

WEEK 4 - SCENARIO 1 OF THE LAST STAND SERIES BY THIEVESHARBOR.COM

STEDE'S LAST BARGAIN

The tide turned traitor that morn in September o' 1718 where we felt the hull o' our sloop grindin' fast upon a cursed sandbar in the shallows o' the Cape Fear. It wasnae long till musket balls came cutting' through the mist from that crabbit William Rhett's Crew, who'd been hunting' us these past days through the estuary. Shot cracked o'er the deck an' splinters leapt from the rail, one o' our lads droppin' hard beside the gunwale, an' for a breath the whole ship seemed seized by the cold hand o' fear.. Then Captain Stede Bonnet stepped forward, coat stirrin' in the wind an' sword drawn in his hand, lookin' upon the Englishmen bearin' down upon us, then turnin' calm-like to his crew.

"Hold fast, lads," says he, not in a command, but a calling — as though invitin' us to supper rather than battle.
— Killian Cooper, Swabbie



SETUP

Setup a 2' x 2' with a large sandbar (roughly the center 16" of the board) that covers the middle of the board. Scatter driftwood, barrels and other assorted cover across the sand. Within 6" of a board edge, place the pirate sloop, the Royal James. On the opposite board edge, place the English Militia Sloop, Henry. Any other part of the board should be considered Shallow Water and difficult terrain.

If playing as a Historical one-off Forces should be prepared according to the premade lists found below or players can bring their own campaign lists, where this scenario can be played in place of a standard game. In a campaign setting, the attacker plays the role of William Rhett's Crew.

OBJECTIVE

- » Stede Bonnet's Pirates (Defender)
- End a round outnumbering the Attacker on Henry or survive 6 rounds.
- » William Rhett's Militia (Attacker)
- Wipe out the Defender's Force or Capture Stede (enemy captain) by dealing a fatal blow in Melee combat.

SCENARIO RULES

The tide in the estuary shifts as the battle lingers on. At the end of Rounds 2 and 4, the tide rises and water covers more of the sandbar, reducing its size by 5". Additionally, shift Henry and the Royal James 2" inward.

In a campaign setting, the winner is treated to have obtained 3 Plunder Tokens, while the defeated player obtained 1 Plunder Token during the Post-Game.

DEPLOYMENT

- » Stede Bonnet's Pirates (Defender) deploy their entire force on the the Royal James.
- » William Rhett's Militia (Attacker) deploys the first Company (or half of their company rounded down in a Campaign) on or within 4" of Henry. At the end of round 3, deploy the Second Company (rest of their force) within 2" of either edge of the Sandbar that does not face a ship.

HISTORICAL FORCES

WILLIAM RHETT'S MILITIA

Use statblocks from the Forces of the Crown.

Righteous Fury: Whenever a character kills an enemy, they gain a -1 bonus to a stat of choice.

First Company:

- 1x William Rhett with Rapier and Pistol
- 2x Seaman with Swords and Dagger
- 1x Able Seaman with Pistol and Sword
- 1x Soldier with Musket

Second Company:

- 1x Lieutenant with Sword and Pistol
- 3x Soldiers with a Musket each

STEDE BONNET'S CREW

Use statblocks from the Jamaican Pirates.

Desperation: If a character in this crew has fatigue, they apply a -1 bonus to their Resolve.

- 1x Stede Bonnet with Rapier and two Pistols
- 1x Quartermaster with Pistol, Sword, and Grenadoe
- 1x Cabin Boy with Pistol
- 2x Sea Dogs with Pistol and Axe each
- 2x Freebooters with Musket each
- 1x Old Buccaneer with Musket and Sword

WILLIAM RHETT

COST	EXPERIENCE	
10	4	
FIGHT	SHOOT	RESOLVE
6/5	6/5	5
SPECIAL		
Command, Fate (1), Ruthless, Rage		

STEDE BONNET

COST	EXPERIENCE	
10	5	
FIGHT	SHOOT	RESOLVE
6/6	6/6	3
SPECIAL		
Command, Fate (1), Motivated, Gentleman		

Motivated: Each activation, gain 1 additional free action that can only be given through Command.

Gentleman: When Stede activates, he may remove 1 Fatigue. If he does, he is limited to 1 Fight or Shoot action.