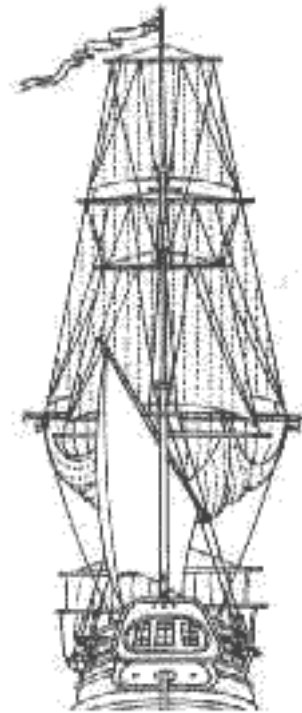


YELLOW JACK BOURBON SCENARIOS & ORDERS BOOK

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YELLOW JACK BOURBON ORDER INSTRUCTIONS

The Orders in *Yellow Jack* are applied using the rules found in section 9.3 of the *Fighting Instructions*. Be sure to check the individual Order Instructions given below for exceptions and amplifications. Order Instructions are laid out as follows:

- Type of Order, including whether it is Mandatory or not.
- A brief description.
- General instructions.
- Additional Instructions.
- Rewards and penalties, where different from any general ruling.

AAOs, RVOs, HOOs, Extension Orders, and Escort Orders are not listed in this booklet. See *Ex. Rule 2.65* for Transport Orders. See *Ex. Rule 3.4* for AAOs – any Enemy Ports can be targeted, but valuable targets are listed on the Port Prestige Chart. See *FI 9.3* for the rest of the unlisted Orders.

Escort Orders, RVOs, and Transport Orders do not count toward Failed/Fulfilled Orders.

Convoys successfully Disbanding or being forced to Scatter, *do* count toward ‘Fulfilled’ and ‘Failed’ Orders. Escort Orders in and of themselves do *not* count. See *Ex. Rule 2.6* for more on Convoy instructions.

Important. In all Minor Scenarios and with any Campaign Start after 1740, it is assumed that all possible Home Convoys have arrived and Disbanded and their Homebound components are now eligible for Assembly on map. *Exception:* in scenarios where the French begin with no Sail on the map, no Home Convoy has yet arrived.

Orders Chits

With the following exceptions, each Order has exactly ONE (1) Order Chit (OC):

- AA Orders have TWO (2) OCs, Assigned to the Formation and Expedition elements.
- HOOs and Extension Orders, and Transport Orders have no OCs; if their success die roll (SC) is passed the current OC is retained. In the case of a HOO the OC is passed to the Formation taking over the job.

Where a number of similar Orders exist (e.g. ‘Cruise’), the various targets are listed, both in the text below and on the Orders Chart. The Orders Chart also matches OCs with targets, and additionally states the availability of all Orders and notes any prerequisites.

Issuing Orders

FI 9.3 is applied unchanged. Since AAO OCs are paired, only place ONE (1) OC of any pair in the Orders Pool.

The *RCG Convoy Order* (*Ex. Rule 2.67*) must be Issued in order for the Convoy to Assemble. The OC is kept on hand for when the *RCG Convoy* is generated by the Trade Convoy Chart.

Routes

Routes are not always given Space-by-Space. Movement between the Spaces indicated must be by the shortest route in MPs, assessed at the time a choice has to be made (i.e. by MPI).

When routes are simply given as ‘most expedient’, this means the forces involved must be moved as quickly as possible, but speed is to be assessed MPI by MPI (e.g. a Gale Space can be avoided, or an alternate route taken if the Winds change). The forces in question are permitted to avoid Spotted Enemy Formations (only), if desired, by making the minimum of detours. Again, ‘threat assessment’ is made MPI by MPI.

Cruise Orders must follow the route that lies closest to the physical coastline being patrolled.

Specified Convoy Routes are listed on the Trade Convoy Chart. Other Convoys need only follow the most expedient path.

Rewards & Penalties

Per *FI 12.2*, Fulfilled and Failed Orders are recorded (using specially marked boxes on the map) and compared at the end of each Quarterly Turn (after which ‘the slate is wiped clean’ for the next Quarter). The removal of Corsairs may allow the attacking player to earn notional ‘Fulfilled Orders’. Failure to eradicate Interdiction (including Corsair Port Interdiction – *Ex. Rule 2.46*) may earn a player notional ‘Failed Orders’. The infliction of DPs on Convoys through Battle and Convoy Attacks generates Prestige, per 2.614.

Effects

If an Order that affects an Event or Military Campaign is Fulfilled, place the OC on the appropriate box of the appropriate Event Flow Chart (for a Military Campaign, stack the chit in the center of the circle of hexagons). Remove the chit (to the Orders Pool or Discard as circumstances dictate) when the effects have been applied ONCE (1). Strategic Event that can be affected by Fulfilled Orders are noted on the Orders Chart, and in the Event Instructions. Specific effects are given on the PEFC.

Show of Force (SoF)

SoF Orders influence certain Events that are due to occur in the near future. They represent 'gunboat diplomacy'.

General Instructions:

- a) This is a generic Order, with various OCs, each listed on the Orders Chart.
- b) The Executing Formation must move to the target Space by the most expedient route. While Executing a SoF Order, the Assigned forces may not voluntarily initiate Battle, except in the target Space.
- c) Regardless of the effect on the Event(s), the Order is considered Fulfilled by the application of the die roll modifier. If for any reason the Formation is unable to remain in the target location long enough for the modifier to be applied at least once, the Order is Failed.
- d) **Corsair Bases.** A SoF Order against a Corsair Base is only Available after a Corsair Auxiliary has been Activated in a CZ, and only the SoF OC against the Base belonging to that Auxiliary is added to the Orders Pool. These Orders are Fulfilled if the Formation spends ONE (1) full Impulse in the target location, *or* passes through all indicated target locations as part of the same Order. Pirates and Enemy Corsairs cannot perform Tasks in the CZ for the remainder of the Year.
- e) *Clarifications:* if the Executing Formation occupies or passes through an Enemy Port, it is assumed to be hunting or intimidating pirates and does not Blockade the Port(s) in question; however, it may, still attack or be attacked by Formations or Auxiliaries belonging to the owner of the Port. In the case of Neutral Ports, the presence of the Executing Formation is not a sovereignty challenge and has no effect on the relationship between the Fleet owning the Executing Formation and the owner of the Port(s).

Additional Instructions:

Event die roll modifiers only affects those Events for which the SoF Order is listed as a potential die roll modifier.

If a Bomb Auxiliary Assigned to the Executing Formation is Tasked, any die roll modifier generated by the Order is doubled (x2) for that Turn.

Clarification: because the effects of a SoF Order are only applied on particular Turns (targeted Military Campaigns must be Active, for example, while Political Events are <usually> only checked Quarterly), the Controlling player must ensure he times the arrival of the Executing Formation properly. If the Formation arrives too late, it will have to wait until the next time the Event is checked before the modifier can be applied.

Available OCs:

La Habana Station

Tortola (Corsair Base): pass through (in any order) Charlotte Amalie, Christiansted, St. Maartin, English Harbour.

Bermuda (Corsair Base): Occupy Bermuda. **Important.** Executing this Order DOES NOT Blockade Bermuda.

Bahamas (Corsair Base): pass through (in any order) Nassau, Rock Sound, Crooked Island Passage.

Cartagena Station

Jamaica (Corsair Base): Occupy Port Royal. **Important.** Executing this Order DOES NOT Blockade Port Royal.

Margarita (Corsair Base): pass through (in any order), Aruba Strait Space, Willemstaadt, Puerto Cabello, La Guaira, Isla de Concha Straits Space.

Roatán (Corsair Base): Occupy Roatán. **Important.** Executing this Order DOES NOT Blockade Roatán.

French Command

Any of the above Orders may also be Executed by a French Formation.

Support Army (SA)

SA Orders influence Military Campaigns. They represent the bombardment of shore facilities, the support of minor amphibious actions, logistical aid (or aggression against the Enemy's lines of communication, and psychological support.

General Instructions:

- a) This is a generic Order, with various OCs, each listed on the Orders Chart.
- b) The Executing Formation must move to the Space designated by the most expedient route. Once there, it must remain until the Military Campaign in question is assessed (Administrative Phase). This Fulfills the Order (the Order may be Extended normally). While Executing a SA Order, the Assigned forces may not voluntarily initiate Battle, except in the target Space.
- c) A Fulfilled SA Order provides a set die roll modifier, used when resolving the Military Campaign in the Turn of Fulfillment (only).
- d) The Order is automatically Terminated prior to its Fulfillment if the Military Campaign is Terminated for any reason. The Order is neither Fulfilled nor Failed in this case.

Additional Instructions:

If a Bomb Auxiliary Assigned to the Executing Formation is Tasked, the die roll modifier generated by the Order is doubled (x2) for that Turn. See the Orders Chart for other information.

Available OCs:

Support Army: Georgia MC (La Habana Command). Target Space is San Agustín, Frederica, or Savannah, depending on the current state of the MC. The Georgia MC Track indicates which target Space is to be used. If the target Space changes while the executing Flotilla is in transit, it may freely divert to the new target Space.

Support Army: Honduran MC (Cartagena Command). Target Space is always Trujillo.

Cruise

Cruise Orders simulate a variety of mundane activities: the hunt for commercial prizes, reconnaissance, general patrolling.

General Instructions:

- a) This is a generic Order, with various OCs, each listed on the Orders Chart.
- b) The Formation will 'patrol' a set Route, chosen from the list below – each corresponds to an OC. Each Route has TWO (2) ends. ONE (1) of these will be chosen as the Start Point (SP) and the other as the End Point (EP). The SP and EP can vary from Order to Order – even for the same Route – but once designated, remain the same for the current Order.
- c) The Executing Formation must move to the SP as expediently as possible. Once there, it must proceed to the EP by the most direct Route, as listed below, and thence back to the SP again. A complete journey from SP back to SP is called a Trip. 'X' Trips – depending on the Route – equates to a full Cruise and the Fulfillment of the Order. Cruising Formations must remain as close as possible to the physical coastline shown on the map.
- d) While Cruising, the Executing Formation may engage in combat in any Spaces on its Route. Interception is permitted if the potential target is within TWO (2) Spaces and could, if the Formations move correctly, be attacked at the end of the current MPI.
- e) **Important.** Alternate method of Fulfillment: if the Cruising Formation participates in a Battle and wins, the Cruise is considered Fulfilled at the end of that MPI. If the Cruising Formation participates in a Battle and loses, the Cruise is considered Failed at the end of that MPI. Otherwise the Cruise continues.

Additional Instructions:

Cruise Stations & Routes:

La Habana Station (Spanish)

Cruise Carolinas: SP La Habana; 1 Trip required (about 8 Impulses). *Clarification:* the Trip consists of ONE (1) circuit, starting and ending in La Habana. Must pass through Charles Town, Port Royal (continental) Savannah, Frederica, San Agustín, and Wilmington.

Cruise Bahamas: SP La Habana; 1 Trip required (about 7 Impulses). *Clarification:* the Trip consists of ONE (1) circuit, starting and ending in La Habana. Must pass through Nassau, Cap François, and Space #35.

Cruise Campeche: Sisal – Panuco; 1 Trip Required (about 6 Impulses). Must pass through Campeche, Espiritu Santo, Veracruz, Almeria, Tilicipozapan on each leg.

Cruise Louisiana: La Habana – Sitimacha; 1 Trip required (about 6 Impulses). Must pass through Pensacola, Fort Louis (Louisiana), and Nouvelle-Orléans.

Cruise Gulf of Mexico: SP La Habana; 1 Trip required (about 7 Impulses). *Clarification:* the Trip consists of ONE (1) circuit, starting and ending in La Habana. Must pass through Sisal, Campeche, Espiritu Santo, Veracruz, Almeria, Tilicipozapan, Sitimacha, Pensacola, Fort Louis (Louisiana), and Nouvelle-Orléans.

Cruise Islands: San Juan – Santiago; 1 Trip required (about 5 Impulses). Must pass through Christiansted, Santo Domingo, Cap François, the Mona Passage, and the Windward Passage.

Cartagena Station (Spanish)

Cruise Mosquito Coast: Hanover Bay – Blewfields; 1 Trip (about 4 Impulses). Must pass through Bellese, San Fernando de Omoa, Roatán, Trujillo, Black River, and Moskitos on each leg.

Cruise Panama: Blewfields – Cartagena de Indias; 2 Trips (about 4 Impulses). Must pass through Chagres, Portobelo, Nombres de Dios, and Tolu on each leg.

Cruise New Granada: Cartagena de Indias – Maracaibo; 1 Trip (about 5 Impulses). Must pass through Sabanilla, Santa Marta, Coro, and Rio de la Hacha on each leg.

Cruise Venezuela: Puerto Cabello – Carúpano; 1 Trip required (about 6 Impulses). Must pass through La Guaira, Puerto Piritu, and Cumana on each leg.

