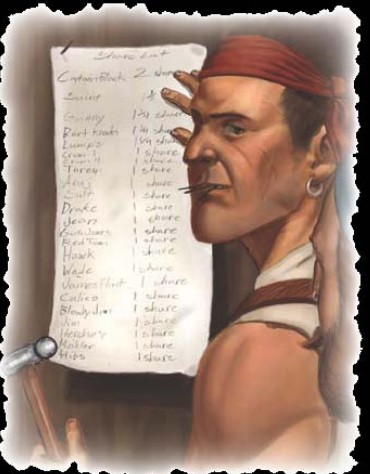


PIRATES

OF THE Spanish Main



SWASHBUCKLING ROLEPLAYING IN THE AGE OF PIRACY

Miscellaneous Goods

Item	Cost	Weight	Item	Cost	Weight
Bedroll	25	4	Animals, Trained		
Blanket	10	4	Dog, guard	150+	—
Book (blank, 50 pages)	8	2	Dog, hunting	100+	—
Candle (2" radius)	1	1	Hawk	400+	—
Carriage	500		Horse	300+	—
Climbing gear	45	6	Riding gear	75+	—
Clock (pendulum)	500	10	Item	Cost	Weight
Compass	100	1	Clothing		
Cutlery	5+	1	Normal clothing	20	—
Dice	2+	1	Formal clothing	200	—
Dice, weighted	50+	1	Food		
Flask (ceramic)	5	1	Provisions (ship's rations/day)	1	1
Flint and steel	3	1	Cheap meal	5	1
Grapple gun	500	14	Good meal (restaurant)	15+	—
Grappling hook	10	2	Trail rations (keeps 1 week)	10	5
Gunsmith's tools	200	5	Drink		
Hammer	10	1	Cheap stuff, bottle (grog)	1	1
Lantern (4" radius)	25	3	Good stuff, bottle (wine)	10	1
Lantern, Bullseye	50	3	Women (or Men)		
Leather satchel (waterproof)	10	2	Cheap Date	20	—
Letter of Marque	1500	—	Upscale wench	50+	—
Lockpicks	200	1	Wages* (per month, plus room and board)		
Manacles	15	2	Admiral/General	500	—
Map of the Main	100	1	Captain/Colonel	400	—
Medicine chest	1200	10	Commander/Captain	300	—
Oil (for lantern; 1 pint)	2	1	Lieutenant	200	—
Pick or shovel	10	6	Midshipman/Subaltern	75	—
Quiver (20 arrows or bolts)	5	2	Quartermaster	150	—
Rope (10 yards)	5	15	Navigator/Pilot	150	—
Sail Cloth	5/yard	3	Sailing Master	100	—
Scroll case	4	1	Bosun	100	—
Soap	1	1/5	Master of Guns	100	—
Spyglass	250	2	Carpenter	100	—
Torch (1 hour, 4" radius)	1	1	Mate	75	—
Waterskin (empty)	1	1	Surgeon	100	—
Whistle	2	—	Sailor/Marine/Soldier	50	—
Whetstone	5	1			
Writing equipment	20+	1			

* Non-pirate crews. Pirates receive shares instead of wages.

Character Creation Summary

1) Race

• Choose your hero's nationality. You get a free Edge (for which you must meet all the requirements).

2) Traits

• Your hero starts with a d4 in each attribute, and has 5 points with which to raise them. Raising an attribute a die type costs 1 point.

• You have 15 points for skills.
• Each die type in a skill costs 1 point up to the linked attribute. Going over the linked attribute costs 2 points per level.

• Charisma is equal to the total bonuses or penalties given by Edges and Hindrances.

- Pace is 6".
- Parry is equal to 2 plus half Fighting.
- Toughness is equal to 2 plus half Vigor. Go ahead and add the bonus granted by the armor worn on your torso to this value as well for speed's sake, but remember it may not count if attacks target other parts of the body.

3) Edges & Hindrances

• You gain additional points for taking up to one Major Hindrance and two Minor Hindrances.

During character generation you can ignore the Rank requirements on all Edges (except Legendary Edges).

