

Flying Colors, Volume II



Serpents of the Seas

Designed by Mike Nagel

PLAY BOOK

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INTRODUCTION

This Play Book contains the scenarios used specifically with *Serpents of the Seas*. The Play Book is organized into three sections:

- Fleet Actions (the largest scenarios)
- Lake Ontario campaign game (a series of scenarios strung together)
- Ship Duels (with one or two ships on a side)

Over 100 ships are being added to the *Flying Colors* fleets as well as their commanders.

Serpents of the Seas Component List

- *Flying Colors* Rule Book (1)
- *Serpents of the Seas* Scenarios (this booklet)
- *Flying Colors* Player Aid Cards (2)
- Full Sheet of 280 0.5" x 0.5" counters (2)
- 22" x 34" Map Sheets 'E', 'F', and 'Duel' (3)
- Deck of 55 Initiative Cards (1)

FLEET ACTIONS

Fleet Action scenarios use the Core rules from the *Flying Colors* rulebook. Players may use any of the optional rules if both players agree. Within each scenario is a listing of the ships involved and the commanders on each side. The commanders begin stacked on the ship with which they're noted. Large (inch long) ships are placed in the hexes noted, with their bow in the first hex indicated. Small (half-inch) ships begin in the hexes noted, pointing in the direction indicated. Shore Batteries, if in use, start in the hexes indicated (facing is not relevant to batteries). A scenario's initial Wind Direction is noted. The Fleet maps used in the scenario are indicated. When multiple maps are used, configure them from left to right in the order noted, aligning the long edges of each map sheet. If shoals are in play, an indication of which are in play is noted (using a Map-Shoal notation) along with any Grounding die-roll modifiers. Finally, scenarios may include special rules. These rules supersede those included in the Core and/or Optional rules sections.

Note: Unlike other games in the Flying Colors series, Serpents of the Seas does not use large ships or multiple map scenarios.

QUESTIONS?

If you have any questions about the rules, there are four ways to receive an answer.

Designer e-mail: mp_nagel@yahoo.com

Publisher e-mail: GMTGames@aol.com

Internet forum: Post your questions on the *Flying Colors* forum at www.consimworld.com.

Postal mail: Send your questions with a self-addressed stamped envelope to: GMT Games, ATTN: Flying Colors Q's, P.O. Box 1308, Hanford, CA 93232.

VALCOUR ISLAND

11 October 1776

After an aborted attempt to invade Canada, the remains of Benedict Arnold's forces began a long retreat into New York. Hot on his tail was a large force under the command of General Guy Carleton. In order to keep supply lines open, Carleton had to gain control of Lake Champlain, but virtually all of the shipping on the lake was under American control. Arnold realized this as well and both sides set about building fleets. The British had a distinct edge in this early arms race, and put together a larger and more formidable fleet than Arnold's rag-tag force. In October, the British fleet under the command of Captain Thomas Pringle began its drive down Lake Champlain. Arnold positioned his forces in the narrows between the eastern shore of New York and Valcour Island. On the 11th, Arnold advanced his flagship, the Royal Savage, and several galleys to check the progress of the British fleet. Unfortunately, this put these ships downwind and far too close to the enemy. Although the galleys made it back to the American lines, the Royal Savage suffered heavy damage, and was run aground and burned by its own crew to avoid capture, but not before Arnold transferred his flag to the galley Congress. The battle raged between the fleets at close range for close to five hours with severe damage being dished out on both sides. By sunset, most of the American fleet had been destroyed and much of the British fleet had been forced off, including their flagship, the Carleton. Under the cover of night, Arnold and the remains of his fleet crept through the British blockade to head down toward Crown Point. With the British at their heels, Arnold was forced to burn the remains of his fleet. Although roundly beaten by the British, this action held off Carleton's advance long enough for weather to be a major consideration to his march south. Carleton called off the invasion and returned to Canada. It would not be until a year later that General Burgoyne would once again mount an invasion into the colonies.

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Turns: 30

Audacity: American (1), British (0)

Wind Direction: 4

Maps: E

Shallows: Shoals Ea, Ed (automatic); Eb (-1)

AMERICAN

Royal Savage (Arnold)	flag, 3127 Dir 3
Congress.....	2826 Dir 3
Revenge	1717 Dir 4
Enterprise.....	1515 Dir 4
New Haven.....	2415 Dir 4
Providence.....	2016 Dir 4
Boston-c	2417 Dir 4
Spitfire.....	2218 Dir 4
Philadelphia.....	2019 Dir 4
Connecticut	1820 Dir 4
Jersey.....	1621 Dir 4
New York	1422 Dir 4
Trumbull-b	2627 Dir 3
Lee	1223 Dir 4
Washington.....	2828 Dir 3

BRITISH

Inflexible	5315 Dir 5
Maria (Pringle).....	flag, 4917 Dir 5
Carleton.....	4519 Dir 5
Gunboat 01	3830 Dir 5
Gunboat 02.....	3829 Dir 5
Gunboat 03.....	3828 Dir 5
Gunboat 04.....	3827 Dir 5
Gunboat 05.....	3826 Dir 5
Gunboat 06.....	3825 Dir 5
Gunboat 07.....	3824 Dir 5
Gunboat 08.....	3823 Dir 5
Gunboat 09.....	3929 Dir 5
Gunboat 10.....	3928 Dir 5
Gunboat 11	3927 Dir 5
Gunboat 12.....	3926 Dir 5
Gunboat 13.....	3925 Dir 5
Gunboat 14.....	3924 Dir 5
Gunboat 15.....	3923 Dir 5
Gunboat 16.....	3922 Dir 5

SPECIAL RULES

1. All American units but the Royal Savage, Washington, Trumbull and Congress start anchored.
2. The Enterprise may not raise anchor until attacked (she acted as a hospital ship).
3. Anchoring is allowed.
4. Independent Galley Command: Given the size and light armament of these gunboats, they acted independently of the rest of the small fleets. To depict this, during the Command Determination phase of each turn, each player may select any galley (those with gray-backed damage ratings) to act as a command point for the other galleys in the fleet. This galley is assumed to be stacked with a Commander with a 4-hex command range that may only be used to create Group or Formation commands. This commander has no other effect. Players can place a Command Split marker under the selected galley as a reminder.

HALIFAX

8 July 1777—In early June, the American privateers Hancock and Boston fell upon the British frigate Fox. The action between the Hancock and the Fox was heated and both were severely damaged before the Boston could engage and force the Fox to strike. Rather than put into port for repairs, John Manly opted to cruise for several weeks, perhaps to acquire more prizes. This proved his undoing as on July 8th, the three ships were engaged by the British Rainbow, Victor and later the Flora. The Boston managed to escape, but the Hancock and Fox who were still damaged from their previous engagement were caught and taken.

Turns: 20

Audacity: American (0), British (1)

Wind Direction: 5

Maps: F

AMERICAN

Hancock (Manly)	flag, 3421 Dir 1
Fox	3424 Dir 1
Boston-b.....	3427 Dir 1

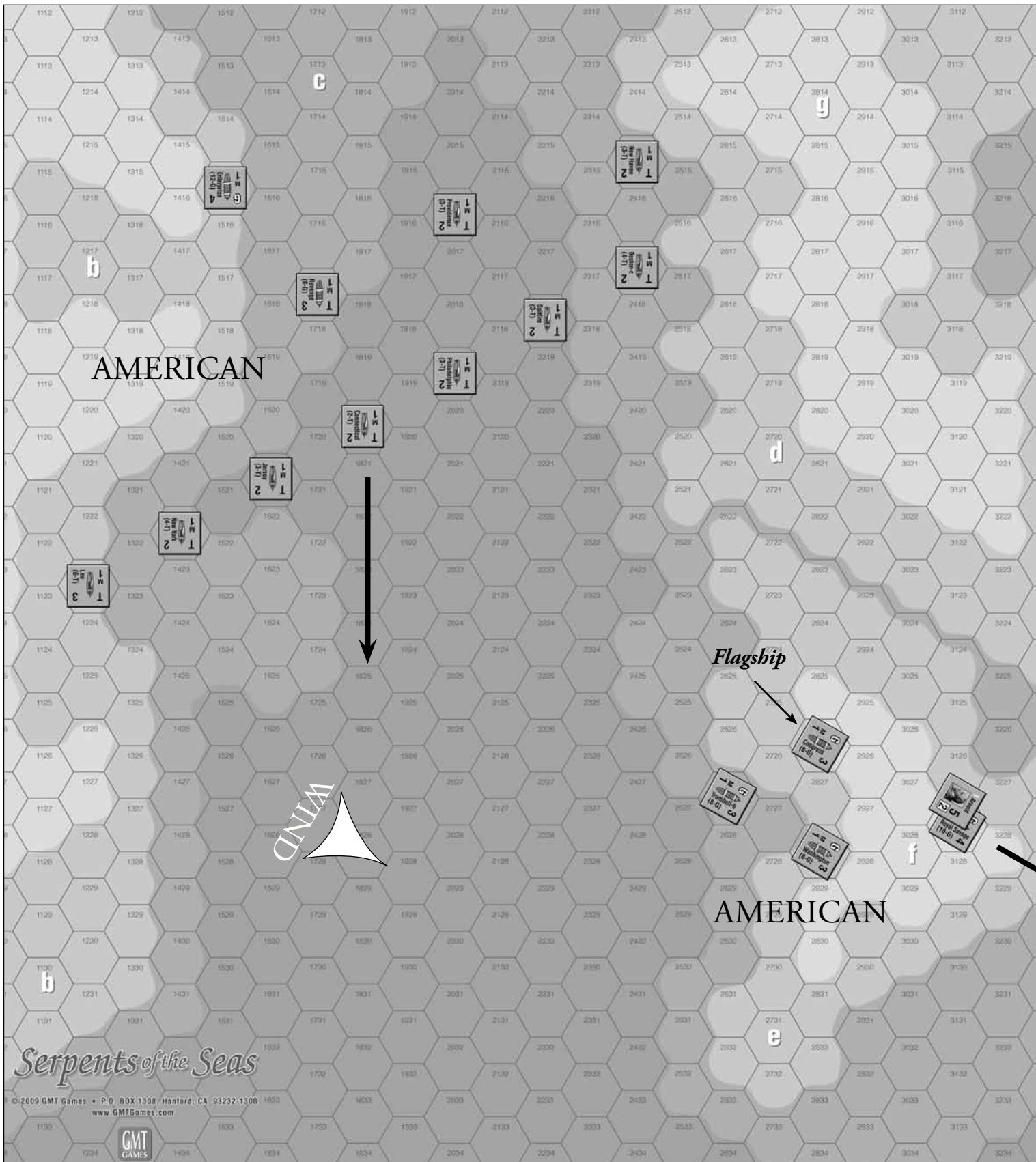
BRITISH

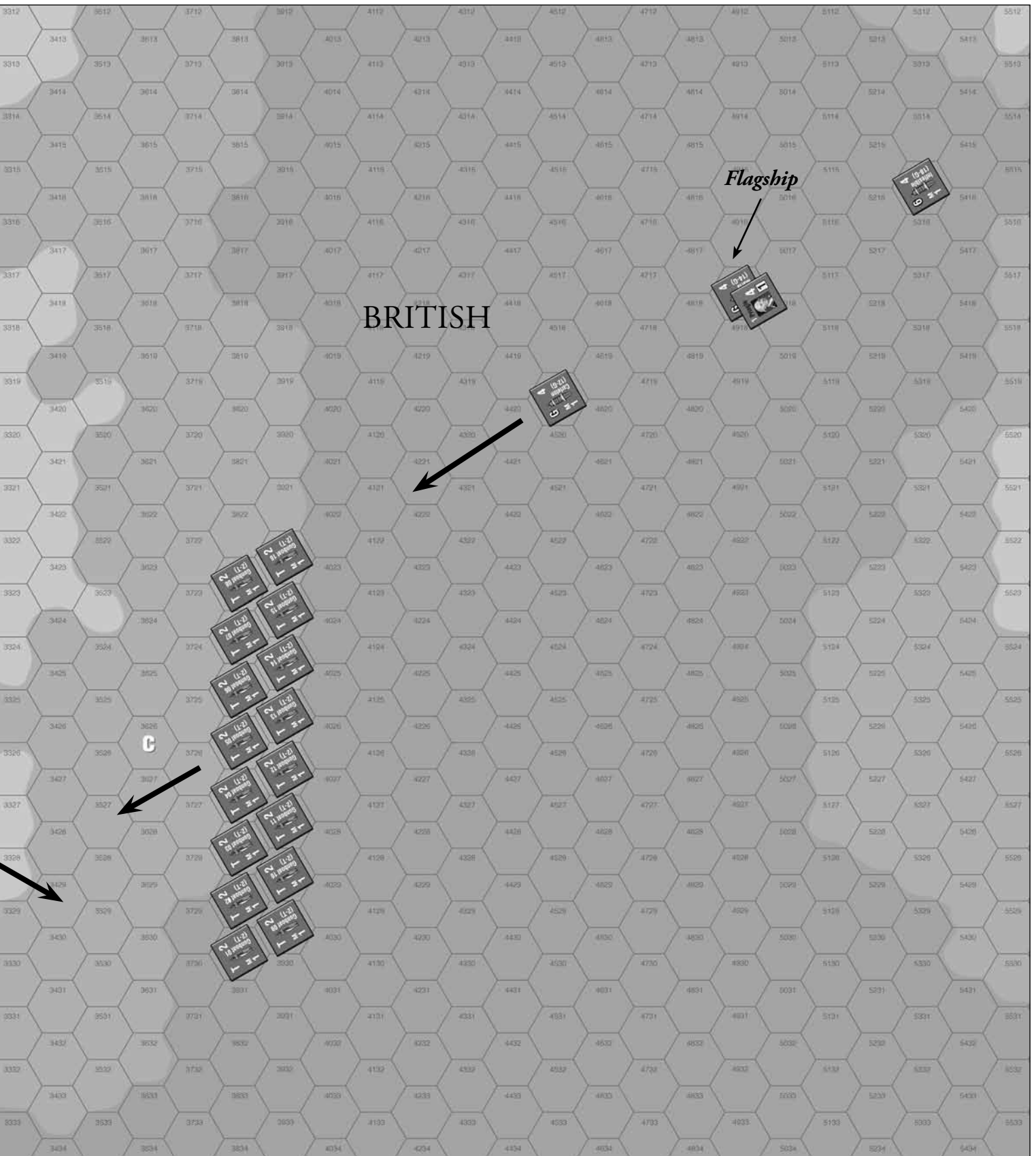
Victor.....	4608 Dir 5
Flora-b.....	4214 Dir 5
Rainbow (Collier)	flag, 4210 Dir 5

SPECIAL RULES

1. The British start at full sail, the Americans at regular sail.
2. The Hancock and Fox may never raise full sail.
3. The Boston may never be part of Manly's command and must be activated separately. The Boston must always roll for command when activated and makes its own Break check.

Setup: Valcour Island, 11 October 1776





FLAMBOROUGH HEAD

23 September 1779—After substantial raiding victories in smaller vessels, most notably the *Ranger*, John Paul Jones was granted command of a seven-ship squadron that left Lorient in August of 1779 with a mission to disrupt British trade. Three of these ships soon parted, leaving Jones in command of the *Bonhomme Richard* and accompanied by the French ship *Pallas*, the brig *Vengeance*, and the American ship *Alliance*, under the command of Pierre Landais, who held Jones in low esteem. The squadron took station off Flamborough Head, in wait for one of many convoys from the Baltic Sea. On September 23rd, such a convoy came into view, escorted by a converted merchantman, the *Countess of Scarborough*, and a small 44-gun two-decker, the *Serapis*, under the command of Captain Richard Pearson. Upon spotting Jones' ships, the convoy evaded toward the protection of the batteries at Scarborough, while Pearson's ships moved to engage the American squadron. The *Countess of Scarborough* engaged the *Pallas* in a hotly contested action, and the *Serapis* engaged the *Bonhomme Richard*. This left the *Alliance* and its perfidious commander to pick and choose his involvement. Landais' first action was to assist the *Pallas* with a few shots that helped in the surrender of the *Countess*. He then turned his guns, not on the *Serapis*, but on Jones' ship! In an effort to disgrace Jones, Landais ensured that any fire from his ship would strike both the *Serapis* and the *Bonhomme Richard*. If Jones lost his vessel in the action, Landais could pick up the pieces and advance his own career. The *Richard* and the *Serapis* were at close quarters, and with the former taking on water, some of its crew indicated a desire to strike. A request for confirmation was shouted back from the *Serapis*, at which Jones most likely declared "I'll sink, but I'm damned if I strike!" The *Serapis* tried to board the *Richard* on several occasions, each repulsed. Finally, one of the American crew managed to lob a grenade into one of *Serapis*' open hatches and set off an explosion. This damage, and the sight of the *Alliance* coming around for another pass (albeit more likely at the *Richard*), caused Pearson to surrender. Jones boarded the *Serapis* to take it captive. The *Bonhomme Richard*, in much worse condition, sank two days later. Landais also sank personally, after a court martial for his activities during the battle as well as failure to obey orders on several additional occasions.

