

# Treasure Island - Multiplayer Convention Game for Enfilade 2025

Tacoma, WA, May 24th, 2025

[Landscape objective table](#)

## SETUP:

Use a large 6x8 Sea board with a sizable island in the center of the board. The island should be around 2' wide and 3' long.

**SCENARIO RULES:** This is an epic, multiplayer scenario for 8 players split into teams of 2.

The island does not have the usual 3" band of shoreline terrain around it. A Size 2 ship may sail directly up and to the landmass and tie up (using a Grapple action) against the rocks with no penalty.

Before deploying forces, add 12 objective tokens spread evenly around the island. No token should be within 4" of another token or overhanging the edge of the island.

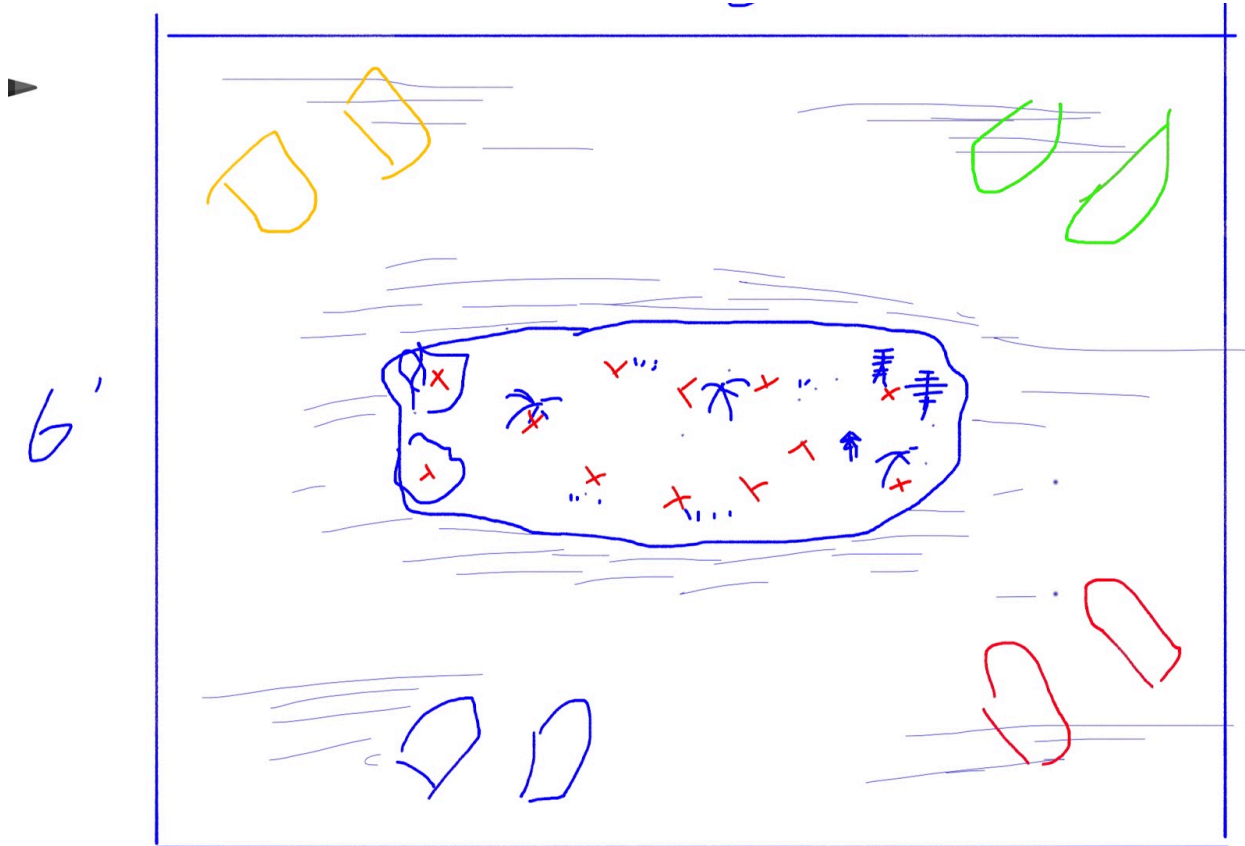
At the beginning of every turn, after activation cards have been drawn, roll once on the Wind Table.

While in contact with an Objective Token, a unit may take a Standard action to interact with the Objective Token and discover what it contains. After interacting with the Objective, roll two d6's on the Random Objective Chart below and immediately apply the result.

