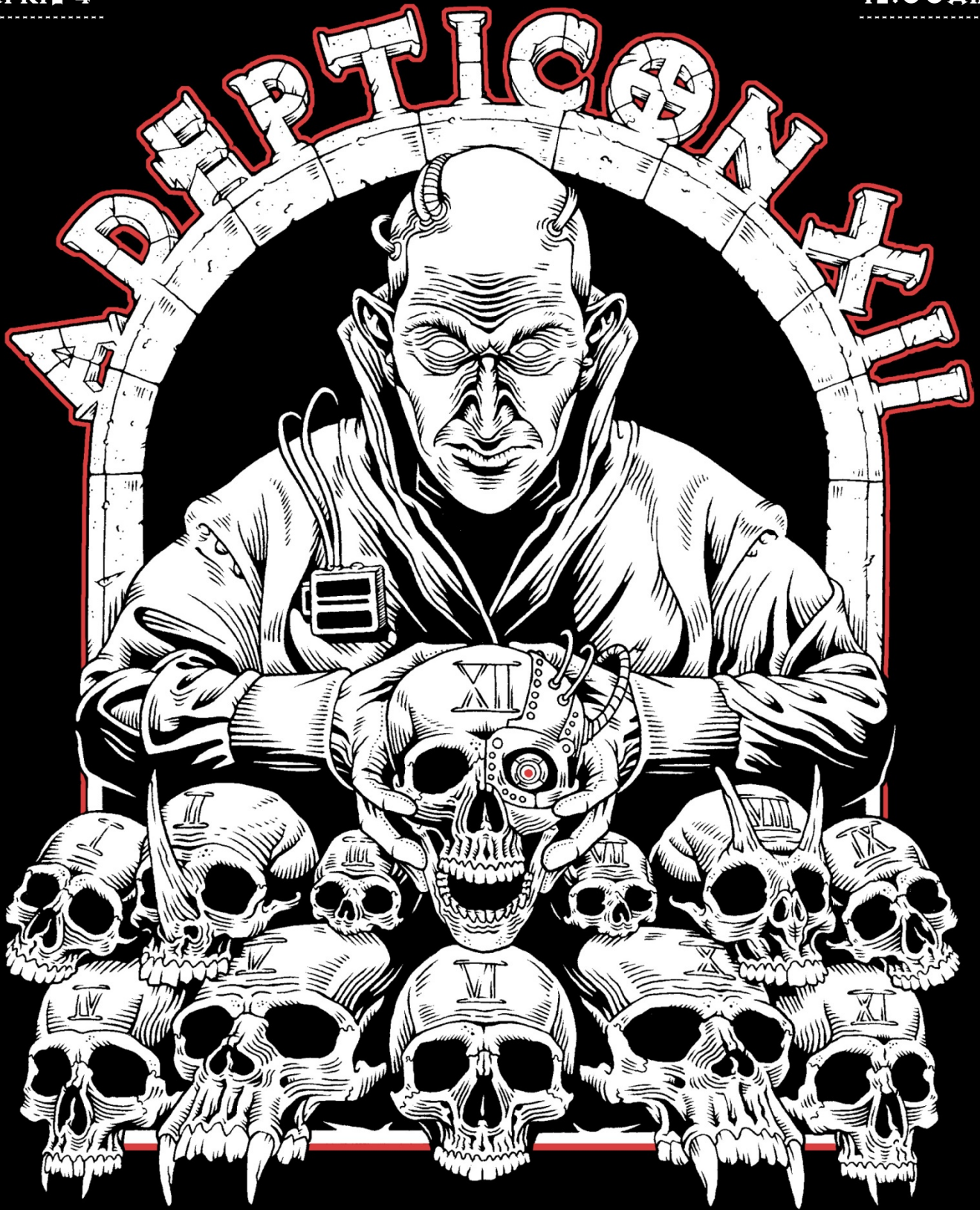


FRIDAY
APRIL 4

8:00PM
12:00AM



LEGEND ⊕ THE HIGH SEAS THE SACKING ⊕ PANAMA, 1671

Do not lose this packet! It contains all necessary missions and results sheets required for you to participate in today's tournament. It is your responsibility to hold onto and not lose this packet during the tournament. If you lose this packet, be prepared to be docked points!



