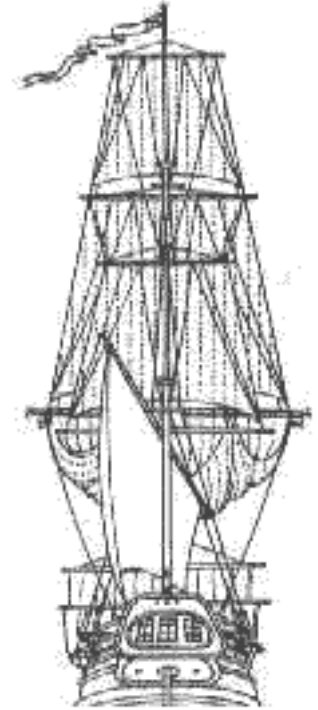


YELLOW JACK BRITISH SCENARIOS & ORDERS BOOK

Yellow Jack British Order Instructions	2
Scenarios – Overview	9
1739 – Rule Britannia	10
1740 – Old Grog & Peg Leg	12
1741 – Carlos Don’t Surf	14
1742 – Spanish Fly	16
1743 – Hot Cocoa	19
The Price of an Ear – Standard Campaign	21
Hasta La Muerte – Extended Campaign	22
Campaign Scheduled Reinforcements	24
Campaign Mandatory Withdrawals	26
1744 Scenario	27
1745 Scenario	28
1746 Scenario	29
1747 Scenario	30
1748 Scenario	31
Historical Reinforcements/Withdrawals	32



YELLOW JACK BRITISH 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.

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 target has its own OC and is specific to ONE or more (1+) Commands, as noted on the counters).
- b) All SoF Orders in *Yellow Jack* are directed against Corsair Bases, except for the *Port Louis* Order.
- c) The Executing Formation must move to the target Space or Spaces by the most expedient route. While Executing a SoF Order, the Assigned forces may not voluntarily initiate Battle, except in the target Space(s).
- d) SoF OCs are not returned to the Orders Pool until the very end of the Year (i.e. each can be Executed a maximum of ONCE (1) per Year).
- e) **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.
- f) **Port Louis.** Executing this Order does not trigger the *France Declares War Against Britain* Event (*Ex. Rules 2.32/3.13*). Instead, if the Executing Formation is in the target Space during the Event Step of the Administrative Phase, a die roll modifier applies to the next check for that Event to occur (see the PEFC). This Order is not available until the Event can occur, and becomes Unavailable as soon as the Event occurs. 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.
- g) *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). *Exception:* per case F, a SoF against *Port Louis* IS a direct sovereignty challenge, with effects as described above.

Additional Instructions:

Port Louis. 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.

Available OCs:

Carolinas Station

Tortuga (Corsair Base) (available to all Stations): pass through (in any order) both Caicos Straits Spaces, Cap François, Windward Passage, Petit-Goâve, Port Louis, Santo Domingo.

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

Jamaica Station

Tortuga (Corsair Base) (available to all Stations): pass through (in any order) both Caicos Straits Spaces, Cap François, Windward Passage, Petit-Goâve, Port Louis, Santo Domingo.

Leewards Station

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

Tortuga (Corsair Base) (available to all Stations): pass through (in any order) both Caicos Straits Spaces, Cap François, Windward Passage, Petit-Goâve, Port Louis, Santo Domingo.

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

Port Louis: Important. *France At War With Britain* Event cannot have occurred. Occupy Port Louis. **Important.** Executing this Order DOES NOT Blockade Port Louis. This Event can trigger the *France At War With Britain* Event (see (f) above).

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. 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. Target Space is always Roatán.

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. Each target has its own OC and is specific to ONE or more (1+) Commands, as noted on the counters).
- 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) Cruise Orders are specific to a Command. The Command is noted on the Orders chart: 'C' = Carolinas Station, 'J' = Jamaica Station, 'L' = Leewards Station. Cruise Routes *may* enter areas belonging to another Command; the limitation is simply that the Order must be Issued to a Flotilla from the named Command.
- e) 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.
- f) **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:

Carolinas Station

Cruise Carolinas: Wilmington – La Habana; 1 Trip required (about 8 Impulses). On each leg must pass through Charles Town, Port Royal (Carolinas), Savannah, Frederica, San Agustín, plus the Space #23 at the edge of the map.

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

Jamaica Station

Cruise Cuba: SP Port Royal (Jamaica); 1 Trip required (about 7 Impulses). *Clarification:* the Trip consists of ONE (1) circuit, starting and ending in Port Royal. Must pass through La Habana and Santiago de Cuba.

Cruise Hispaniola: SP Port Royal (Jamaica); 1 Trip required (about 6 Impulses). *Clarification:* the Trip consists of ONE (1) circuit, starting and ending in Port Royal. Must pass through Windward Passage, Santo Domingo, and the Mona Passage.

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, Nombre 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, and Rio de la Hacha on each leg.

Leewards Station

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

Cruise Leewards: English Harbour – Fort Louis (Grenada); 1 Trip (about 6 Impulses). Must pass through Carénage, Fort Royal, Roseau, and Guadaloupe on each leg.

Cruise Windwards: SP English Harbour; 2 Trips required (about 8 Impulses). *Clarification:* the Trip consists of ONE (1) circuit, starting and ending in English Harbour. Must pass through San Juan, St. Maartin, Charlotte Amalie, Christiansted, and St. Kitts.

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, specific to either ONE or more (1+) Commands, as noted on the counters).

Jamaica Station

La Habana*, Windward Passage‡, Portobelo, Santo Domingo, Port Louis, Cap François

Leewards Station

Windward Passage‡, La Guaira, Mona Passage, San Juan, Fort Louis (Grenada), Fort Royal

Carolinas Station

La Habana*, Florida Channel, San Agustín

**Eligible for Jamaica & Carolinas Stations. ‡Eligible for Jamaica & Leewards Stations.*

Additional Instructions:

Interdiction of the *Windward Passage* Space incurs DOUBLE (x2) <normal> Attritional penalties for the Interdicting Formation. Squall/Gale/Hurricane penalties are *not* increased.

Order Availability Chart

Order		Available	Unavailable
<u>Generic</u>			
RVO	x3	Always; keep on hand	–
Escort	x6	Always; keep on hand	–
<u>Special</u>			
Amphibious Assault	2x2	Always, but...	ONE (1) pair of OCs may only be Issued ONCE (1) per Year
<u>Support Army</u>			
Georgia MC	x1	Georgia MC is Active	Georgia MC is Inactive
Honduran MC	x1	Honduran MC is Active	Honduran MC is Inactive
<u>Cruise</u>			
Carolinas	C	Always	–
Bahamas	C	Always	–
Cuba	J	Always	–
Hispaniola	J	Always	–
Mosquito Coast	J	Always	–
Panama	J	Always	–
New Granada	J	Always	–
Leewards	L	Always	–
Windwards	L	Always	–
Venezuela	L	Always	–
<u>Interdiction</u>			
Blockade Santo Domingo	L	Always	–
Blockade Portobelo	J	Always	–
Blockade La Habana	JC	Always	–
Blockade La Guaira	L	Always	–
Blockade San Agustín	C	Always	–
Blockade San Juan	L	Always	–
Blockade Fort Royal	L	<i>France Declares War On Britain</i> Event has	Any other time
Blockade Fort Louis	L	<i>France Declares War On Britain</i> Event has	Any other time
Blockade Cap François	J	<i>France Declares War On Britain</i> Event has occurred	Any other time
Blockade Port Louis	J	<i>France Declares War On Britain</i> Event has occurred	Any other time
Florida Channel	C	Always	–
Mona Passage	L	Always	–
Windward Passage	JL	Always	–
<u>Show of Force</u>			
Margarita	L	Always	–
Port Louis	J	<i>France Declares War On Britain</i> Event CAN occur but has not occurred	<i>France Declares War On Britain</i> Event has occurred
San Agustín	C	Always	–
Tortola	L	Always	–
Tortuga	LCJ	Always	–

British Trade Convoy Chart

Home & America Convoys

Depending on the time of Year a Home Convoy will either Assemble off map, enter the map as a Reinforcement, and proceed to Port Royal (Jamaica), or Assemble at Port Royal 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 Home Convoys, followed by ONE (1) pair of Outbound Home Convoys. Only TWO (2) British Home Convoy pairs may enter the map per Year; only TWO (2) British 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.

The timing of Assembly of a pair of Outbound Convoys is dependent on the Assembly of the pair of Inbound Convoys:

- 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, a matching pair of Inbound Home Convoys is Assembled off map.
- 2) Once Assembled, the Inbound Convoy pair 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. **Important.** ONE (1) of the pair must have *Port Royal (Jamaica)* as its Inbound Destination; the other must have *English Harbour* as its Inbound Destination.
- 3) After a Home Convoy has Disbanded or Scattered, begin checking for the Assembly of the Outbound Home Convoy. A DRM applies based upon the Turn the Inbound Convoy was Assembled. A minimum of ONE (1) Turn must elapse before the Outbound Convoy can be Assembled. This is in addition to the Turn required for Disbanding.
- 4) All Outbound Home Convoys Assemble at *Port Royal (Jamaica)* and leave the map via the *Cape Hatteras SZ*. They must proceed as expediently as possible to the SZ. **Optional.** Allow them to Assemble at *English Harbour* as well.

