

X Marks the Spot

Following the destruction of the city, you have procured maps to hidden stashes of plunder throughout the city. Given these came from less than savory sources, you'll have to investigate their location - all while under the pressure of other crews, who seem to have procured the same maps or are watching your movements - waiting to pounce.

SETUP

» Instead of placing Plunder Tokens, place three X's (tokens) on the board in a line across the table East/West with one being in the center of the board. By each, place a counter (D6) starting on the number 4.

Prior to the games start, each player should secretly roll a D3. Write down on the back of your character sheet the result. This is the X that your map leads you to.

Attacker



Defender

DEPLOYMENT

» Each player deploys on opposite North/South board edges

SCENARIO RULES

» If a character is within 2" of an X, they may spend an action to Dig, reducing the counter by 1. If the counter is reduced to 0, players reveal if this was their treasure or not and spawn a plunder token, now carried by the character. Neutral, Friendly and Enemy treasures are worth 1, 3 and 5 Plunder Tokens respectively at the end of the game. If a treasure is both Friendly and Enemy, it is worth a total of 8.

Blood in the Water

Originally a weekly objective in the 2025 Summer of Plunder!

After the destruction of Port Royal, the sea swallowed whole streets and left much of the city half-submerged beneath dark, stagnant water. Broken rooftops and shattered docks jut from the flood like the bones of a corpse. but whispers say the ruins are not still.

Something large moves through the drowned alleys after dusk. Survivors speak of fins cutting silently between collapsed buildings, of sudden splashes in the fog, and of bodies dragged beneath the surface without a sound. Whatever now hunts the flooded streets of Port Royal has learned that the dead was in with every tide.

SETUP

» Setup the table with a high density of buildings or terrain objects that have two stories/are raised.
» Setup Plunder Tokens normally.

DEPLOYMENT

Characters must be deployed on terrain and out of the water.

SCENARIO RULES

» The entire ground level of the table is flooded with water and treated as rough terrain. Randomly place 6 wild beasts or tokens on the board (sharks, alligators) before the start of the game. These wild beasts cannot leave the water.