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LEGENDS OF THE HIGH SEAS, THE SACKING OF PANAMA

REMINDERS!

- You can always premeasure - except when shooting a Cannon!
- You can only move 6" unless your move is less for some reason.
- Pistols can move 3" and shoot, you can move while reloading.
- Rifles are **MOVE** or **SHOOT**, you cannot move while reloading.
- All improvised weapons (from liquor bottles to Flintlock muskets) are minus 1 to win the fight!
- Always remember to use a marker to remember that a model that is reloading.
- Always pair off in multiple combats.
- Remember when engaging multiple models that all models have 1 inch control zone!
- Remember to use Obstacles, and barriers to your advantage.
- You can Jump and Climb or Swing or Swim, check the rules if you are not sure how.
- Always make a **HIT THE DECK** check if you've been shot but **NOT** wounded
- When shooting, a roll of a "1" means your weapon jams. It takes one turn to clear it and one turn to reload it.
- You need to make an **IN THE WAY** check if your shooting is obscured by anything more than one quarter of the objects base.
- Always check to Rout once you've lost 1/2 your men. Privateers check at 1/3 you can voluntarily rout.
- Remember to use the rules dictated by your Captain's Archetype.
- Remember to immediately alert a judge upon scoring **ANY** objective points during the game.





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SCENARIO RULES

I. STARTING LOCATIONS

- You will be assigned a starting location lettered A-J. Find that location marker on the board, making sure the letter on the board corresponds with the letter on your scenario map. If these differ please call a judge.
- Set up your crew anywhere within 6 inches of that marker. *Anywhere* means any legal spot you can reach within 6 inches. You can be in or on a building if a door is accessible within 6 inches of your marker.
- You can be on roof or on top a wall if it is within 6" of the starting marker. This applies to all structures, **EXCEPT** the objectives. If you are within 6 inches of an objective you may start touching it but not inside or on it.
- You will roll for Priority against the nearest player.

II. THE SCOUTING PARTY

Before, placing your crew on table, assign your scouting party. This will be one of you heroes and up to 4 Crew members for a maximum of 5. You are sending these men on a mission to scout a different part of the area. They will arrive "In game" at your original starting location at the top of Stage 3. If you are doing poorly and have fallen in number to where you have been forced to make a rout check. You may buy them back early at the 30 minute mark of stage 2, for a **cost of 15 objective points**. They arrive at your start location at the top of your next turn, after the 30 minute mark is announced.

III. GAME OBJECTIVES ALL STAGES

There are twenty **Treasure chests** randomly placed across the board, representing plunder for the taking for your crews, numbered 1-20, each chest is worth its labeled numbered of objective points. (i.e. chest '1' is worth "1" point, Chest "17" is worth "17 points") the combined total of all chests is 210 points. These are placed totally randomly via blind draw so you may find heavy concentrations of the high numbers, or not. Some chests will be totally obvious, some are inside buildings. Once you have found the chest and met the **Search** criteria, remove it from the board and immediately alert a judge to your find.

There are **SIX** Skull and Crossbones tokens on the board these represent rumors of buried treasure your crews have heard tales of, Upon moving into contact with a marker declare a **Search**, roll a D6, on a 4,5 or 6 the marker is worth either 4,5,6 objective points. A roll of 1-3 means you have come up empty handed.

To Search: at least **TWO** crew member must dedicate their entire turn to searching any building, they must be able to make a legal move to touch the object (chest or marker) and not do anything else that turn, any fighting period, even if they are engaged unwillingly it resets the full turn clock. If searching it attempted by a single model that model must remain in base contact with the object for 2 full turns, then you may immediately alert a judge claim your score.

IV. OBJECTIVES STAGE ONE (8:00PM 9:00PM)

Stage One of the game has 5 objectives to Capture and Hold they are marked on your maps. Each objective is worth 25 points at the end of Stage One.

