

PORTOBELLO

FEBRUARY 1680

SETUP

The entire 4' x 3' board is land terrain. The Defender places or selects two buildings that are at least 6" from any table edge and at least 6" from each other, and must be orientated so that each building has an access point on the centerline of the board. These are referred to as objective buildings A and B.

SCENARIO RULES

The defending player secretly determines which objective building contains the Prize. This information is written on a scrap of paper and kept secret by being placed face down on the table.

When the attacker has a unit in the secretly selected objective building and there is no enemy unit in the same structure section, the paper is revealed for all to see. The attacker unit in that building immediately possesses a Prize.

Possessing the Prize

Once the building containing the prize is revealed, the unit which entered the building is in possession of the Prize. This should be represented with an appropriate marker. The unit that holds the Prize gains the High Standing Special Rule until it no longer possesses it.

The Prize moves with the unit, and the unit may spend one action to transfer possession of the Prize to another unit within 1". A friendly unit may also spend an action to take possession of the Prize.

The Prize is dropped when the unit Goes Prone or becomes Shaken (a Shaken unit cannot possess the Prize, and will drop the prize to the ground before the unit retreats). When the Prize has been dropped, any non-Shaken unit that is not involved in a Melee combat may take an action to possess the Prize.

A Prize that is dropped in a Fortification counts as being in possession of the Force that currently controls that particular structure. If there are no units in that Fortification, no Force controls it.

DEPLOYMENT

The defending player chooses one board edge, the attacker takes the opposite.

Forces deploy as shown in the deployment diagram.

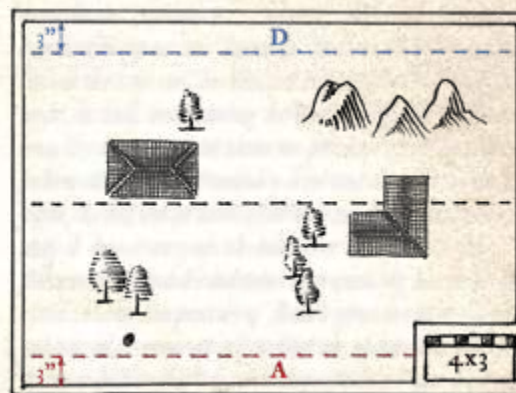
One out of every three of the attacker's units (round down) are not placed on the board during deployment, they are instead moved on from the attackers board edge in the first turn. When units are off of the board in this fashion, Activation Cards are still drawn for those units at the start of the first turn.

All other units are set up in the usual fashion within 3" of the indicated board edge.

Attacking units that use the Lay in Wait scenario Special Rule must set up at least 9" from a possible objective.

GAME LENGTH

Six turns



OBJECTIVES

From Turn 4 onwards, Attacker gains a Strike Point if no attacking unit is within 4" of the Prize or a Structure that may contain the Prize (if the Prize has not been revealed yet).

Defender gains a Strike Point at the end of any turn that an attacking unit possess the prize.

Attacker and Defender both lose immediately if the Prize is lost (if it was left in a burning building, for example).

If the Prize is deliberately destroyed by a player (if the unit with it is able to flee or attempt to correct the situation that will destroy the Prize but chooses not to), then only that players loses.

HISTORICAL FORCES

Attacker

ENGLISH BUCCANEERS 201PTS

- John Coxon 25pts (Commander)
- 6 Veteran Freebooters 48pts
- 8 Forlorn Hope 56pts
- 6 Freebooters 36pts
- 6 Flibustiers 36pts

Defender

SPANISH MILITIA 199PTS

- Experienced Militia Commander 15pts
- 8 Milicianos 24pts
- 8 Milicianos 24pts
- 8 Milicianos 24pts
- 8 Milicianos 24pts
- 5 Caballeria 30pts
- 8 Lanceros 40pts
- 4 Milicianos Artilleros w/ Light Cannon 18pts

HISTORICAL FORCES (ARMY SCALE)

Attacker: English Buccaneers, French Buccaneers

Commanders: John Coxon, Robert Allison (Experienced)

Defender: Spanish Militia

FREEPLAY FORCES

Attacker - No special requirements

Defender - No special requirements



THE NAVIO DE AVISO PORTOBELLO

FEBRUARY 1680

ATTACK THE ADVICE SHIP (SPECIAL SCENARIO)

SETUP

The entire 4' x 4' board is considered Deep Water, with no additional terrain required. Wind direction is blowing from a neutral table edge.