The **America Convoy** functions in an identical manner to the Home Convoy except that:

- 1) Outbound Convoys exit the map via the Space #23 closest to the map edge.
- 2) There is only ONE (1) America Convoy, and its Inbound Destination is *St. Kitts*. Its Outbound Assembly location is *Port Royal (Jamaica)*.
- 3) The timing of Assembly for Inbound and Outbound Convoys is different. Use the range given in brackets for the *America Convoy*.

British Home Convoy Assembly Table

Current Turn	Inbound Assembly	Home Convoys may not Assemble until at least ONE (1) Turn after they Disband. Range of numbers in brackets () is for the <i>America Convoy</i> .	Current Turn	Outbound Assembly
Oct-Nov	0-7 (0-8)		Jan-Feb	0-5 (0-7)
Nov-Dec	0-8 (0-9)		Feb-Mar	0-7 (0-9)
Dec-Jan	0-9		Mar-Apr	0-9
Jan-Feb	0-7 (0-8)		Apr-May	0-5 (0-7)
Feb-Mar	0-8 (0-9)		May-Jun	0-7 (0-9)
Mar-Apr	0-9		Jun-Jul	0-9

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.

British Trade Convoy Chart

Local Convoys

Local Trade Convoys may Assemble on any of the following Turns, with the chances given. A maximum of TWO (2) British Local Convoys may be in existence at any given time.

Oct-Nov through Jan-Feb Turns

Feb-Mar through Jun-Jul Turns

Assemble on die roll of 0-4

Assemble on die roll of 0-6

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
0-1	Mosquito Coast - Port Royal	Hanover Bay	Port Royal (Jamaica)
Route: proceed to Bellese, Roatán, Black River, Moskitos, Blewfields, then as directly as possible to Port Royal.			
2-3	Mosquito Coast - Port Royal	Blewfields	Port Royal (Jamaica)
Route: proceed to Moskitos, Black River, Roatán, Bellese, Hanover Bay, then as directly as possible to Port Royal.			
4-5	Leewards - Port Royal	Bridge Town	Port Royal (Jamaica)
Route: proceed to English Harbour, then to Fort Louis (Grenada), then as directly as possible to Port Royal.			
6-7	Leewards - Port Royal	English Harbour	Port Royal (Jamaica)
Route: proceed to Bridge Town, then to Fort Louis (Grenada), then as directly as possible to Port Royal.			
8	Mosquito Coast - Carolinas	Blewfields	Charles Town
Route: proceed to Moskitos, Black River, Roatán, Bellese, Hanover Bay, then as expediently as possible to Charles Town. (Either the Yucatan Channel represented by Spaces #13 & #58, or the Windward Passage may be used.)			
9	Port Royal - Charles Town	Port Royal (Jamaica)	Charles Town
Route: proceed by the most expedient route directly from Assembly Port to Destination. (Either the Yucatan Channel represented by Spaces #13 & #58, or the Windward Passage may be used.)			

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 British player has TWO (2) 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

Jamaica Station

At Port Royal (Jamaica)

- SOL x1: Hampton Court (64)
- SOL(D) x1: Falmouth (50)
- Frigates x3: Shoreham (20), Torrington (40), Diamond (40)
- Light Auxiliaries x1: [Drake (14); Spence (6.10)]

Historically, Spence was cruising the north side of Jamaica and later went to the Bahamas.

Leewards Station

At English Harbour

- Frigates x1: Angelsey (40)
- Light Auxiliaries x1: [Saltash (14), Lowestoft (28)]

Historically, Saltash was enroute from Jamaica to the Leewards.

Mona Passage Straits Space

- SOL x1: Windsor (60)

At Bridge Town

- Frigates x1: Roebuck (42)

Carolinas Station

At Nassau

- Light Auxiliaries x1: Shark (20)

At Savannah

- Light Auxiliaries x1: [Blandford (20), Hawk (8)]

At Charles Town

- Light Auxiliaries x3: [Rose (20), Seaford (20)], [Phoenix (20), Tartar (22)], [Pearl (8), Success (22), Wolf (10.16)]

Pearl & Success are provincial vessels, not the RN vessels of the same names; they represent a number of such vessels operating in the region, including requisitioned merchantmen. Historically, Rose & Seaford returned to Britain almost immediately. Tartar arrived from New York.

At Wilmington

- Frigates x2: Hector (44), South Sea Castle (40)
- Light Auxiliaries x1: Seahorse (20)

Historically, South Sea Castle was cruising the coast, exact whereabouts not given. The remaining ships were assigned to the colony of Virginia.

FLEET ACCRUED DAMAGE POINTS

- Carolinas Station: ZERO (0)
- Jamaica Station: TWO (2)
- Leewards Station: TWO (2)

FLEET/COMMAND ADMIRALS

- Fleet Admiral: Commodore Charles **Brown**
- Carolinas Station: Commodore Peter **Warren**
- Jamaica Station: Commodore Charles **Brown**
- Leewards Station: None

Historically, Commodore Charles Brown commanded all British forces in the West Indies prior to the arrival of Admiral Vernon. He was based at Jamaica, since at this time the Leewards was not an independent command.

LAND UNITS

At Frederica, Savannah, and/or Charles Town

Personage:

- General **Oglethorpe**

Units:

- Darien Highlanders x1 counter
- Georgia Rangers x3 counters

At Port Royal (Jamaica)

Units:

- Trelawney's 63rd Regiment of Foot x2 counters

Historically, 8 independent companies of volunteers. Not formed into the 63rd until 1743 when it absorbed the last of Gooch's Marines.

At English Harbour

Units:

- Dalzell's 38th Regiment of Foot x2 counters

SCHEDULED REINFORCEMENTS

Enter Map Using The Map Entry Table

These Reinforcements appear on a die roll of THREE or less (≤ 3) on the October Turn of 1739, a die roll of EIGHT or less (≤ 8) on the October-November Turn of 1739, or automatically on the November-December Turn of 1739.

- SOL x4: Burford (70), Worcester (70), Strafford (60), Princess Louisa (60)
- SOL(D) x1: Norwich (50)
- Frigates x1: Sheerness (20)

Assigned to the Reinforcement Flotilla

- Fireships x1: [Success (8), Eleanor (10)]
- Bombs x2: [Vesuvius (8), Cumberland (8)], [Terrible (8)]

As soon as these Reinforcements Arrive

- Vice Admiral of the Blue, Edward **Vernon** becomes Fleet Admiral; he is Posted to the Reinforcement Flotilla as its commander as well.
- Commodore **Brown** remains as Command Admiral of the *Jamaica Station*

1740 – OLD GROG & PEG LEG

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

Jamaica Station

At Port Royal (Jamaica)

- SOL x6: Hampton Court (64), Burford (70), Strafford (60), Princess Louisa (60), Worcester (60), Windsor (60))
- SOL(D) x3: Falmouth (50), Ruby (50), Norwich (50)
- Frigates x2: Torrington (40), Diamond (40)
- Light Auxiliaries x2: [Drake (14), California (24)], [Astrea (12), Katherine (8)]
- Fireships x1: [Success (8), Eleanor (10)]
- Bombs x2: [Vesuvius (8), Cumberland (8)], [Terrible (8), Alderney (8)]

California, Astrea sloop, Katherine yacht were Spanish prizes. Cumberland was a combination bomb & fireship.

Also present were Goodley (6) & Pompey (6) tenders.

