

Master & Commander Scenarios



Scenarios in M&C

In the late XVIII century, there were many deeds of arms in all the seas of the planet, featuring ships of the great powers. These situations can be re-enacted by the scenarios, that fit those clashes to the M&C rules in order to recreate them.

Some scenarios are based on historical facts, although in order to play them in a balanced way, in some cases they have been adapted, but always maintaining the "spirit" of the battle and each of the objectives of the warring factions and the characteristic actions of the squad leaders and captains that featured in them.

Other scenarios, rather than relying on historical facts, are recreations of situations which probably occurred, but were unable to be confirmed, but serve to test the command and seafaring skills of individual players.

Given that in many cases the vessels that are included in M&C do not correspond to those that historically staged the battles, the scenarios establish which ships must be necessarily used, and which type of ships and total points can each player choose amongst all the vessels in M&C.

If a mandatory ship has a captain, it should be used with that captain. Of those who are chosen, if you want to add the captain and his special abilities, you must also add the points of their cost.

Scenarios and Naval Officer Career

The scenarios can be used to gather points towards a naval officer career, they should simply be played and in this case it does not take into account the restrictions of ship command that each player's rank has.



Distribution of the playing surface for the purpose of the scenarios

To place the vessels on the playing surface you should take into account the cardinal points. For this you draw a vertical and a horizontal line, passing through the center of the playing surface, and with these lines we place:

North: Is situated in the top edge of the gaming surface, and 30 cm to the left and to the right of the vertical line

South: Is situated in the bottom edge of the gaming surface, and 30 cm to the left and to the right of the vertical line

West: Is situated in the left edge of the gaming surface, and 30 cm above and below of the horizontal line

East: Is situated in the right edge of the gaming surface, and 30 cm above and below of the horizontal line

The four corners of the gaming surface are:

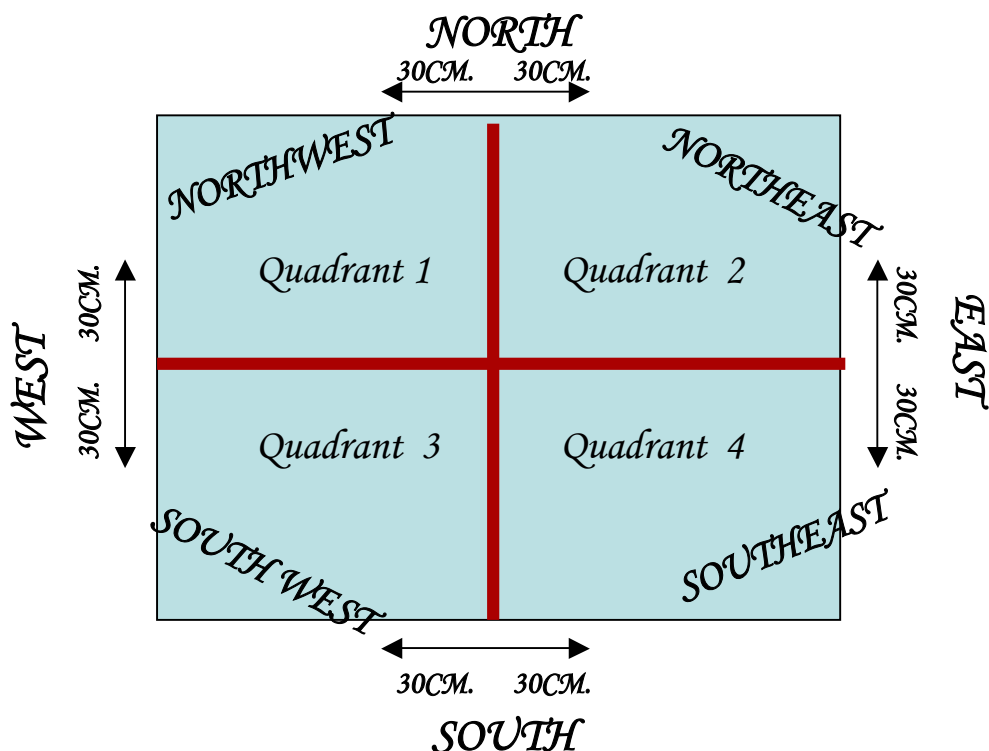
North West: To the left of North and above West

North East: To the right of North and above East

South West: To the left of South and below West

South East: To the right of South and below East

When nothing is specified, the ships should be placed at a maximum of 15cm from any edge of the gaming surface.



