

Roll Sixes!

Micro Scale Miniatures

Simple Wargames Rules

Rapid Result Campaigns



HMS Caesar engaging Mont Blanc

Spring 2014

The Battle of Cape Ortegal

A Scenario for the Sails on the Horizon! 2 page wargames rules.

The battle of Cape Ortegal was the final action of the Trafalgar campaign and it was fought on November 4th 1805. It was fought between what had been the van of the French fleet at Trafalgar and a British squadron under Sir Richard Strachan. This element of the French fleet had escaped Trafalgar with little damage and was still trying to fulfil the French fleets original objectives in the area whilst the British ships involved here were essentially fresh and undamaged.

It was a small but very decisive battle where the British fleet managed to double the French line and capture every single one of the French ships. The British had followed the French ships and succeeded in bringing them to battle, most likely through a combination of having fresher ships and better quality crews. The battle compounded the victory at Trafalgar and the Captains and sailors of this action were feted as heroes.

The British Fleet

HMS Caesar	3 rd Rate Flagship Well Trained	5	4	3	2	1	0
HMS Hero	3 rd Rate Well Trained	5	4	3	2	1	0
HMS Corageux	3 rd Rate Well Trained	5	4	3	2	1	0
HMS Namur	3 rd Rate Well Trained	5	4	3	2	1	0
HMS Santa Margarita	Frigate		4	3	2	1	0
HMS Aelus	Frigate		4	3	2	1	0

HMS Phoenix	Frigate		4	3	2	1	0
HMS Révolutionnaire	Frigate		4	3	2	1	0

All British frigates are 5th raters of 30-40 guns so don't suffer a penalty for firing with fewer than 20 guns. The British ships of the line are rated as having highly trained crews and being a fleet with good training for communication and signalling purposes.

French Fleet

Formidable	3 rd Rate Flagship	5	4	3	2	1	0
Scipion	3 rd Rate	5	4	3	2	1	0
Dugay-Trouin	3 rd Rate	5	4	3	2	1	0
Mont Blanc	3 rd Rate	5	4	3	2	1	0

The French fleet is of average training for communication and signalling purposes.

The British and French deploy headed in the same direction with the British on the windward side which is to be the starboard of the French. There should be a gap of 7 or 8 hexes between the two fleets.

The Fleets are deployed in a line astern of the flagship. The British Frigates can be deployed on the outside of their line ships or astern of them.

Optional Rule

Formidable possibly only carried 65 guns instead of its normal 80 due to guns being damaged at Trafalgar or jettisoned during the escape. If you wish to play this then Formidable fires at -1

Fighting the battle

The main goal for the French is to keep the battle moving forward. If they can manage this then

they will only have to fight with part of the British fleet.

The British on the other hand need to try to slow down the French fleet by either cutting across them or damaging them. If they do this they will be able to bring their superior numbers to bear.

I have tried fighting this out. What happened was that the British damaged the lead French ship as the two lines closed. The French flagship was quickly damaged and pulled to its port side to avoid further damage whilst the British Frigate were trying to loop around the French battle line. The damage slowly went in favour of the British and once the Frigates came into long range it was clear that the French didn't have an avenue of escape or much hope so it was time to strike the colours and declare a British victory.

I've also thought about the 2 changes to the rules which had been discussed previously.

The Ship speeds will be made more similar with the Frigates being boosted to a speed of 5 but they still only have 4 hit points..

I also think opening the firing wedges up to a 2-3-2-3-2 will help the game and make it a little more tactical, if not a little more deadly. It would enable ships to gang up on certain targets more though.

I think the scenario could be balanced more by making the French further away at the start or by giving them the goal of escaping the board to win the battle.

Heroes in Legio XIII Fantasy

From Conan through Gandalf and on to Gotrek and Druss, Fantasy literature is about mighty heroes helping armies turn the tide of war in their favour.

Including heroes in battles using the two page fantasy rules can be done in one of four ways.

The Heroic General

Some heroes are leaders, not simply destructive juggernauts. These types are best employed as Generals with a Veteran unit around them. This means they will have an advantage in combat and 3+ saving throw to downgrade damage. The weakness of this type of Hero is that, as a general, they have to remain in command of their army rather than charge off on their own errands. Heroes in the Lord of the Rings could work well in this manner.

King Arthur and his knights could work well as a heroic general, as could Theoden in a Lord of the Rings inspired army.

The Heroic Band

This type of hero is one leading his own particular retinue into battle. This could be either as part of a coalition of warbands or when the whole army is composed of such factions. To model this type of heroic faction I suggest simply having a distinctive single model marked or painted differently and based with his retinue. This type of hero would be very appropriate for fighting the battles of the Trojan war - Hector leading his chariots or Achilles his Myrmidons. It would also work well for a horde army with different rival chieftains each with their own bodyguard.

To use this in the rules I can think of two suggestions. If there are to be multiple heroic bands per side then I simply suggest that units led by heroes are counted as Veteran whilst non-hero units cannot be. This suggestion will work best if there are heroes with an elite bodyguard or the army is structured around multiple retinues.

If there's only to be a single heroic band then I suggest one of the other types of Hero are more suitable.

The Heroic Meteor

The next heroic archetype we'll look at here is more of a force of nature. Think of Druss or Gotrek cutting a swathe through untold enemy troops and seeking out their real peers on the battlefield.

This type of hero is best not used as a general but an independent unit which is always in command. It is effectively a "double Veteran" unit, getting a +2 bonus to its attack rating. The hero in question is probably best categorised as Heavy Foot or Shock Mounted depending on his back story.

The Hero must always move to charge Monsters, Flying Creatures and other Heroes. The hero can also only be targetted by magic (friendly or hostile) on a roll of 5+ rather than the usual 4+.

The Heroic Wizard

Fantasy fiction is full of powerful magical individuals who you may also wish to add to your battles. These characters are best represented as a veteran unit with a general save that is also more resistant to magic, and can only be targetted on a roll of 5+ than the usual 4+. The majority of battle magic including blasts and fireballs can be modelled by allowing the unit to fire as if it had handguns. Many magic users could be modelled in this manner - Gandalf or Merlin would be light foot whilst the Narnian Snow Queen would be a heavy chariot.

2 Page Rules Catalogue

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