

## Scenario 7: Snatch!

### Background

During the 1890 war, many supplies were delivered from Canada to Britain and the convoys became a vital life line of not only guns and ammo but also grain and food. The Germans responded by using Wolfpacks of SA-15 Patrol nefs supported by a few heavy nefs to ambush the convoys.

### Map

Blank sea terrain with a 4'x12' board. Cloud cover 10

### Objective

British: Get the transports off the far end of the board. Germans: To capture as much of the convoy as possible. Pirates: To grab as many guns and ammo as possible.

### Forces involved

British:

- 1 x Audacious Class Battlecruiser
- 2 x Exeter Class Cruiser
- 2 x Rawalpindi Class Colonial Cruiser
- 6 x Steadfast Gunboat
- 1 x Prince Albert Liner
- 2 x Pearlless Bulk Merchant
- 2 x Orma Bulk Freighter
- 2 x Shillito Class Freighter

German:

- 2 x Emden Class Cruiser
- 1 x Prince Heinrich Class Cruiser
- 1 x Karlsruhe Class Destroyer
- 5 x SA-15 Kondor Class Gunboat
- 5 x TA-127 Pollux Class Torpedo Nef

Pirate:

- 3 or 4 Pirate vessels about 150 points

### Special Rules

The British set up at one end of the board, the Germans set up in the middle and the Pirates at the far end. Use the boarding rules from Scenario 1 on merchant vessels if required. At the end of the game any merchant nef captured by the pirates throw D6 – 5 or 6 then it contains ammo and guns.

### Victory Conditions

If pirates capture an ammo nef, they win. The British win if they get four or more merchants off the far end of the board. Germans win if three or less get off the board