At La Habana (Blockading, with an Issued La Habana Interdiction Order; 3 Impulses accumulated)

- Any FIVE (5) SOL or SOL(D) from Port Royal
- Any Auxiliaries &/or Frigate Sail from Port Royal

Leewards Station

At English Harbour

- Frigates x1: Angelsey (40)
- Light Auxiliaries x1: [Saltash (14), Lowestoft (28)]

Carolinas Station

At Nassau

- Light Auxiliaries x1: [Shark (20)]

At Savannah

- Light Auxiliaries x1: [Blandford (20), Hawk (8)]

At Wilmington

- Light Auxiliaries x1: [Seahorse (20)]

At Charles Town

- Frigates x2: Hector (40), Shoreham (20)
- Light Auxiliaries x3: [Phoenix (20), Flamborough (20), Spence (6.10)], [Tartar (22), Squirrel (24), Wolf (10.16)], [Pearl (8), Success (22)]

FLEET ACCRUED DAMAGE POINTS

- Carolinas Station: ZERO (0)
- Jamaica Station: TWELVE (12)
- Leewards Station: ZERO (0)

FLEET/COMMAND ADMIRALS

- Fleet Admiral: Vice Admiral of the Blue, Edward **Vernon**
- Carolinas Station: Commodore Peter **Warren**
- Jamaica Station: Vice Admiral of the Blue, Edward **Vernon**
- Leewards Station: Commodore Charles **Brown**

LAND UNITS

At Frederica, Savannah, and/or Charles Town

Personage:

- General **Oglethorpe**

Units:

- Darien Highlanders
- Georgia Rangers x3 counters
- Creek Indians x1 counter

At Port Royal (Jamaica)

Units:

- Trelawney's 63rd Regiment of Foot x2 counters

At English Harbour

Units:

- Dalzell's 38th Regiment of Foot x2 counters

SCHEDULED REINFORCEMENTS

September-October Turn: Land Units enter the map in Troop Convoy

- Gooch's American Marines – 43rd of Foot x8 counters

September-October Turn: Troop Convoy Escort

- SOL(D) x1: Newcastle (50)
- Light Auxiliaries x1: [Wolf (10.16), Cruizer (12.8)]

Historical Note: at the beginning of summer, preparations were made to send out a reinforcement of 5 warships. This was upped to 9 ships, and then to a large fleet of 33 warships, plus a troop convoy of 6,000 men, led by of Rear Admiral of the Red Sir Chaloner Ogle. Naturally, these changes brought about delay after delay, so that it was not until the end of the year that Ogle arrived in the West Indies. About 3,500 additional troops arrived independently from America. This was Gooch's 4-battalion Regiment of American Marines, a forerunner of both the Royal Marines and the USMC.

A list of escorts for Gooch's convoy is hard to come by, but it appears the Wolf (10.16) sloop out of the Carolinas turned up at Jamaica (she had an American skipper), as did Cruizer (12.8), newly commissioned in Virginia. There was also a 'man-o-war' that had brought officers for the regiment from Portsmouth to New York. A potential candidate for this vessel is the Newcastle (50). She is reported to have carried dispatches to the West Indies, but that is an odd role for such a large ship – 4th rates were often used on convoy duty.

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

Jamaica Station

At Port Royal (Jamaica)

- SOL x26: Hampton Court (64), Burford (70), Buckingham (70), Princess Louisa (60), Worcester (60), Defiance (60), York (60), Boyne (80), Cumberland (80), Chichester (80), Norfolk (80), Princess Amelia (80), Princess Caroline (80), Russell (80), Shrewsbury (80), Torbay (80), Orford (70), Prince Frederick (64), Suffolk (64), Augusta (60), Deptford (60), Jersey (60), Dunkirk (60), Lyon (60), Rippon (60), Weymouth (60)
- SOL(D) x4: Falmouth (50), Norwich (50), Lichfield (50), Newcastle (50)
- Frigates x2: Torrington (40), Ludlow Castle (40)
- Light Auxiliaries x3: [Drake (14), California (24), Virgin Queen (6)], [Astrea (12), Spence (6.10), Spy (8.12)], [Cruizer (12.8), Wolf (10.16)]
- Fireships x2: [Success (8), Eleanor (10)], [Firebrand (8), Vulcan (8), Phæton (8)]
- Bombs x3: [Vesuvius (8), Cumberland (8)], [Terrible (8), Alderney (8)], [Etna (8), Strombolo (8)]

Also present was Princess Royal (18) storeship. Newcastle did not remain in theatre.

At La La Habana (Blockading, with an Issued La Habana Interdiction Order; 1 Impulse accumulated)

- SOL x4: Windsor (60), Montague (60), Strafford (60), Tilbury (60)
- Light Auxiliaries x1: [Squirrel (24)]

Historically, Strafford was cruising alone.

Leewards Station

At English Harbour

- Frigates x1: Angelsey (40)
- Light Auxiliaries x1: [Lowestoft (28), Pembroke's Prize (4)]

Carolinas Station

At Nassau

- Light Auxiliaries x1: [Shark (20)]

At Savannah

- Light Auxiliaries x1: [Hawk (8)]

At Wilmington

- Light Auxiliaries x1: [Seahorse (20)]

At Charles Town

- Frigates x2: Hector (40), Shoreham (20)
- Light Auxiliaries x3: [Phoenix (20), Flamborough (20), Spence (6.10)], [Tartar (22), Squirrel (24)], [Pearl (8), Success (22)]

FLEET ACCRUED DAMAGE POINTS

- Carolinas Station: ZERO (0)
- Jamaica Station: THIRTY-SIX (36)
- Leewards Station: ZERO (0)

FLEET/COMMAND ADMIRALS

- Fleet Admiral: Vice Admiral of the Blue, Edward **Vernon**
- Carolinas Station: Commodore Peter **Warren**
- Jamaica Station: Vice Admiral of the Blue, Edward **Vernon**
- Leewards Station: Rear Admiral of the Blue Sir Chaloner **Ogle**

Design Note: Ogle's appointment to the Leewards Station is a game compromise. Historically, he commanded under Vice Admiral Vernon in the Cartagena operation, though later he did exercise responsibility for the Leewards sector.

LAND UNITS

At Frederica, Savannah, and/or Charles Town

Personage:

- General **Oglethorpe**

Units:

- Darien Highlanders
- Georgia Rangers x3 counters
- Creek Indians x1 counter

At Port Royal (Jamaica)

Personage:

- General **Wentworth** (*Optional*: randomly choose the General – Wentworth or Cathcart)

Units:

- Cavendish's 34th Regiment of Foot x2 counters
- Bland's 36th Regiment of Foot x2 counters
- Gooch's American Marines – 43rd of Foot x8 counters
- Churchill's 1st Marines – 44th Regiment of Foot x2 counters
- Fraser's 2nd Marines – 45th Regiment of Foot x2 counters
- Holme's 3rd Marines – 46th Regiment of Foot x2 counters
- Byng's 4th Marines – 47th Regiment of Foot x2 counters
- Cochrane's 5th Marines – 48th Regiment of Foot x2 counters
- Cotterall's 6th Marines – 49th Regiment of Foot x2 counters
- Trelawney's 63rd Regiment of Foot x2 counters

At English Harbour

Units:

- Dalzell's 38th Regiment of Foot x2 counters

SCHEDULED REINFORCEMENTS

- None

MANDATORY WITHDRAWAL

The following must exit the map before the end of the scenario. Auxiliaries must be attached to a Formation. ONE (1) point of Prestige is lost for each SOL or Frigate Sail and for each Auxiliary that is not exited in time. Frigates may exit as Sail or as ONE (1) Fleet Auxiliary composed of TWO (2) Frigates.

- SOL x 19
- Frigates x2 (counted as Sail)
- Light Auxiliaries x1
- Bomb x1

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 Agustin 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.

FORCES

Jamaica Station

At Port Royal (Jamaica)

- SOL x16: Boyne (80), Cumberland (80), Grafton (70), Orford (70), Kent (70), Prince of Orange (70), Lyon (60), Rippon (60), Burford (70), Princess Louisa (60), Worcester (60), Defiance (60), Montague (60), Strafford (60), Tilbury (60), York (60)
- SOL(D) x6: Falmouth (50), Lichfield (50), Portland (50), Adventure (50), Greenwich (50), St. Albans (50)
- Frigates x5: Torrington (40), Ludlow Castle (40), Tiger (32), Lark (42), Eltham (44)
- Light Auxiliaries x3: [California (24), Wolf (16)], [Virgin Queen (6), Astrea (12), Experiment (20)], [Scarborough (24), Bonetta (8.12)]
- Fireships x1: [Vulcan (8)]
- Bombs x1: [Vesuvius (8), Strombolo (8)]

Historical Note: Wolf represents 1 or 2 ships of that name, both sloops of 6 guns and 10 swivels. The first Wolf, if a different vessel, was based out of the Carolinas but appears to have been loaned to the Jamaica station. The second Wolf is listed as commissioning at the end of 1741 and seems to have a slightly different deployment schedule. The first Wolf then apparently disappears from the records.

Leewards Station

At English Harbour

- Light Auxiliaries x1: [Pembroke's Prize (4), Saltash (8.12), Lively (20)]

At Bridge Town

- SOL(D) x2: Advice (50), Norwich (50)
- Frigates x1: Roebuck (42)

Carolinas Station

At Wilmington

- Light Auxiliaries x1: [Seahorse (20), Cruizer (12.8)]

Historically, Winchester may have been anywhere on the Atlantic coast.

At Charles Town

- SOL(D) x1: San Juan Bautista (54)
- Frigates x1: Shoreham (20)
- Light Auxiliaries x1: [Flamborough (20), Hawk (16)], [Pearl (8), Success (22)]

San Juan Bautista was taken from the Spanish the previous year. Pearl & Success are provincial vessels, not the RN vessels of the same names; they represent a number of such vessels operating in the region, including requisitioned merchantmen. In some sources, San Juan Bautista is rated as a small vessel, with only a few guns.

