Demonstration Scenarios for

'Letter of Marque and Reprisal'

being an exercise for young gentlemen of a maritime disposition
the better to build their understanding of shipboard matters
and tactics used to distinguish oneself in the face of the enemy

Scenario 1: Encounter on the High Seas
Scenario 2: Convoy
Scenario 3: Sur Prize!

by Claes Horsmann

Nota Bene: You will need a copy of the LoMaR-rules, the file of ship sheets titled "Pirate Vessels" and the set of characters included in the file "demo characters" in order to play these scenarios. All these files are available for download at http:///www.kaperbriefr.net

Scenario 1: Encounter on the High Seas

This is not really a scenario as such, it just outlines a set-up that is as simple as possible, intended to come to grips with the rules and concepts of LoMaR, and to get a feel for how ships move and fight under these rules. In this set-up, two ships or squadrons face off across a featureless sea-scape.

Squadrons should be identical, that's to say: they should be composed of the same selection of ships. For a two-player-game, Men o'War are recommended, for a two-a-side-game, you might use one Man o'War and one Navy Snow each.

To ensure a speedy game, crew all ships at operational minimum, i.e. with a full complement of sail hands, enough crew to reload one battery and to man the rudder and the bow chasers. That way, crew casualties will tell on ship performance from the start.

Put all ships under 'All Plain Sail', and have both batteries reloaded to 'Broadside' with round shot. Bow chasers are fully reloaded, stern chasers are empty.

Use the officer complements given in this scenario pack for all ships (and feel free to change the names, of course).

Assuming that your gaming table is rectangular, define one of the longer edges as north. The opposing ships or squadrons start play at the middle of the eastern and western table edge, respectively. Both squadrons should be set up in a symmetrical position, so that neither has the weather gage.

The first complication to eliminate is weather: set the wind at a constant strength, blowing due south. If your playing surface is at least 30 SSL across from east to west, you may set it at Strong Winds, otherwise I would recommend a Breeze.

And that's it, really. You may begin to play. Victory conditions as such do not exist, but you might stop play if one side has achieved an insurmountable advantage. After all, this is a training scenario, where it's more fun to begin another game than to absolutely fight it out until one side has been sent to Davey Jones's locker in its entirety.

Scenario 2: Convoy

This scenario will pitch two squadrons with different objectives against each other. One side is made up of two pirate vessels bent on plunder, the other is composed of a chartered merchantman accompanied by a RN escort. The pirate captains should be unaware of the merchantman's purpose, which is to slip past them in order to land an expedition force at a nearby pirate stronghold.

Ships:

Dutch merchant fluyt >>Martenszoon<<, chartered by HM government to convey the A, B and C companies, 1st battallion, 42nd Yorkshire regiment of foot.
Officers: Nikolas van Rijn (master), Jan-Willem van de Gudemuylen (1st mate), Kees Beerendonck (gunner)
Crew complement: 20 to be assigned at the captain's discretion.
Under all plain sail, guns empty.
No damage.

