

Flying Colors *Under The* *Southern Cross*

South American Naval Battles
in The Age of Sail, 1811–1841



PLAY BOOK

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Expanded Sequence of Play

Under the Southern Cross (“USC”) introduces several new rules to the *Flying Colors System*. This Expanded Sequence of Play shows where in the Core *Flying Colors* turn sequence these new rules have effect. Unless otherwise noted, all the core *Flying Colors* Sequence of Play remains fully in effect.

I. Wind Adjustment Segment (not on Turn 1)

Either player rolls the die (1d10) to determine if there is a wind change this turn. If the die roll is 0 (“zero”), two additional rolls are made, one for wind direction and a second for wind force (see 7.2)

II. Command Determination

Generally, each player designates commands for his fleet exactly as per the Core rules. Note that in several scenarios of USC, non-standard command rules are in effect for one or both sides. See scenario special rules.

III. Initiative Determination

IV. Activation Cycle

- A. Select Command or a single Out-of-Command Ship
- B. Activate Ship(s)
- C. Move (and Fire) Ship(s)
- D. Disengage Ship(s)
- E. Select another Command or a single Out-of-Command Ship (players alternate activating commands or Out-of-Command ships until all have been activated)

V. Melee Combat

VI. Ship Status Check

- A. Ship Fires
- B. Drifting
- C. Striking
- D. Sinking
- E. Remove Broadside markers
- F. Ship’s Boats: First, remove all markers indicating RECALL. Then rotate LAUNCH markers to indicate TOW. Finally, rotate any TOW markers to RECALL, if desired or required by rules.

VII. Victory Determination

First, if a side has lost one or more ships, perform a Fleet Break check per (3.9.3) in the Core rules. Note that two scenarios require a special Fleet Disengagement check if one or both sides have damaged, dismasted, or captured ships. If this Disengagement check is required, perform it after, and in addition to, any required Fleet Break Check is resolved.

7.0 Module Special Rules

The following rules are in effect for all scenarios in USC, as noted below and/or as noted in scenario special rules.

7.1 River Shoals and Grounding

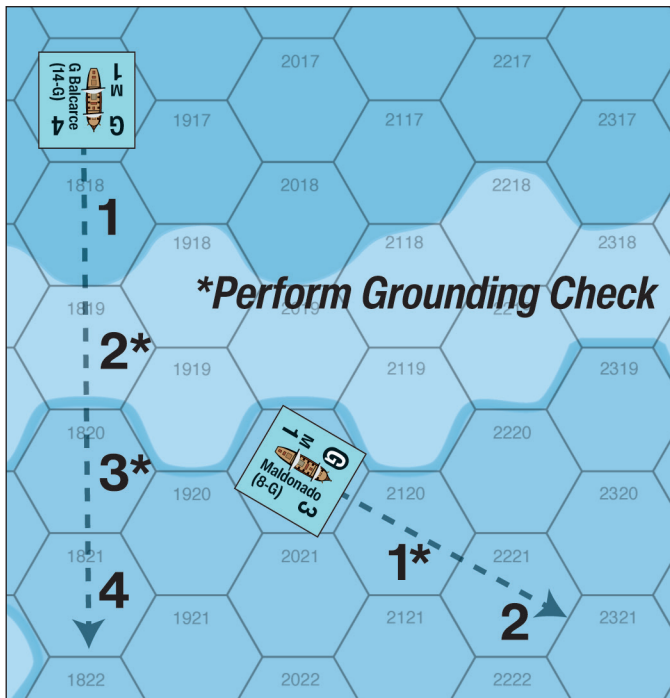
The nature of the sand bars and shallows that were (and are still) common in the Rio de la Plata and the other rivers in this game require some changes to the Flying Colors series grounding rules. Shoals areas have always been indicated by letter ID on Flying Colors maps, and continue to be in Under the Southern Cross, but players will check for Running Aground based on the shoal area while operating in rivers and not hex-by-hex as in previous games in the series. A two-roll process for grounding checks (somewhat akin to the Wind Change check) has been instituted. Sandbars and shoals are very common in most of these scenarios and without some change to the grounding rules, play would bog-down into a die-rolling exercise.

7.1.1 When scenario rules specify that River Shoals are in effect, use the River Shoals Grounding Table for all grounding checks. *Also, players are strongly encouraged to use Optional Rule 4.3.2, Casting the Lead, whenever River Shoals are in effect.*

7.1.2 When River Shoals are in effect, check for grounding only in the following situations:

- Anytime a ship enters an active river shoal area as defined by scenario special rules, whether by normal movement or any form of drift. This could occur when moving from open water into a shoal, or from one shoal area into another shoal area.
- Anytime a ship occupying a hex in an active shoal area at the start of its activation conducts any form of movement beyond its start hex into another hex in the same shoal. This is the only grounding check made for that vessel in that shoal for this activation. Additional grounding checks are not performed unless the ship enters a new shoal area during the same activation.
- Anytime a ship occupying an active shoal hex drifts into another hex of that same shoal.

7.1.3 The River Shoal grounding check is a two-step process: the first step determines whether a grounding is possible, and the second actually resolves the grounding check. Each time a ship is subject to a grounding check (see 7.1.2., above), roll a single d10. If the roll is greater than or equal to 4, there is no chance that the ship in question will run aground. Continue the vessel’s activation normally. If the roll is between 0 and 3, there is a chance the ship has run aground. Roll again and consult the River Shoals Table, applying all applicable modifiers. If a grounding results, it is considered to have occurred in the first new hex entered. *Note: If the activating ship will Cast the Lead (Optional rule 4.3.2), the controlling player must so declare before the activation begins.*



In the above example, all depicted shoals are designated as active River Shoals for the scenario. The G rate G Balcarce in hex 1817 has a movement allowance of four. The U.P. player elects not to Cast the Lead and intends to move G Balcarce forward 4 hexes through 1818, 1819, 1820, and 1821. The U.P. player must check for grounding as G Balcarce enters the first shoal area in hex 2. The U.P. player rolls a d10, resulting in a 5, so no grounding is possible. Had the roll been a 3 or less, a second roll would be made on the River Shoals Table. As G Balcarce does not suffer a grounding in 1819, another check is made in hex 3, as the ship has entered a new shoal area. Assuming no grounding occurs in hex 3, no check is made as G Balcarce enters hex 4 as it is in the same shoal area. When G Balcarce attempts to move next game turn, a new grounding check will be made once it enters a new hex because the ship is activating in a shoal area.

Maldonado, in hex 2020, moves ahead 2 hexes though 2120 and 2221. Because Maldonado is activating in a shoal area, a check is made for the first hex it enters (2120); A 3 is rolled, meaning she will have to check the River Shoals Table. If the U.P. player had declared that Maldonado would Cast the Lead, the +1DRM for Casting the Lead would apply to the River Shoals Table roll, but her movement allowance would have been reduced accordingly.

No additional check is made for the remainder of Maldonado's activation as the ship remains within the same shoal area for its entire activation.

7.1.4 River Shoals Table Results:

Hard Aground: The ship is immobile and may not be refloated. Such ships do not drift and may not change facing. This is the same as "Aground" in the core series rules.

Aground, May Refloat: The ship is immobile but may be re-floated by use of ship's boats. (See 7.3.8, below). Aground, May Refloat results are only possible when using the River Shoals table.

Touched Bottom: The moving ship must stop in the grounding hex, but it may automatically resume normal movement the following turn. It does not need to be refloated per (7.3.8). *Note-The Touched Bottom result represents the loss of momentum to the moving ship as its keel scrapes over the sand bar. If this occurs in the final hex of movement for the ship, there is no real effect as the ship was finished moving anyway.*

7.1.5 Auto Grounding Shoals: When River Shoals rules are in effect, ships that enter a shoal designated as "Auto" immediately run Hard Aground, and may not be refloated.

7.1.6 Grounding and Fire Combat: Wind effect die roll modifiers (3.7.6) do not apply to ships that are Hard Aground.

7.2 Wind

The Core wind rules from the Flying Colors series remain in effect for USC except as noted below:

7.2.1 Wind Adjustment: Players check for wind direction change each turn as per (3.2). In addition, wind force could change as well. Thus, if a "0" is rolled during the Wind Adjustment Segment, there will be two subsequent rolls for wind change, one for direction, and a second for wind force change. The effects of any wind change take place immediately. Scenario special rules may limit wind force or wind direction changes. Wind force may never increase to higher than Breezy, nor lower than Calm.



7.3 Towing by Ship's Boats

At times, ships were towed through dangerous shallows in the Rio de la Plata in hopes that the rowers could spot sand bars earlier than lookouts on the ship. Also, having the boats deployed and ready to help the parent ship refloat in the event of a grounding could save critical time in a battle.

7.3.1 Ships that are Aground (but not Hard Aground, grappled, or fouled), may be refloated by use of their own boats. In addition, refloated ships may be towed over shoals once they are free. (Scenario special rules may allow additional exceptions).

7.3.2 Ships that are dismantled may NOT use ship's boats. Ships that are oar-driven (grey circle) may never use ship's boats. *Note: In reality, dismantled ships would almost certainly be towed away after a battle after the debris had been cut away. But in the time scale of the game, this is not possible as fallen spars, masts, and sails would make it nearly impossible for small boats to tie up to the parent ship while under fire and the drag from the debris would prohibit towing.*

7.3.3 To tow by ship's boats, use the following procedure:

- During the Ships Status Check, place a tow marker on the ship with LAUNCH facing the ship's bow hexside.
- During the Ship's Boats Segment of the Ship Status Check of the following turn, rotate the marker so that TOW faces the bow hexside. The ship is now considered under tow.
- A grounded ship under tow does not move, but may attempt a refloat (7.3.8 below). A ship under tow that is not aground may spend 1MP to move straight ahead or to change facing (see 7.3.4, below).

7.3.4 Ships under tow by ship's boats may make a facing change instead of moving forward. Rotate the ship's bow 1 hex-side in the desired direction. A ship that is aground may not make this facing change.

7.3.5 A Tow marker is unaffected by damage to the parent ship. Remove the marker if the parent ship strikes, sinks, or is otherwise destroyed.

7.3.6 Recall of Boats: At any point during the launching or towing procedure, the ship's boats may be recalled:

- During the Ship Status Check, rotate the tow marker so that RECALL faces the ship's bow hexside.
- During the Ship Status Check of the following turn, remove the tow marker. The ship retains the capability, if needed, to launch boats again later.

A ship marked LAUNCH or TOW must immediately rotate the marker to RECALL when anchoring is declared (3.6.19).

Ship's boats must be recalled immediately after a ship under tow is no longer in a defined shoal area. (Unless specifically allowed by scenario rules, a ship may not be towed by boats through "open water").

7.3.7 Ships that are towed over a shoal must check for grounding normally, but they apply a special DRM of +1 on the River Shoals Table. The tow marker itself cannot run aground and does not require a grounding check. The tow marker may remain in place if its parent ship runs Aground, but ship's boats must be recalled per 7.3.6 if the parent ship becomes Hard Aground. Ships under tow do not benefit from Casting the Lead (4.3.2), as that benefit is already incorporated into the DRM for being under tow.

7.3.8 Refloat Attempts: A ship that is aground (but not Hard Aground), and marked with a TOW marker, may attempt to refloat as its sole action for the turn. (The boats are hauling the ship off the bar, setting kedge anchors, etc.) Roll 1d10, on a roll of 0-2, the ship is refloat and no longer aground. There are no DRMs for this roll. During subsequent activations, the ship may recall the boats, or if still in a shoal area, continue under tow if desired.

7.3.9 A ship that has been refloat and remains over a shoal hex, may continue under tow at the owning player's discretion, until it is clear of all defined shoal areas. Such a ship would still check for grounding normally as it moves.

7.3.10 Scenario special rules may allow certain ships to begin the game under tow by ship's boats. Such ships may continue under tow as long as desired by the owning player. However, if the boats are ever recalled, they may only be used again in accordance with 7.3.1, 7.3.2, and 7.3.3, above.

7.3.11 Combat penalty: During Firepower Determination (3.7.7), a ship using a Tow marker (in LAUNCH, TOW, or RECALL position) has a +1 relative rate modifier on the Firepower Determination Table. For example, a G rate ship would fire as a T rate. This modifier is cumulative with all other relative rate adjustments that may be applicable. Ships under tow may not make evasion attempts.

7.3.12 A ship under tow by ship's boats may be grappled by an enemy ship that otherwise meets the requirements of 3.6.16. The ship under tow may not attempt to evade the grappling attempt. In addition, the ship under tow rolls one less die than it would normally roll in Melee Combat (see 3.8.1), down to a minimum of one die.

7.4 Montevideo and El Cerro

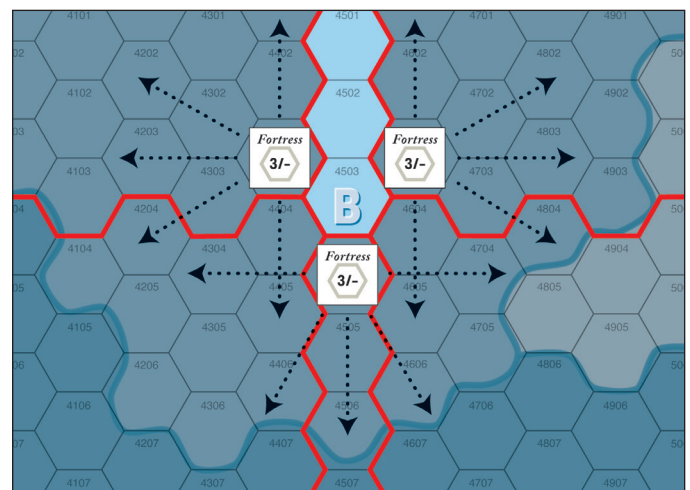
7.4.1 When so designated by scenario special rules, shoals A, B, and C on map J represent the harbor entrance and fortifications of Montevideo. The harbor (represented by shoal C) is friendly to the Spanish, Portuguese, or Uruguayan side as indicated in the scenario. Only that side's ships may ever enter shoal C hexes. Important: In this case, shoal C is not really a shoal, it simply indicates the harbor area and no grounding check is made.

7.4.2 Whenever Montevideo is in play, place the special El Cerro shore batteries in hexes 4403, 4504, and 4603. The El Cerro batteries fire as 3rd rate ships, and because of their height, they may not be fired upon by naval units. Other batteries specified by scenario special rules may be attacked normally.

7.4.3 The height of the gun batteries of El Cerro have a definite effect on their range. When firing the El Cerro batteries, reduce the actual hex-count range by three before consulting the Firepower Chart. Thus, a shot from El Cerro at a counted range of 11, would be resolved using the range "8" column. The minimum range column used for El Cerro battery fire is "1".

7.4.4 Because of how they are mounted within the masonry walls of the fort, the batteries of El Cerro have special fields of fire limited to 180°:

- The battery in hex 4403 may only fire at targets that are located in hex columns numbered 44xx or less. That is, 44xx, 43xx, 42xx, etc.
- The battery located in hex 4504 may only fire on targets in hexes numbered xx04 or higher. That is, hexes xx04, xx05, xx06, xx07, etc.
- The battery located in hex 4603 may only fire at targets in hex columns numbered 46xx or higher. That is, 46xx, 47xx, 48xx, etc.



7.4.5. North is in direction 2 when using Montevideo harbor. No ship may exit the map through hex column 70xx due to the closeness of the shoreline just off map in that direction.

7.5 Gunboats

Note: The T-rated ships in Under the Southern Cross represent two basic types of vessel: (1) schooners with particularly light broadside throw weight and (2) oar-driven, (usually) pivot-gun armed, gunboats. The oar driven boats have some special characteristics as noted below. Players are advised to read the following section carefully and to examine closely the information on the T-rate ship counters. There are many T-rates that are not gunboats and for which these rules do not apply. Do not confuse a gray circle around the Hull rating (indicating oar movement capability and a white circle around the ship's rate (indicating a slightly heavier throw weight than the basic weight).

7.5.1 For purposes of this rule, a single-gun gunboat is defined as a (1-T) rated ship with a gray-circled hull damage rating indicating oared movement capability.

7.5.2 Single-gun gunboats are pivot-gun armed and may only fire into their forward arcs and only once per turn.

The forward arc is defined as all hexes ahead of the bow of a ship that are not in either of the two broadside arcs (see diagram in rule 3.6.1.), and includes the hex the ship itself occupies, if the gunboat is facing directly toward its intended target.

When a single-gun gunboat fires, do not apply the DRM penalty noted in (3.7.5.1), pivot-guns/firing outside of the broadside arc. Important: this exception applies only to single-gun gunboats (1-T). Other pivot armed vessels, including other T rates, are subject to the provisions of 3.7.5.1.

7.5.3 Single-gun gunboats never apply the wind effects DRM when resolving fire combat. This is an exception to core rule 3.7.6

7.5.4 When a single-gun gunboat fires, mark the firing ship with a Fired Both broadside marker.

7.5.5 Single-gun gunboats may NOT fire into their broadside arcs. Masked Broadside (core rule 3.7.1) do not apply to single-gun gunboats, however a single-gun gunboat can mask the broadside of another friendly ship, if the conditions of 3.7.1 are met. *Note: the narrow beam and shallow draft of most of these boats wouldn't support the recoil of a naval gun fired broadside without the risk of the boat capsizing.*

7.5.6 T-rated gunboats of 2 guns or less (2-T, or 1-T, and oar driven) are NOT eligible for the Rake bonus described in 3.7.7.6. Also, in Under the Southern Cross, none of the T-rated vessels, regardless of gunnery rate, receive any carronade firepower bonus unless specifically noted in the scenario special rules or denoted on the ship's counter (hexagonal or square rate). Note that this applies only to ships that are T-rated on their undamaged sides. A larger vessel may default to T rate due to damage and would continue to benefit from carronades normally.

7.5.7 IMPORTANT: For all scenarios in Under the Southern Cross, unless otherwise noted in the scenario rules, ALL T- rated ships DO count for all fleet break checks. This is a change from the core series rules.

7.6 Mixed Fleets

For all scenarios in Under the Southern Cross, series core rule 3.7.2 does NOT apply. That is, large ships may freely fire on smaller ships without penalty.

7.7 Combat Intensity

Where designated in scenario special rules, either or both sides in a scenario may be required to operate with a "Combat Intensity Modifier".

A Combat Intensity Modifier has two effects:

- It is applied as a negative modifier to calculated firepower values during combat. Such a modifier is in addition to any other applicable firepower modifiers (see the Firepower Table), and may reduce firepower as low as the "<0" column, but will never prohibit an otherwise allowable shot.
- It is applied as a negative DRM to Fleet Break checks (Core Rule 3.9.3), making it more likely that a side's fleet will break than would otherwise occur.

Example: Brazil has a combat intensity modifier of (-1) in the Action of 4 May, 1823 (scenario 7). All Brazilian gunfire is treated as having a firepower value one less than indicated on the Firepower Chart (in addition to any other applicable modifiers for a given shot). In addition, any fleet break check conducted by the Brazilian player applies a -1 DRM to the roll.

Note: Many of the battles portrayed in Under the Southern Cross were far less destructive overall than most of the battles depicted in earlier volumes of the series. A firepower modifier is necessary to help reproduce historical damage rates without distorting other elements of the Flying Colors model.

7.8 Anchoring

Unless otherwise prohibited by scenario rules, whenever River Shoals (7.1) rules are in effect, any ship from either side may anchor during any activation. If a ship that did not begin the scenario at anchor drops anchor and then slips anchor at any time, it may not subsequently re-anchor.

Scenarios

Argentine War of Independence

As elsewhere in Spanish America, Napoleon's invasion of the Iberian Peninsula and the overthrow of King Ferdinand VII precipitated a crisis of political sovereignty in the Rio de la Plata: in the absence of the Sovereign, to whom does sovereignty devolve? The answer to that question, or rather the possible combination of answers, would define the political and military struggle in the Rio de la Plata for decades to follow.

On 25 May, 1810, the *cabildo* (a sort of town council) of Buenos Aires voted to overthrow the Viceroy Baltazar Hidalgo de Cisneros and established a junta that, ostensibly anyway, professed allegiance to the deposed King Ferdinand. A counter-revolutionary challenge from the city of Cordoba was put down and ended with the execution of the former Viceroy and hero of the 1806-07 defeat of the British invasions Francisco Liniers. The Spanish Council of Regency ruling metropolitan Spain in the absence of the king, meanwhile, appointed Javier de Elio the new Viceroy in Montevideo. Elio immediately declared war on Buenos Aires.

Even at this early date, political divisions between the patriots threatened to turn the War for Independence into as much a civil war as a struggle against Spain. One of the major points of contention concerned the sharing of power in the new Republic. Would Buenos Aires, as the largest and most powerful city in the old Viceroyalty continue to be the seat of a strong central government and, not coincidentally, as its largest port, continue to maintain its monopoly on international trade in the region? Or would power be shared in a looser confederation of provinces, thereby allowing some of the larger river towns to trade directly with the outside world?

Eventually these competing philosophies would crystallize into the rivalry between the Unitarios (a generally urban, classically liberal party favoring centralism), and Federales (a generally provincial, more conservative party favoring a regional confederation). The conflict between the Federales and Unitarios dominated politics in the Plata region for the next half-century.

Royalist control of Montevideo and the ability to move unopposed through the great rivers of the region presented an unacceptable threat to the survival of the Revolutionary government, a threat that the Royalist commander of the Uruguay River Flotilla, Jacinto Romarate, exploited with great determination. Spanish naval dominance gave them the ability to raid patriot towns, bombard Buenos Aires, and control traffic between the Banda Oriental (modern Uruguay) and the other provinces.

1. San Nicolas

2 March, 1811 – Early in 1811, the Junta Grande in Buenos Aires appointed a Minister of Marine who purchased three small ships for use on the rivers and set Juan Batista Azopardo, a Maltese in the service of Buenos Aires, in command.

Responding to Belgrano's impending defeat in Paraguay and the development of a two-front war—against Elio in Montevideo, and against the Spanish Viceroy of Peru—the Junta dispatched Azopardo up the Parana River with supplies and reinforcements for the patriot forces. Jacinto Romarate set off after Azopardo and caught him at San Nicolas de los Arroyos.