French Command

Cruise Hispaniola: SP Cap François; 1 Trip required (about 5 Impulses). *Clarification:* the Trip consists of ONE (1) circuit, starting and ending in Cap François. Must pass through Petit-Gôave, Port Louis, and Santo Domingo. In the process must make a complete circuit of the island of Hispaniola.

Cruise Leewards: SP Fort Louis; 1 Trip (about 4 Impulses). *Clarification:* the Trip consists of ONE (1) circuit, starting and ending in Fort Louis (Grenada). Must pass through Roseau, Guadeloupe, Carénage, and Bridge Town.

Cruise Windwards: SP Port Louis (Hispaniola); 1 Trip (about 10 Impulses). *Clarification:* the Trip consists of ONE (1) circuit, starting and ending in Port Louis. Must pass through English Harbour, St. Kitts, Charlotte Amalie, Christiansted, and St. Maartin.

Interdiction

Interdiction' also covers the rather loose port blockades attempted during this period (for some reason it proved difficult to seal off a harbour mouth during high winds).

General Instructions:

- a) One (1) Formation is Issued the Order.
- b) The Formation must move to the designated Station (target), per the list below, and remain there for a period of not less than eight (8) consecutive Impulses.
- c) While Executing an Interdiction Order, the Assigned forces may not voluntarily initiate Battle, except in the target Space.

List of Targets: (each has its own Orders chit; Spanish Orders are specific to either ONE (1) or TWO (2) Commands, as noted on the counters).

La Habana

Savannah, Yucatan Channel (Space #13).

Cartagena

Jamaica (Port Royal), Roatán, English Harbour*

French (only after the *France Declares War* Event has occurred)

English Harbour,* St. Kitts

**Eligible for French and Cartagena Commands*

Additional Instructions:

None

Order Availability Chart

Order		Available	Unavailable
Generic			
RVO	x2	Always; keep on hand	–
Escort	x5	Always; keep on hand	–
Special			
Amphibious Assault	1x2 F	<i>France Declares On Britain War</i> Event has occurred	Any other time.
RCG Convoy	x1	Always; keep on hand like Escort & RVO Orders	–
Support Army			
Georgia MC	x1	Georgia MC is Active	Georgia MC is Inactive
Honduran MC	x1	Honduran MC is Active	Honduran MC is Inactive
Cruise			
Carolinas	H	Always	–
Bahamas	H	Always	–
Campeche	H	Always	–
Louisiana	H	Always	–
Gulf of Mexico	H	Always	–
Islands	H	Always	–
Mosquito Coast	C	Always	–
Panama	C	Always	–
New Grenada	C	Always	–
Leewards	F	<i>France Declares On Britain War</i> Event has occurred	Any other time
Windwards	F	<i>France Declares On Britain War</i> Event has occurred	Any other time
Venezuela	C	Always	–
Interdiction			
Blockade Roatán	C	Always	–
Blockade Savannah	H	Always	–
Blockade Jamaica	C	Always	–
Blockade English Harbour	FC	<i>France Declares On Britain War</i> Event has occurred	Any other time
Blockade St. Kitts	F	<i>France Declares On Britain War</i> Event has occurred	Any other time
Yucatan Channel	H	Always	–
Show of Force			
Margarita	FC	Always	–
Roatán	FC	Always	–
Bermuda	FH	Always	–
Bahamas	FH	Always	–
Tortola	FH	Always	–
Jamaica	FC	Always	–

Bourbon Trade Convoy Chart

Home Convoys & Azogues

Depending on the time of Year a Home Convoy will either Assemble off map, enter the map as a Reinforcement, and proceed to a designated Port, or Assemble at a designated Port and leave the map, Disbanding at the end of the following Turn. (*Clarification:* Disbandment is delayed by a Turn to prevent the immediate return of any attached Escort.)

Convoys entering the map are termed Inbound Convoys, and Convoys leaving the map are termed Outbound Convoys. In any given Year there will be:

- TWO (2) cycles of ONE (1) pair of Inbound *French* Home Convoys, followed by ONE (1) pair of Outbound *French* Home Convoys. Only TWO (2) *French* Home Convoy pairs may enter the map per Year; only TWO (2) *French* Home Convoy pairs may leave the map per Year. No more than ONE (1) pair may be on the map at any given time. Each pair enters the map simultaneously and Assembles for departure simultaneously.
- TWO (2) cycles of ONE (1) Inbound *Royal Spanish* Home Convoy, followed by ONE (1) Outbound *Royal Spanish* Home Convoy. Only TWO (2) *Royal Spanish* Home Convoys may enter the map per Year; only TWO (2) *Royal Spanish* Home Convoys may leave the map per Year. No more than ONE (1) *Royal Spanish* Home Convoy may be on the map at any given time.

The *Azogues* Convoy (*Ex. Rule 2.66*) is a special case. It is purely an Inbound Convoy and appears independently of any other Home Convoy.

The *Real Compañía Guipuzcoana* Convoy (*Ex. Rule 2.67*) also appears independently, either Inbound or Outbound. An Order (the *RCG* Convoy Order) must be Issued for it to Assemble. The OC is kept on hand for when the *RCG* Convoy is generated.

The timing of Assembly of a Contingent's Outbound Convoy is dependent on the Assembly of a Contingent's Inbound Convoy:

- 1) Find the current Turn and roll ONE (1) die. If the die result fall within the listed range, and if no Home Convoy is currently Assembled, on or off map, an Inbound Home Convoy is Assembled off map.
- 2) Once Assembled, the Inbound Convoy is *eligible* to enter the map in the following Operations Phase. All Inbound Home Convoys entering the map do so where determined by the Map Entry Table and must proceed as directly and expediently as possible to their designated Port, where they will Disband.
- 3) *French* Home Convoys appear in pairs, and have TWO (2) possible destinations, based upon their Entry Space (see below). Roll entry separately for each element of the pair, per the Map Entry Table. This will determine that element's destination.
- 4) After a Home Convoy has Disbanded or Scattered, begin checking for the Assembly of the Outbound Home Convoy. A DRM (given in brackets) may apply, based upon the Turn the Inbound Convoy was Assembled. A minimum of ONE (1) Turn must elapse before the Outbound Convoy can be Assembled. Matching Outbound *French* Convoy pairs Assemble simultaneously; only ONE (1) Assembly die roll is required for each pair.
- 5) All Outbound Home Convoys leaving the map do so via the *Cape Hatteras* SZ. They must proceed as expediently as possible to the SZ. *Exception:* the *Azogues* Convoy is strictly an Inbound Convoy and has no Outbound component.
- 6) The Assembly of the *Real Compañía Guipuzcoana* Convoy also depends on the availability of its component Sail, and whether its Order has been Issued – see *Ex. Rule 2.67*.

The Designated Port for Inbound Convoys varies by Contingent, as does the Assembly Port for Outbound Convoys:

French:

- Entry Spaces A & B: Inbound Destination *Cap François*, Outbound Assembly *Port Louis*.
- Entry Spaces C, D, & E: Inbound Destination *Fort Royal*, Outbound Assembly *Fort Royal*.

Royal Spanish: Inbound Destination *Cartagena de Indias*, Outbound Assembly *La Habana*.

Azogues: Inbound Destination *Veracruz*. Outbound Assembly not applicable.

Caracas Company: Inbound Destination *La Guaira*, Outbound Assembly *La Guaira*.

French Home Convoys: for each Inbound Convoy pair roll ONCE (1) on *French* column of the RRT with a -3 DRM. Any Sail generated may immediately be Assigned to the Convoys as Escorts, distributed as desired.

Home Convoys & Azogues Assembly Table

Current Turn	Inbound Assembly				Current Turn	Outbound Assembly		
	<u>Royal Spanish</u>	<u>Azogues</u>	<u>RCG</u>	<u>French</u>		<u>Royal Spanish</u> ‡	<u>RCG</u>	<u>French</u>
Oct-Nov	0-2	0-2	0-3	0-6	Feb-Mar	0-1	0-2	0-6
Nov-Dec	0-3	0-2	0-4	0-7	Mar-Apr	0-2	0-5	0-9
Dec-Jan	0-3	0-3	0-5	0-8	Apr-May	0-3	0-6	0-2
Jan-Feb	0-1	0-3	0-2	0-6	May-Jun	0-4	0-7	0-7
Feb-Mar	0-2	0-4	0-3	0-7	Jun-Jul	0-7	0-9	0-9
Mar-Apr	0-3	0-4	0-4	0-8	Jul-Aug	0-9	–	–

‡ Apply the *La Habana* Viceroy ADM DRM (*Ex. Rule 2.56*) to the Outbound *Royal Spanish* column
 French Home Convoys generate as pairs with ONE (1) die roll per pair.
 Home Convoys may not Assemble until at least ONE (1) Turn after they Disband.

Local Convoy Assembly Table

Local Trade Convoys may Assemble on any of the following Turns, with the chances given. A maximum of TWO (2) Spanish and TWO (2) French Local Convoys may be in existence at any given time. Each Turn, ONE (1) die is rolled for each Bourbon Command.

Oct-Nov through Jan-Feb Turns

Assemble on die roll of 0-2

Feb-Mar through Jun-Jul Turns

Assemble on die roll of 0-3

DRMs: for Spanish Convoys apply the associated Viceroy's ADM modifier (*Ex. Rule 2.56*).

Most Trade Convoys 'service' Ports along a set route. When a Convoy is to be Assembled, Roll ONE (1) die. The result determines the Assembly location. Assembly takes place immediately. In the following Turn, the Convoy must pass through each of the listed Ports, expending ONE (1) MPI at each Port in addition to the MPI required to enter the Space. No extra MPI expenditure is required at Port Royal, nor at the Assembly Port. The Convoy may not enter a SZ until it is ready to move toward the Convoy's Final Destination.

Die Roll	Convoy	Assemble At	Final Destination
<u>French</u>			
0-4	Windwards	Fort Louis (Grenada)	Fort Royal
Route: proceed to Carénage, Roseau, Guadaloupe, then as directly as possible to Fort Royal			
5-7	Hispaniola	Cap François	Port Louis
Route: proceed to Petit-Goâve, Port Louis, then as directly as possible to Cap François.			
8	Mississippi	Nouvelle Orléans	Cap François
Route: proceed by the most expedient route directly from Assembly Port to Destination.			
9	Mississippi	Cap François	Nouvelle Orléans
Route: proceed by the most expedient route directly from Assembly Port to Destination.			

Local Convoys			
Die Roll	Convoy	Assemble At	Final Destination
<u>Spanish Cartagena Command</u>			
0-1	Cartagena Run	Cartagena de Indias	La Habana
Route: proceed by the most expedient route directly from Assembly Port to Destination.			
2-3	Venezuela Coast	Cartagena de Indias	Cumana
Route: proceed to Santa Marta, Rio de la Hacha, Maracaibo, then as directly as possible to Cumana			
4-5	Venezuela Coast	Cumana	Cartagena de Indias
Route: proceed to Maracaibo, Rio de la Hacha, Santa Marta, then as directly as possible to Cartagena			
6-7	Panama	Cartagena de Indias	San Fernando de Omoa
Route: proceed to Portobelo, Trujillo, then as directly as possible to San Fernando de Omoa			
8-9	Panama	San Fernando de Omoa	Cartagena de Indias
Route: proceed to Trujillo, Portobelo, then as directly as possible to Cartagena de Indias			
<u>Spanish La Habana Command</u>			
0-1	Veracruz Run	Veracruz	La Habana
Route: proceed by the most expedient route directly from Assembly Port to Destination.			
2-3	Veracruz Run	La Habana	Veracruz
Route: proceed by the most expedient route directly from Assembly Port to Destination.			
4	Campeche	San Francisco de Campeche	Veracruz
Route: proceed to Sisal, Espiritu Santo, Almeria, Panuco, then as directly as possible to Veracruz.			
5	San Agustín Run	San Agustín	La Habana
Route: proceed by the most expedient route directly from Assembly Port to Destination.			
6-7	Hispaniola	La Habana	San Juan
Route: proceed to Santiago de Cuba, Santo Domingo, then as directly as possible to San Juan			
8-9	Hispaniola	San Juan	La Habana
Route: proceed to Santo Domingo, Santiago de Cuba, then as directly as possible to La Habana			

Important. In all Minor Scenarios and with any Campaign Start after 1740, it is assumed that all possible Home Convoys have arrived and Disbanded and their Homebound components are now eligible for Assembly on map. *Exception:* in scenarios where the French begin with no Sail on the map, no Home Convoy has yet arrived.

SCENARIOS – OVERVIEW

SCENARIO STRUCTURE

There are FIVE (5) Minor Scenarios covering the years 1739-1743. Each lasts ONE (1) Year. After the listings for the Campaign Scenarios there are FIVE (5) more Minor Scenarios, covering the years 1744-1748. This period saw no major operations, but does include France as a combatant.

