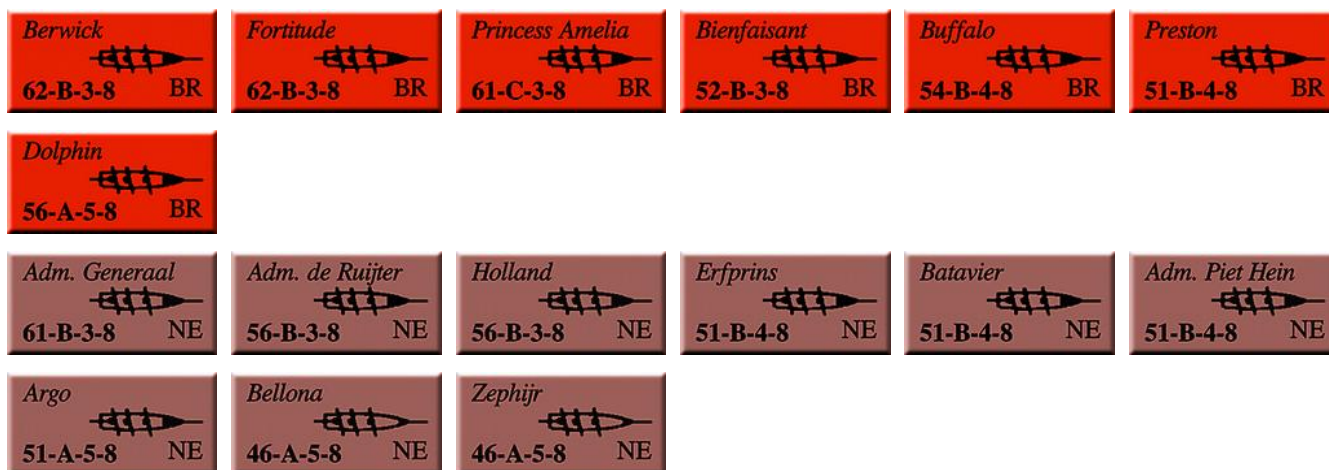
**d. Deployment, Dutch.** *Adm. Generaal* (1317,E), *Adm. de Ruijter* (0717,E), *Holland* (0317,E), *Erfprins* (1517,E), *Batavier* (0917,E), *Adm. Piet Hein* (0517,E), *Argo* (1117,E), *Bellona* (1119,E), *Zephijr* (0819,E).

**e. Game-Length.** 16 Game-Turns.

**Special Rules:**

Before the game begins, roll 1D6 for each British ship except *Berwick* and *Fortitude*. If odd, mark off 1 hull hit; if even mark off 2 hull hits. Do not reduce the crew values.

Before the game begins, roll 1D6 for each Dutch ship. If odd, reduce the crew value by 1; if even, reduce it by 2.





**Battle of Sadras, 17 February 1782.**

**a. Notes.** When France and the Netherlands joined the American Revolutionary War in support of America their colonies in India and Asia came under threat from the British. The French sent a fleet under Admiral Bailli de Suffren with troops in support. Suffren and the British commander, Admiral Sir Edward Hughes, fought five largely inconclusive actions off the east coast of India in 1782 & 83. Sadras was the first.

Suffren arrived off Madras on 15 February 1782 but found Hughes already there. He turned south and Hughes followed. On the morning of 17th it appeared the British had got between the French warships and their troop transports.

Suffren had the weather gauge and decided to force a battle but his line was not properly formed, some of his ships were slow to come up and four, inexplicably, hung back and did not engage at all. Nevertheless he was able to double up on the rear of the British line and do considerable damage. The battle ended at nightfall and both fleets withdrew.

see also - [en.wikipedia.org/wiki/Battle\\_of\\_Sadras](http://en.wikipedia.org/wiki/Battle_of_Sadras)

**b. Wind.** N.






















**c. Deployment, French.** *Bizarre* (1108,S), *Orient* (0810,S), *Sphinx* (0806,S), *Vengeur* (0808,S), *Héros* (1110,S), *Petit Annibal* (0701,S), *Annibal* (1104,S), *Sévère* (0901,S), *Artésien* (0301,S), *Ajax* (1101,S), *Brilliant* (1106,S), *Flamand* (0501,S).

**d. Deployment, British.** *Eagle* (1217,E), *Monmouth* (1417,E), *Worcester* (1617,E), *Burford* (1817,E), *Superb\_e* (0417,E), *Hero* (1017,E), *Isis* (0617,E), *Monarca* (0817,E), *Exeter* (0217,E).

**e. Game-Length.** 24 Game-Turns.

**Special Rules:**

Five French ships begin the game adjacent to the north map edge. They are unable to move or fire until released as follows. At the beginning of the Command Decision Stage of each turn roll 2D6 for each ship. On a result of 12 exactly the ship is released. A ship is also released if any British ship fires on it or moves within 4 squares.

<i>Bizarre</i>  51-B-4-6 FR	<i>Orient</i>  51-C-3-6 FR	<i>Sphinx</i>  53-B-4-6 FR	<i>Vengeur</i>  51-B-4-6 FR	<i>Héros</i>  51-B-3-6 FR	<i>Petit Annibal</i>  54-B-5-6 FR
<i>Annibal</i>  45-B-3-6 FR	<i>Sévère</i>  51-B-4-6 FR	<i>Artésien</i>  51-B-4-6 FR	<i>Ajax</i>  51-B-4-6 FR	<i>Brilliant</i>  51-B-4-6 FR	<i>Flamand</i>  46-B-4-6 FR
<i>Eagle</i>  56-B-4-8 BR	<i>Monmouth</i>  56-B-4-8 BR	<i>Worcester</i>  56-B-4-8 BR	<i>Burford</i>  61-B-4-8 BR	<i>Superb_e</i>  62-B-3-8 BR	<i>Hero</i>  62-B-3-8 BR
<i>Isis</i>  53-B-4-8 BR	<i>Monarca</i>  61-C-3-8 BR	<i>Exeter</i>  56-B-4-8 BR			

**Delaware Bay, 8 April 1782.**

**a. Notes.** An engagement between the British Royal Navy and the United States during the American Revolutionary War. Three American privateers of the Continental Navy were escorting a fleet of merchantmen when they were attacked by the British while sheltering in Delaware Bay.

The Americans, commanded by Lieutenant Joshua Barney, consisted of the sloops *Hyder Ally* (16 guns), *Charming Sally* (10 guns) and *General Greene* (12 guns). The British squadron included the frigate *HMS Quebec* (32 guns, Capt. Christopher Mason), the sloop *HMS General Monk* (24 guns) and *Fair American* (16 guns) a privateer brig crewed by American loyalists.

The shallow water prevented *Quebec* from entering the bay and ultimately lead to the grounding of both *Charming Sally* and *Fair American*. But by feigning retreat the British were lured in and by skilful seamanship Barney boarded and captured *General Monk*. *Quebec* departed without making any significant contribution to the fight.

The guns of the *General Monk*, originally 6-pounders, had been bored out to take 9-pound shot - when fired the extra recoil tore them from the deck causing damage and casualties among the crew.

see also - [en.wikipedia.org/wiki/Battle\\_of\\_Delaware\\_Bay](http://en.wikipedia.org/wiki/Battle_of_Delaware_Bay)

**b. Wind.** SW.

**c. Deployment, US.** *Hyder Ally* (1211,SE), *Charming Sally* (1010,N), *General Greene* (1108,SE).

**d. Deployment, British.** *Quebec* (2115,SW), *General Monk* (1912,NW), *Fair American* (1914,NW).

**e. Game-Length.** 16 Game-Turns.

**Special Rules:**

*Quebec* is anchored and cannot move although it may pivot 45 degrees to port or starboard (using a P or S command chit).

Any ship which enters a square west of the 20xx column immediately rolls 2D6. A roll of 2 means the ship is grounded. A ship which is grounded cannot move or pivot for the remainder of the game and 1D6 is rolled in the Terminal Stage of each turn; on a result of 1-4 it takes 1 hull hit. Continue this procedure until the ship is abandoned. No victory points are awarded for capturing grounded ships. *Charming Sally* starts the game grounded.

Before the game begins the American player secretly chooses a number between 1 and 5 (inclusive). Each time *General Monk* fires 1D6 is rolled and if the result is equal to or less than the number chosen the secret number is revealed and *General Monk* suffers a hull hit. This is repeated each time *General Monk* fires its guns. The British player receives victory points equal to the secret number minus one.



**Batticaloa, 12 August 1782.**

**a. Notes.** A minor action of the Anglo-French War of 1778-83. *HMS Coventry* (28 guns, Capt. Mitchell), ferrying troops to Madras, encountered the French frigate *Bellone* (32 guns, Capt. Pierrevert) sailing to Batticaloa for repairs to her damaged mainmast.

Although more powerful, the French ship did not acquit itself well. Pierrevert unwisely allowed *Coventry* to close to point-blank range and was mortally wounded by the first broadside. The first and second lieutenants were killed soon after and the remaining officers were unequal to the task of command.

Both ships suffered damage but *Coventry* was able to escape.

see also - [en.wikipedia.org/wiki/Action\\_of\\_12\\_August\\_1782](https://en.wikipedia.org/wiki/Action_of_12_August_1782)

**b. Wind.** W.

**c. Deployment, British.** *Coventry* (1205,SW).

**d. Deployment, French.** *Bellone* (1004,SE).

**e. Game-Length.** No limit.

**Special Rules:**

*Bellone* begins with a rigging hit, a reduced crew value of 5 and a wheel critical hit.



**The Prize, 5 September 1782.**

**a. Notes.** In April 1782 at the Battle of the Saintes the British foiled a French attempt to invade Jamaica and captured several prizes. One of these, *Hector* (74 guns), was on its way to Halifax (then on to England) under a prize crew when it met two French frigates, *Aigle* (40 guns, Capt. Latouche) and *Gloire* (32 guns, Capt. Vallongue), which were transporting funds and French officials to America to aid the rebels.

The French were obliged to close to hailing distance to identify the stranger. Suddenly firing broke out. Even with a reduced crew the fire from *Hector* was dangerous but by careful manoeuvring the French were able to repeatedly rake her and eventually she was dismantled.

At this point, however, several sails were sighted in the distance and Latouche decided to break off and deliver his important cargo.

see also - [en.wikipedia.org/wiki/Action\\_of\\_5\\_September\\_1782](http://en.wikipedia.org/wiki/Action_of_5_September_1782)

**b. Wind.** W.

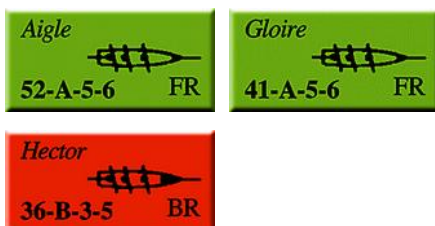
**c. Deployment, French.** *Aigle* (1317,N), *Gloire* (1515,N).

**d. Deployment, British.** *Hector* (1312,N).

**e. Game-Length.** No limit.

**Special Rules:**

The game ends automatically in a British victory if *Hector* reaches or exits the north map edge.