For 2 points you can:

- Gain another attribute point.
- Choose an Edge.

For 1 point you can:

- Gain another skill point.
- Increase starting funds by \$500.

4) Gear

- Start with \$500.

5) Background Details

• Fill in any other background details you care to add.

Skills Summary

Skill	Linked Attribute
Boating	Agility
Climbing	Strength
Driving	Agility
Fighting	Agility
Gambling	Smarts
Guts	Spirit
Healing	Smarts
Intimidation	Spirit
Investigation	Smarts
Knowledge	Smarts
Lockpicking	Agility
Notice	Smarts
Persuasion	Spirit
Repair	Smarts
Riding	Agility
Shooting	Agility
Stealth	Agility
Streetwise	Smarts
Survival	Smarts
Swimming	Agility
Taunt	Smarts
Throwing	Agility
Tracking	Smarts

Load Limits

A character's load limit is equal to 5 x his Strength.

Every multiple of the load limit after the first subtracts 1 from a character's:

- Agility and all linked skills
- Strength and all linked skills

Leveling

- Gain a new Edge
- Increase a skill*
- Increase 2 skills**
- Increase one attribute***
- Add a new skill at d4

* Equal to or greater than linked attribute

** Less than its linked attribute

*** Only once per Rank.

Armor

Type	Armor	Weight*	Cost	Notes
Personal				
Leather	+1	6	50	Covers torso, arms, legs
Plate corselet	+3	20	400	Covers torso
Plate greaves (legs)	+3	10	200	Covers legs
Plate vambraces (arms)	+3	10	200	Covers arms
Steel Helmet	+3	4	75	50% chance of protecting against head shot
Shields				
Small Shield (Buckler)	—	8	25	Parry +1

*This is effective weight when worn. Most armor weighs quite a bit more when carried rather than worn.

Blackpowder Weapons

Type	Range	Damage	RoF	Cost	Weight	Min Str	Notes
Grenade launcher	10/20/40	As grenade	1	600	14	d6	2 full actions to reload; See notes
Musket	10/20/40	2d8	1	300	15	d6	2 full actions to reload
Musketoen	5/10/20	2d8	1	200	8	d6	2 full actions to reload
Rifled Musket	15/30/60	2d8	1	300	8	d6	AP 2; 3 full actions to reload
Blunderbuss	10/20/40	1-3d6*	1	300	12	—	d6 2 full actions to reload
Flintlock Pistol	5/10/20	2d6+1	1	150	3	—	2 full actions to reload
Grenade	3/6/9**	3d6	—	50	1	—	See notes
Pocket Pistol	2/4/6	2d6-1	1	250	2	—	2 full actions to reload; See notes
Powder Bomb	2/4/8**	2d6	—	20	1	—	See notes
Turn-Out Pistol	10/20/40	2d6+1	1	250	3	—	2 full actions to reload; See notes
Two-Barrel Pistol	5/10/20	2d6+1	1/2	200	5	d6	2 full actions to reload per barrel; See notes
Volley Gun	Cone	2d8	1	350	12	d8	2 full actions to reload per barrel

*A blunderbuss does 1d6 at Long range, 2d6 at Medium range, and 3d6 at Close range.

** Thrown range.

Ammunition

Ammo	Weight	Cost	Notes
Arrow*	1/5	1/2	
Quarrel*	1/5	1/5	AP 2 (standard crossbow bolt)
Shot (w/powder)	1/10	1	For black powder weapons
Sling stone	1/10	1/20	Stones can also be found for free with a Notice roll and 1d10 minutes searching, depending on terrain

*Outdoors, arrows and quarrels are recovered on a d6 roll of 4-6 (50% chance). Underground or indoors, the chance is reduced to a roll of 5-6 on 1d6 to reflect the increased chance of breakage.