Both the Campaign and Extended Campaign scenarios start with the July-August Turn of 1739. **Optional.** Since the Campaign begins during the Hurricane season of 1739, players are free to use the 1740 scenario start.

Alternatively, any series of Years can be played as a partial Campaign beginning with the start of the Administrative Phase of Turn One of the chosen starting Year. When playing a 'mid-war' Campaign, ignore the information found in all scenario listings other than the scenario being used as the Start Year.

All the Minor Scenarios should be playable in THREE (3) hours or less (roughly TEN (10) minutes per Turn). The standard Campaign should be playable in a weekend.

EVENTS & ORDERS

Events that have occurred prior to scenario start are listed by name, as are those Military Campaigns that have been triggered and could therefore be Active. MC Status is also given. All other Events can occur as the Political Event Flow Chart allows.

Available Orders are noted on a chart at the back of the Orders portion of this booklet (before the Trade Convoy Chart).

DEPLOYMENT

General Listings

The players' forces are listed as Sail (by Class) and Auxiliaries (also by Class). Listings are given for specific Ports or other locations. Occasionally, an 'any Port' or 'Recovery Box' listing is given.

Historical/Design Note: although many ships could be at sea in the winter – usually cruising – for game purposes forces are nearly always placed at the Port most suitable as the 'base' for said cruises.

For historical interest, and for those wishing to employ the optional rule on named ships, ships' names have been provided.

Historical/Design Note: frigates and lighter vessels often operated alone, due to their small numbers. For game purposes, they have been grouped as 'assets', but the various 'teams' are arbitrary and frequently changed. The priority of assignment for these OOBs was ship location, then arrangement into Auxiliaries.

Formation Counters & Dummies

All Unformed Formation counters and Dummies in the counter mix are always available. A short delay may be imposed on availability when a Formation exits the map.

Forces

All non-Mixed Role Sail must be Assigned to Squadrons. Mixed Role may be Assigned to Squadrons or deployed as Auxiliaries. Squadrons may be freely Subordinated to Flotillas (and Convoys, if present) at game start. Sail may be In Ordinary or Fitting Out. Sail may only be Ready if so noted in the set up instructions. Once Squadrons are Formed and Subordinated, all Auxiliaries must be Assigned. *Exception:* Auxiliaries may occasionally be relegated to the Recovery Box.

Corsairs

The Bourbon player has TWO (2) French and FIVE (5) Spanish Privateers. These are deploy in any eligible CZs. All SIX (6) Pirates must also be deployed, in the CZ bearing the same name as the counter. Corsairs are deployed last.

Damage

Damage Points are allocated by Command. The players may allocate the DPs for a given Command as they see fit among any Squadrons (not Convoys) located within the Command's geographical area. If Convoys are present they will be specifically assigned a number of DPs.

Leaders & Personages

Starting Fleet Admiral and Command Admirals are named. All other Leaders are drawn randomly from the Officers' Mess when Posted. 'Notional' is not the name of a Leader, it means there is no Leader. Starting Personages are also listed.

Reinforcements & Withdrawals

Only special (scheduled) Reinforcements and Withdrawals are listed.

Historical Reinforcements and Withdrawals are listed at the end of the booklet. These may be used in lieu of the random generation of same if the players agree to follow the listings throughout the game. Reinforcements and Withdrawals mandated by Event, however, are always taken per the Event instructions (they are based upon the historical data).

INITIAL CONDITIONS

Player A: Bourbon in every scenario.

Weather: Starting Weather is always determined randomly.

Prestige

Unless otherwise noted, Prestige for both players is initially set at EIGHT (8) in each scenario. You may adjust the starting Prestige for one player or the other as a handicap.

1739 – RULE BRITANNIA

The War of Jenkins' Ear officially began on October 23rd (New Style) 1739, but hostilities broke out as early as July, with Commodore Brown at Jamaica conducting active patrolling and imposing a weak blockade against La Habana. In the Fall, Vice Admiral Vernon arrived with reinforcements and before the year was out had sacked Portobelo on the Spanish Main. This victory led to Vernon's greatest legacy after his institution of the grog ration – that great alternate British anthem, Rule Britannia.

SCENARIO STARTS ON THE JULY-AUGUST TURN OF 1739.

EVENTS & MILITARY CAMPAIGNS

- *War Start* Event has occurred.
- No Active MCs. Initial Status per the PEFC. The *Georgia* and *Honduran* MCs are eligible to become Active.

FORCES

La Habana Station

At La Habana, In Ordinary

- SOL x1: Santiago (60)
- SOL(D) x1: Genoves (54)
- Frigates x1: Conception (22)

At La Habana

- SOL x1: San Juan Bautista (54)
- Light Auxiliaries x1: [San Nicholas (16)]

At Veracruz

- Frigates x2: San Cateyano (24), San Cristobel (30)
- Light Auxiliaries x1: [Trionfo (18.6), Tifone (16)]

Confusingly, San Cristobel's second name was also Trionfo or Triunfo. However, the similarity of the names actually suggests she was indeed based at Veracruz, probably in bad shape, since she was scrapped at the end of 1740.

At Santo Domingo

- SOL x2: Europa (64), Dragon (64)

Cartagena Station

At Cartagena de Indias

- SOL x2: Conquistador #1 (62), Africa (64)
- Frigates x2: Santa Barbara (24), Habanera (24)
- Light Auxiliaries x1: [San Pedro, Santa Rosa]
- Bombs x1: [2 vessels; unknown names]

At Portobelo

- SOL(D) x1: Bizarra (50)
- Frigates x1: Astrea (30)

Caracas Company

At Caracas

- SOL(D) x4: San José (52), Nuest' Señora del Coro (50), San Ignacio de Loyola (50), Santa Ana (50)
- Frigates x5: El Jupiter, La Galera Guipuzcoana, La Susana, San Sebastian (30), El Santiaguillo (16)
- Light Auxiliaries x1: [El Réal de Portobelo]

Only El Santiaguillo (Santiago) and San José are named at La Guaira, the port of Caracas. (San José was captured in the spring of 1740.) However, the Company only operated 4-5 ships at a time, supplemented by a similar number of frigates. Light vessels were used as Guarda Costas. Therefore, it is quite possible the entire flotilla was present at Caracas, with perhaps the lighter ships patrolling or making fast cargo runs.

The French

- None

There is no evidence that the French had any warships in commission in the West Indies prior to 1740. There may have been privateers, though since France and Britain were at peace they would be classed as pirates. The various ports may have had small vessels for defence but these have not been recorded. In any case, the French are not a threat in this scenario and can be ignored.

FLEET ACCRUED DAMAGE POINTS

- French: ZERO (0)
- La Habana Station: TWO (2)
- Cartagena Station: SIX (6)

FLEET/COMMAND ADMIRALS

- Fleet Admiral: Tenente General **Blas de Lezo**
- French: None
- La Habana Station: Tenente General **Blas de Lezo**
- Cartagena Station: None

LAND UNITS

At La Habana

Personage:

- *Capitán-General de Cuba* Don Juan Francisco **Güemes de Horcasitas**

Units:

- Regimiento Fijo de La Habana x4 counters
- Batallón de Milicia x2 counters
- Granaderos x1 counter
- Real Infantería de Marina x1 counter

At Santiago de Cuba

Units:

- Regimiento Fijo de La Habana x4 counters
- Batallón de Milicia x1 counter

At San Agustín

Personage:

- *Gobernador* Don Manuel de **Montiano** y Luyando

Units:

- Regimiento Infantería Florida x4 counters

At Cartagena de Indias

Personage:

- *Virrey de Nueva Granada* Don Sebastián de **Eslava y Lazaga**

Units:

- Regimiento Fijo de Cartagena x2 counters
- Batallón de Milicia x2 counters
- Granaderos x1 counter
- Real Infantería de Marina x1 counter

At Port Louis

Units:

- Compagnies Franches de la Marine x4 counters
- Compagnies Franches de la Marine (Marines) x2 counters
- Compagnies de Milice et Filibusters x3 counters
- Régiment Suisse Karrer x1 counter

At Cap François and/or Petit-Goâve

Units:

- Compagnies Franches de la Marine x3 counters
- Compagnies de Milice et Filibusters x3 counters
- Régiment Suisse Karrer x1 counter

At Nouvelle-Orléans

Units:

- Compagnies Franches de la Marine x2 counters
- Régiment Suisse Karrer x1 counter

1740 – OLD GROG & PEGLEG

After refitting at Port Royal over the winter, Vice Admiral Vernon began to reconnoitre the Main, particularly Cartagena de Indias, one of the loading points for the Flota des Indias that shipped Peruvian silver and Far Eastern merchandise to Spain. Cartagena was too strong to take with the troops he had available, so Chagres, on the Isthmus of Panama – another loading point and also a coast guard base – was sacked instead. Meanwhile, an attempt on San Agustin, Florida, was made by local forces based out of Georgia and South Carolina, with no result. Without further reinforcements and with no stores for refitting his ships, Vernon's options were limited. Cruises were attempted but his ships quickly wore out. Later in the year the British were effectively pinned by the arrival of two large squadrons, one Spanish and the other French. Though at first Vernon expected the enemy to play a passive role, by year's end it appeared they were planning an assault against Jamaica...

EVENTS & MILITARY CAMPAIGNS

- War Start Event has occurred.
- No Active MCs. Initial Status per the PEFC. The *Georgia* and *Honduran* MCs are eligible to become Active.

FORCES

La Habana Station

At La Habana

- SOL x2: Santiago (60), Europa (64)
- SOL(D) x2: San Juan Bautista (54), Genoves (54)
- Frigates x1: Conception (22)

At Veracruz

- SOL(D) x1: Bizarra (50)
- Frigates x1: San Cateyano (24)

Cartagena Station

At Cartagena de Indias

- SOL x4: Africa (64), Conquistador #1 (62), Dragon (60), San Carlos (62)
- Frigates x2: Santa Barbara (24), Habanera (24)
- Light Auxiliaries x1: [San Pedro, Santa Rosa]
- Bombs x1: [2 vessels; unknown names]

At San Juan

- SOL x1: Asia (64)

Caracas Company

At Caracas, Puerto Cabello, and/or Off Map (in any mix)

- SOL(D) x4: Nuest' Señora del Coro (50), San Ignacio de Loyola (50), Santa Ana (50), San José (52)
- Frigates x6: El Jupiter, La Galera Guipuzcoana, La Susana, San Sebastian (30), El Harrison-La Vizzara (16), El Jasón
- Light Auxiliaries x1: [San Francisco-Xavier, El Réal de Portobelo]

The French

- None

As in the 1739 scenario, there is no evidence that the French had any warships in commission in the West Indies at the time this scenario begins. However, a large contingent does arrive as reinforcements (see below).

FLEET ACCRUED DAMAGE POINTS

- French: ZERO (0)
- La Habana Station: ZERO (0)
- Cartagena Station: EIGHT (8)

FLEET/COMMAND ADMIRALS

- Fleet Admiral: Tenente General **Blas de Lezo**
- French: None
- La Habana Station: Tenente General **Blas de Lezo**
- Cartagena Station: None

LAND UNITS

At La Habana

Personage:

- Capitán-General de Cuba Don Juan Francisco **Güemes de Horcasitas**

Units:

- Regimiento Fijo de La Habana x4 counters
- Batallón de Milicia x2 counters
- Granaderos x1 counter
- Real Infantería de Marina x1 counter

At Santiago de Cuba

Units:

- Regimiento Fijo de La Habana x4 counters
- Batallón de Milicia x1 counter

At San Agustín

Personage:

- Gobernador Don Manuel de **Montiano** y Luyando

Units:

- Regimiento Infantería Florida x4 counters

At Cartagena de Indias

Personage:

- Virrey de Nueva Granada Don Sebastián de **Eslava y Lazaga**

Units:

- Regimiento Fijo de Cartagena x2 counters
- Batallón de Milicia x2 counters
- Granaderos x1 counter
- Real Infantería de Marina x1 counter

Spanish Strategic Reserve

Units:

- Regimiento Infantería America x4 counters

The *America Regiment* belongs to the Personagealty of Peru. During any R&R Step the Bourbon player may expend ONE (1) point of Prestige to place these Units at *Chagres*, *Portobelo*, and/or *Nombres de Dios*. During the course of play these Units may move between these Ports but may never move to other Ports.

At Port Louis

Units:

- Compagnies Franches de la Marine x4 counters
- Compagnies Franches de la Marine (Marines) x2 counters
- Compagnies de Milice et Filibusters x3 counters
- Régiment Suisse Karrer x1 counter

At Cap François and/or Petit-Goâve

Units:

- Compagnies Franches de la Marine x3 counters
- Compagnies de Milice et Filibusters x3 counters
- Régiment Suisse Karrer x1 counter

At Nouvelle-Orléans

Units:

- Compagnies Franches de la Marine x2 counters
- Régiment Suisse Karrer x1 counter

SCHEDULED REINFORCEMENTS

Enter Map Using The Map Entry Table

De Torres' Squadron

De Torres' Squadron appears on a die roll of FOUR or less (≤ 4) on the August Turn of 1740, a die roll of EIGHT or less (≤ 8) on the August-September Turn of 1740, or automatically on the September-October Turn of 1740.

