

# Repair at Plymouth

Player: 3 to 5

Ships: Starter-Set and 2 Ships of the Line (e.g. HMS Queen Charlotte and Orient)

Terrain: Coastal Batteries 5034 and 5031, one Sandbank, 3 Reefs

Rules: Advanced Rules with changing wind

## *Shiplog of HMS Vanguard*

*27 March 1799*

*Close to La Rochelle met French Ship of the Line and Frigate. After a fierce combat the was burning. Heavy damage below waterline at the Ship of the line drifted*

*Sailing toward Belle Île when French Ship of the line and Frigate spotted – Le Success and Unite. Direct engagement.*

*Two hours later, the French ships escaped. Le Success lost one mast and was burning, the frigate guarded the retreat. Own ship heavily damaged below water line, repair mandatory.*

*29 March*

*Reached coast near Plymouth. As guarded by two coastal batteries we started to put the ship ashore to repair the hull at low tide. Good mood at the crew as we on British soil.*



*01 April*

*British support - HMS Queen Charlotte and HMS Terpsichore - arrived.*

*02 April*

*Repairs are nearly done. With tomorrow's high tide we will be on the sea again.*

*03 April - morning*

*The Unite seemed to spread news of the engagement in March and followed us accompanied by two ships of the line. Wind is West.*

*Praying that the both ships and our batteries can defend our sitting duck until next high tide.*

## Game area:

The game area is played South to North, e.g. the short edges are N and S.

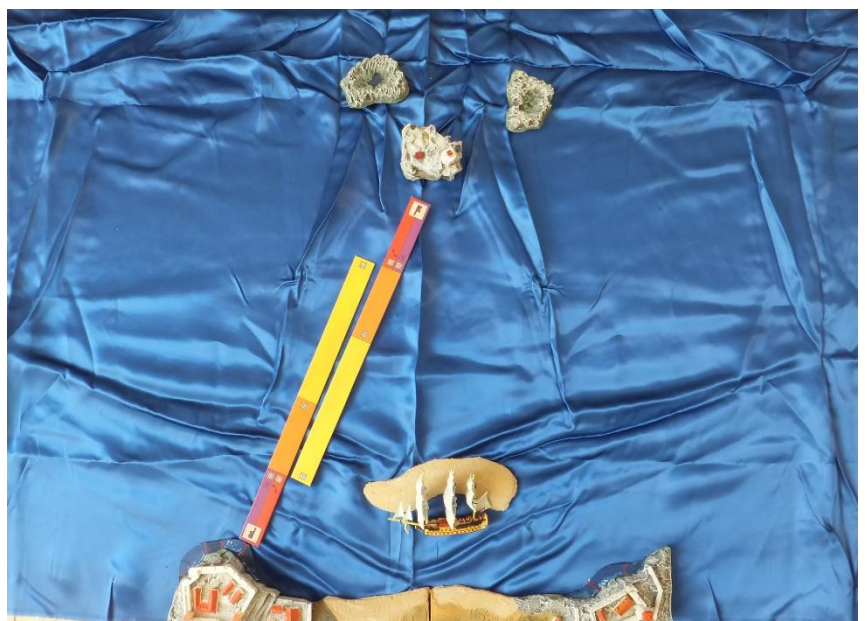


At the eastern edge the two Coastal Batteries 5034 and 5031 are placed. Battery 5034 is from the middle to the north, battery 5031 is from the middle to the south.

1¼ ruler away from the batteries the 3 reefs are placed. Close to the middle of the two batteries a sandbank is placed. On that sandbank the HMS Vanguard is placed for repair.

Reefs are dangerous within the width of the ruler. Sandbanks are dangerous for the quarter of the ruler.

Optional: Place some sandbanks at the NW corner of the play area.



### Setup:

On shipmat of HMS Vanguard damage markers are placed on the first five boxes (4 are left). As the ship is on repair all special damage markers are ignored.

Wind is from the West and may change.

The British players set up their ships (HMS Queen Charlotte and HMS Terpsichore) north from the middle. They control also the two batteries.

After that the French put their ships (Orient, Courageuse and Genereux ) close to the south edge, e.g. within half a ruler distance.

## Winning

The French win if they destroy the HMS Vanguard by filling the remaining damage boxes (special damages like fire are ignored) AND two of their ships retreat again, e.g. leave the game area at the south edge.

The British win if they prevent the HMS Vanguard from being destroyed and sink two French ships.

A draw happens if:

- The HMS Vanguard is destroyed and two or more French ships are destroyed too
- The wind is coming from the north (in this case the French retreat without further attempts to attack against the wind).

**Site note:**

That scenario is not historical correct and the bay of Plymouth does not feature sandbanks required for a repair.

The scenario aims for the spirit of the novels. It tries to get a grip on not 1:1 pitched battles and introduce some story. Ships may vary, but I would recommend to have one SoL more on the French side (balanced with the forts). In case it seems too easy to destroy the HMS Vanguard feel free to reduce the damaged given in the setup.



Have fun !