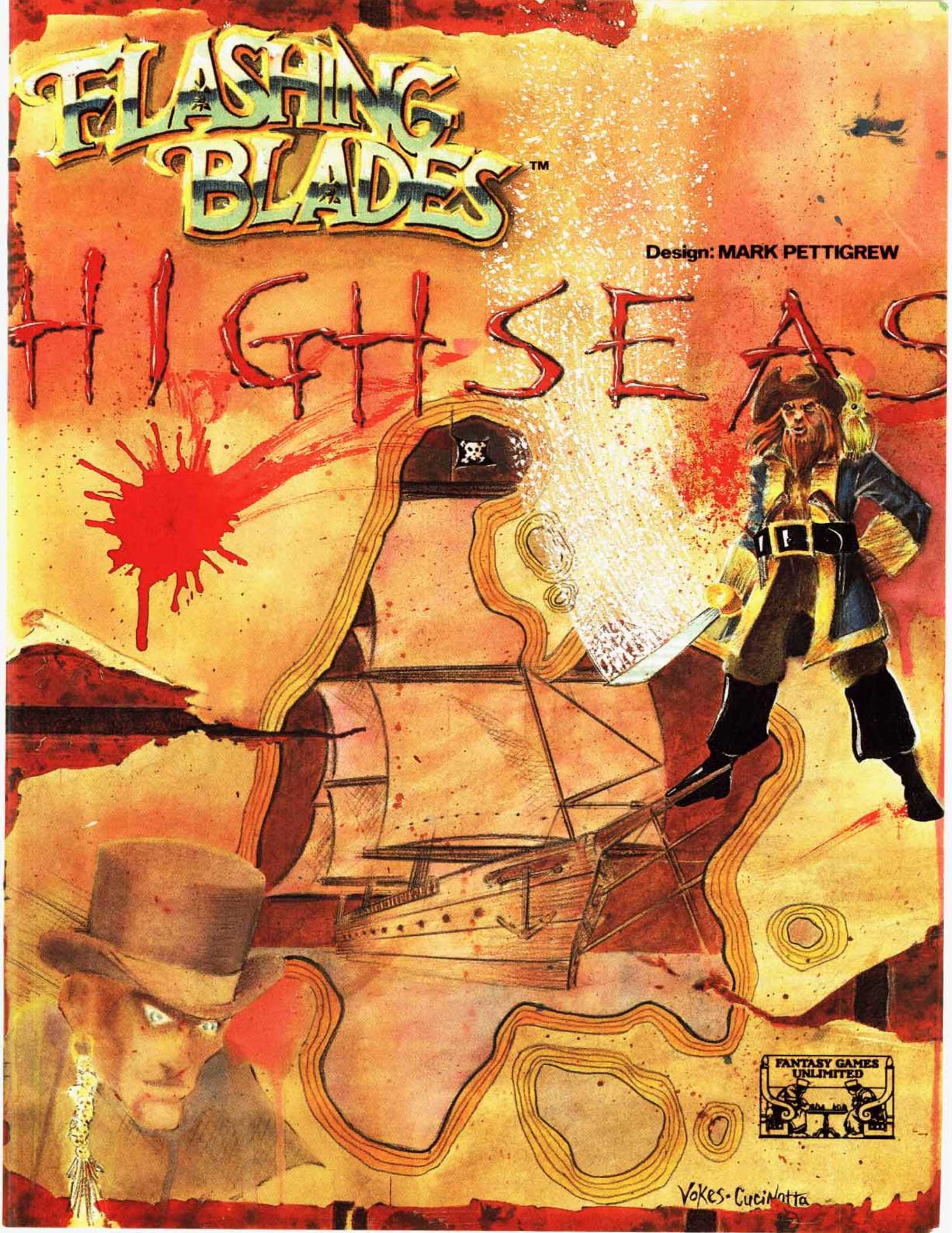


FLASHING BLADES™

Design: MARK PETTIGREW

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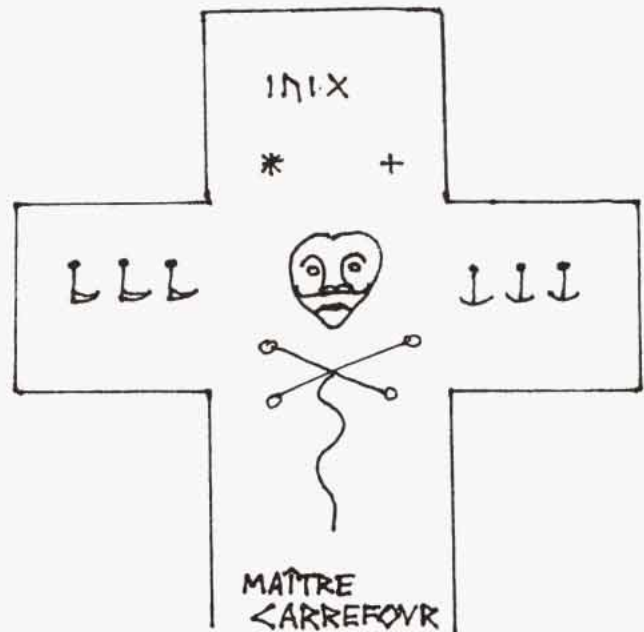


Vokes-Cucinotta

High Seas

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1. Introduction

The best of swashbuckling adventure can be divided into two milieus: the France of old, rife with highwaymen, political intrigues, and constant duels, and the New World of the 17th Century, where desperate men fought at sea for Spanish gold. *High Seas* is a set of expansion rules for *Flashing Blades*, designed to allow Gamemasters to incorporate both milieus in their campaigns. Players must already be familiar with *Flashing Blades* in order to play *High Seas*.

High Seas provides basic rules for designing characters from the French colonies in the New World, characters in the French Navy, Marines, and 'Gentlemen of Fortune.' A section on special positions and shipboard ranks is also included, along with background material on the New World, pirates and privateers, and ships.

Because *High Seas* is set in the New World, primarily in the West Indies and on the Spanish Main, it includes basic systems for ship building, combat, travel and trade. These systems are brief and simple, however. The emphasis of *High Seas* is placed on character development and involved adventures. Several other games have been published which provide more detailed rules for 17th Century ships, and a list is included at the beginning of section 6.4 of *High Seas*. Game-

masters should gauge their campaigns to their players: if your players want a more complex system for ship-to-ship combat, feel free to substitute another for the one included herein.

High Seas may be played in its own setting, just using the *Flashing Blades* rules as a guide, or the two may be mixed. It is easy for a Gamemaster to find ways of bringing French-born *Flashing Blades* characters into *High Seas* adventures, and vice versa. French characters could be appointed to positions in the New World, transferred to Garrison Regiments, 'shang-haied' by Navy press gangs, or sent to New World plantations as convicts. Characters might also choose to go to the New World to escape enemies, debts, or the Law. Rich characters could even outfit French Privateers or Merchantmen, and sail to the Spanish Main in search of booty or profit. By the same token, rich colonials, pirates and privateers could go to France (perhaps with an assumed name or identity) to buy their way to power, or to redress old wrongs.

At the end of this booklet, a short campaign is included, entitled *Scavenger's Daughter*. It is composed of three 'Pirate' adventures. Characters from any background, and from either the New World or France may be used in this campaign.

2. New World Characters

2.1 BASIC CHARACTER GENERATION

Colonial and Naval characters are created in the same manner as French-born *Flashing Blades* characters, with a few small modifications. Attributes, Height, Build, Hit Points, Encumbrance Value and Skill Points are determined normally. Skill choices, Martial Skills, Advantages, Secrets, Money and Equipment may vary, depending upon Background.

2.2 NEW BACKGROUNDS & SKILL CHOICES

High Seas characters may choose from six possible backgrounds. Each of these differs from those of normal *Flashing Blades* characters as shown below.

COLONIAL ROGUE

A Colonial Rogue is similar to his French-born brethren. He is a criminal sort of person (perhaps an escaped convict from Europe). Colonial Rogues will tend to congregate in 'pirate havens,' where they rob, gamble, and sell 'tips' to pirates and privateers. Sometimes, they will be taken onboard pirate or privateer ships for special missions (those in which their special grab-bag of skills will be required).

Colonial Rogues may choose from the normal Rogue skills (listed in *Flashing Blades*). In addition, all Colonial Rogues are able to speak the 'Pirate Patois' (see below).

COLONIAL GENTLEMAN

A Colonial Gentleman may be the son of a New World plantation owner or merchant, or the black sheep of a wealthy or noble French family. Colonial Gentlemen, like French Gentlemen, are well educated (they may have had their schooling in France). If properly skilled, a Colonial Gentleman may start the game as a low-level Clergyman, Bureaucrat or Banker, as detailed in the *Flashing Blades* rules.

Colonial Gentlemen may choose from the normal Gentleman

skills. In addition, a Colonial Gentleman may choose the skill Pilot (at a cost of 2 Skill Points) which allows him to navigate on shipboard.

COLONIAL SOLDIER

A Colonial Soldier is a member of one of the two garrison regiments stationed to protect the French colonies in the New World. He may be a French-born Soldier transferred to the colonies, or a colonial recruit. Colonial Soldiers determine their starting rank as detailed in the *Flashing Blades* rules. Colonial Soldiers may also choose their garrison Regiment and Company (see section 4.21).

Colonial Soldiers choose from normal Soldier skills.

MARINE

A Marine is a Soldier in the Royal Marines Regiment. Marines are trained to fight at sea, and are stationed onboard warships and important government ships. Being a Marine is quite dangerous, especially since French Marines were expected to learn by experience. They had their initial training on land, although expected to serve at sea. Characters with this background are assumed to have spent enough time on ships to have 'learned the ropes.' Characters from other backgrounds who join the Royal Marines will always start as Recruits (not Troopers) and will be expected to fight at sea. Characters with Marine background are allowed to determine starting rank normally (just as Soldiers in *Flashing Blades*). The Royal Marines are recruited in both France and the Colonies.

Marines may choose from the skills shown below (those in capitals are bonus skills):



Marine Skills (Base Attribute)

Acrobatics (Dexterity)
 Bargaining (Wit)
 CAPTAINCY (Charm)
 CAROUSING (Endurance)
 Gambling (Luck)
 Pirate Patois (None)
 Seamanship (None)
 Stealth (Dexterity)
 STRATEGY (Wit)

SAILOR

A Sailor is a man trained to serve as a crew member on a ship. Most 17th Century Sailors grew up on ships, and were experienced by the time they reached adulthood. To reflect this, all Sailors start with Seamanship skill (without paying Skill Points for it). Sailors may come from France or the Colonies, but will be poorly educated either way (i.e. illiterate). At the beginning of the game, Sailors may choose the type of vessel they wish to sail on: a Merchantman, Warship or a Privateer.

Sailors may choose from the skills shown below (those in capitals are bonus skills):

Sailor Skills (Base Attribute)

ACROBATICS (Dexterity)
 Bargaining (Wit)
 Captaincy (Charm)
 CAROUSING (Endurance)
 Fine Manipulation (Dexterity)
 Gambling (Luck)
 LANGUAGES (Wit)
 Literacy (None)
 Pilot (Wit)
 Pirate Patois (None)
 Stealth (Dexterity)
 Strategy (Wit)

All Sailors will have a specific duty onboard their ship: Sail, Gunnery, or Helm. Pilot skill is required for those who wish to specialize in Helm, Shipboard duties are fully discussed in section 4.3.1.

PIRATE

A character who starts the game as a Pirate is a desperate individual who has taken up the most dangerous and criminal of all of the professions of the 17th Century. Although characters from other backgrounds may become Pirates at later times, a character from this background gains certain advantages. Pirates may choose their skills as if they were Sailors, except that they automatically speak the Pirate Patois (see below). They are, however, very poorly educated, and start the game not only illiterate (unless they buy Literacy skill), but also with one less Skill Point with which to choose general skills.

Pirates, like Sailors, have specific duties onboard their ships (discussed in section 4.3.1 of these rules).

NOTE:

There is no such Background as 'Colonial Nobleman.' This is because nearly all French nobles were born and educated in France. The colonials were, in majority, those who had little to lose by leaving France. To reflect this in *High Seas*, noblemen may only enter the game as French-born characters (created by using the normal rules from *Flashing Blades*) who find their way to the colonies. The Game-master or the players may suggest logical reasons for the move (i.e. to become a privateer, plantation owner, avoid debts, etc.).

2.3 NEW SKILLS

High Seas introduces three new skills to the list already compiled in *Flashing Blades*. The areas of ability governed by these skills, and their specific effects on the game are provided below:

PILOT

This skill represents training in 17th Century navigation, cartography, and meteorology. Pilot skill is necessary for characters who wish to specialize in Helm onboard ships. Pilots are able to accurately steer the helm (and may take the helm in an emergency situation), as well as read and make maps, predict weather, determine longitude and latitude with a sextant, etc. Only a character with Pilot skill may become a Pilot's Mate, Ship's Pilot or Captain of a ship.

PIRATE PATOIS

The pirates, smugglers, and other cutthroats of the Spanish Main

came from many different countries and cultures. When they mixed at sea, so did their languages. Pirate Patois is a gutteral mix of English, French and Spanish, with occasional Caribe and African words thrown in. It requires a Wit roll (at -5) for a character without the Patois to understand it. All Pirates and Colonial Rogues are familiar with Pirate Patois, and are able to communicate across normal language barriers with it. Marines and Sailors are allowed to buy Pirate Patois for 1 Skill point (it is only spoken, not written). This reflects chances they may have had to pick it up while in West Indian ports. All other colonials may learn Pirate Patois for 2 Skill points (with Language skill) or 3 Skill points (without Language skill).

SEAMANSHIP

This skill covers the basic knowledge and abilities necessary to be a sailor in the 17th Century. Characters with Seamanship skill are able to perform all the normal tasks of sailing tall ships (i.e. adjusting sails, loading and unloading ballast, sounding for depth, etc.). They also always have their 'sea-legs' and may move swiftly in rigging. Characters with Seamanship skill and a Dexterity of 8 or more, may specialize in Sail aboard ships. Only a Master in Seamanship may become a ship's Sailmaster, First Mate, or Captain.

2.4 NEW MARTIAL SKILLS & TRAINING**2.4.1 New Martial Skills**

High Seas introduces three new Martial Skills for characters with nautical backgrounds. Full descriptions of these are listed below:

FIGHTING WEAPONS

This skill represents expertise in the use of the most primitive naval weapons of the 17th Century, including hand axes, pikes (used for boarding) and fighting irons. These weapons, due to their crudity, start at Expertise 8, with normal modifiers.

GUNNERY

This skill represents expertise in the use of small cannon and swivel guns onboard ships. Characters must have Gunnery skill to specialize in Gunnery on a ship. Characters with Artillery skill may learn to use ship cannons with a little practice (just as Gunners may learn to use field artillery). After a few weeks onboard a ship, a character with Artillery skill may serve as a Gunner. Gunnery, like Artillery and Grenadier, has no Expertise rating, and advances like a normal skill. A character must be a Master in Gunnery in order to become a ship's Chief Gunner.

SHIPBOARD WEAPONS

This skill covers the use of standard shipboard weapons including daggers, cutlasses, and longswords. As a 'style' of fencing, shipboard combat depends heavily upon cuts and slashes (similar to those of the Cavalry Style). To reflect this, characters trained with shipboard weapons receive a +1 bonus to hit when using a slash attack. Shipboard weapons start at Expertise 10, with normal modifiers.

Expertise is calculated normally for Fighting Weapons and Shipboard Weapons (as detailed in *Flashing Blades*). Remember that characters may spend normal Skill Points to raise Expertise with various weapons, but not to buy Martial Skills.

2.4.2 Choosing Martial Skills

The choices of Martial Skills for colonial characters are slightly different from those listed in *Flashing Blades*. The New World could be a dangerous and brutal place, so colonial characters tend to be tougher than their French-born contemporaries. Exact Martial Skill choices are listed below, by background:

Colonial Rogues may choose any two of the following Martial Skills: Brawling, Firearms, Old Style Dueling, or Shipboard Weapons. In addition, Colonial Rogues receive 2 points of extra training with one weapon, reflecting early practice (these points may be added directly to Expertise).

Colonial Gentlemen are trained in the same way as French-born gentlemen, with two exceptions: Colonial Gentlemen may substitute Shipboard Weapons for a Dueling Style when training at a School, Fraternity, Academy, etc.; Colonial Gentlemen may not choose Archery School for martial training.

Colonial Soldiers are trained as Fusiliers (i.e. trained in Polearms and Firearms skills) and they may choose one additional skill: either Brawling or Shipboard Weapons. Colonial Soldiers also receive 1 point of extra training in one weapon.

Marines may choose any three of the following Martial Skills: Brawling, Fighting Weapons, Firearms, Old Style Dueling, Polearms,

or Shipboard Weapons. Marines also receive 1 point of extra training in one weapon.

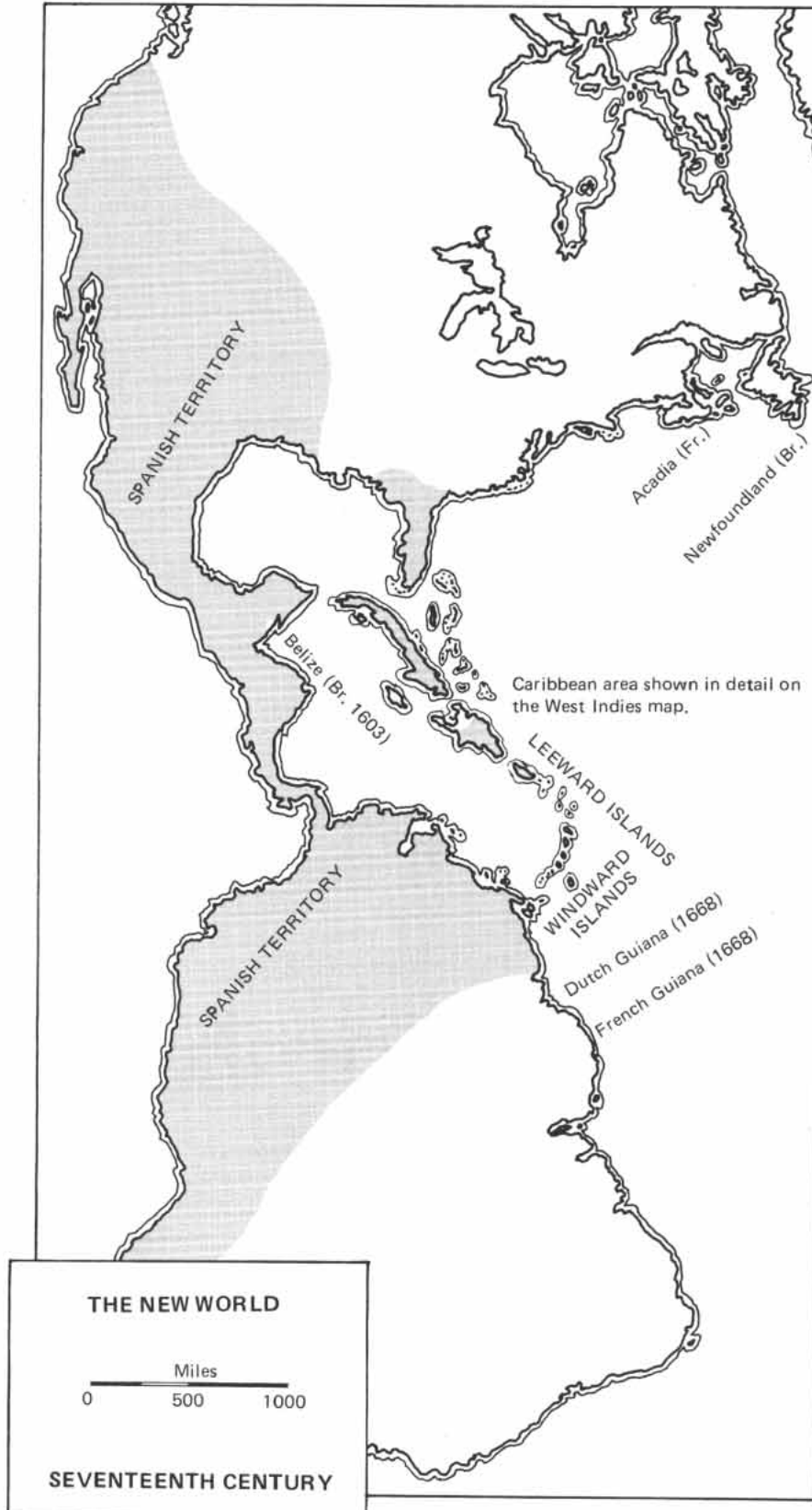
Sailors are trained in Shipboard Weapons, and may choose one additional Martial Skill: Brawling, Fighting Weapons, Firearms, or Gunnery. Sailors also receive 1 point of extra training in one weapon.

Pirates are trained in Shipboard Weapons, and may choose two additional Martial Skills: Brawling, Fighting Weapons, Firearms or Gunnery.

2.5 ADVANTAGES & SECRETS

Advantages and Secrets in *High Seas* are handled similarly to those in *Flashing Blades*, with the following exceptions:

- As no *High Seas* character may start as a 'colonial nobleman,' the advantage of 'Title' may not be chosen.
- Only Colonial Gentlemen may choose the advantage of 'Land,' and



even then, with a -2 modifier to the roll. A 'villa' or 'estate' on the table is assumed to be a colonial plantation. A plantation requires only half the normal money for upkeep (due to slave labor), but may require a great deal of the owner's time, keeping records, organizing harvests, etc.

- Only a Colonial Gentleman or Colonial Soldier may choose to have a 'Gentleman's Lackey.'
- Only a Colonial Gentleman may choose to be a Member of an Order. In this case, the result will always be a 'Gentleman's Club.' The list of New World clubs varies from that of France (see section 4.6 of these rules).
- Colonial Rogues, Marines and Pirates may not have 'Code of Honor' or 'Religious Fanatic' as their Secrets.

2.6 MONEY AND EQUIPMENT

2.6.1 Yearly Allowance

High Seas characters determine their Yearly Allowance at the start of the game. All Backgrounds receive a yearly allowance except for Pirates. A Pirate receives only a starting sum of money, and must fend for himself when it runs out.

Colonial Rogues, Soldiers, and Gentlemen roll to determine their Yearly Allowances on the same tables as their French-born counterparts (listed in *Flashing Blades*). Marines and Pirates roll 1D6 on the tables provided below:

Roll	Marine	Sailor	Pirate
1	100 L	75 L	50 L
2	100 L	100 L	75 L
3	150 L	125 L	75 L
4	150 L	150 L	100 L
5	200 L	150 L	100 L
6	250 L	200 L	150 L

2.6.2 Outfitting

High Seas characters outfit themselves normally at the start of the game, buying equipment with their first year's allowance. All of the normal equipment from the *Flashing Blades* rulebook may be bought. Prices in the New World, however, are 10% more expensive than those of France, due to the costs of shipping, and the unreliability of shipments. Only those goods which are commonly produced in the New World (as determined by the Gamemaster) will escape this price increase.

Support in the New World is normally 3 L x the character's Social Rank per month in a city or at a plantation. While garrisoned at a fort (for Soldiers and Marines) or at sea, support is free.

The two new weapons introduced in *High Seas* cost as follows:

- Hand Axe 8 L
- Fighting Iron 14 L.

As in *Flashing Blades*, characters from some backgrounds begin the game with starting gear. This gear must be replaced by characters if lost or broken. Starting gear is listed below:

Sailors and Pirates start with sailors' knives (which count as daggers for game purposes).

Colonial Soldiers start with Fusiliers' armor and weaponry (see *Flashing Blades*).

Marines start with Fusiliers' armor, a cutlass, and one other hand-weapon or matchlock musket (player's choice).

2.6.3 Monetary Conversions

The monetary system of *High Seas* is based on French currency (Sous, Pistoles, Livres, etc.) just like *Flashing Blades*. The New World swarmed with different currencies, however, and even French colonials commonly used Spanish, and sometimes, Dutch and English money. Pirates and privateers, of course, became used to all different currencies. Conversions were based on weight, and gold or silver content. Approximate conversion rates between 17th Century currencies are provided below for use in campaigns:

English Money:

- 1 Shilling = 2 French Sous
- 20 Shillings = 1 Pound
- 1 Pound = 2 French Livres

Spanish Money:

- 4 Reals = 5 French Livres
- 8 Reals = 1 Peso (a 'Piece of Eight')
- 1 Peso = 10 French Livres

Dutch Money:

- 1 Guilder = 10 French Sous (½ Livre)

2.7 COLONIAL SOCIAL RANK

High Seas incorporates the Social Scale used in *Flashing Blades*. Advancements in Social Rank may be attained as detailed in the rules for *Flashing Blades*, and in section 4.1.2 of these rules. *High Seas* characters have starting Social Ranks based on their backgrounds, as shown below:

Colonial Rogues and Pirates start at Social Rank 1.

Colonial Soldiers and **Marines** start at Social Rank 2 (although this may be greater, depending upon their starting military rank).

Sailors start at Social Rank 2.

Colonial Gentlemen start at Social Rank 6 (or Social Rank 7 for those who own plantations).

2.8 NOTES ON HIGH SEAS CHARACTERS

Excepting the additions and modifications listed above, *High Seas* characters are created and played exactly like their *Flashing Blades* brethren. In cases of doubt between these rules and those of *Flashing Blades*, always refer to the original rules (*Flashing Blades*) for clarification.

For extended campaigns, the Aging system (section 5.10.4), and Experience system (section 6.0) of *Flashing Blades* should be used.

3. Personal Combat

3.1 INTRODUCTION

The *Flashing Blades* system for personal combat remains basically unchanged in *High Seas*. Turn Sequence, Actions, Rolling to Hit and Parry, Damage, the Optional Rules, etc. all work normally. Two new sections have been added to expand the *Flashing Blades* combat system for adventures at sea.

The first section is comprised of new rules for two weapons introduced for shipboard combat: the hand axe (a short tomahawk-like axe used for cutting ropes or as a weapon) and the fighting iron (a flail-like weapon made up of three lengths of iron joined by chains). Although common in the New World and at sea, these weapons were not often used on the continent (and never in polite company). A normal *Flashing Blades* character would have to go to sea to learn how to use them.

The second section includes new rules for special shipboard combat situations. Some of these (such as the rules for Drowning) could be used in normal *Flashing Blades* adventures.

3.2 NEW WEAPONS

The hand axe and fighting iron are two typical, if brutal, shipboard combat weapons. Expertise in both is covered by the martial skill Fighting Weapons.

Hand Axe

A hand axe weighs 2 weight points and is about the same size as a cutlass. It may be used to make a Strike attack during the third phase of a combat turn (i.e. at the same time as foils, rapiers, long-swords, etc.). When hitting as a hand weapon, a hand axe gets +1 to hit. When thrown, a hand axe counts as a Thrown Brawling Weapon for range purposes. A hand axe may be used to parry at -1 (but only using the Parry action, not as a 'Reaction Parry'). A hand axe may also be parried by dueling weapons, daggers, and Two-Handed swords. A hand axe has a Weapon Strength of 4, and is useless if broken by a parry.

A hand axe does 3 points of damage on a Strike or Throw (+1D6

if it is a Serious Wound). Minimum Strength for a hand axe is 9; Advantageous Strength is 16. For fatigue purposes (using the optional combat rules) a hand axe subtracts one point from Endurance.

Fighting Iron

A fighting iron weighs 3 weight points and may range in size from 1.3 to 2 meters in length. It may only be used to make a Strike attack, and, due to its slowness, it strikes in the fourth phase of a combat turn (at the same time as daggers, clubs, and brawling weapons). When attacking, a fighting iron gets -3 to hit. A fighting iron may not be used to parry or block. It may be blocked by an improvised shield.

A fighting iron does 5 points of damage if it hits (+1D6 for a Serious Wound). Any character who is not wearing a helmet, and is hit on the head with a fighting iron, will be stunned for two turns automatically. Minimum Strength for a fighting iron is 14; Advantageous Strength is 19. For fatigue purposes a fighting iron subtracts 2 points from Endurance.

3.3 SPECIAL SITUATIONS

Fighting on shipboard may entail many special combat situations. For most of these, the Gamemaster must improvise rules. Five fairly common shipboard situations are dealt with below as a start:

LANDLUBBERS

Characters who are not used to fighting at sea will have difficulty at first. Only Pirates, Sailors and Marines are assumed to start the game with good 'sea-legs.' All others receive a -1 penalty to hit, and move at half speed when fighting onboard a ship. After a character has made three successful attacks while fighting at sea, he may attempt to make a roll against his Wit to develop good 'sea-legs.' Landlubbers will lose their 'sea-legs' after a few hours on land, but old salts are always at ease fighting at sea. A Landlubber may develop permanent 'sea-legs' if he learns Seamanship skill.

RIGGING

Characters with Seamanship skill may move up, down, and around rigging at a rate of two meters per turn (+1 for Dexterity 15+, +1 for Acrobatics skill, +1 for Master Seamen). This rate is doubled for long actions. Characters who rush through a ship's rigging during combat or during a storm must make suitable rolls against Dexterity to avoid falling (determined by the Gamemaster). Characters fighting in the

rigging receive -1 penalties on all attacks and parries, and must make normal Dexterity rolls each combat turn to avoid falling (+3 for Seamanship skill, +3 for Acrobatics skill). Master Seamen and Acrobats may swing on ropes from the rigging of one mast to another, or to a ship's deck. Swinging about in a ship's rigging requires various Dexterity rolls (determined by the Gamemaster).

SWIMMING

A character may swim in water at a rate of one meter per turn (+2 meters for Seamanship skill, +1 meter for Dexterity 15+). A character may also stay underwater for a number of combat turns equal to his Endurance. All attacks and parries in water have a -5 modifier, except for attacks and parries with daggers, and unarmed attacks and blocks (these have no modifiers).

DROWNING

A character in the water without any sort of support must make a roll to stay above the surface each turn in the following situations: (1) character does not have Seamanship skill; (2) character is swimming in rough water; or (3) character is fighting in the water. The roll to stay on the surface is made against Dexterity with a -1 modifier for each weight point of armor the character is wearing. When a character goes underwater, he may attempt to hold his breath for his Endurance in turns. Each turn, he may attempt to regain the surface. This requires a roll against Strength, -1 for each point of armor, -1 for each previously failed attempt to regain the surface, +2 for Seamanship skill. If a character is held under the water, the roll becomes a Strength vs. Strength resistance roll. If a character fails to regain the surface within his Endurance in turns, and is not fished out by friends, he will drown.

SHIPBOARD RECUPERATION

Recuperation at sea requires a special note because of the lack of good medical care and sterile facilities. Unless there is a physician aboard, recovering characters have a +5 modifier when rolling for lasting effects of wounds which have reduced a hit location to 0 hit points.

Further special combat situations are discussed in section 6.4.8 under the heading of 'Heroic Actions.'

4. Ranks & Positions

4.1 INTRODUCTION

4.1.1 The French Colonies

France, like the other colonial powers of its time, had numerous holdings in the New World. Each colony had its share of garrisoned troops, bureaucrats, and clergymen, providing ranks and positions for colonial characters. In *High Seas* campaigns, characters may pursue careers through the hierarchies of the colonies, just as French-born characters pursue theirs in the institutions of France.

A brief description of each of the major French colonies in the New World is provided below. Many of the names of towns, forts and geographic features have been kept in their original (17th Century) forms, and are followed in parentheses by their more modern titles.

The largest of the French colonies was New France, which included North American lands up and down the St. Lawrence (St. Lawrence) River, from St. Lawrence (St. Lawrence) Bay to the Great Lakes. The settlements included Monreal (Montreal), Trois Rivieres, Quebec, Tadoussac, and Louisburg. These were guarded by forts, with garrison companies at Monreal (Montreal), Quebec and Louisburg. New France was protected from Indian and British colonial raids to the south by a garrison company at Fort La Salle.

New France was claimed for the French Crown in 1534 by Jacques Cartier, and quickly became a precious holding. The French traded with local Indians for valuable furs and pelts. A Colonial Governor, appointed by the King, governed the colony from Monreal (Montreal).

In 1682 Louisiana was claimed by La Salle as a new colony of France. The territory of Louisiana extended throughout the area now occupied by the states Alabama, Mississippi, Louisiana, Tennessee,

Arkansas, Oklahoma, and parts of Texas and Florida. Settlements developed at St. Louis Bay, Ouacha, Bayogoula, Mobile, and Pensacola. Garrison companies were stationed at St. Louis Bay, and Fort Mobile. Later (in the early 18th Century) a string of forts, garrisoned by four new companies, were built to form a line of defense between Louisiana and New France.

Louisiana was of less importance to France in the 17th Century than New France. Because it was settled late in the Century, it may not come into play in early campaigns. The active exploration of the territory in the 1680s, however, makes Louisiana an interesting place in which to set wilderness adventures. After its settlement, Louisiana was controlled by a Colonial Governor (appointed by the King) at Mobile.

In the West Indies, the Antilles were peppered with French islands. These islands, although small, were important for their tobacco and sugar plantations, and as ports for French ships. The colonies in the Antilles were controlled by a Colonial Governor, stationed at Martinique, and his three Lieutenant Governors, on Dominica, Guadeloupe, and St. Lucia. Each island was fortified (to a greater extent on Martinique than the others) and garrisoned with a company of troops.

The most important French colony in the West Indies was French Hispaniola (Haiti). French Hispaniola was valuable for its sugarcane, and was settled at Geava (Port au Prince) and Tortuga. The island was controlled by a Colonial Governor, at Tortuga, and was garrisoned with two companies. Tortuga made huge profits for the French crown as a pirate den. Any and all ships (except those which had attacked

French shipping) were allowed to enter the port, for a set percentage of their booty. This made money for the Colonial Governor and the French Government, and also provided armed ships as protection for the harbor.