Azopardo anchored his ships under cover of a small battery of artillery he had landed just outside of the town at the extreme northern border of Buenos Aires province.

The fight that followed consumed most of the afternoon. In the initial attack, Romarate's leading ships, *Belen* and *Cisne*, ran aground, and under heavy fire from both Azopardo's ships and the newly installed shore battery, were refloated and withdrawn down the river. Later in the afternoon, the Royalists renewed their attack, eventually boarding *Invencible*, whose unseasoned crew abandoned their ship rather than fight.

The defeat was total. Azopardo was imprisoned in Spain and condemned to death for treason, though his sentence was later commuted. He was released after the war and returned to Buenos Aires in 1820. An Argentine court, meanwhile, cleared him of any criminal culpability, and though it permitted him to resume service as a ship's captain in the National Squadron, he was banned from command of the fleet.

Romarate had gained undisputed control of the great river system—control that would only be wrested away by the arrival on the scene of William Brown.



The Battle of San Nicolas



Turns: At least 12, but see Special Rule 2, below

Audacity: United Provinces (1), Spain (0)

Wind Direction: 2/Calm

Map: K

Shoals: c, f, h (Auto)

Current (Optional): Dir 3 to hexrow 28xx, Dir 4 remainder of map.

United Provinces:

Invencible (Azopardo)	2023 Dir 3
25 de Mayo	2419 Dir 3
Americana	2324 Dir 3
Battery G/6	2024 Dir 2

Spain:

Belen (Romarate)	3525 Dir 6
Cisne	3826 Dir 6
Fama	4025 Dir 6
San Martin	4027 Dir 6
Gunboat #1	4224 Dir 6

Special Rules:

1. All United Provinces ships begin at anchor. As long as all U.P. ships remain at anchor in their starting hexes, all U.P. ships are treated as In Command. If any U.P. ship slips anchor, regular Command rules apply.

2. For each United Provinces ship that slips anchor, extend the game two game turns. So, for example, if two U.P. ships slip anchor the game will last for 16 game turns. If all U.P. ships remain at anchor, the scenario lasts 12 turns.

3. The shoal areas “d”, “e”, and “g” represent the main channel of the Parana. Ships never run aground in those areas.

4. Special Victory Conditions: Do not check for Fleet Break. The Spanish player must have captured, destroyed, or caused to strike all U.P. ships by the end of the game. Any other result is an Argentine victory.

The Campaign of 1814

The war against the Spanish Royalists became essentially a two-front war with Jose Rondeau and the Uruguayan leader Jose Gervasio Artigas confronting Elio in the Banda Oriental and Manuel Belgrano fighting in the north of the country against the Spanish from Peru.

The threat of Portuguese intervention from Brazil in 1811 caused Buenos Aires to give up its siege of Montevideo, enraging its Uruguayan ally. Combined with Artigas’ growing federalist leanings, the tension between Buenos Aires and Artigas would lead to an outright rupture and civil war among the patriots.

Belgrano’s victories over the Royalists of Peru at Tucuman and Salta, despite the First Triumvirate’s orders to withdraw, completely discredited the policy of the Buenos Aires Government. The First Triumvirate fell to a coup led by Jose de San Martin, himself destined to become one of the great Liberators of South America, and in January, 1814, Gervasio Antonio de Posadas was elected Supreme Director of the United Provinces.

Meanwhile, the collapse of the 1811 armistice between Buenos Aires and the Royalists in Montevideo led the Revolutionaries to once again invade the Banda Oriental, capture the port town of Colonia and lay siege to Montevideo in October of 1812. Rondeau and Artigas defeated a Spanish attempt to break the siege at Cerrito, but Montevideo could still remain supplied by

sea, and Spanish naval supremacy in the Plata region allowed Romarate to continue to raid Argentine towns on the Parana and Uruguay rivers.

One of Posadas's first actions was to rebuild a navy for Buenos Aires. Argentine agents purchased suitable ships as they became available in Buenos Aires and in a stroke of great insight, or immense good fortune, Posadas named William Brown commander of the new Navy. Brown had found some success as a privateer in the service of the patriot government and was well known in his adopted country as a skilled mariner. Brown immediately set to fitting-out his ships and charged into action.

Romarate had sortied from Montevideo to seize the island of Martin Garcia, with the intention of establishing a base from which to recapture Colonia from the Patriots. Brown and his squadron arrived on the scene in early March, setting in motion the events which would cause the fall of Spanish Montevideo and the permanent removal of Spanish power from the Banda Oriental.

2. Martin Garcia

10–14 March, 1814 – Romarate anchored his ships in the Canal de San Martin, a narrow channel just west of the island that provided the clearest path for navigation in the silt-choked waters of the upper River.

Brown decided to attack from two directions, sending the shallow draft schooners Fortuna, Carmen, and San Luis wide to the west to attack the Royalists from the rear, while Brown, in Hercules, led the remainder of the flotilla directly at the Spanish line.

Hercules ran aground early in the fight and was unable to refloat until after dark. The Argentine flagship took a terrible pounding from the Spanish, but didn't strike. Brown renewed the attack on the 13th, and by the 14th, the island had surrendered.

The scenario presented here depicts the critical first day of the battle, as the Patriot fleet begins its attack.

Turns: 20

Audacity: United Provinces (1), Spain (0)

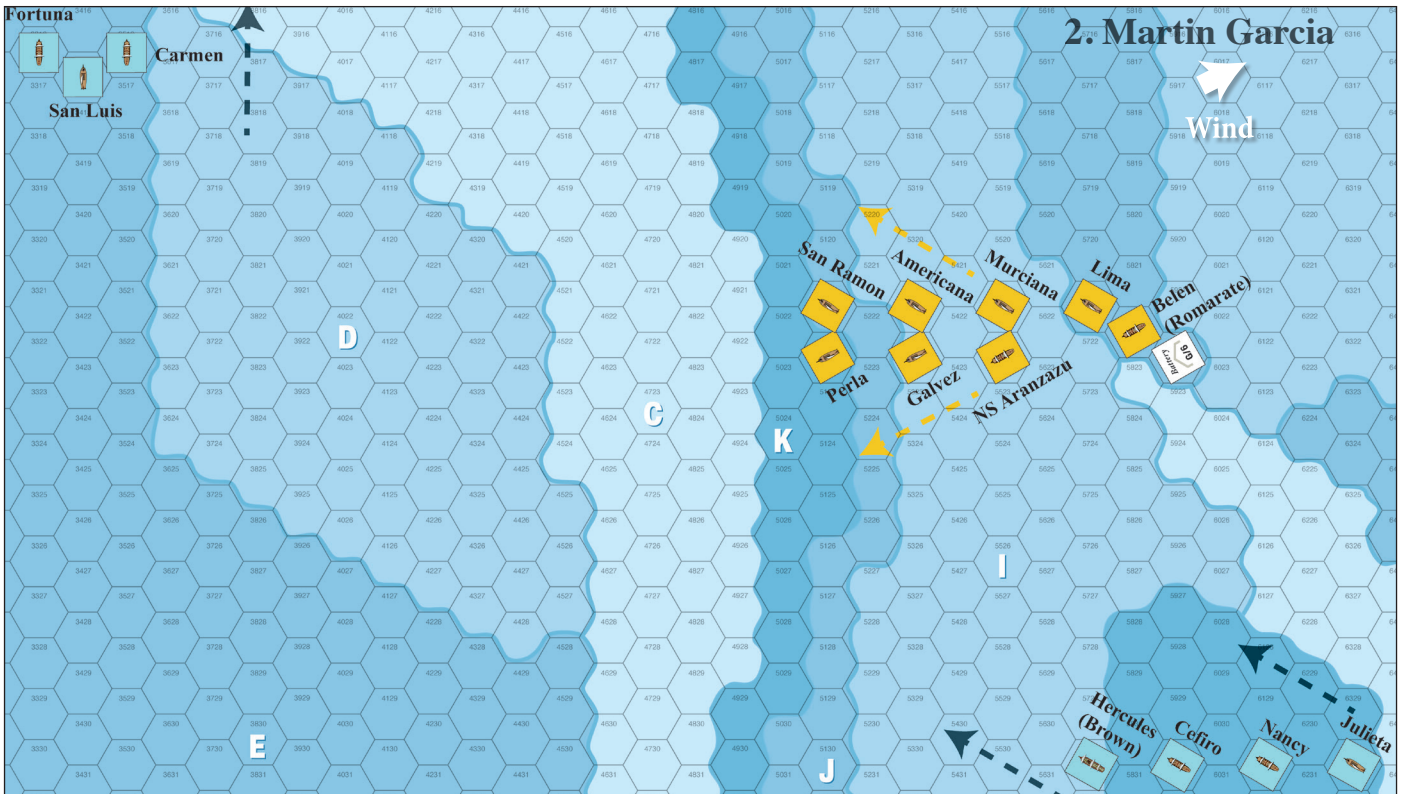
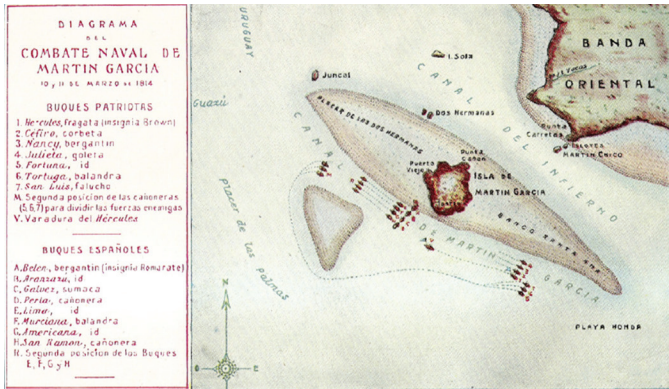
Wind Direction: 2/Calm

Map: K

Shoals: a, f, g, h (Auto); i, j, k, o (-0); b, c, m, n (-1); d (-2)

United Provinces:

Hercules (Brown)	5730 Dir 6
Cefiro	5930 Dir 6
Nancy	6130 Dir 6
Julieta	6330 Dir 6
Fortuna	3316 Dir 1
Carmen	3516 Dir 1
San Luis	3417 Dir 1



Spain:

Belen (Romarate)	5822 Dir 5
NS Aranzazu	5522 Dir 5
Galvez	5322 Dir 5
Perla	5122 Dir 5
Lima	5721 Dir 6
Murciana	5521 Dir 6
Americana	5321 Dir 6
San Ramon	5121 Dir 6
G/6 Battery	6022 Dir 5

Special Rules:

1. All shoals are River Shoals as per Module Rules (7.1).
2. All Spanish ships begin at anchor. As long as all Spanish ships remain at anchor in their starting hexes, all Spanish ships are treated as In Command. If any Spanish ship slips anchor, regular Command rules apply.
3. Special U.P. command rule: *Fortuna*, *Carmen*, and *Julieta* form a special Formation Command without an admiral being present. As long as each of the three ships named above are within three hexes of each of the others (no more than three hexes from BOTH), all three ships are considered to be in command. The three ships do not have to share the same facing. This an exception to rule 3.3.3.2. If any of these ships is four or more hexes (three intervening hexes) from any of the other of the three ships, all three ships are considered out of command, unless they are within Admiral Brown's command range or meet the normal Formation Command requirements (see rule 3.3.3) with other U.P. ships.
4. *Hercules* will never strike if Brown is still aboard. *Hercules* may sink (if not aground), be captured through melee, or explode, if applicable, but do not check for striking if Brown is still aboard. If Brown is killed or transfers, check for striking of *Hercules* normally.
5. Any Spanish ship that slips anchor may not re-anchor for the remainder of the scenario. All United Provinces ships may anchor once each. If they subsequently slip anchor, they may not re-anchor.
6. The Spanish ship *Galvez* is considered pivot-gun armed per (3.7.5.1)
7. *Optional*: *Hercules* may begin the scenario under tow by ship's boats under the provisions of (7.3). She may remain under tow whether over a shoal or not at the discretion of the U.P. player. *Hercules* must recall ship's boats to begin normal sailing, and in this case may not redeploy her boats unless she runs aground, per (7.3.1).

8. *Optional Free Set-up*: If both players agree, the following free set-up rules may be used:

The Spanish ships are set-up first at least 10 hexes from the row xx34 map edge and no more than 15 hexes from that map edge. They may be placed in any hex that is not an "Auto" grounding shoal and may begin at anchor if desired. Note that if the free set-up is used, normal Command rules apply to the Spanish and the in-command exception in Special Rule 2 does not apply.

After the Spanish are set-up, the United Provinces ships are set up on the map no further than 5 hexes from the xx34 map edge in any hexes that are not in an Auto grounding shoal. If desired, *Fortuna*, *Carmen*, and *Julieta* may be designated a separate command per Special rule 3, but this must be declared during initial set-up. If this separate command is utilized, all three ships must set up within 3 hexes of each other and may set up in any hex numbered xx16 or greater.



Hercules aground at Martin Garcia

“A War Betwixt Englishmen...”

The English author Brian Vale has written extensively about the naval wars of the early South American republics. Among his finest work is his history of the naval war between Buenos Aires and the Empire of Brazil during the Cisplatine War entitled “A War Betwixt Englishmen” where in addition to a detailed narrative of the campaign, he brings into focus the foreign-born commanders employed by each side. There is no doubt that the efforts of British, Irish, North American, and European sailors, when added to those of their South American comrades, were critical to securing the independence of the South American republics and the establishment of their naval traditions.

Interspersed among the scenarios of Under the Southern Cross are short biographical sketches of some of the key personalities, Englishmen and otherwise, that appear in *Under the Southern Cross*.



William Brown
(Irish, serving Argentina)

William Brown is revered today in Argentina as the founder of their navy and is considered an equal with San Martín and Belgrano in the pantheon of great national heroes. There is hardly a town in the country that does not have a statue of, or a street or school named after the Irish immigrant Admiral. Brown was a skilled mariner, had a thorough knowledge of the shoals and sandbars of the Plata and a fiery disposition that was intolerant of any perceived lack of zeal among

his subordinates. At the same time, he was loyal to his favorites and in turn inspired intense personal devotion from them. Unflinching under fire, he also demonstrated great resourcefulness in three times building a navy for Buenos Aires nearly from scratch.

The great mystery about Brown concerns his personal life prior to arriving in Buenos Aires. Very little is known about his life before coming to Argentina. The sources do not agree on more than a few basics. He is widely acknowledged as being born in Foxford, County Mayo in 1777. It is also known that in 1809 he married Elizabeth Chitty, a daughter of a family of Channel pilots and privateers. Other than that, things are murky. One version of his life has his parents immigrating to the United States when William was a small boy and him entering the sea life as a cabin boy in the merchant service when his parents died shortly after the family's arrival in Philadelphia. According to this version, Brown was later pressed into British service after his ship was stopped by the Royal Navy.

Another version has him starting as a midshipman in the British Royal Navy through family connections, being captured by the French, and after a daring escape from prison in Metz (or perhaps Verdun, depending on who is telling the story) he returned to service with the British, or fled to Buenos Aires.

He could have arrived in the Rio de la Plata with the British invasion in 1806/1807, or been shipwrecked there, as yet another tale asserts. Or maybe he was an arms smuggler drawn to the simmering conflict between Spain and its American Empire.

Most of Brown's personal papers were destroyed—his surviving memoir focuses strictly on his naval career for the United Provinces—and he was very reticent in speaking of his origins, so we may never definitively know. What we do know is that by 1811 he was active in the Plata region running a packet service between Buenos Aires and Colonia and he also engaged in some privateering against the Spanish.

Some sort of naval experience (as opposed to strictly commercial sailing) seems likely as he quickly rose to the challenge of building up and leading in combat an effective naval force. It is no exaggeration to say that without Brown, the course of Argentine history would be very different indeed.



Jacinto de Romarate
(Spain)

Jacinto de Romarate y Salamanca was born to a well-to-do family in Vizcaya in 1775. He was enrolled as a midshipman in 1792 and served in the early days of the French Revolutionary Wars in the Toulon campaign. During the peace brought by the Treaty of Amiens, Romarate received his first in a series of commands of gunboats and mortar ships, gaining valuable experience in the employment of small vessels that would serve him well in America.

Romarate arrived in the Plata region as part of the Spanish response to the British invasions of 1806 and 1807, commanding a gunboat and fighting in the streets of Buenos Aires alongside the city militia against the invaders.

He remained fiercely loyal to the Spanish crown, fought with great skill and determination and was highly regarded by William Brown, despite their obvious antagonism. Following the surrender of Montevideo in 1816, Brown personally granted Romarate's request to return to Buenos Aires to take care of personal matters before his return to Spain. At Brown's command, the Argentine flotilla fired a salute to Romarate as he embarked for his trip home.

3. Arroyo de la China

28 March, 1814 – *The Spanish survivors of Martín García retreated up the Uruguay River seeking refuge among remaining loyalists and Federalist rivals of Buenos Aires. The recent split between the Argentines and the Uruguayan patriot-caudillo José Gervasio Artigas made Romarate's plan appear, on the surface at least, to be viable.*

He anchored his battered flotilla in the Arroyo de la China, near modern Concepción de Uruguay, and began refitting and resupplying his ships.

Lt. Tomás Nother, a former Royal Navy officer in the service of Buenos Aires, was assigned by Brown to pursue the Spanish, to bottle them up in the Uruguay, and if possible, to capture the enemy squadron.

Assuming the Spanish were short of shot and powder, and perhaps unappreciative of the complex political situation that had changed with the Artigas/Romarate overtures, Nother sailed his ships directly into the midst of Romarate's squadron.

Tactical details of the fight that ensued are largely lost, but both sides suffered high casualties and Nother himself was killed in the opening minutes of the battle. The day was not without heroes for the Argentines, however. The Patriot vessel Nuestra Señora de Carmen ran aground and according to the legend, to prevent her capture, her commander, Samuel Spiro, ordered the crew to abandon her and sacrificed himself to blow up the ship.

(According to some analysts, it is just as likely that Lt Spiro was killed in an accidental explosion of Carmen's powder magazine).

Romarate and the Spanish could claim a tactical victory, but the fighting resolved little strategically: Romarate remained trapped far up the Uruguay, and unavailable for the defense of Montevideo, where Brown's main fleet had sailed at the end of March.



Turns: 15

Audacity: United Provinces (0), Spain (0)

Wind Direction: 3/calm

Map: K

Shoals: a, b, n, k (auto); j, m (0)

Current (optional): Dir 6 over shoal area m (the Arroyo) to hexrow 60xx; Dir 1 main channel.

United Provinces:

Americana-b	5216 Dir 4
S. Trinidad (Nother)	5218 Dir 4
San Martin	5220 Dir 4
Fortuna	5415 Dir 4
NS Carmen	5417 Dir 4
San Luis	5419 Dir 4

Spain:

Belen (Romarate)	5223 Dir 1
NS Aranzazu	5225 Dir 1
Luisa	5121 Dir 1
Galvez	5128 Dir 1
Perla	5126 Dir 1
Americana	5823 Dir 6
San Ramon	5924 Dir 6
Lima	6124 Dir 6

Special Rules:

1. All shoals are River Shoals per (7.1).
2. Wind force and direction are constant for the duration of the scenario. Do not roll for wind changes.
3. Due to the map scale used in this scenario (1 hex=50m, 5-10 minutes/turn), use the special Arroyo de la China Firepower Chart for all fire combat. Damage effects are rolled for normally using the Player Aid Card. Note: because both time and distance scales have been equally modified, no adjustment is required to the movement rates.
4. Due to the smaller scale, the following apply at all times:
 - Facing changes are limited in each hex. A ship may only change facing one hex side in each hex it enters by wearing. Normal MP costs apply.
 - A ship may attempt to tack, but if successful, it must shift to the adjacent hex row.
 - To tack, a ship is advanced ahead one hex and refaced into the wind. The tack attempt roll is made, and if successful, the ship is refaced again in the correct direction and advanced one hex ahead where the tacking attempt ends. Any MPs gained in the tacking attempt are expended from this ending hex.
 - A ship may not tack if such a move would result in entering or passing through an occupied hex. This includes the hex between the starting hex and finishing hex of an attempted tack (see below). A ship must expend at least one hex of movement ahead between tacking attempts.

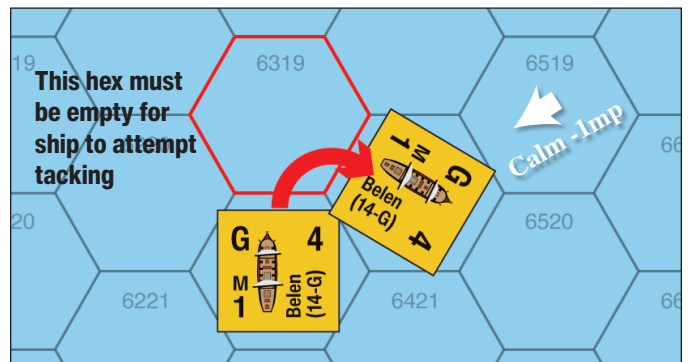


Illustration of successful tack to starboard: If the tacking attempt failed, the ship would be In Irons facing direction 2 in hex 6319. If the attempt generated any MPs, they may be expended beginning in hex 6420.

- Ships may not intentionally enter hexes occupied by other ships at any time. They must make any move possible and legal to avoid entering another ship’s hex. If such a move is unavoidable, a collision automatically results. **There is no Pass Through/Pass Along in this scenario.**
 - Because of the shorter time scale, each ship is only allowed to fire ONCE per turn. Mark any ship that fires during a turn with a “Fired Both” broadside marker.
 - Due to the smaller scale, the Command Radius of both sides’ commanders are considered to be double the printed value
5. Use of full sails is not allowed at any time by any ship.
 6. Use the special Firepower Table provided. There are no changes to the Rake (3.7.7.6) rules for this scenario.
 7. All Spanish ships begin the scenario at anchor. A maximum of one ship that starts the scenario at anchor may slip anchor each game turn. Ships that slip anchor may not drop anchor for the remainder of the scenario. U.P. ships may drop anchor once. If they subsequently slip anchor, they may not drop anchor a second time.
 8. U.P. Ship *NS Carmen* is considered pivot-gun armed per (3.7.5.1)
 9. *Heroic Sacrifice (Optional Rule)*: Once per game, at any point in the game turn, the United Provinces player may attempt to intentionally blow up a single vulnerable friendly ship in danger of capture by the Spanish. If a friendly ship is marked Vulnerable, and a Spanish ship is in an adjacent hex, the Argentine player may roll 1d10: on a 0-4, the ship is destroyed by explosion. Every ship (Argentine or Spanish) in adjacent hexes must undergo a special damage check. Roll for each ship on the “12” column of the Damage Effects Chart and apply BOTH the Rigging and Hull column effects. If the die roll is 5-9, the attempt fails. In either case, the U.P. player may not attempt another Heroic Sacrifice for the remainder of the game.