DEPLOYMENT

The sloop (attacker's size 2 ship) deploys within 6" of the attacker's board edge.

The fluyt (defender's size 3 ship) deploys on the centreline of the table within 6" of the windward table edge, orientated perpendicular to the centreline with the bow pointing towards the attacker's board edge.

The frigate (attacker's size 3 ship) and its crew will not enter the board until Turn 4.

On Turn 4, the frigate (attacker's size 3 ship) and its crew may enter from any board edge on the attacker's half of the board.

GAME LENGTH

Six turns

OBJECTIVES

At the end of Turn 1-4, the defender wins immediately if the sloop (attacker's size 2 ship) is destroyed, captured or if all of the sloop's original crew have been removed as casualties.

Defender wins immediately at the end Turn 6 if the fluyt's (defender's size 3 ship) hull integrity is above half it's starting value. Attacker wins immediately if the fluyt (defender's size 3 ship) is destroyed, captured or if all of the original crew have been removed as casualties.

NARRATIVE CONDITIONS (OPTIONAL)

Inspired by wealth

If the Buccaneers (attacker) were in possession of the prize at the end of the Portobello scenario, the commander of that force gains Inspiring for the duration of this scenario. If the commander already has Inspiring, they gain Very Inspiring instead.

Questionable command

If the prize is not revealed in the Portobello scenario by the Buccaneers (attacker) by the end of the game, any rally tests taken as the result of the commander spending a Command Point must take the test with a +1 penalty to their resolve for the duration of this scenario.



HISTORICAL FORCES

Attacker

ENGLISH BUCCANEERS 302PS

- 6 Sea dogs 24pts
- w/ Officer (Captain Alleston) +8pts
- w/ Musket upgrade +4pts
- 6 Sea dogs 24pts w/ Musket upgrade +4pts
- Sloop 14pts
- John Coxon (Commander) 25pts
- 5 Freebooters 30pts
- 6 Freebooters 36pts
- 6 Sea Dogs 24pts
- 6 Sea Dogs 24pts
- 6 Sea Dogs 24pts
- Frigate 21pts
- 8 medium cannons 40pts

Defender

ARMADA DE BARLOVENTO 200PTS

- Untested Armada Commander 0pts
- 5 Marineros 20pts
- 6 Marineros 24pts
- 4 Marineros 16pts
- w/ Musket upgrade +4pts
- 4 Marienros 16pts
- w/ Musket upgrade +4pts
- 5 Soldados 30pts
- 5 Soldados 30pts
- Fluyt 16pts
- 8 medium cannons 40pts

FREEPLAY FORCES

Attacker - Force points limit is 50% greater than the defender. The attacker must select 2 ships, one size 2 ship and one size 3 ship. The size 2 ship may not have any artillery.

Defender - Force must take one size 3 ship



SANTA MARIA

APRIL 1680

RESCUE (GOLDEN CAP'S DAUGHTER)

SETUP

The entire board is land terrain, after terrain has been setup the defender may place the three watchtowers in their force within 3" of the defender's deployment zone.

SCENARIO RULES

The defender's Force includes King Golden Cap's daughter for free (this model follows the same rules as the Captured Merchant Character). Fielding this model follows all the rules for Characters as explained on p.155 No Peace Beyond the Line expansion.

In this scenario, King Golden Cap's daughter cannot be removed as a casualty from a Ranged Attack unless there are no other models left in the unit to remove as casualties.

Native units may not make Ranged Attacks against an enemy unit containing King Golden Cap's daughter and they gain the Hard Chargers special rule against any enemy unit containing King Golden Cap's daughter.

DEPLOYMENT

Forces deploy as shown in the deployment diagram. The defender sets up all units first.

The attacker's units are not placed on the board during deployment, they are held off the table. Those units move in anywhere along the indicated board edges during the first turn of the game. When units are off of the board in this fashion, Activation Cards are drawn for those units at the start of the turn which they will move on to the board.

When the attacker moves any cannons on to the board, they start the game with 4 Reload markers. Heavy Cannon may be moved on to the board as a Dedicated action, but must be placed within 4" of the board edge, and may not be moved again for the rest of the game. A Heavy Cannon cannot be moved into a Structure or Rough terrain.