Hand Weapons

Type	Damage	Weight	Cost	Min Str	Notes
Axes and Mauls					
Axe	Str+d6	2	50	d6	
Boarding Axe	Str+d8	10	100	d8	
Great Axe	Str+d10	15	250	d10	AP 1; Parry -1; requires 2 hands
Maul	Str+d8	20	250	d10	AP 2 vs rigid armor (plate); Parry -1; requires 2 hands
Blades					
Bayonet	Str+d4	1	25	—	+1 Reach, Parry +1, and requires 2 hands when used with musket
Dagger	Str+d4	1	25	—	
Great sword	Str+d10	12	250	d10	Parry -1; requires 2 hands
Hook	Str+d4	—	20	—	See notes
Long sword	Str+d8	8	200	d6	Includes scimitars
Marlinespike	Str+d4	1	10	—	-1 Fighting; AP 1
Rapier	Str+d4	3	150	—	Parry +1
Short Sword	Str+d6	4	50	—	Includes sabers and cutlasses
Blunt Weapons					
Club/Belaying Pin	Str+d4	1	5	—	
Brass Knuckles	Str+d4	1	20	—	
Pole Arms					
Gaff	Str+d4	6	10	d6	Reach 1; requires 2 hands; See notes
Halberd	Str+d8	15	300	d8	Reach 1; requires 2 hands
Harpoon	Str+d6	10	100	d8	Reach 1; requires 2 hands
Staff	Str+d4	8	5	—	Parry +1; Reach 1; requires 2 hands
Spear	Str+d6	5	25	d6	Parry +1; Reach 1; requires 2 hands

Ranged Weapons

Type	Range	Damage	RoF	Cost	Weight	Min Str	Notes
Axe, throwing	3/6/12	Str+d6	1	50	2	—	
Bow	12/24/48	2d6	1	200	3	d6	
Crossbow	15/30/60	2d6	1	300	10	d6	AP 2; 1 action to reload
Harpoon	3/6/12	Str+d10	1	100	10	d8	
Knife/Dagger	3/6/12	Str+d4	1	25	1	—	
Sling	4/8/16	Str+d4	1	1	1	—	
Spear	3/6/12	Str+d6	1	25	5	d6	

Improvised Weapons

Type	Range	Damage	RoF	Cost	Weight	Str	Notes
Small	3/6/12	Str+d4	1	—	1	—	-1 attack & Parry
Medium	2/4/8	Str+d6	1	—	3	d6	-1 attack & Parry
Large	—	Str+d8	1	—	6	d8	-1 attack & Parry; requires 2 hands

Attack Options Summary

Attack	Penalty
Aim	+2 Shooting/Throwing if character does not move
Area Effect Attacks	Targets under template suffer damage, treat cover as armor; missed attack causes 1d6" deviation for thrown weapons, 1d10" for launched weapons; x1 for Short range, x2 for Medium range, x3 for Long range
Breaking Things	See Obstacle Toughness Table; Parry 2; No bonus damage or Aces
Called Shots	
Limb	-2 attack
Head	-4 attack; +4 damage
Small target	-4 attack
Tiny target	-6 attack
Cover	
Light	-1
Medium	-2
Heavy	-4
Darkness	
Dim	-1 attack
Dark	-2 attack; targets are not visible beyond 10"
Pitch Darkness	Targets must be detected to be attacked at -4
Defend	+2 Parry; character may take no other actions
Disarm	-2 attack; defender makes a Str roll vs. damage or drops his weapon
The Drop	+4 attack and damage
Finishing Move	Instant kill to helpless foe with lethal weapon
Firing Into Melee	See Innocent Bystanders
Full Defense	Character rolls his Fighting, using the result as his Parry
Ganging Up	+1 Fighting per additional attacker; maximum of +4
Grappling	Fighting roll to grapple, on a raise opponent Shaken; Defender can make opposed Strength or Agility to break free (any other action made at -4); Attacker can make opposed Strength or Agility to damage victim
Innocent Bystanders	Missed Shooting or Throwing roll of 1 (2 with blunderbusses) hits random adjacent target
Nonlethal Damage	Characters are knocked out for 1d6 hours instead of wounded
Obstacles	If attack hits by the concealment penalty, the obstacle acts as Armor
Prone	As Medium cover; prone defenders suffer -2 Fighting, -2 Parry
Ranged Weapons in Close Combat	Pistols only; Target Number is defender's Parry
Touch Attack	+2 Fighting
Trick	Describe action; make opposed Agility or Smarts roll; opponent is -2 Parry until next action; with a raise, the foe is -2 Parry and Shaken
Two Weapons	-2 attack; additional -2 for off-hand if not Ambidextrous
Unarmed Defender	Armed attackers gain +2 Fighting

Combat Summary

Initiative

- Deal each Wild Card and group of like characters one card.
- Reshuffle the deck the round *after* a Joker is dealt.
- A Joker allows the character to act whenever he wants in a round, and adds +2 to all his Trait and damage rolls that round.

