

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.