- The Lighthouse (Area 1)
- The Storehouse (Area 3)
- The Church (Area 4)
- The Gatehouse (Area 5)
- The Pirate Ship, "The Griffon" at the docks (Area 6)

Capture and Control (Hold)

You can capture an objective by having more men than your opponent, inside, on or in base contact with the structure.

Common sense must be used here, Having men 10 outside touching the building while your opponent has 8 men inside with cover would result in a victory for the men inside, having 2 men inside would be the opposite result. If you have an issue deciding who is in control - please call a judge.



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There are two large structures that have special rules:

The Gatehouse Given the size of the Gatehouse standard rules for C&C would surely create a lot of issues with multiple players trying to seize control. To make it simple there are 4 cannons in the gate house whomever controls the majority of those cannons, has control of the Gatehouse. Control of a cannon falls to the player with the most men in base contact with the Cannon, whether a fight is in progress or not when the round time is called, whoever has the most men in base contact is in control.

The Lighthouse Again given its size and the inaccessibility of the stairwell if multiple players are fighting for the Lighthouse, The player with the most men in base contact with the building when time is called has control. If you're unchallenged you may immediately place men at the top, if you want to assault the lighthouse that has men stationed at the top, you must follow the **Building Assault** rules.

Building Assaults

Anytime a player has men inside a structure add shooting at distance will not do the job, you may choose to assault the building, Building assaults are bloody and brutal and usually favor the defender, but if you choose to assault these are the quick and dirty rules for this Scenario. Assaulter- Add up total number of dice to make a "win the fight" (in case called the "Assault roll"), (at one attack per man, 6 men = 6 dice) Defender then does the same but add 2 free dice for defending (i.e. so 4 defenders, get 6 dice) Compare the rolls whomever has the highest number of "6"'s wins. so "1" 6..still beats 4 "5's, you may only use Fortune to modify these dice and 1 point of Fortune only effects `1 die, so 4 "5"'s against 1 "6" would require 2 points of Fortune to increase 2 of the 5's to 6's to win.

Grenades: If any player has grenades they may be used to good effect in a building assault. Each grenade used adds 2 dice to users "assault roll", so if an attacker with 10 men face a defender with 10 men, a single grenade used by the attacker would even the dice to 12 each. Two die for the grenade while 2 free dice for the defender.

Winner of the Assault roll takes the building and the losers are placed outside 3 inches away from the building base. Any "1"'s rolled during the "assault roll" represent men killed during the assault and are removed from play from both sides. Again Fortune or Fame can be used if these affect Heroes. Building assaults are brutal.

V. OBJECTIVES STAGE TWO (9:15PM 10:15PM)

Stage Two has three major objectives. Controlling the Gatehouse and controlling the Lighthouse each win the controlling player 25 points at the end of round this follows the same rules as Stage One.

Successfully sailing the Griffon from the East dock to West dock will earn that player 50 points. However, your opponents will have the opportunity to try to sink you if they choose, earning them 25 points.

If you are doing poorly and are either knocked out of the game or in dire straits when the 30 min mark is called you may give up 15 objective point and bring your Scouting party in early. Just let your current opponent and a judge know.

Sailing the Griffon

For the purpose of this scenario ship sailing rules are greatly simplified, while the Griffon is a large ship there is A LOT of water to cover in a short amount of time, its 16 feet or 192 inches without deviation Dock to Dock. We are going to assume extremely advantageous wind conditions and give the Griffon a speed of 24 inches per turn, At the start of each turn roll a D6 on "1" the wind is against you...allowing you to move only half speed (12") on a ("6") a gale gives you a 30" inch move. There are three 45 degree turns that must be made please use the provided template and remember a large ship must move 6 inches before turning.

Cannons

There are 10 Cannons on the game table and 10 Cannons on board the Griffon (although you only be able to fire 5 at time) See the rulebook on page 43-43 for firing the Cannons. Cannons on land are 12 pounders and require 3 men and fire every other turn, and can fire shells at 60" or canister shot using a Template. The guns on the Griffon are 8 pounders and if you have 10 men on deck can fire a 48" 5 gun broadside.