Puerto Buceo—14-17 May, 1814

With his victory at Martin Garcia, Brown and the Patriots had effectively split the Spanish naval forces in the Plata region, the Royalist success at Arroyo de la China notwithstanding. The main naval effort shifted next to Montevideo.

Rondeau pressed the siege, and the Royalists realized that while reinforcement from Spain was unlikely, Argentine strength was only likely to increase. After long debate, and over the objection of several of the captains, the Spanish flotilla was ordered to attack the blockading Argentine squadron. The resulting battle extended over the better part of four days as both sides battled light and shifting winds and struggled to keep battle formation. Through superior discipline, seamanship, and in spite of a serious wound to his foot, Brown and the Argentines won a complete victory that proved decisive in the capture of Montevideo and in the outcome of the war.

There are two parts to this scenario, each representing a pivotal point of the battle.

4. Part I—The Spanish Sortie

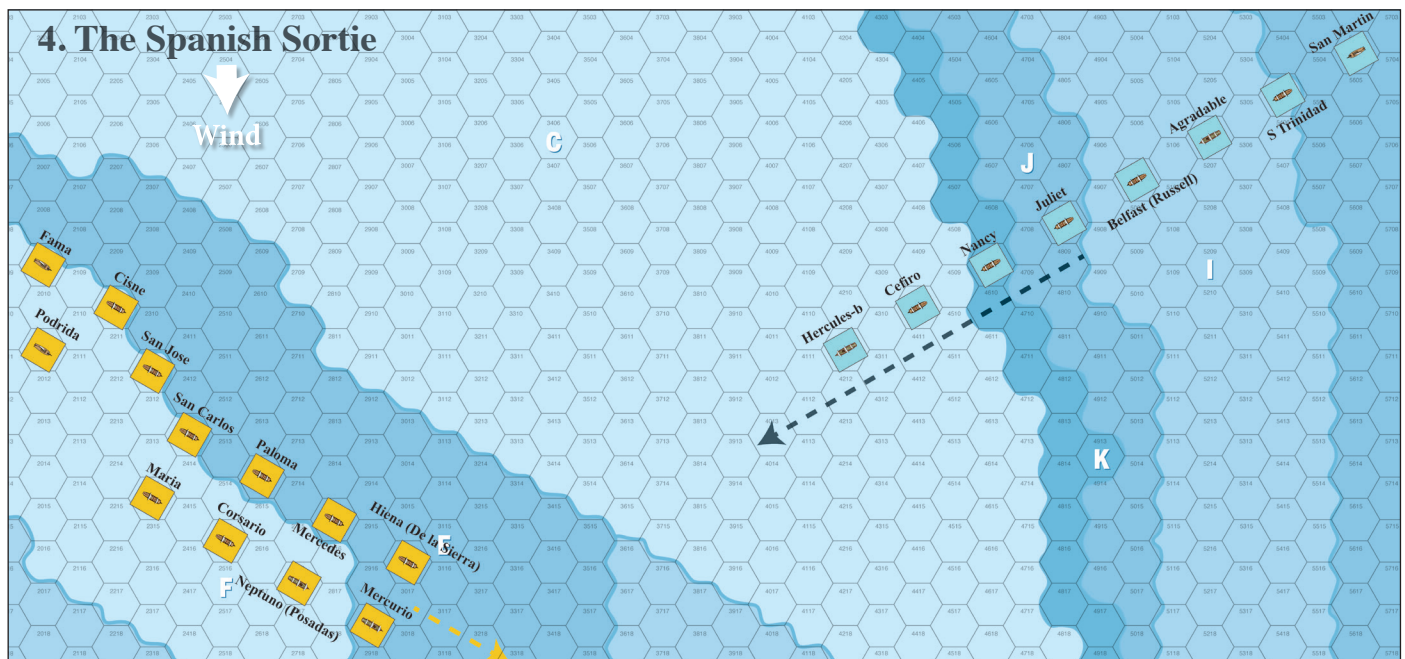
The Spanish commander, Miguel de la Sierra, initially sortied from Montevideo close-hauled on the starboard tack, trying to lure Brown into range of the powerful shore batteries at El Cerro on the north shore of the harbor. Brown refused the bait and instead succeeded in leading the Spanish east-southeast of the port, cutting de la Sierra off from an easy retreat back to Montevideo. The two lines converged for the first time south of the small port of Buceo, located just east of Montevideo.

Turns: 20

Audacity: United Provinces (0), Spain (0)

Wind Direction: 4

Map: K



United Provinces:

Hercules-b (Brown)	4211 Dir 5
Cefiro	4410 Dir 5
Nancy	4609 Dir 5
Juliet	4808 Dir 5
Belfast (Russell)	5007 Dir 5
Agradable	5206 Dir 5
S Trinidad	5405 Dir 5
San Martin	5604 Dir 5

Spain:

Mercurio	2917 Dir 3
Hiena (De la Sierra)	3016 Dir 3
Mercedes	2815 Dir 3
Paloma	2614 Dir 3
Neptuno (Posadas)	2716 Dir 3
Corsario	2515 Dir 3
Maria	2314 Dir 3
San Carlos	2413 Dir 3
San Jose	2311 Dir 3
Cisne	2210 Dir 3
Fama	2009 Dir 3
Podrida	2011 Dir 3

Special Rules:

1. The *Paloma* had significant handling problems during this battle, probably due to previously unrepaired damage. To reflect this, *Paloma* is 1MP slower than normal on every point of sail, down to a minimum speed of 1 MP. Thus, while beating, *Paloma* has 1 MP at normal sail. In addition, subtract 1 (-1 DRM) from all tacking attempts made by *Paloma*.
2. If using the optional End of the World rule (4.1), the play area cannot be extended off the map in direction 1. All ships exiting in that direction score Damaged VPs for the opposing side, and count as lost for fleet break purposes.
3. The Spanish automatically have the initiative on turn 1. Roll for initiative normally starting on turn 2.
4. *Special Break Off Roll*: Both sides were cautious in the initial engagement. Therefore, in the Ship Status Check beginning on the turn when the first ship of either side is flipped to its damaged side or is dismasted of both sides, roll the die and add the total number of Damaged and dismasted ships. On a total of 6 or more, the two sides are considered to have mutually broken off the engagement. The scenario ends and victory is determined normally. In this case, there is no VP penalty applied for a side breaking (the two sides have mutually drawn back to regroup). This special break-off roll is in addition to any break off roll triggered by ship loss per (3.9.3). In case both break off rolls must be made in a turn, conduct the normal Break Check roll first and apply the results normally. If no break occurs, then conduct this special break off roll.
5. Combat Intensity Modifier: Spain (-1), United Provinces (-1).

5. Part II—Brown's Victory

In the fighting of 14 May, the Royalist commander, de la Sierra, fled in his flag ship Hiena, leaving Posadas in Neptuno in command.

Calm winds and tidal currents prevailed over the next two days and both squadrons found themselves scattered, with the Royalists faring the worse. Sporadic firing continued as ships drifted into range and both sides made use of ships boats to try to reorganize their fleets. After dark on the 16th, a fresh breeze enabled the battle to continue. Brown's fleet was reinforced when Ytati arrived in time to join the battle.

Posadas sought to bring his fleet closer to friendly shore batteries and Brown, who had nearly lost a foot in the previous days' fighting, aggressively cut off the rearguard of the Spanish line. In the ensuing confusion, a total of six Spanish ships were taken, Brown, in Hercules, pursuing Mercurio all the way to the entrance of Montevideo harbor. The victory was total and the fall of Montevideo became a matter of time.

Turns: 20

Audacity: United Provinces (2), Spain (0)

Wind Direction: 6

Map: J

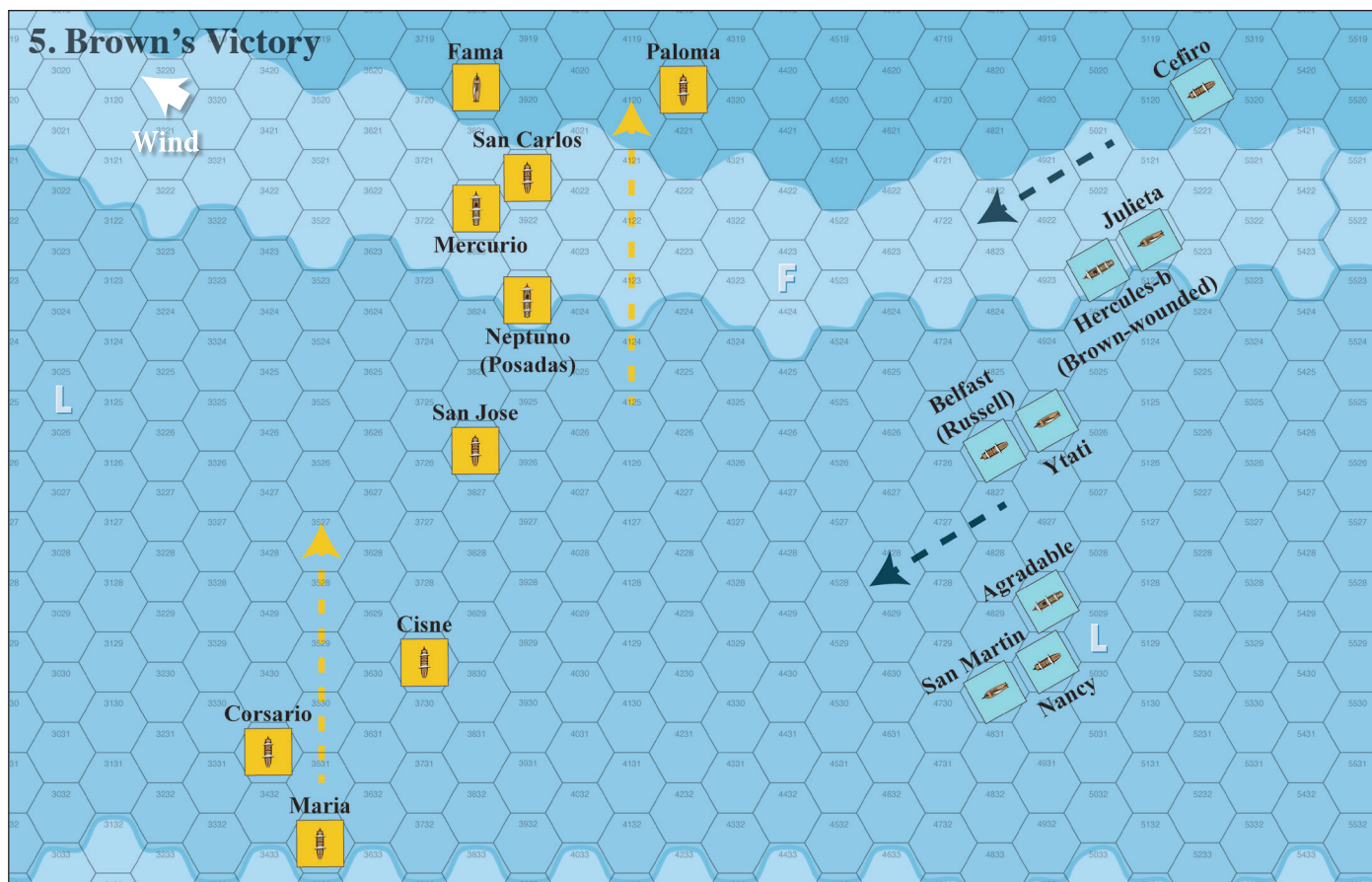
Shoals: Map J: a, b (auto), c; See special rules below.

United Provinces:

Cefiro	5220 Dir 5
Juliet	5122 Dir 5
Hercules-b (Brown-wounded)	5023 Dir 5
Ytati	4925 Dir 5
Belfast (Russell)	4826 Dir 5
Agradable	4928 Dir 5
Nancy	4929 Dir 5
San Martin	4830 Dir 5

Spain:

Fama	3820 Dir 1
Mercurio	3822 Dir 1
Paloma	4220 Dir 1
San Carlos	3921 Dir 1
Neptuno (Posadas)	3923 Dir 1
San Jose	3826 Dir 1
Cisne	3729 Dir 1
Corsario	3431 Dir 1
Maria	3532 Dir 1



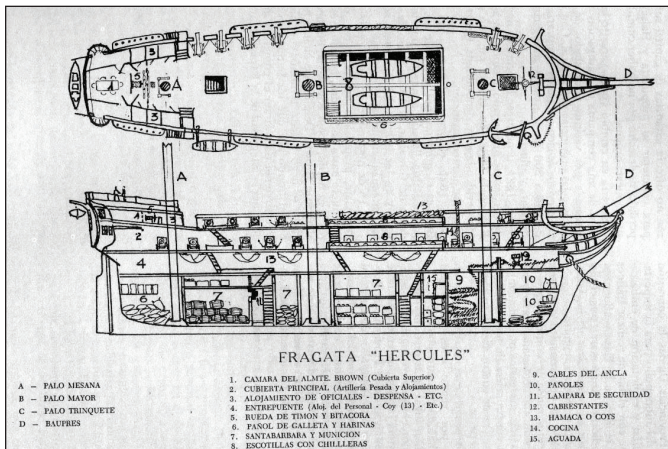
Special Rules:

1. The shoals on map J represent Montevideo and El Cerro as per 7.4. The harbor (shoal C) is friendly to the Spanish.
2. *Paloma* handling—The rules for *Paloma*'s handling remain in effect for the duration of this scenario. See Buceo Part I special rule number 1.
3. Previous Damage. *Hercules* has one hull hit already inflicted. *Mercurio*, *Neptuno*, and *Paloma* have one hull hit each prior to play.
4. U.P. ships *Ytati* and *San Martin* are considered pivot-gun armed per (3.7.5.1)
5. Drift. After set up, and prior to beginning play, each player rolls 1d10 and halves the result, rounding up. The result is the number of opposing ships that are considered to have drifted from their printed starting locations. For each drifted ship, the opponent may move it up to three hexes in any direction from its

starting position. However, no ship may be repositioned closer in hexes to an enemy ship. Additionally, any drifted ship may have its facing changed to any other facing, except that it may not be faced such that it would begin the game “In Irons”. *For example, after set-up, the U.P. player rolls a 6. He may move 3 Spanish ships in any direction up to three hexes each, as long as no ship is moved closer to a U.P. ship. Any of these drifted ships could have their facings changed by the U.P. player as long as they are not placed into Irons.*

6. The Spanish player scores $\frac{1}{2}$ VP for each ship that enters Montevideo Harbor (shoal C) before the end of the scenario. Such ships may be on their damaged side and may, if the Spanish player is able to move that far, exit the map through shoal C without penalty. Spanish ships may anchor in shoal C, if desired.

7. Do not roll for Spanish fleet break off. (*Note: They are already trying to return to Montevideo and have no other place to go.*) Roll for U.P. fleet break off normally, if circumstances require.



Liberators and Corsairs: Privateers during the Independence Wars (Ship Duels)

The following scenarios all use the special map, Initiative cards and duel rules from the Flying Colors Core rules (4.8) and (5.0)

The Portuguese Invasions of the Banda Oriental (1811–1823)

The Portuguese worried that the continuing success of the Revolutionaries in the Plata region, especially in the Banda Oriental, could de-stabilize their most important colony of Brazil. A limited intervention in 1811 caused the Buenos Aires forces to retreat and forced open a rift between Gervasio Artigas, the leading Oriental patriot and the Argentines (see Campaign of 1814 notes, above). Both Artigas and the United Provinces however, began issuing letters of marque to privateers willing to confront the Portuguese.

A second, large-scale invasion began in 1817 eventually incorporating the Banda Oriental into the new Brazilian Empire as the Province of Cisplatina and prompting the Cisplatine war of 1825-1828 between Buenos Aires and Brazil (see below).

9 November, 1817 Wind: 4/Calm
Uruguay (audacity: 0) Portugal (audacity: 1)
Atrev de Sol (start: *) Gaviota Mar (start: B)

Mid-March, 1819 Wind: 4/Normal
Uruguay (audacity: 1) Portugal (audacity: 0)
Privateer 1 (start: B) Gloria (start: *)

23 August, 1819 Wind: 5/Normal
Uruguay (audacity: 0) Portugal (audacity: 1)
Privateer 2 (start: chase) Audaz (start: *)
Privateer 3 (start: chase)

27 September, 1819 Wind: 5/Normal
Uruguay (audacity: 1) Portugal (audacity: 0)
Congresso (start: A) Cor Para (start: *)

30 June, 1820 Wind: 3/Calm
Uruguay (audacity: 0) Portugal (audacity: 1)
Gen Rivera (start: *) Gloria (start: A)

20 September, 1820 Wind: 5/Normal
Utd. Provinces (audacity: 0) Portugal (audacity: 1)
Santa Rita (start: chase) M Teresa (start: E)

Special Rules:

1. *Santa Rita* begins at anchor, and un-alerted. She may not slip anchor, or fire offensively until alerted. Roll (1d10) at the beginning of each turn; if die roll is equal to or greater than distance in hexes to *M Teresa*, *Santa Rita* is alerted and may activate normally. *Santa Rita* is also alerted the instant she is fired upon by *M Teresa*.

2. Due to the proximity of shoreline, neither side may exit through edges B, C, D.

3. The scenario occurs at night; -2DRM to all gunfire damage rolls.

2 June, 1821 Wind: 2/Normal
Uruguay (audacity: 0) Portugal (audacity: 1)
Privateer 2 (start: *) Lealdade (start: chase)
Privateer 3 (start: *)

8 August, 1821 Wind: 6/Breezy
Utd. Provinces (audacity: 1) Portugal (audacity: 0)
Heroína (start: *) Provedencia (start: chase)
Maipu (start: *)

20 March, 1822 Wind: 1/Breezy
Utd. Provinces (audacity: 0) Portugal (audacity: 1)
Heroína (start: chase) Perola (start: *)



Thomas Cochrane

(and later, 10th Earl of Dundonald; Scottish, serving Chile, Peru, and Brazil)

Thomas Cochrane was a man of some contradictions. Born into privilege and the peerage—his father was 9th Earl of Dundonald; his uncle was the famous Admiral Sir Alexander Cochrane of the Royal Navy—he was also a radical Whig, and had a tendency to quarrel with his superiors.

Cochrane entered the Royal Navy as a midshipman under his uncle in 1793 and by 1796, had passed the examination for lieutenant. Thomas built his reputation for daring during the

Napoleonic Wars as commander of sloop HMS *Speedy*, in which he captured or destroyed dozens of enemy ships, and the frigates *Pallas* and *Imperieuse*. Cochrane became something of an expert at “inshore” operations, cutting-out enemy ships and coastal raiding, skills that he would employ to great effect in the New World. Napoleon himself called Cochrane, “The Wolf of the Seas”, and his exploits are said to have inspired authors C.S. Forrester and Patrick O’Brien.

Cochrane’s entanglement in an embarrassing stock market scandal cost him his seat in Parliament and his navy commission, but opened the door for his eventual move to South America. His service to Chile was primarily in organizing that nation’s first naval squadron, and in attracting other unemployed naval officers to join in the South American patriot cause. Even while serving as Vice-Admiral of the Chilean fleet, he continued to think and act as a frigate captain, personally planning and leading the cutting out of the Spanish frigate *Esmeralda*, the ship that had frustrated George O’Brien and his crew in 1818. (see Scenario “The Ship is Ours!”, below) and the capture of the Spanish forts at Valdivia. Unfortunately, the skills required of a frigate captain aren’t the same as those required to command a fleet. Cochrane imagined cabals against him among his subordinates and the government and then became embroiled in a controversy over prize money with his superiors that led to his resignation from Chilean service in 1822.

An opportunity opened almost immediately in Brazil however, and Cochrane and the young prince-regent (and later Emperor) Pedro I took an immediate liking to each other. In Brazilian service, Cochrane demonstrated great skill in squadron command, chasing off a Portuguese squadron from the coast of Bahia (see scenario “Action of 4 May, 1823”, p. 19) and through bluff and intimidation removed loyalist garrisons from Maranhão and Belém.

Cochrane served the Greeks in their War of Independence and was eventually cleared of wrongdoing in the stock market scandal. His Royal Navy commission restored, he rose to the rank of Admiral of the Red shortly before his death in 1860.

Chilean War of Independence

Chile experienced three phases in its struggle for independence: an initial period of autonomy under a Junta that swore, initially anyway, allegiance to the Crown called the Patria Vieja, the re-imposition of Spanish control during the Reconquista, and the republican Patria Nueva. The Patria Vieja ended with the defeat at the Battle of Rancagua, while the Reconquista was finally ended with the patriot victories at Chacabuco and Maipú, made possible by San Martín’s epic crossing of the Andes with an Argentine volunteer army.

The naval conflict lacked the larger fleet actions of some of the other American wars, but instead involved an aggressive anti-commerce war, coastal raiding, and the establishing and breaking of blockades. The war also introduced Thomas Cochrane, later Lord Cochrane and Earl Dundonald, to the New World. Cochrane’s exploits in the Napoleonic wars were already legendary and he played a major role in both Chile’s and later Brazil’s naval struggles for independence.

Though he was Admiral of the Chilean fleet, Cochrane continued to act more like a frigate captain, personally leading cutting-out expeditions against Spanish ships and famously capturing the Spanish fortress at Valdivia in a dramatic combined naval/amphibious operation. Unfortunately, none of these exploits lend themselves particularly well to a game focusing on ship-to-ship combat. Cochrane’s greatest contribution to Chilean Independence was his ability to attract skilled naval officers from around the world and to help train the first generation of Latin American naval heroes.

