



Port Royal Campaign Event

Saturday, March 28, 8am-1pm

WHAT TO EXPECT:

A Port Royal Campaign is an event where players will compete to grow their crew to infamous levels. A campaign allows players to test their skills in a competitive environment. It is also a gathering of like minded hobbyists. Its a chance to play against people that they haven't had a game against or possibly even met before.

CAMPAIGN RULES:

Players should bring starting lists of no more than 30 pieces of eight. All games will be played on 2x2 boards with varying degrees of terrain. Rounds will be comprised of 50 minutes and initial pairings will be randomized. Following this, players will "slide" to adjacent boards in opposite directions for subsequent rounds. Scoring details can be found later in the packet.

Forces must be chosen from the Port Royal Core Rulebook.

RULES, OPTIONS, AND ERRATA:

This event will be using the current version of the Port Royal ruleset found within the Core Box with all of the Errata applied. Errata is available from the Firelock Games website.

PLAYER RESPONSIBILITY:

Players should bring:

- All models for their force and extras for additional crew that may be recruited.
- Rulebook
- Dice
- Measuring Tools
- Appropriate Condition Markers
- 2 Firelock-Official Printed crew sheets to maintain over the course of the campaign event.

SPORTSMANSHIP:

When playing in a competitive environment it is possible to forget that the purpose of playing games is to challenge eachother in a fun environment. Players are expected to be considerate, respectful and kind at all times. Turns should be narrated and played in a timely manner with each action announced. Players should be open and honest with force lists, weapon loadouts and special rules when asked.

MODEL REQUIREMENTS:

All models must conform to the official Adepticon expectations: painted. Conversions and proxies, including minis from other manufacturers are all accepted for models, as long as they are based on 20mm bases and fit into the pirate universe(no space marines or goblins). Port Royal is not a WYSI-WYG game.

PRE-CAMPAIGN PREP:

Forces need to be approved by the TO. You can get them pre-approved by submitting the starting Crew to TheivesHarbor@gmail.com. If you do NOT submit your force for preapproval before the event, you should arrive at least 20 minutes before the start of the campaign so your force can be checked and your back, lashed.

POST-GAME PROCEDURES:

All post-game procedures, save for recruiting and item purchasing (trading) will be performed at the table with your opponent as a witness to any rolls.

Recruiting and Trading will take place with the Campaign TO who will post prices using a pre-rolled market each round in order to make progression fair across players.

Infamy as well as Win/Loss must be tracked by the players and recorded with the TO prior to each round.

GAME SETUP:

Game boards and terrain will be provided. Terrain and Plunder Tokens will be placed by the TO and should not be moved by the players. Before the game begins, players should discuss the various terrain elements on the board and agree on what will provide the various terrain effects.



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ROUND TIME LIMITS:

Games will be played in 55 minute rounds. This is a tight schedule, so players should endeavor to play quickly & efficiently! Periodic warnings will be given. When 10 minutes are remaining, the TO will announce that it is the "Final Turn" and no new turns should be played.

Should this change due to time constraints or other unforeseen issues, it will be announced as soon as possible.

Scores will be tallied "as it lies" and strike points tallied. A standard Port Royal game lasts for 6 turns if no winner is determined before then. If there is a tie, the player with the most plunder tokens held is the winner. If there is still a tie, the game is considered a Draw.

CAMPAIGN SCENARIOS:

The four Campaign rounds will use scenario and deployment combinations randomly decided from the following list at the beginning of each round. A combo will not be played twice:

No Scenario - Divided Party
Sweltering Heat - Clash
Vendetta - Ambush
Stockpile - Distant Approach

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CAMPAIGN SCORING:

After 4 rounds, players will total their final INFAMY score and a winner will be decided. If there is a tie, best win/loss ratio will tiebreak. If there is still a tie, whoever had less Crew members die over the course of the campaign will win.

Prizes:

Prizes for 1st, 2nd, 3rd places will be awarded.

First Place:

Second Place:

Third Place: