



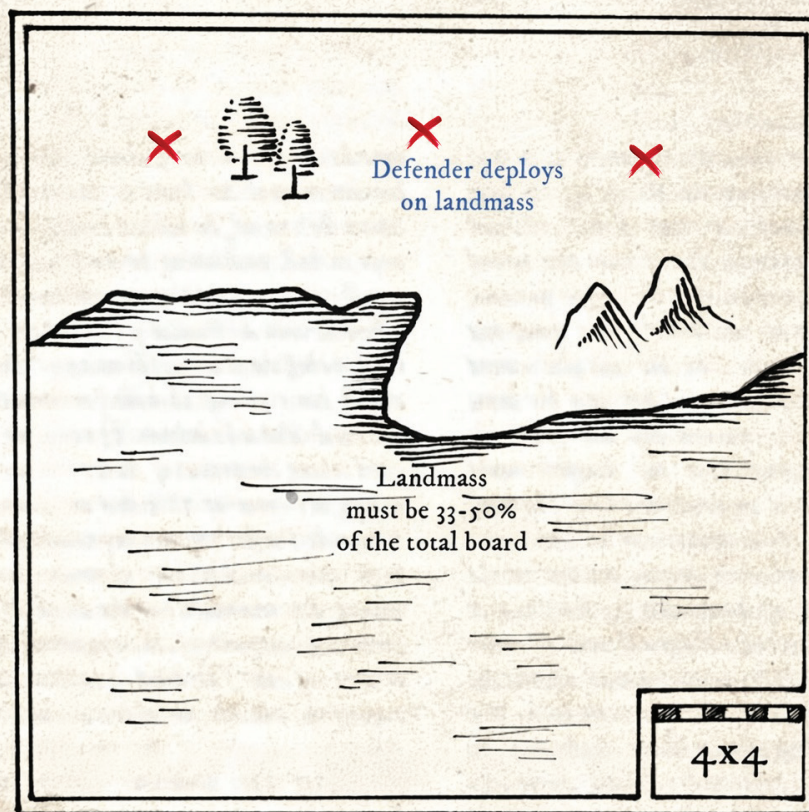
Blood & Plunder

FIGHT FOR THE CURSED TREASURE

Your crew has been recovering treasure from the wreck of the 16th-century galleon La Santa Fe. This Aztec treasure was on its way to dazzle Charles I in Spain as Cortez conquered the Aztec empire. After working to gather as much treasure as possible, you finally set up camp for the night, along with some defensive works in case anyone nearby gets the idea to steal the fruits of your labor. As night comes, fog sets in, and the cursed Aztec gold calls to the crew of the Santa Fe, they return from the depths to retrieve the treasure that was stolen from them.



THIS SPECIAL HALLOWEEN SCENARIO IS DESIGNED TO FOSTER A FUN AND SPOOKY MULTIPLAYER EVENT FOR YOUR LOCAL GAMING GROUP. UTILIZING THE UNDEAD "THE CURSED" UNIT RELEASED SEVERAL YEARS AGO BY FIRELOCK GAMES, THIS SCENARIO CAN BE USED AS A COOPERATIVE TEAM EVENT WITH THE CURSED FUNCTIONING AUTONOMOUSLY, OR WITH ONE PLAYER CONTROLLING THE CURSED VS. THE REST OF THE PLAYERS.



SETUP

The game will be played on a 4x4' amphibious board for up to 2 Defenders, and a 4x6' for 3 or more. Defenders forces should be 150 points. The Defenders will start with 1 Treasure tokens per player +1 (with two Defenders, place 3 Treasure tokens). The tokens must be at most 8" away from the coastline. They must also be equidistant from each other and from the side board edges. Terrain should be set up like a tropical coastline.

DEPLOYMENT

Defenders will deploy all their units first. The Defenders deploy anywhere on land.

The Attacker's units (The Cursed) will spawn in the water inside boats or at the coastline at the start of each turn (before cards are drawn). Before the beginning of each round, roll once on the chosen spawn table (pg 4) for each Treasure token still on the board. Add a +2 to each roll before the 1st round.

Boats will spawn 12" away from the coastline using the table below.

Resolve the *Terror* Special Rule on the Defenders units before the game. Units may only receive a max of 2 Fatigue from all *Terror* rolls during the first round.

SCENARIO RULES

This scenario takes place at Night. Light ethereal fog covers the coast, and The Cursed glow dimly, limiting visibility to 20 inches.

Defending units may not pick up Treasure tokens. If Treasure tokens are on the board and unclaimed by a Cursed unit then it is considered under the control of the Defenders.

THE CURSED

The Cursed will use their own activation deck but do not draw activation cards as normal. Before the Reveal Cards step of each activation The Cursed will reveal a random card off the top of the deck.

On each card The Cursed must activate as many Cursed units as there are players on the defending team if possible. If The Cursed draws an event card, resolve it as if the players drew the event card instead (using the scenario's custom Event Table), and draw a new card.

