

Blood & Plunder

RACKHAM, READ AND BONNY'S LAST BATTLE

By GUY RHEUARK & JOSEPH FORSTER



he law has finally caught up to Calico Jack Rackham! Jonathan Barnet and his crew have found Rackham and the infamous Anne Bonny and Mary Read during a quiet night off the Jamaican coast. The pirate hunters approach and hail Rackham's sloop, but the pirates are drunk and rebuff Barnet's call to surrender. The

British let loose a broadside and the short battle is joined.

October 20th 1720, 10 pm, Dry Harbor Bay

SETUP:

Set up a 3'x3' table. The whole board is considered Deep Water. The wind starts from the board edge opposite the Defender's board edge.

SCENARIO RULES:

This Scenario takes place at night, with most lights on each ship doused. The range of all attacks is limited to 12" or less.

Each of the Defender's units are Drunk. A Drunk unit receives a -1 bonus to Resolve and a -1 bonus to its Fight Skill value. A Drunk unit also has a +1 penalty to its Shoot Skill value, all Saves, and every other Test made with that unit.

The board may be scrolled.

DEPLOYMENT:

The Defender (Pirates) deploys their ship anchored within 6" of their board edge.

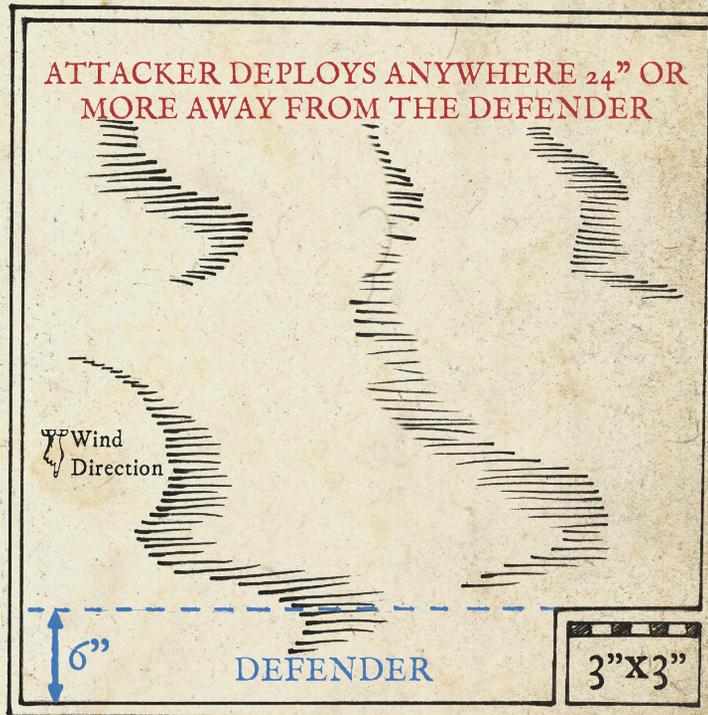
The Attacker (British) deploys their ships at least 24" away from the Defender, at their lowest sail setting above 0".

GAME LENGTH:

6 Turns

OBJECTIVE:

- This game is played without Strike Points, as both sides are willing to fight to the death.
- The Defenders are trying to escape. At the end of turn 3 or later the Defender wins if their Flagship is at least 12" away from the Attacker's Flagship, as the Pirates disappear into the night.
- The Attacker immediately wins if they eliminate Rackham, Bonny and Read.



HISTORICAL FORCES:

JONATHAN BARNET
HISTORICAL COMMANDER 10
May Lead British Privateers or British Militia

COMMAND RANGE **8"** COMMAND POINTS **1**

MAIN WEAPONS
Brace of Pistols and Standard Melee Weapon.

SPECIAL RULES
Aggressive Commander, Unwavering



Attacker:

- British Militia 23 models, 115 points
- Pirate Hunters force option
 - Captain Jonathan Barnet..... 10
 - 8 Sea Dogs 32
 - 8 Sea Dogs without Pistols 24
 - 6 English Militia 18
 - Balandra (or any 3 Deck Ship)..... 10
 - ↳ Three Pairs of Light Cannons..... +21

Defender:

- Golden Age Pirates 20 models, 115 points
- Jack Rackham..... 8
 - 6 Pirates 18
 - 7 Pirates 21
 - ↳ Anne Bonny..... +3
 - 6 Pirates 18
 - ↳ Mary Read +3
 - ↳ Buccaneer Guns +6
 - Bermuda Sloop..... 13
 - ↳ Two Pairs of Light Cannons +14
 - ↳ 2 Swivels +8
 - ↳ Reinforced Bulkheads +3