Besides the obvious material benefits of colonial furs, tobacco, sugar, etc., the colonies helped to support the French economy by providing raw materials for production, and markets for finished French goods. Although the French colonies were not rich in gold and silver (as were those of Spain), they were still quite important to France economically.

French ports were protected by forts and garrisons (distributed as listed above). Much of the colonial population was well armed. With the constant threats of pirate raids, Indian attacks, and slave revolts, most towns developed well-organized militias.

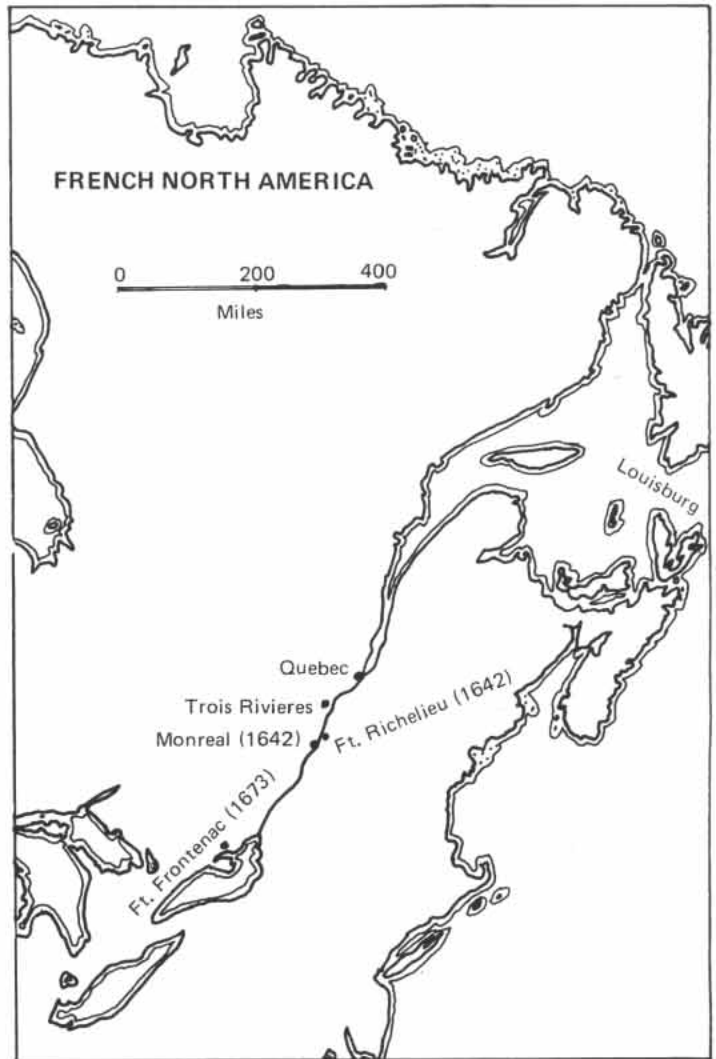
4.1.2 Social Ranks in the New World

Social Ranks work the same in *High Seas* as in *Flashing Blades*. A French Colonial Social Rank will be accepted in France, and vice versa. Because they may be seen as provincial in France, colonial characters start with slightly lower Social Ranks than their French-born equivalents (the exact Social Ranks are shown below, and are also listed in section 2.7 of these rules). This difference may be made up quickly, however, by attaining normal ranks and positions.

Many new ranks and positions are introduced in *High Seas* to accommodate colonial characters. These may be incorporated into the normal Social Scale as shown below:

Rank	Positions
1	(Colonial Rogues, Pirates)
2	(Colonial Soldiers, Marines, Sailors)
3	Missionary, Chief Gunner, Master-at-Arms
4	Ensign, Sailmaster, Pilot's Mate
5	1st Officer, 1st Mate, Pilot
6	(Colonial Gentleman), Pirate or Merchantman Captain
7	(Plantation Owner), Privateer or Warship Captain, Privateer Owner, Colonial Lt. Governor
8	Colonial Club Chief
9	Fleet Commander
10	—
11	Colonial Governor
12	Admiral

No Social Rank beyond 12 is listed because there are no new ranks or positions above that level.



4.2 COLONIAL MILITARY FORCES

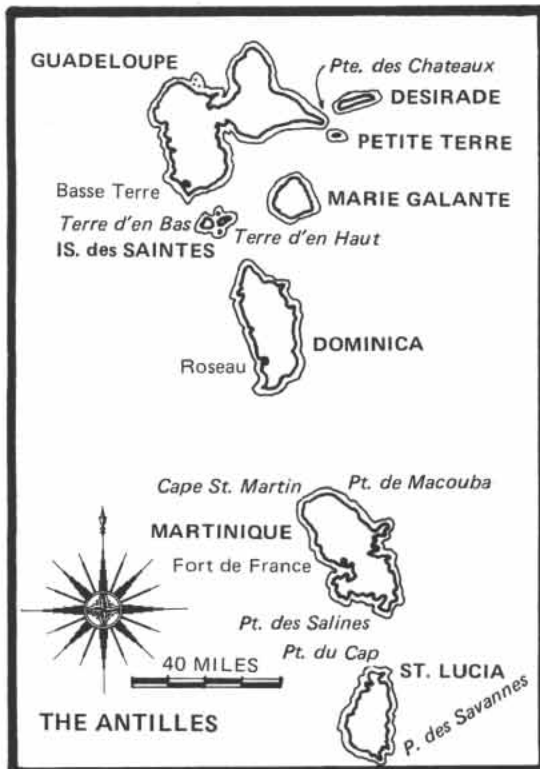
4.2.1 New Regiments

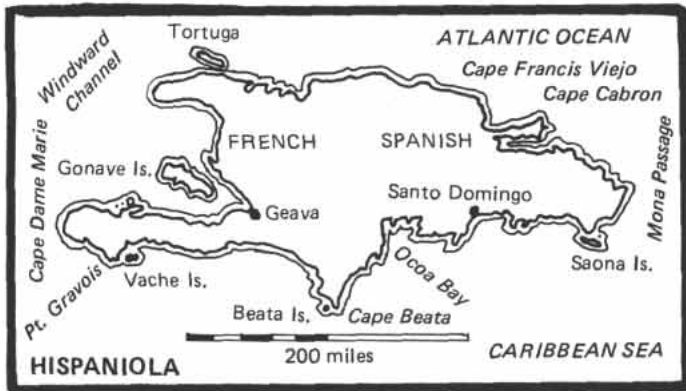
Three new regiments are introduced in these rules. The exact breakdown in companies of each is shown below:

Regiment (and companies)	Enlist. Roll	Status
Colonial Garrison Regiment	7	4
1 Company Montreal Garrison (fusiliers)		
1 Company Quebec Garrison (fusiliers)		
1 Company Fort Louisburg Garrison (fusiliers)		
1 Company Fort La Salle Garrison (fusiliers)		
1 Company St. Louis Bay Garrison (fusiliers)		
1 Company Fort Mobile Garrison (fusiliers)		
Royal Garrison Regiment	7	4
1 Company Martinique Garrison (fusiliers)		
1 Company St. Lucia Garrison (fusiliers)		
1 Company Dominica Garrison (fusiliers)		
1 Company Guadeloupe Garrison (fusiliers)		
2 Companies French Hispaniola Garrison (fusiliers)		
Royal Marines	8	3
6 Companies Marines		

Colonial Soldiers may choose to start in either the Colonial Garrison Regiment or the Royal Garrison Regiment, and may pick their companies. Marines automatically start in the Royal Marines. Starting rank is determined normally.

Later enlistment in the colonial regiments by characters from different backgrounds is rolled for normally. Rank may be bought in the Colonial Garrison Regiment and the Royal Garrison Regiment, but all 'enlistees' in the Royal Marines start as raw Recruits. Marine Recruits receive their training 'hands on,' and are expected to fight at sea until they learn the ropes.





Ranks and positions advance normally in the colonial regiments, with the following exceptions:

- (1) Subalterns in the Royal Marines are referred to as 'Ensigns.'
- (2) A Captain in one of the Garrison Regiments will command his Garrison Company. He functions not only as a normal Captain, but also as commander of his garrison fort, and as a sort of police chief in the French settlements nearby.
- (3) When a character from one of the colonial regiments reaches the rank of Brigadier, he may return to France as a normal *Flashing Blades* character, to continue his career. If he chooses to remain in the New World, he will maintain the rank of Brigadier, but will not be promoted further.

A Colonial Soldier or Marine who returns to France may transfer into a company in the regular French Army, provided its status is 4 or less, and that he successfully makes the normal enlistment roll. *High Seas* characters who transfer receive a rank in the new regiment one lower than that which they previously held (although never lower than Trooper).

4.2.2 Colonial Military Campaigns

Colonial Soldiers do not engage in normal (continental) Military Campaigns. They do, however, participate in various colonial skirmishes and raids, as detailed below.

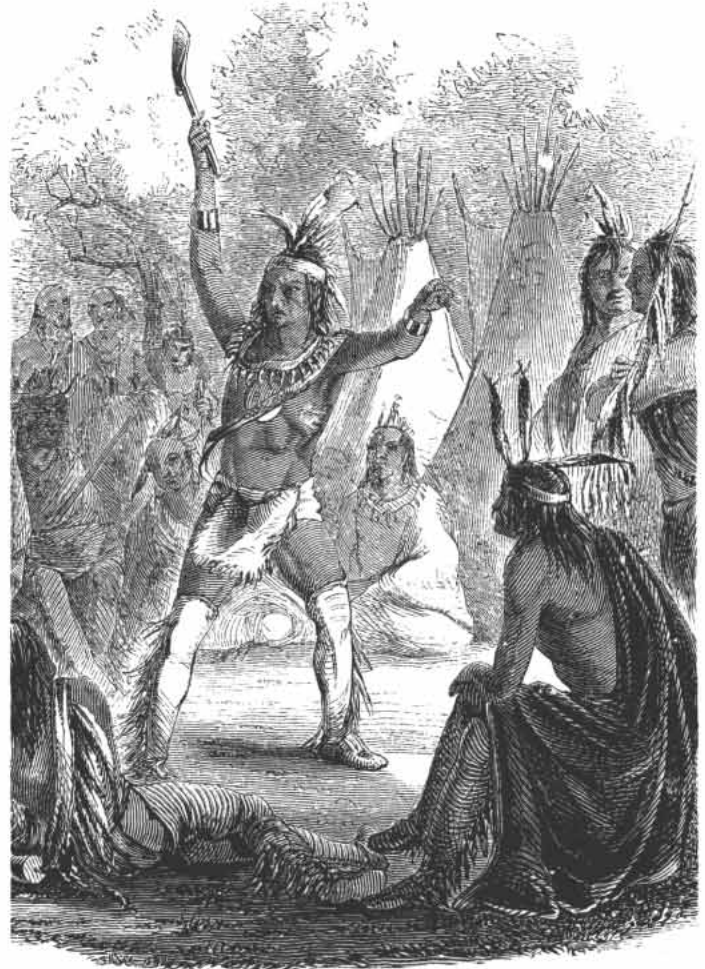
Each month, a Colonial Garrison rolls a D6 to determine if it participates in some sort of 'Colonial Campaign.' On a roll of 6, it does. When there is a Colonial Campaign, roll another D6 on the table below and cross reference the colony with the roll to determine the exact nature of the Campaign:

Colonial Campaigns

Roll	New France	Louisiana	Antilles	Hispaniola
1	Indian	Indian	Slave	Slave
	Attack	Attack	Revolt	Revolt
2	Indian	Spanish	English	Spanish
	Attack	Raid	Raid	Raid
3	Indian	Pirate	English	Spanish
	Attack	Raid	Raid	Raid
4	English	Pirate	Pirate	Pirate
	Raid	Raid	Raid	Raid
5	English	Spanish	English	Spanish
	Raid	Bombardment	Bombardment	Bombardment
6	English	Pirate	Pirate	Spanish
	Raid	Bombardment	Bombardment	Bombardment

An Indian Attack indicates that hostile Indians have attacked the settlement or fort guarded by the garrison. The number of Indians attacking is determined by rolling (1D20 x 20) and adding 200 (producing a number between 220 and 600). The settlement will be protected by the garrison company (200 men) and (2D6 X 10) civilian militiamen. Roll the three encounters as if it were a normal *Flashing Blades* Campaign. Determine Army Strengths by dividing the Indian forces by 20, and the French forces by 10. For example, if a fort with a garrison company (200 men) and 60 militiamen was attacked by 340 Indians, the French Army Strength would be 26 (260/10 = 26) and the Indian Army Strength would be 17 (340/20 = 17).

When rolling for individual results in an Indian Attack, roll normally. East-coast Indians will not be mounted. Normal encounters will be armed with a spear (equivalent to a pike) or hand axe, and a bow. If a roll indicates an encounter with an Officer or Cavalier, the Indian will have a musket. There is no roll for Booty after an Indian Attack. If a garrison loses in the fight against an Indian Attack, each player-character in the company (or militia) must attempt a Luck roll. If the Luck roll fails, he is captured (further adventures in this case are up to the Gamemaster).



A Slave Revolt may take place in the West Indies, where African slaves were forced to provide labor for French sugar and tobacco plantations. In a Slave Revolt, (1D20 x 20) + 160 slaves will rise up to fight for their freedom (double this number on French Hispaniola). The garrison (200 men in the Antilles, or 400 on French Hispaniola) and 1D6 x 10 militiamen will attempt to put them down again. To determine Army Strengths, divide the slave forces by 20 (due to lack of good weaponry) and divide French forces by 10. Determine the results of the first encounter; if the French win, the revolt will end; if the slaves win, an additional (1D6 x 10) will join the cause. If the first encounter is a tie, or a victory for the slaves, proceed to the next two encounters.

When rolling for individual results in a Slave Revolt, roll normally. Slaves will not be mounted. Normal encounters will be armed with a club, dagger, or hand axe. If a roll indicates an encounter with an Officer or Cavalier, the slave will have a musket or two pistols. There is no roll for Booty after a Slave Revolt. If the French lose to the slaves, each French player-character must attempt a Luck roll. If successful, he escapes on one of the ships in the harbor, and gets to another French island. If the luck roll fails, he is captured.

A Raid indicates that a foreign power, or a pirate fleet, has landed or sent troops to the French settlement to make a quick skirmish attack. There will be (1D20 x 20) + 100 enemy soldiers (double this number against French Hispaniola). The French fort or settlement will be defended by its garrison (200 men, or 400 men on Hispaniola) and 1D6 x 10 militiamen (2D6 x 10 militiamen in New France or in Louisiana). French Hispaniola will also be defended by 2D6 x 10 friendly pirates and privateers. To determine Army Strength, divide each side's forces by 10. If the French win the first encounter, the enemy raiders will flee, otherwise, continue the Campaign normally.

When rolling for individual results in a Raid, roll normally, but assume that none of the raiders will be mounted (substitute an Officer encounter for Cavalier). The roll for Booty at the end of a Raid has a -4 modifier. Raiders will hold the settlement only long enough to pillage and plunder (a week at most). Player-characters who look rich may be taken for ransom by the raiders, but otherwise, they will only be imprisoned until the raiders leave.

A Bombardment indicates that the garrison fort and settlement are attacked by ships from sea. The ships will attempt to bombard the colonials into surrender, and then plunder them. A Bombardment is handled according to the ship combat rules (section 6.4.8). Campaign results are not determined normally. The Gamemaster must determine the number and type of ships and forts in a Bombardment, and run the battle accordingly.

4.2.3 Marine Duty

Marines may be stationed either on land (as additional garrison troops for forts) or at sea. For every two months served aboard ships, a Marine may spend one month at a colonial port. While garrisoned in the colonies, Marines determine Colonial Campaigns in the same way as Colonial Soldiers. Marine troops are added to the French total in Colonial Campaigns, but are usually stationed only in small numbers (twenty or forty).

At sea, Marines are assigned to serve as boarding and defensive troops on French Warships and Merchantmen. On a small or medium sized ship (such as a Corsair, Merchantman, or Small Warship) a squad of twenty Marines will be stationed. Larger vessels may have forty or sixty Marines (two or three squads). Warships may carry large numbers of Marines for raids.

On board Merchantmen, Marines are only defensive. Roll for normal encounters for the ship (as detailed in section 6.2.3). If a hostile encounter occurs, use the rules in section 6.4 to determine the outcome.

On Warships, Marines may participate in Naval Battles (as boarders), or in land raids on foreign colonies (as raiders). The design and use of naval battles are up to the discretion of the Gamemaster. If the *High Seas* players are familiar with wargaming, the Gamemaster may wish to use some advanced rules for naval battles (see the beginning of section 6.4 for a list of good ship-to-ship wargaming rules). Otherwise, the rules in section 6.4 may be adapted for small naval battles.

Marine raids on foreign colonies should be handled as detailed in section 4.2.2. Marine raiders, however, may face varying numbers of defenders, depending upon the colony and the situation (as determined by the Gamemaster). After successfully taking a foreign port, Marines may roll twice for Booty.

4.3 SHIPBOARD RANKS

4.3.1 Signing On and Initial Duties

Sailors and Pirates start the game as members of a ship's crew. Sailors who choose to start on Warships are in the French Navy, and must serve six months every year aboard French ships. Otherwise, Sailors and Pirates are their own bosses, and may sign on to the ships of their choice.

A Sailor or Pirate signs on to a ship for a single voyage or period of time, and may leave for another ship at the voyage's end. Signing on is also the signing of a contract, determining pay (or share of booty). Once a Sailor has signed on to a ship, he is at the Captain's command for the voyage.

To serve aboard a ship, a character must have Seamanship skill, and must perform one of three duties: Gunnery, Sail or Helm.

Gunnery requires characters with Gunnery skill, to load and fire the ship's cannons. Sail requires characters with Dexterities of 8+ to manipulate the ship's sails. Helm requires characters with Pilot skill, to man the helm and steer the ship. Regular Sailors, aboard a Merchantman or Warship are paid 5 L per month (8 L for those on Helm duty). Sailors aboard privateer and pirate vessels are paid in single shares of the total Booty.

Sailors and Pirates may rise in Shipboard Rank as they progress. Openings on shipboard are made only by losses or signing off. During shipboard melee, the Gamemaster should keep track of what happens to the ship's officers (see section 6.4.7). In addition, on each voyage of two weeks or longer, roll 1D6. On a roll of 6, one of the ship's officers dies of disease (determine which one randomly).

When a ship comes into port at the end of a voyage, some officers may sign on to other ships, leaving openings for player-characters. Roll a D6 for each officer other than the Captain and the First Mate; on a roll of 6, he signs off the ship. Player-characters who are eligible for higher positions may also check for openings aboard other ships at port. Again, roll a D6; on a 6, another ship has an opening.

4.3.2 Gunnery Ranks

A number of ranks are available to characters specializing in Gunnery, as detailed below:

GUNNER'S MATE

A Gunner's Mate supervises the crews of two cannons. He is chosen by one of the Gunners. When there is an opening for a Gunner's Mate,

a player-character must roll 7 or more on 2D6 to be chosen for the position. A Gunner's Mate is paid 6 L per month aboard Warships and Merchantmen, and receives a normal share of the booty aboard pirates and privateersmen.

GUNNER

A Gunner supervises the Gunner's Mates and the gun crews of half a deck. There are two Gunners per gun deck. When there is an opening for a Gunner, a player-character who is a Gunner's Mate will be chosen automatically by the Chief Gunner for the position. A Gunner is paid 10 L per month aboard Warships and Merchantmen, and receives two shares of the booty aboard Pirates and Privateersmen.

MASTER-AT-ARMS

The Master-at-Arms keeps order below decks, and is expected to lead boarding parties in shipboard melee. A Strength of at least 13, and Captaincy skill are required for this position. The Master-at-Arms is appointed by the Captain on Warships, Merchantmen, and Privateers, and is elected aboard Pirate vessels. When the position opens, any qualified player-character who is a Gunner or Gunner's Mate will be appointed or elected (unless he is unpopular for some reason). The Master-at-Arms is paid 12 L per month aboard Warships and Merchantmen, and receives three shares of the Booty aboard Pirates and Privateers.

CHIEF GUNNER

The Chief Gunner commands the gun decks, and appoints all of the Gunners and Gunner's Mates. The Chief Gunner is appointed by the Captain, and must be a Master in Gunnery skill. A character must have the rank of Gunner or Master-at-Arms to be appointed Chief Gunner. If there is an opening, any qualified player-character will be appointed. The Chief Gunner is paid 16 L per month aboard Warships and Merchantmen, and receives three shares aboard pirate and privateer vessels.

After Chief Gunner, characters specializing in Gunnery may only continue into the Higher Ranks (detailed in section 4.3.5).

4.3.3 Sail Ranks

Characters who specialize in Sail may advance through three ranks, before progressing to the higher ranks:

SAILMASTER'S APPRENTICE

The Sailmaster's Apprentice is a Sailmaster in training, who is specially chosen by the Sailmaster. If the position is open, a player-character must roll 8+ on 2D6 to be chosen. The Sailmaster's Apprentice receives normal pay (only one share aboard pirate and privateer ships). At the end of each voyage he makes, the Sailmaster's Apprentice automatically receives one check on his Seamanship skill. When he becomes a Master Seaman, he is qualified to serve as a Sailmaster himself (and to choose his own apprentice).

SAILMASTER

The Sailmaster (sometimes referred to as 'the Boatswain') is in charge of managing the ship's sails, and organizing the Sail crew. He must be a Master at Seamanship skill, and is appointed by the Captain. If there is an opening for Sailmaster, the Sailmaster's Apprentice (if he is qualified) automatically gets the position. The Sailmaster is paid 16 L per month aboard Warships and Merchantmen, and receives three shares aboard pirate and privateer vessels.

FIRST OFFICER

The First Officer of a ship is in charge of keeping discipline on the top decks. He is appointed by the Captain on a Warship, Merchantman or Privateersman, and is elected on a pirate vessel. The First Officer must have Captaincy skill. If there is an opening, qualified player-characters must roll 8 or better on 2D6 to be appointed or elected (+1 if the character is already Sailmaster). The First Officer is paid 16 L per month aboard Warships and Merchantmen, and receives three shares of booty aboard pirates and privateers.

4.3.4 Helm Ranks

At the Helm there are only two ranks:

PILOT'S MATE

The Pilot's Mate is the special apprentice of the Ship's Pilot. The Pilot's Mate must have a Wit of 12 or more, and must be chosen by the Ship's Pilot. If there is an opening for Pilot's Mate, a qualified player-character must roll 8 or more on 2D6 to be chosen for the position. At the end of each voyage he makes, the Pilot's Mate automatically receives a check on Pilot skill. When he becomes a Master in Pilot skill,

he is eligible to become a Ship's Pilot. The Pilot's Mate receives normal pay, and only one share of the booty (aboard pirates and privateers).

SHIP'S PILOT

The Ship's Pilot is the navigator of his ship, and he must be a Master in Pilot skill. The Ship's Pilot is appointed by the Captain, but a qualified player-character who is already Pilot's Mate will be appointed automatically when there is an opening. The Ship's Pilot is paid 20 L per month aboard Warships and Merchantmen, and receives three shares aboard pirates and privateersmen.

4.3.5 The Higher Ranks

After a character attains the rank of Master-at-Arms, Chief Gunner, Sailmaster, First Officer or Ship's Pilot, he may progress into the higher ranks:

FIRST MATE

The First Mate is a ship's second in command. It is the First Mate who signs sailors onto the ship, assigns duties, administrates, and keeps discipline (after the Master-at-Arms and the First Officer). To be First Mate, a character must be a Master Seaman, and have Captaincy and Literacy skills as well. The First Mate is chosen by the Captain. If there is an opening, a qualified player-character must roll 8 or more on 2D6 to get the position (+1 if he is Ship's Pilot). The First Mate is paid 20 L per month aboard Warships and Merchantmen, and he receives three shares of booty aboard Pirates and Privateers. In addition, aboard Merchantmen bearing cargo, the First Mate is paid 5% of the profits at the end of the voyage.

CAPTAIN

The Captain is the commander of his ship, and has the power of life and death over his crew, while they are signed aboard. To Captain a ship, a character must be a Master Seaman, and have Captaincy, Literacy, Pilot and Strategy skills as well. Aboard a Merchantman or Privateer, the Captain will be appointed by the owner. If the owner of a Merchantman or Privateer is qualified, he may appoint himself Captain. Captains aboard Warships are appointed by an Admiral, or by the King. If an opening for a Captain appears, the First Mate (if he is qualified) will be appointed. Otherwise a Captain will be chosen at the next port (qualified characters may attempt to roll 10 or better on 2D6 for the position). Aboard pirate vessels, the Captain is elected: each qualified character aboard rolls 2D6 (+2 for the First Mate) and the highest roll indicates election. The Captain is paid 40 L per month aboard Warships, Pirate Captains may claim five to ten shares of the Booty, while Privateer Captains get five shares, and must turn over five shares to the owner (he gets all ten shares if he is both the Captain and the Owner). Finally, Captains of Merchantmen receive 30% of the profits at the end of a voyage (75% if they own the ship).

There are no ranks beyond that of Captain, except for Naval Ranks, open only to Captains of Warships:

FLEET COMMANDER

Each year after being appointed Captain of a Warship, a character has a chance for temporary promotion to Fleet Commander. A roll of 9 or more on 2D6 is necessary to be appointed Fleet Commander (+1 if the character is a Master of Strategy skill, +1 if the character has a Noble Title). A Fleet Commander will control a small armada of 2D6 Warships for six months. After this time, he returns to being a Captain. A Fleet Commander is paid 50 L each month, and is allowed to keep 20% of the Booty captured from enemy ships and towns by his fleet.

ADMIRAL

After being a Fleet Commander three times, a character will be given the permanent position of Admiral in France. An Admiral may command two fleets (of 2D6 ships each) for six months every year, but he is not required to do so. Otherwise, an Admiral need not perform any military duties. An Admiral is paid 1000 L per year, and is allowed to keep 50% of the Booty captured from enemy ships and towns by his fleets.

4.3.6 Naval Campaigns

Pirates and Privateers rove the seas in search of prizes, but only Warships take part in Naval Campaigns. Naval Campaigns will vary widely, depending upon the situation. The Gamemaster may use the rules provided in this section as basic guidelines. The simple ship-to-ship combat rules in section 6.4 may be used for Naval Campaigns, or the Gamemaster may wish to use more complex rules, a list of

which may be found at the beginning of that section.

For each month at sea, roll 1D6 for the assignment of a Warship:

Roll	Assignment
1	Patrol
2	Search
3	Convoy
4	Bombardment
5	Raid
6	Naval Battle

A **Patrol** assignment indicates that the ship is to patrol French colonial waters, keeping an eye out for Pirates and enemy ships. For Patrols, simply roll on the Sea Encounter Table in section 6.2.3. If a hostile ship comes up as an encounter, the Patrol ship may fight or (if outnumbered or outclassed) go back to port for reinforcements.

A **Search** means the Warship has been assigned to look for a particular hostile vessel sighted in French colonial waters. The Gamemaster should specify the type of ship for which to search (e.g. a Pirate Corsair, a Small English Warship, etc.). Roll for normal encounters at sea. If a ship matching the description given appears, assume that it is the hostile ship that is the subject of the search.

On a **Convoy** assignment, the Warship must escort one or more Merchantmen through dangerous waters. Roll for normal encounters at sea.

A **Bombardment** result indicates that the Warship (and possibly others) is assigned to fire upon an enemy colonial fort or town. The Gamemaster must determine the strength of the target's defenses, the number of Warships assigned to bombard it, etc., and use the rules in section 6.4.8 to determine the outcome.

A **Raid** assignment means that the Warship is assigned to ferry Marines from a French colony, and land them near an enemy fort or town for a Raid (as described in section 4.2.3, Marine Duty). A Warship assigned to a Raid must wait to pick up the Marines again, after they have been defeated or after they have plundered the town. The Warship may have to fight enemy ships as it waits.

A **Naval Battle** result indicates that the Warship will be required to participate in a large scale battle at sea. The Gamemaster must determine the specifics of the battle situation, the strengths of the two sides, etc.

Fleets under the command of Fleet Commanders or Admirals also roll on this table to determine their assignments.

4.4 THE CLERGY IN THE NEW WORLD

4.4.1 Clergy Positions in the New World

The Clergy in the New World were limited. Although parishes were divided in the French colonies, bishoprics and archbishoprics were not established in the 17th Century. A Priest, Curate or Pastor may function normally in the New World, but a colonial clergyman must return to France to find a position on a Curia or as a Bishop.

Becoming a Student of Theology in the New World was difficult. In game terms, a colonial character must return to France to study Theology, and be ordained. Colonial Gentlemen, like those born in France, have the option of starting the game as Students of Theology (in France). Other colonial characters may attempt to join French Schools of Theology, but with -1 modifiers to their Entrance Rolls.

Alternatively, a colonial character may become a Missionary, attempting to convert Indians and slaves in the French colonies to Catholicism. A colonial character must study with a Pastor in the colonies for two years before being ordained as a Missionary. A Missionary receives the benefits of being a Priest, but may not advance in the Clergy. If a Missionary returns to France for a year to study Theology, he may become a normal Priest.

4.4.2 Huguenots in the New World

French Protestants did not fare well in the New World. Huguenots first attempted to settle in Florida, but in 1565 they were massacred when their leader, Jean Ribault, surrendered to the Spanish.

After losing their Florida settlement, French Protestants were largely kept out of the New World. Colonists going to New France and Louisiana especially were carefully screened by the French Government. It is worth note that those French Protestants who made it to the New World often settled in the English colonies of North America, where they faced persecution and eventual acceptance only out of the need for community cooperation in the face of wilderness dangers.

4.5 COLONIAL BUREAUCRACY

No self-rule was allowed the colonies by the French Crown, so the Colonial Bureaucracy was simply an extension of that of France.

In game terms, political positions in the New World are handled just as in *Flashing Blades*, with a few modifications listed below:

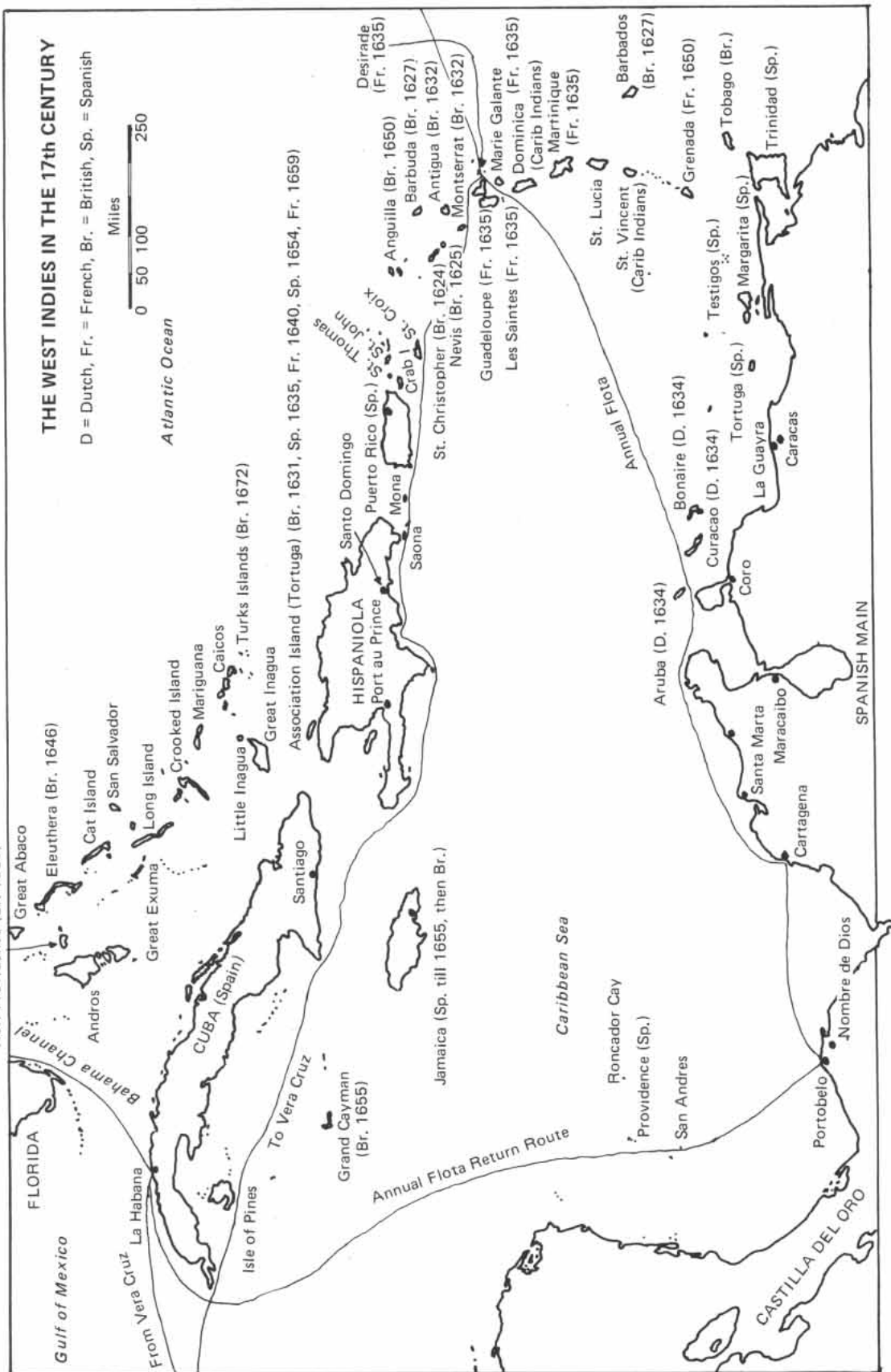
STUDENT OF LAW

A character cannot study Law in the colonies. To become a Student of Law, a colonial character must travel back to France, and study there for six years. Colonial Gentlemen may start the game as Students of Law in France. After six years of study at a College of Law, a char-

acter may practice as a Lawyer in France or in the French colonies.

