

Landing at Plurieux, 1794

A Fictional Scenario for *Republic & Empire*



Background

The British have been supplying arms and ammunition to the Chouan rebels in Brittany from stockpiles on the Channel Islands, making surreptitious landings along the coast. Sometimes, the local Republican forces catch wind of what is up, and make trouble. This scenario depicts one such landing attempt.

The supplies are to be landed from the frigate *HMS Troubador*, which carries a contingent of *de Hector*, the French ex-Royal Marines. These troops, along with a landing-party made up of some Emigré light infantry and sailors from the *HMS Troubador* and other ships staying off-station, will attempt to meet up with the local Chouans and hand over a shipment of munitions. Although there are Republican forces active in the area, and indeed, the fort on Point Pengilly houses an impressive battery of naval guns (although only 18#), the Chouans have assured the British that all will be well. If the fog does not hide the landing from the view of the fort, then the Chouans can conduct a diversionary attack to distract the garrison. Somewhat unwillingly, the captain of *HMS Troubador* will carry out his orders, hoping that between the fog and the local rebels something will help to keep his crew and their allies from being slaughtered. He is not sure which is more dependable - the vagaries of the weather off the Breton coast, or those of the Chouans.

Unbeknownst to the British and their allies, a force of seasoned regulars is nearby in Quimper, part of a column sent from the north to quash the Chouans. They have arrived recently, and the Chouans do not realize that they are other than the typical Garde Nationale which make up the usual garrison of the region. A brigade has been sent along the coast and happens to be in the neighborhood when the British and Emigrés attempt their landing, making a dangerous game into something potentially much worse.

The Tabletop

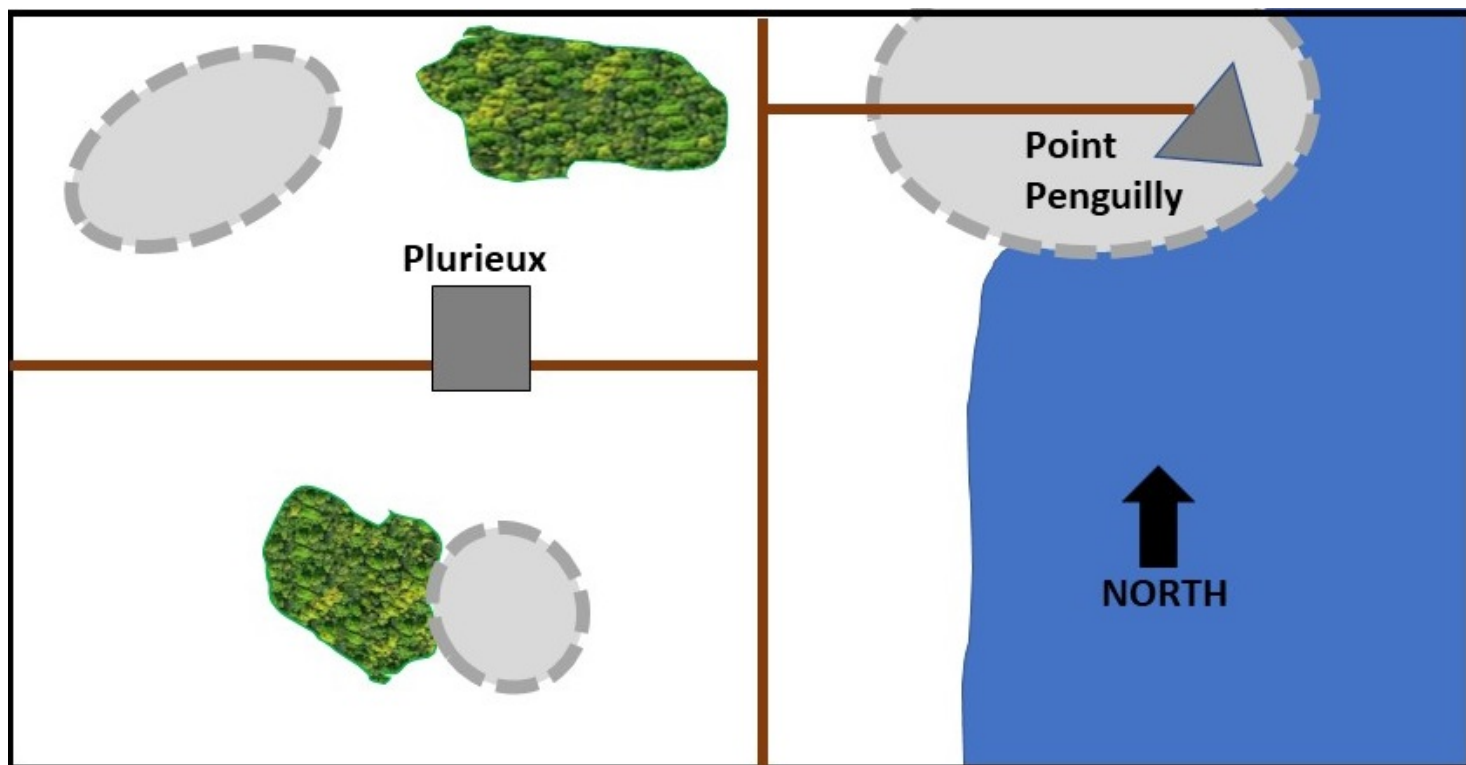
The map below shows the tabletop. The village of Plurieux is made up of stone cottages which will hold up to a single unit deployed in it and provide hard cover - units not deployed will receive only soft cover. The rocky headland (Point Pengilly) provides soft cover and is rough going; the fort is a fortification.