**Guns for America, 12 December 1782.**

**a. Notes.** France and Spain supplied weapons and war materials to America during the Revolution. In December 1782 a convoy of privateers and armed merchant ships sailed from Bordeaux bound for America via the Caribbean. On the morning of 12th the convoy was off Ferrol when it was spotted by the 40-gun fifth rate *HMS Mediator* (Capt. James Luttrell).

The convoy formed a line of battle but *Mediator* moved in and was able to concentrate on the rearmost ships, within an hour forcing the corvette *Alexander* (24 guns) to strike. The armed transport *Dauphin Royal* (28 guns) was badly damaged and limped back toward the coast but the frigate *Aimable Eugénie* (36 guns) and *Ménagère* (26 guns), a two-decker being used as a transport, split up and fled. *Mediator* pursued and eventually captured *Ménagère*.

see also - [en.wikipedia.org/wiki/Action\\_of\\_12\\_December\\_1782](https://en.wikipedia.org/wiki/Action_of_12_December_1782)

**b. Wind.** NW.

**c. Deployment, British.** *Mediator* (1902,S).

**d. Deployment, French.** *Aimable Eugénie* (1307,W), *Alexander* (2206,W), *Ménagère* (1807,W), *Dauphin Royal* (1507,W).

**e. Game-Length.** No limit. [30]

**Special Rules:**

Use Special Rule C. "Pursuit Game Victory Points" - see Appendix.

British are the pursuers, French are the pursued. Exit the map from the west edge.



**Delaware Capes, 21 December 1782.**

**a. Notes.** This action takes place towards the end of the American Revolution. The British fifth-rater *HMS Diomed* (44 guns, Capt. Thomas Frederick) and the frigates *HMS Quebec* and *HMS Astraea* (each 32 guns) were blockading Delaware Bay when a group of 3 privateers attempted to break out, escorted by the frigate *South Carolina* (Capt. John Joyner).

The privateers were small and poorly armed - 1 escaped while 2 quickly surrendered.

The *South Carolina*, however, was a different matter. Massively built and with a main battery of huge 36-pounder cannon, she was the largest and most heavily armed American vessel of the Revolutionary War. But the British were able, by co-ordinated and skilful manoeuvring, to surround and disable her while avoiding damaging return fire.

see also - [en.wikipedia.org/wiki/Battle\\_of\\_the\\_Delaware\\_Capes](https://en.wikipedia.org/wiki/Battle_of_the_Delaware_Capes)

**b. Wind.** SW.

**c. Deployment, US.** *South Carolina* (0905,E), *Hope* (0708,E).

**d. Deployment, British.** *Diomed* (1410,NW), *Quebec* (1313,NW), *Astraea\_e* (1216,NW).

**e. Game-Length.** No limit.



**Guernsey, 23 April 1794.**

**a. Notes.** On 21 April 1794, during the French Revolutionary Wars, 4 unidentified ships were sighted in the English Channel and the British frigate squadron of Sir John Warren set off to investigate. When they meet south-west of Guernsey on the 23rd he found the French frigates *Engageante* (36 guns), *Pomone* (40 guns), *Résolue* (32 guns) and the corvette *Babet* (22 guns).

The French were out-numbered and out-gunned but the British had the weather gage and were able to force them into battle. Nonetheless the French fought hard for 3 hours until *Pomone* and *Babet* surrendered. *Engageante* and *Résolue* then attempted to escape. *Résolue* eventually made her way back to Brittany but *Engageante* was caught and captured. Two of the British frigates were badly damaged.

see also - [en.wikipedia.org/wiki/Action\\_of\\_23\\_April\\_1794](http://en.wikipedia.org/wiki/Action_of_23_April_1794)

**b. Wind.** NW.

**c. Deployment, British.** Flora (1006,E), Arethusa (0806,E), Melampus (0606,E), Concorde (0205,E), Nymphé (0405,E).

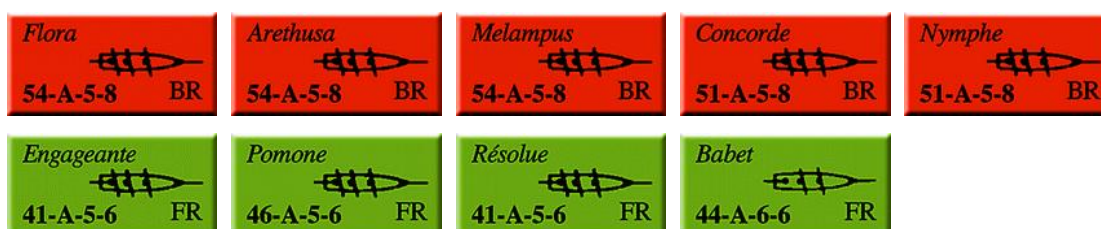
**d. Deployment, French.** Engageante (2108,W), Pomone (1708,W), Résolue (1908,W), Babet (2408,W).

**e. Game-Length.** 16 Game-Turns.

**Special Rules:**

At the end of the game determine victory by subtracting the number of British ships lost (captured or destroyed) from the number of French ships lost:-

3 or more = British win  
 2 = Draw  
 1 or less = French win





**Île Ronde, 22 October 1794.**

**a. Notes.** During the French Revolutionary Wars a small squadron of frigates operating from the French island of Île de France (present day Mauritius) preyed on British merchant shipping in the Indian Ocean. The Royal Navy dispatched two small ships of the line - *HMS Centurion* (50 guns, Capt. Osborne) and *HMS Diomedé* (44 guns, Capt. Smith) - to blockade the island.

The French commander, Jean-Marie Renaud, responded immediately by sailing to engage the British, his force consisting of the frigates *Cybèle* (38 guns, Capt. Tréhouart) and *Prudente* (32 guns, Capt. Renaud), the corvette *Jean-Bart* (20 guns) and the brig *Coureur* (14 guns).

The two forces met on 22 October near the small island of Île Ronde. Winds were light and *Centurion* was for some time caught in a damaging close range duel with *Cybèle*, *Diomedé* being unable, or unwilling, to come to her aid. When the winds strengthened both side pulled apart, the French returning to Île de France. *Centurion* was badly damaged and the British were unable to enforce the blockade.

see also - [en.wikipedia.org/wiki/Battle\\_of\\_Île\\_Ronde](https://en.wikipedia.org/wiki/Battle_of_Île_Ronde)

**b. Wind.** W.

**c. Deployment, French.** *Prudente* (1113,N), *Cybèle* (1115,N), *Jean-Bart* (1117,N), *Coureur* (1119,N).

**d. Deployment, British.** *Centurion* (1207,S), *Diomedé* (1502,S).

**e. Game-Length.** No limit.



**Off Toulon, 24 June 1795**

**a. Notes.** In 1795 the British and French navies fought for control of the Mediterranean. The French fleet was based at Toulon while the British operated from the allied Spanish island of Menorca. Both sides used frigates to scout for the enemy and on 24 June two British and two French frigates met mid way between their respective bases.

The French, *Minerve* (40 guns, Capt. Perrée) and *Artémise* (32 guns, Capt. Charbonnier), were clearly stronger and decided to fight. The British, *HMS Lowestoffe* (32 guns, Capt. Middleton) and *HMS Dido* (28 guns, Capt. Towry), while inferior on paper, were, as always, confident of victory.

*Minerve* was first into action against *Dido*. Ramming and boarding attempts both failed and *Dido*, skilfully handled by Towry, raked the French ship several times. *Artémise* stood off firing at long range and without much effect. When she saw *Minerve* was disabled and with *Lowestoffe* bearing down she turned and headed back to Toulon. *Minerve* surrendered a short time later and was towed back to Menorca.

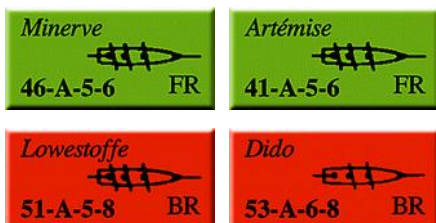
see also - [en.wikipedia.org/wiki/Action\\_of\\_24\\_June\\_1795](https://en.wikipedia.org/wiki/Action_of_24_June_1795)

**b. Wind.** NW.

**c. Deployment, French.** *Minerve* (1307,SW), *Artémise* (1604,SW).

**d. Deployment, British.** *Lowestoffe* (0611,NE), *Dido* (0908,NE).

**e. Game-Length.** No limit.



**Scilly Isles, 8 June 1796.**

**a. Notes.** The French suffered several reverses in fleet actions in the early years of the Revolutionary Wars and decided to switch to commerce raiding, mainly in the Western Approaches and English Channel. This effort proved effective and the British established patrols of fast frigates as a counter.

On 8 June 1796 the frigates *HMS Unicorn* (32 guns, Capt. Williams) and *HMS Santa Margarita* (36 guns, Capt. Martin) were in the vicinity of the Scilly Isles when they sighted 3 sails. They had found a French raiding squadron - the frigates *Tribune* (36 guns, Commodore Moulston) and *Tamise* (32 guns, Capt. Fradin) and the corvette *Légère* (18 guns, Capt. Carpentier).

The French were under orders to raid commerce not fight the Royal Navy so they turned away and set all sail to escape. The British pursued and, after many hours, overhauled them. The battle developed into 2 single ship combats - *Tamise* v. *Santa Margarita* and *Tribune* v. *Unicorn*. The British succeeded in forcing the surrender of both while *Légère* separated from the battle and escaped.

see also - [en.wikipedia.org/wiki/Atlantic\\_raid\\_of\\_June\\_1796](http://en.wikipedia.org/wiki/Atlantic_raid_of_June_1796)

**b. Wind.** SW.

**c. Deployment, British.** *Unicorn* (1617,NW), *Santa Margarita* (1515,NW).

**d. Deployment, French.** *Tribune* (1309,SE), *Tamise* (1411,SE), *Légère* (1407,SE).

**e. Game-Length.** No limit. [24]

**Special Rules:**

Use Special Rule C. "Pursuit Game Victory Points" - see Appendix.

British are the pursuers, French are the pursued. Exit the map from the east or south edges.



**Sumatra, 9 September 1796.**

**a. Notes.** The French Revolutionary Wars inevitably spread around the world to wherever the colonial interests of the warring factions clashed. On 9 September 1796, an engagement took place between small French and British squadrons off northern Sumatra. The French force, under the command of Contre-admiral Pierre Sercey, consisted of 6 frigates from Île de France (Mauritius) which were raiding the British trade routes around the Dutch East Indies. The British had two 74 gun ships of the line.

The French were far from their base and under orders to conserve their forces so when they first met on the 8th they turned away - with the British in pursuit. The next day the wind dropped and the British were able to close in. As the action developed the light and unreliable winds caused the British ships to become separated and unable to support each other. Both were surrounded and took heavy damage. The French ships also took damage but when the winds increased Sercey was able to disengage.

