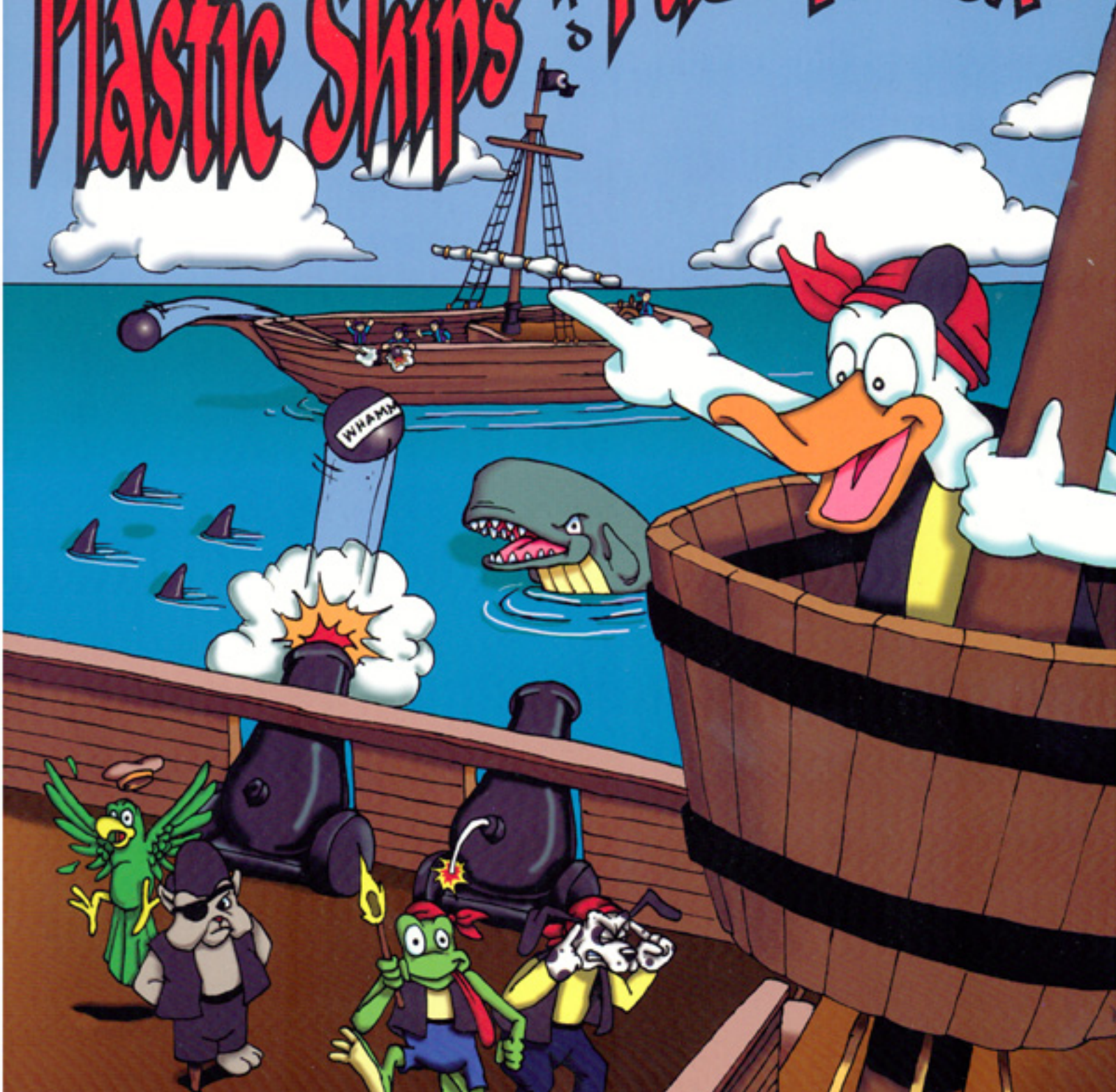


Plastic Ships and Fuzzy Men



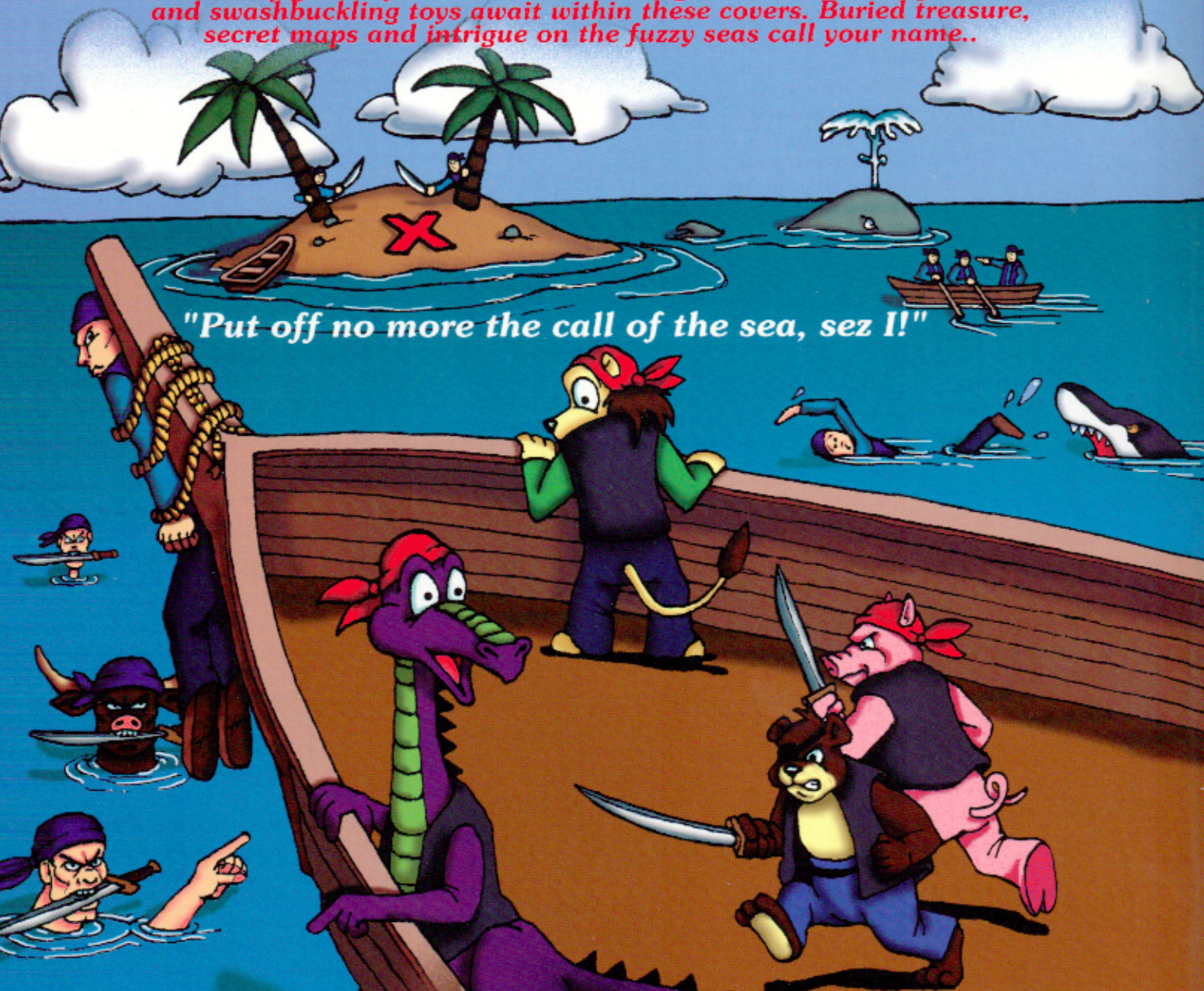
This be a hilarious game of ship-to-ship and pirate combat for two or more players ages nine and up sez I!

The foamy sea sprayed over the bow in a fine mist. She was a proud ship, a noble version of her kind. At her prow stood a hero, a Fuzzy Hero, nose pointed to the horizon, carriage royal, and bearing regal. A deep voice addressed the hero. "You have done much for this world. Ask what you will and it shall be granted." The hero's eyes remained intent upon the horizon. His gaze shifted skyward, and a small tear glinted in his plastic eye.

*"All I ask is a proud ship, the wind in her sails
and a rulebook to steer her by!"*

Plastic Ships and Fuzzy Men is that book! Enter the age of sail with the stuffed toys and action figures of FrolicHaven. Blasting cannons, whirling cutlasses and swashbuckling toys await within these covers. Buried treasure, secret maps and intrigue on the fuzzy seas call your name..

"Put off no more the call of the sea, sez I!"



Plastic Ships and Fuzzy Men contains complete rules for ship-to-ship combat using models, toy ships and home made vessels. Rules for special swashbuckling pirate genre characters, burying and seeking treasure, boarding actions, muskets and more are included.

Recommended for ages 9 and up.

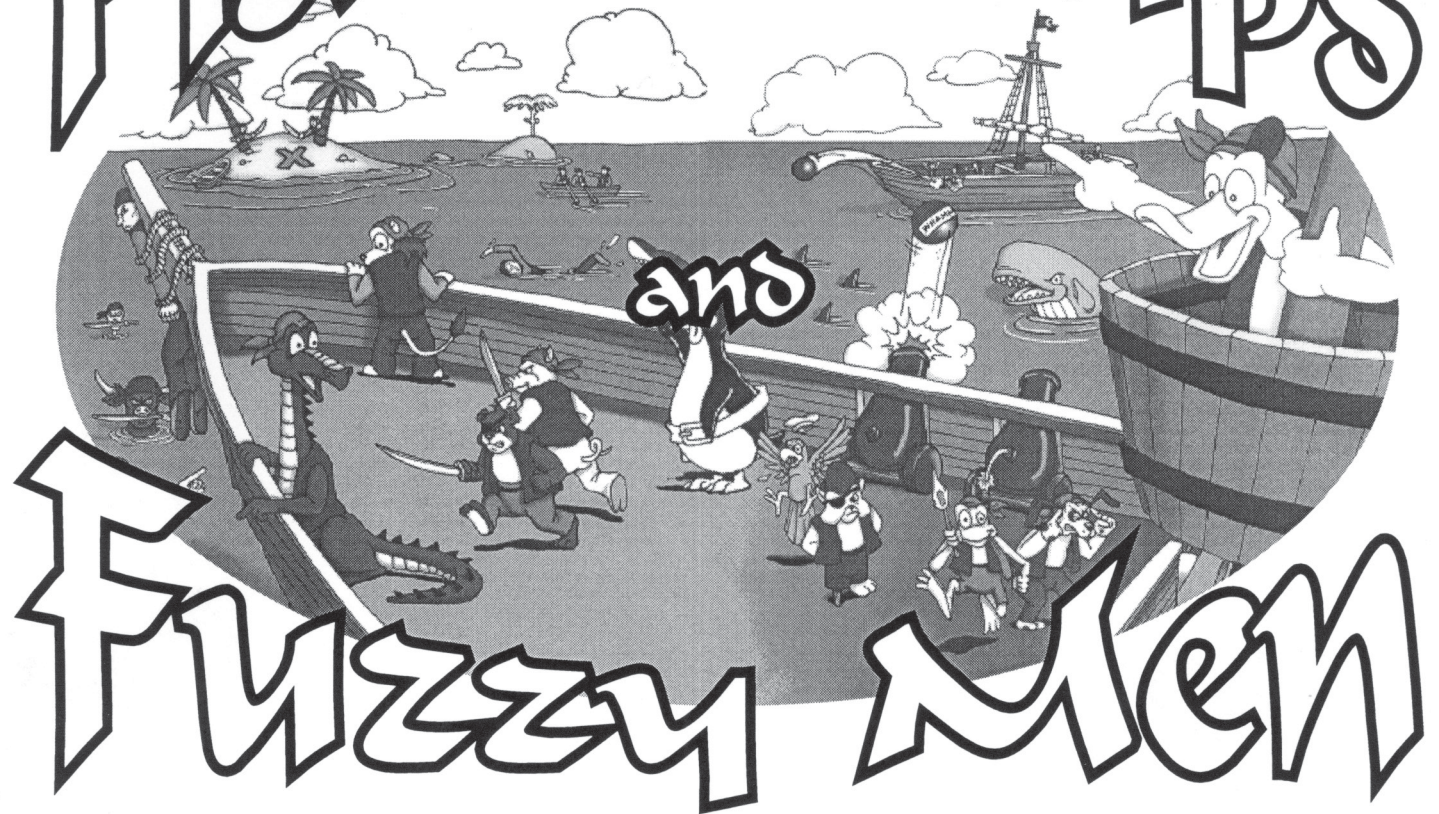
Copyright 1999 by Inner City Games Designs.
All rights reserved. Printed in U.S.A.



7 49012 07106 5



Plastic Ships



Arrr... these be the swabs what made this book...

Graphic Arts

Daniel Lewis
Christopher Clark

Editors

Marcia Clark
Michele McKinney

Author

Christopher Clark

The Pie Rats

Michael L. Leeke

Playtesters

Daniel Lewis Michael L. Leeke
Christopher Clark Teri Gulke
Bruce Gulke Bill Mickley

Cover Art

Jim Mitchell

Interior Art

Jim Mitchell
Clip Art

Dedicated to Paul Lidberg, Dan Lewis, and Mike Leeke, who convinced me to write some new stuff for Fuzzy Heroes. I didn't think it would be any fun. I was wrong, you were right, this was a riot. Thanks guys. Ye swabs.



Table of Contents



There be hidden treasures in these pages sez I!

Chapter #1: The Basic Game.....	3
About Fuzzy Heroes.....	5
About Plastic Ships and Fuzzy Men.....	7
Materials Needed.....	7
The Basic Game.....	9
Ship Construction.....	9
Designing Your Ship.....	10
Sails, Masts, Maximum Speed and Turning.....	11
Drag Factor and Wind Factor.....	12
The Crew.....	14
Cannon.....	15
Cargo Space.....	15
Playing the Game.....	17
Rigging Points.....	17
Turn Sequence.....	19
Assigning Crew.....	19
Rolling Initiative.....	19
Moving.....	20
Sideslipping.....	21
Sailing off of the Board.....	21
Firing Cannons and Taking Damage.....	22
Sinking and Losing Mobility.....	23
Weapons that Won't Work.....	24
Winning.....	25
Chapter #2: The Advanced Game.....	26
Movement-based Rules Additions.....	27
Ramming.....	27
Dropping Anchor.....	29
Combat-Based Rules Additions.....	30
Fire.....	30
Magazine Hits.....	31
Tar Balls.....	32
Different Types of Cannon.....	34
Culverin.....	34
Carronades.....	34
Marine Duty.....	35
Musket Fire.....	36
Boarding Parties and Capturing Vessels.....	37
Special Characters.....	37
Swimmers.....	38
Flyers.....	38
Special Abilities.....	39
Specially Skilled Characters.....	39
Navigators.....	39
Shipwrights.....	39
Armorers.....	39
Swashbucklers.....	39

The Captain is Asleep! Rule.....	41
Reputation Points.....	43
Lingo Rule and the Pirate Alphabet.....	44
Treasure.....	46
Why Bury It?.....	47
Burying Treasure and Making a Treasure Map.....	47
Protective Traps and Beasts.....	48
Traps.....	48
Pit Trap.....	48
Tunnel Collapse Trap.....	48
Water Trap.....	49
Gas Trap.....	49
Spring Trap.....	49
Rolling Stone Trap.....	49
False Treasure Trap.....	50
Beasts.....	50
Creatures of Habit.....	50
Dervish.....	51
Guardian Statue.....	51
Lightning Beast.....	52
Medusa.....	52
Octopus.....	53
Reflection Beast.....	53
Siren.....	54
UNDED Victims.....	54
Digging It Up.....	54
Salvaging (re-using) Traps, and Tunnels.....	57
Chapter #3: Scenario.....	58
Tre Sure Island.....	59
Combat Cards.....	60
Ship Construction.....	74
Turning Template.....	78
Handy Charts.....	79

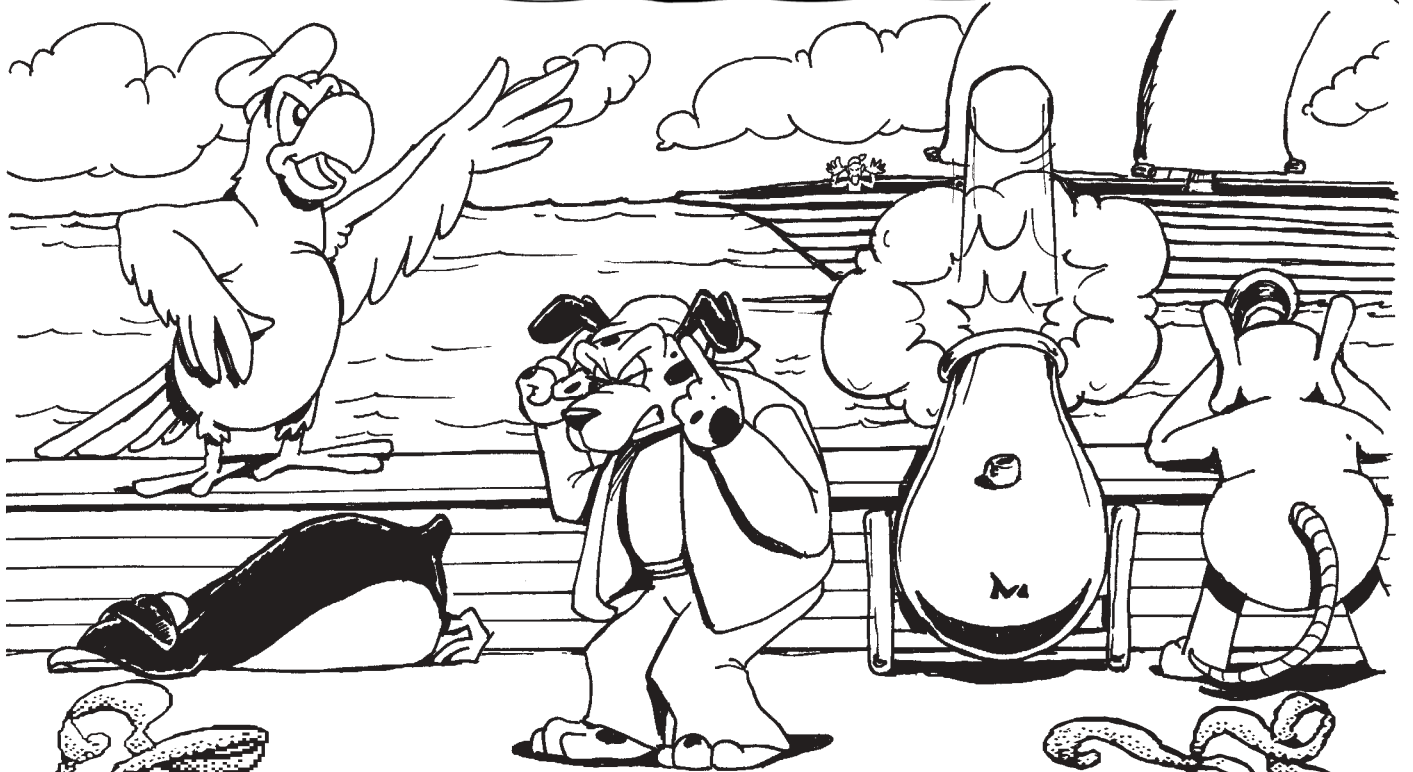
Story Index

<i>Plastic Ships and Fuzzy Men.....</i>	<i>3</i>
<i>Cap and Flood.....</i>	<i>6</i>
<i>A Sea of Troubles.....</i>	<i>8</i>
<i>Arrr... Aye!.....</i>	<i>11</i>
<i>Avast ye Scurvy Dog!.....</i>	<i>15</i>
<i>Savage Blood Thirsty Pie Rats.....</i>	<i>24</i>
<i>A Mighty Blow.....</i>	<i>26</i>
<i>A Moment to Treasure.....</i>	<i>33</i>
<i>Awesome Powers.....</i>	<i>40</i>
<i>Three Fuzzies Before the Mast.....</i>	<i>45</i>
<i>Tre Sure Island.....</i>	<i>58</i>
<i>Aftermath.....</i>	<i>77</i>





The Basic Game



Chapter #1: The Basic Game

Plastic Ships and Fuzzy Men™

"Darn the Four Penguins...!" the voice roared across the deck, competing with the sound of the crashing waves.

"Wait for it ... They're not in range yet. ' The voice paused a moment, its owner gazing skyward. "Yo the crow's nest," he shouted, "What say you mister?!"

"Range 38 inches, Cap-o'-Tan," came the reply.

"Shift all the cannon to this side, prepare to fire!" the parrot bellowed in return. It was an ominously gloomy day, and this was an inexperienced crew; green in fact. Oh well, at least green made for a decent Avoidance Roll.

A distant booming sounded from across the water. Spray leapt over the bow as the Renegade shot landed an inch from the front of the ship. Once again, the parrot's voice cautioned the crew.

"Wait for it, me hearties. They're just tryin' to make us nervous. Spotters to the side!"

Four green penguins hurried to the side of the ship closest to the enemy vessel.

She was a proud ship; the Renegade cutter, a three gunner and well crewed. Her two sails would give her ample speed, but she'd be no match for the Quacker Picker-Upper's six guns once they got into range.

"Wait for it! We need that map or Brenda and her parents are doomed."



Plastic Ships and Fuzzy Men



Cap-o'-Tan's further orders were drowned by another series of booming sounds from the distant Renegade vessel. The penguin spotters began to look sleepy. The small arms fire had obviously hit them.

"Range 35 and a half inches Cap-o'-Tan," came the word from the crow's nest.

"Not yet," cautioned the Parrot. "Darn the four penguins... full speed ahead!"

The range closed steadily between the two ships, and the parrot raised his left wing.

"Range 30 inches," shouted the spotted dog in the crow's nest.

The time had come, now, before the Renegades completed reloading. Now was the time to strike. "Fire ye swabs! Fire at will!" shouted the parrot as he dropped his left wing.

With a thunderous boom, the Quacker Picker-Uppers six cannons released their deadly cargoes at the advancing Renegade vessel. The sound reminded Cap-o'-Tan of that fateful time many turns ago when a similar sound had started this entire chapter of Fuzzy Hero history. "Not now!!!" he thought, as he felt himself slipping into a poorly timed flashback.

* * * * *

They had been left behind, forgotten in a cardboard paper towel box in the basement. The light from the windows had grown dim, and the crashing of thunder had made itself felt every few moments. Cap-o'-Tan remembered hearing Brenda fighting with her brother.

She knew he had stolen the toy, and she'd get the location out of him before they left, no matter what. "Where did you hide Magic Eight? You'd better tell me right now or you'll be sorry!"

"I am so scared," the miscreant four-year-old had replied. He waved a small piece of paper directly under his sister's nose. "...and only I know where to find all of the pieces, ha ha haa!"

"Mom!" Brenda had screamed in her most plaintively annoyed voice.

Aggravated, Brenda's mom had come stomping down the stairs. Without a word she snatched the small piece of paper from the young boy and tore it into pieces, throwing them onto the basement floor.

"Look, we have to go now." She had said in a voice that spoke of controlled rage. "The storm has already started. Both of you, march up those stairs right now!"

"But Mom!..." both children had complained.

"NOW!"

Brenda didn't understand entirely what was happening, but she did know that a big storm was headed their way, and that a nice man in a blue uniform had told her mommy and daddy that they would have to leave because of something called an "imminent flood". Mom had told her to pack up all of her toys, which she had done, and put them into the trailer that her father had attached to the back of their car. She had done so an hour ago, but she was still missing a few toys, including Magic Eight, her programmable robot.

"Just a minute mom, Alex took Magic Eight apart and hid him, and I haven't found my other toys. I can't find my hat either," she finished, feeling just sad enough not to cry.

"I have your cap in the car, just get in. This floods going to be dangerous! Besides, we'll have a lot of fun camping out at Gramma's house for a few days."

Brenda's mom then gave her the look.





About Fuzzy Heroes

The look was a special mom weapon, used only in cases of emergency. The look meant that no further argument would be allowed. Without further complaint, the humans had left the basement.

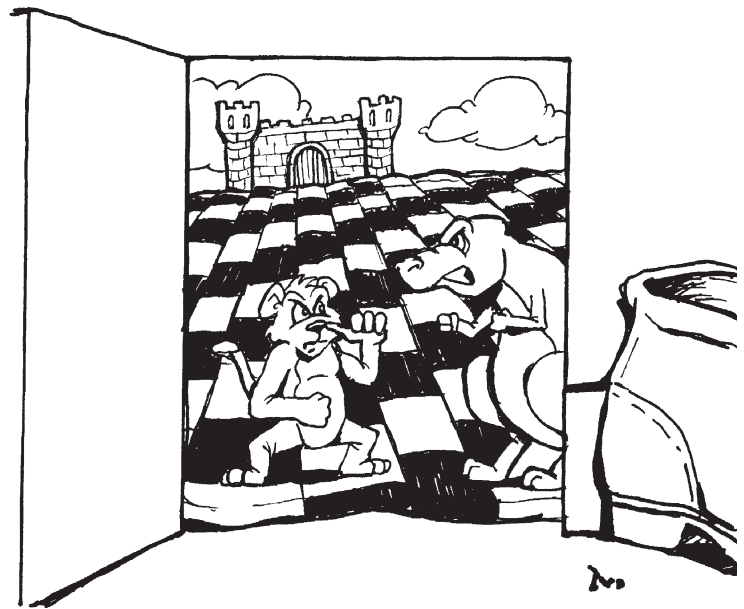
About Fuzzy Heroes

This book is more than just the story of some forgotten toys in a flooded basement; it is also a supplement for the Fuzzy Heroes rules system of tactical combat for stuffed animals and toys. Those who have one or more of the Fuzzy Heroes series of books may wish to skip this section. For those of you partaking of the Fuzzy Heroes universe for the first time, some history of the world of the stuffed toys is in order. This history should provide a better understanding of both the situations in this book, and the game as a whole.

Fuzzy Heroes are toys and stuffed animals that gain the energy required for independent action from the magical Land of FrolicHaven whenever they remain undisturbed. These toys live in FrolicHaven most of the time, venturing forth into the real world only occasionally to provide help or entertainment for their owners, (which explains all of those toys you lost over the years). If they are disturbed, Fuzzy Heroes slowly lose their energy, eventually falling asleep.

The land of FrolicHaven, home of the Fuzzy Heroes, is a magical place that can be reached through secret doorways that exist in the back of every closet in the real world. These doorways are invisible to the naked eye, but are easily discovered by the Fuzzy Heroes. They are much more difficult to find from the FrolicHaven universe. Not only are they less common features of the FrolicHaven landscape, but all is not harmony within FrolicHaven, and these doorways are often inaccessible due to battle or dispute.

Two groups constantly battle for control of FrolicHaven: the Fuzzy Heroes and the Renegades. Although participation by toys in either group is strictly voluntary, the Fuzzy Heroes tend to enlist more stuffed toys within their ranks, while the Renegades are generally action figures or “boy toys”. The Fuzzy Heroes are loyal to their owners, venturing forth into the real world to find lost articles or to help clean messy bedrooms. The Renegades, on the other hand, feel that toys should be independent, living lives of their own. This divided loyalty has the two groups fighting constantly over the minds of all of the toys in FrolicHaven, as well as the toys found in the ‘real’ world.



Fuzzy Heroes (and Renegades) never die; they only sleep when defeated in combat and depleted of energy. This constant need for energy provides the basis for many of the battles between the Fuzzy Heroes and the Renegades. The acquisition of energy or the means to acquire energy is a goal of all the toys in FrolicHaven (although other goals also exist). Since no combatant is ever permanently removed from the struggle (they can rest up and return another day), the battles may never end.





Cap and Flood

"C'mon honey! We've got to go!" Brenda's mom was a bit desperate.

Brenda shrugged and got into the car. As the car left the driveway, however, she suddenly remembered where she had left the missing toys.

"Mom, Mom, we have to go back!" she pleaded. "I just remembered that I left the toys in a large box down in the basement!" A small grain of hope grew in her chest.

"I'm sorry honey, but we can't go back," her mom replied reluctantly. "It's just too late now."

Brenda opened her mouth to plead again, but noticed that her mom was using the look once again. Resigned, she pressed her face to the cold glass of the car window as her house receded from view. Glancing up, she knew her mother was right; already black storm clouds were brewing ominously overhead.

* * * * *

Several hours later, in a cardboard box in the basement, a small group of stuffed toys sensed an unusual movement in the box they occupied. The thunder had boomed continuously, accompanied by a light but persistent tapping noise. Then the movement had begun. It was almost as though the world had come unglued! They were shifting slowly back and forth, not weightless, but certainly not firmly rooted to the ground either. Peering over the side of the box, a small fuzzy black dog that Brenda had named Spot discovered the awful truth.

"The entire floor is covered with water!" he exclaimed. What should we do?? See?" he cried, pointing at the water surrounding the

box.



A green and red stuffed parrot shouldered his way forward amongst the other toys. He wore a jaunty light brown hat on his head and was known as Cap-'o-Tan. "Why do you call it "C", Black Spot? Someone get Magic Eight working, we'll ask him. He knows everything. We'll need to do something. Anyone have a cracker? I don't eat, but for some reason I'm craving crackers..."

"Who are you to give orders?" said an unidentified toy from deeper in the box.

Red Bear, looking for Magic Eight, answered for the Parrot. "He's our Cap-'o-Tan!"

The bear then quit smiling and assumed a far more serious look, or at least as serious a look as a stuffed bear could possibly manage. "...and Cap-o'-Tan, I've got some bad news... Magic Eight is missing!"

"We must find him!" insisted the parrot. "He's the only one who knows all of the answers, and without him we're doomed!"





Materials Needed

About Plastic Ships and Fuzzy Men

Plastic Ships and Fuzzy Men reveals a dastardly plot by the Renegades to keep Brenda (a little girl) and her parents from returning home and reclaiming their house. The Renegades hope to remain in control of the house forever. It also details how the Fuzzy Heroes discovered sailing, tall ships, and the call of the sea.

It is not necessary to own a copy of the original Fuzzy Heroes rules to play the basic version of this game. It is recommended, however, that a copy of the Fuzzy Heroes rules be in your possession if you wish to play the Boarding rules as well as many of the optional rules of this game. Ask your local retailer, if he doesn't already have it in stock, he should be able to get it for you.