The Treasure fleet

On the 5th of October of 1804, without Great Britain and Spain being in a state of war, a squad of British frigates attacks the Spanish squad returning from Buenos Aires and Lima with treasures in its holds. This action led to Spain declaring war on Great Britain, something that France was hoping for. The frigate *Merceded* blew up, and the other three were captured due to the artillery superiority of the British frigates.

Scenario Ships:

Spanish: 4 frigates of 5th rate (*Medea* is mandatory and commands the fleet) Total: 640 points

British: 4 frigates of 5th rate (*HMS Indefatigable* is mandatory and commands the fleet) Total: 700 points

Initial Deployment: The Spanish ships enter at 20cm from West, forming a fleet. The British ships enter from any point at 30 cm from East, forming a fleet. The Spanish deploy first.

Weather: Wind Direction: NorthWind / Strength: Strong

Victory Conditions: The victory points that are obtained.

Nelson and Agamemnon

On the 23 of October 1793, Nelson just got the command of the ship of the line *Agamemnon*, and during the siege of Toulon and he is ordered to go to Sardinia with orders for the British ships present there. During the journey, he finds a division of French frigates, doesn't think twice and starts the hunting. After an uneven battle with *Agamemnon*, the frigate *Melpomene* is forced to lower her colours.

Scenario Ships:

Spanish: 4 frigates of 5th rate Total: 600 points

British: *HMS Agamemnon* (with Nelson in command)

Initial Deployment: *Agamemnon* enters at 40cm from the South. The French ships enter at 20cm from the Northwest of the table. They form a fleet.

Weather: Wind Direction: SouthWind / Strength: Strong

Victory Conditions: The victory points that are obtained.



Lord Cochrane's Raid

This scenario is based on the famous actions of Captain Thomas Cochrane, that early in the War of Independence, struck terror into the Catalan coast with its continuing attacks on land, destroying the communications system of the French. On the 31st of July 1808, he landed part of his crew, and with the help of a guerrilla, took the Castle of Mongat from the French. But what had happened, if he had harassed a French fleet out of Toulon, which in turn had been chasing him from the blockading Anglo-Spanish fleet?

Scenario Ships:

British: HMS Imperieuse with Cochrane and HMS Euryalus of 5th
 Spanish: San Leandro and Castilla of the 4th
 French: Brutus, La Forte, Didon of 5th, Le Bienfaisant of 4th

Initial Deployment: All the North of the playing surface is coastline, on it should be located the Mongat castle with a garrison force target value of 5 trained crew, and HMS Imperieuse should be anchored in front of it. The French fleet enters from the Southeast, with Le Bienfaisant in command. The Spanish fleet enters from the Southwest, with San Leandro in command, together with Castilla and HMS Euryalus. Place the French fleet first, followed by the British fleet.

Weather: Wind Direction: North Wind / Strength: Fresh

Victory Conditions: If HMS Imperieuse defeats the garrison, she conquers the castle and gains 200 victory points. For each ship the French sink, they gain 1.5 times the value of the ship. If the French sink or capture HMS Imperieuse, or if the garrison defeats them, they multiply the victory points by 2.

Clash of Titans

On April 21 1798, HMS Mars (74g) of Captain Hood, who was in the blockading fleet in front of L'Orient, is required to hunt an unknown vessel attempting to circumvent the blockade. The unknown is L'Hercule (74g) and after an intense hunting and combat, L'Hercule lowers its colours and Captain Hood dies of wounds sustained in combat.

