

THE QUASI-WAR CAMPAIGN

The young United States and France were united in the American Revolution, with a common enemy – the Great Britain. However, when the French Revolution struck, the Americans had already signed a settling treaty with the British, and the American government saw the Revolutionary France as a distinct state from the *Ancien Régime*, and chose to discontinue repaying the debts. The French began issuing Letters of Marque to block the shipping to Britain, also by seizing American vessels. The diplomatic solutions failed, and the US, lacking warships, saw no option but to create a brand new, modern navy to intercept the privateers. The US began patrolling its coast and the Caribbean, seeking to defend its interests. The undeclared “Quasi-war” went on for two years, and although no large battles were fought, many interesting and historical moments took place, and this campaign seeks to recreate some of these.

THE PARTICIPANTS

This is a historical campaign, and most scenarios provide an exact list of the vessels participating. All conflicts are designed for two players, even though the last scenario comprises a combined-force list.

THE SCENARIOS

This campaign comprises three scenarios, which can be played in any order. No vessels may be used in more than one scenario, hence no vessel may earn experience points.

1. Frigate Action
2. The Bight of Leogane
3. The Raid on Puerto Plata

WINNING THE CAMPAIGN

Players are awarded a single “Victory Point” for every scenario (or a half-point for “Frigate Action”). If the scenario is a tie after the third battle is fought, the players can replay the Frigate Action once again (as this type of engagement was typical for this war).

SCENARIO 1: FRIGATE ACTION

In the last years of 18th century the emerging US fleet engaged the French vessels as a response to extensive privateering. These first actions were duels between frigates – ideal vessels for this type of war. Fast and maneuverable, yet carrying enough guns as a small ship-of-the-line. Their duels took many forms, from relentless chases to cold-blooded gunning matches. This scenario represents one of these encounters on the high seas, with many possible outcomes.



THE SCENARIO

Both players choose a single frigate of up to 200 points. The players roll-off to determine who sets up first. Both ships must commence battle more than 30 cm from board edges and from each other.

THE SEASCAPE

The game is played on a 120 cm/4' square board. Scenery is optional – players may opt to place up to one piece of scenery each, no larger than 30 cm in diameter. Before you determine the deploy zones, roll a scatter die to determine the direction of the wind.

GAME LENGTH

The game lasts 20 turns, although it may end before this if the objective is reached.

VICTORY CONDITIONS

If one player's vessel is sunk or decrewed, the player loses and the winning player scores a point for the purpose of winning the conflict. If a vessel deliberately leaves the playing area, it managed to escape – it can take part in further engagements and the opposing player scores half a point.

SCENARIO 2: THE BIGHT OF LEOGANE

In the Caribbean, lightly armed (or unarmed) American merchantmen traveled in convoys often accompanied by a warship to be protected against French privateers. Most of the time this kept the prize-hungry privateers at bay, but in 1799 off Haiti a becalmed American convoy was spotted by a swarm of gunboats intent on taking advantage of the helpless merchants.

THE SCENARIO

The game is played on a 120 cm/4' square board. The US is the defender and deploys first. Each vessel must deploy more than 30 cm from board edges and from each other. The attacker then deploys all his vessels in contact with the board edge marked B.

From the first turn, the rules for “Becalmed” apply (as described on page 11). However, the weather reverts to normal condition on a roll of 6+ (rather than 1+).

HISTORICAL PARTICIPANTS

The French Privateers

10 gunboats.

The US Navy

4 merchantmen: broadside rating of 1/0/0 and Crew rating of 3.

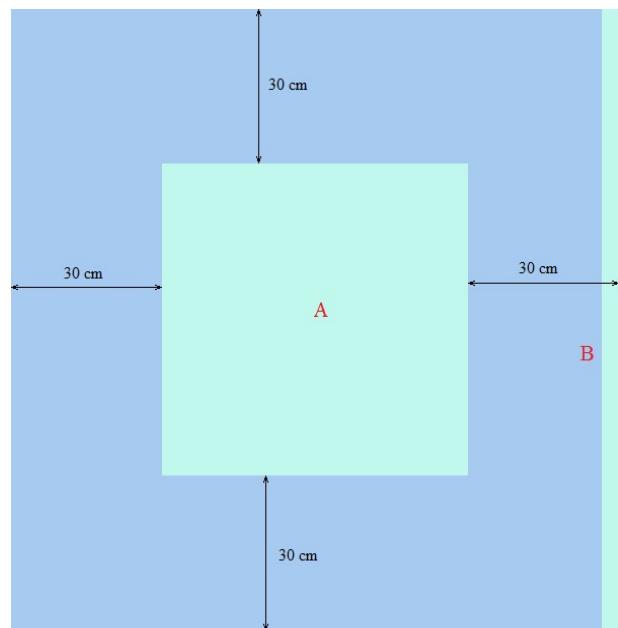
USS Experiment (Schooner): +1 light cannon die.

GAME LENGTH

The game lasts for 15 turns, but can end sooner if the Victory Conditions are met.

VICTORY CONDITIONS

The victory conditions depend on the number of merchantmen taken by the attacker. If 0 to one merchantmen is sunk, captured or struck their colors at the end of the 15th turn, the US wins. If two, the game is a draw. If three or all four, the French privateers win.



SCENARIO 3: THE RAID ON PUERTO PLATA

In May 1800 the *Constitution* was stationed in the Caribbean, where most French privateers operated. When captain Silas Talbot, of the *Constitution*, learned that the *Sandwich*, one of the more successful French privateers is stationed in the Spanish port of Puerto Plata, he set off, determined to sink or capture the sloop. Historically, he opted for a covert operation, using the recently captured coaster *Sally*, approaching the *Sandwich*, taking it and advancing with Marines to the fort. But what would an overt encounter look like? Given that the fort was not very strong, and with the assistance of the *Old Ironsides* herself, the battle should be quite a fair match.



HISTORICAL PARTICIPANTS

The French and Spanish Defenders

Fortaleza San Felipe (Coastal Fort): 0/2/0, Crew 6.
Sandwich (Ship-sloop).

The US Navy

USS Constitution (5th rate Frigate): Post-captain, Broadside 0/4/1, Sturdy Construction, Marines.
Sally (cutter).

THE SEASCAPE

The game is played on a 120 cm/4' square board, with shoreline and fortress set up according to the map below.

DEPLOYMENT

The defender deploys the *Sandwich* near the mole marked 'B' on the map below, it begins the game anchored. The attacker deploys both of his vessels in contact with the board edge 'A'.

GAME LENGTH

The game lasts 15 turns, although it may end before this if the objective is reached.

VICTORY CONDITIONS

The Attacker must anchor in the zone marked B and fight a boarding action against the fort.

The Defender wins if it becomes impossible for the attacker to meet the objective.

If the end of the 15th turn is reached without a result, then the game is a draw.