Turns: 12

Audacity: American (1), British (0)

Wind Direction: 3

Maps: F

AMERICAN

Bonhomme Richard (Jones)..... flag, 3525 Dir 3
Alliance 2625 Dir 3
Pallas 3322 Dir 3

BRITISH

Serapis (Pearson) 4729 Dir 1
Countess of Scarborough 5130 Dir 1

SPECIAL RULES

1. Roll a die at the beginning of each turn. On a 7–9, the British player activates the Alliance on that turn. When activated by the British, the Alliance may only fire on the *B. Richard*. If the *B. Richard* is sunk, the American player gains full control of the Alliance. When under British control, the Alliance is always in independent command. If, when under British control, the Alliance strays more than ten hexes from either the *B.H. Richard* or the *Pallas*, control reverts to the Americans for the remainder of the game. If under American control, it may be activated with Jones' command or as its own command. The Alliance always acts with an Audacity of 1.
2. Deduct 2 from each Hit Results roll owing to moonlight conditions.
3. Commanders may not transfer their flags.
4. Neither John Paul Jones nor Pearson may be killed, but either or both may be wounded.
5. No ship may use carronade bonuses.

CAPE BRETON ISLAND

21 July 1781—Off the coast of Nova Scotia, a British convoy bound for Quebec was intercepted by two French frigates under Jean-François de Galaup de La Pérouse. The battle lasted for nearly an hour and resulted in the capture of the *Jack* and heavy damage to the other British ships, including the death of Captain Henry Francis Evans.

Turns: 12

Audacity: British (1), French (0)

Wind Direction: 3

Maps: F

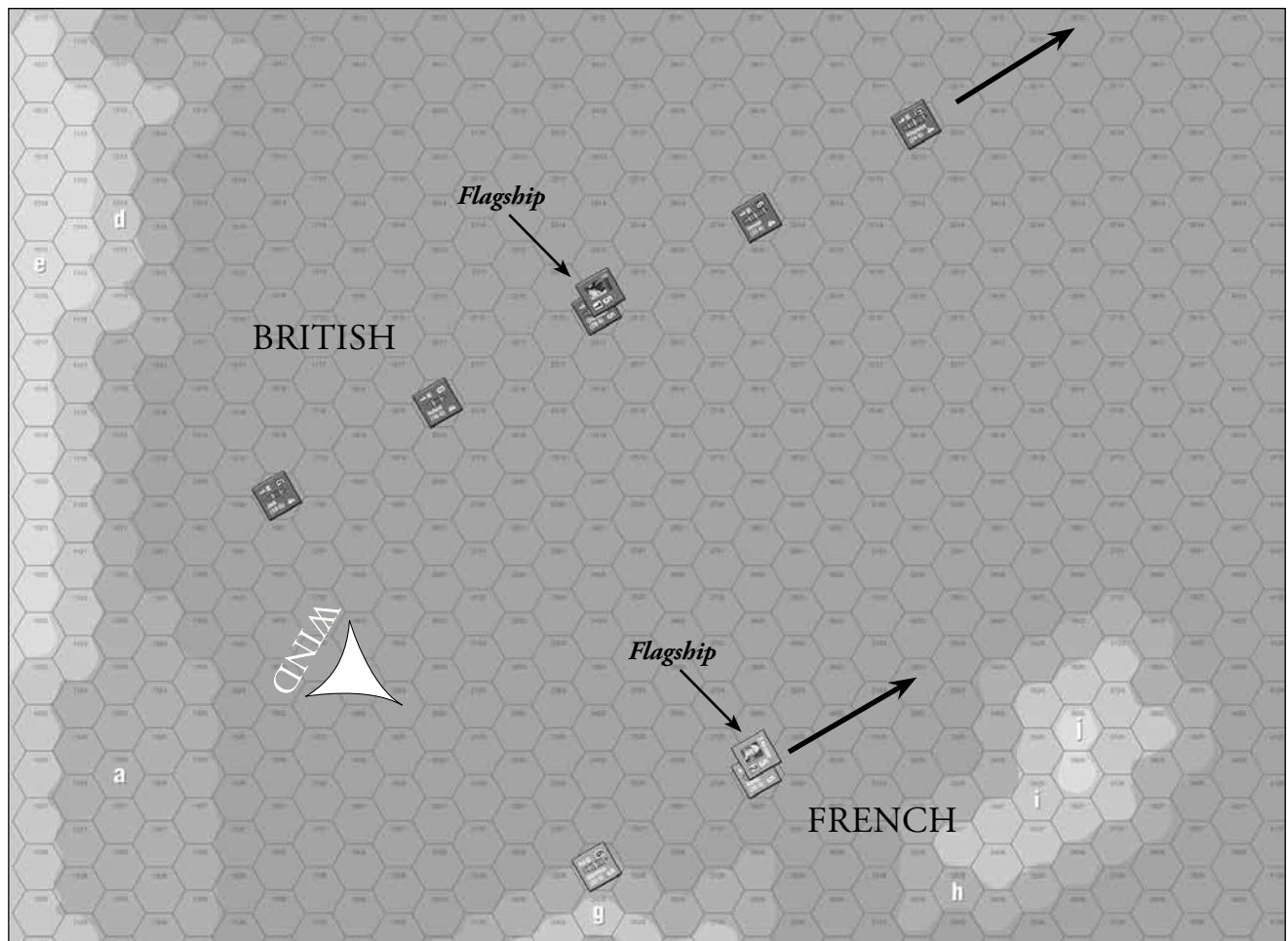
FRENCH

Astrée (Pérouse)..... flag, 2826 Dir 2
Hermione..... 2428 Dir 2

BRITISH

Allegiance 3212 Dir 2
Vernon 2814 Dir 2
Charleston (Evans)..... flag, 2416 Dir 2
Vulture..... 2018 Dir 2
Jack 1620 Dir 2

Setup: Cape Breton Island, 21 July 1781



GUERNSEY

23 April 1794—During 1794, several squadrons of French frigates were dispatched into the English Channel to disrupt shipping. To counter this activity, the British Admiralty responded in kind. One of these British squadrons was under the command of Commodore Sir John Borlase Warren. Operating with Warren were two rising stars, Edward Pellew and John Richard Strachan. On April 23rd, the British squadron detected and chased four French ships under the command of Commodore Desgarceaux. Warren ran up the French line, damaging the rigging of each so that the rear most ships could take care of the damaged stragglers. Warren's flagship, the Flora, took such heavy damage to her own rigging that she was forced to drop back herself, but had so damaged the enemy that the other three British vessels were able to keep up the chase and capture all French ships but the Résolue.

Turns: 20

Audacity: French (0), British (1)

Wind Direction: 3

Maps: F

FRENCH

Engageante (Desgarceaux).....	flag, 3924 Dir 5
Résolue	4322 Dir 5
Pomone	4720 Dir 5
Babet	5118 Dir 5

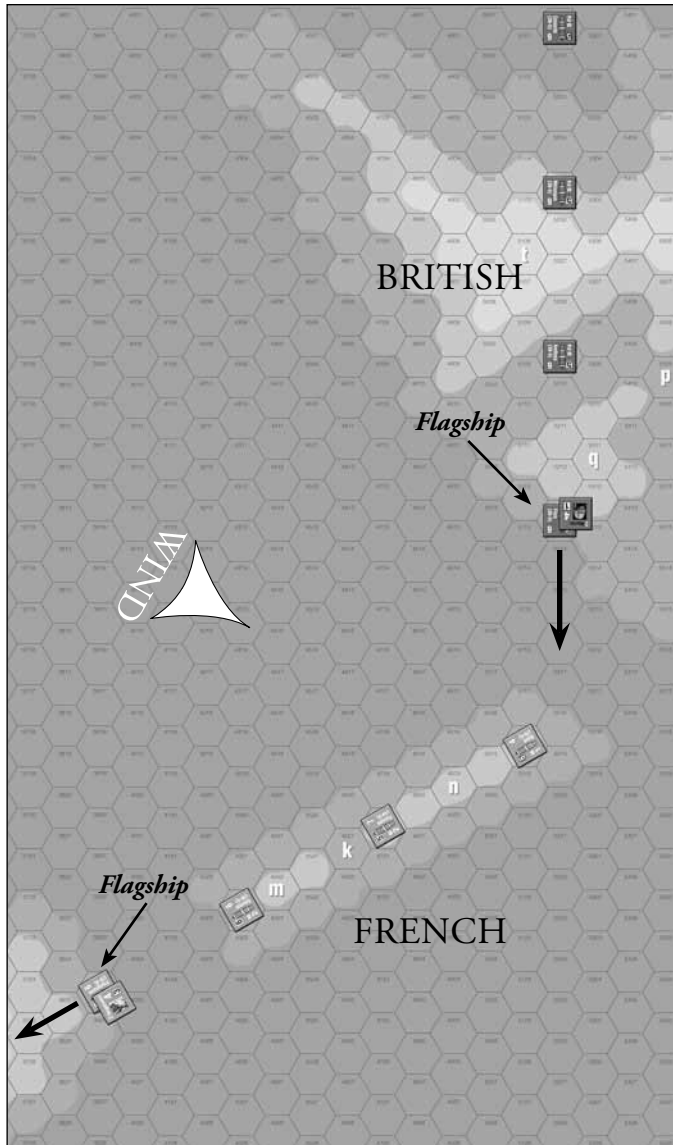
BRITISH

Flora (Warren).....	flag, 5213 Dir 4
Arethusa	5209 Dir 4
Melampus.....	5205 Dir 4
Concorde	5201 Dir 4

SPECIAL RULES

The British automatically have the initiative on Turn 1, regardless of die roll or card play.

Setup: Guernsey, 23 April 1794



ISLE-RONDE

22 October 1794—At 11 A.M. the British ships *Centurion* and *Diomedé* (under Captain Samuel Osborne) spotted and chased four unknown ships that turned out to be a squadron of four vessels commanded by Commodore Jean-Marie Renaud. Renaud had been ordered to locate and engage the two British ships, and so the chase did not last long as he hove to in order to engage. Renaud maneuvered his fleet to close range and opened fire. The *Centurion* took the brunt of the opening attack, sustaining heavy damage to her rigging. The *Prudente*, for no good reason, moved off out of range, ordering the rest of the French squadron to do the same. The *Cybèle* could not get away from the *Centurion* as she, too, had severe rigging damage. The British ships moved to take the *Cybèle*, but were unable to do so before the *Prudente* moved in to take her in tow and the entire French fleet escaped. The battle was ultimately a draw. Had the *Prudente* not with-

drawn early on, the fate of the *Centurion* may have been quite different. The *Diomedé* also performed poorly, doing little during the battle and sustaining almost no damage. The captain of the *Diomedé*, Matthew Smith, was brought to a court-martial, and forced to retire.

Turns: 15

Audacity: French (0), British (1)

Wind Direction: 2 (Calm)

Maps: F

FRENCH

Prudente (Renaud) flag, 4414 Dir 3

Cybèle 4012 Dir 3

Courier 3509 Dir 3

Jean Bart..... 3107 Dir 3

BRITISH

Centurion (Osborne) flag, 3917 Dir 3

Diomedé..... 3218 Dir 3

SPANISH TREASURE SHIPS

5 October 1804—In the Summer of 1804, the British Admiralty received word that a squadron of Spanish ships loaded with treasure from South America was bound for Cadiz. Although still technically neutral (the Spanish having a strong relationship, but no formal alliance with France), the Admiralty dispatched a squadron under Captain Graham Moore to intercept the Spanish fleet. On October 5th, the Spanish fleet under Don José Bustamente detected the approaching British and formed a line of battle ahead. Moore sent an envoy to request that the Spanish surrender without bloodshed, to which they responded with broadsides. Moore signaled for close action and within a few hours, the entire Spanish squadron had been destroyed or captured.

Turns: 30

Audacity: Spanish (0), British (2)

Wind Direction: 3

Maps: F

SPANISH

Fama..... 3822 Dir 5

Medea (Bustamente) flag, 4220 Dir 5

Mercedes 4618 Dir 5

Clara..... 5016 Dir 5

BRITISH

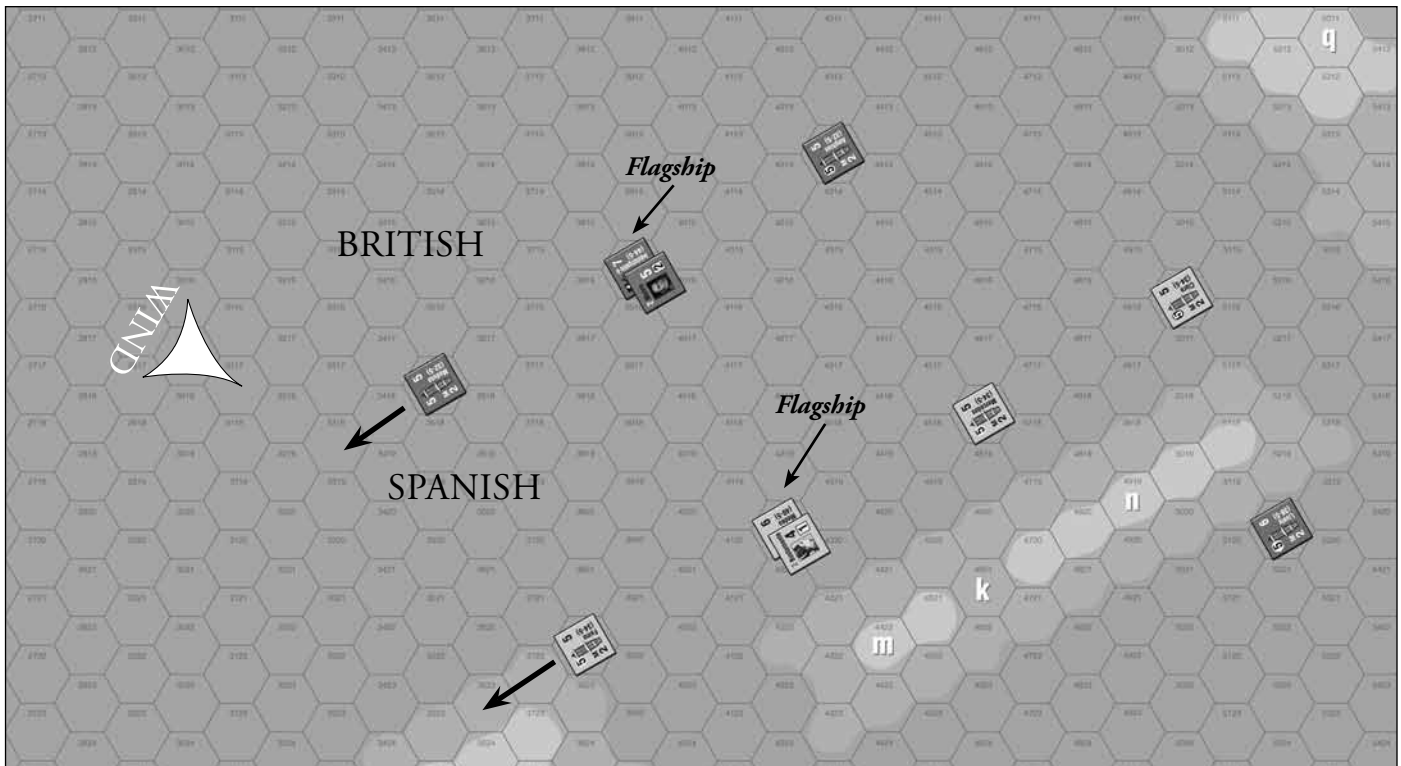
Medusa..... 3517 Dir 5

Indefatigable-b (Moore)..... flag, 3915 Dir 5

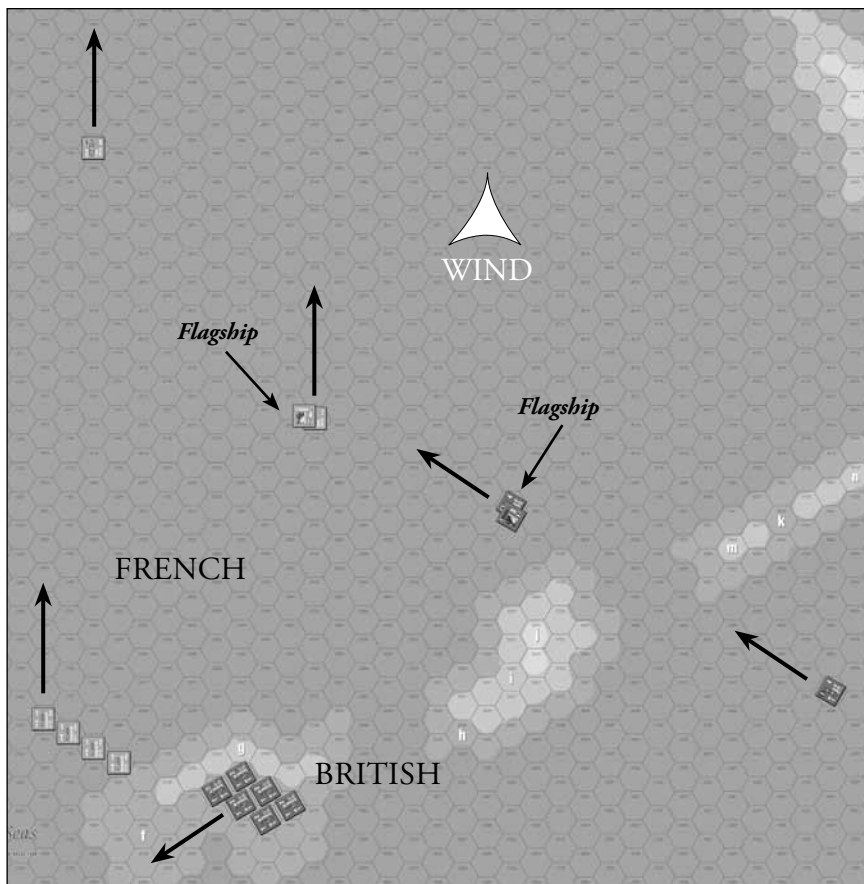
Amphion 4313 Dir 5

Lively 5320 Dir 5

Setup: Spanish Treasure Ships, 5 Oct 1804



Setup: Pozzuoli Bay, 27 June 1809



POZZUOLI BAY

27 June 1809—As part of an expedition against the Neapolitan islands of Ischia and Prodi, a small force led by Captain Thomas Staines set out to blockade the port at Pozzuoli Bay. Within were two French ships and a variety of gunboats that attempted several breakouts, one of which resulted in the capture of 18 gunboats and the sinking of four more. An attempt by the British to enter the port met with heavy battery fire. A shore party put spikes to several guns, but the British ships were ultimately forced to fall back to sea where they were becalmed. The French forces took advantage of the weather and slipped out of port in an attempt to make for Naples. After an hour's chase, the *Cyane* caught up with the *Cérés*. The remainder of the French and British ships had become too scattered to bring a general action about, resulting in an hour-long duel between the *Cyane* and the *Cérés*. The ships bloodied each other substantially, even causing a brief striking of colors by the *Cérés*. Regardless of the *Cyane*'s success, she was forced to break off the action owing to her own state and her growing proximity to Naples. For his action in battle, Captain Staines was later awarded a knighthood.

