

# RUM, S\*D\*MY & THE LASH

## SCENARIO TWO: THE WAR OF JED'S EAR

### UMPIRES **C\*NFIDENTIAL** BRIEFING

#### 1. WIND STRENGTH TABLE:

	1	2	3	4	5	6
SUMMER	BECALMED	LIGHT	LIGHT	MEDIUM	MEDIUM	GALE
SPRING & FALL	LIGHT	LIGHT	MEDIUM	MEDIUM	GALE	GALE
WINTER	LIGHT	MEDIUM	MEDIUM	GALE	GALE	GALE

#### ON THE TACTICAL DISPLAYS

- MIDWAY THROUGH EACH BATTLE FOUGHT ON THE TACTICAL DISPLAY, ONE TACTICAL CARD WILL BE DRAWN FOR RANDOM EVENTS.
- SHIPS WHICH ARE BROADSIDE TO BROADSIDE WILL EACH ROLL A D6 - SCORING THEIR NUMBER OR LESS (EG. 3 FOR A FOURTH RATER) GAINS A HIT, UNLESS THE ENEMY ALSO SCORES THEIR OWN NUMBER OR LESS.
- SHIPS WHICH MANAGE TO 'DOUBLE' ON ANOTHER SHIP WILL GAIN A FREE SHOT WITHOUT RECEIVING ENEMY FIRE.
- SHIPS WHICH 'RAKE' AN ENEMY WILL GAIN A FREE SHOT WITHOUT RECEIVING ENEMY FIRE.
- A SHIP WHICH IS HIT IS TURNED OVER TO SHOW ITS 'REDUCED' SIDE; IF ALREADY REDUCED, THEN (D6) 1,2,3 THE SHIP MANAGES TO LIMP BACK TO THE NEAREST FRIENDLY OR NEUTRAL PORT - 4,5 THE SHIP IS CAPTURED - 6 THE SHIP SINKS.
- CAPTURED SHIPS MUST BE GUARDED BY AT LEAST ONE ENEMY FOR THE DURATION OF THE BATTLE; A NEW CHIT OF THE SAME RATE CAN THEN BE INTRODUCED IN A HOME COUNTRY DOCKYARD, AND THE ORIGINAL CHIT DISCARDED.
- OPTIONAL RULE: BOMB KETCH PLACED NEXT TO A SHORE BATTERY ELIMINATES IT, BUT IS ITSELF ELIMINATED.
- OPTIONAL RULE: SHORE BATTERIES SCORE AN AUTOMATIC HIT ON NEAREST ENEMY SHIP EACH ROUND.

## ON THE STRATEGIC DISPLAYS

10. DESPITE WHAT IS SAID IN THE PLAYER BRIEFING, FIRESHIPS AND BOMB KETCHES WILL NOT IN FACT BE DEPLOYED IN THIS PARTICULAR SCENARIO, MAINLY TO REDUCE COMPLEXITY.
11. PLAYER PLANS ARE TO BE PRODUCED FOR EACH QUARTER (STARTING WINTER 1743-44), AND ADJUDICATED OVER THREE MONTHLY ROUNDS, AND IF NECESSARY WEEKS [MAKING WEATHER ROLLS FOR EACH OF THESE SUB-ROUNDS: WIND DIRECTION AS SHOWN ON THE MAPS; WIND SPEED = 1 BECALMED (NOT WINTER) 2,3 LIGHT WINDS 4,5 MEDIUM WINDS 6 GALE].
12. PLAYERS CAN ADJUST THEIR PLAN - SUBJECT TO THE TIME TAKEN FOR MESSAGES TO REACH THEIR RECIPIENTS, AND POSSIBLE INTERCEPTION OF MESSAGES - IN THE LIGHT OF MONTHLY EVENTS.
13. ONE STRATEGIC CARD WILL BE DRAWN PER MONTH FOR EACH PLAYER ACTIVELY COMMANDING A FLEET.
14. REPLACEMENTS: EACH SIDE GETS SIX POINTS PER QUARTERLY TURN, WHERE REPAIRING A MAST ANYWHERE ON THE MAPS = 1 POINT, A FIRESHIP OR BOMB KETCH = 2 PTS, FOURTH RATE = 3, THIRD RATE = 4, SECOND RATE = 5, FIRST RATE = 6 POINTS; PLACE REPLACEMENT UNITS ON TURN TRACK FOR INTRODUCTION NEXT QUARTER.
15. SHIPS IN PORT CAN BE REPAIRED IN ONE ROUND, WITHOUT USING REPLACEMENT POINTS, PROVIDED THAT THE PORT HAS BEEN WELL SUPPLIED WITH NAVAL STORES.
16. SHIPS UNCHALLENGED BY A DEFENDING ENEMY FLEET, OR WHICH SURVIVE SUCH A CHALLENGE WITHOUT RETIRING, MAY LAND TROOPS/MARINES IF CARRIED. THESE TROOPS MAY THEN LAY SIEGE TO THE CITADEL OF THE PORT.
17. A PORT SIEGE WILL SUCCEED IF IT REMAINS UNDISTURBED UNTIL THE UMPIRE DEEMS THE CITADEL TO HAVE FALLEN (AFTER A MINIMUM OF THREE MONTHS AND VERY OFTEN LONGER).
18. SUPERIOR FORTS ARE SHOWN WITH A DIFFERENT SYMBOL ON THE MAPS, EGS. VILLEFRANCHE, CARTAGENA DE LOS INDIAS).
19. MESSAGES BY SEA MAY ONLY BE SENT BY DETACHING AT LEAST ONE SHIP FROM THE FLEET FOR THIS PURPOSE. THE MESSAGE MUST BE WRITTEN.
20. OVERLAND JOURNEYS BY ADMIRALS TAKE ONE MONTH.