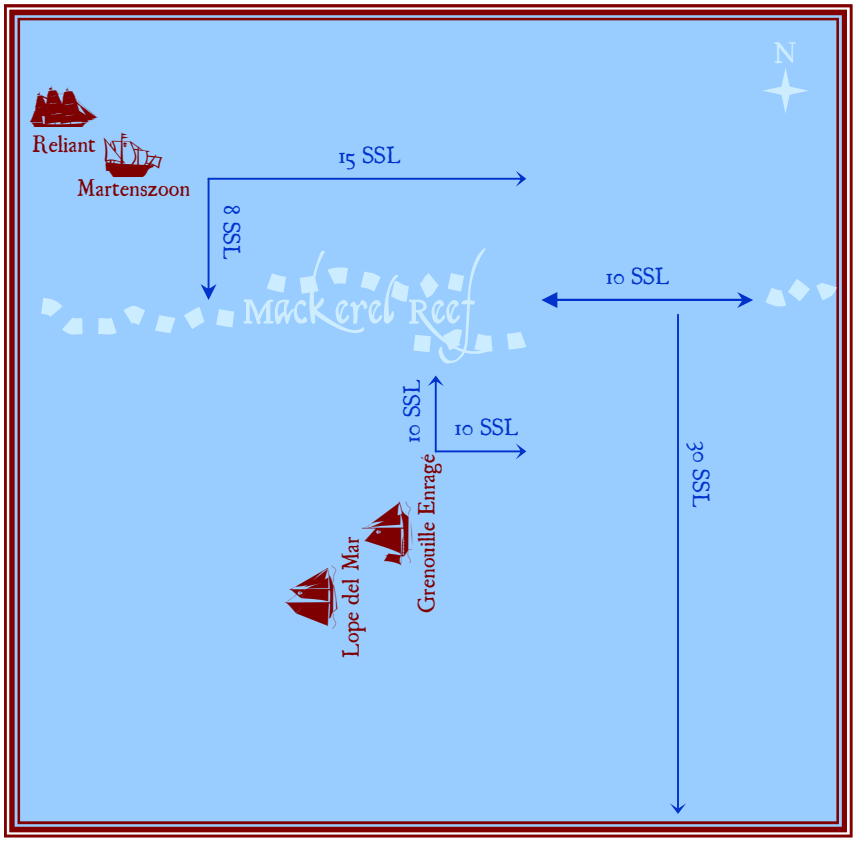
HMS >>Reliant<<, detailed to escort >>Martenszoon<<
Officers: Angus McTavish (captain), Frederick Marryat (master), Brian Stockdale (gunner), John Allday (carpenter)
Crew complement: 45 to be assigned at the captain's discretion.
Under fighting sail, guns at 'ready'.
No damage.

Pirate armed schooner >>El Lobo del Mar<<, one day out of Black Skull Harbour, looking for plunder, glory and rrrrevenge, por Diós.
Officers: Don Manuel Alonso Cacafuego (captain), Iñigo Montoya (master), Diego Alatriste (gunner), Pancho Sanza (carpenter)
Crew complement: 30 to be assigned at the captain's discretion.
Under fighting sail, guns at 'ready'.
No damage.

Pirate navy sloop ››Grenouille Enragé‹‹, one day out of Black Skull Harbour, looking for plunder, glory and some casks of decent Chateau Lafitte, sacre bleu.
Officers: Vicomte de Voureur-Grenouille (captain), Laurent St. Yves (master), Pierre Baguette (gunner), Maurice Zatapathique (carpenter)
Crew complement: 25 to be assigned at the captain's discretion.
Under fighting sail, guns at 'ready'.
No damage.

Weather: use the 'Steady Winds' weather table. Initial conditions are a 'Breeze' from due north.

Victory conditions (to be kept secret until the end of the game):
The pirates win if they are able to take or sink ››Martenszoon‹‹.
The convoy wins if ››Martenszoon‹‹ is still afloat and able to make a speed of 1 1/2 SSL on a course due south on or after the 4th turn. This assumes that she will be able to slip away from the pirates at night and thereupon conduct the landing operation.



Pirates' Briefing:

You have just sailed from Black Skull Harbour the other day, a minor pirate haven and a thorn in the side of HM governor of Port Royal. You were about to clear the point of Mackerel Reef, and as yet undecided whether to part company and go a-hunting alone, when the lookout reported "Two sail three points to port, and well to windward", relieving you of that decision. Soon enough the hullaballoo around your guns subsides, just as you can make out the two sail to be a fat, wallowing Dutch merchantman escorted by HMS >>Reliant<<, a RN Man o'War which has sent many of your brothers to a briney grave.