Turns: 15

Audacity: French (0), British (2)

Wind Direction: 1 (Calm)

Maps: F

Shallows: Shoals Fg (-2); Ff, Fh (-1); Fa (auto)

FRENCH

Cérés (Bausan).....	flag, 2717 Dir 1
Fama.....	1808 Dir 1
Gunboat 01.....	1628 Dir 1
Gunboat 02.....	1728 Dir 1
Gunboat 03.....	1829 Dir 1
Gunboat 04.....	1929 Dir 1

BRITISH

Cyane (Staines)	3520 Dir 6
Espoir	4827 Dir 6
Gunboat 01	2330 Dir 5
Gunboat 02	2431 Dir 5
Gunboat 03	2531 Dir 5
Gunboat 04	2430 Dir 5
Gunboat 05	2530 Dir 5
Gunboat 06	2631 Dir 5

ÎLE DE FRANCE

23 August 1810—A squadron of frigates under Captain Samuel Pym was charged with blockading the Île de France. The squadron managed to capture the Île de la Passe, which commanded the entrance into Grand Port, held by the French. On August 22nd, a French squadron under Duperré made for the port and was surprised to find its entrance closely guarded by the British. Even so, the skills of the French sailors allowed their squadron to slip through the blockade and into the anchorage. During the following evening, Pym hatched a plan to enter the port and capture the entire French squadron. Pym was unaware of the depth of the shoals at the mouth of the harbor and his plan unraveled when his flagship, the Sirius, ran aground. The French mounted a swift counter-attack resulting in the destruction of the Magicienne and the Sirius. A court-martial was held for Pym and his officers, but all were acquitted.

Turns: 18

Audacity: French (1), British (0)

Wind Direction: 1

Maps: E

Shallows: Shoals: Ea, Ef, Eg (auto); Eb, Ed, Ee (-2); Ec (-1)

FRENCH

Bellone-b (Duperré).....	flag, 1809 Dir 3
Minerve.....	1807 Dir 3
Ceylon.....	1805 Dir 3
Victor.....	1605 Dir 3

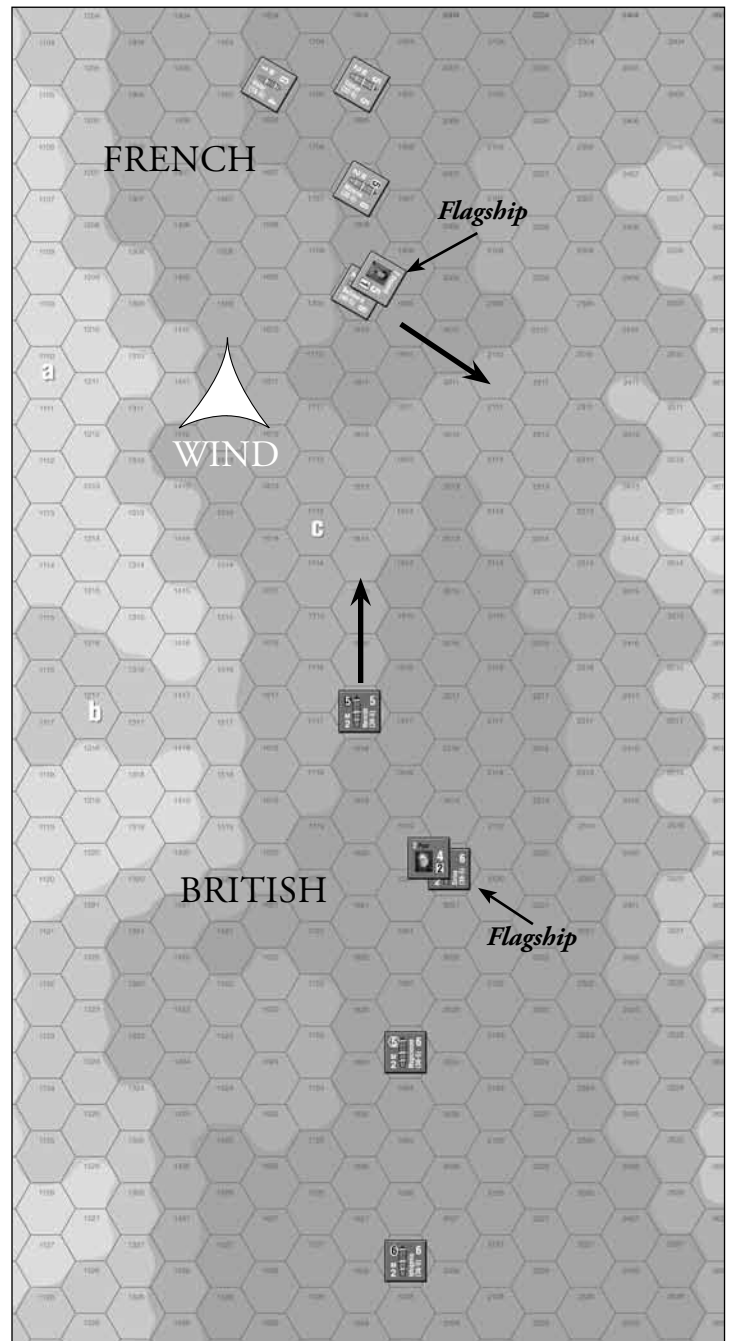
BRITISH

Sirius (Pym).....	flag, 2020 Dir 1
Iphigenia.....	1927 Dir 1
Magicienne.....	1923 Dir 1
Nereide.....	1817 Dir 1

SPECIAL RULES

1. All French ships begin at anchor.
2. Anchoring is allowed.

Setup: Île de France, 23 August 1810



LISSA

11 March 1811—The British had for some time a raiding force operating from the island of Lissa and causing havoc up and down the Adriatic coast of Italy. In 1811, the leadership of this force belonged to Captain William Hoste, who had served with Nelson as a midshipman and was a favorite of the admiral. Six years earlier, Nelson had soundly defeated the combined French and Spanish fleets at Trafalgar, using unconventional tactics. The French had learned from this and the French commodore Dubordieu had studied Nelson closely. Dubordieu had tried on several occasions to run Hoste down, but was unable to force an engagement. On the 11th of March, Dubordieu found Hoste's squadron stretched out close to the Lissa shore and engaged him using Nelson's two-line tactic with a combined squadron of French and Venetian ships. What Dupordieu did not count on was Hoste's close familiarity with Nelson and the shoals surrounding Lissa's shore. Hoste quickly brought his line about and Dubordieu's flagship, the Favorite, ran aground. Hoste's maneuver allowed him to concentrate on the weaker of his opponent's two lines, while screening his squadron with his own flagship, the Amphion. The Amphion took heavy fire from her pursuers but took advantage of the confusion to cause two of them to strike. Meanwhile, the Cerberus was taking a pounding from the other French-Venetian line, but when the Amphion made its way up, the remains of Dubordieu's force routed. In the chase, the Corona was run down, but the Carolina and Danae made it safely under the guns of French batteries at Lessina. The real sour note to this otherwise glorious British victory was the escape of the Flore, which was understood to have struck. When the Amphion turned to chase the remains of the French-Venetian fleet, the Flore took the opportunity to run, denying the British their most valuable prize.

Turns: 16

Audacity: French (0), British (2)

Wind Direction: 3

Maps: F

Shallows: Shoals Fa, Fg (-2); Fd (-1); Fe (auto)

FRENCH-VENETIAN

Favorite (Dubourdieu)	flag, 3314 Dir 4
Flore	3308 Dir 4
Danae	4009 Dir 4
Bellona	3302 Dir 4
Principessa Augusta	3601 Dir 4
Corona (Paschaligo).....	4004 Dir 4
Carolina.....	4001 Dir 4

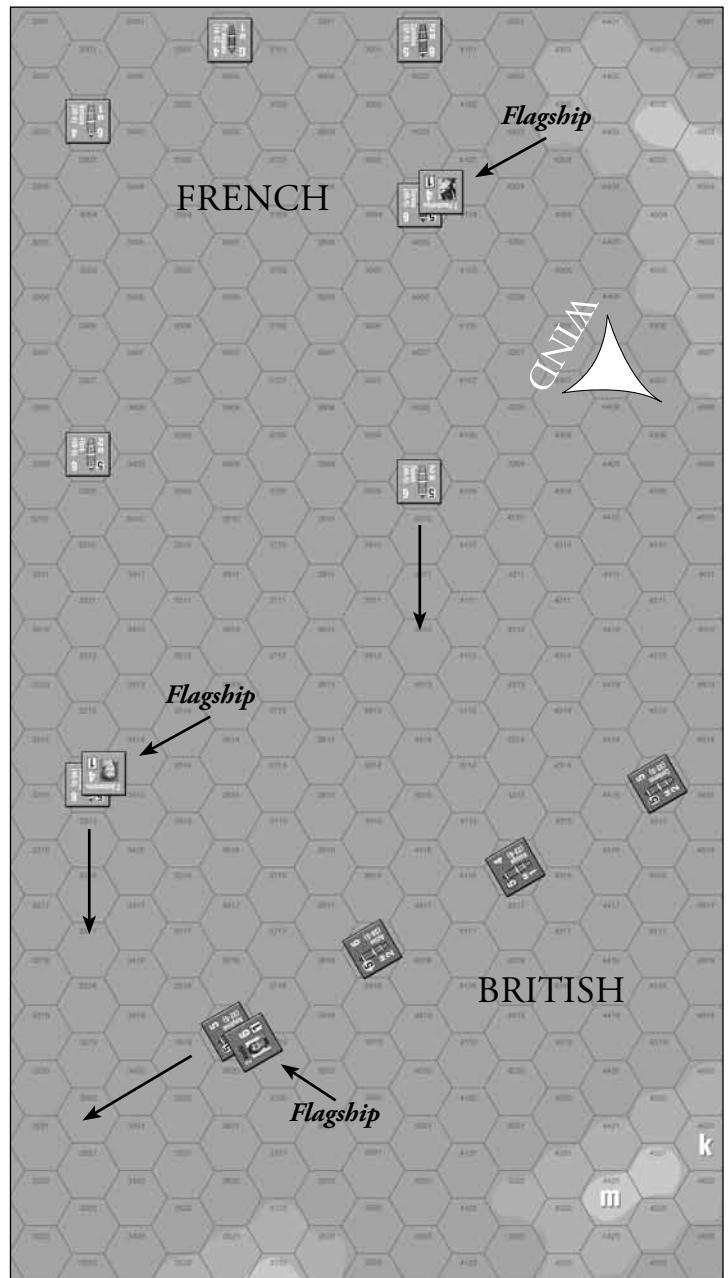
BRITISH

Amphion (Hoste)	flag, 3619 Dir 5
Active.....	3917 Dir 5
Volage.....	4216 Dir 5
Cerberus.....	4514 Dir 5

SPECIAL RULES

1. The British win the initiative on the first turn, regardless of card play or die roll.
2. The Amphion carries a Carronade bonus as if it had a hexagonal Relative Rate symbol.
3. Once per game, the Amphion may declare the fire of a starboard mounted howitzer loaded with musket balls. This attack must be at a target within carronade range and automatically causes an additional Marine hit and an additional Leader casualty check if a leader is aboard the target.

Setup: Lissa, 11 March 1811



KINGSTON HARBOR

9 November 1812—Commodore Isaac Chauncey moved his flagship, the *Oneida*, and his small squadron of schooners out onto Lake Ontario to disrupt Canadian shipping. He discovered the British Royal George near False Duck Island and pursued it into Kingston Harbor. Being somewhat put-off by Kingston's defenses, Chauncey opted for a more cautious effort to determine if the Royal George could be captured. Chauncey decided to send four of his available schooners into Kingston Harbor to neutralize the coastal defenses, allowing the *Oneida* to capture the Royal George. The assault started roughly with the explosion of one of the schooner's guns and the loss of several crewmen. The *Oneida* made its way into the harbor and engaged the Royal George. After twenty minutes, the latter raised anchor and fell back on a wharf under the protective guns of land forces. Rather than risk the loss of the *Oneida*, Chauncey withdrew his small fleet back to Sackett's Harbor.

Turns: 12 (also see SSR #3)

Audacity: American (1), British (0)

Wind Direction: 1

Maps: E

Shallows: Shoal Ec (automatic)

AMERICAN

Oneida (Chauncey)	flag, per Special Rules
Conquest	per Special Rules
Julia	per Special Rules
Pert	per Special Rules
Growler	per Special Rules

BRITISH

Royal George	2027 Dir 6
Battery 1	1430 (G/4)
Battery 2	1724 (G/4)
Battery 3	1620 (G/4)
Battery 4	2425 (G/4)
Battery 5	2532 (6/6)

SPECIAL RULES

1. The Americans enter on any turn between hexes 1434 and 2434.
2. The Royal George starts at anchor and may not raise anchor until damaged (flipped) or the *Oneida* enters play.
3. The game ends immediately if: a) The *Oneida* sinks, strikes or is captured; b) The Royal George sinks, strikes or is captured; c) The Royal George drops anchor adjacent to Hex 1620.
4. The Americans win if the Royal George sinks, strikes or is captured, or if the American player scores at least six victory points. The Americans score one victory point for each battery destroyed. Any other result is a British victory.
5. Anchoring is allowed.

SACKETT'S HARBOR

10 August 1813—The early seasons of 1813 were spent building up naval forces in an effort to take control of Lake Ontario. Finally, during the summer of 1813, the opposing fleets set sail—the Americans under Commodore Chauncey and the British under Commodore James Lucas Yeo. Over the course of several days, both commanders jockeyed each other for position until finally on the 10th of August, Yeo moved to attack. Chauncey placed his smaller vessels nearer to the enemy to act as a lure to reel Yeo's fleet into his stronger force. Unfortunately, two of the smaller vessels turned away from the protection of Chauncey's line, giving Yeo no reason to approach. Yeo managed to capture the two ships before Chauncey could catch up. Unable to do so and with the weather getting heavier, both fleets retired to their home ports.

