

1. SOLITAIRE SCENARIO: "WAITING FOR THE CONVOY"

Fictional scenario for one player, commanding a small squadron of 4 British Ships-of-the-Line, attacking two French coastal batteries.

This is a great training scenario, to learn how to use Admiral's Orders and Captain Orders while commanding a squadron.

1.1. ABSTRACT

Date: 23rd December, 1803
 British vessels: 4 Ships of the Line
 French: 2 Coastal batteries
 Number of players: one

1.2. HISTORY

A squadron of four ships-of-the-line commanded by Admiral Strachan were stationed off the French coast in late December 1803 waiting to escort a British convoy through the English channel to the Atlantic.

Strachan decided to use the time before the convoy arrived to disable a French coastal battery, thereby providing his gun crews a training opportunity without wasting expensive practice munitions.

Due to the approaching convoy, the coastal batteries had to be destroyed and the British squadron had to be safely at the allotted rendezvous point by 3pm.

1.3. SETUP THE BOARD

One map.

British Black Squadron:

Caesar, 25-14

Courageux, 25-12

Namur, 23-11

Hero, 27-15



French Coastal batteries:

Battery A, 15-01

Battery B, 01-11

Put a wooden marker at the hexes to indicate the position of the batteries.

Note: In addition you can place 3 dice (not part of the "Edition 74" game) close to the batteries, to indicate their original condition of three.

Use the Ship Status Sheet of "Cape Ortegat" to track the status of the four British Ships and the Admiral.

Also the Time Sheet of "Cape Ortegat" can be used, but only the first 10 turns, from 10am to 2.30pm count.

1.4. COASTAL BATTERIES

RULE EXTENSION FOR COASTAL BATTERIES:

The French coastal batteries automatically fire at the end of each game turn, as the first step within the Cleanup Phase. Each battery originally fires with 3 dice at the British ships.

Each battery can fire multiple times, once at each 60° fire arc (I., II., III. and IV.). Ships located so that they are within two neighbouring, overlapping fire arcs, can be hit twice.



The four Fire Arcs of Battery A

Within a fire arc the closest ship must be targeted. If there are several ships, with the same distance to the battery, one must be selected randomly, by rolling a die.

The artillery strength of a coastal battery equals a Ship Condition (SC) of 13.

Determine the Fire Power (FP), based on the distance and the SC of 13 using the Fire Power Table. The range of the batteries is enhanced: For a distance between 10 and 15 the Fire Power (FP) is one.

Roll as many dice as available for the battery (originally 3 dice) and take the sum of the values.

Lookup the result in both ("Rigging" AND "Ship") Hit Tables, based on the Fire Power (FP) and the dice value.

All damage from both tables count. If a Rare Event ('#') is part of the result, roll another two dice (due to the two Hit Tables even two Rare Events are possible.)

Adaptation of the Rare Event Table for a firing coastal battery:

- Number 3: Bad luck: A gun explodes at the battery: Remove one die from the Battery
- Number 7: Friendly Fire: Ignore.
- Number 12: A fire breaks out at the battery. See special rules for fire at the battery, below.

Note: When the battery is damaged, it loses one die and must fire with the remaining dice from now on. If all three dice are gone, the battery is destroyed.

RULE EXTENSION: SHIPS FIRING AT COASTAL BATTERIES

If the British fire at a cost battery they must use the "Rigging" Hit Table.

However, only "Ship" hits ("S") count as damage. If "Ship" was hit, the targeted battery must remove one of its dice. With two "Ship" hits ("2S") two dice must be removed, and so on.

If all dice are removed, the battery is destroyed.

If a Rare Event ("#") is part of the result, roll another two dice.

Adaptation of the Rare Event Table if firing at a coastal battery:

- Number 2: ignore
- Number 4: A fire breaks out at the battery.
- Number 5: remove two dice from the battery
- Number 7: remove one die from the battery
- Number 8-9: ignore
- Number 10-11: A fire breaks out at the battery

RULE EXTENSION: FIRE AT A COASTAL BATTERY

If there is a fire at a coastal battery, in the clean up phase it must be checked whether this fire causes further damage.

Two dice are rolled and the result is modified by the condition of the battery (1-3) as indicated by the number of dice the battery still has.

The result can be checked in the "Check for Fire" Table.

Any rigging results are ignored. If there is a Ship Damage ("S") one die of the battery must be removed.

If the battery explodes, probably by the fire reaching the powder magazine, it is destroyed and loses all its dice at once.

1.5. SETTINGS

1.5.1. "WAITING FOR THE CONVOY",
ONE LIEUTENANTS

Number of players: one
Number of turns: 10
Estimated play time: 2+ hours.
Wind condition: normal

Board limitations: Leaving the board to the top or the right is not allowed. A ship that cannot avoid leaving the board counts as sunken. Also the hex fields of the batteries (15-01 and 01-11) are not reachable for ships. A ship that cannot avoid running into these fields counts as sunken.

Victory Conditions:

The British win if, at the end of turn 10...

- Both Coastal batteries are destroyed
- No ship is heavy damaged or sunken
- All ships are left of line 20-xx or at least at line 20-xx

In all other cases the battle doesn't count as victory.