GAME LENGTH

Six turns

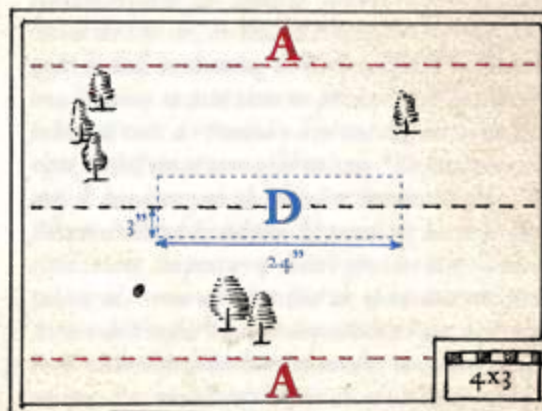
OBJECTIVES

Defender gains a Strike Point at the end of any Turn where King Golden Cap's daughter is attached to an attacker's unit. Attacker gains a Strike Point at the end of Turn 6 if King Golden Cap's daughter is attached to a defender's unit. Attacker and Defender both lose immediately if King Golden Cap's daughter is removed as a casualty.

NARRATIVE CONDITIONS (OPTIONAL)

Captured Correspondence

If in 'The Navio de Aviso' scenario the Buccaneers (attacker) manage to capture the Fluyt (defender's size 3 ship) before Turn 4, units which activate within 4" of the Commander's unit gain the Scouts special rule for the duration of this scenario.



HISTORICAL FORCES

Attacker

ENGLISH BUCCANEERS 199PTS

- Attackers get Native Warriors and Warrior Archers
- Richard Sawkins 10pts (Commander)
- 6 Freebooters 36pts
- 6 Freebooters 36pts w/ Basil Ringrose 5pts
- 5 Forlorn Hope 35pts
- 6 Sea Dogs 24pts w/ muskets upgrade +4pts
- 6 Sea Dogs 24pts
- 7 Warrior Archers 35pts

Defender

SPANISH MILITIA 197PTS

- Defenders get fortifications
- Experienced Militia Commander 15pts
- 8 Milicianos (trained) 32pts
- 8 Milicianos (trained) 32pts
- 8 Milicianos (trained) 32pts
- 5 Lanceros 25pts
- 5 Lanceros 25pts
- 4 Milicianos Artilleros
- Watch Tower w/ Swivel Gun 12pts
- 4 Milicianos Artilleros
- Watch Tower w/ Swivel Gun 12pts
- 4 Milicianos Artilleros
- Watch Tower w/ Swivel Gun 12pts

HISTORICAL FORCES (ARMY SCALE)

Attacker - English Buccaneers

Attackers get Company of Native Warriors and Warrior Archers led by Golden Cap.

Defender - Spanish Militia

Defenders get fortifications

FREEPLAY FORCES

Attacker - Non-Native American forces may take Native Archers and Native warriors as support choices.

Defender - Must take 3 watch towers each armed with a swivel gun, but must pay the full points costs.



PANAMA (PERICO)

APRIL 1680

FACING DOWN THE ARMADILLA (SPECIAL SCENARIO) SEA-BASED

SETUP

The entire 4' x 4' board is considered Deep Water, with no additional terrain required. Wind direction is towards the defender's board edge.

DEPLOYMENT

The attacker and defender must deploy within 12" of their respective board edge.

GAME LENGTH

Six turns

OBJECTIVES

Defender gains a strike point at the end of any turn for every enemy unit on board a ship in the defender's original force

From Turn 4 onwards, Attacker gains a strike point if there are no attacking ships/boats grappled to a defender's ship and the attacker has no units on board a defender's ship

NARRATIVE CONDITIONS (OPTIONAL)

Native support

If Golden Cap's daughter was rescued in the Santa Maria scenario then the Buccaneer (attacker) units may ignore the first point of fatigue they take in the game.

Native Ire

If Golden Cap's daughter was not rescued in the Santa Maria scenario, every Buccaneer (attacker) unit starts the game with 1 point of fatigue.