FLEET ACCRUED DAMAGE POINTS

- Carolinas Station: ZERO (0)
- Jamaica Station: SIXTEEN (16)
- Leewards Station: SIX (6)

FLEET/COMMAND ADMIRALS

- Fleet Admiral: Vice Admiral of the White, Edward **Vernon**
- Carolinas Station: Commodore Peter **Warren**
- Jamaica Station: Vice Admiral of the White, Edward **Vernon**
- Leewards Station: Rear Admiral of the Red Sir Chaloner **Ogle**

***Important.** Automatically remove **Vernon** during Admiral Relief Step of October Turn, 1742. **Ogle** becomes Fleet Admiral and Jamaica Station Command Admiral. **Ogle** may be replaced on the Leewards Station by a randomly drawn Commodore (use only Commodores dated between 1739 and 1742).*

LAND UNITS

At Frederica, Savannah, and/or Charles Town

Personage:

- General **Oglethorpe**

Units:

- Darien Highlanders
- Georgia Rangers x3 counters
- Creek Indians x1 counter

At Port Royal (Jamaica)

Personage:

- General **Wentworth**

Units:

- Cavendish's 34th Regiment of Foot x2 counters
- Bland's 36th Regiment of Foot x2 counters
- Gooch's American Marines – 43rd of Foot x4 counters
- Churchill's 1st Marines – 44th Regiment of Foot x1 counter
- Fraser's 2nd Marines – 45th Regiment of Foot x1 counter
- Holme's 3rd Marines – 46th Regiment of Foot x1 counter
- Byng's 4th Marines – 47th Regiment of Foot x1 counter
- Cochrane's 5th Marines – 48th Regiment of Foot x1 counter
- Cotterall's 6th Marines – 49th Regiment of Foot x1 counter
- Trelawney's 63rd Regiment of Foot x2 counters

At English Harbour

Units:

- Dalzell's 38th Regiment of Foot x2 counters

SCHEDULED REINFORCEMENTS

Land Units Available to Enter the Map by Convoy or Squadron Transport

- St. Clair's 1st Regiment of Foot x2 counters
- Guise's 6th Regiment of Foot x2 counters
- Blakeney's 27th Regiment of Foot x2 counters
- Duncombe's 8th Marines – 50th Regiment of Foot x2 counters
- Powlett's 9th Marines – 51st Regiment of Foot x2 counters
- Agnew's 10th Marines – 52nd Regiment of Foot x2 counters

MANDATORY WITHDRAWAL

The following must exit the map before the end of the scenario. Auxiliaries must be attached to a Formation. ONE (1) point of Prestige is lost for each 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.

Sail & Auxiliaries:

- SOL x 5
- SOL(D) x2
- Frigates x3 (counted as Sail)
- Light Auxiliaries x1
- Bomb x1

Personage:

General Wentworth

Units:

FIFTEEN (15) of the following (22) Units:

- St. Clair's 1st Regiment of Foot x2 counters
- Guise's 6th Regiment of Foot x2 counters
- Blakeney's 27th Regiment of Foot x2 counters
- Cavendish's 34th Regiment of Foot x2 counters
- Bland's 36th Regiment of Foot x2 counters
- Churchill's 1st Marines – 44th Regiment of Foot x1 counter
- Fraser's 2nd Marines – 45th Regiment of Foot x1 counter
- Holme's 3rd Marines – 46th Regiment of Foot x1 counter
- Byng's 4th Marines – 47th Regiment of Foot x1 counter
- Cochrane's 5th Marines – 48th Regiment of Foot x1 counter
- Coterall's 6th Marines – 49th Regiment of Foot x1 counter
- Duncombe's 8th Marines – 50th Regiment of Foot x2 counters
- Powlett's 9th Marines – 51st Regiment of Foot x2 counters
- Agnew's 10th Marines – 52nd Regiment of Foot x2 counters

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

Jamaica Station

At Port Royal (Jamaica)

- SOL x7: Cumberland (80), Orford (70), Prince of Orange (70), Lyon (60), Rippon (60), Montague (60), York (60)
- SOL(D) x5: Falmouth (50), Lichfield (50), Adventure (50), Greenwich (50), St. Albans (50)
- Frigates x3: Torrington (40), Fowey (40), Looe (40)
- Light Auxiliaries x2: [California (24), Wolf (6.10), Bonetta (8.12)], [Spy (8.12), Experiment (20)]
- Bombs x1: [Strombolo (8)]

At Roatán

Any TWO (2) Frigates or ONE (1) Light Auxiliary from Port Royal list. Frigates may be deployed as a Fleet Auxiliary.

Leewards Station

At English Harbour

- SOL(D) x1: Argyle (50)
- Light Auxiliaries x1: [Saltash (8.12), Otter (14), Lively (20)]

At Bridge Town

- SOL x2: Burford (70), Suffolk (70)
- SOL(D) x3: Advice (50), Norwich (50), Assistance (50)
- Frigates x1: Eltham (44)
- Light Auxiliaries x1: [Scarborough (24), Otter (8)]
- Bombs x1: [Comet (12)]

Carolinas Station

At Wilmington

- Frigates x1: Hastings (44)
- Light Auxiliaries x1: [Seahorse (20), Cruizer (12.8)]

Historically, Winchester may have been anywhere on the Atlantic coast.

At Charles Town

- Frigates x3: Shoreham (20), Launceston (40), Lynn (44)
- Light Auxiliaries x3: [Flamborough (20), Hawk (8)], [Rye (20), Swift (12)], [Pearl (8), Success (22)]

FLEET ACCRUED DAMAGE POINTS

- Carolinas Station: ZERO (0)
- Jamaica Station: TWENTY-FOUR (24)
- Leewards Station: TWELVE (12)

FLEET/COMMAND ADMIRALS

- Fleet Admiral: Vice Admiral of the Blue Sir Chaloner **Ogle**
- Carolinas Station: Commodore Peter **Warren**
- Jamaica Station: Vice Admiral of the Blue Sir Chaloner **Ogle**
- Leewards Station: Commodore Charles **Knowles**

LAND UNITS

At Frederica, Savannah, and/or Charles Town

Personage:

- General **Oglethorpe**

Units:

- Darien Highlanders
- Georgia Rangers x3 counters
- Creek Indians x1 counter

At Port Royal (Jamaica)

Units:

- Gooch's American Marines – 43rd of Foot x2 counters
- Trelawney's 63rd Regiment of Foot x2 counters

At Roatán

Units:

- Gooch's American Marines – 43rd of Foot x1 counter

At English Harbour

Units:

- Dalzell's 38th Regiment of Foot x2 counters

SCHEDULED REINFORCEMENTS

- None

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

Jamaica Station

At Port Royal (Jamaica)

- SOL x1: Hampton Court (64)
- SOL(D) x1: Falmouth (50)
- Frigates x3: Shoreham (20), Torrington (40), Diamond (40)
- Light Auxiliaries x1: [Drake (14); Spence (6.10)]

Leewards Station

At English Harbour

- Frigates x1: Angelsey (40)
- Light Auxiliaries x1: [Saltash (14), Lowestoft (28)]

Mona Passage Straits Space

- SOL x1: Windsor (60))

At Bridge Town

- Frigates x1: Roebuck (42)

Carolinas Station

At Nassau

- Light Auxiliaries x1: Shark (20)

At Savannah

- Light Auxiliaries x1: [Blandford (20), Hawk (8)]

At Charles Town

- Light Auxiliaries x3: [Rose (20), Seaford (20)], [Phoenix (20), Tartar (22)], [Pearl (8), Success (22), Wolf (10.16)]

At Wilmington

- Frigates x2: Hector (44), South Sea Castle (40)
- Light Auxiliaries x1: Seahorse (20)

FLEET ACCRUED DAMAGE POINTS

- Carolinas Station: ZERO (0)
- Jamaica Station: TWO (2)
- Leewards Station: TWO (2)

FLEET/COMMAND ADMIRALS

- Fleet Admiral: Commodore Charles **Brown**
- Carolinas Station: Commodore Peter **Warren**
- Jamaica Station: Commodore Charles **Brown**
- Leewards Station: None

Brown's Posting as Fleet Admiral is an exception to the requirement for Admiral Rank. He has a Strategy Rating of ZERO (0) while occupying this Posting.

LAND UNITS

At Frederica, Savannah, and/or Charles Town

Personage:

- General **Oglethorpe**

Units:

- Darien Highlanders x1 counter
- Georgia Rangers x3 counters

At Port Royal (Jamaica)

Units:

- Trelawney's 63rd Regiment of Foot x2 counters

At English Harbour

Units:

- Dalzell's 38th Regiment of Foot x2 counters

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 Spring and Summer 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.