- Tenente General Rodrigo **de Torres**
- Flagship: San Felipe (84)
- SOL x12: Galicia (70), San Carols (60), Principe (70), Reiña (70), Santa Ana (70), Andalucia (62), Castilla (60), Fuerte #1 (60), Nueva España (60), Réal Familia (60), San Luis (62), San Antonio (60)
- Light Auxiliaries x2: [Pingüe, Isabela], [Hermoso, Santa Marta]

Historically, Galicia and San Carlos arrived separately, and earlier. Andalucia was wrecked on arrival.

Accompanying Spanish Troop Convoy (may also be Transported on Sail of de Torres' Squadron)

Arrives with de Torres' Squadron

- Regimiento de Dragones Itálica x2 counters
- Regimiento Infantería Toledo x2 counters
- Regimiento Infantería Vitoria x2 counters
- Regimiento Infantería Lisboa x2 counters
- Regimiento Infantería Navarra x2 counters
- Regimiento Infantería Aragón x2 counters
- Regimiento Infantería España x2 counters
- Regimiento Infantería Granada x2 counters

Brest Squadron

The Brest Squadron appears on a die roll of FOUR or less (≤ 4) on the September-October Turn of 1740, a die roll of EIGHT or less (≤ 8) on the October Turn of 1740, or automatically on the October-November Turn of 1740.

- Lieutenant-Général M. le Duc **d'Antin**
- SOL x7: Dauphin Royal (74), Juste (74), Bourbon (74), Lys (74), Achille (64), Ardent (64), Fleuron (64)
- SOL(D) x4: Mercure (54), Argonaute (44), Gloire (46), Parfaite (46)
- Frigates x1: Astrée (30)
- Light Auxiliaries x1: [Fée (12), Gaillarde]

Historically, Argonaut made a side trip to Senegal, arriving in theatre in January.

Toulon Squadron

The Toulon Squadron appears on a die roll of FOUR or less (≤ 4) on the October Turn of 1740, a die roll of EIGHT or less (≤ 8) on the October-November Turn of 1740, or automatically on the November-December Turn of 1740.

- Chef d'Escadre M. de la **Roche-Allart**
- SOL x5: Ferme (74), Conquérant (68), Eole (64), Léopard (62), Toulouse (62)
- SOL(D) x3: Tigre (56), Alcide (54), Diamante (54)

Additional Elements of the Squadron

The remainder of the Toulon Squadron appears on a die roll of SIX or less (≤ 6) on the November-December Turn of 1740, or automatically on the December-January Turn of 1741.

- Lieutenant-Général le Chevalier de **Roquefeuil**
- SOL x3: Superbe (74), Sainte Louis (64), Triton (56)
- SOL(D) x1: Amazon (46)

1741 – CARLOS DON'T SURF

The Cartagena campaign

The ease with which Vice Admiral Vernon dealt with Portobelo and Chagres, and the lack of response when he probed Cartagena de Indias, led the British to underestimate their opponent. A grand attack on Cartagena was planned for 1740, to involve nearly 10,000 troops. About 6,000 of the men were to be shipped from England – 2 regular regiments and 6 newly raised 'Marine' regiments. The latter were not marines at all, but the name was given in an attempt to persuade recruits that although they were headed to the West Indies they would be serving aboard ship and not dying in some fever swamp. 3,500 more men were sent from the American Colonies. These, Gooch's Regiment, were employed as true marines. What with one thing and another, the convoy from England got off to a late start; by the time it was ready to leave the French and Spanish had both sent large squadrons to the Caribbean. France and Britain were not at war, but France had openly declared her intention to intervene if the British tried to capture a Spanish possession. So, more and more ships had to be added, delaying their departure. It was not until the turn of the year that Rear Admiral Sir Chaloner Ogle arrived at Port Royal. The attack on Cartagena was a disaster. The well liked and capable General Cathcart died before the operation began. He was replaced by General Wentworth, who had never held a field command. Army-Navy cooperation was abysmal, relations with the Colonials who comprised nearly half the expedition were even worse, and, despite similar contention within the enemy command, the British only managed to take a couple of outworks. All the Spanish ships at the port were lost, and one captured, but the Royal Navy also lost heavily, and the Army's strength dropped from 10,000 to 2,000 – in all, British may have lost as many as 18,000 men, mostly to fever. Vernon and Wentworth attempted to salvage the situation by attacking Santiago de Cuba with their remaining forces, but that endeavour also panned out. This was the last attempt to stage a major invasion in the region. In the new year, events in Europe would lead to the recall of many ships.

EVENTS & MILITARY CAMPAIGNS

- War Start Event has occurred.
- No Active MCs. Initial Status per the PEFC. The Georgia and Honduran MCs are eligible to become Active.

FORCES

La Habana Station

At La Habana

- SOL IN ORDINARY x2: Glorioso (70), Invencible (70)
- SOL x11 IN READY STATE: Principe (70), Reina (70), Santa Ana (70), Castilla (60), Santiago (60), Fuerte #1 (60), León (60), Nueva España (60), Real Familia (60), San Luis (62), San Antonio (60)
- Frigates x1: Conception (22)
- Bombs x1: [2 vessels; unknown names]

Historically, most of these ships (of de Torres' squadron) were enroute to La Habana as of February 1741.

At Veracruz

- SOL x1: Europa (64)
- SOL(D) x2: Bizarra (50) San Juan Bautista (54)
- Frigates x1: San Cateyano (24)

Cartagena Station

At Cartagena de Indias

- Flagship: San Felipe (84)
- SOL x6: Galicia (70), Africa (64), Conquistador #1 (62), Dragon (60), San Carlos (62)
- Frigates x2: Santa Barbara (24), Habanera (24)
- Light Auxiliaries x1: [San Pedro , Santa Rosa]

Caracas Company

At Caracas, Puerto Cabello, and/or Off Map (in any mix)

- SOL(D) x3: Nuest' Señora del Coro (50), San Ignacio de Loyola (50), Santa Ana (50)
- Frigates x9: El Harrison-La Vizzara, El Jasón, El Júpiter, La Galera Guipuzcoana, La Susana, San Antonio de Padua, San Joaquin, San Sebastian, San Vicente Ferrer #1
- Light Auxiliaries x2: [El Harrison-La Vizzara (16), El Réal de Portobelo], [Nuest' Señora de Soledad]

The French

At Petit-Goâve, Port Louis, and/or Cap François

At least SEVEN (7) SOL and/or SOL(D) must be located at Petit-Goâve.

- SOL x15: Dauphin Royal (74), Superbe (74), Juste (74), Bourbon (74), Lys (74), Achille (64), Ardent (64), Elizabeth (64), Fleuron (64), Sainte Louis (64), Ferme (74), Conquérant (68), Eole (64), Léopard (62), Toulouse (62)
- SOL(D) x9: Triton (56), Mercure (54), Argonaut (44), Amazon (46), Gloire (46), Parfaite (46), Tigre (56), Alcide (54), Diamante (54)
- Frigates x1: Astrée (30)
- Light Auxiliaries x1: [Fee (12), Gaillarde]

FLEET ACCRUED DAMAGE POINTS

- French: FORTY-FIVE (45)
- La Habana Station: TWENTY (20)
- Cartagena Station: SIXTEEN (16)

FLEET/COMMAND ADMIRALS

- Fleet Admiral: Tenente General **Blas de Lezo**
- French: Lieutenant-Général M. le Duc **d'Antin**
- La Habana Station: Tenente General **Blas de Lezo**
- Cartagena Station: Tenente General Rodrigo **De Torres**

LAND UNITS

At La Habana

Personage:

- Capitán-General de Cuba Don Juan Francisco **Güemes de Horcasitas**

Units:

- Regimiento Fijo de La Habana x4 counters
- Regimiento Infantería Granada x2 counters
- Regimiento de Dragones Itálica x2 counters
- Batallón de Milicia x2 counters
- Granaderos x1 counter
- Real Infantería de Marina x1 counter

At Santiago de Cuba

Units:

- Regimiento Fijo de La Habana x4 counters
- Batallón de Milicia x1 counter

At San Agustín

Personage:

- Gobernador Don Manuel de **Montiano** y Luyando

Units:

- Regimiento Infantería Florida x4 counters

At Cartagena de Indias

Personage:

- Virrey de Nueva Granada Don Sebastián de **Eslava y Lazaga**

Units:

- Regimiento Fijo de Cartagena x2 counters
- Batallón de Milicia x2 counters
- Granaderos x1 counter

- Real Infantería de Marina x1 counter
- Regimiento Infantería Aragón x2 counters
- Regimiento Infantería España x2 counters
- Regimiento Infantería Toledo x1 counter
- Regimiento Infantería Lisboa x1 counter
- Regimiento Infantería Navarra x1 counter
- Choco Indians x1 counter

At La Guaira

Units:

- Regimiento Infantería Vitoria x2 counters

Spanish Strategic Reserve

Units:

- Regimiento Infantería America x4 counters

The *America Regiment* belongs to the Personagealty of Peru. During any R&R Step the Bourbon player may expend ONE (1) point of Prestige to place these Units at *Chagres*, *Portobelo*, and/or *Nombres de Dios*. During the course of play these Units may move between these Ports but may never move to other Ports.

At Port Louis

Units:

- Compagnies Franches de la Marine x4 counters
- Compagnies de Milice et Filibusters x3 counters
- Régiment Suisse Karrer x1 counter

At Cap François and/or Petit-Goâve

Units:

- Compagnies Franches de la Marine x3 counters
- Compagnies Franches de la Marine (Marines) x2 counters
- Compagnies de Milice et Filibusters x3 counters
- Régiment Suisse Karrer x1 counter

At Nouvelle-Orléans

Units:

- Compagnies Franches de la Marine x2 counters
- Régiment Suisse Karrer x1 counter

SCHEDULED REINFORCEMENTS

- None

MANDATORY WITHDRAWAL

French

Historically, the French, who had been sent as a show of force to deter the British from making the kind of assault they were to make later in the year, left almost immediately, mainly because they had suffered badly from storms and disease, and lacked bases in the Caribbean where they could refit. They were unable to coordinate with the Spanish. For game purposes, therefore, the French departure is uncertain. The Bourbon player secretly rolls ONE (1) die at the start of the scenario:

0-6 All French Sail and Auxiliaries currently in play must leave the map before the end of the SECOND (2nd) Turn of the scenario.

7-8 All French Sail and Auxiliaries currently in play must leave the map before the end of the SUMMER QUARTERLY Turn.

9 The French may remain as long as desired, provided all Sail and Auxiliaries exit the map before the end of the scenario.

The Bourbon player is always free to exit French forces from the map prior to the official departure date, as Convoy Escorts and/or to force the Withdrawal of British forces, per *Ex. Rule 2.263*.

ONE (-1) point of Prestige is lost for each (non-Sunk) French Sail and Auxiliary that is not exited in time.

1742 – SPANISH FLY

After the failure of the Cartagena expedition there was a pause. The ships accompanying the invasion force soon left for home, and those ships that remained were badly in need of repair and refit. The Spanish, too, had only a limited number of warships, and these had to be kept ready to escort the convoys and prevent an attack on Havana. Both sides fell into the routines of convoy escort and cruising for prizes. Spain's only aggressive move was on the coast of Georgia. In reprisal for Governor Oglethorpe's attack on San Agustín in 1740, the Governor of Florida landed troops on St. Simons Island – disputed land between Florida and Georgia on which Oglethorpe had recently established a fort and a small community. In a series of skirmishes, the heavily outnumbered 'Americans' eventually forced the Spanish to evacuate.

EVENTS & MILITARY CAMPAIGNS

- *War Start* Event has occurred. *War of the Austrian Succession* Event can occur.
- No Active MCs. Initial Status per the PEFC. The *Georgia* and *Honduran* MCs are eligible to become Active.

La Habana Station

At La Habana

- SOL x10: Glorioso (70), Principe (70), Reina (70), Castilla (60), Santiago (60), Europa (64), Fuerte #1 (60), Nueva España (60), Real Familia (60), San Luis (62)
- SOL(D) x1: Bizzara (50)
- Frigates x3: Flecha (24), San Ciriaco (24), Conception (22)

Historically, Invencible was struck by lightning and blew up before her commissioning.