Turns: 12

Audacity: American (0), British (1)

Wind Direction: 4

Maps: F

AMERICAN

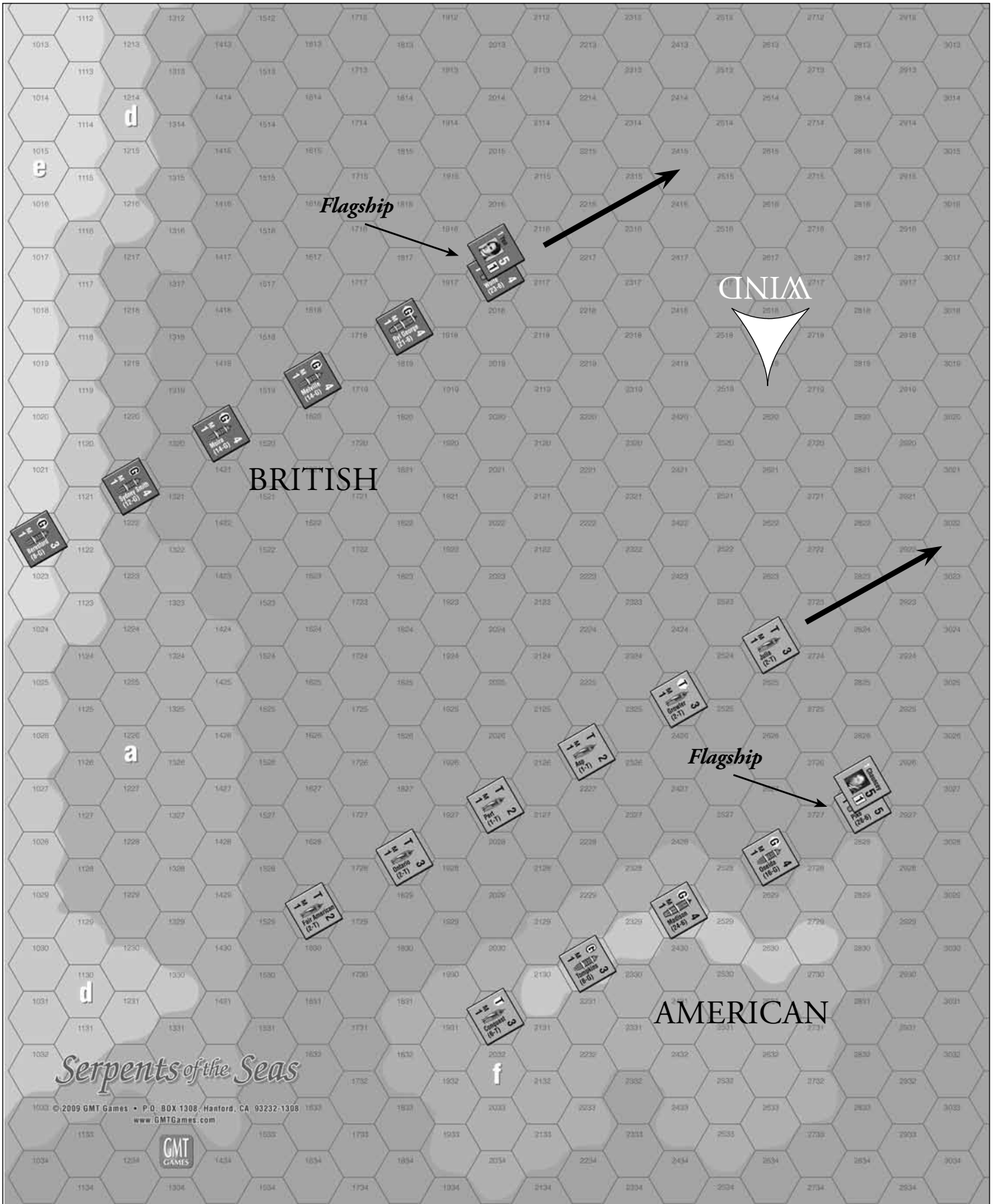
Julia	2624 Dir 2
Growler	2425 Dir 2
Asp	2226 Dir 2
Pert	2027 Dir 2
Ontario	1828 Dir 2
Pike (Chauncey).....	flag, 2827 Dir 2
Oneida	2628 Dir 2
Madison.....	2429 Dir 2
Tompkins.....	2230 Dir 2
Conquest	2031 Dir 2
Fair American.....	1629 Dir 2

BRITISH

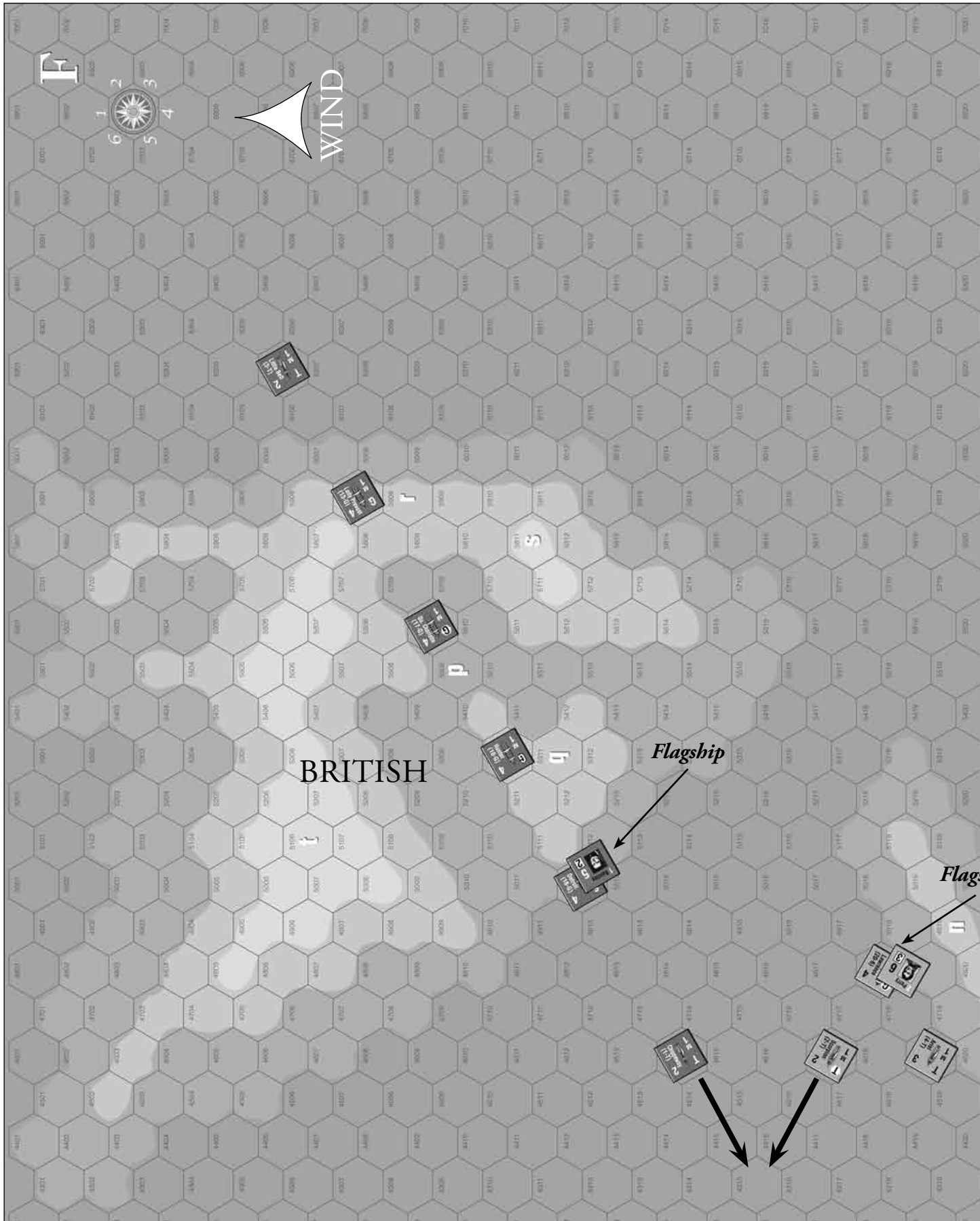
Wolfe (Yeo).....	flag, 2017 Dir 2
Royal George	1818 Dir 2
Melville	1619 Dir 2
Moir.....	1420 Dir 2
Sydney Smith.....	1221 Dir 2
Beresford.....	1022 Dir 2

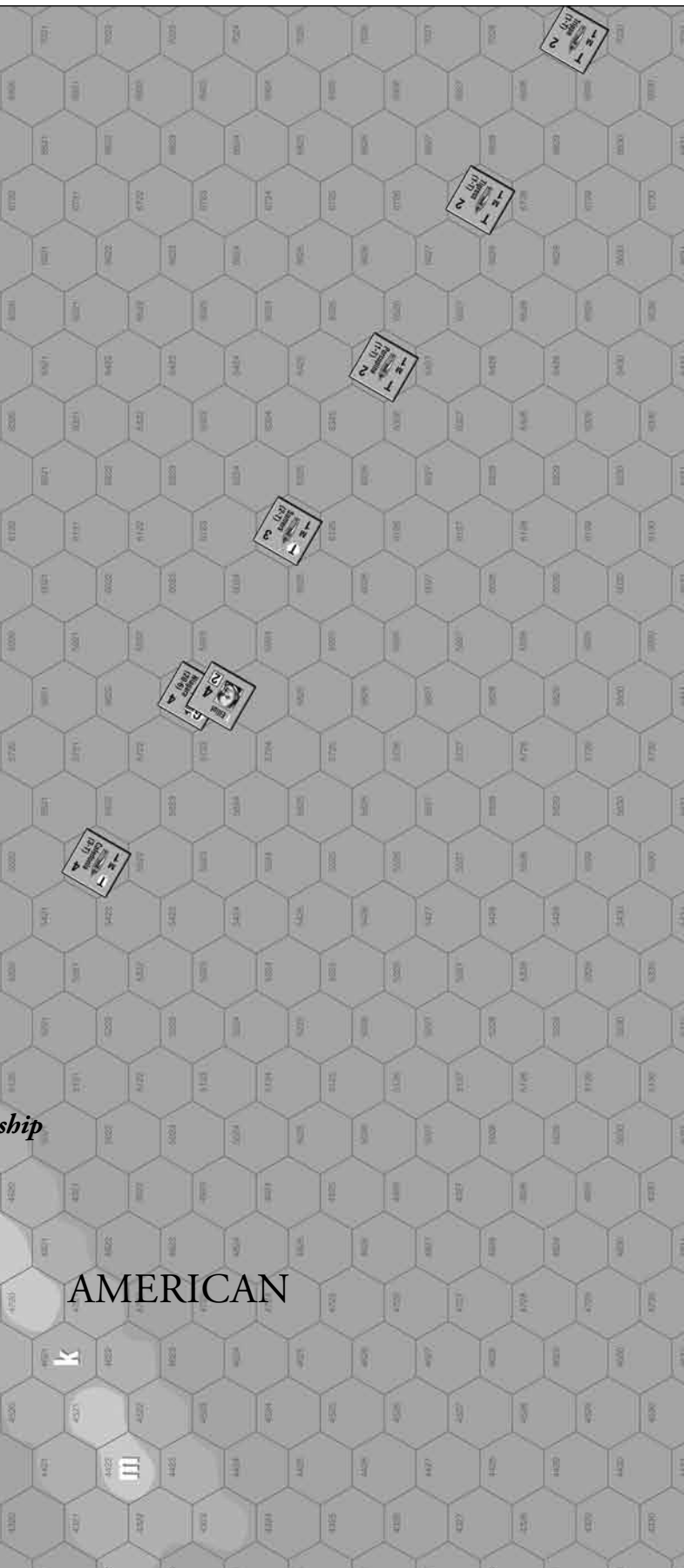


Setup: Sackett's Harbor, 10 August 1813



Setup: Lake Erie, 10 September 1813





LAKE ERIE

10 September 1813—As the overall naval commander of the Great Lakes, Chauncey appointed Captain Oliver Hazard Perry with the task of organizing an American fleet on Lake Erie. Perry's fleet was composed of captured, purchased and constructed ships that were bottled up at Presque Isle by a British fleet under the command of Captain Robert Heriot Barclay. A shallow bar prevented Perry from easily sailing out, thus allowing Barclay to easily maintain his blockade. On the morning of August 2nd, possibly in need of provisioning, Barclay withdrew his blockade. Perry seized the opportunity to get his fleet into open water, having to utilize some clever engineering to get his largest ship, the Lawrence, over the bar. Perry's squadron sailed on August 18th in search of Barclay's squadron and found it on September 9th. On the following morning, Perry moved to engage Barclay in light winds and with a disorganized line. Perry was at the head in the Lawrence, but the best of his ships, the Niagara, lagged behind. The action quickly became general with Perry's fleet taking a severe pounding. The Lawrence suffered 80% casualties and was very nearly taken apart by enemy fire. With his flagship all but destroyed, the Niagara finally came near enough for Perry to transfer his flag and bring this fresh and formidable vessel against Barclay's hammered fleet. The Niagara proved too much for the remains of the British fleet, which soon capitulated.

Turns: 18

Audacity: American (0), British (1)

Wind Direction: 1 (Calm)

Maps: F

AMERICAN

Lawrence (Perry)	flag, 4818 Dir 6
Niagara (Elliot)	5823 Dir 6
Caledonia	5521 Dir 6
Ariel	4619 Dir 6
Somers.....	6124 Dir 6
Scorpion	4617 Dir 6
Porcupine	6426 Dir 6
Tigress.....	6727 Dir 6
Trippe	7029 Dir 6

BRITISH

Detroit (Barclay)	flag, 5012 Dir 5
Queen Charlotte	5609 Dir 5
Lady Prevost	5907 Dir 5
Hunter	5310 Dir 5
Little Belt	6206 Dir 5
Chippeway	4614 Dir 5

SPECIAL RULES

The British win the initiative on the first two turns, regardless of card play or die roll.

GENESEE RIVER

11 September 1813—A month after his first engagement with Yeo, Chauncey set out again with his fleet, this time it would seem, as a hunter: Chauncey discovered Yeo off the mouth of the Genesee River in calm weather and at quite a distance. He set in to pursue his quarry and exchanged long-range fire in an effort to slow him down. This chase lasted three and a half hours before Yeo managed to escape into Amherst Bay.

Turns: 18

Audacity: American (1), British (0)

Wind Direction: 3 (Calm)

Maps: F

AMERICAN

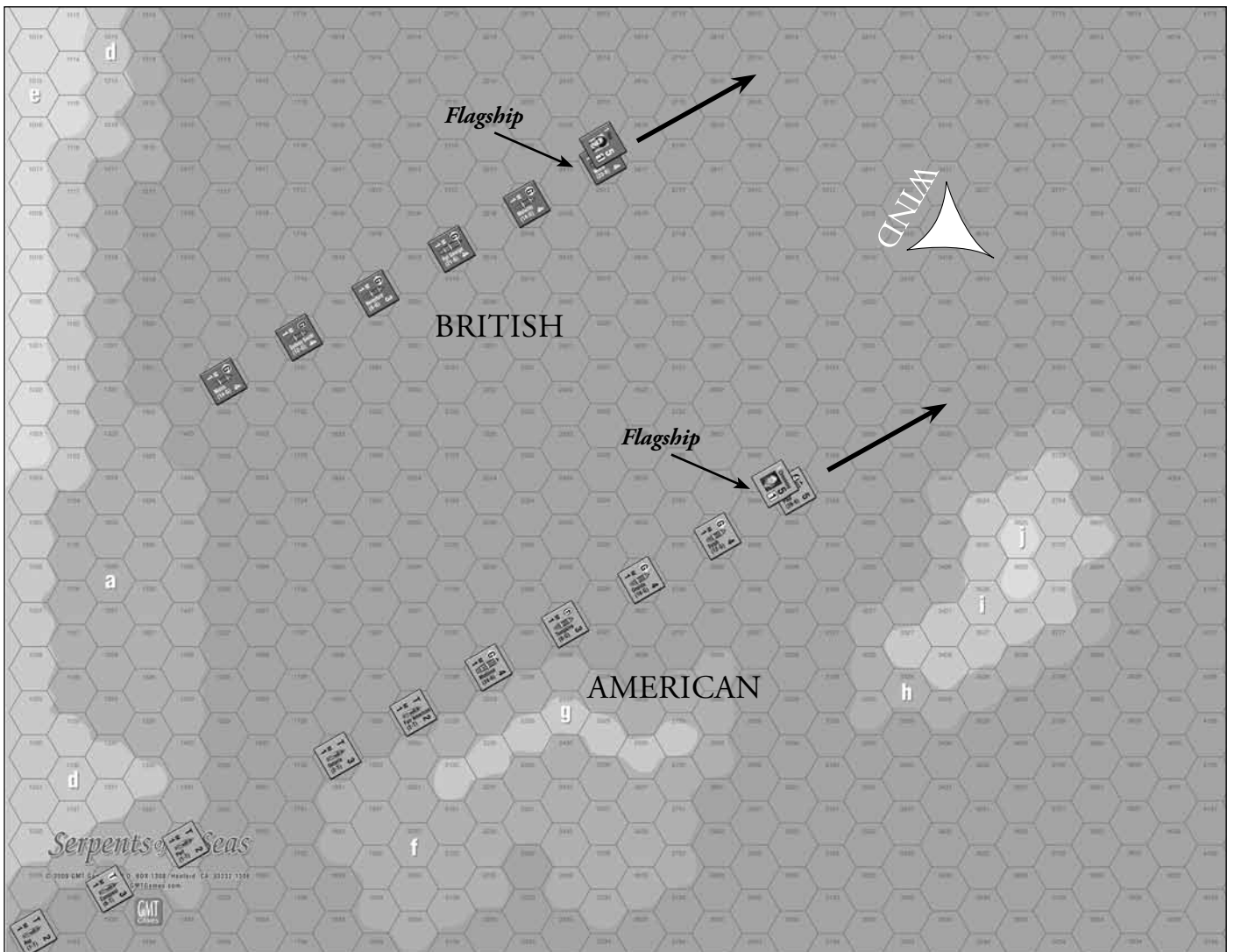
Pike (Chauncey).....	flag, 3024Dir 2
Sylph.....	2825 Dir 2
Oneida.....	2626 Dir 2

Tompkins.....	2427 Dir 2
Madison.....	2228 Dir 2
Fair American.....	2029 Dir 2
Ontario.....	1830 Dir 2
Pert.....	1432 Dir 2
Conquest.....	1233 Dir 2
Asp.....	1034 Dir 2

BRITISH

Wolfe (Yeo).....	flag, 2516 Dir 2
Melville.....	2317 Dir 2
Royal George.....	2118 Dir 2
Beresford.....	1919 Dir 2
Sydney Smith.....	1720 Dir 2
Moira.....	1521 Dir 2

Setup: Genesee River, 11 September 1813



BURLINGTON RACES

28 September 1813—Chauncey and Yeo came into contact again at York Bay where Chauncey held the weather gauge. Yeo had stretched out into Lake Ontario, but seeing that Chauncey had an opportunity to cut off his rear, brought the front of his line around to engage Chauncey directly. The action became general, with both fleets suffering severe damage. Yeo made the decision to withdraw to Burlington Bay and Chauncey followed to the best of his ability, exchanging fire for several hours. The result of this battle was the withdrawal of Yeo’s fleet to Kingston, where it was blockaded for the remainder of the year.

