

Flying Colors — Naval Battle Scenarios

Escape from Lorient & The French Convoy

by Al Bisasky

Escape from Lorient

Historical Background

In the months of February and March, 1812, French Vice-Admiral M. Allemand waited in the harbor at Lorient with four ships-of-the-line, spoiling to make an escape and sail to Brest in order to join forces with the ships harbored there and to take on more crewmen. His ships had been severely depleted of manpower while in Lorient due to the never ending need of "cannon fodder" for Napoleon's armies. The squadron consisted of the 80-gun *Eylau* (Flag) along with the 74-gun ships *Guilemar*, *Marengo* and *Veteran* plus two ship-corvettes. However, Lorient was blockaded by Royal Navy ships under the command of Captain Sir John Gore. Gore's squadron consisted of the 80-gun *Tonnant* (Flag) and the 74-gun ships *Northumberland*, *Colossus* and *Bulwark*. The latter three commanded by Captains Henry Hotham, Thomas Alexander and Thomas Browne respectively.

On the afternoon of March 9th, leaving the other three ships anchored near the Isle de Hedic, Gore sortied up the Taigneuse passage toward Lorient harbor. At about 8pm that evening, the *Tonnant* anchored of the Pont de Groix and secured for the night. At daybreak on the 10th, she made sail for Lorient only to discover that there were no ships-of-war in the harbor except for a lone two-decker being fitted out at the arsenal. The French squadron had made its escape! In actuality, Allemand had put to sea on the night of March 8th, literally slipping out under Gore's nose.

On March 10th, Allemand's Squadron would be sighted and shadowed by the frigate *HMS Diana*. On the 15th, Allemand sighted three East Indiamen bound for England. The timely arrival of another British squadron was, undoubtedly, the only reason why Allemand was not able to add three fat prizes to his bragging rights (not to mention his purse!) After taking a few "inconsiderable prizes" Allemand's squadron set course for Brest, arriving on the evening of March 29th. Between the time of their escape and their putting in at Brest, Allemand's squadron had managed to evade two other Royal Navy ship-of-the-line squadrons (in addition to Gore's, which he had evaded *twice*) and several other smaller ships.

The scenario is based on Allemand's escape on the night of March 8th only.

Turns: 20

Audacity: British (0), French (1)

Wind Direction: 5
(Begin checking for Wind Change on Turn 10)

Conditions: Wind condition is breezy. Time is night with no moon, reducing the visibility and firing range per SSR#1.

Maps: AB

Land: "B" & "C" on mapboard "A"
Shallows (2): "A" & "D" on mapboard "A"
Shoals (1): "M", "H" (on mapboard "A" only), and "P" on mapboard "C"

Setup

French Fleet: Enter the North edge of mapboard "A" between hexes 4801 — 7001 and/or the East edge between hexes 7001 — 7017. Ships-of-the-line must enter and continue to move in line-ahead formation with a minimum of two (2) hexes between ships. Ship-Corvettes enter and move independently.

British Fleet: The British player secretly writes down the location of his/her ships (bow/stern hexes). Once an enemy ship comes within spotting range, the British player may place the spotting ship on the mapboard in the predetermined location and may be activated. After the initial spotting ship fires on an enemy ship, all other British ships are placed on the mapboard in their predetermined locations and activate. They are restricted to moving 'directly toward the location of the ships

firing until they are within spotting/firing range of the enemy ship(s), then may move freely.

Special Scenario Rules

- Spotting and firing range is limited to five (5) hexes.
- All British ships are *In Command* with their own individual captains. They are activated as separate commands and may move and fire independently of Gore.
- Vice-Admiral Allemand's Command Range is 8. His ships-of-the-line must be in his command. In the event that the *Eylau* strikes her colors, is captured or Allemand is killed, the other French ships are out-of-command and must attempt to return to Lorient or escape off mapboard "B" as per SSR #6.
- The French 54-gun *Brutus* and 44-gun *Romulus* represent the two Ship-Corvettes. Both are treated as 6th Rate ships with Manpower = 2 & a Damage Capacity = 4; 3 when flipped to Damaged Side. They are treated as independently In-Command and are activated as separate commands (*Designer's Note: I assume that Allemand used these small ships as scouts, running ahead of his squadron, in order to try and locate the positions of the British ships or as 'flankers' — Mike Nagel*).
- To reflect the depleted manpower of the French vessels, the ships-of-the-line start with Manpower reduced by two factors.
- French Escape Hexes: west edge of map "B" between hexes 1018 — 1034 and the south edge between hexes 1034 — 7034.