HISTORICAL FORCES (ARMY SCALE)

Attacker- English Buccaneers

Commander: John Coxon, Peter Harris, Richard Sawkins

No Bartholomew Sharp

2 Piraguas, Many canoas

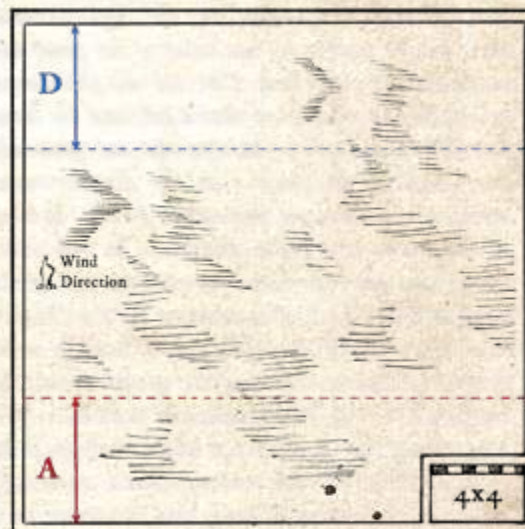
Defender- Spanish Armada de Barlovento

3 Brigantines or Corvettes, Almirante Don Jacinto de Barahona (Seasoned Commander), Don Diego de Carabaxal (Untested Commander), Francisco de Peralta

FREEPLAY FORCES

Attacker - No ships Size 2 or greater

Defender - At least one ship of Size 2



HISTORICAL FORCES

Attacker

ENGLISH BUCCANEERS 300PTS

- Richard Sawkins 10pts (Commander)
- 7 Sea Dogs 28pts
- 7 Freebooters 42pts
- Piragua 7pts
- 4 Swivel guns 16pts
- 8 Freebooters 48pts w/ Peter Harris 4pts
- Canoa 2pts
- 8 Freebooters 48pts
- Canoa 2pts
- 8 Freebooters 48pts
- Canoa 2pts
- 8 Sea Dogs 32pts w/ Musket upgrade +4pts w/ Basil Ringrose 5pts
- Canoa 2pts

Defender

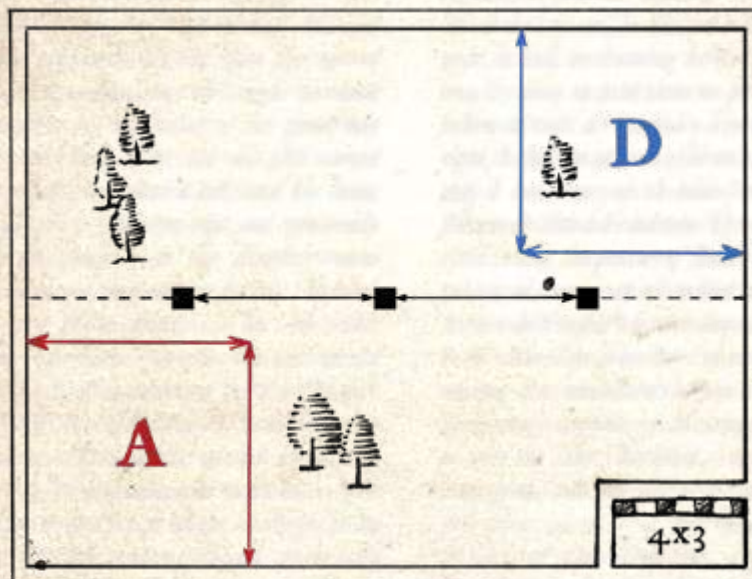
SPANISH ARMADA DE

BARLOVENTO 300PTS

- Francisco de Peralta 25pts
- 7 Marineros 28pts
- w/ Musket upgrade +4pts
- 7 Marineros 28pts
- w/ Musket upgrade +4pts
- Bark 8pts w/ Reinforced Bulkheads 3pts w/ 4 Light Cannons 14pts
- 7 Marineros 28pts w/ Son of Neptune (Almirante Don Jacinto de Barahona) +3pts
- 6 Soldados 36pts
- Bark 8pts w/ Reinforced Bulkheads 3pts w/ 4 Light Cannons 14pts
- 6 Marineros 24pts w/ Son of Neptune (Don Diego de Carabaxal) +3pts
- 7 Soldados 42pts
- Bark 8pts w/ Reinforced Bulkheads 3pts w/ 4 Light Cannons 14pts

LA SERENA

DECEMBER 1680



SETUP

The entire 4' x 3' board is land terrain, but may not include any structures.

