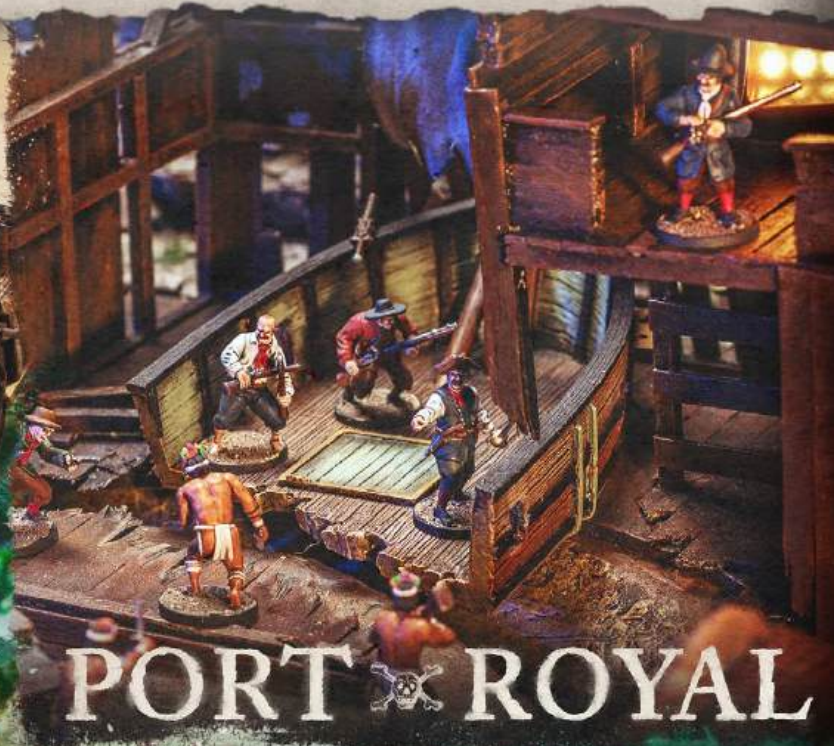
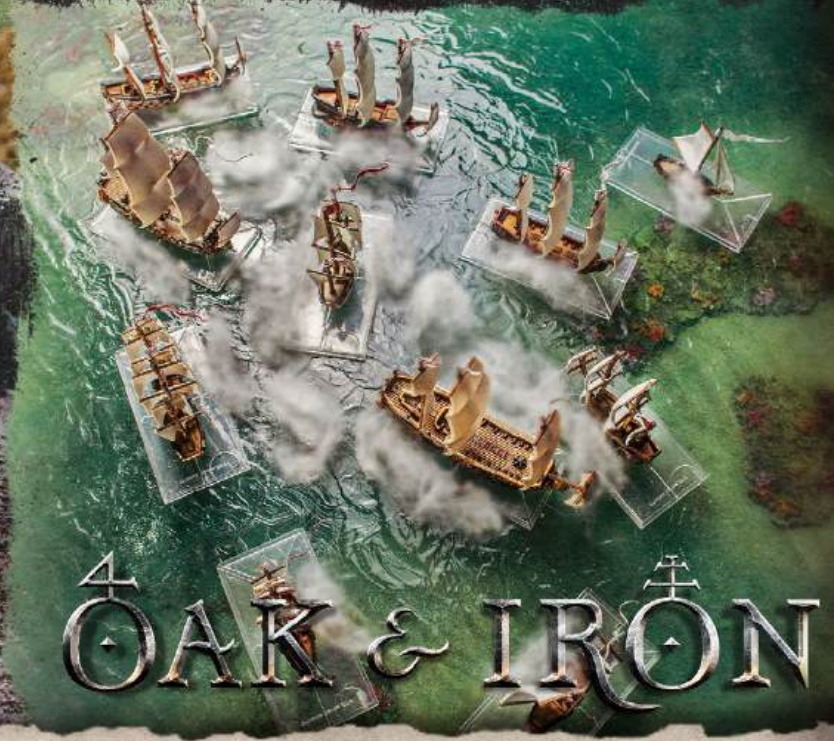


📖 2026 ORGANIZED PLAY KIT 📖

Blood & Plunder



PORT ROYAL



OAK & IRON

SUMMER of PLUNDER

GLOBAL MINIATURES CAMPAIGN



PLAYER'S GUIDE TO SUMMER OF PLUNDER

WHAT IS THE SUMMER OF PLUNDER?

Welcome to the Golden Age of Piracy and the 2026 **SUMMER OF PLUNDER** campaign from Firelock Games and Blood & Pigment! This kit has material to facilitate some great pirate gaming sessions of *Blood & Plunder*, *Oak & Iron*, and *Port Royal* at your local store, club, or home gaming table this summer, along with information to help connect players with the worldwide Firelock Games community. Each kit is designed to support 4 players.

PLAYER'S GUIDE

With a mix of local and online events and coordination, this campaign can be enjoyed by players of *Blood & Plunder*, *Oak & Iron*, and *Port Royal* around the world. Starting May 29th and running through August 3rd, this nine-week campaign encourages players to gather at local stores, play regularly, and link up with teams around the world. Every game contributes to a larger shared historical campaign map, connecting local play to a global community.

HOW TO PARTICIPATE

Participating is easy at any level! Play your favorite pirate games this summer and submit your game details and photos via the campaign entry form at [BloodandPigment.com](https://bloodandpigment.com). Your games combined with your team's strategy and diplomatic efforts will shape the course of the clash of alliances in the New World.

This year's campaign takes place during Queen Anne's War, 1702-1713, which fueled a surge in piracy throughout the New World. You can find all the details and campaign rules for the **SUMMER OF PLUNDER** event using the QR code in this section.

<https://bloodandpigment.com/2025/04/27/summer-of-plunder-2026-rules>

CHOOSING TEAMS

Every game you play earns campaign points for both you and your chosen National team.

While the **SUMMER OF PLUNDER** is a pirate campaign, players may fight for any faction in Firelock Games' titles, including Spain, England, France, the Netherlands, Native Americans, or Pirates. Each Nation has a Commander who coordinates efforts, encourages player interactions, and distributes prizes! Each local game played earns campaign points for both the players and the Nation they choose to join.

For this year's more thematic approach, the six Nations are organized into two fixed alliances reflecting the politics of Queen Anne's War (1702-1713). The French, Spanish, and Native American players will fight together against the English, Dutch, and Pirate players.

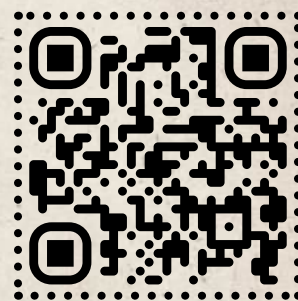
MAP & CONQUEST

The campaign's team competition is tracked on a dynamic online map covering four distinct theaters across the New World. Each Alliance will start with control of a few locations and then vie for domination and control of strategic chokepoints and territories, which can limit their enemy's options. The campaign map will be updated weekly to reflect the outcomes of conflicts and players' choices throughout the campaign.