The action was inconclusive, both sides retired to undertake repairs. The threat to the British trade routes had been removed - but only temporarily.

see also - [en.wikipedia.org/wiki/Action\\_of\\_9\\_September\\_1796](http://en.wikipedia.org/wiki/Action_of_9_September_1796)

**b. Wind.** S.

**c. Deployment, British.** *Victorious* (0907,NE), *Arrogant* (0609,NE).

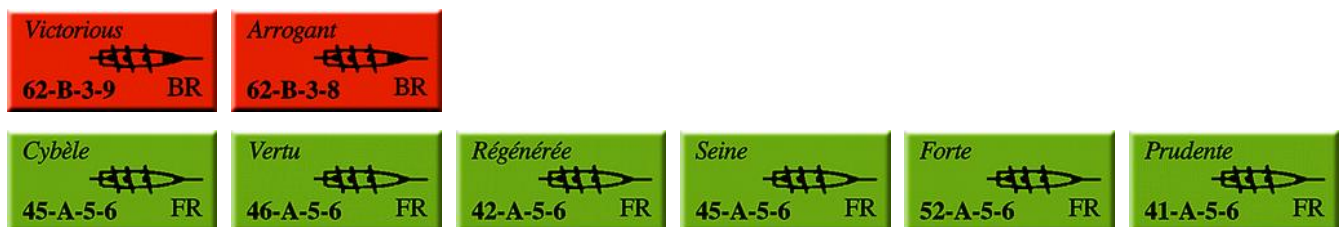
**d. Deployment, French.** *Cybèle* (1807,E), *Vertu* (1206,E), *Régénérée* (2007,E), *Seine* (1506,E), *Forte* (1706,E), *Prudente* (2307,E).

**e. Game-Length.** 16 Game-Turns.

**Special Rules:**

Use Special Rule B. "Light Winds" - see Appendix.

The wind strength starts at very light.



**Nelson on Minerve, 19 December 1796**

**a. Notes.** The Spanish began the French Revolutionary Wars on the side of Britain against the French but, by 1796, had suffered several defeats on land and were compelled to switch sides. The loss of this strategic ally forced the Royal Navy to withdraw from the Mediterranean.

On 19 December 1796 the British frigates *HMS Minerve* (40 guns, Capt. Cockburn) and *HMS Blanche* (32 guns, Capt. Preston) were off the south-east coast of Spain. They were under the command of Commodore Horatio Nelson and were en route to the island of Elba to take off the British garrison. As evening fell they sighted two Spanish frigates commanded by Captain Don Jacobo Stuart - the 40-gun *Sabina* and *Ceres*.

During the subsequent engagement *Sabina* was captured and *Ceres* was attempting to withdraw when Spanish reinforcements arrived. The frigate *Matilde* (34 guns) was well out in front but the 112 gun *Principe de Asturias* and another frigate were also in sight. *Minerve's* rigging was damaged and she was forced to engage *Matilde* briefly before the British could make good their escape.

see also - [en.wikipedia.org/wiki/Action\\_of\\_19\\_December\\_1796](https://en.wikipedia.org/wiki/Action_of_19_December_1796)

**b. Wind.** NW.

**c. Deployment, British.** *Minerve* (0310,E), *Blanche* (0312,SE).

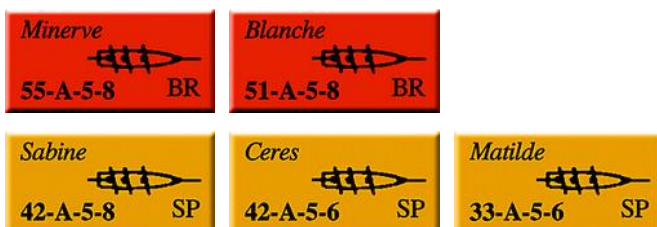
**d. Deployment, Spanish.** *Sabina* (0611,W), *Ceres* (0713,W), *Matilde* (1903,SW).

**e. Game-Length.** 12 Game-Turns.

**Special Rules:**

Any British ship east of column 04xx at the end of the game is considered captured.

To win the British must capture (force to strike) or destroy more enemy ships than they lose. Any other result is a Spanish win.



**Audierne Bay, 13 January 1797.**

**a. Notes.** In December 1796 a French fleet sailed from Brest with 18,000 troops to invade Ireland, hoping to incite a general uprising. The expedition was a disaster. Atlantic storms prevented landings for weeks then damaged and scattered the fleet.

The *Droits de l'Homme* (74 guns, Commodore Lacrosse) was one of the last ships to return home but on 13 January 1797, as she approached Brest, she was sighted by the British frigates *HMS Indefatigable* (44 guns, Commodore Sir Edward Pellew) and *HMS Amazon* (36 guns, Capt. Reynolds). Wishing to avoid contact Lacrosse turned south east into Audierne bay.

Although the enemy was far more powerful Pellew could see the strong wind and heavy swell prevented *Droits* from opening her lower gun ports and he decided to attack. The ships manoeuvred skilfully and exchanged broadsides as the winds strengthened. The action continued sporadically all evening and into the night. At 4am land appeared to leeward and it was clear all the ships were in grave peril. Battle damage made them unwieldy and strong winds were driving them onto the shore.

*Droits de l'Homme* was wrecked with heavy loss of life. *Amazon* was fortunate to ground on a sand bar and almost all the crew escaped. Only *Indefatigable* was able to sail clear.

see also - [en.wikipedia.org/wiki/Action\\_of\\_13\\_January\\_1797](https://en.wikipedia.org/wiki/Action_of_13_January_1797)

**b. Wind.** W.

**c. Deployment, British.** *Indefatigable* (1606,E), *Amazon* (0102,E).

**d. Deployment, French.** *Droits de l'Homme* (2202,SE).

**e. Game-Length.** No limit.

**Special Rules:**

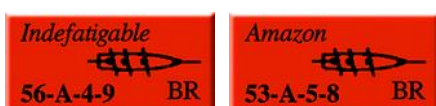
*Droits de l'Homme* begins with 1 rigging hit.

Ships entering any squares in column 30xx are immediately wrecked (eliminated).

Due to the strong winds and heavy seas;

1. Studding sails may not be deployed.
2. ALL ships automatically drift 1 square downwind during the Swell Phase of the Strategic Cycle.
3. Roll 1D6 before resolving each melee. On 1 to 5 melee combat result is no effect.
4. All unfouling attempts succeed on 1,2 or 3.
5. *Droits de l'Homme* has its Fire Value reduced by 20.

The French player wins by exiting the south map edge. The British player wins by preventing this without losing any ships. A ship is lost if it is abandoned, captured, wrecked or destroyed by fire. Any other result is a draw.



**Bay of Cádiz, 25 January 1797.**

**a. Notes.** On 25 January 1797 the Spanish third rate ship of the line *San Francisco de Asís* (74 guns, Capt. Torres y Guerra) was in the bay of Cádiz returning from a mission to the Americas when it encountered a British frigate squadron under the command of George Stewart, the Earl of Galloway.

The British force consisted of the 32 gun frigates *Lively*, *Niger* and *Meleager* and the sloop *Raven*. Their orders were to cut Spain off from her overseas colonies and not withstanding the size of their opponent they altered course to engage.

A running battle developed. The British had superior speed but their gunnery was largely ineffective against the third rater. The *San Francisco*, on the other hand, could not escape but would occasionally turn towards her pursuers and fire a full broadside. The British ships took significant damage and broke off the action after about 3 hours.

see also - [en.wikipedia.org/wiki/Action\\_of\\_25\\_January\\_1797](https://en.wikipedia.org/wiki/Action_of_25_January_1797)

**b. Wind.** W.

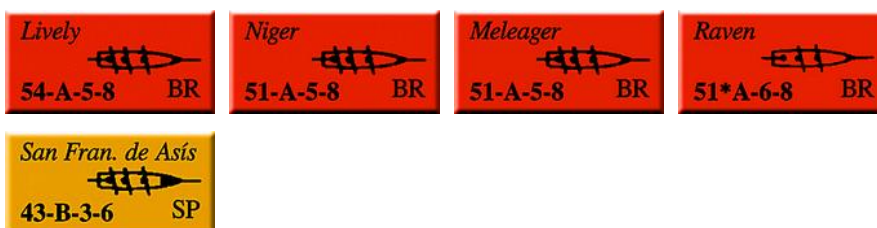
**c. Deployment, British.** *Lively* (1515,N), *Niger* (1316,N), *Meleager* (1517,N), *Raven* (1718,N).

**d. Deployment, Spanish.** *San Francisco de Asís* (1511,N).

**e. Game-Length.** No limit.

**Special Rules:**

The Spanish win immediately if they can score a total 9 or more hits on the British ships (any combination of hull, rigging or critical). The British win immediately if they capture or set on fire *San Francisco de Asís*.





**Off Cartagena, 15 July 1798**

**a. Notes.** By 1798 the Mediterranean was dominated by the French and their Spanish allies. The British fleet had withdrawn to Portugal and focused on blockading the Spanish Atlantic ports but undertook limited patrols into the Western Mediterranean when possible.

And so, on 15 July, *HMS Lion* (64 guns, Capt. Manley Dixon) was patrolling between the Spanish and North African coasts south-east of Cartagena when she sighted the Spanish frigate squadron of Commodore Felix O'Neil - *Santa Dorotea*, *Pomona*, *Proserpine* and *Santa Casilda*, each of 34 guns.

*Lion* had the weather gauge and Dixon attacked. The Spanish formed line of battle but *Santa Dorotea*, which had damaged rigging, fell behind and Dixon was able to isolate her. The other ships were slow to support her and she was badly damaged and forced to strike.

see also - [en.wikipedia.org/wiki/Action\\_of\\_15\\_July\\_1798](https://en.wikipedia.org/wiki/Action_of_15_July_1798)

**b. Wind.** NE.

**c. Deployment, British.** *Lion* (1103,SW).

**d. Deployment, Spanish.** *Santa Dorotea* (0508,E), *Pomona* (1409,E), *Proserpine* (1009,E), *Santa Casilda* (1209,E).

**e. Game-Length.** No limit.

**Special Rules:**

*Santa Dorotea* begins with 1 mast critical hit.



**Off Texel, 24 October 1798.**

**a. Notes.** On 24 October 1798, during the the French Revolutionary Wars, two Dutch ships were intercepted near Texel off the Dutch coast by the Royal Navy frigate *HMS Sirius* (36 guns, Capt. Richard King). The ships were the 32 gun frigate *Furie* and the 24 gun corvette *Waakzaamheid* belonging to the Batavian Republic, an ally of France at that time.

The ships were carrying military supplies and French soldiers - reinforcements for the French and Irish forces fighting in the Irish Rebellion. The Rebellion had already been defeated but news had not yet reached the continent.

Together the Dutch ships might have prevailed but they were widely separated and *Sirius* immediately made for the corvette, forcing it to strike before its companion could intervene. Seeing this the frigate turned away and attempted to escape but *Sirius* pursued, engaged and eventually captured it also.

see also - [en.wikipedia.org/wiki/Action\\_of\\_24\\_October\\_1798](https://en.wikipedia.org/wiki/Action_of_24_October_1798)

**b. Wind.** N.

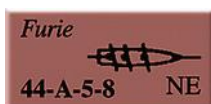
**c. Deployment, British.** *Sirius* (1102,SE).

