

# T A B L E T O P HEROES

## Age of Piracy



# British



TAG31018

# Age of Piracy - British



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CHARACTERS BY DAVE BLEWER

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25 PIRATE FIGURES



Captain James Felton  
First Lieutenant Tom Barker  
Petty Officer George Bligh  
Ships Master Cockham  
Midshipman Wallace  
Doctor Jones  
Master-at-Arms Evans  
Boatswain Rodwell  
Carpenter Pilkinton  
Sailmaker Fripp  
Purser  
Topman Harbut  
Topman Chew

Topman Hale  
Boatswain Mate  
Armourer Alfred Smith  
Ship's Cook Old Turpie  
Gunner Thompson  
Sailor Tozer  
Marway the Cabin Boy  
Marine Captain Osgerby  
Marine Guttridge  
Marine Fletcher  
Marine Eckett  
Marine Ayles



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## OFFICERS



### CAPTAIN JAMES FELTON

**Attributes:** Agility d8, Smarts d10, Spirit d10, Strength d8, Vigor d8

**Skills:** Boating d12, Climbing d6, Fighting d10, Guts d8, Intimidation d10, Knowledge (Battle d10), Notice d6, Shooting d8, Streetwise d6, Swimming d6

**Charisma:** +4

**Pace:** 6; **Parry:** 7; **Toughness:** 6

**Hindrances:** Code of Honor, Enemy (Deepbeard), Vengeful

**Edges:** Academy (Royal Fencing Academy), Charismatic, Combat Reflexes, Command, Command Presence, Connections (The Admiralty), Fervor, Gifted Leader, Hero, Hold The Line, Improved First Strike, Improved Riposte, Inspire, Iron Jaw, Level Headed, Master & Commander, Marksman, Natural Leader, Noble, Officer (Captain), Ramming Speed, Steady Hands.

**Fame:** +50

**Gear:** Cutlass (Str+d6), Flintlock pistol (5/10/20, 2d6+1, 2 actions to reload), *The Spectre* (4-mast frigate)

**Background:** Captain Felton is a good captain, firm, but fair with the men under his command. Felton's younger brother was killed by the dread pirate Deepbeard, and he has sworn revenge.



### LIEUTENANT TOM BARKER

**Attributes:** Agility d6, Smarts d8, Spirit d8, Strength d6, Vigor d6

**Skills:** Boating d6, Climbing d8, Fighting d8, Gambling d8, Guts d10, Intimidation d6, Notice d6, Repair d6, Shooting d6, Streetwise d8, Swimming d6, Throwing d8

**Charisma:** -2

**Pace:** 6; **Parry:** 6; **Toughness:** 5

**Hindrances:** Garrulous, Heroic, Outsider

**Edges:** Boarder, Combat Reflexes, Command, Entangle, Fast Healer, Fervor, Inspire, Luck, Nerves of Steel, Really Dirty Fighter, Steady Hands,

**Fame:** +7

**Gear:** Cutlass (Str+d6), Flintlock pistol (5/10/20, 2d6+1, 2 actions to reload)

**Background:** Tom Barker is a rarity, a common man promoted into the officer class after a display of uncommon heroism, which not only saved his captain's life but also the ship as well. Now he exists between two worlds looked down upon by both his fellow officers—for being a jumped-up peasant—and his former friends—for putting on airs and graces. He is trying to make the best of his good fortune, but he is only a breath away from snapping with the pressure.



### PETTY OFFICER GEORGE BLIGH

**Attributes:** Agility d8, Smarts d6, Spirit d6, Strength d6, Vigor d6

**Skills:** Boating d6, Climbing d6, Fighting d8, Intimidation d10, Notice d10, Shooting d8, Swimming d6, Taunt d8

**Charisma:** -3

**Pace:** 6; **Parry:** 6; **Toughness:** 5

**Hindrances:** Arrogant, Habit (talks with a sneer), Mean

**Edges:** Alertness, Command, Officer (Subaltern), Reputation (Bad), Steady Hands, Strong willed.

**Fame:** -10

**Gear:** Cutlass (Str+d6), Flintlock pistol (5/10/20, 2d6+1, 2 actions to reload), compass, Spyglass

**Background:** Bligh is a terrible bully who lives to make the lives of his men a misery. No misdemeanor is overlooked or not punished severely. His infamy is spreading amongst the Spanish Main, but the officers like him. Ships with him aboard run smoothly after a couple of weeks—and examples.



