



Escape from Jenkin's Neck

By Chris Stoesen

Editor's Introduction

The following scenario was one of two submitted by Chris Stoesen from Georgia in the United States as part of the Sharp Practice scenario competition run by Roly Hermans on his Sharp Practice camp; a site where veteran grognards and newcomers to the rules can get together around the metaphorical campfire and swap ideas, suggestions and scenarios. I was asked to act as judge for the event, and I can tell you now that the quality was superbly high. In the end we had to go to a committee vote to decide on the winner. I am very pleased to announce that Chris won with this excellent and highly evocative scenario that leaps straight from the pages of the book onto our wargames table.

It is my hope that future gamers of Sharp Practice will get enjoyment from playing this and other scenarios that were entered into the competition. We will be producing these as downloads over the forthcoming weeks, and then creating an archive for these and future competition entries.

A big "well done" to Chris, and a huge "thank you" to everyone who entered the competition. Everyone who submitted a scenario will be issued a voucher to spend at the TooFatLardies web store, and Chris wins the painted Sharpe and Harper inspired figures that featured on the cover of the rules.

Richard Clarke
Lard Island
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Scenario Introduction

This scenario is taken from the Dewey Lambdin Book "The French Admiral", one of the series of Alan Lewrie novels through the late 18th century and into the Napoleonic Wars. This book, one of the earliest in the series, is set in the American War of Independence, with Midshipman Alan Lewrie and his sailors, accompanied by the Chiswick brothers and their Loyalist Carolina Volunteers, shipwrecked following their attempt to escape the disaster at Yorktown. Several barges that are under Midshipman Lewrie's command are being repaired under the watchful eye of a Bosun's mate in a camouflaged position by the shore. The British Tars and Loyalist Soldiers are utilizing the resources of a rebel family's home, Hayley House, where the resident sisters absence of their husbands run the household, the farm and serve as a literary "Love interest".

One day whilst the repairs to the boats are still incomplete several Rebel cavalry officers of Lauzun's Legion arrive at the house to inform the family of the victory at Yorktown. In order to prevent the discovery and capture of his men Governour Chiswick, the elder of the two loyalist brothers, orders the men shot. Horrified by the killing of the Rebel officers the elder sister's son fled the house to alert the rebels of the presence of soldiers in his home, with predictable consequences.

Learning of the boy's betrayal, the Chiswick brothers prepare their troops for action while the sailors continue with the repairs to make their barges seaworthy. Inevitably the group is attacked by elements of Lauzun's Legion Cavalry and infantry. These troops are also supported by a unit of Virginia Militia. This leads to a do-or-die fight for the sailors and soldiers of the Crown.

If you are not the umpire, it is suggested that you do read beyond this point.





The Map

The map is adapted from the one in the book and is a close-up of just the battlefield area. It could be portrayed on a rather large table to enable the forces to maneuver, or if space is at a premium just the area from the beach to tobacco wharf and the surrounding fields could be used.

The wooded areas are extremely marshy and unsuitable for travel by horses or by line infantry. Light infantry may cross the area. Line infantry or cavalry can cross but at double the penalty for difficult terrain. The tobacco fields left of the stream are untended and counts as very difficult terrain to cross. The fields on the right have been harvested. The coastline area to the west and north is very marshy and difficult going.

The stream that almost cuts the map in half is chest deep at its deepest point. Any unit crossing it must roll 1D6 for each group. On a result of 1 to 3 their powder is damp and they cannot fire after their currently loaded round is discharged until re-supplied on an Ammunition card. On a roll of 4 to 6 there is no effect.

There are sections of snake rail fencing that provide a movement barricade. Defending the fence will only add bonuses in Fisticuffs, counting as light cover, but will not affect shooting as it is too flimsy. If they choose to do so, the garden on the map is walled in with a stone wall and could count as hard cover. The pasture has a wooden fence to the rear of the main house that also counts as light cover. Haley House itself can be used as a strong point, providing hard cover, whilst the slave shacks and outbuildings offer concealment but not cover.



British Briefings

Loyalists

The remnants of the Carolina Volunteers are armed with Furgeson Rifles, a breach loading, flint-lock rifle that can be reloaded while prone. If fighting from a prone position, the troops should be considered to be in light cover. This will allow the rifle to be reloaded at musket speed rather than rifle speed. The forces remaining of the Carolina Volunteers are as follows:

Lieutenant Governour Chiswick (commander of ground forces) Status IV Big Man (he has a whistle with which to issue commands).

Three Groups of eight riflemen (one of whom may serve as a chosen man)

Ensign Burgeous Chiswick Status II Big Man (he also has a whistle)

Three Groups of eight riflemen

In addition to the troops, the Chiswick's have the advantage of some obstacles to impede the progress of the enemy. Behind each of the snake rail fences leading up from Tobacco Wharf is a concealed ditch to trap the cavalry. If the cavalry unit chooses to jump the fences, the unit must roll 2d6 for each figure in the cavalry unit. A hit occurs on a roll of 4, 5 or 6 on the dice. For each hit, roll for effects with 3 to 5 being a point of Shock and 6 being a kill on a horse and a point of Shock on the unit. The trooper can attempt to get up and fight as an infantryman if his horse is killed out from under him.

Royal Navy Briefing

The navy contingent is under the command of a Midshipman and a Bosun's Mate. The main job of the sailors is to fix the boats and get the force off of Jenkin's Neck and back to the fleet as quickly as possible. As such, over half of the sailors are with the boats and can serve as a reserve of the force. The Reserve is kept near the beach and out of sight. They can be considered to be on a hidden blind. The main force of sailors is hidden behind a log redoubt that is disguised as a trash pile of wood to the west-south-west of the beach. This is shown on the map as an un-named wooden structure and its purpose should not be disclosed to the Rebel player until events make it clear. This provides heavy cover to the sailors. In the book the sailors were armed with extra Ferguson Rifles that were carried by the troops, however, they are not proficient with the arm and will be treated as muskets armed for the purpose of the game.