Chile developed the largest ocean-going fleet of the newly independent Spanish South American Republics, but had little opportunity to employ it against the Spanish fleet. The Primera Escuadra transported troops, provided fire support against coastal fortifications, and participated in raids and blockades of Royalist ports, but large-scale battle with the Spanish never occurred.

“The Ship is Ours!”—26 April, 1818 (Duel)

During the period of the Reconquista, the Spanish crown amassed a significant naval presence in the Pacific, centered on three heavy frigates: Esmeralda, Venganza, and Reina Maria Isabel, outnumbering what the patriots of Chile and Peru could deploy. The first attempt to even the odds occurred when Captain George O’Brien lead Lautaro out of Valparaíso in an attempt to take Esmeralda. O’Brien ran Lautaro onto Esmeralda’s port quarter, but he and a boarding party were trapped when a swell separated the two ships. O’Brien was struck down and his dying words to his surrounded men were, “Don’t give up boys, the ship is ours!” O’Brien perished giving Chile one its first naval heroes, but Esmeralda escaped.

26 April, 1818

Wind: 2/Normal

Chile (audacity: 0)

Spain (audacity: 1)

Lautaro (start: *)

Esmeralda (start: C)

Pezuela (start: C)

Special Rule: The Spanish player must roll to put *Pezuela* in command as per (3.5.1) each turn. If not successful, *Pezuela* may not fire offensively nor move adjacent to *Lautaro* unless it begins its activation adjacent.

The Rose of the Andes (Duels)

The British merchant frigate Rose, that brought Lord Cochrane to Chile, was put into service as a privateer by its captain John Illingworth, and renamed Rosa de los Andes. Mounting 36 guns, she was a formidable cruiser and in addition to taking merchant prizes did not shy away from battling Spanish naval ships. Two encounters between Andes and Royalist frigates are presented:

June, 1818

Wind: 1/Normal

Chile (audacity: 1)

Spain (audacity: 0)

Rosa Andes (start: *)

Piedad (start: random roll 1d10)

February, 1819

Wind: 4/Normal

Chile (audacity: 1)

Spain (audacity: 0)

Rosa Andes (start: *)

Prueba (start: random roll 1d10)

6. Bahía de Concepcion

28 October, 1818 – *The Russian-built Spanish heavy frigate Reina Maria Isabel was taken by Chilean admiral Blanco Encalada using a classic subterfuge from the age of sail: the false flag. Approaching under British colors, San Martin and Lautaro were upon the Maria Isabel before the Spaniard could beat to quarters. As some of the crew abandoned ship, others slipped anchor and tried to run the ship aground under cover of a shore battery. The Chileans boldly boarded under fire and secured the ship until it could be refloated and taken into Chilean service as O’Higgins.*

Turns: 12

Audacity: Chile (1), Spain (0)

Wind Direction: 4

Map: K

Shoals: k (-1), j (-2), i (auto)

Chile:

San Martin (Encalada) 3113 Dir 3

Lautaro 3429 Dir 2

Spain:

M Isabel 4422 Dir 5

Battery G/6 5118 Dir 5

Battery G/6 5227 Dir 6

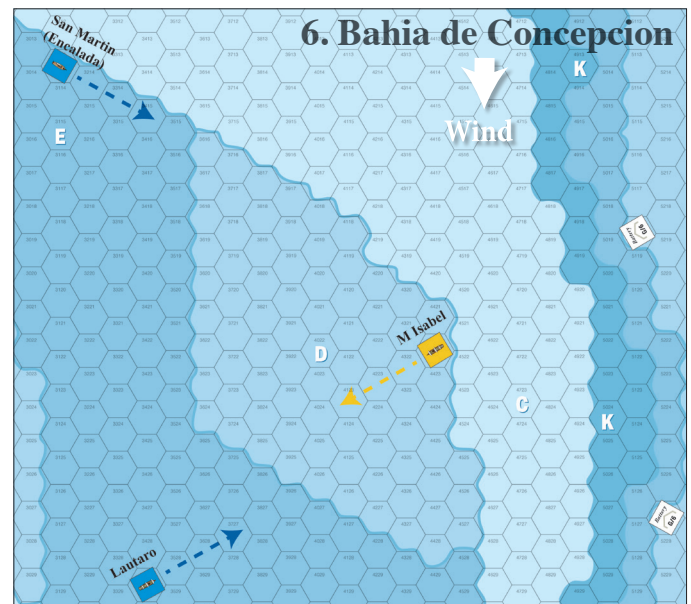
Special Rules:

1. *Maria Isabel* starts anchored and may not perform any actions until alerted (see below).

2. Roll 1d10 at the start of each turn to check for alerting of the *Maria Isabel*. A roll equal to or greater than the range in hexes to the closest Chilean ship at the time of the roll results in *Maria Isabel* becoming alerted. Once alerted the *Maria Isabel* may immediately act with full capability (it is always considered in command), according to normal rules. The ship is also immediately alerted if it is fired on, or if the Chileans attempt to grapple or board.

3. The playing area is fixed, and ships may not exit in direction 1 or 4.

4. Special Victory Conditions: The Chileans win a decisive victory if they capture the *Isabel* on its undamaged side. They win a marginal victory if the *Maria Isabel* strikes, is sunk, captured on its damaged side, or is otherwise destroyed. The Spanish player wins a decisive victory if either Chilean ship is damaged, dismasted, captured, or otherwise destroyed. Any other result is a Spanish marginal victory. The Spanish victory conditions take precedence over the Chilean. That is, if the Spanish achieve one of their victory conditions, they win the game regardless of the Chilean performance.

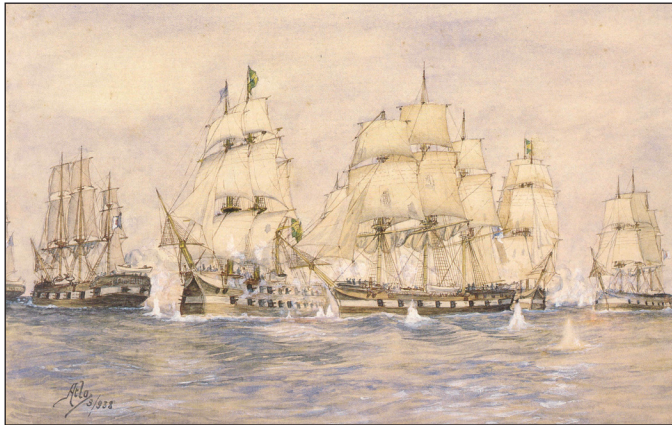


Brazilian War of Independence

Brazil's struggle for independence differed fundamentally from the wars in Spanish America in two main ways. First, it was the only revolution in the Americas to replace the rule of a monarchy with another monarchy when João VI of Portugal was rejected in favor of his son and heir Pedro I. Secondly, compared to the savagery of the wars in, for example, Venezuela and Mexico, Brazilian independence was obtained with relatively little bloodshed. Most historians estimate fewer than 6000 deaths from all causes for all sides. Still, there was fighting on land and sea and just as in the Plata region, internal differences and revolts against the new government were as great a threat to the new nation as the old mother country.

Royalist resistance was concentrated along the coast for the most part, as the Portuguese Cortes, which dominated the weak king João, charged local garrisons and naval units to maintain Portuguese sovereignty over the critical colony of Brazil. The king meanwhile, unwilling to make war on his own son, refused to send additional reinforcements to the New World.

Early in the conflict, the Brazilians contacted Lord Cochrane, who had recently left the employ of the Chileans under a cloud of mutual recriminations concerning pay and prize money. Cochrane and the young Emperor Pedro formed an immediate bond, and Cochrane spent two years building the Imperial navy.



Cochrane, in Pedro I (2nd from left), breaks the Portuguese line. 4 May, 1823

7. Action of 4 May, 1823

4 May, 1823 – Correctly assuming that the Imperials would attempt a blockade of the Portuguese ports in Bahia, Royalist Admiral Felix da Campos lead his fleet on a cruise seeking battle with the Brazilians. He encountered Cochrane's small squadron off Salvador on the 4th of May, 1823. Cochrane seized the initiative and bore in on the Portuguese line, attempting to split the larger Royalist force and defeat each half in detail before the separated parts could support each other. Unfortunately for the Brazilians, poor morale and crew quality limited the damage inflicted. For his part, da Campos was less than aggressive in tacking the head of his column to re-engage Cochrane, missing a golden opportunity to cripple the small Brazilian fleet, and rendering the day's action indecisive.

Turns: 12

Audacity: Brazilian Empire (1*see Special Rules below), Portuguese Royalist (0)

Wind Direction: 6

Map: J

Portuguese Royalists:

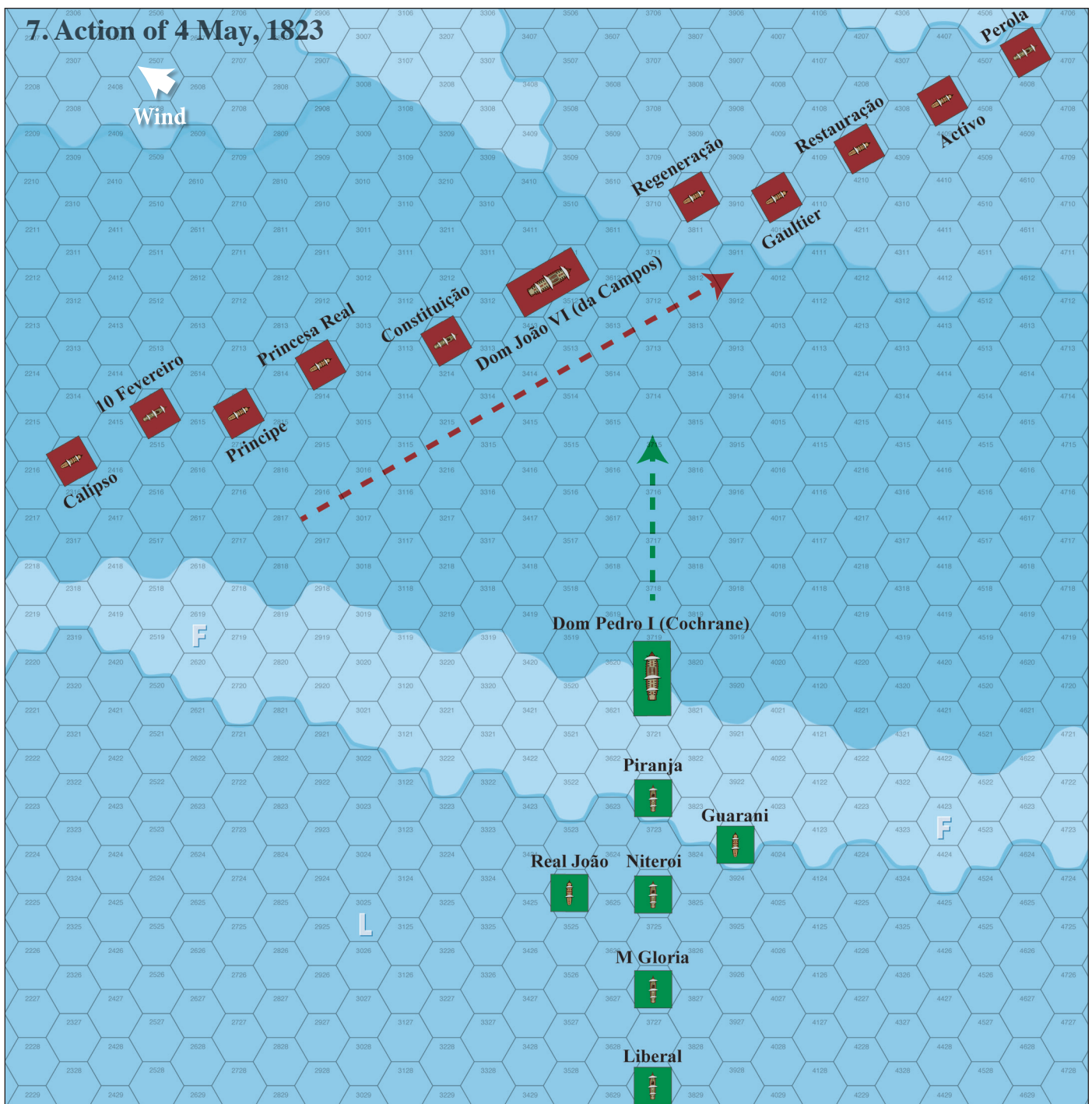
Perola	4607 Dir 2
Activo	4408 Dir 2
Restauração	4209 Dir 2
Gaultier	4010 Dir 2
Regeneração	3810 Dir 2
Dom João VI (da Campos)	3511-3412 Dir 2
Constituição	3213 Dir 2
Princesa Real	2913 Dir 2
Principe	2714 Dir 2
10 Fevereiro	2514 Dir 2
Calipso	2315 Dir 2

Brazilian Empire:

Dom Pedro I (Cochrane)	3719-3720 Dir 1
Piranja	3722 Dir 1
Niteroi	3724 Dir 1
M Gloria	3726 Dir 1
Liberal	3728 Dir 1
Guarani	3923 Dir 1
Real João	3524 Dir 1

Special Rules:

1. Brazilian Audacity is used for all normal purposes except gunnery. There are no Audacity gunfire modifiers in this scenario.
2. Combat Intensity Modifier: Portugal (-1), Brazil (-1). Note: that for purposes of Break off check, the Brazilian audacity and the combat intensity modifier will cancel each other out.
3. Wind direction and strength is constant for the entire scenario. Do not roll for wind changes.
4. For both sides, only those ships within command radius of their respective admirals are in Command. Neither side may utilize Formation Commands.



8. Montevideo

21 October, 1823 – The Imperials laid siege to Montevideo in January 1823, and the Brazilians maintained a loose blockade of the harbor using the brig *Real Pedro*, under Pedro Antonio Nunes. Success in the naval actions earlier in the year allowed the Brazilian high command to reinforce Nunes with additional ships in August. By the end of October, with the noose tightening, the Portuguese made one final attempt to break out by sea. Early in the morning of 21 October, Sub-lieutenant Soares Andreia led a small squadron of converted merchantmen and a naval schooner in an attempt to run the Brazilian blockade.

As the two lines converged, the Brazilian flagship, *Real Pedro*, fell in with *Conde dos Arcos* and *Restauradora*, fiercely trading broadsides.

Despite being outnumbered, the Portuguese fought bravely and effectively—knocking down the mizzen mast of *Liberal*—but ultimately were unable to gain a decisive advantage and, badly damaged, returned to Montevideo. With no further hope of relief, the Royal garrison surrendered on 8 March, 1824.

Turns: 12

Audacity: Brazil (0), Portuguese Royalist (1)

Wind Direction: 6

Map: J

Shoals: a, b (auto) See special rule 1 below

Portuguese Royalists:

C Dos Arcos (Andreia)	4115 Dir 5
Restauradora	4314 Dir 5
Liguri	4513 Dir 5
M Teresa	4712 Dir 5
Shore Battery 6/12	6506 Dir 4

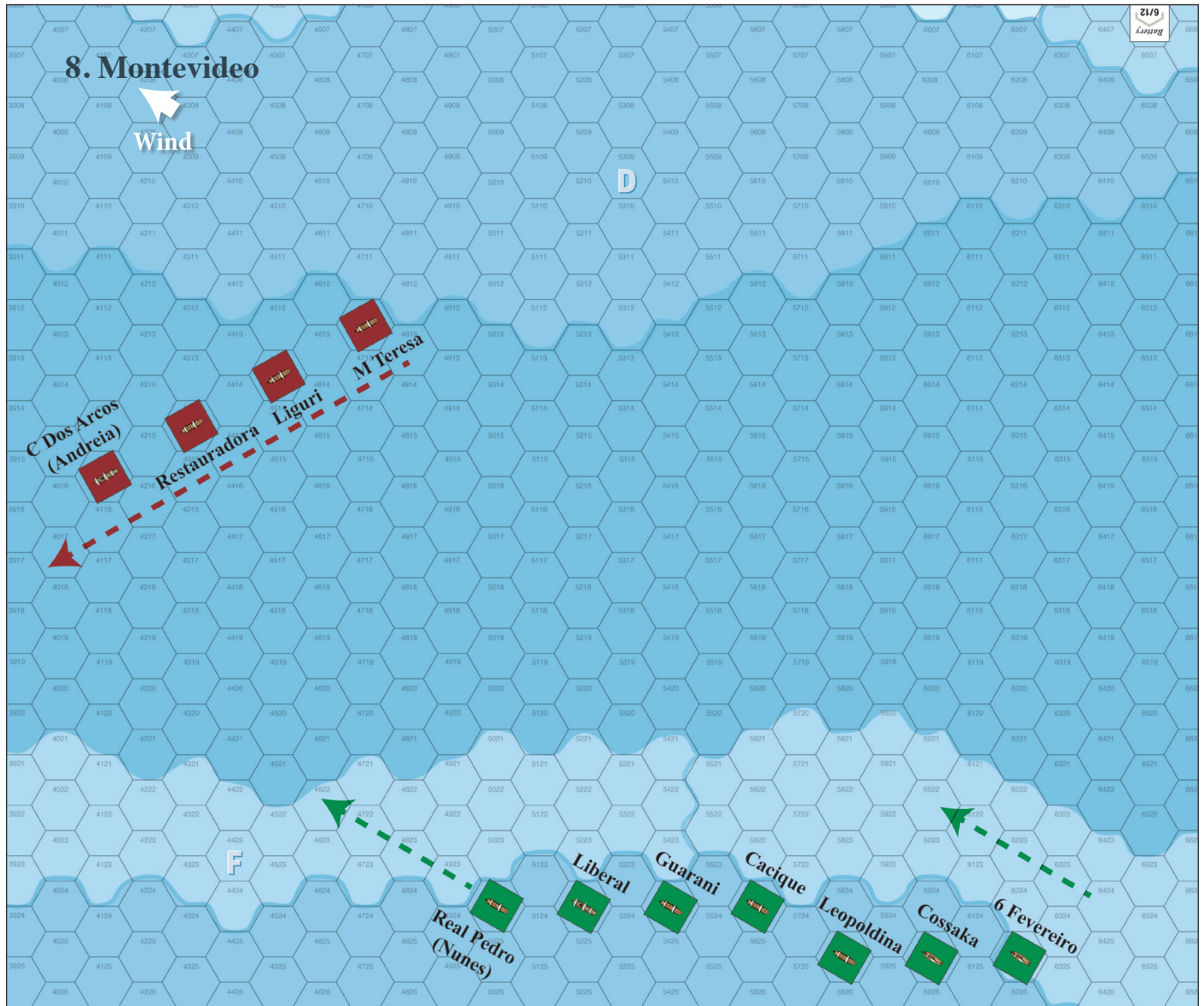
Brazilian Empire:

Real Pedro (Nunes)	5024 Dir 6
Liberal	5224 Dir 6
Guarani	5424 Dir 6
Cacique	5624 Dir 6
Leopoldina	5825 Dir 6
Cossaka	6025 Dir 6
6 Fevereiro	6225 Dir 6

Special Rules:

1. Shoals a and b represent Montevideo harbor and El Cerro per (7.4). The harbor (shoal c) is friendly to the Portuguese.

2. *Cossaka* and *6 Fevereiro* are armed with pivot-guns. (See 3.7.5.1)



War of Peruvian Independence

Without a doubt, the Viceroyalty of Peru was the single most important Spanish holding in the Americas. The silver mined there provided the economic foundation of the entire Empire. Peru, and Lima in particular, provided the base for Royalist forces in their attempts to suppress the patriot revolts in Chile and the Plata region. And almost uniquely in Peru among the Spanish Americas, neither the peninsulares (those born in Spain) nor the criollos (“creoles”), or Peruvians born in the New World but of pure Spanish descent) had any desire to assert independence from the crown. Initially, such impulses were limited to what the elites considered the lower classes: the mestizos (the racially mixed), Indians, and slaves. Only with the repeated success and approach of patriot armies did any real momentum for independence form among the upper classes, and even then, such support was tepid at best.

As the Armies of Bolivar and Sucre from the North, and San Martin from the South converged on Lima, a sort of independence was achieved under a Protectorate proclaimed by San Martin, causing the majority of Royalists to flee to Upper Peru (comprising southern Peru and modern Bolivia), establishing a new Capital at Cuzco.

The new Peruvian state suffered from inherent instability as a permanent form of government—constitutional monarchy or republic—could not be agreed, and the Royalists in Cuzco continued to agitate for a restoration of Spanish control.

Royalist fortunes reversed temporarily in 1823/24 as mutinies in the Patriot armies and lack of support from the creoles of Lima allowed the Spanish Royalists to retake Lima and its critical port of El Callao. The only fleet action of the entire campaign occurred as events came to a head in late 1824.

9. Callao

7 October, 1824 – In the spring of 1824, the sizable Spanish naval force based there tried to lift the patriot blockade. After a fierce exchange of fire, and despite having a clear advantage, the Royalists elected to retire to Callao, saving the Patriot fleet and losing the last chance to reassert Spanish power in the Pacific. Within months, Sucre had won decisively at Ayacucho, and Bolivar had retaken Lima, ensuring independence for Peru.

Turns: 15

Audacity: Patriots (0), Spain (0)

Wind Direction: 5

Map: J

Shoals: a (auto)

Peruvian/Colombian Patriots:

Presidente* (Guise)	3613 Dir 3
Macedonia	3412 Dir 3
Chimborazo (Wright)	3211 Dir 3
Guayaquileña	3909 Dir 3
Pichincha	3708 Dir 3

*Presidente, the former Spanish Prueba, was actually known as Protector at the time of this battle.

Spain:

Asia (Guruceta)	3820-3821 Dir 1
Ica	3823 Dir 1
Pezuela	3825 Dir 1
Aquiles	3827 Dir 1
Constante	3829 Dir 1
Moyano	3831 Dir 1

Special Rules:

1. Combat Intensity Modifier: Spain (-1)

2. *Pichincha* and *Guayaquileña* begin each turn out of command, regardless of formation or command radius. The Patriot player must roll for command (per 3.5.1) for each ship immediately prior to their activations during each turn.