At Veracruz

- Frigates x1: San Cateyano (24)

Cartagena Station

At San Juan

- SOL x2: León (70), San Isidro (62)

Caracas Company

At Caracas, Puerto Cabello, and/or Off Map (in any mix)

- SOL(D) x3: Nuestr' Señora del Coro (50), San Ignacio de Loyola (50), Santa Ana (50)
- Frigates x13: El Harrison-La Vizzara, El Hércules, El Jasón, El Júpiter, La Felicidad, La Galera Guipuzcoana, La Presa, La Susana, Neptuno, San Antonio de Padua, San Joaquin, San Sebastian, San Vicente Ferrer #1
- Light Auxiliaries x2: [El Harrison-La Vizzara (16), El Réal de Portobelo], [Nuestr' Senora de Soledad, Nuestr' Señora de Aránzazu]

The French

- None

FLEET ACCRUED DAMAGE POINTS

- French: ZERO (0)
- La Habana Station: TWENTY (20)
- Cartagena Station: TWENTY (20)

FLEET/COMMAND ADMIRALS

- Fleet Admiral: Tenente General Rodrigo **De Torres**
- French: None
- La Habana Station: Tenente General Rodrigo **De Torres**
- Cartagena Station: None (Bourbon player may randomly draw from the Officers' Mess at the next available opportunity)

LAND UNITS

At La Habana

Personage:

- Capitán-General de Cuba Don Juan Francisco **Güemes de Horcasitas**

Units:

- Regimiento Fijo de La Habana x4 counters
- Regimiento Infantería Granada x2 counters
- Regimiento de Dragones Itálica x1 counter
- Batallón de Milicia x2 counters
- Granaderos x1 counter
- Real Infantería de Marina x1 counter

At Santiago de Cuba

Units:

- Regimiento Fijo de La Habana x4 counters
- Batallón de Milicia x1 counter

At San Agustín

Personage:

- Gobernador Don Manuel de **Montiano** y Luyando

Units:

- Regimiento Infantería Florida x4 counters

At Cartagena de Indias

Personage:

- Virrey de Nueva Granada Don Sebastián de **Eslava y Lazaga**

Units:

- Regimiento Fijo de Cartagena x2 counters
- Batallón de Milicia x2 counters
- Granaderos x1 counter
- Real Infantería de Marina x1 counter
- Regimiento Infantería Aragón x2 counters
- Regimiento Infantería España x2 counters
- Regimiento Infantería Toledo x1 counter
- Regimiento Infantería Lisboa x1 counter
- Regimiento Infantería Navarra x1 counter

At La Guaira

Units:

- Regimiento Infantería Vitoria x1 counter

Spanish Strategic Reserve

Units:

- Regimiento Infantería America x4 counters
- Regimiento de Dragones Almansa x2 counters
- Regimiento Infantería Portugal x2 counters
- Regimiento Caballería Milán x1 counter

The *America Regiment* belongs to the Personagealty of Peru. During any R&R Step the Bourbon player may expend ONE (1) point of Prestige to place these Units at *Chagres*, *Portobelo*, and/or *Nombres de Dios*. During the course of play these Units may move between these Ports but may never move to other Ports.

The remaining Land Units may be introduced to the map as part of any off map Troop Convoy.

At Port Louis

Units:

- Compagnies Franches de la Marine x4 counters
- Compagnies de Milice et Filibusters x3 counters
- Régiment Suisse Karrer x1 counter

At Cap François and/or Petit-Goâve

Units:

- Compagnies Franches de la Marine x3 counters
- Compagnies Franches de la Marine (Marines) x2 counters
- Compagnies de Milice et Filibusters x3 counters
- Régiment Suisse Karrer x1 counter

At Nouvelle-Orléans

Units:

- Compagnies Franches de la Marine x2 counters
- Régiment Suisse Karrer x1 counter

1743 – HOT COCOA

A strategic shift began to take place in 1743. A new Administration in Britain put more emphasis on Continental affairs. This was the year of Dettingen, where British and French troops fought each other in a major engagement for the first time, though as auxiliaries of the protagonists. Troops would no longer be available for the seizure or attempted seizure of Spanish ports, and as the French threat loomed, the Royal Navy concentrated much of its force in home waters – the price of keeping a small Army Establishment. In the Caribbean, the Royal Navy was stretched thin trying to cover every conceivable contingency. The only operation of any note was conducted by Commodore Knowles, operating out of St. Kitts and English Harbour, Antigua. Knowles was instructed to attack the facilities of the Caracas Company at La Guaira and Puerto Cabello, and to try and capture one of the towns. It was hoped this would provoke a revolt against the Company, which was not popular in Venezuela. But, once again, the attack, based on unrealistic expectations, achieved nothing beyond adding to the casualty lists.

EVENTS & MILITARY CAMPAIGNS

- *War Start* and *War of the Austrian Succession* Events have occurred.
- No Active MCs. Initial Status per the PEFC. The *Honduran* MC is eligible to become Active.

FORCES

La Habana Station

At La Habana

- SOL x8: León (70), Glorioso (70), Principe (70), Reina (70), San Isidro (60), Fuerte #1 (60), Nueva España (60), Réal Familia (60)
- SOL(D) x1: Bizzara (50)
- Frigates x3: Flecha (24), San Ciriaco (24), Conception (22)
- Light Auxiliaries: x1 [various]

At Veracruz

- SOL x3: Castilla (60), Europa (64), San Luis (62)

Caracas Company

At Caracas, Puerto Cabello, and/or Off Map (in any mix)

- SOL(D) x5: El Guipuzcoana (Nuest' Señora de la Asunción) (64), Nuestr' Señora del Coro (50), San José #3 (62), Santa Ana (50)
- Frigates x16: El Hércules, El Jasón, El Júpiter, La Amable Julie, La Felicidad, La Galera Guipuzcoana, La Hermiona, La Presa, La Susana, Neptuno, San Antonio de Padua, San Joaquin, San Sebastian, San Vicente Ferrer #1, San Vicente Ferrer, Santa Teresa de Jesus y las Animas
- Light Auxiliaries x2: [San Vincente Ferrer #2,], [Nuestr' Senora de Soledad, Nuestr' Senora de Arânzazu]

The French

- None

FLEET ACCRUED DAMAGE POINTS

- French: ZERO (0)
- La Habana Station: TWENTY (20)
- Cartagena Station: ZERO (0)

FLEET/COMMAND ADMIRALS

- Fleet Admiral: Tenente General Rodrigo **De Torres**
- French: None
- La Habana Station: Tenente General Rodrigo **De Torres**
- Cartagena Station: None (Bourbon player may randomly draw from the Officers' Mess at the next available opportunity)

LAND UNITS

At La Habana

Personage:

- Capitán-General de Cuba Don Juan Francisco **Güemes de Horcasitas**

Units:

- Regimiento Fijo de La Habana x3 counter
- Regimiento Infantería Granada x1 counter
- Regimiento Infantería Portugal x1 counter
- Regimiento de Dragones Italica x1 counter
- Regimiento de Dragones Almansa x1 counter
- Batallón de Milicia x1 counter
- Granaderos x1 counter
- Real Infantería de Marina x1 counter

At Santiago de Cuba

Units:

- Regimiento Fijo de La Habana x4 counters
- Batallón de Milicia x1 counter

At San Agustín

Personage:

- Gobernador Don Manuel de **Montiano** y Luyando

Units:

- Regimiento Infantería Florida x3 counters

At Cartagena de Indias

Personage:

- Virrey de Nueva Granada Don Sebastián de **Eslava y Lazaga**

Units:

- Regimiento Fijo de Cartagena x2 counters
- Batallón de Milicia x2 counters
- Granaderos x1 counter
- Real Infantería de Marina x1 counter
- Regimiento Infantería Aragón x2 counters
- Regimiento Infantería España x2 counters
- Regimiento Infantería Toledo x1 counter
- Regimiento Infantería Lisboa x1 counter
- Regimiento Infantería Navarra x1 counter

At La Guaira

Units:

- Regimiento de Dragones Almansa x1 counter
- Regimiento Infantería Portugal x1 counter
- Regimiento Caballería Milán x1 counter
- Regimiento Infantería Vitoria x1 counter

Spanish Strategic Reserve

Units:

- Regimiento Infantería America x4 counters

The *America Regiment* belongs to the Personagealty of Peru. During any R&R Step the Bourbon player may expend ONE (1) point of Prestige to place these Units at *Chagres*, *Portobelo*, and/or *Nombres de Dios*. During the course of play these Units may move between these Ports but may never move to other Ports.

At Port Louis

Units:

- Compagnies Franches de la Marine x4 counters
- Compagnies de Milice et Filibusters x3 counters
- Régiment Suisse Karrer x1 counter

At Cap François and/or Petit-Goâve

Units:

- Compagnies Franches de la Marine x3 counters
- Compagnies Franches de la Marine (Marines) x2 counters
- Compagnies de Milice et Filibusters x3 counters
- Régiment Suisse Karrer x1 counter

At Nouvelle-Orléans

Units:

- Compagnies Franches de la Marine x2 counters
- Régiment Suisse Karrer x1 counter

THE PRICE OF AN EAR – STANDARD CAMPAIGN 1739-1743

THE STANDARD CAMPAIGN USES THE SAME STARTING DEPLOYMENTS AS THE 1739 SCENARIO (REPRODUCED BELOW FOR QUICK REFERENCE).

SCENARIO START: JULY-AUGUST TURN OF 1739. **OPTIONAL:** USE THE 1740 SCENARIO START (SEE).

EVENTS & MILITARY CAMPAIGNS

- *War Start* Event has occurred.
- No Active MCs. Initial Status per the PEFC. The *Georgia* and *Honduran* MCs are eligible to become Active.

FORCES

La Habana Station

At La Habana, In Ordinary

- SOL x1: Santiago (60)
- SOL(D) x1: Genoves (54)
- Frigates x1: Conception (22)

At La Habana

- SOL x1: San Juan Bautista (54)
- Light Auxiliaries x1: [San Nicholas (16)]

At Veracruz

- Frigates x2: San Cateyano (24), San Cristobel (30)
- Light Auxiliaries x1: [Trionfo (18.6), Tifone (16)]

Confusingly, San Cristobel's second name was also Trionfo or Triunfo. However, the similarity of the names actually suggests she was indeed based at Veracruz, probably in bad shape, since she was scrapped at the end of 1740.

At Santo Domingo

- SOL x2: Europa (64), Dragon (64)

Cartagena Station

At Cartagena de Indias

- SOL x2: Conquistador #1 (62), Africa (64)
- Frigates x2: Santa Barbara (24), Habanera (24)
- Light Auxiliaries x1: [San Pedro, Santa Rosa]
- Bombs x1: [2 vessels; unknown names]

At Portobelo

- SOL(D) x1: Bizarra (50)
- Frigates x1: Astrea (30)

Caracas Company

At Caracas

- SOL(D) x4: San José (52), Nuest' Señora del Coro (50), San Ignacio de Loyola (50), Santa Ana (50)
- Frigates x5: El Jupiter, La Galera Guipuzcoana, La Susana, San Sebastian (30), El Santiaguillo (16)
- Light Auxiliaries x1: [El Réal de Portobelo]

Only El Santiaguillo (Santiago) and San José are named at La Guaira, the port of Caracas. (San José was captured in the spring of 1740.) However, the Company only operated 4-5 ships at a time, supplemented by a similar number of frigates. Light vessels were used as Guarda Costas. Therefore, it is quite possible the entire flotilla was present at Caracas, with perhaps the lighter ships patrolling or making fast cargo runs.

The French

- None

There is no evidence that the French had any warships in commission in the West Indies prior to 1740. There may have been privateers, though since France and Britain were at peace they would be classed as pirates. The various ports may have had small vessels for defence but these have not been recorded. In any case, the French are not a threat in this scenario and can be ignored.

FLEET ACCRUED DAMAGE POINTS

- French: ZERO (0)
- La Habana Station: TWO (2)
- Cartagena Station: SIX (6)

FLEET/COMMAND ADMIRALS

- Fleet Admiral: Tenente General **Blas de Lezo**
- French: None
- La Habana Station: Tenente General **Blas de Lezo**
- Cartagena Station: None

LAND UNITS

At La Habana

Personage:

- *Capitán-General de Cuba* Don Juan Francisco **Güemes de Horcasitas**

Units:

- Regimiento Fijo de La Habana x4 counters
- Batallón de Milicia x2 counters
- Granaderos x1 counter
- Real Infantería de Marina x1 counter

At Santiago de Cuba

Units:

- Regimiento Fijo de La Habana x4 counters
- Batallón de Milicia x1 counter

At San Agustín

Personage:

- *Gobernador* Don Manuel de **Montiano** y Luyando

Units:

- Regimiento Infantería Florida x4 counters

At Cartagena de Indias

Personage:

- *Virrey de Nueva Granada* Don Sebastián de **Eslava y Lazaga**

Units:

- Regimiento Fijo de Cartagena x2 counters
- Batallón de Milicia x2 counters
- Granaderos x1 counter
- Real Infantería de Marina x1 counter

At Port Louis

Units:

- Compagnies Franches de la Marine x4 counters
- Compagnies Franches de la Marine (Marines) x2 counters
- Compagnies de Milice et Filibusters x3 counters
- Régiment Suisse Karrer x1 counter

At Cap François and/or Petit-Goâve

Units:

- Compagnies Franches de la Marine x3 counters
- Compagnies de Milice et Filibusters x3 counters
- Régiment Suisse Karrer x1 counter

At Nouvelle-Orléans

Units:

- Compagnies Franches de la Marine x2 counters
- Régiment Suisse Karrer x1 counter

HASTA LA MUERTE – EXTENDED CAMPAIGN 1739-1748

PLAY THE STANDARD CAMPAIGN TO THE END OF 1743. CONTINUE ON WITH THE YEARS 1744 THROUGH 1748. THERE ARE NO LARGE REINFORCEMENT PACKETS OR WITHDRAWALS. VARIABLE REINFORCEMENTS FOR THE *WEST INDIES GAMBIT* EVENT AND THE *LOUISBURG* MC WITHDRAWAL CAN COME INTO PLAY. THESE ARE GROUPED WITH THE REST OF THE REINFORCEMENT/WITHDRAWAL SCHEDULES ON THE FOLLOWING PAGES.