DRMs:

–1 for French Command if Louisburg MC Status is French

–1 for British Fleet if Louisburg MC Status is British

CAMPAIGN SCHEDULED REINFORCEMENTS

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

VERNON'S SQUADRON

Autumn 1739

These Reinforcements appear on a die roll of THREE or less (≤ 3) on the October Turn of 1739, a die roll of EIGHT or less (≤ 8) on the October-November Turn of 1739, or automatically on the November-December Turn of 1739.

- SOL x4: Burford (70), Worcester (70), Strafford (60), Princess Louisa (60)
- SOL(D) x1: Norwich (50)
- Frigates x1: Sheerness (20)

As soon as these Reinforcements Arrive, Place in the Fleet Admiral Box

- Vice Admiral of the Blue, Edward **Vernon**
- Commodore **Brown** becomes Command Admiral of the *Leewards Station*.

Available Box November-December Turn of 1739

- Fireships x1: [Success (8), Eleanor (10)]
- Bombs x2: [Vesuvius (8), Cumberland (8)], [Terrible (8)]

THE AMERICAN COLONIALS ARRIVE

September-October Turn 1740: Land Units enter the map in Troop Convoy

- Gooch's American Marines – 43rd of Foot x8 counters

September-October Turn 1740: Troop Convoy Escort

- SOL(D) x1: Newcastle (50)
- Light Auxiliaries x1: [Wolf (10.16), Cruizer (12.8)]

THE CARTAGENA EXPEDITION

Autumn 1740: Naval Forces

These Reinforcements appear on a die roll of THREE or less (≤ 3) on the October Turn of 1740, a die roll of FIVE or less (≤ 5) on the October-November Turn of 1740, a die roll of SEVEN or less (≤ 7) on the October-November Turn of 1740, a die roll of SEVEN or less (≤ 7) on the October Turn of 1739, or automatically on the December-January Turn of 1741.

Auxiliaries must be Assigned to Formations

If the Reinforcements arrive on October or October-November 1740, receive the following:

- SOL x5: Buckingham (70), Defiance (60), Montague (60), Tilbury (60), York (60)
- SOL(D) x1: Newcastle (50)
- Frigates x1: Ludlow Castle (40)
- Light Auxiliaries x1: [Tiger (32), Experiment (20)]

If the Reinforcements arrive on November-December 1740 or December-January 1741, receive the following:

- SOL x21: Boyne (80), Cumberland (80), Chichester (80), Norfolk (80), Princess Amelia (80), Princess Caroline (80), Russell (80), Shrewsbury (80), Torbay (80), Orford (70), Prince Frederick (64), Buckingham (70), Suffolk (64), Augusta (60), Deptford (60), Jersey (60), Dunkirk (60), Lyon (60), Rippon (60), York (60), Weymouth (60)
- SOL(D) x1: Lichfield (50)
- Frigates x1: Ludlow Castle (40)
- Light Auxiliaries x1: Ludlow Castle (40)
- Fireships x1: [Firebrand (8), Vulcan (8), Phæton (8)]
- Bombs x1: [Etna (8), Strombolo (8)]

Autumn 1740: Land Units

Arrive as a single Troop Convoy at the same time as the naval reinforcements

Personage:

General **Wentworth** (*Optional*: randomly choose the General – Wentworth or Cathcart)

Units:

- Cavendish's 34th Regiment of Foot x2 counters
- Bland's 36th Regiment of Foot x2 counters
- Gooch's American Marines – 43rd of Foot x8 counters
- Churchill's 1st Marines – 44th Regiment of Foot x2 counters
- Fraser's 2nd Marines – 45th Regiment of Foot x2 counters
- Holme's 3rd Marines – 46th Regiment of Foot x2 counters
- Byng's 4th Marines – 47th Regiment of Foot x2 counters
- Cochrane's 5th Marines – 48th Regiment of Foot x2 counters
- Coterall's 6th Marines – 49th Regiment of Foot x2 counters

Clarification: just because this Reinforcement packet is named 'the Cartagena Expedition', the British player is not forced to attack Cartagena.

ADDITIONAL LAND UNITS

Start of 1742: Land Units

These Reinforcements are available from the R&R Step of the December-January Turn of 1742. The British player may enter any or all of them whenever desired, using the normal rules of entry.

- St. Clair's 1st Regiment of Foot x2 counters
- Guise's 6th Regiment of Foot x2 counters
- Blakeney's 27th Regiment of Foot x2 counters
- Duncombe's 8th Marines – 50th Regiment of Foot x2 counters
- Powlett's 9th Marines – 51st Regiment of Foot x2 counters
- Agnew's 10th Marines – 52nd Regiment of Foot x2 counters

WEST INDIES GAMBIT PURSUIT FORCES

Roll TWO (2) times on the RRT (British 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.

OTHER REINFORCEMENTS

No further special Reinforcements are received. Use the RRT and recycle Escorts per *Ex. Rule 2.615*.

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.

WAR OF THE AUSTRIAN SUCCESSION EVENT OCCURS

Sail & Auxiliaries:

- SOL x 22
- SOL(D) x2
- Light Auxiliaries x1
- Bomb x1

Personage:

- General **Wentworth/Cathcart** (if present on the map; if not, ignore this requirement)

Units:

- x25 counters

LOUISBURG MILITARY CAMPAIGN WITHDRAWAL

- SOL x1
- SOL(D) x1
- Frigates x2 (or x1 Fleet Auxiliary)

Historical Note: the ships sent north in 1745 were Superb (60), Ruby A.K.A. Mermaid (50), Eltham (44), Launceston (40)

OTHER WITHDRAWALS

Per *Ex. Rule 2.262* the British player is required to remove forces when the Bourbon player Voluntarily Withdraws French forces. For each Sail or Auxiliary Withdrawn the British player must likewise Withdraw Sail and Auxiliaries at a ratio of ONE (1) Sail or Auxiliary for every TWO (2) French Sail or Auxiliaries Withdrawn. The Prestige penalties given above apply.

Remember, Escorts leaving the map with a Convoy may be retained off map and returned as future Escorts or as part of other Formations.

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

Jamaica Station

At Port Royal (Jamaica)

- SOL x5: Cumberland (80), Orford (70), Prince of Orange (70), Montague (60), Rippon (60)
- SOL(D) x7: Falmouth (50), Adventure (50), Greenwich (50), St. Albans (50), Assistance (50), Norwich (50), Advice (50)
- Frigates x3: Fowey (40), Shoreham (20), Sheerness (20)
- Light Auxiliaries x2: [California (24), Drake (14.14), Bonetta (8.12)], [Experiment (20), Spy (8.12)]
- Bombs x1: [Thunder (8)]

Leewards Station

At English Harbour

- SOL x1: Superb (60)
- SOL(D) x3: Woolwich (50), Argyle (50), Severn (50)
- Frigates x3: Lynn (44), Launceston (40), Torrington (40)
- Light Auxiliaries x2: [Deal Castle (24), Centaur (20)], [Lyme (20) Seahorse (20), Otter (14)]
- Bombs x1: [Comet (12)]

At Bridge Town

- Light Auxiliaries x1: [Scarborough (24), Bideford (20)]

Carolinas Station

At Nassau

- Light Auxiliaries x1: [Rose (24)]

At Wilmington

- Frigates x1: Hastings (44)

At Charles Town

- Frigates x1: Looe (40)
- Light Auxiliaries x2: [Flamborough (20), Hawk (16), Swift (12)], [Pearl (8), Success (22)]

FLEET ACCRUED DAMAGE POINTS

- Carolinas Station: ZERO (0)
- Jamaica Station: TWENTY-FOUR (24)
- Leewards Station: EIGHT (8)

FLEET/COMMAND ADMIRALS

- Fleet Admiral: Vice Admiral of the White Sir Chaloner **Ogle**
- Carolinas Station: Commodore Peter **Warren**
- Jamaica Station: Vice Admiral of the White Sir Chaloner **Ogle**
- Leewards Station: Commodore Charles **Knowles**

LAND UNITS

All Land Units listed below may be deployed in any Friendly-Controlled Ports, subject to any special restrictions. No Tribal Auxiliaries have been Recruited.

- General **Oglethorpe** and TWO (2) of the **Georgia Rangers** counters are off map. They cannot return until 1746.
- Historically, **Trelawney's 63rd** should be at Port Royal (Jamaica) and **Dalzell's 38th** at English Harbour; the **Darien Highlanders** and remaining **Georgia Rangers** should be in Georgia.

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

Jamaica Station

At Port Royal (Jamaica)

- SOL x3: Cornwall (80), Prince of Orange (70), Strafford (60)
- SOL(D) x4: Falmouth (50), Adventure (50), Norwich (50), Sutherland (50)
- Frigates x4: Fowey (40), Enterprise (44)
- Light Auxiliaries x2: [California (24), Drake (14.14), Bideford (20)], [Rippon's Prize (20), Merlin (10.14)]
- Bombs x1: [Blast (10), Basilisk (10)]

Historical Note: Vice Admiral Davers took over from Ogle in February of 1745. The two admirals each travelled with a convoy escort squadron. The above dispositions put the change in ships a Turn or so earlier for simplicity.