COMMUNICATION & UPDATES

Campaign updates will be posted on Blood & Pigment, with player coordination happening on the 2026 **SUMMER OF PLUNDER** Campaign Discord server. Event Organizers and players can join the Discord via the **SUMMER OF PLUNDER** HQ page on Blood & Pigment or the QR code below. The server offers dedicated spaces for teams to strategize, interact, and banter. While Discord is not required to participate, a lot of the team and social interaction and coordination will happen via this server, so you're highly encouraged to join! Weekly Blood & Pigment updates will cover the campaign map changes, national standings, objectives, player highlights, top photos, and prize winners.

<https://discord.gg/6jKPTRcXmv>

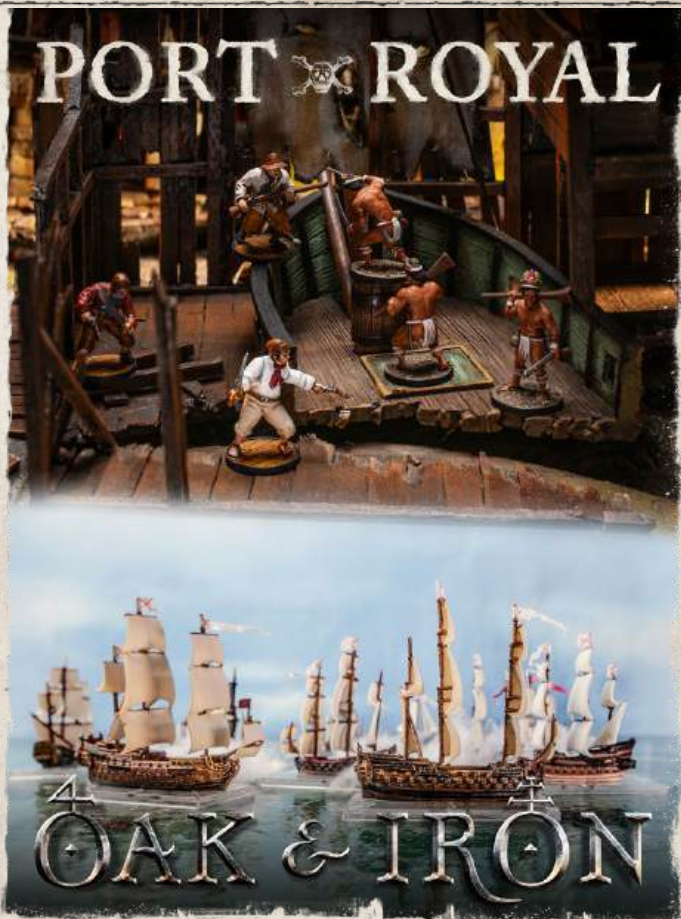


WEEKLY SCENARIOS & OBJECTIVES

Each week features a different objective (varies per game system) to help players score more campaign points while exploring their game system rules and sharing in a common experience with other players. Find the full list of objectives for *Blood & Plunder*, *Oak & Iron*, and *Port Royal* on the Blood & Pigment website.

PRIZES

In addition to the booty in this organized play kit, over \$2,500 in prizes will be awarded throughout the campaign, including a legendary *Blood & Plunder* 6th Rate Frigate model. Visit Blood & Pigment for the full prize lineup, sponsors, and ways to win.



EVENTS AND TOURNAMENTS

This kit includes 9 different scenarios covering all 3 game systems. The miniatures are brand new *Blood & Plunder* Commander sculpts featured in the scenarios. You can distribute them at the start of the campaign so players have time to paint them, or award them as prizes during events to encourage attendance. The scenarios vary in size, difficulty, and player count, so there should be something for everyone.

A unique scenario is provided for every week of the campaign, but completing all of them is not required to participate. These are simply tools to help organizers run events more easily and give groups ready-made content to use throughout the campaign. Interested in running a tournament or major organized play event for *Blood & Plunder*, *Oak & Iron*, or *Port Royal* during the campaign? Firelock Games may be able to provide prize support for your event. Tournament guidelines on the Firelock website via the QR code in this section.



<https://tinyurl.com/4jrtmvkc>

CONTENTS OF OP KIT

- » 4 Pirate Benjamin Hornigold Miniatures
- » 4 Spanish Jose de Zuniga y la Cerda Miniatures`
- » 4 English Woodes Rogers Miniatures
- » 4 French Rene Duguay-Trouin Miniatures
- » 4 Dutch Pieter Stool Miniatures
- » 4 Native American Chief Gray Lock Miniatures
- » Promo Poster
- » Scenario Booklet:
 - > 7 *Blood & Plunder* Scenarios
 - > 1 *Oak & Iron* Scenario
 - > 1 *Port Royal* Scenario

ONLINE CAMPAIGN MAP



<https://timberandsail.com/maps/campaign-map.html>

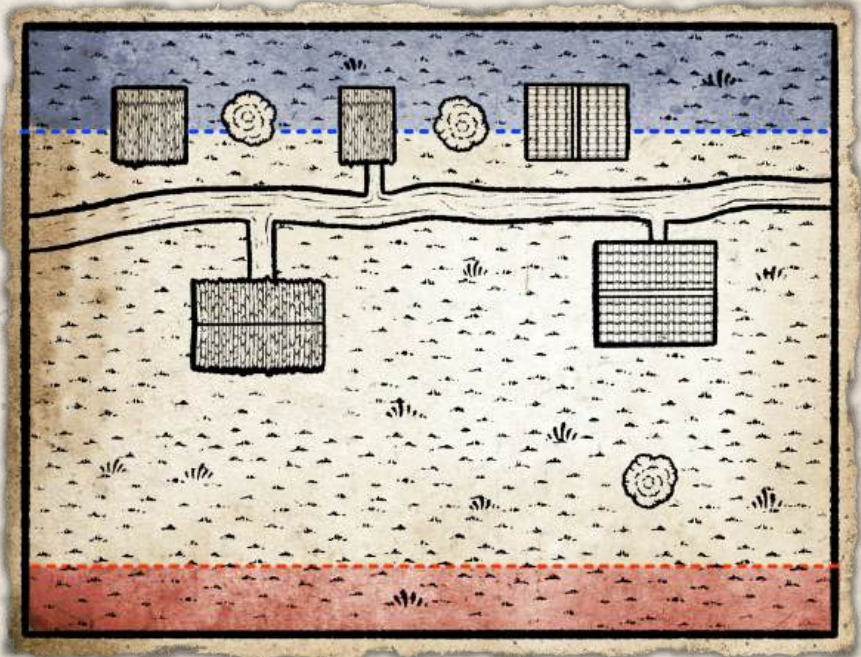
WEEK I - ST. AUGUSTINE, FL, NOVEMBER II, 1702

SORTIE FROM CASTILLO SAN MARCOS

During the 1702 English siege of St. Augustine, the Spanish executed several sorties out of their stone fort, Castillo San Marcos, to burn the houses of the town of St. Augustine closest to the fort so the English could not use them as positions to fire on the fort. The Spanish succeeded in burning down several houses which they eventually had to reimburse owners between 50 pesos (made of straw and boards) and 1,200 pesos.

This is a single scenario from an upcoming larger campaign on the 1702 Attack on St. Augustine.

This scenario is scaled small so it is easy to play with one English and one Spanish nationality box set, but it could be scaled up to higher points levels if desired.