### SHIP'S MASTER COCKHAM

**Attributes:** Agility d6, Smarts d6, Spirit d8, Strength d6, Vigor d6  
**Skills:** Boating d8, Climbing d10, Fighting d8, Intimidation d6, Knowledge (Battle) d6, Notice d8  
**Charisma:** +1  
**Pace:** 6; **Parry:** 6; **Toughness:** 5  
**Hindrances:** Cautious, Jingoistic (Major), Loyal  
**Edges:** Command, Command Presence, Fervor, Lookout, Officer (Lieutenant), Steady Hands  
**Fame:** +10  
**Gear:** Cutlass (Str+d6), Flintlock pistol (5/10/20, 2d6+1, 2 actions to reload),  
**Background:** Cockham is a good officer who is surprisingly fair to the men under his command. If he has one fault it is his unreasoning hatred of foreigners, especially the Spanish—one of his ancestors died during the aborted invasion of England in 1588.



### MIDSHIPMAN WALLACE

**Attributes:** Agility d6, Smarts d10, Spirit d8, Strength d6, Vigor d6  
**Skills:** Boating d6, Climbing d6, Fighting d4, Intimidation d6, Investigation d8, Knowledge (Currents), Knowledge (Navigation),  
**Charisma:** +2  
**Pace:** 6; **Parry:** 4; **Toughness:** 5  
**Hindrances:** Curious, Seasick  
**Edges:** Attractive, Scholar (Currents, Navigation)  
**Fame:** -2  
**Gear:** Saber (Str+d6), charts, sextons, maps  
**Background:** Harvey Wallace shouldn't be at sea, he is ill-suited to the life, even the slightest breeze can make him horribly sick, and he is easily intimidated by the men under his command. However he is an expert navigator and— providing he can leave his cabin—a boon to any ship he serves upon.

## SENIOR CREW



### DOCTOR JONES

**Attributes:** Agility d6, Smarts d8, Spirit d8, Strength d6, Vigor d6  
**Skills:** Healing d8, Fighting d8, Guts d10, Intimidation d6, Shooting d8, Swimming d6  
**Charisma:** -3  
**Pace:** 6; **Parry:** 6; **Toughness:** 5  
**Hindrances:** Bad Eyes, Habit (Never, ever smiles), Mean  
**Edges:** Close Fighting, Healer, Really Dirty Fighter, Steady Hands  
**Fame:** -5  
**Gear:** Bloody butcher's knife (Str+d4), two-barrel pistol (5/10/20, 2d6+1, RoF 1 or 2, 2 Actions to reload each pistol)  
**Background:** Doctor Henry Jones isn't the kindly surgeon romanticized in popular fiction. He is a butcher, the kind of man who carries a loaded pistol with which to threaten his patients if they cause too much fuss as he saws off their limbs. He isn't

above killing a few Frenchies either.



### MASTER AT ARMS EVANS

**Attributes:** Agility d8, Smarts d8, Spirit d6, Strength d6, Vigor d8

**Skills:** Boating d6, Climbing d6, Fighting d8, Guts d8, Healing d6, Intimidation d6, Notice d6, Repair d8, Shooting d8, Swimming d6

**Charisma:** +1

**Pace:** 6; **Parry:** 7; **Toughness:** 6

**Hindrances:** Anemic, Heroic, Loyal

**Edges:** Ambidextrous, Block, Command, Gunsmith, Improved First Strike, Lunge, Musketeer, Quick, Riposte, Steady Hands, Two-Fisted

**Fame:** +10

**Gear:** Cutlass (Str+d6), Flintlock pistol (5/10/20, 2d6+1, 1 action to reload)

**Background:** Jeffrey Evens was a soldier, stationed on the subcontinent. Disaster left him wounded, penniless, and diseased, he was shipped home. However civilian life no longer suited him, and he craved the military life once again. He changed his name slightly and signed up for the navy, where his previous experience soon saw him promoted.



### BOTSWAIN RODWELL

**Attributes:** Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6

**Skills:** Boating d6, Climbing d6, Fighting d6, Intimidation d8, Repair d8, Shooting d6, Streetwise d6, Swimming d6

**Charisma:**

**Pace:** 6; **Parry:** 5; **Toughness:** 5

**Hindrances:** Habit (Talks to the ship), Loyal, Stubborn

**Edges:** Command, Command Presence, Gifted Leader

**Fame:** +5

**Gear:** Cutlass (Str+d6), Flintlock pistol (5/10/20, 2d6+1, 2 actions to reload), whistle, walking stick

**Background:** Botswain Rodwell is an odd duck, a loyal man—but only too the ship. His shipmates may be horribly maimed or killed all around him, but his concern is only for his ship.



