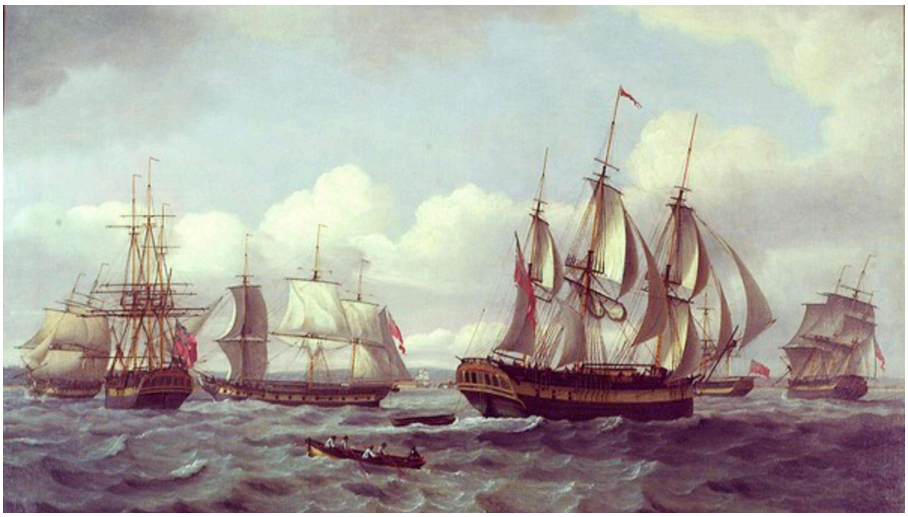
Martinique Convoy, 1803

A Scenario for *Black Seas*

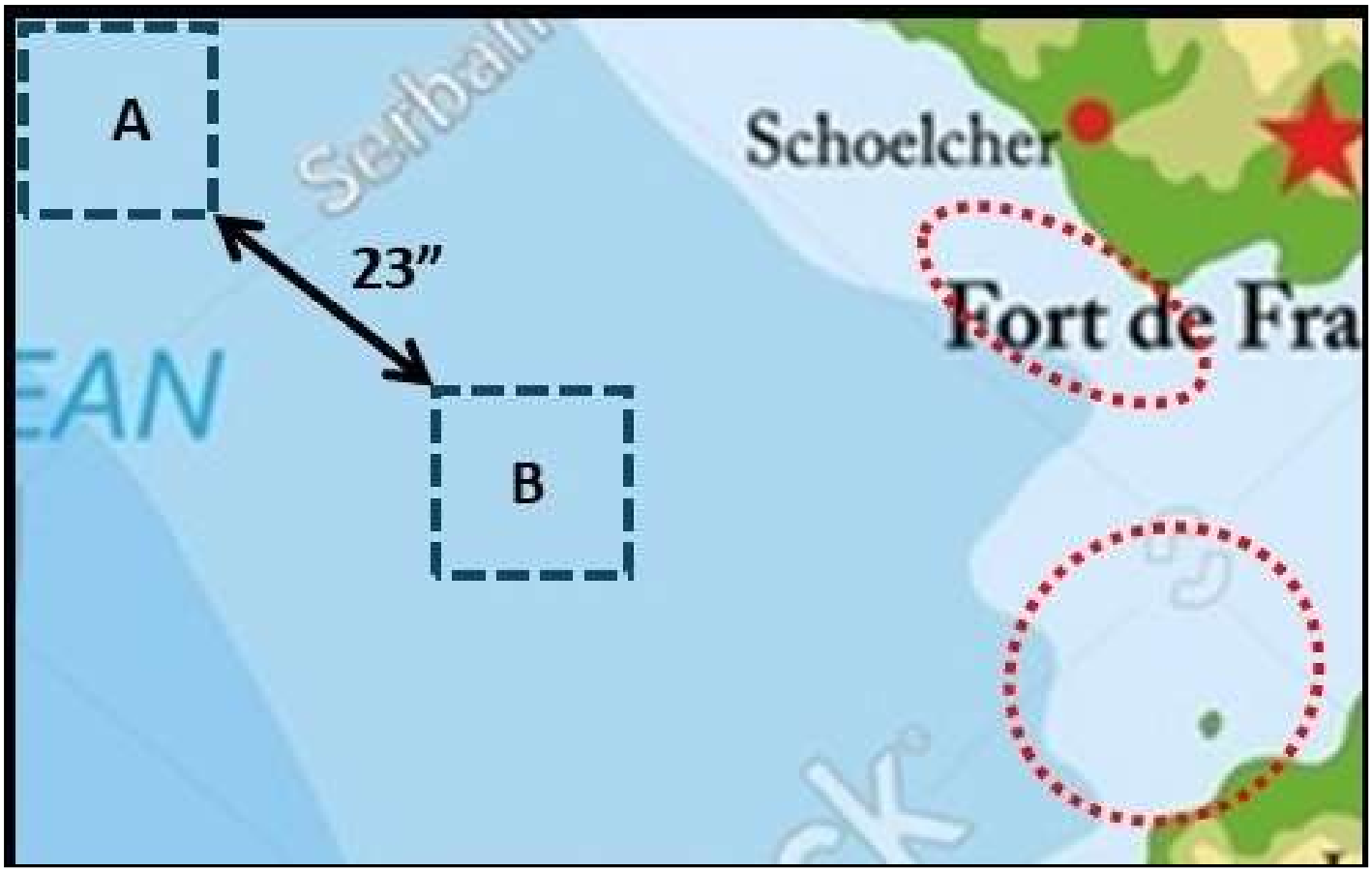


Overview

It is 1803, and the French have lost some of their possessions in the West Indies, but retain several lucrative "sugar islands", among them Martinique. The Royal Navy has been increasing pressure on these holdings, however, and the resupply of garrisons and other forces on the islands is often interrupted. In this scenario, the Royal Navy pursues a French convoy into the harbor at Fort de France, only to discover that the French have some newly arrived reenforcements!

The Tabletop

The map below shows a 5 x 8 foot table. The area depicted is the entrance to Fort De France, the major port of Martinique. While there are shore batteries, they are not very strong, and it is hoped that the French squadron can be concealed from the Royal Navy when they chase a pair of merchantmen and their escorting frigates into the harbor. The top of the map is north. The areas circled with red dotted lines have shoals, which may cause problems for the British as they do not have the latest charts or pilots. For each turn in which any movement is performed within these areas, roll a d8 - on a 3 or less the ship will run aground, and must pass a skill check to push off. The French do not run this risk, as they know how to avoid the hazards. At the start of the game, the wind is Calm and coming directly from the north.



The French merchantmen and escorts will set up in the 12" square area labelled "B". The other French ships will set up either on the eastern table edge. The British squadron will set up in the 12" square area marked "A". There is a shore gun emplacement on the