SETUP

Use a 4x3 board land board with minimal natural terrain. The English (Defender) edge of the board should include a good quantity of buildings to represent the edge of the town of St. Augustine. Place five to eight buildings with one and/or two sections in two rough rows, one along the middle point of the board, and one close to the Defender's board edge.

SCENARIO RULES

Attacking Units may add Torches equipment for no cost.

If the wind speed is ever positive (from an event), apply a -1 bonus to all Set Fire actions for each +1 Wind Speed.

DEPLOYMENT

The Defender (English) deploys half their units (rounded down) within 6" of the Defender's board edge. The remainder of the Defenders units will enter the board through the Reserves scenario rule (see p. 146 of the Blood & Plunder rule book). The Attacker (Spanish) deploy their units within 4" of the Attacker's board edge.

GAME LENGTH

6 Turns

OBJECTIVE

- » The Defender gains a Strike Point for each Destroyed Building.
- » The Defender gains a Strike Point for each burning building at the end of turn 6.
- » The Attacker gains a Strike Point if no building is burning or destroyed at the end of turn 4 or later.
- » The Attacker gains a Strike Point if no building is destroyed at the end of turn 6.

SUGGESTED FORCES

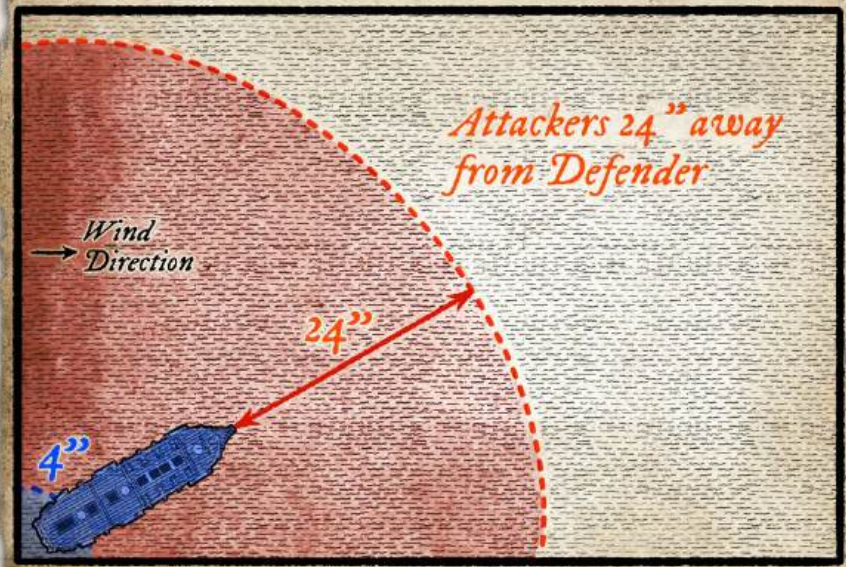
REFORMED SPANISH MILITIA	99
100 Points	
Jose de Zuniga Y La Cerda	20
7 Lanceros	35
8 Milicianos Reformados	24
4 Milicianos Indios	20
BRITISH MILITIA	100
North American Militia	
English Commander	10
<i>Tough</i>	
8 English Militia	24
6 Provincials	30
<i>Socket Bayonets</i>	6
6 Indian Fighters	30

OPEN PLAY FORCES

Players should use forces of 100 points or less. The Attacker may not include any Field Guns or Cavalry.

WEEK 2 - NOVEMBER 28, 1717, NEAR ST. VINCENT
**HORNIGOLD AND TEACH
 ATTACK LA CONCORDE**

Late in November 1717, Hornigold and Edward “Blackbeard” Teach encountered a fine French ship of 250 tons sailing all by her lonesome. Teach had been on the lookout for a ship-of-force in order to expand his piratical operations, and Hornigold was out to see this design through. The ship the Pirates had spotted was La Concorde, a French Frigate that had previously been used as a privateer but had been converted to a more nefarious purpose. Her captain, Pierre Dossset, was understandably distressed at the sight of two unknown sloops giving chase. Seventy percent of his crew were incapacitated with “scurvy or the bloody flux”, and his ship was unable to carry her full complement of guns because he had filled his ship’s holds with slaves from Africa. Hornigold and Teach only fired two volleys from their cannons and muskets before La Concorde surrendered. This ship would become Teach’s flagship and would be renamed Queen Anne’s Revenge, which launched him into myth and legend.



hits a rocky shoal and becomes grounded.

DEPLOYMENT

The Defender deploys with part of their ship within 4” of the Defender’s board corner, oriented as shown. No Defending units may start the game assigned to any artillery. The Attacker(s) deploy anywhere on the board outside of 24” from the Defender’s Ship.

GAME LENGTH

6 Turns

OBJECTIVES

- » If the Defender sails off the Escape edge, they immediately win the game.
- » If there are no Attacking units on the Defender’s ship at the end of round 6, the Defender wins the game.
- » If the Attackers capture the Defender’s ship, they immediately win the game.

FORCE LISTS

(ATTACKER) THE FLYING GANG 227
 SHIP 1

Benjamin Hornigold	30
8 Pirates	24
6 Sea Dogs	24
6 Jamaican Privateers	24
Bermuda Sloop	13
2 Pairs of Swivel Guns	10

SHIP 2

8 Pirates	24
Edward Teach (Character)	10
6 Sea Dogs	24
6 Jamaican Privateers	24
Balandra	10
2 Pairs of Swivel Guns	10

(DEFENDER) FRENCH PRIVATEERS (RTB) 207

Experienced French Commander	10
<i>Cold Blooded</i>	
8 Later Flibustiers	40
10 Marins w/no Pistols	30
8 Marins w/no Pistols	24
6 Marins	24
6th Rate Frigate (or any size 3 ship)	26
<i>Anti Grappling Measures</i>	3
5 Pairs of Medium Cannons	50

SETUP

Use a 4x4 or 4x6 sea board with no extra terrain features.

SCENARIO RULES

This game can be played with 2 or 3 players. If playing with 3 players, replace the Teach Character with the Commander version and let the French player add ~20 points to their force. The two pirate players work as a team to capture La Concorde.

Before the game starts, the Defending player must take 2 Lucky Hits to their ship’s Rigging (representing storm damage).

The board may not be scrolled. If a ship would sail off any edge besides the Escape Edge, it

WEEK 3 - SEPTEMBER 1711, RIO DE JANEIRO, BRAZIL PRISONER RESCUE AT RIO DE JANEIRO

The first of the French attacks on Portuguese Brazil of The War of Spanish Succession started in 1710. The French attacks were launched against the city of Rio de Janeiro. It was regarded as a most desirable prize because of the great wealth that was channeled through that port from the gold mines of Minas Gerais. The first attack was led by Jean-Francois Du Clerc and was a disaster. Of the 1500 men sent on the expedition, 600 men were captured, including Du Clerc, in the city when their force was surrounded by the Portuguese. Rene Duguay-Trouin quickly seized the opportunity for glory, and plunder, to avenge the disastrous Du Clerc expedition, and recover the French prisoners. The English had correctly guessed what the target of Duguay-Trouin's expedition was and warned the Portuguese in Brazil. After days on high alert for the French fleet Gov. Castro de Morais called for the Militia and the warships to stand down as he now believed the report to be a false alarm. The very next misty morning the Portuguese were astonished as the French warships were sailing straight into the harbor.

The poorly organized Portuguese defenses were no match for the French under René Duguay-Trouin's leadership. The city was taken, the prisoners from the previous expedition were freed, and the French escaped with nearly 4 million pounds of plunder.

Disclaimer: This scenario is meant to represent possible fighting within the city and is not a depiction of actual documented ground action during the 1711 attack.

SETUP

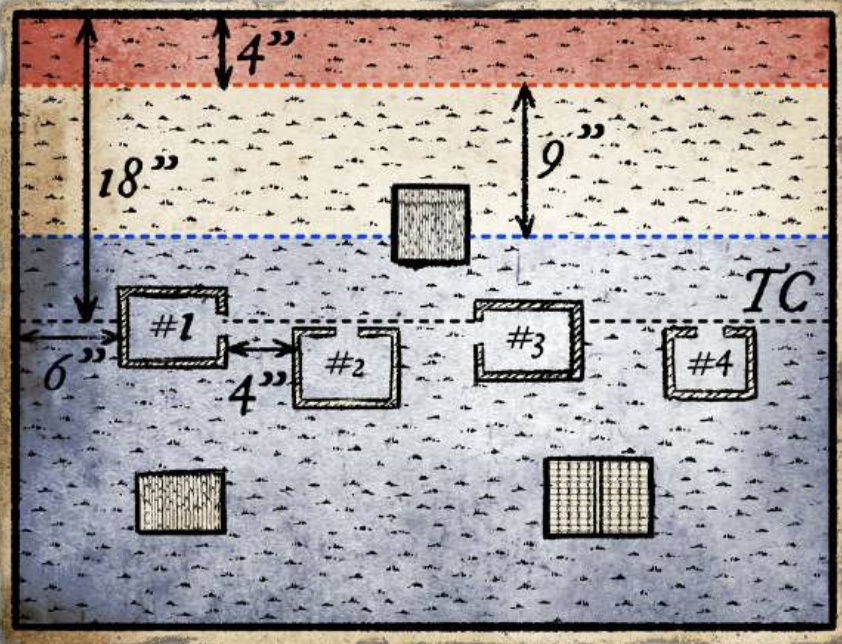
Use a 3x4 land mat with at least 4 buildings to represent a port city. You may use more buildings but 4 must be designated as searchable buildings. Number the buildings 1-4. Each searchable building must be oriented so that each building has an access point on the centerline of the board. They must also be at least 6 inches away from any board edge and at least 4 inches away from each other.

OPEN PLAY FORCES

The Attacker may not include any Cavalry or Artillery in their Force.

SCENARIO RULES

After setup but before force placement the Defender must write on a scrap paper the number of the building that is holding the prisoners.



An Attacker's unit may enter a searchable building normally. If the building holding the prisoners is entered, at that point the Defender must add a "Captured Enemy Soldier" to a unit inside the building. This is the "prisoners" and will serve as the objective for the rest of the game.

The prisoners may not be chosen as a casualty in a melee or shooting attack.

While in possession of the prisoners reduce movement by 1".

The Prisoners may be transferred to a friendly unit within 4 inches away with a standard action.

DEPLOYMENT

The Defender deploys anywhere 9" away from the attackers deployment zone. One out of every three of the Defender's units are not placed on the board during deployment, they are instead held off the table as Reserves (see p. 146 of the Blood & Plunder rule book). The Defending player picks which units to hold back as Reserves. Any units not held in Reserve are set up in the usual fashion within 3" of the indicated board edge. When units in Reserve successfully deploy during the game, they move on to the board from any table edge in the defender's deployment zone. 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.

The Attacker must deploy within 4" of the attacker's board edge.

HISTORICAL FORCES

FRENCH ROYAL NAVY	200
Renee Duguay-Trouin	32
6 Veteran Fusiliers	48
8 Trained Marins Basque	40
8 Trained Marins Basque	40
8 Trained Milices des Caraibes	40
BRAZILIAN PORTUGUESE GARRISON	152
Francisco de Castro Morais	16
6 European Regulars	42
Mission Priest	3
7 Jewish Militia	28
8 Milicianos Reformados	24
Hildago	4
7 Milicianos Indios	35

OBJECTIVE

- » Any side will gain a Strike Point if the Prisoners are controlled by the enemy.
- » At the end of turn 4 and later, the Attacker will gain a Strike Point if the Prisoners are not revealed.
- » The Attacker will automatically lose if the Prisoners are not controlled by them by the end of turn 6.
- » The Defender will automatically lose if the Prisoners are moved off the Attacker's board edge.

WEEK 4 - SCENARIO 1 OF THE LAST STAND SERIES BY THIEVESHARBOR.COM

STEDE'S LAST BARGAIN

“The tide turned traitor that morn in September o’ 1718 where we felt the hull o’ our sloop grindin’ fast upon a cursed sandbar in the shallows o’ the Cape Fear. It wasnae long till musket balls came cutting’ through the mist from that crabbit William Rhett’s Crew, who’d been hunting’ us these past days through the estuary. Shot cracked o’er the deck an’ splinters leapt from the rail, one o’ our lads droppin’ hard beside the gunwale, an’ for a breath the whole ship seemed seized by the cold hand o’ fear.. Then Captain Stede Bonnet stepped forward, coat stirrin’ in the wind an’ sword drawn in his hand, lookin’ upon the Englishmen bearin’ down upon us, then turnin’ calm-like to his crew.”

“Hold fast, lads,” says he, not in a command, but a calling — as though invitin’ us to supper rather than battle.
— Killian Cooper, Swabbie



SETUP

Setup a 2' x 2' with a large sandbar (roughly the center 16" of the board) that covers the middle of the board. Scatter driftwood, barrels and other assorted cover across the sand. Within 6" of a board edge, place the pirate sloop, the Royal James. On the opposite board edge, place the English Militia Sloop, Henry. Any other part of the board should be considered Shallow Water and difficult terrain.

If playing as a Historical one-off Forces should be prepared according to the premade lists found below or players can bring their own campaign lists, where this scenario can be played in place of a standard game. In a campaign setting, the attacker plays the role of William Rhett's Crew.

OBJECTIVE

- » Stede Bonnet's Pirates (Defender)
End a round outnumbering the Attacker on Henry or survive 6 rounds.
- » William Rhett's Militia (Attacker)
Wipe out the Defender's Force or Capture Stede (enemy captain) by dealing a fatal blow in Melee combat.

SCENARIO RULES

The tide in the estuary shifts as the battle lingers on. At the end of Rounds 2 and 4, the tide rises and water covers more of the sandbar, reducing its size by 5". Additionally, shift Henry and the Royal James 2" inward.

In a campaign setting, the winner is treated to have obtained 3 Plunder Tokens, while the defeated player obtained 1 Plunder Token during the Post-Game.

DEPLOYMENT

- » Stede Bonnet's Pirates (Defender) deploy their entire force on the the Royal James.
- » William Rhett's Militia (Attacker) deploys the first Company (or half of their company rounded down in a Campaign) on or within 4" of Henry. At the end of round 3, deploy the Second Company (rest of their force) within 2" of either edge of the Sandbar that does not face a ship.

HISTORICAL FORCES

STEDE BONNET'S CREW

Use statblocks from the Jamaican Pirates.

Desperation: If a character in this crew has fatigue, they apply a -1 bonus to their Resolve.

- 1x Stede Bonnet with Rapier and two Pistols
- 1x Quartermaster with Pistol, Sword, and Grenadoe
- 1x Cabin Boy with Pistol
- 2x Sea Dogs with Pistol and Axe each
- 2x Freebooters with Musket each
- 1x Old Buccaneer with Musket and Sword

WILLIAM RHETT'S MILITIA

Use statblocks from the Forces of the Crown.

Righteous Fury: Whenever a character kills an enemy, they gain a -1 bonus to a stat of choice.

First Company:

- 1x William Rhett with Rapier and Pistol
- 2x Seaman with Swords and Dagger
- 1x Able Seaman with Pistol and Sword
- 1x Soldier with Musket

Second Company:

- 1x Lieutenant with Sword and Pistol
- 3x Soldiers with a Musket each

Motivated: Each activation, gain 1 additional free action that can only be given through Command.

Gentleman: When Stede activates, he may remove 1 Fatigue. If he does, he is limited to 1 Fight or Shoot action.

STEDE BONNET

COST	EXPERIENCE
10	5

FIGHT	SHOOT	RESOLVE
6/6	6/6	3

SPECIAL

Command, Fate (1), Motivated, Gentleman

WILLIAM RHETT

COST	EXPERIENCE
10	4

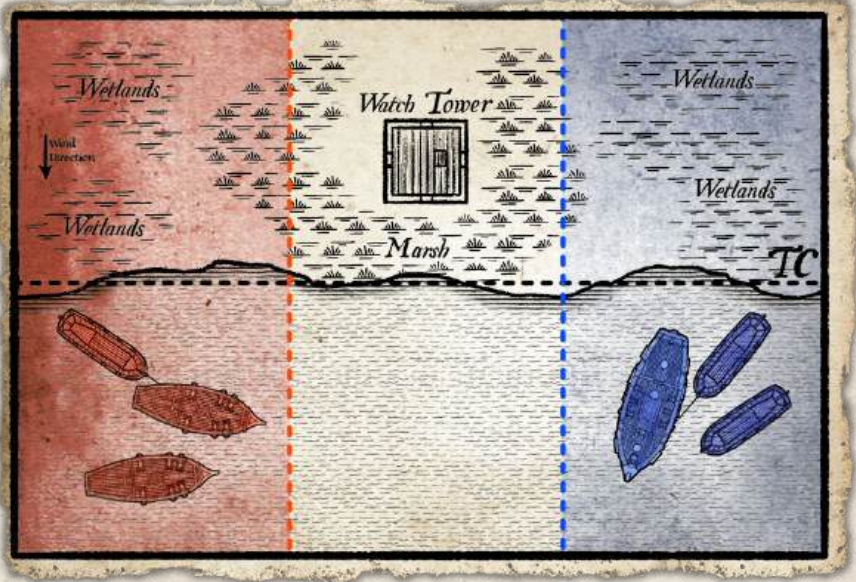
FIGHT	SHOOT	RESOLVE
6/5	6/5	5

SPECIAL

Command, Fate (1), Ruthless, Rage

WEEK 5 - SEPTEMBER, 1706, NORTH OF CHARLES TOWN, SOUTH CAROLINA ATTACK ON CHARLES TOWN

The Charleston expedition up to this point has been a disaster for the Franco-Spanish force. The reluctant invasion force arrived piecemeal, was rebuffed by Governor Johnson, and the small parties that did land were almost entirely destroyed or captured. The main attacking force left two days previous on August 31st, but, oblivious to this the tardy French ship *La Brillante* is only now attempting to land troops north of Charleston in Sewee Bay. Governor Johnson has dispatched Colonel Rhett, and Captain Stool in two fast sloops to harass the French ship. He has also sent Captain Fenwicke with a force of militia to drive the French and Spanish from the land.



SETUP

Use a 4'x6 or 4x8' Amphibious Board, approximately evenly split down the long middle between water and land. The land portion should have light cover and substantial areas of difficult terrain (marsh and wetlands). Add one watchtower near the center of the land portion of the board. The wind starts blowing from land out towards the sea.

ARMY SCALE RULES

This scenario will use modified Army Scale Rules. Each side will consist of 3 players, each controlling a "company," working together as an "army." One player on each side will be the "General." Only the General will draw activation cards at the beginning of each round. The General will draw cards equal to the number of units in the friendly company with the most units. Each time the General plays an activation card, each player in that army will activate one unit from their company with that card. The General will have final say regarding spending Fortune Points. Each General will start the game with a default of 9 Fortune Points.

DEPLOYMENT

Starting with the Defenders (British), teams will alternate having one player deploy their entire force. The Attackers (Franco-Spanish) deploy on one third of the board as shown (on land and sea). All Field Guns must start on the landmass. The Defenders (British/Dutch) deploy on the opposite third of the board as shown (on land and sea).

GAME LENGTH

6 Turns

OBJECTIVE

- » At the end of the game, a Force gains 2 Strike Points if the enemy Force controls the watchtower in the center of the landmass.
- » At the end of the game, a Force gains 2 Strike Points for each of their ships that has been captured or destroyed.

SUGGESTED FORCES

DEFENDER

Player 1 - Captain Stool in the Flying Horse		Player 2 - Rhett in the Scaflower		Player 3 - British Militia - Captain John Fenwicke	
Dutch Marine	200	British Militia (Pirate Hunters)	200	British Raiders	150
Pieter Stool	37	William Rhett	25	Untested British Standard Commander	0
7 Kapers w/sidearm pistol	37	8 English Militia	24	7 English Militia	21
10 Zeelieden w/o pistols	30	6 Able Seamen	36	8 Frontier Militia	40
5 Kapers	25	10 Sea Dog w/o pistols	30	Officer	10
6 Jamaican Privateers	24	6 Sea Dogs w/muskets	28	8 Braves	40
Sloop	14	Bermuda Sloop	13	Native American Emissary	4
3 Pairs Medium Cannons	30	Reinforced Bulkhead	3	Thrown Weapons	3
Grapeshot & Chainshot	3	3 Pairs Light Cannon	21	8 Young Braves	32
		2 Pairs of Swivel Guns	10		
		1 Longboat	3		

ATTACKER

Player 1 - General Arbousset - General		Player 2 - <i>La Brillante</i>		Player 3 - Spanish Land Forces	
Franco-Spanish Alliance	199	French Royal Navy	199	Reformed Spanish Militia - Guerrilla Fighters	148
Experienced Standard French Commander	10	Experienced Standard French Commander	10	Experience Standard Spanish Commander	10
<i>Inspiring</i>		<i>Broadside!</i>		<i>Well-Equipped</i>	
8 Milices des Caraibes	32	10 Marins w/no pistols	30	8 Milicianos Reformados	24
8 Milices des Caraibes	32	7 Marins w/no pistols	21	8 Milicianos Reformados	24
6 Boucaniers	42	5 Marins	21	6 Lanceros	30
8 Soldados Reformados	48	6 Fusiliers	42	6 Milicianos Indios	30
4 Longboats	12	Light Frigate	21	6 Milicianos Indios	30
(or any combination of boats)		5 Pairs of Medium Cannons	50	6 Milicianos Indios	30
5 Artillerymen	15	Grapeshot & Chainshot	5		
Light Cannon w Grapeshot	8				

OPEN PLAY FORCES

This scenario may be scaled from 2 to 6 players. Around 1/3 of each team should start on land.