### CARPENTER PILKINGTON

**Attributes:** Agility d6, Smarts d6, Spirit d6, Strength d10, Vigor d8

**Skills:** Boating d6, Climbing d8, Fighting d8, Repair d10, Swimming d6

**Charisma:**

**Pace:** 6; **Parry:** 6; **Toughness:** 7

**Hindrances:** All Thumbs, Illiterate, Landlubber

**Edges:** Brawny, Shipwright, Steady Hands, Sweep

**Fame:** +2

**Gear:** Axe (Str+d6)

**Background:** Isaiah Pilkington is a terrible sailor, and an even worse shot—indeed firearms seem to explode in his hands more often than not. Luckily, these shortcomings are more than compensated by his carpentry skills.



### SAILMAKER FRIPP

**Attributes:** Agility d8, Smarts d6, Spirit d8, Strength d4, Vigor d4

**Skills:** Boating d8, Climbing d10, Fighting d4, Gambling d8, Knowledge (tales of the sea) d12, Repair d10, Survival d8, Swimming d6

**Charisma:** -2

**Pace:** 6; **Parry:** 4; **Toughness:** 4

**Hindrances:** Elderly, Habit (chews tobacco), Habit (never looks directly at anyone)

**Edges:** Rope Monkey, Steady Hands

**Fame:** +8

**Gear:** Knife (Str+d4), Marlinespike (Str+d4, -1 Fighting, AP1)

**Background:** Samuel Fripp has been onboard longer than anyone else—some say the ship was built around him. Still spry despite his advanced age, Fripp knows more about life on the waves than anyone else.



pockets with coin.

### PURSER EDWIN ROSE

**Attributes:** Agility d6, Smarts d10, Spirit d8, Strength d6, Vigor d6

**Skills:** Fighting d4, Gambling d10, Knowledge (Accounting) d12, Lockpicking d8, Persuasion d8, Streetwise d10, Swimming d6

**Charisma:** -1

**Pace:** 5; **Parry:** 4; **Toughness:** 6

**Hindrances:** Bad Eyes (Minor), Habit (Always counting), Obese

**Edges:** Connections (The Admiralty), Frugal, Rich, Treasure Hound

**Fame:** +8

**Gear:** Dice (both weighted and normal), leather satchel (waterproof), paper, set of scales, scroll case, writing equipment.

**Background:** Purser Edwin Rose is both a blessing and a curse to those around him. Whatever ship he is assigned to gets more than its share of booty from pirate ships run to ground, but at the same time his skill with the dice—and he side businesses—fill his



### TOPMAN DAVEY HARBUT

**Attributes:** Agility d6, Smarts d4, Spirit d6, Strength d8, Vigor d8

**Skills:** Boating d6, Climbing d6, Fighting d8, Intimidation d6, Shooting d8

**Charisma:** -2

**Pace:** 6; **Parry:** 6; **Toughness:** 7

**Hindrances:** Garrulous, Poverty, Ugly

**Edges:** Brawny, Combat Reflexes, Dirty Fighter, Reputation (Bad), Steady Hands. Sweep

**Fame:** -5

**Gear:** Knife (Str+d4), Musketoon (5/10/20, 2d8, 2 actions to reload)

**Background:** Harbut is a thug from the East End. A good man to have on your side in a fight, but at other times he is mostly trouble. Harbut loves to gamble, but always loses. He is convinced the rest of the crew is cheating him.



### TOPMAN CHEW

**Attributes:** Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6

**Skills:** Boating d6, Climbing d6, Fighting d10, Notice d6,

**Charisma:** -2

**Pace:** 3; **Parry:** 7; **Toughness:** 5

**Hindrances:** Illiterate, Lamé, Mean

**Edges:** Frenzy, Steady Hands, Trademark Weapon (gaff)

**Fame:** +4

**Gear:** Gaff (Str+d4, Reach 1, requires 2 hands), Knife (Str+d4)

**Background:** Herbert Chews Leg was crushed when a cannon came loose from its moorings. Herbert adapted to his injury though and has become a master of repelling boarders with his trusty gaff.