3. Spanish Fleet Break Check: The Spanish fleet will break and the scenario end immediately if during the Ship Status Check, the combined total of Spanish ships on their damaged side or dismasted and the roll of 1d10 is equal to or greater than 6. This special Fleet Break Check replaces the normal Fleet Break Check for the Spanish side only. Begin rolling for Spanish fleet break on the same turn that the first Spanish ship is flipped to its damaged side or is dismasted. The Patriot side checks for Fleet Break normally. Players should total VPs per the basic schedule when either fleet retires, or at the end of 15 turns whichever comes first. The highest total is the winner, and a tied score results in a draw.



Cisplatine War 1825–1828

Buenos Aires initially welcomed the 1817 Portuguese intervention in the Banda Oriental (see p. 16), mostly to subdue a restive population that was no more interested in allegiance to the Argentines than they had been to the Spanish. By 1820, the Oriental caudillo Artigas had been decisively defeated and sent into exile in Paraguay. The Portuguese (and their Brazilian successors), meanwhile annexed the Banda Oriental and proclaimed it the Cisplatine province of the Empire. Soon afterward, the Porteños of Buenos Aires began to work to separate the province from Brazil and reclaim it for the United Provinces.

On 19 April, 1825, Juan Antonio Lavajella and Manuel Oribe, with the full support and backing of the Buenos Aires government, lead a group of 33 insurgent patriots onto the Agraciada beach of the Uruguay River in Cisplatina, triggering a war that would drag on nearly three years and see some of the most interesting naval actions of the age of sail.

With the exception of two battles, Sarandi, and Paso de Rosario (also called Itzutaingo), the land war amounted to little more than a series of skirmishes. The fighting in the Rio de la Plata and the Uruguay rivers meanwhile, was fierce and bloody as Buenos Aires struggled against a stifling Brazilian blockade.

Lord Cochrane had left the Brazilian service shortly before the Cisplatine War began in favor of new adventures in the Greek War of Independence, and the large, well equipped Imperial fleet was mainly officered by other unemployed Royal Navy veterans as well as Brazilians.

The Argentines recalled their great hero from the Independence War, William (or as he had become known in his adopted home country, “Guillermo”) Brown. Brown had to assemble a navy from scratch, and while the Argentine squadron would never come close to matching the Brazilians in numbers of ships or guns, they gave a good accounting of themselves.

The Brazilian strategic plan was straightforward: blockade Buenos Aires to punish the Argentines for their support of the separatist “33” movement, reinforce the Banda Oriental with enough ground forces to maintain control, and cut off rebel lines of supply and communications by controlling the Uruguay River.



10. Punta Corales

9 February, 1826 – Brown correctly saw that any opportunity for Buenos Aires to defeat the Brazilian blockade would have to come sooner rather than later. As soon as the new National Squadron was manned and fitted out, he led his force from its anchorage near the city in search of the Brazilians.

He found them on the morning of 9 February, sailing south on a following wind from the port at Colonia de Sacramento towards the Argentine shore at Punta Corales (sometimes called “Colares”). Both sides maneuvered for advantage but as the range closed and both lines neared shallow water, Brown suddenly tacked, throwing the Argentine line into confusion. Brown’s flagship, 25 de Mayo, endured the brunt of the Imperial cannonade for the next hour as the rest of the Argentine captains struggled to return to formation.

Following the inconclusive battle, Brown was outraged at what he considered cowardice on the part of some of his officers. A very public court martial ensued and while the accused were completely exonerated, Brown refused to have any of them serve in the fleet again. New captains would be appointed, the National Squadron would recover, but the best opportunity to disrupt the blockade had been lost.

Turns: 12

Audacity: United Provinces (0), Brazil (0)

Wind Direction: 4

Map: K

Shoals: None

United Provinces:

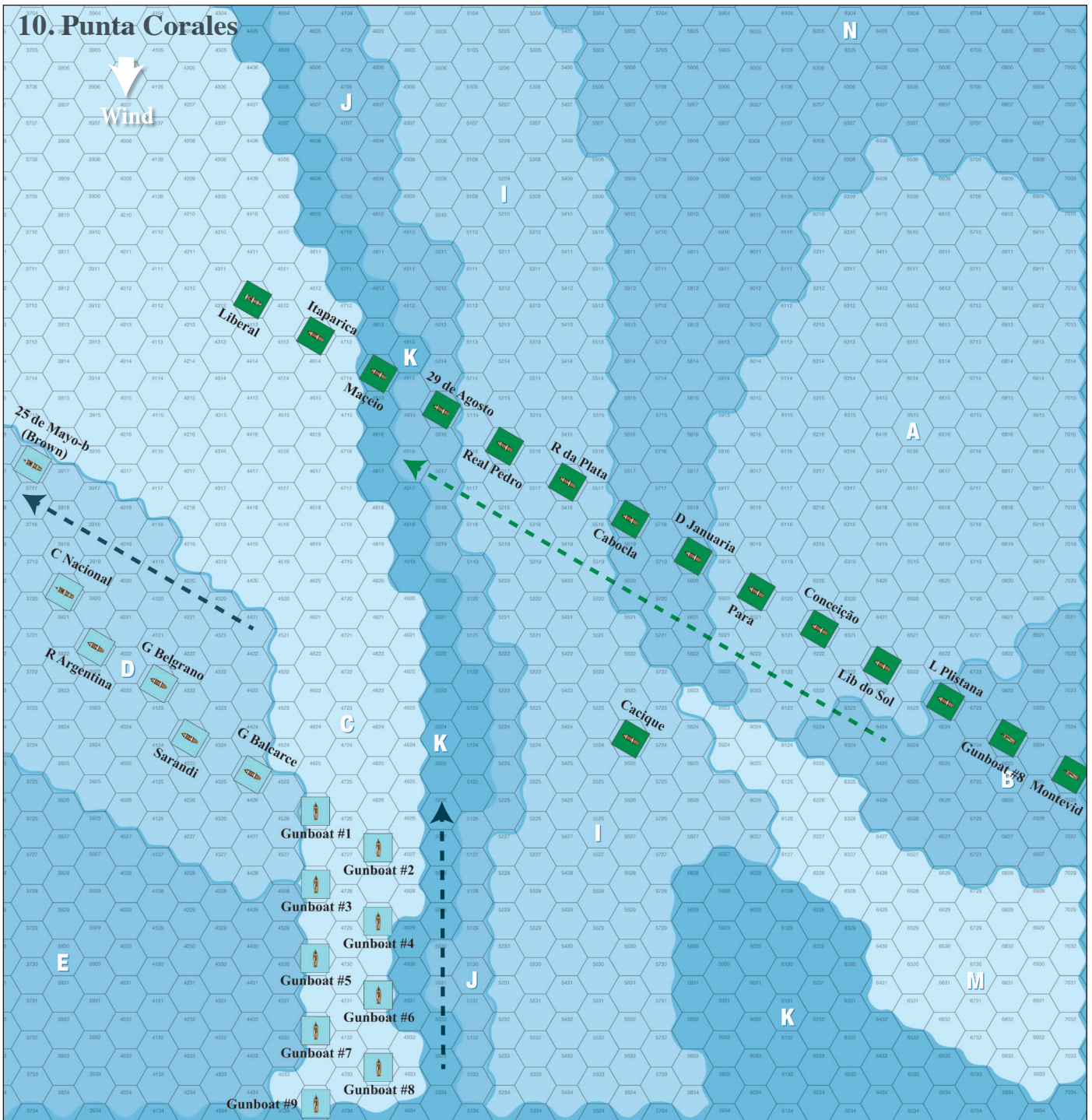
25 de Mayo-b (Brown)	3716 Dir 6
C Nacional	3820 Dir 6
R Argentina	3921 Dir 6
G Belgrano (Azopardo)	4122 Dir 6
Sarandi	4224 Dir 6
G Balcarce	4425 Dir 6
Gunboat #1	4626 Dir 1
Gunboat #2	4827 Dir 1
Gunboat #3	4628 Dir 1
Gunboat #4	4829 Dir 1
Gunboat #5	4630 Dir 1
Gunboat #6	4831 Dir 1
Gunboat #7	4632 Dir 1
Gunboat #8	4833 Dir 1
Gunboat #9	4634 Dir 1

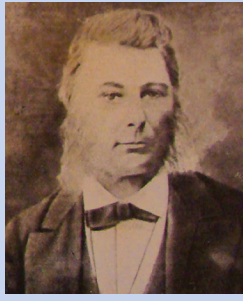
Brazilian Empire:

Liberal (Lobo)	4412 Dir 6
Itaparica	4613 Dir 6
Maçeió	4814 Dir 6
Cacique	5624 Dir 6
29 de Agosto	5015 Dir 6
Real Pedro	5216 Dir 6
R da Plata	5417 Dir 6
Cabocla	5618 Dir 6
D Januaría	5819 Dir 6
Para	6020 Dir 6
Conceição	6221 Dir 6
Lib do Sol	6422 Dir 6
L Plistana	6623 Dir 6
Gunboat #8	6824 Dir 6
Montevid	7025 Dir 6

Special Rules:

1. Combat Intensity Modifier: Brazil (-1), United Provinces (-1)
2. The U.P. ship *Sarandi* and the Brazilian ship *Lib do Sol* are pivot-gun armed per (3.7.5.1)





James Norton
(British, serving Brazil)

Brown in the battles in the Plata during 1826 and 1827. He died in 1835 while at sea returning from a voyage to New Zealand.

James Norton was a veteran of both the Royal Navy and the East India Company and came to the New World after helping recruit officers for the new Imperial Navy. Elevated immediately to command of the frigate *Niteroi*, he served with distinction in both the Brazilian War of Independence under Cochrane, and in the Cisplatine War where he commanded the Second or Bloqueo (“Blockade”) Division of the Brazilian fleet. Norton was a frequent and worthy opponent of

11. Action of 11 April, 1826

In April, 1826, Brown split his small fleet, sending three ships to watch Colonia, while he took three ships on a reconnaissance of Montevideo. Flying French colors, he nearly entered the harbor, then used the nearby British frigate *Doris* as cover while raising the Argentine flag. The Brazilians were caught completely off-guard, and scrambled to pursue and destroy Brown and his audacious little squadron.

During the ensuing chase, Brown hoped to separate the frigate *Niteroi* from its companions and utilize his advantage in long guns to eliminate a major enemy unit. Exchanging long-range fire in a running battle lasting almost three hours, neither side could gain an advantage. Both sides suffered minor damage and some casualties before Brown and the Argentines reached the relative safety of the shallow waters near the Ortiz Bank.

Turns: 20

Audacity: United Provinces (0), Brazil (0)

Wind Direction: 5

Map: K

Shoals: none

United Provinces:

25 de Mayo-b (Brown) 5018 Dir 5

C Nacional 5217 Dir 5

R Argentina 5016 Dir 5

Brazilian Empire:

Niteroi (Norton) 5910 Dir 4

Conceição 5908 Dir 4

Itaparica 5905 Dir 4

Special Rules:

1. The Brazilians receive the following reinforcements during their first activation of turn 1: *M Gloria*, *M Teresa*, *29 de Agosto*. They enter in line through hex 6001 with at least one hex spacing between ships. All reinforcements are automatically considered in command for the first turn, but must conform to normal command rules on subsequent turns.

2. U.P. ships may only exit the map through hexes 1030-1034 and 1134-1434. The Brazilians may not exit the map through hexes 1001-1033.

3. U.P. ships that exit the map do not trigger a Fleet Break Check. U.P. ships that exit through hexes 1030-1034 and/or 1134-1434 do not score victory points for the Brazilian player.

4. Use of the Chase Guns (3.7.5.2) rule is mandatory.

5. The Brazilian ship *Conceição* is pivot-gun armed per (3.7.5.1)

4. Special Victory conditions: The U.P. player must Damage, Dismast, Capture, or otherwise destroy at least one Brazilian ship and exit all of their own ships through any of the hexes listed in 2 above. The Brazilian player must Damage, Dismast, Capture, or otherwise destroy at least one U.P. ship and inflict more total hits (hull plus rigging) than the U.P. player does. If both players attain their victory conditions, or neither player does, the game is a draw.



Lara-Quilmes— 29–30 July, 1826

Given the large numerical superiority of their navy, the Brazilian high command was impatient for the destruction of Brown and his flotilla. The indecisive result of the fight at Punta Corales, and his inexplicable evacuation of Martin Garcia, led to Admiral Rodrigo Lobo's replacement by Admiral Pinto Guedes and the reorganization of Imperial forces in the Rio de la Plata.

The larger, deeper draft vessels were formed into the First ("Oriental" or Eastern) Division stationed off the mouth of the great river. The corvettes and brigs formed the Second ("Bloqueo" or Blockade) Division and would maintain a close watch over Buenos Aires, while the Third Division, comprised primarily of shallow draft schooners and gunboats, would seal off the Banda Oriental by controlling the Uruguay River.

James Norton, a Royal Navy veteran in Brazilian service, who had demonstrated competence and aggressiveness in the early actions of the war, was assigned the Second Division and immediately set to tightening the blockade. On 11 June, his attempt to force the Argentine anchorage at Los Pozos was thwarted by shallow water in the outer roadstead of Buenos Aires and by a determined defense by Brown. In late July, it was the Argentine admiral's turn to attack.

On the night of 29 July, Brown led his squadron down the Plata in an attempt to surprise Norton's larger force anchored off Punta Quilmes. Brown brushed aside a pair of Brazilian ships deployed as pickets and prepared to attack the main enemy force, but abandoned the effort because of what he thought to be less than enthusiastic support from the captains of his fleet.

The 30th of July found both Brown and Norton ready for action, and battle was joined shortly after daybreak. Brown attempted to cut the Imperial line, but once again, some of the Argentine captains hesitated and gave the Brazilians a key advantage early in the fight. An infuriated Brown went so far as to have himself rowed over to Republica Argentina to personally relieve her captain, the North American William Clark. Holding the weather gauge, Norton wore his squadron into position to trap Brown's flagship, requiring Brown to fight his way back to Buenos Aires.

Lara-Quilmes was undoubtedly a serious defeat for the United Provinces. While casualties for both sides were heavy, the Brazilians could make good the losses but Brown's flagship was battered beyond repair. Brown again demonstrated aggressive gallantry, but the superior Brazilian numbers were beginning to tell.

The first scenario recreates the night action of 29 July, with the main battle of 30 July depicted in the second scenario.

12. Night Action— 29 July, 1826

Turns: 15

Audacity: United Provinces (1), Brazil (0)

Wind Direction: 1/calm

Map: J

Shoals: h, f, g (auto); a, b, c, d, e, k (-1)

United Provinces:

25 de Mayo-b (Brown)	3013 Dir 2
Rio Plata	2815 Dir 2

Brazilian Empire:

D Paula-b	4116 Dir 6
Conceição	4317 Dir 6

Special Rules:

1. All shoals are River Shoals per (7.1)
2. This is a night action. -2 DRM to all rolls on the Hit Results Table.
3. Wind direction and strength are fixed for this scenario; do not roll for wind changes.
4. The Brazilian ships are considered to be in command for purposes of rule 3.3.3.
5. Brazilian ships *D Paula-b* and *Conceição*, and the U.P. ship *Rio Plata* are pivot-gun armed per (3.7.5.1)



13. Main Battle– 30 July, 1826

Turns: 15

Audacity: United Provinces (0), Brazil (1)

Wind Direction: 1

Map: J

Shoals: none

United Provinces:

25 de Mayo-b (Brown)	2922 Dir 2
C Nacional	2723 Dir 2
Sarandi	2524 Dir 2
R Argentina	2325 Dir 2
Independencia	1926 Dir 2
G Balcarce	2127 Dir 2

Brazilian Empire:

Itaparica (Norton)	3919 Dir 6
M Gloria	4120 Dir 6
29 de Agosto	4221 Dir 6
Liberal	4422 Dir 6
Maçeo	4623 Dir 6
Real Pedro	5216 Dir 6
Niteroi	4724 Dir 6
Piraja	4925 Dir 6
Cabocla	5026 Dir 6
Ind Mourte	5227 Dir 6
Real João (Senna-Pereira)	4819 Dir 6
L Plistana	4919 Dir 6
Gunboat #3	5020 Dir 6
Gunboat #1	5120 Dir 6
9 Januaria	5221 Dir 6
12 Outubro	5321 Dir 6
Gunboat #7	5422 Dir 6
Gunboat #9	5522 Dir 6

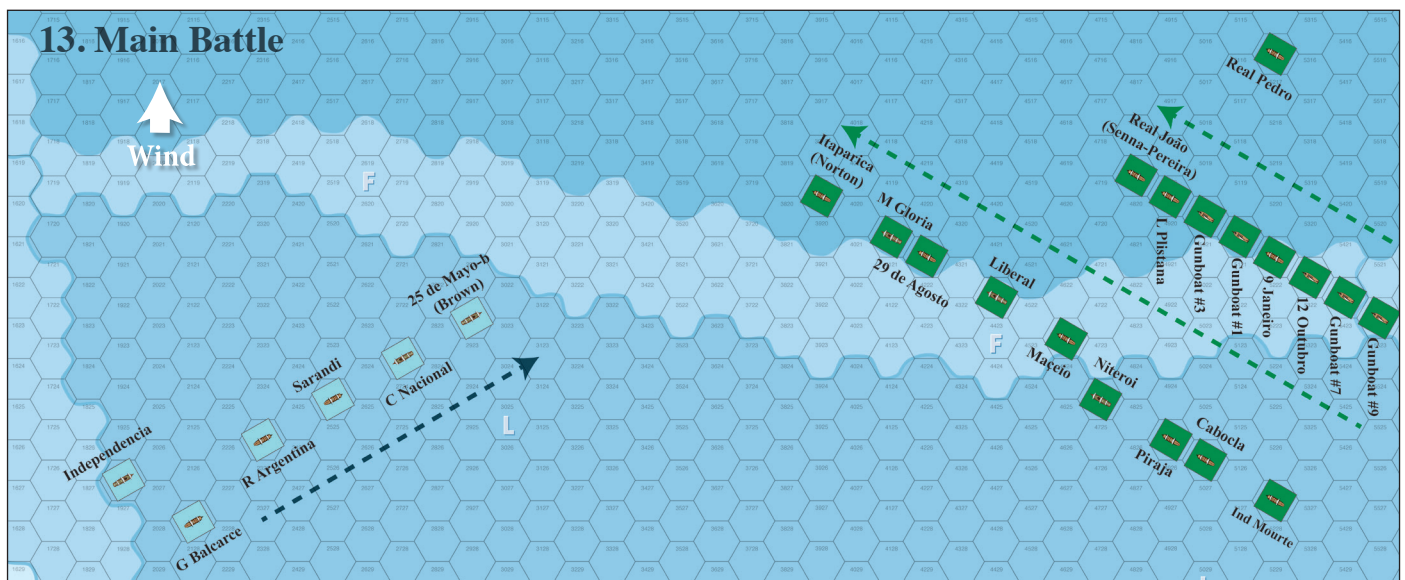
Special Rules:

1. Argentine Command Problems: Generally, the U.P. player may not use formation commands. Only ships within the command range of a commander is treated as “In Command” (exception: Rosales and the Argentine reinforcements, see below).

If Brown transfers to another vessel, or is killed, place U.P. commander Espora on the 25 de Mayo.

2. The U.P. ship Sarandi is pivot-gun armed per (3.7.5.1)

3. U.P. Reinforcements: On turn 1, the Argentines receive the schooner *Rio Plata* (with commander Rosales) and gunboats 1 through 7. These enter in column formation, with up to one hex between each ship through any hex from 1024 to 1034. Rosales is the only U.P. commander that may use formation commands. He may use either his group command, or formation commands. However, he may only put *Rio Plata* and the gunboats in command. Rosales may not be used to put any other U.P. ships in command.



Battle for the Uruguay — The Juncal Campaign, Summer 1826–1827

While overwhelmed by Brazilian numbers at sea, the ground war actually went largely the way of the Argentines and their Oriental allies. Early in the war, they won at Sarandi and eventually put both Colonia and Montevideo under siege. Internal unrest in Brazil led Brazilian Emperor Pedro I to leave the campaign and put Felisberto Brant, Marquis of Barbacena in command of the army.

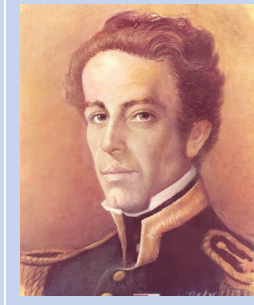
Barbacena planned an offensive for the summer of 1826-1827, intending to drive the Argentines back out of the Banda Oriental, while the Imperial Navy would cut off their retreat at the Uruguay River.

Therefore, the Empire formed a fourth naval division—the Auxiliary Division, borrowing some of the smaller ships from Norton's Second Division and some units from the Third Division—to block Brown's access to the Uruguay River. In countering this threat, in keeping the river lines to the Banda Oriental open, and indeed, in ensuring the survival of the Argentine Navy, Brown had little margin for error.

The Brazilians had their own problems to deal with, including finding captains for their rapidly expanding navy. There were enough junior lieutenants that could be promoted to commands in the First and Second Divisions, but options were limited when it came to manning the Third and Auxiliary Divisions. The shortage of experienced captains in the Third Division would prove decisive in the subsequent campaign.

Capitão de Fregata Jacinto de Senna- Pereira (universally called “Capitan Jacinto” by friend and foe alike) was given command of the Third Division of the Brazilian Navy with the task of trapping Brown's small fleet in the Uruguay and interdicting Argentine lines to the east bank of the Uruguay, while Capitão-Tenente Frederico Mariath, the port commander of Colonia, was given the Auxiliary Division.

Despite the best laid plans of the Brazilians, it would be Buenos Aires that would dominate the campaign. The Argentines stole the initiative from Barbacena and actually invaded Brazilian territory, winning a battle at Paso de Rosario (known as Ituzaingo to the Argentines). For his part, Brown won one of the most decisive naval victories in history in a two-day battle near the island of Juncal in the Uruguay River.