WEEK 6 - JUNE 18, 1724, NEAR HATFIELD, MASSACHUSETTS
HATFIELD RAID, 1724

While the Wabanaki were major players in the northern theaters of Queen Anne's War, they were not present at the treaties that ended the war in 1713. This led to increased tensions on the New England frontier as the English continued to expand beyond the Kennebec River into Wabanaki lands. The Wabanaki tribes countered with raids, leading to the colony of Massachusetts declaring war against the Abenaki in the summer of 1723. Known as Dummer's War, or Father Rale's War, the English and Wabanaki tribes would launch raids on towns, fishing fleets, and settlements through the end of 1725.

The western portion of this war was known as Gray Lock's War as Chief Gray Lock launched numerous quick and small scale raids from his Missisquoi base at the north end of Lake Champlain along the Massachusetts frontier. In his second summer campaign, Gray Lock and a small band of warriors fell upon men working in the fields outside Hatfield, MA. The English responded to these many raids by erecting Fort Dummer, but Gray Lock's small raids continued, causing terror and insecurity in the colony and forcing Massachusetts to garrison militia units throughout frontier towns.

In spite of many English overtures of peace, including sending him a beautiful wampum belt, Gray Lock never sat down to negotiate with the English, and the English were never able to find his Missisquoi village.

SETUP

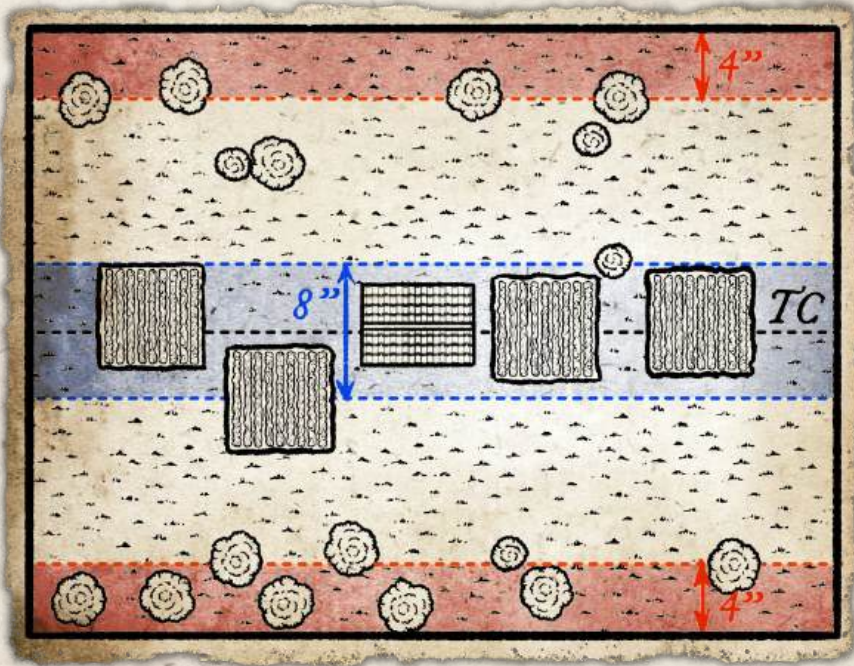
Set up a 3x4' board with a house in the center, and fields around the house as shown. Add some woodland area terrain around the edges as shown.

SCENARIO RULES

Units of English Militia start the game without their muskets equipped. The first time each unit of English Militia makes base contact with the Structure in the center of the board, it regains their (loaded) Firelock Muskets.

Attacking units may move off the board. They may move onto the board anywhere on the same board edge they moved off again during any future game turn. The Attacker will draw Activation Cards for all units they control, even if they are not currently on the board.

This scenario used the No Quarter scenario rule. Play until the end of the 6th turn without taking any Strike Tests.



DEPLOYMENT

The Defender deploys their units in the fields within 4" of the long centerline of the board. Units may not be deployed within the buildings or within 5" of the building. The Attacker may deploy within 4" of the long board edges (the Wabanaki faction can also use the Lay In Wait scenario rule during setup and the Vanguard rule after setup).

GAME LENGTH

6 Turns

OBJECTIVE

- » At the end of Turn 6 the Attacker gains 1 Strike Points for each Defending unit left on the board.
- » The Attacker gains two Strike Points if their Commander has been removed as a casualty.

OPEN PLAY FORCES

The Attacker may not include any Artillery, Fortifications, or Mounted units. The Defender may not include any Artillery or Fortifications.

HISTORICAL FORCES

DEFENDER

British Militia (North American Militia)	81
Experienced Commander	10
<i>Vendetta: Native American</i>	
6 Frontier Militia	30
8 English Militia	24
6 English Militia	18
Fortified House	5

ATTACKER

Wabanaki	84
Chief Gray Lock	20
4 Pnieses	28
4 Braves	20
4 Young Braves	16

WEEK 7 - OCTOBER 23, 1702, NORTHERN SPAIN BATTLE OF VIGO BAY

After a failed attempt to capture the Spanish port of Cádiz by combined Dutch and English forces, Admiral George Rooke hears news of a Spanish Treasure Fleet escorted by French ships and sails to intercept them. The French and Spanish ships made their way to Rondonela and start to unload the treasure.

Blocking access through the Rande Strait, a boom was set up. Two batteries on either side, provide added firepower. And behind both the French Ships of the Line and Spanish galleons wait. The attack of the boom was led by the *Torbay* which smashed through and cleared a path for the other ships to follow after being confronted by a fireship and also temporarily outnumbered. Troops were landed on the shores and both assaults were successful in capturing the batteries. Seeing the loss of the boom and both forts. The French and the Spanish set their ships alight to deny their capture and made their escape with a large portion of the treasure

Basic Summary:

A combined English and Dutch force is attempting to capture a Spanish treasure fleet protected by French Ships.

To play this scenario you will need:

A Core Box, a Ships of the Line Expansion, a Galleon, and a Men of War Expansion.