AFTER THE REINFORCEMENT/WITHDRAWALS SECTION FOR THIS SCENARIO THERE IS A SERIES OF HISTORICAL SCENARIO STARTS FOR THE YEARS 1744 THROUGH 1748. THESE CAN BE PLAYED AS MINOR SCENARIOS OR AS CAMPAIGN STARTS.

THE EXTENDED CAMPAIGN AND CAMPAIGNS STARTING IN 1744 OR LATER END IN 1748, WITH A DIE ROLL OF THREE OR LESS (≤ 3) AS SHOWN ON THE PEFC. THE END GAME CHECK IS MADE AT THE END OF EACH ADMINISTRATIVE PHASE BEGINNING WITH THE JUNE-JULY TURN OF 1748.

Reinforcement Request Table (*Ex. Rule 2.17*)

Die Roll	British Sail	British Units	Spanish Sail	Spanish Units	French Sail	French Units
-1	4	2	4	3	4	1
0	3	1	3	2	3	1
1	2	1	2	1	3	–
2	2	–	1	1	2	–
3	1	–	1	–	1	–
4	1	–	–	–	–	–
5-8	–	–	–	–	–	–
9	-1	–	-1	–	–	–

Explanation: during the Reinforcement Step of each Quarterly Administrative Phase a player may make a request for additional Sail using the Reinforcement Request Table (RRT). Only ONE (1) attempt may be made per Fleet, per Quarterly Turn. After finding the result, the player may expend ONE (1) point of Prestige to take the next best result.

The value obtained is used to buy Sail and Auxiliaries: SOL = 1 each, SOL(D) = 1/2 each, Pair of Frigate Sail = 1 each, Light or Galley Auxiliaries = 1 each, Bombs = 2 each

Replacement Units may also be obtained, with a separate die roll. The value obtained is the number of eliminated Units that may be rebuilt.

If a negative result is obtained, remove sufficient Sail/Auxiliaries to cover the cost. These items are simply, and immediately, removed from play, they do not exit the map.

French Home Convoys: for each pair of Inbound Convoys roll ONCE (1) on *French* column of the RRT with the DRM shown below. Any Sail generated may immediately be Assigned to the Convoys as Escorts, distributed as desired.

DRMs:

- 1 for French Command if Louisburg MC Status is French
- 1 for British Fleet if Louisburg MC Status is British
- 3 for Inbound French Home Convoys, upon Assembly

CAMPAIGN SCHEDULED REINFORCEMENTS

All arrive via the Map EntryTable; Auxiliaries must be Assigned to entering Formations

DE TORRES' & D'ANTIN'S SQUADRONS

Autumn 1740

Spanish

De Torres' Squadron appears on a die roll of FOUR or less (≤ 4) on the August Turn of 1740, a die roll of EIGHT or less (≤ 8) on the August-September Turn of 1740, or automatically on the September-October Turn of 1740.

- Tenente General Rodrigo **de Torres**
- Flagship: San Felipe (84)
- SOL x12: Galicia (70), San Carols (60), Principe (70), Reiña (70), Santa Ana (70), Andalucia (62), Castilla (60), Fuerte #1 (60), Nueva España (60), Réal Familia (60), San Luis (62), San Antonio (60)
- Light Auxiliaries x2: [Pingüe, Isabela], [Hermoso, Santa Marta]

Historically, Galicia and San Carlos arrived separately, and earlier. Andalucia was wrecked on arrival.

Accompanying Spanish Troop Convoy (may also be Transported on Sail of de Torres' Squadron)

Arrives with de Torres' Squadron

- Regimiento de Dragones Itálica x2 counters
- Regimiento Infantería Toledo x2 counters
- Regimiento Infantería Vitoria x2 counters
- Regimiento Infantería Lisboa x2 counters
- Regimiento Infantería Navarra x2 counters
- Regimiento Infantería Aragón x2 counters
- Regimiento Infantería España x2 counters
- Regimiento Infantería Granada x2 counters

French

Brest Squadron

The Brest Squadron appears on a die roll of FOUR or less (≤ 4) on the September-October Turn of 1740, a die roll of EIGHT or less (≤ 8) on the October Turn of 1740, or automatically on the October-November Turn of 1740.

- Lieutenant-Général M. le Duc **d'Antin**
- SOL x7: Dauphin Royal (74), Juste (74), Bourbon (74), Lys (74), Achille (64), Ardent (64), Fleuron (64)
- SOL(D) x4: Mercure (54), Argonaute (44), Gloire (46), Parfaite (46)
- Frigates x1: Astrée (30)
- Light Auxiliaries x1: [Fée (12), Gaillarde]

Historically, Argonaut made a side trip to Senegal, arriving in theatre in January.

Toulon Squadron

The Toulon Squadron appears on a die roll of FOUR or less (≤ 4) on the October Turn of 1740, a die roll of EIGHT or less (≤ 8) on the October-November Turn of 1740, or automatically on the November-December Turn of 1740.

- Chef d'Escadre M. de la **Roche-Allart**
- SOL x5: Ferme (74), Conquérant (68), Eole (64), Léopard (62), Toulouse (62)
- SOL(D) x3: Tigre (56), Alcide (54), Diamante (54)

Additional Elements of the Squadron

The remainder of the Toulon Squadron appears on a die roll of SIX or less (≤ 6) on the November-December Turn of 1740, or automatically on the December-January Turn of 1741.

- Lieutenant-Général le Chevalier de **Roquefeuil**
- SOL x3: Superbe (74), Sainte Louis (64), Triton (56)
- SOL(D) x1: Amazon (46)

WEST INDIES GAMBIT FORCES

Roll THREE (3) times on the RRT (French Sail Column) with a MINUS FIVE (-5) DRM. Use the points gained to buy SOL, SOL(D), Frigates, and Light Auxiliaries. Other Sail/Auxiliary Classes cannot be bought. No Land Units are received.

SPANISH NEW BUILDS (*Ex. Rule 2.175*)

The following Sail are available at *La Habana* in the Years listed. At the start of each Year, roll ONE die and add TWO to the result (1D10 +2). The value obtained is the Turn in which all the New Builds for that Year are received.

1740: SOL x2 (Invencible (70), Glorioso (70))

1742: SOL x1 (Dragon #2 (64))

1743: SOL x2 (Nueva España (64), Reina #2 (70)) – *historically, a rebuild of the original Reina*

1744: SOL x1 (Invencible #2 (70)) – *the original blew up in the dockyards in 1741*

1745: SOL x1 (Conquistador #2 (64))

1746: SOL x2 (Nueva África (70), Vencedor (70))

1748: SOL x1 (Tigre (74))

OTHER REINFORCEMENTS

Naval

Use the RRT and recycle Escorts per *Ex. Rule 2.615*.

Land

In the FIRST (1st) R&R Step of the listed Year, add:

1742: *Regimiento de Dragones Almansa* x2; *Regimiento Infantería Portugal* x2, *Regimiento Caballería Milán* x1 All enter with any Spanish Troop Convoy(s)

1746: ONE (1) *Compagnie de Cannoniers-Bombardiers* Land Unit at Nouvelle-Orléans

1747: ONE (1) *Compagnie de Cannoniers-Bombardiers* Land Unit at Port Louis

CAMPAIGN MANDATORY WITHDRAWALS

ONE (1) point of Prestige is lost for every TWO (2) SOL or Frigate Sail, for each Auxiliary, and for each Unit (including the General) that is not exited in time. Frigates may exit as Sail or as ONE (1) Fleet Auxiliary composed of TWO (2) Frigates.

Auxiliaries must be attached to a Formation.

WITHDRAWAL OF D'ANTIN'S SQUADRON

1741 – Variable Departure

Historically, the French, who had been sent as a show of force to deter the British from making the kind of assault they were to make later in the year, left almost immediately, mainly because they had suffered badly from storms and disease, and lacked bases in the Caribbean where they could refit. They were unable to coordinate with the Spanish. For game purposes, therefore, the French departure is uncertain. The Bourbon player secretly rolls ONE (1) die at the start of the scenario:

0-6 All French Sail and Auxiliaries currently in play must leave the map before the end of the SECOND (2nd) Turn of the scenario.

7-8 All French Sail and Auxiliaries currently in play must leave the map before the end of the SUMMER QUARTERLY Turn.

9 The French may remain as long as desired, provided all Sail and Auxiliaries exit the map before the end of the scenario.

The Bourbon player is always free to exit French forces from the map prior to the official departure date, as Convoy Escorts and/or to force the Withdrawal of British forces, per *Ex. Rule 2.263*.

WAR OF THE AUSTRIAN SUCCESSION EVENT OCCURS

If any French Sail are present on the map they must begin to Withdraw as soon as this Event occurs, and all must have exited the map before the end of the current Year. Auxiliaries may remain.

French Reinforcements received due to occurrences of the *West Indies Gambit* taking place after the Year in which Event occurs ignore this requirement.

OTHER WITHDRAWALS

The Bourbon player is always free to exit French forces from the map prior to the official departure date, as Convoy Escorts and/or to force the Withdrawal of British forces, per *Ex. Rule 2.262*. This applies especially to Reinforcements received as part of the *West Indies Gambit*.

1744 SCENARIO

1744 saw another strategic shift with France's official entry into the war. French possessions became fair game for the British – if they could only muster enough forces to take them. Actually, the French did not add much to the threat facing England in the Caribbean. For fiscal reasons, French warships were bound closely to convoy duties (French naval captains could suffer heavy fines for failing to protect merchant shipping), but the British did not understand this, and persisted in seeing every concentration of enemy force as a direct threat to Jamaica and their bases in the Leewards.

EVENTS & MILITARY CAMPAIGNS

- *War Start* and *War of the Austrian Succession* Events have occurred.
- No Active MCs. Initial Status per the PEFC. The *Honduran* MC is eligible to become Active.

FORCES

La Habana Station

At La Habana

- SOL NEW BUILD x1: Invencible #2 (70)
- SOL x4: León (70), Glorioso (70), Nueva España (60), San Luis (60)
- SOL(D) x1: Bizzara (50)
- Frigates x2: Flecha (24), Conception (22)
- Light Auxiliaries: x1 [various]

At Veracruz

- SOL x8: Castilla (60), Europa (64), Santiago (60), Réal Familia (60), San Antonio (60), Reina (70), Principe (70), Fuerte #2 (60)
- Frigates x1: San Ciriaco (24)
- Light Auxiliaries: x1 [various]

Caracas Company

At Caracas, Puerto Cabello, and/or Off Map (in any mix)

- SOL(D) x3: El Guipuzcoana (Nuest' Señora de la Asunción) (64), Nuestr' Señora del Coro (50), San José #3 (62)
- Frigates x15: El Júpiter, La Amable Julie, La Chata, La Concordia, La Felicidad, La Galera Guipuzcoana, La Sirena, La Susana, Neptuno, San Antonio de Padua, San Joaquin, San Sebastian, San Vicente Ferrer #1, San Vicente Ferrer, Santa Teresa de Jesus y las Animas
- Light Auxiliaries x2: [San Vincente Ferrer #2,], [Nuestr' Senora de Soledad, Nuestr' Senora de Arânzazu]

The French

At Port Louis

- SOL x2: Neptune (74), Fleuron (64)

FLEET ACCRUED DAMAGE POINTS

- French: FOUR (4)
- La Habana Station: SIXTEEN (16)
- Cartagena Station: ZERO (0)

FLEET/COMMAND ADMIRALS

- Fleet Admiral: Tenente General Andrés **De Torres**
- French: None
- La Habana Station: Tenente General Rodrigo **De Torres**
- Cartagena Station: None (Bourbon player may randomly draw from the Officers' Mess at the next available opportunity)

LAND UNITS

At La Habana

Personage:

- Capitán-General de Cuba Don Juan Francisco **Güemes de Horcasitas**

Units:

- Regimiento Fijo de La Habana x3 counter

At Santiago de Cuba

Units:

- Regimiento Fijo de La Habana x4 counters

At San Agustín

Personage:

- Gobernador Don Manuel de **Montiano** y Luyando

Units:

- Regimiento Infantería Florida x3 counters

At Cartagena de Indias

Personage:

- Virrey de Nueva Granada Don Sebastián de **Eslava y Lazaga**

Units:

- Regimiento Fijo de Cartagena x2 counters

At Any Spanish-Controlled Ports

Units:

- TWENTY (20) counters

Spanish Strategic Reserve

Units:

- Regimiento Infantería America x4 counters

The *America Regiment* belongs to the Personagealty of Peru. During any R&R Step the Bourbon player may expend ONE (1) point of Prestige to place these Units at *Chagres*, *Portobelo*, and/or *Nombres de Dios*. During the course of play these Units may move between these Ports but may never move to other Ports.

