

	Campaign points	Scenario	Special rules
		<i>(on doubles except 1s and 6s, or contoller may force)</i>	
<i>Wishing Well</i>	1	'Hidden Treasure'	Lady luck: EITHER all heroes and henchmen taken out of action may re-roll on the injury table; OR you may re-roll (together) any of your exploration dice. In either case the second results always stand.
<i>Sail-Makers' Guildhouse</i>	1	'Occupy'	Rum stash: Any or all of your heroes or henchmen groups may join the after-battle drinking session during post-game experience allocation. Roll a D6 for each hero/group: on a 4-6 alcohol-fuelled bravado adds 1 experience; on a 1-3 the hero or henchman group has acquired a little too much bravado and must miss their next game! (Models missing the next game anyway may not take part.)
<i>The Light</i>	1	Controller chooses; if uncontrolled, roll as normal	Look-out: When invading a controlled location, the enemy looses the scenario-selection and deployment benefits normally granted by controlling a location.
<i>The Battery</i>	1	'Breakthrough'; also 'Blow the Battery!' when appropriate	Blackpowder kegs: If the warband may not normally use blackpowder weapons, they can now (within the constraints of other rules). In addition, all blackpowder weapons count as common. If the warband loses control of The Battery, any blackpowder weapons it can no longer use are immediately lost (they can't be sold off).
<i>The Farms</i>	1	Use the Empire in Flames table instead	Food source: The warband counts as being D6 men smaller when selling treasure (roll during each post-battle sequence). In addition, the warband may exceed its normal maximum size by 1.
<i>The Old Temple</i>	1	'Wyrdstone Hunt'	Ancient trinkets: Gain an extra 2D6gc income after the game.
<i>Pressgang Alley</i>	1	'Surprise Attack'	Recruits aplenty: You may re-roll the dice for determining how much experience-worth of veterans you may hire. In addition, you may recruit a Hired Sword for free after each game, but must still pay the upkeep cost if used for more than one game. You may not take the same type of hired sword twice in a row.
<i>Binnacle Yard</i>	1	'Chance Encounter'	Magic compass: When determining unusual locations found when exploring, count doubles as triples, triples as four-of-a-kind, etc.
<i>Merchants' Guildhouse</i>	1	'Defend the Find'	Trading savvy: You may re-roll any dice when searching for items and/or determining their cost.
<i>Vercuso Bridge</i>	1	'Street Fight'	Strategic control: When rolling off to choose the location of a game, you may add +1 to your dice roll. In addition, in between games you may choose to transfer your control from that location to another, uncontrolled location without fighting for it. All win/loss modifiers are 'reset'. You obviously can't do this while someone else is fighting there, nor can you do it after the location of your own game has been decided!
<i>The Labyrinth</i>	D3	Always 'The Labyrinth' game	Whenever a location comes under someone's control roll a D6: On a 6 The Labyrinth becomes available as a campaign location. This also happens the first time someone gets the labyrinth result in exploration (or at some other appropriate point...). Any warband may now fight there and attempt to plunder it, but it cannot be controlled as a location. Once successfully plundered, The Labyrinth takes no further role in the campaign, but the successful warband gains D3 campaign points that cannot be lost.
<i>The Barrel o' Monkeys</i>	D6-3	-	
<i>The Hole in the Wall Inn</i>	D6-3	-	
<i>The Emperor's Bane</i>	D6-3	-	
<i>The Slips</i>	D6-3	'Slippery Jack'	
<i>The Boarding Party Inn</i>	D6-3	-	
<i>Wrecker's Point</i>	D6-3	'Slippery Jack'	
<i>Soup Alley</i>	D6-3	-	
<i>Unlucky Quay</i>	D6-3	'Slippery Jack'	
<i>The Cod and Cutlass Inn</i>	D6-3	-	
<i>Dumplington</i>	D6-3	-	
<i>Slippery Jack's Cave</i>	D6-3	Always 'Slippery Jack' scenario	
<i>Cheapside</i>	D6-3	'Slippery Jack'	
<i>The Sarky Cutter</i>	D6-3	-	
<i>Hangman's Square</i>	D6-3	-	
<i>The Capstan</i>	D6-3	'Slippery Jack'	
<i>Vercuso Ferry</i>	D6-3	Always 'Slippery Jack' scenario	
<i>The Buccaneer's Blade Inn</i>	D6-3	-	
<i>The Ropewalks</i>	D6-3	'Slippery Jack'	
<i>The Crooked Farthing Inn</i>	D6-3	-	
<i>Cathay Town</i>	D6-3	'Slippery Jack'	