Victory Points

All rules for Victory Points (15.1) are followed normally *except* for the rule

Ship			Ship	Use from Countermix	Commander	Rank	Command Quality	VP
2 Allemand 8 4	3 Gore 4	3 Hotham 3	<i>Tonnant</i>	<i>Tonnant</i>	Gore	3	4	7
			<i>Northumberland</i>	<i>Revenge</i>	Hotham	3	3	5
			<i>Colossus</i>	<i>Colossus</i>	Alexander	3	3	5
			<i>Bulwark</i>	<i>Belle Isle</i>	Browne	3	3	5
			<i>Eylau</i>	<i>Foudroyant</i>	Allemand	2	4	10
			<i>Guilemar</i>	<i>Genereux</i>	"			
			<i>Marengo</i>	<i>Mercure</i>	"			
			<i>Veteran</i>	<i>Victoire</i>	"			
			<i>Ship-Corvette</i>	<i>Brutus</i>	Independent			
			<i>Ship-Corvette</i>	<i>Romulus</i>	Independent			
2 Allemand W 5 10 VP 3	3 Gore W 7 7 VP 3	3 Hotham W 5 5 VP 2						
3 Alexander W 5 5 VP 2	3 Browne W 5 5 VP 2	W VP						

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covering ships sailing off of a mapboard edge. In addition, the French player also receives points for the following:

- Each "Undamaged" ship-of-the-line that escapes = 10 pts.
- Each "Damaged" ship-of-the-line that escapes = 5 pts.
- Each "Undamaged" Ship-Corvette that escapes = 3 pts.

The British player receives an additional 10 points for any French ship forced to return to Lorient (escapes off the north edge of mapboard "A").

Solitaire Play

In order to play this scenario solitaire, use the following rules:

1. After all French ships have entered, the mapboard, roll the die. On a result of a nine (9), the leading French ship has been spotted by the British.
2. Place all British ships in line-ahead formation (minimum of three hexes between ships) with the lead ship five hexes away from the bow hex of the lead French ship facing direction 1.
3. Ships may not fire unless they are within the five (5) hex spotting/firing range.
4. British ships are considered *In Command* under Captain Gore (command range = 5). If Gore is killed or otherwise unable to command, the remaining British ships are considered *Out of Command* for the remainder of the scenario.

The French Convoy

The British Navy, under the command of Admiral Nelson, struck a heavy blow against the French Fleet in Aboukir Bay on 1-2 August 1798, thus halting Napoleon's successes on the African Continent and negating his planned invasion of India. Although only two French ships actually managed to survive the battle, this is a hypothetical scenario based on the following "what ifs":

1. The British managed only a marginal victory over the French and most of the fleet survived by escaping into the Mediterranean.
2. The French put into Malta (that they had sacked on their way to the Nile) and made sufficient repairs to allow them to sail to the Port of Marseille. Here they were able to assemble a sufficient number of ships to transport reinforcements to Egypt.
3. While Nelson then sailed for Sicily to see Lady Hamilton (historically true), he ordered the British Fleet to take up station

between the Tunis Peninsula and Sicily, in case the French attempted to retake their position at the Nile..

November — 1798: in an attempt to re-supply Napoleon's Army in Egypt, the French assemble a convoy to transport men and munitions. The French ships were those that survived the Battle of the Nile and managed to be repaired in the port of Marseille. The fleet consisted of six ships *en flute*, (that is, a rated warship that has had some or all of its guns removed and used as a transport ship) and an escort squadron of ships-of-the-line and frigates.

The French Fleet sailed due south from Marseille and then took up a southeasterly course, hugging the coast of Africa and giving Sicily a wide berth where, it was rumored, Nelson's Fleet was patrolling. Spotted by a British frigate off the Tunis Peninsula, the British Fleet was alerted and took up position west of Malta in an attempt to ambush the French.

What happens from this point on is in the hands of you, the players.

