

The Enbevian Endeavour

A narrative campaign using Napoleonic era troops by the Schild en Vriend Honourable Gentlemen's Wargame Society





The Pilsen Prerogative

A naval scenario for *Trafalgar* rules



*Written by Bart Veters and playtested by
the S&V Gentlemen Wargamers
Playtesting Group*

The Pilsen Prerogative

Posch-Enhauser briefing

Situation

You are Admiral Adelbert Von Schneehausen - Schmetterling, commander of Her Imperial Majesties Windward Assault Fleet.

In her unfallible wisdom, Her Majesty (All Hail The Queen) has decided that enough is enough. The recent raise in import taxes on beer by that puffy upstart the Emperor of Enbevia was already utterly superfluous and obviously only aimed at hurting our fine Enhausian breweries, and proudly exclaiming the regurgitated dish water that passes for a lager in Enbevia as the finest beer in all the world is simply piling insult upon injury.

No more! The Queen (All Hail The Queen) has declared war on the Enbevia bottom dwellers and as usual, the task of delivering the first blows falls to the proud Posch-Enhausian navy.

The opening assault in this latest war will focus on the harbour city of Pilsen, on the south coast of Enbevia. The city will fall to an assault by the fine Posch Enhausian armed forces (bumbling buffoons though they are) but first the way must be cleared. There is the small matter of the Enbevia Navy, a sorry bunch of tubs and assorted flotsam that nevertheless occasionally manages to go to sea, which has a major operating base in the city of Pilsen.

In order to provide the Queen (All Hail The Queen) with up to date intelligence on the whereabouts and operations of any Enbevia navy squadron operating out of Pilsen, it has been decided to place a company of infantry on the Pilsen Bubbles, a small chain of islands just off the coast of Pilsen that dominates the approaches to the harbour.

This job has been given to you. Do not fail the Queen (All Hail The Queen).

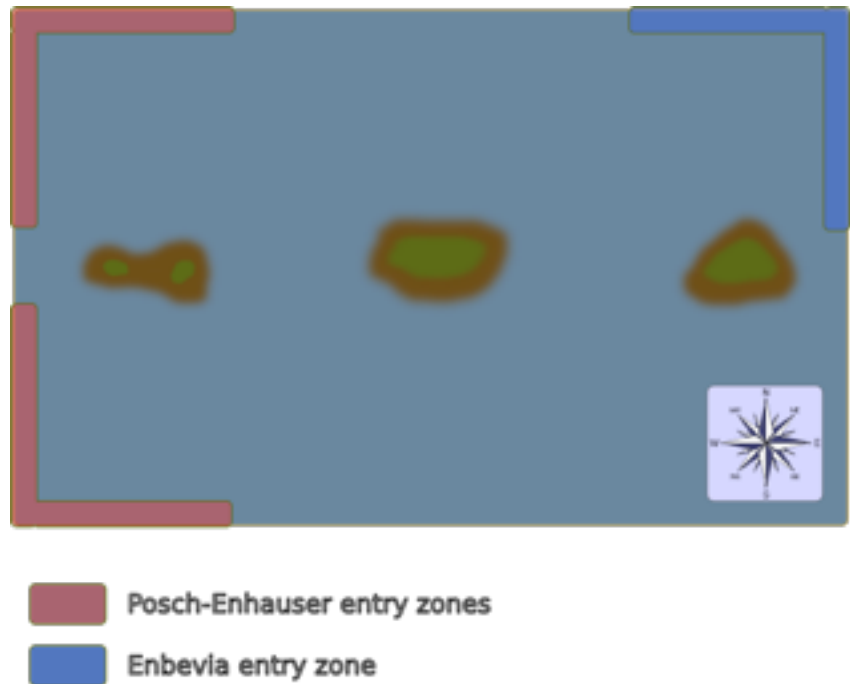


Fig. 1 Table map and setup areas

Forces

You command a force consisting of two squadrons. You yourself lead the force in the mighty Santissima Trinidad and command a further seven 72 gun ships of the line (*3rd raters*).

Coordinating instructions

The infantry company can be carried on one ship, or split up in half companies on two ships. Before the game, you need to decide whether to split the company or not, and on which ship(s) they are located. Do not reveal this information to your opponent.

Before the start of the game, you must divide your fleet into two roughly equally sized squadrons.

You may enter the board in the zones indicated in Fig. 1, one squadron to each zone.

To land infantry on an island, you need to anchor anywhere on the

'base' of the island and spend a turn at anchor.

The wind is blowing from the N and it is a clear sunny day. All normal weather rules apply.