Players select their own Initiative Hand, with the following exception:

The English-Dutch Squadron uses the English bonuses, but may include up to 2 Dutch Activation Cards

The Spanish-French Squadron uses the French bonuses, but may include up to 2 Spanish Activation Cards

OBJECTIVES

- » The English-Dutch Squadron need to: Capture the Maracaibo (Treasure Galleon)
- » The French-Spanish Squadron need to: Prevent the Capture of the Galleon

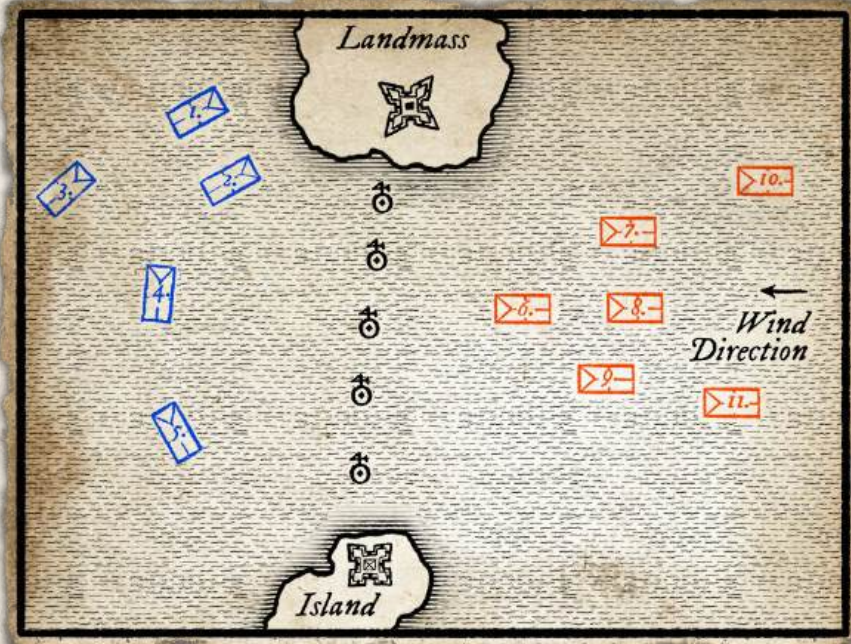
SETUP

The Large Landmass should be placed in the top center of the board touching the edge with a smaller Island placed on the bottom center of the board touching the edge. Each will represent the batteries/forts

Place a Row of Objective Tokens on across the center of the board to represent the boom

French-Spanish are Deployed First and their Sail Setting is set to Anchored

The Wind direction is placed on the Right Side of the board



- Objective
- Fort
- 1. Maracaibo
- 2. 4th Rate
- 3. Light Galleon
- 4. Fireship
- 5. 2nd Rate
- 6. Torbay
- 7. 1st Rate
- 8. Sloop
- 9. 5th Rate
- 10. Fluyt
- 11. 6th Rate

SCENARIO RULES

Forts (Rande and Corberio) are represented by the Islands on the board and considered to be controlled by the French-Spanish player, until an English-Dutch Landing party is placed on it. At the beginning of each turn/round. For each uncaptured Fort the French-Spanish player can choose to put a Fatigue and Damage on one enemy ship within Cannon Shot. No ships may cross the boom until the Torbay crosses the objective line/boom

SPECIAL SHIP

Torbay Admiral Hopsonn, the ship tasked with breaking the boom
Each player can choose an additional 25 points to spend.

SPANISH-FRENCH		ENGLISH-DUTCH	
	POINTS		POINTS
Maracaibo Galleon	31	Torbay (3rd Rate, Ship of the Line)	33
Light Galleon	17	Sloop (Fireship)	7
2nd Rate (Ship of the Line)	40	1st Rate (Ship of the Line)	43
Corvette (Fireship)	7	Fluyt	13
4th Rate (Ship of the Line)	23	5th Rate	16
Total	118	6th Rate	13
		Total	125

NOTES

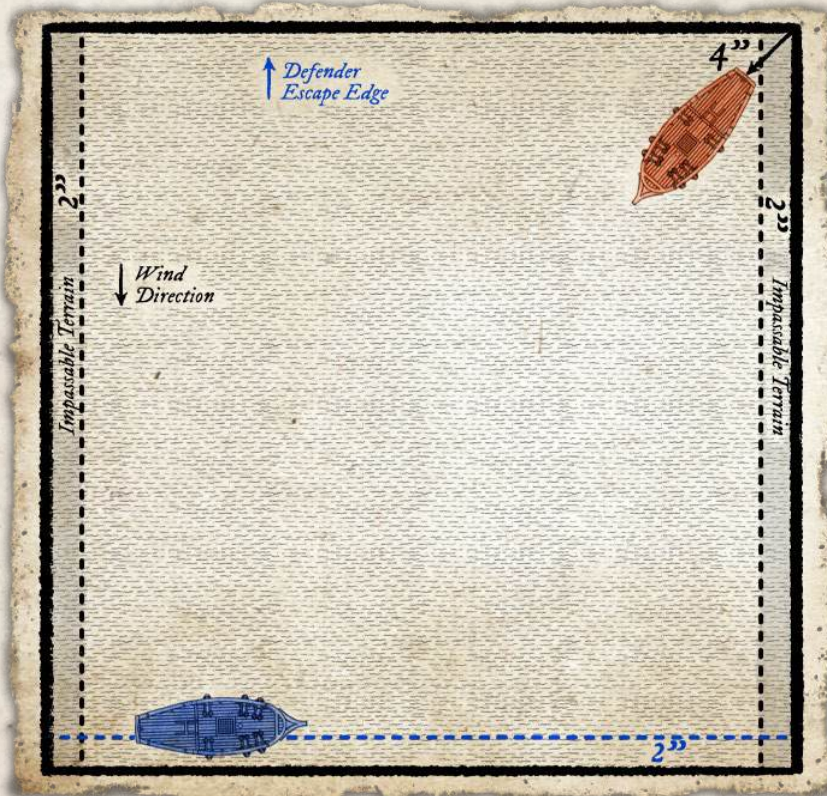
Admiral George Rooke "Daring Tactics Ingenuity, boldness."

WEEK 8 - NOVEMBER 22, 1718, OCRACOKE ISLAND, NORTH CAROLINA
BLACKBEARD'S LAST BATTLE

On the morning of November 22, 1718, Lieutenant Robert Maynard spied a balandra under the command of Edward "Blackbeard" Teach. As he set a course to engage, Maynard's two sloops ran aground, leaving his ships immobile and vulnerable. While Maynard managed to free his vessel, the second sloop tucked tail and ran. Teach let loose a salvo from his cannons, as Maynard prepared for the defining moment of his career. He hastily ordered his men to hide below decks. At this moment, Teach chose audacity (possibly from a night of drinking) over sound naval tactics and decided to board Maynard's sloop. The pirates jumped over the rail, thinking their opponents finished. Maynard unleashed his men from below deck, catapulting them into a fierce melee. When the smoke cleared, Teach had fallen by 5 shot wounds and 20 cuts. An unknown Scotsman severed Teach's head, and Maynard proudly displayed it from his bowsprit as he sailed back to Charleston, victorious.

SETUP

Use a 4x4 sea map with no extra terrain features.



SCENARIO RULES

The left and right board edges are considered impassible terrain and any ship that ends its movement within 2" of these edges will run aground.

Unpredictable Waters: Any event drawn will be replaced with the Submerged Hazard event (see below), and will include a wind change (roll as normal for the wind change).

Submerged Hazard: Choose one Ship (or boat) at random from all Forces in the game. That Ship has stumbled across an uncharted Shoal. The player that controls the affected Ship places a Shoal marker (of at least 4" by 12") under the Bow of the Ship in any orientation that they would like, so long as the center of the marker is under the Bow of the ship. The player then rolls to see if the ship has Run Aground as normal.

