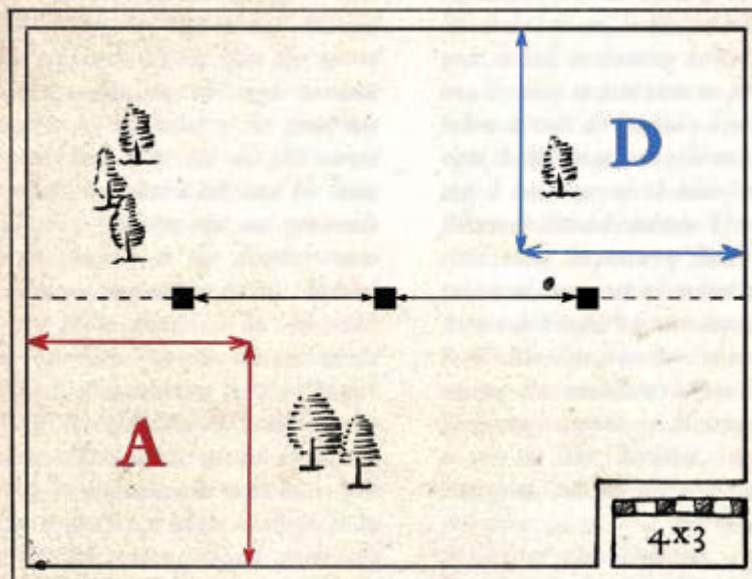


# LA SERENA

DECEMBER 1680



## SETUP

The entire 4' x 3' board is land terrain, but may not include any structures.

## DEPLOYMENT

The defending player chooses one board corner. The attacker will deploy in the opposite corner.

Before any units are placed, an objective marker is placed on the center of the board. Two more markers are placed, each 12" away on either side of the central marker along the centerline of the board (see diagram). No markers can be placed on impassable terrain.

## GAME LENGTH

Six turns

## OBJECTIVES

Attacker/Defender: A Force gains a Strike Point if the enemy force has units that are not Shaken within 4" of any two objective markers and that force has no units that are not Shaken within 4" of the same markers.

## NARRATIVE CONDITIONS (OPTIONAL)

### *Advanced warning*

If the Buccaneers (attacker) fail to capture or destroy at least one of the Spanish Armada de Barlovento's (defender) ships in the Perico scenario, the Buccaneers (defender) must deploy their entire force before the Spanish Militia (attacker) deploy any units at the beginning of this scenario.

## HISTORICAL FORCES

### *Attacker*

- SPANISH MILITIA  
(CINQUETAINE) 200PTS
- Experienced Spanish Militia Commander 15pts w/ horse 1pt
  - 5 Caballeria 30pts
  - 5 Caballeria 30pts
  - 5 Caballeria Lancero 30pts
  - 5 Caballeria Lancero 30pts
  - 8 Hostigadores 32pts
  - 8 Hostigadores 32pts

### *Defender*

- ENGLISH BUCCANEERS  
200PTS
- Bartholomew Sharp 27pts
  - 7 Freebooters 42pts
  - 6 Freebooters 36pts
  - 6 Freebooters 36pts
  - 8 Sea Dogs 24pts w/ Muskets 4pts
  - w/ Reformado (John Cox) +3pts
  - 8 Sea Dogs 24pts w/ Muskets 4pts

## FREEPLAY FORCES

*Attacker* - Must have more mounted units than units on foot

*Defender* - May not select any mounted units