point directly south of Schoelcher (historically still named "Case-Navire" at this point), and another on the small island to the south, with sufficient guns to fire as a full battery in any direction, but with 20 structure points (depict as a small all-around fortress).

Orders of Battle

French

Convoy:

Droits de l'Homme: Large Merchantman

Marche du Camden: Large Merchantman

Arethuse: 5th Rate

Nymphe: 5th Rate

French Line

Abenakise: 5th Rate

Swiftsure: Large 3rd Rate, Sturdy

Redoutable: Large 3rd Rate, Sturdy

2 Shore Gun Emplacements

British

HMS Minotaur: Large 3rd Rate

HMS Tigre: Large 3rd Rate

HMS Leopard: 4th Rate, Veteran Crew

HMS Southhampton: 5th Rate

HMS Hamadryad: 5th Rate, Veteran Crew

Victory Conditions and Special Rules

To win, the French must get any remaining merchantmen into the harbor (anchor them adjacent to the eastern board edge). Meeting this condition does not end play, but is a precondition for a French victory. Players will accrue 1 victory point for each enemy 5th Rate sunk or taken, 2 points for each 3rd or 4th Rate, and 4 points for each merchantman. The game has no turn limit - play until one side or the other admits defeat. (If the French player has more points, but the merchantmen are alive and unanchored in the harbor, the British player still wins.)

Winds may shift direction during play, but Weather Conditions will remain Calm for the entire battle. Any roll of 2 will have the same result as a 3, and any roll of 12 will have the same result as an 11 (instead of a change in wind level, there will be a greater chance of a change in direction.)

If the optional rules for "cracking on" are used, the merchantmen are not allowed to do this, but all other ships may.