Only one of the guns in the fort (the right rear battery) can be trained on targets on land, and that not directly to the rear (only 45 degrees) - the other bastions allow fire only out to sea. (Re-training the right rear guns to fire on land requires an action to pivot them.) Only two of the three guns will bear on any target not directly off the seaward point of the fort. The hills to the north and south of the village are also rocky and provide soft cover and are rough going. The woods are the same.

At the start of play, the fog is heavy (start at the second row from the top of the weather table), reducing visibility to zero from the coast and out to sea. Each subsequent turn, roll two dice of different colors, one designated "up" and the other "down." Move the weather conditions up or down the following table one category if there is a difference between the dice:

Heavy Fog
Heavy Fog
Light Fog
Light Fog
Clear
Clear

If the fog is light, any batteries on the coast or at sea will double the distance measured for all ranges. If it is clear, then visibility is normal.



The Republicans will deploy first. They must place the coastal batteries along the point and the two seaward sides of the fort. The National Guard Brigade units may be deployed anywhere along the road connecting the fort with the village of Plurieux, including on the road to the west of the village. the Line brigade will enter the table on the first turn the French are activated (see Special Rules, below) or any turn thereafter on the road entering the western board edge.

Chouan forces may deploy anywhere outside of 12 inches from Republican units, unless concealed in woods, in which case no such restriction applies. If in rough terrain or the village, they may be deployed

concealed from their opponents, and will not appear on table until they fire or move within LOS of the enemy.

The British and Emigré forces will move onto the table by sea - see Special Rules, below. They may choose to remain off-board as long as they wish.

Orders of Battle

British

HMS Troubador: 12-gun battery of Veteran Medium Smoothbore Field Guns (one broadside fires at a time - she is a 24-gun 6th rate)

Supply Train: 300 Average Field Artillery, no armament

British/Emigré Brigade: Gen. Walter Pevensey

1st De Hector's: 500 Average Line Infantry, smoothbore musket/bayonet

2nd Naval Landing Party (Sailors): 500 Veteran Mass Infantry, smoothbore muskets/swords

3rd Naval Guns: 6-gun detachment, Veteran Light Smoothbore Field Guns, none

4th Waldstein's Light Infantry: 500 Average Light Infantry, smoothbore muskets/bayonets

Chouans

Chouan Brigade: Georges Cadoudal

5th Chouans: 750 Poor Skirmish-Capable Mass Infantry, smoothbore muskets/bayonets

6th Chouans: 750 Poor Skirmish-Capable Mass Infantry, smoothbore muskets/bayonets

7th Chouans: 750 Poor Skirmish-Capable Mass Infantry, smoothbore muskets/bayonets