Convoy briefing:

Yours is a delicate mission indeed. HM governor of Port Royal has managed to extract the whereabouts of Black Skull Harbour from a captured buccaneer (as well as several teeth and a couple of fingernails). The governor is determined to rid his waters of pirate infestation once and for all, using the services of three companies of Yorkshire foot at his disposal. To avoid raising the pirates' suspicion, he has decided to embark the redcoats on a dutch fluyt, ostensibly sent to re-supply an outpost. Escorted by a Man o'War, the fluyt was just about to clear the west point of Mackerel Reef and turn south towards Black Skull Harbour, as two pirate sail hove in sight, blocking the convoy's way.
Your mission is to make sure that the fluyt clears Mackerel Reef and continues southward, unmolested by the pirate vessel closing in on her.

Scenario 3: Sur Prize!

This is a game-mastered scenario. It begins as a race between to pirate captains, mortal enemies, to take a prize apparently abandoned and adrift in an estuary.
Much to the pirates' surprise, their 'harmless' prey will turn out to be a decoy laid out to lure them into reach of a powerful french Man o'War hidden in the estuary. Only by combining forces will the pirates be able to overcome their opponents.

Ships:

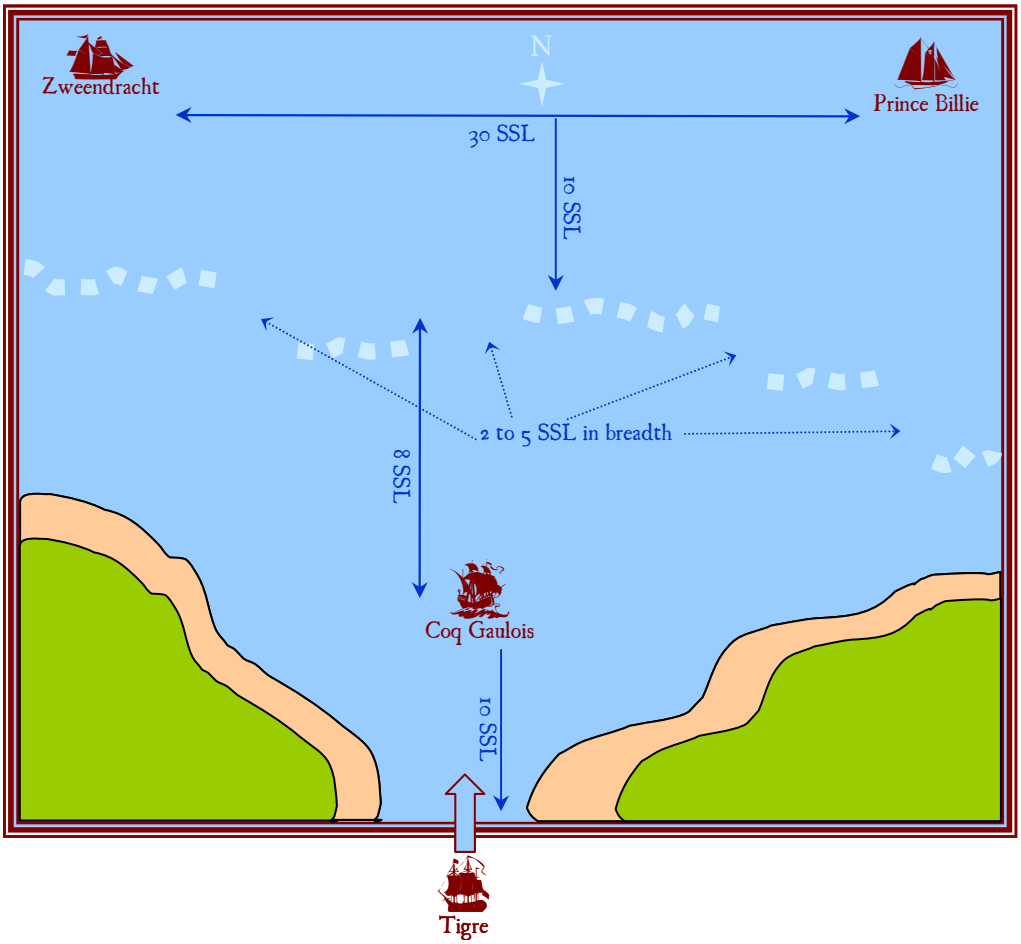
French ship-rigged merchant ››Le Coq Gaulois‹‹, recovered from a storm and fitted out as a decoy.

