

# US CAPTAINS OF RENOWN AND FAMOUS SHIPS

## Special Characters



### JOHN PAUL JONES ..... 30 PTS

A major player in the American War of Independence, he was seen by some as a hero and by others as a pirate. He attempted to attack the coast of England and finished his career as an officer in the Imperial Russian Navy.

- If the current Ship Points of John Paul Jones' ship fall below half its starting value, he and his crew can take over another ship. To do this, he declares a boarding action against any ship that has Struck the Colours. He will then command this new ship, abandoning the old one. The boarded ship's Ship Points will then reset to half their initial value.



## Famous Ships

### USS INDEPENDENCE (1814-1912)

USS *Independence* was the first ship-of-the-line of the US Navy to launch. She operated mainly as a deterrant as during her life she was not involved in any major conflict. You can use her in 'what if' scenarios. The USS *Independence* has a unique set of statistics, as represented below.

### USS NIAGARA (1813-1815)

*Niagara's* prime directive was to protect the vulnerable American coastline on Lake Erie from the British. She played a pivotal role in the battle for the lake.

- When playing on any of the US lakes, a raking shot will add +3 damage to the final total (after doubling/trebling).

### USS PRESIDENT AND USS UNITED STATES

The USS *President* and USS *United States* were two of the original first six frigates of the United States Navy. They were both super frigates with a reinforced hull that allowed them to carry more guns than other ships of a similar rate. They don't have individual specific Special Rules but rather have a unique set of statistics represented below.

| Ship                     | Size | Broadside | Stern | Bow | Ship Points | Turn Angle | Rate of Knots | Break Value | Points |
|--------------------------|------|-----------|-------|-----|-------------|------------|---------------|-------------|--------|
| USS <i>Independence</i>  | L    | 4H-2L-3C  | 1L    | 1H  | 90          | Red        | 4             | 30          | 450    |
| USS <i>Niagara</i>       | S    | 2C        | -     | -   | 26          | Red        | 5             | 9           | 90     |
| USS <i>President</i>     | L    | 2H-2L-2C  | -     | 1L  | 44          | Red        | 5             | 15          | 260    |
| USS <i>United States</i> | L    | 2H-2L-2C  | -     | 1L  | 44          | Red        | 5             | 15          | 260    |



# SPANISH CAPTAINS OF RENOWN AND FAMOUS SHIPS

## Special Characters

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**COSME DAMIÁN  
DE CHURRUCA Y ELORZA (1761-1805) ..... 30 PTS**

An officer of the Spanish Navy, who demonstrated considerable bravery and defiance in the face of danger. He showed particular heroism at the siege of Gibraltar. At Trafalgar, he ordered that his ship, under attack from six British vessels, should not strike the colours while he lived. Only when he was mortally wounded, his officers relented.



- Whilst Cosme Damián de Churrucá y Elorza is alive, the ship he is on will never Strike the Colours even if the ship points go below its Break Value. Every time the ship he is on takes a critical hit, roll a D10. On a result of 9 or 10, he is mortally wounded and this special rule ends.

**FEDERICO CARLOS GRAVINA Y NÁPOLI (1756-1806) .. 50 PTS**

Commander in Chief of the Spanish fleet in 1805, Gravina was renowned as a superior tactician. He was not only educated in Spain but also in the British Royal Naval Academy in Portsmouth. He successfully fought the Algerian pirates in the Mediterranean Sea and participated in the Siege of Gibraltar and in the expedition against Menorca (under British control at the time) distinguishing himself in both actions.



- Every Spanish ship within 16" of Gravina's ship, including his own, gains a +1 to the dice roll of every Skill Test.
- Gravina's ship adds +1 to hit versus Privateers.



A Spanish fleet surrounds American ships.

## Famous Ships

### ARGONAUTA (1798-1805)

The Spanish ship *Argonauta* was a third-rate, 80 gun ship-of-the line of the Spanish Navy. She had fantastic handling and her crew found it easy to make repairs very quickly.

- When repairing, *Argonauta* will have +2 to the Skill Test and will repair 1D6+3 points of damage.
- The *Argonauta* has +1 to the Skill Test when tacking.



### MONTAÑÉS (1794-1810)

A third-rate, 74 gun ship-of-the line of the Spanish Navy. She was renowned for her superior speed, using it to evade a force of eight French ships-of-the-line in 1795. After the Battle of Trafalgar, she helped to re-capture the *Santa Ana* and the *Neptuno*.

- If within 8" of the *Montañés*, any Spanish ship that has Struck the Colours raises its colours again. The ship will not have to test again unless made to by circumstance, it opens fire or is involved in a boarding action. In the two latter cases, starting with its next activation, it will have to test again every activation as normal.

