

# LUCK OF THE ARR-ISH

by Jason Klotz



Anthony Bryskett II, the governor of Montserrat, claims to be a descendent of the patron saint of Ireland, St. Patrick himself. Wishing to honor the memory of his ancestral lineage with a grand gala and feast, Gov. Bryskett ordered a special shipment of the finest Irish beer from his homeland. The Wiley Leprechaun, a merchant ship, was dispatched from the Emerald Isle to bring the beer to the governor's colonial mansion.

As luck would have it, the vessel was waylaid by a tropical storm and severely damaged. Though the storm was shortlived, the ship's battered hull began leaking beyond repair. Unable to make it to land and in danger of sinking, Captain Tip Sea ordered the cargo be thrown overboard in hopes of recovering it later rather than lose it to the depths. Upon making landfall, the captain headed straight to the nearest tavern, attempting to commission a recovery ship and raise a new crew. Unfortunately, while celebrating his survival, Capt. Tip became a little too inebriated and let slip a bit too much info regarding his lost cargo. Several crews in the tavern heard all they needed to hear to set sail to be the first to recover the precious salvage for themselves.



## SETUP:

- » This Oak & Iron scenario is designed for 2 or 4 players.
- » 100 Point Squadrons per player, but adjust the game as appropriate for your group and available time to play.
- » The board should be a square 3'x3' or larger - depending on the number of players

## OBJECTIVE:

Recover the most cargo. A number of objective tokens each representing a cluster of cargo/barrels jettisoned by The Wiley Leprechaun will be scattered across the board. Players will scramble to recover as much cargo as possible while fighting off their opponent(s). The player with the most cargo onboard their ship at the end of Round 10 wins. In the event of a tie, resolve the conflict based on Strike Points as per a normal game.

## DEPLOYMENT:

» When setting up the game, do not use the standard Deployment cards to determine starting positions. Instead, use the scenario deployment zones shown on the right.

» The player team with the most ships in their force "wearing green" (e.g. green paint on the models) selects their deployment zone. In the event of a tie roll-off, with the winner picking their starting location.

» Cards for "Advantages & Conditions" and "Setting/Terrain" should be drawn as normal.

» Proceed with the normal steps 1-4 for "Starting a Game" (pg 28). However, after all terrain has been adjusted in Step 4 and before Squadrons are deployed in Step 5, deploy the objective markers needed for this scenario (see below)

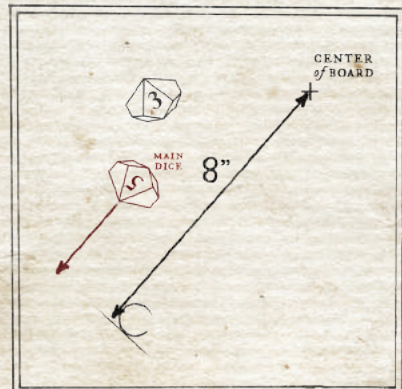
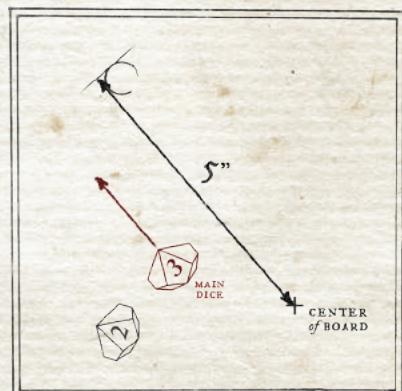
» After all objective markers have been deployed, proceed with Step 5 and deploy squadrons in the chosen deployment zones.

## Deploying Objective Tokens

Each objective token represents a cluster of cargo/barrels jettisoned by The Wiley Leprechaun. The number of markers on the board should be equal to 4x the number of players + 1. (e.g. 2 players = 9 markers, 4 players = 17 markers). To determine the position of the markers, roll 2D10 for each. A marker will be placed a number of inches from

the center of the board equal to the sum of the roll in the direction the point of the first dice is facing. See examples below:

NOTE: Objective markers may end up on land or in rocks/shoals. This is okay! In fact, it can make the game more interesting to have Landing Parties duking it out while off their ship.





**SCENARIO RULES:**

» A unit on a ship that is within Pistol Shot distance of an objective marker may use a Crew action to throw grapples to it and bring it aboard. To attempt to grapple, roll a Skill Test. If successfully recovered the cargo is placed aboard the player's ship. If the attempt fails, nothing happens and the cargo remains in the water.

» Cargo may also be stolen from another player's ship. If a player has successfully captured an enemy ship, they also capture any cargo objective tokens on board.

» Cargo may be transferred between friendly or captured within ships Pistol Shot similar to a "Transfer Flag" Crew Action. A single piece of cargo can only be transferred once per round.

» Any cargo aboard a ship that has sunk is immediately placed back on the board in a reasonable position based on the ship's last location. This cargo may be recovered by other players as normal.

» Once per turn, a player may use a Fortune Token at any time to roll on the "Luck of the Arrish" table provided.

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## LUCK OF THE ARR-ISH EVENTS TABLE

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D10 ROLL	RESULT
<b>1</b>	<b>MISFORTUNE</b> One random Cargo on your ship has ruptured and its contents have been lost. Remove the objective marker from the game. If no cargo is currently on board there are no effects.
<b>2</b>	<b>ILL OMEN</b> An albatross is killed by a stray shot. Select a random ship in your force. That ship immediately takes 1 Point of Fatigue.
<b>3</b>	<b>SUBMERGED HAZARD</b> Choose a ship at random from ALL Forces in the game. That ship has stumbled upon an uncharted Shoal. The player that controls the affected Ship places a random Shoal marker under the Bow of the Ship in any orientation that they would like, so long as the center of the marker is under the Bow of the ship. The player then rolls to see if the ship has Run Aground as normal.
<b>4</b>	<b>WINDS OF CHANGE</b> Select whether the winds have calmed or picked up. Depending on the choice ALL ships will decrease or increase their speed rating by 1 for the rest of this turn.
<b>5</b>	<b>NEW CARGO SIGHTED</b> A new objective marker has floated to the surface. Place the new marker within D10 inches of your ship in the direction of your choice.
<b>6</b>	<b>UNSECURED RIGGING</b> Select a random ship from your Force. That Ship immediately takes 1 damage to its Rigging.
<b>7</b>	<b>LUCKY</b> Pick a ship in your force at random. The unit can immediately take a free Crew action without the need for a skill check.
<b>8</b>	<b>WINDS OF FORTUNE</b> You may move the wind direction to any side of the board you want.
<b>9</b>	<b>GOOD OMEN</b> An albatross lands on the bowsprit of a random ship in your force. All units with Fatigue may take a free Rally Action.
<b>10</b>	<b>GREAT FORTUNE</b> Gain 2 Fortune Points.

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