Officers: Capitaine Thierry Tartouffe (master), Valery de Val-du-Roi (1st mate), Foulque Dupont (gunner)
Crew complement: 25 to be assigned at the captain's discretion.
Under no sails, lying athwart the estuary, bows pointing due east, guns at 'Broadside' shotted with grape, guns for an extra 4d6 / 4 Cr have been mounted on the port broadside; 6 points of hull damage, no mizzen mast.

French Man o'War ››Le Tigre d'Eshnapour‹‹, lying in wait to spring the trap.
Officers : Vicomte de Voureur-Grenouille (captain), Laurent St. Yves (master), Pierre Baguette (gunner), Maurice Zatapathique (carpenter)
Crew complement: 35 to be assigned at the captain's discretion.
No sails, guns at 'broadside', shotted with chain shot.
No damage.

Pirate armed schooner ››Barmy Prince Billie‹‹, all set to teach that flat-bottomed Dutch cheesemonger a lesson he shan't forget.
Officers: Angus McTavish (captain), Frederick Marryat (master), Brian Stockdale (gunner), John Allday (carpenter)
Crew complement: 30 to be assigned at the captain's discretion.
Under fighting sail, guns at 'ready'.
No damage.

Pirate Snow ››Zweendracht‹‹, out to collect damages from that infamous sheep molesting Puritan, with interest.
Officers: Nikolas van Rijn (captain), Jan-Willem van de Gudemuylen (master), Kees Beerendonck (gunner), Pieter de Groot (carpenter)
Crew complement: 35 to be assigned at the captain's discretion.
Under fighting sail, guns at 'ready'.
No damage.



Weather: Use the 'steady winds' table. Initial conditions should be set at a 'Breeze' blowing from either the northeast or northwest (to be determined randomly after setup).

Pirate briefing (identical for both):

Having just weathered a storm that knocked you about quite a bit, you find yourself close to shore, near a sheltered bay opening from a river estuary. Much to your delight, a French merchantman has taken refuge from the storm in that bay, nursing the wounds the elements dealt it. Alas, having set a course and passed out the cutlasses, you spy the ship of your arch-enemy across the bay from you, racing towards the prize that is yours by right of "I bloody well saw it first, didn't I?"

French briefing:

Yours is a delicate position indeed. The >>Tigre d'Eshnapour<< was stalking the sea lanes in search of the many pirates out of Skull Harbour that prey upon the king's commerce when it was surpised by a storm of unusual ferocity. Having weathered the tempest, the >>Tigre<< chanced upon >>Le Coq Gaullois<<, a merchantman badly knocked about and as such an easy prey for the many pirates in these waters. Yet the >>Tigre's<< captain thinks to turn this predicament into an opportunity: having persuaded >>Le Coq's<< master to "volunteer" his ship as a decoy, the >>Tigre<< is hiding in an estuary opening on a sheltered bay. In that bay, the decoy lies at anchor, to all appearances far from seaworthy and fully occupied with repairs. In truth, >>Le Coq<< is fitted with some spare guns from the Man o'War's stocks, its crew reinforced by some French navy sailors.
As two pirate sail heave in sight, the plan unfolds. The French think to lure the pirates into the bay, and - in the word of John Cleese - "unleash the tiger" as soon as they are past the chain of reefs. To that end, the >>Tigre's<< player may choose to enter the game at the beginning of any round he chooses. His ship will enter the table form its south edge, under 'storm sail' and on any course between NE and NW.