Victory points

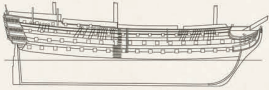
You are awarded victory points as follows:

Condition	VP
For each half company landed on the first (westernmost) island	+10
For each half company landed on the second island	+20
For each half company landed on the third island	+30
For each enemy ship damaged	+10
For each enemy ship destroyed or disabled	+20

1ST RATE

SHIP OF THE LINE

Name:



Command Value:

Speed: 10

Nation:

Broadside Rating: / /

High Locations (Save 5+)

FOREMAST: ☐☐☐☐ Lose 3cm Speed*

MAINMAST: ☐☐☐☐ Lose 3cm Speed*

MIZZENMAST: ☐☐☐☐ Lose 3cm Speed*

Low Locations (Save 4+)

☐☐☐☐☐ Lose carronades

☐☐☐☐☐ Lose heavy cannons

☐☐☐☐☐ Crippled

Below Waterline (Save 4+)

☐☐☐☐ Sunk

Crew

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☐☐☐☐ Decrewed


Upgrades:

*When all masts are destroyed, ship may not move.

3RD RATE

SHIP OF THE LINE

Name:



Command Value:

Speed: 12

Nation:

Broadside Rating: / /

High Locations (Save 5+)

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MAINMAST: ☐☐☐☐ Lose 3cm Speed*

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The Pilsen Prerogative

Enbevian briefing

Situation

You are Sir Humphrey Boddington-Bass, commander of His Imperial Highness' 2nd battle squadron, currently assigned to the defence of Pilsen, Jewel of the South Coast.

In an act of supreme though not entirely unexpected irrationality, the mongrel Queen of Posch-Enhausen, the country of a bunch of upstart yokels to your immediate south, has declared war on your own edifice of democracy, the shining example of the modern world, the exalted, enlightened and ever enriched Empire of Enbevian.

While a number of import taxes on beer were indeed specifically aimed at hurting Posch-Enhausian import into Enbevian pubs, it seems the yokels have taken offense at an innocent bit of marketing when the Emperor (All Hail the Emperor) proclaimed the Enbevian Star as the best lager in the known world. And, truth be told, when compared to the filtered sewage that passes for lager in the Posch-Enhausian beer halls, the Emperor (All Hail the Emperor) cannot be accused of bad taste at all.

But it seems you are now at war with Posch-Enhausen. Your squadron of the Imperial Navy has been assigned to the strategic harbour and trade city of Pilsen, the Jewel of the South, with orders to defend it against Posch-Enhausian aggression.

Today, five days into the war that so far has only featured some minor naval skirmishes (though calling the bunch of thrown together barely floating rafts that make up the Enhausian fleets a navy is stretching reality to the point of breaking), your frigates have detected a fairly large Enhausian fleet approaching waters near you with apparent hostile intent. Never one to shy away from a battle, you have sailed your fleet and positioned yourself to intercept the enemy at the Pilsen Bubbles, a small island chain dominating the approaches to Pilsen.

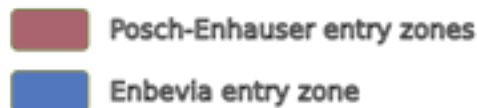
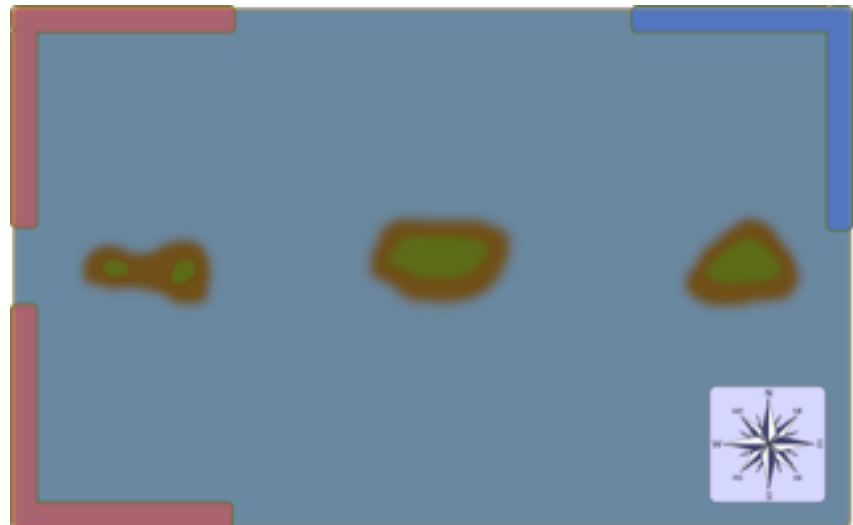


Fig. 1 Table map and setup areas

Forces

You command a fleet consisting of two 120 gun vessels (*1st raters*) supported by a further five 72 gun ships of the line (*3rd raters*).

Coordinating instructions

Your forces may enter the table anywhere in the area indicated in Fig. 1.

The wind is blowing from the N and it is a clear sunny day. All normal weather rules apply.

Victory points

You are awarded victory points as follows:

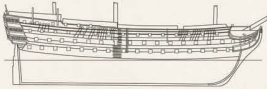
Condition	VP
For each enemy ship damaged	+15
For each enemy ship destroyed or disabled	+25

At the end of the wargame evening, victory points are totalled and the player with the most points wins the game.

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SHIP OF THE LINE

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Broadside Rating: / /

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