Turns: 18

Audacity: American (2), British (1)

Wind Direction: 4

Maps: F

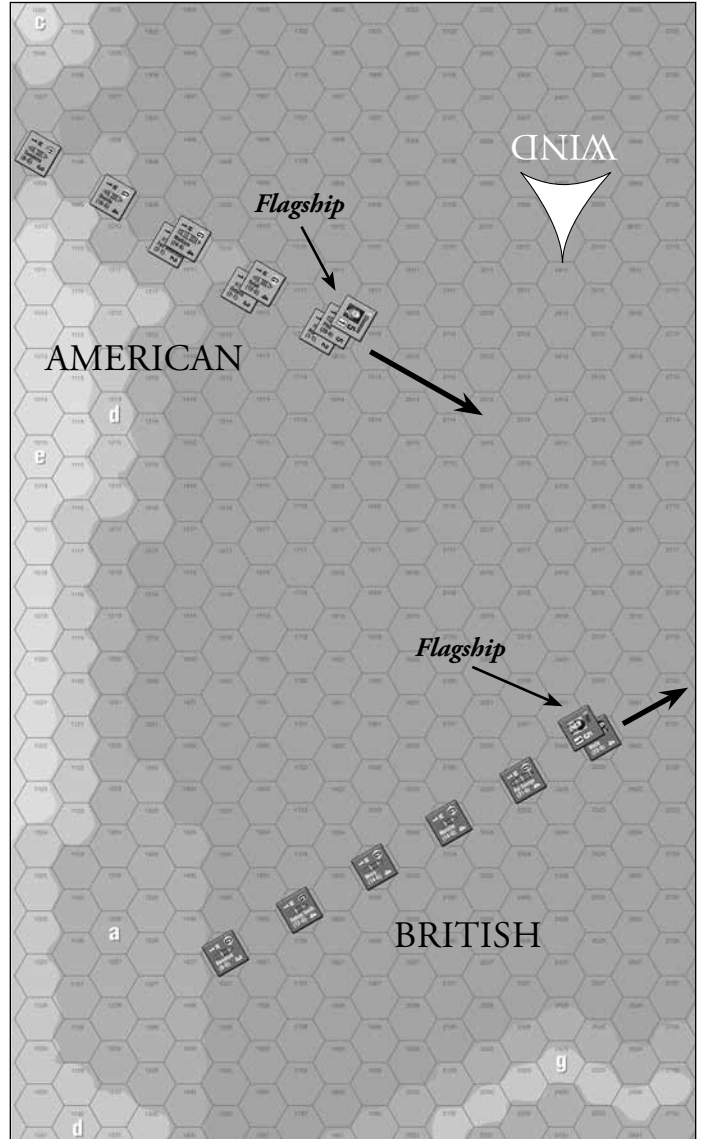
AMERICAN

Pike (Chauncey).....	flag, 1812 Dir 3
Asp (towed).....	1812 Dir 3
Sylph	1611 Dir 3
Ontario (towed).....	1611 Dir 3
Madison.....	1410 Dir 3
Fair American (towed).....	1410 Dir 3
Oneida	1209 Dir 3
Tompkins.....	1008 Dir 3

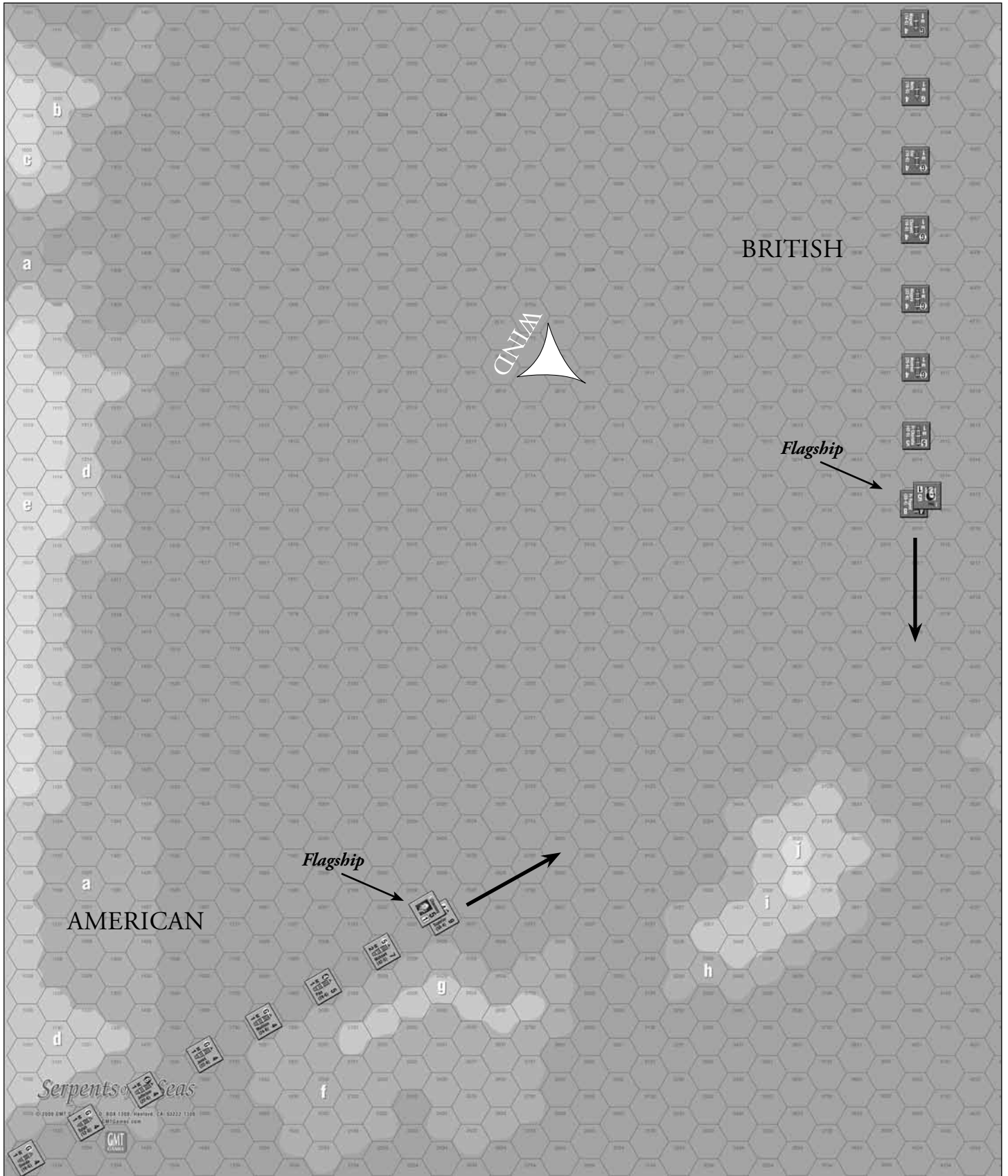
BRITISH

Wolfe (Yeo).....	flag, 2521 Dir 2
Royal George	2322 Dir 2
Melville	2123 Dir 2
Moira.....	1924 Dir 2
Sydney Smith.....	1725 Dir 2
Beresford.....	1526 Dir 2

Setup: Burlington Races, 28 September 1813



Setup: Lake Ontario, August-September 1814



LAKE ONTARIO

August-September 1814—The winter and spring of 1814 were spent by both the American and British forces in rebuilding and enhancing their fleets on Lake Ontario. An arms race ensued to see which fleet would control the lake. Even though a few very large and imposing vessels were built, neither fleet sent more than a token force out onto the lake for the duration of the war. This hypothetical scenario allows players to engage the two fleets to determine control of Lake Ontario once and for all.

Turns: per Special Rules

Audacity: American (0), British (1)

Wind Direction: 3

Maps: F

AMERICAN

Superior (Chauncey)	flag, 2427 Dir 2
Mohawk	2228 Dir 2
Pike	2029 Dir 2
Madison.....	1830 Dir 2
Jones.....	1631 Dir 2
Jefferson.....	1432 Dir 2
Sylph	1233 Dir 2
Oneida.....	1034 Dir 2

BRITISH

Prince Regent (Yeo)	flag, 4015 Dir 4
Princess Charlotte	4013 Dir 4
Montreal.....	4011 Dir 4
Niagara.....	4009 Dir 4
Charwell.....	4007 Dir 4
Star	4005 Dir 4
Netly.....	4003 Dir 4
Magnet	4001 Dir 4

SPECIAL RULES

Play until one side breaks.

LAKE CHAMPLAIN

11 September 1814—In a move reminiscent of General Burgoyne's move nearly 40 years before, General George Prevost led an 11,000 man army south along the western banks of Lake Champlain. Lying ahead of him was a relatively tiny garrison at Plattsburg. To his east was the lake, teeming with American naval forces under commander Thomas Macdonough. If Prevost were to effect his conquest of New York, these American naval forces would have to be eliminated or his army would be eliminated as Burgoyne's had before. Commodore Robert Downie was given the job of eliminating the American naval threat and with his flagship, the 37-gun *Confiance*, he led a force of sixteen ships and galleys to do so. Time, however, was on Macdonough's side, who

positioned his fleet in an advantageous location off of Plattsburg, where the British would have to climb upwind in calm conditions to engage. On the morning of the 11th, the British fleet was spotted entering Plattsburg Bay. Downie hesitated with his larger ships to allow his galleys to catch up. He then split his forces in an effort to flank the Americans, which was ultimately not possible owing to Macdonough's accurate placement. The battle broke down into a close-range fist-fight, with both sides suffering high casualties. Macdonough's flagship, the *Saratoga*, had most of the guns on one side knocked out, but managed brilliantly to rotate at anchor to bring its fresh side to bear on the *Confiance*. The latter tried to emulate this maneuver but was unable to do so, and was forced to strike. As the battle between the flagships raged on, the British galleys were forced off, resulting in a rout of the British naval forces and the capture of their best ships. With this loss, Prevost was forced to retire his invading forces back to Canada.

Turns: 20

Audacity: American (1), British (0)

Wind Direction: 4 (Calm)

Maps: F

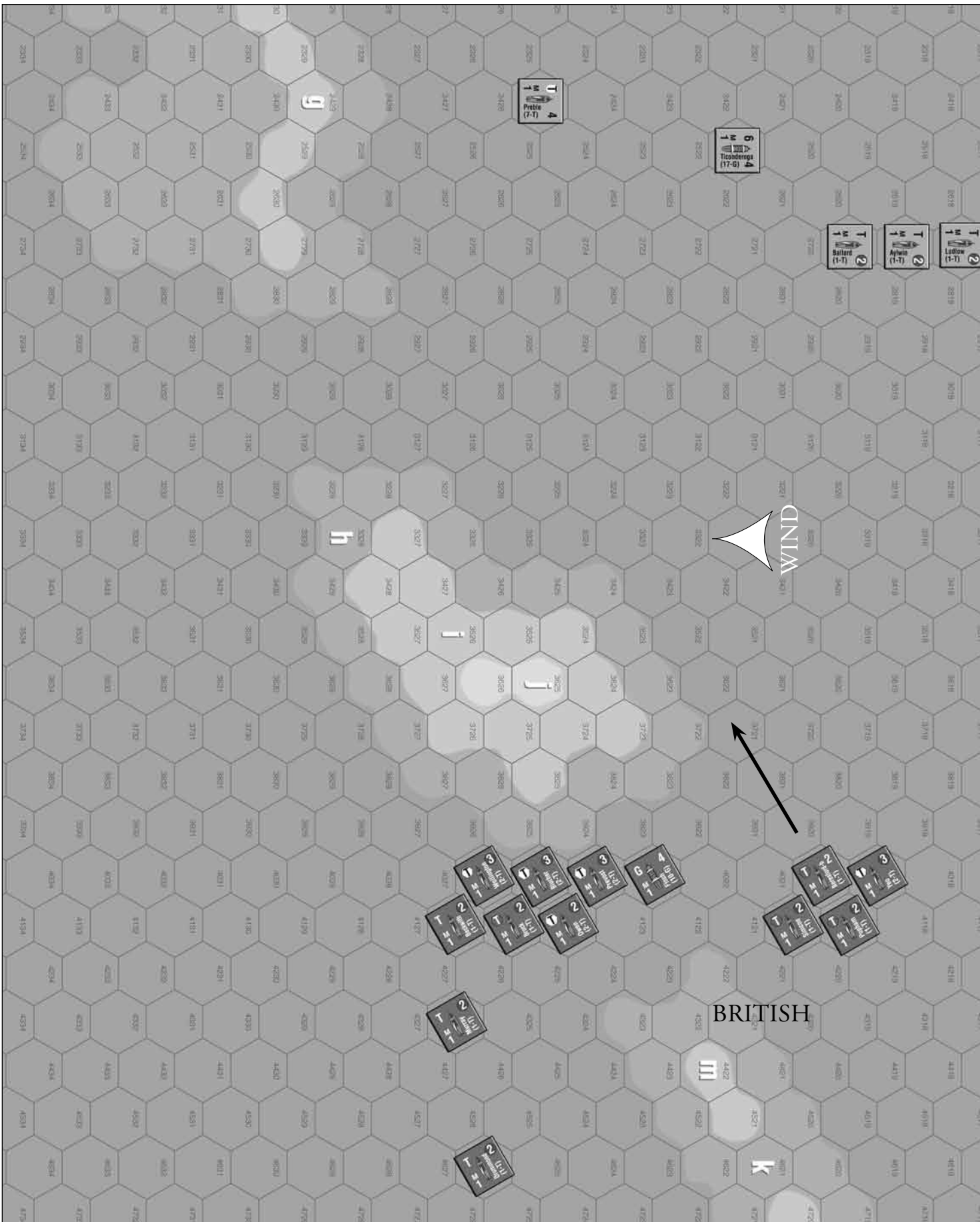
Shallows: Shoals Ff (auto)

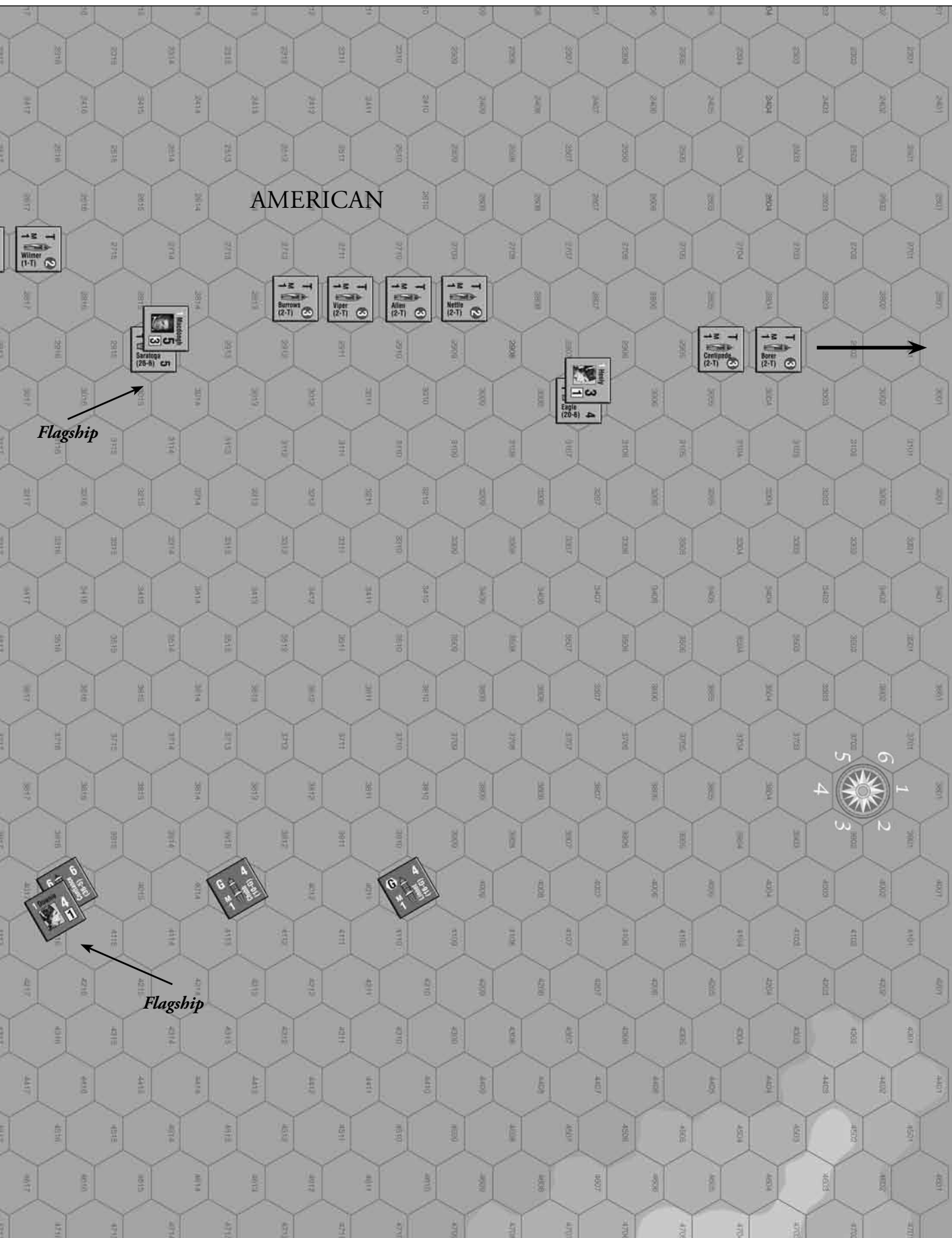
AMERICAN

Saratoga (Macdonough).....	flag, 2914 Dir 1
Eagle (Henly).....	3007 Dir 1
Ticonderoga	2521 Dir 1
Preble	2425 Dir 1
Borer	2903 Dir 1
Centipede	2904 Dir 1
Nettle.....	2809 Dir 1
Allen.....	2810 Dir 1
Viper.....	2811 Dir 1
Burrows.....	2812 Dir 1
Wilmer	2716 Dir 1
Ludlow	2717 Dir 1
Aylwin.....	2718 Dir 1
Ballard.....	2719 Dir 1
Battery.....	2428 (G/4)