The basic game of ship to ship combat can be played using homemade ships, plastic models, or any ship toys that you might have. The rules for the simple game involve ship construction, movement, firing, and the logistics of running a sailing vessel. Rules for special crewmembers and hand-to hand boarding actions are dealt with in the next section, Advanced Rules.

Materials Needed

In addition to this book, you'll need several items to play the basic rules for Plastic Ships and Fuzzy Men. Most of them should be available around the house, but younger players should probably ask their parents before borrowing any of these items. They include:

- 1) Three or more six-sided dice
- 2) One or more tape measures or other measuring devices
- 3) Several pencils
- 4) Toys or action figures to represent crew. In a pinch you can substitute homemade cardboard cutouts.

- 5) Several toy or homemade ships, at least one per player.
- 6) One copy of the Ship Combat Sheet for each ship being used in the game. (Feel free to photocopy the examples included at the end of this book, or simply copy them to scratch paper.)
- 7) A large, open area to play in. We recommend that a minimum of 6 feet square (six feet wide and six feet long) be used as a minimum size. If the weather is nice, the game also plays well outdoors.
- 8) Pencils, dowel rods, long bolts, or other objects that may be used to represent toy cannons. You'll want to have at least two of these for each ship in play; having more available is a good idea.

If you are using homemade ships, two important rules apply to their construction. These rules are made to work with a vast array of ship toys, models, and homemades, but are not all-inclusive. The ships used for this game should measure anywhere from 4 inches long by four inches wide to 36 inches long by 20 inches wide. In addition, and in order to help preserve the flavor of the game, ships must always be longer than they are wide.

Make sure that each of the players has a pencil and a Ship Combat Sheet for each ship they will command during the game. Place the tape measures or rulers, toys to represent crew, and items being used to represent cannons within easy reach of all the players. We're ready to begin!





A Sea of Troubles

"That waters rising pretty fast Cap-'o-Tan. What should we do!?" asked an excited Spot. The box shifted once again in the rising tide.

"Keep your fuzz on, I'm thinking," responded the Parrot. "Anyone know what happened to Magic Eight?"

Energy Mouse, who had been working feverishly on the problem of the missing robot toy, shook his head in the negative. "He was here the last time I was awake. Of course, Alex, Brenda's brother was rooting through this box before the water started..."

"Hey, there's some pieces of torn paper floating in the water!" shouted Quacker the Duck. The entire crew heard a small splash.

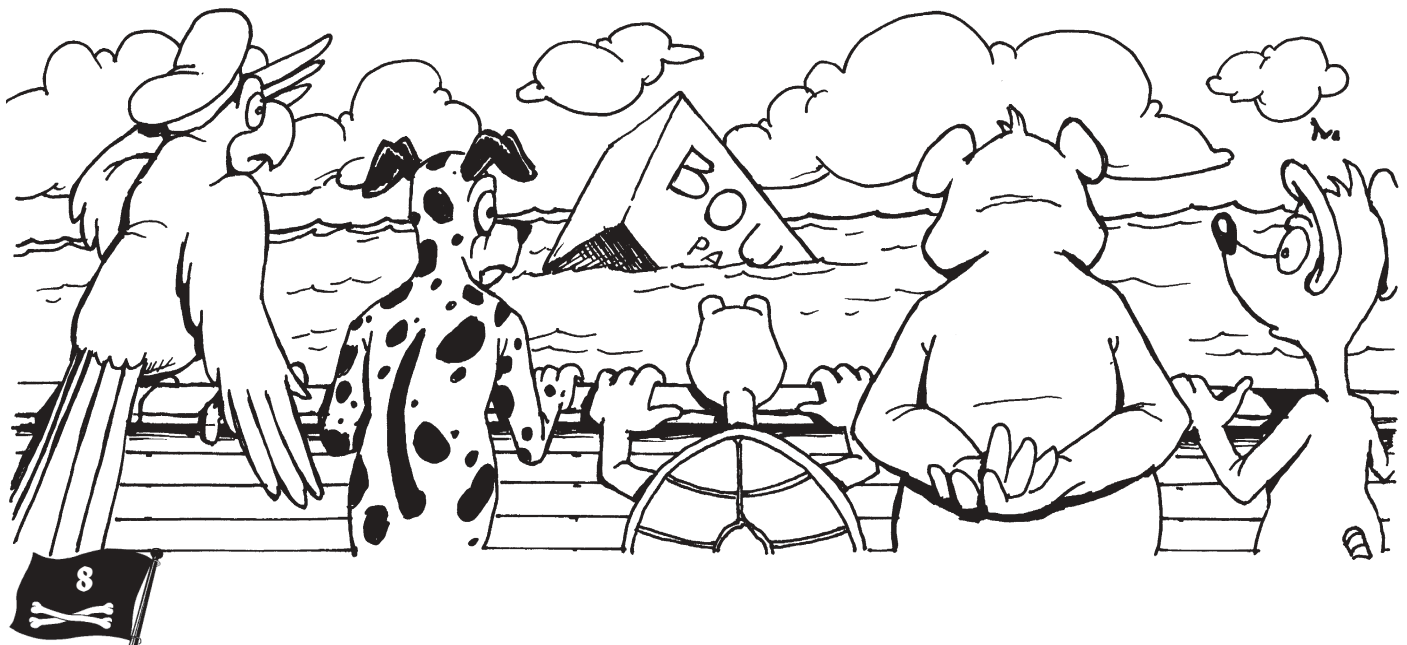
"Duck overboard!" cried Energy Mouse.

"He'll be alright, he's a duck," replied Cap-o'-Tan. "We need to do something about this water."

Scrutinizing the bottom of the box, Energy Mouse had to agree. "Water is beginning to seep through the cardboard Cap-o'-Tan... I suggest we build a boat. There's duct tape, string and scissors here, as well as some straws and paper. By the look of the bottom of our box," he said eyeing the waterlogged cardboard nervously, "I think we'd better hurry."

Stirred from their lethargy, the toys raced into action. Spot gathered some string and tape, while other toys began separating all the spare cardboard from the sides of the box. Tank the Turtle organized several cannons he had found in the bottom of the box as he felt that their new vessel should be armed with weaponry ("never know, there might be Renegades out there"). As the cardboard box began to leak in earnest, the Fuzzy Heroes began to construct a ship to ride out the flood.

Working at a breakneck pace, it was still several turns before the ship was completed. It was a less than elegant vessel, with a broad stern, cumbersome lines, and two masts that carried sails of construction paper. None of the toys were sure what the masts were for, but Energy Mouse, who had seen pictures of ships before, insisted that they be constructed.





Ship Construction

Fearing his reprisal, they had erected the masts and sails. She now stood complete, and just in time, as the box they had been floating in became water logged and slowly sank. It had been a good box, a paper towel box, and soon only the label on its outside was visible, "Bounty". It was with marked pride and a certain sadness that the Fuzzy Heroes viewed their new vessel.

"What do we call her Cap-o'-Tan?" asked Black Spot.

"I say we name her after our first ship... er... box," hollered Cap-'o-Tan, eyeing the receding label on the box, "the Bou..."

"Stop!" interrupted Energy Mouse, "that would be trademark infringement!" A plaintive quacking noise came from the water just outside the ship. "...and we've forgotten about Quacker!"

Lowering a long piece of yarn into the water, Tank the Turtle made himself heard, "I agree. I suspect a Renegade plot behind all of this; a Renegade plot that caused the demise of our beloved box. Vengeance and justice are called for. I say we name her the Fuzzy Avenger!" Muted cheers of approval greeted the turtle's suggestion.

"That's way too convenient, even for a Fuzzy Heroes book," replied Cap-o'-Tan. "I say we name her after the first mission she undertook."

Tank the Turtle was just helping a rather wet Quacker onto the deck. She held two small pieces of paper in her bill. "I say we name her the 'Quacker Picker-Upper!"

Rousing cheers of assent greeted this proposal, as well as several sympathetic groans for the readers of this book, and so the vessel was named.

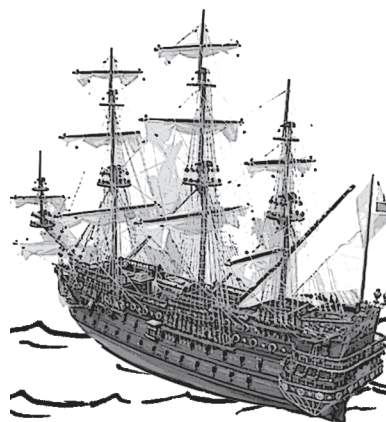
The Basic Game

In the basic game, combat occurs only between vessels, not between individual crewmembers. As such, boarding actions are not possible. Although this aspect of the game is a lot of fun, and may in fact be the part you were looking forward to most, we suggest that you play the basic game first before adding the advanced rules with ramming, boarding actions, and special crewmember types.

In the basic game, there are only four important factors: the Hull, the Rigging, the Cannons, and the size of the crew. Each ship in combat must have functional parts in each of these categories to continue play. If a ship in play no longer has a functioning Hull, Rigging, Crew, or Cannon, it will be abandoned and should be removed from play. The next section of these rules addresses these four aspects of a fighting vessel.

Ship Construction

If you do not already have ships or toys prepared for your battle, and you should construct them now. Don't worry about how your design will be affected by the rules; just make a ship that looks good to you. Make sure that you build your ship with a flat bottom so that it will remain upright during play. If you are unsure of how to begin, several plans for homemade ship construction are included at the back of this book. Once all players have completed their ships, proceed to the next section.



(KIDDING!)

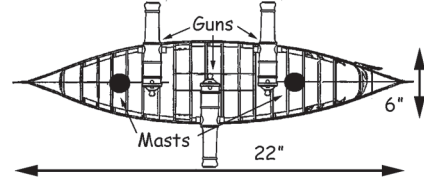


Plastic Ships and Fuzzy Men



Designing Your Ship

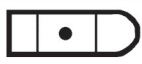

All players should now have a ship, a pencil, and a copy of the Ship Combat Sheet for each vessel they intend to play. Each player should now place their vessel in an upright position, and then measure its length from front to back, and its width from side to side. Record these measurements on the Ship Combat Sheet. Now consult the following chart, rounding your measurements to the nearest measurement listed:



Record the ship's Hull Points in the space provided on the Ship Combat Sheet. This number reflects not only the amount of damage that the ship can sustain before sinking, but also the space available on the vessel for sails, crew, cannons, and cargo. Deciding how to use the interior space of the

vessel will be our next step in designing a ship.





There are four items with which you can fill your ship's available space: Sails (masts), Cannon, Crew, and Cargo. Sails, and the masts that support them, make your ship move. Without sails, you won't get far in combat. Cannons are your means for striking out at your enemy. Without crew to man your cannons and sails, nothing will work aboard the ship. Finally, if you don't leave any cargo area, you'll have no place to put the treasure when you win! The following table lists the various sizes (in Hull Points) of these four items. How they actually work is what we'll explore next.

		Hull Points Chart								
		Ship's Width ↓ 								
		4	6	8	10	12	14	16	18	20
Ship's Length ↑ 	4	8	*	*	*	*	*	*	*	*
	6	10	13	*	*	*	*	*	*	*
	8	12	15	18	*	*	*	*	*	*
	10	14	17	20	23	*	*	*	*	*
	12	16	19	22	25	28	*	*	*	*
	14	18	21	24	27	30	33	*	*	*
	16	20	23	26	29	32	35	38	*	*
	18	22	25	28	31	34	37	40	43	*
	20	24	27	30	33	36	39	42	45	48
	22	26	29	32	35	38	41	44	47	50
	24	28	31	34	37	40	43	46	49	52
	26	30	33	36	39	42	45	48	51	54
	28	32	35	38	41	44	47	50	53	56
30	34	37	40	43	46	49	52	55	58	
32	36	39	42	45	48	51	54	57	60	
34	38	41	44	47	50	53	56	59	62	
*illegal ship size 36+	40	43	46	49	52	55	58	61	64	





Sails, Masts, Maximum Speed and Turning

Item		Size (cost)
Cannon		2
Crew		2
Sail		4
Cargo		1

Arrr.... Aye...!

"There's no sign of Magic Eight anywhere on board, and I'm sure he wasn't in the box before it sank," remarked a dejected Energy Mouse. He scanned the surrounding water with a toy telescope. "I just don't know where he could be..."

"I think I might have a clue," chimed in Tank the Turtle.

He was studying the pieces of paper that Quacker had recovered from the water. There were only two pieces: one which showed the reclining chair and sofa in the basement rumpus room, and the other which displayed only the words, 'Map to the hiding places of Magic Eight Pieces'. Tank addressed the entire crew of the Quacker Picker-Upper,

"I can't say why I think so, but these look like the pieces of a map. There's an 'x' on the recliner and on the sofa. My intuition tells me that's where we'll find Magic Eight."

"It looks like we're missing some pieces of the map, yes?" interjected Cap-o'-Tan.

"Definitely," responded Energy Mouse, taking the papers from Tank the Turtle. "It looks as though two other pieces are missing."

Cap-o'-Tan grabbed the telescope from Energy Mouse and began scanning the basement. After several sweeps, he stopped and began to observe a portion of the east side of the basement.

"I think I've spotted another piece of paper floating... and it's near the recliner. There's also four stuffed Penguins stranded on the recliner, and the water is still rising. Without Magic Eight to help us, we may never get rid of all of this water. Black Spot!"

"Are..." came the immediate reply.

"That will be enough Black Spot! I'll have no pirates aboard this vessel!" scolded Cap-o'-Tan.

"I..."

"Not another word Mister. Set course for Recliner Island!"

Sails, Masts, Maximum Speed and Turning

A ship's sails and masts provide motion to vessels in Plastic Ships and Fuzzy Men. They define only the speed that may be attained by a vessel, but not its ability to turn. The number of sails carried by a ship, when compared to the overall size of the ship, determine its maximum speed. The turning cost of a vessel is the amount of movement it loses when turning, or in other words, the degree to which a ship will slow down as the result of a turn. This is solely determined by the size and drag of the vessel.

In terms of space usage, masts and sails are quite expensive. Each sail a ship carries uses 4 Hull Points of space on board a ship. A ship carrying three sails, therefore, will have a total of twelve points of its interior space filled by sails. Let's try an example.



Plastic Ships and Fuzzy Men



Dan has designed a ship using a hot food container bottom from the local fast food shop. It measures twelve (12") inches long by eight (8") inches wide (it held three pieces of fried chicken). This means that the ship may withstand 22 Hull Points of damage before sinking. It also means that it has 22 points of interior space that may be filled with cannons, crew, sails, and cargo.

Dan decides that he would like two sails on his vessel. The two sails use: $(4+4=8)$ eight points of interior space leaving Dan $(22-8=14)$ 14 points of interior space to be divided between crew, cannons, and cargo. How does this equate to the speed, turning radius, and turning cost of Dan's ship?

Drag Factor and Wind Factor

To determine the maximum speed of Dan's ship, we must first calculate the ship's Drag Factor. The Drag Factor of a vessel is the amount of friction it causes while moving through the water. Every inch of a ship's surface that is in contact with the water creates friction or drag. The larger the ship, the harder it is to move it through the water. To calculate a ship's Drag Factor, take the ship's Hull Points and divide them by 20, rounding up if past half (.5).

For ease of use, the table below is provided showing the Drag Factors of various size ships. As can be seen from the chart, the Drag Factor of Dan's 22 Hull Point ship is one (1).

The next statistic we need to calculate in order to determine the maximum speed of Dan's ship is the vessel's Wind Factor. The Wind Factor of a ship is equal to the number of sails it carries multiplied by 24 inches. Again, to simplify the math, the following table has been provided for ease of use.

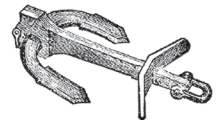
Number of Sails	Wind Factor	Number of Sails	Wind Factor
1	24"	4	96"
2	48"	5	120"
3	72"	6	144"

Checking the above chart, the Wind Factor of Dan's ship is 48". We can now determine the maximum speed of Dan's vessel.

The maximum speed of any vessel in Plastic Ships and Fuzzy Men is equal to the ship's Wind Factor divided by the ship's Drag Factor. In the case of Dan's ship, the result, and maximum speed of the ship, is 48". Again, for those not blessed with a calculator, a table has been provided.



Drag Factor Table



Hull Points	Drag Factor	Hull Points	Drag Factor	Hull Points	Drag Factor	Hull Points	Drag Factor	Hull Points	Drag Factor	Hull Points	Drag Factor
8	1	20	1	29	1	38	2	47	2	56	3
10	1	21	1	30	2	39	2	48	2	57	3
12	1	22	1	31	2	40	2	49	2	58	3
14	1	23	1	32	2	41	2	50	3	59	3
15	1	24	1	33	2	42	2	51	3	60	3
16	1	25	1	34	2	43	2	52	3	61	3
17	1	26	1	35	2	44	2	53	3	62	3
18	1	27	1	36	2	45	2	54	3	63	3
19	1	28	1	37	2	46	2	55	3	64	3





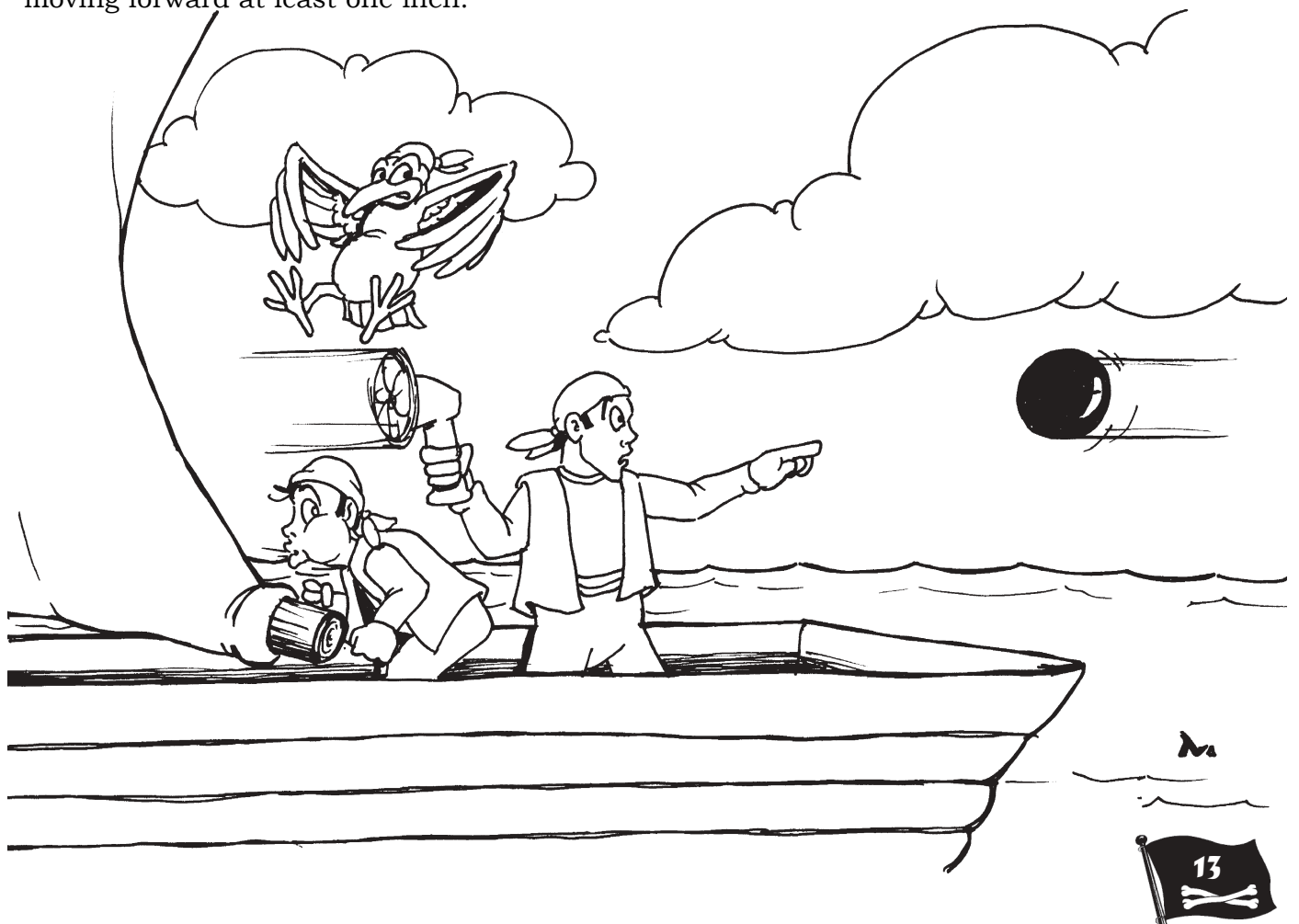
Maximum Speed Table

Wind Factor	24"	48"	78"	96"	120"	144"
Drag Factor						
1	24"	48"	78"	96"	120"	144"
2	12"	24"	36"	48"	60"	72"
3	8"	16"	24"	32"	40"	48"

Maximum Speed of Ship

In addition, the size of a ship determines both its turning radius and turning cost. The Turning Radius of a ship is the maximum angle that it may turn in a single turn without moving forward at least one inch.

A template with standard Turning Radius(s) has been provided at the back of this book for ease of use during play. A protractor may also be used, but we found the template simpler.

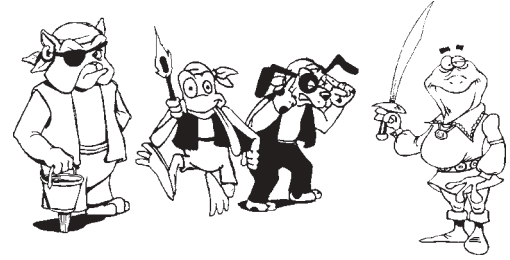


Plastic Ships and Fuzzy Men



As performing a turn increases the drag on a ship's hull, there is a reduction in the speed of any vessel that makes a turn. As in the previous example of drag factors, the larger the ship, the greater the drag in a turn, and the greater the reduction to the speed of the ship turning. The following chart relates a ship's size to its maximum Turning Radius and Turning Cost. As with the Hull Chart, round your measurements off to the closest measurement listed on the chart.

From the chart below, we can see that Dan's 12" long by 8" wide ship has a maximum Turning Radius of 90° and that it will cost Dan 3" of movement to make a turn. But there's more to moving than just having sails...



The Crew

Crewmembers are required for any activity on board a vessel. Turning, firing, loading and moving cannons, and increasing or decreasing the speed of a vessel are all actions that depend on crewmembers. In fact, on any given turn, a single crewmember may commit any of the following activities (one per turn):

		Turning Radius/Cost Chart								
		Ship's Width								
Ship's Length		4"	6"	8"	10"	12"	14"	16"	18"	20"
		4"	180/2"	*	*	*	*	*	*	*
6"	180/2"	135/2"	*	*	*	*	*	*	*	
8"	180/2"	135/2"	90/2"	*	*	*	*	*	*	
10"	180/2"	135/2"	90/2"	90/3"	*	*	*	*	*	
12"	135/2"	135/2"	90/3"	90/3"	90/4"	*	*	*	*	
14"	135/2"	135/2"	90/3"	90/3"	90/3"	90/4"	*	*	*	
16"	135/2"	135/3"	90/3"	90/3"	90/3"	90/4"	60/4"	*	*	
18"	135/2"	90/3"	90/3"	90/3"	90/4"	60/4"	60/4"	60/5"	*	
20"	90/3"	90/3"	90/3"	90/4"	60/4"	60/4"	60/4"	60/4"	60/5"	
22"	90/3"	90/3"	90/4"	90/4"	60/4"	60/4"	60/5"	60/5"	60/6"	
24"	90/3"	90/4"	90/4"	60/4"	60/4"	60/4"	60/5"	60/6"	60/7"	
26"	90/4"	90/4"	60/4"	60/4"	60/4"	60/5"	60/6"	60/6"	45/6"	
28"	90/5"	60/5"	60/5"	60/5"	60/5"	60/6"	45/6"	45/6"	45/6"	
30"	60/5"	60/5"	60/5"	60/5"	60/6"	45/6"	45/6"	45/6"	45/7"	
32"	60/5"	60/5"	60/5"	60/6"	45/6"	45/6"	45/6"	45/7"	45/7"	
* illegal ship size 34"	60/5"	60/5"	60/6"	45/6"	45/6"	45/6"	45/7"	45/7"	30/7"	
36"+	60/5"	60/6"	45/6"	45/6"	45/6"	45/7"	45/7"	30/7"	30/8"	



Cannons, Crew, and Cargo

Navigate: Each crewmember engaged in this activity will increase or decrease the speed of the vessel by one inch.

Man the Wheel: At least one crewmember must be engaged in this activity for a ship to turn during play.

Spot: A crew member may either stand at the rail of the vessel or go aloft in order to spot targets for those crew firing cannons. Combat bonuses are gained for this activity (see Spotting under Combat).

Fire Cannon: A single crewmember may fire a single cannon once each turn.

Load Cannon: A single crewmember may load a single cannon once each turn.

Move Cannon: A single crew member may move a single cannon once each turn from any place on the ship to any other place on the ship.

Marine Duty: (Advanced rules only).

Specialty crewmembers may also engage in other activities, as is explained in the Advanced Rules section of this book. No crewmember, however, may engage in more than one activity per turn.

Crewmembers are the most versatile component of a ship's makeup. Each crewmember uses 2 points of interior space. Of course what they enjoy most involves...

Cannon

Cannons are the only offensive weapons in the basic game. Ships may carry any number of cannon that will fit on board, but must be both loaded and manned to operate. Like crew, cannon use two points of interior space for each cannon included in a ship's compliment. More will be explained about the uses of cannon under Combat. For now, it is important to note that each cannon may fire only once per turn, and that it must be reloaded by a crew member before it may fire again.

Cargo Space

Any unused space on board a vessel is considered cargo Space. Any item picked up by a vessel's crew, or any crewmember that is rescued from another vessel will require space before they will fit on board. A ship's Cargo Space is that area. Any items picked up by a vessel (like treasure) will occupy one unit of interior cargo space per item. Crew that are rescued will occupy the normal crew space requirement of two (2 interior units of space).

Now that we have an idea of the space requirements and general uses of the various items that we may include on our vessels, it is time to choose the number of sails, crew, cannons and cargo space that each vessel being played will contain. The Size Table used before will provide a quick reference for those designing the interiors of their ships.

Avast, ye Scurvy Dog!

"Recliner Island is only two turns away, and I don't see any part of Magic Eight, Cap-O'-Tan," muttered Energy Mouse. Cap-O'-Tan scanned the island once again with the telescope. His concentration was suddenly broken by the approach of four flying shapes headed for the vessel.

With squeals of glee the four Penguins that had been marooned on the island came flying over to the Fuzzy Hero ship. Without incident, they landed on the slightly pitched deck.

"Thanks..." said the first Penguin.

"For rescuing..." said the second.

"us. There's a..." remarked the third.

"dog that's also marooned here..." chimed the fourth.

"but he's not very sociable," finished the first.



Plastic Ships and Fuzzy Men



"What are your names?" asked Cap-O'-Tan.

"Shiver ..." said the first.

"Timbers..." said the third.

"Matey..." said the fourth.

"...and you?" asked the parrot, indicating the second penguin.

"I've always just been Me..." came the reply.

Cap-O'-Tan indicated the lower deck with his left wing. "Shiver, Me, Timbers, Matey, make yourselves home on deck. Energy Mouse," he said turning to the rodent, "I think I know where to look for Magic Eight."

"Yes Cap-O'-Tan." The mouse replied.

"He's buried on Recliner Island... if only we had something to dig him up with..." concluded the parrot.

"Yes like a..." the mouse turned as the specter of Recliner Island came perilously close. He mumbled something unintelligible as his interest was obviously diverted to the approaching mass.

"A what?" asked Cap-O'-Tan, mildly annoyed at his friend's lack of concentration.

"Land Hoe!" shouted the mouse as the ship crunched ashore.

"Yes, well we don't... let's just get ashore. We'll see what we can find there," concluded the parrot.

Black Spot, Cap-O'-Tan and Energy Mouse hurried ashore. Scanning with the telescope, Black Spot began waving at a small figure on the far side of the island. It was a big island.

"What are you waving at, Black Spot?" inquired Cap-O'-Tan.

"The dog the penguins mentioned... he's an old friend of mine... At least he was until he became a Renegade.

He's on his way over." Black Spot returned the telescope to the parrot.

"Well, until he gets here, I suggest we look for the buried pieces of Magic Eight," concluded Cap-O'-Tan.

"Wait a minute," said the dog, excitement plain in his voice, "give me the telescope again." He scrutinized the ground with the telescope for several moments before he pointed ahead of them at a large 'X' on the chair's upholstery.

"Spot marks the 'X'," commented Energy Mouse.

Suddenly, the other dog approached to within talking distance and began shouting at the group of Fuzzy Heroes. "WHO ARE YOU?" he bellowed.

"What's with your friend shouting like that?" asked Energy Mouse.

"He's a bit deaf, I'm afraid," said Black Spot. "But he's got a pail we could dig with! Hey Scurvy," shouted Black Spot to the newcomer, "will you sell us that pail?"

"TO FUZZY HEROES??" came the reply. "NO WAY!"

"Deaf Dogs sell no pails," remarked Energy Mouse.

"I'M WAITING FOR THE RENEGADES TO FIND ME!" hollered Scurvy.

"But this is a vast island, Scurvy, they'll find it difficult to spot you even if they do land here..." pleaded Black Spot.

"A WHAT ISLAND?" hollered Scurvy.

"A Vast. A Vast, ye Scurvy Dog," shouted Energy Mouse.

"One more and I'm going to hit you," finished Cap-O'-Tan.



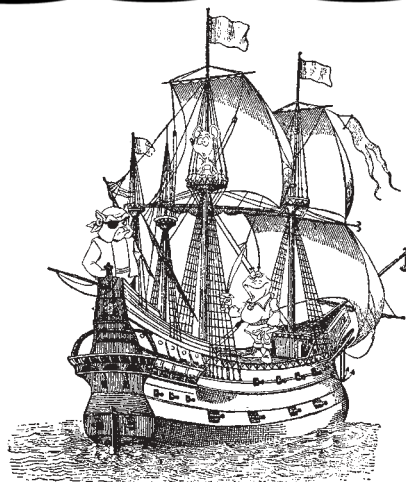
Filling in the Combat Sheet

Playing the Game

Each of the players should now have determined the size of their ship, its Hull Points, Turning Radius and Turning Cost, its Maximum Speed and the makeup of Crew Cannons, Sails and Cargo Space for the interior of the vessel. We are now ready to ascertain the combat abilities of these vessels, and send them off to noble and fuzzy war.