MINOR OFFICIAL

Minor Officials in the Colonies may become Colonial Sheriffs and Aides to Colonial Lt. Governors, with the same benefits and duties of normal Provincial Sheriffs and Aides to Provincial Lt. Governors, respectively.



OFFICIAL OF THE REALM

Officials of the Realm in the colonies may become Colonial Lt. Governors, Colonial Tax Collectors, or Colonial Town Mayors. These positions are nearly identical to the normal positions of Provincial Lt. Governor, Provincial Tax Collector, and (French) Town Mayor. Colonial Lieutenant Governors are appointed in New France, Louisiana and French Hispaniola. Three islands in the Antilles, Guadeloupe, Dominica, and St. Lucia are each controlled by a Lieutenant Governor, under the Colonial Governor at Martinique. Colonial Lieutenant Governors in the Antilles command one garrison company of fusiliers each.

Unlike their French counterparts, Colonial Tax Collectors may only squeeze an extra 200 L per year from the settlers in their area, due to the general poverty of colonials.

A Colonial Town Mayor commands a small colonial militia, of 1D6 x 5 men. A Colonial Town Mayor who actively recruits men for his militia (at a cost of 20 L per month of recruiting and training) will increase his force by 1D6 men per month. A Town Militia may not exceed sixty men.

ROYAL OFFICIAL

Royal Officials in the colonies may become Colonial Governors or Colonial City Mayors. These positions are analogous to those of Provincial Governor and City Mayor in France. The position of Ambassador is not available for colonial bureaucrats. Colonial Governors are stationed in New France (at Monreal), Louisiana (at Mobile), in French Hispaniola (at Tortuga), and the French Antilles (at Martinique). They function as Provincial Governors, but command varying numbers of garrison companies (four in New France, two in Louisiana, two on French Hispaniola, and four in the French Antilles).

Colonial City Mayors are stationed at large cities in the colonies which are not the seats of Colonial Governors. These include Quebec, Trois Rivières, and Tadoussac (in New France), Pensacola, Ouacha, and St. Louis Bay (in Louisiana) and Geava (on French Hispaniola). There are no Colonial City Mayors in the French Antilles because each of the islands is controlled by a Governor or Lieutenant Governor. Colonial City Mayors have command over garrisons stationed in their cities (after the Colonial Governor). Each city has, in addition, a Militia of 1D6 x 10 men. A Colonial City Mayor may recruit more militiamen as detailed above, up to a total of one hundred men.

When a Royal Official is promoted from his position in the colonies, he may choose to return to France, and serve as a Royal Official there.

A Royal Official from the colonies may never be promoted directly to the position of Court Minister.

Colonial bureaucrats who return to France may transfer to positions one rank lower than the one they held in the colonies (e.g. a Colonial Magistrate could transfer as a Lawyer or Official of the Realm in France). By the same token, French bureaucrats may transfer to positions in the colonies, but with no loss of rank (e.g. a French Magistrate could transfer as a Colonial Magistrate). If such characters transfer back to the French Bureaucracy, however, they suffer the normal colonial penalty of one rank.

4.6 COLONIAL CLUBS

Royal and Noble Orders may not be joined in the colonies, and only two of the popular Gentlemen's Clubs of France have branches there. There are two Colonial Clubs, however, which, although they are of lower status than the French Clubs, cater to the elite gentlemen and plantation owners of the New World. The Clubs which may be joined in the colonies are listed below:

Club	Minimum Social Rank	Entrance Roll	Yearly Dues
The Black Cross	5	10+	20 L/year
The Boar's Head	4	9+	10 L/year
Club Sans Souci	4	8+	10 L/year
Maison Malnom	3	7+	10 L/year

The rules for joining and advancing in clubs are the same as in *Flashing Blades*. Note that the French Clubs are more difficult to join in the colonies than in France, due to their increased prestige.

4.7 BANKING & TAXES IN THE NEW WORLD

The Banking system of *Flashing Blades* remains unchanged in *High Seas*. Colonial Bankers advance and make investments in the same ways as their French counterparts. In addition, *High Seas* introduces a system for direct trade investment in Joint Stock Companies (as detailed in section 6.3).

The French Colonies are heavily taxed by the Crown. Add 10% to yearly taxes in the New World. Because the Catholic Church is less organized in the colonies, however, Tithes are only half the normal rate (i.e. 5 L x Social Rank, rather than 10 L x Social Rank).

5. Pirates & Privateers

5.1 INTRODUCTION

Although *High Seas* is designed to encompass a variety of New World and naval settings and milieus, the most exciting and romantic is that of pirates on the Spanish Main. This section is included to provide background and source material for Pirate and Privateer *High Seas* adventures.

First, it is important to clarify the difference between Pirates and Privateers. Pirates were cutthroats who robbed and plundered ships at sea, and coastal towns and harbors, without commissions from sovereign nations. Privateers committed similar crimes, but under the protection of the European governments. Privateers were granted 'Letters of Marque' which permitted them to plunder enemy ships, and seek safety in the harbors of the issuing power.

17th Century Pirates were, for the most part, desperate men: deserters, escaped convicts, renegade Privateers, and various other villains. *High Seas* characters from the Pirate background fit into this group. Characters from other Backgrounds, however, may easily become Pirates. Characters with Seamanship, Gunnery, or Pilot skills, who can find their way to a 'pirate haven' (see below) may sign onto pirate vessels directly. Others may be made 'involuntary recruits.' They may be 'shang-haied' by pirates in a pirate haven, or given the choice of joining or 'walking the plank' when their vessel is captured by pirates.

Privateers often had more illustrious backgrounds than Pirates. All characters from the Sailor background have the option of starting the game as crewmen aboard a Privateer. A character who can afford to buy and outfit a Privateer vessel may start his own plundering expedition. If qualified, he may appoint himself Captain; otherwise, he

must hire a Captain to command the ship. He must also receive (or buy) a Letter of Marque.

A Privateer Owner and Captain is limited in ways that a Pirate Captain is not. A Privateer may not menace the shipping of the nation which commissioned him, and must pay a set percentage of his booty (15% to 20%) to that nation. On the other hand, a Privateer Captain is not elected (as is a Pirate Captain) and cannot be booted out of his position by the crew (unless there is a mutiny). A Privateer vessel also has more safe harbors open to it than a Pirate.

5.2 PIRATE ARTICLES

As mentioned above, and in the preceding sections, many pirate Officers were elected, and most pirate ships had sets of Articles, as Charters or Constitutions for the crew. Not all pirate crews were democratic, but most were, and it was difficult for a less-than-outstanding Captain to become a tyrant. To reflect this in game terms, only a Pirate Captain with a Ruthlessness Rating of 10 or more (see below) may take absolute control of his ship.

Normal Pirate Articles contained a series of rules and regulations, and a set of punishments for various crimes (desertion, thievery and violence within the crew, disobeying orders, etc.). Pirate punishments reflected the brutality of their times, and often included marooning and/or death. Pirate Articles usually provided extra shares of booty for men who lost limbs or joints in boarding melee, and sometimes, shares for the families of Pirates killed at sea.

Pirate Articles included provisions for the election and appointment of ship's officers. The Captain, First Officer, and Master-at-Arms were generally elected, while the First Mate, Sailmaster, Pilot and

Chief Gunner were appointed by the Captain. Election is rolled for in the same manner as normal appointment (as detailed in section 4.3). Pirate Articles also provided for the number of shares of booty due to each crewman after a successful engagement:

Rank	Shares
Crewman (Gunnery, Helm or Sail)	1
Gunner's Mate	1
Gunner	2
Master-at-Arms	3
Chief Gunner	3
Sailmaster's Apprentice	1
Sailmaster	3
First Officer	3
Pilot's Mate	1
Ship's Pilot	3
First Mate	3
Captain	5-10

In addition, if a Physician is aboard, he receives two shares; a Ship's Carpenter (not a player-character rank) also receives two shares.

If a Pirate crew becomes dissatisfied with an elected officer, or with an officer appointed by the Captain, it may give the Captain 'the Black Spot' — an official complaint mixed with threat. The 'Black Spot' is simply a piece of parchment or paper, blackened on one side, with a statement by the crew on the other. The 'Black Spot' may only be prepared by a majority of the crew.

The 'Black Spot' may demand a change of strategy or the deposition of one of the ship's officers. If the Captain (or any other elected officer) disagrees, he may argue out his position with the crew. A Captain may attempt to roll his Ruthlessness Rating or below on a D20 to immediately squelch the crew's objections. If this roll is successful, the whole dispute is ended.

If a new election is demanded by the 'Black Spot' for one of the ship's officers, assume that the position has been made open. Any qualified character (including the deposed officer) may roll to obtain the position; the highest roll wins.

A Captain may ignore the 'Black Spot' if he so wishes, at the risk of a popular mutiny.

5.3 LETTERS OF MARQUE

Any character who can afford to buy and outfit a vessel may become a Privateer, provided he can obtain a Letter of Marque. A Letter of Marque allows a Privateer to plunder enemy ships and towns, and receive safe shelter in friendly harbors, in return for 15 to 20% of his Booty (paid to the government that issued the Letter of Marque). A Privateer Captain (or Owner) is not elected by his crew, and may appoint the other officers as he sees fit. Privateer vessels do not have Pirate Articles, but they do have Charters, providing normal shares of booty for the various crewmen and officers.

France, England, Spain, Portugal, Denmark, and the Netherlands issue Letters of Marque. A character in France may obtain a Letter of Marque (with a 20% rate to the French Crown) if he has a Social Rank of 7 or more, and can make a successful roll against his Wit (+2 for Bureaucratics or Magistracy skill, +2 if the character has a Title). Failing this, he may buy a Letter of Marque for 1000 L. In the colonies, French Letters of Marque may be obtained in Tortuga or Martinique (at the price of 1500 L, if the roll fails). Only Pirates notorious for sinking French ships will be denied a French Letter of Marque.

A Letter of Marque becomes invalid if a Privateer fails to pay his 20%, or attacks French shipping or towns.

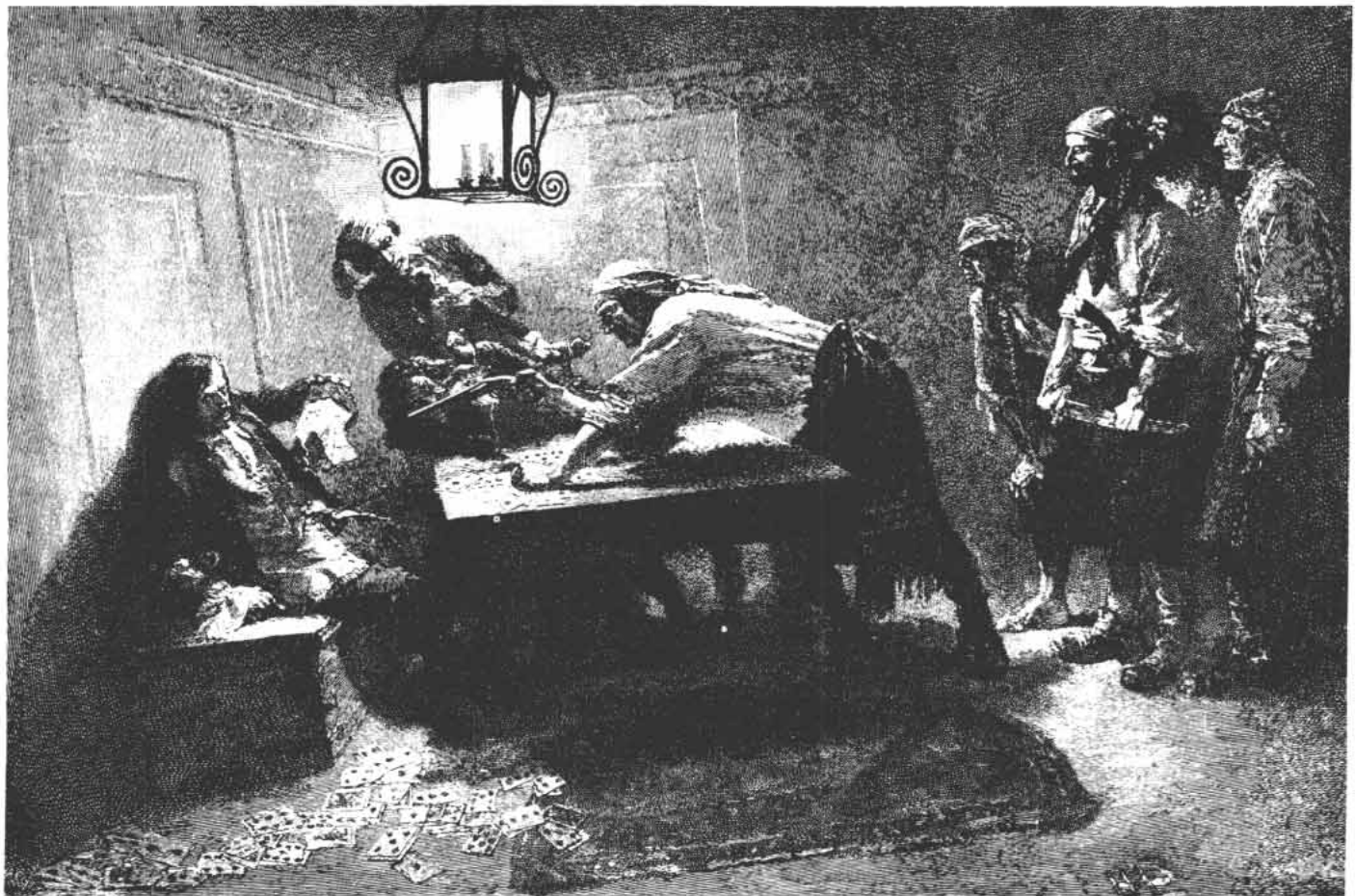
5.4 RUTHLESSNESS RATING & THE JOLLY ROGER

As a Pirate or Privateer Captain continues to menace shipping, he will gradually develop a reputation to strike fear into the hearts of his enemies. In game terms, this is measured as the Captain's 'Ruthlessness Rating.' Ruthlessness Rating starts at 1 when a character becomes a Captain, or at 2 if the character served as First Mate under another Pirate or Privateer Captain of Ruthlessness 10+. Ruthlessness Rating may progress up to 20, depending upon the Captain's career.

Ruthlessness Rating affects the game in the following ways:

Recruiting: A normal ship in port may recruit 2D6 new crew members each week. If a Captain can make a successful D20 roll against his Ruthlessness Rating, however, he will recruit an extra D6 + 1 eager Pirates or Privateers per week.

Morale: A Pirate or Privateer Captain may attempt to rally his men in Boarding Melee (see section 6.4.7) once, when they would normally surrender or retreat. If he can make a successful D20 roll against his Ruthlessness Rating, the troops will rally, and fight with one extra attack roll for one turn (i.e. a crew receiving six attack rolls



would receive seven rolls for one turn, after being rallied).

Surrender: When a Pirate or Privateer raises his flag (the 'Jolly Roger') at Short or Close Range, he may attempt to roll his Ruthlessness Rating or below on a D20. If the roll is successful, a pursued Merchantman will automatically surrender (unless the Captain or Owner of the Merchantman is a player-character).

Pursuit: For every point of Ruthlessness Rating, assume that there is one enemy Warship out looking for the Pirate or Privateer Captain and his vessel.

Despotism: When a Pirate Captain reaches a Ruthlessness Rating of 10 or more, he may roll a D20 against his rating at the beginning of each voyage he makes. If successful, he may take absolute control of his ship. A Captain who has absolute control may appoint all of the ship's officers, and may only be deposed by a mutiny.

Status: Within the world of Pirates and Privateers, Ruthlessness Rating acts as a sort of social scale. After a Captain's Ruthlessness Rating has reached 10, he may add a short title onto the end of his name (i.e. Albert the Awful, Diego the Dreadful, Raoul the Ruthless, etc.). After Ruthlessness passes 14, a character enters the 'Pirate Nobility' and may add a noble Title to his name (not recognized outside of Pirate society) — i.e. Morgan, Prince of the Spanish Main, or Jean-Pierre, Duke of Port Royal. A character who progresses to Ruthlessness 18 or more becomes a Pirate King, and may be so powerful that the major powers of Europe will band together to wipe him out. Within Pirate society, Ruthlessness Ratings may be used for Resistance rolls, when one Pirate leader tries to 'stare down' another.

Ruthlessness Rating increases on the basis of 'checks,' similar to those used in calculating normal experience. Unlike experience checks, however, more than one check on Ruthlessness may be received in a single adventure. Ruthlessness checks are earned for the following achievements:

Achievement	Number of Ruthlessness Checks Earned
Taking a Merchantman	1
Taking a Corsair	1
Taking a Warship or Galleon	2
Killing an Enemy Captain in Single Combat	1
Taking a Mule Train	1
Successfully Raiding & Plundering a Town	3

The number of Ruthlessness checks required for Ruthlessness Rating to increase is shown below. As soon as a Captain's number of checks equals the number shown, raise his Ruthlessness Rating to the indicated level:

Ruthlessness Rating	No. of Checks Required
2	1
3	3
4	5
5	7
6	10
7	13
8	16
9	19
10	22
11	26
12	30
13	35
14	40
15	50
16	65
17	85
18	110
19	140
20	180

When a character becomes a Pirate or Privateer Captain, and develops a Ruthlessness Rating, he must design his own flag. It is by his flag that he is identified to other ships. The flag may be a simple variation on the Jolly Roger (skull and crossbones) or it may be more elaborate. The design of individual flags should be left up to the players' and the Gamemaster's imagination.

5.5 PIRATE & PRIVATEER EXPEDITIONS

Pirate and Privateer Captains must be constantly organizing new expeditions, to maintain their good favor with their crews (for Pirates) or their sponsoring governments (for Privateers). These expeditions should generally be designed by the Gamemaster, using this section



as a guideline. Pirate Expeditions may include plundering Merchantmen at sea, raiding or bombarding coastal towns, inland excursions, and treasure hunts.

Pirate crews (and often Privateer crews as well) will usually congregate at 'pirate havens.' A haven is a safe port where pirates may repair their ships and take shore-leave without fear of capture. In the first half of the 17th Century, the port of Tortuga on French Hispaniola was the most popular pirate haven. All ships not hostile (or not known to be hostile) to French shipping were allowed into the harbor of Tortuga for a 'tariff' of 20% of their 'cargoes.' This served to make the Governor of French Hispaniola, and the French Colonial Government rich from the booty of pirates of all nations.

In 1655, England captured Spanish Jamaica, and Port Royal came to rival and surpass Tortuga as a pirate haven. Frequent infamous visitors, such as the bloodthirsty Henry Morgan, lent Port Royal the title of 'the world's wickedest town.'

Within pirate havens, the Gamemaster may set up pirate expeditions by giving the player-characters 'tips.' A tip may be information on gold shipments, stranded Merchantmen, unprotected coastal towns, mule train routes, etc. Once the Gamemaster drops a tip, the players should be off on their next adventure.

5.6 BOOTY

When a Pirate or Privateer successfully takes a ship or coastal town, there will be booty. Booty is split into shares for a ship's crew, according to the Articles or Charter of the ship.

Warships, and other Pirates and Privateers will normally carry

little cargo. One ton on each such ship will be taken up by supplies. Another one to three tons will be taken by jolly boats. Half of what remains will be filled with powder and shot. On a roll of 5 or 6 on a D6, the ship will carry one type of cargo in the rest of the hold.

Merchantmen and Galleons will carry normal supplies, one to three jolly boats, and one to three tons of powder and shot. The rest of their holds are normally filled with two types of cargo. Roll 1D20 to determine each type on the table below:

Divide the number of empty cargo tons between the two types of cargo evenly. Cargo may be sold at pirate havens, for the normal prices listed in section 6.3 of these rules.

Coastal towns which are raided or bombarded into surrender will have 1D6 different types of cargo in town (with 1D6 tons of each) as well as 2D6 x 1000 Livres in ransom money. Add 1500 Livres for each Small Fort defending the town; 3000 Livres for each Medium Fort; and 5000 Livres for each Large Fort. Forts which are destroyed or taken may also be plundered for half of their guns, and 1D6 tons of powder and shot each.

Roll	Cargo
1	Lumber
2	Foodstuffs
3	Textiles
4	Livestock
5	Copper
6	Tin
7	Iron
8	Mercury
9	Silver
10	Gold
11	Gems
12	Sugar
13	Tobacco
14	Furs
15	Wine
16	Rum
17-20	No Cargo; only ballast

6. Ship Building, Trade, and Combat

6.1 SHIP CONSTRUCTION

Normally, *High Seas* characters will sign onto ships, and eventually command them by promotion (or election) to Captain. Extraordinarily rich characters, however, from either *High Seas* or *Flashing Blades*, may purchase ships and outfit them. If qualified, ship owners may appoint themselves as Captains. Otherwise, Captains must be hired. Ships owned by player-characters will generally be Merchantmen or Privateers.

The first step in constructing a ship is choosing the basic hull-type. For convenience, the ships of the period have been sorted into five basic categories. Each category has its own ratings for Hit Points (the damage capacities of the Hull and Rigging), Speed (in ship combat situations), Handling (the ship's basic maneuverability) and Size. The five basic ship categories, and their various attributes, are listed below:

(1) A **CORSAIR** is a small, highly maneuverable type of ship, that is favored by smugglers and pirates. Some 17th Century ship types which fall into this category are sloops, small brigantines, and schooners. Corsairs are characterized by shallow drafts, length to beam ratios of about 6:1, and relatively small cargo tonnages. Corsairs normally have 25 Hull Hit Points, 15 Rigging Hit Points, Speed 4, Handling 4, and Size 1. A well-armed Corsair may carry up to eight long guns (cannon) on each side, two more as chasers (on the bow), and two as stern guns (total possible armament of twenty guns). A fully armed Corsair requires a Gunnery crew of sixty, plus ten Gunner's Mates, and two Gunners. In an emergency, a Corsair must have a Sail crew of at least six men. A Corsair cannot hold a crew of more than one hundred men. Normal Cargo Tonnage for a Corsair is ten tons.

(2) A **SMALL WARSHIP** is a sleek, naval ship, designed to carry many guns without sacrificing maneuverability. Typical 17th Century ships in this category include sloops-of-war, frigates, and small capital ships. Small Warships have fairly shallow drafts (except for frigates), and length to beam ratios of about 5:1. Small Warships normally have 35 Hull Hit Points, 20 Rigging Hit Points, Speed 3, Handling 3, and Size 2. A fully armed Small Warship may carry sixteen long guns on each side, two more as chasers, and four as stern guns (total possible armament of thirty-eight guns). A fully armed Small Warship requires a Gunnery crew of 114, plus nineteen Gunner's Mates and two Gunners. In an emergency, a Small Warship must have a Sail Crew of at least ten men. A Small Warship will not carry a crew of more than one hundred and sixty men. Normal Cargo Tonnage for a Small Warship is sixteen tons.

(3) A **MERCHANTMAN** is a large, sturdily built ship, designed to carry large commercial cargos. 17th Century ships in this category include large brigantines and medium capital ships. Merchantmen have deep drafts, and length to beam ratios of about 4:1. Merchantmen normally have 40 Hull Hit Points, 25 Rigging Hit Points, Speed 3, Handling 2, and Size 3. A heavily armed Merchantman may carry as many as twelve long guns on each side, two as chasers, and four more as stern guns (total maximum armament of thirty guns). A fully armed Merchantman requires a Gunnery crew of ninety men, plus fifteen Gunner's Mates and two Gunners. In an emergency, a Merchantman must have a Sail crew of at least twelve men. A Merchantman will not carry a crew of more than one hundred and sixty men. Normal Cargo Tonnage for a Merchantman is twenty-four tons.

(4) A **LARGE WARSHIP** is a big, bulky type of ship, designed to carry heavy batteries of guns. Ships from the 17th Century which fall into this category are large capital ships and ships-of-the-line. Large Warships were almost always owned by a navy, and were used primarily in European and Mediterranean sea battles. They were very rarely seen in French Colonial waters, except when bringing cargos of payment for garrisoned troops. Large Warships are characterized by deep drafts, and length to beam ratios of about 4:1. Large Warships normally have 45 Hull Hit Points, 25 Rigging Hit Points, Speed 2, Handling 2, and Size 4. A fully armed Large Warship will have twenty long guns on each side, two more as chasers, and six as stern guns (total possible armament of forty-eight guns). A fully armed Large Warship requires a Gunnery crew of 144, plus twenty-four Gunner's Mates and four Gunners. In an emergency, a Large Warship must have a Sail crew of at least twelve men. A Large Warship will carry a maximum crew of two hundred men. Normal Cargo Tonnage for a Large Warship is twenty tons.

(5) A **GALLEON** is a huge, slow, hulk of a ship, bristling with guns. This type of ship was favored by the Spaniards and Portuguese, and became the legendary 'treasure ship.' Galleons have deep drafts and length to beam ratios of about 3:1. They normally have 50 Hull Hit Points, 30 Rigging Hit Points, Speed 1, Handling 1, and Size 4. A fully armed Galleon will have twenty-four long guns on each side, four more as chasers, and six as stern guns (total possible armament of fifty-eight guns). A fully armed Galleon requires a Gunnery crew of 174 men, plus twenty-nine Gunner's Mates and four Gunners. In an emergency, a Galleon must have a Sail crew of at least sixteen men. A Galleon

can carry no more than two hundred and fifty men as crew. Normal Cargo Tonnage for a Galleon is thirty-two tons.

Ships may be constructed in any major port. Basic costs and construction times are listed by ship types below. Add one month to construction times in the New World.

Ship Type	Cost	Construction Time
Corsair	4000 L	2 months
Small Warship	8000 L	3 months
Merchantman	10,000 L	4 months
Large Warship	12,000 L	4 months
Galleon	16,000 L	6 months

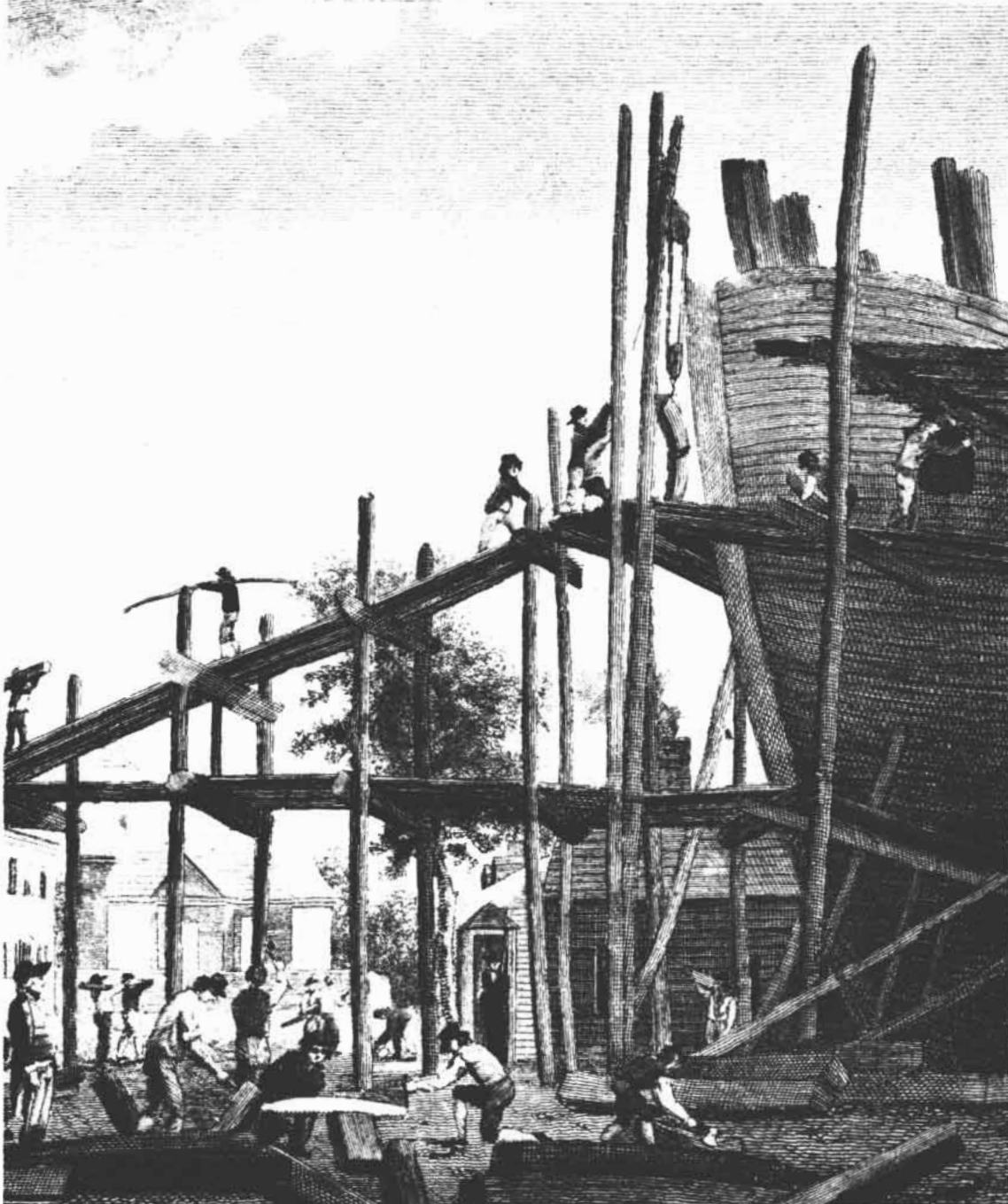
In addition to the basic costs of ship construction, other expenses must be paid to fully outfit a vessel, as detailed below:

1. A ship's weaponry is normally made up of 'long guns' (cannon which fire twelve or sixteen pound shot). Long guns cost 400 Livres each, and require three-man Gunnery crews. A larger, more devastating gun is the 'cannon royal,' which cost 800 Livres each, and require a four-man Gunnery crew. Pont or swivel guns (equivalent to

hand cannons) mounted on a ship's deck cost 120 Livres each. Pont guns are used to repel boarders, and do not count as normal cannon. There is only enough room for one pont gun per Size point of a ship on each side (e.g. a Merchantman could have no more than three pont guns on each side).

A ship's armament also includes its supply of shot and powder. Shot and powder must be stored in the ship's magazine (part of the cargo hold tonnage) and costs 400 Livres per ton. To find how much shot and powder is used in an engagement, multiply the number of guns fired (not counting pont guns) by the number of times they were fired, and divide this number by 120. This will provide the number of tons used (e.g. a fully armed Merchantman which fires eight broadsides would use up $[12 \times 8] / 120$ or .8 ton of shot and powder). If a ship's magazine is set on fire in any way, the shot and powder will explode, doing 3D6 points of damage to the hull per ton of powder.

2. A ship's crew may be recruited at a rate of 2D6 men per week in a friendly port. If 'press gangs' are sent out (a common practice used by various navies), an additional 2D6 men may be shang-hai'd each week. A Pirate or Privateer Captain may use his Ruthlessness Rating to attract more cutthroats (as detailed in section 5.4). New sailors coming aboard a ship must be supplied with basic gear, at a cost of



16 Livres per man. Aboard Navy ships and Merchantmen, sailors must be paid normal wages (as listed in section 4.3). Specially skilled non-player characters, such as a Ship's Physician or Carpenter, may be hired on for 20 Livres per month. Pirate and Privateer crews are paid in shares of booty. Each crew member, aboard any kind of ship, requires 4 Livres worth of food each month, and one ton of cargo space must be set aside for the crew's food supplies on a voyage. Aboard Navy ships, basic gear, wages, and food supplies are all paid for by the government. Aboard Pirate and Privateer vessels, the costs of gear and supplies are subtracted from booty. Aboard Merchantmen, the owner must pay for all expenses.

3. Jolly boats, for taking men and cargo ashore, cost 300 Livres each. Each jolly boat holds fifteen men (or five men and a cannon) and takes up one ton of space aboard a ship. A cannon carried on a jolly boat may not be fired, but a pont gun may be attached to the stern for protection.

4. Optional improvements may be made on ships when they are first built, at varying costs. Reinforcing the hull will increase Hull Hit Points (by up to 5 points) at a cost of 400 Livres per Hit Point. Reinforcing the masts and using superior quality sail canvas and ropes will increase Rigging Hit Points (by up to 5 points) at a cost of 200 Livres per Hit Point. A ship may be streamlined, to increase its Speed by one, at a cost of 1000 Livres plus 50% of the basic ship construction cost. A ship may be close hauled and fitted with a superior rudder, to increase its Handling by one, at a cost of 1000 Livres plus 20% of the basic ship construction cost. Both streamlining and close hauling delay the ship construction time by one month.