At Roatán

- SOL x1: Plymouth (60)

Leewards Station

At English Harbour

- SOL x2: Superb (60), Suffolk (64)
- SOL(D) x1: Argyle (50)
- Frigates x3: Lynn (44), Launceston (40)
- Light Auxiliaries x3: [Deal Castle (24), Centaur (20)], [Lyme (20) Seahorse (20)], [Hind (20), Otter (14)]
- Bombs x1: [Comet (12)]

At Bridge Town

- SOL(D) x2: Severn (50), Woolwich (50)

Carolinas Station

At Nassau

- Light Auxiliaries x1: [Rose (24)]

At Charles Town

- Light Auxiliaries x1: [Flamborough (20), Pearl (8), Success (22)]

FLEET ACCRUED DAMAGE POINTS

- Carolinas Station: ZERO (0)
- Jamaica Station: TWENTY-FOUR (24)
- Leewards Station: EIGHT (8)

FLEET/COMMAND ADMIRALS

- Fleet Admiral: Vice Admiral of the Red Sir Chaloner **Davers**
- Carolinas Station: Commodore Charles **Knowles**
- Jamaica Station: Vice Admiral of the Red Sir Chaloner **Davers**
- Leewards Station: Vice Admiral of the Blue Isaac **Townsend**

LAND UNITS

All Land Units listed below may be deployed in any Friendly-Controlled Ports, subject to any special restrictions. No Tribal Auxiliaries have been Recruited.

- General **Oglethorpe** and TWO (2) of the **Georgia Rangers** counters are off map. They cannot return until 1746.
- Historically, **Trelawney's 63rd** should be at Port Royal (Jamaica) and **Dalzell's 38th** at English Harbour; the **Darien Highlanders** should be in Georgia.

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

Jamaica Station

At Port Royal (Jamaica)

- SOL x5: Cornwall (80), Montague (60), Plymouth (60), Strafford (60), Warwick (60)
- SOL(D) x4: Falmouth (50), Adventure (50), Norwich (50), Oxford (50)
- Frigates x2: Enterprise (44), Torrington (44)
- Light Auxiliaries x2: [Drake (14.14), Bideford (20)], [Rippon's Prize (20, Merlin (10.14)]
- Bombs x1: [Basilisk (10)]

Leewards Station

At English Harbour

- SOL x7: Suffolk (64), Princessa (70), Lennox (70), Pembroke (60), Dreadnought (60), Worcester (60)
- SOL(D) x6: Argyle (50), Hampshire (50), Sutherland (50), Severn (50), Woolwich (50), Advice (50)
- Frigates x2: Kinsale (32), Gosport (40)
- Light Auxiliaries x2: [Centaur (20), Seahorse (20)], [Otter (14), Lyme (20), Richmond (20)]
- Bombs x1: [Comet (12)]

Carolinas Station

At Nassau

- Light Auxiliaries x1: [Rose (24)]

At Charles Town

- Light Auxiliaries x1: [Aldborough (24), Pearl (8), Success (22)]

Pearl & Success are provincial vessels, not the RN vessels of the same names; they represent a number of such vessels operating in the region, including requisitioned merchantmen.

FLEET ACCRUED DAMAGE POINTS

- Carolinas Station: ZERO (0)
- Jamaica Station: SIXTEEN (16)
- Leewards Station: TWENTY (20)

FLEET/COMMAND ADMIRALS

- Fleet Admiral: Vice Admiral of the Red Sir Chaloner **Davers**
- Carolinas Station: Commodore Charles **Knowles**
- Jamaica Station: Vice Admiral of the Red Sir Chaloner **Davers**
- Leewards Station: Commodore Fitzroy **Lee**

LAND UNITS

All Land Units listed below may be deployed in any Friendly-Controlled Ports, subject to any special restrictions. No Tribal Auxiliaries have been Recruited.

- General **Oglethorpe** and TWO (2) of the **Georgia Rangers** counters are off map. They are available to return to play. No other Land Units may return to play.
- Historically, **Trelawney's 63rd** should be at Port Royal (Jamaica) and **Dalzell's 38th** at English Harbour; the **Darien Highlanders** should be in Georgia.

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

Jamaica Station

At Port Royal (Jamaica)

- SOL x5: Cornwall (80), Montague (60), Strafford (60), Warwick (60), Worcester (60)
- SOL(D) x3: Adventure (50), Norwich (50), Oxford (50)
- Frigates x1: Enterprise (44)
- Light Auxiliaries x3: [Drake (14.14), Lyme (20)], [Bideford (20), Merlin (10.14)], [Vainqueur (26), Wager Galley (24)]
- Bombs x1: [Basilisk (10)]

At Windward Passage (Interdicting, with an Issued Windward Passage Interdiction Order; 2 Impulses accumulated)

- SOL x2: Lennox (70), Plymouth (60)

Leewards Station

At English Harbour

- SOL x2: Suffolk (64), Dreadnought (60)
- SOL(D) x1: Sutherland (50)
- Light Auxiliaries x3: [Centaur (20), Seahorse (20)], [Hind (20), Richmond (20)], [Saxon (16.14), Dreadnought's Prize (12), Rippon's Prize (20)]

Carolinas Station

At Nassau

- Light Auxiliaries x1: [Rose (24)]

At Charles Town

- Light Auxiliaries x1: [Aldborough (24), Pearl (8), Success (22)]

FLEET ACCRUED DAMAGE POINTS

- Carolinas Station: ZERO (0)
- Jamaica Station: TWENTY-FOUR (24)
- Leewards Station: SIX (6)

FLEET/COMMAND ADMIRALS

- Fleet Admiral: Rear Admiral of the White Charles **Knowles**
- Carolinas Station: Commodore **Mitchell**
- Jamaica Station: Rear Admiral of the White Charles **Knowles**
- Leewards Station: Commodore **Legge**

Historical Note: Admiral Davers died in 1746. Knowles was thus senior commander in the Americas, but actually commanded forces on the American coast, due to the strategic shift to the Maritimes. He thus alternated his duties between Jamaica and the Colonies. In reality, Mitchell commanded at Jamaica, but for game purposes he has been allocated the Carolinas Station, which was almost shut down at this time. Technically, Commodore Lee commanded in the Leewards until the Spring, but Legge's commission was dated November 1746, which provides an excuse to use him. Lee had 'issues' with the local mercantile community and became the subject of a court martial. A number of the ships listed above came out with Legge.

LAND UNITS

All Land Units listed below may be deployed in any Friendly-Controlled Ports, subject to any special restrictions. No Tribal Auxiliaries have been Recruited.

- Historically, **Trelawney's 63rd** should be at Port Royal (Jamaica) and **Dalzell's 38th** at English Harbour; General **Oglethorpe**, the **Darien Highlanders**, and the **Georgia Rangers** in Georgia.

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

Jamaica Station

At Port Royal (Jamaica)

- SOL x10: Montague (60), Plymouth (60), Cornwall (80), Lennox (70), Elisabeth (66), Captain (70), Canterbury (60), Strafford (60), Warwick (60), Worcester (60)
- SOL(D) x4: Advice (50), Adventure (50), Norwich (50), Oxford (50)
- Frigates x3: Enterprise (44), Fowey (44), Lark (44)
- Light Auxiliaries x3: [Drake (14.14), Bideford (20), Merlin (10.14)], [Experiment (20), Rye (24), Achilles (12)], [Weazle (10.16), Aldborough (24), Vulture (10.14)]

Leewards Station

At English Harbour

- Frigates x2: Ludlow Castle (44), Poole (44)
- Light Auxiliaries x3: [Centaur (20), Seahorse (20)], [Dreadnought's Prize (12)], [Porcupine (10.14), Speedwell (10.16)]

At Port Louis (Blockading, with an Issued Port Louis Interdiction Order; 2 Impulses accumulated)

- SOL x5: Suffolk (64), Dreadnought (60), Dragon (60), Rippon (60), Sunderland (60)
- SOL(D) x1: Sutherland (50)
- Frigates x1: Mary Galley (44)

At Bridge Town

- Light Auxiliaries x1: [Richmond (20)]

Carolinas Station

At Nassau

- Light Auxiliaries x1: [Rose (24)]

At Charles Town

- Light Auxiliaries x1: [Pearl (8), Success (22)]

FLEET ACCRUED DAMAGE POINTS

- Carolinas Station: ZERO (0)
- Jamaica Station: TWENTY (20)
- Leewards Station: NINE (9)

FLEET/COMMAND ADMIRALS

- Fleet Admiral: Rear Admiral of the Red Charles **Knowles**
- Carolinas Station: a randomly chosen Commodore
- Jamaica Station: Rear Admiral of the Red Charles **Knowles**
- Leewards Station: Commodore George **Pocock**

LAND UNITS

All Land Units listed below may be deployed in any Friendly-Controlled Ports, subject to any special restrictions. No Tribal Auxiliaries have been Recruited.