Republicans

Garrison (Artillery Brigade): Major Hervé Dubois

1st Coastal Artillery: 6-gun battery, Average Medium Smoothbore Field Guns, none

2nd Coastal Artillery: 6-gun battery, Average Medium Smoothbore Field Guns, none

3rd Coastal Artillery: 6-gun battery, Average Medium Smoothbore Field Guns, none

National Guard Brigade: Gen. Achilles Joubernet

4th Legion de Vannes: 500 Poor Light Infantry, smoothbore muskets/bayonets

5th Garde Nationale: 500 Poor Light Infantry, smoothbore muskets/bayonets

6th Garde Nationale: 500 Poor Light Infantry, smoothbore muskets/bayonets

7th Garde Nationale: 500 Poor Light Infantry, smoothbore muskets/bayonets

Line Brigade: Gen. Pierre St. Etsephe (Overall Commander)

8th Line Bn: 500 Veteran Light Infantry, smoothbore muskets/bayonets

9th Heavy Cavalry: 400 Average Heavy Cavalry, smoothbore carbines/swords

10th Dragoons: 400 Average Medium Cavalry, smoothbore muskets/swords

Special Rules and Victory Conditions

Victory Conditions

To win the game, the British/Emigré/Chouans must get the supply train off the table on any edge - north, west, or south - to the west of the village of Plurieux. The loss of Chouan units is unimportant, so long as the supplies are delivered. If more than half of the British/Emigré units in the brigade are broken, then those units may not advance toward any enemy within 24 inches which is not obstructing their passage back to their boats on shore. If the French lose more than half of the units in any brigade, it may no longer move toward any enemy with 24 inches, and it is considered broken. When two French brigades are broken, the French will withdraw and their enemies have won. If the supply train is captured by the Republicans (that is, destroyed in a melee), they have won the game.

Entrance of Units by Sea

The *HMS Troubador* and four launches will enter the table from the eastern board edge, at sea. On the first turn, they will be under the cover of fog, but this could change as weather conditions shift (see above). The units in the launches will use "Rest" actions, and the launch will - when the units are activated - move 6 inches. They may pivot in place up to 90 degrees for an inch of movement. If the unit is disordered by fire, no movement is possible - the launches must re-organize before proceeding. Once the launch is on the beach, subsequent actions by the unit are allowed, but not in the turn it lands. If charged while still aboard, the unit will be considered flanked (while loaded, it is considered to be in a Battle Column formation).

The Supply Column is split among the four launches, and must spend a turn resting in order to debark and for up on shore before taking any other actions. It cannot be destroyed or damaged through enemy action while at sea, nor prior to forming up on the shore.

The *HMS Troubador* is self-commanded, and will move up to 8 inches each turn, in addition to other actions (firing, resting, etc.). Her crew (the battery listed as a unit in the game app) is always in "hard cover" as a target. Wind is coming from the north - the ship cannot sail within 45 degrees of the north. To turn across the wind involves "going about," which requires an entire action, otherwise she spends 1/2 move per turn of up to 90 degrees, rotating in place. She has been chosen for this mission because she has a shallow draft for a frigate, having only 24 guns. Despite this, if she moves closer to shore than 12 inches, she may run aground: on a roll of 1 she is stuck fast, and cannot move until she frees herself. This requires an action (instead of firing, etc. - perform as if a movement in column in the app). On a roll of 2 or 3 she has struck bottom and may not move any further that turn, but may operate normally on subsequent turns. On a 4+ she is fine. Roll for each turn spent moving within 12 inches of the coast.

The Naval Guns

If it chooses, the Naval Artillery unit may choose to construct hasty fortifications using materials at hand, adjacent to the shore where it lands. This will require a turn of activity (count as a turn of movement in limbered formation), in addition to the action of debarking from the launches (you cannot do both in one turn). Once finished, the hasty fortifications will provide hard cover to the artillery unit from the front and sides (not from the seaward side).

Activation of Republican Forces

If all Chouan forces are deployed so they cannot be seen by the Republicans, then no Republican actions are allowed until they see the enemy, jolting them into action. Any movement or firing within LOS of a british/Emigré unit will allow the Republicans to start activating. Note that the Fort can see anywhere off the coast unless the fog is heavy producing zero visibility, and any boat landing on the coast will be visible. If visibility goes to clear, then the French can see the landing ships even if they are still off-table.

Garrison Artillery

The Republican garrison artillery units may not leave the fort, but they may use a move to switch places with another battery inside the fort if both units are undisordered. (This may be useful if one of the batteries has no targets, and the others are damaged or fatigued).