Turns: 25

Audacity: British (1), French (3)

Wind Direction: 5 (Breezy)

Maps: ABC

Shallows: None

Special Scenario Rules (SSR)

1. Starting with the *Defiance*, the remainder of the British Fleet will enter through hex

• British:

<i>Orion (Flagship) with Saumarez (2-6-3)</i>	B6305-6405
<i>Theseus</i>	B6604-6703
<i>Audacious</i>	B6902-7002
<i>Defiance</i>	Enter B7002, direction 5
<i>Minotaur with Duncan (3-7-3)</i>	See SSR #1
<i>Leander</i>	See SSR #1
<i>Alexander</i>	See SSR #1
<i>Swiftsure</i>	See SSR #1

• French Escort:

<i>Guerrier (Flagship) with a 2-4-2 Commander</i>	A4217-4216
<i>Conquerant</i>	A4214-4213
<i>Aquilon</i>	A4211-4210
<i>Franklin</i>	A4208-4207
<i>Tonnant</i>	A4205-4204

• French Transports (En Flute):

<i>Spartiate, with a 3-5-1 Commander</i>	A3117-3116
<i>Mercur</i>	A3114-3113
<i>Timoleon</i>	A3111-3110
<i>Genereux</i>	A3108-3107
<i>Heureux</i>	A3105-3104
<i>Hector</i>	A3102-3101

• Frigates:

<i>Brutus</i>	A2821 - (4)
<i>Romulus</i>	A2813 - (4)

B7002, direction 5 in line astern formation with a one (1) hex gap to the bow hex of the next ship in line, but may maneuver immediately according to Command Orders.





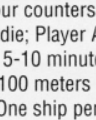
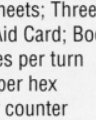
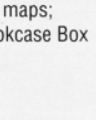
2. Ships that are *en flute* (transports) have their lower gun deck cannons removed and have a Relative Rate of 5. Fleet orders for these ships are to avoid engagement if possible and try to escape (run off the eastern edge of mapboard "C")
3. French Frigates are always individually Under Command and may move independently of the French Fleet as scouts, Hankers or close protection for the transport ships. In addition, the frigates are under orders to attack the British ships-of-the-line, if possible, in order to protect the transport ships (this attack order for the frigates may be ignored if playing the scenario solitaire — makes it a little easier).

4. The French player secretly records the name of one of the transport ships. This ship is carrying the cargo of munitions. Should this ship catch fire, it immediately explodes; destroying any ship fouled or grappled with it and automatically sets afire any other ship(s) within a one (1) hex radius. Ships within a two (2) hex radius of the exploding ship must role the die and

(Continues on page 20)

Flying Colors — The Age of Sail 1756-1805

Published: 2005 by GMT Games LLC
 Game Designer: Mike Nagel **Nominee:** CSR Award
 Game Developer: John Alsen
 Art Director: Rodger B. MacGowan
 Maps & Counter Art: Mark Simonitch

Contents: Four countersheets; Three maps; Rulebook; 1 die; Player Aid Card; Bookcase Box
Time Scale: 5-10 minutes per turn
Map Scale: 100 meters per hex
Unit Scale: One ship per counter

Here I Stand: Wars of the Reformation, 1517-1555

corsairs for nearby naval units and fortifications. Each hit of a "5" or "6" eliminates one corsair. Then the pirates roll from one to four dice (based on the number of corsairs, the number of target ports, and the Ottoman naval leader). Each hit of a "5" or "6" forces the target power to lose a naval unit, yield a card to the Ottoman, or let the Ottoman score a piracy VP.

New World Actions

New World actions are only available for England, France, and the Hapsburgs. Exploration earns VP; colonization can earn you bonus cards in future turns; successful conquests do both. Each allowed power can only undertake these actions once per turn.

Explore (2 CP): Place your "Exploration Underway" marker in the Crossing Atlantic box. A randomly selected explorer will sail for your power in the New World Phase.

Colonize (2 CP Hapsburg/3 CP English): A colony is built and may start producing cards at the beginning of the next turn.

Conquer (4 CP): The Hapsburgs place their "Conquest Underway" marker in the Crossing Atlantic box. A randomly selected conquistador will sail in the New World Phase. The English and French don't have named conquistadors; just place a generic "English/French" conquest marker.

Religious Actions

Translate scripture (1 CP): This Protestant action advances one of his scripture translation projects (the *New Testament* and *Bible* in each of three languages) by one box on his power card.

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will catch fire on a result of 7 — 9.