### SAN JUAN NEPOMUCENO (1765-1816)

This third-rate ship-of-the line of the Spanish Navy had an intense and distinguished initial career, fighting in the Caribbean and around the coasts of France and Spain. However, it was during the Battle of Trafalgar that she acquired enormous respect from her opponents as she refused to surrender until she was almost sunk.

- The *San Juan Nepomuceno* has +1 to all Skill Tests.
- Furthermore, she gains a +1 on all Strike the Colours tests.

| Ship                       | Size | Broadside | Stern | Bow | Ship Points | Turn Angle | Rate of Knots | Break Value | Points |
|----------------------------|------|-----------|-------|-----|-------------|------------|---------------|-------------|--------|
| <i>Argonauta</i>           | L    | 3H-3L-2C  | 1L    | 1H  | 84          | Red        | 4             | 32          | 370    |
| <i>Montañés</i>            | L    | 3H-2L-2C  | 1L    | 1H  | 78          | Red        | 5             | 26          | 350    |
| <i>San Juan Nepomuceno</i> | L    | 3H-2L-2C  | 1L    | 1H  | 72          | Red        | 4             | 20          | 350    |

# THE MACAU INCIDENT

A Franco-Spanish flotilla attempts to disrupt a British fleet and prevent it from reaching and escorting a merchant convoy.

## BATTLE AREA

This scenario is best played on a 3' x 4' area. The wind is blowing from the east.

## DEPLOYMENT

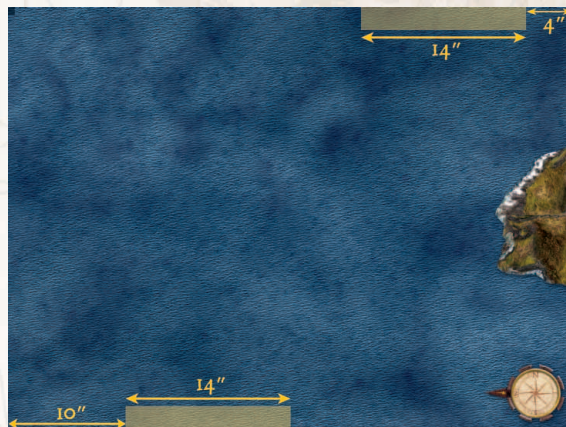
The British deploy two small 3rd Rate ships and one Frigate in the northern deployment zone and two Large Merchants at anchor within 5" of the island.

The Franco-Spanish player deploys two Large 3rd Rate ships and four Frigates in the southern zone.

All non-merchant ships start at Battle Sails with the back of the wakes touching their respective table edges.

## SPECIAL RULES

As soon as a British, non-merchant ship moves to within 8" of a Large Merchant, that Merchant ship may set sail. Otherwise they remain anchored.



## VICTORY

The British win if at least one Merchant exits the area on the Western edge with at least one escort. The Franco-Spanish win if they make this impossible.

# THE BATTLE OF LAKE ERIE

A battle for control of one of the US lakes, which was strategically very important. It is one of the biggest naval battles of the War of 1812.

## BATTLE AREA

This scenario is best played on a 4' x 4' area. The wind is blowing from the south-west.

## DEPLOYMENT

The British deploy three Sloops, one Brig and two Schooners in a line in the northern deployment zone.

The US deploy one sloop, three Brigs and five Schooners in two lines in the southern deployment zone.

All ships start at Battle Sails.

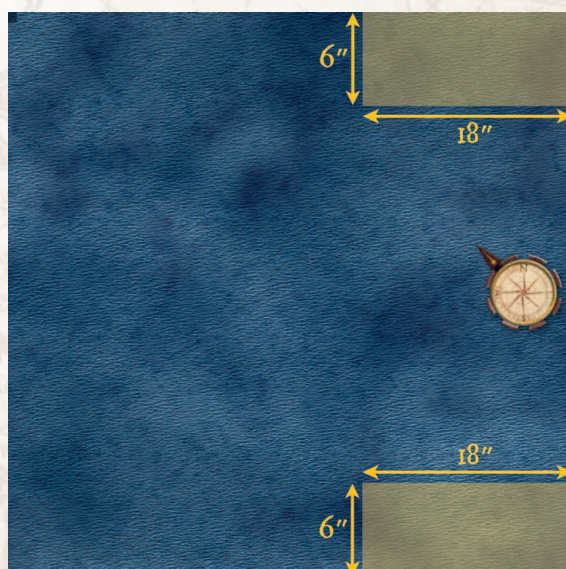
## SPECIAL RULES

As soon as a ship's Ship Points go below their Break Point, they will automatically Strike the Colours. Ships which have Struck the Colours can then be captured by initiating a boarding action against them (add +2 to grappling Skill Test against struck ships).

Use the Sailing in Lines special rule during deployment.

## VICTORY

The game lasts for eight turns.



Each player scores 2 Victory Points for each enemy ship that has Struck the Colours, and an additional 1 Victory Point for each ship captured.

The player with most Victory Points is the winner.