Rigging Points

Rigging refers to the ropes, spars, and sails of a ship. Rigging is the means by which the sails are controlled, as well as the sails themselves. Before beginning play, we must determine the number of Rigging Points for each vessel. During combat, a vessel may receive damage to its crew, equipment (cannons), hull, or rigging. As the rigging becomes damaged, it will decrease the maximum speed of the vessel. Ships with no remaining rigging may not move for the rest of the game.



To determine the number of Rigging Points possessed by your vessel, multiply its number of sails by twelve (12). Write this number in the space provided on the Ship Combat Sheet. Now consult the chart below and fill in the boxes below your ships total Rigging Points. These numbers represent the adjusted maximum speed of your vessel as its rigging becomes damaged. The basic formula for determining the reduction in speed is: Maximum Speed divided by Total Rigging Points.

Rigging Chart (Reduction in Speed from Rigging Hits)

Total Rigging Points	Total Speed												
	8"	12"	16"	24"	32"	36"	40"	48"	60"	72"	96"	120"	144"
	Speed Reduction per Hit												
12	.75"	1"	1.33"	2"	2.66"	3"	3.33"	4"	5"	6"	8"	10"	12"
24	.33"	.5"	.66"	1"	1.33"	1.5"	1.66"	2"	2.5"	3"	4"	5"	6"
36	.25"	.33"	.4"	.75"	.9"	1"	1.1"	1.25"	1.66"	2"	2.6"	3.3"	4"
48	.16"	.25"	.3"	.5"	.66"	.75"	.8"	1"	1.25"	1.5"	2"	2.5"	3"
60	.1"	.2"	.25"	.4"	.5"	.6"	.66"	.8"	1"	1.2"	1.6"	2"	2.4"
72	.1"	.1"	.2"	.3"	.4"	.5"	.55"	.66"	.8"	1"	1.33"	1.6"	2"

Plastic Ships and Fuzzy Men



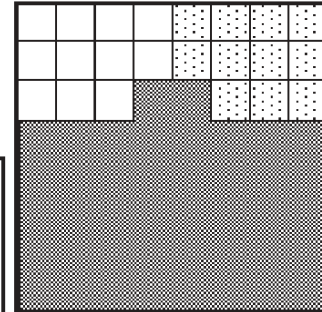
Let's try an example. Dan's ship has two (2) sails, for a total of 24 Rigging Points. Dan's Maximum speed, which we calculated earlier, was 48". Dan should, therefore, fill in 24 of

the Rigging boxes on his Ship Combat Sheet, deducting two inches from every box as he goes. When Dan is finished, his Ship Combat Sheet looks like this:

Ship's Name	<i>The Leech</i>
Player's Name	<i>Dan</i>

Maximum Speed: 48"
Maximum Turning Radius: 90°
Turning Cost: 3"
Current Speed:

Full Points



When any shaded boxes are marked, the ship's maximum speed is cut by half

Crew:	Total Crew	5
1) <i>Captain Joe</i>	Members:	
2) <i>Parrot</i>		
3) <i>Whale</i>		
4) <i>Army Guy</i>		
5) <i>Action Boy</i>		

Crew Disposition (Jobs)

Navigating _____

At the Wheel _____

Spotting _____

Firing Cannon _____

Moving Cannon _____

Loading Cannon _____

Marine Duty _____

Rigging Points

48"	46"	44"	42"	40"	38"
36"	34"	32"	30"	28"	26"
24"	22"	20"	18"	16"	14"
12"	10"	8"	6"	4"	2"
Dead in the water					
The number in each box represents the maximum speed of the vessel as the rigging becomes damaged. Mark off one box for each rigging hit.					

Weapons

Type: _____

Manned Loaded Spotters: _____

Ammunition Type: _____

Type: _____

Manned Loaded Spotters: _____

Ammunition Type: _____

Type: _____

Manned Loaded Spotters: _____

Ammunition Type: _____

Type: _____

Manned Loaded Spotters: _____

Ammunition Type: _____

Type: _____

Manned Loaded Spotters: _____

Ammunition Type: _____

Type: _____

Manned Loaded Spotters: _____

Ammunition Type: _____

Type: _____

Manned Loaded Spotters: _____

Ammunition Type: _____

Notes:

Cargo

Total Cargo Space: _____



Turn Sequence

Now lets look at how the actual turn works, including movement, firing, taking damage and my favorite, sinking!

Turn Sequence

Combat and turn order in Plastic Ships and Fuzzy Men follows a specific order of events or Turn Sequence. Once we have looked at the order in which things occur, we'll take an in-depth look at how each segment of the turn sequence works.

On any given turn, the following steps take place, in order:

- 1) All players assign crew to stations for the turn.
- 2) Roll Initiative on 2 dice.
- 3) The player with the highest Initiative roll may then, in any order:
 - a) **Move** any or all ships part or all of their allowed movement. Movement can be split with actions occurring between separate movements. All ships **MUST** move their complete movement allowance before the end of the turn.
 - b) **declare targets** of all guns firing that turn. The player should declare if and which of his weapons have spotters and then fire the weapons which have been targeted. Targets successfully hit remove their damage immediately.
- 4) The player with the next highest Initiative then starts at 3 above.

Once all players have had a chance to move and fire, all the players should once again roll Assign their crew to stations, roll Initiative and begin a new turn. The first portion of the turn that we should address, therefore, is assigning crew to their stations.

Assigning Crew

Prior to the start of every turn, each player must assign crew members to **stations or work tasks**, aboard their ship. As explained under the section on Crew, each member must be assigned to Man the Wheel, Navigation, Fire, Load, Spot for, or Move Cannon or to Marine Duty (advanced rules only). As an example, Dan might assign his crew to stations by filling in the central block of his Ship Combat Sheet as shown below:

<i>Crew Disposition (Jobs)</i>	
Navigating	<u>Captain Joe</u>
At the Wheel	<u>Parrot</u>
Spotting	<u>Army Guy</u>
Firing Cannon	<u>Action Boy</u>
Moving Cannon	_____
Loading Cannon	<u>Whale</u>
Marine Duty	_____

This will allow Dan to fire one cannon (Action Boy) at +1 to his roll (Army Guy spotting) and reload that same cannon on his turn. In addition, he can increase or decrease his speed by one inch (Captain Joe) and he has the ability to turn the ship once during his move (Parrot).

Once all players have indicated their readiness for the turn to begin, the turn may proceed with an Initiative Roll.

Rolling Initiative

The Initiative Roll may be resolved in any number of ways. It is generally called the Initiative Roll because it is resolved by rolling three six-sided dice, with the player who generated the highest number going first in the turn. In multiple player games it is often easier to pull one card per player from a deck of cards, making sure that all of the cards have different values, and then passing out these playing cards at the beginning of the turn. The player with highest card goes first, then the next highest card and so forth.



Plastic Ships and Fuzzy Men



In multiple player games, the number of ties with dice rolls increases considerably, so you may wish to pursue a method other than the traditional dice roll. Regardless, decide upon a method that gives each player an equal chance of going first, and use this to determine the Initiative at the start of every turn.

Moving

In the basic game, movement refers strictly to the movement of ships rather than individual crewmembers. Crewmembers in the basic game are may be moved freely anywhere on board the vessel they serve at any time during play. Movement of individual crewmembers is an important part of the advanced game, but plays no part in the basic rules.

Movement is the result of several factors involved with a given ship, but is not actually dependent on the presence or activity of the crew. Ship movement is dependent on the presence of sails and an undamaged hull. The participation of the crew is only required if the ship wishes to change speed or direction. This very important because **a ship traveling at a given speed will continue to travel at that speed on the following turn without the intervention of the crew.** The crew is required if the ship wishes to change either its speed or its direction.

The crew provides two important functions with regards to a ship's movement. Any crewmember assigned to Man the Wheel will allow the ship to turn during its movement. If more than one turn is desired during a ship's movement, one crewmember must be assigned to Man the Wheel for each turn the ship will make while moving. **Note: All ships must use their entire movement each turn, although this movement may be interspersed with cannon firing or other activity. In addition, any ship must move a minimum of one inch after executing a turn before it can execute another turn. Finally, each turn a ship makes while moving will incur the Turning Cost of the ship.** Let's try an example.

Planning ahead, Dan marks the approach of a much larger ship with far more cannon than his small vessel. Unfortunately, he is currently headed straight for his much larger opponent at a speed of 7 inches per turn. Since he wishes to run away from his opponent, he knows that he must turn 180° and head the opposite of his current direction. As Dan's vessel has a Maximum Turning Radius of 90°, he realizes that this will require two separate turns. Dan therefore assigns two crewmembers to Man the Wheel at the start of the next turn.

When it is Dan's turn, he makes his first 90° turn away from his opponent at a cost of three inches (3"). His ship is now traveling at a speed of 4" per turn. He travels forward one inch (1") and executes his second 90° turn at an additional cost of three inches (3"). Although Dan has turned his vessel around, he has only traveled one inch this turn, and his current speed is only one inch per turn ($7''-3''-3''=1''$). He'll find it difficult to run away at that speed!

The second function that a crew member can provide in terms of a ship's movement is to either increase or decrease a its speed. Any crewmember that is assigned to Navigation at the start of a turn may increase or decrease the speed of the vessel by one inch. The only limits to this increase or decrease is that 1) ships may not travel in reverse, 2) the maximum speed of the vessel, and 3) the size of the crew.

Let's look at another example.

Once again, Dan is fleeing an opponent that is too large, and has assigned two crewmembers to Man the Wheel so that his vessel might turn completely around. Unlike the last example, Dan has assigned the rest of the crew to Navigation in order to increase the speed of his flight. Three crewmembers have been assigned to Navigation. Dan makes the same two turns he did in the previous example, but the three crew members assigned to Navigation give him an end speed of four inches ($7''-3''-3''+3''=4''$) instead of the perilously slow one inch that he was stuck with in the first example.



Movement, Sideslipping, and Sailing off the Board

Sideslipping

Ships may move laterally as well as in a forward direction during combat due to the skill of their navigators and the caprice of the wind. This lateral movement is called Sideslipping. Ships may expend one inch of movement laterally (at a 90° angle to their forward movement) to either the right or the left for every six inches that they travel forward. Ships not traveling at least six inches in a straight line may NOT sideslip. Dan's ship in the previous example for instance, did not move at least six inches in a straight line at any time during his turn. His ship would not be allowed to sideslip.

Sailing off of the Board

If you are playing on a tabletop or any defined surface, it is possible for a ship to sail off of the board. This is thought of as an act of extreme cowardice by both Fuzzy Heroes and Renegades. If more than half of any ship leaves the playing surface at any time, it has turned tail and run. Its commander and crew are deemed cringing curs, and the ship is considered out of the game and should be removed from play.

The rules governing movement in the basic version of Plastic Ships and Fuzzy Men are, in a nutshell:

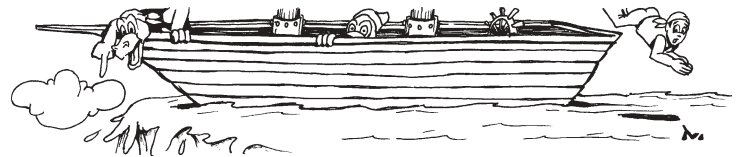
- 1) All ships must use their entire movement each turn. (Ships do not have 'brakes').
- 2) Each crewmember assigned to Navigation will allow the current speed of the vessel to increase or decrease by one inch.
- 3) Each crewmember assigned to Man the Wheel will allow a ship to make one turn.
- 4) A ship must proceed at least one inch forward after making a turn before it can make a second turn. Ships may only turn their maximum Turning Radius and must expend movement (as described by the Turning Cost of the ship) to do so.

5) Ships will continue at the same speed per turn on each consecutive turn unless navigating crewmembers, turns, or damage to the hull or rigging influences this speed.

6) A ship may slip one inch to the side for every six inches of forward movement that it has (Sideslipping). A ship may not change its direction or the angle of its prow as a result of a sideslip.

7) A ship must proceed at least one inch forward after making a turn before it can make a second turn. Ships may only turn their maximum Turning Radius and must expend movement (Turning Cost) in order to do so.

8) If more than half of any ship leaves the playing surface at any time, it is considered to have left the combat and should be removed from play.



Ramming (running your vessel into another ship) is not allowed in the basic game.

Any Movement that would result in a collision between two ships (a ram) will cause the ship being moved to stop just short of the ship with which it would collide. Extra movement for that turn is discarded. Once the ship may once again proceed in the direction it is pointing, it will travel at its previous rate of speed.

Ramming as an attack is possible, however, but is covered under the advanced rules for this game.



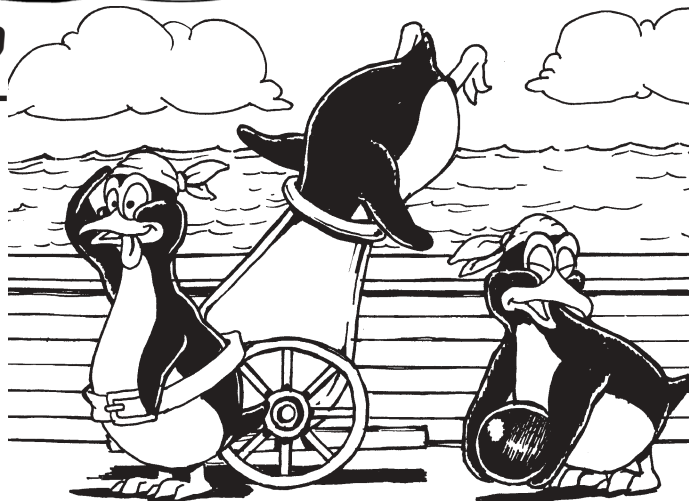
Firing Cannons and Taking Damage

The firing of cannons in the basic version of Plastic Ships and Fuzzy Men is the means to winning the game. They are the only means of disabling the enemy, and are the most effective means for doing so, even in the advanced rules.

Cannons in Plastic Ships and Fuzzy Men are the type that were prevalent in the 17th century. They are smooth bore, manually loaded, and wheeled for ease of movement. Typically, each cannon will have a crew of two; one crewmember to fire the cannon and one to load it. Some commanders (players) may want larger crews for their cannon so as to include spotters and movers, thus increasing their options during a battle.

At the start of any Plastic Ships and Fuzzy Men combat, all the players should decide if they wish to start the game with loaded or unloaded cannons. The game plays well either way, but all players should start the game in the same circumstance, with either loaded or unloaded cannons. If you are preparing for play, this question should be decided now.

The second question that must be decided by each individual player is the type of ammunition with which each cannon will be loaded. In the basic game, there are two types of ammunition: cannon balls (ball shot) and small pellets or grapeshot. Cannon balls are better at destroying the hull and cannons of an enemy vessel, while grapeshot excels at destroying rigging and crew. Each player should determine which type of ammunition they wish to load each of their cannon with at this time, and must choose which type they will use every time they reload a given cannon. There is always an unlimited supply of ball and grapeshot (as well as gunpowder) on board any vessel in the game. Ammunition can be mixed between cannon on board the same vessel, but only one type of ammunition may be loaded into any single cannon at any time.



Other types of ammunition are also available in the advanced rules.

Okay, the cannons are loaded, but we are not yet ready to fire them. Prior to firing ANY cannon on board a vessel, the player commanding the ship must declare ALL of the targets at which he will be firing for the entire turn (even those that he plans on firing upon after moving). This portion of the turn is known as Targeting. Declaration of targets must include: the cannon being targeted, its intended target, the type of ammunition with which it is loaded, and any spotters that have been assigned to that cannon.

Targeting prevents players from changing targets after either a vessel has been sunk or a specific cannon shot has missed. Cannons which are not targeted before the first cannon on a vessel is fired may not be fired on the same turn. Players should be warned when they announce their first target to target all cannon that will fire on that turn.

We are now ready to fire. Firing cannons in Plastic Ships and Fuzzy Men proceeds according to the following system:

- 1) The player commanding the vessel must guess the range to his intended target (in inches). The maximum range of any standard cannon in Plastic Ships and Fuzzy Men is thirty inches (30").



Firing Cannons and Sinking Ships

The distance should now be measured with a ruler or tape measure. If the measured distance falls anywhere within the surface area of the target vessel, the shot is considered “on range”. As most cannon shots from smooth bore cannon are lobbed (arced), it is entirely possible to overshoot an opponents vessel with either grape or ball shot.

2) The player commanding the firing vessel should now roll one six-sided dice for each cannon shot that was on range. One point should be added to the dice roll for each spotter assigned to a cannon. (Example: a cannon shot that is on range that has two spotters assigned to it for a given turn will receive +2 to its roll). Any result that is greater than three (4-6) is considered a hit.

3) The player commanding the firing vessel should now roll two six-sided dice for each cannon shot where a hit was indicated. Check the type of ammunition used for the successful shot roll the two dice for each hit, and consult the appropriate table below:

In the basic game, all shots that hit random crew members deprive them of all energy. Crew members hit by any type of cannon shot in the basic game immediately fall asleep and should be removed from play.

If a cannon is hit, the player whose ship was the target of the attack (the defender) may decide which cannon to remove.

All effects from successful hits by cannon fire take place immediately (even if the target ship has not yet taken its turn) and should be noted on the targeted ship’s combat sheet. Affected crew members and cannons should be removed from play. The player firing may now finish his movement and fire any cannon declared but not yet fired, or play passes to the next player if he has completed his movement and fired all targeted cannon on this turn.

Sinking and Losing Mobility

If at any time during play a vessel has zero or fewer Rigging Points, it immediately loses all forward momentum and comes to a stop. Until repaired by a Shipwright (see Special Characters) to a positive total (greater than zero) the ship may not move again. Firing upon immobile ships receives a bonus of +1 to the die roll (for hit determination, not effect).

If at any time during play a vessel has zero or fewer Hull Points, It will sink at the beginning of the next turn. Shipwrights (see Special characters in the Advanced Rules) may not patch a vessel with less than one Hull Point. Any crewmembers that are on board a vessel which has sunk will flounder helplessly in the water until picked up by another ship (Exception: see Swimmers under Special Characters). They are too small when floating to be attacked successfully by other than Swimmers, so cannon or musket fire is useless. Opposing vessels may pick up crewmembers. Rescued crew may remain prisoner, attack the rescuing crew, or join the rescuing crew (at the discretion of the player controlling them).

Basic Game Ball Shot Table	
Dice Roll	Effect
Result	
2-3	Shot hits random crew member
4-5	Shot causes 1 point of Rigging damage
6-10	Shot causes 1-6 (roll dice) of Hull damage
11-12	Shot destroys an enemy cannon

Basic Game Grape Shot Table	
Dice Roll	Effect
Result	
2-5	Shot hits random crew member
6	Shot causes 1 point of Hull damage
7-11	Shot causes 1-6 (roll dice) of Rigging damage
12	Shot hits an enemy cannon, roll again. If the result is an odd number, the cannon is destroyed





In any case, the player that originally controlled those crewmembers remains in control of those crewmembers. Vessels attempting to rescue floundering crewmembers must be within one inch of the crewmember they are attempting to rescue.

Weapons that Won't Work –

Veterans of Fuzzy Heroes combat will be tempted to mount Energy Weapons (like lasers) aboard their vessels and to outfit their crew members with similar devices. Due to the soggy nature of the combat in Plastic Ships and Fuzzy Men, these weapons will not function in this game. Electronic devices (other than Magic Eight, who is waterproof) of any kind will short out and cease to function as soon as they appear on the playing surface. For those Fuzzy Heroes fans that were planning on taking advantage of these weapons, I can only apologize. Sorry guys, stick to the genre at hand!

Savage Blood Thirsty Pie Rats

“Welcome aboard, ye Scurvy Dog,” chuckled the silver snake as the crew helped the canine on board the Renegade vessel.

“Why Long John Slither,” remarked Scurvy in mild disbelief. “I should have known it was you.” Scurvy surveyed the multiple Renegade ships that dotted the water’s surface around Recliner Island. “Quite a fleet you have here. Need an expert gunner?”

“Nar, this here’s my gunner...” he said gesturing to a pair of plastic lips with legs that staggered towards the newcomer. “Goes by the name Loose Lips.”

“He looks like he can barely walk,” sneered Scurvy in true Renegade fashion.

“That’s as may be, Scurvy, but Loose Lips can sink ships. Although I’m not sure what good he’ll do me... We Renegades control everything that floats! Even picked up those three mice over there floating in a discarded pie tin.” Long John Slither indicated three large mice on the deck of a nearby Renegade ship.

“...and what are their names?” asked Scurvy.

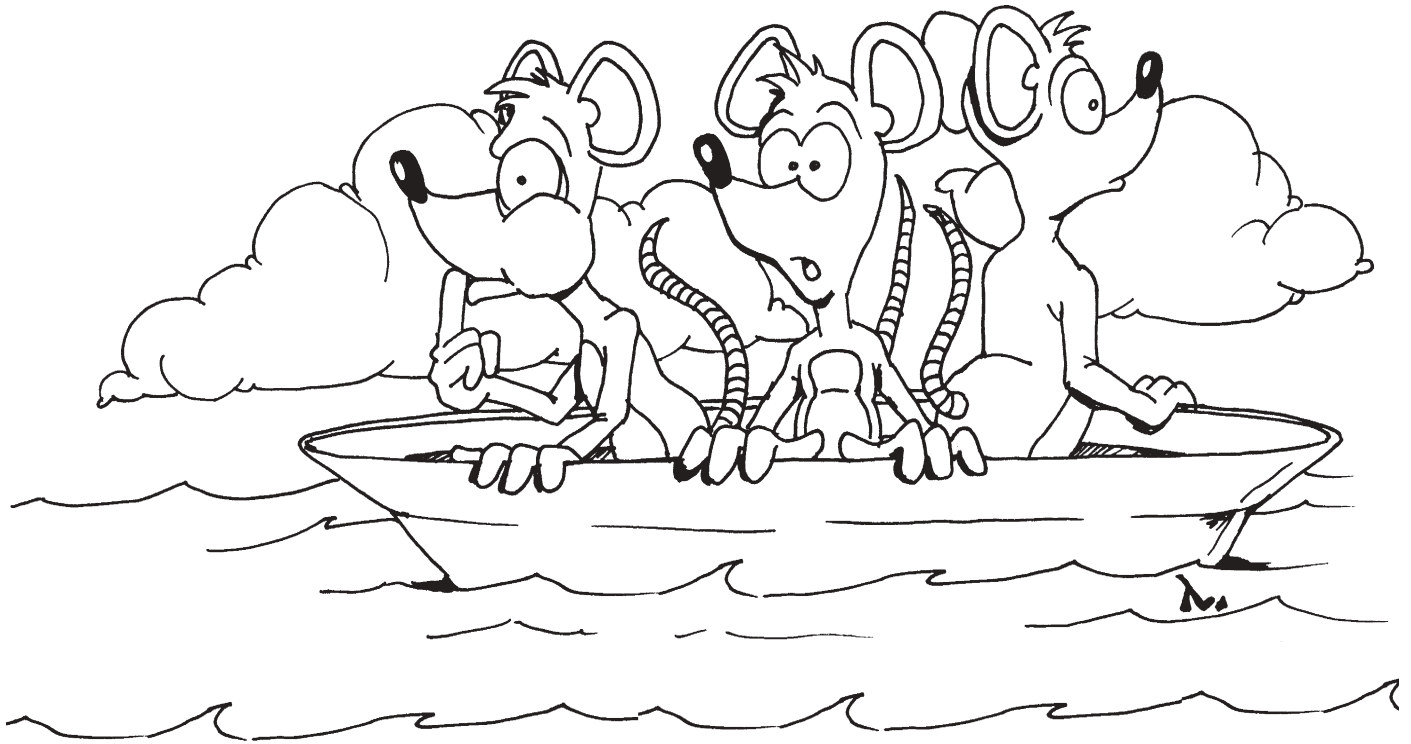
“They’re called Blood, Thirsty, and Savage. We just call them Pie Rats,” answered the snake.

“Savage, Blood, Thirsty Pie Rats,” commented Scurvy. “...And I’ve got other news for you as well.” Scurvy, his plush tail between his legs, continued. “You aren’t in charge of ALL of the ships on the water either.”





Weapon Restrictions and Winning



The dog quickly explained to Slither about the Fuzzy Hero ship that had stopped at the island, and the treasure they had found. Scurvy also told the snake about the map fragments that the Fuzzy Heroes had discovered.

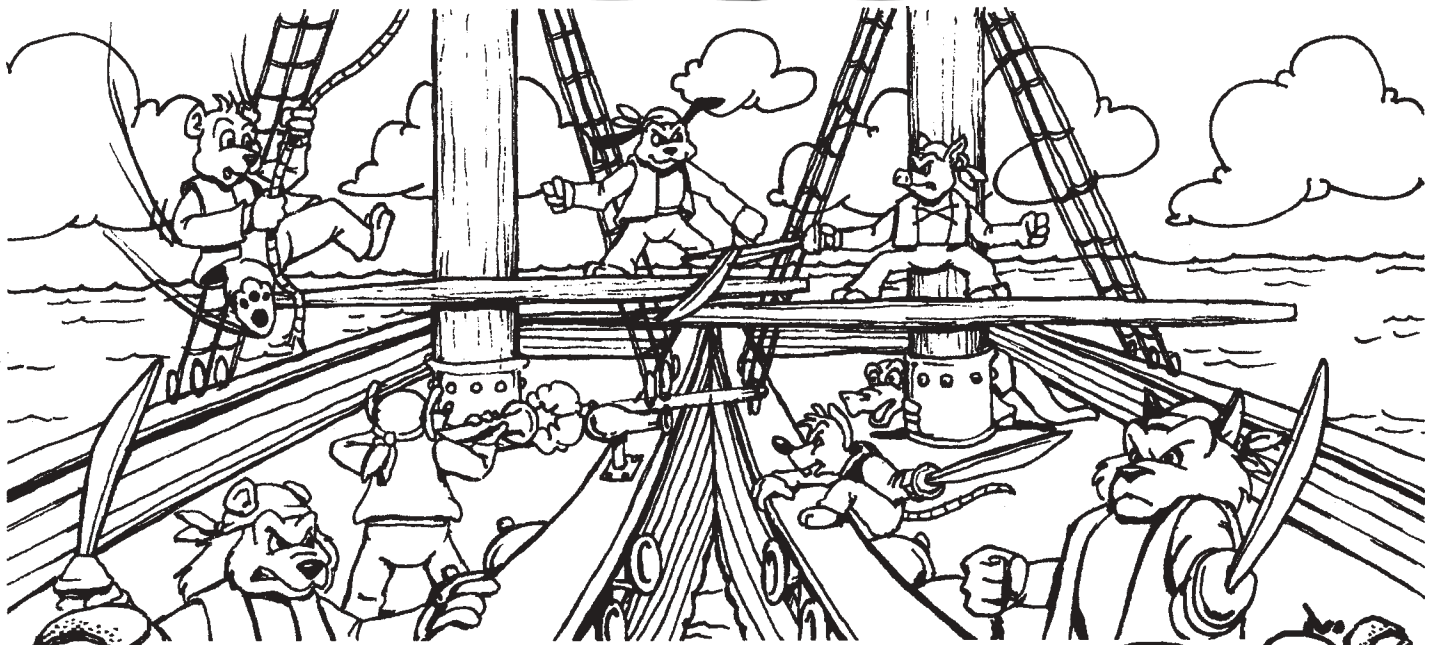
“So, they’re searching for a way to make the water go down are they? Hehe... we’ll see about that. There’s no way that we’ll beat them to Couch Island, but there’s something they don’t know...”

“What’s that, Long John?” asked the dog.

“I’ve got the last piece of the map, and I know where the most important piece of Eight lies,” he finished, brandishing a small piece of paper in his hand.

Winning

Winning the basic game is simply a matter of survival. Although the advanced game often relies upon satisfying certain victory or scenario conditions, the basic game does not. The winner of a basic Plastic Ships and Fuzzy Men game is the player that has the last ship afloat on the playing surface or area.



Chapter #2: The Advanced Game

A Mighty Blow

"Couch Island ahead sir!" came the call from the crow's nest.

"It looks like we'll have to dig again," cap-O'-Tan muttered to himself. "I wish we had a..." the parrot was interrupted by a second cry from the crow's nest.

"Land Hoe!"

"... I warned you about that Energy Mouse." The parrot had a sudden tickling in his right ear. The ship crunched ashore against the outer edge of Couch Island only moments later. The noise bespoke of damage to the underside of the Quacker Picker-Upper.

"Black Spot!" hollered Cap-O'-Tan. "Have we taken damage to the hull? I didn't like that sound..."

"Are..." Black spot was cut off in mid-sentence.

"Why are you always saying, 'Arrr' Black Spot?" asked Cap-O'-Tan. "We need some of that hard wooden stuff that humans use from time to time..." finished the parrot.

"Land Lumber," finished Energy Mouse.

Cap-O'-Tan, feeling that Energy Mouse had been amply warned, simply hit him.

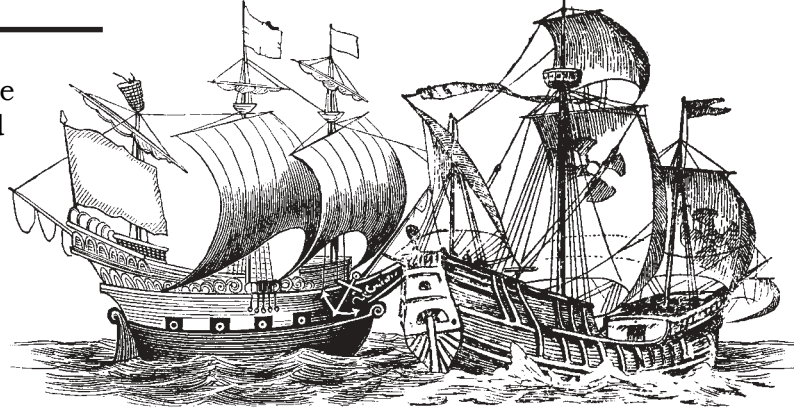




The Advanced Game - Movement Rules

The Advanced Game

The following pages contain the advanced rules for Plastic Ships and Fuzzy Men. You will note that there are actually more advanced rules than there are basic rules, but do not allow that to intimidate you. There are advanced rules covering every aspect of pirate and ship toys that we thought applicable.



