

SANTA MARIA

APRIL 1680

RESCUE (GOLDEN CAP'S DAUGHTER)

SETUP

The entire board is land terrain, after terrain has been setup the defender may place the three watchtowers in their force within 3" of the defender's deployment zone.

SCENARIO RULES

The defender's Force includes King Golden Cap's daughter for free (this model follows the same rules as the Captured Merchant Character). Fielding this model follows all the rules for Characters as explained on p.155 No Peace Beyond the Line expansion.

In this scenario, King Golden Cap's daughter cannot be removed as a casualty from a Ranged Attack unless there are no other models left in the unit to remove as casualties.

Native units may not make Ranged Attacks against an enemy unit containing King Golden Cap's daughter and they gain the Hard Chargers special rule against any enemy unit containing King Golden Cap's daughter.

DEPLOYMENT

Forces deploy as shown in the deployment diagram. The defender sets up all units first.

The attacker's units are not placed on the board during deployment, they are held off the table. Those units move in anywhere along the indicated board edges during the first turn of the game. 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.

When the attacker moves any cannons on to the board, they start the game with 4 Reload markers. Heavy Cannon may be moved on to the board as a Dedicated action, but must be placed within 4" of the board edge, and may not be moved again for the rest of the game. A Heavy Cannon cannot be moved into a Structure or Rough terrain.

GAME LENGTH

Six turns

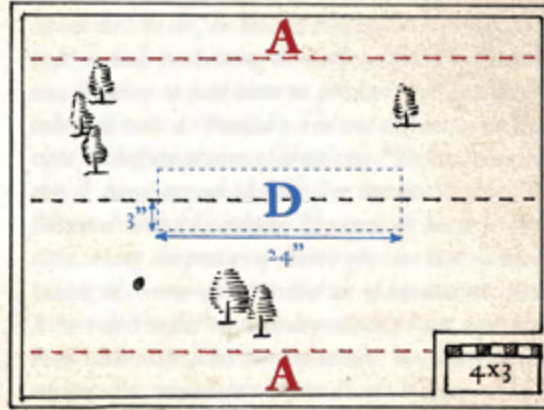
OBJECTIVES

Defender gains a Strike Point at the end of any Turn where King Golden Cap's daughter is attached to an attacker's unit. Attacker gains a Strike Point at the end of Turn 6 if King Golden Cap's daughter is attached to a defender's unit. Attacker and Defender both lose immediately if King Golden Cap's daughter is removed as a casualty.

NARRATIVE CONDITIONS (OPTIONAL)

Captured Correspondence

If in 'The Navio de Aviso' scenario the Buccaneers (attacker) manage to capture the Fluyt (defender's size 3 ship) before Turn 4, units which activate within 4" of the Commander's unit gain the Scouts special rule for the duration of this scenario.



HISTORICAL FORCES

Attacker

ENGLISH BUCCANEERS 199PTS

- Attackers get Native Warriors and Warrior Archers
- Richard Sawkins 10pts (Commander)
- 6 Freebooters 36pts
- 6 Freebooters 36pts w/ Basil Ringrose 5pts
- 5 Forlorn Hope 35pts
- 6 Sea Dogs 24pts w/ muskets upgrade +4pts
- 6 Sea Dogs 24pts
- 7 Warrior Archers 35pts

Defender

SPANISH MILITIA 197PTS

- Defenders get fortifications
- Experienced Militia Commander 15pts
- 8 Milicianos (trained) 32pts
- 8 Milicianos (trained) 32pts
- 8 Milicianos (trained) 32pts
- 5 Lancers 25pts
- 5 Lancers 25pts
- 4 Milicianos Artilleros
- Watch Tower w/ Swivel Gun 12pts
- 4 Milicianos Artilleros
- Watch Tower w/ Swivel Gun 12pts
- 4 Milicianos Artilleros
- Watch Tower w/ Swivel Gun 12pts

HISTORICAL FORCES (ARMY SCALE)

Attacker - English Buccaneers

Attackers get Company of Native Warriors and Warrior Archers led by Golden Cap.

Defender - Spanish Militia

Defenders get fortifications

FREEPLAY FORCES

Attacker - Non-Native American forces may take Native Archers and Native warriors as support choices.

Defender - Must take 3 watch towers each armed with a swivel gun, but must pay the full points costs.