French Victory Points

1. The French player receives **10** victory points for each Transport Ship (*en flûte*) that is not damaged (i.e., not flipped to its damaged side) and exits the eastern edge of mapboard "C".
2. The French player receives **5** points for each Transport Ship (*en flûte*) that is damaged (flipped to its damaged side), but is not in danger of sinking and exits off the eastern edge of mapboard "C".
3. The French player receives **5** points for each Escort Vessel that is not damaged and exits off the eastern edge of mapboard "C".

British Victory Points

1. The British player receives **10** points for each French Transport (*en flûte*) that strikes, is captured, catches fire, explodes, sinks or is in danger of sinking before it can exit off the eastern

Here I Stand – Wars of the Reformation

Card Driven Strategy Game (CDG)
Published: 2006 by GMT Games LLC
Game Design: Ed Beach
Art Director: Rodger B. MacGowan
Maps & Counters: Mark Simonitch



Contents: 110 Strategy cards; 4 Countersheets; One 22x34 inch Map; Rule & Scenario book; 10 dice; Player Aids; Bookcase Box
Time Scale: 4 years per turn (1517-1555)
Map Scale: Point-to-Point system
Complexity Level: Medium (6 of 9)
Players: 3-6



When a project is complete, the Protestant gets to take six Reformation attempts targeting that language zone (with each die result increased by one after a Bible is translated). Each Reformation attempt targets a single Catholic space adjacent to one already under Protestant religious influence. For each Protestant space, stack of Protestant land units, and reformer adjacent to the space, the Protestant rolls a die. The Papacy rolls a die for each adjacent Catholic space, Catholic land unit stack, or Jesuit university. The highest single die prevails (and gains or retains religious influence). Since the Protestant wins ties the targeted language zone, it is quickest to have the Protestant roll first. If any die comes up as a "6", the Protestant wins without the need for a Papal roll.

Publish treatise (2 CP Protestant/3 CP English): Allows the Protestant (or English if Cranmer is on the map) to take two Reformation attempts targeting a single language zone.

edge of mapboard "C".

2. The British player receives **5** points for each French Escort Ship that strikes, is captured, catches fire, explodes, sinks or is in danger of sinking before it can exit off the eastern edge of mapboard "C". French Frigates do count as Escort Ships.

Players Notes

This Victory Point system has been structured so that the commander of each fleet is forced to carry out his orders. The French must see that their Transport Ships get through at all costs. The primary target of the British is to stop the French Transport Ships from getting through.

Suggested Tactics

- **The French player** should use his escort ships to block the British from moving into range of the transport ships. This means running a tight line and keeping the *Limeys* from breaking your line. The transport ships should

Call theological debate (3 CP):

A debate is a one-on-one theological duel between a Catholic and Protestant debater. Debaters, kept off-map on the Religious Struggle card, become "committed" for the turn when used in debates and for the special bonuses listed on their counters. Only uncommitted debaters can initiate these attacks; they are also stronger in defense than committed debaters. Each side rolls dice looking for hits of "5"s and "6"s. The side scoring more hits gets to flip spaces (equal to the difference in the hit totals) to indicate their religious influence and may be eligible to burn/disgrace the defeated debater, scoring bonus VP.

Build Saint Peter's (1 CP): This Papal action advances his marker by 1 box on the St. Peter's track on his power card. Every 5 CP spent yields 1 VP.

Burn books (2 CP): Allows the Papacy to take two Counter Reformation attempts targeting a single language zone. Counter Reformation attempts are resolved like Reformation attempts in reverse; however, the Papacy never wins ties until Paul III becomes Pope.

Found Jesuit university (3 CP): If the Society of Jesus has been formed, the Papacy may add a Jesuit university to the map.

That's it — you're ready to play **Here I Stand**. Refer to the rules and Action Summary chart as needed, and more importantly...have fun!

For the latest details on this new game (including errata and FAQ) see the designer's web site:

<http://home.comcast.net/~ebeach/>



inch of canvas that they brought with them and run like hell for the east. Use your frigates' speed and maneuverability to harass the enemy and get between them and a transport being attacked. This is one time when the French penchant for shooting up the opposition's rigging to slow them down works for them.

- **The British player** has his work cut out for him and must first close the range and then attempt to slow down the transport ships of the French Fleet before attempting to destroy them. While the French have an almost totally defensive role; yours is both offensive and defensive. Keep the wind at your back. Sailors of the British Fleet: it is *you* who hold fast the "Oak Walls of England"!

I hope that you enjoy these scenarios. Your comments and questions are always welcome and may be addressed to me at:

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