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The following structures can be destroyed by Cannon Fire:

- The turret Cannon emplacements at the Gatehouse have 10 structure points
- The turret at the top of Lighthouse has 15 structure points
- Any building in town has 10 structure points

Once a building has taken its max structure it collapses. Any model within the collapsing structure or in the path of any other incoming cannon fire takes either the appropriate STR hit (8 or 10).

- The Griffon 20 Hull Points

There is no Surrendering the ship at half damage in this scenario, The Griffon will sail onward until it has taken 20 points of Hull Damage, the she will sink. Sinking the Griffon by Cannon fire will earn you **25 Objective points**, should the Ship sink all crew members will have to make Swim checks safely swim to the nearest shore. Any crew members wearing armor automatically drown but can burn either 1 Fortune or Fame point to ditch the armor.

Spiking Cannons

Players may wish to destroy the 10- 12 lb Cannons on the board during the game to prevent their use. Destroying or “spiking” them is a full round action for Two men. Destroying the Cannons at the Gatehouse or the Lighthouse (or Destroying the Lighthouse turret for that matter) also removes either Control point potential...once all 4 cannons at the Gatehouse are destroyed it is no longer considered an objective, if the two cannons or the turret at the Lighthouse top is destroyed, It ceases to be an objective.

VI. OBJECTIVES STAGE THREE (10:30PM 11:30PM)

Any players who have not brought there scouting party on the board at this point may do so at the start of the round. There are 3 potential objectives in Stage 3. But only the first two completed this turn will score each is worth 25 points. They are:

- Controlling the Gatehouse
- Controlling the Lighthouse

If you are already in Control of one these at the start of the round you must hold them until the end of the round to score. If no one is holding them the first player to do so gets the points immediately.

Capturing the Griffon

If the Griffon successfully arrives at the West Dock, recapturing her and sailing off the West edge of board will get you 25 objective points. The wind is against you this time and she'll only move 12" per turn. You do not have to make any wind direction rolls. Just move the ship 12 inches a turn. It is approximately 24" to the board edge.

It is possible that all three of these Objectives are unavailable in Stage three, the cannons could be spiked at the Gatehouse, The Lighthouse destroyed and the Griffon sunk, then what? Fear not Stage 3 will carry on with the elimination of your fellow players.

VII. SPECIAL RULES

A Note on Combats

While the game lends itself well to 1 vs 1 combat, situations will surely arise where are facing multiple opponents. Stick to the Priority rules, and try to stay in 1 vs 1 situations when possible. There will two game judges on hand for a 10 player game, you should have no problem having a judge make any sticky calls that aren't clear.

Captains, Bounty and Ransom

Each Captain has been asked to bring a “Captains” token, should your Captain be reduced to Zero wounds in Stage 1 or 2 he is **not dead but unconscious**. IF two crew members can get into base contact with your Captain and move him out of harm's way or keep him safe he will return at the beginning of the next stage ready to fight with 1 wound. If a rival player ends his turn with two men in base contact with your fallen Captain, he is captured. Surrender your Captain token to that player.

At the end of a Stage in which your Captain is captured, you may bargain won objective points for his return.



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Captured Captains tokens are worth **10 objective points** at the end of the game, so a player may be interested in taking more than 10 objective points in trade for your Captain's return. If you reach a ransom agreement with a rival player, immediately notify the scoring judge of the point exchange.

Routing

Unlike standard play, failed rout checks DO NOT result in the immediate removal of figures from play, Routing units move to the nearest board edge until they are then gone, Routing unit can be intercepted and Captured, although only Captured (Non-Captain) Heroes score **5 Objective Points each** at the end of the game.

Elimination

Eliminating a rival crew from the game will score you **10 Objective points**, this includes causing the rout that forced all models off the board or captured or killing a few lone figure remaining from a rival crew.

Bounty

Royal Navy Crews have no incentive to free captured Pirates, (not Privateers) as a result Capture Pirate Captain Tokens are worth **20 objective points** at the end of the Game to Royal Navy players.