**d. Deployment, Dutch.** *Furie* (1815,W), *Waakzaamheid* (1706,W).

**e. Game-Length.** No limit.

**Special Rules**

Add 1 to the Boarding Value of the Dutch ships in melee combat.



**Macau incident, 27 January 1799.**

**a. Notes.** An 'incident' during the East Indies campaign of the French Revolutionary Wars.

The annual China convoy from Canton was a vital component of British East Asian trade. In early 1799 the French frigate *Preneuse* (40 guns) and the corvette *Brûle-Gueule* (22 guns) arrived in Manila to join forces with their Spanish allies. The Spanish consisted of the 74 gun ships of the line *Europa* and *Montañés* and the frigates *Maria de la Cabeza* and *Luisa*.

The British received intelligence of this joint venture and when the Franco-Spanish squadron, under Rear-Admiral Ignacio Maria de Álava, arrived at the mouth of the Pearl river the convoys escort had been reinforced. It now consisted of *HMS Arrogant* (74 guns), *HMS Intrepid* (64 guns) and *HMS Virginie* (40 guns). The two forces formed line of battle but what happened next is hotly disputed.

The escort commander, Captain William Hargood, stated that the Franco-Spanish squadron then turned and fled into the islands offshore, anchored there and withdrew before dawn. Álava claimed Hargood retreated, he pursued but was unable to engage due to damaged rigging on *Montañés*.

What is clear is that the convoy, meanwhile, lay unprotected but unmolested in the harbour at Macau. It sailed on 7 February and passed peacefully into the Indian Ocean.

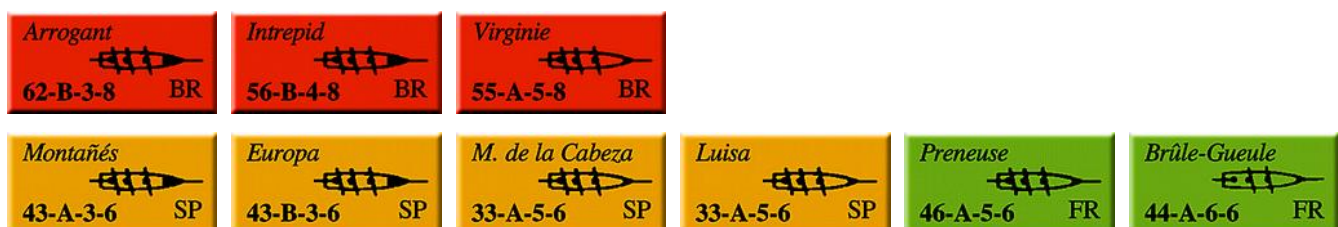
see also - [en.wikipedia.org/wiki/Macau\\_Incident\\_\(1799\)](http://en.wikipedia.org/wiki/Macau_Incident_(1799))

**b. Wind.** N.

**c. Deployment, British.** *Arrogant* (1003,S), *Intrepid* (1001,S), *Virginie* (1005,S).

**d. Deployment, Franco-Spanish.** *Montañés* (1311,NW), *Europa* (1513,NW), *Maria de la Cabeza* (1314,NW), *Luisa* (1516,NW), *Preneuse* (1718,NW), *Brûle-Gueule* (1920,NW).

**e. Game-Length.** 16 Game-Turns.



**Belle Isle, 9 April 1799.**

**a. Notes.** For much of the Napoleonic Wars the British Royal Navy maintained a blockade of the French Channel ports. On 9 April 1799 the frigates *HMS San Fiorenzo* and *HMS Amelia*, having reconnoitred the port of L'Orient, were sailing back towards Belle Isle in very hazy weather when they found three French frigates sheltering against the coast - they were the *Vengeance*, *Sémillante* and *Cornélie*.

The French showed no inclination to fight but the British had the weather gage and attacked. After nearly two hours the French broke off to take refuge in the river Loire.

see also - [en.wikipedia.org/wiki/HMS\\_Amelia\\_\(1796\)#The\\_Channel\\_blockade\\_\(1798–1802\)](https://en.wikipedia.org/wiki/HMS_Amelia_(1796)#The_Channel_blockade_(1798–1802))

**b. Wind.** SW.

**c. Deployment, British.** *San Fiorenzo* (1208,N), *Amelia* (1210,N).

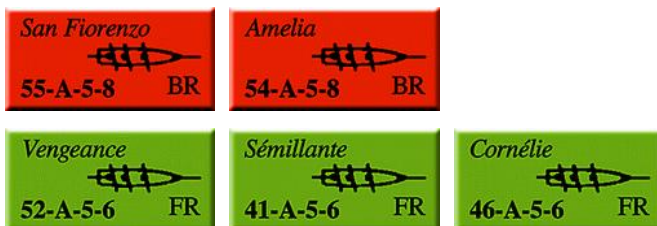
**d. Deployment, French.** *Vengeance* (1704,E), *Sémillante* (1403,E), *Cornélie* (1003,E).

**e. Game-Length.** No Limit.

**Special Rules:**

*Amelia* begins the game with 1 rigging hit.

Fire Values are reduced by 10 for every 3 Range Points to the target (not 4).



**Constellation v. Vengeance, 1 February 1800.**

**a. Notes.** The Quasi-War was an undeclared conflict between the United States and France. The French were unhappy that the Americans were trading with their enemy, the British, and began to seize American merchant ships. The US Congress responded by approving military action to protect them.

On 1 February 1800 *USS Constellation* (38 guns, Commodore Thomas Truxton) approached the island of Guadeloupe. Truxton had heard French privateers were in the area but he found the large French frigate *Vengeance* (48 guns, Capt. François Pitot). Although *Vengeance* had a theoretical advantage in firepower Pitot was carrying valuable cargo and passengers and wanted to avoid a fight.

A chase and then a running battle ensued. The action lasted until early the next morning when *Vengeance* struck her colours. But both ships had suffered very heavy damage and Truxton was unable to board and take control of his prize. *Vengeance* drifted off into the darkness. Both captains believed their opponents had sunk but in fact both were eventually able to make port safely.

see also - [en.wikipedia.org/wiki/USS\\_Constellation\\_vs\\_La\\_Vengeance](http://en.wikipedia.org/wiki/USS_Constellation_vs_La_Vengeance)

**b. Wind.** SW.

**c. Deployment, US.** *Constellation* (0904,SE).

**d. Deployment, French.** *Vengeance* (1207,SE).

**e. Game-Length.** No limit.

**Special Rules:**

Add 2 to the Boarding Value of *Vengeance* in melee combat.



**El Ferrol, 25 August 1800.**

**a. Notes.** The Ferrol Expedition of 1800 was a British attempt to capture the Spanish naval base at El Ferrol. At this point in the French Revolutionary Wars Spain was allied to France and Ferrol was an important naval base and dockyard.

Royal Navy ships disabled a shore battery and landed troops. After some initial success it was determined that the enemy fortifications were too strong and the British withdrew. A powerful Spanish fleet was present in Ferrol at the time but did not put to sea.

This is a hypothetical scenario which assumes the Spanish came out to fight.

see also - [en.wikipedia.org/wiki/Ferrol\\_Expedition](http://en.wikipedia.org/wiki/Ferrol_Expedition)  
[threedecks.org/index.php?display\\_type=show\\_battle&id=606](http://threedecks.org/index.php?display_type=show_battle&id=606)

**b. Wind.** SW.

**c. Deployment, British.** *London* (2312,N), *Renown* (2314,N), *Impetueux* (2316,N), *Courageux* (2318,N), *Captain* (2320,N), *Indefatigable* (1913,N), *Amelia* (1915,N), *Amethyst* (1917,N), *Stag* (1919,N).

**d. Deployment, Spanish.** *San Hermenegildo*, *Real Carlos*, *San Fernando*, *Argonauta*, *San Antonio*, *San Agustín*, *Mercedes*, *Asunción*, *Santa Clara*.

**e. Game-Length.** 16 Game-Turns.

**Special Rules:**

No Spanish ships start on the map. At the beginning of the Command Decision Stage of each turn, including the first, the Spanish player chooses two ships not in play and places them in any of the following squares, facing W or NW:- 3011, 3012, 3013, 3014 & 3015.

British ships may not enter any squares of the Spanish deployment area.

<i>London</i> 65-C-2-8 BR	<i>Renown</i> 62-B-3-8 BR	<i>Impetueux</i> 62-B-3-8 BR	<i>Courageux</i> 62-B-3-8 BR	<i>Captain</i> 62-B-3-8 BR	<i>Indefatigable</i> 56-A-4-9 BR
<i>Amelia</i> 54-A-5-8 BR	<i>Amethyst</i> 53-A-5-8 BR	<i>Stag</i> 52-A-5-8 BR			
<i>San Hermenegildo</i> 45-C-1-6 SP	<i>Real Carlos</i> 45-C-1-6 SP	<i>San Fernando</i> 45-B-3-6 SP	<i>Argonauta</i> 45-B-3-6 SP	<i>San Antonio</i> 43-B-3-6 SP	<i>San Agustín</i> 43-B-3-6 SP
<i>Mercedes</i> 36-A-5-6 SP	<i>Asunción</i> 33-A-5-6 SP	<i>Santa Clara</i> 33-A-5-6 SP			

**Cape Santa Maria, 5 October 1804.**

**a. Notes.** On 9 August 1804 four Spanish frigates, under the command of Brigadier Don José Bustamante, left Montevideo bound for Cadiz. They were carrying a fortune in gold, silver, copper and other valuables - worth today an estimated £100 million. The Spanish had formed a secret alliance with France in 1796 and intended to declare war on Britain and use this treasure to finance it. The British, aware of the secret treaty and the significance of the treasure, determined to intercept them.

On 5 October the Spanish ships arrived off the coast of Portugal and found the British waiting. The Royal Navy had dispatched four of their own frigates, under the command of Captain Graham Moore, with instructions to prevent them delivering their cargo, peacefully if possible.

There was a short parley but, understandably, the Spanish refused to hand over the treasure and when Moore ordered a shot fired over the bows of the Spanish flagship, a general engagement began. One of the Spaniards exploded - hit in the magazine - and the others were eventually forced to surrender.

Spain declared war on Britain on 14 December 1804, but the combined French and Spanish fleet was destroyed less than a year later at the Battle of Trafalgar.

see also - [en.wikipedia.org/wiki/Action\\_of\\_5\\_October\\_1804](https://en.wikipedia.org/wiki/Action_of_5_October_1804)

**b. Wind. W.**

**c. Deployment, British.** *Indefatigable* (1008,NE), *Lively* (0809,NE), *Amphion* (0611,NE), *Medusa* (0712,NE).

**d. Deployment, Spanish.** *Medea* (1208,SW), *Mercedes* (1407,SW), *Fama* (1505,SW), *Santa Clara* (1604,SW).

**e. Game-Length.** 16 Game-Turns.

**Special Rules:**

The British must capture (force to strike) all the Spanish ships to win. If they capture 3 the game is a draw, 2 or less is a loss. Any ship which explodes or is on fire is lost and does not count as captured.

