

CROSSING LANES

A Black Seas SCENARIO

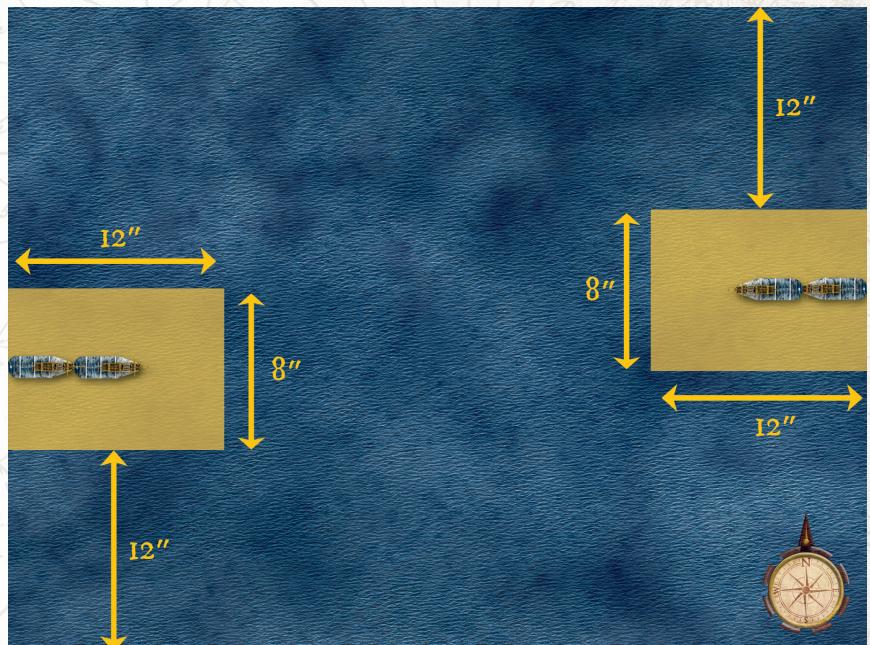
Merchant lanes were sometimes used by different warring parties at the same time. In this scenario 2 opposing escorts and their precious cargo ships cross paths. Do you protect your own Merchant Ships or go after the enemy's loot?

BATTLE AREA

This scenario is best played on a 4' x 3' area. The wind is blowing from the South.

DEPLOYMENT

The two fleets are of equal strength, both are composed of: two Merchant Ships, one Frigate and three Brigs. Randomly decide who goes first. The first player, places the two Merchant Ships in the middle of a chosen deployment zone both sailing with Battle Sails with the wake of the first one touching the edge of the table and the wake of the second one touching the bow of the first one. Then places the rest of the fleet anywhere in the deployment zone with all ships sailing with Battle Sails. The opponent will do the same on the opposite side of the board.



SPECIAL RULES

Place 3 loot counters on each Merchant Ship's Ship card. The crews of all Merchant Ships are Inexperienced. The crews of all other ships are Regular. For every 10 points of damage suffered, a Merchant Ship will lose 1 Loot counter. Remove it from the Ship card and place it in the sea next to the Merchant. In this case the Merchant will not gain 1 additional point to their Rate of Knots (see below).

MERCHANTS CAN THROW 1 LOOT COUNTER OVERBOARD TO GAIN 1 ADDITIONAL POINT TO THEIR RATE OF KNOTS. PLACE THE LOOT COUNTER IN THE SEA WHERE IT HAS BEEN DUMPED. LOOT COUNTERS AFLOAT IN THE SEA CAN BE COLLECTED BY ANY VESSEL (THAT ISN'T A MERCHANT SHIP) SAILING WITH LIGHT SAILS, THAT COME INTO CONTACT WITH IT, BY ROLLING A SKILL TEST WITH A +2 TO THE RESULT. SHIPS FISHING LOOT OUT OF THE SEA CANNOT SHOOT DURING THEIR ACTIVATION. THERE CAN BE A MAXIMUM OF 2 LOOT COUNTERS ON ANY SHIP THAT IS NOT A MERCHANT.

VICTORY

The game will last for 7 turns or until at least 4 loot counters have left the board. For every loot counter that leaves the gaming area on the opposite side of your deployment zone, you gain 1 Victory Point. The player with the most Victory Points will be the winner.