In addition, you need not add all the rules at once, or play all of them during any individual game. The advanced rules are unique; each covers an individual aspect of the Fuzzy Heroes age of sail genre. These rules may be added one at a time, in groups, or in any combination that results in the greatest enjoyment, on your part, of this game. Add as you see fit.

Many of the advanced rules require that the player possess the original core rules for the Fuzzy Heroes system (Fuzzy Heroes). The authors therefore suggest that you have a copy of these rules in your possession before delving into the advanced rules section of this book. The Fuzzy Heroes rulebooks explains several terms, including Energy Dice, Energy Points and Defensive Classification, and also explains the resolution of man-to-man (toy-to-toy?) combat. A large part of the advanced rules deal with the individual sailor and his impact on shipboard activities. As such, a copy of Fuzzy Heroes, as well as a general knowledge of those rules, is a must before proceeding.

Movement-based Rules Additions

This section of the advanced rules deals strictly with those add-ons which are based upon a vessel's movement. They are simple and do not require that you be in possession of the Fuzzy Heroes core rules. As a result, we highly recommend you try them as some initial rules additions when you first try the advanced rules. The first of these rules is perhaps the most fun...

Ramming

Ramming occurs whenever a ship's movement, intentionally or not, brings its hull into contact with the hull of another vessel. Without fail, the resulting collision will cause damage to the hulls of both ships, but a wiley captain can turn this to his advantage. Properly managed, ramming causes far greater damage to the vessel being rammed than it does to the vessel that is ramming.

For the purpose of rule clarification, the "Ramming Vessel" is always considered to be the ship whose movement brought about the contact between the ships. The "Rammed Vessel" is always a vessel controlled by a player that is not currently taking his turn. It is also possible for a disorganized player to ram his own ships. In these cases, the player controlling the ships in question has the option of determining which vessel rammed, and which is being rammed.

Whenever the hulls of two vessels bump into each other during movement, a ram has occurred. The damage that occurs to the two (or more) ships involved is calculated in the following manner.

- 1) The ramming ship causes hull damage to the rammed vessel equal to its total remaining hull points, multiplied by its speed (in inches).
- 2) The rammed ship then gets a chance to avoid (roll avoidance dice) the ram by rolling one six-sided dice. The total damage caused by the ramming ship is divided by this number.

Plastic Ships and Fuzzy Men



The resulting number is the actual damage taken by the rammed ship.

The formula, in a nutshell, is:

**Ramming Ship's remaining Hull Points X
Ramming Ship's Speed in inches**

÷ (divided by)

Rammed ship's roll of one dice =

Damage caused to rammed ship.

It should be noted that ships crewed with at least one Navigator (special character, see Navigators under Special Characters) add one to the roll of the avoidance dice (2-7).

The Ramming ship also takes damage from crashing into its opponent.

The damage taken by the hull of the ramming ship is calculated in the following manner. The rammed ship causes its total remaining hull points (prior to being rammed on this occasion), multiplied by its speed (in inches).

The ramming ship also enjoys the benefit of its crew in that it can avoid some of the potential damage by the roll of one six-sided dice. In the case of damage caused to the hull of the ramming ship, however, one is automatically added to the total. The total damage taken by the ramming ship is divided by this number. The resulting number is the actual damage taken by the ramming ship.

The formula, in a nutshell, is:

**Rammed Ship's Hull Points X Rammed
Ship's Speed in inches**

÷ (divided by)

Ramming ship's roll of one dice + 1 =

Damage caused to rammed ship.

Again, if Navigator characters make up a portion of the crew, one point more is added to the ramming ships ability to avoid damage to its hull as a result of the ram (one dice +2).

Let's try an example.

Dan, commanding the Renegade Reaver has lost most of his cannon in combat but has decided to take advantage of an opportunity to ram Chris' Fuzzy Foamrider. The Reaver has 31 remaining Hull Points and is traveling at a speed of 12" per turn. The Foamrider has 22 remaining Hull Points and is traveling at a speed of 8" per turn. As Dan is ramming, we'll calculate the damage he does to the Foamrider first:

31 Hull Points X 12 inches speed = 372 Hull points of damage!

Chris, realizing that he needs to roll high for happiness rolls a five on a six-side dice. Chris has no Navigators in his crew (which would then increase his roll to a six). The damage taken by the Foamrider is therefore:

372 ÷ 5 = 74 points (rounded) of damage to the Hull of the Foamrider. Can you say matchwood?

The Reaver, on the other hand, receives the following damage from ramming the Foamrider:

22 Hull Points X 8 inches speed = 176 Hull points damage.

Dan gets something momentarily caught in his throat and picks up the six-sided dice. He rolls a six. As he is ramming, he adds one to this total. He also has a Navigator on board bringing his total to 8 (6+1+1). The damage taken by the Reaver is therefore:

176 ÷ 7 = 25 points (rounded) of damage to the hull of the Reaver. She could use repair, but the Reaver still floats. The Reaver crew rejoices in the utter naughtiness of sinking the Foamrider!





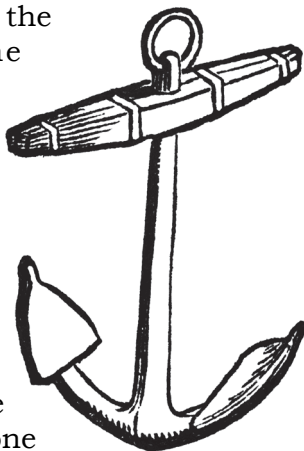
Dropping Anchor

You can add the Ramming rule without adding Navigators to your game. If you do decide to play with Navigators, however, skip to that section now and be sure you are familiar with the rules governing special characters before adding ramming rules to your game.

For those who desire greater realism in their sea battles, it is possible to calculate the closing speed of ships that are headed in the same direction rather than using the simplistic mathematics stated above. As this is a Fuzzy Heroes game, we have chosen to keep the calculations fairly simple. If you are capable of the geometry, however, the relative speed of both of the ships can be calculated and a more accurate result achieved.

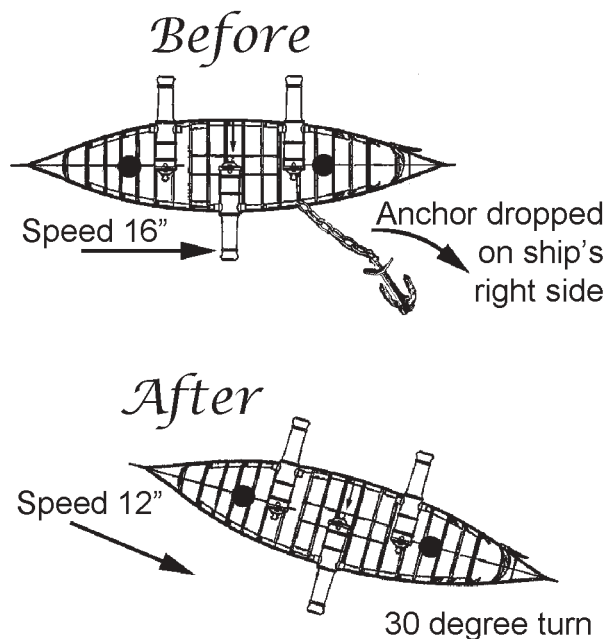
Dropping Anchor

Actual sailing vessels in the real world have one further method of correcting their speed and course which is not included in the Basic Game rules. Actual sailing ships will drop and drag their anchors in order to pivot around the anchor line, or to quickly reduce their speed. This is done in areas where the water is deep enough that the anchor does not touch the ocean floor. The increased resistance of an anchor being dragged by one side of a vessel (the side the anchor is lowered from) will cause the ship to naturally turn in that direction.



For the purposes of the advanced Plastic Ships and Fuzzy Men rules, Dropping Anchor is always considered to occur in deep water. Dropping Anchor is accomplished via the following method, and will achieve the results indicated.

When a player wishes to Drop Anchor on his vessel, he must assign either one Navigator (special character) or two standard crew to the task during the planning stage (when crew are assigned to stations) of the turn.



The player must also write on his Ship Combat Sheet which side of the vessel the anchor will be dropped from (right or left). The anchor is then dropped at any time during the turn with the following results:

- 1) The ship will automatically turn 30° towards the side of the ship from which the anchor was dropped.
- 2) The ship will automatically lose four inches of movement from its current speed. It will continue to lose four inches of speed at the beginning of the player's turn for every turn that the anchor remains dropped.

Retracting or 'weighing anchor' requires twice the effort of dropping the anchor. A player must assign at least four normal crewmembers, or two Navigators to this task. The player may also choose to take two full turns to weigh the anchor. The player is responsible for keeping track on his Ship Combat Sheet of the progress of weighing the anchor if this option is chosen.



Combat-Based Rules Additions

The following section of the advanced rules deals with special types of ammunition and cannon, additional damage factors that can occur aboard a vessel, and any other factors not specifically related to the crew. Again, the Fuzzy Heroes core rules are not necessary when adding these rules to your Plastic Ships and Fuzzy Men game.

The Shot Effect tables in the basic game are streamlined and do not take into effect several of the severely nasty occurrences the regularly take place when rather large implacable balls are fired from one ship to another. These tables reflect the two most important of these factors: the danger of fire and the possibility of hitting an enemy's ammunition magazine.

The first effect we shall discuss is that of a fire starting as a result of incoming shot. The reaction created when powder is exploded within a cannon generates a lot of heat. The possibility, while small, that a cannon ball or group of grapeshot would ignite the combustibles on board a vessel because of the heat of the shot is always present. This possibility is reflected in the advanced Shot Effect Tables.

Fire

When a fire is indicated by the result on the table, use the following method to determine the damage the fire causes, as well as the defending crew's ability to control the fire and its damage.

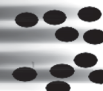
First, the attacker should roll two six sided dice, one for the hull of the defending ship and one for the rigging of the defending ship. The defender should then likewise roll two dice, one for his hull and one for

Advanced Game Ball Shot Table



Dice Roll Result	Effect
2-3	Shot hits random Crew member
4	Shot causes 1 point Rigging damage
5-9	Shot causes 1-6 points Hull damage
10	Shot hits an enemy Cannon, remove it from play
11	Shot starts a fire on board the defending ship
12	Shot hits denfender's Magazine!

Advanced Game Grape Shot Table



Dice Roll Result	Effect
2	Shot starts a fire on board the defending ship
3-5	Shot hits random Crew member
6	Shot causes 1 point Hull damage
7-10	Shot causes 1-6 points of Rigging damage
11	Shot hits enemy Cannon, roll again. If the result is odd, remove Cannon from play
12	Shot hits defender's Magazine

his rigging. If either of the defenders die rolls is greater than the attackers, the fire has been put out immediately and only one extra point of damage is taken by the ship's statistic in question (hull or rigging). If the attacker rolls the same or higher than the defender, the system for which this occurred (again hull or rigging) should be noted on the defending player's Ship Combat Sheet as being on fire. In addition, that system will lose points equal to the difference between the attacker's and the defender's die roll result. As the hull or rigging (or both) are now on fire, the above process is repeated on the following turn until such time as the defender rolls higher than the attacker, indicating that the fire has been put out.





Fire and Magazine Hits

When this occurs, one final point of damage results to the ship's statistic in question (as though the fire had been put out immediately) and the fire notation should be removed from the defenders Ship Combat Sheet.

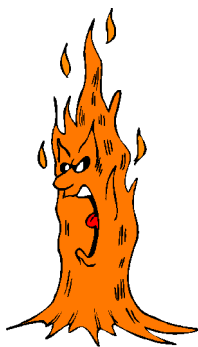
Here's an example.

Daniel, loaded with grapeshot, scores a hit on Chris' Fuzzy Foamrider. He then rolls 2 dice and checks the result against the description on the Advanced Game Grape Shot Table. Dan rolls a 2, indicating that the hot grapeshot has ignited a fire on board the Foamrider. Dan then rolls a black dice and a white dice, indicating that the black dice represents the possibility of fire in the hull, the white a fire in the rigging.

The black dice comes up as a four, the white as a two. Chris now rolls two dice, indicating which roll is for the hull and which the rigging. Chris rolls a five for the rigging, indicating that the fire has been put out immediately. He marks off one rigging box on his Ship Combat Sheet for the Foamrider. Unfortunately, Chris rolls a one for the hull, indicating that it has indeed caught fire. The difference between his roll and Dan's for the hull is three ($4-1=3$) and so Chris marks off three Hull Points on his Ship Combat Sheet and puts a notation under the Hull Points chart that his hull is on fire.

On Chris' following turn, Dan rolls one six-sided dice to check the advance of the fire in the hull of Chris' ship. He rolls a five. Chris in turn rolls a four. The fire continues, and Chris marks off yet one more box on his Hull Points track. The indication that the hull is on fire remains in place.

On Chris' next turn, Dan chuckles slyly and rolls again, this time getting a three. Luck is with Chris, and he rolls a four, indicating that the fire has been put out. He marks one last box on his Hull Points track and erases the indicator he had written there that stated that the hull is on fire.



Magazine Hits

The most devastating effect a shot can have on a defending ship occurs when the effect chart indicates a magazine hit. The effect of a magazine hit is variable, but it can literally blow a ship apart with but a single shot. When a magazine hit is indicated, the attacking player should:

- 1) Roll one dice for damage to the defender's hull.**
- 2) Roll one dice for damage to the defender's rigging.**
- 3) Roll one dice to indicate the number of crew that should be removed from play.**

In the case of the hull and rigging, the number rolled is the number of dice to be rolled to determine the points lost by the affected ship's statistic. (The roll of a three against #1, the Hull, would indicate that 3-18 points of damage, or 3 dice of damage, had occurred to the Hull as a result of the magazine hit.)

In the case of the crew, the number generated indicates the number of crewmembers that should be removed from play. Crewmembers that are hit by the explosion of a magazine do receive an Avoidance Roll if you are playing any of the crew-related advanced rules. In the event that you are not playing the crew-related advanced rules, simply remove that many crewmembers from play. The player commanding the defending vessel determines which crewmembers are removed.

In the event that a six is rolled on any of the three initial dice rolls, the affected statistic receives an additional dice of damage for each six rolled, and the attacker should roll against the statistic again. Every time a six is rolled, the defender receives yet another die roll of damage to the statistic (or crew) against which the six was rolled.

Lets look at another stirring example.



Plastic Ships and Fuzzy Men



Dan's grapeshot, this time, generates a result that indicates a magazine hit. He then rolls three dice, proclaiming which die roll is to be applied to the hull, the rigging, and the crew.

Dan rolls a two for the crew, and Chris removes two of his crew from play. Dan then rolls a three for the rigging, and a four for the hull.

Dan then picks up three dice for damage to the rigging, generating a two, a four and a five. Chris removes eleven Rigging Points from the track on his Ship Combat Sheet for the Foamrider.

Dan now rolls four dice for the damage to the hull, generating a two, a three, and two sixes! Dan tallies the numbers generated (17 points so far) and rolls two of the dice again, this time getting a three and a six (indicating yet another dice of damage). He adds this damage to that generated on the first roll (26 points total) and rolls one more dice damage to the Foamrider's hull. This time Dan gets a four. The total damage to the Foamrider's hull from the magazine hit is 30 Hull Points. As it has only 22 total Hull Points, the Foamrider's crew is about to get a swimming lesson.

All ships in Plastic Ships and Fuzzy Men have multiple ammunition magazines on board. Not only can they receive more than one magazine hit in a single game, but they will also never run short of ammunition as the result of a magazine hit. Running short of actual vessel is another story entirely...

Tar Balls

Although this game only provides for two types of cannon ammunition, there were actually many forms of ammunition used by armed sailing vessels in the 15th through 19th centuries. One form of ammunition that had a widely varying effect from the two types available in the basic game was the incendiary or tar ball. Tar balls were not highly effective in causing impact damage, but they were designed for another purpose entirely. Tar Balls were used for the express purpose of setting fire to an enemy vessel.

Tar balls were hollow cannon balls that had a thin metal outer coating, and that were filled with liquid tar and supplied with a burning wick. Upon impact, the shell of the cannon ball would break, spilling flaming tar across whatever surface it happened to impact.





Tar Balls

The makers of this game do NOT recommend that players use actual flaming balls to represent tar balls when playing. This practice will generally ensure that you never play this game again, so DON'T... Besides, I will be very upset personally if I hear you've played in this fashion, and I'll never write another Fuzzy Heroes book for you ever again.

If you decide to add tar balls to your combat rules, simply write 'tar ball' in for ammunition when you load a cannon. Any hits with tar ball ammunition should then be checked against the following chart:

Tar Ball Effect Chart	
Dice Roll Result	Effect
2-5	Shot causes one point Hull damage
6	Shot hits random Crew member
7	Shot causes one point of Rigging damage
8-11	Shot starts a fire on board the defending ship
12	Shot hits defender's Magazine

Refer to the rules on fire and magazine hits if those results are indicated following a successful cannon shot using tar ball ammunition.

A Moment to Treasure —

Leaving Black Spot to check for damage to the Quacker Picker-Upper's hull, Cap-O'-Tan, a slightly bruised Energy Mouse, and Tank the Turtle headed ashore to retrieve the missing piece of Magic Eight. It was not long before they found a large crayon-drawn 'X' on the cushions of the sofa. It lay between the two cushions, in a large cleft of some considerable depth.

Digging was slow, as the group had no tools, but it was only a short time before Tank indicated he had found something.

With only a slight struggle, he pulled it forth from the unyielding cushion.

"What is that?" asked Cap-O'Tan.

"I think it's a pen," answered Tank, "and there's more!"

Tank pulled forth more writing implements from the crevice between the cushions. He then appeared to be struggling with greater difficulty. Cap-O'Tan and Energy Mouse forced their way between the cushions to help.

"Whatever this is, it's big," said Cap-O'Tan. "No comments Energy Mouse?"

"Learned my lesson," answered the mouse, rubbing his jaw.

Slowly, they pried forth the new article. It looked like an article of clothing. In fact, it looked like a red plaid vest.

"I hope we find the piece of Magic Eight soon," commented Tank. "We're running out of space on Couch Island. Wait," he said in an animated voice, "there's something else here!"

A few moments of prying failed to produce the desired result.

"Wait," said Cap-O'-Tan. "On the second 'Ho', we all tug. Ready?"

"Yo... Ho... HO!"

All three fuzzy heroes fell back on the couch cushions as the mysterious treasure finally came forth. It was an empty cola bottle. Energy Mouse could constrain himself no further.

"Sixteen pens and a red plaid vest. Yo, ho, ho, and a bottle of coke," he commented.

Cap-O'Tan turned a rather strange color (one with a better Avoidance Roll) and fainted dead away.





Different Types of Cannon

In the age of sail, there were as many different types of cannon as there were types of ships. Although a comprehensive list of these cannon would be too much for a Fuzzy Heroes game, two specific types of cannon are added in the Advanced rules. These cannon were designed for very unique purposes, and a copy of the Fuzzy heroes core rules is recommended before you add any of these rules to your Plastic Ships and Fuzzy Men game.

Culverin

Culverin is cannon that have a narrower bore (barrel) and shoot somewhat smaller balls. The size of the cannon ball is not significantly smaller, however, than a standard cannon ball (round shot). The most significant differences between Culverin and standard cannon are that they have longer barrels, and shoot farther and with greater accuracy than standard cannon.

In Plastic Ships and Fuzzy Men, Culverin have a range of 36" instead of the standard 30" range of a standard cannon. Their greater size, however, causes them to fill 3 spaces per cannon in a ship's available hull space, instead of the standard two. Three Culverins, therefore, take up the same space as four standard cannon. In addition, Culverin will not accept grapeshot ammunition as it ruins the barrel of the weapon. Only roundshot may be used with Culverin. Successful hits with Culverin are rolled on the advanced round shot effects table, and Culverin other than range and space requirements, they conform to the rules governing standard cannon.

Carronades

Carronades are miniature cannon that are most often mounted on swivel deck mounts. Although capable of doing minor damage to an opposing vessel, Carronades are really too small for effective use in ship-to-ship combat. Instead, Carronades were designed for repelling boarders.

Carronades are small cannon most often fired point blank at an invading boarding party.

One note of caution bears mention here. The following explanation of the use and effect of Carronades in Plastic Ships and Fuzzy Men will have little meaning without having the core Fuzzy Heroes rules handy. Should you not be familiar with these rules, or have a copy of them handy, you will probably wish to skip this addition to the Advanced Rules. You should also prepare combat cards for any individual crew members before play if you wish to use any of the Advanced Rules from this point forward.

Carronades in Plastic Ships and Fuzzy Men all use only grapeshot, and may only fire in the event of a boarding action (See Boarding Actions). Any vessel equipped with Carronades, however, will automatically fire these Carronades, (if they are crewed) whenever the vessel is engaged in boarding another vessel, or is being boarded by another vessel. The firing of the Carronades always occurs first, and the results take place immediately, regardless of the Initiative rolled for the turn. In the event that both ships involved in a boarding action possess Carronades, the defender always fires first.

Whenever a Carronade is fired during a boarding action, the player controlling the ship firing the Carronade should roll two six-sided dice for each Carronade fired. He should then roll as many six-sided dice as were indicated by the number generated. All results of a five from this die roll mean that an opposing crewmember has been grazed by the shot and receives one Energy Point of damage. All results of a six indicate that the enemy crewmember has been caught squarely by the blast and should be removed from play. In both cases, an Avoidance Roll is applicable. A successful Avoidance Roll indicates that the Fuzzy Hero or Renegade hit by the incoming Carronade fire has completely dodged the shot, and there is no effect.

Let's look at an example of how this works.



Different Types of Cannon

Dan decides that, rather than sink the Foamrider, his Renegade crew will attempt to capture her. They have two Carronades included in their armaments, and twelve crewmembers. Dan has decided that eight of these crewmembers will comprise the boarding party. The vessels close to less than one inch (less than one inch separates the ships on the playing surface) and the Renegades prepare to attack. Dan announces to Chris, the Foamrider's commander, that he is boarding, and that he will fire his two Carronades first. The Foamrider has a surprise for Daniel.

Before Daniel is able to commit any further action, the single Carronade on the Foamrider fires at the invading renegade crew. As there are eight crewmembers in the boarding party, a maximum of eight of the Renegade crew may be hit by the Carronade's fire (even though Daniel has a total of twelve crew – those not involved with the boarding action may not be hit). Chris rolls two six-sided dice, generating a nine. He then rolls nine six-sided dice with the following results: 1, 1, 2, 3, 3, 4, 5, 5, 6. These results indicate that two of the Renegade boarding party have been grazed by the shot, while one invader was squarely hit. Dan decides which three attackers were hit by the blast and begins rolling Avoidance Rolls. Luck is not with Dan, and of the three, only one crewmember that was grazed by the Carronade shot makes a successful Avoidance Roll. The one caught squarely by the blast is removed from play. The crewmember grazed by the Carronade shot that failed his Avoidance Roll removes one Energy Point from his total. The crewmember that made a successful Avoidance Roll suffers no ill effects. Now it is Dan's turn.

Dan rolls two sets of two six-sided dice, one for each Carronade on his vessel. He generates an eleven and a seven. As there are only eight crewmembers on board the Foamrider, only eight can be hit, but at this stage, Dan rolls 18 six-sided dice. He rolls (7) fives in this bunch and (4) sixes. Dan decides (as is his choice) to use all four sixes and four of the fives generated (totaling the maximum of eight).

Chris is far luckier than Dan however, and makes seven of the eight rolls. The roll that was unsuccessful, however, was by a crewmember caught squarely by the blast. This crewmember is removed from play.

It is possible to reload carronades, but if they are fired into a fight containing crewmembers from both of the opposing ships, the results of fives and sixes must be evenly divided between the crew of both ships engaged in the melee. Only the crewmember actually firing the Carronade is immune from the effects of the shot.

Carronades are an extremely useful boarding/anti-boarding weapon due to their small size.

Carronades use only one Hull Point of space on board a vessel.

Marine Duty

Most ships sailing in the period from 1400 to 1900 carried marines as part of their crew. These Marines were fighting men that were assigned to protect the ship in the event it was boarded, or to board enemy ships should the need arise. In Plastic Ships and Fuzzy Men, any crewmember may be assigned to Marine duty during the 'assign crew to stations' phase of the turn sequence.

Crewmembers assigned to Marine duty are the only crew capable of fighting hand-to-hand on a given turn. Individual crewmembers assigned to other duties will defend themselves (they retain their Defensive Classification – see Fuzzy Heroes) but will not return the attacks of the enemy in hand-to-hand fashion.

Crewmembers firing muskets must also be assigned to Marine duty (see Musket Fire). Special Marine characters may also be used in this game, and receive hand-to-hand combat bonuses as a result of specializing in Marine duty (see Special Characters).





Musket Fire

As has been mentioned in the Basic Game rules, Energy Weapons that are available in the basic Fuzzy Heroes game are non-functional in Plastic Ships and Fuzzy Men and may not be used. Projectile weapons (rifles) will work, however, and a unique bit of strategy to the contest. All projectile weapons in Plastic Ships and Fuzzy Men have the same statistics and are called 'muskets'.

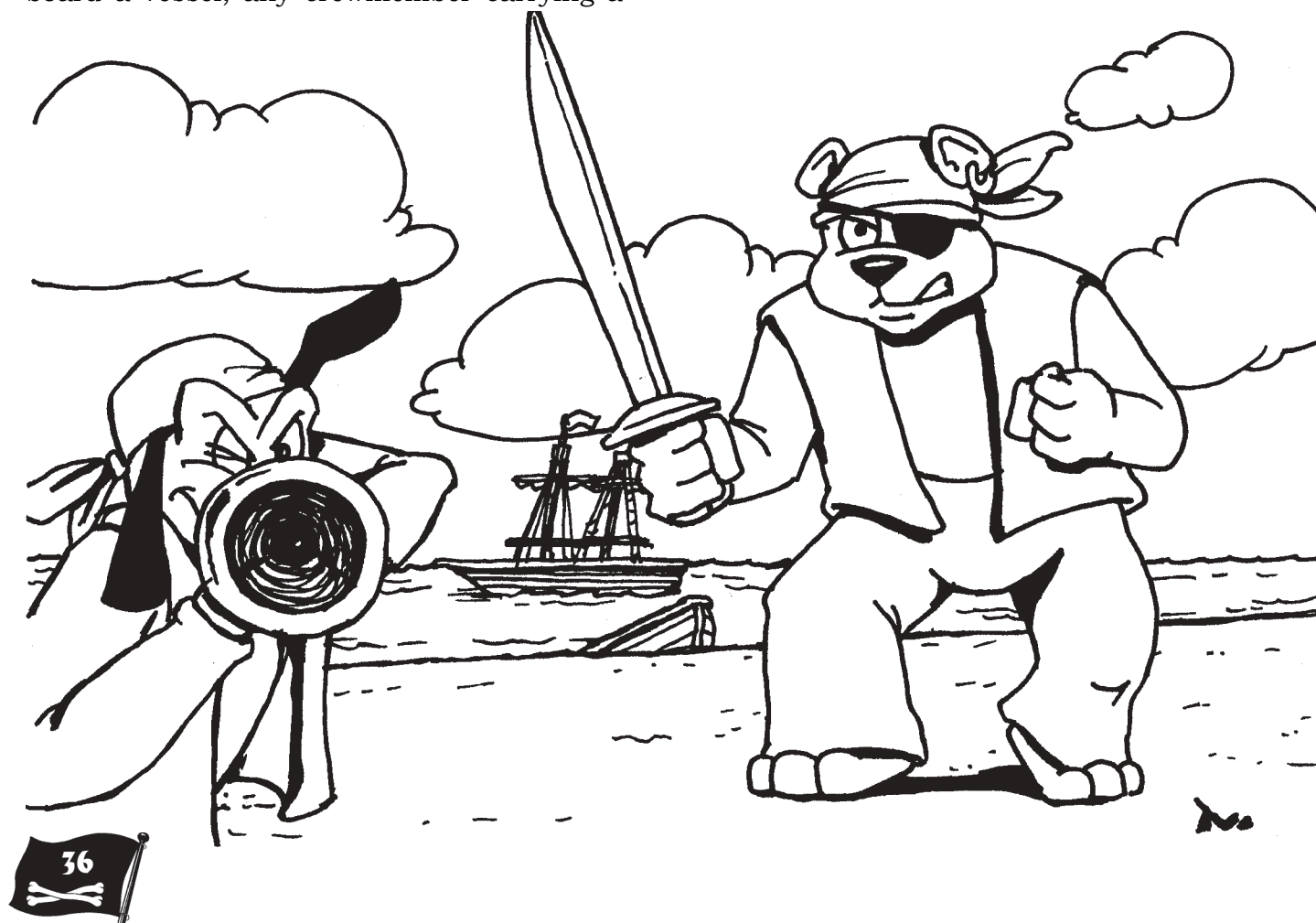
Musket fire between opposing ships was an important part of combat during the age of sail. Many muskets produced at that time actually had greater range and accuracy than the cannon exchanging shots back and forth. Although too small to damage the vessels to a noticeable extent, musket fire can be devastating to the opposing crew.

Muskets in Plastic Ships and Fuzzy Men are actually equipment carried by crewmembers. Although they take up no actual space on board a vessel, any crewmember carrying a

musket MUST be represented by a stuffed toy or action figure with a rifle of some kind. This rule is fairly generic in nature, and questions as to whether an item in the possession of a toy is a musket or not should be decided by the majority vote of all players involved in a combat.

Muskets are fired as per the projectile weapons rules in Fuzzy Heroes, with the following statistics. Muskets may only be fired once per turn, and cause 3 Energy Points of damage to any target they hit. An Avoidance Roll to avoid this damage is not possible. Muskets have a maximum range of 36", but are highly inaccurate at this distance (-2 to hit). Muskets fired at 12" or less have a much greater chance of hitting (no negative). Remember that any crewmember wishing to fire a musket during a player's turn must be assigned to Marine duty for that turn. Opportunity Musket fire is not a part of Plastic Ships and Fuzzy Men.

Muskets are always considered to be loaded.





Boarding Actions and Special Characters

Boarding Parties and Capturing Vessels

One rather risky (but effective) method of vanquishing an opponent in Plastic Ships and Fuzzy Men is to board and with luck, capture an enemy vessel. Boarding a vessel is simply a matter of transferring a portion of your crew to the enemy vessel and engaging the opposing crew in hand-to-hand combat. Once the vessel has been cleared of enemy crewmembers, it is available for use by the victorious player.