Spanish ships may exit the south map edge. They escape if there is no British ship within 4 squares as they exit. Otherwise they are considered captured.

<i>Indefatigable</i> 56-A-4-9 BR	<i>Lively</i> 54-A-5-8 BR	<i>Amphion</i> 52-A-5-9 BR	<i>Medusa</i> 52-A-5-8 BR
<i>Medea</i> 42-A-5-6 SP	<i>Mercedes</i> 36-A-5-6 SP	<i>Fama</i> 33-A-5-6 SP	<i>Santa Clara</i> 33-A-5-6 SP



**Puerto Rico, 19 July 1805.**

**a. Notes.** On 19th July 1805, *HMS Blanche* (36 guns, Capt. Zachary Mudge) was on her way from Jamaica to Barbados with despatches when she had the misfortune to run in with a small French squadron just north of Puerto Rico. The French ships were *Topaze* (40 guns, Capt. Baudin), *Departement des Landes* (22 guns, Lieut. Desmontils), *Torche* (16 guns, Lieut. Dehen) and *Faune* (16 guns, Lieut. Brunet).

The day was hazy, the Frenchmen were flying British colours and Captain Mudge initially took them for part of the British fleet he was expecting to meet. But, receiving no reply to his signals, he turned away and tried to make off. It was soon clear, however, that he was being overtaken by *Topaze*, which had drawn ahead of the other ships.

As the 2 frigates engaged *Departement des Landes* and then *Torche* came up and added their fire. After half an hour, *Blanche* was raked at close range causing much damage and after another 2 hours, with several guns out-of-action, sails and rigging shot away and her hold full of water, she was forced to strike her colours.

see also - [threedecks.org/index.php?display\\_type=show\\_battle&id=704](http://threedecks.org/index.php?display_type=show_battle&id=704)

**b. Wind.** NE.

**c. Deployment, British.** *Blanche* (0804,SW),

**d. Deployment, French.** *Topaze* (1207,NW), *Departement des Landes* (1610,NW), *Faune* (2618,NW), *Torche* (1814,NW).

**e. Game-Length.** No limit.

**Special Rules:**

To win the French must capture (force to strike) or destroy *Blanche*. For the British to win they must inflict a total of 7 or more hits (any combination of hull, rigging or critical) on French ships. The game ends immediately once either of these conditions are met.



**Battle of Cape Ortegal, 4 November 1805.**

**a. Notes.** Rear-Admiral Pierre Dumanoir commanded the van of the Franco-Spanish fleet at Trafalgar. Most of these ships were not engaged in the fighting and escaped with little or no damage. But with the rest of the fleet destroyed or captured Dumanoir decided to return to France.

He entered the Bay of Biscay with four ships of the line on 2 November but there were a number of British ships in the area and he was sighted by *HMS Phoenix* (36 guns, Capt. Thomas Baker). When Dumanoir turned and chased *Phoenix* Baker fled south where he was eventually able to contact a British squadron under Captain Sir Richard Strachan.

Strachan immediately set off in pursuit of Dumanoir. His ships were widely scattered at this point but the faster vessels were able to gain on the French and by the morning of 4 November the frigates *Santa Margarita* and *Phoenix* were within range of the rear-most enemy vessel, *Scipion*.

By mid day an engagement was clearly unavoidable and the French came about and formed line ahead. The British did likewise with their own four ships of the line but as the two lines passed each other the British frigates attacked the French from the opposite side. The British ships then reversed course, putting themselves alongside the French. The battle broke up into individual ship versus ship actions and the fighting continued until mid afternoon when all four French ships had been forced to surrender.

see also - [en.wikipedia.org/wiki/Battle\\_of\\_Cape\\_Ortegal](https://en.wikipedia.org/wiki/Battle_of_Cape_Ortegal)

**b. Wind.** N.

**c. Deployment, British.** *Caesar* (W,2011), *Hero* (W,2211), *Courageux* (W,2411), *Namur* (W,3011), *Santa Margarita* (W,2318), *Aeolus\_I* (W,2717), *Phoenix* (W,2419), *Révolutionnaire* (W,2916).

**d. Deployment, French.** *Formidable* (W,1617), *Scipion* (W,2017), *Duguay-Trouin* (W,1417), *Mont Blanc* (W,1817).

**e. Game-Length.** 16 Game-Turns.

**Special Rules:**

*Formidable* begins the game with 1 hull hit, do not reduce crew value.

Game balance – the French begin the game with 9 Victory Points.

<i>Caesar</i> 65-B-3-8 BR	<i>Hero</i> 62-B-3-8 BR	<i>Courageux</i> 62-B-3-8 BR	<i>Namur</i> 61-C-3-8 BR	<i>Santa Margarita</i> 51-A-5-8 BR	<i>Aeolus_I</i> 52-A-5-8 BR
<i>Phoenix</i> 53-A-5-8 BR	<i>Révolutionnaire</i> 54-A-5-8 BR				
<i>Formidable</i> 52-B-3-6 FR	<i>Scipion</i> 51-B-3-6 FR	<i>Duguay-Trouin</i> 51-B-3-6 FR	<i>Mont Blanc</i> 51-B-3-6 FR		

**Celebes Sea, 26 July 1806.**

**a. Notes.** After the Peace of Amiens in 1803 Holland became part of Napoleons continental empire and the Dutch East Indies squadron became a serious threat to British merchant shipping in that region - in particular the vitally important China trade. With world-wide commitments the Royal Navy were not able to respond until the summer of 1806 when the frigate *HMS Greyhound* (32 guns, Capt. Elphinstone) and the sloop *HMS Harrier* (18 guns, Cmdr. Troubridge) were sent into the Java Sea.

There they spied a Dutch squadron of four vessels, two of which were large two deckers. Unsure if they were facing ships of the line, Elphinstone shadowed the squadron into the evening and night. At dawn the mystery ships were identified as merchantmen not warships. In fact they were the East Indiamen *Victoria* (18 guns, Capt. Kenkin) and *Batavier* (12 guns, Capt. De Val) together with their escorts the frigate *Pallas* (36 guns, Capt. Aalbers) and the corvette *William* (20 guns, Capt. Feteris).

In the action that followed *Pallas* was isolated, battered and forced to strike. The 2 East Indiamen tried to escape but were soon chased down and captured. The corvette *William* proved to be quicker and was able to get away.

see also - [en.wikipedia.org/wiki/Action\\_of\\_26\\_July\\_1806](http://en.wikipedia.org/wiki/Action_of_26_July_1806)

**b. Wind.** SE.

**c. Deployment, British.** *Greyhound* (0916,E), *Harrier* (0715,E).

**d. Deployment, Dutch.** *Pallas* (1415,S), *William* (1407,S), *Victoria* (1411,S), *Batavier* (1409,S).

**e. Game-Length.** No limit.



**Sporades Islands, 5 July 1808.**

**a. Notes.** In 1806 the Turks were drawn into the Napoleonic Wars by French promises of help in recovering territories they had lost. This quickly led to war, first with Russia (The Russo-Turkish War, 1806-1812), then with Great Britain, an ally of Russia (The Anglo-Turkish War, 1807-1809).

And thus it was that *HMS Seahorse* (38 guns, Capt. John Stewart), patrolling the Western Aegean and having received intelligence of two Turkish vessels, proceeded to the Sporades Islands where it found *Bedr-i Zafer* (50 guns) and *Ateş Feşan* (26 guns).

When Stewarts demands for the Turks to surrender were ignored a fierce engagement began. Although Turkish gunnery was poor both ships were packed with men so it was vital that they were not allowed an opportunity to board. Stewarts task was made easier as the Turks did not work together. After a couple of hours the smaller Turkish ship was disabled and on fire but the *Bedr-i Zafer* continued to fight.

Stewart managed to evade all attempts to board the *Seahorse* and poured broadside after broadside into the *Bedr-i Zafer* causing huge damage but the Turkish captain refused to strike. He was eventually seized by his own men and the colours were lowered.

see also - [threedecks.org/index.php?display\\_type=show\\_battle&id=679](http://threedecks.org/index.php?display_type=show_battle&id=679)

**b. Wind.** NE.

**c. Deployment, British.** *Seahorse\_1* (1507,S).

**d. Deployment, Turkish.** *Bedr-i Zafer* (1610,N), *Ateş Feşan* (1514,NW).

**e. Game-Length.** No limit.

**Special Rules:**

*Ateş Feşan* begins the game with a wheel critical hit.

Add 3 to the Boarding Value of each Turkish ship in melee combat.



**Caroline v. the East Indiamen, 31 May 1809.**

**a. Notes.** In November 1808, in the midst of the Napoleonic Wars, the French sent a powerful frigate squadron into the Indian Ocean to attack British shipping, in particular the ships of British East India Company. These large armed merchantmen transported millions of pounds worth of goods from India and the Far East to Britain.

On 31 May 1809 the frigate *Caroline* (40 guns, Capt. Féretier) sighted the sails of three East Indiamen who had become separated from their convoy and escort by a storm. They were *Streatham* (30 guns, Capt. Dale), *Europe* (30 guns, Capt. Gelston) and *Lord Keith* (12 guns, Capt. Campbell).

The East Indiamen formed a line of battle and prepared to defend themselves but their crews were not up to the standards of the Royal Navy in skill or determination. Féretier was able to engage them individually and forced *Streatham* then *Europe* to strike. Only *Lord Keith* was able to escape.

see also - [en.wikipedia.org/wiki/Action\\_of\\_31\\_May\\_1809](http://en.wikipedia.org/wiki/Action_of_31_May_1809)

**b. Wind.** W.

**c. Deployment, French.** *Caroline* (0911,NE).

**d. Deployment, British.** *Streatham* (1107,E), *Europe* (0505,E), *Lord Keith* (1706,E).

**e. Game-Length.** No limit.



**Bonne Citoyenne v Furieuse, 6 July 1809.**

**a. Notes.** *Bonne Citoyenne* was a 20 gun sloop captured from the French in 1796 which served in the Royal Navy for many years. In 1809, while on escort duty in the Atlantic, she came upon the French frigate *Furieuse* about to capture an English merchantman. Despite being much the smaller of the two she attacked and the frigate fled.

The chase lasted many hours but eventually the British were close enough to open fire. In the engagement which followed *Bonne Citoyenne* was able to fire two broadsides for every one she received from the French so that although the frigate was more heavily armed, and both ships took considerable damage, it was the French who were forced to surrender when *Citoyenne* closed and prepared to board.

On taking possession of the prize it was discovered that the frigate was transporting troops and supplied and was armed with only 20 out of its normal total of 48 guns. However, 12 of these were massive 42-pounder carronades.

see also - [en.wikipedia.org/wiki/HMS\\_Bonne\\_Citoyenne\\_\(1796\)](http://en.wikipedia.org/wiki/HMS_Bonne_Citoyenne_(1796))  
[threedecks.org/index.php?display\\_type=show\\_battle&id=755](http://threedecks.org/index.php?display_type=show_battle&id=755)

**b. Wind.** W.

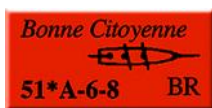
**c. Deployment, British.** *Bonne Citoyenne* (1217,N).

