

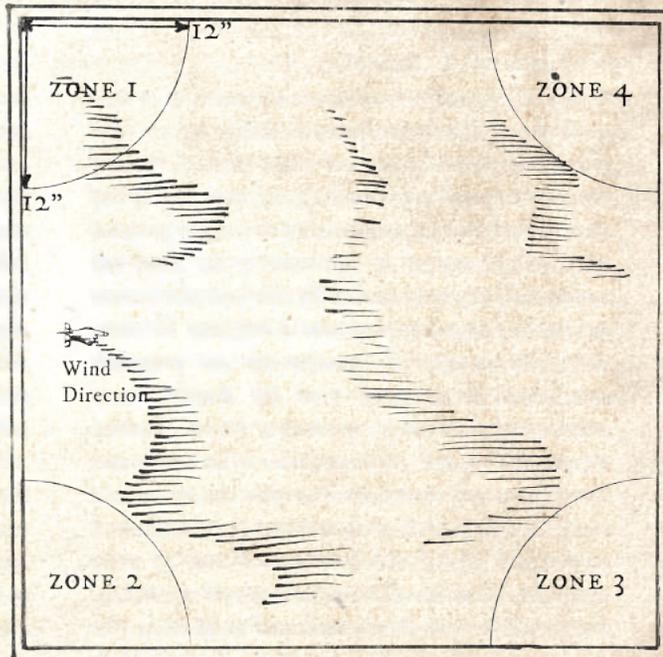
LUCK OF THE ARR-ISH

by Jason Klotz



Anthony Bryskett II, the governor of Montserrat, claims to be a descendent of the patron saint of Ireland, St. Patrick himself. Wishing to honor the memory of his ancestral lineage with a grand gala and feast, Gov. Bryskett ordered a special shipment of the finest Irish beer from his homeland. The Wiley Leprechaun, a merchant ship, was dispatched from the Emerald Isle to bring the beer to the governor's colonial mansion.

As luck would have it, the vessel was waylaid by a tropical storm and severely damaged. Though the storm was short-lived, the ship's battered hull began leaking beyond repair. Unable to make it to land and in danger of sinking, Captain Tip Sea ordered the cargo be thrown overboard in hopes of recovering it later rather than losing it to the depths. Upon making landfall, the captain headed straight to the nearest tavern, attempting to commission a recovery ship and raise a new crew. Unfortunately, while celebrating his survival, Capt. Tip became a little too inebriated and let slip a bit too much info regarding his lost cargo. Several crews in the tavern heard all they needed to hear to set sail to be the first to recover the precious salvage for themselves.



SETUP:

- » This Blood & Plunder scenario is designed for 2-4 players.
- » 200 point force per player, but adjust the game as appropriate for your group and available time to play.
- » No player may take more than 2 ships/boats.
- » No boats may be used in the scenario.
- » The board should be a square 3'x3' or larger depending on the number of players
- » The whole board is considered to be Deep Water with any additional terrain added at the discretion of the players.

OBJECTIVES:

Recover the most cargo. A number of objective tokens each representing a cluster of cargo/barrels jettisoned by The Wiley Leprechaun will be scattered across the board. Players will scramble to recover as much cargo as possible while fighting off their opponent(s). The player with the most cargo onboard their ship at the end of Round 8 wins. In the event of a tie, resolve the conflict based on Strike Points and/or models lost as per a normal game.

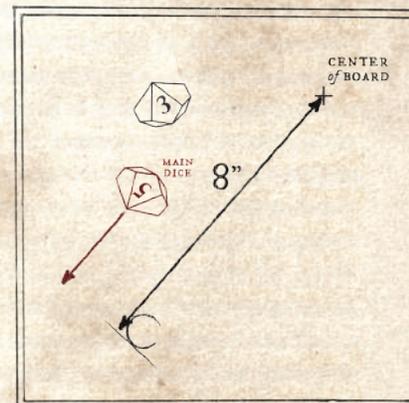
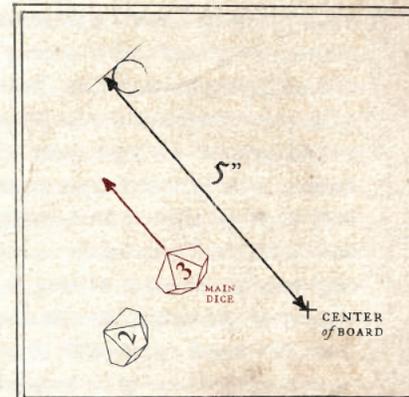
DEPLOYMENT:

- » Deploy the objective markers needed for this scenario (see below)
- » Each player will deploy within a 12" arc in one of the 4 corner deployment zones.
- » Starting with the player with the most models in their force "wearing green", rotate between players choosing a deployment zone.

Deploying Objective Tokens

Each objective token represents a cluster of cargo/barrels jettisoned by The Wiley Leprechaun. Before any units are placed on the board or deployment zones are chosen objective markers representing the lost cargo to be recovered will be placed on the board. The number of markers should be equal to 3x the number of players + 1. (e.g. 2 players = 7 markers, 4 players = 13 markers). To determine the position of the markers, roll 2D10 for each. A marker will be placed a number of inches away from the center of the board equal to the sum of the roll in the direction the point of the first dice is facing.

See following examples:



SCENARIO RULES:

» A unit on a ship that is within 3" of an objective marker may use a dedicated action to throw grapples to it and bring it aboard (see Throwing Grapples rules on pg 88). The target number for the grapple test is 5+. If the attempt fails, nothing happens and the cargo remains in the water. If successfully recovered the cargo is placed aboard the player's ship.

» Cargo may also be stolen from another player's ship while grappled. If a player completely controls a deck section on an enemy ship (e.g. not in Melee combat) that contains cargo, they may use a dedicated action to transfer 1 cargo objective to their ship.

» Any cargo aboard a ship that is sunk is immediately placed back on the board in a reasonable position based on the ship's last location. This cargo may be recovered by other players as normal.

» Once per turn, a player may use a Fortune Token at any time to roll on the "Luck of the Arrish" table below.

LUCK OF THE ARR-ISH EVENTS TABLE

D10 ROLL	RESULT
1	MISFORTUNE One random Cargo on your ship has ruptured and its contents have been lost. Remove the objective marker from the game. If no cargo is currently on board there are no effects.
2	ILL OMEN An albatross is killed by a stray shot. Select a random ship in your force. All units must roll a single D10 Resolve test, failure gives that unit a Shaken token.
3	SUBMERGED HAZARD Choose a ship at random from ALL Forces in the game. That ship has stumbled upon an uncharted Shoal. The player that controls the affected Ship places a Shoal marker (of at least 4" x 12") under the Bow of the Ship in any orientation that they would like, so long as the center of the marker is under the Bow of the ship. The player then rolls to see if the ship has Run Aground as normal.
4	WEATHER CHANGE Roll once on either the Wind or Weather Table (player's choice).
5	NEW CARGO SIGHTED A new objective marker has floated to the surface. Place the new marker within D10 inches of your ship in the direction of your choice.
6	UNSECURED RIGGING. Select a random ship from your Force. That Ship immediately takes a Lucky Hit to its Rigging.
7	LUCKY. Pick a unit in your force at random. The unit can immediately take any action as a free action.
8	WINDS OF FORTUNE You may move the wind direction to any side of the board you want.
9	GOOD OMEN An albatross lands on the bowsprit of a random ship in your force. All units with Fatigue may take a free Rally Action
10	GREAT FORTUNE Gain 2 Fortune Points.
