

QUAKE 1692

SCENARIO BY ERICH FROM THE THIEVES' HARBOR BLOG

Jamaica, lying on the boundary of the Caribbean and the Gonâve micro tectonic plates, has been subject to earthquakes throughout history. The largest and most damaging of these quakes featured the complete loss of the Western portion of Port Royal and immense loss of life – estimated on the order of 2000 during the Earthquake and another 3000 died in the aftermath due to injuries, disease, and rival crews. The quake came in three parts, each more intense than the last, and featured extremely destructive conditions, such as liquefied sand or waves that lifted ships above buildings.

Quake 1692 plunges Port Royal players into this chaos, battling for survival—and loot! This scenario is ideal as the opening game of a new campaign, setting the stage for your crews' struggles and ambitions.

SETUP

- » Each player should prepare a standard 30 Pieces of Eight list.
- » Setup a 2'x2' or larger if playing with more than 2 players and should feature a dense and lively cityscape.

OBJECTIVE

- » Amid the apocalyptic quake, players must locate their scattered crew while grabbing Bonus Plunder. This loot, will aid them in the days (games) following the quake –but comes at the risk to life and limb.

DEPLOYMENT

Standard deployment is not used. Instead:

- » Each player deploys their Captain/Leader within 4" of opposite board edges, marked as North and South.
- » The remaining crew members are scattered 1d10" from the board center (roll a d10; the triangle's top indicates direction, and the number determines the distance in inches). Models may be placed in buildings, on terrain, etc.
- » In each board quarter, scatter a Plunder Token 1d5" from the quarter's center (4 total).

SCENARIO RULES

- » The game lasts 6 turns, but crews cannot withdraw and do not roll Strike Tests—they must survive.
- » Use the Quake 1692 Events Table instead of the standard event table.
- » At the end of Rounds 1, 3, and 5, roll once, twice, and three times, respectively, to simulate the quake's escalating destruction.
- » Gameplay proceeds as normal, but only the Captain/Leader begins as an active model.
- » Other crew members are Inactive until a friendly model interacts with them within 1", at which point they activate normally.
- » Opponents cannot attack or interact with Inactive crew members.

POST-GAME ADJUSTMENTS

When rolling for injuries, characters killed through Event Table related tragedies, instead suffer a -2/-20 penalty for Crew/Officers respectively.

Rescued characters gain +1 experience; if the entire crew survives, the Captain gains +2 additional experience.

Given the circumstances, the crew is willing to accept certain lapses in plunder in appreciation for their lives. During the DIVIDE SHARES step, pay the Captain and Officers first and then the Crew, to the best of your ability. Skip the MUTINY step, even if some of the Company was unable to be paid.

QUAKE 1692 EVENTS TABLE

D10 ROLL RESULT

1	Tidal Wave: An intense wave crashes, randomly, onto either the east/west board edge. All models within 8" of the board edge must immediately make an Experience Test, if failed they are pushed 4" away from the board edge. If they crash into terrain, they must make a single Fatigue test. This region is now flooded and considered rough terrain until the end of the turn.
2	Aftershocks: All models must make an Experience Test, should they fail they are knocked prone.
3	Distraction: Screams from the disaster shake even the most resolute. A random active member of each crew must make a Resolve Test.
4	Falling Debris: A random Character among all forces immediately suffers a 2-success Ranged Attack with a Damage bonus of -1.
5	Shifting Fortunes: Scatter a corpse 6" from a random character. If looted using an Interact Action, the character gains a ring worth 1d5 Pieces of Eight.
6	Panic: Scatter 5 Civilians (or 19mm tokens) 1d10" from the center of the board. These civilians block line of sight and movement and automatically fail all tests. If they die, replace them with a lootable corpse akin to Shifting Fortunes. If a player kills a Civilian, they gain -2 Fortune Points next turn. This effect stacks.
7	A Brief Respite: All active characters on the table may remove a point of fatigue.
8	Misplaced Munitions: Scatter a Plunder Token 1d10" from the center of the table. If looted through an action, immediately gain a peculiar equipment described on pg. 77 of the Core rulebook.
9	Debris Cloud: For the next turn, treat all range bands as one further when making ranged attacks. Melee attacks are at +1 penalty.
10	Liquefaction: A random building or structure sinks into the liquified earth. Roll a d10. On a 5+, the building and all models and tokens are lost beneath the sands and removed from the table. Otherwise, the terrain piece is destroyed and is now considered rough terrain for movement. All models within suffer a 4-success Melee attack with a Damage bonus of -1.