After a ship is fully constructed, it will require regular maintenance. After damage in combat or storms, a ship's Rigging may be repaired by the crew at a rate of 4 Hit Points per week. Half of the damage to the Hull of a ship may be repaired by a crew at sea, at a rate of 2 Hit Points per week (or at a rate of 4 Hit Points per week if there is a Ship's Carpenter aboard). Remaining Hull damage must be repaired in a friendly port at a cost of 50 Livres per point of damage repaired (for lumber, labor, etc.). Repairs in port are made at a rate of 10 Hit Points (either Hull or Rigging) per week.

Ships will require careening every four months. This involves the scraping of barnacles and teredo worms off the hulls of ships to prevent drag on the bottom, and eventual penetration of the hull. Ships with shallow drafts (Corsairs and all Small Warships except frigates) may be beached and careened on deserted islands or river banks. This is risky, however, especially for Pirates and Privateers, due to the obviously vulnerable position in which careening ships are placed. Ships may also be careened in friendly ports, for a fee equal to 10% of the basic construction cost of the hull (e.g. it would cost 800 Livres to have a Small Warship careened in port). Careening takes about three days if performed by a full and efficient crew. For each month after four that a ship goes without careening, its speed is reduced by 1 (though Speed will never go below 1). After six months, and each month thereafter, without careening, a ship loses 2D6 Hit Points on the Hull. This damage may not be repaired until the ship is careened.

6.2 SEA TRAVEL

6.2.1 Sea Travel Speed

Sea travel is handled relatively simply in *High Seas*. The different types of ships have basic sea travel speeds (not to be confused with their Speeds in encounter situation) as shown below (all values are given in Nautical Miles):

Type of Ship	Sea Travel Speed
Corsair	100 miles per day
Small Warship	90 miles per day
Merchantman	80 miles per day
Large Warship	70 miles per day
Galleon	60 miles per day

To this basic Sea Travel speed, add or subtract the modifiers listed below:

- Streamlined ships sail an extra ten miles per day.
- If a ship's crew is highly competent, it will sail faster. If the Ship's Pilot is a Master Superior in Pilot skill, add ten miles per day. If the Sailmaster or Captain is a Master Superior in Seamanship skill, add another ten miles per day; if both are Masters Superior, add twenty miles per day.
- For each voyage, roll a D6 to determine the average winds, as indicated on the table below:

Roll	Winds	Results
1	Light Breezes	-30 miles per day
2	Poor Winds	-20 miles per day
3	Light Winds	-10 miles per day
4	Strong Winds	+10 miles per day
5	Powerful Winds	+20 miles per day
6	Gales	+30 miles per day

For a more detailed journey, the Gamemaster may wish to roll for winds on each day of the voyage.

- For each 20% of total Hit Points suffered by Rigging, lose 5 miles per day.
- Some Hull damage can cause reduced speeds, but this depends upon the exact nature of the damage and such reductions are left to the Gamemaster.
- For each month beyond three without careening, lose five miles per day (cumulative) until the ship is properly careened to reduce drag.

6.2.2 Special Events

On cross-Atlantic trips and other long sea voyages, roll once for Special Events on a D6. A roll of 6 indicates that a Special Event occurs. When a ship has a Special Event, roll a D6 on the table below for the result:

Roll	Result
1	BECALMED: The ship sails into the doldrums, and is left at rest for 2D6 days.
2	FOG: The ship is caught in a thick fog for 1D6 days. The Ship's Pilot must make a successful roll against Wit, or the ship will become lost for an additional 1D6 days.
3	SHIPBOARD DISEASE: The crew of the ship are afflicted with a pox or plague. Each player-character must make a successful roll against Endurance or lie sick with fever for the whole voyage (a roll of 20 indicates that the character dies of his illness). A D6 x 10% of the ship's non-player characters will die on the journey (only 1D6 x 5% if there is a Physician aboard).
4	SQUALLS: Sudden squalls delay the ship for one day, damage the ship's rigging (-1D6 Rigging Hit Points) and blow the ship off course by 1D6 x 10 miles (in a random direction).
5	WRECK: The vessel is threatened with the immediate possibility of shipwreck. The ship's Captain or Pilot (whichever has the best chance) must make successful rolls against Wit and Luck, or the ship will be dashed to splinters on uncharted rocks or reefs. Player-characters aboard a wrecked ship must make rolls against their Lucks to get into a jolly boat, or onto a raft or piece of buoyant wreckage.
6	STORM: The ship is caught in a violent sea storm which delays it for 1D6 days, damages its Rigging and Hull (-2D6 Rigging Hit Points, -1D6 Hull Hit Points), and blows it off course by 1D6 x 25 miles (in a random direction). The Captain of a ship caught in a storm must make a successful roll against his Wit for each day that the storm persists, to avoid the possibility of shipwreck (as per the discussion above).

6.2.3 Encounters at Sea

During a sea voyage, rolls are made to determine if a ship meets other vessels, friendly, hostile, or neutral. This roll is made on a D6, and a roll of 6 indicates that another vessel or vessels have appeared. A roll for encounters at sea is made:

- Once each day in coastal, West Indian, and European waters;
- Once each week on major sea lanes;
- Once each month in uncharted or unexplored waters.

When an encounter occurs, roll 2D6 and read them sequentially to determine the result (e.g. a roll of '3' and '5' would be read as '35,' '2' and '1' would be '21,' etc.). This refers to the Encounters at Sea Table below:

Roll	Encountered Ship(s)
11	A lightly armed French Merchantman
12	A lightly armed patrol ship (Small Warship) belonging to the nearest sea power
13	A heavily armed Spanish Galleon
14	A heavily armed Pirate/Privateer Corsair
15	A lightly armed Dutch Frigate (Small Warship)
16	A heavily armed English Merchantman
21	A Spanish Convoy of 2 lightly armed Merchantmen and 2 heavily armed Small Warships
22	2 heavily armed Spanish Galleons
23	2 lightly armed Pirate/Privateer Corsairs
24	A heavily armed Danish Small Warship
25	A heavily armed Spanish Merchantman
26	A heavily armed Large Warship searching for Pirates/enemy Privateers (belonging to the nearest sea power)
31	A lightly armed English Corsair
32	A heavily armed Portuguese Galleon
33	A small English fleet (1D6 + 1 Small Warships)
34	A heavily armed French Merchantman
35	A heavily armed Pirate/Privateer Small Warship
36	2 heavily armed patrol ships (Corsairs) belonging to the nearest sea power
41	A heavily armed Dutch Merchantman
42	A small French fleet (1D6 + 1 Small Warships)
43	2 lightly armed Spanish Merchantmen
44	A heavily armed Pirate/Privateer Corsair
45	A lightly armed Portuguese Merchantman
46	A lightly armed Danish Merchantman
51	A small Dutch fleet (1D6 + 1 Small Warships)
52	A heavily armed Spanish Large Warship
53	2 heavily armed patrol ships (Small Warships) belonging to the nearest naval power
54	A lightly armed French Merchantman
55	A heavily armed English Large Warship
56	A Spanish Convoy of 2 lightly armed Galleons and 2 heavily armed Large Warships
61	An English fleet (2D6 Small Warships)
62	A French fleet (2D6 Small Warships)
63	A Pirate/Privateer fleet (2D6 Corsairs)
64	A Pirate/Privateer fleet (1D6 + 1 Small Warships)
65	A heavily armed French Merchantman
66	Spanish Treasure Fleet of 1D6 + 1 Galleons guarded by an equal number of Large Warships

To determine how an encountered ship is armed, consult the table below:

Type of Ship	Long Guns per Side	Chasers	Stern Guns	PontGuns
lightly armed Corsair	1D6	0	0	0
heavily armed Corsair	1D6 + 2	2	2	1/side
lightly armed Small Warship	1D6 + 4	0	2	0
heavily armed Small Warship	1D6 + 10	2	4	2/side
lightly armed Merchantman	1D6 + 2	0	2	0
heavily armed Merchantman	1D6 + 6	2	4	2/side
lightly armed Large Warship	2D6 + 2	2	2	1/side
heavily armed Large Warship	2D6 + 8	2	6	4/side
lightly armed Galleon	2D6 + 6	2	4	2/side
heavily armed Galleon	2D6 + 12	4	6	5/side

Ships in fleets are always assumed to be heavily armed. The number of guns on each side of a ship will always be equal (for balance). Guns on encountered ships are assumed to be normal long guns rather than cannon royal.

How an encounter progresses once it is rolled up is determined by the actions of the player-characters (and their Captain) and the judgment of the Gamemaster. Merchantmen, Galleons, and Convoys encountered at sea will generally not bother other ships, and will try to evade if attacked. Corsairs will usually only attack Merchantmen, and will attempt to evade Warships. Patrol Ships and solitary Warships

may attack vessels which appear to be Pirates or Privateers, or those belonging to an enemy power. If outnumbered, Patrol Ships may attempt to evade, in order to bring reinforcements. Fleets, although powerful at sea, are usually set upon some mission (a Raid or Bombardment, or perhaps a rendezvous at a naval battle). They will not take time out from their mission to engage other ships unless they recognize the other ship(s) as Pirates or enemy Privateers. A fleet will sometimes destroy a ship it encounters if it fears that the ship will give away its presence in enemy waters.

When an encounter turns into a ship-to-ship combat, use the rules in section 6.4 below to determine the outcome.

6.3 SEA TRADE

The Owners, Captains and Investors in Merchantmen may risk the hazards of sea travel in order to make profits on sea trade. At the beginning of a Merchantman's trade voyage, percentages of the final profits must be agreed upon. Normally, they are as shown below:

- The Owner(s) of the ship receives 45%
- The Captain of the ship receives 30%
- The First Mate of the ship receives 5%

The additional 20% of the profits is subtracted for various expenses. Note that, if the Owner is qualified to be the Captain of a Merchantman, he may appoint himself to that position, and take a 75% share of the profits.

The Owner of a Merchantman must pay for the ship's construction, and outfitting. He must supply wages for the crew and purchase cargo himself. Of course, a group of player-characters may get together and pool their resources for a Merchantman, but the expenses are still high. In order to make ends meet in sea trade, the Owner(s) of a Merchantman may elect to form a Joint Stock Company.

The first step in forming a Joint Stock Company is obtaining a Charter from the French government. Charters may only be granted in France, or on Martinique or French Hispaniola. A player-character must make a successful D20 roll against his Social Rank (+2 for Bureaucracy skill) to be granted a Charter. If this roll fails, a Charter must be bought for 1500 Livres (2000 L in the colonies).

Once a Charter is obtained, the Owner of a Merchantman may start his own Joint Stock Company. If one of the player-characters organizing the Company is not a Banker, a qualified Banker must be hired (for a 5% share of the profits, deducted from the Owner's normal share). After the Company is fully organized, it may sell shares of Stock. Each 'Share' equals 1% of the profits of all voyages made by the Joint Stock Company (this is deducted from the Owner's percentage). When a Joint Stock Company starts, 1% shares may be sold for 500 L each. At a later time, the Company Owners may wish to buy back the Stock in their company, in order to reap the full profits. Stock may be sold at a rate of 2D6 shares per month, and bought back at a rate of 1D6 shares per month. The price of Stock in a Company may drop (if the Company is unsuccessful) to as low as 100 Livres per share, or rise (if the Company is very successful) to as high as 1000 Livres per share. Fluctuations in the value of stock are determined by the Gamemaster.

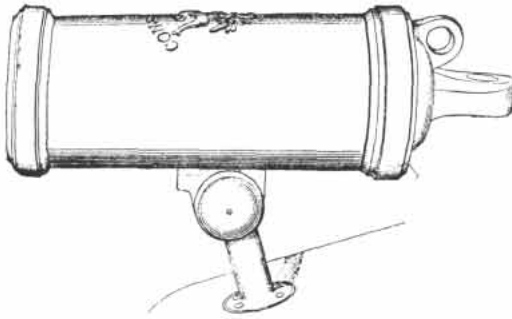
Each time a Merchantman sets out on a new voyage, it may purchase cargo, for sale at another port. Expenditures for cargo normally come out of the Owner's pocket (or from the money gained by selling Stocks in the Company). The value of cargo varies from one place to another. Basic costs in France and the French colonies for a variety of cargos are listed below (all values listed are for one ton of the indicated cargo):

Cargo	Value in France	Value In West Indies	Value in New France	Value In Louisiana
Lumber	200 L/ton	150 L/ton	100 L/ton	100 L/ton
Foodstuffs	100 L/ton	150 L/ton	200 L/ton	200 L/ton
Textiles	100 L/ton	200 L/ton	250 L/ton	300 L/ton
Livestock	400 L/ton	600 L/ton	500 L/ton	600 L/ton
Copper	200 L/ton	150 L/ton	250 L/ton	200 L/ton
Tin	300 L/ton	300 L/ton	350 L/ton	350 L/ton
Iron	500 L/ton	600 L/ton	650 L/ton	650 L/ton
Mercury	4000 L/ton	5000 L/ton	4500 L/ton	4500 L/ton
Silver	6000 L/ton	5000 L/ton	6000 L/ton	6000 L/ton
Gold	10000 L/ton	8500 L/ton	10000 L/ton	9500 L/ton
Gems	15000 L/ton	13000 L/ton	15000 L/ton	14500 L/ton
Sugar	400 L/ton	100 L/ton	350 L/ton	300 L/ton
Tobacco	600 L/ton	150 L/ton	400 L/ton	300 L/ton
Furs	800 L/ton	800 L/ton	150 L/ton	600 L/ton
Wine	800 L/ton	1000 L/ton	1000 L/ton	1000 L/ton
Rum	1000 L/ton	800 L/ton	900 L/ton	850 L/ton

A Merchantman may carry up to twenty-four tons of cargo in its

hold (although allowances must be made for powder and shot, crew rations, and jolly boats). The Cargo Tonnages for other types of ships are listed in section 6.1.

When a Merchantman comes into a port to sell its cargo, roll a D6 for minor fluctuations in price due to local demands (add one to this roll if the Captain, or the Owner (if he is aboard), is a Master in Trade skill). Roll once for each type of cargo the ship carries:



Roll	Result
1	There is very little demand for the cargo, probably a large shipment of it arrived recently on another ship; reduce the cargo's value at this port by 20%.
2	There is a poor demand for the cargo; reduce the cargo's value at this port by 10%.
3 or 4	There is normal demand for the cargo; it may be sold at the normal value.
5	There is good demand for the cargo; increase the cargo's value at this port by 10%.
6	There is excellent demand for the cargo, there has not been a shipment of it for a long time; increase the cargo's value at this port by 20%.

It takes about a week in port to unload cargo for sale, and to buy new cargo and reload the ship.

To illustrate the Sea Trade system of *High Seas*, an example is provided below:

Jean-Pierre de Serge is a Colonial Gentleman who owns a plantation on Dominica. Another player-character, his friend Albert Gris, is First Mate aboard a Merchantman. Together, they have saved their money, in hopes of buying their own Merchantman, and starting a Joint Stock Company.

At the end of one voyage, Albert visits Jean-Pierre at his estate, and they make plans to go into business. Together (after the sale of Jean-Pierre's plantation) they have 16,000 Livres. They travel together to Martinique, where Albert starts working on the basic ship construction. Jean-Pierre visits the Colonial Governor of Martinique, and requests a Charter for form a Joint Stock Company. He has a Social Rank of 7, and Bureaucracy skill, so he must roll 9 or less on a D20 to be granted a Charter. Jean-Pierre rolls a 3, indicating that he has made a good impression, and has been given leave to start his own Joint Stock Company. Because neither he nor Albert is a Banker, they must hire one (for 5% of their profits) to manage the business of the Company.

After the Company is organized, the actual work of designing the ship must be done. Jean-Pierre and Albert decide to build a normal Merchantman, with two jolly boats, eighteen long guns (eight on each side and two on the stern), and four port guns (two on each side). This will cost as shown below:

Merchantman construction	10,000 Livres
2 jolly boats	600 Livres
18 long guns	7200 Livres
4 port guns	480 Livres
TOTAL	18,280 Livres

Already, they have surpassed their original 16,000 Livres, so they must sell some stock. The ship construction takes six months, giving them plenty of time to sell stock and recruit a crew. At a rate of 500 Livres per share, Jean-Pierre and Albert sell twenty shares over three weeks time, for a total of 10,000 Livres. This is reduced to 7720 Livres, after the remaining ship construction costs have been deducted.

Jean-Pierre and Albert must now recruit a crew (2D6 men per week). They determine to have a crew of eighty-seven men (sixty-five on guns, plus men on Sail and Helm, and Officers). Albert, as he is qualified, will serve as First Mate. Basic gear for the recruited crew will cost 1392 Livres (87 x 16) and two months of food supplies will cost 696 Livres. Wages for the crew will vary as shown in section 4.3. The total pay for the first two months will be 1042 Livres. A Captain for the ship must be hired for a 30% percentage of the profits (Albert hopes to one day qualify for Captain, and to secure this share). Jean-Pierre and Albert are now down to 4590 Livres in capital.

The cargo hold of their Merchantman may hold twenty-four tons of cargo. Already, three tons are taken up (one by supplies, and two by jolly boats). After buying two tons of powder and shot for the ship's magazine (at a cost of 800 Livres), there are nineteen tons capacity left in the hold for cargo, and 3790 Livres left with which to buy it.

They decide to make their first trade voyage back to France. Because they don't have much capital left, and because of the demand in France, Jean-Pierre and Albert choose to trade in Sugar and Tobacco. They load their ship with ten tons of Sugar (at a cost of 1000 Livres in the West Indies) and nine tons of Tobacco (at a cost of 1350 Livres). This leaves them with 1440 Livres. Their futures are dependent upon the success of their voyage, because this is not enough money to support their ship and Company for long.

The Pride of Dominica, the name Jean-Pierre and Albert have chosen for their ship, sets sail on her first voyage, to France. The journey is one of approximately 3600 nautical miles. Normally, the *Pride* would make about eighty miles per day, but the Gamemaster rolls a 3 for average winds, indicating that the ship is slowed to seventy miles per day. At this rate, the voyage is estimated to take about fifty-one days. During the voyage, the Gamemaster rolls once for Special Events, and seven times for encounters at sea (once each week, as they are sailing on the sea lanes). He fails to roll a 6, however, so the *Pride* encounters no other vessels or unnecessary hardships on her way to France.

When *The Pride of Dominica* docks in France, at Nantes, she unloads her cargo. The Gamemaster rolls to determine how well the cargo sells. He rolls a 3 for Sugar, indicating an average sale, at 400 L per ton, and a 5 for Tobacco, indicating that there was a demand. Tobacco will sell at +10% value, or 660 Livres per ton. This means that Jean-Pierre and Albert will sell their ten tons of Sugar for 4000 Livres and their nine tons of Tobacco for 5940 Livres, for total sales of 9940 Livres. Subtracting the money spent on their original good (2350 Livres) and pay and support for the crew (1738 L), the first voyage of the *Pride* has made a profit of 4852 Livres. Jean-Pierre and Albert first subtract the expenses, in order to pay for goods, supplies, and wages for the journey back to Martinique. Then, they divide the profits by shares:

- The hired Captain of the *Pride* gets 30% (1456 Livres)
- The hired Company Banker gets 5% (243 Livres)
- The Stockholders of the Company get 20% (970 Livres)
- The Owners (Jean-Pierre and Albert) get 45%
 - +5% because Albert gets 1st Mate's share
 - 5% for the Banker's share of profits
 - 20% for the Stockholders' shares
 = 25% left for the Owners (1213 Livres)

The final 20% is assumed to go for various other expenses (dock fees, the unloading and loading of cargo, etc.).

Before buying supplies and cargo for their return journey, Jean-Pierre and Albert are well off. They have 1440 Livres saved from the Stockholders' money, 4088 Livres return from the expenses of their first voyage, and 1213 Livres as their share of the profits. This does not, of course, repay them for their original expenses of constructing and outfitting a ship, but it is a good start for their trading careers.

6.4 SHIP-TO-SHIP COMBAT

Ship-to-ship combat is inevitable when hostile ships encounter each other. The *High Seas* system for ship combat is quite simple, and may be played with dice, pencils and paper. In advanced campaigns, the Gamemaster and players may desire a more complex set of rules. Detailed sets of ship combat rules based in roughly the same period include *Heart of Oak* (from *Privateers & Gentlemen*, published by FGU), *Skull & Crossbones* (also published by FGU), *Wooden Ships & Iron Men* (published by Avalon Hill) and *Frigate* (published by SPI).

6.4.1 Scale

Time in ship encounters is measured in 'ship turns' of about one minute each, rather than the twelve seconds of normal combat turns. Unless otherwise stated, all turns listed in this section are assumed to be 'ship turns.'

Distance in ship encounters is measured simply as one of five possible ranges: Far, Long, Medium, Short or Close. Range distances are variable, but as a normal base, assume they are four times the missile ranges listed in *Flashing Blades*. Thus, Far Range is more than 192 meters (approximately 644 feet), Long Range is 96 to 192 meters (approximately 320 to 644 feet), Medium Range is 32 to 96 meters (approximately 107 to 320 feet), Short Range is 16 to 32 meters (approximately 52 to 107 feet), and Close Range is less than sixteen meters (less than approximately fifty-two feet).

Normal sighting and/or recognition distance between ships is Far Range. In rough weather, sighting distance is reduced to Long Range. In a Storm or in Fog, sighting distance becomes Medium Range. At the beginning of an encounter, ships start at sighting distance.

6.4.2 Tactics

At the beginning of each turn, the Captain of each ship involved in the encounter must choose a tactic. This may be one of three, as shown below:

1. A ship which hopes to escape and leave an encounter may Evade. This indicates that the ship is attempting to sail away from all other ships in the encounter, to move out of sighting range.
2. A ship which hopes to close with an enemy quickly, to board and capture, or just get into better range for guns, may Bear Down. This indicates that the ship is pursuing its prey at maximum speed.
3. A ship which is maneuvering to gain a better position for gunfire may Circle. This indicates that the ship is not trying to get any closer to or farther from its enemy, but is attempting to loose a broadside without being caught in one herself.

Captains (controlled by the players aboard their ships, and by the Gamemaster for non-player ships) write down one tactic at the beginning of each turn. In a particularly perilous situation, a Captain may also choose a Desperate Strategy at the beginning of a turn. The two possible Desperate Strategies are listed below:

1. A ship which needs more Speed may wet its sails, to catch more wind, at the risk of tearing the sails and straining the rigging. Wetted sails last two turns before they dry, and add 2 points to the ship's Speed each turn. Each turn that sails are wet, roll 1D6; on a roll of 6 the rigging is damaged (-1D6 points of Rigging Hit Points, and the ship moves at half normal Speed next turn).
2. A ship which requires more Handling may make hard turns, at the risk of straining the rudder. Each turn spent making hard turns, add 2 to the ship's Handling, and roll 1D6. On a roll of 6, the rudder is damaged (-1 Hull Hit Point, and -1 from Handling permanently, until the rudder is repaired in port).

After Tactics and Desperate Strategies are revealed at the beginning of a turn, each ship Captain may roll to perform a Brilliant Maneuver. This requires a roll of the Captain's Wit/3 or less on a D20. If a Captain succeeds in making a Brilliant Maneuver, he may add 3 to all further rolls in the turn. If a Captain fails to make a Brilliant Maneuver, and his First Mate is a player-character with Strategy skill, the First Mate may attempt to make the roll.

6.4.3 Evasion

When all ships in an encounter choose the tactic Evade, all of them escape, and the encounter ends.

When one ship chooses the tactic Evade, and one or more other ships choose to Bear Down on her, a chase ensues. Each ship involved in a chase rolls 2D6 and adds her Speed (+2 for Wetted Sails, +3 for a

Brilliant Maneuver). If the pursued ship's total is higher than the pursuer's, the range between them increases by one. If the pursuer's total is greater than the pursued ship's, the range between them decreases by one. If the totals are the same, the range remains the same. If a pursued ship manages to escape past the sighting range of all pursuers, she has successfully evaded, and is removed from the encounter.

An example of a short chase might be as follows: Two Pirate Corsairs (Speed 4 each) encounter a Merchantman (Speed 3) at Far Range. The Merchantman decides to Evade, and both Pirates Bear Down. On the first turn, the Merchantman rolls 7, and her Captain makes a Brilliant Maneuver, so her total is 13 (7 + 3 + 3). The first Pirate rolls a 5 (5 + 4 = 9) so he drops behind, and out of sighting range of the Merchantman. The second Pirate rolls a 9 (9 + 4 = 13), so she manages to keep sight of the Merchantman, but still at Far Range. On the second turn, the Merchantman Captain chooses to Evade again, and to Wet Sails to increase Speed. His sails hold up (he doesn't roll a 6 indicating rigging strain) and he rolls an 8 to evade the Pirate still following (8 + 3 + 2 = 13). The Pirate who can still see the Merchantman Bears Down again, and rolls a 6 (6 + 4 = 10), indicating that she couldn't keep up, and the Merchantman is safely outside of Far Range.

When one ship Evades, and no enemy Bears Down on her, the range automatically increases by one.

An Evading Ship may only fire its stern guns at enemy ships, until a pursuing ship reaches Close Range. When an enemy ship closes to this range, the Evading ship may automatically fire a broadside. Ships Bearing Down on another ship may only fire their chasers, until Close Range. At this range, pursuing ships may grapple and/or fire broadsides. If a ship is Circling while another is Evading, the Circling ship may automatically fire a broadside at the Evading ship (the Evading ship may fire only stern guns back).

6.4.4 Bearing Down

If two ships in an encounter Bear Down on each other, the range between them decreases by two. If a ship Bears Down on an Evading ship, a chase ensues, as detailed in the section directly above. If a ship Bears Down on a Circling ship, the range between the ships decreases by one automatically.

A ship Bearing Down may only fire chasers against another ship Bearing Down, or against an Evading ship, until she reaches Close range (as mentioned above). A ship Bearing Down may have a chance to fire a broadside at a Circling ship, depending upon the rolls detailed below.

6.4.5 Circling

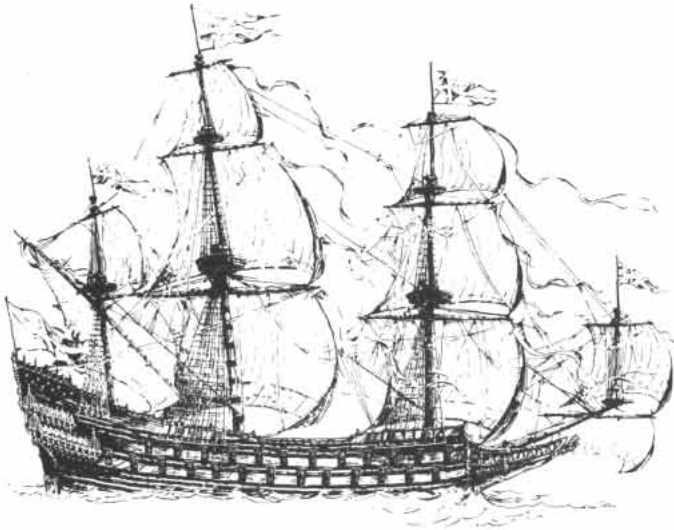
A ship which is Circling stays in roughly the same position. So, against an Evading ship, range increases by one automatically, against a ship Bearing Down, range decreases by one. If two enemy ships Circle on the same turn, their range remains constant.

A Circling ship always has a chance to fire a broadside at an Evading ship (within range). Against a ship Bearing Down on it, a Circling ship has a chance of firing a normal broadside. Both ships roll 2D6 and add their Handling (+2 for making Hard Turns, +3 for a Brilliant Maneuver). If the Circling ship gets a higher total, she may fire a normal broadside at the ship Bearing Down (without suffering one herself). If the ship Bearing Down gets a higher total, or if the totals are the same, both ships may fire broadsides.

If two ships are Circling each other, each ship makes the roll listed above (2D6 + Handling). If one ship beats the other by four or more, she may fire a broadside, and the target may only return fire with chasers or stern guns (Captain's choice). Otherwise, both Circling ships may fire normal broadsides.

For example, if a Small Warship and a Galleon were circling each other, both would roll 2D6 and add their Handlings. Assuming the rolls were 8 (+3 = 11) for the Warship, and 6 (+1 = 7) for the Galleon, the Warship would get to loose a broadside, and the Galleon would only be allowed to return fire with her chasers or stern guns.

In a group of ships, a given ship may not fire more than two broadsides per turn (one from each battery of guns). When two broadsides are fired, they must be designated against separate enemy ships.



6.4.6 Cannon Fire

A ship's guns may be fired as broadsides, or the stern guns or the chasers may be fired as their own batteries. No two of these four batteries (each broadside is a battery) may be fired at the same enemy ship, however. None of a ship's batteries may be fired twice in two turns, as one turn is required to reload the cannon. A ship may fire a broadside each turn, but not the same broadside (from the same side of the ship). A ship which fires both broadsides in a single turn must reload both on the next turn.

At the end of a turn, after the new range has been calculated, and after grappling (see below), ships may fire their guns, as indicated by the Tactics used that turn. The roll to hit with cannon is made on a D20. Before the roll is made, the Captain of the attacking ship must choose to aim for the enemy ship's Hull or Rigging. Hits to the Hull may sink the enemy vessel, while hits to the Rigging may cripple it. At Close Range, the attacking vessel may choose to fire grapeshot at the enemy Crew. Once ships are grappled, however, a ship's broadside may only be aimed at the enemy's Hull.

The chance to hit is based on the range and the location aimed for. Consult the table below, and attempt to roll the number shown or below:

Range	Chance to Hit Hull or Crew	Chance to Hit Rigging
Long	6	4
Medium	10	8
Short	14	12
Close	automatic	18

Note that Far Range is not included, because it is outside of the range of normal cannon. The chance to hit is modified by various factors, shown below:

Ship's Chief Gunner is a Master Superior in Gunnery skill . . . +2
 Ship is a Navy Warship +1
 Enemy Ship is larger than attacking ship +1
 Firing in Fog or a Storm -3
 Enemy Ship has a higher Handling than attacking ship -1

A roll of 1 to hit indicates a Critical Hit (double all damage done). A roll of 20 to hit indicates that one gun (determine which randomly) has exploded aboard the attacking ship, and that its crew is killed (three men to a long gun, four to a cannon royal).

The damage done by a successful volley of cannon fire is determined by two factors: a roll on 3D6, and the firepower of the battery firing. Firepower is determined as shown below:

$$\text{Firepower} = (\text{the No. of long guns in the battery} \times .1) + (\text{the No. of cannon royal in the battery} \times .15)$$

Thus the firepower of a broadside battery of a ship with ten long guns and two cannon royal per side would be $(10 \times .1) + (2 \times .15) = 1.3$

When a battery hits, it does its firepower $\times 3D6$ in damage to either the Hull or Rigging of the enemy ship, depending upon aim. If grapeshot was fired at Close Range, assume that the damage done is the number of men in the enemy crew (on deck) killed.

The effects of damage are simple. For every ten points of damage to the Hull, a gun and its crew are destroyed. When the amount of damage to the Hull exceeds half of its normal Hit Points, the ship loses one point of Handling and starts taking on water. When a Hull's Hit Points are reduced to 0, the ship sinks (the men on board have two turns to get away).

For every five points of damage to the Rigging, a man on Sail duty is killed. When the amount of damage to the Rigging exceeds half of its normal Hit Points, the ship loses half of its Speed, and may only roll 1D6 in chases, for Evading or Bearing Down. When Rigging Hit Points are reduced to 0, the ship is crippled, and may not move (although it may still Circle, with -5 to its Handling).

6.4.7 Grappling and Boarding Melee

When two ships reach Close Range, one or both may attempt to grapple the other (i.e. secure the two ships together to facilitate boarding). This takes place before cannon fire, and a ship which has been grappled may only fire into the enemy Hull. An enemy who fails to grapple, however, in the face of a broadside of grapeshot, is in serious trouble. The chance of grappling each turn is based on the relative sizes of the two ships. Roll a D6 and consult the table below:

Size Relationship	Chance of Grappling
Grappling ship is Smaller	roll of 5 or 6
Grappling ship is the Same Size	roll of 4, 5, or 6
Grappling ship is Larger	roll of 3, 4, 5, or 6

Once an enemy ship has been grappled, boarders (led by the ship's Master-at-Arms) may swarm aboard. At this point it is necessary to determine how many Trained Fighters are in each crew, as shown below:

- 1/4 of a Merchantman Crew are Trained Fighters
- 1/3 of a Navy Ship or Privateer Crew are Trained Fighters
- 1/2 of any English or Dutch Crew are Trained Fighters
- All Pirates are Trained Fighters
- All Marines are Trained Fighters
- All of a ship's Officers are Trained Fighters

A boarding party may only be made up of Trained Fighters.

At the start of boarding, both ships may fire pont guns (if there are men to fire them) and muskets. Only Marines and men specially armed will have muskets. Roll 1D6 for each pont gun and musket on both sides. Each roll of 5 or 6 (for a pont gun) or 6 (for a musket) indicates an enemy Trained Fighter is killed.