Movement

- A character may move up to his Pace and perform an action, such as making a hand-to-hand attack, firing a ranged weapon, or making a test of wills.
- A character may attempt additional actions, such as running, but incurs a -2 penalty to all Trait rolls for each additional action.

Fighting

- The attacker makes a single Fighting roll. If the roll is equal to or greater than his target's Parry, the attack hits (see **Damage**). A raise on the attack roll adds +1d6 to the damage.

Shooting

- The attacker makes a single Shooting roll and subtracts 2 for Medium range and 4 for Long range. If the roll is successful (TN 4 or more), the attack hits (see **Damage**). A raise on the attack roll adds +1d6 to the damage.

Damage

- If the damage is equal to or greater than the victim's Toughness, he's Shaken.
- A Shaken character who receives a second Shaken result is wounded.
- If the damage exceeds the victim's Toughness by a raise, he's Wounded. Wounded Extras are Incapacitated and removed from play. Wild Cards can suffer up to three wounds.
- When a Wild Card suffers more than three wounds, he falls unconscious for 1d6 days.

Aftermath

- A Healing roll on an injured Wild Card heals 1 wound with a success and 2 with a raise. If the roll is failed, the wound must heal naturally.
- Incapacitated Extras roll Vigor to see if they are alive or dead.

Tests of Will Summary

Intimidation	Opposed roll versus Spirit; +2 to next action against this target with a success; +2 bonus and opponent is Shaken with a raise
Taunt	Opposed roll versus Smarts; +2 to next action against this target with a success; +2 bonus and opponent is Shaken with a raise

Ship Maneuvers

The following are some common maneuvers that may be performed by ships. The penalty to the Boating roll is listed in parentheses. An entry given as X/Y is for the tabletop and Chase rules respectively. An entry of “-” means no roll is necessary and the ship must maneuver to the correct position on the tabletop.

If the maneuver is failed, move the ship to the point of the maneuver, then roll on the Out of Control Table to see where it actually ends up.

Broadside (-/0): Broadships are the most powerful attacks a ship can make but unless the attacking ship has “crossed the T” it allows the enemy to return fire with their own broadside. This maneuver is usually reserved for daring captains or those with vastly superior firepower.

A broadside may be lined up whenever a ship is parallel to its foe (in the Chase rules, this requires a Force maneuver). A broadside may be attempted at any range. All guns on one side of the vessel may be brought to bear on the target at once. The enemy vessel may likewise fire half its cannons back.

Club Hauling (-4): By dropping the anchor and having all the crew rush to one side of the ship the captain can attempt to turn his ship tightly in a very narrow circle. The captain makes a Boating roll. If successful he turns his ship up to 180 degrees (in the Chase rules, he draws two new cards for position—three with a raise—and keeps the best). On a failure the ship goes Out of Control.

Crossing the T (-/-2): The most favorable position in naval combat is perpendicular to your opponent at close range. This allows a ship to fire a complete broadside (all of its cannons on that side) and rake the target from stem to stern, without presenting the same target to the enemy. This is called “crossing the T.”

A ship may cross the T whenever it crosses perpendicular to the bow or stern of an enemy ship and all cannons are within short range (in the Chase rules, the captain must succeed in a Force maneuver once he has closed the range). The attacker may fire a broadside. The defender may not return fire unless he has some sort of weapon mounted on the bow or stern.

Hard Brake (0): The pilot decelerates up to three times the ship's Acceleration.