Tomas Espora
(United Provinces/
Argentina)

Tomas Espora was just 14 years old when Brown began his campaign against the Spanish, so while the youngster served as a cabin boy for some of the Argentine privateers during the Independence War, he didn't begin making a name for himself until after the capitulation of Montevideo. At the age of 17, he enlisted as a crewman aboard the privateer *La Argentina* and by 1819, when he returned to South America, he had become the first native-born Argentinian to have circumnavigated the globe.

Made lieutenant in 1820, he quickly gained Brown's trust and served as flag captain aboard *25 de Mayo* in the early days of the Cisplatine War. Espora, along with another Buenos Aires native, Leonardo Rosales, frequently commanded the gunboat flotilla in action against Brazil.

Espora was so highly regarded, that before the beginning of the Juncal campaign, he was given command of the United Provinces fleet as Brown was late returning from his own commerce raiding cruise and was feared lost. Brown however arrived back at Buenos Aires on Christmas Day, 1826 and restored the normal command of the U.P. Navy.

Following the war with Brazil, Espora was falsely implicated in an anti-government plot. Heartbroken and sick, he died in his home in Buenos Aires at the age of 35. When he heard of his passing, Brown said:

“I consider the sword of this brave officer one of the finest in America and more than once admired his conduct in danger. It is a pity that such an illustrious sailor belongs to a country that still does not know how to value the services of its good children.”

14. Rio Negro/Jaguari

29 December, 1826 – Capitan Jacinto seemed a good choice for a mission up the Uruguay River and into the always restive provinces of the Argentine. His familial and political connections in the region inspired the Brazilian high command to assign an additional objective to the Third Division: to exploit the tensions between the Unitario government of Bernardo Rivadavia in Buenos Aires and the Federalist leaning province of Entre Rios, and re-ignite a civil war.

Capitan Jacinto worked his way up the Uruguay, bombarding the small port town of Las Vacas on Christmas Day, but was closely pursued by Brown. The Brazilians then drew up in a strong defensive position across the Rio Negro, a tributary of the Uruguay.

Seeking to surprise his opponent, Brown passed the mouth of the Rio Negro and approached Senna-Pereira by way of a narrower stream that connected the Uruguay and the Rio Negro called the Jaguari.

On the calm, steamy summer afternoon of 29 December, the Brown sent Tomas Espora and his flotilla of gunboats against the Brazilian line. The long pull against the current nearly exhausted the Argentine rowers and the resulting skirmish decided little, ending in the downpour of a thunderstorm. Brown then sent his trusted subordinate, the American John H. Coe, under flag of truce to demand Jacinto's surrender. Claiming an unspecified irregularity in the truce proceedings, Jacinto detained Coe and imprisoned him aboard the squadron's hospital ship.

An outraged Brown renewed the attack the next day with no effect then decided to retreat downriver and find an opportunity to fight Jacinto in more open water. Meanwhile, the Brazilians were convinced that they had Brown exactly where they wanted him: trapped between The Third Division and Mariath's Auxiliary division waiting near Martin Garcia.

Turns: Up to 15 (see special rules)

Audacity: United Provinces (0), Brazil (0)

Wind Direction: 3/Calm

Current: Dir 6

Map: J

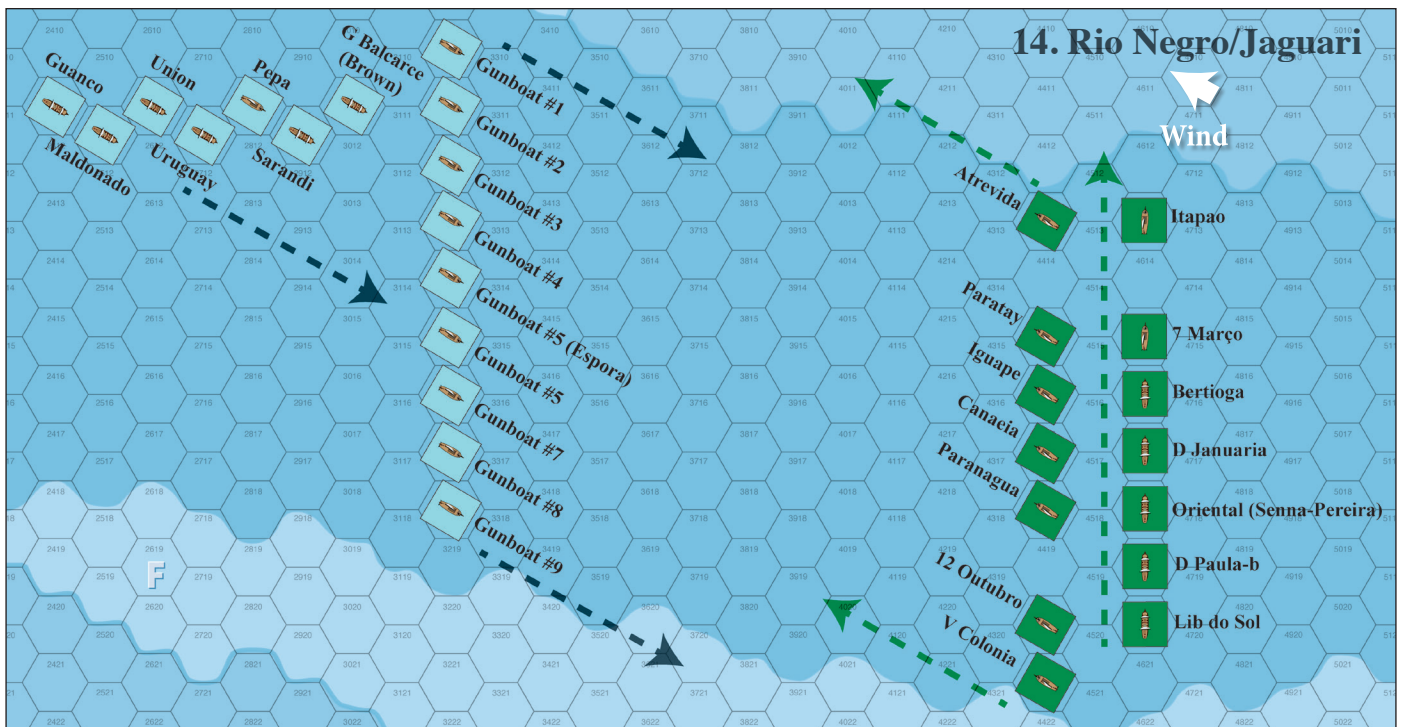
Shoals: d, e, f, g, h (auto), k (-1)

United Provinces:

G Balcarce (Brown)	3011 Dir 3
Sarandi	2911 Dir 3
Pepa	2811 Dir 3
Uruguay	2711 Dir 3
Union	2611 Dir 3
Maldonado	2511 Dir 3
Guanco	2411 Dir 3
Gunboat #1	3210 Dir 3
Gunboat #2	3211 Dir 3
Gunboat #3	3212 Dir 3
Gunboat #4	3213 Dir 3
Gunboat #5 (Espora)	3214 Dir 3
Gunboat #6	3215 Dir 3
Gunboat #7	3216 Dir 3
Gunboat #8	3217 Dir 3
Gunboat #9	3218 Dir 3

Brazil:

Atrevida	4413 Dir 6
Paratay	4415 Dir 6
Iguape	4416 Dir 6
Canacua	4417 Dir 6
Paranagua	4418 Dir 6
12 Outubro	4420 Dir 6
V Colonia	4421 Dir 6
Itapao	4613 Dir 1
7 Março	4615 Dir 1
Bertioga	4616 Dir 1
D Januarica	4617 Dir 1
Oriental (Senna-Pereira)	4618 Dir 1
D Paula-b	4619 Dir 1
Lib do Sol	4620 Dir 1



Special Rules:

1. The Brazilian second line (those starting the game facing direction 1) begins the scenario anchored and may not slip anchor for the duration of the scenario. Brazilian gunboats may begin anchored if desired, and may slip anchor.
2. All shoals are River Shoals per (7.1).
3. Combat Intensity Modifier: Brazil (-1), United Provinces (-1)
4. The following ships are pivot-gun armed per (3.7.5.1) U.P.: *Pepa*, *Uruguay*, and *Guanco*; Brazil: *Lib do Sol*, *D Paula-b*, *12 Outubro*, *7 Março*, *V Colonia*, *Atrevida*, *Paraty* and *Itapao*.
5. The Storm and the end of the scenario: the first phase of the battle ended when a sudden storm blew up, separating the fleets and doing some damage. Starting on turn 6, during the Initiative Phase, roll 1d10 and add to the turn number. On a total of 15 or more, the game ends immediately and victory is determined.
6. Special Victory Conditions: If either side breaks per 3.9.3, the other side wins. If neither side breaks, the side with the higher VP total wins. The Brazilian player wins in the event the VP totals are tied.

7. (Optional Rule for use only if the players truly wish to recreate both grueling and frustrating days of the battle): When the scenario is ended by the storm, and if neither side suffered a Fleet Break, reset all surviving vessels to the original starting locations. Captured and sunk ships are removed from play, with the appropriate victory points awarded normally. Ships that ended Part I Hard Aground, begin the second part Hard Aground in their grounding hex.

Each player then rolls 1d10 and halves the result, rounding fractions up. The result is the total number of points that each side can use to repair its' ships. A single point can repair one hull hit or three rigging hits. Sunk or otherwise destroyed ships cannot be rebuilt using this method and unused points are lost. Both players then roll the die again. This is the number of additional rigging hits caused by the sudden storm that side's fleet must absorb (i.e., a roll of "5" inflicts 5 additional rigging hits on the fleet). The additional hits may be distributed as desired by the owning player among any of his surviving ships, including those that were repaired earlier.

Then, replay the scenario for a total of 10 turns determining victory per rule (6) above.

Designer's Note: The Jaguari scenario will likely prove as frustrating and indecisive for the players as it was for the commanders involved. It is included mainly to complete the historical narrative of the campaign, but could be useful for new players to learn the fire combat rules, or as a solitaire exercise.

15. Defense of Maçeiro

17 January, 1827 – While Senna-Pereira’s squadron hunted Brown in the Uruguay, Frederico Mariath was charged with cutting off the Argentines from their base at Buenos Aires, and reinforcing Senna-Pereira’s Third Division as necessary. In the aftermath of the eventual Brazilian disaster at Juncal in February, literally within earshot of Mariath, questions naturally arose about why Mariath hadn’t done more to assist Capitan Jacinto. Perhaps the plight of the corvette Maçeiro in mid-January figured in his indecision.

Maçeiro ran aground trying to work upriver near Martin Garcia. Sensing the opportunity, Brown sent a squadron of gunboats and the schooner Sarandi down-stream to eliminate the Brazilian unit. Despite the best efforts of the Argentines, Maçeiro and its escort 2 Dezembro heroically fought off repeated Argentine attacks and eventually Maçeiro worked itself free and crept back down river.

Turns: 12

Audacity: United Provinces (0), Brazil (1)

Wind Direction: 4 Calm

Current: Dir 4

Map: K

Shoals: a, b, d, e (auto); m, n (-1); c (+0)

United Provinces:

Sarandi	4914 Dir 4
Gunboat #1 (Granville)	4913 Dir 4
Gunboat #2	4912 Dir 4
Gunboat #3	4911 Dir 4
Gunboat #4	5013 Dir 4
Gunboat #5	5012 Dir 4
Gunboat #6	5011 Dir 4

Brazilian Empire:

2 Dezembro	5622 Dir 1
Maçeiro	5823 Dir 1

Special Rules:

1. *Maçeiro* starts the scenario Hard Aground and may not attempt to refloat. *2 Dezembro* may begin at anchor if desired.

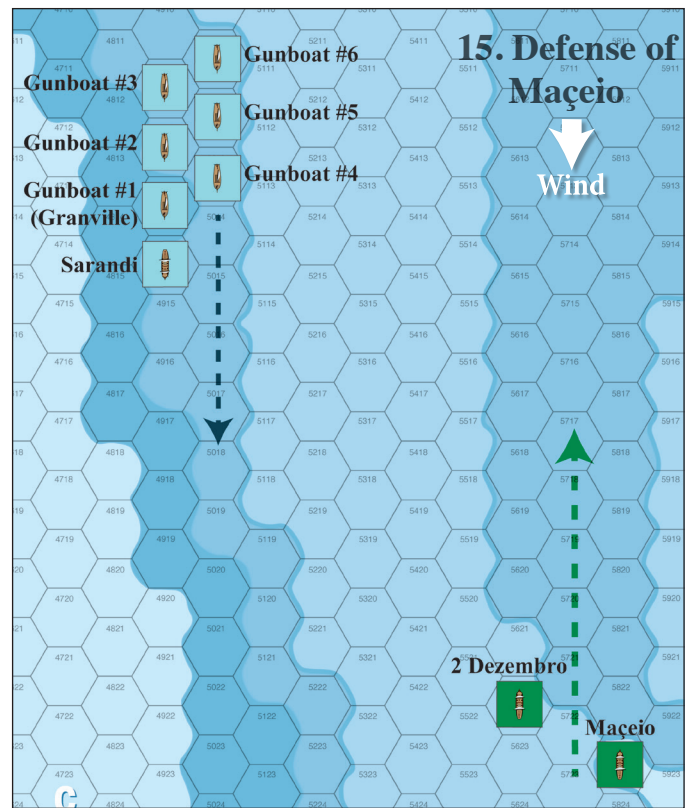
2. Both Brazilian ships are considered to be In Command for all purposes for the duration of the scenario. The Brazilian player must declare whether the two ships will activate together as a single command or as two separate commands during the Command Determination Phase of each game turn.

4. The U.P. ship *Sarandi* is pivot-gun armed per (3.7.5.1)

3. This is a night scenario; a (-2) DRM applies to all rolls on the Hit Results Table.

4. The Brazilian side does NOT check for fleet break off (3.9.3). The U.P. side checks normally.

5. Special Victory Conditions: The Argentine player wins immediately if *Maçeiro* is blown-up, strikes or is captured. Any other result is a Brazilian victory.



Jacinto Roque de Senna-Pereira (Brazil)

Senna-Pereira enters the scene of the Plata while serving the Portuguese crown as commander of the small Uruguay river flotilla during the invasion of the Banda Oriental in 1817. He remained in the New World and married into a notable Uruguayan family. His extensive knowledge of the Uruguay river and his family connections made him the logical choice to command the Brazilian Third Division during the Juncal campaign.

Decisively beaten by Brown, he was nonetheless treated gallantly by the Argentine commander who commended him to the Buenos Aires government “for his bravery and gallant defense, which show him to be a comrade in arms.” Regardless, *Senna-Pereira* escaped Argentine captivity and returned to Montevideo. Despite serving for a brief time as Minister of War and Minister of Marine for the Brazilian Empire, he died penniless at the age of 66.

16. Juncal

9 February, 1827 – After the frustration of the *Jaguari* (scenario 14, above), Brown gathered supplies then sailed down river to reinforce the garrison at Martin Garcia. Senna-Pereira, assuming he had Brown trapped between his own forces and Mariath's Auxiliary Squadron keeping watch at the mouth of the Uruguay, moved south in pursuit.

The two fleets met near the island of Juncal at the confluence of the Parana and the Uruguay. Light and shifting winds made coordinated maneuvers under sail difficult, especially for the inexperienced new captains of the Brazilian flotilla. Brown sent his gunboats forward under Tomas Espora. A brisk exchange of fire was interrupted by a sudden summer downpour and the fighting subsided. In the ensuing calm neither side was able to close the range effectively and the first day of battle sputtered to an inconclusive end with a desultory long-range cannonade.

The combination of the unpredictable weather and the inexperience of the Brazilian officers left Capitan Jacinto's force badly disorganized and exhausted at the end of the first day's fighting. The Brazilians finally regrouped a few miles downstream near Isla Sola. Anticipating the move, Brown "stole a march" on his foe, and had the Argentines in line of battle and holding the weather gauge waiting for Senna-Pereira as dawn broke on 9 February.

A hastily called conference aboard the Imperial flagship couldn't agree on appropriate battle tactics: either fighting under sail in the freshening breeze, or fighting from anchor, which was presumed to be easier for Capitan Jacinto's officers.

In the end, it didn't matter much. Brown ordered his well-disciplined line into the Brazilians. The windy conditions disrupted the Imperial line as the gunboat commanders, barely trained army artillery sergeants for the most part, struggled to control their ships. Adding to the confusion, at the last moment, Senna-Pereira ordered his force to drop anchor, then seeing Brown's advance, commanded as many ships as possible to raise anchor and attack.

The fierce Argentine attack overwhelmed the Brazilians: *Dona Januaria* lost its bowsprit to a broadside from Balcarce and Maldonado shot down the mainmast of *Bertioga*. Francisco Segui, in command of Balcarce, then led a combined attack on the enemy flagship, Jacinto's own *Oriental*, successfully boarding and accepting Senna-Pereira's sword in surrender. The remaining Imperial vessels fled up river, closely pursued by the Argentines. Within two weeks, every fugitive Brazilian ship was captured or destroyed, the only surviving units of the Third Division were *Dona Paula*, *Victoria de Colonia*, and *Atrevida*, which had escaped down river as the remainder of the squadron was routed.

In all, 12 ships were taken by Brown and incorporated into the Argentine fleet. The Uruguay would be secure for the remainder of the war, but the Imperial blockade of Buenos Aires remained in full force.

Turns: 12

Audacity: United Provinces (1), Brazil (0)

Wind Direction: 6

Current: Dir 3

Map: K

Shoals: a, f, h (auto); b, e, g, m, n (-1)

United Provinces:

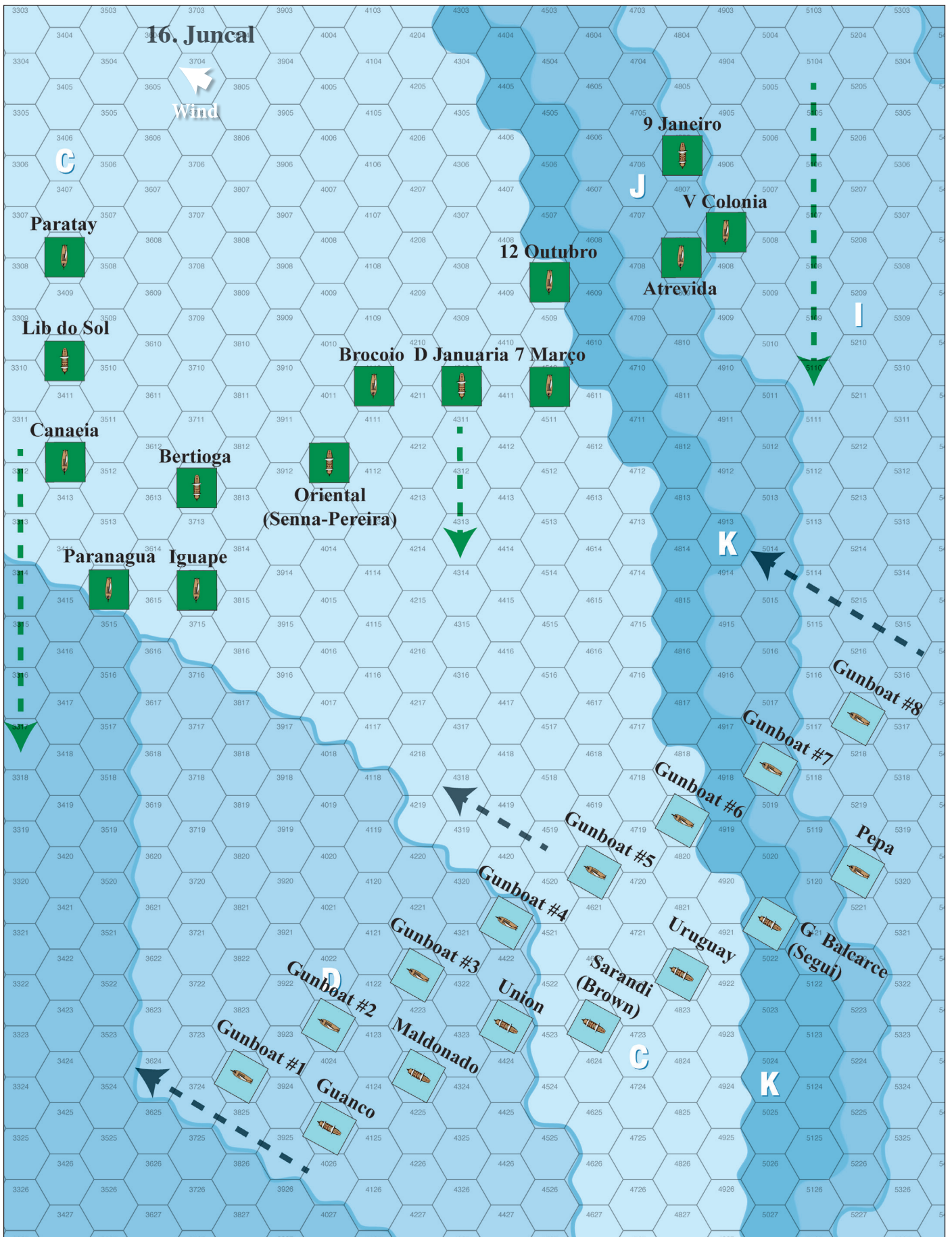
Gunboat #1	3824 Dir 5
Gunboat #2	4023 Dir 5
Gunboat #3	4222 Dir 5
Gunboat #4	4421 Dir 5
Gunboat #5	4620 Dir 5
Gunboat #6	4819 Dir 5
Gunboat #7	5018 Dir 5
Gunboat #8	5217 Dir 5
Guanco	4025 Dir 5
Maldonado	4224 Dir 5
Union	4423 Dir 5
Sarandi (Brown)	4623 Dir 5
Uruguay	4822 Dir 5
G Balcarce (Segui)	5021 Dir 5
Pepa	5220 Dir 5

Brazilian Empire:

Paratay	3408 Dir 4
Lib do Sol	3410 Dir 4
Canacua	3412 Dir 4
Paranagua	3514 Dir 4
Bertioga	3712 Dir 4
Iguape	3714 Dir 4
Oriental (Senna-Pereira)	4012 Dir 4
Brocoio	4110 Dir 4
D Januaria	4310 Dir 4
12 Outubro	4508 Dir 4
7 Março	4510 Dir 4
9 Janeiro	4806 Dir 4
Atrevida	4808 Dir 4
V Colonia	4907 Dir 4

Special Rules:

1. All shoals are river shoals per (7.1)
2. The following ships are pivot-gun armed per (3.7.5.1): U.P., *Pepa*, *Guanco*, *Uruguay*, and *Sarandi*; Brazil, *Lib do Sol*, 12 *Outubro*, 7 *Março*, *V Colonia*, *Atrevida*, *Paratay*.
3. Brazilian Command confusion: Only Brazilian ships within Senna-Pereira's range are in command. The Brazilian player may not use Formation Commands.



