

# TOWER AMBUSH



ookout towers of various types were common throughout the seas, bays, and rivers of the new world. They were the first line of defense against raiders of all sorts. When buccaneer crews attacked Spanish settlements, they always made sure to have advanced intelligence as to any early warning systems their targets would have in place. This scenario represents a typical attack against a watch tower or similar early warning defense structure by coastal raiders preparing to sack a larger target.



## SETUP:

Set up a 4'x4' amphibious table. One side of the board must have a land mass that takes up 33 to 50 percent of the board area. This land mass (or shoal water in contact with it) must at least partially touch two opposite table edges. The rest of the board is navigable water.

The wind blows in from one of the attacker's deployment board edges (randomly determine which one).

The defender receives a free boat of any type available that they may place anywhere the water meets the land.

## SCENARIO RULES:

The attackers force must contain at least one ship or two boats.

The defender's force must contain at least one size two or larger fortification.

This scenario uses the *Caught Unaware* and *Limited Visibility: Night* scenario special rules.

## DEPLOYMENT:

Forces deploy as shown in the deployment diagram.

The attacker may deploy their ships 3" away from any navigable water edge at the beginning of turn two or later. All of the attacker's other units may enter through any edge along their deployment area. If the attacker's force includes any boats, they may be placed anywhere along either of the attacker's deployment edges at least partially within the deployment zone.

The Defender's fort must be placed at least 16" away from any board edge. All of the defender's units must begin the game within 3" of a fortification. The Sentries are placed after both forces have deployed all of their units. Sentries must be placed within 6" of a fortification and not within 12" of any enemy units.

## GAME LENGTH:

Five turns. Begin counting turns on the turn after the alarm has been sounded.

## OBJECTIVES:

The attacker gains a strike point for each opposing unit that moves off the table and a strike point at the end of each turn after turn 3 if it does not have at least one unit within 6" of the fort.

Defender gains a strike point for each section of a fortification occupied by the attacker and one for each enemy unit occupying the boat. If a fortification is destroyed, the defender receives two strike points.