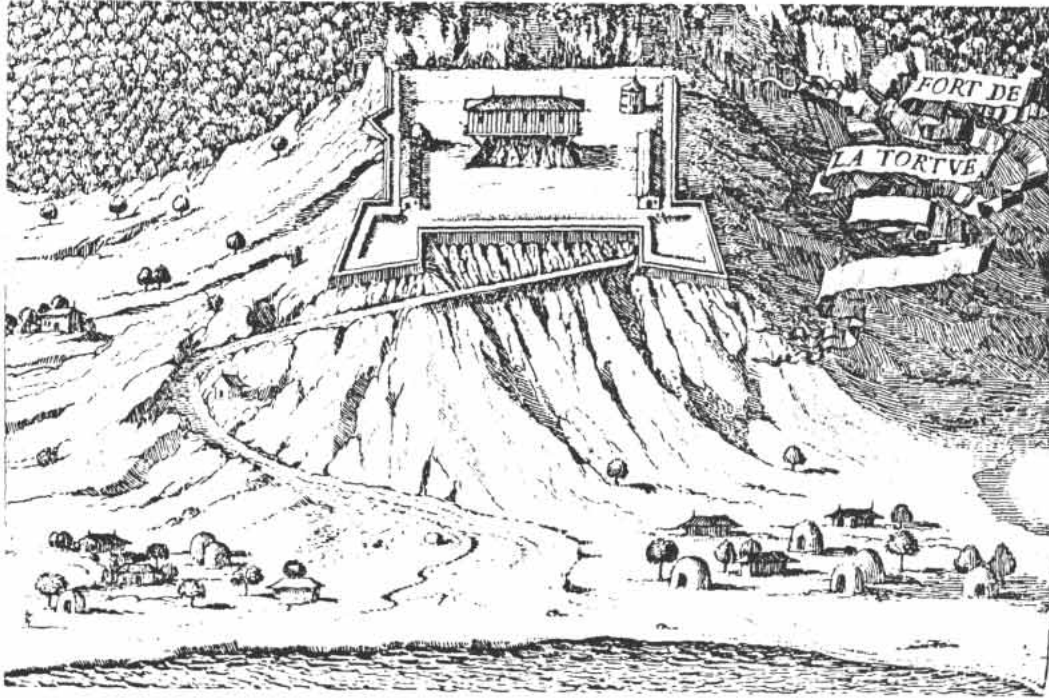
After musket fire, individual pistols may be fired as boarders and defenders reach close quarters. All of a ship's Officers, and one fifth of all other Trained Fighters will normally be armed with pistols. Roll a D6 for each pistol on both sides, as for pont guns and muskets. For each roll of 6 with pistols, an enemy Trained Fighter is killed.

After grappling and initial gunfire, if the Trained Fighters of one one side on deck are outnumbered by three to one or more, they will surrender. Even if there are more men below decks, the fighters on deck will surrender at three to one. This is because men rushing up from the hold or gun decks may be easily slaughtered by an enemy with such superior numbers. Boarders who are outnumbered three to one will retreat back to their own ship (which may be boarded in turn by the late defenders). If neither side is outnumbered, a hand-to-hand melee ensues. Roll a D6 each turn for every two Trained Fighters, and every five normal sailors and untrained fighters, on both sides. Each roll of 6 indicates that an enemy Trained Fighter is killed. If, at the end of any turn, the Trained Fighters on one side are outnumbered by three to one or more, they will surrender. Men from below decks (those assigned to Gunnery) may be brought up to the top deck as reinforcements in a boarding melee at a rate of one third of the gunnery men per turn (a ship preparing to board may wish to bring these men up before boarding even begins).

Grappled ships fighting a boarding melee are effectively immobile and indefensible to other ships. Any ship Circling nearby may loose a broadside on them with a +3 to hit, but must divide the damage equally between the grappled ships. After boarding melee has ended, ships may be ungrappled in one turn.

6.4.8 Special Situations

The following special situations may present themselves in normal ship combat:



FORTS

Commonly, coastal towns were protected from enemy raiders and bombardments by forts and fortresses bristling with guns. Forts may be dealt with in ship combat assuming they are immobile, and may fire their full battery every turn. To be destroyed, a fort must be reduced to 0 Hit Points. Statistics for normal forts are provided below:

Type	Gun Battery	Hit Points	Normal Garrison
Log Fort (favorite protection built by Pirates)	12 Long Guns	35	42 Gunnery 4 Officers 8 Fighters
Earthworks Embankment (built by Pirates)	20 Long Guns	50	70 Gunnery 7 Officers 16 Fighters
Small Fort	24 Long Guns	60	84 Gunnery 8 Officers 20 Marines
Medium Fort	36 Long Guns	80	120 Gunnery 12 Officers 40 Marines
Large Fort	48 Long Guns	100	168 Gunnery 16 Officers 60 Marines

Only ships with shallow drafts may approach within Short or Close Range of a Fort. A Fort may be automatically 'boarded' when a ship comes within Close Range. All shots aimed at a fort get +2 to hit (due to the size and immobility of forts), but shots from a fort get +1 to hit as well (due to the relative stability of fort gun platforms).

BOMBARDMENTS

Ships at sea may bombard defenseless towns for ransoms. This was a common practice of Pirates and Privateers who wanted a town's booty, but dared not fight land engagements. A coastal town will nearly always be guarded by a fort. Once this is destroyed, the town may be freely bombarded. Shots directed at a town will always hit (a whole town is an easy target). After 200 points of damage have been caused by bombardment, the town will surrender, and give up its wealth. A town of average size may have one or two cannon itself, which will fire back at the attackers in the harbor, at the equivalent of Medium Range, until the town surrenders.

LARGE BATTLES

Battles between more than three ships may be difficult for the Gamemaster to handle. In order to run a large ship combat situation, use the following rules and guidelines:

(1) If possible, split the battle into a number of smaller combats, which may be played out normally.

(2) Keep track of each ship's distance from each other ship. Remember that the Evade tactic is directed against all other ships (i.e. an Evading ship is trying to escape from everyone) whereas the Bear Down tactic is directed against one particular ship (i.e. a ship Bearing Down is closing on a specific target). The Circle tactic may be used against two enemy ships at most.

(3) A ship must remain within sighting distance of at least one other ship involved in the combat to stay in the battle. A ship out of sighting range of one ship may 'catch up' to sighting range with any other ship in the combat in one turn. For example, a Corsair which has lost sight of a Merchantman (i.e. has moved past Far Range) could still catch up to Far Range in one turn, provided she is still within sighting range of another ship (nearby the Merchantman).

More detailed tactical rules are particularly recommended when dealing with large Naval Battles.

HEROIC ACTIONS IN MELEE

In boarding melee, player-characters should not be subjected to the normal brawl and chaos, and should not be counted among those killed by gunfire and melee combat. Player-characters in boarding melee should be forced to fight, using the personal combat rules. Assume that one enemy will engage a player-character in combat every turn (once every five normal personal combat turns) if he is not already engaged. In addition, player-characters may attempt to perform Heroic Actions, as detailed below:

(1) **Cut Sails and Rigging:** A player-character may climb up into the rigging and cut down various sails and pieces of rigging to crush enemy crewmen and further confuse the boarding melee. To get to a likely sail, the character must spend two turns (two combat turns) climbing up, and he must fight two enemy sailors. A roll on Luck is required, once he cuts the sail, to do a good job. If the roll is successful, 1D6 enemy sailors on deck will be crushed and enveloped in the falling canvas. If the Luck roll fails, one to three (roll a D6 and divide by two) sailors on each side will be crushed.

(2) **Light Ship's Magazine:** In a desperate boarding melee, a player-character may go below to light the ship's magazine (i.e. self-destruct) the ship and the one boarding it) or to douse the fuse (if another player-character has already lit one). The character must fight his way through a man on deck, and a gunner below decks, and climb down into the hold for one turn. After this, he may light a fuse, allowing four to ten turns before the ship goes up. If a fuse has already been lit, he may douse it. Returning to deck and abandoning the ship will take at least three turns (more if something goes wrong). Each ton of powder and shot in the magazine will do 3D6 points of damage to the Hull of its ship, and 2D6 points of damage to the Hulls of any other ships grappled to her.

(3) Ungrangle: In the middle of a boarding melee, a player-character may attempt to cut the grapples holding the two ships together. He must get into the thick of the fight, and must fight an enemy each turn. If he has at least one free combat turn out of every five, he may cut one grapple. After three grapples are cut, the ships will start to drift apart. The enemy ship may make one attempt to regrangle before the ships drift to Short Range. Enemy boarders aboard either ship

when the ships are ungrappled remain where they are (some may try to swim back if the fight turns against them).

Performing an Heroic Action (successfully) will earn a player-character an extra share of the booty (aboard a *Pirate* or *Privateer*) or a bonus reward of 2D6 x 20 Livres (aboard a *Merchantman* or a *Warship*) if his side wins.

6.4.9 Ship Combat Example

Although fairly simple, the *High Seas* ship combat system may seem confusing at first. The example in this section is designed to illustrate and clarify the rules.

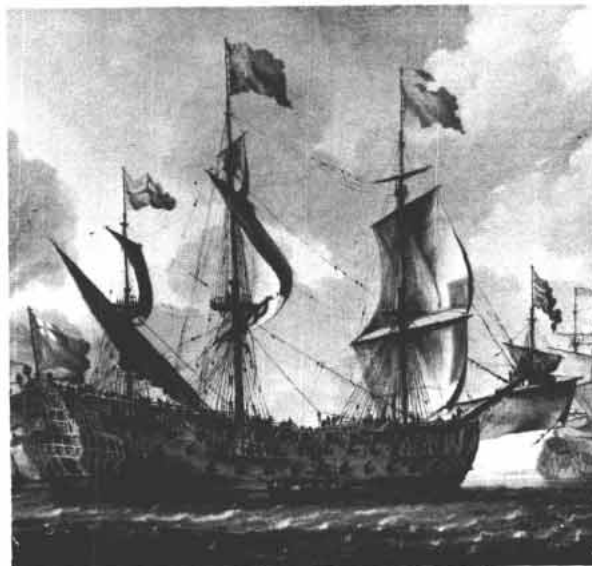
Let us return to the two player-characters, Jean-Pierre and Albert, mentioned in the example in section 6.3. After her successful voyage to France, *The Pride of Dominica* is outfitted and laden for her journey home. She leaves Nantes on a good wind. After the first week, the Gamemaster rolls a 6, indicating an encounter. Next, he rolls a 23, indicating two lightly armed Pirate Corsairs. It is determined that the first of these, the *Revenge*, carries eight guns (four on each side) and a crew of sixty. The second Pirate vessel, *Infernal Fancy*, carries six guns (three on each side) and a crew of forty-five. As mentioned earlier, the *Pride* carries eight long guns on each side and two stern guns, along with two pont guns per side.

Sighting on the first turn is at Far Range. Jean-Pierre and Albert, looking through telescopes, detect an odd look about the two Corsairs, and hazard a guess that they are Pirates. They order the Captain to Evade post haste. Both Corsairs choose to Bear Down on the *Pride*. The Captains of all three ships attempt to make a Brilliant Maneuver. All three fail with rolls of 12, 8, and 17. Albert, because he is a player-character and First Mate, and has Strategy skill, may also attempt the roll. He fails with a roll of 13. For the chase, the *Pride* rolls a 4 (+ a Speed of 3 = 7). The *Revenge* rolls an 9 (+ a Speed of 4 = 13), and the *Fancy* rolls an 8 (+ a Speed of 4 = 12). This indicates that both Corsairs gain on the *Pride*, to Long Range. At the end of the turn, guns may be fired. The Corsairs have no chasers, so they may not fire. The *Pride* may only fire its stern battery. The Captain chooses to aim for the Hull of the *Revenge*. A roll of 5 or less (normal 6 or less, -1 because the Corsair has a better Handling than the Merchantman) is necessary to hit, on a D20. The players roll an 11, indicating a miss.

On the second turn, the *Pride* Evades, and both Corsairs Bear Down again. All Captains (and Albert) roll for and fail to make Brilliant Maneuvers. For the chase, the *Pride* rolls a 7 (+3 = 10). The *Revenge* rolls a 9 (+4 = 13) and the *Fancy* rolls a 6 (+4 = 10). This time, the *Revenge* has closed to Medium Range, but the *Fancy* is unable to keep up and remains at Long Range. No cannon are fired this turn, as the *Pride* must reload its stern battery.

On the third turn, Jean-Pierre and Albert decide that they're tired of running away, and order the Captain of the *Pride* to Circle. Both Corsairs, not suspecting the Merchantman's new strategy, Bear Down as before. The range automatically decreases to Short (between the *Pride* and the *Revenge*) and Medium (between the *Pride* and the *Fancy*). The *Pride* now attempts to outmaneuver both enemies, with a roll of 9 (+ a Handling of 2 = 11). The *Revenge* rolls a 4 (+ a Handling of 4 = 8) and is exposed to a broadside with no chance of returning fire. The *Fancy* on the other hand, rolls a 7 (+4 = 11), indicating that she is able to exchange broadsides with the *Pride*. The *Pride* aims for the Hull of each ship, and needs a 13 (to hit the *Revenge*) and a 9 (to hit the *Fancy*). The players roll a 4 and an 11, indicating a hit on the *Revenge* and a miss on the *Fancy*. Damage to the Hull of the *Revenge* equals the *Pride's* broadside firepower (9 long guns x .1 = .9) times a roll of 15 on 3D6. This comes out to 13.5 (rounded up to 14) points of damage. This means that one gun and its crew are destroyed, and the *Revenge* also loses 1 point of Handling. The *Revenge* still has 11 Hull Hit Points. Now the *Fancy* may fire upon the *Pride*. The Captain of the *Fancy* aims for the rigging, and needs a 9 or less to hit (normal 8, +1 because the *Pride* is a larger ship). The Gamemaster rolls a 6, indicating a hit. Damage to the *Pride's* Rigging Hit Points equals the *Fancy's* broadside firepower (3 guns x .1 = .3) x a roll of 13 on 3D6. This is rounded up to 4 points of damage.

On the fourth turn, the *Pride* Evades, and both Corsairs Bear Down. The Captains fail to make Brilliant Maneuvers, but Albert succeeds with a roll of 4. For the chase, the *Pride* rolls a 10 (+ 3



for Speed, +3 for the Brilliant Maneuver = 16). The *Revenge* rolls a 12 (+4 = 16) indicating that she is still at Short Range. The *Fancy* rolls a 6 (+4 = 10) indicating that she falls behind to Long Range. The *Pride* may fire its stern guns, and chooses the *Revenge* as a target. The players aim for the hull, and roll a 7, indicating a hit. Firepower from the stern guns is .2; multiplied by a roll of 11 on 3D6, which means that the *Revenge* takes two more points of damage to its Hull.

On the fifth turn, the *Pride* Circles, and attempts to make Hard Turns (to add 2 to Handling), while both Corsairs Bear Down. Range automatically closes to Close Range between the *Pride* and the *Revenge*, and Medium Range between the *Pride* and the *Fancy*. The *Pride* rolls first to see if its rudder is damaged in Hard Turns; a roll of 4 means that it isn't damaged. Now the *Pride* may attempt to outmaneuver its opponents again. The *Pride* rolls a 9 (+2 Handling, +2 for Hard Turns = 13); the *Revenge* rolls a 6 (+4 Handling, -1 for damage to Hull = 9); the *Fancy* rolls an 8 (+4 = 12). This turn, the *Pride* has managed to get broadsides into both enemy ships. The *Revenge*, because she has closed to Close Range, also gets a broadside at the *Pride*. Before cannon fire occurs, however, the *Revenge* gets a chance to grapple and board. The crew is unsuccessful in grappling, however, as indicated by a roll of 4. The *Pride* now aims for the Hulls of both Corsairs, automatically hitting the *Revenge*, and rolling a 12 against the *Fancy*, indicating a miss. Damage against the *Revenge* equals .9 x a roll of 12 on 3D6, or 11 points. This is more than the Hull of the *Revenge* can take, and she starts to sink (the men aboard will have two turns to escape). Before going under, however, she fires her Broadside at the *Pride's* rigging, and hits with a roll of 18. This hit causes .4 x a roll of 11 on 3D6, or 4 points of damage.

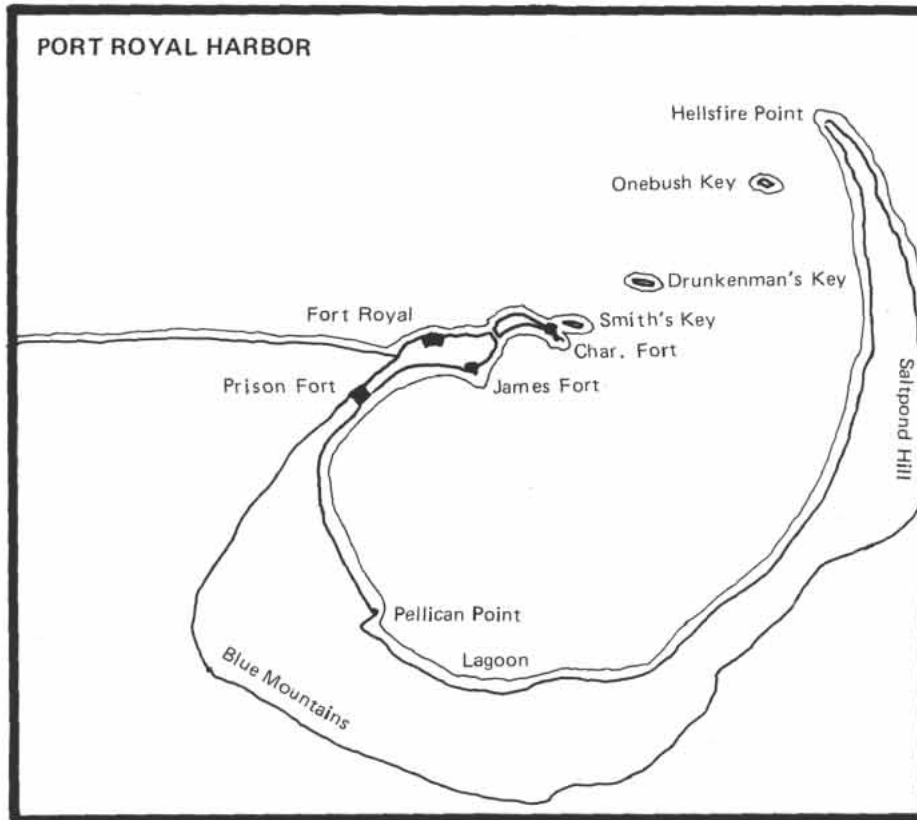
On the sixth turn, the *Pride* decides to Evade, and the *Fancy* Bears Down. The *Pride* also Wets Sails, to try to pick up a little extra Speed. The Gamemaster rolls a 6, however, indicating that this tactic has caused 1D6 points of damage to the Rigging (the Gamemaster rolls a 5 for damage to the Rigging). This total damage is too much for the *Pride's* rigging, and she is reduced to half Speed. For the chase, she rolls a 4 (+2 for new Speed, +2 for Wet Sails = 8), while the *Fancy* rolls a 6 (+4 = 10). Range closes to Short Range between the ships. The stern guns of the *Pride* miss the *Fancy* with a roll of 16.

On the seventh turn, it is obvious that the *Pride* cannot outrun the *Fancy*, so she Circles, while the *Fancy* Bears Down to Close Range. At the beginning of the turn, the Captain of the *Fancy* orders all men below decks (twenty-three men on his ship) to abandon their guns, and start coming up to the deck for boarding

(eight of them will ascend this turn). The *Pride* automatically gets a broadside, but not before the *Fancy* attempts to grapple. A roll of 5 indicates that the *Pride* is successfully grappled, and Pirate boarders start to swarm aboard.

At this point, the various melee fighting strengths of the two ships must be determined. There are thirty Pirates above decks, who may board the *Pride*. Another fifteen are on their way up from the *Fancy's* gun decks, and eight will enter the fight next turn. All of the Pirates are assumed to be Trained Fighters. There are twenty-two men on the deck of the *Pride*. Of these, the five Officers, one quarter of the normal crew (or four men in this case), and Albert and Jean-Pierre are assumed to be Trained Fighters (for a total of eleven Trained Fighters on deck). Below, the *Pride* has sixty five men manning the guns, nineteen of whom are also Trained Fighters. These men will ascend at a rate of twenty-two per turn.

As the boarders first rush aboard, musket fire occurs. Jean-Pierre has a musket, and the *Pride* has two pont guns. Jean-Pierre kills one enemy with a roll of 6, but both pont guns miss. Now comes pistol fire. The Officers, player-characters and one fifth of the other Trained Fighters on both ships are armed with pistols. This means that the *Pride* gets eight shots, and the Pirates get eleven shots. In the ensuing hail of pistol shots, two Pirates and three Trained Fighters aboard the *Pride* are killed simultaneously, with rolls of 6. Unfortunately, the Pirates now outnumber the *Pride's* Trained Fighters by 27 to 8. Because this is greater than a 3:1 ratio, the Captain and crew of the *Pride* surrender. The remaining Trained Fighters aboard, although not outnumbered by the same odds, are still below decks, and unable to aid in the melee in time. The heroic player-characters, Albert and Jean-Pierre, are delivered over into Pirate hands. Their escape or ransom will begin a new adventure.



Scavenger's Daughter

INTRODUCTION

Scavenger's Daughter is a short campaign of three adventures designed for either *High Seas* or French-born *Flashing Blades* characters. The campaign starts with several *Flashing Blades* characters being sent by the French Crown with a secret message for the Colonial Governor of Martinique. On their way, their ship is taken by a band of marauding pirates. They are forced to join the pirates (who are short of hands) in the hopes of being able to escape and deliver their message as soon as possible. Other player-characters (those from *High Seas*) may enter the campaign in one of two ways: they may start as part of the pirate crew, or they may be shang-haied along with the French-born characters.

Once the player-characters are all recruited or captured, they may share a series of Pirate adventures with the crew of the *Scavenger's Daughter*. The first of these, *Pike's Trove*, is a classic pirate treasure hunt on a desert island. The second, *Guede-Je-Rouge*, involves the evil Voodoo practices of a plantation owner on French Hispaniola. The final adventure of this campaign, *Portabelo*, is a spy mission, in which the player-characters must discover Spanish mule train schedules, before the Spanish discover them.

At the end of the three adventures in *Scavenger's Daughter*, the player-characters will be given a chance to leave the pirates, and go to Martinique. Characters who help to deliver the secret message from the King will, of course, be pardoned for their short Pirate careers. Characters who choose not to leave, may stay aboard the *Scavenger's Daughter*, and continue to have pirate adventures.

THE SECRET MESSAGE

All player-characters starting in France will be asked to take a secret message to the Colonial Governor of Martinique. The mission will be revealed to them in the following ways.

- Characters who have powerful patrons or contacts will be called for an interview. The patron will hand each character an envelope, edged with gold leaf, and bearing the royal seal. The patron will instruct the characters to open their envelopes at their convenience, after leaving his (or her) company. The letter enclosed in each envelope reads as follows.

'Honorable Gentleman Adventurer,

Your loyalty to your esteemed patron, and your obvious acclimation to situations of danger have not escaped the notice of your Royal Sovereign. A mission of great importance, and requiring the utmost secrecy, has presented itself. If you wish to honor yourself and your King, attend upon us at the Palais-Royal tomorrow, at 8 o'clock in the morning. Reveal this letter to my private steward, as proof of your identity.'

The letter is signed only with the royal seal.

- Characters in the Bureaucracy or Military will be called into the offices of their direct superiors. They will be handed similar envelopes, edged with gold leaf, and bearing the royal seal. Inside each will be found a copy of the letter shown below:

'To Our Loyal Servant,

You serve your King's institutions, and thus, you serve your King. We would wish your personal services presently, in a matter of great importance and secrecy. Attend upon our Royal presence at the Palais-Royal tomorrow, at 8 o'clock in the morning. Reveal this letter to our private steward, as proof of your identity.'

Again, the letter is signed with the royal seal.

- Finally, those characters who do not receive copies of the two letters above will receive a different letter. This letter should be dramatically hidden by the Gamemaster (e.g. a Priest might find it in his bible, a Rogue might find it placed among his thievery tools, etc.). Copies of the third letter should read as follows:

'To Our Grateful Subject,

Your talents have not escaped the watchful eyes of your King. Now we require you to use those talents in our service. We request your aid in a matter of great importance and secrecy. To serve your Sovereign with honor, attend upon us at the Palais-Royal tomorrow, at 8 o'clock in the morning. Reveal this letter to our private steward as proof of your identity.'

Again, the letter is signed with the royal seal.

THE APPOINTMENT

The next morning, when the player-characters show up at the Palais-Royal, the guards will stop them, and question them about their business. Before the characters can answer, however, a short hatchet-faced man, wearing the outfit of a royal steward, will step forward, whisper something to the guards, and motion the characters to come forward. After checking that each bears a royal letter, the steward will lead the group down several ornate hallways, and then through a short hidden passageway. The characters will find themselves in an oak-paneled study, with large drapes covering the windows, lit only by candles. The little steward will then retire, leaving the party alone in the room.

A few minutes will be allowed for the characters to get to know each other (if they don't already). Then, the steward will return, and draw a veil-like curtain across the room, obscuring one end. After he withdraws again, a shadow will be seen behind the curtain — a shadow not unlike the silhouette of the King! As the characters watch the shadow, it will begin to speak:

'Have you all determined to serve your monarch, in this mission of utmost secrecy?' When the characters voice their assent, he will continue, 'Very well then, we require that you make a long journey, to our colony of Martinique, in the New World. You must deliver a letter which cannot be sent through normal channels to our Colonial Governor on that island. Here is the letter,' a delicate royal hand will reach through the veil to hand the party an envelope of thick parchment, bearing the royal seal, 'and here is my ring,' the hand extends again, bearing a gold ring with the royal Bourbon arms emblazoned upon it. 'Show this to obtain an audience with the Governor.'

'All of the arrangements have been made, and here are your detailed instructions. Prepare for your voyage, and then travel to Le Havre. You will meet a Merchantman there, called Le Chameau, which has been commissioned to take wages to our troops garrisoned in the Antilles. Your passages have been purchased, and Martinique will be Le Chameau's first stop. When you get there, deliver the letter to the Governor. The letter also instructs him to purchase passage back to France for all of you. Now, go and perform your mission honorably; prove yourselves worthy of your King's trust!' With this, the shadow behind the veil will disappear, and the party will be led out of the palace by the King's steward.

THE LAST VOYAGE OF LE CHAMEAU

It will take the party a few days to prepare for the journey, and about two days to travel to Le Havre by carriage or on horseback. The Gamemaster should have the characters decide who will carry the secret message and who will carry the ring, along with how they plan to

guard these precious items.

Le Chameau is a well-armed Merchantman in good repair. As soon as the Captain has taken the player-characters aboard, he will sail on the tide. If there are any Sailor player-characters in the game, the Gamemaster may make them members of the crew of *Le Chameau*. The Gamemaster could also place Colonial Soldiers (returning to their garrisons after leave in France) and Colonial Gentlemen (perhaps returning to the colonies after their education in France) aboard. This would allow colonial characters and French-born *Flashing Blades* characters to mix early in the campaign.

If the characters who bear the secret message become curious as to its contents, they may wish to open it during the voyage. Of course, opening the envelope means breaking the seal, but a character with Forgery skill may reconstruct the seal if he can make a successful roll against Wit or Luck (player's choice). The letter inside is in code. The code may be broken in a week by any character with Espionage skill who can make a successful roll against Wit. The decoded message reads as follows:

'By Order of your King and Sovereign,

Ready and prepare fleet for encounter off the Gulf of Florida. Assume Naval Command, and rendezvous with the Hispaniola fleet.

Provide passage back to France for the bearers of this message. Let them know nothing of its contents.

By my own hand, (the royal seal)'

French-born characters will be able to make little of this message. Colonial characters, however, if allowed to see the message, will immediately divine its greater significance. The King is ordering a preparation of naval fleets to sail to the Gulf of Florida and intercept the Spanish Treasure Fleet (bearing the year's spoils from the New World). Of course, characters will be able to do little about such major military plans, but they may be interested to know about them.

The voyage from Le Havre to Martinique is projected to take about six weeks. This will be cut short, however, in the fifth week when a sleek Corsair will be sighted at Far Range.

As the player-characters watch on deck, the Captain of *Le Chameau* will attempt to Evade. The Corsair, however, will continue to gain ground. The stern guns of *Le Chameau* will fire twice, but miss both times, as the Corsair closes to Short Range. At this point, the Corsair will raise her colors: a blood-red Jolly Roger with crossed swords below. This is the flag of the dreaded Scottish Pirate 'Smilin' Jack MacGregor, and at the sight of it (and the hoards of pirates swarming on the Corsair's deck), the Captain of *Le Chameau* will lay to and surrender.

As the Corsair closes to board *Le Chameau*, her name will become visible on the side. It is *The Scavenger's Daughter*. When grapples have secured *Le Chameau*, a number of fearsome pirates will leap aboard to disarm the crew members (and the player-characters). If the player-characters resist, the Gamemaster should warn them that they are vastly outnumbered. If they still insist on fighting, the pirates will subdue them, and take them prisoner.

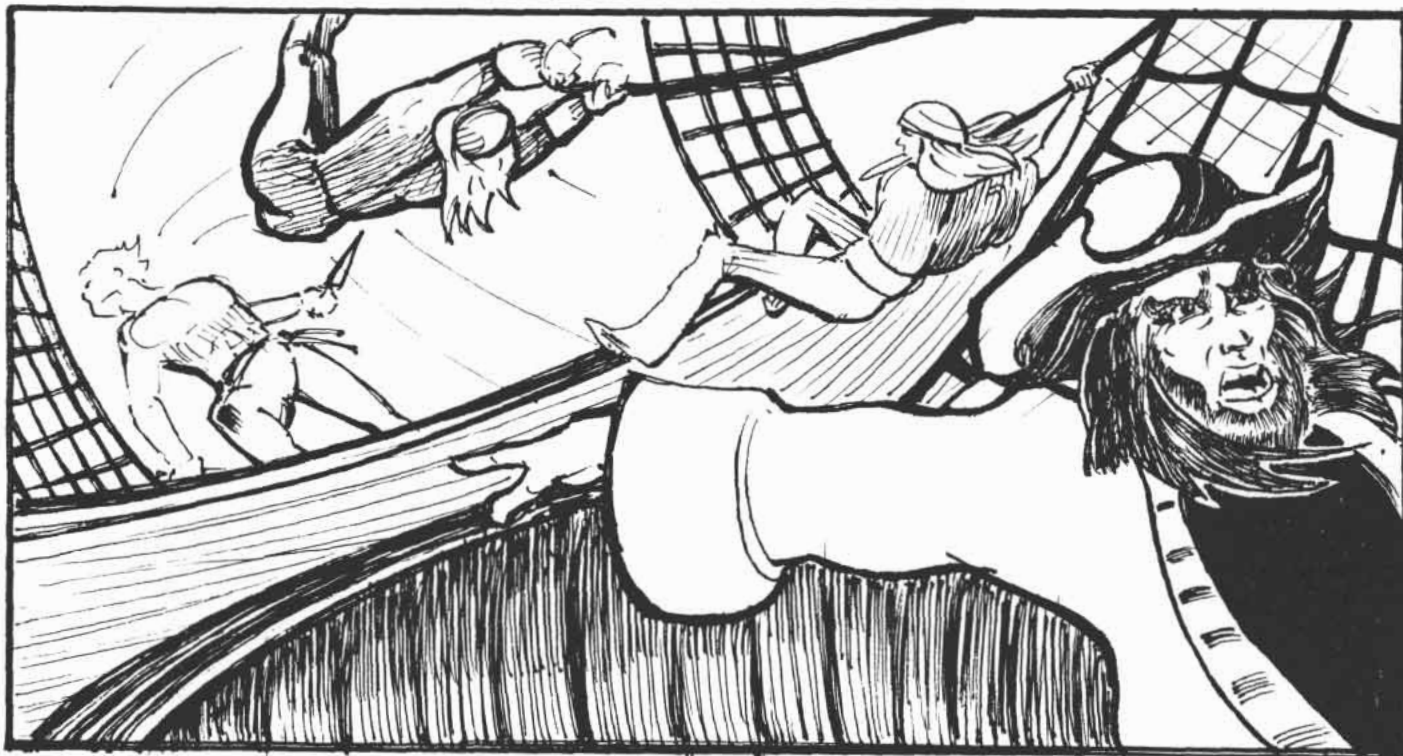
Once *Le Chameau* has been disarmed, Smilin' Jack himself will come aboard. He is a tall, lean man with twin scars on either cheek extending from the corners of his mouth. These curious wounds lend him his nickname. As he boards, his pirates will discover *Le Chameau's* cargo of garrison wages (in silver bullion). Smilin' Jack will introduce himself courteously, in passable French, and say to the crew and passengers of *Le Chameau*: *'Well lads, I'll give you two choices. I'm a wee bit short o' hands on Scavenger's Daughter, the men you saw on deck were only my normal Gunnery crew, so any of you who would like to become 'gentlemen of fortune' may join my band and sign my Articles if you wish. Those who would rather die in their beds may be set adrift in the jolly boats, though I can't promise you won't land on a Spanish island!'*

This, of course, offers the player-characters one viable course of action: joining the crew of the *Scavenger's Daughter*. The characters bearing the secret letter especially cannot take the risk of being captured by the Spaniards. They must join the Pirate crew in the hopes of escaping quickly and traveling to Martinique, to deliver the message. Most of the crew of *Le Chameau* will choose to board the ship's four jolly boats, hoping to land on French Colonial shores. After the silver bullion is transferred to the *Scavenger's Daughter*, and the jolly boats are set adrift, Smilin' Jack will light a fuse to *Le Chameau's* magazine. The crew of the *Scavenger's Daughter* will cheer (after retreating to a safe distance) as *Le Chameau* explodes into matchwood.

THE SCAVENGER'S DAUGHTER

The *Scavenger's Daughter* is an excellent Pirate vessel. It has a Streamlined Corsair design (Speed 5, Handling 4, Size 1) with a reinforced Hull and Rigging structure (28 Hull Hit Points, 18 Rigging Hit Points). She carries eight long guns on each side, as well as two stern guns and two chasers. A pont gun is fixed on each side of the Corsair, and there are two jolly boats (each armed with its own pont gun). The ship's magazine contains three tons of powder and shot. The cargo hold contains one ton of supplies, four tons of silver bullion (from *Le Chameau*). The crew includes fifty-two men on Gunnery duty, twelve on Sail, and four on Helm (not including officers).