Several restrictions regulate a player's ability to board another vessel during this game. First, a distance of no more than one inch can separate the ships. If no more than one inch separates some portion of the two opposing vessels, crew may pass from one vessel to another without restriction. Only crewmembers assigned to Marine duty, furthermore, may take part in either a boarding party or an attack to repel a boarding party. The rules governing hand-to-hand combat are given in the Fuzzy Heroes core rules. Again, if you wish to use most of the following Advanced Rules in your game, Combat Cards for each of the crew on board every vessel should be prepared before commencing play.

Capturing a vessel in Plastic Ships and Fuzzy Men means that control of the vessel has passed from one player to another. At its simplest, control of a vessel passes to another player if, at any time, he is the only player with crew on board the vessel. Abandoned or empty ships boarded by more than one player are considered 'unmanned' until such time as the crewmembers of only one player remain on board. Captured vessels may be scuttled (automatically sunk), or a victorious player may decide to transfer some of his crew to the vessel and operate the vessel using this crew.

Captured vessels can be particularly entertaining if you are playing a campaign-style game. Individuals from the defending crew may also decide to surrender to the victorious player and join his crew (see The Captain is Asleep rule).



Special Characters

In the 15th through 19th centuries, many skills were developed relating strictly to the use and maintenance of sailing vessels. This section of the Advanced Rules reflects those unique skills. Once again, you should be familiar with Fuzzy Heroes, or have a copy of those rules hand before adding these advanced rules to your Plastic Ships and Fuzzy Men game. It is also important that you create Combat Cards for all crewmembers in play as the rules provided here will effect the statistics listed on those cards.

Although it was not possible for us to cover every specialty and skill that existed at the time, we have tried to provide here a list of specialty characters that will have a significant impact on the strategy of the game, while also capturing the feel of the age of sail. Feel free to create your own special characters if you feel we have left out a vital skill. Just be sure that all of the players in your game are aware of the capabilities of the special character that you have created, and have agreed to its inclusion in your game.



Swimmers

According to the Fuzzy Heroes core rules, any toy that has gills, fins, flippers or swimming/diving gear is able to swim. In the event of a ship sinking, crew that are able to swim may move and attack from the water. Swimmers may also jump overboard to swim to an enemy vessel and board it without the benefit of having the vessel upon which they are a crew member within one inch of the they wish to board. Simply put, crewmembers that can swim treat the entire playing surface as though it were dry land. In addition, any toy that looks like a Shark or a Whale receives special attack abilities while in the water. The determination of whether a toy is actually a Shark or a Whale should be left up to the majority vote of all players.

Sharks are the most effective predators found in the ocean. In Plastic Ships and Fuzzy Men, Sharks receive twice their normal number of attacks and do twice their normal Energy Dice of damage when attacking in the water (both attacker and defender must be in the water). Sharks may also elect to ram opposing ships. When ramming a ship, the Shark cause one Hull Point of damage, but receives one six-sided dice worth of Energy Point damage in return.

Whales are the leviathans of the deep. In Plastic Ships and Fuzzy Men, Whales are all considered to be of the largest breeds inhabiting the oceans. Although they attack normally in the water (as would any Swimmer), the are also capable of two attacks unique to Whales. Whales may attack ships and may swallow opposing crewmembers that are in the water.

If the player controlling a Whale crewmember chooses to have the Whale swallow an opponent, he need merely state his intention to do so. The defender to be swallowed receives an Avoidance Roll, but if the roll is unsuccessful, the crewmember has been swallowed and should be removed from play.

If the Avoidance Roll is successful,



there is no effect. A Swallowing Attack on the part of a Whale takes the place of all the Whale's other attacks on a given turn. Other than movement, no other activity is possible. Whales may even swallow Sharks.

If a Whale attacks a ship, the player controlling the Whale should roll one six-sided dice. If the result is an odd number, the player should roll again. The result is the number of Hull Points lost by the vessel being attacked. If the result is an even number, there is no effect to the vessel. In either case, the Whale loses one Energy Point every time it decides to attack a vessel.

Whales and Sharks that attack vessels are too small to be targeted successfully with cannon, but may be attacked with Carronades or by other Swimmers and Flyers.

Flyers

It is stated in the Fuzzy Heroes core rules that any toy with either wings or a cape is capable of flight. Crewmembers that are able to fly move 24" per turn, and may ignore all terrain effects. They may attack opposing crewmembers that are in the water, and suffer no penalty as a result. They may also fly to other ships to attack or add themselves to the crew. As with swimmers, flyers may treat the entire playing area as dry land. For game purposes, flyers are always considered to end their movement hovering a few inches from the ground or water surface.



Specially Skilled Characters

Special Abilities

The Fuzzy Heroes core rules also mention many Special Abilities such as fiery breath, Darning, and Nap Time. These abilities will work normally in Plastic Ships and Fuzzy Men contests. Gadgets (from Under the Covers) will not work as their technological complexity is fouled by the watery surface of the game. Sprayer weapons are likewise prohibited, and UNDED characters will not willingly venture onto the water. Sooper Heroes suffer no penalties as a result of the watery nature of the game, and may be included for a bit of variety. Their super powers will skew the game enormously, however, so we recommend caution in their use.

Specially Skilled Characters –

Several new characters are added to these rules to reflect the skills present amongst the nautically inclined during the age of sailing ships. Each of these Special Characters possesses abilities not in evidence with standard crewmembers, and certain restrictions as well. They possess different, rather than additional, abilities as compared to standard crew. In addition, no Special Character may be of more than one specialty type. No crewmember may possess more than one of the following special skills.

Navigators

Navigators are crewmembers that are particularly well trained in the uses of the ship's rigging and steering gear. They are proficient in the use of sail, anchor, and wheel, but have little interest in cannon or the munitions used for combat. Navigators will cause a vessel to move up to two inches on each turn that they are assigned to navigation duty, and need no assistance to Drop Anchor. Any Navigator assigned to Man the Wheel may turn the ship twice (instead of once as would a standard crewmember) per turn. Unfortunately, a Navigators lack of interest in munitions makes them incapable of loading a ship's cannons. They may fire or move cannon, but are incapable of loading them.

Shipwrights

Shipwrights are crewmembers that are skilled in ship repair. They have an abiding love for these vessels and cringe when they are damaged during combat. Shipwrights are able to repair one point of either Hull Point damage or Rigging damage per turn. They must be assigned to 'Repair Duty' at the start of the turn (write it in on the Ship Combat Sheet) for this to occur. As a result of their love for sailing ships, Shipwrights will flatly refuse to operate any cannon on a vessel (including Carronades).

Armorers

Armorers are crewmembers that understand the mechanism and construction of a ship's cannon and weaponry. They are an arrogant bunch, preferring to stay in a battle and blast away rather than using guile and skill to maneuver a ship into a more advantageous position. Armorers are able to repair one cannon per turn that they are assigned to repair duty at the start of a turn (as per Shipwrights). They will refuse an assignment to navigation duty, however, as they believe it beneath their abilities.

Swashbucklers

Swashbucklers are crewmembers skilled at hand-to-hand fighting. Swashbucklers receive a +1 bonus to all hand-to-hand attacks, and an Avoidance Roll if damaged in hand-to-hand combat (a successful roll indicating that no actual loss of Energy Points occurred). They are able to fire cannon, but are an illiterate lot that never believed learning the workings of a

ship to be important. Swashbucklers may not load cannon or participate in navigation.





Awesome Powers

"Cap-O'-Tan! I think we've got it," hollered Energy Mouse from deep within the sofa. Slowly but surely the body of Magic Eight rose from the cleft and into view. Cap-O'-Tan, just recovering from his pun overload seizure, believed himself to be hallucinating.

"Ummm... does anyone else see a rather brightly dressed action figure headed this way?" he asked, doubting his own state of mind.

Tank the Turtle and Energy Mouse, struggling with the body of Magic Eight, thrust their heads above the sofa cushion.

They too were astounded by the figure that approached. "Yes we do, Cap-O'-Tan," they said in unison.

"Who are you?" asked the still shocked Cap-O'-Tan.

Sauntering forward, the psychedelic figure addressed them in return. "I'm an ex-secret Renegade agent, baby. I've eyeballed your ship and I want join your swingin' crew."

Cap-O'-Tan was about to consent, but Tank stopped him. "He used to be a Renegade..." he whispered to the parrot. "How can we trust him?"





The Captain's Asleep! Rule

"Tell us what you know, and we'll see about your joining..." decided Cap-O'-Tan shrugging his plush shoulders.

During the trip back, the action figure informed the Fuzzy Heroes that the fierce Renegade pirates knew of the Fuzzy Hero vessel, and the treasure it held. As the group boarded the Quacker Picker-Upper, however, the action figure's speech was interrupted.

"Cap-O'-Tan, Tank, Energy Mouse..." said Black Spot, obviously excited. "We've spotted a Renegade vessel about six turns south of us. Here," he finished, extending a telescope to Cap-O'-Tan.

"Groovy, I'll take that, baby," said the mysterious action figure.

He peered through the lens for several moments, completely oblivious to the shocked and outraged looks on the faces of the surrounding Fuzzy Heroes. "I know that vessel," he finally commented, "and I know where they're headed. That's Long John Slither's ship. He has already gotten the last piece of eight, and he's headed for that island over there," finished the action figure, pointing into the distance.

"Long John Slither..." muttered Timbers the Penguin.

"What's the name of the island?" asked a rather suspicious Black Spot.

"Are you sure of this?" asked Cap-O'-Tan.

"Tre sure," answered the action figure. "Sure as my new name is Awesome Powers, Fuzzy Hero secret agent, baby," finished the action figure.

"Ok, then..." answered Black Spot, now thoroughly convinced of the action figure's

loyalty. "I would like to suggest a course of action, Cap-O'-Tan."

"Namely...?" inquired the parrot.

"That we set sail for this Tre Sure island to recover the last piece of Eight!" answered Black Spot.

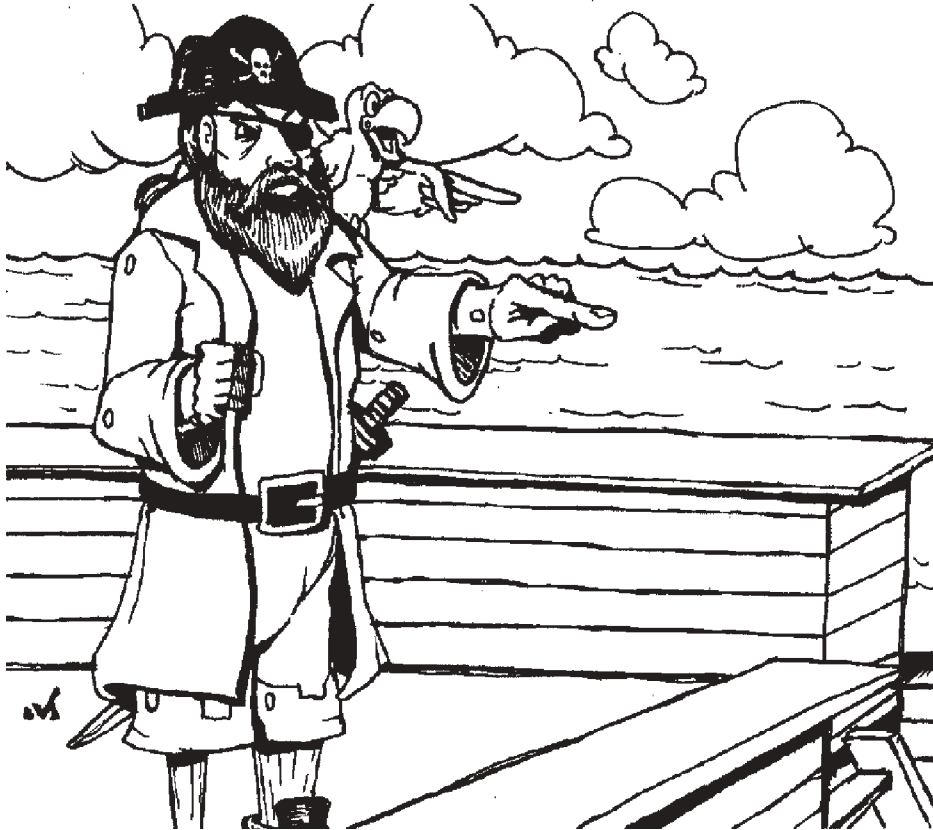
Cap-O'-Tan began to feel faint again.

The Captain is Asleep! Rule-

Throughout history, the captain was always the most important person on board a ship. He organized the crew, assigning their duties so that no job was left undone, and effort was never duplicated (well, the good captains anyway). In Plastic Ships and Fuzzy Men, many of these functions are performed by the player, rather than by a specially designated crewmember on board each vessel. The one factor that a player can not duplicate through his actions is the effect a good captain had over his crew. Many sailors viewed their captains with respect and admiration. Many captains inspired their crews, pushing them to deeds of which they thought themselves incapable.



Plastic Ships and Fuzzy Men



In any other circumstance, the crew will refuse to obey orders and will sulk inactive at their posts.

On the turn following a captain's demise, a new captain may be chosen for the crew. The crew will 'vote' their acceptance of the new captain by immediately making a roll as they did when the first captain was incapacitated.

If this occurs during a boarding action, again, those that roll even numbers and lose all hope will defect and join the enemy crew. Should this take place in any other situation, those crew members that fail and lose all hope (roll even

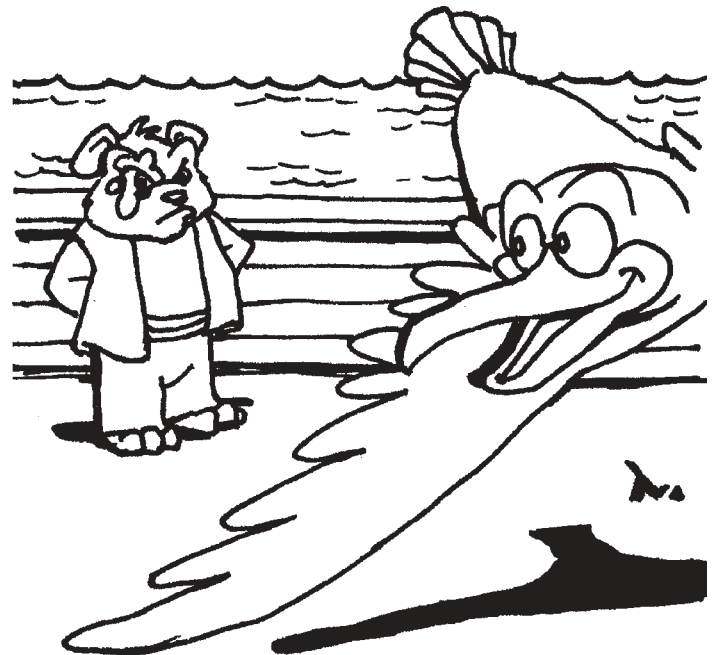
numbers) should be removed from play.

Those that pass (roll odd numbers) will form a new crew under the new captain.

The Captain is Asleep rule tries to account for the inspirational aspect of a captain. To play this rule, have each player assign a captain for each vessel they control from amongst its crew. It should be noted on the Combat Card for this crewmember that it is the captain of the vessel, and one Energy Point should be added to its total.

If at any time during combat the captain of a vessel is removed from play (known as falling asleep in the Fuzzy Heroes rule system), the rest of the crew must check to see if their morale has failed. This is accomplished by rolling one six-sided dice for each crewmember.

If the result is odd, the crewmember is filled with a need for vengeance and will fight on. If the number is even, the crewmember will lose all hope. In the event that the captain is incapacitated during the boarding of a vessel, those crewmembers that have lost all hope (have rolled even numbers) will defect and will automatically join the crew of the opposing vessel.





Earning and Using Reputation Points

Reputation Points

Stories, both real and legendary, that have passed to our generation as tales generally reflect the fighting spirit and reputation of the more famous captains of the age of sail. Blackbeard the Pirate, Lord Nelson, and others, became famous due to their fighting prowess and ferocity. The addition of Reputation Points to your Plastic Ships and Fuzzy Men battles will help to reflect the effect that reputation had on the battles of yesteryear.

When playing with Reputation Points, every battle in which a captain is successful earns the captain points, which may be used to goad his crew into superhuman feats of sailing or combat skill. The following chart lists the points that should be awarded to captains for various activities if you chose to add this rule.

Activity

Cannon Shot hits Enemy Ship

Ramming an Enemy

Captain defeats an enemy crewman in hand-to-hand combat*

Sinking an enemy vessel

Capturing an enemy vessel

Captain defeats an enemy captian in hand-to-hand combat*

*These points may only be scored by captains, not normal crewmen.

These points may then be used to increase the abilities of a vessel's crew. For each five Reputation Points spent, a crewmember may double his activities for a single turn. He may either accomplish the same activity twice, or be assigned two activities on a given turn. This doubling of activity extends to hand-to-hand combat as well, doubling the attacks made by a crewmember assigned to Marine Duty if the player controlling the crewmember so wishes.

Here's an example of how this works.

Fed up with Daniel's luck, the crew of the Foamrider decides to board the Renegade Reaver.

Although outnumbered, Chris decides that his luck has to change. Fighting on the first round is fierce, and three of the Foamrider's crew are removed from play. Only Chris' captain, a Swashbuckler, has any luck. His defeated Renegade opponent is removed from play as well. The Fuzzy Heroes are now outnumbered eleven to five.

On the next turn, however, Chris' captain and Daniel's captain come face to face and begin fighting. Through an incredible series of dice rolls, Chris' captain emerges victorious. Unfortunately, two more members of the Foamrider's crew have also fallen this turn. Luckily for Chris, the players in this game have decided that they will also play the Captain is Asleep rule, so now Daniel's remaining crew must make some dice rolls. Three of the crewmembers fail their rolls, and join the Foamrider's crew.

Reputation Points Awarded

2 points
(per shot)

6 points

10 points

20 points

40 points

50 points

The odds are now almost even as seven Renegades are facing six Fuzzy Hero boarders. In addition, Chris' captain has been awarded 10 Reputation Points as a result of his having defeated the Renegade captain in hand-to-hand combat.

On the following turn, Chris decides to more than even his odds. He spends all ten of his reputation Points to double the attacks of two of his crew. The odds are now still six to seven, but two of the six will fight like two marines. At the close of this turn, the Fuzzy Heroes are victorious. All that remains is the question of how to crew two ships with only six sailors...



Lingo Rule and the Pirate Alphabet

Without reservation, The Lingo Rule was the most fun that our crew had in designing the Advanced Rules. Not one amongst us has watched a movie or read a book that featured sailing vessels as its topic without also encountering the jargon of the sea. “Aye matey, yill be keelhauled fer the sun crests the mizzen, says I.”

This sort of flowery language abounds in pirate literature and movies. In order to preserve that flavor, we came up with the **Pirate Lingo Rule**.

Simply stated, it is: Any six rolled throughout the game must be immediately followed by a piratical (pirate-like) expression on the part of the player rolling the six, or it will be adjusted to a five.

The player has as long as they wish, but may speak no words before uttering the piratical expression, or they forfeit their chance to do so. This rule does not apply to the rolling of even/odd numbers for cannon effects, crew desertions, or other matters. In order for the dice roll adjustment to occur, any other player must point out that the player rolling a six has uttered words of a non-pirate-like nature after having rolled the six. Finally, if the player rolls multiple sixes at the same time, one expression per ‘six roll’ must be uttered. No two utterances (at one time) furthermore, may be the same.

For example, our group played one game where Daniel had fired six cannon simultaneously, scoring three sixes. He immediately replied, “Ye’ll be sleepin’ with Davie Jones this night, ye swab. Arr... that’ll leave a mark, that will.”

At this point, Mike whispered to me, “He’s got to do one more right?” He was correct, but his hopes were dashed when Daniel finally squeaked out, “No quarter, sez I.”

As some potential players reading these rules may not have been exposed to much of the previously mentioned jargon, we have included the pirate alphabet here as a means to provide expressions should you use this rule. Be warned, the average pirate was not well educated, so the alphabet is a bit shorter than the one you might be used to.

Letter	Translation
A	“What are you doing over there?”
B	A stinging insect not often found aboard a sailing vessel.
C	The stuff you sail on.
E	A male other than the speaker.
F	A conditional expression. “F I could, I would.”
G	“Isn’t that cute.” Generally used in a sarcastic fashion.
I	Yes.
L	A place greatly feared by pirates, that they all believe will be their eventual resting-place.
O	“That hurt.”
P	The reason for a “poop deck”.
R	An expression used to get someone’s attention.
T	A cargo quite valuable when stolen from a merchant vessel.
U	Used in reference to another individual, regardless of their gender (or lack of it).
X	Where the treasure is always buried.
Y	An interrogative that questions motivation or mechanics.
Z	“Did you notice that?” Also used to indicate that the speaker, rather than his conversational partners, has proven his point.



Three Fuzzies Before the Mast

Will Co, an action figure in a flight suit, shivered as he heard the parrot's call across the water. "What's he got against me?" he had asked the other Renegades in fear. "I mean, 'Fire at Will??' I didn't do nuttin'." Will then noticed, however, that the parrot captain of the opposing vessel had ceased barking orders, and had, in fact, remained motionless for several moments. "Ahh..." he thought knowingly, "he's having a poorly timed flashback."

The Renegade commander was not so hampered. Without hesitation he ordered his crew to reload with grapeshot and fire. One great mast on the Fuzzy Hero ship split off and fell to the deck. The Renegades cheered as chaos broke loose aboard the Fuzzy Hero ship.

Cap-O'-Tan was pulled violently from his reverie by the booming of the mast as it crashed to the deck. Parts of the ship and repair supplies were everywhere. Chaos reigned. Black Spot came rushing forward holding a large pencil in his hand.

"Cap-O'-Tan, I found this rolling around on the deck," he said in a voice that spoke of defeat. "What should I do with it?"

"Make the mast of it," commented Energy Mouse.

"We should shorten it a bit..." began Black Spot, "three inches maybe?"

"Way too much," chided Tank the Turtle.

"Cut less," commented Energy Mouse.

"...or we could wait and fix it ashore over there," offered Shiver the Penguin, pointing.

"Aye, land," said Energy Mouse.

Cap-O'-Tan's mounting fury over the rodent's inappropriate commentary was cut short. The renegade vessel was closing to board them! "I say we turn the tables on them. I say we board and capture the last piece of the map!"

Tank the Turtle lead the cheers of approval at this suggestion. "Let's get 'em, Cap-O'-Tan!"

Moments later the Fuzzy Heroes swarmed aboard the deck of the Renegade ship. The fighting was brief, as the Renegades were totally unprepared. Turning, Long John Slither dropped his sword and a piece of paper to the deck. Cap-O'-Tan stooped quickly to retrieve the paper. He signaled to the other Fuzzy Heroes to retreat.

"We have what we came for toys! Back to the ship!"

The parrot studied the captured map furiously, hoping to find the location of the missing piece of Eight. As he read, a worried look furrowed his plush brow.

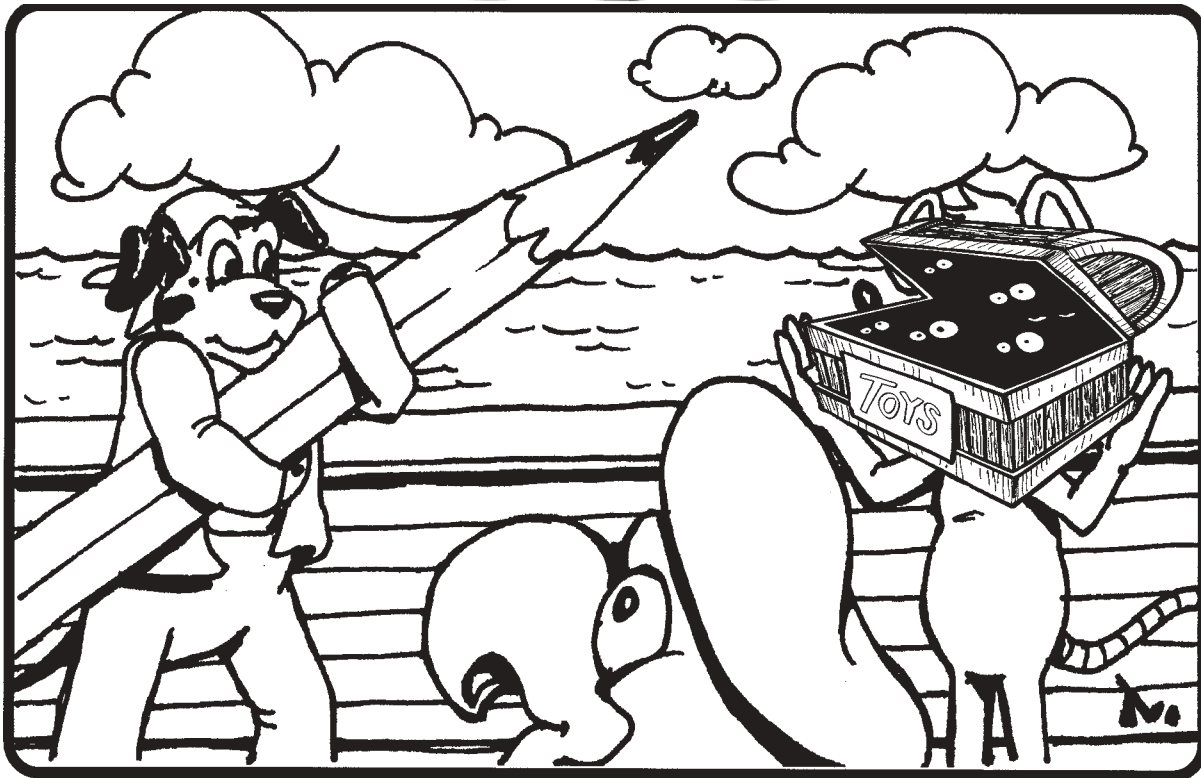
"They're pulling away! They're retreating, Cap-O'-Tan," shouted an excited Black Spot. The four Penguins cheered. Energy Mouse was less enthusiastic. He peered through the telescope at the retreating Renegades.

"They're moving towards Tre Sure Island to pick up some of their crew," he said finally.

The rodent swung the telescope back out to scan the open sea. "And there's more Renegade ships out there headed this way. Most of them are playing with toy airplanes made from pages of what appeared to be 'Leaves of Grass' folded over one another and abandoned ship parts."

"Meaning what?" asked Black Spot.

"They're flying the Hull and crossed Poems," finished Energy Mouse.



Treasure

Anyone who has ever dreamed of being a pirate (your truly included) has also dreamed of buried treasure. Stories of famous pirate treasures are almost more common than the stories of the pirates themselves. This section of the advanced rules is offered to add a bit of that flavor to your Plastic Ships and Fuzzy Men game.

The Buried Treasure rules for this game generally work best with scenarios, or games that have victory conditions and some pre-existing problem that must be overcome by the players. The rules as provided here need only treasure of some type added to the game to be functional, but scenarios make the best use of these additions. Either way, they are a lot of fun. Before adding any of the following rules to your game, furthermore, you should grab a few pencils and some graph paper with squares printed on it. You'll need them later.

Any item may be used to represent treasure in Plastic Ships and Fuzzy Men. Place an item on a dry land surface of the playing area (this may be easily represented by a wadded up towel, or a piece of felt).

Then declare to all players the Reputation Points value of the treasure for each turn that is owned by a player (two to three points per turn is common). No more than ten Reputation Points should be awarded per turn to the captain that has possession of a given treasure, and that treasure had better be huge!

It is also possible to assign other values to treasure in your game. Combat bonuses such as plus one to all attack rolls, an additional point of damage, or extra movement as a result of treasure ownership are all possibilities. Before beginning a game with treasure (or treasures) make sure that all players know and understand the bonuses granted by ownership of the various treasures. Remember too that the more valuable the treasure, the greater lengths a crew will go to to protect it.

Ownership of treasure is determined by the last Fuzzy Hero or Renegade that had possession of the treasure. Ownership can be maintained by burying the treasure in a safe area. Until it is unearthed and stolen by another player, it remains the property of the captain of the last crewmember that touched it.



Burying Treasure and Making a Map

Why Bury It?

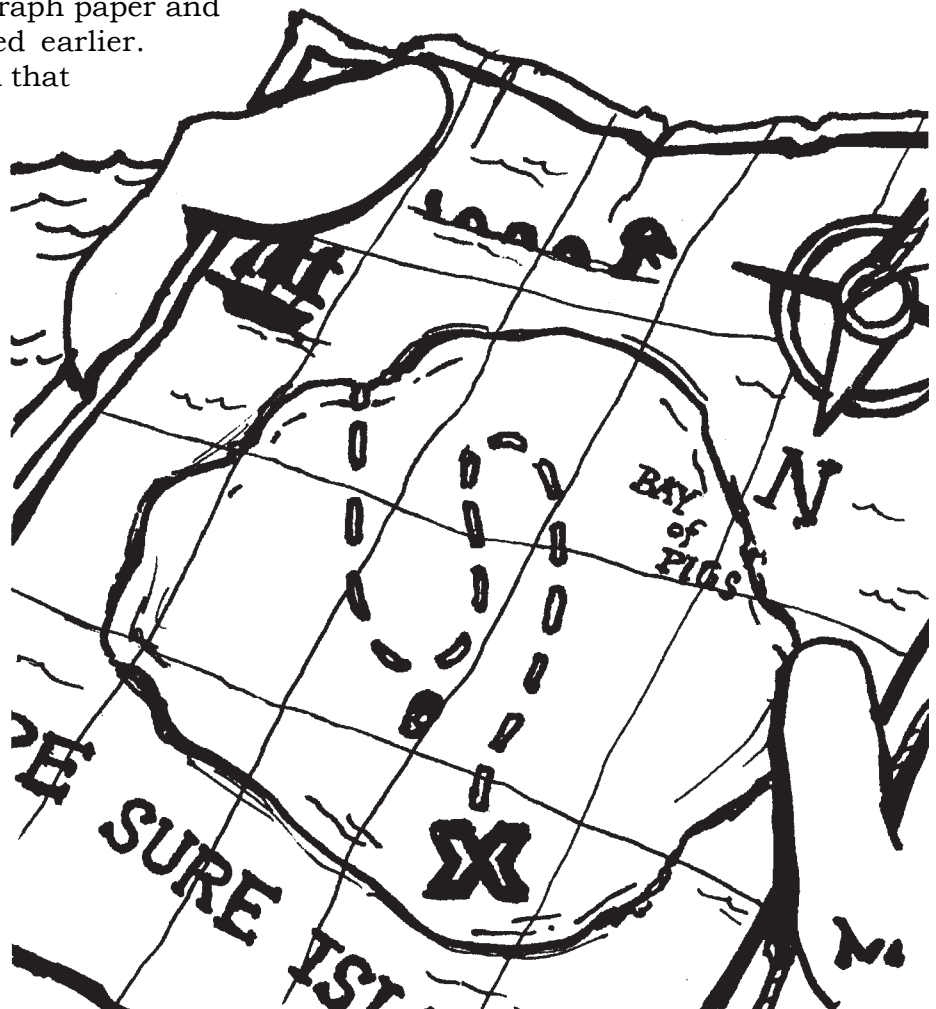
Remember that all cargo on board a vessel takes up some of the space available aboard that vessel. We generally award a cost of one hull point (space/size cost) per bonus received from a piece of treasure. Items that provide blanket bonuses (like +1 to all attacks) should take up at least ten spaces (hull points) on board a ship. It gets pretty expensive carrying treasure around. Not only are you the largest target on the sea (as others will want the treasure) but your ship's crew, number of cannon and sails will need to be reduced while you carry the treasure. Hence the need for safe and secret burial.