Scenario Ships:

British: HMS Mars of 3rd (with its captain)
 French: Intrepide of 3rd (with its captain)

Initial Deployment: HMS Mars enters from the West and Intrepide from the East. Place HMS Mars first.

Weather: Wind Direction: South Wind / Strength: Fresh

Victory Conditions: The victory points that are obtained.



Attack on Ferrol

On August 25, 1800, a squadron of ships of the line under the command of Sir Edward Pellew, went ahead of the invasion fleet that is headed to Ferrol. In the Ria de Ferrol is the Admiral Moreno's Fleet, the intention of the English is to block the departure of ships of the river to cover the landing to the south.

Scenario Ships:

Spanish: 2 of 1st or 2nd rate / 3 of 3rd or 4th rate / Total: 1150 points

British: 1 of 1st or 2nd rate / 4 of 3rd or 4th rate / Total: 1150 points

Initial Deployment: The Spanish ships enter at 20cm, from the southeast corner of the playing surface forming two fleets, each one commanded by a vessel of 1st or 2nd rate. British ships enter through any point at 30cm from the west side of the playing surface. The British deploy first.

Weather: Wind Direction: West Wind / Strength: Fresh

Victory conditions: For every Spanish vessel away from the northwest of British ships, more than 120cm, you gain full value in victory points. Victory points obtained by the British are multiplied by 1.5.

HMS Glatton charges

On July 15, 1797, the Captain Trollope, aboard the 50 guns HMS Glatton, met with a fleet of four French frigates. Without a second thought and after an intense hunt by HMS Glatton, and despite the superiority of the French squadron, HMS Glatton managed to damage several French ships and enter safely in Yarmouth.

Scenario Ships:

British: HMS Leander, 4th rate with Captain Michell

French: La Pomone, La Creole, La Nereide and La Topaze, of 5th rate (no captains)

Initial Deployment: HMS Leander enters by the northwest, the French squadron commanded by La Pomona, enters through the east side. French squad placed first

Weather: Wind Direction: South Wind / Strength: Fresh

Victory Conditions: All damage inflicted to HMS Leander are multiplied by 1.5



Two for two and one for Nelson

On December 19, 1797, Commodore Nelson on board the frigate *Minerve* (32g), and accompanied by *Blanche* (32g) give chase to two Spanish frigates, *Sabina* (40g) and another unidentified frigate, one of the frigates manages to escape, but *Sabina* is captured.

Scenario Ships:

British: HMS *Sirius* and HMS *Aquilon* of 5th rate (with their Captains)
 Spanish: *Sabina* and *Diana* of 5th rate (with their Captains)

Initial Deployment: No vessel is in fleet, HMS *Sirius* comes from the north, HMS *Aquilon* from the Northwest, *Sabina* from the South and *Diana* from the Southeast. The Spanish place first.

Weather: Wind Direction: WestWind / Strength: Strong

Victory Conditions: The victory points that are obtained.

The sinking of Droits des Hommes

On February 13, 1797, the ship of the line *Droits des Hommes* (74g), returned from the failed invasion of Ireland, overloaded and full of infantry, is intercepted by Commodore Pellew's HMS *Indefatigable* and HMS *Amazon*. After a short battle, *Droits des Hommes* and the *Amazon* both sink.

Scenario Ships:

British: HMS *Indefatigable* and HMS *Amazon* of 5th rate (with their captains)
 French: L'*Impetu eux* of 3rd rate (with her captain)

Initial Deployment: North and Northeast side are shoreline, 30 inches or less from the shoreline is considered dangerous area. L'*Impetu eux* starts the game in the Northeast, at 5cm. from the edge. HMS *Indefatigable* comes from southeast, and the HMS *Amazon*, none is in fleet. L' *Impetu eux* placed first.