The Cursed have a singular focus: recovering the treasure. A Cursed unit will always Move directly towards the unclaimed Treasure token it is closest to unless it must move into the Control Zone of an unengaged enemy unit. In that case they will Charge the unit.



When a Cursed unit activates if another Cursed unit controls the nearest treasure token then it will attempt to Charge the nearest unengaged enemy unit instead. If it cannot Charge an enemy unit with it's available actions, it will move closer to the nearest Treasure token or unengaged enemy unit. Cursed units may move through units engaged in melee.

If a Cursed unit is in base-to-base contact with a Treasure token, it must use its next action to pick up the Treasure. A Cursed unit that is carrying the Treasure will always Move to the coastline, avoiding any unengaged enemy units. If a Cursed unit moves completely into the water (>3" away from land), the Defenders have lost the Treasure token and the Cursed unit is removed from the game.

If a Cursed unit carrying a Treasure token is Charged, it will drop the treasure token.

When the last Cursed unit is removed from a boat, the boat is removed from the game.

GAME LENGTH

Eight Rounds.

OBJECTIVES

If at least half (rounded up) of the starting treasure tokens are still unclaimed by The Cursed at the end of 8 rounds, then the Defenders win. If at any time there are less than half of the starting Treasure tokens left, The Cursed (Attacker) wins.

SPECIAL SCENARIO EVENT TABLE

- 1 - Do not redraw the activation card.
- 2 - For the remainder of the round Cursed units have a Resolve of 4
- 3-4 - Thick Ethereal Fog: limit visibility to 12 inches for the rest of the turn
- 5-6 - Resolve the *Terror* Special Rule on the player who drew this event card
- 7 - The player who drew this event may pick a unit to perform a free Rally action.
- 8 - For the remainder of this round all Cursed units are treated as Trained.
- 9 - Spawn 2 Cursed units engaged separately with 2 random Defending units
- 10 - Spawn 1 "Cursed" unit 8 inches behind a random Treasure token.

Scenario by Garrett Swader





THE CURSED
INEXPERIENCED

5

MAIN WEAPON: *Standard Melee Weapons*

	SKILL	SAVE	RESOLVE
<i>Fight</i>	7	5	2
<i>Shoot</i>	-	4	

STRANGE MAGIC
UNDEAD

THIS UNIT CAN BE USED WITH ANY NATIONALITY

Blood & Plunder

STRANGE MAGIC

This unit operates under some sort of magic or other supernatural power. If this unit ever takes 2 points of fatigue or more, the spell or supernatural effect is broken and all of its models are removed from the game.

UNDEAD

This unit is always treated as if it is in cover and may never take rally actions. If it takes any casualties, after rolling a Fatigue Test, if the unit was not destroyed, roll a d10 for each model removed as a casualty from the current attack. On a 5+ a model is returned to the unit.

THE CURSED SPAWN TABLES

LOW DIFFICULTY

- 1-2 - No Cursed units spawn. One unit (of the defending team's choice) gets a free Rally action.
- 3-4 - Spawn 1 unit of 4 The Cursed in a boat.
- 5-6 - Spawn 1 unit of 4 The Cursed in a boat and resolve *Terror* on the Defenders.
- 7-8 - Spawn 2 units of 4 The Cursed in a boat.
- 9-10 - Spawn 1 unit of 4 The Cursed in a boat and 1 unit of 4 The Cursed on shore. Also resolve *Terror* on the Defenders.

MEDIUM DIFFICULTY

- 1-2 - No Cursed units spawn. One unit (of the defending team's choice) gets a free Rally action.
- 3-4 - Spawn 1 unit of 4 "The Cursed" in a boat.
- 5-6 - Spawn unit of 4 The Cursed in a boat and 1 unit of 4 at the shoreline. Resolve *Terror* on the Defenders.
- 7-8 - Spawn 2 units of 4 The Cursed in a boat and 1 unit of 4 on shore.
- 9-10 - Spawn 2 units of 4 "The Cursed" in a boat and 1 unit of 4 The Cursed on land 8" behind the Treasure token. Also resolve *Terror* on the Defenders.

HIGH DIFFICULTY

- 1-2 - No Cursed units spawn. One unit (of the defending team's choice) gets a free Rally action.
- 3-4 - Spawn 1 unit of 4 "The Cursed" in a boat.
- 5-6 - Spawn 1 unit of 4 The Cursed in a boat and 1 unit of 4 at the shoreline. Resolve *Terror* on the Defenders.
- 7-8 - Spawn 2 units of 4 The Cursed in a boat and 1 unit of 4 on shore.
- 9-10 - Spawn 2 units of 4 "The Cursed" in a boat and 1 unit of 4 The Cursed on land 8" behind the Treasure token. Also resolve *Terror* on the Defenders.