

# THE MERRY VENTURE

**D**uring Midwinter Tide, the mysterious brigantine known as the Merry Venture materializes in the fog-shrouded ruins of Port Royal. Laden with many colorful lanterns and enchanted gifts, it lures crews from across the shattered city and the Caribbean proper. But the chilling fog that comes with its wake will not last -- and once the ship fades again, any treasure left aboard is lost forever. However, the crew of the Merry Venture and its captain, Kringle, will not part with their joyful gifts so easily. So grab a hot cup of Grog and sing a shanty with a mate as you compete for Festive Gifts!

*The Merry Venture* pits Port Royal against not only each other, but the crew of the Merry Venture as well. This Scenario is designed to be a replacement for a campaign game at any point in a campaign. For additional cheer, this scenario can also be played as a one off match.

## SETUP

- » Setup a 2'x 2' that represents Port Royal's Docks, with one table edge ~2 inches being water.
- » Place a ship, the Merry Venture, in the center of this table edge.
- » Scatter Captain Kringle and 4 Merryneros within 6" of the Merry Venture.

## OBJECTIVE

- » Like most good little boys and girls, Players seek to obtain as many Yuletide Presents as possible before the end of the game. Each will act as a traditional Plunder Token as well as giving Festive Gifts for your crew!

## DEPLOYMENT

Standard deployment is not used. Instead:

- » Players will divide the board in half from the Merry Venture. Players will then deploy their Captain/Leader and crew within 4" of their table edge. All characters must be at least 16" from the Merry Venture.

## SCENARIO RULES

- » The game lasts 6 rounds or until all 5 Yuletide Presents have been taken from the Merry Venture.
- » Captain Kringle and his joyful crew of Merryneros will activate last each round and will always perform two actions each. They will activate in order of proximity to player characters and will preferentially target close models and if able, those holding Yuletide Presents.
- » Captain Kringle and his crew will attempt to react to Player's actions. The closest crew member will attempt to react and will act as if they had just activated using the AI listed below.

## POST-GAME ADJUSTMENTS

During the Post-Game treat any Yuletide Presents as Plunder Tokens with the addition of rolling on the Festive Gift table for each Present held at the end of the game. Each Gift is worth 1 infamy, akin to normal equipment.

Additionally, any character that kills another character gains the Naughty Keyword for the rest of the campaign. Any characters who did not and are holding a Yuletide Present gain Nice.

**Naughty:** This character must choose to add +1 to any stat, but gains -1 to another.

**Nice:** This character gains 1 additional xp per game it participates in, including this one.

## Festive Gifts:

Dro Roll	Gift
1-2	<b>The Nutcracker:</b> DMG: -1 Range: +1" Heavy Strike, Concussive, Two-Handed, Accurate
3-4	<b>Snowballs x3</b> Single Use, Blast (3), Explosive, Chilling
5-6	<b>Warm Cinder Rum</b> Single Use, Free Action to Drink, +2 to hit on next Attack.
7-8	<b>Frozen Powder</b> Black Powder weapons fired by this character gain Chilling
9	<b>Captain Kringle's Hat</b> This character and ALL characters within 4" gain +1 to Rally Tests.
10	<b>Merrynero Saber</b> DMG: -1 Range: 0" Accurate, Parry, Ruthless

## Captain Kringle

Experience	4
Fight	4
Shoot	5
Resolve	4
Special	Chilling, Health (5), Ruthless Battle Hardened
Equipment:	Captain Kringle's Hat, Merrynero Saber, Brace of Pistols

## Merrynero

Experience	5
Fight	6
Shoot	7
Resolve	5
Special	Chilling, Ruthless
Equipment:	Merrynero Saber, Brace of Pistols

### Activation AI:

- » If Shaken, any actions will go to Rallying.
- » If not Shaken or within melee or LoS and Range, Merry Venture crew members will be to move to do so, staying within cover.
- » If within LoS and Firing Range, Merry Venture crew members will shoot.
- » If within Charge Range, Merry Venture crew members will charge and Fight.
- » If within Melee, the Merry Venture crew members will Fight.

**Chilling:** This applies Chilled when it causes 1 or more hits on an enemy character.

**Chilled:** This character gains a fatigue during their next movement action. Does not stack.

**Health (X):** This character must fail total Damage Tests equal to X to be removed as a casualty.

**Brace of Pistols:** This weapon does not gain reload markers.