- Historically, **Trelawney's 63rd** should be at Port Royal (Jamaica) and **Dalzell's 38th** at English Harbour; General **Oglethorpe**, the **Darien Highlanders**, and the **Georgia Rangers** in Georgia.

HISTORICAL REINFORCEMENTS/WITHDRAWALS

The following are the historical arrivals and withdrawals for the theatre.

1739

Withdrawals:

Rose (20), Seaford (24), returned to England from South Carolina shortly before hostilities opened. home in Spring/Summer. Ditto *Deal Castle (24)* pre-war based at Canso, Nova Scotia.

Reinforcements:

Vernon's squadron arrived Antigua in September: *Burford (70), Strafford (60), Princess Louisa (60), Norwich (60), Worcester (60), Sheerness (20)*.

Flamborough (20) arrived New York in the Fall. *Adventure (40) & Romney (50)* arrived Newfoundland during same period.

Squadron of bombs & fireships arrived at the end of 1739: *Success (8), Eleanor (10), Vesuvius (8), Cumberland (8), Terrible (8), Alderney (8)*.

Prizes taken late in 1739: *California (24), Astrea (12), Katherine (8)*.

1740

Withdrawals:

Princess Louisa (60) departed theatre on convoy duty in the Fall but returned before the end of the year.

Roebuck (42), Blandford (20), Saltash (14), Seahorse (20) returned to England in the Spring. *Seahorse* reappeared at Port Royal by year's end.

Adventure (40) returned to England in Spring.

Pearl (40) made a brief appearance in theatre before joining Anson's squadron.

Diamond (40), Ruby (50) returned to England in Winter.

Reinforcements:

Greenwich (50) arrived in the Summer but returned to England in the Fall.

Cruizer (12.8) commissioned Virginia in Fall.

Virgin Queen (6) arrived in Winter.

There is some confusion about the 'primary' reinforcements to the theatre. Some sources give the following, plus Chaloner Ogle's main force:

Buckingham (70), Defiance (60), Montague (60), Tilbury (60), York (60), Newcastle (50), Tiger (32), Experiment (20) to have arrived in the Fall. *Buckingham* supposedly returned to England in the Winter. *Tiger* left the theatre on convoy escort in Winter. *Newcastle* carried dispatches and did not stay.

The following belong to Chaloner Ogle's Cartagena task force, arriving at year's end:

Boyne (80), Cumberland (80), Chichester (80), Norfolk (80), Princess Amelia (80), Princess Caroline (80), Russell (80), Shrewsbury (80), Torbay (80), Orford (70), Prince Frederick (64), Buckingham (70), Suffolk (64), Augusta (60), Deptford (60), Jersey (60), Dunkirk (60), Lyon (60), Rippon (60), York (60), Weymouth (60), Lichfield (50), Ludlow Castle (40) Firebrand (8) fireship, Vulcan (8) fireship, Phaeton (8) fireship, Etna (8) bomb, Strombolo (8) bomb

But other sources indicate that the smaller force never actually sailed as listed, but was merely the original slate for the Cartagena-bound troop convoy, replaced by Ogle's force, and that even Ogle's list should be adjusted (due to various mishaps, bad weather, and a temptation to make a descent on Ferrol instead) to include some ships of the smaller, original force – hence the confusion. Ogle ultimately took 28 men of war and 5 smaller ships with him, the ships of the line reduced to 21, plus the *Cumberland (80)* which was detached and made her own way to the West Indies.

The 1741 scenario uses the list above for Ogle's force, and ignores the smaller squadron's possible existence. The presence of *Prince of Orange (70), Tiger (32), and Newcastle (50)* is accepted (but in the game the RRT absorbs such individual ship arrivals). *Newcastle (50)* may have been one of the vessels escorting *Gooch's Regiment* from New York.

1741

Withdrawals:

Katherine (8) returned to England in Spring. *Shark (20)* confirmed in Home Waters (during 1740 location unknown, but last reported in the Bahamas).

Chichester (80), *Norfolk (80)*, *Princess Amelia (80)*, *Princess Caroline (80)*, *Russell (80)*, *Shrewsbury (80)*, *Torbay (80)*, *Hampton Court (64)*, *Suffolk (64)*, *Augusta (60)*, *Deptford (60)*, *Dunkirk (60)*, *Jersey (60)*, *Superb (60)*, *Galicia (60)*, *Windsor (60)*, *Anglesey (40)*, *Squirrel (24)*, *Spence (6.10)*, *Drake (14)*, *Etna (8) bomb*, *Terrible (8) bomb*, *Pompey (6) tender* returned to England in the Fall.

Prince Frederick (64), *Tartar (32)*, *Hawk (16)* returned to England in the Winter.

Fireships *Success (8)*, *Eleanor (10)*, *Cumberland (8)*, *Firebrand (8)* expended at Cartagena.

Princess Royal (18) storeship, *Alderney (8) bomb* hulked in Winter.

Reinforcements:

Eltham (44), *Spy (8.12)*, *2nd Wolf (10.16)*, *Pembroke's Prize (4)* arrived in Spring (*Pembroke's Prize* carried dispatches & was posted to the Leewards). *1st Wolf (10)* sent to England in Spring but returned for San Agustín operations in Summer.

Winchester (50) arrived 'North America' in Spring but returned to England over the Winter.

2nd Saltash (8.12) arrived Leewards in Summer. *Kent (70)*, *Bonetta (8.12)* arrived Jamaica in Summer.

Chester (50), *Portland (50)*, *Tiger (32)* arrived in Summer. Bomb ketch *Furnace (8)* sent to find Northwest Passage in Summer.

2nd Adventure (50), *Greenwich (50)*, *St. Albans (50)*, *Lark (42)* arrived in Winter.

Kennington (24) arrived in Summer & left in Fall (dispatch ship). *Scarborough (24)* arrived in Spring/Summer & remained.

Scarborough (18) hospital ship commissioned at Cartagena in Spring. Possibility this is 6th Rate of same name (above).

Prizes taken in 1741: *Galicia (60)* at Cartagena, *Deptford's Prize* in Spring, sent to England with *Deptford* in Fall. *San Juan Bautista (54)* sent to Carolinas

1742

Withdrawals:

Weymouth (60), *Chester (50)*, *Hector (40)*, *Lowestoft (28)*, *Phœnix (20)* returned to England early in Spring.

Blandford (20) sold off in Spring.

Phæton (8) bomb/fireship expended in Spring.

Spy (8.12) working The Channel in Spring & Summer, but returned to Jamaica in Fall.

1st Wolf (10) last recorded at San Agustín; no further record. Possibility this sloop is the same as *2nd Wolf (10.16)* still working out of Jamaica.

Princess Louisa (60) broken up, *Tilbury (60)* burnt, this Summer. *Lark (42)*, *Southampton (44)* hulked at same time.

Boyne (80), *Orford (70)* returned to England in Fall.

Tiger (32) wrecked in Fall.

Falmouth (50) on convoy duty to England in Winter.

Vesuvius (8) bomb returned to England & broken up in Winter.

Vulcan (8) fireship hulked, *Vesuvius (8) bomb* broken up, in Winter.

Reinforcements:

Advice (50) arrived Barbados in Spring. (*Norwich (50)* posted to Barbados from Jamaica in Spring.) *Lively (20)* arrived Leewards in Spring. *Hawk (16)* returned to Carolinas in Spring.

Gosport (40) arrived at Leewards in Summer. *Rye (20)*, *Swift (12)* arrived Carolinas in Summer.

Basilisk (10) bomb, *Blast (10) bomb* arrived Jamaica in Summer.

Hound (8.12) appeared Virginia in Summer but returned to England in Winter.

Fowey (40) arrived Jamaica in Fall. *Launceston (40)* arrived Leewards in Fall.

Assistance (50) arrived Jamaica in Winter. *Otter (14)* arrived Leewards in Winter.

Sutherland (50) arrived Newfoundland in Winter.

Triton sloop reported in theatre for 1742, but no other record found. This may be a requisitioned merchantman or privateer.

1743

Withdrawals:

Kent (70), *Defiance (60)*, *Ludlow Castle (40)* hulked in Spring. *Virgin Queen (6)* broken up in Spring. *Grafton (70)*, *Worcester (60)*, *Strafford (60)*, *Gosport (40)*, *Basilisk (10) bomb*, *Blast (10) bomb*, *Pembroke's Prize (4)* to England in Spring.

Portland (50) returned to England in Spring & broken up. *Ludlow Castle (40)* hulked. *Astrea (18) converted storeship* burnt.

Burford (70) returned to England in Fall.

Sutherland (50) left Newfoundland for England in Winter.

Strombolo (8) bomb sold off in Winter.