Burying Treasure and Making a Treasure Map

It's now time to get out the graph paper and pencils that we're mentioned earlier. Give them to the first captain that has asked how to, or announced that he would like to bury his treasure. Several conditions must be met before a captain may bury his treasure.

First, the ship commanded by the captain intending to bury treasure must be within one inch of an island or other landmass on the playing surface. At least one crewmember (not necessarily the captain) must then drag the treasure ashore to bury it. The player controlling this captain must then put the name of the island or land mass where the treasure is buried at the top of his piece of graph paper.

On each turn (including the turn when the treasure was dragged ashore) each crewmember that went ashore may 'dig' one square on the map the player is creating. If, for instance, three crewmembers went ashore, then three squares may be added to the map on each turn spent ashore digging. The squares that have been dug out may be either left open (as a tunnel) or filled back in with sand (to force other captains to dig when attempting to steal the treasure). The player making the map should note filled tunnel squares as such. Tunnel squares should be drawn either as empty or with a notation for any trap or beast that might reside in the square. It is important that the player burying the treasure complete a full and accurate map, as it will come in handy later. Shore parties burying treasure may wish to leave open tunnels for a variety of reasons. We'll look at those reasons next.





Protective Traps and Beasts –

If space underground is available (left as tunnel) various traps and beasts may be added to guard the treasure. Placing these traps and beasts has a cost, in terms of time, to construct the traps or train the guardians of the loot. This time cost is given in ‘crew turns’, with one crew turn equal to the effort of a single crewmember for a single turn. If four crewmembers are engaged in burying the treasure, therefore, they will generate four crew turns value on each turn.

What follows is a list of the traps and beasts available for this task, as well as the costs incurred to train/ construct them. It is by no means a complete list, and you are welcome to dream up your own list. Bare in mind that all beasts should have one (but only one) special characteristic and that large time costs should accompany devastating traps or beasts. Maintain the balance of your game!

Traps

Pit Trap

Tunnel Space Required: two squares

Time cost to construct: two crew turns

Effect: First crewmember to enter the area of a trap must make an Avoidance Roll. If unsuccessful any crewmember occupying the first square of the tunnel, as well as the crewmember that first entered the area, will lose one Energy Point from falling into the pit. Any Crewmember that has so fallen will require assistance to get out of the pit. Crewmembers with boots, climbing gear, or wings/capes require no such assistance. After the initial surprise when the pit is discovered, crew members may navigate around a pit with care.

Avoided by: successful Avoidance Rolls will nullify the effect of a Pit Trap. Parties of crewmembers that are carefully digging or traveling a tunnel have a one in six (roll of a one on a six-sided dice) chance of noticing a Pit Trap before triggering it. Only the first crewmember in line may check to see if they have noticed the Pit Trap.

Tunnel Collapse Trap

Tunnel Space Required: three squares

Time cost to construct: four crew turns

Effect: Any crewmember entering a section of tunnel that contains one of these traps must make a successful Avoidance Roll or the will collapse the three squares of tunnel that the trap occupies. Any crewmembers caught in this collapsed area are immediately put to sleep by the force of the collapse. As the trap will trigger the moment a crewmember sets foot in this area, the crewmembers affected in the party are limited to those crewmembers that have already advanced in front of the crewmember that triggered the trap. Any crewmembers that are behind the one who triggers the trap will be unaffected, other than having to dig through the sand to clear the passage.

Avoided by: Avoidance Roll.





Protective Traps

Water Trap

Tunnel Space Required: three squares
Time cost to construct: six crew turns

Effect: This trap works in the exact same fashion as the Tunnel Collapse Trap, but with the following exception: the effected tunnel area is flooded with water rather than filled with sand and can not be cleared. A party digging for treasure must excavate a new tunnel around the flooded area to continue. Any tunnel built in a square immediately adjacent (the next square over) has a 50% chance of collapsing and flooding as well. The roll of an even number on a dice would indicate that this has occurred. A roll to check for this eventuality should be made only once, immediately after the player controlling the treasure hunting crew has announced that he is excavating a square adjacent to a flooded tunnel.

Avoided by: digging around the area, and Avoidance Rolls.

Gas Trap

Tunnel Space Required: two squares
Time cost to construct: two crew turns

Effect: The Gas Trap is a fairly simple trap that floods a two-square area of tunnel with Sleep gas. Crewmembers entering an area that contains this trap may avoid triggering the trap with a successful Avoidance Roll, and also receive an Avoidance Roll for the effect of the gas. Crewmembers that fail their Avoidance Roll versus the effect of the gas immediately fall into a deep sleep and should be removed from play. Once the trap is triggered, crewmembers will be able to see the gas, and may choose to cross through it, relying on their Avoidance Roll to spare them the effect. An Avoidance Roll to see if the trap has been triggered or not is only necessary in the event that the trap has not been (as yet) triggered. The gas from this trap dissipates after four turns.

Avoided by: Avoidance Roll

Spring Trap

Tunnel Space Required: One square
Time cost to construct: two crew turns

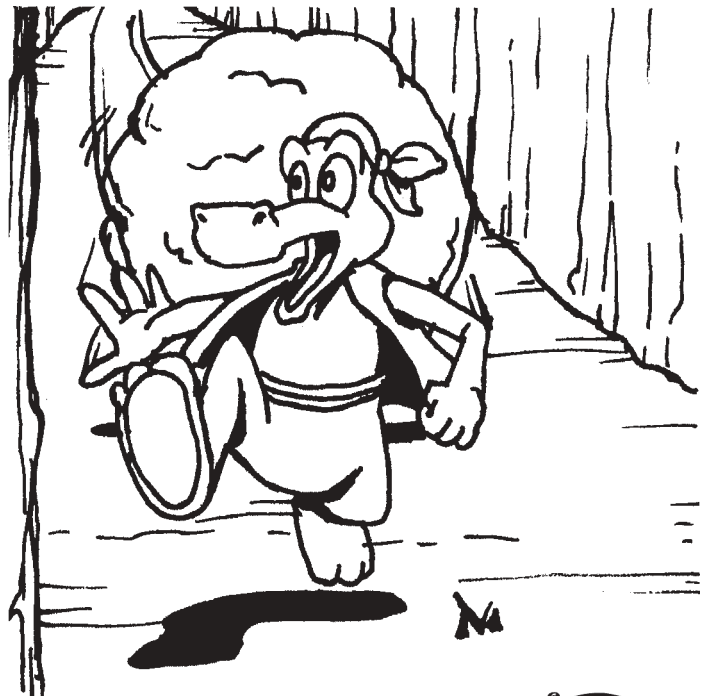
Effect: This trap will automatically trigger whenever a crewmember enters the square containing the trap (no Avoidance Roll is possible). When triggered, 1-6 (roll one dice) dagger will fly from the tunnel wall at the invading crew. Randomly determine which crewmembers are in the line of fire. Then, using the Fuzzy Heroes combat rules, roll to see if the daggers have actually hit the Fuzzy Heroes hapless enough to be caught in their flight path. Each dagger hit will cause the loss of two Energy Points from its victim.

Avoided by: a good Defensive Classification, or by throwing an object into the square in advance of the invading crew (like a ball or a weapon)

Rolling Stone Trap

Tunnel Space Required: six squares
Time cost to construct: three crew turns

Effect: This trap will be triggered by any crewmember that enters the last square of the area that the trap covers.



Plastic Ships and Fuzzy Men



Any crewmember that is on the near side (entrance side) of the trap, anywhere within the tunnel system, must make an Avoidance Roll or be run over by a massive rolling ball of stone. Getting run over by a Rolling Stone Trap cause the loss of 3-18 (roll three dice) Energy Points. The Stone will keep Rolling until it reaches the end of the tunnel system, where it will lose its momentum and stop off to one side of the entrance to the tunnels. Crewmembers that make their Avoidance Rolls must run until they leave the tunnels. If they stop before exiting, they must make an additional Avoidance Roll or be run over by the Rolling Stone trap. If they again make this roll, they must still leave the tunnel system in order to avoid being run over. It is also possible for a crewmember to run down a side passage to avoid the Rolling Stone Trap as it will always roll straight (or as straight as possible) towards the tunnel system entrance.

Avoided by: Avoidance Roll and escape, or side passages.

False Treasure Trap

Tunnel Space Required: one square

Time cost to construct: six crew turns

Effect: This trap appears as whatever treasure the invading crew party desires. Those crewmembers that fail their Avoidance Rolls will be convinced that they have recovered the treasure and will leave the tunnels to return to their vessel. Those that make their Avoidance Rolls will be unaffected, but will be unable to convince their fellows of their folly.

Avoided by: Avoidance Roll.



Beasts

Combat with protective beasts is as per the normal Fuzzy Heroes combat rules. Read the description of the beast carefully though, as all beasts have a single unique advantage in combat. It is because of these advantages that they are sought after as treasure guardians.

Creatures of Habit

Tunnel Space Required: four squares

Special needs: will only guard treasures worth five Reputation Points per turn or larger.

Time cost to train: four crew turns

Fuzzy Hero combat statistics:

Defensive Classification: 10

Energy Points: 5 each (always three creatures)

#/Attacks: 3 or Special (see below)

Energy Dice: 3

Avoidance Roll: 10

Movement: 12"

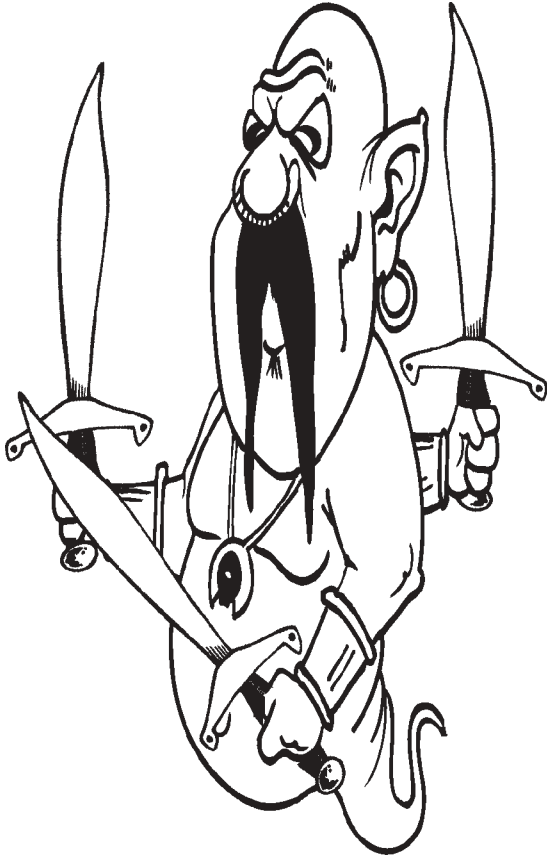
Special: Creatures of Habit may elect to cast a Bad Habit Aura instead of making physical attacks. Any crewmember that fails their Avoidance Roll that is within two squares of one of these creatures when it attacks will immediately stop fighting to pursue a bad habit. Belching out loud, nail biting and nose picking are but a few examples of the form this bad habit can take. Crewmembers so affected may try to make a new Avoidance Roll every turn thereafter, but will continue to suffer the effect of the Bad Habit Aura until a successful roll is made. The Creature of Habit, on the other hand, may continue to attack on the turn following its generation of the Bad Habit Aura. No crewmember may be affected by more than one Bad Habit Aura at a time. If, however, the crewmember makes a successful Avoidance Roll, he/she/it may be attacked by a subsequent Bad Habit Aura on the same or following turns.

Creatures of Habit are particularly susceptible to damage caused by fire. Any attack that is based on flame will void their ability to make an Avoidance Roll, and will generate twice its normal damage against these creatures.





Protective Beasts



Guardian Statue

Tunnel Space Required: one square

Special needs: crewmembers must build a statue from sand or stone and give up a weapon of some kind to activate the beast.

Time cost to train: six crew turns

Fuzzy Hero combat statistics:

Defensive Classification: 16

Energy Points: 8

#/Attacks: 2

Energy Dice: 4

Avoidance Roll: 14

Movement: 6"

Special: Guardian Statues are actually invisible air beasts that like to inhabit stone or sand sculptures. They prefer to fight using weapons, and will demand the bribe of a weapon of some kind before they will serve. Guardian Statues are extremely hard to hit in hand-to-hand combat, but are highly vulnerable to Special attacks (as are the Dervishes).

Dervish

Tunnel Space Required: two squares

Special needs: none.

Time cost to train: two crew turns

Fuzzy Hero combat statistics:

Defensive Classification: 12

Energy Points: 6

#/Attacks: 6

Energy Dice: 3

Avoidance Roll: 14

Movement: 18"

Special: The Dervish is so named because it attacks like a cyclone, striking multiple times each turn. It is otherwise an unspectacular guardian, but it is highly susceptible to crewmembers with Special (combat) Abilities. It is also a fairly inexpensive guardian.





Lightning Beast

Tunnel Space Required: three squares

Special needs: none.

Time cost to train: four crew turns

Fuzzy Hero combat statistics:

Defensive Classification: 9

Energy Points: 5

#/Attacks: 4

Energy Dice: 3

Avoidance Roll: 10

Movement: 18"

Special: Lightning beasts are so named because they strike faster than the eye can follow. As such, they always win the initiative and attack first in a given combat round. Lightning beasts are normally quite loyal, but may be successfully bribed by any character with a source of electrical energy if the source is offered to the beast.



Medusa

Tunnel Space Required: two squares

Special needs: crewmembers training a Medusa must be blindfolded.

Time cost to train: seven crew turns

Fuzzy Hero combat statistics:

Defensive Classification: 9

Energy Points: 3

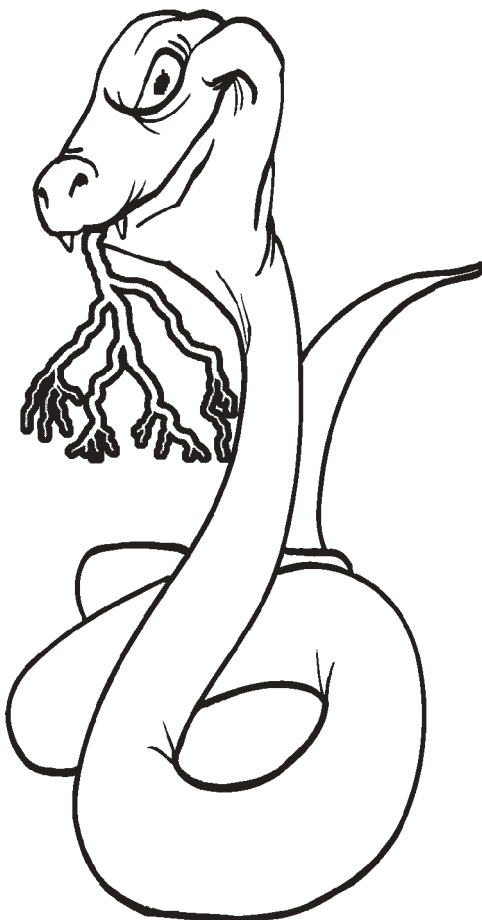
#/Attacks: 1 gaze per turn

Energy Dice: N/A

Avoidance Roll: 13

Movement: 6"

Special: Slow and clumsy in combat, Medusa sport on of the most fearsome weapons in the annals of Fuzzy Hero combat. The gaze of the Medusa turns any crewmember looking at them into a two-dimensional comic book character. A collectible card with the crewmember featured on its surface will appear on the floor of the tunnel if the crewmember is attacked by the Medusa (an Avoidance Roll for the crewmember is applicable) and the toy representing them should be removed from play. Thankfully, the Medusa may gaze at only one crewmember per turn.





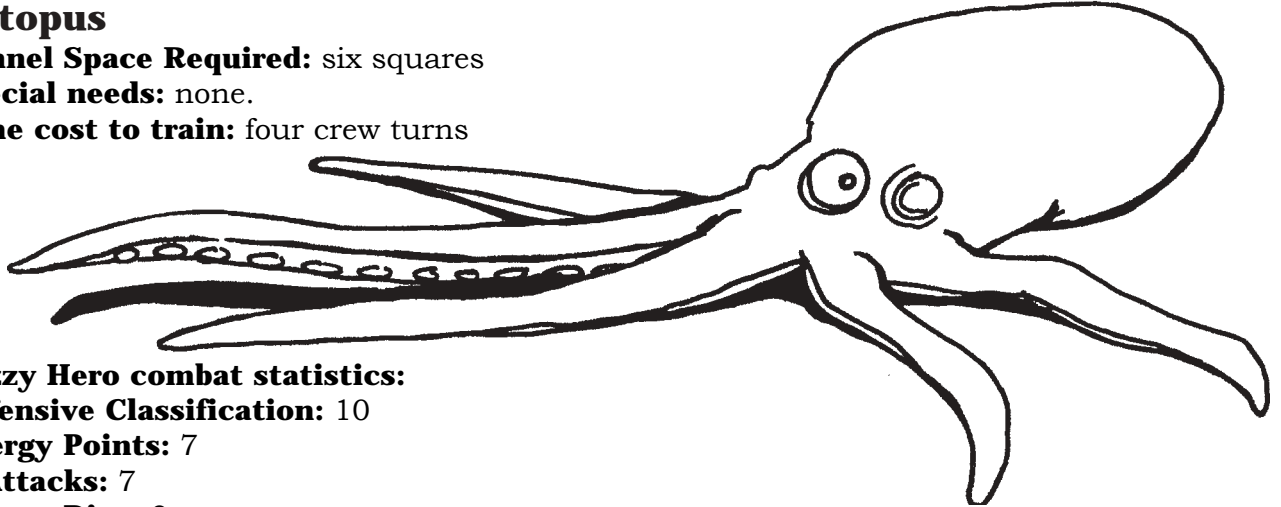
Protective Beasts

Octopus

Tunnel Space Required: six squares

Special needs: none.

Time cost to train: four crew turns



Fuzzy Hero combat statistics:

Defensive Classification: 10

Energy Points: 7

#/Attacks: 7

Energy Dice: 3

Avoidance Roll: 12

Movement: 6"

Special: This feared denizen of the deep likes nothing better than bashing crewmembers about, and is easily convinced to guard treasure on behalf of a ship's captain. They train fairly quickly for their size, but require a lot of room. Octopuses are perhaps the most feared treasure guardians used by Fuzzy Men.

Reflection Beast

Tunnel Space Required: one square

Special needs: Reflection Beasts require a sacrifice of the weapon type that they are able to reflect (see below).

Time cost to train: five crew turns

Fuzzy Hero combat statistics:

Defensive Classification: 11 (and special)

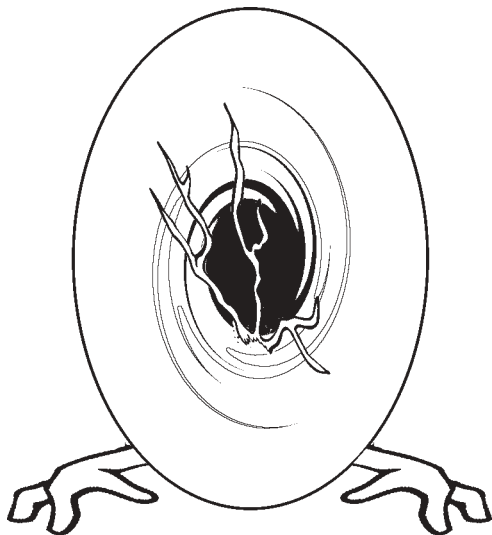
Energy Points: 3

#/Attacks: 3

Energy Dice: 3

Avoidance Roll: 11

Movement: 12"



Special: Reflection Beasts are called such because each possesses the ability to reflect a particular form of attack, causing any damage caused by that attack to be visited upon the attacker. The type of reflected attack is entirely dependent on the weapon used to bribe the beast in question, but will fall into one of the following categories: Melee Weapons, Household Goods, Projectile Weapons, or Energy Weapons (which will work ashore). If bribed with a rifle for instance, the Reflection Beast would have the ability to reflect ALL projectile weapons fire back at its attackers. The low Energy Point total of the Reflection Beast makes it vulnerable to any attack it can not reflect.



Siren

Tunnel Space Required: four squares

Special needs: Crewmembers training a siren must have their ears plugged.

Time cost to train: six crew turns

Fuzzy Hero combat statistics:

Defensive Classification: 12

Energy Points: 6

#/Attacks: Special (see below)

Energy Dice: 1 Energy Point (see below)

Avoidance Roll: 11

Movement: 6"

Special: Sirens are insidious creatures that attack each turn by singing an irresistible bedtime song. Any crewmember within four squares of a siren using this attack will hear the song. Those that make their Avoidance Rolls will suffer no ill effect, but those crewmembers that fail will be held in thrall, unable to move. In addition, they will lose one Energy Point per turn while held in thrall until they fall asleep. They may be lead out of the range of the Siren's song, thus removing the effect, but the lost Energy Points remain lost. Crewmembers that are taken out of the range of the song may re-enter the area in hope of making a second Avoidance roll, but will be again unable to help themselves should they fail a second Avoidance Roll.

The Siren's song may be blocked by crewmembers insulating their hearing with earplugs or similar devices.



UNDED Victims

UNDED Fuzzy Heroes are very fond of dark, damp places and will willingly guard any treasure that they are allowed to play with. If you wish to incorporate victims of the dreaded UNDED virus into your Plastic Ships and Fuzzy Men game, they work quite well. Unfortunately, you will need to have a copy of The Lost Toys Fuzzy Hero supplement in order to do so.

Digging It Up

Okay, the treasure is buried and guarded. How does another captain go about removing it from its well prepared resting place so that he may claim it as his own?

Whenever an opposing captain has put a party of crewmembers ashore and stated his intention to dig for buried treasure, any captain that has buried treasure on that particular island should grab the map that they created earlier when burying their treasure. Do NOT show the map to the player who has crew digging for treasure! The captain digging for treasure should then roll one dice. If the result of the dice roll is even, his search was fruitless. If the result is odd, he has discovered the secret location of another player's treasure. If more than one player has treasure buried on this island/land mass, randomly determine which player's treasure has been found.

Both the player whose treasure has been discovered, and the player that is digging for the treasure should now chose (if possible) another player from the group to act as his assistant (this helps to prevent cheating). Now grab a blank sheet of graph paper and another pencil and hand these to the player digging for treasure. One square should be filled in on the map as the starting square. The digging player gets this first square of the opposing captain's map for free (starting square that was first dug out when burying the treasure). He may then dig up one additional square for each crewmember that has gone ashore per turn.



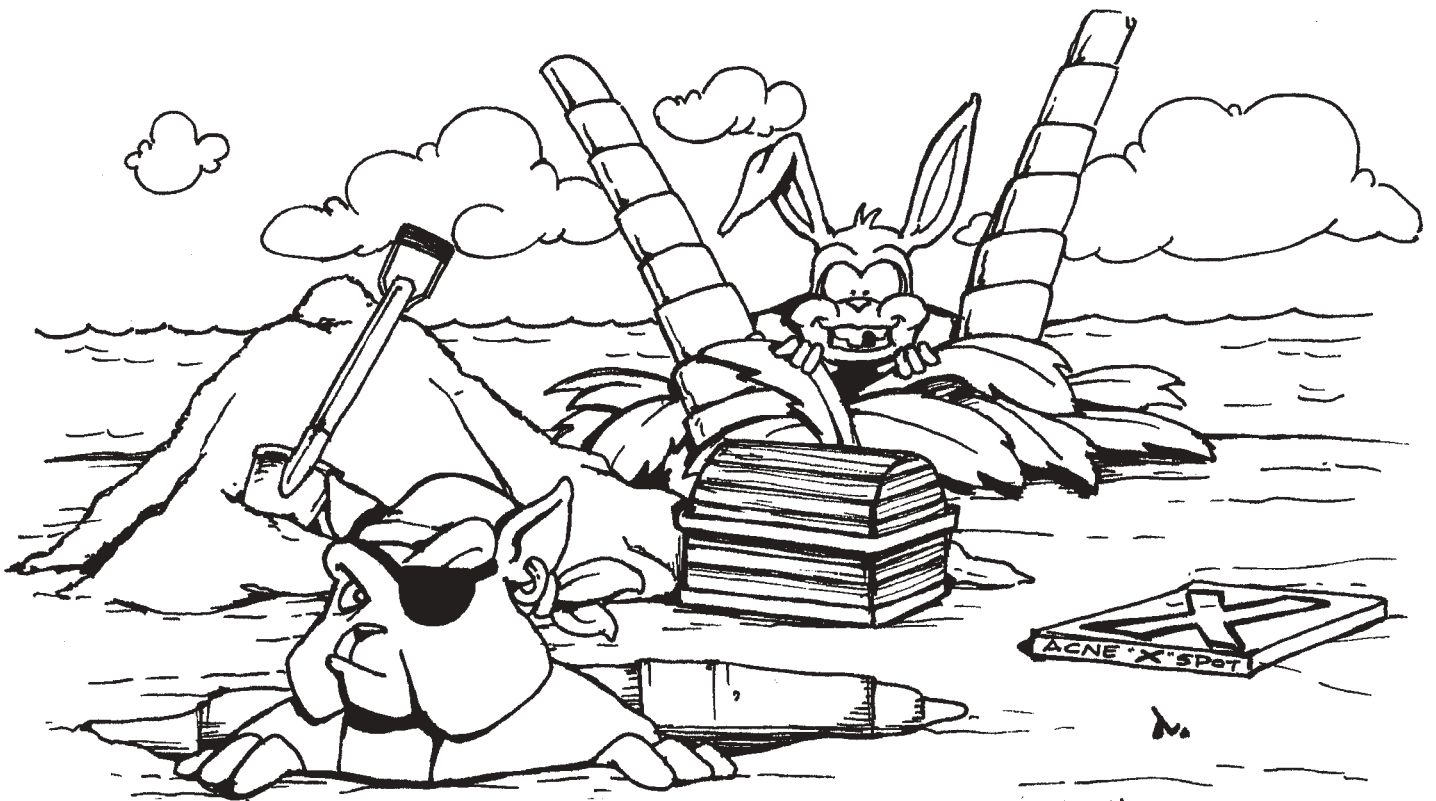
Digging Up Buried Treasure

If, for instance, four crewmembers have gone ashore, they may unearth four squares area each turn. The digging player, however, will be uncertain as to which direction he should dig. He must indicate to the player that buried the treasure which four squares he wishes to reveal on the treasure map. These four squares must be added to the new map being created by the digging player in whatever area the digging player has indicated. If any of the squares indicated by the digging player were part of the path used to bury the treasure, the player that originally buried the treasure must inform the player digging. The player that owns the buried treasure must make one of two initial responses: 1) the area you have excavated appears to have been filled with sand quite recently or 2) you have uncovered a tunnel.

Once a tunnel has been uncovered, the digging captain may either decide to follow the tunnel, or keep digging through the sand around the tunnel (as per the above-mentioned method).

If he chooses to follow the tunnel, the digging player must now announce in what order his crewmembers will be walking.

This order (which crewmember is leading, who is second into the tunnel and so forth) should be written down. It may be changed later, but those changes should also be recorded. The crewmembers may then proceed up to six squares down the tunnel per turn. This must be done one square at a time, with the player that owns the buried treasure calling a halt if any beasts or traps are encountered. Traps will have the effects listed in the previous section (see traps) and beasts must be defeated according to the standard Fuzzy Hero combat rules. Once the digging party has entered the square containing the treasure, and has defeated any guardians or traps that exist in that square, they have secured the treasure for their own captain. They must now decide whether to remove the treasure, or to simply re-bury it.

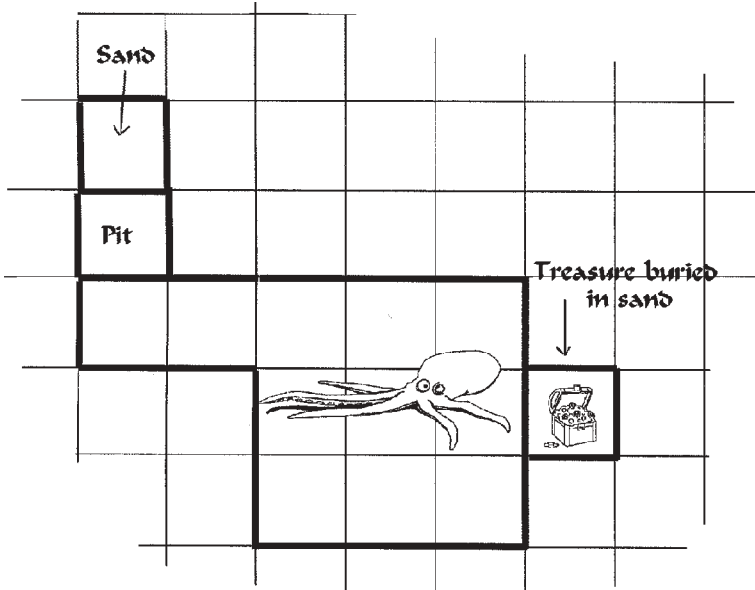


Plastic Ships and Fuzzy Men



Lets look at an example of how this all works. Chris' digging map look likes this:

Daniel has buried the fabled Plunger of Power on Stuffed Gull Island. He has created the following map to indicate the methods that he used to bury the treasure, as well as the wards he has placed around the treasure to guard it.