DEPLOYMENT

The Defender deploys their ship within 2" of their board edge, with the ship Abeam of the wind. The ship must be placed within

4" of either corner of their board edge. The Defender must start the game with their ship at Anchored sail setting.

The Attacker deploys their ship with its rudder within 5" of the opposite corner (on the attacker's table edge). The Attacker's sail setting must be at the first non-zero sail setting above Anchored.

GAME LENGTH

6 Turns

OBJECTIVE

- » The Attacker wins automatically if they capture the defender's ship.
- » The Defender will win automatically if their ship moves off of the attacker's table edge.

OPEN PLAY FORCES

Players should use ships close to the same size and class.

SUGGESTED FORCES

DEFENDER

Golden Age Pirates	175
Edward "Blackbeard" Teach	32
8 Pirates	24
Add Buccaneer Guns	16
Cesar	5
6 Roundsmen	36
Add Buccaneer Guns	6
5 Jamaican Privateers	20
Downgrade to Inexperienced	-5
Balandra	10
Reinforced Bulkheads	3
4 pairs of Light Cannon Pair	28

ATTACKER

Maynard's Pirate Hunters	174
Robert Maynard	27
8x Sea Dogs	32
Replace Pistols w/ Firelock Muskets	4
Unknown Scotsman	4
8 Able Seamen	48
Add 2 Blunderbusses	2
9 English Militia	27
Add Plug Bayonets	4p
Bermuda Sloop	13
Reinforced Bulkheads	3
2 Pairs Swivel Gun Pair (Foredeck)	10

WEEK 9 - JULY 22, 1718, NASSAU

CHARLES VANE'S ESCAPE FROM NASSAU

This is a 6 player army scale sea scenario. One team takes on the role of Charles Vane and his pirate accomplices attempting to escape the blockaded harbor at Nassau, and the other team takes on the role of the Woodes Rogers and his British forces, come to restore law and order to New Providence.

The actual historical scenario had very little fighting and the fireship forced the British warships to cut their anchor cables to sail out to sea, letting Vane escape (through the opposite end of the bay) the next morning. This scenario lets the two forces fight it out while the pirates try to slip past the British.

SETUP

Use a 4'x6' Sea Board. All board edges but the Defender's board edge are Impassable. Within 2" of all of these three board edges is considered Shoal terrain.

ARMY SCALE RULES

This scenario will use modified Army Scale Rules. Each side will consist of 3 players, each controlling a "company," working together as an "army." One player on each side will be the "General." Only the General will draw activation cards at the beginning of each round. The General will draw cards equal to the number of units in the friendly company with the most units. Each time the General plays an activation card, each player in that army will activate one unit from their company with that card.

The General will have final say regarding spending Fortune Points. Each General will start the game with a default of 9 Fortune Points.

DEPLOYMENT

DEFENDERS

» The Defenders (British) deploy their ships at the Anchored sail setting exactly 24" from the Defender's board edge in a blockade as shown.

» All Defending units must be deployed Unassigned.

ATTACKERS

» The Attackers (Pirates) deploy the Brigantine Fire Ship anywhere on the Attacker's half of the board, but not closer than 24" from the Defender's ships. The Brigantine is deployed with its sail setting at 3" with the longboat in tow.

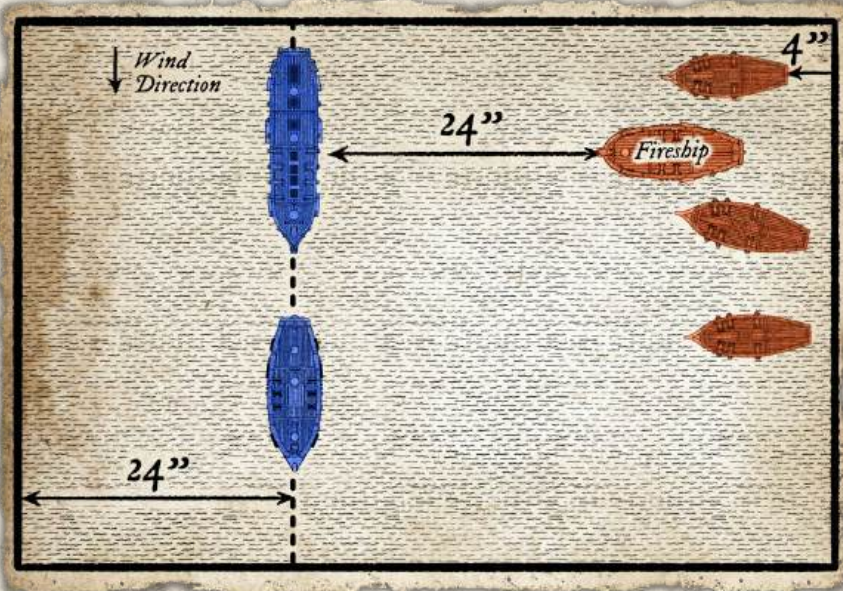
» The Attackers deploy their remaining ships within 4" of the Attacker's board edge with their sail setting at the lowest sail setting above 0".

SCENARIO RULES

» Use the Limited Visibility: Night scenario rule. (Remember that ships are visible from 24" at night, and the burning ship and anything within 6" of the fire is visible from anywhere on the board.)

» Attacking ships (Pirates) may sail off the Defender's board edge.

» Commanders will not make Strike Tests during the game, but Strike Points will be tallied to determine the victor at the end of round 6 (or the end of an earlier round if time prohibits a full 6 rounds).



FIRESHIP RULES

» The Pirate Brigantine is a Fireship. Start the game with a Fire critical hit marker on one section of the ship. This marker may never be removed.

» Before a Defending (British) unit activates, if it is within 8" of the Fireship, that unit must take a Fatigue test with one d10.

» The Fireship has been specially prepared to entangle itself with whatever it hits. When a burning section of the Fireship collides with another ship, apply a Fire Critical Hit to the hull section touched by the Fireship and apply a +4 to the die when using the collision table on pg 88 of the rulebook (Original, Starter Set or Revised) and all enemy units on the ship that was struck must take a Fatigue test with 1d10.

OBJECTIVE

» The Defenders gain 1 Strike point for each Fire Critical Hit marker on their ships

» The Defenders gain 1 Strike Point for each deck of each ship that has been destroyed

» The Defenders gain 1 Strike Point for each of the Attackers' ships (size 2+) that have sailed off the Defenders' board edge.

» The Attackers gain 1 Strike Point for each friendly unit removed as casualties.

» The Attacker does not take any Strike Points for anything related to the Fireship.

GAME LENGTH

6 Turns

SUGGESTED FORCES

Get the full list on this link.



OPEN PLAY FORCES

ATTACKERS

Player 1 (General) should have ~250 points, including a fireship with a skeleton crew. May not use size 4 ships.

Two more players should have 200 points sea lists in 1-3 deck ships

DEFENDERS

Player 1 (General) should include Woodes Rogers 150 points force that does not include a ship but is on Player 2's ship.

Player 2 should be a 300 points force with a size 4 ship, preferably a 6th rate frigate with lots of cannons

Player 3 should be a 200 point British list, preferably British Royal Navy or Pirate Hunters. Light Frigate would be ideal, but any size 2-4 ship could work.