Lichfield (50) disappears from records by year's end. Possibly hulked or sold. Also possibly sent to be rebuilt – a new 50-gun *Lichfield* commissioned in 1746.

Reinforcements:

Orford (70) returned in Spring. *Hastings (44)* arrived Virginia in Spring; posted to Leewards in Winter. *Lynn (44)* arrived Carolinas in Spring; posted to Leewards in Summer. *Looe (40)* arrived Jamaica in Spring.

Suffolk (64) appeared in Spring and returned to England in Fall.

Falmouth (50), *Comet (12) bomb* arrived Jamaica in Summer.

Lyme (20), *Deal Castle (24)* arrived Leewards in Fall.

Superb (60), *Argyle (50)*, *Severn (50)*, *Woolwich (50)* arrived Leewards in Winter. (*Superb* is a probable return; she may not have been so long away from the theatre – probably on convoy duty to and fro.)

Prizes: French *Bien Aimee (18) storeship* taken in Winter.

1744

Withdrawals:

Looe (40) foundered in Spring.

Sheerness (20), *Shoreham (20)* sold in Spring. *Torrington (40)* sold in Summer.

Norwich (50) left on convoy during Spring but returned in Summer.

Rye (24), *Wolf (10.16)*, *Cruizer (8.12)* to England in Spring.

Lyon (60), *York (60)*, *Eltham (44)* returned to England over the Winter of '43-'44.

Orford (70), *Greenwich (50)*, *St. Albans (50)*, *Lark (42) hulk*, *Bonetta (8.12)*, *Thunder (8.10) bomb* wrecked in the Fall.

Assistance (50) returned to England at year's end.

Hastings (44) transferred to Virginia in Summer, returned to England in Winter.

Launceston (40) transferred to New York in the Summer but returned to the Leewards in the Winter.

Lively (20) left theatre in Summer.

Scarborough (24) to England with convoy in Fall.

Reinforcements:

Pembroke (60) stationed in the Leewards from Spring to Fall before returning to England. *Ruby (50)* arrived in American waters in the Spring, transferred to the Leewards in the Fall.

Bideford (20), *Centaur (20)*, *Drake (14.14)* arrived in theatre in Spring.

Fame (14) bomb arrived Leewards in Summer.

Weymouth (60) appeared in theatre during the Winter, but was soon wrecked.

Sutherland (50) arrived Leewards in Fall.

Eltham (44) returned to Leewards in Winter. *Suffolk (64)* stationed in the Leewards in the Winter.

Kinsale (32) appeared at Newfoundland in Summer but returned to England over the Winter. *Jersey (60)* off Newfoundland in Winter.

1745

Withdrawals:

Cumblerland (80), *Montague (60)*, *Rippon (60)*, *Assistance (50)*, *Experiment (20)* returned to England in the Spring with Admiral Ogle. *Advice (50)*, *Hawk (16)*, *Swift (12)* also returned to England.

Flamborough (20) returned to England in the Fall.

Plymouth (60), *Strafford (60)* (see below), *Deal Castle (24)*, *Lyme (20)* to England in Winter.

Blast (10) bomb captured in Fall. *Fame (14)* bomb foundered in Fall.

Ruby (50) to New England in Spring. *Launceston (40)* to New York in Spring.

Kinsale (32) left Newfoundland for England in Spring.

Spy (8.12) sold in Spring.

Reinforcements:

In the Spring Admiral Davers brought out *Cornwall (80)*, *Strafford (60)*, *Enterprise (44)*, *Merlin (10.14)*. *Plymouth (60)*, *Hind (20)* arrived separately. *Basilisk (10 & Blast (10)* bombs also arrived, presumably with Davers. *Mercury (14)* arrived with dispatches but returned to England.

Kent (70), *Lennox (70)* arrived Leewards in the Summer. *Pembroke (60)* returned Leewards at same time.

Princessa (70), *Cumberland (80)*, *Dreadnought (60)*, *Kingston (60)*, *Worcester (60)*, *Hampshire (50)* arrived Leewards in the Fall. *Oxford (50)* arrived Jamaica at same time.

Dorsetshire (80), *Ipswich (70)*, *Hampton Court (64)* put in a brief appearance in the Fall in the Leewards – chasing a French force.

Rippon's Prize (20) French prize taken in Spring.

Trident (64) French prize taken in Summer (Louisburg operations).

Hastings (44) returned to North America in Spring, but returned to England in Summer.

Aldborough (24) arrived Carolinas in Spring.

Rye (24), *Caesar (20)*, *Newport (20)*, *Shirley (20)*, *Bedford (16)*, *Boston (16)*, *Hartford (16)*, *PostilLyon (16)*, *Prince of Orange (16)*, *Wallace (14)*, *Terror (12)*, *Mermaid (10)*, *Queen Anne (10)*, *Windward (8)* commissioned North America in Spring.

Massachusetts (24) commissioned New England in Fall. *Mediator (10)* purchased at same time – taken by French in Winter.

Jersey (60) off Newfoundland in Winter. *Dover (40)*, *Torrington (44)* arrived Virginia in Winter.

Kinsale (32) arrived Leewards in Winter. *Richmond (20)* French prize taken in Winter.

Louisburg Squadron (Summer/Fall): *Canterbury (60)*, *Princess Mary (60)*, *Sunderland (60)*, *Warwick (60)* *Superb (60)* – taken from Leewards Squadron – *Chester (50)*, *Ruby (50)*, *Eltham (44)* – left Caribbean for North America in Spring – *Hector (44)*, *Lark (44)* – not the same ship hulked/wrecked at Jamaica – *Launceston (40)*, *Rye (24)*, *Caesar (20)*, *Newport (20)*, *Shirley (20)*, *Bedford (16)*, *Boston (16)*, *Hartford (16)*, *PostilLyon (16)*, *Prince of Orange (16)*, *Spence (16)*, *Wallace (14)*, *Terror (12)*, *Mermaid (10)*, *Queen Anne (10)*, *Windward (8)*, *Bien Aimee (18)* storeship – this last based in Leewards & returned there to be hulked after operation.

1746

Withdrawals:

In the Spring *Torrington (44)* transferred to Jamaica for convoy escort, then proceeded to Louisburg before being paid off.

Kingston (60), *Hind (14)* to Louisburg in Spring. *Hind* returned in Winter.

Prince of Orange (70), *Fowey (40)* returned to England in over Winter of 1745-46.

Lynn (44), *California (24)* returned to England in Spring. The latter then took part in an expedition to find the Northwest Passage.

Ipswich (70), *Comet (10)* bomb returned to England in Summer.

Hampshire (50) spent Fall at Louisburg but returned in Winter.

Kinsale (32) to Louisburg in Summer.

Severn (50) taken by French while escorting convoy to England in Fall. *Woolwich (50)* returned to England as part of same convoy., *Falmouth (50)* to England at same time.

Argyle (50) to England in Winter.

Reinforcements:

Advice – now Milford – (50), Gosport (40), Lyme (20) arrived Leewards over the Winter of 1745-46. Returned to England in Winter.

Montague (60), Plymouth (60), Strafford (60), Warwick (60) arrived Jamaica in Spring.

Saxon (16.14) arrived Leewards in Summer.

Canterbury (60), Norwich (50) arrived Jamaica in Winter.

French prizes: *Dreadnought's Prize (12)* taken in Summer, *Vainqueur (26)* taken in Winter.

1747

Withdrawals:

Canterbury (60) to Louisburg in Spring, returning in Winter.

Hampshire (50) to England in Spring.

Rippon's Prize (20) sold in Spring.

Lyme (20) burnt in Summer.

Warwick (60) to Newfoundland in Fall.

Basilisk (10) bomb known to be preparing for sail to Mauritius in Winter, but her location after 1745 is uncertain – assumed in theatre until now.

Reinforcements:

Captain (70), Elisabeth (70/66), Dragon (60), Sunderland (60), Advice/Milford (50), Rye (24), Mary Galley (44), Porcupine (10.14) arrived in Spring.

Ludlow Castle (44) appeared at Leewards in Spring before going to Africa.

Norwich (50), Fowey (44), Gosport (44), returned from Louisburg/Newfoundland in Winter. *Weazel (10.16), Achilles (12)* arrived in Winter.

1748

Withdrawals:

Lark (44) to England over Winter of 1747-48.

Plymouth (60) to England in Summer.

Fowey (44) wrecked in Summer.

Lennox (70) took convoy home in Fall.

Reinforcements:

Rippon (60), Ludlow Castle (44), Poole (44) arrived from West Africa in Spring. *Warwick (60)* returned from Newfoundland in Spring. *Tilbury (58), Vulture (10.14)* arrived from England over Winter of 1747-48.

Aldborough (24) noted off Cuba in Spring – movements in 1747 unclear but likely still based in Carolinas.

Sheerness (24) arrived in Summer.

Spanish prize *Conquistador* taken in last action of war.