4. U.P. ships may not anchor in this scenario. The only Brazilian ships that may anchor are those within Senna-Pereira's command radius. Out of command Brazilian ships may not anchor. Brazilian ships that are allowed to anchor may do so once per game. If an anchored ship slips anchor, it may not anchor again for the remainder of the scenario.

5. Carry-over damage: both sides must determine damage from the first day's action. Each side rolls 1d10 then halves the result, rounding up. The result is the total number of Hit Points that need to be distributed. Each Hit Point inflicts 1 point of hull damage, or 3 points of rigging damage. Each player distributes its hit points to his own vessels as desired, except that the effect of a hit point may not be split between ships. That is, if a player elects to have a hit point result in rigging hits, all three must be assigned to the same ship. A ship that is flipped to its damaged side due to Carry-over damage, immediately scores the appropriate VPs to the opponent. No ship may be sunk solely by distribution of carry-over damage.

8. The Brazilian side may earn a single Victory Point bonus (+1VP) if they are able to exit any three ships on their undamaged sides off of the map through any hex in the xx34 row (the "downstream" edge). To count for the VP bonus, such ships may not exit before turn 8. Any Brazilian ships that exit downstream starting on turn 8 do not count for fleet break and do not score VPs for the U.P. side. There is no additional bonus for exiting more than three undamaged ships.

17. Monte Santiago

9 April, 1827 – Early in April, Brown took four of his best remaining ships and attempted to slip along the near shore of the Plate past the blockade and into the open sea. Unfortunately for the Argentines, nothing went right. Republica Argentina and Independencia ran hard aground and were unable to refloat. Rather than sacrifice the two ships, Brown elected to keep his tiny flotilla intact and try to fight off the inevitable Brazilian attack.

The battle that followed spanned two days, the 8th and 9th of April. The first day's fight was inconclusive as shallow water and high winds kept the heavier Brazilian ships at a distance. But on the 9th, Norton sent in 9 lighter draft warships in two columns and had the heavy frigate Doña Paula towed into position to pound the Argentine squadron into submission. This scenario depicts the climactic battle of April 9th.

Brown's courageous stand at Monte Santiago has become legendary in Argentina. Amazingly, he was able to escape with Sarandi and Congresso Nacional back to Buenos Aires, though both ships were badly damaged and Congresso was ultimately written off.

Turns: 12

Audacity: United Provinces (0), Brazil (0)

Wind Direction: 1

Map: J

Shoals: g, j, m (auto), a, b, c, d, h, i (-1), l (+0, see special rules below)

United Provinces:

R Argentina	4131 Dir 2
Sarandi (Brown)	4330 Dir 2
Independencia (Drummond)	4631 Dir 2
C Nacional	6026 Dir 1

Brazilian Empire:

D Paula-b	3626 Dir 5
Conceição	3825 Dir 5
Cabocla (Ingles)	4024 Dir 5
Ind Mourte	4223 Dir 5
Itaparica	4424 Dir 5
M Teresa	4426 Dir 5
29 Agosto	4625 Dir 5
R de Plata	4824 Dir 5
Liberal (Norton)	5023 Dir 5
D Paula	5223 Dir 5

Special Rules:

1. *R Argentina* and *Independencia* are Hard Aground and may not be refloated. They may not launch ship's boats or change facing throughout the scenario. *C Nacional* begins at anchor. The Argentine player may slip anchor during any activation, if desired. Sarandi may begin at anchor, at the U.P. player's discretion.

2. Shoal g from hex column 5300 to the map edge represents Monte Santiago, a small peninsula that blocks line of sight and gunfire. Any LOS or fire traced through this part of a shoal g hex is blocked.

3. Shoal "i" is handled differently for each side in this scenario. The Brazilians treat shoal "i" as a river shoal (7.1) with a +0 shoal value. Shoal "i" is not considered a shoal for the U.P. player (except of course for the unfortunate ships that start the game grounded there); he does not have to roll for grounding for his ships while in this shoal.

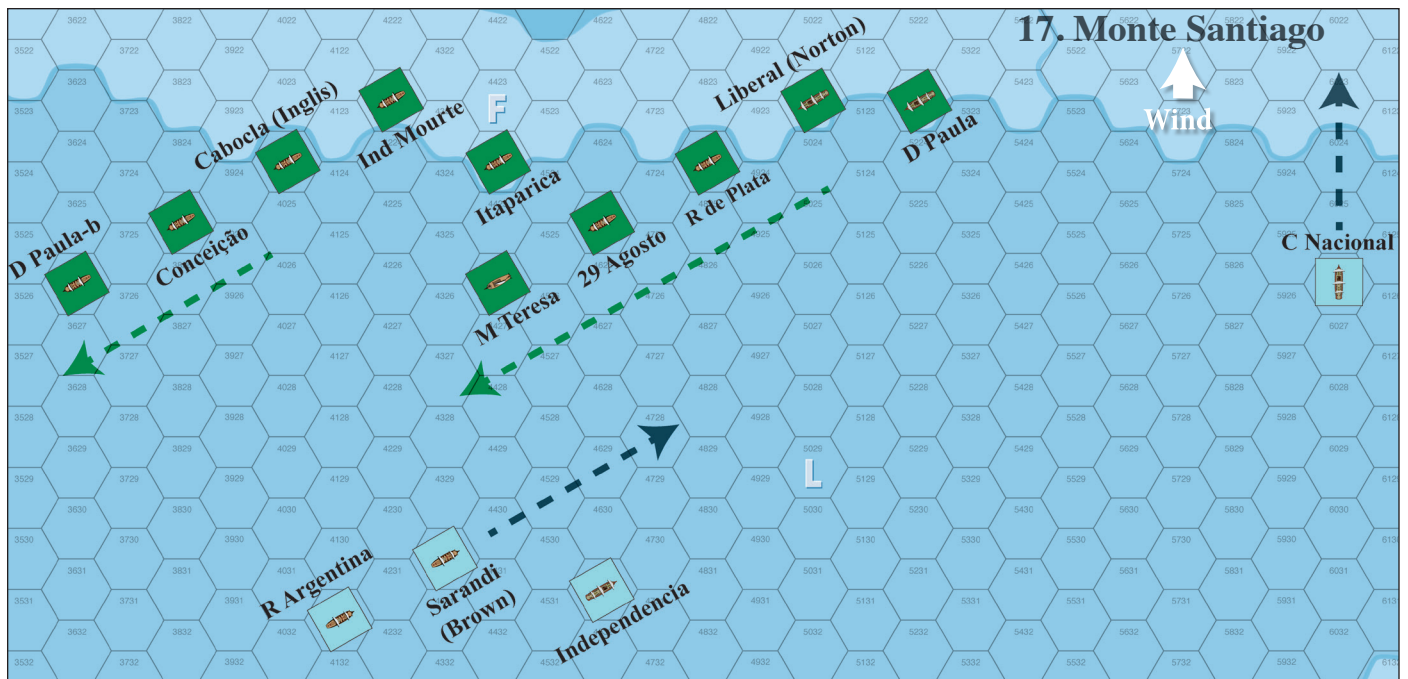
4. All other shoals are considered to be river shoals for both sides for grounding checks.

5. The frigate *D Paula* is under tow by ship's boats at the start of the scenario, and may remain so for as long as the Brazilian player wishes. *D Paula* may also be towed as close to U.P. ships as the Brazilian player desires. These are exceptions to rule section 7.3. *D Paula* must still roll for grounding normally if it is towed over a shoal. The Brazilian player must recall ship's boats per 7.3.6 to begin normal sailing movement for the *D Paula*.

6. The U.P. ship *Sarandi* and the Brazilian ship *D Paula-b* are pivot-gun armed per (3.7.5.1).

7. The U.P. does not check for fleet break-off (3.9.3). Brazil checks normally.

8. Special victory conditions: The Brazilians win if every U.P. ship is Sunk, blown-up, or Captured (not simply colors "Struck") by the end of turn 12. Any other result is a U.P. victory.



18. Ensenada

5 June, 1827 – In the aftermath of Monte Santiago, the Argentine fleet posed little threat to the Brazilian blockade. The smaller, lighter schooners and brigs of Buenos Aires were no match for the frigates and corvettes of the enemy. Brown, as combative as ever, had to be more selective in taking opportunities to strike at the Imperial fleet. With James Norton, the Brazilian commander, on leave, early June, 1827 provided one such chance.

Having refit and incorporated the prizes taken at Juncal in February, the Argentines sortied along the southern shore of the Plate seeking to pick off any isolated Brazilian ships.

They sighted Piraja near Punta Lara and made after her. As Piraja fled down river, Brown encountered the remainder of the blockading squadron guarding the corvette Carioca, which had run aground pursuing several small Argentine smugglers' boats. The Brazilian signaled for help, and by dawn of the 5th, a lively fight had developed near Ensenada de Baragan between Brown's squadron and the ships of Juan de Oliveira Botas, who commanded the blockade in Norton's absence. While both sides suffered some damage, the two fleets separated without decisive result.

Turns: 12

Audacity: United Provinces (0), Brazil (0)

Wind Direction: 1

Map: J

Shoals: f, g, h, j (-1); i, l (auto)

United Provinces:

8 Febrero (Rosales)	3117 Dir 3
Sarandi	2916 Dir 3
G Balcarce (Brown)	2715 Dir 3

9 Febrero	2514 Dir 3
Maldonado	2313 Dir 3
11 de Junio	2112 Dir 3
30 de Julio	1911 Dir 3

Brazilian Empire:

Carioca	4021 Dir 2
Liberal (Botas)	4217 Dir 6
Piranjá	4419 Dir 6
Conceição	4620 Dir 6
M Isabel	4812 Dir 6

Special Rules:

1. Carioca begins the scenario Aground, but may be refloated per (7.3).
2. All shoals are River Shoals per (7.1).
3. The U.P. ship Sarandi and the Brazilian ship Conceição are pivot-gun armed per (3.7.5.1).



19. Action of 15 January, 1828

Desperate for reinforcements, the Buenos Aires government dispatched the schooner *Juncal* on a mission to the United States to plead for financial support and possibly buy new ships. Brown used his few remaining units to convoy *Juncal* past the Imperial blockade but ran into a division of the Brazilian squadron waiting just off the Banco Ortiz near Ensenada.

The wily Brown saw *Juncal* safely out of the way and managed to evade most of the enemy ships, but by late afternoon, three Brazilian ships had closed with the Argentines and a brisk exchange of fire followed. Brown saw an opportunity to cut out the schooner *Maria Teresa* and for his trouble had his main-top mast shot down. With darkness falling, both sides withdrew without further damage or loss.



Turns: 12

Audacity: United Provinces (1), Brazil (0)

Wind Direction: 4

Map: J

Shoals: a, b, c, d, e, h, i, k (-1)

United Provinces:

Maldonado	4020 Dir 6
9 Febrero	4320 Dir 6
Sarandi	4521 Dir 6
8 Febrero (Brown)	4822 Dir 6

Brazilian Empire:

Cabocla (Inglis)	4314 Dir 6
Piranja	4515 Dir 6
M Teresa	4817 Dir 6

Special Rules:

1. All shoals are river shoals per (7.1)
2. The U.P. ship *Sarandi* is pivot-gun armed per (3.7.5.1).

The Argentine Privateers (Ship Duels)

The Argentine victory at *Juncal*, convincing as it was, did little in and of itself to force the Brazilians to the bargaining table. The privateers licensed by Buenos Aires, however, were more effective. In the first 18 months of the conflict, Argentine cruisers took 160 prizes, 50 of which reached port, were condemned and sold.

The National Squadron, unable to seriously challenge the Brazilians for outright naval supremacy, took up commerce raiding as well. *Brown* took *Chacabuco*, purchased from Chile, and along with *Sarandi*, enjoyed a successful cruise in November and December of 1826 operating off the coast of Rio Grande Do Sul and São Paulo.

In the autumn of 1827, The Minister of War and Marine gave Admiral Brown the following order: “The Government is convinced that one of the most effective ways of making the Emperor of Brazil...ready to make peace, is to expose his coasts and commerce to a strong and energetic maritime war which will disrupt communications and destroy great fortunes.”

2 July, 1827

Wind: 3

Utd. Provinces (audacity: 1) **Brazil** (audacity: 0)

G Brandzen (start: chase) Principe Im (start: *)
M Isabel (start *)

9 September, 1827

Wind: 4/Breezy

Utd. Provinces (audacity: 1) **Brazil** (audacity: 0)

G Brandzen (start: random 1d10) Cacique (start *)

August, 1828

Wind: 2/Breezy

Utd. Provinces (audacity: 0) **Brazil** (audacity: 0)

Dorrego (start: chase) Bertiooga-b (start *)
Cabocla (start *)

May, 1828

Wind: 4/Breezy

Utd. Provinces (audacity: 0) **Brazil** (audacity: 1)

8 Febrero (start: random 1d10) Carioca (start: random 1d10)

Peru-Gran Colombia War, 1828-1829

One of Simon Bolivar’s fondest dreams was a trans-continental republic that he called “Gran Colombia” that would cover all of Spanish America, from Mexico to the southern tip of Argentina. Of course, for many reasons that never came to pass. Gran Colombia did exist for a time in the early 19th Century in a much smaller form than that which Bolivar envisioned, as a nation that encompassed most of modern Venezuela, Colombia, Panama, and Ecuador.

Disagreement over the exact borders of Gran Colombia have caused continuing tension between that nation (and its Ecuadorean successor) and Peru, each nation relying on varying interpretations of old Spanish Royal land grants and charters to support its cause. A border dispute between Peru and Gran Colombia lead to a brief war in 1828.

When war was declared June 3, 1828, Bolivian President and noted Liberator general Antonio Jose de Sucre resigned his office and agreed to serve his former mentor and friend Bolivar by commanding the Colombian Army.

Most of the action early in the war occurred in two lesser-known naval combats, both involving the important port city of Guayaquil.

Punta Malpelo (Ship Duel)

31 August, 1828—In one of the opening moves of the war, Peruvian Captain Carlos Garcia del Postigo took the corvette *Libertad* (24) to Guayaquil in an attempt to blockade the strategically important river. On 31 August, two Colombian ships, the schooner *Guayaquileña* (14) and corvette *Pichincha* (20) arrived off Punta Malpelo to try to dislodge the Peruvian vessel. *Pichincha* never did close with the enemy, leaving the *Guayaquileña* to fight the heavier *Libertad* alone. Both sides took heavy damage, with the Colombians retiring first, allowing Peru to claim its first naval victory.

Wind: 5/Normal

Peru (audacity: 1)

Gran Colombia (audacity: 0)

Libertad start: *)

Guayaquileña (start:A)

Special Rule: Starting on turn 2, roll for entry of *Pichincha* at the start of the turn. Enter from zone A on roll 0-1; DRM: +1/ each hit of any type on *Guayaquileña*, -1/each hit of any type on *Libertad*. (Note: The more damage done by *Guayaquileña*, the more likely *Pichincha* will intervene to share the glory.)



Thomas Charles Wright
(Irish, in service of
Gran Colombia/Ecuador)

Thomas Wright was an Irishman from County Louth who entered the Royal Navy at age 14 just at the start of the War of 1812. He served as midshipman aboard HMS Newcastle in blockade duty of the American coast. While he passed the lieutenant’s exam in 1817, there was no posting available to him in the post war Royal Navy. At about this time, agents for Simon Bolivar began combing Europe seeking volunteers to help fight for the Patriot cause in Venezuela. Wright, along with hundreds of

other British and Irish volunteers went to Venezuela as part of the British Legion.

Wright was typical of the adventurer-idealist of his times: while needing gainful employment and seeking adventure in a far-away land, he was sincerely sympathetic to Bolivar’s cause and developed a deep admiration for the Liberator. Wright fought in several battles for Bolivar, including at Boyacá and Carabobo. After the Battle of Bombona, he was twice mentioned in Bolivar’s Order of the Day for courage and skill.

But, Wright’s true calling was the sea, and as the Wars of Liberation moved further south, Bolivar placed Wright in charge of the small Gran-Colombian Pacific squadron. In this capacity he fought at Callao (scenario 9, p.22), Punta Malpelo (p.38), and after independence, he defended Guayaquil during the Peru-Gran Colombian War at the battle of Cruces (scenario 20, p.39, below). Following a coup that overthrew the liberal government of Juan Jose Flores in 1845, he went into exile first to Peru than Chile, returning in 1860 and retiring as military commandant of the important port city of Guayaquil.

In November, 1828, Guise brought the fledgling Peruvian squadron north to Guayaquil and raided the city and its defenses. His most determined attack took place late in November when his small fleet penetrated the chain barrier defending the port city and the Colombian fortress of Cruces was taken by Peruvian marines.

Near the end of the fighting, Guise was killed by a sniper, and the Peruvians were eventually forced to evacuate Guayaquil following the Colombian victory at the battle of Tarqui in February, 1829.

Turns: 15

Audacity: Peru (1), Gran Colombia (0)

Wind Direction: 6/Calm

Map: J

Shoals: d, e, f, g, h, k (auto)

Peru:

Gunboat #1
Gunboat #2
Gunboat #3
Gunboat #4
Gunboat #5
Presidente (Guise)
Peruviana
Libertad (Boterin)

*see
Special
Rule #1*

Gran Colombia:

Guayaquileña (Wright)	3820 Dir 2
Adela	3920 Dir 3
Gunboat #1	
Gunboat #2	
Gunboat #3	
Gunboat #4	
Shore Battery 4/16	5712 Dir 1
Shore Battery G/6	4321 Dir 1
Shore Battery G/6	3620 Dir 1
The Chain	5712–5719

*see
Special
Rule #3*

Special Rules:

1. All Peruvian ships begin entering the map on turn 1 through any hexes on the 70xx hex row. All Gunboats must enter before the other ships may enter. Peruviana, though a “T” rate, is not considered a gunboat for purposes of this rule.
2. The Peruvian ship *Peruviana* is pivot-gun armed per (3.7.5.1).
3. The Gran Colombian gunboats may begin in any hexes of the river not adjacent to a shoal hex.
4. Adela begins at anchor and must remain at anchor for the duration of the scenario. *Guayaquileña* begins at anchor, but may slip anchor during any activation.

20. Las Cruces

23 November, 1828—The reputation of Peruvian Admiral Martin Guise was already well established by the time the Peru-Gran Colombia War broke out. Guise was a Royal Navy veteran who served as a junior officer at Trafalgar, commanded a brig in the War of 1812 against the USA, and had served under Cochrane in Peru’s War of Independence.



Martin Guise in the uniform of Peru

5. The gunboats of both sides are always considered to be In Command, but must activate individually if they are not part of a formation command or within a commander's radius.

6. The floating chain was designed to block river traffic under the guns of the Castillo de las Cruces (the 4/16 battery), and must be breached to allow passage. Any ship entering an intact chain hex must stop immediately and roll on the Chain Removal Table. Implement the instructions from the chart immediately. The ship attempting to cross the chain may not engage in fire combat during that activation. Use 'In Irons' markers to indicate the floating chain hexes. *Note: the resulting jolt from impacting the chain would make accurate gunfire impossible.*

7. The marines and sailors aboard the Peruvian gunboats and the ship *Peruviana* may be used to capture the Colombian shore batteries. Any Peruvian gunboat that is within 3 hexes of a shore battery, and across the chain barrier (that is, currently located in a hex row numbered xx56 or less) may be designated for a chance to capture the battery (however, see rule 8, below).

During the Ship Status Check, the Peruvian player designates an eligible gunboat (see below). A second gunboat meeting the requirements above may be designated to assist the capture attempt, applying a DRM of (-2) to the attempt. No more than 2 gunboats total may attempt to capture the same battery on any game turn. Place the designated Peruvian gunboat(s) under the battery marker, and rolls on the Battery Capture Table.

8. Colombian gunboats may be used to help defend the shore batteries. A single Colombian gunboat that has not struck its colors and that is within three hexes of a Peruvian gunboat that the Peruvian player has designated per rule 6, above, may, at the Colombian player's option, be expended to generate a +2DRM on the Battery Capture Table. Remove the Colombian gunboat from the game immediately. No more than one Colombian gunboat may be expended to defend the same battery during the same turn. The removed Colombian gunboat may be expended even if it has already activated this turn.

9. Gunboats from either side removed from the game in battery capture attempts do not count for Fleet Break checks, nor do they score Victory Points for either side.

10. Special Victory Conditions: The Peruvian player wins a decisive victory if he captures or destroys all three shore batteries. If the Peruvian side fails to capture or destroy all three batteries, determine victory per 7.9.

War of the Confederation— Chile versus Peru and Bolivia 1837–1839



Peruviana runs south after being captured by Chile.

The Bolivian caudillo Andres de Santa Cruz began his career as a royalist officer in the Wars of Independence, but switched sides and quickly gained prominence in the newly independent republic of Bolivia.

Santa Cruz sought to reunite Peru and Bolivia, which had together formed the old Spanish Viceroyalty of Peru, first by political intrigues, and then by intervention in a developing civil war in Peru, defeating two rebel caudillo/generals in separate battles in late 1835 and early 1836. He leveraged his new-found political prowess into a formal Confederation of Peru and Bolivia, agreed to on October 26th, 1836, with Sant Cruz as "Supreme Protector" of the new state.

Chile saw the new Confederation as a serious economic rival and both sides imposed new tariffs on the other. As tensions rose, former Chilean president Ramon Friere, whose liberal Pipiolos party had lost the recent Chilean Civil War to the conservative Pelucones party, obtained funds from the Confederation for an attempt to overthrow the government of Chilean president Jose Prieto. Friere failed terribly—his ship was captured by the Chilean navy and his small force defeated and captured near the Northern city of Ancun. Outrage at the so called "Friere Expedition" lead to a declaration of war on 28 December, 1836.