**d. Deployment, French.** *Furieuse* (1213,N).

**e. Game-Length.** No limit.

**Special Rules:**

Add 2 to the Boarding Value of the French ship in melee combat.



**Ceylon, 18 November 1809.**

**a. Notes.** After the Battle of Trafalgar in 1805 most surviving French warships were blockaded in home ports by the Royal Navy. Some frigates were able to escape and were instructed to begin commerce raiding against British merchant ships.

On 18th November 1809 the French frigates, *Vénus* (40 guns) and *Manche* (40 guns), together with the brig *Créole* (10 guns), under the command of Commadore Jacques Hamelin, sighted 3 East Indiamen in the Bay of Bengal bound for Calcutta. East Indiamen were large, armed merchant vessels, well able to defend themselves against local pirates, but no match for genuine warships.

Nevertheless, Captain John Stewart, in overall command on *Windham* (26 guns), saw the enemy were widely spread and ordered the other ships, *United Kingdom* (32 guns) and *Charlton* (26 guns) to join with him and as he tried to concentrate on *Manche* before the others could intervene. But the plan quickly unravelled as the other ships failed to support Stewart and *Windham's* broadsides made little impression on *Manche*.

Seeing this all 3 Indianmen turned away and tried to escape. *United Kingdom* and *Charlton* were soon overhauled but *Windham* was not captured until 22nd after a 4 day chase.

see also - [en.wikipedia.org/wiki/Action\\_of\\_18\\_November\\_1809](https://en.wikipedia.org/wiki/Action_of_18_November_1809)

**b. Wind.** SW.

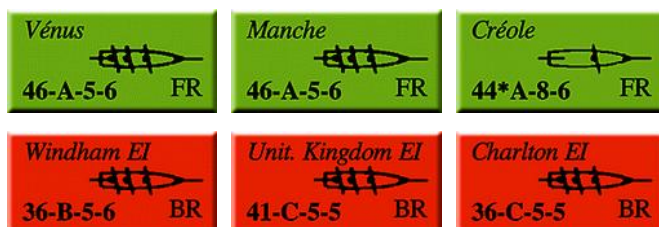
**c. Deployment, French.** *Vénus* (0702,SE), *Manche* (1306,SE), *Créole* (0303,SE).

**d. Deployment, British.** *Windham* (1512,N), *United Kingdom* (1416,N), *Charlton* (1615,N).

**e. Game-Length.** No limit.

**Special Rules:**

*United Kingdom* and *Charlton* begin the game with wheel critical hits.





**Gulf of Naples, 3 May 1810.**

**a. Notes.** Napoleon took control of the Kingdom of Naples in 1806 and installed Marshal Murat as king.

On the evening of 2 May 1810 the British frigate *HMS Spartan* (38 guns, Capt. Jahleel Brenton) observed the Neapolitan frigate *Cerere* (40 guns), the corvette *Fama* (30 guns) and two smaller vessels, *Sparviero* and *Achille*, in Naples harbour. Early the next morning *Spartan* entered the bay and found the enemy approaching and ready to fight.

The Neapolitans had embarked extra troops and split their forces trying to trap and board *Spartan*. However, Brenton was able to avoid them while firing close-range broadsides into each enemy ship in turn.

At one point the ships were becalmed and *Spartan*, surrounded by enemy vessels, was damaged and Brenton himself seriously wounded. But the breeze picked up and *Spartan* again got the upper hand. Eventually *Cerere* sought protection from batteries onshore, a disabled *Fama* was towed away by gunboats and *Sparviero* was forced to strike.

see also - [threedecks.org/index.php?display\\_type=show\\_battle&id=291](http://threedecks.org/index.php?display_type=show_battle&id=291)

**b. Wind.** SE.

**c. Deployment, British.** *Spartan* (1312,NE).

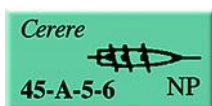
**d. Deployment, Neapolitan.** *Cerere* (1607,SW), *Fama* (1805,SW), *Sparviero* (2110,SW), *Achille* (2308,SW).

**e. Game-Length.** No limit.

**Special Rules:**

Add 2 to the Boarding Value of *Cerere* and *Fama* in melee combat.

Use Light Winds (alternate scheme).



**Port Louis, 12 September 1810.**

**a. Notes.** During the Mauritius campaign 1809-11 French frigates raided British trade routes in the Indian Ocean and there were a number of encounter battles over the vital islands and ports of Île de France (Mauritius) and Île Bonaparte (Reunion Island).

On 12 September 1810 the French frigates *Astrée* and *Iphigénie* (both 40 guns) were discovered near Reunion and pursued by the British frigates *Africane* and *Boadicea* (both 38 guns) and the sloops *Otter* and *Staunch*. The British became separated during the night and in the morning *Africane* found herself close to *Astrée* with *Boadicea* 4-5 miles distant. As the French were near the shelter of Port Louis in Mauritius Captain Corbett, in command of *Africane*, decided to attack rather than wait for support.

But, outnumbered two to one, *Africane* was shot to pieces and forced to strike. Over half the crew were killed or wounded (Corbett mortally so). It took several hours for the rest of the British force to arrive at which point the French abandoned their prize and sailed off.

see also - [threedecks.org/index.php?display\\_type=show\\_battle&id=691](http://threedecks.org/index.php?display_type=show_battle&id=691)

**b. Wind.** SE.

**c. Deployment, British.** *Africane* (1906,E), *Boadicea* (0615,NE), *Otter* (0518,NE), *Staunch* (0416,NE).

**d. Deployment, French.** *Astrée\_1* (2406,S), *Iphigénie* (2009,N).

**e. Game-Length.** No limit.

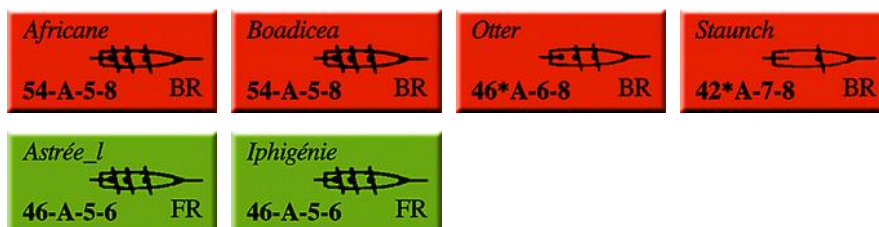
**Special Rules:**

The following ships are damaged at the start of the game:-

*Africane* : 2 hull & 3 rigging hits, 1 wheel critical, crew 6, P & S first broadsides used.

*Iphigénie* : 1 hull hit, crew 5, P & S first broadsides used.

*Astrée\_1* : P & S first broadsides used.



**Reunion, 18 September 1810.**

**a. Notes.** Since 1808 the French had been using Île de France (Mauritius) and Île Bonaparte (Reunion Is.) as bases to raid British trade routes in the Indian Ocean. In response the British attempted to blockade the islands but their forces were inferior and therefore exposed to counter-attack. Reinforcements were dispatched as soon as they were available.

On 17 September 1810 the frigate *HMS Ceylon* (38 guns, Capt. Gordon) arrived off Île de France expecting to find Commodore Josias Rowley and the British blockade squadron. But Rowley was at Île Bonaparte and instead Gordon found the French under Commodore Jacques Hamelin. Outnumbered Gordon set off for Île Bonaparte pursued by Hamelin with the frigate *Vénus* and the corvette *Victor*.

*Victor* fell behind but by the early morning of 18th *Vénus* had caught up to *Ceylon* and engaged her. Both ships sustained heavy damage but when *Victor* arrived Gordon was forced to strike. As dawn broke it was clear all 3 ships were in sight of Île Bonaparte and were spotted by the British. The French made hasty repairs and tried to head back to Île de France as fast as they could.

see also - [en.wikipedia.org/wiki/Action\\_of\\_18\\_September\\_1810](https://en.wikipedia.org/wiki/Action_of_18_September_1810)

**b. Wind.** W.

**c. Deployment, French.** *Vénus* (2308,NE), *Victor* (0806,E).

**d. Deployment, British.** *Ceylon* (1905,E).

**e. Game-Length.** 12 Game-Turns.

**Special Rules:**

To win the French must capture (force to strike) or destroy the British ship before the end of the game. Any other result is a British win.



**Battle of Lissa, 13 March 1811.**

**a. Notes.** By 1807 Napoleons victories and alliances gave him control of Italy and the whole of the eastern shore of the Adriatic north of Greece. But the terrain was difficult and sea transport was the only way to supply his armies in the east for operations in the Balkans. To confound this the British seized the island of Lissa and used it as a base in a campaign against coastal shipping.

By 1811 the French decided to eliminate the British raiders by capturing the island and assembled a fleet of 6 frigates (3 French, 3 Venetian) plus other vessels carrying 500 troops. On 13 March the French, under the command of Commodore Bernard Dubourdieu, approached Lissa and were spotted by the British, led by Captain William Hoste.

Hoste was outnumbered, the 74 gun *HMS Montagu* was absent, and he had only 3 frigates and a sloop but he was a keen student of Nelson and had anticipated the French tactics - he mounted a large howitzer loaded with musket balls on the deck of his flagship as an anti boarding measure.

In light winds the action lasted several hours. The French tried but failed to break the British line, one of their ships being wrecked on the shore, two captured and three escaped. Commodore Dubourdieu was among many killed. Three of the British ships took heavy casualties and were badly damaged.

see also - [en.wikipedia.org/wiki/Battle\\_of\\_Lissa\\_\(1811\)](http://en.wikipedia.org/wiki/Battle_of_Lissa_(1811))

**b. Wind.** NW.

**c. Deployment, British.** *Active* (1617,W), *Amphion* (1417,W), *Cerberus* (2017,W), *Volage* (1817,W).

**d. Deployment, French.** *Favorite* (1311,S), *Flore* (1307,S), *Danae* (1710,S), *Corona* (1707,S), *Bellona* (1304,S), *Carolina* (1704,S).











**e. Game-Length.** 16 Game-Turns.

**Special Rules:**

*Amphion* adds an extra 10 to its Fire Value at ranges of 3 or fewer Range Points.

Any ship entering a square in the xx20 row is immediately wrecked (eliminated).

Game balance – the British begin the game with 3 Victory Points.