BRITISH

Confiance (Downie).....	flag, 4016 Dir 5
Linnet	4010 Dir 5
Chubb.....	4013 Dir 5
Finch	4023 Dir 5
Yeo	4019 Dir 5
Prevost.....	4024 Dir 5
Blucher.....	4025 Dir 5
Wellington.....	4026 Dir 5
Owen.....	4124 Dir 5





Setup: Lake Champlain, 11 September 1814

Murray.....	4326 Dir 5
Drummond.....	4626 Dir 5
Beckwith.....	4126 Dir 5
Beresford-b.....	4020 Dir 5
Popham.....	4119 Dir 5
Brock.....	4125 Dir 5
Simcoe.....	4120 Dir 5

SPECIAL RULES

1. All American Gunbrigs (G) begin anchored.
2. Anchoring is allowed.
3. Independent Galley Command: Given the size and light armament of these gunboats, they acted independently of the rest of the small fleets. To depict this, during the Command Determination phase of each turn, each player may select any galley (those with gray-backed damage ratings) to act as a command point for the other galleys in the fleet. This galley is assumed to be stacked with a Commander with a 5-hex command range that may only be used to create Group or Formation commands. This commander has no other effect. Players can place a Command Split marker under the selected galley as a reminder.

LAKE ONTARIO CAMPAIGN

The campaign simulates the struggle between Commodores Chauncey and Yeo for control of Lake Ontario, by playing through four battles. Players must decide when the condition of their fleets must take precedence over fighting to obtain victory. Historically, neither commander opted for an all-or-nothing engagement. Players now have that option, but failure may ultimately bring disaster.

The campaign is a series of connected scenarios. Players earn victory points for each scenario, which can be spent in between battles to repair and reinforce the fleet, or banked towards final victory. After the last scenario is completed, tally the victory points earned in each battle, subtracting those spent on repairs and reinforcements. The player with the highest total wins the campaign. A tie represents a hard fought draw.

When playing out a battle as part of a campaign, no break checks are made and there is no turn limitation, excepting the last scenario which is completed normally. At the end of any turn, when break checks are normally determined, each player has the option of withdrawing any ship that is greater than ten hexes away from any opposing ship. The side with the lower Audacity rating has the first option. Players then alternate removing a ship from the board. If a player passes on the option to remove a ship, no ships may be removed during that turn. When the last ship from one side has been captured, sunk or removed from the game, the scenario is over and the side remaining is considered the battle victor.

When the battle is completed, victory points are tallied (for ships captured, sunk and/or damaged). The winner adds 10 points to his total. These point totals are used to refit a side's fleet.

A captured vessel may be added to the captor's fleet by replacing it with a similarly armed friendly ship marker with statistics no better than the captured ship. When repairing a ship (even a captured one), all Marine hits must be repaired before any other type of damage. One victory point restores all Marine hits. One victory point restores any 10 rigging hits. One victory point restores any 8 hull hits. Any additional unused victory points may be used to roll on the Reinforcement Table to replace lost ships (first) and possibly gain additional ships, or banked toward victory. Each point spent allows a single roll on the table. Reinforcements may not exceed the victory point value of the ship being replaced. The loss of a ship during the reinforcement process may be voided through the immediate expenditure of a victory point.

Reinforcement Table

Die-Roll	Result
0-2	No Result
3-5	Acquire a Gun Boat ('T')
6-7	Acquire a Gun Brig ('G')
8	Acquire a 6th Rate
9	Roll on Ship Loss Table

Ship Loss Table

Die Roll	Result
0-4	Lose a Gun Boat ('T')
5-7	Lose a Gun Brig ('G')
8-9	Lose a 6th Rate

If a Ship Loss table result indicates an unavailable ship type, the player loses a victory point instead (even if this drives his victory point total negative).

If a side's flagship is lost during a battle and not replaced, the commander may be placed on any ship at the start of the next battle, and that ship is considered the flagship. If a commander is lost during a battle, that side immediately loses the campaign!

Banked victory points may not be used after later battles. They are a gamble towards final victory.

Scenario Schedule

1. Sackett's Harbor
2. Genesee River
3. Burlington Races
4. Lake Ontario

When setting up subsequent scenarios, set defined ships up within their specified setup locations. Use replacements to fill in gaps caused by any lost ships. If additional ships have been acquired, set these up in formation with the fleet's flagship.

SHIP DUEL SCENARIOS

Ship Duel scenarios use the Ship Duel rules from the *Flying Colors* rulebook. The special Duel Map is used to play out these scenarios. Each scenario indicates the date on which the action took place, the initial wind direction (and condition), the nationalities involved, their Audacity rating, the ships in play and their starting locations. A star symbol, letter identifier, or the word “Chase” indicates each starting location. These identifiers correspond to setup areas on the Duel Map. When placing a ship in its setup area, a player may face it in any direction. The player setting up in the star setup area sets up first and is considered the ‘attacker’. Any scenarios in which a defender sets up in the “Chase” location are considered “Chase” duels. All others are “Meeting Engagements.” A few scenarios indicate the availability of reinforcements. The player expecting reinforcements rolls a die during the Ship Status Check phase. If the roll lies within the range noted (example: 0–1 means a die roll of 0 or 1), place the reinforcing ship in their noted setup area, adjacent to the map edge. A few scenarios include special rules. These rules supersede any appearing in the Duel rules.

4 September 1777—Wind Direction: 1

AMERICAN (Audacity: 1) BRITISH (Audacity: 0)
Raleigh (Start: *) Druid (Start: B)

9 March 1778—Wind Direction: 2

BRITISH (Audacity: 2) AMERICAN (Audacity: 0)
Ariadne (Start: *) Alfred (Start: Chase)
Ceres (Start: *) Raleigh (Reinf: B on 0–1)

24 April 1778—Wind Direction: 2

AMERICAN (Audacity: 1) BRITISH (Audacity: 0)
Ranger (Start: *) Drake (Start: E)

6 October 1779—Wind Direction: 4 (Breezy)

FRENCH (Audacity: 1) BRITISH (Audacity: 0)
Surveillante (Start: *) Quebec (Start: B)
Expédition (Start: *) Rambler (Start: B)

Special: No ships may use Carronades.

8 August 1781—Wind Direction: 2

AMERICAN (Audacity: 0) BRITISH (Audacity: 1)
Trumbull (Start: *) Iris (Start: C)
Gen. Monck (Reinf: C on 0–4)

Special: The Trumbull begins with eight Rigging hits and one Marine hit. The Trumbull may not set Full Sails.

10 March 1783—Wind Direction: 2

AMERICAN (Audacity: 1) BRITISH (Audacity: 0)
Alliance (Start: *) Sybil (Start: C)

25 August 1796—Wind Direction: 2 (Calm)

BRITISH (Audacity: 0) FRENCH (Audacity: 1)
Raison (Start: *) Vengeance (Start: Chase)

20 December 1797—Wind Direction: 4

BRITISH (Audacity: 1) FRENCH (Audacity: 0)
Phoebe (Start: *) Néréide (Start: Chase)

9 February 1799—Wind Direction: 2 (Breezy)

AMERICAN (Audacity: 1) FRENCH (Audacity: 0)
Constellation (Start: *) Insurgent (Start: Chase)

9 February 1799—Wind Direction: 2

BRITISH (Audacity: 1) FRENCH (Audacity: 0)
Daedalus (Start: *) Prudente (Start: Chase)

20 August 1799—Wind Direction: 2

BRITISH (Audacity: 2) FRENCH (Audacity: 0)
Clyde (Start: *) Vestale (Start: A)
Sagesse (Reinf: A on 0–2)

25 February 1800—Wind Direction: 2

AMERICAN (Audacity: 1) FRENCH (Audacity: 0)
Constellation-b (Start: *) Vengeance (Start: Chase)

12 October 1800—Wind Direction: 5

AMERICAN (Audacity: 1) FRENCH (Audacity: 0)
Boston (Start: *) Berceau (Start: Chase)

13 November 1800—Wind Direction: 1

BRITISH (Audacity: 2) FRENCH (Audacity: 0)
Millbrook (Start: *) Bellone (Start: B)

6 May 1801—Wind Direction: 5

BRITISH (Audacity: 2) SPANISH (Audacity: 0)
Speedy (Start: *) Gamo (Start: B)

20 August 1801—Wind Direction: 4

BRITISH (Audacity: 1) FRENCH (Audacity: 0)
Seine (Start: *) Vengeance (Start: Chase)

14 February 1810—Wind Direction: 1

FRENCH (Audacity: 1) BRITISH (Audacity: 0)
Néréide-b (Start: *) Rainbow-b (Start: E)
Avon (Reinf: E on 0–3)

13 September 1810—Wind Direction: 4

BRITISH (Audacity: 0) FRENCH (Audacity: 1)
Africaine (Start: *) Astrée-b (Start: A)
Boadicea (Reinf: E on 0–3) Iphigenie (Reinf: A on 0–3)

27 March 1814—Wind Direction: 4

BRITISH (Audacity: 1) FRENCH (Audacity: 0)
 Hebrus (Start: *) Étoile (Start: E)

Special: Roll a die during the Ship Status Check phase of each turn for long range battery fire. A roll of 0–4 affects the Hebrus. A roll of 5–9 affects the Étoile. Roll on the '0' column against Rigging to determine the result.

23 June 1812—Wind Direction: 2

AMERICAN (Audacity: 0) BRITISH (Audacity: 1)
 President (Start: *) Belvidera (Start: Chase)
 Congress-b (Reinf: A on 0–2)

13 August 1812—Wind Direction: 3

AMERICAN (Audacity: 1) BRITISH (Audacity: 0)
 Essex-b (Start: *) Alert (Start: A)

19 August 1812—Wind Direction: 2 (Breezy)

AMERICAN (Audacity: 1) BRITISH (Audacity: 0)
 Constitution (Start: *) Guerriere (Start: A)

18 October 1812—Wind Direction: 4 (Breezy)

AMERICAN (Audacity: 0) BRITISH (Audacity: 1)
 Wasp (Start: *) Frolic (Start: B)

25 October 1812—Wind Direction: 3

AMERICAN (Audacity: 1) BRITISH (Audacity: 0)
 United States (Start: *) Macedonian (Start: C)

29 December 1812—Wind Direction: 4

AMERICAN (Audacity: 1) BRITISH (Audacity: 0)
 Constitution (Start: *) Java (Start: A)

24 February 1813—Wind Direction: 1

AMERICAN (Audacity: 1) BRITISH (Audacity: 0)
 Hornet (Start: *) Peacock (Start: B)
 Espiègle (Reinf: B on a 0)

1 June 1813—Wind Direction: 2

AMERICAN (Audacity: 0) BRITISH (Audacity: 1)
 Chesapeake (Start: *) Shannon (Start: A)

14 August 1813—Wind Direction: 3

AMERICAN (Audacity: 0) BRITISH (Audacity: 1)
 Argus (Start: *) Pelican (Start: A)

25 December 1813—Wind Direction: 2

FRENCH (Audacity: 0) AMERICAN (Audacity: 1)
 Nymphé (Start: *) President (Start: Chase)
 Méduse (Start: *)

23 January 1814—Wind Direction: 3

BRITISH (Audacity: 1) FRENCH (Audacity: 0)
 Creole (Start: *) Étoile (Start: E)
 Astraea (Start: *) Sultane (Start: E)

15 February 1814—Wind Direction: 3

BRITISH (Audacity: 1) AMERICAN (Audacity: 0)
 Phoebe (Start: *) Essex (Start: E)
 Cherub (Start: *) Essex Jr. (Start: E)

Special: The Phoebe carries a Carronade bonus as if it had a hexagonal Relative Rate symbol.

25 February 1814—Wind Direction: 3 (Calm)

BRITISH (Audacity: 0) FRENCH (Audacity: 1)
 Eurotas (Start: *) Clorinde (Start: Chase)

28 April 1814—Wind Direction: 2

AMERICAN (Audacity: 1) BRITISH (Audacity: 0)
 Peacock (Start: *) Epervier (Start: C)

28 June 1814—Wind Direction: 4

AMERICAN (Audacity: 1) BRITISH (Audacity: 0)
 Wasp (Start: *) Reindeer (Start: A)

1 September 1814—Wind Direction: 4

AMERICAN (Audacity: 1) BRITISH (Audacity: 0)
 Wasp (Start: *) Avon (Start: E)

20 February 1815—Wind Direction: 3

AMERICAN (Audacity: 2) BRITISH (Audacity: 0)
 Constitution (Start: *) Levant (Start: B)
 Cyane (Start: C)

30 June 1815—Wind Direction: 2

AMERICAN (Audacity: 2) EAST INDIA CO. (Audacity: 0)
 Peacock (Start: *) Nautilus (Start: E)



EXAMPLE OF PLAY #1

The following is an illustrated replay of turn 3 from the Lake Erie scenario.

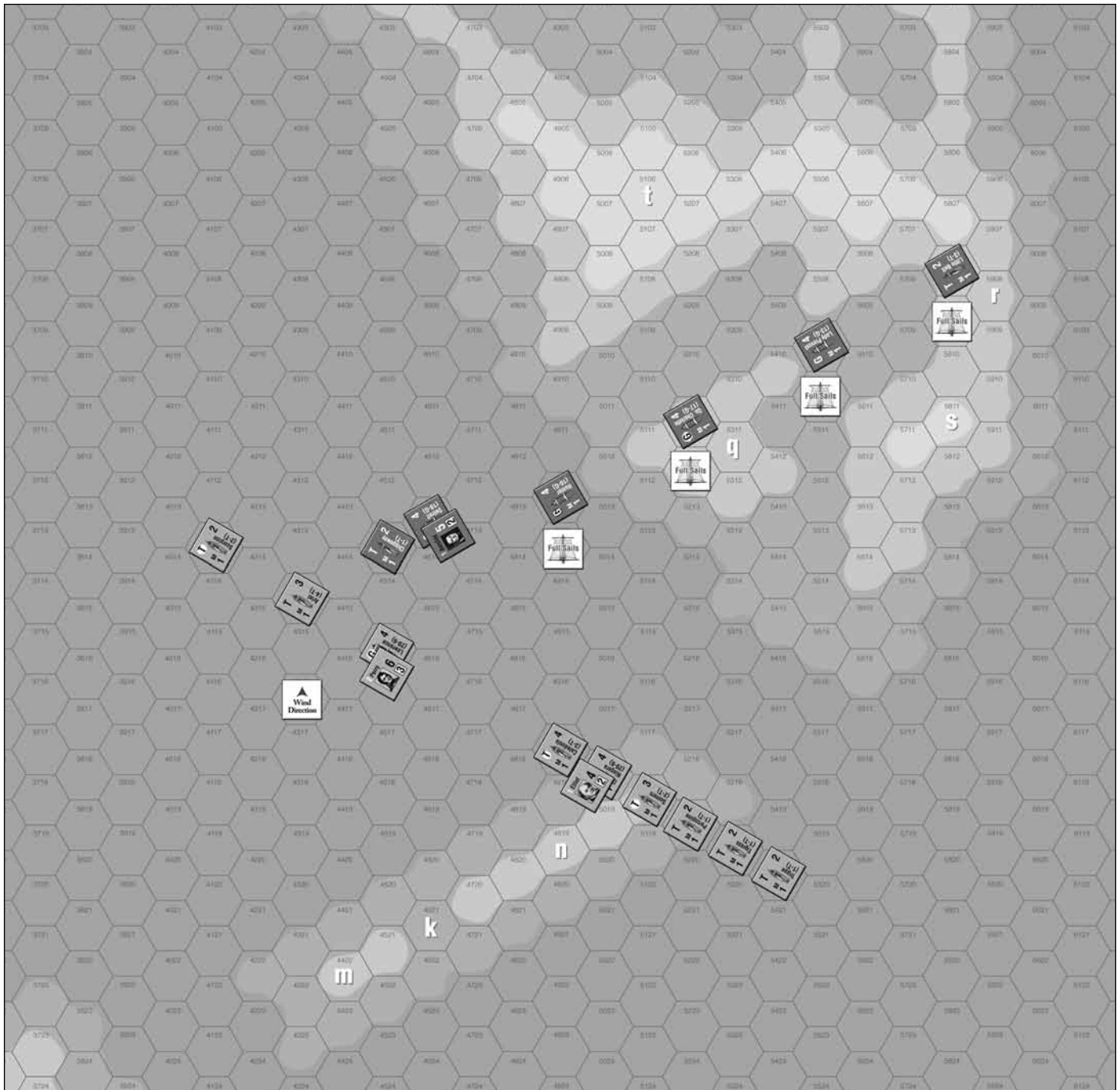
Players are encouraged to set up the ships in the starting positions shown below and move them along with the replay. Keep in mind that the normal movement allowances are reduced by one in this scenario due to the calm wind. Optional Defensive Fire (4.5) is in use. These movement codes are used to note how each ship moves:

= number of hexes moved forward

S = starboard turn

P = port turn

B = back sails



Starting Positions

TURN 3

Wind Adjustment Segment

N/A

Command Determination

The British player has only one commander, so he creates a formation command with Barclay including all British ships. The American player places a command split marker between Lawrence and Caledonia to show that Perry will activate the front three ships in the American line as a formation command while Elliot will do the same with the six ships bringing up the rear.

