

ARICA

JANUARY 1681

DEFEND THE FORT (SPECIAL SCENARIO) LAND-BASED

SETUP

The entire 4' x 3' board is land terrain. Defender must place a fortification of minimum size 3 in their deployment zone. The remainder of the terrain may be setup in a mutually agreeable fashion.

SCENARIO RULES

The fortification sections have a fortitude of 6 and an integrity of 4.

DEPLOYMENT

The attacker must deploy within 6" of the attacker's table edge. The defender must deploy within 6" of the defender's table edge. Defending units may also deploy in their fortification.

GAME LENGTH

Six turns

OBJECTIVES

Defender gains a Strike point at the end of any turn in which an unshaken attacking unit occupies any section of the fort.

From Turn 4 onwards, the Attacker gains a strike point at the end of any turn where at least one attacking unit is not fully within the defenders half of the board.

NARRATIVE CONDITIONS (OPTIONAL)

Caught unprepared

If the Buccaneers (defender) manage to inflict 50% casualties on the Spanish Militia (attacker) in the La Serena scenario, then all of the artillery in the Spanish Militia (defender) force begin the game with 4 reload markers



HISTORICAL FORCES

Attacker

ENGLISH BUCCANEERS 200PTS

- John Watling 15pts (Commander)
- 7 Freebooters 42pts
- 6 Freebooters 36pts
- w/ Basil Ringrose 5pts
- 7 Freebooters 42pts
- 8 Sea Dogs 24pts
- w/ Muskets 4pts
- w/ Bartholomew Sharp +4pts
- 8 Sea Dogs 24pts
- w/ Muskets 4pts

Defender

SPANISH MILITIA 200PTS

- Seasoned Militia Commander (don Gaspar de Ovieda) 25pts
- 8 Milicianos 24pts
- 8 Milicianos 24pts
- 8 Milicianos 24pts
- 8 Milicianos 24pts
- 6 Caballeria 36pts
- 4 Milicianos Artilleros
- w/ Light Cannon 13pts
- w/ Master Gunner (Capitán don Matías de Rivera) +4pts
- 4 Milicianos Artilleros
- w/ Light Cannon 13pts
- 4 Milicianos Artilleros
- w/ Light Cannon 13pts

FREEPLAY FORCES

Attacker - No units may take explosive upgrades.

Defender - A structure representing a fort to be setup in defenders deployment zone of minimum size 3