After sinking *Le Chameau*, the *Scavenger's Daughter* will head back towards Port Royal, that notorious Pirate den on British Jamaica. The journey will take about fifteen days, allowing the player-characters to become accustomed to life at sea, and giving them a chance



to meet the cast of odd non-player characters aboard the ship. The Gamemaster may roll for encounters, but assume that the *Scavenger's Daughter* will evade everything she meets (after all, her hold is filled with booty). *High Seas* characters of the *Pirate* or *Rogue* background may wish to start as members of Smilin' Jack's crew, or they may sign on when the ship reaches Port Royal. They should be given a chance to meet and introduce themselves to the French-born player-characters who volunteered after the capture of *Le Chameau*.

The player-characters from *Le Chameau* who 'volunteer' must sign the Articles of the *Scavenger's Daughter*. These are normal Pirate Articles, allowing for normal shares of the booty (Cap'n MacGregor gets six shares). In the first fifteen days, the new recruits will learn enough Seamanship to serve as men on Sail duty. By the end of the campaign, they will have fully learned the skill, and may write it on their character sheets. The player-characters may learn to basically communicate in the Pirate Patois in the first fifteen days. Each time they wish to use it during the campaign, they must roll against their Wits to understand or to make themselves understood. By the end of the campaign, the player-characters will be fluent in the Patois.

The officers and main cast of the *Scavenger's Daughter* are listed below. As *Scavenger's Daughter* is a campaign, the Gamemaster should develop the personalities of the non-player characters as the three adventures unfold. Some may become close friends and comrades (they may even be told of the secret document), while others may become enemies, who may try to betray the player-characters in the *Portobello* adventure.

Smilin' Jack MacGregor is the Captain of the *Scavenger's Daughter*. He is a weathered Scotsman, about forty years old. He is good natured and fair, although he has a Ruthlessness Rating of 12, he allows his ship to be run as a democracy. There are many mysteries about this man, such as the origin of his odd scars, which he will only reveal to loyal and friendly characters. Cap'n MacGregor hates the word 'Pirate,' preferring the term 'Gentleman of Fortune.' He is rarely seen without his faded blue long coat, a cutlass, a pair of wheellock pistols, and Cap'n Crocky, his parrot. Cap'n Crocky can repeat a few simple phrases (such as 'All hands on deck!' and 'Pieces of Eight!'). It is rumored among the crew that Cap'n Crocky repeats what he hears the crew saying to Smilin' Jack at night.

Smilin' Jack has the following attributes: Strength 14, Dexterity 17, Endurance 13, Wit 17, Charm 14, and Luck 19. He has 16 Hit Points and wears only light padded armor. He has Expertise 20 with cutlasses, and Expertise 14 with pistols. He is a Master in Seamanship, Captaincy, and Strategy. He also possesses the following skills: Acrobatics, Carousing, Fine Manipulation, and Pilot. He can speak French, Spanish and the Pirate Patois. He can read and write in English.

Peter Dark is the Ship's Pilot aboard the *Scavenger's Daughter*. He is a self-educated and self-assured man who escaped slavery as a boy. He is friendly, and speaks French with a good accent. He will become a friend of the player-characters aboard. If he finds one who is particularly bright (Wit 16+), he may take him on as his Pilot's Mate. If the character does not have Pilot skill, he will learn it by the end of the campaign, as Peter's apprentice.

Peter has the following attributes: Strength 11, Dexterity 14, Endurance 15, Wit 19, Charm 17, and Luck 15. He has 14 Hit Points, and wears only a leather jerkin and boots as armor. He has Expertise 15 with longswords and daggers. He is a Master Pilot and Seaman. His other skills include Bargaining, Captaincy, Etiquette, Fine Manipulation, History, Oratory, and Stealth. He speaks Caribe, the Pirate Patois and several West African dialects. He is literate in French and English.

Thievin' Dick is the ship's First Officer. He is pleasant enough, but always in debt at one port or another, due to his compulsive gambling habit. He is perpetually trying to borrow money from other crew members (the old hands have all learned not to give him a sou).

Thievin' Dick has the following attributes: Strength 12, Dexterity 13, Endurance 8, Wit 12, Charm 13, Luck 6. His skills include Bargaining, Bribery, Captaincy, Carousing, Gambling and Seamanship. Dick is a 'shy' fighter, with only 9 Hit Points, and Expertise 12 with cutlasses. He speaks only English and the Pirate Patois, and is illiterate.

'Dangler' is the ship's Sailmaster. He is an eccentric and solitary fellow. He earned his name by once surviving a hanging. His neck still bears a rope-burn scar, and has a funny, stretched look about it. He spends most of his time in the ship's rigging.

Dangler has the following attributes: Strength 12, Dexterity 17, Endurance 16, Wit 12, Charm 8, and Luck 19. He favors a hand axe in combat (Expertise 16) and has 17 Hit Points (no armor). Dangler is a Master in Seamanship and Acrobatics skills. His other skills include Carousing, Fine Manipulation, Stealth and Strategy. He speaks English, Spanish, and the Pirate Patois.



Hairy Jim is the First Mate of the *Scavenger's Daughter*. He is a huge (and indeed hairy) Englishman. He's not too bright, or sociable, but he's fiercely loyal to Cap'n MacGregor.

Hairy Jim has the following attributes: Strength 18, Dexterity 9, Endurance 17, Wit 8, Charm 7, and Luck 9. He has 18 Hit Points and wears a leather jerkin for armor. He has Expertise 14 with fighting irons (his favorite weapon). He is a Master Seaman. His other skills include Captaincy, Carousing, and Gambling. He speaks only English and the Pirate Patois, and is (barely) literate.

Toad Morgan is the Chief Gunner aboard the *Scavenger's Daughter*. He is a dour Welshman who is going a bit deaf from the roar of his cannon. If he likes one of the newly recruited player-characters (the character with the highest Luck may roll to see if Toad likes him) he will start to train him in Gunnery skill. Any character with Artillery skill may learn Gunnery on the trip to Port Royal. Otherwise, a character who studies under Toad will learn Gunnery by the end of the campaign.

Toad Morgan has the following attributes: Strength 13, Dexterity 16, Endurance 14, Wit 14, Charm 5, and Luck 14. He has 13 Hit Points, and wears fusiliers armor. He fights with a cutlass (Expertise 14) and a flintlock pistol (Expertise 13). He is a Master of Gunnery skill. His other skills include Bribery, Captaincy, Fine Manipulation, and Gambling. Toad Morgan speaks English, the Pirate Patois, and a little (coarse) French, but he is illiterate in all languages.

'Shark' is the ship's Master-at-Arms. He is a brutal and treacherous man who cares only for himself. It is quite likely that he will take a personal disliking to one or more of the player-characters. He may try to turn the Captain against them, or put them in dangerous situations. Of the non-player characters aboard, Shark especially hates Toad Morgan (this is because Shark would like to be Chief Gunner).

Shark's attributes are as follows: Strength 16, Dexterity 12, Endurance 18, Wit 10, Charm 9, and Luck 12. He has 19 Hit Points, and wears fusiliers armor. He fights with a fighting iron (Expertise 16) and a pistol (expertise 12). He is a Master of Gunnery and Captaincy skills. His other skills include Bribery, Carousing, Forgery, Gambling, and Stealth. Shark speaks only English and the Pirate Patois, and is illiterate.

Robert de Lille is not an officer, but he serves in the Gunnery crew of the *Scavenger's Daughter*. He is a young French nobleman who was 'recruited' by Cap'n MacGregor a year before the player-characters. He is a witty person, and will quickly befriend the player-characters. Any character with Heraldry skill, who can make a successful roll against Wit, will remember the history of the de Lille family. Since he left France, de Lille's father, the Baron de Lille, has died.

If he returns to France, Robert de Lille stands to inherit a sizable fortune, and his father's title. If the player-characters inform de Lille of his inheritance, he will try to escape with them to Marinique and from thence to France.

Robert de Lille has the following attributes: Strength 12, Dexterity

14, Endurance 11, Wit 13, Charm 14, and Luck 13. He has 13 Hit Points and wears a leather jerkin and boots for armor. He fights with a rapier (Expertise 15) and a main gauche. His skills include Etiquette, Gambling, Heraldry, Horsemanship, and Gunnery. He speaks (and is literate in) French and Spanish, as well as the Pirate Patois.

Pike's Trove

INTRODUCTION

Pike's Trove is the first of the three adventures that player-characters may have aboard the *Scavenger's Daughter*. It revolves around a mysterious buried treasure, hidden on a deserted island. While in Port Royal, two player-characters will find pieces of a treasure map designed by the infamous Pirate Captain Jacob H. Pike, known as 'Red Pike,' before his disappearance. The final piece will turn up in the possession of Cap'n MacGregor. Smilin' Jack will organize an expedition to the isle to unearth Pike's Trove.

PIKE'S MAP

After the *Scavenger's Daughter* arrives in Port Royal, the player-characters will have a week (while Smilin' Jack unloads his booty and restocks supplies) in which to enjoy the local color. Each character will be accompanied by two or three crewmen to keep him from 'deserting.' These other crewmen may also serve as guides, however, and interpreters. While seeing Port Royal, the player-characters will discover two pieces of Cap'n Pike's treasure map.

The first part will be given to one of the characters at the Gallows Bird Pub. The character will be taken there by his 'guides.' Local entertainments include carousing and gambling (these may be handled as in *Tavern Brevage Noir* in the basic adventure booklet of *Flashing Blades*). While the character enjoys himself, he will meet an aging, one-eyed French Pirate named Albert du Coin. Albert will be quite drunk. As he rambles to the character, telling his life story, he will mention that he is a millionaire. When the character expresses disbelief or interest, he will thrust a section of old parchment at him, describing it as a priceless map. He will then shuffle outside, apparently forgetting about the parchment. If the character looks for du Coin outside, he will have disappeared. In the morning, the character may hear that du Coin was found drowned in the harbor.

The parchment given by du Coin is a rough third of a map, drawn in black ink, with highlights written in dried blood. This first piece shows a longitude, the edge of an island or peninsula, and part of a short written text, including a signature reading: 'Cap'n J.H. Pike.' The rest cannot be deciphered without the other pieces.

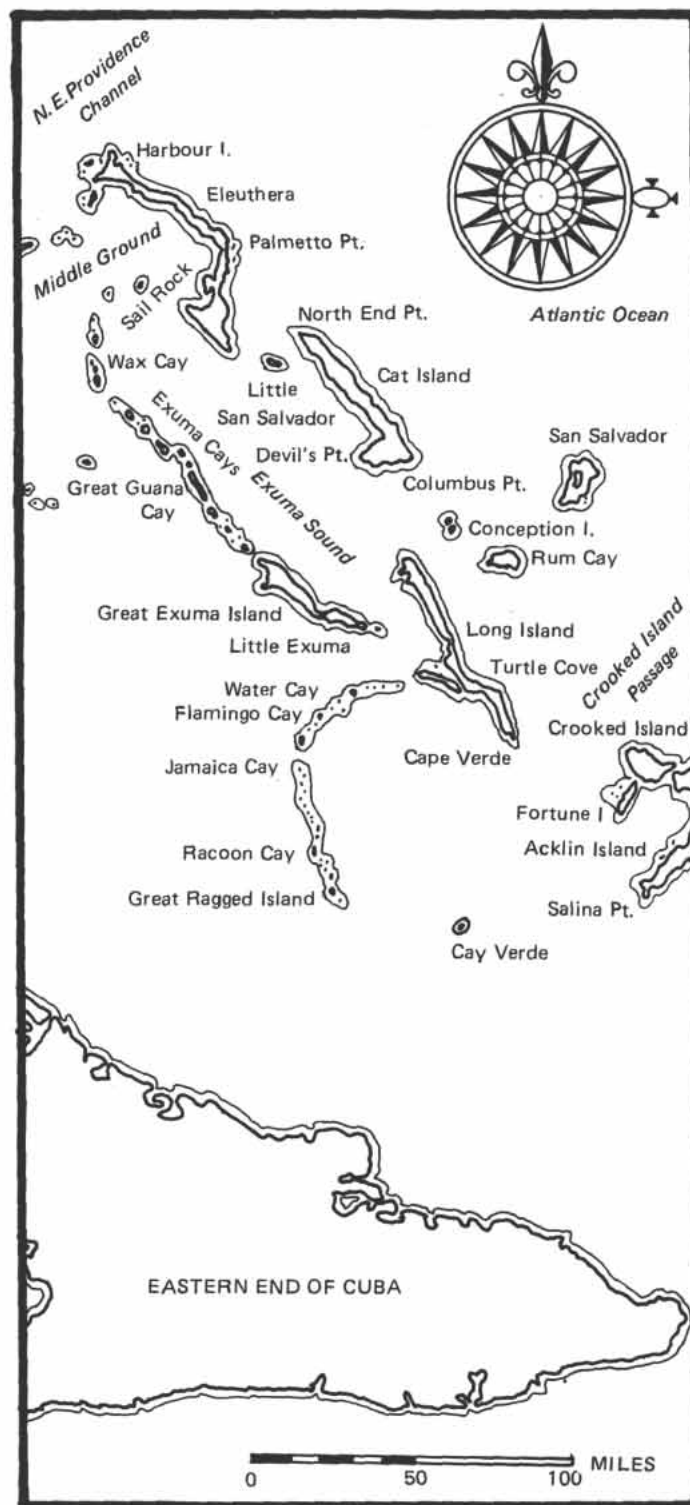
The second part of the map will be found some days later by a different player-character. While visiting a small waterfront sailing shop with his 'guides,' the character will notice an old, and bulky telescope with the name 'Captain Jacob H. Pike' written on the side. The view from the telescope is obscured, and something inside rattles if it is shaken. The character may buy the telescope for 1 L. If it is broken open later, the second piece of the map will be found, rolled up inside (this caused the obscurity and rattling). The second piece is another third of the map. It shows a compass wheel, the top edge of an island, and the words 'Crooked Isle.'

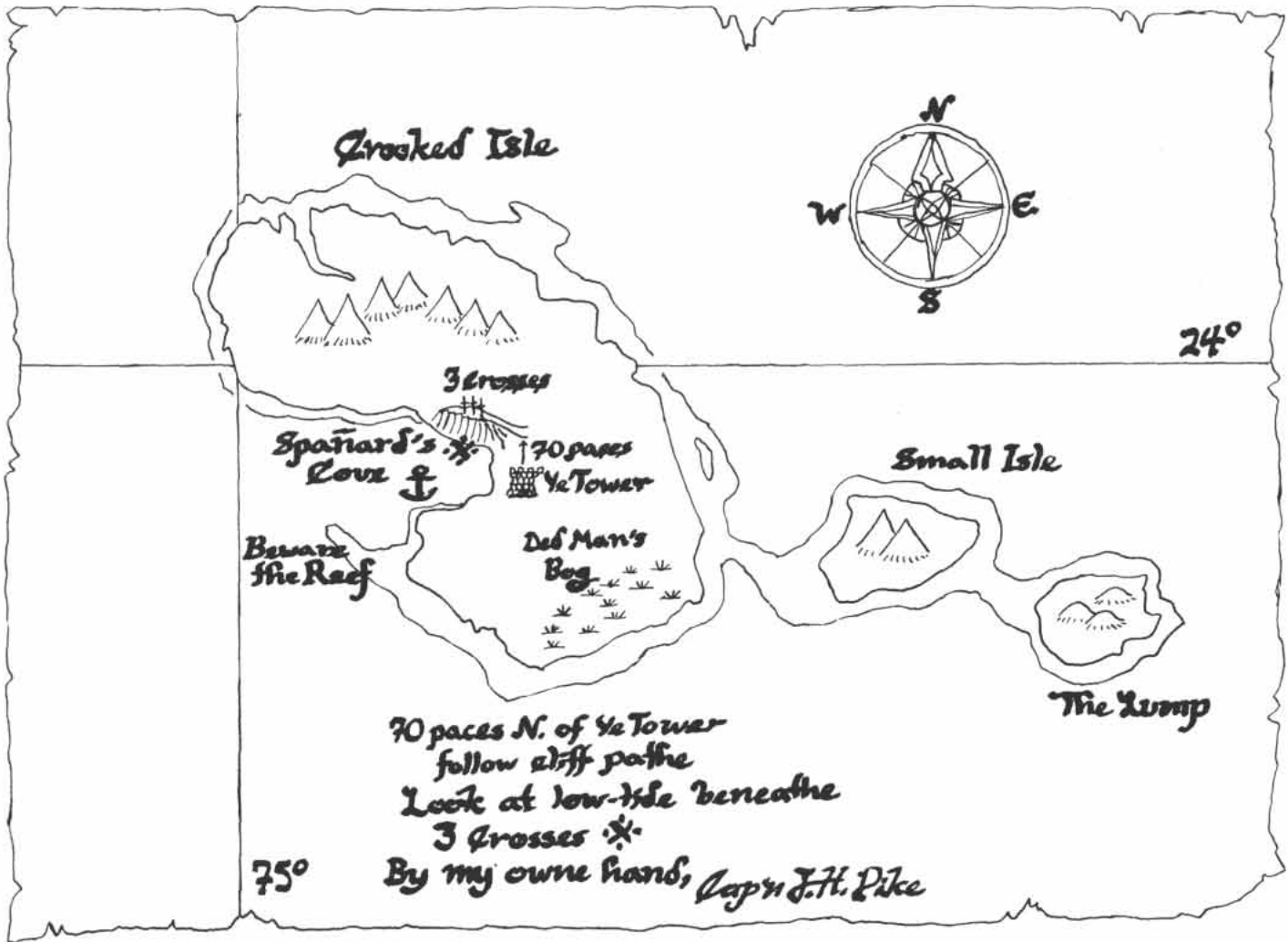
The third and final piece of the map is in the possession of Cap'n MacGregor. The characters may discover this if they show Smilin' Jack or any other members of the crew the map. Otherwise, the name of Captain Pike will attract MacGregor's attention, and he will call the player-characters in to his cabin to tell him what they know. Smilin' Jack's third of the map shows a detail of the center of the island, a latitude, and some of the text. When the three pieces are put together, the map will appear the same as the illustration found herein.

THE LEGEND OF RED PIKE

When the player-characters tell Cap'n MacGregor about their discoveries, and after the map has been reconstructed, MacGregor will tell them the Legend of Red Pike:

Smilin' Jack, when he was a lad, was the cabin boy aboard a ship called the *Sea Cat*. The vessel was originally outfitted as a Privateer by a Captain named Baxter, and Jacob H. Pike was her First Mate.





The *Sea Cat* left England and recruited a cutthroat crew in the West Indies. After a year of privateering, Jacob Pike led a mutiny, and killed Captain Baxter in a duel. From then on, the *Sea Cat* became a Pirate vessel, and Jacob Pike, or 'Red Pike' as he came to be known, was her Captain.

Pike ruled with an iron fist, and controlled his crew with fear. Two mutinies were attempted against him, and both times he won, over a heap of dead bodies. Red Pike used to chew glass before closing with enemy ships to make blood run down his chin. He became incredibly rich, after plundering Spanish, English and French vessels all over the Caribbean.

Smilin' Jack, realizing that Pike was a madman, managed to jump ship in Tortuga. After the *Sea Cat* had left port, he found his third of Pike's map flattened in his bible, where Pike had apparently hidden it. After leaving Tortuga, the *Sea Cat* and Captain Pike were never seen again. There were rumors that Pike had traveled on the brink of death to a desert island, buried his treasure, and destroyed his own ship and crew. There were also rumors that Pike left a map to his trove for anyone clever enough to puzzle it out.

After telling this tale, Smilin' Jack will suggest an immediate expedition to 'Crooked Isle' to look for the mysterious buried treasure of Red Pike.

TRAVEL TO CROOKED ISLE

Crooked Isle is just to the north and east of French Hispaniola, and travel there will take about five days. During this time, Cap'n MacGregor will tell the crew of the *Scavenger's Daughter* about the treasure hunt, and ask for volunteers. Only the player-characters, Peter Dark, and Hairy Jim are willing to go with the Captain to explore the island. All of the others fear the ghost of Red Pike and his murdered crew. The Captain decides that Peter Dark should stay aboard the ship, to navigate in case something happens to Hairy Jim or himself.

Smilin' Jack scoffs at the crew for its cowardice and says, 'Well, all the more booty for those what's going!' A special set of articles are drawn up to split the booty found on Crooked Isle. Each man

who goes ashore will get twenty shares, plus five shares for each man with a piece of the map. Those men who stay aboard the ship will get one share each, regardless of rank (this is to insure that they will wait for the men who go ashore). There are seventy-three men staying aboard the ship.

On the morning of the fifth day out of Port Royal, the look-out will cry 'land-ho!' as he sights 'The Lump,' the first of the smaller islands near Crooked Isle. By 8 o'clock, the *Scavenger's Daughter* will be safely anchored in Spaniard's Cove.

FOLLOWING THE TRAIL

After dropping anchor, Cap'n MacGregor, Hairy Jim, and the player-characters will land in a jolly boat. The ship will be harbored in the middle of the cove. As the jolly boat rows east (towards the most inviting beach, and the Tower on the map), the characters will notice an imposing cliff rising above them to the northeast. At the very top, three large wooden crosses can be seen. Cap'n MacGregor will comment on them, and mention that the tide should go out at 10 o'clock. He will point out on the map the words 'Look at low-tide beneath the 3 Corses.'

Once the jolly boat lands, it will not be difficult to find the Tower. This crude stone structure, perhaps originally built as part of a Pirate embankment fort, lies about one hundred meters east of the beach, and can be seen at quite a distance. The entrance has collapsed, leaving a pile of rubble. It will take about fifteen minutes to clear a path into the interior. Inside, the Tower is filled with old munitions used by Red Pike and his crew. There are three old long guns (too rusty for use), a pile of cannon balls, two kegs of gunpowder (now damp and unusable), and twelve cutlasses. Cap'n MacGregor will take a cutlass as a souvenir, and invite the player-characters to do so too.

As recorded on the map, a pathway leading to the top of the cliff overlooking Spaniard's Cove starts about seventy paces north of the Tower. The cliff path is narrow and treacherous in places, and it takes half an hour to negotiate safely. At the top of the cliff are the three wooden crosses that were seen from the cove. There are no inscriptions, but Cap'n MacGregor will take off his hat as he nears them, as if they

are graves.

There are two possible entrances to the treasure complex of Pike's Trove which may be discovered at the three crosses, depending upon how the player-characters interpret the instructions on the map. If they choose to dig directly beneath the crosses, they will find a trap door beneath the center cross, after a half an hour of digging. The trap door is formed from one of the hatches of a ship (the *Sea Cat*) and has an odd symbol burned into it:



Beneath the trap door is a vertical shaft leading nearly fifty meters down into the bowels of the cliff (and entering the treasure complex at 'F,' see below). On the sides of the shaft are hand holds, fastened into the rock. Several of these are loose however, and the climb down is dangerous. Any character who goes down must make a successful roll against Luck, or fall. If no precautions have been taken (such as tying a rope from above to the character), he will fall 2D20 meters, taking one point of general damage for every two meters fallen.

If the party does not discover the secret trap door, they may interpret the instructions on the map to mean 'look at the base of the cliffs at low tide.' If the characters take this strategy, they must wait till 10 o'clock in the morning. As the tide goes out, they may see, far below the cliff edge, a narrow stretch of beach appear. Directly below the crosses, an old rusty anchor can be seen, lying in front of a sea cave. It will take half an hour to get back to the jolly boat, and another fifteen minutes to row to the base of the cliff. When the characters get there, they will be at the main entrance of the treasure trove (at 'A' in the key).

EXPLORING THE TREASURE COMPLEX

Pike's Trove is hidden in a treasure complex at the base of the cliffs at Spaniard's Cove, and guarded by a series of traps and barriers. When the player-characters discover the trap door and vertical shaft, or the sea cave entrance, the Gamemaster should refer to the treasure complex map and use this section as a key. The locations within the treasure complex are as follows:

- A. The Cave Entrance to the treasure complex is normally underwater (during high tide) and will only become visible at low tide. In front of the entrance is an old rusty anchor, bearing the name of its ship, the *Sea Cat*, and a strange symbol:



This was the *Sea Cat's* only anchor, and it is safe to assume that its presence means Red Pike sank his ship in Spaniard's Cove.

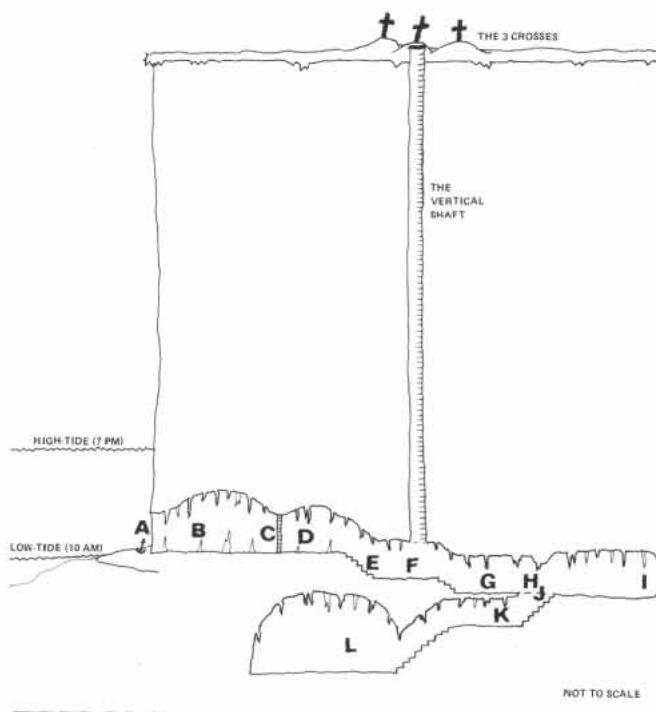
- B. The Outer Cave is a chamber filled with stalagmites, stalagmites and seaweed. The floor is sand and coral.
C. At the rear of the Outer Cave is a bricked and mortared wall, blocking further progress. Next to the wall is an arrow, and the symbol:



indicating that the Walled Entrance leads to the continuation of the complex. It is too dangerous to blow the wall up with gunpowder (the whole cave might collapse). If the party wishes to get through, it must tear the wall down with picks and spades. It will take fifteen minutes to get the required instruments from the *Scavenger's Daughter*, and about three hours to break down the wall. Of course, opening the Walled Entrance also opens up the inner complex to the ravages of the sea when high tide comes in. Careful inspection of the wall from the inside will reveal that it was built from that side (in room 'D') rather than from the Outer Cave . . .

- D. The center of this sandy sea cave chamber is blocked by quicksand. Captain MacGregor will spot it if he is in front of the party. Otherwise, the lead character must make a successful roll against Wit to notice before stepping into it. It takes three turns to be dragged down and suffocated by quicksand. Each turn a roll against Strength may be attempted to break free (-2 per turn). Characters on the side may help with ropes or hands (+2 to the Strength rolls per character helping). When a victim 'drowns' in the quicksand, all other characters who tried to help him must make Dexterity rolls or be dragged in too.

Once the quicksand is discovered, the party must find a way to get around it. Characters edging close to the walls must make successful rolls against Dexterity to avoid falling in. Another strategy might be to tie a rope between stalagmites on either side of the quicksand. This still requires that at least one character edge around



the quicksand to tie the rope on the other side. Once the rope is tied, all other characters may get through (around) the quicksand safely.

- E. At the bottom of a short flight of coral steps leading from the Quicksand Room is a Forked Passage. Any character who can make a successful Luck roll will notice an arrow carved into the wall, pointing down the east passage (leading to the Windy Passage at 'F'). If the party fails to notice the arrow, it may go down the northern passage. This leads down a short stairway, carved from the slippery coral of the caves. At the base of the stairs is a deep crevasse. Any character descending the stairs must make a successful roll against Luck or Dexterity (player's choice) to avoid falling in. A character who falls in will take 2D6 points of general damage, and land on a ledge six meters below. He must be rescued by his comrades with a lowered rope.
F. The Windy Passage is a winding hallway, filled with powder kegs. A number of air vents in the southwest wall allow a stiff breeze to enter here. The first character who enters bearing a torch or candle will have it blown out. Only a well-shielded lantern will be able to withstand the wind. The Windy Passage is also the nesting place of a small colony of bats (who fly in through the air vents). They will screech wildly when the party first enters. The floor is slick with bat guano.

The powder kegs here are quite dry, and the powder is still usable. By the key farthest to the southeast lie a pair of old rusted digging spades (these may be used by the Gamemaster to give the players the mistaken impression that there is something to dig for here). The vertical shaft from the three crosses at the top of the cliff, drops into the southeast end of the passage. A character may climb up it, but may not exit above until the trapdoor is excavated from on top.

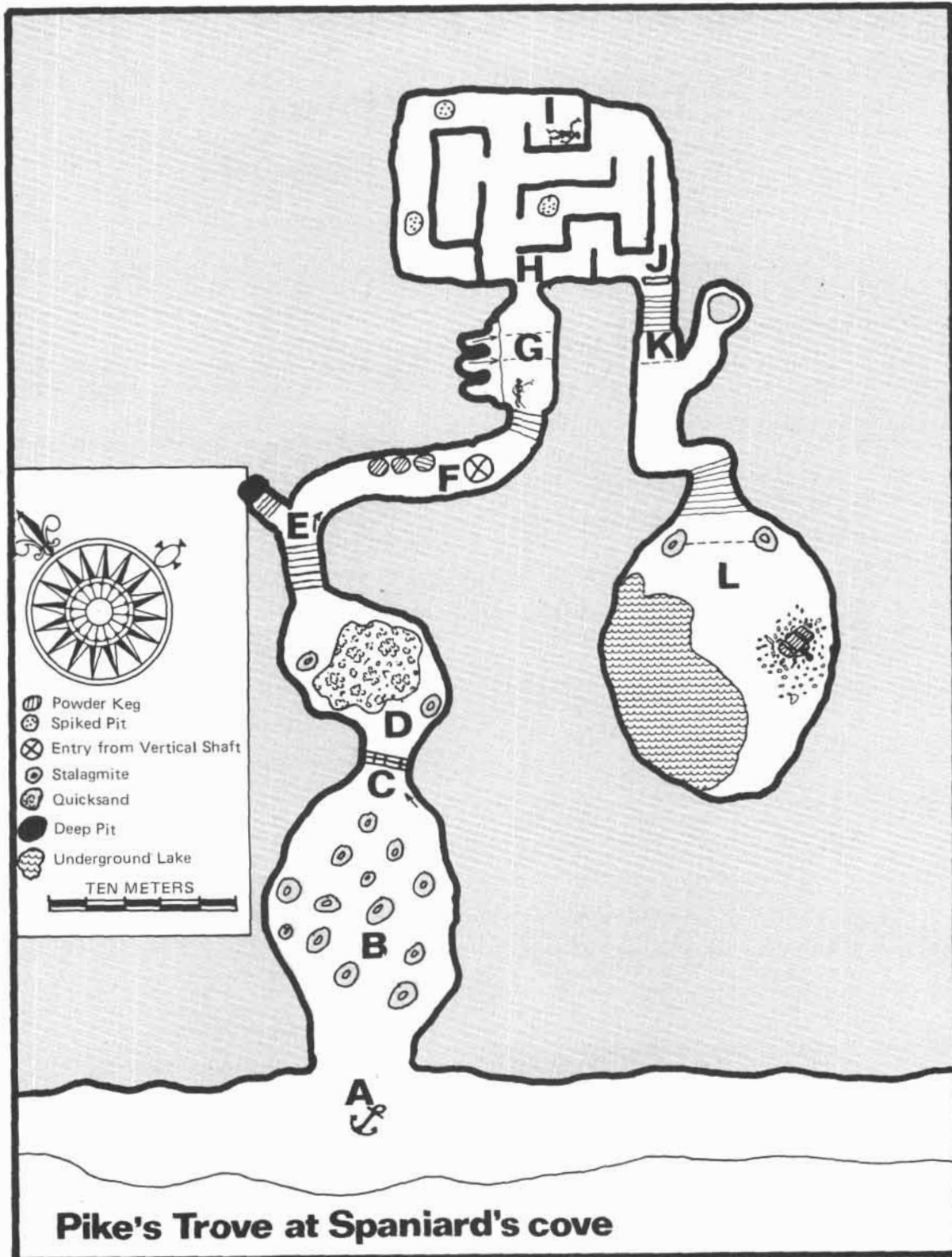
- G. After a short stairway down from the Windy Passage (at 'F') the cave broadens into another hallway. Within the northwest wall are hidden a series of three spring traps, which shoot out boarding pikes at passing characters. The first of the three traps has already been sprung, and a grisly skeleton, impaled on a polearm, will greet the party as it enters the hall. Cap'n MacGregor will exclaim 'Why, it's Henri Le Forte, Cap'n Pike's Chief Gunner! I recognize him by his Gascon cap!' From all evidence, it appears that Le Forte was killed by the trap while attempting to exit the treasure complex, as the skeleton faces the entrance.

The second trap in the Pike Trap Hall no longer works (the mechanism is too rusted). The third trap is in working order, however. It is aimed for the Chest, and does 1D6 + 5 points of damage. The trap is set off by a tripwire close to the ground, and will automatically hit unless precautions are taken by the leading character. The party should be fully warned by the skeleton, and should be on the lookout for tripwires and the like.