- 1.
2. Booby Trap - Apply 2 hits to the unit, rolling Shoot Saves with no Cover and a Fatigue Test.
3. Quick Sand - Apply 1 hit to the unit, rolling a Fight Save with no Cover and a Fatigue Test.
4. Alligator - Move the unit 3" away from the objective and make a Fatigue Test with 1d10.
5. Small Chest - 1 Plunder Token
6. Box of Muskets - 1 Plunder Token and the unit may choose to either add a sidearm musket, or remove up to 2 reloads on their primary weapon.
7. Chest of Treasure - 2 Plunder Tokens
8. Damsel in Distress - 2 Plunder Tokens, but must take a Fatigue Test at the end of each round.
9. Cask of Rum - 1 Plunder Token and remove all Fatigue from the Unit and apply the Drunk rule (-1 bonus to Fight and Resolve tests, +1 penalty to all other tests)
10. Marooned Sailor - 1 Plunder Token and add a model to your unit.
11. Native Guide - 1 Plunder Token and add a Local Guide Character (gain *Scouts* and *Quick* special rules)
12. Buried Treasure! - 3 Plunder Tokens

If a unit finds a Plunder Token, attach it to that unit. A unit may control any number of Plunder Tokens. While carrying one or more Plunder Tokens, the unit's distance for all standard Move actions is reduced by 1". A unit may spend a Standard Action to transfer a Plunder Token to or from a friendly unit within 1". If a unit controlling a Plunder Token becomes Shaken or is eliminated, it immediately drops all Plunder Tokens on the board. Any unit that moves into base contact with an uncontrolled Plunder Token may take control of it immediately, without spending an Action.

## DEPLOYMENT:



Forces should be deployed at even intervals around the board, at least 12" from any part of the island. If playing in teams of 2, the two ships should be deployed within 6" of each other.

#### **GAME LENGTH:**

Six Turns.

#### **OBJECTIVES:**

- . Each Plunder Token a player controls on the Island is worth 1 point
- . Each Plunder Token a player controls on a ship is worth 2 points.
- . Each enemy ship controlled by a player is worth 3 points.
- The team that gains the most points from plunder and ships wins the game.

## PROPOSED FORCE LISTS

Here are some example lists. One in each force is made specifically to land and grab treasure. The other is more adept at sea and could either land or go harass or steal other ships, or shoot people with cannons from the sea. Let's people have options, which could help the island not get too crowded.

### Spanish

#### Spanish I

Spanish Militia	102
Standard Commander	0
8 Hostigadores	32
6 Lanceros	30
6 Marineros.	24
Bark	8

#### Spanish II

Guarda Costas	99
Untested GC Commander	0
6 Marineros	24
6 Milicianos	18
7 Marineros Piqueros	28
Bark	8
1 Pair of Swivel Guns	5
2 Pairs of Light Cannons	14
Grape and Chain Shot	2

### English

#### English I

English Pirate Hunter	100
Untested Pirate Hunter Commander	0
8 Sea Dogs	32
8 English Militia	24
6 Freebooters	36
Bark	8

#### English II

English Royal Navy	101
Untested Navy Commander	0
8 Sea Dogs no Pistols	24
6 Sea Dogs no Pistols	18
5 Musketeers	30
Bark	8
2 Pairs Light Cannons	14
2 Grape and Chain	2
1 Pair Swivels	5

### French

#### French I

French Caribbean Militia	99
Untested Militia Commander	0
8 Milice de Caraibs	32
6 Milice de Caraibs	24
5 Boucaniers	35
Bark	8

#### French II

French Buccaneers	101
Untested Buccaneer Commander	0
8 Marins no Pistols	24
6 Marins no Pistols	18
5 Flibustiers	30
Bark	8
2 Pairs Light Cannons	14
2 Grape and Chain	2
1 Pair Swivels	5

### Dutch

#### Dutch I

Dutch Caribbean Militia	100
Jewish Militia	
Untested Militia Commander	0
8 Jewish Militia	32
5 Jewish Militia	20
8 Kapers	40
Bark	8

#### Dutch II

Dutch Navy	99
Untested Navy Commander	0
8 Zeelieden no Pistols	24
6 Zeelieden no Pistols	18
5 Enter Ploeg	30
1 Blunder, one Stinkpot	
Bark	8
2 Pairs Light Cannons	14
2 Grape and Chain	2
1 Pair Swivels	5