



Dock Raid

With an increasing number of pirate raids on freshly docked ships the port authority has taken to protecting its onshore interests. Officials have commissioned a crew to safeguard a merchant's vessel as crates are being unloaded at the dockyard, before being transported to a secure warehouse. While longshoremen are lugging the precious cargo onto the wharf under the watchful eyes of the contracted crew, another party is sneaking up on them to intercept the goods.

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The Gaming Area

The game is played on a 4' x 4' board with a dock with a ship at the end of it. If you do not have a ship use a template to represent the ship and the dock. You may place any number of buildings around the dock to represent the port. Place a building in the middle of the table to represent the warehouse.

Starting Positions

The Attacker starts on the opposite side of the table to the dock and ship, up to 8" from the table edge. The Defender may deploy anywhere between the dock and the warehouse and may also deploy on the ship.

Initiative

The Attacker has the Initiative on the first turn.

Winning the Game

The Attacker wins if he can steal at least one crate and take it off the table edge from where he deployed. Alternatively he wins by causing the Defenders to Rout.

The Defender will win if the ship has been successfully unloaded by transporting all crates to the warehouse. In addition, the Defender wins if he can repel the Attackers by causing them either to Rout or by wiping them out.

Experience

Survival: Each Hero or Henchman who survives the game gains 1 Experience point - this applies even if the fighter is taken out of action, so long as he survives and lives to fight another day!

Leadership: The Captain of the victorious Crew gains 1 Experience point.

Kills: Heroes (but not Henchmen) gain 1 Experience point for every enemy model they personally put out of action.

Booty

Follow the normal rules as listed in the Income and Trading section for Earning Booty. The Attacker rolls an additional D6 if the Crew is in possession of at least one crate at the end of game.

Special Scenario Rules

Cargo: Place six crates, barrels or chests on the merchant ship. These represent the cargo. The load may be carried by a single model at a rate of 3" per turn or by two models at a rate of 6" per turn. The models carrying the load may not shoot or charge although they may drop the load at the start of their move. If charged then they will drop the load and fight as normal.

Contract: The merchant fears clumsy seadogs might damage the cargo. His suspicions are grounded! When a member of the attacking or defending Crew does drop a crate, roll a D6. On a roll of 1-3 the crate smashes open and the contents are destroyed. Remove it from play. As long as there is at least one longshoreman remaining in play, the Defenders may not lift any of the crates.

Longshoremen: There are four labourers carrying the load from the storage hold of the ship. The dockers must continuously bear the load from the ship to the warehouse by taking the shortest route. The defending player may choose whether the longshoremen shall carry the cargo individually or if two of them carry a crate together. Anyways they must always move in such a manner that the mission of unloading the cargo is constantly pursued.

Longshoremen are subject to hit the deck! tests as if they were part of the defending Crew and will drop whatever cargo they are carrying when required to run for cover. The dockers will never charge and they carry no weapons. However, they may defend themselves if attacked in combat using the following profile:

S	F	St	D	A	W	C
6+	2	3	4	1	1	2

Designer's Notes:

Although this scenario is designed for Royal Navy Crews and similar defenders of law and order protecting a merchant's vessel from marauding Pirates or Privateers, there is nothing to stop you from switching the roles.

The Royal Navy may very well be trying to catch a Pirate Crew that is unloading contraband goods.

If you have a spare player you can extend the dock workers to a fully fledged non-player Crew that is controlled by another player. This Crew could represent the merchant's own Crew that has to defend themselves against two attacking enemy Crews.

