

Pirates of the Spanish Main

Scenario 1 - Battle for the Spanish Main

The riches of the Spanish Main supported the Castile throne and made Spain into a world power for over 100 years. But great riches always attract attention, and now the other thrones of Europe—as well as every rogue on the seas—have set sail for the Spanish Main, intending to make it their own.

As a result the Spanish Main has been in an almost constant state of war, with the outposts of the European thrones at battle with each other, and the pirates exploiting the current situation to their own advantage.

This scenario may be played by more than two players. Use the multiplayer rules for setup.

Setup Use all the normal rules for setup except that each player provides at least a 100-point fleet of ships and crew and three islands. Each player should provide one additional island for every 25 points of fleet over 100.

Special Rules

1. There is no gold in this scenario; the winner is the player with the last ship afloat or the player with the most points (ships and crew) in play at the end of 50 minutes (crew on islands do not count).
2. Ships docked at home islands can repair two masts per turn, but they may be fired at while there. Ships docked at wild islands can repair one mast per turn. Shipwrights increase repairs at islands by one mast.

Scenario 2 - Curse of the Cardinal's Coins

Cardinal Torres was on special assignment from the high council of the Spanish Inquisition to discover and punish heretics in the New World. After being “abandoned” in the wilderness of South America for over a decade, whatever humanity lived in Torres’ soul washed away, leaving nothing but unbridled cruelty.

The warped cardinal decided to send the high council a “gift” from him and the heretics of the New World, so he minted a set of coins, each embossed with the face of a high council member. The coins were forged using heat created by burning infidel bodies and were cooled in the blood of heretics. They are the rarest—and most damned—coins in the world, but they are worth a king’s ransom.

Up to six players may participate in this scenario.

Setup

Use all the normal rules for setup, with the following exceptions regarding placing treasure:

- Divide treasure coins into stacks of the same gold value (all the 1s in one pile, all the 2s in another pile, etc.).
- Each player is assigned one type of coin and receives a number of them equal to twice the number of players. For example, if three people are playing, player 1 would receive six coins with the number 1 on them, player 2 would receive six coins with the number 2 on them, and player 3 would receive six coins with the number 3 on them.
- All of a player's coins must be placed on his or her ships, in any combination the player wishes. These coins take up no cargo space, so a ship may have any number of coins on her.

Special Rules

1. The winner of this scenario is the first player to unload one coin of each value onto his or her home island.
2. You may not unload duplicate versions of the same coin onto your home island.
3. If a ship sinks, any coins on it are distributed as equally as possible on wild islands by the player whose ship sunk.

Scenario 3 - Treasure Island

At any port in the Spanish Main, you can buy an “authentic” map showing the way to treasure hidden by the mysterious pirate band known as the Scarlet Saber. Of course, these maps will lead you to an isolated spot where you will likely be robbed and murdered, but that does not

mean that the treasure of the Scarlet Saber does not exist; it merely means that fools are easily separated from their money. Captain Jack Hawkins is no fool— totally crazy in a romantic sort of way, yes, but no fool. So when he says that he has discovered the location of the Scarlet Sabers' treasure, people listen. Unfortunately for him, however, Jack tends to talk a bit too often.

Any number of players may participate in this scenario.

Setup

Use all the normal rules for setup, with the following exceptions:

- **Wild Islands.** Roll a d6 to see who goes first. The first player places one island at the center of the table; each of these islands must touch. If using official WizKids islands, have the cardboard islands touch (note that there is water between the land, this water cannot be traveled through by any ship). All islands must have some point that actually opens to the sea and can be docked at.
- **Home Islands.** The first player places his or her home island at least 4L from the edge of any island placed at the center of the table. Other players then place their home islands in the same way, starting with the player to the left of the first player.
- **Treasure.** Each player provides six treasure totaling 12 gold. Unique treasure may be used. Place all the treasure face down in a pile and, in the same order home islands were placed, players take turns picking six treasure and placing them face down on one of the center islands.

Special Rules

- The winner of this scenario is the first player to unload 13 gold onto his or her home island.
- Each player may explore only one island at a time; that is, you must remove all treasure from a wild island before you may explore another.

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Scenario 4 - The Wreck of the Black Galleon

Each year the famous black fleet sails from Panama, through the Caribbean, and then onto Spain to bring the crown the gold pulled from the mountains of South America. Although the route and timing of the fleet are among the mostly tightly held secrets of the Spanish Empire, this year everyone knows where one of the Spanish galleons is—it has struck a reef off of the island of Cuba and is slowly sinking! Every ship in the area races to be of assistance—not to the crew, but to save the gold from sinking to the bottom of the sea.

Any number of players may participate in this scenario.

Setup

Use all the normal rules for setup, with the following exceptions:

- **The Black Galleon.** To recreate the sinking Black Galleon, assemble any 5-masted ship (a Spanish one is preferred, but not required) so that it has only one side of its hull; when set on the table, it will roughly appear to be listing and sinking into the water; it blocks line of fire.
- **Islands.** Roll the die to see who goes first. The first player places his or her home island 4L from the Black Galleon. Other players then place their islands in the same way, starting with the player to the left of the first player.
- **Treasure.** Each player provides six treasure totaling 12 gold. Unique treasure may be used. Place all the treasure on (or near, for game play purposes) the Black Galleon, face down.

Special Rules

- The winner of this scenario is the player who has unloaded the most gold onto his or her home island or ships by the time the ship sinks.
- To reflect that the ship is sinking, before the first player takes his or her first turn, place a six-sided die next to the ship, with the 6 showing. At the end of each turn during which treasure is removed, lower the number showing on the die by 1. The ship sinks at the beginning of the turn after the 1 shows on the die.
- You cannot shoot at the Black Galleon.