

Co-op Pirates: Hunt of the Black Pearl - Game Scenario

Game is a co-op spin on the movie *Curse of the Black Pearl*. The Black Pearl, with Captain Barbosa, is on a hunt to exterminate the English from the surrounding sea. Admiral James Norrington, with his ship HMS Interceptor, must use the available English fleet to stop the legendary pirate ship.

The goal of the game is to find the Cursed Medallion and return it to Isla de Muerta, so that the Black Pearl may be sunk for good. This item and location will be hidden on islands, which must be explored to find them.

Both the Medallion and Isla de Muerta are represented by treasure piece in-game and will be randomly placed on islands. If the ship carrying the medallion is sunk, the medallion is placed on the nearest non-home island.

There will also be a number of ambush tokens (modified gold coins) placed on islands (three for a 1 to 2 person game, six for a 3 to 4 person game). These ambush token cause the Black Pearl to immediately teleport to the island where the token was revealed (**see below in the Black Pearl specifics for ambush specific rules).

Remaining treasure for the islands can be regular treasure coins (no value in this game), and/or UTs. If using UTs, mainly low-level negative ones and a small fraction positive is suggested.

Each island will have only 1 treasure piece on it, randomly placed face down. Either the Medallion UT or a proxy can be used.

Island layouts can be randomly done, but all islands should be 3L apart at a minimum. For 1-2 players use 12 islands, for 3-4 use 22 islands.

Round earth rules should be used if possible.

The British select their island first from the layout. Select the pirate home island next, an island at the reasonable furthest distance from the British home island. Place the Black Pearl on that island to start. The rest of the pirates start spread out across the remaining islands in play, but not on any of the next closest islands to the English starting island (to prevent immediate rushing). It is ok to start more than one pirate ship at a single island due to this constraint.

Ships can be shot while docked at their home island.

The Pirate faction is meant to be an NPC. Their ships will move towards the nearest ship at all possible speed. They will always use their full movement, even if that puts them close to an enemy, but still out of attack range. If the closest ship comes into range, the pirate ship will ensure it has the most guns in range of the target, then stop moving to fire. If possible, pirates will ram and board opposing ships (for boarding losses, lose crew in order of helmsman, oarsman, Captain), but they will prioritize having guns in range.

If any pirate ship gets down to 1 mast remaining, they will attempt to return to their home island and repair.

Once at the start of the pirate turn, roll a d6; on a 6, all pirate ships gain “favorable winds” and get +S to their move for that turn.

The Black Pearl gains the eternal keyword (when sunk, it returns as derelict to its home island, with all crew still aboard). While eternal ONLY, she is sunk when all her masts are eliminated (to prevent leaving her derelict). The Black Pearl repairs 4 masts in a repair action when at her home island, and she does not attempt to return home when damaged.

Once per turn, the Black Pearl will roll a d6; on a 5 or 6, she may double her ships move that turn (does not count the “favorable winds” bonus, it cannot be doubled). She may still only shoot once per turn.

When summoned by an ambush token, the Black Pearl is immediately removed from its current location at the time of discovery. Place a fog bank S away from the island where the ambush token was discovered, on the opposite side from the “ambushed” ship and place the Black Pearl in the fog bank. She may move out using standard fog bank rules next turn, except that she cannot be blocked in by other ships, she rams any ships she comes in contact with on exiting. The fog bank is removed after the Pirate turn. If she is derelict, the Black Pearl does not teleport for an ambush.

When the Medallion is returned to the Isla de Muerta, the Black Pearl immediately loses the Eternal Keyword.

Players on the British side divide up the ships as desired and control them, they both play in the same turn (effectively a British turn then a Pirate turn).

The British (players) always go first.

The game is over when either the British or Pirates have no ships left.

Suggested UTs from my collection:

- Marksman’s Map
- Native
- Message in a Bottle
- Missionary
- Jail!
- Curse of the Black Spot
- Davy Jones’ Key

**Suggested Setup/Fleets
(from my personal Collection):**

[1 - 2 Players] 12 Islands., 3 Ambush Tokens

Pirates (80pts):

Black Pearl (PotC-26)
Captain Barbossa
Helmsman
Oarsman
Cat's Claw (OE-32)
Captain
Helmsman
Oarsman
Bonny Kate (SM-25)
Captain
Helmsman
Oarsman
Pioneer (OE-24)
Captain
Helmsman
Oarsman
Lady Newport (OE-30)
Captain
Helmsman
Oarsman

British (100pts):

HMS Interceptor (PotC-29)
Admiral James Norrington
Helmsman
Oarsman
HMS Dauntless (PotC-2)
Captain
Helmsman
Oarsman
HMS Burma (OE-145)
Captain
Helmsman
Oarsman
HMS King Edward (SM-47)
Captain
Helmsman
Oarsman
HMS Viceroy (CC-33)
Captain
Helmsman
Oarsman

[3 - 4 Players] 22 islands, 6 Ambush Tokens

Pirates (160pts):

Black Pearl (PotC-26)
Captain Barbossa (PotC-62)
Helmsman
Oarsman
Cat's Claw (OE-32)
Captain
Helmsman
Oarsman
Bonny Kate (SM-25)
Captain
Helmsman
Oarsman
Pioneer (OE-24)
Captain
Helmsman
Oarsman
Lady Newport (OE-30)
Captain
Helmsman
Oarsman
Royal Fortune (SM-23)
Captain
Helmsman
Oarsman
Deliverance (OE-22)
Captain
Helmsman
Oarsman
Panda (Rev-11)
Captain
Helmsman
Oarsman
Neptune's Hoard (Rev-2)
Captain
Helmsman
Oarsman
Carrion Crow (SM-21)
Captain
Oarsman

British (200pts):

HMS Interceptor (PotC-29)
Admiral James Norrington
Helmsman
Oarsman
HMS Dauntless (PotC-2)
Captain
Helmsman
Oarsman
HMS Burma (OE-145)
Captain
Helmsman
Oarsman
HMS King Edward (SM-47)
Captain
Helmsman
Oarsman
HMS Viceroy (CC-33)
Captain
Helmsman
Oarsman
HMS Lord Algernon (SM-43)
Captain
Helmsman
Oarsman
HMS Hyena (PotC-53)
Captain
Helmsman
Oarsman
HMS Dover (SM-49)
Captain
Helmsman
Oarsman
HMS Serapis (Rev-27)
Captain
Helmsman
Oarsman
HMS Victor (PotC-54)
Captain
Helmsman
Oarsman
HMS Raven (PotC-52)
Captain
Helmsman
Oarsman