- H. The next section of the treasure complex is a Coral Maze, hewn out of the natural rock of the cave. Distributed around the maze are three covered pits. The leading character in the party must make a successful Wit roll to spot each pit before stepping into it. If a pit is stepped into, the victim must make a successful Dexterity roll to avoid falling in. There are knife blades imbedded point upwards on the floor of each pit. A character who falls in will suffer two wounds (on random locations) doing $1D6 + 2$ points of damage each. If a fallen character survives, it is easy for him to climb or be pulled out. Once a pit is spotted, it may be avoided (by edging around the sides).
- I. In one back corner of the Coral Maze lies another skeleton. This one has a cutlass stuck through its ribcage, and wears a striped

jerkin of English design. Cap'n MacGregor will recognize the clothes as those of Eli Smitty, Red Pike's First Mate.

- J. In the far south corner of the Coral Maze is a carefully hidden Secret Exit, formed out of a revolving chunk of coral. Each character passing has a chance of seeing the secret door, on a successful roll against $\frac{1}{2}$ his Luck. Any character who searches for the secret door in its vicinity will find it on a successful roll against Wit.
- K. A flight of steps lead down from the Secret Exit of the Coral Maze, into a short hallway. At the base of the steps is a tripwire, which may only be avoided if the lead character notices it in time. If the lead character is looking for traps, he will automatically spot the wire. Otherwise, a successful roll against $\frac{1}{2}$ of the character's Luck is required to notice it. The tripwire sets a large boulder



rolling down the side passage next to 'K.' If the party continues moving forward, the boulder will catch one to three characters (roll 1D6 and divide by 2). These characters must make Dexterity rolls to run ahead of the boulder and down the stairs to 'L.' Those characters who miss their rolls will be crushed. Those who escape the boulder will still run headlong down the stairs, and will probably set off the trap in Pike's Tomb ('L') in their confusion. Characters who remain by the steps to the Coral Maze will be safe. Once the boulder is set off, it will become wedged at the top of the stairs to 'L' and it will take half an hour of work to dislodge it enough to allow passage down the stairs.

- L. The final chamber of the treasure complex is Pike's Tomb. It is a huge natural cavern, filled in part by an underground lake, and in part by a huge pile of gold. Atop the pile of gold sits the skeleton of Red Pike clutching a treasure chest, and pointing two wheellock pistols at the entrance. A tripwire is carefully placed between two stalagmites at the entrance, and attached to Pike's pistols. The first character who enters without looking will be hit by two pistols (each does 1D6 + 2 points of damage). Any character who enters, looking for traps will notice (and avoid) the tripwire.

When Captain MacGregor enters Pike's Tomb, he will take off his hat and say, 'That's him, all right,' looking like a man who has seen a ghost. Once the trap is set off or disarmed, the characters may look over the treasure in safety. The gold pile contains about 200,000 L

worth of gold. Within the chest are about 20,000 Livres worth of diamonds, rubies and emeralds. At the very bottom of the chest is a sign, burned into the wood, which says:

'Remember the tyde, matey!'

CONCLUSION

The adventure of *Pike's Trove* will be concluded by the party taking out as much treasure as it can. If the Walled Entrance at 'C' was broken down, the characters will have only until 7 o'clock PM to take the treasure out. At 7 o'clock, the tide will come in and fill the treasure complex, drowning any characters still inside, and washing the remainder of the treasure away. Each character may take a load of 5000 Livres of gold out every half hour. The gems may be taken out in a single load.

A really smart party may have used the Vertical Shaft to enter the treasure complex. If the Walled Entrance is still sealed, and the party removes the treasure through the Vertical Shaft, it may all be taken (over a period of two or three days). The Gamemaster should allow for the dangers of using the Vertical Shaft by requiring every character using it to make a Luck roll each day (when using a rope) or each trip (without a rope). A missed roll indicates a fall down the shaft.

When the party has removed as much treasure as possible, it may be divided aboard the *Scavenger's Daughter*, according to the previous-ly agreed upon shares.

Guede-Je-Rouge

INTRODUCTION

Guede-Je-Rouge is an adventure taking place on French Hispaniola. After recovering the treasure from Pike's Trove, the Corsair *Scavenger's Daughter* will travel to the nearby Pirate haven of Tortuga. There, the player-characters will soon hear that the Colonial Governor's daughter has been cursed by a jealous Pirate Captain, with the help of a local sorcerer. Peter Dark, who has some experience with the magic beliefs of voodoo, will quickly volunteer to help in the matter. After recruiting the player-characters to help, he will set off to discover the identity of the sorcerer who has cursed the Governor's daughter, and break the spell. A series of clues, and a helpful friendly magician, will lead Peter Dark and the party to an old plantation where they must battle the evil Baron Samedi.

It is important for the Gamemaster running *Guede-Je-Rouge* to decide if magic really exists in his game or not. If magic does not exist, the Gamemaster may rationalize the adventure as being a sort of psychological drama. Remember that the characters in the game will almost surely believe in magic and the occult, due to the superstitions of their period. A clever Gamemaster may leave the players unsure throughout the adventure as to whether magic is really working or not.

THE RUMOR

After the adventure at Pike's Trove, the *Scavenger's Daughter* will sail for two days to the port of Tortuga, off French Hispaniola. Here, the player-characters will be allowed total freedom. Player-characters from France, sent on the secret mission for the King, may jump ship if they wish. It is relatively easy to find a ship sailing for Martinique (the journey takes about nine days, and passage costs 30 Livres per person). It would be quite difficult for characters to unload their shares of Pike's Trove from the cargo of the *Scavenger's Daughter*, however. Basically, the Gamemaster may allow conscientious characters bearing the secret message to escape, but they must leave their shares of the treasure behind.

The day after the *Scavenger's Daughter* arrives at Tortuga, a rumor will run its course among the Pirates aboard. It seems that a fearsome French Pirate Captain, named Sebastian du Sang, recently wooed Henrietta, the daughter of the Colonial Governor of French Hispaniola, the Chevalier de Bosque. The Governor was enraged, and banished du Sang from French Hispaniola (including Tortuga), telling him never to return. Du Sang swore numerous terrible oaths, and told the Governor that he would return in a month, and that Henrietta would

wed him or she would die. He then intoned the name '*Guede-Je-Rouge*' and left the port.

The day after du Sang left, the Governor's daughter fell into a trance-like sleep. The best physicians of French Hispaniola have been unable to help her, and the popular belief is that she is a victim of a voodoo curse. It is ten days before du Sang said he would return, and Henrietta's condition has grown steadily worse. The Governor is offering a 3000 Livre reward to anyone or group of people who can free Henrietta from her curse. So far, no one has dared to even investigate the strange case.

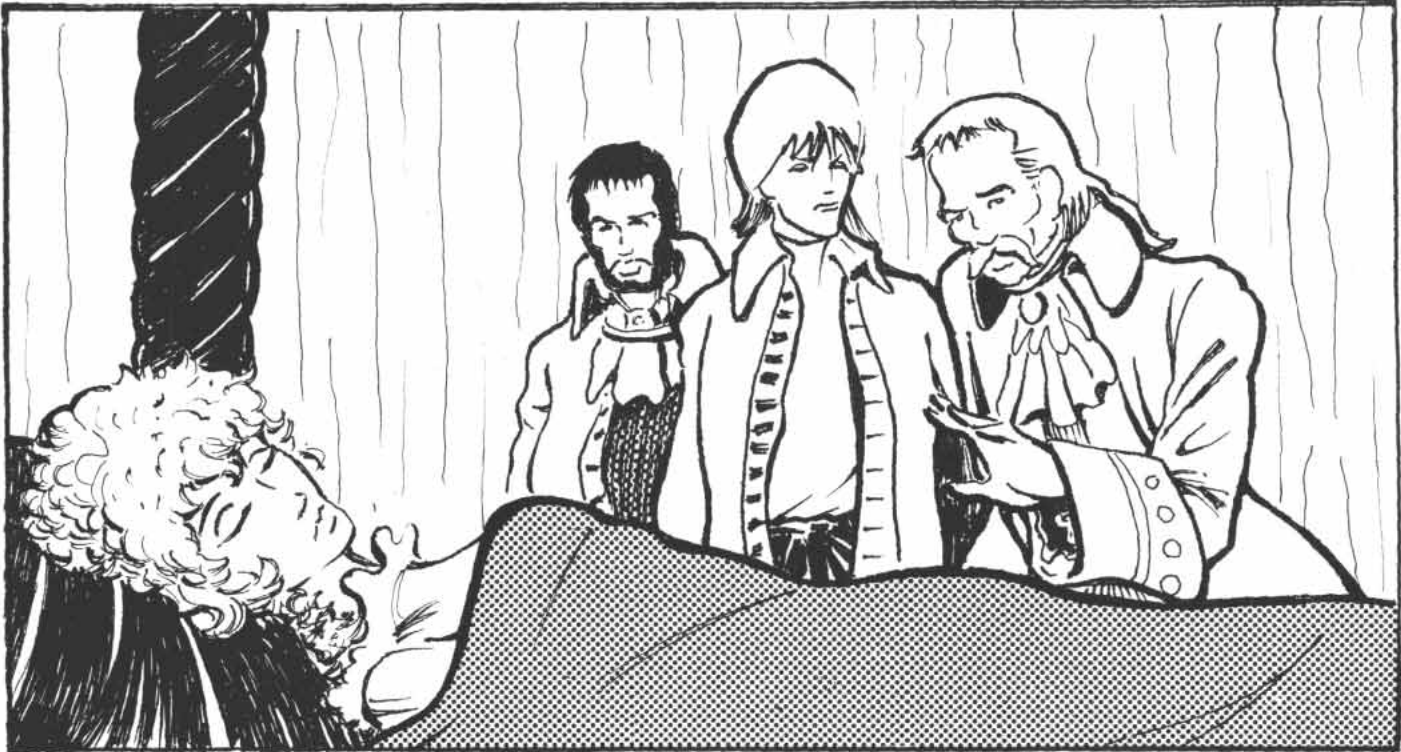
Peter Dark will be especially interested in this story, and will ask for Cap'n MacGregor's permission to organize an expedition to save Henrietta. Once given permission, he will ask for volunteers from the crew. The non-player crewmen are all too superstitious, however, to face a voodoo curse. Peter will then speak with the player-characters. He knows something of voodoo, and black magic, or '*macumba*,' and will be their guide. His plan is, first, to see the Governor and look at Henrietta's condition, and, second, to go to the various voodoo shops of Tortuga for further information and clues.

THE INTERVIEW

The Colonial Governor of Tortuga and French Hispaniola lives in a large fortress-like estate attached to one of the forts protecting the harbor. His guards will quickly admit the party, once they understand the purpose of the visit. All weapons, however, must be checked at the gate (a man who deals daily with Pirates can't be too careful). These will be returned when the characters leave.

The Chevalier de Bosque (the Governor) is a portly man, with a ruddy, wine-reddened face. He will be pleased to see the characters, and will treat them politely. He will relate to them the story they have already heard in rumor, and will add that, although he has sent men from his garrison to find out more about the curse, they were all too frightened and superstitious to really help. He expresses great hope that the party will do better, and renews his offer of 3000 Livres reward. He can offer the party no aid in its search, but he will overlook any of their illegal activities.

At Peter Dark's request, the Chevalier de Bosque will allow the party to see his daughter Henrietta. She lies in bed, in a feverish coma which has lasted twenty days, despite the attention of a number of local physicians. Her appearance, although beautiful (Charm 18), is



deathlike in its pallor and gauntness. As the characters approach, she will whisper, very softly, the word *'Samedi'* (Saturday). It requires a successful roll against Luck to hear this whisper accurately.

When the player-characters have finished their visit, the Governor will thank them profusely for helping, and wish them luck.

THE VOODOO SHOPS

There are three major voodoo shops in Tortuga, and Peter Dark knows the location of each.

At the first, a small corner-store filled with magical bric-a-brac, the party will be shunned. When they are seen entering, the other customers will quickly leave. Those in the party who can make successful rolls against Luck may hear them murmuring the words *'Guede-Je-Rouge'* and *'Maitre Carrefour'* as they leave. The proprietor knows nothing of the Governor's daughter, and will act as if he doesn't recognize the names *'Guede-Je-Rouge,' 'Samedi,'* or *'Maitre Carrefour'* if they are mentioned.

The second voodoo shop is a larger establishment, catering mostly to local whites. Again, the customers will leave quickly when they see the party. The proprietor, a quadroon gentleman, will claim to know nothing about the Governor's daughter or the odd voodoo names the characters have heard. As the party starts to leave, however, he will call them back and offer each player-character a little magical charm, 'for good luck, and free of charge.' Each charm appears to be a Spanish Real nailed to a small wooden crucifix. At the base of each crucifix, the words *'Ogu-badragi'* are burned into the wood.

The third voodoo shop is little more than a shack, located on the outskirts of the town. The clientele of this shop are mostly slaves from the plantations around Tortuga. As the player-characters enter, they will hear the sound of drums. Inside, they will see two elderly black men. The first is a freedman, and owns the shop. The second, the drum player, is a slave nicknamed Papa-Jean. When the characters ask about the Governor's daughter or the names they have heard, the proprietor will point to Papa-Jean. Papa-Jean will first tell the characters the meanings of the names. A *'Guede-Je-Rouge'* is believed to be a sort of red-eyed death god or demon. *'Maitre Carrefour'* is the name given to the patron voodoo spirit of sorcerers. *'Ogu-badragi'* is the name of a good and protective voodoo god. *'Samedi,'* or rather Baron Samedi, is the name of a dreaded white *boko* (voodoo sorcerer) who lives on French Hispaniola. Papa-Jean suspects that the Baron Samedi cast the evil spell which has afflicted Henrietta de Bosque. Papa-Jean will offer to help the player-characters, provided they can obtain his freedom.

Papa-Jean is owned by a debauched Colonial Gentleman named Phillipe Cartomancier, who is well known in the Tortuga area for his gambling debts. The player-characters may travel to the Cartomancier Plantation outside of town in about half an hour. They will be well received, as soon as M. Cartomancier is sure that they haven't come to

collect debts. As may be guessed, M. Cartomancier is a bit short on funds. He will happily sell Papa-Jean (who is too old to work any more) for 100 Livres. Proper documents, certifying Papa-Jean's freedom may be drawn up in the port of Tortuga.

Once Papa-Jean is free, he will invite the player-characters back to the third voodoo shop in the evening. Papa-Jean is a *macumba* magician of power, who uses his magic only for good. By playing his drums, he will be able to discover the exact cause of Henrietta's ailment, and how the curse may be lifted.

PAPA-JEAN'S SEANCE

In the evening, when the party returns to the voodoo shop, it will find Papa-Jean sitting by a bonfire outside, surrounded by his drums, and wooden fetishes. He will explain that his father was a native African, and taught him to carve wooden statues and drums in the old ways. After seating the characters in a circle around the fire, he will begin to play his drums and chant softly.

For the benefit of the party, Papa-Jean will perform the ceremony in French. He will entreat *Ogu-badragi*, god of justice and prophecy, to tell him who laid the curse upon the Governor's daughter, and how it might be broken. After a moment, the fire will die down, and shadows will grow. Papa-Jean will stop playing, and will shiver for a minute, as he feels the presence of the voodoo spirit. He will then close his eyes, and begin to speak in a deep resonant voice, quite unlike his own:

'Henrietta de Bosque's soul belongs to the boko (sorcerer) known as Baron Samedi. She may only be freed if his centers of power are destroyed. First, you must destroy Samedi's govijars, which house the souls of his ancestors. Second, you must dig beneath the cross, and destroy Samedi's offering to Maitre Carrefour. Third, you must destroy his focus, which will be some item found on Baron Samedi himself. Only if these steps are taken, may the Governor's daughter be saved from Samedi's curse.'

After these words, the fire will suddenly flare up, and then die. Papa-Jean will come to himself. He will give them directions to the Samedi Plantations, which is about twenty miles away along the north coast of French Hispaniola. The plantation harvests sugarcane, and Papa-Jean claims that Baron Samedi uses *zombies* (animated corpses) to tend his fields. Papa-Jean adds that the characters have no need to fear the zombies, as they were once good people, and that repetition of the Lord's Prayer will quickly drive them away if they get too close. If shown the crucifix charms given to the characters in the second voodoo shop, Papa-Jean will comment that they are effective amulets against many types of evil magic, and should protect the characters spiritually while on the Samedi Plantation.

THE COASTAL ROAD

The days after Papa-Jean's seance will be misty with tropical rain and fog. It will take about six hours on foot, or two on horseback, to reach the Samedi Plantation along the road running east on French Hispaniola across the narrow strait from Tortuga, along the north coast of the island. Riding horses may be rented for the day at a cost of ten Livres each. A carriage may be rented for 30 Livres (+40 L for the horses to draw it).

As the party travels along the coastal road, in about the middle of the journey to the Samedi Plantation, a large black coach, drawn by six powerful horses, and lit only by a spectral red lantern, will appear from the direction of the plantation. It will bear down on the player-characters. Each character on foot will be attacked with a charging trample, by one of the horses (see section 4.74 of *Flashing Blades*). Normal horses will spook at the sight of the 'demon coach,' and each character on horseback must make a successful roll against Dexterity (Horsemanship skill required) to avoid falling. Characters without Horsemanship skill will automatically fail. A fall from horseback causes 1D6 + 1 points of damage to a random location.

If the player-characters are in a carriage, the 'demon coach' will try to drive the carriage off the road and make them crash. The driver of the party's carriage must make three Dexterity Resistance rolls against the 'demon coach's' Dexterity of 12 (-5 to the player-character's rolls if he does not have Horsemanship skill). If one of these rolls fails, the carriage will be driven off the road. When a carriage crashes, each player-character inside must make a successful roll against Luck (+3 for Acrobatics skill) to jump out in time. Those who jump out will suffer minor bruises (2 points of general damage). Characters still inside a crashed carriage will receive two wounds of 1D6 points of damage each, on random locations.

The 'demon coach' itself may not be driven off the road, and all shots taken at it will apparently miss (or have no effect). If the party is disrupted and confused by the first attack, the 'demon coach' will turn around and attack again. After the second attack, it will ride off at breakneck speed into the mist, in the direction of the Samedi Plantation.

THE SAMEDI PLANTATION

If the party is undaunted by the 'demon coach' and continues on to the Samedi Plantation, the Gamemaster should refer to the map of the Plantation, using this section as a key.

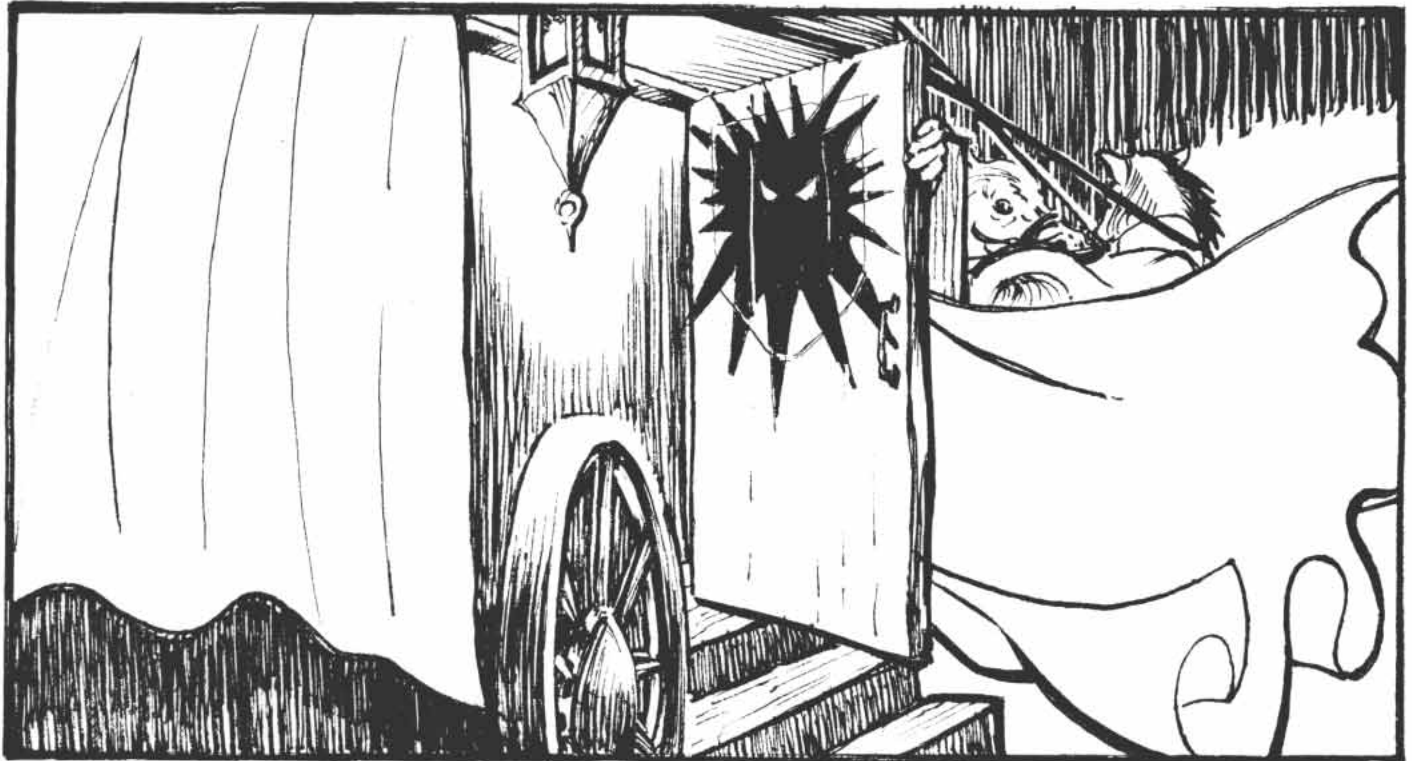
- A. The coastal road to Tortuga ends at the Samedi Plantation. It winds between two sugarcane fields, and up a low hill. From the road, a small manorhouse, a willow tree, and the crest of a wind-mill may be seen on top of the hill.
- B. Spread around the Samedi Plantation are three large sugarcane

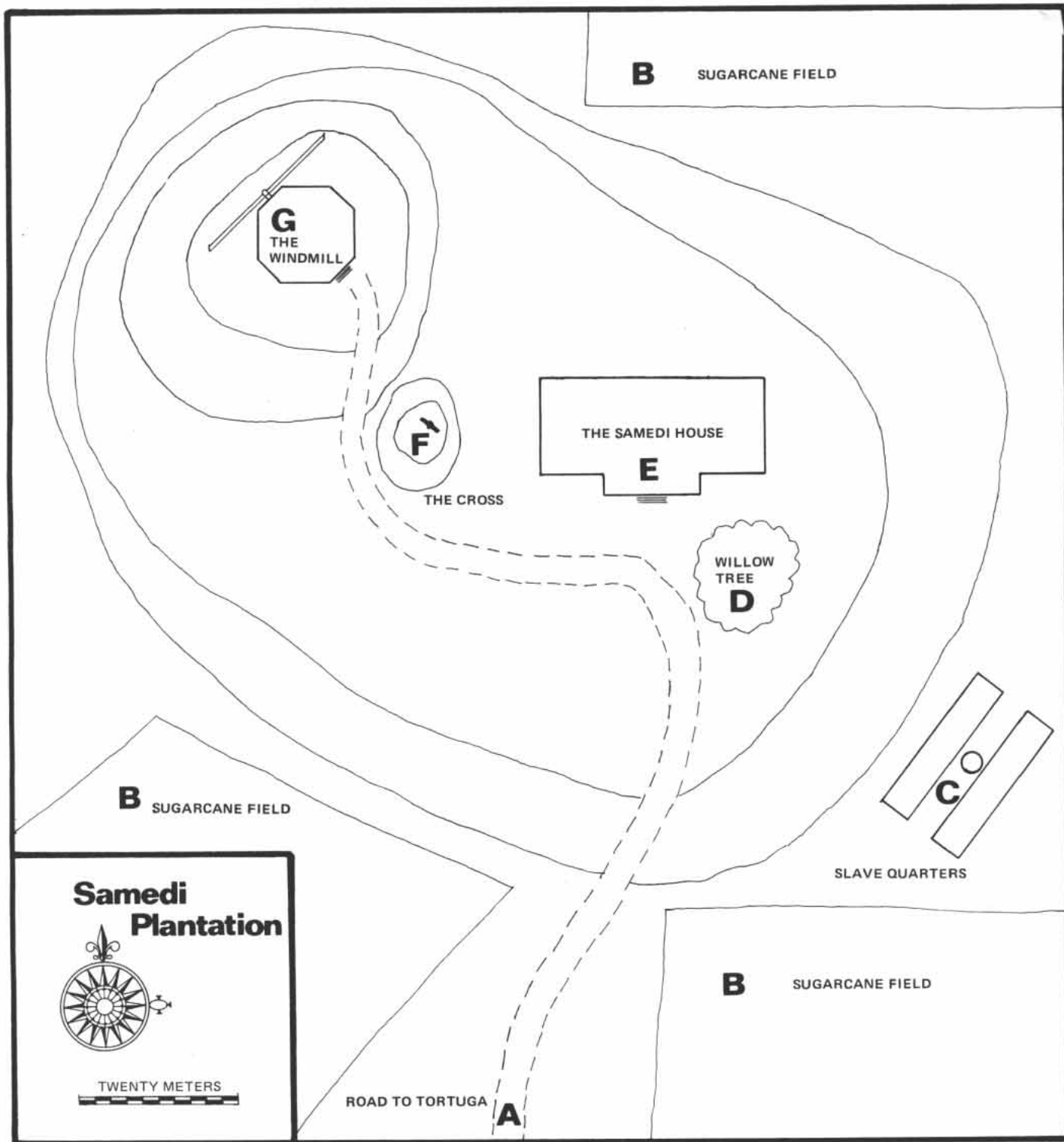
fields. The fields appear poorly tended, and only a few slaves can be seen working in them. If the player-characters look closely, they will notice that the 'slaves' working in the fields move very slowly and mechanically. They are emaciated, and have glassy eyes. Even if they are approached, they will not appear to notice the party, and will not answer if spoken to. Suggestible characters may believe that these are the zombies mentioned by Papa-Jean.

- C. To one side of the hill, and a short distance from the road, are the Slave Quarters of the Samedi Plantation. These are a collection of ragged shacks. The interiors do not appear lived in (another bit of evidence supporting Papa-Jean's statement about zombies). In the center of the passage between the two rows of shelters is a large kettle filled with a sort of stew. Peter Dark will drop some salt into the kettle, as it is believed that if zombies taste salt, they will be freed from a sorcerer's magic.
- D. As the coastal road continues up the slope of the hill, it approaches a large Willow Tree, in front of the Samedi House. As the player-characters approach, they will notice a number of small, puppet-like dolls nailed to the tree. One doll represents Peter Dark, and each of the others represents a player-character. They are minutely detailed, accurate in clothing, hair color, stature, etc., so each character should be able to easily recognize himself. Each doll has pins and needles stuck through both eyes, the forehead, the neck, chest and stomach. The dolls are meant as a warning, to scare the party away.
- E. The Samedi House, behind the Willow Tree is a small, decrepit manorhouse. It appears abandoned and un-lived in. In front of the house is an old black coach, which is almost identical to the 'demon coach' encountered on the coastal road, except that it is in poor repair, and could never have been so dangerous. Characters who shot at the 'demon coach' will be able to find recent bullet holes in the sides of this old coach, on successful Luck rolls.

The interior of the Samedi House is unremarkable. It appears unused and dusty, and the furniture is covered with sheets. Thick black drapes have been drawn over the windows, leaving the house dark and mildevy. In the back of the house, rickety staircases lead up (to the top floor) and down (to the basement).

The top floor is abandoned, like the ground floor, except for one chamber, the Red Room. The Red Room is a large bedchamber, decorated entirely with plush red tapestries and furniture. It is in some disarray, and appears lived in. Several rich, if slightly outdated, suits of gentlemen's clothing are laid out in the closet. All are black or some dark shade of red. Hanging on a chair is a sword-belt, complete with a rapier and a main gauche. A table nearby is covered with women's makeup equipment, rouge, face powder, etc., and a gentleman's wig. A rosewood writing desk stands in the corner, with a quill pen, ink bottle, and parchment papers atop it. The drawer of





the desk is locked. It may be opened by any character with Fine Manipulation skill who can make a successful roll against Dexterity. Otherwise, it may be smashed open. Inside the drawer is a bag of gems (worth 1000 Livres) and a note. The note reads as follows:

'Boko Samedi,

Here is your fee. As you see, I am a man of my word. I hope you are a man of yours.

*By my own hand,
Sebastian du Sang*

This should provide enough evidence to convince the Governor that Baron Samedi is responsible for his daughter's illness. The money will be split equally by Peter Dark among the members of the party, as an added bonus, beyond the reward offered by the Chevalier de Bosque.

The steps leading down from the ground floor of the Samedi House go to the basement. The basement is a large chamber formed of packed earth. It is empty, except for four shelves on the southern wall, which are filled with clay jars. Each jar has a name on it, always ending with 'Samedi.' These are the *govi-jars* of which Papa-Jean spoke. They are supposed to house the spirits of Baron Samedi's ancestors. The first step to freeing Henrietta de Bosque from Samedi's curse is to destroy these jars. As each jar is smashed, suggestible characters will hear whispers and sighs. Of course, it could always be the wind outside . . .

F. As the road continues, it narrows to a dirt path, and passes a large wooden Cross on top of a rise in the hill. Strange (and definitely non-Christian) symbols are engraved on the cross, and the name *'Maitre Carrefour'* is burned into the base (see the illustration that follows). This is the cross mentioned by Papa-Jean. The party must dig beneath it, and destroy Samedi's offering to *Maitre Carre-*

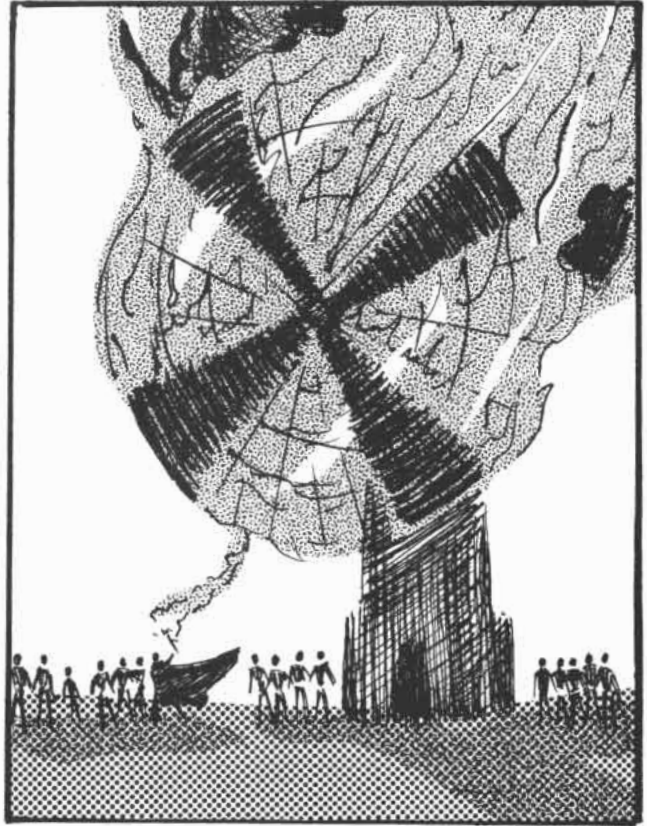
four, the patron spirit of sorcerers, in order to help save the Governor's daughter. Digging will take fifteen minutes with a shovel or spade, or an hour, using improvised tools (swords, musket butts, etc.). Buried about a meter beneath the cross is a wooden crutch, the symbol of *Legba* (another manifestation of *Maitre Carrefour*).

G. At the very crest of the hill, is a tattered Windmill, once used to squeeze the sugar out of the sugarcane, but now inoperable, due to lack of maintenance. The octagonal stone walls are starting to fall to rubble, and the vanes are too ripped and torn to catch any wind. There is only one entrance, a low wooden door on the south-east side.

Inside the windmill there are three floors, joined by a spiral staircase. The ground floor is occupied by broken mill machinery, bits and pieces of sugarcane, and a small table. On the table is a human hand, covered with tallow and turned into a candle. The fingers are lit, and they cast an eerie glow around the abandoned mill. Below the hand is a wooden sign which reads: '*Guede-Je-Rouge dwells here.*' These mementos (the hand and the sign) are another fear tactic used by Baron Samedi, in an attempt to scare the party away.

The middle floor of the windmill is Baron Samedi's 'pantry,' where he keeps the components for his voodoo spells. It is filled with magical articles and ornaments, including chicken heads, stuffed bats, dead lizards, and a variety of herbs. Among the herbs, is a bottle of sneeze powder which will stun an opponent for 1D6 turns if thrown in his face (as for the attack Throw Sand). A victim of sneeze powder may attempt to roll against Luck to avoid its effects. There is also a small vial of deadly poison. Anyone who injects it must make a successful roll against Endurance, or die within five minutes. There are three doses of sneeze powder, but only one dose of poison. A character with Chemist skill may recognize these substances while searching the pantry, if he can make two successful rolls against Wit (one roll for each substance).

The top floor is barren, except for the shaft and turning mechanism of the mill. Most of the roof has been blown off the top of the mill, and the walls have crumbled in places, allowing a spectacular view of the entire Samedi Plantation. Besides the stairs, a char-



acter could leave the top floor of the mill by climbing down one of the wind vanes. This would require a successful roll against Dexterity (+1 for Seamanship skill, +3 for Acrobatics skill). Falling from a wind vane would cause 1D6 + 3 points of general damage.