21. Islay

13 January, 1838—Before war was even declared, Chile sought retribution for the Friere debacle by raiding the main Peruvian port of Callao and making off with three Confederate ships, including veterans of the Gran Colombia War *Peruviana* and *Arequipeño*. The already small Confederate fleet would fight at a disadvantage for the remainder of the war.

The weakened Peruvian squadron was brought to battle by a Chilean force patrolling near the port of Islay. The Chileans were commanded by Robert Simpson, a former Royal Navy officer who had come to the Americas with Cochrane during the independence wars.

The Confederate squadron under Juan Jose Panizo immediately fled North along the coast hoping the Chileans would tire of the chase. Libertad surged ahead of the other Chilean ships and threatened Junin, which was slower than the other Confederate ships. This forced Panizo to wear and cover Junin while trying to escape from the stronger Chilean force. The fight lasted nearly four hours with neither side able to achieve a decisive advantage. Though the official accounts of each side claim victory, the result was a draw that did little to influence the balance of power at sea.

Turns: 20

Audacity: Confederation (0), Chile (0)

Wind Direction: 3

Map: J

Shoals: none

Confederation:

Junin	2825 Dir 2
Socabaya (Panizo)	3024 Dir 2
Fundador	2227 Dir 2

Chile:

Libertad (Bynnon)	1627 Dir 2	<i>see Special Rule #1</i>
Aquiles (Simpson)		
Valparaiso		
Monteagudo		
Ariquieña		

Special Rules:

1. All Chilean ships except *Libertad* enter the game on Turn 1 in a column formation through any hex between 1028 and 1034.
2. The play area for this scenario is fixed, do not extend per 4.1. Confederation ships that exit through the 70xx hex row do not count for Fleet Break, do not score VPs per (7.9), and constitute part of the Confederation victory conditions (see SSR #7, below). Confederation ships that exit from any other edge, and any Chilean ships that exit any map edge, are permanently removed from the game and are subject to (7.9).
3. The Confederation player automatically has the initiative for turn 1. Roll normally for initiative starting on game turn 2.
4. Use of the Chase Guns (3.7.5.2) rule is mandatory.
5. Minimum wind velocity is Normal. Disregard wind velocity changes to Calm.
6. All ships on both sides may begin the game with full sails deployed, at the controlling player's discretion.
7. Special Victory Conditions: The Chilean player wins by damaging or dismasting at least one Confederation ship, and inflicting more total hits (Hull plus Rigging) on Confederation ships than the Confederation player inflicts on Chilean ships. The Confederation player wins by inflicting more total hits (Hull plus Rigging) on Chilean ships than the Chilean player inflicts on Confederation ships, and exiting all of his ships through the xx70 hex row. If both players achieve their victory conditions, the game is a draw. An enemy ship captured, sunk, or otherwise destroyed satisfies the "Damaged" requirement for purposes of this rule.





Robert Winthrop Simpson
(English, serving Chile)

Robert Simpson arrived in Chile with Cochrane aboard *Rose*, where he served as a midshipman. Records of his early naval career are spotty, and his promotion to lieutenant in the Chilean Navy is only noted as occurring sometime before January 1821.

Simpson was present in one capacity or another at all of the major actions of the Chilean fleet during the Independence War and the Peru Expedition. He showed great promise as a leader and Cochrane gave him his first command, the brig *Araucano*, on January 8, 1821. In fact, many of the young Simpson's adventures rival his mentor Cochrane's feats: he participated in the small-boat raid on Callao in July 1821 that saw three Spanish ships cut out and captured; he lost a ship to a mutiny while on a privateering cruise when a British boatswain convinced the crew to take the ship as pirates; he was jailed briefly in Acapulco when Cochrane sent him ahead of the fleet to arrange the purchase of supplies. He was only freed when Cochrane threatened the Mexican authorities with the full force of the Chilean squadron. Simpson was also a studious man and became the first trained hydrographer for his adopted country.

Following his victories in the War of the Confederation, he continued in the naval service rising to the rank of Vice-Admiral 1853, and eventually serving as a Senator.



"Casma"

22. Casma

12 January, 1839 –Desperately short of ships, *Santa Cruz* contracted with the French privateer-adventurer *Juan Blanchet* to provide a squadron of commerce raiders and to add some firepower to the weakened Confederate fleet.

Blanchet and his ships scored some successes in a cruise along the coast in 1838, and he was then assigned to disrupt Chilean naval operations in support of a rebellion in northern Peru in early 1839.

Blanchet found *Simpson* and his three ships at anchor in the small bay of *Casma*, about 300 miles north of *Callao*. The Chilean ships were carrying troop detachments and many of the crew were ashore gathering firewood when *Blanchet* attacked. Unsure that the minimal crews aboard his ships could successfully maneuver in the tight confines of the bay, *Simpson* resolved to fight at anchor and count on his superior firepower to win the day.

The Confederate ships entered the bay and made for *Simpson's* flagship, *Confederacion*. A ferocious close-range exchange of broadsides damaged both sides, but due to the soldiers embarked aboard the Chilean ships, the Confederates were unable to successfully board, and *Blanchet* was mortally wounded by a musket shot.

Unable to maneuver, the mercenary ships became fouled with the other Chileans and *Arequipeña* was dismantled and taken by the Chileans. The remaining Confederates disengaged and fled south to the port of *Huarmey*, ceding the Peruvian coast to the Chileans for the rest of the war.

Turns: 20

Audacity: Confederation (0), Chile (1)

Wind Direction: 3

Map: J

Shoals: g, h, i (auto)

Confederation:

<i>Arequipeña</i> *	4211 Dir 4
<i>Edmond</i> (<i>Blanchet</i>)	2622 Dir 3
<i>Peru</i>	5617 Dir 5
<i>Mejicana</i>	5619 Dir 5

* This is actually *Arequipeño*, a different ship, but similarly armed, so use the *Arequipeña* counter.

Chile:

<i>Santa Cruz</i>	4126 Dir 6
<i>Valparaiso</i>	4726 Dir 6
<i>Confederacion</i> (<i>Simpson</i>)	4422 Dir 6

Guerra Grande: The Campaign of 1841



William Brown circa 1841

The Cisplatine War resulted in a practical stalemate between Brazil and Buenos Aires, the Brazilians dominant in the Plata, but unable to overcome the Argentines on land. Ultimately, the peace that was agreed transformed the Cisplatine Province/Banda Oriental into the independent Republic of Uruguay. It also laid the foundation for decades of further conflict in the region.

Frustration with the Brazilian blockade of Buenos Aires during the war and some failed domestic policies (mostly dealing with land reform and revenue) lead to the overthrow of the Unitario government of Bernardo Rividavia by the Federalist Manuel Dorrego. A series of revolts and counter-revolts ensued where Unitarios and Federalists exchanged control of the government until the emergence of Juan Manuel Da Rosas, a nominal Federalist who became the virtual dictator of the newly styled Argentine Confederation.

Da Rosas aligned Buenos Aires with Chile in the War of the Confederation, prompting first a French blockade of the Plata in 1838, and then a European-backed invasion of Argentina by Unitario-leaning Uruguay.

The French blockade seized the few small craft still in Argentine naval service and outraged the semi-retired William Brown. Brown's offer to serve Da Rosas's Federalist state was initially rebuffed by the dictator, perhaps because he feared giving the known Unitario-leaning hero even more prominent position in the public eye. Brown then actually offered his service to the Unitario government of Uruguay and for one day was commander in chief of the Uruguayan navy.

The French saw the appointment of Brown as a deliberate provocation and threatened to renew their blockade of the Plata, this time targeting Montevideo. For Brown, the political turmoil in Uruguay and loyalty to his adopted home of Argentina convinced him to return to Buenos Aires and by February, 1841 he was again charged with building-up and commanding of the Argentine squadron.

Brown's close friend and protégé John Coe accepted command of the Uruguayan navy, and both sides scrambled to put improvised naval forces into action.

The war that followed produced the final naval battles in history fought completely under sail as well as the great Siege of Montevideo that lasted nearly 8 years.

23. Action of 24 May, 1841

The fleet that Brown took over in 1841 was a shell of its former self. A handful of small schooners and armed launches mounted but 10 guns between them and there were fewer than 110 officers and men total in uniform. By great personal exertion, within four months the aging Brown had built a respectable fighting squadron of 7 ships and 700 officers and men. One report claims that he personally found a discarded but still perfectly serviceable cannon that had been mounted on his old Juncal flagship Sarandi and incorporated it into the new fleet's armament.

Coe faced a similarly daunting task in building Uruguay's naval forces, but he was helped some by the defection of some of Brown's best officers from the Cisplatine War.

The two sides sparred inconclusively before meeting just south of Montevideo in late May, 1841. In the ensuing battle, the Uruguayan schooner Montevideana ran aground and was destroyed while the crew of Palmar mutinied and sailed their small vessel over to the Argentine side as well.

Brown had won his first battle since 1828, but Coe and the Uruguayans still had plenty of fight left in them.

Turns: 20

Audacity: Argentine Confederation (1), Uruguay (0)

Wind Direction: 5/Calm

Map: J

Shoals: a, b, (Auto), c; see special rule below.

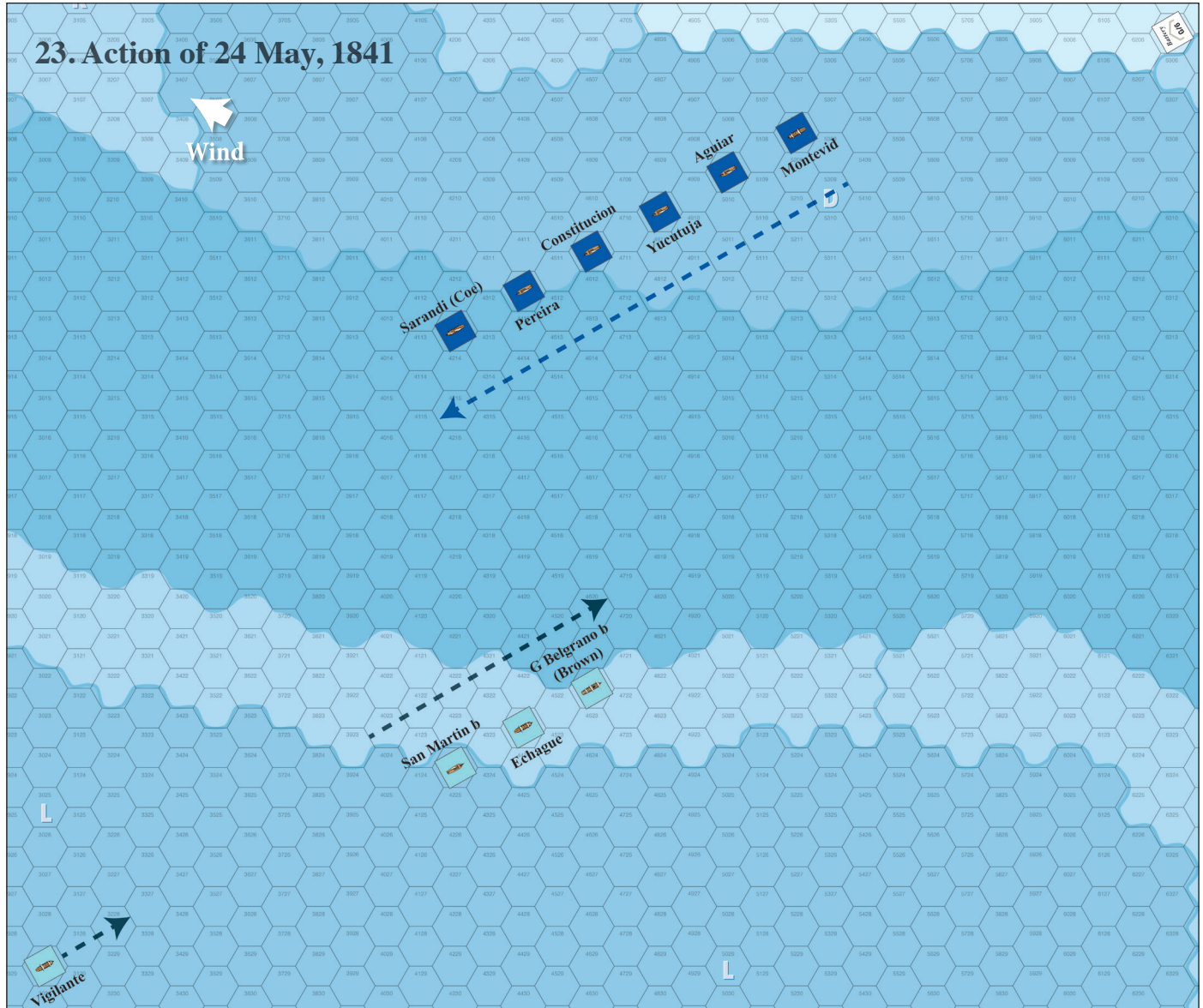
Argentine Confederation:

G Belgrano-b (Brown)	4622 Dir 2
Echague	4423 Dir 2
San Martin-b	4224 Dir 2
Vigilante	3029 Dir 2

Uruguay:

Sarandi (Coe)	4213 Dir 5
Pereira	4412 Dir 5
Constitucion	4611 Dir 5
Yucutuja	4810 Dir 5
Aguiar	5009 Dir 5
Montevid	5208 Dir 5
Shore Battery G/6	6305 Dir 5

Special Rule: Shoals A, B, and C represent Montevideo and El Cerro as per 7.4. The harbor is friendly to the Uruguayans.



24. Rio Santa Lucia

3 August, 1841 –Brown and the Argentines spent the first part of the winter in the outer roads of Buenos Aires repairing battle damage and provisioning his small fleet for further action off Montevideo.

Each side thought it best to purge the smaller vessels from their squadrons and focus scarce resources on their major units. Coe and the Uruguayans had also added a 16-gun brig Cagancha, formerly the Portuguese Protuguese Prontitado.

Late winter found the Argentine fleet on blockade near the Banda Oriental. Coe and Brown fought again near the mouth of the Rio de Santa Lucia, approximately 5 miles west of Montevideo.

Again, the Argentines could claim a victory, as Coe and the Uruguayans were forced back to Montevideo, but the damage to the Argentine fleet required almost four months to make good, and by mid-summer, Coe was ready for one more attack on the Argentine squadron.

Turns: 20

Audacity: Argentine Confederation (1), Uruguay (0)

Wind Direction: 6

Map: K

Shoals: a (auto), b, m, n (-1)

Argentine Confederation:

Echague	3014 Dir 2
G Belgrano-b (Brown)	2815 Dir 2
25 de Mayo-c	2616 Dir 2
9 de Julio	2417 Dir 2
Vigilante	2218 Dir 2
San Martin-b	2019 Dir 2

Uruguay:

Sarandi-b (Coe)	4612 Dir 6
25 de Mayo	4713 Dir 6
Cagancha	4914 Dir 6
Pereira	5016 Dir 6
Rivera (Fourmartin)	5217 Dir 6

Special Rules:

1. Treat all shoals as River Shoals per (7.1)
2. The Sarandi-b may not use small ship movement bonus and suffers a (-1) DRM to all tacking attempts.

Note: Sarandi was reinforced with an extra battery of 18 pounders after the battle in May. While this increased its firepower, the ship became top-heavy and more difficult to control.



25. The Capture of Cagancha

9 December, 1841 –While the Uruguayans had fought well in their two meetings with Brown and the Argentines, Coe’s repeated efforts against the superior numbers of the Argentines had reduced his squadron to just four vessels. Undeterred, he again sought out his old friend William Brown and attacked under stormy skies in mid-December.

The fierce combat lasted almost four hours before both sides separated and retreated. Cagancha, however, lagged behind and was trapped near the Banco Ortiz sand bar and eventually taken by the Argentines. She was repaired and taken in to the Argentine fleet as *Restaurador* (“Restorer”, after the generalissimo Da Rosas, the self-styled “restorer of the laws”).

Turns: 15

Audacity: Argentine Confederation (1), Uruguay (0)

Wind Direction: 4/Calm

Map: J

Shoals: h, i, j, m (-1)

Argentine Confederation:

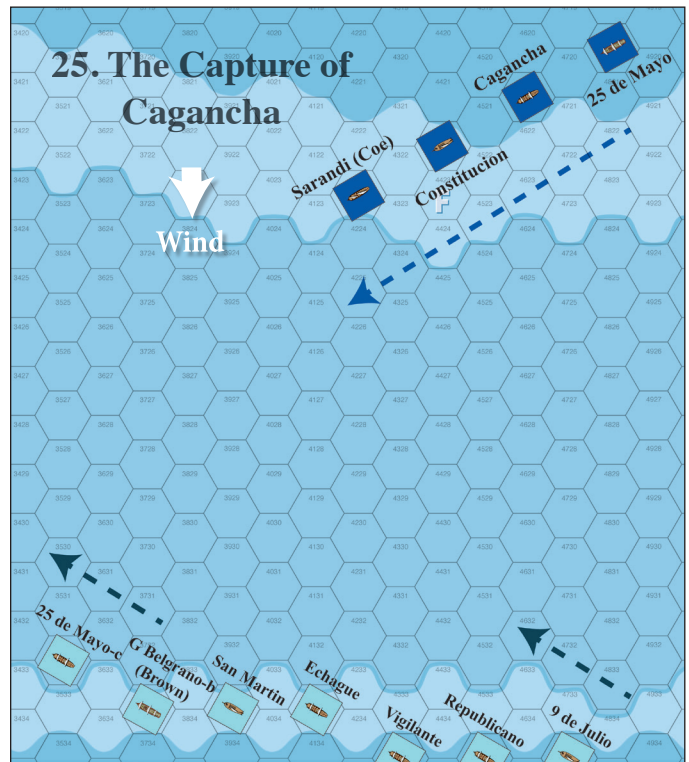
25 de Mayo-c	3532 Dir 6
G Belgrano-b (Brown)	3733 Dir 6
San Martin	3933 Dir 6
Echague	4133 Dir 6
Vigilante	4334 Dir 6
Republicano	4534 Dir 6
9 de Julio	4734 Dir 6

Uruguay:

Sarandi (Coe)	4223 Dir 5
Constitucion	4422 Dir 5
Cagancha	4621 Dir 5
25 de Mayo	4820 Dir 5

Special Rules:

1. Treat all shoals as River Shoals per (7.1)
2. The Argentine squadron may begin at anchor if the controlling player desires. If so, then all ships in the squadron must begin at anchor.
3. *Vigilante* and *Republicano* are considered Out of Command for the duration of the scenario. They may move and fire defensively, but may not move adjacent to an Uruguayan ship and may not fire offensively.
4. The Storm: Check for wind change normally, except on turn 10. On turn 10, a wind shift is automatic: roll on the wind shift chart until a direction change occurs. Also, wind speed automatically increases to breezy. Furthermore, all cannon fire is subject to a -1 DRM for the duration of the scenario. No ship may use full sails beginning on turn 10 for the duration of the scenario.



Under the Southern Cross Credits

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Ship Gazetteer for USC

1 Dezembro: December 1st, 1822; The date of coronation of Emperor Pedro I of Brazil.

2 Dezembro: December 2, 1825; Birth date of crown prince Dom Pedro de Alcântara, later Emperor Pedro II; Also, the day of St. Bibiana, patroness of Brazil.

7 Março: March 7th, 1821; Dom Pedro named regent to govern Brazil after royal family returns to Portugal.

7 Setembro: September 7th, 1822; Prince Pedro declares Brazilian Independence.

8 Fevereiro: February 8th, 1827; Date of the first day of the battle of Juncal; Former Brazilian Dona Januaria.

9 Janeiro: January 9th, 1822; “Dia do Fico”, Pedro I refuses to return to Portugal.

9 Fevereiro: February 9th, 1827; Date of the second day of the Battle of Juncal; Former Brazilian Bertioega.

9 Julio: July 9th, 1816; Declaration of Argentine Independence from Spain.

11 Junio: June 11th, 1826; Date of Brown’s defense of Buenos Aires at Los Pozos (see notes page 29). Former Brazilian 9 Janeiro.

12 Outubro: October 12th, 1823; Date of Pedro I’s ascendancy to the throne of Brazil. (Also, coincidentally, his birthday).

25 de Mayo: May 25th, 1810; Start of the May Revolution--Cabildo of Buenos Aires deposes Spanish Viceroy.

29 Agosto: August 29th, 1825; Treaty of Peace and recognition of Brazilian independence by Portugal.

29 December: Battle of Jaguari Creek.

30 July: July 30th, 1826; Battle of Quilmes. Former Brazilian Brocoio. *Aquiles:* “Achilles”.

C dos Arcos: Conde de dos Arcos, a noble title created by Portuguese King Dom Felipe II in 1620.

C Nacional: Congresso Nacional=National Congress.

Cefiro: “Zephyr”.

Cisne: “Swan”.

D Januaria: Dona Januaria, princess and daughter of Pedro I.

D João VI: Dom João VI King of Portugal from 1816 to 1826.

G Balcarce: General Antonio Gonzalez de Balcarce. Defeated the Spanish at Suipacha; Crossed the Andes with San Martin and was second in command at Cancha Rayada and Maipu.

Lib do Sul: Liberdade do Sul, “Liberty of the South”. Former Argentine privateer Libertad del Sur, captured and put in to Brazilian service.

L Plistana: Imperatriz Leopoldina Paolistana; Empress Leopoldina of Sao Paulo, wife of Pedro I.

M Isabel: Maria Isabella of Spain.

M Teresa: Infanta Maria Teresa de Bragança, daughter of João VI and presumptive heir to the throne of Portugal.

NS Aranzazu: Nuestra Señora de Aranzazu, “Our Lady of Aranzazu”; named for a venerated Catholic icon of the Virgin Mary.

NS Carmen: Nuestra Señora de Carmen “Our Lady of Mount Carmel” named for the Virgin Mary as patroness of the Carmelite religious order.

R Andes: Rosa de los Andes, “Rose of the Andes”.

R Argentina: Republica Argentina, “Argentine Republic”.

S Trinidad: Santissima Trinidad, “Most Holy Trinity”.

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