Dan used a group of four crewmembers to bury this treasure. It therefore took him:

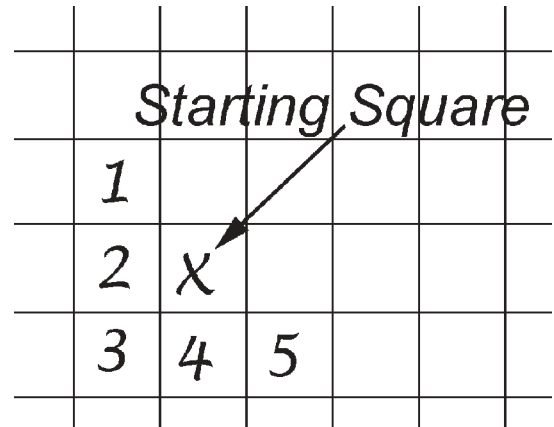
11 squares of digging = 11 crew turns

Training the Octopus = 4 crew turns

Constructing the Pit Trap = 2 crew turns.

Or
 a total of 17 crew turns (divided by 4 crew)
 Or
 5 game turns.

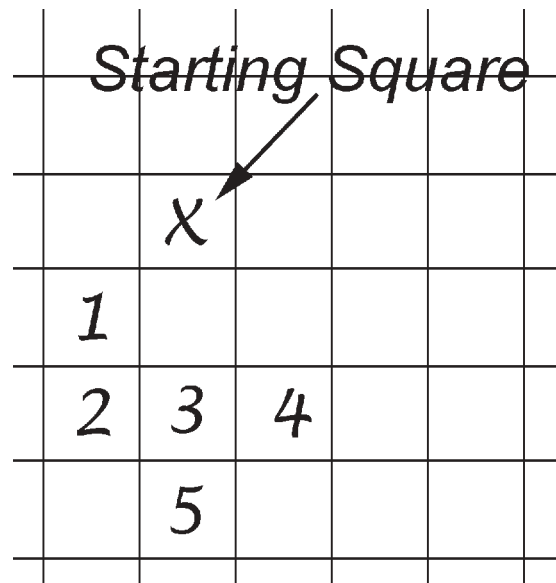
Chris, having indicated that he is sending a group of five crewmembers ashore to dig for the fabled Treasure of Stuffed Gull Island, grabs a pencil and a piece of graph paper. He marks a starting square near the center of the paper and rolls one dice. Luck is with him as he rolls a three (an odd number) indicating that he has located the area in which he must dig for the treasure. Chris now places the numbers one through five in five squares adjacent to the starting square.



Dan indicates that in the square marked #4, "the area you have excavated appears to have been filled with sand quite recently."

That is the end of the first turn.

On the following turn, Chris places the numbers one through five in the following squares:



Dan indicates that, in the square marked #3 "the area you have excavated appears to have been filled with sand quite recently," and that in the square marked #5, "you have uncovered a tunnel." Chris, brave and greedy, indicates that he will follow the tunnel.



Digging Up Buried Treasure

Chris decides on the walking order of his five intrepid treasure hunters (in order: Matey, Shiver, and Timbers the Penguins, Tank the Turtle and Awesome Powers), and writes the order down. Once the order is decided, Daniel tells Chris that all of the crew (as they have all entered the first square of the tunnel, an area containing a trap), must make an Avoidance Roll. All three Penguins fail and fall into the pit losing one Energy Point from their total. Tank also fails his Avoidance roll and loses an Energy Point. Awesome Powers is successful in avoiding the trap. The three Penguins are able to fly and are able to escape the trap with ease. Awesome Powers spends his next turn, however, rescuing Tank from the pit. Chris decides that the Penguins will press on.

Two squares farther down the tunnel, the Penguins encounter the guardian Octopus. A terrible battle begins, and the Penguins cry for assistance from Tank and Awesome Powers. Will they get there in time? Maybe you should play this one out...

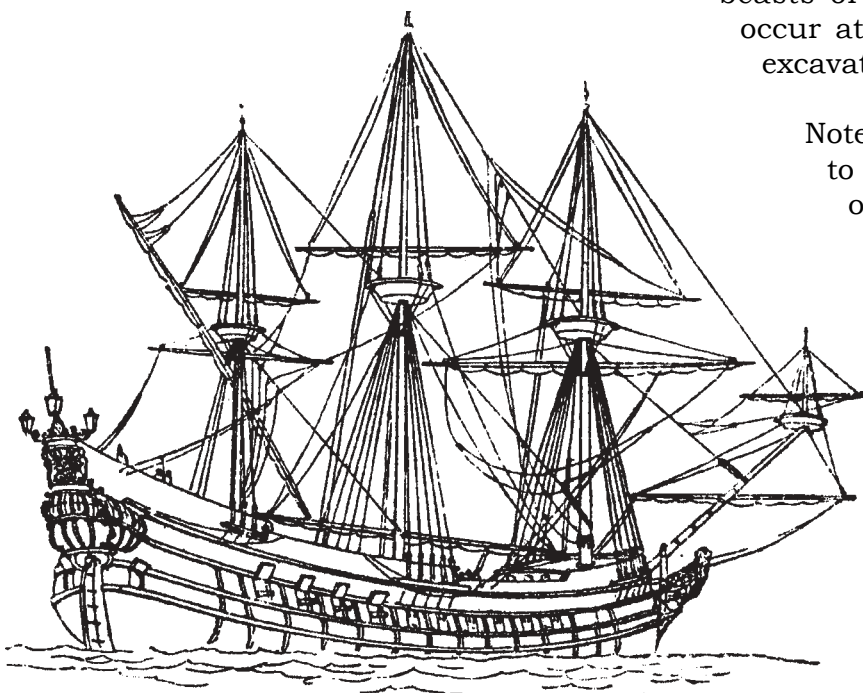
The level of complexity that can be built into the maze of tunnels guarding a treasure is entirely up to you and your players. Obviously, this advanced rule can easily be expanded into a game unto itself. Let's look at what happens after the treasure has been dug up.

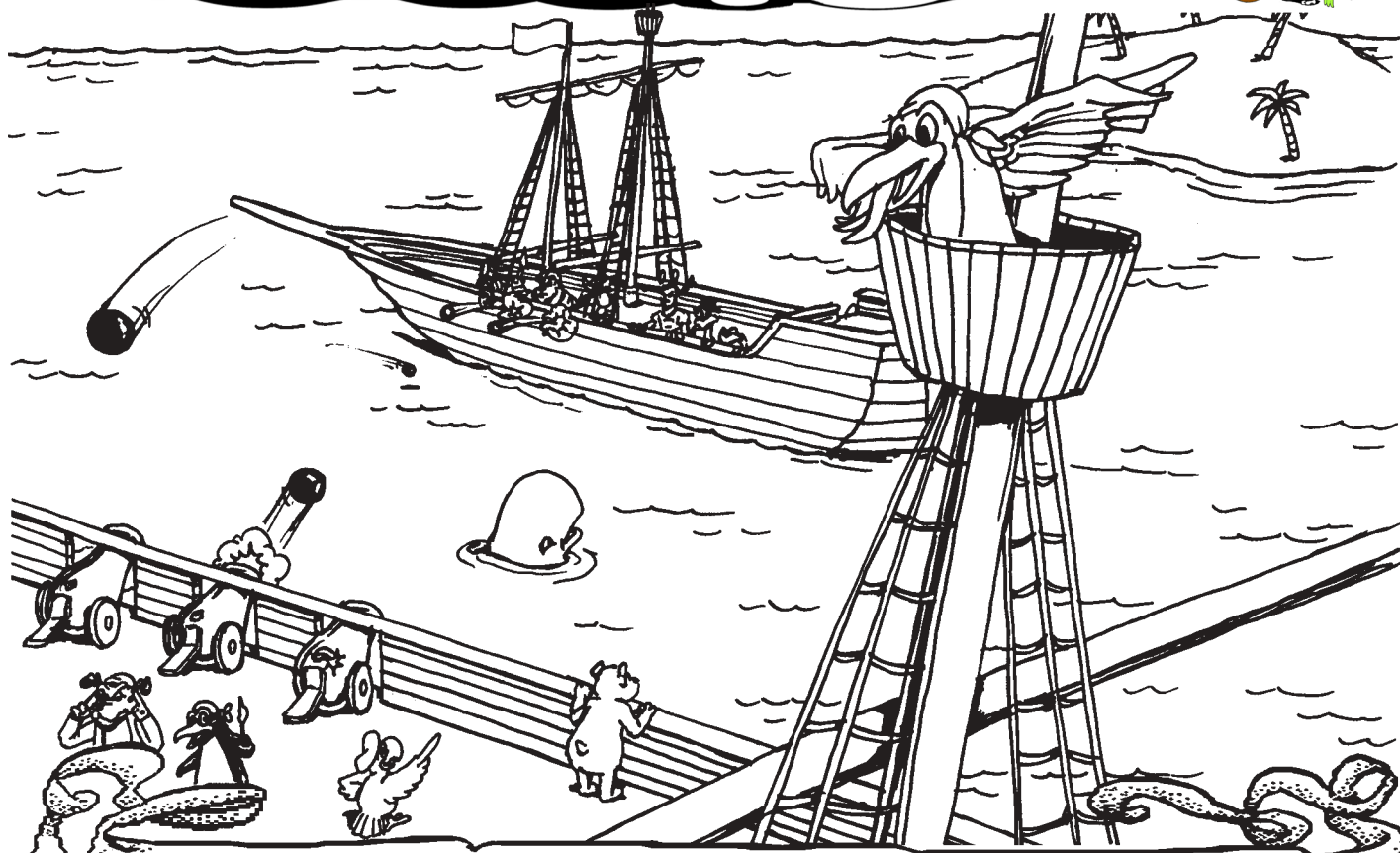
Salvaging (re-using) Traps, and Tunnels

The reasons for burying treasure once it has been recovered are just as compelling as the reasons for which it was buried in the first place. The difference between the two situations, however, is that the party that has stolen the treasure has a ready-made hiding place in which to rebury the treasure; namely the hole from which it has just been dug! The 'digging area' may be reused by the digging party to rebury the treasure with the following exceptions.

- 1)** Traps may only be reused 50% of the time. Roll one dice. If the result is even, the trap has survived the incursion of the party and may be reused.
- 2)** Protective Beasts may never be reused. They will always either be defeated in combat, or will wander off when the treasure changes hands.
- 3)** Squares that the reburying player would like to fill with sand may be filled, but at a cost of one crew turn per square.
- 4)** Expansion of the tunnel system or burying site, as well as the recruitment of new guardian beasts or the construction of new traps, occur at the same cost/rate as if a new excavation was being started.

Note that if few or no changes are made to the site of treasure burial, at least one other player in the game will have a complete map of where your treasure has been buried (the player that dug the original burial site). It is generally a good idea to either expand an existing tunnel system, or to change the actual burial location of the treasure to a different square.





Chapter #3: Scenario

Tre Sure Island

Cap-O'-Tan, still reeling from the brutal assault of Energy Mouse's puns, called for the group to huddle for a quick strategy session.

"I believe I know their plans now," said Cap-O'-Tan. "Long John Slither engaged us just long enough to allow his crew on Tre Sure Island to finish burying the last piece of Magic Eight. Now Slither plans to hit us with all of the forces at his command."

"Fish and chicken too," remarked Energy Mouse.

"What we'll need to do is send a shore party in to recover the last piece of Magic Eight,

while the rest of us stay here to hold the Renegade ships at bay."

"Tre Sure Island Bay?" asked Energy Mouse.

"Energy Mouse will lead the shore party," continued Cap-O'-Tan, "because I can't stand to hear his horrific comments for one more turn. Shiver, Timbers, Matey and Awesome Powers will go as well."

"That will only leave ten of us to crew the Quacker Picker-Upper, Cap-O'-Tan!" exclaimed Black Spot.

"I'm sorry Black Spot, but that's all the room that was left for Combat Cards," finished Cap-O'-Tan.





Scenario: Tre Sure Island

Tre Sure Island

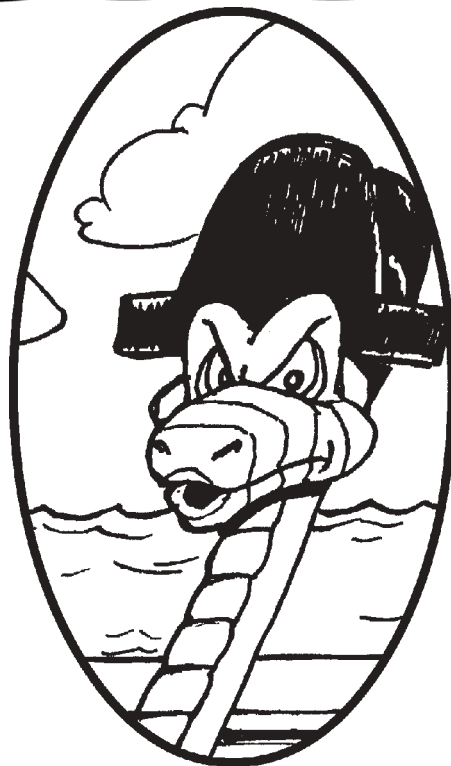
Tre Sure Island is the sea battle that occurred during the mission to recover the final piece of Magic Eight. In this battle, the Renegades hope to capture the Fuzzy Hero vessel, the Quacker Picker-Upper so as to enslave the crew upon their return from Tre Sure Island. Some of the Renegades believe that this plot is too complex, and prefer to simply sink the Fuzzy Hero vessel. The Fuzzy Heroes, meanwhile, hope only to hold out until the end of turn ten, at which point their shore party will have recovered the final piece of Magic Eight.

The sea battle is set up for from two to five players, which are divided into the following groups.



The player controlling The Fuzzy Men need only hold out until the end of turn #10 without being captured or sunk to be declared the winner of this game.

The Player controlling the Fuzzy Hawks must sink a Renegade vessel in order to be declared the winner of this game.



The player controlling the Renegade Reaver and its crew of six must capture the Fuzzy Hero Quacker Picker-Upper before the end of turn #10 in order to be declared the winner of this scenario.

The player controlling the Renegade Rum-Runner and its crew of four must also capture the Quacker Picker-Upper before the end of turn #10 in order to be declared the winner of this scenario.

The Player controlling the Renegade Rat Scallion must sink or capture the Quacker Picker-Upper before the end of turn #10 in order to be declared the winner of this scenario.

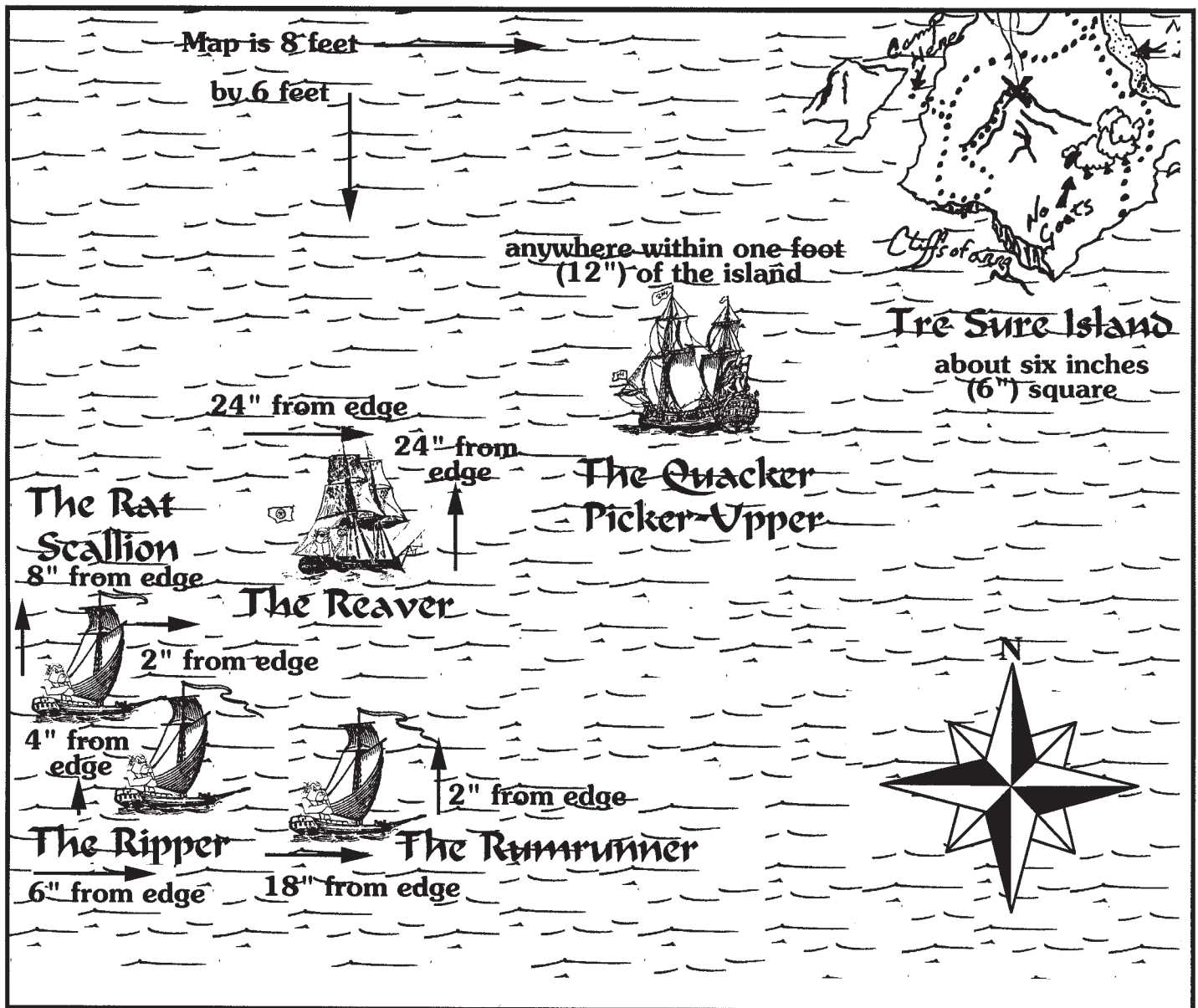
The Player controlling the Renegade Ripper must sink or capture the Quacker Picker-Upper before the end of turn #10 in order to be declared the winner of this scenario.

Copy the combat Cards and Ship Combat Sheets from the following pages of the book and divide them between the players as you see fit, adjusting the victory conditions to suit the number of players that participate.

Plastic Ships and Fuzzy Men



The starting positions for the five ships in this scenario are:



Decide which optional rules you would like to use for this scenario (boarding actions and Carronades are necessary at the least) and have each player roll two six-side dice to determine the speed at which their vessels is traveling at the start of the battle. The have all of the players assign crew to stations. Roll your Initiative for turn#1, and may the best toy win!

Combat Cards

The following pages contain all of the combat cards for the ships and crewmembers in the Tre Sure Island scenario. They are grouped by vessel and crew for ease of use. Feel free to photocopy them for you personal use.





7re Sure Island Combat Cards: Renegades

Ship's Name **The Reaver**

Player's Name _____

Maximum Speed: 48"

Maximum Turning Radius: 90°

Turning Cost: 3"

Current Speed: _____

Hull Points

When any shaded boxes are marked, the ship's maximum speed is cut by half.

Crew: Total Crewmembers: **6**

- 1) Long John Slither
- 2) Will Co
- 3) Loose Lips
- 4) Scurvy Dog
- 5) Jim the Artist
- 6) Black Bear(d)

Crew Disposition

Navigating _____

At the wheel _____

Spotting _____

Firing Cannon _____

Moving Cannon _____

Loading Cannon _____

Marine Duty _____

The Renegade Reaver

Rigging Points

48	46	44	42	40	38
36	34	32	30	28	26
24	22	20	18	16	14
12	10	8	6	4	2

Weapons

Type: Cannon
 Manned Loaded Spotters: _____
 Ammo Type: _____

Type: Cannon
 Manned Loaded Spotters: _____
 Ammo Type: _____

Type: Cannon
 Manned Loaded Spotters: _____
 Ammo Type: _____

Type: Cannon
 Manned Loaded Spotters: _____
 Ammo Type: _____

Type: _____
 Manned Loaded Spotters: _____
 Ammo Type: _____

Type: _____
 Manned Loaded Spotters: _____
 Ammo Type: _____

Type: _____
 Manned Loaded Spotters: _____
 Ammo Type: _____

Type: _____
 Manned Loaded Spotters: _____
 Ammo Type: _____

Cargo

Total Cargo Space: **0**





The Crew of the Renegade Reaver

Name: Long John Slither
Energy Points: 5
Defensive Classification: 13
#/Attacks: 1
Energy Dice: 3
Movement: 12"
Terrain Effects: All but Swamp
Avoidance Roll: 11
Special: Long John Slither is a Swashbuckler. He receives a +1 bonus to all hand-to-hand attacks, and an Avoidance Roll if damaged in hand-to-hand combat. He may not load cannon or participate in navigation.

Name: Will Co
Energy Points: 6
Defensive Classification: 13
#/Attacks: 3
Energy Dice: 3
Movement: 12"
Terrain Effects: All
Avoidance Roll: 11
Special: Will Co is a navigator. When assigned to Navigation Duty, he causes the Reaver to move up to two inches each turn and needs no assistance to Drop Anchor. If assigned to Man the Wheel the ship may also turn twice. Will Co is incapable of loading a ship's cannons. He may fire or move cannon.

Name: Loose Lips
Energy Points: 4
Defensive Classification: 13
#/Attacks: 3
Energy Dice: 3
Movement: 6"
Terrain Effects: All
Avoidance Roll: 12
Special: Loose Lips is an armorer. Loose Lips is able to repair one cannon per turn that he is assigned to repair duty. He will refuse an assignment to navigation duty, however, as he believes it beneath his abilities.

Name: Scurvy Dog
Energy Points: 6
Defensive Classification: 10
#/Attacks: 3
Energy Dice: 2
Movement: 12"
Terrain Effects: All
Avoidance Roll: 11
Special: Scurvy Dog was once a Fuzzy Hero. His lust for fuzzy power and treasure has changed him, however, into a confirmed Renegade.



The Crew of the Renegade Reaver

Name: Jim the Artist
Energy Points: 5
Defensive Classification: 11
#/Attacks: 3
Energy Dice: 2
Movement: 12"
Terrain Effects: All
Avoidance Roll: 9

Special: Jim the Artist is a marginal sailor at best, but an extremely talented artist. He is capable of turning high quality pieces on extremely short deadlines. Unfortunately, none of this has anything to do with this scenario. Jim carries a musket with a 36" (-2) or 12" (no penalty) range.

Name: Black Bear(d)
Energy Points: 5
Defensive Classification: 13
#/Attacks: 3
Energy Dice: 2
Movement: 6"
Terrain Effects: All but forest
Avoidance Roll: 13

Special: Black Bear(d) has left his native forest to answer the call of the sea. He hopes to fill his pockets with buried pirate treasure, return home, and purchase a forest all his own. Black Bear(d) also carries a musket with a 36" (-2) or 12" (no penalty) range.



M.

Plastic Ships and Fuzzy Men



Ship's Name **The Rumrunner**

Player's Name _____

Maximum Speed: 24"

Maximum Turning Radius: 90°

Turning Cost: 2"

Current Speed: _____

Hull Points

Crew: Total Crewmembers: **4**

1) Hawk _____

2) Butch _____

3) Trigger Happy _____

4) Joe _____

Crew Disposition

Navigating _____

At the wheel _____

Spotting _____

Firing Cannon _____

Moving Cannon _____

Loading Cannon _____

Marine Duty _____

When any shaded boxes are marked, the ship's maximum speed is cut by half.

The Renegade Rumrunner

Weapons

Type: Cannon

Manned Loaded Spotters: _____

Ammo Type: _____

Type: Cannon

Manned Loaded Spotters: _____

Ammo Type: _____

Type: _____

Manned Loaded Spotters: _____

Ammo Type: _____

Type: _____

Manned Loaded Spotters: _____

Ammo Type: _____

Type: _____

Manned Loaded Spotters: _____

Ammo Type: _____

Type: _____

Manned Loaded Spotters: _____

Ammo Type: _____

Type: _____

Manned Loaded Spotters: _____

Ammo Type: _____

Rigging Points

24	22	20	18	16	14
12	10	8	6	4	2

Cargo

Total Cargo Space: **0**



The Crew of the Renegade Rumrunner

Name: Hawk
Energy Points: 5
Defensive Classification: 14
#/Attacks: 3
Energy Dice: 2
Movement: 24"
Terrain Effects: None (Flyer)
Avoidance Roll: 13
Special: Hawk is a bird and a Swashbuckler. He receives a +1 bonus to all hand-to-hand attacks, and an Avoidance Roll if damaged in hand-to-hand combat. He may not load cannon or participate in navigation.

Name: Trigger Happy
Energy Points: 3
Defensive Classification: 14
#/Attacks: 3
Energy Dice: 1
Movement: 6"
Terrain Effects: All
Avoidance Roll: 10
Special: Trigger Happy is a green plastic infantry guy with a rifle (musket).. His musket has a 36" (-2) or 12"(no penalty) range.

Name: Butch
Energy Points: 5
Defensive Classification: 12
#/Attacks: 3
Energy Dice: 2
Movement: 6"
Terrain Effects: All
Avoidance Roll: 12
Special: Butch is an armorer. Butch is able to repair one cannon per turn that he is assigned to repair duty. He will refuse an assignment to navigation duty, however, as he believes it beneath his abilities.

Name: Joe
Energy Points: 4
Defensive Classification: 13
#/Attacks: 3
Energy Dice: 2
Movement: 6"
Terrain Effects: All
Avoidance Roll: 10
Special: Joe is an action figure that carries a rifle. His musket has a 36" (-2) or 12"(no penalty) range.

Plastic Ships and Fuzzy Men



Ship's Name **The Rat Scallion**

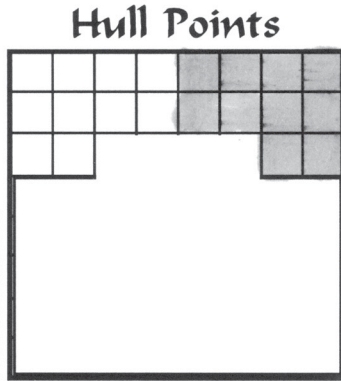
Player's Name _____

Maximum Speed: **24"**

Maximum Turning Radius: **90°**

Turning Cost: **2"**

Current Speed: _____



When any shaded boxes are marked, the ship's maximum speed is cut by half.

Crew: _____ Total Crewmembers: **4**

1) **Wench** _____

2) **Blood** _____

3) **Savage** _____

4) **Thirsty** _____

Crew Disposition

Navigating _____

At the wheel _____

Spotting _____

Firing Cannon _____

Moving Cannon _____

Loading Cannon _____

Marine Duty _____

Weapons

Type: Cannon

Manned Loaded Spotters: _____

Ammo Type: _____

Type: Cannon

Manned Loaded Spotters: _____

Ammo Type: _____

Type: _____

Manned Loaded Spotters: _____

Ammo Type: _____

Type: _____

Manned Loaded Spotters: _____

Ammo Type: _____

Type: _____

Manned Loaded Spotters: _____

Ammo Type: _____

Type: _____

Manned Loaded Spotters: _____

Ammo Type: _____

Type: _____

Manned Loaded Spotters: _____

Ammo Type: _____

Rigging Points

24	22	20	18	16	14
12	10	8	6	4	2

Cargo

Total Cargo Space: **0**

The Renegade Rat Scallion



The Crew of the Renegade Rat Scallion

Name: Wench
Energy Points: 4
Defensive Classification: 13
#/Attacks: 3
Energy Dice: 2
Movement: 6"
Terrain Effects: All
Avoidance Roll: 12
Special: Wench is a female action figure with an umbrella (weapon). She is also a Navigator. When assigned to Navigation Duty, her ship moves up to two inches each turn. She needs no assistance to Drop Anchor and when Manning the Wheel her ship may turn twice. She may fire or move cannon, but may not load them.

Name: Blood
Energy Points: 4
Defensive Classification: 12
#/Attacks: 4
Energy Dice: 2
Movement: 6"
Terrain Effects: All
Avoidance Roll: 11
Special: Blood is one of the three infamous Pie Rats; the terror of the fuzzy seas. No one is sure why he is such a well-known terror, however, as he has no special abilities or skills. Don't believe everything you hear.

Name: Thirsty
Energy Points: 4
Defensive Classification: 12
#/Attacks: 4
Energy Dice: 2
Movement: 6"
Terrain Effects: All
Avoidance Roll: 11
Special: Thirsty earned his name through his insatiable lust for grape soda. He carries a musket of which he is quite proud. His musket has a 36" (-2) or 12" (no penalty) range.

Name: Savage
Energy Points: 4
Defensive Classification: 12
#/Attacks: 4
Energy Dice: 2
Movement: 6"
Terrain Effects: All
Avoidance Roll: 11
Special: Less cultured than his fellow Pie Rats, Savage is known as the least civilized of the group. He has, for instance, been known to eat chicken using nothing more than his paws. Savage indeed!

Plastic Ships and Fuzzy Men



Ship's Name **The Ripper**

Player's Name _____

Crew: Total Crewmembers: 4

1) Arrow Fin _____

2) Salty _____

3) Crusty _____

4) Swab _____

Maximum Speed: **24"**

Maximum Turning Radius: **90°**

Turning Cost: **2"**

Current Speed: _____

Crew Disposition

Navigating _____

At the wheel _____

Spotting _____

Firing Cannon _____

Moving Cannon _____

Loading Cannon _____

Marine Duty _____

Hull Points

When any shaded boxes are marked, the ship's maximum speed is cut by half.

The Renegade Ripper

Weapons

Type: Cannon

Manned Loaded Spotters: _____

Ammo Type: _____

Type: Cannon

Manned Loaded Spotters: _____

Ammo Type: _____

Type: _____

Manned Loaded Spotters: _____

Ammo Type: _____

Type: _____

Manned Loaded Spotters: _____

Ammo Type: _____

Type: _____

Manned Loaded Spotters: _____

Ammo Type: _____

Type: _____

Manned Loaded Spotters: _____

Ammo Type: _____

Type: _____

Manned Loaded Spotters: _____

Ammo Type: _____

Rigging Points

24	22	20	18	16	14
12	10	8	6	4	2

Cargo

Total Cargo Space: **0**



The Crew of the Renegade Ripper

Name: Arrow Fin
Energy Points: 5
Defensive Classification: 13
#/Attacks: 2
Energy Dice: 3
Movement: 12"
Terrain Effects: All but water
Avoidance Roll: 11
Special: Arrow Fin is a Shark. He can move normally through the water, with or without a ship. He is also a Swashbuckler. He receives a +1 bonus to all hand-to-hand attacks, and an Avoidance Roll if damaged in hand-to-hand combat. He may not load cannon or participate in navigation.