DEPLOYMENT

The defending player chooses one board corner. The attacker will deploy in the opposite corner.

Before any units are placed, an objective marker is placed on the center of the board. Two more markers are placed, each 12" away on either side of the central marker along the centerline of the board (see diagram). No markers can be placed on impassable terrain.

GAME LENGTH

Six turns

OBJECTIVES

Attacker/Defender: A Force gains a Strike Point if the enemy force has units that are not Shaken within 4" of any two objective markers and that force has no units that are not Shaken within 4" of the same markers.

NARRATIVE CONDITIONS (OPTIONAL)

Advanced warning

If the Buccaneers (attacker) fail to capture or destroy at least one of the Spanish Armada de Barlovento's (defender) ships in the Perico scenario, the Buccaneers (defender) must deploy their entire force before the Spanish Militia (attacker) deploy any units at the beginning of this scenario.

HISTORICAL FORCES

Attacker

- SPANISH MILITIA
(CINQUENTAINE) 200PTS
- Experienced Spanish Militia Commander 15pts w/ horse 1pt
 - 5 Caballeria 30pts
 - 5 Caballeria 30pts
 - 5 Caballeria Lancero 30pts
 - 5 Caballeria Lancero 30pts
 - 8 Hostigadores 32pts
 - 8 Hostigadores 32pts

Defender

- ENGLISH BUCCANEERS
200PTS
- Bartholomew Sharp 27pts
 - 7 Freebooters 42pts
 - 6 Freebooters 36pts
 - 6 Freebooters 36pts
 - 8 Sea Dogs 24pts w/ Muskets 4pts
 - w/ Reformado (John Cox) +3pts
 - 8 Sea Dogs 24pts
 - w/ Muskets 4pts

FREEPLAY FORCES

Attacker - Must have more mounted units than units on foot

Defender - May not select any mounted units

ARICA

JANUARY 1681

DEFEND THE FORT (SPECIAL SCENARIO) LAND-BASED

SETUP

The entire 4' x 3' board is land terrain. Defender must place a fortification of minimum size 3 in their deployment zone. The remainder of the terrain may be setup in a mutually agreeable fashion.

SCENARIO RULES

The fortification sections have a fortitude of 6 and an integrity of 4.

DEPLOYMENT

The attacker must deploy within 6" of the attacker's table edge. The defender must deploy within 6" of the defender's table edge. Defending units may also deploy in their fortification.

GAME LENGTH

Six turns

OBJECTIVES

Defender gains a Strike point at the end of any turn in which an unshaken attacking unit occupies any section of the fort.

From Turn 4 onwards, the Attacker gains a strike point at the end of any turn where at least one attacking unit is not fully within the defenders half of the board.

NARRATIVE CONDITIONS (OPTIONAL)

Caught unprepared

If the Buccaneers (defender) manage to inflict 50% casualties on the Spanish Militia (attacker) in the La Serena scenario, then all of the artillery in the Spanish Militia (defender) force begin the game with 4 reload markers



HISTORICAL FORCES

Attacker

ENGLISH BUCCANEERS 200PTS

- John Watling 15pts (Commander)
- 7 Freebooters 42pts
- 6 Freebooters 36pts
- w/ Basil Ringrose 5pts
- 7 Freebooters 42pts
- 8 Sea Dogs 24pts
- w/ Muskets 4pts
- w/ Bartholomew Sharp +4pts
- 8 Sea Dogs 24pts
- w/ Muskets 4pts

Defender

SPANISH MILITIA 200PTS

- Seasoned Militia Commander (don Gaspar de Oviedo) 25pts
- 8 Milicianos 24pts
- 8 Milicianos 24pts
- 8 Milicianos 24pts
- 8 Milicianos 24pts
- 6 Caballeria 36pts
- 4 Milicianos Artilleros
- w/ Light Cannon 13pts
- w/ Master Gunner (Capitán don Matías de Rivera) +4pts
- 4 Milicianos Artilleros
- w/ Light Cannon 13pts
- 4 Milicianos Artilleros
- w/ Light Cannon 13pts

FREEPLAY FORCES

Attacker - No units may take explosive upgrades.

Defender - A structure representing a fort to be setup in defender's deployment zone of minimum size 3