<i>Active</i>  55-A-5-8 BR	<i>Amphion</i>  52-A-5-9 BR	<i>Cerberus</i>  52-A-5-8 BR	<i>Volage</i>  51-A-6-8 BR		
<i>Favorite</i>  46-A-5-6 FR	<i>Flore</i>  46-A-5-6 FR	<i>Danae</i>  46-A-5-6 FR	<i>Corona</i>  45-A-5-6 VN	<i>Bellona</i>  36-A-5-6 VN	<i>Carolina</i>  36-A-5-6 VN

**Battle of Tamatave, 20 May 1811.**

**a. Notes.** Tamatave was the last battle of the Mauritius campaign 1809-11 - French attempts to raid British trade routes in the Indian Ocean from bases in Île de France (Mauritius) and Île Bonaparte (Reunion Is.). In February 1811 French reinforcements sailed from Brest. The squadron, under the command of Commodore François Roquebert consisted of 3 frigates, *Renommée* and *Clorinde* (each 40 guns) and *Néréide* (38 guns). The passage was long and when they finally arrived they found that both islands were in enemy hands.

Meanwhile the British commander, Captain Schomberg, had collected his forces (the frigates *HMS Astraea*, *HMS Galatea* and *HMS Phoebe* (each 36 guns) and the sloop *HMS Racehorse* (18 guns)) and headed for Tamatave on Madagascar - the only other supply point east of the Cape. Schomberg had guessed correctly that the French would need to resupply there and the two forces meet off the coast at Tamatave on 20 May.

Light and variable winds dominated the battle, sometimes leaving a ship becalmed and at the mercy of the enemy or other times unable to get into action. *Galatea* was badly damaged with considerable casualties. *Renommée* also took heavy losses (including Roquebert) and was captured, *Clorinde* escaped back to France, *Néréide* took refuge in Tamatave harbour but surrendered when Schomberg agreed to repatriate the crew to France.

see also - [en.wikipedia.org/wiki/Battle\\_of\\_Tamatave](http://en.wikipedia.org/wiki/Battle_of_Tamatave)

**b. Wind.** N.

**c. Deployment, British.** *Astraea* (1404,W), *Galatea* (1710,W), *Phoebe* (1707,W), *Racehorse* (1605,W).

**d. Deployment, French.** *Renommée* (0506,E), *Clorinde* (0706,E), *Néréide* (0306,E).

**e. Game-Length.** 16 Game-Turns.

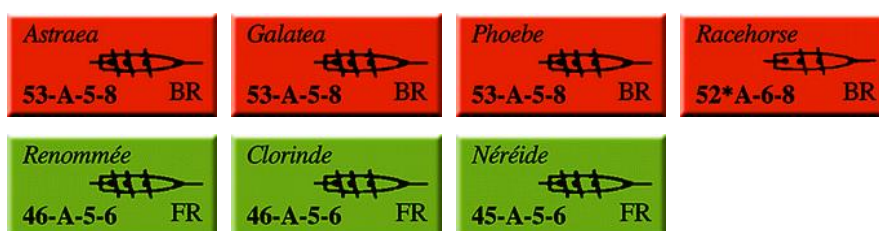
**Special Rules:**

Use Special Rule B. "Light Winds" - see Appendix.

The wind strength starts at very light.

Add 2 to the Boarding Value of the French ships during melee combat.

Game balance – the French begin the game with 5 Victory Points.



**Pelagosa, 29 November 1811.**

**a. Notes.** Napoleon's victories in central Europe in 1805-6 gave him control over Italy, access to the Adriatic and the possibility of using it to transport French troops and supplies eastwards for operations in the Balkans. But the British were not about to give up control of this vital sea easily and this action is one of a number fought between the British and French Navies in the Adriatic campaign of 1807-14.

On 27 November 1811 the British learned of a French convoy sailing from Corfu to Trieste and dispatched a force to intercept. They sighted the convoy on 29th near the island of Pelagosa - two large frigates, *Pomone* and *Pauline*, and the smaller *Persanne*, an armed transport. The British force - the frigates *Alcaste*, *Active* and *Unite* - chased and quickly overhauled the convoy.

In the ensuing battle *Pomone* and *Persanne* were captured and *Pauline* escaped. Casualties and damage on both sides were heavy. The French also lost most of the convoy's cargo - 200 cannon and other military supplies. It has been suggested that this loss was a factor in Napoleon's decision to abandon plans to invade the Ottoman Empire and instead turn his attention to Russia.

see also - [en.wikipedia.org/wiki/Action\\_of\\_29\\_November\\_1811](https://en.wikipedia.org/wiki/Action_of_29_November_1811)

**b. Wind.** SW.

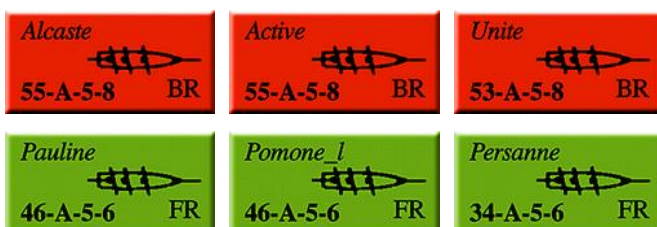
**c. Deployment, British.** *Alcaste* (1217,N), *Active* (1219,N), *Unite* (1418,N).

**d. Deployment, French.** *Pauline* (0910,NW), *Pomone\_l* (1112,NW), *Persanne* (1511,NE).

**e. Game-Length.** No limit.

**Special Rules:**

British win if they cause all French ships to strike and suffer no more than 10 hits (hull, rigging or critical) in total throughout their whole force. Any other result is a French victory.





**Niagara, 10 August 1813.**

**a. Notes.** Naval action during the War of 1812 centred around control of the Great Lakes, contested by scratch forces built locally. On Lake Ontario the two sides were in rough parity but the stakes were very high - losing control of the lake would hand a decisive advantage to the enemy.

The two forces manoeuvred for advantage for some time. The British, led by James Yeo, an experienced and aggressive Royal Navy officer, were keen to get into action. The Americans were commanded by Isaac Chauncey, an able administrator but cautious in action. He was reluctant to be drawn into battle except under the most favourable conditions.

Then, on 10 August, the American fleet found itself in mid-lake with the British to windward and between them and the safety of Fort Niagara. In the battle two American vessels, *Growler* and *Julia*, misread signals and became separated from the rest of the fleet. Chauncey, somewhat controversially, decided to withdraw and they were captured.

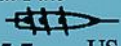



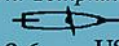





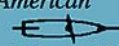






see also - [en.wikipedia.org/wiki/Engagements\\_on\\_Lake\\_Ontario#Action\\_off\\_the\\_Niagara](https://en.wikipedia.org/wiki/Engagements_on_Lake_Ontario#Action_off_the_Niagara)

**b. Wind.** SW.

**c. Deployment, US.** *General Pike* (1510,N), *Oneida* (1512,N), *Madison* (1514,N), *Ontario* (1516,N), *Governor Tompkins* (1518,N), *Growler* (1209,N), *Julia* (1211,N), *Asp* (1213,N), *Pert* (1215,N), *Conquest* (1217,N), *Fair American* (1219,N).

**d. Deployment, British.** *Wolfe* (0808,N), *Royal George* (0810,N), *Lord Melville* (0812,N), *Earl of Moira* (0814,N), *Sir Sydney Smith* (0816,N), *Beresford* (0818,N).

**e. Game-Length.** 16 Game-Turns.

<i>General Pike</i>  52-A-5-7 US	<i>Oneida</i>  44*B-7-7 US	<i>Madison</i>  54*A-6-7 US	<i>Ontario</i>  36-B-8-6 US	<i>Govern. Tompkins</i>  41-B-8-6 US	<i>Growler</i>  36-A-8-6 US
<i>Julia</i>  36-A-8-6 US	<i>Asp</i>  34-B-8-6 US	<i>Pert</i>  34-B-8-6 US	<i>Conquest</i>  36-B-8-6 US	<i>Fair American</i>  35-B-8-6 US	
<i>Wolfe</i>  43*A-5-7 BR	<i>Royal George</i>  45*A-6-7 BR	<i>Lord Melville</i>  46*A-7-7 BR	<i>Earl of Moira</i>  42*A-7-7 BR	<i>Sir Sydney Smith</i>  36*A-7-7 BR	<i>Beresford</i>  44*A-7-7 BR



**Canary Islands, 16 January 1814.**

**a. Notes.** In early 1814 the French frigates *Alcmene* (40 guns, Capt. Alexandre Villeneuve) and *Iphigénie* (40 guns, Capt. Jacques Emeric) were on a commerce raiding cruise along the west coast of Africa. On 16 January they were off the Canary Islands when they fell in with a British squadron under Rear-Admiral Philip Durham comprising *HMS Venerable* (74 guns), *HMS Cyane* (22 guns), and *Jason* - a small privateer.

The British gave chase. For some reason *Alcmene* dropped back and was quickly taken by *Venerable* while *Iphigénie* hauled off followed by *Cyane* and *Jason*. But as they drew closer to the Frenchman *Cyane's* captain realised they were overmatched and sent *Jason* in search of the flagship. It was not until the morning of 20th that *Venerable* caught up to *Iphigénie* and forced her to strike.

see also - [threedecks.org/index.php?display\\_type=show\\_battle&id=777](http://threedecks.org/index.php?display_type=show_battle&id=777)

**b. Wind.** NE.

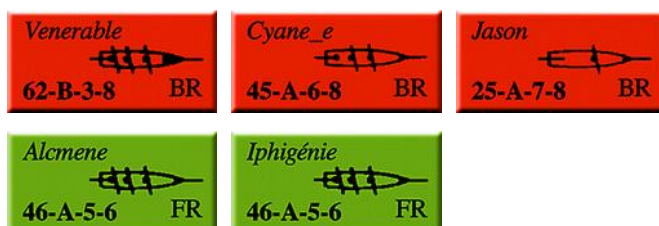
**c. Deployment, British.** *Venerable* (0709,E), *Cyane\_e* (0807,E), *Jason* (0705,E).

**d. Deployment, French.** *Alcmene* (1511,NW), *Iphigénie* (1813,NW).

**e. Game-Length.** No limit.

**Special Rules:**

British win if they cause both French ships to strike and suffer no more than 5 hits (hull, rigging or critical) in total throughout their whole force. Any other result is a French victory.



**Bermuda Convoy, 18 January 1814.**

**a. Notes.** After the Battle of Trafalgar in 1805 the French were forced to abandon any hope of defeating the British in a large-scale sea battle. Instead they turned to commerce raiding against British merchant shipping using their frigates. The British responded by escorting convoys with frigates of their own. This is a typical encounter.

On 18 January 1814 *Étoile* (40 guns, Capt. Philibert), and *Sultane* (40 gun, Capt. Thouars), were in mid-Atlantic when they sighted a British convoy bound for Bermuda. The convoy was escorted by *HMS Severn* (46 guns, Capt. Nourse). *Severn* was a large and powerful frigate but out-numbered two to one. In the event, Nourse was able to lure the French away from the convoy and ultimately both *Severn* and the convoy escaped unharmed.

see also - [threedecks.org/index.php?display\\_type=show\\_battle&id=673](http://threedecks.org/index.php?display_type=show_battle&id=673)

**b. Wind.** NW.

**c. Deployment, British.** *Severn* (1008,E).

**d. Deployment, French.** *Sultane* (1507,W), *Étoile* (1707,W).

**e. Game-Length.** No limit.



**Cape Verde Islands, 23 January 1814.**

**a. Notes.** After their encounter with *HMS Severn* (see Burmuda Convoy, 18 January 1814) the French frigates *Étoile* (40 guns, Capt. Philibert) and *Sultane* (40 gun, Capt. Thouars), sailed to the Cape Verde Islands and anchored in Porto Inglês, Maio. On 23 January they were discovered by *HMS Creole* (36 guns, Capt. Mackenzie) and *HMS Astraea* (36 guns, Capt. Eveleigh).