Midshipman Alan Lewrie, RN - Status III Big Man - Naval Commander - He is a Lecherous Cad whom no woman is safe from. He also is a rather greedy devil and prideful. Neither of the last two traits affected him in this particular episode though. He is also Lion Hearted and receives a +1 on Derring Do rolls. (Has whistle) He is a Handsome devil and an Average Stamp. He is an accomplished swordsman and an occasional horseman. He is also universally loved by his men. With him are the following:

One group of twelve men - Sailors, Good Quality

Chosen Man Will Coney - Lewrie's man servant and sharp shooter.

Bosun's Mate - Status I Big Man - reserve force commander

One group of twelve men - Sailors, Good Quality but with no firearms, they rely on traditional naval cutlasses and pikes.



Rebel Briefings

Lauzun's Legion Briefing

The cavalry unit is a single troop of cavalry of Lauzun's Legion. Lauzun's Legion had both Hussar and Lancer troops within it. I believe that the book depicts Hussars rather than lancers as the cavalry contingent, but depending on what figures you have, either could be used (or any other cavalry for that matter). The infantry contingent is armed with muskets.

The Rebel characters are not names in the book, so feel free to add your own Big Men and dice for their characters as per the main Sharp Practice rules.

Major - Status IV Big Man - Overall Commander (Mounted)

Lieutenant - Status III Big Man - Cavalry Commander (Mounted) Accomplished horseman

Sergeant - Status I Big Man

Three Groups of ten men each. Superior mounts. Good quality, Aggressive.

Captain - Status III Big man - Infantry commander

Drummer Boy

Lieutenant - Status II

Three Groups of eight men - Regular Quality

Lieutenant - Status II Big Man

Three Groups of eight men - Regular Quality,

Virginia Militia Briefing

The Virginia Militia initially surprised the Royal Navy and Loyalist troops as they did not follow the main road to Hayley House but came overland through a rather marshy area. These troops are poor quality troops armed with muskets. However, they are light troops in terms firing and in maneuvering across difficult terrain, so they do so with half of the normal penalty.

Lieutenant - Status III Big Man - Virginia Militia commander. On Foot


Drummer Boy

Sergeant - Status II Big Man

Three Groups of eight men - Poor Quality

Sergeant - Status I Big Man

Three groups of eight men - Poor Quality



Umpire's Notes

The Loyalist and Navy troops can set up a sentry anywhere to the east of the main inlet, although their chief defensive position is already selected as the fence-line that goes directly north from Tobacco Wharf where their anti-cavalry ditches are dug. They are hidden on Blinds at the start of the game. The Naval reserve element can be activated on a reserve card. They can either stay with the boats or enter the battle. For each turn of the reserve card, they complete 20% of the boat repairs. This ceases, if they deploy on the table as combatants.

Lauzun's Legion should enter the table by the road in the north-western corner or on the road on the western edge if the smaller table option is taken. If the Virginia Militia player wishes, they may choose to attempt to enter with the Legion or man come onto the table from the tidal flat on the north end of the map.

The Loyalists and Navy win by either driving off the attackers or completing the repairs to the boats and launching them and escaping on them. The Lauzun Legion and Militia win by either capturing the boats, probably an accidental event as they begin the game knowing nothing about them (unless of course they have read the book!) or securing the Hayley women - which is why they are here after all.

Added Complications - Civilians

There are a few civilians in the area. Accompanying Lauzun's Legion is the son of the eldest Hayley sister in the house. He can be targeted by a chosen man or a casualty if diced for when accompanying a group. There are the two Hayley sisters. The eldest will have nothing to do with the Loyalists nor with the naval contingent. The youngest had a significant interest in young Midshipman Lewrie until the shooting of the Lauzun Legion officers. Then there is the house slave whom showed a great deal of interest and affection to Mr Lewrie. All of the above, with the exception of the son (I hope!) have been "companions" of the officers of Lauzun's legion at one time or another, hence the earlier visit. Any of the civilians can be deployed as a blind and "escape" the house. If spotted, the officer of the spotting force may be tempted away from his duties to reacquaint himself with the ladies.

Game Deck

Loyalist/RN	Lauzun/Militia	Standard
Alan Lewrie, RN	Major	Tiffin
Bosun's Mate	Lieutenant (cavalry)	Reserves
Lt Governour Chiswick	Sergeant (Cavalry)	Civilian Move
Ensign Burgess Chiswick	Captain (Infantry)	
Blinds	Lieutenant (Infantry)	
Sentry	Lieutenant (Infantry)	
Sharp Practice	Captain (Militia)	
Grasp the Nettle Status III x1	Sergeant (Militia)	
Grasp the Nettle Status II x1	Sergeant (Militia)	
Grasp the Nettle Status I x2	Blinds	
	GTN Status III x2	
	GTN Status II x2	
	GTN Status I x2	

Bonus Deck

Water x 3	At the Double x 1
Stand Fast x 3	Fuego (applies only to Virginia Militia) x 2
Ammunition x 3	Ambuscade x 2
Forced March x 2	Pas de Charge (applies only to Lauzun Infantry) x 3
Bugle Call x 1	Hop to It (applies only to Lauzun infantry) x 2
Damnation x 1	Fighting sailors (for RN, as per Fighting Cocks)

To make things interesting, each player draws two bonus cards at the beginning of the game to hold or give out as desired. They can be played on their Big Man's activation or on the Tiffin card.