PORTOBELLO
FEBRUARY 1680

SETUP

The entire 4' x 3' board is land terrain. The Defender places or selects two buildings that are at least 6" from any table edge and at least 6" from each other, and must be orientated so that each building has an access point on the centerline of the board. These are referred to as objective buildings A and B.

SCENARIO RULES

The defending player secretly determines which objective building contains the Prize. This information is written on a scrap of paper and kept secret by being placed face down on the table.

When the attacker has a unit in the secretly selected objective building and there is no enemy unit in the same structure section, the paper is revealed for all to see. The attacker unit in that building immediately possesses a Prize.

Possessing the Prize

Once the building containing the prize is revealed, the unit which entered the building is in possession of the Prize. This should be represented with an appropriate marker. The unit that holds the Prize gains the High Standing Special Rule until it no longer possesses it.

The Prize moves with the unit, and the unit may spend one action to transfer possession of the Prize to another unit within 1". A friendly unit may also spend an action to take possession of the Prize.

The Prize is dropped when the unit Goes Prone or becomes Shaken (a Shaken unit cannot possess the Prize, and will drop the prize to the ground before the unit retreats). When the Prize has been dropped, any non-Shaken unit that is not involved in a Melee combat may take an action to possess the Prize.

A Prize that is dropped in a Fortification counts as being in possession of the Force that currently controls that particular structure. If there are no units in that Fortification, no Force controls it.

DEPLOYMENT

The defending player chooses one board edge, the attacker takes the opposite.

Forces deploy as shown in the deployment diagram.

One out of every three of the attacker's units (round down) are not placed on the board during deployment, they are instead moved on from the attackers board edge in the first turn. When units are off of the board in this fashion, Activation Cards are still drawn for those units at the start of the first turn.

All other units are set up in the usual fashion within 3" of the indicated board edge.

Attacking units that use the Lay in Wait scenario Special Rule must set up at least 9" from a possible objective.

GAME LENGTH

Six turns
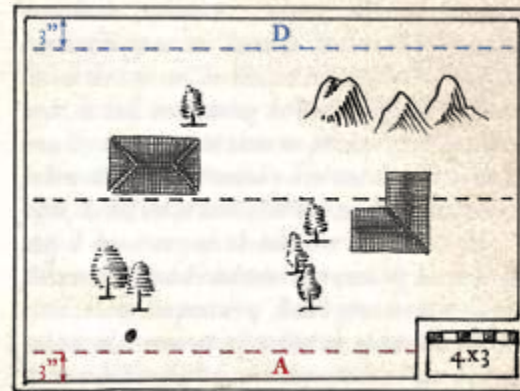
OBJECTIVES

From Turn 4 onwards, Attacker gains a Strike Point if no attacking unit is within 4" of the Prize or a Structure that may contain the Prize (if the Prize has not been revealed yet).

Defender gains a Strike Point at the end of any turn that an attacking unit possess the prize.

Attacker and Defender both lose immediately if the Prize is lost (if it was left in a burning building, for example).

If the Prize is deliberately destroyed by a player (if the unit with it is able to flee or attempt to correct the situation that will destroy the Prize but chooses not to), then only that players loses.

HISTORICAL FORCES

Attacker	*Defender*
ENGLISH BUCCANEERS 201PTS	SPANISH MILITIA 199PTS

Attacker — English Buccaneers 201pts
- John Coxon 25pts (Commander)
- 6 Veteran Freebooters 48pts
- 8 Forlorn Hope 56pts
- 6 Freebooters 36pts
- 6 Flibustiers 36pts

Defender — Spanish Militia 199pts
- Experienced Militia Commander 15pts
- 8 Milicianos 24pts
- 8 Milicianos 24pts
- 8 Milicianos 24pts
- 8 Milicianos 24pts
- 5 Caballeria 30pts
- 8 Lanceros 40pts
- 4 Milicianos Artilleros w/ Light Cannon 18pts

HISTORICAL FORCES (ARMY SCALE)

Attacker: English Buccaneers, French Buccaneers
Commanders: John Coxon, Robert Allison (Experienced)
Defender: Spanish Militia

FREEPLAY FORCES

Attacker - No special requirements
Defender - No special requirements