Initiative Determination

American die = 6

British die = 1

The American players wins the initiative and passes to his opponent.

Activation Cycle

British Activation: Barclay's Formation Command

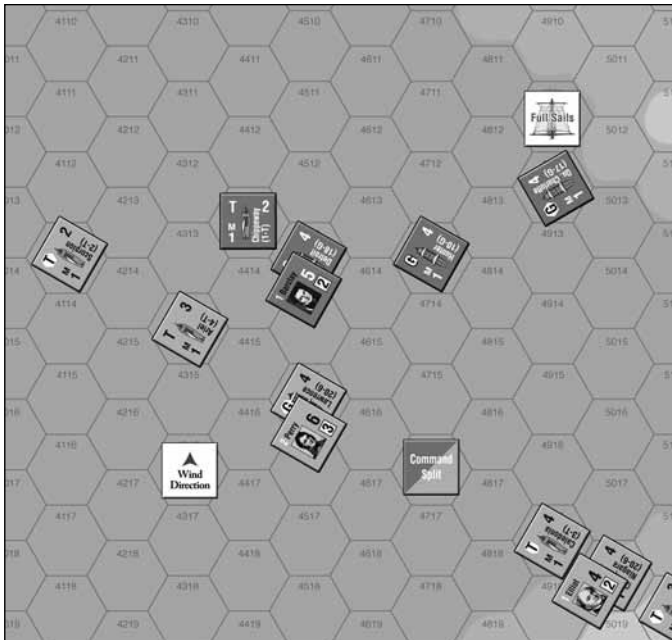
Detroit—1S

Chippeway—B1BS

Hunter (starting with full sails)—2S (drops full sails)

Queen Charlotte, Lady Prevost, Little Belt (all starting with full sails)—2

The British hold their fire and try to bring up the rear ships, waiting to use defensive fire during the American activations.



Situation at end of British Activation

American Activation: Perry's Formation Command

Scorpion—BS1S1, fires starboard broadside at Chippeway

Chippeway declares defensive fire with port broadside.

Relative Rate T @ range 2 = 1 FP, +1 audacity, +1 carronades = 3 FP

Firing at the hull: +1 British = +1

Die roll = 3 (+1) = 4 = miss

Scorpion continues with offensive fire

Relative Rate T @ range 2 = 1 FP, +2 carronades = 3 FP

Scorpion is taking advantage of its white hexagonal Relative Rate symbol to boost its firepower.

Firing at the hull: -1 wind

Die roll = 8 (-1) = 7 = 1 rigging hit

Ariel—B, fires starboard broadside at Chippeway

Detroit declares defensive fire with port broadside

Relative Rate G @ range 2 = 2 FP, +1 audacity, +1 carronades = 4 FP

Firing at the hull: -1 wind, +1 British = +0

Die roll = 1 = miss

Ariel continues with offensive fire

Relative Rate T @ range 2 = 1 FP, +1 carronades = 2 FP

Firing at the hull: +1 wind

Die roll = 6 (+1) = 7 = 1 hull hit

Ariel continuing with movement – 1S1S1

Lawrence—side slip to 4514, 1B, fires a starboard broadside at Detroit

Relative Rate 6 @ range 1 = 4 FP, +1 heavy armament, +3 carronades = 8 FP

Firing at the hull: = +1 wind

Die roll = 3 (+1) = 4 = 1 marine hit

Barclay wound roll = 1 = ok

Lawrence brings her carronades to bear but doesn't get much to show for it. Since marine values cannot go below 1, the marine hit is effectively a miss. If Lawrence had moved more aggressively she could have attempted a rake, but the American player is being cautious with his flagship.

The British have no more commands so the American player must activate his second formation.

Caledonia—side slip to 4916, 2, fires starboard broadside at Detroit.

Although Caledonia has a better shot at Hunter, the American player opts to shoot at Detroit instead in hopes of wounding Barclay. He can do this by using Caledonia's swivel guns to fire outside the normal broadside arc.

Hunter declares defensive fire with port broadside.

Relative Rate G @ range 2 = 2 FP, +1 audacity,
+1 carronades = 4 FP

Firing at the hull: -1 wind, +1 British = +0

Die roll = 5 = 1 hull hit

Caledonia continues with offensive fire.

Relative Rate T @ range 3 = 1 FP (*there is no carronade bonus because Caledonia is firing outside its broadside arc—3.7.5.1*)

Firing at the hull: +1 wind, -1 firing outside broadside arc but within rake line = +0

Die roll = 8 = 1 hull hit

Barclay wound roll = 2 = ok

Niagara—side slip to 5017, 2, fires a starboard broadside at Queen Charlotte.

Relative Rate 6 @ range 4 = 2 FP

Firing at the rigging: -1 wind, +2 target at full sail = +1

Die roll = 3 (+1) = 4 = 1 rigging hit

Somers, Porcupine, Tigress, Trippe—side slip, 2

Somers and Porcupine decide to hold their fire against Queen Charlotte.

Melee Combat

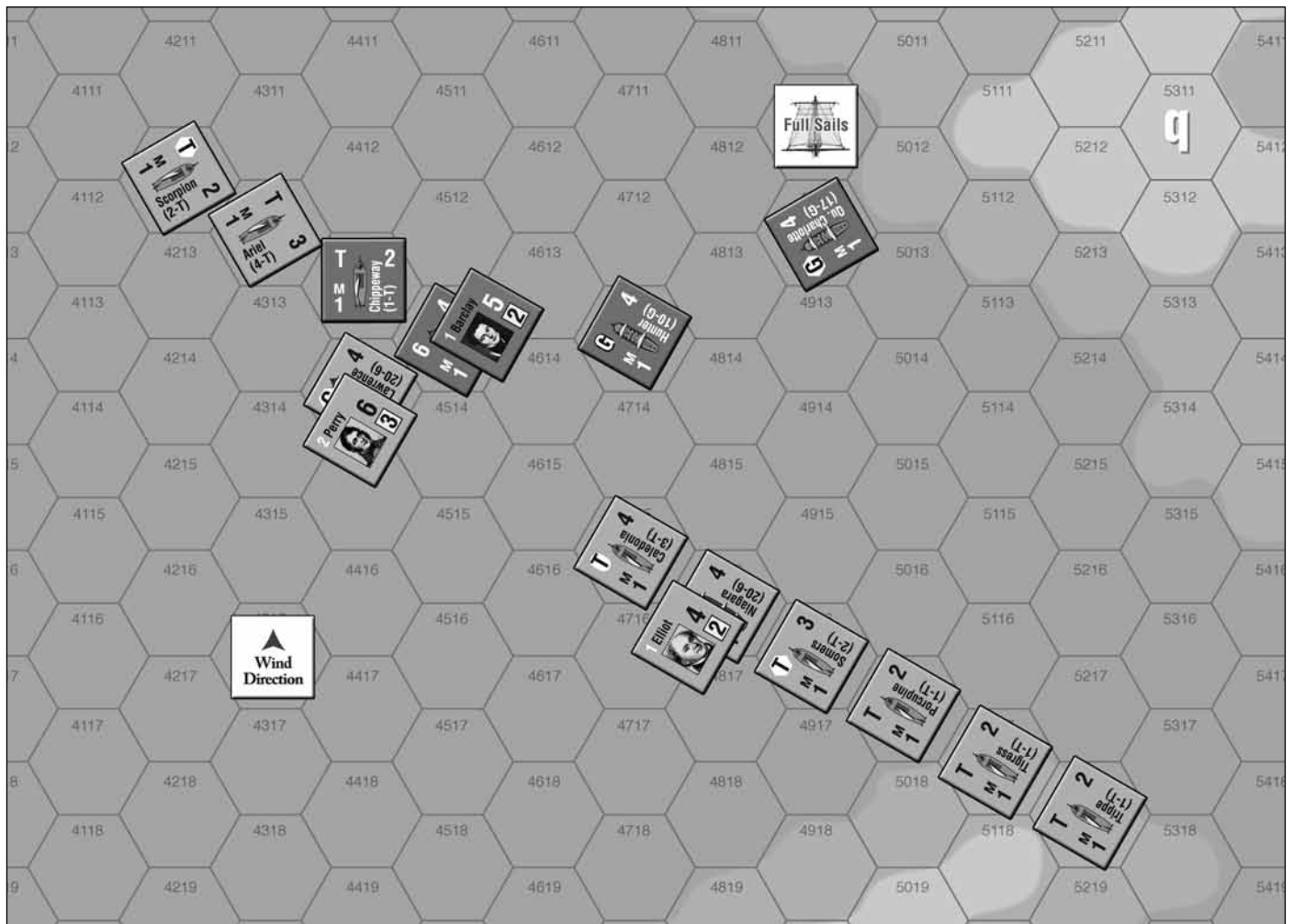
N/A

Ship Status Check

No ships are on fire, drifting, or in danger of sinking or striking, so the only action is to remove all fired broadside markers.

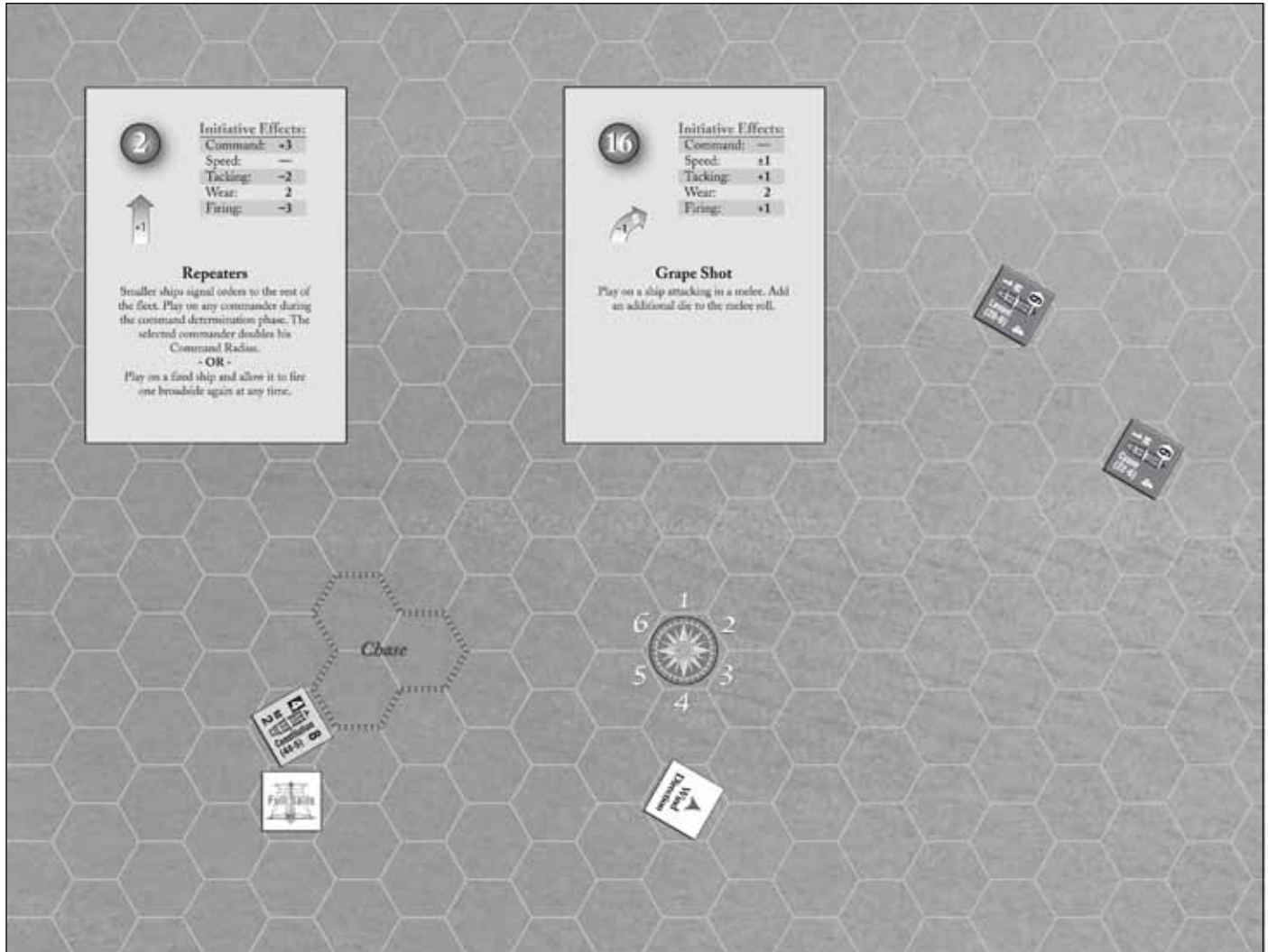
Victory Determination

Neither fleet has triggered a break check so play proceeds to turn 4.



EXAMPLE OF PLAY #2

The second example of play is a game of the ship duel between Constitution and the British ships Cyane and Levant. We pick up the action a few turns into the game as both sides prepare for close action.



Starting Positions

TURN 3

Deal Initiative Cards

Neither player discards any cards. The British player is dealt three cards and the American gets five (minimum three plus two for audacity).

American hand: Tack in Succession, Repel Boarders, “Follow Me Who Can!”, Repeaters, Excellence Aloft

British hand: Grape Shot, Rigging Repairs, Master Gunner

Activation Phase

American card: Repeaters (2)

British card: Grape Shot (16)

Repeaters is the lower value card and the American gets to choose who goes first. Since he does not have any good shots and would like to set up some firing opportunities for next turn, he elects to make the British move first.

The British player decides to move Cyane first. He wants to avoid shooting out too far ahead of Constitution as she makes her run in, so he uses his initiative card effects to slow down his ships. Cyane's movement allowance is decreased this turn from four to three. Cyane will be required to make a turn to starboard before making any other turn, and must spend at least two movement points before doing so.

British Activation 1

Cyane—1BS1

American Activation

Constitution—1B1B4

Levant declares defensive fire with starboard broadside.

Relative Rate 6 @ range 5 = 1 FP

Firing at the rigging: +2, target at full sail

Die roll = 3+2 = 5 = 1 rigging hit

Constitution drops full sail at the end of her move.

The British player must play another card to move Levant and chooses Master Gunner (23). This card only requires Levant to spend one movement point before wearing, and the movement arrows allow a starboard turn. This will allow Levant to get in line behind Cyane.