Name: Crusty
Energy Points: 4
Defensive Classification: 11
#/Attacks: 3
Energy Dice: 2
Movement: 6"
Terrain Effects: All
Avoidance Roll: 8
Special: Crusty is a clown figure with a musket. His musket has a 36" (-2) or 1 2"(no penalty) range.

Name: Salty
Energy Points: 4
Defensive Classification: 15
#/Attacks: 3
Energy Dice: 1
Movement: 6"
Terrain Effects: All
Avoidance Roll: 133
Special: Salty is a pretzel-shaped action figure with a sailor's cap. He also carries a musket. His musket has a 36" (-2) or 1 2"(no penalty) range.

Name: Swab
Energy Points: 3
Defensive Classification: 11
#/Attacks: 1
Energy Dice: 1
Movement: 6"
Terrain Effects: All
Avoidance Roll: 9
Special: Swab is a tall and skinny sailor with hair that resembles cotton batting. He has no arms and only one leg, but knows the fuzzy seas better than anyone. He is a Navigator, and when assigned to Navigation Duty, his ship moves up to two inches each turn. He can Drop Anchor by himself and when Manning the Wheel his ship may turn twice. He may fire or move cannon, but may not load them.

Plastic Ships and Fuzzy Men



Ship's Name The Quacker Picker-Upper

Player's Name _____

Maximum Speed: 24"

Maximum Turning Radius: 60°

Turning Cost: 6"

Current Speed: _____

Hull Points

When any shaded boxes are marked, the ship's maximum speed is cut by half.

Crew: Total Crewmembers: 10

1) Cap-O'-Tan

2) Black Spot 9) Yo, man

3) Pink Bear 10) Fish Bait

4) Me (Penguin)

5) Cee Dog

6) Tank the Turtle

7) Moby Whale

8) Runr Threw

Crew Disposition

Navigating _____

At the wheel _____

Spotting _____

Firing Cannon _____

Moving Cannon _____

Loading Cannon _____

Marine Duty _____

The Quacker Picker-Upper

Rigging Points

24	23	22	21	20	19
18	17	16	15	14	13
12	11	10	9	8	7
6	5	4	3	2	1

Weapons

Type: Cannon

Manned Loaded Spotters: _____

Ammo Type: _____

Type: Cannon

Manned Loaded Spotters: _____

Ammo Type: _____

Type: Cannon

Manned Loaded Spotters: _____

Ammo Type: _____

Type: Cannon

Manned Loaded Spotters: _____

Ammo Type: _____

Type: Cannon

Manned Loaded Spotters: _____

Ammo Type: _____

Type: _____

Manned Loaded Spotters: _____

Ammo Type: _____

Type: _____

Manned Loaded Spotters: _____

Ammo Type: _____

Cargo

Total Cargo Space: 8





The Crew of the Quacker Picker-Upper (the Fuzzy Men)

Name: Cap-O'-Tan
Energy Points: 4
Defensive Classification: 12
#/Attacks: 4
Energy Dice: 3
Movement: 24"
Terrain Effects: None (Flyer)
Avoidance Roll: 13
Special: Cap-O'-Tan, fearless leader of the Fuzzy Heroes, is a Parrot and a Swashbuckler. He receives a +1 bonus to all hand-to-hand attacks, and an Avoidance Roll if damaged in hand-to-hand combat. He may not load cannon or participate in navigation.

Name: Black Spot
Energy Points: 5
Defensive Classification: 14
#/Attacks: 3
Energy Dice: 2
Movement: 12"
Terrain Effects: All
Avoidance Roll: 13
Special: Black Spot is Cap-O'-Tan's right-hand pooch. He is also a Shipwright. As such, he is able to repair one point of either Hull Point damage or Rigging damage per turn. He must be assigned to 'Repair Duty' at the start of the turn (write it in on the Ship Combat Sheet). As a result of his love for sailing ships, he will not operate cannon at all.

Name: Pink Bear
Energy Points: 5
Defensive Classification: 8
#/Attacks: 3
Energy Dice: 2
Movement: 12"
Terrain Effects: All but forest
Avoidance Roll: 12
Special: By far the most generic character in this battle, Pink Bear is a fearless member of the Quacker Picker-Upper's crew. He carries a big scary musket. His musket has a 36" (-2) or 12" (no penalty) range.

Name: Cee Dog
Energy Points: 5
Defensive Classification: 11
#/Attacks: 3
Energy Dice: 2
Movement: 6"
Terrain Effects: All
Avoidance Roll: 8
Special: Cee Dog is also known as the ship's doctor. On any turn he can sacrifice ALL of his other actions, point to another crewmember, and shout "Darn!" restoring One Energy Point to that crewmember.



The Crew of the Quacker Picker-Upper (The Fuzzy Men)

Name: Me (Penguin)
Energy Points: 4
Defensive Classification: 14
#/Attacks: 3
Energy Dice: 2
Movement: 24"
Terrain Effects: None (Flyer)
Avoidance Roll: 8
Special: Me (the Penguin) has an abiding love for both the sea and battle. In addition to his ability to fly, his abilities are augmented by a musket. His musket has a 36" (-2) or 12"(no penalty) range.

(The Fuzzy Hawks)

Name: Tank the Turtle
Energy Points: 7
Defensive Classification: 12
#/Attacks: 4
Energy Dice: 2
Movement: 12"
Terrain Effects: All but water
Avoidance Roll: 13
Special: Tank is a stalwart Fuzzy Hero and a Turtle. As such he is able to swim. Tank can move through the water at 12" per turn, even without a ship. Tank also carries a musket. His musket has a 36" (-2) or 12"(no penalty) range.

(The Fuzzy Hawks)

Name: Moby Whale
Energy Points: 5
Defensive Classification: 11
#/Attacks: 2
Energy Dice: Special
Movement: 12"
Terrain Effects: All but water
Avoidance Roll: 11
Special: Moby is a whale fleeing the tyranny of an unknown Renegade called Captain Hey Bob. He received sanctuary from the Fuzzy Heroes and has become a loyal member of their group in return. Moby is able to attack ships and swallow enemy crewmembers in one bite.

Name: Runr Threw
Energy Points: 4
Defensive Classification: 14
#/Attacks: 3
Energy Dice: 1
Movement: 12"
Terrain Effects: All
Avoidance Roll: 8
Special: Runr Threw is an action figure with running shoes. He also carries a musket that he uses with great proficiency. His musket has a 36" (-2) or 12"(no penalty) range.



The Crew of the Quacker Picker-Upper (The Fuzzy Hawks)

Name: Yo' Man
Energy Points: 4
Defensive Classification: 14
#/Attacks: 3
Energy Dice: 2
Movement: 12"
Terrain Effects: All
Avoidance Roll: 11
Special: Yo' Man is a rock-n'-roll star action figure. He carries a guitar that he uses as a weapon. His current smash hit, "If you sea what I sea" is very popular with the rest of the crew.

Name: Fish Bait
Energy Points: 6
Defensive Classification: 11
#/Attacks: 3
Energy Dice: 2
Movement: 12"
Terrain Effects: All but water
Avoidance Roll: 11
Special: Fish Bait was scared into joining the Quacker Picker-Upper's crew when Moby Whale began patrolling the waters near the boat. Fish Bait is a Shark. Fish Bait doubles his #/Att and Energy Dice statistics if he is in water when he attacks hand-to-hand.



M.



Ship Construction

In the event that you don't have appropriate toy or model ships available, the following plans are provided for constructing all of the ships in this scenario (there are only three different types actually) from common household materials. Younger players should request parental assistance before starting any of these projects.

Building The Renegade Reaver

Materials

You will need the following materials to construct the Reaver:

A Box with a lid
(About 18" long by 8 inches wide)

(2)
Sheets
Paper

String Duct Tape (2) pencils (unsharpened)

At the back end of the box, fold in the bottom flap. At the front, fold in the two side flaps. The back should now angle up from the tabletop, and the front should come to a point.

Cut two triangles out of the bottom of the box on one end. Do not cut the sides! Cut the end out of the box as well.

On the sides of the other end of the box cut out two triangles. Cut out about 2 inches off of the back side bottom as well.

Cut the box top as shown, creating two small flaps at the sides, and with two holes. Angle the front to match the shape of the box.

Cut a slot in the two sides of the box to match the flaps you made in the lid. Cut two string holes in each side as well.

Using spare cardboard from the top (or another piece) cut four small (1-2 inch) squares and tape them on top of one another. Make two of these.

Now place the top that we cut earlier into the bottom of the box. Push the two flaps through the two slots we cut into the sides. Push string through the holes and tie it on both ends for added deck support.

Cut two small holes (pencil-size) in each sheet of paper and in each of the squares you just made.

Now glue the two squares into the bottom of the box as shown.

Tape down the flaps that stick through, and tape the ends of the string as well.

Insert the two pencils through the two holes in the deck and into the holes in the cardboard squares you taped to the bottom on the inside.

Now thread the pencils through the holes in the paper as shown.

You're ready to sail!



The Sure Island Ship Building

The Quacker Picker-Upper is perhaps the most difficult of the models we put into this book. Take your time with this one, and be sure to read through all of the instructions before you begin. If you haven't asked for help as yet, now might be a good time to do so.

Building The Quacker Picker-Upper

Materials

A box with flaps
about 26"X16"

Duct Tape
(2) Pencils

(2) paper sheets
string extra sheet cardboard

Cut off three of the four flaps on the box you have chosen. Make sure that the flap you leave is on one of the short sides of the box.

Fold the flap you left into the inside of the box. About two inches down fold it up again. About two inches from that (maybe a bit more) fold it down once again so that it looks like a staircase. This will be the aft deck.

Hole
String

Cut a hole through the side of the box large enough to thread the string through, just beneath the height you folded for the rear deck. Thread a piece of string through from one side of the box to the other to support the deck and knot the ends.

Cut two triangles out of the front of the bottom of the box as shown. Cut out the side of the box (front) that they point to as well.

Fold the flaps in that are formed by the sides. The box should now come to a point at one end.

Cut the extra sheet of cardboard to fit snugly inside the box bottom you just cut. Also cut two hole in it as shown.

Tape

Tape the front seam and the aft deck into place with the Duct Tape.

Cut one of the cardboard flaps into small (about 2") squares. Tape the squares on top of one another. Make two of these.

Cut a hole in each of the cardboard squares you just made, and two holes in each sheet of paper as shown.

Tape the squares to the inside bottom of the box.

String

Take the extra sheet of cardboard you cut and mount it in the box bottom. Cut holes in the box sides at the level you would like the deck and thread string from one side of the box to the other. This will support the deck.

Tape

Tape the seam formed between the deck and the hull (cardboard and box bottom).

Pencils

Insert the two pencils through the two holes in the deck and into the holes in the cardboard squares you taped to the bottom on the inside.

Now thread the pencils through the holes in the paper as shown.

Now, where's that Reaver?




These ships are easy, and you won't need scissors, but it can be difficult to locate the cabinet knobs we used for holding our masts in place. They are available at most hardware fairly cheaply if your stumped.


Building The Rumrunner, the Rat Scallion, and the Ripper

Materials Needed


A Plastic Food Container (Tray)*




A wooden model car wheel or cabinet knob



pencil

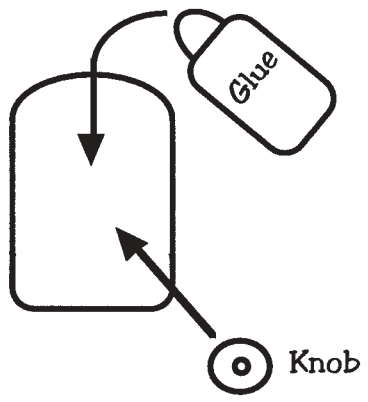


paper




Glue

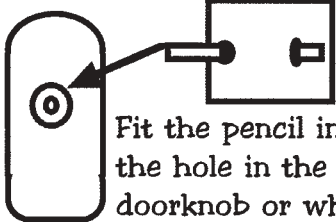
* We found our plastic food container at the deli of a local grocery store



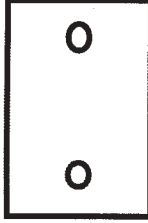
Glue the car wheel or cabinet knob to the inside center of the food tray.



Thread the pencil through the two holes in the paper to make a sail and mast.



Fit the pencil into the hole in the doorknob or wheel.



Cut two holes in the paper as shown.

I have also included here the dimensions of the ships we used in the event that you may have models or toys that might work, or if the plans are a too vague on that score.

The Quacker Picker-Upper is 26 inches long and 16 inches wide.

The Renegade Reaver is 18 inches long and 8 inches wide.

The Ripper, the Rumrunner and **the Rat Scallion** are 10 inches long and 8 inches wide.

...and that's about it for Plastic Ships and Fuzzy Men... but wait...

I wonder what happened after the battle?



Aftermath

The last of the Renegade ships was retreating, and even the Renegade Reaver, with Long John Slither still awake and still on board was in less than pristine condition. Energy Mouse had finished reconstructing Magic Eight, and was busily repairing something called a 'sump pump' with help from the robot when Slither's ship decided that discretion was the better part of valor and joined its fellows in the retreat.

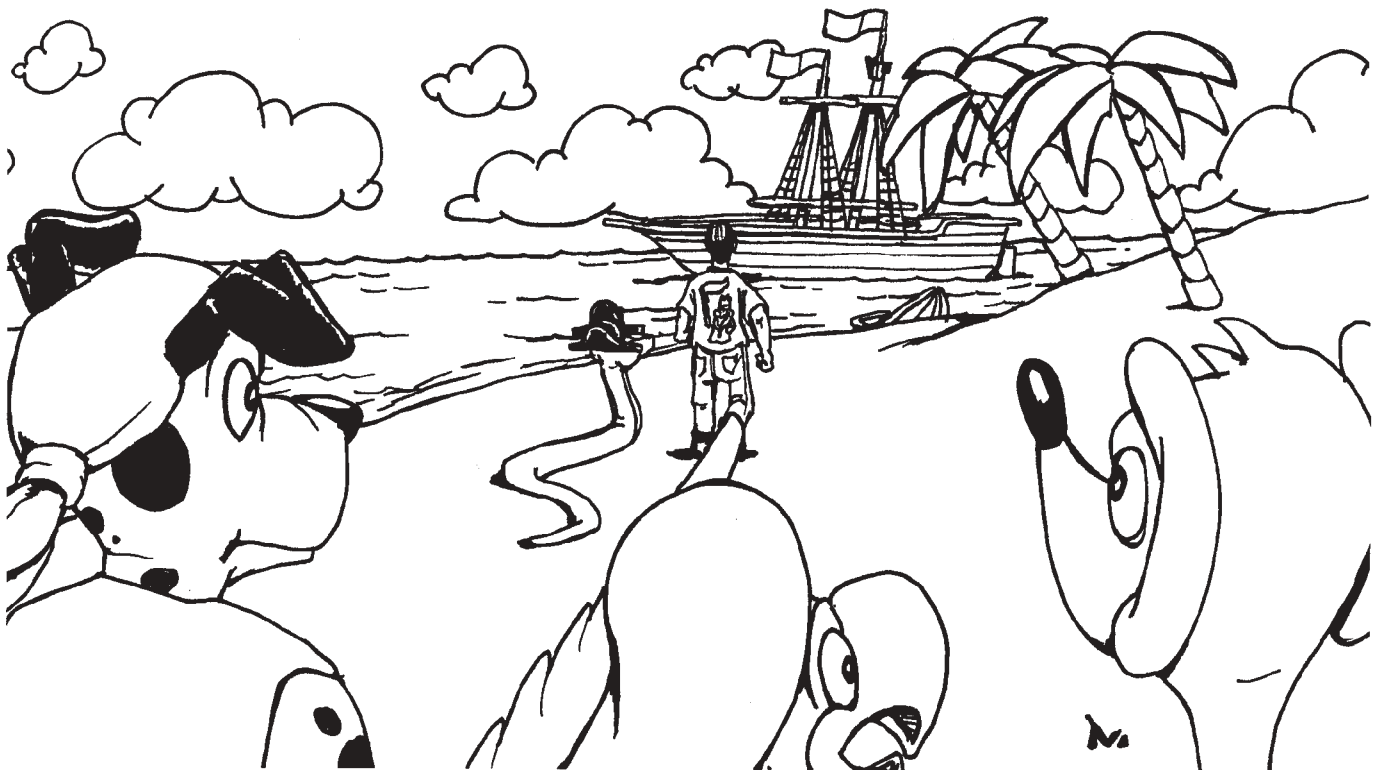
The Fuzzy Hero crew on board the Quacker Picker-Upper paused in their repairs to jeer at the fallen Renegade captain. His voice boomed across the receding water with a final threat.

"Aye, but ye've not seen the last of Long John Slither," came the threatening reply to the jeering Fuzzy Heroes. "Come along young Jim."

"Who's Jim?" asked Black Spot.

"The artist!" responded Energy Mouse, pausing in his pump repairs. "Didn't you read the credits?"

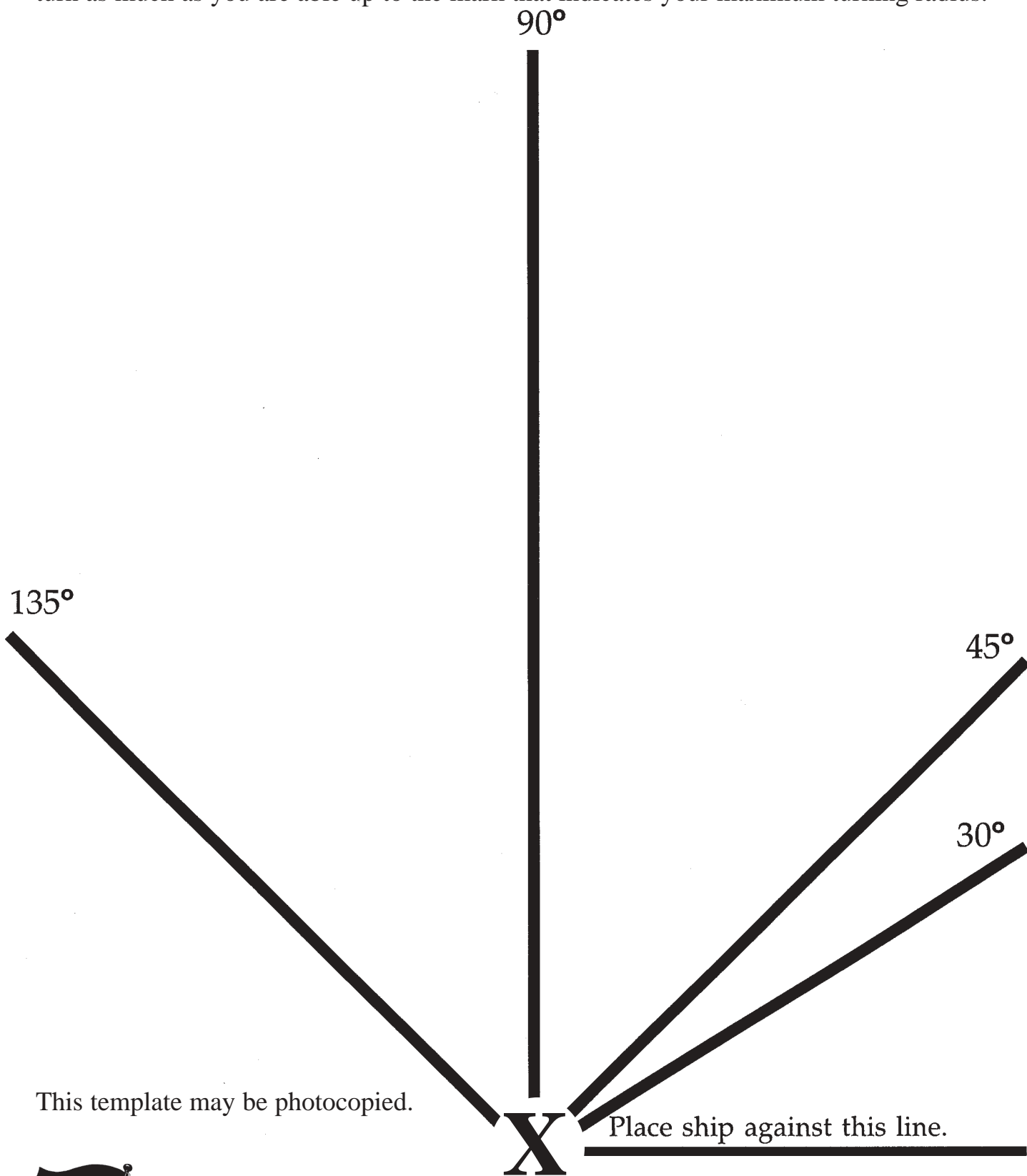
With the pump already clearing the water from the flooded basement, Cap-O'-tan felt confident of their success. He simply pushed the annoying Mouse overboard.





Turning Template

Place this template against the side of your ship flush with the back end at the "X". The turn as much as you are able up to the mark that indicates your maximum turning radius.



This template may be photocopied.





Sandy Charts

Basic Game Ball Shot Table



Dice Roll	Effect
Result	
2-3	Shot hits random crew member
4-5	Shot causes 1 point of Rigging damage
6-10	Shot causes 1-6 (roll dice) of Hull damage
11-12	Shot destroys an enemy cannon

Advanced Game Ball Shot Table



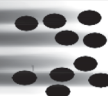
Dice Roll	Effect
Result	
2-3	Shot hits random Crew member
4	Shot causes 1 point Rigging damage
5-9	Shot causes 1-6 points Hull damage
10	Shot hits an enemy Cannon, remove it from play
11	Shot starts a fire on board the defending ship
12	Shot hits denfender's Magazine!

Basic Game Grape Shot Table



Dice Roll	Effect
Result	
2-5	Shot hits random crew member
6	Shot causes 1 point of Hull damage
7-11	Shot causes 1-6 (roll dice) of Rigging damage
12	Shot hits an enemy cannon, roll again. If the result is an odd number, the cannon is destroyed

Advanced Game Grape Shot Table







Dice Roll	Effect
Result	
2	Shot starts a fire on board the defending ship
3-5	Shot hits random Crew member
6	Shot causes 1 point Hull damage
7-10	Shot causes 1-6 points of Rigging damage
11	Shot hits enemy Cannon, roll again. If the result is odd, remove Cannon from play
12	Shot hits defender's Magazine

Wind Factor Chart

Number of Sails	Wind Factor	Number of Sails	Wind Factor
1	24"	4	96"
2	48"	5	120"
3	72"	6	144"

This page may be photocopied.

Item	Size (cost)
Cannon 	2
Crew 	2
Sail 	4
Cargo 	1

Far Ball Effect Chart

Dice Roll	Effect
Result	
2-5	Shot causes one point Hull damage
6	Shot hits random Crew member
7	Shot causes one point of Rigging damage
8-11	Shot starts a fire on board the defending ship
12	Shot hits defender's Magazine

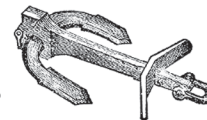


Turning Radius/Cost Chart

Ship's Length	Ship's Width									(maximum Turning Radius in degrees/Turning Cost)
	4"	6"	8"	10"	12"	14"	16"	18"	20"	
4"	180/2"	*	*	*	*	*	*	*	*	
6"	180/2"	135/2"	*	*	*	*	*	*	*	
8"	180/2"	135/2"	90/2"	*	*	*	*	*	*	
10"	180/2"	135/2"	90/2"	90/3"	*	*	*	*	*	
12"	135/2"	135/2"	90/3"	90/3"	90/4"	*	*	*	*	
14"	135/2"	135/2"	90/3"	90/3"	90/3"	90/4"	*	*	*	
16"	135/2"	135/3"	90/3"	90/3"	90/3"	90/4"	60/4"	*	*	
18"	135/2"	90/3"	90/3"	90/3"	90/4"	60/4"	60/4"	60/5"	*	
20"	90/3"	90/3"	90/3"	90/4"	60/4"	60/4"	60/4"	60/4"	60/5"	
22"	90/3"	90/3"	90/4"	90/4"	60/4"	60/4"	60/5"	60/5"	60/6"	
24"	90/3"	90/4"	90/4"	60/4"	60/4"	60/4"	60/5"	60/6"	60/7"	
26"	90/4"	90/4"	60/4"	60/4"	60/4"	60/5"	60/6"	60/6"	45/6"	
28"	90/5"	60/5"	60/5"	60/5"	60/5"	60/6"	45/6"	45/6"	45/6"	
30"	60/5"	60/5"	60/5"	60/5"	60/6"	45/6"	45/6"	45/6"	45/7"	
32"	60/5"	60/5"	60/5"	60/6"	45/6"	45/6"	45/6"	45/7"	45/7"	
* illegal ship size 34"	60/5"	60/5"	60/6"	45/6"	45/6"	45/6"	45/7"	45/7"	30/7"	
36"+	60/5"	60/6"	45/6"	45/6"	45/6"	45/7"	45/7"	30/7"	30/8"	



Drag Factor Table



Hull Points	Drag Factor	Hull Points	Drag Factor	Hull Points	Drag Factor	Hull Points	Drag Factor	Hull Points	Drag Factor	Hull Points	Drag Factor
8	1	20	1	29	1	38	2	47	2	56	3
10	1	21	1	30	2	39	2	48	2	57	3
12	1	22	1	31	2	40	2	49	2	58	3
14	1	23	1	32	2	41	2	50	3	59	3
15	1	24	1	33	2	42	2	51	3	60	3
16	1	25	1	34	2	43	2	52	3	61	3
17	1	26	1	35	2	44	2	53	3	62	3
18	1	27	1	36	2	45	2	54	3	63	3
19	1	28	1	37	2	46	2	55	3	64	3



Maximum Speed Table

Wind Factor	24"	48"	78"	96"	120"	144"
Drag Factor						
1	24"	48"	78"	96"	120"	144"
2	12"	24"	36"	48"	60"	72"
3	8"	16"	24"	32"	40"	48"

Maximum Speed of Ship

This page may be photocopied.

Rigging Chart (Reduction in Speed from Rigging Hits)

Total Rigging Points	Total Speed												
	8"	12"	16"	24"	32"	36"	40"	48"	60"	72"	96"	120"	144"
	Speed Reduction per Hit												
12	.75"	1"	1.33"	2"	2.66"	3"	3.33"	4"	5"	6"	8"	10"	12"
24	.33"	.5"	.66"	1"	1.33"	1.5"	1.66"	2"	2.5"	3"	4"	5"	6"
36	.25"	.33"	.4"	.75"	.9"	1"	1.1"	1.25"	1.66"	2"	2.6"	3.3"	4"
48	.16"	.25"	.3"	.5"	.66"	.75"	.8"	1"	1.25"	1.5"	2"	2.5"	3"
60	.1"	.2"	.25"	.4"	.5"	.6"	.66"	.8"	1"	1.2"	1.6"	2"	2.4"
72	.1"	.1"	.2"	.3"	.4"	.5"	.55"	.66"	.8"	1"	1.33"	1.6"	2"



Hull Points Chart

Ship's Width

		4	6	8	10	12	14	16	18	20
Ship's Length	4	8	*	*	*	*	*	*	*	*
	6	10	13	*	*	*	*	*	*	*
	8	12	15	18	*	*	*	*	*	*
	10	14	17	20	23	*	*	*	*	*
	12	16	19	22	25	28	*	*	*	*
	14	18	21	24	27	30	33	*	*	*
	16	20	23	26	29	32	35	38	*	*
	18	22	25	28	31	34	37	40	43	*
	20	24	27	30	33	36	39	42	45	48
	22	26	29	32	35	38	41	44	47	50
	24	28	31	34	37	40	43	46	49	52
	26	30	33	36	39	42	45	48	51	54
	28	32	35	38	41	44	47	50	53	56
	30	34	37	40	43	46	49	52	55	58
	32	36	39	42	45	48	51	54	57	60
	34	38	41	44	47	50	53	56	59	62
*illegal ship size 36+	40	43	46	49	52	55	58	61	64	

This page may be photocopied.



Sandy Charts

Ship's Name
Player's Name

Maximum Speed:
Maximum Turning Radius:
Turning Cost:
Current Speed:

Hull Points

When any shaded boxes are marked, the ship's maximum speed is cut by half

Crew:	Total Crew Members:
_____	_____

Crew Disposition (Jobs)
Navigating _____
At the Wheel _____
Spotting _____
Firing Cannon _____
Moving Cannon _____
Loading Cannon _____
Marine Duty _____

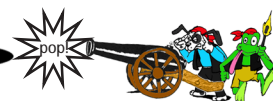
Rigging Points

Weapons

Type: _____
Manned <input type="checkbox"/> Loaded <input type="checkbox"/> Spotters: _____
Ammunition Type: _____
Type: _____
Manned <input type="checkbox"/> Loaded <input type="checkbox"/> Spotters: _____
Ammunition Type: _____
Type: _____
Manned <input type="checkbox"/> Loaded <input type="checkbox"/> Spotters: _____
Ammunition Type: _____
Type: _____
Manned <input type="checkbox"/> Loaded <input type="checkbox"/> Spotters: _____
Ammunition Type: _____
Type: _____
Manned <input type="checkbox"/> Loaded <input type="checkbox"/> Spotters: _____
Ammunition Type: _____
Type: _____
Manned <input type="checkbox"/> Loaded <input type="checkbox"/> Spotters: _____
Ammunition Type: _____
Type: _____
Manned <input type="checkbox"/> Loaded <input type="checkbox"/> Spotters: _____
Ammunition Type: _____

Notes:

Cargo	Total Cargo Space:



Its done! After 15+ years, Fuzzy Heroes has added full rpg rules, new stories, and updated its rules. Ask your retailer about it today, or visit us at www.fuzzyheroes.com!

Christopher Clark's

ICG7107

FUZZY HEROES™

2ND EDITION

Compatible with all Fuzzy Hero supplements!

Fearless...
Gallant...
Mighty...
Stuffed!

A game of strategic, tactical and role playing combat for stuffed animals and toys.

Inner City Games Designs