At Port Louis

Units:

- Compagnies Franches de la Marine x4 counters
- Compagnies de Milice et Filibusters x3 counters
- Régiment Suisse Karrer x1 counter

At Cap François and/or Petit-Goâve

Units:

- Compagnies Franches de la Marine x3 counters
- Compagnies Franches de la Marine (Marines) x2 counters
- Compagnies de Milice et Filibusters x3 counters
- Régiment Suisse Karrer x1 counter

At Nouvelle-Orléans

Units:

- Compagnies Franches de la Marine x2 counters
- Régiment Suisse Karrer x1 counter

1745 SCENARIO

As can be gathered from the minimal forces listed below, by 1745 the British in the Caribbean were in full 'maintenance mode'. Convoy protection, cruising for prizes, and security for the base on Roatán were the order of the day. Up north, the American colonists, provoked by the French sacking of Canso in 1744, planned and executed a successful seaborne assault of the French fortress of Louisburg. The Caribbean command contributed a couple of frigates (Eltham (44), Launceston (40)), a 60-gunner (Superb), and a 4th Rate (Ruby/Mermaid). Most of these ships were not permanent fixtures in the Caribbean.

EVENTS & MILITARY CAMPAIGNS

- War Start, War of the Austrian Succession, France Declares War Against Britain Events have occurred.
- No Active MCs. Initial Status per the PEFC. The *Honduran* and *Louisburg* MCs are eligible to become Active.

FORCES

La Habana Station

At La Habana

- SOL NEW BUILD x1: Conquistador #2 (64)
- SOL x9: Invencible #2 (70), León (70), Principe (70), Santiago (60), Fuerte #1 (60), Nueva España (60), Réal Familia (60), San Antonio (60), Dragón (60)
- SOL(D) x1: Bizzara (50)

At Veracruz

- SOL x2: Castilla (60), Europa (64)
- Light Auxiliaries: x1 [various]

Caracas Company

At Caracas, Puerto Cabello, and/or Off Map (in any mix)

- SOL(D) x4: El Guipuzcoana (Nuest' Señora de la Asunción) (64), Nuestr' Señora del Coro (50), San José #3 (62), Santa Ana #2
- Frigates x11: La Concordia, La Felicidad, La Galera Guipuzcoana, La Sirena, La Susana, Neptuno, San Antonio de Padua, San Joaquin, San Sebastian, San Vicente Ferrer #1, Santa Teresa de Jesus
- Light Auxiliaries x2: [San Vincente Ferrer #2,], [Nuestr' Senora de Soledad, Nuestr' Senora de Arânzazu]

The French

- None

FLEET ACCRUED DAMAGE POINTS

- French: ZERO (0)
- La Habana Station: TWENTY-FIVE (25)
- Cartagena Station: ZERO (0)

FLEET/COMMAND ADMIRALS

- Fleet Admiral: Tenente General Andrés **Reggio**
- French: None
- La Habana Station: Tenente General Andrés **Reggio**
- Cartagena Station: None (Bourbon player may randomly draw from the Officers' Mess at the next available opportunity)

LAND UNITS

At La Habana

Personage:

- Capitán-General de Cuba Don Juan Francisco **Güemes de Horcasitas**

Units:

- Regimiento Fijo de La Habana x4 counter

At Santiago de Cuba

Units:

- Regimiento Fijo de La Habana x4 counters

At San Agustín

Personage:

- Gobernador Don Manuel de **Montiano** y Luyando

Units:

- Regimiento Infantería Florida x4 counters

At Cartagena de Indias

Personage:

- Virrey de Nueva Granada Don Sebastián de **Eslava y Lazaga**

Units:

- Regimiento Fijo de Cartagena x2 counters

At Any Spanish-Controlled Ports

Units:

- SIXTEEN (16) counters

Spanish Strategic Reserve

Units:

- Regimiento Infantería America x4 counters

The *America Regiment* belongs to the Personagealty of Peru. During any R&R Step the Bourbon player may expend ONE (1) point of Prestige to place these Units at *Chagres*, *Portobelo*, and/or *Nombres de Dios*. During the course of play these Units may move between these Ports but may never move to other Ports.

At Port Louis

Units:

- Compagnies Franches de la Marine x4 counters
- Compagnies de Milice et Filibusters x3 counters
- Régiment Suisse Karrer x1 counter

At Cap François and/or Petit-Goâve

Units:

- Compagnies Franches de la Marine x3 counters
- Compagnies Franches de la Marine (Marines) x2 counters
- Compagnies de Milice et Filibusters x3 counters
- Régiment Suisse Karrer x1 counter

At Nouvelle-Orléans

Units:

- Compagnies Franches de la Marine x2 counters
- Régiment Suisse Karrer x1 counter

1746 SCENARIO

Another year of convoy protection and cruising. The French sugar trade was now the main target, but the British fumbled badly, allowing a convoy of 90 sail under Conflans to escape to Europe. Meanwhile, Louisburg was threatened with recapture by the French.

EVENTS & MILITARY CAMPAIGNS

- *War Start, War of the Austrian Succession, France Declares War Against Britain* Events have occurred.
- *French Strategic Sorties* marker at *Brest Fleet Prepares*.
- No Active MCs. Initial Status for the *Hondura* MC per the PEFC. *Louisburg* MC Status at British. The *Honduran* and *Louisburg* MCs are eligible to become Active.

FORCES

La Habana Station

At La Habana

- SOL NEW BUILD x2: Nueva África (70), Vencedor (70)
- SOL x8: Invencible #2 (70), San Antonio (60), Conquistador #2 (64), Dragón (60), Nueva España (60), Real Familia (60), Fuerte #2 (60), Reina #2 (70)
- SOL(D) x1: Bizzara (50)
- Light Auxiliaries: x1 [various]

At Veracruz

- SOL x3: Sobiero (66), Castilla (60), León (70)
- Light Auxiliaries: x1 [various]

Caracas Company

At Caracas, Puerto Cabello, and/or Off Map (in any mix)

- SOL(D) x4: El Guipuzcoana (Nuest' Señora de la Asunción) (64), Nuestr' Señora del Coro (50), San José #3 (62), Santa Ana #2
- Frigates x9: La Concordia, La Felicidad, La Galera Guipuzcoana, La Sirena, La Susana, San Joaquin, San Sebastian, San Vicente Ferrer #1, Santa Teresa de Jesus
- Light Auxiliaries x2: [San Vincente Ferrer #2,], [Nuestr' Senora de Soledad, Nuestr' Senora de Arânzazu]

The French

At Fort Royal

- SOL x1: Magnanime (74)
- SOL(D) x1: Rubis (54)
- Frigates x2: Etoile (44), Zéphire (36)

At Cap François

- SOL x1: Invencible (74)
- Frigates x2: Jason (36), Atalante (34)

FLEET ACCRUED DAMAGE POINTS

- French: EIGHT (8)
- La Habana Station: SIXTEEN (16)
- Cartagena Station: ZERO (0)

FLEET/COMMAND ADMIRALS

- Fleet Admiral: Tenente General Andrés **Reggio**
- French: Chef d'Escuadre Marquis du **Caylus**
- La Habana Station: Tenente General Andrés **Reggio**
- Cartagena Station: None (Bourbon player may randomly draw from the Officers' Mess at the next available opportunity)

LAND UNITS

At La Habana

Personage:

- Capitán-General de Cuba Don Juan Francisco **Güemes de Horcasitas**

Units:

- Regimiento Fijo de La Habana x4 counter

At Santiago de Cuba

Units:

- Regimiento Fijo de La Habana x4 counters

At San Agustín

Personage:

- Gobernador Don Manuel de **Montiano** y Luyando

Units:

- Regimiento Infantería Florida x4 counters

At Cartagena de Indias

Personage:

- Virrey de Nueva Granada Don Sebastián de **Eslava y Lazaga**

Units:

- Regimiento Fijo de Cartagena x2 counters

At Any Spanish-Controlled Ports

Units:

- FIFTEEN (15) counters

Spanish Strategic Reserve

Units:

- Regimiento Infantería America x4 counters

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At Port Louis

Units:

- Compagnies Franches de la Marine x4 counters
- Compagnies de Milice et Filibusters x3 counters
- Régiment Suisse Karrer x1 counter

At Cap François and/or Petit-Goâve

Units:

- Compagnies Franches de la Marine x3 counters
- Compagnies Franches de la Marine (Marines) x2 counters
- Compagnies de Milice et Filibusters x3 counters
- Régiment Suisse Karrer x1 counter

At Nouvelle-Orléans

Units:

- Compagnies Franches de la Marine x2 counters
- Régiment Suisse Karrer x1 counter

1747 SCENARIO

The British pulled up their socks this year and began a systematic blockade of Martinique, which was the hub of the French trade system. They lacked the strength to actually take the place. Grenada (then under French control) was suggested as a target for conquest, but Rear Admiral Knowles was persuaded this would be a distraction from what was turning into a highly effective strategy. British-held Louisburg was again threatened, but the decisive defeat of a French expedition off the coast of France relieved the pressure.

EVENTS & MILITARY CAMPAIGNS

- *War Start, War of the Austrian Succession, France Declares War Against Britain, Philip V Dies!* Events have occurred.
- No Active MCs. Initial Status for the *Hondura* MC per the PEFC. *Louisburg* MC Status at British. The *Honduran* and *Louisburg* MCs are eligible to become Active.

FORCES

La Habana Station

At La Habana

- SOL x10: *Invencible #2* (70), *León* (70), *Reina #2* (70), *Neuva África* (70), *Soberio* (66), *Dragón* (60), *Conquistador #2* (60), *América* (60), *Réal Familia* (60), *Fuerte #2* (60)
- SOL(D) x1: *Galgo* (56)
- Light Auxiliaries: x1 [various]

At San Juan

- SOL x1: *Nueva España* (60)
- SOL(D) x1: *Bizzara* (50)

At Veracruz

- SOL x1: *San Antonio* (60)
- Light Auxiliaries: x1 [various]

Caracas Company

At Caracas, Puerto Cabello, and/or Off Map (in any mix)

- SOL(D) x4: *El Guipuzcoana* (*Nuest' Señora de la Asunción*) (64), *Nuest' Señora del Coro* (50), *San José #3* (62), *Santa Ana #2*
- Frigates x9: *La Concordia*, *La Felicidad*, *La Galera Guipuzcoana*, *La Sirena*, *La Susana*, *San Joaquin*, *San Sebastian*, *San Vicente Ferrer #1*, *Santa Teresa de Jesus*
- Light Auxiliaries x2: [*San Vincente Ferrer #2*,], [*Nuest' Senora de Soledad*, *Nuest' Senora de Arânzazu*]

The French

- SOL x3: *Terrible* (74), *Neptune* (74), *Magnanime* (74)
- SOL(D) x1: *Alcide* (54)
- Frigates x1: *Gloire* (46)
- Light Auxiliaries x1: [various]

FLEET ACCRUED DAMAGE POINTS

- French: TWELVE (12)
- La Habana Station: EIGHTEEN (18)
- Cartagena Station: ZERO (0)

FLEET/COMMAND ADMIRALS

- Fleet Admiral: Tenente General Andrés **Reggio**
- French: Chef d'Escuadre Marquis du **Caylus**
- La Habana Station: Tenente General Andrés **Reggio**
- Cartagena Station: None (Bourbon player may randomly draw from the Officers' Mess at the next available opportunity)

LAND UNITS

At La Habana

Personage:

- Capitán-General de Cuba Don Juan Francisco **Güemes de Horcasitas**

Units:

- Regimiento Fijo de La Habana x4 counter

At Santiago de Cuba

Units:

- Regimiento Fijo de La Habana x4 counters

At San Agustín

Personage:

- Gobernador Don Manuel de **Montiano** y Luyando

Units:

- Regimiento Infantería Florida x4 counters

At Cartagena de Indias

Personage:

- Virrey de Nueva Granada Don Sebastián de **Eslava y Lazaga**

Units:

- Regimiento Fijo de Cartagena x2 counters

At Any Spanish-Controlled Ports

Units:

- FOURTEEN (14) counters

Spanish Strategic Reserve

Units:

- Regimiento Infantería America x4 counters

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At Port Louis

Units:

- Compagnies Franches de la Marine x4 counters
- Compagnies de Milice et Filibusters x3 counters
- Régiment Suisse Karrer x1 counter

At Cap François and/or Petit-Goâve

Units:

- Compagnies Franches de la Marine x3 counters
- Compagnies Franches de la Marine (Marines) x2 counters
- Compagnies de Milice et Filibusters x3 counters
- Régiment Suisse Karrer x1 counter

At Nouvelle-Orléans

Units:

- Compagnies Franches de la Marine x2 counters
- Régiment Suisse Karrer x1 counter
- Compagnie de Cannoniers-Bombardiers x1 counter

1748 SCENARIO

France's maritime forces were crippled by actions in home waters and the naval war was winding down. Rear Admiral Knowles now commanded at Jamaica. To finish the job, he changed a planned attack on Santiago de Cuba into the successful reduction of Port Louis on Hispaniola. Hostilities between France and Britain virtually ceased in June, when a number of ships returned home. Spain, after having enjoyed a few years of de facto immunity, became the focus of attention. Knowles decided the privateer base of Santiago de Cuba needed to be dealt with, but the attack was a fiasco. To save face before the war ended – it was already over in Europe – Knowles made one last attempt to intercept the Spanish silver fleet, but instead encountered a Spanish battle squadron in pursuit of a British convoy. This led to the final battle of the war in the Caribbean, off the Tortuga Banks north of La Habana.