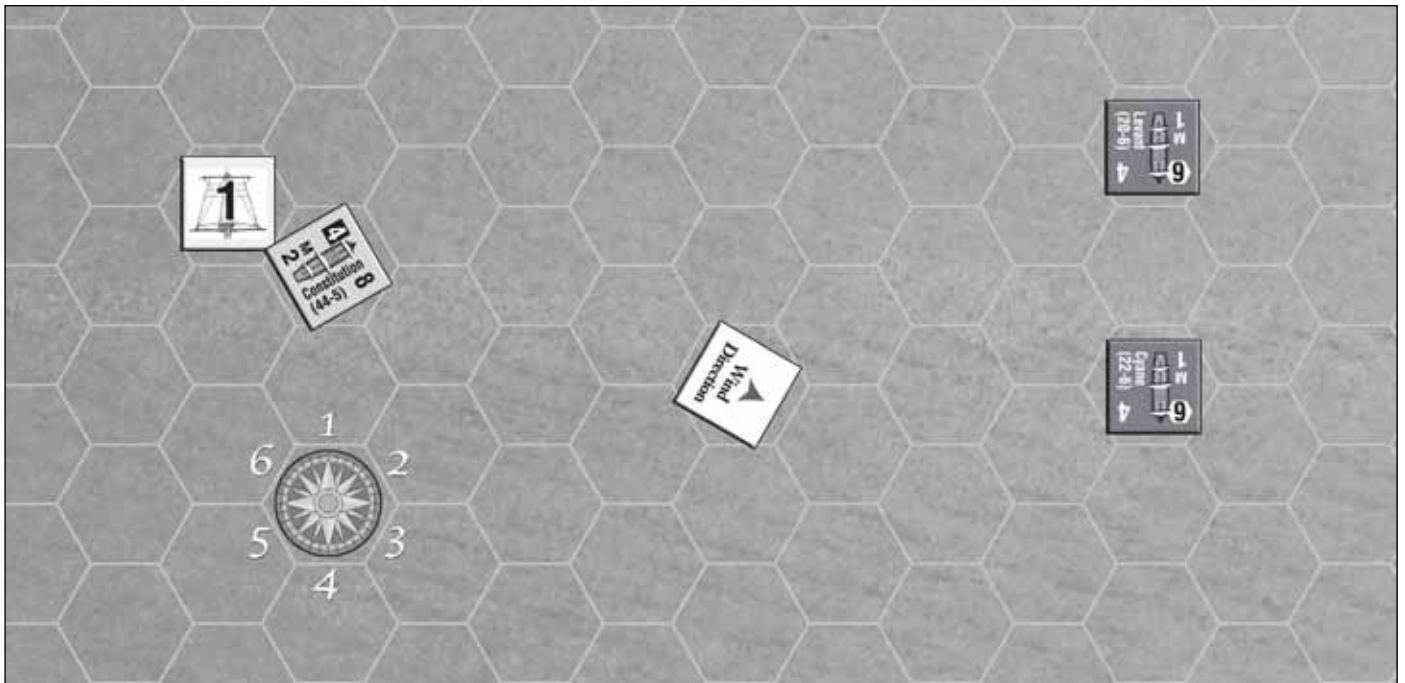
23	Initiative Effects:
	Command: -2
	Speed: —
	Tacking: +2
	Wear: 1
	Firing: +1



Master Gunner
Play on a single ship. For the duration of the turn, any broadsides fired gain a die roll bonus of +2 on the fire results table.

British Activation 2

Levant—3BS



Situation at End of Turn 3

Melee Combat

N/A

Ship Status Check

All fired broadside markers are removed.

Victory Determination

Ship Duels have no turn limit, and since neither side needs roll for a break check, play proceeds to the next turn.

TURN 4

Deal Initiative Cards

Both players recognize that their held cards give them a lot of flexibility for the coming turn, so again neither discards.

American card draw: Fire As She Bears

British card draw: Repel Boarders, "I Do Not See The Signal!"

Activation Phase

American card: "Follow Me Who Can!" (14)

British card: "I Do Not See The Signal!" (1)

Both players are hoping to go second so that the other will not be able to react to their move. This must be balanced with the need to manage the maneuver icons, however. The British player wins and gives the first activation to the Americans. Constitution uses the +1 speed bonus from the card.

American Activation

Constitution – 1S4

The American is taking a risk in exposing Constitution to a stern rake from Levant. He does have Fire As She Bears in his hand, though, which will allow him to fire a second time if Levant approaches too close.

Cyane declares defensive fire with the starboard broadside and plays Repels Boarders as a Load Card (Doubleshot).

Relative Rate 6 @ range 3 = 3 FP, +2 carronades = 5 FP

Firing at the hull: +1 British ship, -1 firing into the wind (the firing modifier from the card is not used for defensive fire) = +0

Die roll = 6 = 1 hull hit + 1 extra hull hit for Doubleshot

Constitution fires at Levant with her port broadside.

Relative Rate 4 @ range 4 = 5 FP, +2 audacity = 7 FP

Firing at the hull: no modifiers

Die roll = 6 = 1 hull and 1 rigging hit

British Activation 1

Cyane – B, sideslip, 1B

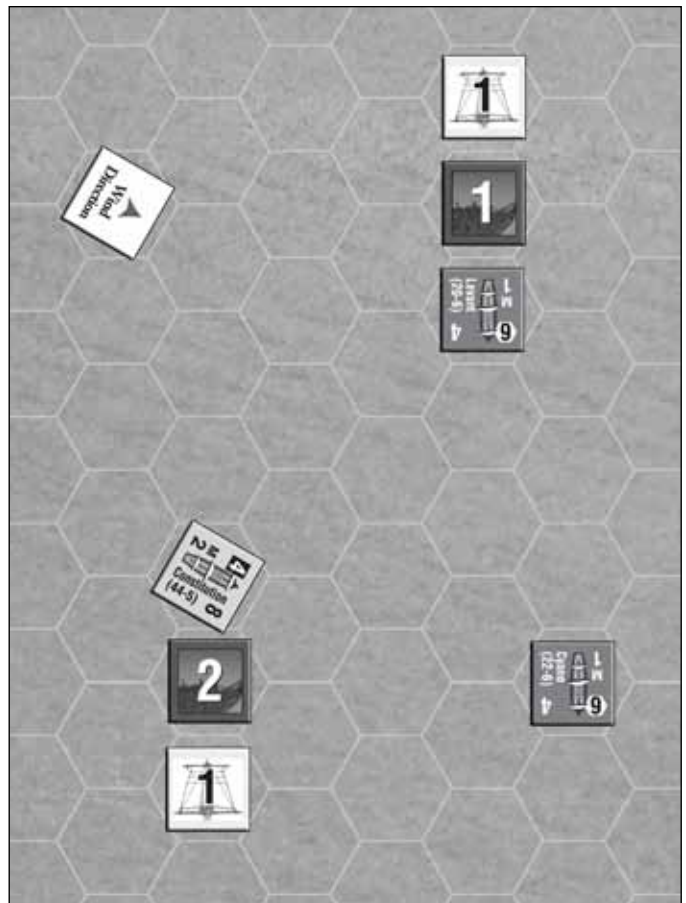
British Activation 2

Initiative card: Rigging Repairs (12).

Levant uses both the small ship speed bonus and the +1 bonus from the card for a total of 7 MPs.

Levant—BS4

The British player thinks he has a clear shot at Constitution's stern, but the American player springs his trap and plays Fire As She Bears for the event just as Levant moves



American and British First Activations

adjacent. Realizing he must make the most of his opportunity, the American also elects to play Repel Boarders as a Load Card (Doubleshot).

Constitution fires at Levant with her port broadside.

Relative Rate 4 @ range 1 = 10 FP, -1 black RR symbol, +2 audacity, +4 carronades = 15 FP

Firing at the hull: +2 from the event

Die roll = 1+2 = 3 = 4 hull hits + 2 extra hull hits from the Doubleshot. Constitution sustains 1 hull hit from rolling a '1' using Doubleshot.

Despite a low roll, Constitution has nearly crippled Levant with one broadside using a skillful combination of cards.

Levant fires at Constitution with her port broadside.

Relative Rate G @ range 1 = 3 FP, +1 white RR symbol, +3 carronades = 7 FP

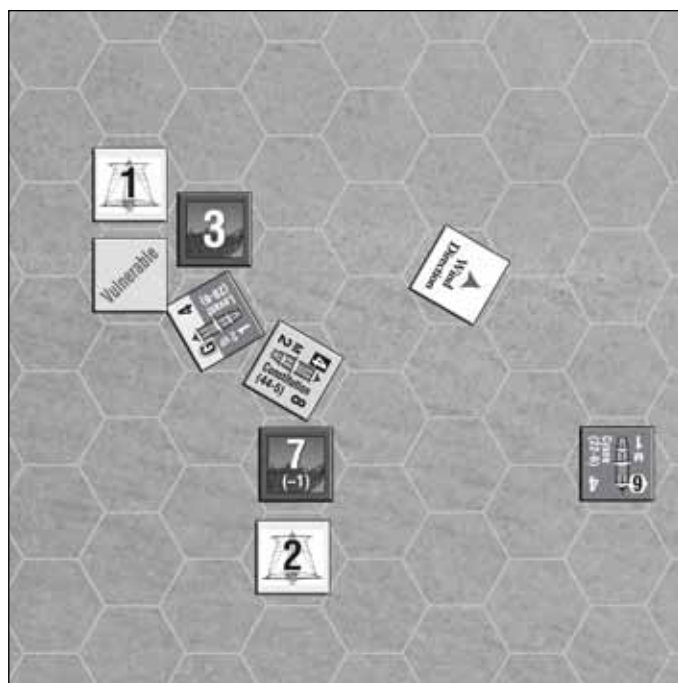
Firing at the hull: -1 initiative card, +1 British ship, +1 firing with the wind = +1

Roll for stern rake: -2 stern rake, +1 range = -1

Die roll = 3-1 = 2 = rake succeeds

Die roll = 7 + 1 = 8 = 2 hull hits and 1 rigging hit + 2 extra hull hits for the stern rake.

Levant, although wounded, does pack a mighty punch in return.



Situation at the End of Turn 4

Melee Combat

N/A

Ship Status Check

All fired broadside markers are removed.

Victory Determination

Levant has only one hull hit remaining and so is vulnerable to strike.

-1 one hull hit remaining

Die roll: 4

Levant just barely manages to stay in the game!

TURN 5

Wind Roll: NE

Deal Initiative Cards

The American player decides to discard Excellence Aloft since he has two other cards that allow maneuver in the same directions, but with a lower initiative number.

American card draw: Fire On The Roll, Rigging Repairs, Admiral's Boat

British card draw: Local Breezes, Critical Hit, "Don't Give Up The Ship!"

Activation Phase

American card: Tack in Succession (4)

British card: Local Breezes (13)

The British player would very much like to get in one more stern rake at Constitution before she makes a run at Cyane. He chooses to move first with Levant, but wants to make a port turn in order to give her a chance for at least one more shot if she doesn't strike this turn. The forward arrow on the card prohibits this, so he must roll to change the maneuver direction.

Maneuver die roll = 3 = success

British Activation 1

Levant—B

Levant fires at Constitution with her port broadside.

Relative Rate G @ range 1 = 3 FP, +1 white RR symbol, +3 carronades = 7 FP

Firing at the hull: -2 initiative card, +1 British ship, +1 firing with the wind = +0

Roll for stern rake: -2 stern rake, +1 range = -1

Die roll = 9 - 1 = 8 = no rake

Die roll = 5 = 1 marine hit

Not what Levant was looking for. Continuing Levant's Activation:

Levant—1P

American Activation

Constitution—4

Constitution fires at Cyane with her port broadside.

Relative Rate 4 @ range 1 = 10 FP, -1 black RR symbol, +2 audacity, +4 carronades = 15 FP

Firing at the hull: -2 initiative card

Roll for bow rake: -2 audacity, +1 range = -1

Die roll = 7 - 1 = 6 = no rake

Die roll = 4 - 2 = 2 = 3 hull hits

British Activation

The British player has a tough decision of which card to play to activate Cyane. "Don't Give Up The Ship!" offers the potential of a turn that could allow Cyane to fire both broadsides at Constitution this turn. But with Levant vulnerable to striking, he decides to hold it in order to keep both ships in the fight for at least one more turn. Critical Hit shows a forward maneuver icon so the British player rolls to change this to a port turn.

Die roll (-1) = 5 - 1 = 4 = fails

British Activation 2

British card: Critical Hit

Cyane - 1B

Cyane now occupies the same hex as Constitution and must declare whether she will pass around the bow or stern of the American ship. Cyane goes for the stern rake. The American can oppose this by rolling on the evasion table.

Evasion die roll (+1 for RR 4) = $8+1 = 9$ = fails

Cyane fires at Constitution with her port broadside.

Relative Rate 6 @ range 1 = 4 FP, +1 white RR symbol, +2 point blank fire, +3 carronades = 10 FP

Firing at the hull: -1 initiative card, +1 British ship, +1 firing with the wind = +1

Roll for stern rake: -2 stern rake

Die roll = $4-2 = 2$ = succeeds

Die roll = $7 + 1 = 8 = 3$ hull hits plus 3 extra hull hits for the stern rake

Suddenly Constitution is herself in danger of striking!

Cyane—1

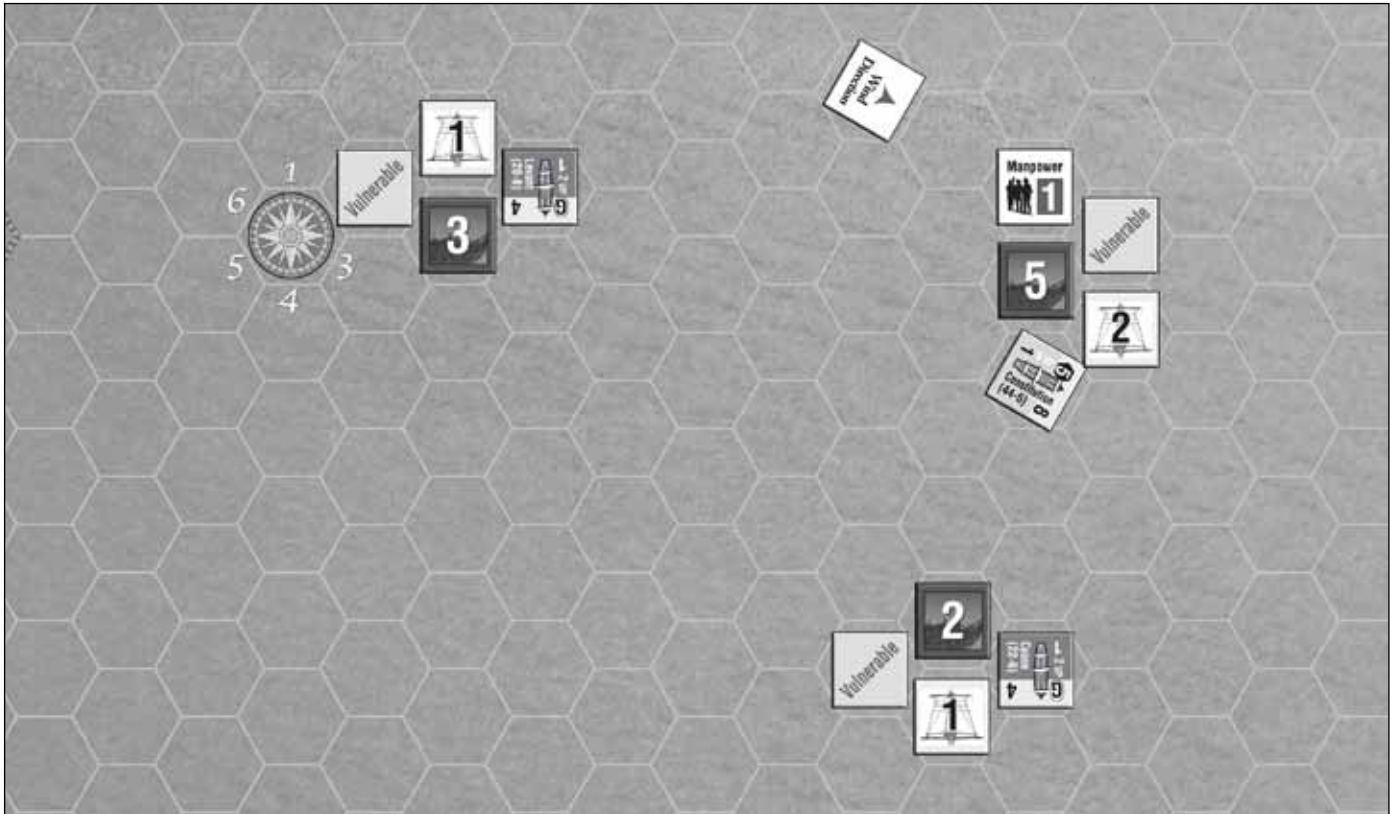
Constitution declares defensive fire with starboard broadside and plays Admiral's Boat as a Load Card (Doubleshot).

Relative Rate 5 @ range 1 = 7 FP, -1 black RR symbol, +2 audacity, +3 carronades = 11 FP

Firing at the hull

Die roll = $4 = 2$ hull hits plus one extra hull hit for Double shot, 1 rigging hit

Cyane—2 (*finishing the rest of her move*)



Ship Status Check

All fired broadside markers are removed.

All three ships must roll for striking.

Levant (-1 one hull hit remaining)

Die roll: $9-1 = 8$ = strikes

British play "Don't Give Up The Ship!" for the event to ignore strike result. The British player's foresight has paid off!

Cyane (-2 two hull hits remaining)

Die roll: $4-2 = 2$ = ok

Constitution (-3 three hull hits remaining, -2 audacity)

Die roll: $6-5 = 1$ = ok

Victory Determination

NA