

THE NAVIO DE AVISO PORTOBELLO

FEBRUARY 1680

ATTACK THE ADVICE SHIP (SPECIAL SCENARIO)

SETUP

The entire 4' x 4' board is considered Deep Water, with no additional terrain required. Wind direction is blowing from a neutral table edge.

DEPLOYMENT

The sloop (attacker's size 2 ship) deploys within 6" of the attacker's board edge.

The fluyt (defender's size 3 ship) deploys on the centreline of the table within 6" of the windward table edge, orientated perpendicular to the centreline with the bow pointing towards the attacker's board edge.

The frigate (attacker's size 3 ship) and its crew will not enter the board until Turn 4.

On Turn 4, the frigate (attacker's size 3 ship) and its crew may enter from any board edge on the attacker's half of the board.

GAME LENGTH

Six turns

OBJECTIVES

At the end of Turn 1-4, the defender wins immediately if the sloop (attacker's size 2 ship) is destroyed, captured or if all of the sloop's original crew have been removed as casualties.

Defender wins immediately at the end Turn 6 if the fluyt's (defender's size 3 ship) hull integrity is above half it's starting value. Attacker wins immediately if the fluyt (defender's size 3 ship) is destroyed, captured or if all of the original crew have been removed as casualties.

NARRATIVE CONDITIONS (OPTIONAL)

Inspired by wealth

If the Buccaneers (attacker) were in possession of the prize at the end of the Portobello scenario, the commander of that force gains Inspiring for the duration of this scenario. If the commander already has Inspiring, they gain Very Inspiring instead *Questionable command*

If the prize is not revealed in the Portobello scenario by the Buccaneers (attacker) by the end of the game, any rally tests taken as the result of the commander spending a Command Point must take the test with a +1 penalty to their resolve for the duration of this scenario.



HISTORICAL FORCES

Attacker

- ENGLISH BUCCANEERS 302PS
- 6 Sea dogs 24pts
 - w/ Officer (Captain Alleston) +8pts
 - w/ Musket upgrade +4pts
 - 6 Sea dogs 24pts w/ Musket upgrade +4pts
 - Sloop 14pts
 - John Coxon (Commander) 25pts
 - 5 Freebooters 30pts
 - 6 Freebooters 36pts
 - 6 Sea Dogs 24pts
 - 6 Sea Dogs 24pts
 - 6 Sea Dogs 24pts
 - Frigate 21pts
 - 8 medium cannons 40pts

Defender

- ARMADA DE BARLOVENTO 200PTS
- Untested Armada Commander 0pts
 - 5 Marineros 20pts
 - 6 Marineros 24pts
 - 4 Marineros 16pts
 - w/ Musket upgrade +4pts
 - 4 Marienros 16pts
 - w/ Musket upgrade +4pts
 - 5 Soldados 30pts
 - 5 Soldados 30pts
 - Fluyt 16pts
 - 8 medium cannons 40pts

FREEPLAY FORCES

Attacker - Force points limit is 50% greater than the defender. The attacker must select 2 ships, one size 2 ship and one size 3 ship. The size 2 ship may not have any artillery.

Defender - Force must take one size 3 ship