BARON SAMEDI

While the player-characters explore the Samedi Plantation, Baron Samedi will set up a plan to trap and kill them.

As the party approaches the plantation, Samedi will watch from the top floor of the windmill. He will be enraged when the party destroys his *govi-jars* and offering to *Maitre Carrefour*, but still, he will bide his time. Once the party enters the mill, he will climb down a wind vane to the ground. He will light a torch, and start burning the base of the mill. The wood inside the mill is dry and brittle, and will quickly start a fire. About five turns after the characters ascend to the middle floor of the mill, the fire will be started. The party will be unable to hear the flames at first, due to the pelting rain outside the mill.

After setting the fire, Baron Samedi will blow a whistle, calling his 'slaves' (or perhaps zombies) from the fields. A player-character who can make a successful roll against ½ his Luck will hear this whistle. After a few more turns (probably as the characters are ascending to the top floor of the mill), player-characters may attempt rolls against Luck to smell smoke.

On the top floor, the characters may look out through the crumbled walls and see how desperate their situation really is. Looking down, they will see the bottom floor in flames, rendering passage impossible. To make matters worse, the slow-moving workers from Samedi's fields will be seen converging in a circle, around the mill. Baron Samedi will be leading them. The only logical route of escape is to climb down the wind vanes. Even after reaching the base of the mill, however, and escaping the fire, the party will be surrounded by Samedi and the field workers.

Baron Samedi himself is a tall, pale and skeletal man, dressed in a cavalier's outfit, with a long black cape. He carries a shovel as a weapon. This is also his magical focus (the shovel, as an implement of the grave is associated with *Guede-Je-Rouge*), and it must be destroyed to free Henrietta from Samedi's curse. Curiously enough, Baron Samedi cannot be hit with missile weapons (the Gamemaster should

lead players to believe they have simply missed him). He must be fought at close range. Samedi has 20 Hit Points, and wears only a padded doublet, gauntlets and boots. His shovel counts as a Brawling Weapon for attack purposes, and does 3 points of damage. Samedi has an Expertise of 18 with his shovel. Samedi also carries three doses of sneeze powder (see above).

As the characters approach Samedi, they will feel his tremendous presence. Any character who does not have his voodoo charm (from the second voodoo shop) will be dazzled by the Baron for two turns, and unable to take any actions.

The field workers will only block characters, and attempt to hold them (Grapple). Each has a Brawling Expertise of 8, Dexterity 8 and Strength 15. A single hit will knock a field worker down, and put him out of action. As mentioned by Papa-Jean, the Lord's Prayer will stop the field workers/zombies. They will simply cross themselves when they hear it, and stumble away confusedly.

CONCLUSION

If the player-characters manage to (1) destroy the *govi-jars* in the basement of the Samedi House, (2) dig up and break the crutch of *Legba* beneath the Cross of *Maitre Carrefour*, and (3) destroy Baron Samedi's shovel focus, Henrietta de Bosque will come out of her coma. When the party returns to Tortuga, the Governor will thank the characters and give them the reward of 3000 Livres (to be split equally among them). Henrietta will personally thank the party as well.

If Baron Samedi is captured, the Governor will have him publicly executed. If he is killed, the Governor will have him buried in unconsecrated ground. If he manages to escape somehow, he will be hunted down by the French Garrison (the Governor's troops will no longer be afraid, once they are assured that Samedi's magical power has been destroyed).

A week after the party returns from the Samedi Plantation, Captain du Sang will sail boldly into Tortuga, believing that he is safe, with Henrietta as a hostage. He will be captured and summarily hanged by Pirates friendly to the Governor, along with most of his crew. His ship, the *Neptune*, will be refitted as a French Privateer.

Portobelo

INTRODUCTION

The final adventure in the *Scavenger's Daughter* campaign is a spy mission into Portobelo, a major stop for the Spanish Treasure Fleet. Most of the treasure picked up at Portobelo by the fleet comes from other Spanish colonies, by way of mule-trains across Panama. Cap'n MacGregor and several other Pirate Captains have banded together to raid the mule-trains as they cross the isthmus, but they need to know when they are coming, what routes will be taken, and how they will be armed. The player-characters must infiltrate the town of Portobelo, and gather information for the Pirate band.

THE MISSION

When the player-characters return to Tortuga after the *Guede-Je-Rouge* adventure, Cap'n MacGregor will call them into his cabin aboard the *Scavenger's Daughter* for a private discussion. He will tell them that while they were rescuing the Governor's daughter, he was not idle himself. Cap'n MacGregor and several other Captains harbored at Tortuga have agreed to make joint raids on Spanish mule-trains heading for Portobelo. They need more detailed information about the routes, times, and armaments of the trains, however, and that's where the player-characters come in. Smilin' Jack and the others agree that the spies sent to Portobelo must be newcomers (so they won't be recognized by the Spanish authorities). It is also important that they not be British, as British Pirates and Privateers have driven the Spaniards to paranoia. Therefore, the player-characters, as both newcomers and Frenchmen, are perfectly suited for the job. Going with them will be Robert de Lille, who is also French and a recent recruit. The pretext for the arrival of the characters will be that they have been victims of a Pirate attack. The *Scavenger's Daughter* will leave them in a jolly boat, within rowing distance of the harbor. They will be picked up again in a week's time, at a secluded cove near Portobelo.

It has not escaped Cap'n MacGregor's notice that some (or all) of the player-characters have been thinking of desertion (presumably to take the secret message to Martinique). If they successfully bring back one or more mule-train schedules, Smilin' Jack will take the player-characters to the island of their choice, and drop them off in a jolly boat, with his blessing. Those characters who choose to stay with Cap'n MacGregor and his crew in the *Scavenger's Daughter* may do so, and will be given five extra shares of treasure from the mule-train raids, for being spies in Portobelo.

TRAVEL TO PORTOBELO

It will take eight days for the *Scavenger's Daughter* to reach Portobelo. During this time, the player-characters will be armed and prepared for their mission. Their story is simple: They were passengers on a French Merchantman which was taken by Pirates (that part is true enough). After the Pirates had robbed them, they sank their ship and set them adrift in a jolly boat. Once this story is told to the Spanish authorities, the party will have an excuse to stay in port for a while. Smilin' Jack will tell the characters to contact Senor Novata, the proprietor of an inn called Posada del Rey, on Calle de San Cristobal. He is an inside contact of the Pirates, and he will be able to provide shelter and directions for the party.

Of course, while in Portobelo, the player-characters will be in a very vulnerable position. If they have made any enemies aboard the *Scavenger's Daughter* (especially Shark, the Master-at-Arms), they will be betrayed. A letter warning the Governor of Darien and Portobelo, Don Santiago, of Pirate spies will be sent secretly by the characters' enemy. It will arrive several days after the player-characters, and will make their mission particularly perilous.

THE TOWN OF PORTOBELLO

Portobello is a large, heavily fortified, Spanish colonial town. It may be split into roughly six areas:

1. The Harbor:

After a day of drifting in their jolly boat, the player-characters will row into the Harbor of Portobello. The Harbor is protected by two Medium Forts and a garrison of two hundred and fifty Spanish soldiers. It is normally open to French and Portuguese ships. In times of war with France, French ships are excluded from the Harbor.

2. Calle Real:

The largest street of Portobello, Calle Real extends from the Harbor to the town's main gate, where mule-train shipments enter. It is always bustling, but it is particularly crowded and busy just before the annual Treasure Fleet arrives each year.

3. The Plaza del Rastro:

Near the Calle Real, and in the center of Portobello, is a large square called the Plaza del Rastro. The Rastro is normally a sort of rag fair and

When the player-characters first arrive in Portobello, they will be detained at the Harbor for three hours by the Spanish authorities. The Gamemaster may wish to grill the players at this point, possibly making them believe they have already been betrayed. Eventually, however, the Harbor Master, acting in behalf of the Governor, will allow the party to stay in Portobello until the arrival of the next French Merchantman.

After they are released, the party will probably first go to the Posada del Rey on Calle de San Cristobal, to contact Senor Novata. Novata is a short, pot-bellied man with an untrustworthy face. He speaks passable French and (of course) the Pirate Patois. Once he understands the mission of the player-characters, he will give them a room in his inn (free of charge) and provide them with basic directions (the town description listed above). Novata himself knows nothing of the mule-train routes or schedules.



The party must basically comb the city for information about the treasure shipments. At each location of the town the characters may have encounters (some of which may know mule-train schedules). They may also overhear rumors at any location. These clues should gradually provide the party with the details of several mule-trains. Of course, the inhabitants of Portobello speak Spanish. If none of the player-

characters speak Spanish, Robert de Lille may translate (although this will decrease the party's chances of overhearing rumors). At the Plaza del Rastro and on the Calle de San Cristobal the Pirate Patois is commonly spoken, and the party need not use an interpreter.

4. Calle de San Cristobal:

The Calle de San Cristobal is a side-street off of the Calle Real, near the Harbor. It has a bad reputation, and is the site of various sleazy inns, taverns, and gambling halls. Among the establishments of Calle de San Cristobal is the Posada del Rey, owned by Senor Novata, the Pirate contact in Portobello.

5. Governor's Palace:

On a slight rise above the Harbor is the beautiful palace of Don Santiago, the Spanish Colonial Governor of Darien and Portobello. A narrow and well-guarded road leading to the palace rises from the Harbor.

6. The Torre de Homenaje:

The Torre de Homenaje is a large square tower connected to one of the forts in the Harbor. It serves as a prison for criminals in Portobello. In a plaza in front of the Torre is a raised wooden platform for executions.

characters speak Spanish, Robert de Lille may translate (although this will decrease the party's chances of overhearing rumors). At the Plaza del Rastro and on the Calle de San Cristobal the Pirate Patois is commonly spoken, and the party need not use an interpreter.

In the sections below, the rumors and possible encounters at each location in Portobello are listed. Assume that it takes about fifteen minutes to travel from any location in the town to the Calle Real. At the end of a week, the party must sneak out of the main gate of Portobello to meet the *Scavenger's Daughter* at the hidden cove nearby.

RUMORS

Each time the player characters have a chance to hear a rumor, roll 1D6 for each character who speaks Spanish. If at least one 6 is rolled, the party hears a rumor. Roll 1D6 on the table below to determine the exact rumor they overhear:

Roll Rumor

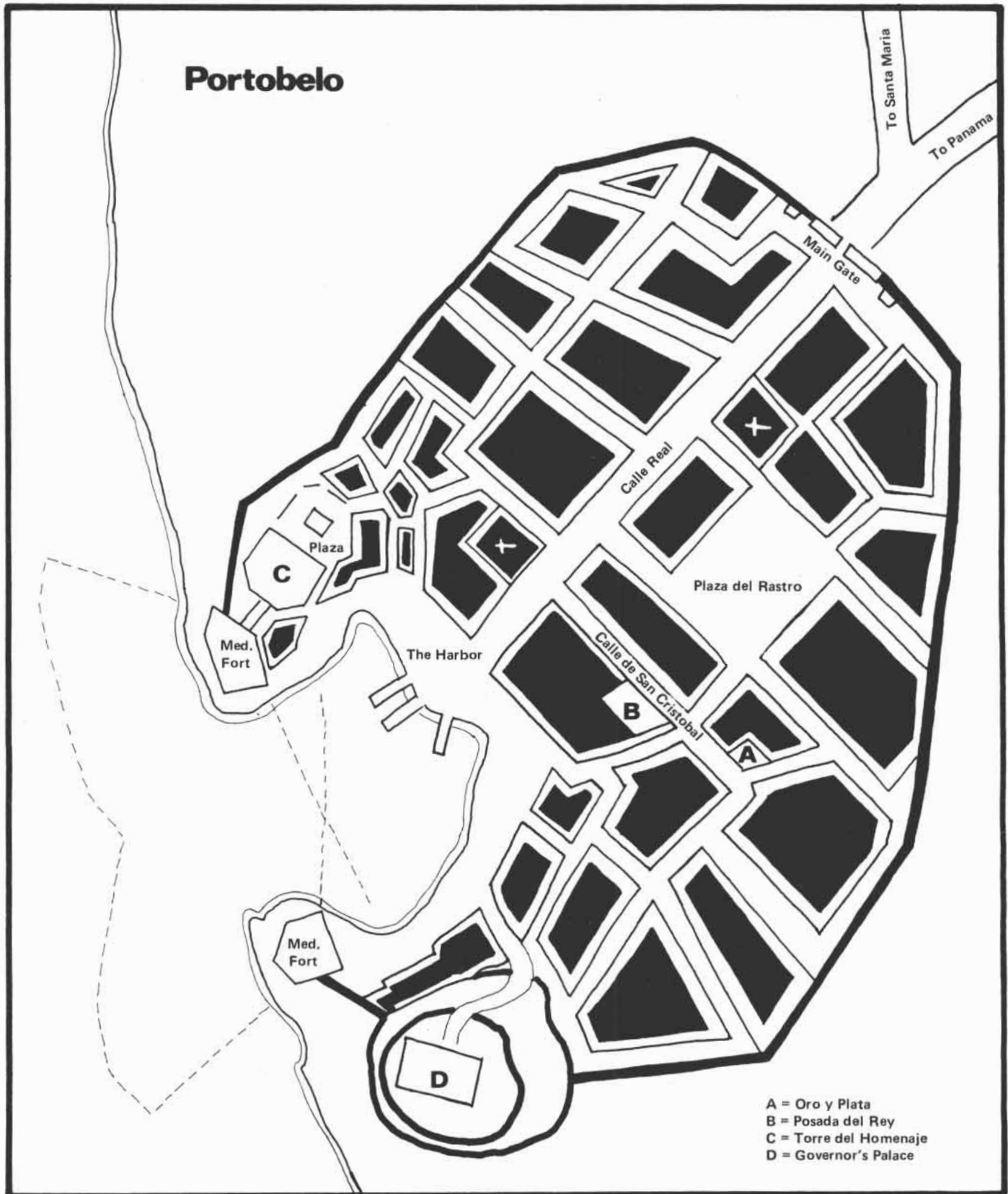
- 1 The Treasure Fleet has been sighted from Trinidad, and should arrive in Portobello in two weeks.
- 2 A notorious Spanish Pirate, Pedro the Cruel, was captured recently, along with twenty of his men, heading towards some mule-train routes. He has been imprisoned in the Torre de Homenaje, and his execution is scheduled in two weeks. Of course, the player-characters may reason, that if Pedro went to raid the mule-trains, he must know their schedules. The party may try to rescue Pedro, or trick him into giving the schedules (see the section on the Torre del Homenaje, below).
- 3 A Pirate Corsair was sighted on the coast, near Portobello, and the Governor has called for increased vigilance, in case the Pirates plan an attack.
- 4 A huge Inca treasure is said to have been discovered in Peru. It's on its way by ship to Panama, and will be brought from there by mule-train to Portobello.
- 5 Don Santiago, the Governor, has received word that there are Pirate spies in Portobello, and has sent his soldiers to seek them out. This could warn the player-characters of their betrayal or it could just be an idle rumor. At any rate, the party will have to be careful.
- 6 They say that any information can be bought, for a price, at the sleazy Oro y Plata Tavern on Calle de San Cristobal. If the party follows up this lead, refer to the section on the Calle de San Cristobal, below.

THE HARBOR

For every hour spent at the Harbor, there is a chance for the party to overhear a rumor (see the section on Rumors). For every half-hour, there is a chance for an encounter: roll 1D6, on a 6, an encounter occurs. Roll 1D6 on the table below to determine the nature of the encounter:

Roll Encounter

- 1 The party meets 1D6 Spanish merchants. They probably know nothing of the mule-train routes, but one knows that a shipment of pearls is due in Portobello soon. This may be learned through a successful Bribery roll against Wit (with a bribe of 20 to 50 Livres). If a character fails a Bribery roll, or asks too many questions, the merchants may report his suspicious behavior to



- 2 the Governor.
 2D6 Spanish Soldiers pass the party. If there is anything suspicious about the characters, the Soldiers may stop and question them. If the characters have been betrayed by a letter to the Governor, they will be stopped if the Soldiers even hear them speaking French. If the party can offer an acceptable explanation to the Soldiers (in the Gamemaster's judgment), they will not be detained for more than fifteen minutes. If this fails, a successful Bribery roll (on Wit) and a bribe of 10 to 30 Livres will extricate them from the situation. Otherwise, they will be

arrested and taken to the Governor (see the section on the Governor's Palace, below).

- 3-4 The party encounters 1D6 Spanish Sailors. They won't have any useful information. On a roll of 6 on 1D6, however, they will be drunken and rowdy, and will insult or pick a fight with the player-characters. A brawl could get the party arrested and brought before the Governor.
- 5 The party meets 1D6 Spanish dock workers. This is not a significant encounter (the dock workers have no information).
- 6 A new ship comes into the Harbor; roll 1D6 to determine what

kind:

- 1-2: A Spanish Warship
- 3: A Spanish Merchantman
- 4: A Portuguese Merchantman
- 5: A Spanish Galleon (the first of the ships of the Treasure Fleet)
- 6: A French Merchantman (the party will be forced to board and purchase passage, due to the agreement with the Harbor Master)

CALLE REAL

Along the Calle Real, the party will have a chance to hear a rumor every two hours. For every half hour spent on the Calle Real, roll 1D6 for encounters; on a roll of 5 or 6, an encounter occurs. Roll 1D6 for the nature of the encounter and consult the table below:

Roll Encounter

- 1 The party encounters 1D6 merchants. They are very busy and will probably not stop to talk to the party.
- 2 A group of 2D6 Soldiers passes the party. If the player-characters seem suspicious for any reason, the Soldiers will stop to question them. If the characters have been betrayed, the Soldiers will stop them if they are even heard speaking French. If the characters can offer an acceptable explanation to the Soldiers (in the Gamemaster's judgment), they will not be detained for more than fifteen minutes. If this fails, a successful Bribery roll (against Wit) and a bribe of 10 to 30 Livres will release the party. Otherwise, the party will be arrested and taken to the Governor (see the description of the Governor's Palace, below).
- 3 The characters enter an area of festivities, celebrating the imminent arrival of the Treasure Fleet. During the day, festivities will include dancing and music. At night, crowds will gather to watch fireworks.
- 4 The party notices a new mule-train enter through the main gate of the town. Careful questioning will reveal that it is a weekly mule-train, which travels by the Darien route. The characters can determine the size of the mule-train themselves: ten mules, ten muleteers, and ten soldiers.
- 5 The party must step to the side of the Calle Real, to make way for twenty Soldiers on parade, celebrating the imminent arrival of the Treasure Fleet.
- 6 The party enters a crowd of spectators watching a show (dancers and acrobats) in celebration of the approach of the Treasure Fleet.

THE PLAZA DEL RASTRO

For every hour spent at the Rastro, the party may roll to pick up a new rumor. For every half hour, a roll for encounters may be made; roll 1D6, on a 5 or 6, an encounter occurs. Roll 1D6 on the table below to determine the exact nature of the encounter:

Roll Encounter

- 1 The party discovers the booth of a seller of exotic birds. He specializes in colorful birds from the Portuguese colonies. Characters may buy beautiful talking parrots for 50 L each.
- 2 The party passes a jewelry shop. Inside are a wide variety of rich articles, including solid gold pirate earrings for 5 Livres apiece. The shop is also filled with large and precious pearls. The owner, who is talkative, will mention that they came all the way from Margarita, by mule-train. He knows the route and schedule of the train, and will tell the party if given decent incentive (a bribe of 100 to 200 Livres) and convinced that the party will not tell of his open-mouthedness to the Governor. The pearl mule-train, usually made up of ten mules, ten muleteers, and twenty well-armed Soldiers, leaves at the beginning of each month from New Andalusia. It travels along a coastal road through Caracas and New Granada, to Portobelo.
- 3 The party meets a vendor selling genuine Caribe weapons, including bows (20 L each), daggers (10 L each), and blow-guns (10 L each).
- 4 The party discovers a shop specializing in clothing of cloth-of-gold. Characters who wish to purchase a dazzling wardrobe may buy a gentleman's coat for 50 L, a hat for 15 L, or an entire suit for 100 L.
- 5 The party comes upon an armorer's booth, selling weapons of the finest Toledo steel. These include rapiers (110 L each), main gauches (75 L each) and daggers (35 L each). These weapons count as High Quality weapons.
- 6 In a tiny booth, curtained off from the rest of the Rastro, the party finds a corrupt muleteer, selling Inca artifacts (idols, for 100 Livres each, and necklaces for 60 L). The vendor stole these

when he left a mule-train recently. He knows that a huge Inca treasure is on its way to Portobelo, and will tell the party about it for a bribe of 200 Livres or more. In a few weeks, depending upon when the shipment arrives from Peru, a mule-train of twenty mules, twenty muleteers, and fifty soldiers will leave from Panama, along the Veragua route.

CALLE DE SAN CRISTOBAL

For every hour spent at Calle de San Cristobal, the party will have a chance to hear a rumor. For every half hour spent there, there is a chance of an encounter; roll 1D6, on a 6 an encounter occurs. Roll 1D6 to determine the nature of the encounter and consult the table below:

Roll Encounter

- 1 The party meets 1D6 Sailors. They have no useful information, but on a roll of 5 or 6 on 1D6, they will be drunk. If drunk, they may insult or provoke player-characters into a fight. A public brawl could get the characters arrested and taken to the Governor.
- 2 2D6 Soldiers pass the party. If there is anything suspicious about the characters, the Soldiers may stop and question them. If the characters have been betrayed by someone from the *Scavenger's Daughter*, the Soldiers will stop them if they are heard speaking French. If the party offers an acceptable explanation (in the Gamemaster's judgment), it will not be held for more than fifteen minutes. If this fails, a successful Bribery roll (on Wit) and a bribe of 10 to 30 Livres will extricate the characters. Otherwise, they will be arrested and taken to the Governor (see the section on the Governor's Palace, below).
- 3 The party encounters 1D6 drunken rowdies, who will attempt to pick a fight. Again, a public brawl could get the characters arrested and taken to the Governor.
- 4 The player-characters observe a mysterious person, apparently following them. If they try to catch him, this person will disappear into a crowd. This encounter doesn't mean anything, but it should keep the party nervous.
- 5 1D6 thieves spot the party. They will follow, and then attempt to pickpocket or cut-purse the wealthiest-looking characters.
- 6 The party meets 1D6 drunken muleteers, just returned from Panama. If the player-characters buy them a few more drinks, they may be cajoled into telling them about their mule-train and route. They go weekly, along the Darien route, with a train of ten mules, ten muleteers, and ten soldiers. They take mostly gold dust, although sometimes bullion, to Portobelo.

Also on the Calle de San Cristobal is the Posada del Rey, owned by Senor Novata, where the party lodges. For those characters interested in gambling, a large gambling hall, called Los Gallos, is situated next door to the Posada. It specializes in cockfights, and has three pits. The Gamemaster may handle gambling at Los Gallos using the rules included in *Tavern Brevage Noir* in the introductory adventure book.

If the characters have heard of the Oro y Plata Tavern from rumors, they may wish to visit it to buy information. It is a dangerous place, filled with rowdies and brawlers. The bartender, however, a man by the name of Senor Picaza, does have a great deal of information. If approached and offered a bribe of 150 Livres or more, he will tell the party about the Pearl Mule-Train from New Andalusia. As mentioned above, it is made up of ten mules, ten muleteers, and twenty soldiers. It travels along the northern coast of the Spanish Main, and it leaves at the beginning of each month. The character who gets this information from Senor Picaza must make a successful roll against Luck (+3 for Bribery skill) or Senor Picaza will go to the Governor afterwards, and report on that character.

THE GOVERNOR'S PALACE

At the top of a rise above the harbor of Portobelo is the palatial estate of Don Santiago, the Colonial Governor of Darien and Portobelo. The player-characters may not pick up normal rumors, or meet normal encounters at the Governor's Palace. They will probably only be brought there if arrested in town.

The Palace is high-walled, and all of the windows on the ground floor are barred with grillwork. Twenty Soldiers guard the Governor's estate. In shifts, four men are stationed on the road up to the Palace, two at the entrance, two inside, and two function as personal bodyguards for the Governor. Assume that all guards are armed with flint-lock carbines and rapiers (Expertise 11 with each weapon). They are armored as Fusiliers, and have 12 Hit Points each.

Don Santiago himself is a tall, proud, red-haired Spaniard. He is a Galacian, and a career Soldier. He has no wife or family, and has



devoted his life to the service of his country. He fights with two wheel-lock dueling pistols (Expertise 17) and a longsword (Expertise 18). He wears Arquebusier's armor and has 16 Hit Points.

If characters are brought before Don Santiago after being arrested in town, they will be tried by him alone. Roll as if Don Santiago were a Magistrate, using the rules in section 7.2.6 of *Flashing Blades*. Characters who do not speak Spanish will gain no advantage from Magis-

tracy skill, Rank, or Title. The player-characters will be allowed no legal counsel, and Don Santiago will not accept bribes. Subtract 4 from the roll if Don Santiago has concrete evidence of the characters' crime; subtract 2 if they try to offer him a bribe. Characters convicted after brawling will be thrown into the Torre del Homenaje for 1D6 days. Characters convicted of spying will be thrown into the Torre, and will be scheduled to be executed in three weeks. The punishments for all other crimes are as listed in *Flashing Blades*. Of course, Smilin' Jack will organize an expedition to save condemned player-characters, if he hears of their plight in time.

THE TORRE DEL HOMENAJE

The Torre del Homenaje is the fearsome dungeon of Portobello. It is a block-like tower, with walls ten feet thick. It is guarded by twenty regular soldiers. It would be almost impossible to storm the Torre. Attacks by stealth (i.e. climbing to the roof and sneaking in) or deceit are the only viable options. Raids on the prison should be dealt with by the Gamemaster.

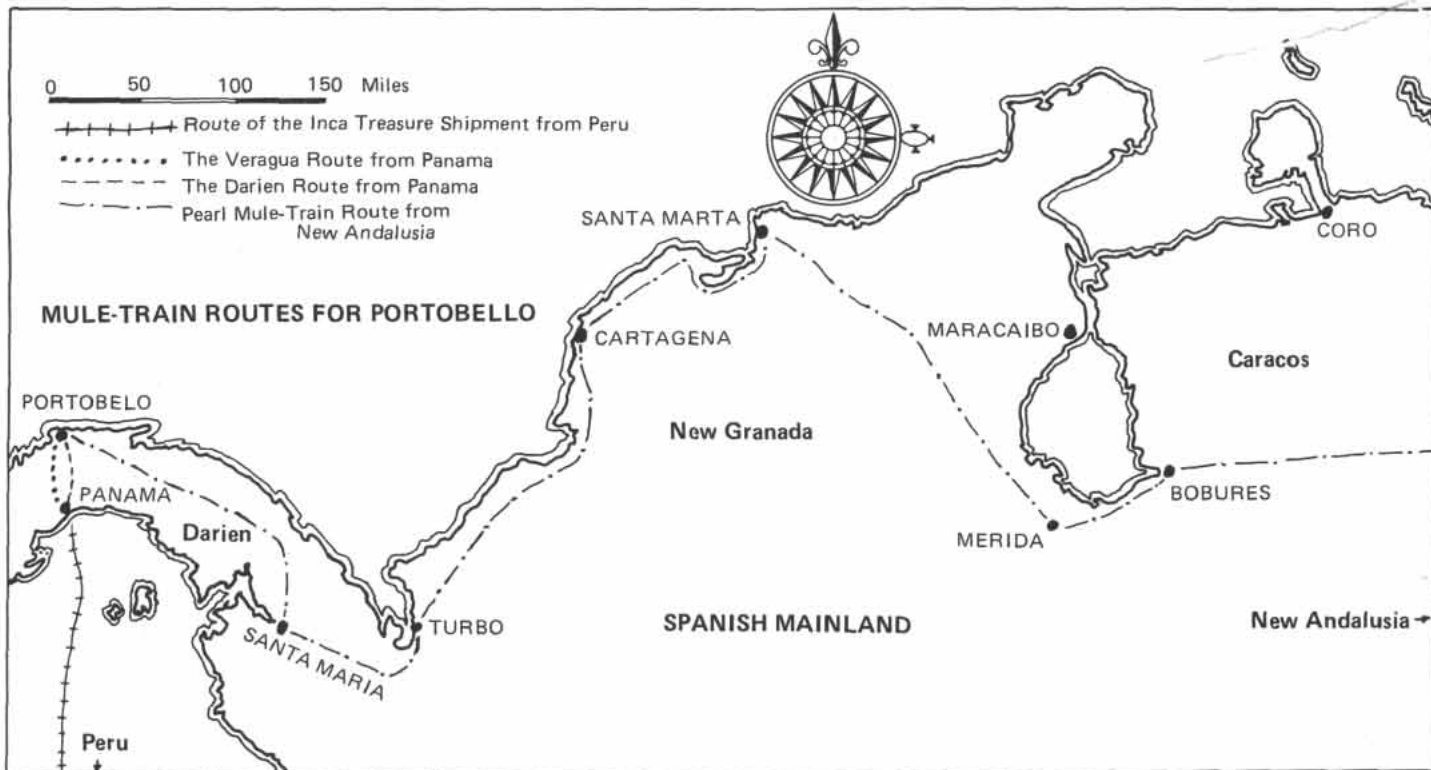
Characters placed in the Torre will be forced to pay the guards, or live in the worst possible conditions. The guards must be paid the equivalent of a Livre per day (either by the character, or by his friends outside) or he will half-starve. Characters who cannot pay their rent must make a successful Endurance roll each day, or lose a (temporary) point of Strength. When Strength is reduced to $\frac{1}{2}$ its normal value, further hardship decreases Hit Points at the same rate. When Hit Points reach 0, the character dies of starvation and/or disease. Lost Strength and Hit Points may be regained at a rate of 1 point per day of proper eating and rest.

The player-characters may wish to visit their comrades in the Torre. This requires a successful Bribery roll (on Wit) and a bribe of 10 to 30 Livres. Visitors will be carefully searched by the guards.

If the player-characters hear rumor number 2, they may wish to visit or rescue Pedro the Cruel, a Pirate Captain imprisoned in the Torre del Homenaje. Pedro is a vicious portly man with a thick beard. He knows about the Inca treasure scheduled to travel soon by the Veragua route from Panama to Portobello (with twenty mules, twenty muleteers, and fifty soldiers). Pedro was on his way to intercept it, but he was too early and the Governor's soldiers caught him while he camped out. In return for his freedom, Pedro will tell the player-characters about the train. Only if the party can trick him somehow, will he tell them the details without being rescued (this is left to the discretion of the Gamemaster).

CONCLUSION

At the end of a week, the player-characters may leave the town of Portobello and meet Smilin' Jack at the nearby cove. There are three possible mule-trains they may have learned about; the gold weekly





from Panama, along the Darien route; the pearl-train from New Andalusia; and the great Inca Treasure, coming along the Veragua route from Panama. Cap'n MacGregor will be pleased to hear of two mule-trains, and will be overjoyed if the party has learned of all three.

True to his word, Smilin' Jack will drop off those characters who wish to leave the *Scavenger's Daughter*, in a jolly boat, near the harbor of Martinique. They will also be loaded with their shares of Pike's treasure, and 200 extra Livres each, as a personal gift from Cap'n MacGregor. Robert de Lille will accompany the player-characters to Martinique. Upon landing at Martinique, those player-characters originally sent with the Secret Message may show the ring with the royal seal on it, and will be admitted to an audience with the Colonial Governor. The Governor will officially pardon them for their brief Pirate careers, because of the great service they have performed for the Crown. The Governor will also provide transportation back to France for all of the player-characters on Martinique who desire it. Upon return to France (after a peaceful journey of two months), all characters who took the Secret Message to the New World may roll immediately (and regardless of Social Rank) to be admitted to one of the Noble or Royal Orders. Characters who fail to be admitted, will be allowed to join the Gentlemen's Club of their choice (again, regardless of Social Rank).

Those player-characters who choose to remain with Smilin' Jack may continue to have Pirate adventures. *Portobelo* leaves alot of room for further expeditions and raids on the mule-trains. Who knows how much the Inca treasures are worth? Will Don Santiago lay a trap for Pirate raiders? Will Cap'n MacGregor organize a rescue operation for characters or Pedro the Cruel, jailed in the Torre del Homenaje? It's all up to the imagination of the Gamemaster.

FLASHING BLADES™

High Seas

An expansion for FLASHING BLADES to allow characters to adventure in the New World and at sea in the Caribbean (or elsewhere). Included herein are complete rules for the creation of colonial characters, new skills and backgrounds for the New World, a complete background to the New World and the colonial bureaucracy, colonial military campaigns, and even the position of the clergy in the Americas. Also included are complete rules for shipbuilding, ship types, sea travel and trade, and ship-to-ship combat. Additional sections provide a complete background to the world of pirates and privateers.

This book is rounded out by a complete mini-campaign set amidst the pirates of the Spanish Main. Herein can be found:

- **SCAVENGER'S DAUGHTER:** An introductory adventure involving French-born characters sent from France to the New World on a perilous mission of importance for their monarch.
- **PIKE'S TROVE:** An adventure wherein the pieces of a treasure map come together to lead to both riches and dangers.
- **GUEDE-JE-ROUGE:** An adventure of rescue involving the beautiful daughter of a Colonial Governor and a voodoo curse.
- **PORTOBELLO:** An adventure of intrigue and espionage in a Spanish city on the Spanish Main wherein await potential rewards and perilous encounters.