



England Expects

a Kiss Me, Hardy! scenario



Outline

This scenario is designed as a starter scenario for those getting to grips with the KMH rules. In it, two fairly evenly matched forces come to battle...

SCENARIO RATING:	Beginner
PLAYING TIME:	2 hours + briefing time
NUMBER OF PLAYERS:	2
SHIPS REQUIRED:	10 (6 French, 4 British)



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Umpire's Notes



(to be read by both players)

As an introductory game this is about getting to grips with the basics of the rules. The scenario provides for a fairly 'standard' Napoleonic naval fleet action, condensed down to ten ships, all of which are ships of the line. It will also give players a chance to get used to using the cards, cope with simple firing and movement and other basics such as wind test, strike tests, boarding actions etc. It should take no more than 2 hours to play (although first timers shouldn't worry if it takes longer – things will get faster with practice!)

Ships should start with characteristics detailed in the briefings. To make things simple, I suggest that the Size of Your Purse rule be omitted for this scenario.

Starting Positions

The French ships should start in the NW segment of the table headed SE. Ships should be in Line of Battle headed SE. The British should start in the SW segment of the table, headed NE, again in line of battle. The lead ships should be equidistant in from the side of the table and 60cm apart so that when viewed from above the two fleets resemble an arrowhead with the point facing East.

Allocating Commands

The game requires one French commander and one British commander. There is no need for an umpire.

Cards

This scenario will require the following cards:

- British Move
- British Fire
- French Move
- French Fire
- Wind Change
- Strike Test
- Boarding Action
- Fire Test



Steering Damage
Ships boats move (when/if necessary)

Wind Direction

At the start of the game the wind is blowing from the West (all vessels will start with wind on quarter)

Victory points

I don't like points systems myself, so this is about as simple as it gets. Each vessel which either strikes or is destroyed counts the same number of points as it has (or had) guns, with Elite ships counting half as much again. At the end of the game the side which has captured or destroyed the most points (whole ships only count) can be deemed the winner.



French Briefing



Name	Guns	Class	Type
<i>Bucentaure</i>	80	Average	<i>Sans Cullottes</i>
<i>Franklin</i>	80	Average	<i>Sans Cullottes</i>
<i>Scipion</i>	74	Average	<i>Sans Cullottes</i>
<i>Mercure</i>	74	Average	<i>Sans Cullottes</i>
<i>Timoleon</i>	74	Average	<i>Sans Cullottes</i>
<i>Sanguine</i>	64	Average	<i>Sans Cullottes</i>

Having slipped a blockade outside the port of Toulon, your small fleet has the opportunity to do battle with 4 British ships of the line that appear eager for a fight.

Your objective is to capture or destroy as many enemy vessels as you can. Remember that Sans Cullottes receive bonuses for firing at long range, whilst Jolly Jack Tars (ie the British) will be better firers at close range (higher rate of fire).

You must decide on an order of sailing.

Bon Chance!



British Briefing



<i>Name</i>	Guns	Class	Type
<i>Caesar</i>	74	Elite	Jolly Jack Tars
<i>Captain</i>	74	Elite	Jolly Jack Tars
<i>Culloden</i>	74	Elite	Jolly Jack Tars
<i>Zealous</i>	74	Elite	Jolly Jack Tars

Whilst cruising off the coast near Toulon, your lookouts sighted 6 French two-deckers headed SW. You have formed line of battle and have closed in for an attack.

You must decide your order of sailing, and remember that whilst the French will wish for a long range encounter, bonuses await the Elite captain who can get in close!

Good Luck