

BLOCKADES and LIBERTY

An Origins invitational fictional historical scenario set along the coast of New England during the American revolutionary war. (Yes, this scenario is MADE UP and while the situation is true to the period the ships names are certainly not.)

- **Set before the French alliance – French are friendly neutral to the Americans, and neutral to the British**
- **This scenario is intended to reflect the challenges facing the fledgling colonies seeking independence.**
- **This scenario is not likely to be fair. Most players will be faced with the very real challenge of having a very small vessel which must escape the thunderous broadsides of a heavily armed warship or worse. If you sink, we will let you join the opposite side as a privateer for the remainder of the game!**

Layout

- **NORTH side 1/3rd from NW corner** = LOYALIST “A” port [4 great shore batteries 700 king’s regulars garrison]
- **SW corner** = AMERICAN “B” port [4 medium long shore guns 378 militia garrison]
- **NE corner** = ENGLISH “B” port [5 shore battery guns + 75 regulars in tower. 1600 foot at port]
- **SE corner** = FRENCH “A” port [2 shore batteries = 28 regulars in tower - 400 foot at port]
- **Board center due south of the loyalist port** = 4th rate *Leopard* of 50 guns, at anchor, and roving (starts by *Leopard*) HM armed cutter *Alert* as tender with 30 marine special duty detachment.
- **Islands and wrecks** scattered about to the east of the *Leopard*

AVAILABLE FACTIONS

- **Continental Navy** (2 ships - Brig *Lexington* on assignment at sea and NPC Indiaman being converted for naval service – use *Royal Fortune* model)
- **American privateers/blockade runners** (Most of the players – all starting at the American port)
- **Loyalist privateers** (you may only join this faction by being sunk or captured)
- **The Royal Navy** (*Leopard* + a 10 gun cutter (with 30 extra marines aboard) as a tender – GM played or VERY experienced player)
- **The neutral foreign smugglers** (playing cutters @ half crew full merchant cargos – limit TWO players)
- **The Royal East India Company** (Playing 12 gun merchant brigs – suggest 1 or 2 MAX)

Continental Navy (2 ships: Brig *Lexington* on assignment at sea and NPC Indiaman being converted for naval service)

The Brig *Lexington* (starts out at sea between the French and English ports (note GM may tap in a player provided ship to this role as GM discretion).

The navy has sent word of a potential new warship for the service trapped behind the blockade. One of shipwright Humphries' projects was to refit the old Indiaman Le Bonne Lionne and bring her into the service as the man-o-war Liberty. As a successful commander of the Lexington these last 18 months you are to make best speed to the French port, recruit a new crew for the Liberty, then run the blockade and take command of the Liberty with a field promotion to Commodore.

Primary mission:

- Make for a neutral French port and recruit 120 crew (500 VP). If crew are hard to come by, ask about for Mr. Franklin for assistance.
- Beat the blockade and return that crew to the *Liberty* (2000 VP).
- Upon completion of the crewing mission, the captain is instructed to take command of the *Liberty* at the rank of commodore, with the Brig *Lexington* to serve as tender.

Standing orders:

- Avoid capture by Royal Navy capital ships. (200 VP if achieved)
- Capture such enemy vessels as present themselves as available without endangering the mission.
- Capture prizes or find treasures so as to improve the ship's reputation for recruiting. (200VP)
- Acquire/deliver powder/shot locker/or mast timbers for the *Liberty*. (200 VP each)
- Night time blockade running: every turn when within 30 of the leopard or a British battery or within 18 of the cutter before moving roll a D20. On a 1-9 no stealth modifier applies, 10-14 a -1 modifier applies, on 15-19 a -5 modifier applies.
- Blockade Running Ghost: If you rolled a 20 on any of your stealth roles, you get a -10 stealth modifier for that turn and a -4 modifier for the rest of the game.
- Slow is Quiet: Apply an additional -4 modifier if your plotted move is half or less of available speed.
- The Mouth of the Devil: The closer you are to the *Leopard* the easier it is for them to spot you: The lookouts are located on the main top. Before modifiers the *Leopard* spots every turn. Within 16 they spot on a 5+, within 25 on a 8+, and out to 30 on a 10+ Beyond 30 they are out of spotting range. Factor your stealth modifier in for that turn. If he still spotted you raise colors. Don't bother with false colors as sailing from the American port is banned regardless of your flag. If you are approaching on the return false colors may work, but only as far as your course is pointed AWAY from the American port. The blockade ship will fire on any ship attempting to make the port regardless of colors.

- Un-alert lobsters: The battery sentries tend to be asleep on the job. They will not spot or fire unless a cannon has fired. The Royal Navy may not fire for the sole purpose of “waking” the battery or the battery will ignore all cannon fire for the rest of the scenario.
- HUNTED! The *Alert* is captained by the reaper himself. Some devil named LOCKE from New York. He’ll spot you on a 5+ if you pass or end within 18 of him this turn
- SPOTTED ... if spotted blockade running you must raise colors and will be fired on, You remain spotted until sunk, captured or you make it outside of 30 range of any opposing vessel.