Men of Iron

If your crew somehow survives the game without ever having to resort to making a Rout Test, Bravo! You earn **20 objective points**

Game Night Additions: Subject to play testing some events may be added or removed from this document to aid in the flow and logistics of the event. Your game organizer will provide any additional rules the night of the event.

VIII. SCORING RECAP

Fixed Scoring

- Stage 1 - 5 objectives - 125 points
- Stage 2 - 3 objectives - 100 points
- Stage 3 - 2 objectives - 50 points
- Potential Fixed Scoring: 275 points

Live Scoring

- 20 Treasure Chests - 210 points
- 6 Buried Treasure markers - 0-36 points
- Sinking the Griffon - 25 points
- Capture Captain Tokens (end of game) - 10 points
- Captured Pirate Captain Tokens (RN only) - 20 points
- Captured Heroes (end of game) - 5 points
- Eliminating a rival crew from play - 10 points
- + 50% of your crew survives the entire game and never has to make a rout test - 20 points.

IX. AWARDS

Three awards will be presented and a group photo taken!

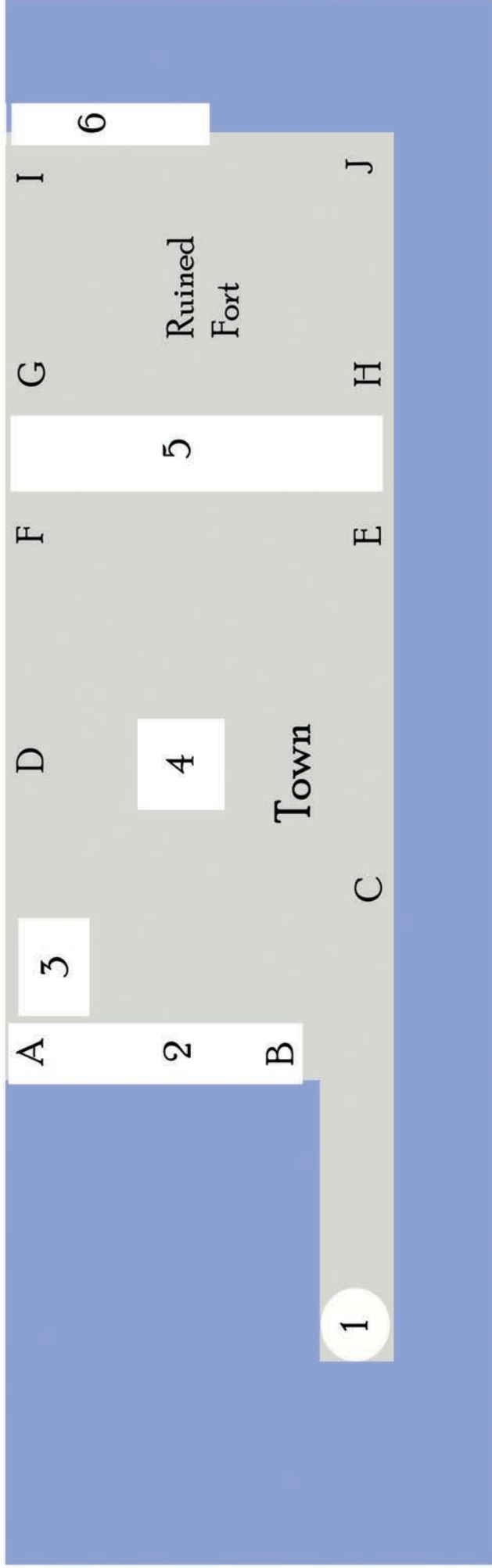
- CAPTAIN HENRY MORGAN - 1st Place
- CAPTAIN THOMAS PAINE - 2nd Place
- THE FRENCHMAN - Best Appearance



LEGENDS OF THE HIGH SEAS

The Sacking of Panama 1671

Scenario Map



KEY

1. Lighthouse
2. West Dock
3. Store House
4. Church
5. Gatehouse
6. East Dock

A-J.

Player Starting Postions