The French put to sea and a complex running fight developed. *Creole* overhauled *Sultane* but *Astraea's* topsails were damaged by strong winds and she fell behind. Both side took damage and casualties (Eveleigh was among those killed) but the French practice of aiming for the rigging meant that, after a 3 hour fight, they were able to withdraw with the British too badly damaged aloft to follow.

see also - [https://en.wikipedia.org/wiki/Battle\\_of\\_Jobourg#Battle\\_of\\_Maio](https://en.wikipedia.org/wiki/Battle_of_Jobourg#Battle_of_Maio)  
[threedecks.org/index.php?display\\_type=show\\_battle&id=674](https://threedecks.org/index.php?display_type=show_battle&id=674)

**b. Wind.** W.

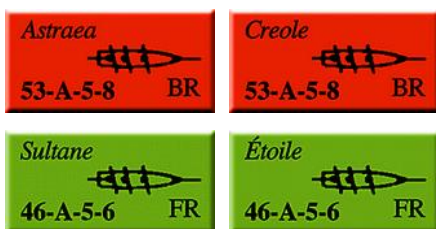
**c. Deployment, British.** *Astraea* (0502,SE), *Creole* (1009,SE).

**d. Deployment, French.** *Sultane* (1206,SE), *Étoile* (1508,SE).

**e. Game-Length.** No limit.

**Special Rules:**

*Astraea* begins the game with 2 rigging hits.



**Majestic, 3 February 1814.**

**a. Notes.** *HMS Majestic* was launched in 1785 as a 74-gun 3rd-rate ship of the line and fought at the Battle of the Nile in 1798.

However, in 1813 she became a razée ("ra-zay"), that is, she was cut down, losing her fo'c'sle and quarterdeck, and became a 58-gun 4th-rater. The reduction in top weight improved manoeuvrability. The lower gundeck was unchanged - 28 32-pounders, but the 18-pounders on the upper gundeck were replaced by 28 42-pounder carronades. She became, in effect, a very large and powerful frigate.

On 3 February 1814, while enforcing the blockade of the American east coast, *Majestic* encountered the French frigates *Terpsichore* and *Atalante*, a 20-gun brig and another unarmed vessel. After an engagement of two and a half hours, the *Terpsichore* struck. Poor weather and nightfall allowed the other vessels to escape.

see also - [en.wikipedia.org/wiki/HMS\\_Majestic\\_\(1785\)](http://en.wikipedia.org/wiki/HMS_Majestic_(1785))

**b. Wind.** SW.

**c. Deployment, British.** *Majestic* (1004,SE).

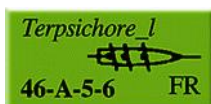
**d. Deployment, French.** *Terpsichore\_1* (1809,S), *Atalante* (1807,S), *Revenant* (1805,S).

**e. Game-Length.** 12 Game-Turns.

**Special Rules:**

The '#' after *Majestic*'s Fire Value indicates her special armament, therefore:

- add 10 at ranges 4 to 6
- add 20 at range 3 or less



**Valparaíso, 28 March 1814.**

**a. Notes.** At the outbreak of the War of 1812 David Porter, captain of the *USS Essex* (40 guns), set off on a cruise into the Pacific. There was a substantial British whaling industry in the region plus merchant shipping but, it was thought, no enemy warships. He rounded Cape Horn in January 1813 and arrived at Valparaíso, Chile in March. Over the next few months *Essex* ranged far out into the Pacific capturing 12 whalers and other prizes - one of which was refitted as a warship and renamed *Essex Junior*.

But the British had received intelligence of Porter's activities and to put a stop to them they dispatched Captain James Hillyar in the frigate *HMS Phoebe* (36 guns) with the sloop *HMS Cherub* (18 guns). Porter arrived back in Valparaíso in January 1814 to resupply and in February *Phoebe* and *Cherub* arrived off the port.

Chile was a neutral power so Hillyar was unable to take action so long as the Americans remained in port. But the political situation in Chile was shifting in Britain's favour and Porter knew other enemy warships would arrive soon so on 28 March he made a break for the open sea. Hillyar was ready (and *Phoebe* was a faster ship) and the Americans were chased down and trapped in a small bay along the coast.

*Essex* was armed only with short-ranged carronades and Hillyar carefully avoided being drawn into a close battle. The engagement lasted about 2 hours at which time, badly damaged and with heavy casualties, Porter was forced to strike.

see also - [en.wikipedia.org/wiki/Battle\\_of\\_Valparaíso](http://en.wikipedia.org/wiki/Battle_of_Valparaíso)

**b. Wind.** SW.

**c. Deployment, US.** *Essex* (2308,S), *Essex Junior* (2406,S).

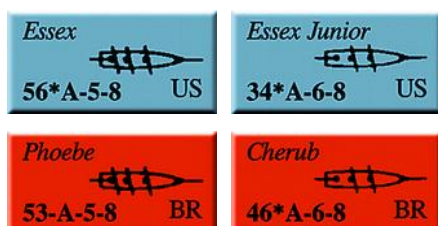
**d. Deployment, British.** *Phoebe* (1304,E), *Cherub* (1313,E).

**e. Game-Length.** No limit.

**Special Rules:**

*Essex Juniors* crew value begins the scenario at 6.

To win the British must capture (force to strike) or destroy the *Essex*. For the US to win they must inflict 4 or more hits (any combination of hull, rigging or critical) in total on any British ships. The game ends immediately once either of these conditions are met.



## Appendix - Special Rules

### A. Victory Points for Damage

Players score Victory Points for damage to and destruction of enemy ships which are not prizes at the end of the game, as follows.

1. Total all hits inflicted on a ship - hull, rigging and critical - and divide by 2 (drop fractions).
2. Each ship can take a maximum number of hull hits equal to 10 minus its Rate, a maximum of 4 rigging hits and a maximum 5 critical hits - 1 wheel, 1 fire and 3 mast.
3. The number of Victory Points awarded for damage to an enemy ship may not exceed its value as a prize; 10 minus its Rate.
4. A ship which is destroyed by fire is worth a number of Victory Points equal to half its prize value - 10 minus its Rate divided by 2 (drop fractions).

### B. Light Winds

There are 4 wind strengths:- normal, light, very light and calm.

If wind strength is normal, there are no changes to Movement Allowances.

If wind strength is light, reduce the Movement Allowance of each ship by 1.

If wind strength is very light, reduce the Movement Allowance of each ship by 2.

If wind strength is calm, reduce the Movement Allowance of each ship by 3.

If a ship does not have enough Movement Allowance to enter the square ahead it may not move. If a ship is not able to move but has at least 1 movement point it may be rotated 45° in place; clockwise if it has a starboard command or anticlockwise if it has a port command. A ship must have at least 3 movement points to tack or 2 movement points to wear.

At the beginning of the Command Decision Stage of each turn roll 1D6 to determine if the wind strength changes; a 1 indicates it drops one step (unless already at calm), a 6 indicates it rises one step (unless already at normal), any other results indicates no change.

Current Wind	MA Adjustment	Die Roll		
		Wind Drops	No Change	Wind Rises
normal	none	1	2-6	--
light	-1 point	1	2-5	6
very light	-2 points	1	2-5	6
calm	-3 points	--	1-5	6

## C. Pursuit Game Victory Points

### Sides

1. In a pursuit game one of the sides is the pursuer and the other side is the pursued.

### Exiting the map

2. One or more edges of the map are designated as the exit zone. Ships of either side may exit the map from these map edges during the game. Ships may not exit from any other map edges.
3. A ship on the map edge pays 2 MP to exit if facing a square side and 3 MP if facing a corner.
4. Once a ship has exited the map it may not return, it is out of the game and is set aside.

### Ending the game

5. The game ends when all ships of the pursued side have exited the map or have been captured.

### Victory Points (VPs)

#### Pursued.

6. The pursued side gains VP for exiting ships. Each ship which exits the map earns VPs equal to the number of hull hits it has remaining (before it must be abandoned), that is;  $10 - \text{Rate} - \text{hull hits received}$ . No VPs are awarded for capturing enemy vessels.

#### Pursuers.

7. The pursuing side gains VPs for capturing enemy vessels, as per the original rules.

### Chasing exited ships

8. For each ship exited for VPs the pursuers may assign one or more of their own ships to chase after them. They may do this during the game by exiting these ships from the same map edge as their target or they may wait until the end of the game and assign ships from those they have left on the map.
9. A chasing ship must have a maximum Movement Allowance equal to or greater than the ship it is chasing. The maximum Movement Allowance of a ship is the value it has while Broad Reaching, taking into account its Sailing Value (A, B or C) and any damage to rigging or masts.

### Adjustment to exit VPs

10. The hull hits remaining on the chasing vessel or vessels are used to reduce the VPs awarded to the pursued side for exiting the ship. The exit VPs may be reduced to zero.
11. If the hull hits remaining on the chasing vessels exceed the exit VP award it is reduced to zero and the excess is awarded to the pursuing side.
12. The maximum VPs awarded to either side for exiting or chasing an exiting ship are  $10 - \text{its Rate}$ .
13. Any ships which are on fire at the end of the game or when they exit are assumed to be destroyed. They do not score VPs for either side and are ignored in the VP calculations.

#### Example:

The pursued side exits a **frigate** (Rate = 5, Sailing Value = A) from the map during the game. It suffered 3 hull hits but no other damage. It has 2 hull hits remaining ( $10 - 5 - 3$ ) and is therefore worth 2 VPs. Its rigging and masts are undamaged so its maximum Movement Allowance is 6 (when Broad Reaching).

The pursuers have on the map at the end of the game a **ship-of-the-line** (Rate = 3, Sailing Value = B) with 2 hull hits and a **corvette** (Rate = 6, Sailing Value = A) with 2 rigging hits. They also have an undamaged **sloop** (Rate = 7, Sailing Value = A).



The **ship-of-the-lines**' rigging and masts are undamaged but with a Sailing Value of B its maximum Movement Allowance is only 5. This is less than the enemy **frigates** so although it has 5 hull hits remaining it cannot be used to chase the **frigate** and reduce the enemy VPs.

The **corvette** has 2 rigging hits so its maximum Movement Allowance in any situation is 4 and again it cannot be used to chase the **frigate** and reduce the enemy VPs.

The sloop is undamaged and has Sailing Value A so its maximum Movement Allowance is 6. This is equal to the enemy frigate so it may be used to chase it. It has all 3 of its hull hits which can be used to offset the enemy VPs.

Therefore the VPs awarded to the pursued side for the frigate are reduced from 2 to zero and the extra point is awarded to the pursuers.