The Indiaman *Liberty* (NPC - lies blockaded in the American port under standing orders to make ready for sea, but has not been able to)

- Only it's 18 officers exist as crew
- No shot or powder
- A critically damaged main mast (replacement needed)
- May lead the town's coastal defense battery of 4 medium longs and the town's militia of 378.
- Captain's note: The militia are not sailors and are not inclined to sign aboard the *Liberty* as crew both due to poor pay and desire to defend their homes. Navy policy prohibits pressing them. That said, Captain John Barry was recently written to say that he feels if the ship can fill its 120 naval crew positions, the excitement generated amongst the militia would likely provide many good volunteers as marines.

American Privateers/Blockade runners (Most of the players – all starting at the American port)

It's been a long winter in port... The town is starving due to a crushing blockade by sea and limited or cut of supply lines by land because of close proximity to loyalist held territory.

You've been cleaning your vessel, getting her ready for a dark night with favorable winds. You've managed to get a letter of marque authorizing you to capture Royal Navy or other loyalist or British maritime traffic. That said, your man of business has secured you a loan equal to the worth of your vessel. The local rum maker has a glut of un-shippable product. He has offered it to you at half the normal port cost for as much as you can carry. You have been mulling the risk. With a 50 gun warship out there the voyage is risky enough without the added risk of a loan, but at that price you could sell this rum ANYWHERE and make a profit. You are pretty sure that all the other local privateers were pitched the same offer and at least some are going to be slipping out at the first chance. Choices ...

Missions to be followed at Captain's discretion:

- Run the Blockade without getting sunk or captured (500 VP points 2000 if run twice in game)
- Avoid capture or sinking by Royal Navy ships. (200 VP if achieved)
- The Continental Navy is offering a 10VP reward per able seamen recruited. This can occur when encountering any Continental Navy vessel (any crew submitted for reward must volunteer @ 10 or higher roll – The Continental Navy does not force recruit).
- The navy vessel *Liberty* is in need of a replacement mast as well as gunpowder and shot. They will pay double normal return to port cost upon delivery.
- Possible: Use letter of marque to capture enemy shipping or ships.
- Possible: Run discounted rum for big profits.
- Possible: Run mail for France for double normal rate (wartime).
- Possible: While abroad pick up cargo for the home port.

Standing orders:

- Night Time Blockade Running: every turn when within 30 of the Leopard or a British battery or within 18 of the cutter before moving roll a D20. On a 1-9 no stealth modifier applies, 10-14 a -1 modifier applies, on 15-19 a -5 modifier applies.
- Blockade Running Ghost: If you made a 20 on any of your stealth rolls, you get a -10 stealth modifier for that turn + a -4 modifier for the rest of the game.
- Slow is Quiet: Apply an additional -4 modifier if your plotted move is half or less of available speed.
- The Mouth of the Devil: The closer you are to the *Leopard* the easier it is for them to spot you: The lookouts are located on the main top. Before modifiers the *Leopard* spots every turn. Within 16 they spot on a 5+, within 25 on a 8+, and out to 30 on a 10+ Beyond 30 they are out of spotting range. Factor your stealth modifier in for that turn. If he still spotted you raise colors. Don't bother with false colors as sailing from the American port

is banned regardless of your flag. If you are approaching on the return false colors may work, but only as far as your course is pointed AWAY from the American port. The blockade ship will fire on any ship attempting to make the port regardless of colors

- Un-Alert Lobsters: The battery sentries tend to be asleep on the job. They will not spot or fire unless a cannon has fired. The Royal Navy may not fire for the sole purpose of "waking" the battery or the battery will ignore all cannon fire for the rest of the scenario.
- HUNTED! The *A/ert* is captained by the reaper himself. Some devil named LOCKE from New York. He'll spot you on a 5+ if you are or passed within 18 of him this turn
- SPOTTED ... if spotted blockade running you must raise colors and will be fired on, You remain spotted until sunk captured or you make it outside of 30 range of any opposing vessel.

Royal Navy *Leopard* + 10 gun cutter *Alert* (with 30 extra marines aboard) as a tender – GM played or VERY experienced player).

Navy life on the blockade is rather dull, but the approaching spring has your officers thinking the colonials will try testing Britannia's supremacy of the eastern colonial seaboard. Sergeant Locke of His Majesty's Royal Marines is on special assignment from New York with a company of 30 and is working in consort with your tender, the cutter Alert to deal with smugglers.