Obstacle or Stunt (-2 or more): Sailing through a really tight obstacle looks easy enough on the tabletop since a ship is simply moved however the player wants. But in “reality,” the ship is pitching and tossing at the mercy of the wind and is much more difficult to hold steady than the battle mat shows.

For this reason, pilots trying to pass through tight obstacles—narrow reefs, between a harbor wall and a ship moving to block you—must make Boating rolls. The standard difficulty is -2, but really tight spots might call for a -4 or greater penalty. If the roll is failed, the ship hits the obstacle and suffers collision damage as usual.

Ram (Opposed): Though we have to move ships in turns on the table-top, they're actually moving simultaneously in the “real world.” For that reason, when one ship rams another, we give the defender a chance to get out of the way—even if it's not his turn. When this happens, the two captains make opposed Boating rolls. If the attacker wins, he's managed to ram his foe and damage is calculated normally. If the defender wins, he must move his ship just out of the way, whether backwards, forwards, or sideways.

Shearing (-2): Shearing involves drawing close along side a vessel powered by oars in an attempt to smash its oars. The attacking captain must maneuver his ship into parallel contact with his target of the enemy ship and make a successful Boating roll. In the Chase rules, the attacking ship must be on the same initiative card as the target and the captain must make a Force maneuver.

On a success, the target ship suffers 3d6 damage applied against its base Toughness (no Armor). If the damage results in a wound the oars are sheared—the vessel suffers no actual wound. The target's Top Speed is halved and it can only turn to the left or right as applicable, while using oars.

Tight Turn (0): The ship can turn between 45 and 90 degrees.

Out of Control

- 2d6 Effect
- 2 **Dip:** The prow of the ship disappears beneath the waves, covering the decks in water. Roll 1d6. This many crewmen (pick randomly from any on exposed decks) must make Agility rolls or be washed overboard and lost.
- 3-4 **Turn:** Move the ship 1d4” in the direction of the maneuver, or 1d4” away from a damaging hit. Roll a d12, read it like a clock facing, and point the ship in that direction.
- 5-9 **Slip:** Move the ship 1d4” left or right (in the direction of a failed maneuver, or away from a damaging attack).
- 10-11 **Major Slip:** Move the ship 1d6” left or right (in the direction of a failed maneuver, or away from a damaging attack).
- 12 **Roll:** The ship rolls to one side, heeling over hard. The pilot must make a Boating roll (-4) or the ship capsizes and starts to sink (see page 136). If there is loose cargo in the ship's hold, the roll is at -6.

Critical Hits

- 2d6 Effect
- 2 **Mast:** A mast is hit and snapped. If the ship has a rating of 5 Wounds (or masts if you're using CSG minis) Acceleration and Top Speed drop by one fifth. A ship with a rating of 4 Wounds drops by a quarter, and so on (round down). If there are no masts left, the ship drops to zero Top Speed (unless she has oars).
- 3 **Rudder:** The rudder is hit. The ship may only turn in one direction (away from the attacker's side), and suffers -2 to its Handling. A second rudder hit to the same side counts as a Hull hit.
- 4-5 **Weapon:** A random cannon is destroyed and may no longer be used. If there are no cannons, this is a Hull hit instead.
- 6-8 **Hull:** Treat damage normally but roll 1d6 as well. If the result is a 6, a fire has been started. See the Fire section on page 134 for more details.
- 9 **Crew:** Crew Critical Hits inflict 2d6 casualties scattered randomly among all crewmen. Remove that many crew immediately. They may recover in the aftermath of the fight in the normal way (see page 91). If the 2d6 roll comes up a double, a random player character or other named personality was hit as well. Subtract the Armor value of the ship from the damage if the victim was below decks.
- 10 **Passengers:** As above, except the shot removes passengers, If there are no passengers on board, treat this as a Crew hit instead.
- 11 **Cargo:** The contents of 1d4 random Cargo Spaces are destroyed. If the vessel is not carrying cargo, treat this as a Hull hit instead.
- 12 **Magazine:** The ship's magazine is hit, which blows the ship to matchwood. See page 135 for details.

The Caribbean

Atlantic Ocean

Leeward Islands

Windward Islands

Viceroyalty of New Granada



1 Square = 30 Miles