Weather: Wind Direction: SouthWind / Strength: Storm. The rule for firing with gale or storm does not apply to the English vessels in the first 3 turns.

Victory Conditions: The victory points that are obtained.



Marengo strikes again

During 1804, a small French squadron played havoc in the Indian Ocean. It was composed by the powerful 74-gun *Marengo*, and the frigate *La Belle Poule* (40g), *L'Atlante* (40g) and the *Semillante* (36g). In one of her raids, *Marengo* stumbled upon the 74-gun *HMS Blenheim*, commanded by one of Nelson's favourites, Captain Sir Thomas Troubridge, who was escorting a convoy.

Scenario Ships:

French: *Intrepide* and *La Nereide*, with their captains

British: *HMS Achille* and *HMS Sirius*, that acts as escorting vessel of 3 *Oceanic Merchants* (both ships with their captains)

Initial Deployment: The merchants and *HMS Sirius* come from the Northeast, *HMS Achille* from the Southeast, *Intrepide* and *La Nereide* from the North. The British deploy first.

Weather: Wind Direction: NorthWind / Strength: Fresh

Victory Conditions: The Merchant must leave from the west side. To be considered out they should be at more 60cm from any enemy vessel. For every merchant you exit, you get 1.5 times their value in victory points.

Outwitting the blockade

On April 28, 1799, a Spanish fleet sailed from El Ferrol, commanded by Francisco Javier Melgarejo, which in a joint plan with France, must join in Rochefort with the Ireland invasion fleet. The plan did not work and the British fleet blockaded the Allied ships in the French port. What would have happened if the blockading fleet had encountered the Spanish fleet?

Scenario Ships:

Spanish: *Argonauta*, *San Agustin* and *Firme* of 3rd rate, *Castilla* of 4th rate, *Sabina* of 5th rate (with their captains)

British: *HMS Mars*, *HMS Thunderer*, *HMS Defiance*, *HMS Bellerophon* of 3rd rate (with their captains)

Initial Deployment: The Spanish fleet, commanded by *Argonauta* enters from the Northeast, and *La Sabina* from the North. The British fleet, commanded by *HMS Mars* enters from the Southwest. *La Sabina* is not in the fleet.

Weather: Wind Direction: SouthWind / Strength: Fresh

Victory Conditions: For each Spanish vessel that exits from the Southwest, you gain 1.5 times its value in victory points. By exiting we mean being more than 60cm away from an enemy ship.



The capture of USS Essex

On March 28, 1812, the USS Essex (32g) ended his brilliant cruise full of captures when HMS Phoebe (36g) and HMS Cherub (18g), hunt her near Valparaiso, taking advantage from great flaw of USS Essex, the short range of her carronades.

Scenarios Ships:

British: HMS Euryalus and HMS Spitfire of 5th rate (with their captains).
Spitfire does not act as a Fireship.
Americans: USS Essex of 5th rate (with her captain)

Initial Deployment: USS Essex enters from West, HMS Euryalus and HMS Spitfire enter from the Northeast. Essex is placed first.

Weather: Wind Direction: SouthWind / Strength: Fresh

Victory Conditions: The victory points that are obtained.

The last victory of USS Constitution

On February 20, 1812 the USS Constitution (44g), appears following a dense fog, and sees in the horizon the frigate HMS Cyane (32g) and the corvette HMS Levant (18g). Despite the light wind and after a long chase and short battle, the two British ships were captured. It will be the last battle of USS Constitution, which currently can still be admired afloat in the port of Boston.

Scenario Ships:

British: HMS Aquilon and HMS Spitfire of 5th rate (with their captains).
Spitfire does not act as Fireship
Americans: USS Constitution of 5th rate (with her captain)

Initial Deployment: USS Constitution enters from Northwest, HMS Aquilon and HMS Spitfire enter from Souteast.The British deploy first.

Weather: Wind Direction: NorthWind / Strength: Light

Victory Conditions: The victory points that are obtained.