Primary Standing orders:

- The *Leopard* must stay at anchor. She may only leave station if the American Indiaman sets to sea in order to interdict, or seize, her.
- The *Leopard* may plot to rotate either 45 or 90 left or right while maintaining anchored position.
- STAY FROSTY! The *Leopard's* sentry lookout sweeps the area each turn during spotting. To do this roll a D20 and declare the number to all players. The base odds of spotting depend on the range of the attempting blockade runners. Before modifiers the *Leopard* spots within 16 on a 5+, within 25 on an 8+, and out to 30 on a 10+. Beyond 30 they are out of spotting range.

The blockade runners will have rolled a stealth roll before they moved. If after the modifier to your result they are still within spotted for that range they must raise colors to indicate that. ALL vessels leaving the American port are hostile regardless of flag unless they strike colors and surrender. Approaching vessels may be flying false colors- identify with a normal spot or wait 'til they set course in the direction of the American port then let fly!

- The *Alert* is to cruise the area, search, capture, or sink such enemy vessels as present themselves as unlawful. The cutter spots on a 5+ any vessel that passed within, or ends under, 18 of him this turn.
- Sink any un-flagged or enemy vessel approaching or leaving the American port.
- Un-Alert Lubbers: The battery sentries tend to be drunk or asleep on the job. They will not spot or fire unless a cannon has fired. The Royal navy has tried firing every hour for the sole purpose of "waking" the battery but the battery then ignores all cannon fire for the rest of the night thinking we are just training. Bottom line, the battery will wake up when our superior forces at sea express our vigilance by cannon fire. Don't bother firing until we have a valid target and the shore battery will service the King as expected.
- Sunken blockade runners are worth 500 points in addition to normally accrued points.
- Captured blockade runners are also worth 500 points in addition to the normal points for such actions.

The neutral foreign smugglers (start with cutter @ half crew and full hull points in free cargo at the FRENCH port. Start with 800 VP in bank + flintlock gunlocks, 2X exotic small arms, and mast timbers treasures in hold).

Wars in other people's countries are good for business, albeit dangerous. You and a fellow captain who met in a tavern in France have decided to run together and try for some fortune. The thing is, the blockade is being enforced on neutrals the same as everyone else. This makes this dangerous but potentially rewarding work. Neither of you can seem to find crew who like your risky venture, so both of you are running with a half crew. That said, the holds are open with the lighter provisions needed for the small crew and you set out to make your wartime fortune!

Missions to be followed at Captain's discretion:

- Possible: If we run the Blockade without getting sunk or captured we can trade with the Americans.
- Possible: Using a neutral flag we can trade with the Loyalists or English.
- Possible: We *could* trade with the French.
- Possible: If we could ever find any crew, the Continental Navy is offering a 10VP reward per able seaman recruited. This can occur when encountering any Continental Navy vessel. Any crew submitted for reward must volunteer @10 or higher roll – The Continental Navy does not force recruit.
- Possible: The Continental Navy vessel *Liberty* is in need of a replacement mast as well as gunpowder and shot. They will pay double normal return to port cost upon delivery.
- Possible: We *could* take out a letter of marque with either or both sides to capture shipping or ships. The British have them available at either port. The Americans have them available at the American port, or at the French port upon request from a Mr. Franklin.
- Possible: We *could* run mail for double normal rate (wartime).
- Possible: The Royal Navy is buying exotic arms and flintlock gunlocks for double normal in port price.
- Possible: A Mr. Franklin at the French port is buying Indiaman brigs at double price, no questions asked if none are asked of him.

Standing orders:

- Running Legit: The neutral flag should be good unless a course is set to or from the American port or the spotting vessel becomes wise to our less than legal intentions or cargos.
- Night time blockade running: Every turn, when within 30 of the *Leopard* or a British battery or within 18 of the cutter, before moving roll a D20. On a 1-9 no stealth modifier applies, 10-14 a -1 modifier applies, on 15-19 a -5 modifier applies.

- Blockade running ghost: If you roll a 20 on any of your stealth rolls, you get a -10 stealth modifier for that turn and a -4 modifier for the rest of the game.
- SPOTTED: If spotted blockade running, you must raise colors and will be fired on. You remain spotted until sunk, captured, or you make it outside of 30 range of any opposing vessel.

The East India Company (start at either English port with 12 gun brig. Start with 800 VP in bank).

War is bad for business. Despite our company's benevolence in paying the tax on tea back in England before our ships ever left, the colonials have taken the tax on tea as some sort of affront against them and taken up arms. Nonetheless, His Majesty's Empire must go on!

Standing orders:

- Improve the Company's bottom line (trade).
- Respect the Blockade, but ignore the Royal Navy. They may request but not demand assistance of you, as you are also on a mission of vital importance to the Crown.
- **Do not** sully your sterling reputation by getting captured – there is no profit in that.
- The French port is neutral, but beware – Agents of rebel diplomat Benjamin Franklin are rumored to be seeking vessels of your size.
- Possible: take out a British letter of marque.
- Possible: Run mail for double normal rate (wartime).