EVENTS & MILITARY CAMPAIGNS

- *War Start, War of the Austrian Succession, France Declares War Against Britain, Philip V Dies!* Events have occurred.
- No Active MCs. Initial Status for the *Hondura* MC per the PEFC. *Louisburg* MC Status at British. The *Honduran* and *Louisburg* MCs are eligible to become Active.

FORCES

La Habana Station

At La Habana

- SOL NEW BUILD x1: Tigre (74)
- SOL x7: Invencible #2 (70), Conquistador #2 (64), Nueva España (60), Réal Familia (60), Fuerte #2 (60), Nueva África (70), Dragón (60)
- Frigates x1: Galga (30)
- Light Auxiliaries: x1 [various]

At Veracruz

- SOL x3: León (70), Sobiero (66), Reina #2 (70)
- SOL(D) x1: Bizzara (50), Galgo (56)
- Light Auxiliaries: x1 [various]

Caracas Company

At Caracas, Puerto Cabello, and/or Off Map (in any mix)

- SOL(D) x4: El Guipuzcoana (Nuest' Señora de la Asunción) (64), Nuestr' Señora del Coro (50), San José #3 (62), Santa Ana #2
- Frigates x8: La Concordia, La Felicidad, La Galera Guipuzcoana, La Sirena, La Susana, San Joaquin, San Sebastian, Santa Teresa de Jesus
- Light Auxiliaries x2: [San Vincente Ferrer #2,], [Nuestr' Senora de Soledad, Nuestr' Senora de Arânzazu]

The French

- None

FLEET ACCRUED DAMAGE POINTS

- French: FIVE (5)
- La Habana Station: SIXTEEN (16)
- Cartagena Station: ZERO (0)

FLEET/COMMAND ADMIRALS

- Fleet Admiral: Tenente General Andrés **Reggio**
- French: Chef d'Escuadre Marquis du **Caylus**
- La Habana Station: Tenente General Andrés **Reggio**
- Cartagena Station: None (Bourbon player may randomly draw from the Officers' Mess at the next available opportunity)

LAND UNITS

At La Habana

Personage:

- Capitán-General de Cuba Don Juan Francisco **Güemes de Horcasitas**

Units:

- Regimiento Fijo de La Habana x4 counter

At Santiago de Cuba

Units:

- Regimiento Fijo de La Habana x4 counters

At San Agustín

Personage:

- Gobernador Don Manuel de **Montiano** y Luyando

Units:

- Regimiento Infantería Florida x4 counters

At Cartagena de Indias

Personage:

- Virrey de Nueva Granada Don Sebastián de **Eslava y Lazaga**

Units:

- Regimiento Fijo de Cartagena x2 counters

At Any Spanish-Controlled Ports

Units:

- TWELVE (12) counters

Spanish Strategic Reserve

Units:

- Regimiento Infantería America x4 counters

The *America Regiment* belongs to the Personagealty of Peru. During any R&R Step the Bourbon player may expend ONE (1) point of Prestige to place these Units at *Chagres*, *Portobelo*, and/or *Nombres de Dios*. During the course of play these Units may move between these Ports but may never move to other Ports.

At Port Louis

Units:

- Compagnies Franches de la Marine x4 counters
- Compagnies de Milice et Filibusters x3 counters
- Régiment Suisse Karrer x1 counter
- Compagnie de Cannoniers-Bombardiers x1 counter

At Cap François and/or Petit-Goâve

Units:

- Compagnies Franches de la Marine x3 counters
- Compagnies Franches de la Marine (Marines) x2 counters
- Compagnies de Milice et Filibusters x3 counters
- Régiment Suisse Karrer x1 counter

At Nouvelle-Orléans

Units:

- Compagnies Franches de la Marine x2 counters
- Régiment Suisse Karrer x1 counter
- Compagnie de Cannoniers-Bombardiers x1 counter

HISTORICAL REINFORCEMENTS/WITHDRAWALS

The following are the historical arrivals and withdrawals for the theatre. French and Spanish movements are not available in the same detail as British movements, even in the French and Spanish sources. As a rule of thumb, the Spanish maintained the same force in the Caribbean. Due to partly to doctrine and partly to a lack of crews, the major vessels were usually employed on harbour defence, but cruising actions did occur. Individual ships and pairs of warships made periodic runs to and from Spain with bullion for the war effort and with quicksilver for extracting the bullion. Apart from d'Antin's major effort in 1740, the French only made periodic appearances, mainly as convoy escorts; they lacked the bases to support a permanent squadron in the West Indies.

1739

French:

None

Spanish:

San Carlos (62), Galicia (70) plus support vessels to West Indies over the Winter of 1739-40. Capital ships escorting the new Viceroy of Nueva Granada.

Astrea (18.6), Tifone (16), San Cristobel (30) taken at Portobelo. Tifone (16) foundered.

1740

French:

D'Antin's combined Brest-Toulon force arrived in the late Autumn:

Dauphin Royal (74), Juste (74), Bourbon (74), Lys (74), Superbe (74), Sainte Louis (64), Achille (64), Ardent (64), Fleuron (64), Ferme (74), Conquérant (68), Eole (64), Léopard (62), Toulouse (62), Mercure (54), Tigre (56), Triton (56), Alcide (54), Diamante (54), Argonaute (44), Gloire (46), Parfaite (46), Amazon (46), Astrée (30), Fée (12), Gaillarde

Spanish:

San Felipe (84), Reina (70), Santa Ana (70), Principe (70), Andalucía (62), San Luis (62), Castilla (60), Fuerte (60), Nueva España (60), Real Familia (60), San Antonio (60), plus light vessels (or merchantmen) Pingie, Isabela, Hermoso, Santa Marta to West Indies with de Torres during October. Andalucía wrecked in the Bahamas.

Genoves (54) wrecked.

1741

French:

D'Antin's combined Brest-Toulon Squadrons left the theatre in January:

Dauphin Royal (74), Juste (74), Bourbon (74), Lys (74), Superbe (74), Sainte Louis (64), Achille (64), Ardent (64), Fleuron (64), Ferme (74), Conquérant (68), Eole (64), Léopard (62), Toulouse (62), Mercure (54), Tigre (56), Triton (56), Alcide (54), Diamante (54), Argonaute (44), Gloire (46), Parfaite (46), Amazon (46), Astrée (30)

Fée (12) and Gaillarde reported taken on arrival.

A small squadron of 5-7 vessels under *Lieutenant-Général le Chevalier de Roquefeuil* was supposed to remain behind on a cruising mission, but it quickly vanished from the records and presumably sailed for France shortly after the main body left. The whole force had been badly hit by yellow fever.

Spanish:

Glorioso (70), Invencible (70) completed at La Habana. Invencible blown up by a lightning strike.

San Felipe (84), Dragón (64), San Carlos (62), Conquistador (64) scuttled. Galicia (70) taken & scuttled. África (64) burnt. All at Cartagena. San Juan Bautista (54) taken in separate action.

Santa Ana (70) returned to Spain.

León (70) and San Isidro (62) sailed from Spain in March.

Galgo (56) made return journey from Spain.

San Antonio (60) assigned to Flota (silver convoy) duty.

1742

French:

Borée (64), *Flore (54)*, *Aquillon (46)* sent to West Indies on convoy duty and returned to France (skirmish with British squadron upon return to Europe).

Spanish:

Santa Ana (70) returned.

Dragón #2 (64) built at La Habana.

San Antonio (60) put in an appearance.

1743

French:

None known.

Spanish:

Reina (70) scrapped and rebuilt.

1744

French:

Neptune (74), *Fleurion (64)* at Port Louis in Autumn for a flying visit

Etoile (44) arrived at some point.

Spanish:

Invencible #2 (70) built at La Habana.

Glorioso (70), *Castilla (60)*, *Europa (64)* and frigates *San Ciriaco* and *Flecha* returned to Spain with the *flota*; de Torres recalled with them.

San Luis (62) laid up.

Concepcion (24) out of service.

Conde de Chinchón (18/24) home bound *azogue* taken by British.

1745

French:

With Spring convoy to Martinique: *Espérance (74)*, *Northumberland (70)* (British Prize), *Trident (64)*, *Serieux (64)*, *Diamante (56)*, *Aquillon (50)*, plus 2-3 frigates, 2 bombs, and several fireships carrying troops. Under Marquis du Caylus.

With Spring convoy to Cap François: *Juste (74)* (80), *Caribou (60)*, *Ardent (64)*, *Alcide (66)*, and *Mutine (26)* frigate. Under Marquis de L'Estenduère.

With Autumn convoy to Cap François: *Invencible (74)*, *Jason (36)*, *Atalante (34)* frigate. Under *Chef d'Escadre* Macnémara.

With Autumn convoy to Martinique: *Magnanime (74)*, *Rubis (54)*. Under *capitaine de vaisseaux* du Guay.

Spanish:

Conquistador #2 (64) built at La Habana.

Sobiero (66) *azogue* to Veracruz.

León (70) to Spain.

Fuerte #1 (60), *San Antonio (60)*, to Rio Plata

Santa Ana (70), *San Luis (62)*, *Santiago (60)* broken up.

1746

French:

With Spring convoy *Terrible* (74), *Neptune* (74), *Alcion* (54), *Gloire* (46) under Conflans.

Returned home: *Magnanime* (74), *Rubis* (54). Under Macnémara.

Northumberland (70) to Louisburg.

With Autumn convoy: *Magnanime* (74), *Arc-en-Ciel* (56), *Etoile* (44), *Zéphire* (36). Under La Motte.

Spanish:

León (70), *Sobiero* (66), *Castilla* (60), returned to Spain (*Castilla* wrecked).

San Antonio (60) arrived from South America.

América (64), *Fuerte #1* (60) arrived.

Nueva África (70), *Vencedor* (70), built at La Habana. Sent to Rio Plata.

Reina #2 (70) to Spain and back to West Indies.

Glorioso (70) arrived and returned to Spain.

Principe (70) broken up.

1747

French:

Espérance (74), *Alcion* (64), *Bellatrix* (12) arrived.

Neptune (74), *Terrible* (74), *Alcide* (54), *Arc-en-Ciel* (56), *Aquillon* (48), *Galatée* (46), *Gloire* (46), *Zéphire* (36) returned to France. *Terrible*, *Galatée*, *Gloire* taken.

Magnanime (74), *Etoile* (44) arrived and returned to France.

Achille (74), *Penthièvre* (36), *Argonaute* (36), *Balène* (36) and *St. Malo* (20) arrived at Martinique. These ships were East Indiamen returning to France.

Spanish:

León (70), *Sobiero* (66) arrived. *Galgo* (30) privateer taken into royal service.

Nueva África (70) returned from South America.

Reina #2 (70) to Spain and back to West Indies.

Glorioso (70) arrived and returned to Spain – taken.

Flore sloop (18.6) appears.

1748

French:

All remaining ships of consequence returned to France.

Spanish:

Tigre (74) built at La Habana.

Reina #2 (70), *León* (70), *Sobiero* (66), *San Antonio* (60), *Galga* (56) returned to Spain before war's end.

Nueva África (70) blown up. *Conquistador* (60) taken.

Oriente (60) arrived and returned to Spain.