### TOPMAN HALE

**Attributes:** Agility d8, Smarts d6, Spirit d6, Strength d6, Vigor d6

**Skills:** Boating d6, Climbing d8, Fighting d6, Healing d6, Knowledge (hunting), d8, Notice d6, Stealth d8, Survival d6, Throwing d8, Tracking d8

**Charisma:**

**Pace:** 8; **Parry:** 5; **Toughness:** 5

**Hindrances:** Greedy, Illiterate, Wanted

**Edges:** Alertness, Danger Sense, Fleet Footed, Steady Hands

**Fame:** +0

**Gear:** Axe (3/6/12, Str+d6), sling (4/8/16, Str+d4)

**Background:** Charlie Hale blesses the day he was press ganged into the navy. He was on the run from after he murdered a member of the landed gentry who discovered him poaching. Now he just wants to keep his head down and blend into the background.



### BOATSWAIN MATE

**Attributes:** Agility d8, Smarts d8, Spirit d6, Strength d6, Vigor d6

**Skills:** Boating d6, Climbing d6, Fighting d6, Intimidation d10, Notice d8, Persuasion d10, Repair d6, Shooting d6, Swimming d6, Taunt d6, Tracking d6

**Charisma:**

**Pace:** 6; **Parry:** 5; **Toughness:** 5

**Hindrances:** Cautious, Stubborn

**Edges:** Alertness, Command, Connections (London criminals), Quick Draw, Steady Hands, Strong Willed

**Fame:** +6

**Gear:** Saber (Str+d6), turn-out pistol (10/20/40, 2d6+1, 2 actions to reload).

**Background:** Daniel Mate has something on the captain. Nobody knows what it is—he has dropped hints about some nasty business in London—but it serves to make his life very easy. The officers never bother him, and he is often assigned the easiest duties.

## CREW

Often the crew of a ship is just a collection of stats, with, if they are lucky, a name attached. Even the name can be an afterthought, usually reflecting some lucky roll or funny incident they were involved in.

Below are ten crew members which have unique stats and skills, their backgrounds have been kept deliberately vague, but personality traits are listed. The next time your heroes go looking for new crew members, you can offer them somebody slightly more interesting than the normal seadog.

### ARMORER ALFRED SMITH



**Attributes:** Agility d6, Smarts d8, Spirit d6, Strength d10, Vigor d8

**Skills:** Boating d4, Fighting d8, Intimidation d6, Repair d10, Swimming d6

**Charisma:**

**Pace:** 5; **Parry:** 5; **Toughness:** 7

**Hindrances:** Code of Honor, Greedy

**Edges:** Brawny, Frugal, Improved Sweep, Improvisational Fighter, Gunsmith

**Fame:** +0

**Gear:** Maul (Str+d10, AP 2-v- rigid armor, Parry -1, 2 hands), Forge tools (Str+d4, -1 Parry)

**Background:** Alfred's brother was hung for a heinous crime he—very definitely—did commit. Unable to face the gossip and the knowing stares of almost everyone he met, Alfred ran away to sea. He sends every penny he can spare to his old mum back home.

### SHIPS COOK OLD TURPIE



**Attributes:** Agility d6, Smarts d8, Spirit d8, Strength d8, Vigor d8

**Skills:** Boating d6, Fighting d8, Gambling d8, Healing d6, Intimidation d10, Knowledge (bible) d6, Knowledge (Cooking) d10, Notice d6, Persuasion d8, Swimming d6, Taunt d8

**Charisma:**

**Pace:** 4; **Parry:** 6; **Toughness:** 6

**Hindrances:** Illiterate, One Leg, Pacifist (Minor)

**Edges:** Dirty Fighter, Fast Healer, Improved Close Fighting, Reputation (Bad), Steady Hands, Strong Willed

**Fame:** -10

**Gear:** Carving knife (Str+d4), bible, cooking gear, crutch

**Background:** Turpie is a tough old bastard, with a dire reputation. He has killed more than one man in a knife fight. Shipboard rumor has it the stew had a lot more meat in it the week after he lost his leg to a French cannonball—he is that tough and dangerous.

Truth is Turpie is a changed man. When he lost his leg, he also lost his bloodlust and anger. Today he plays the role of a mean old bastard, letting his reputation do most of his talking.



### **GUNNER THOMPSON**

**Attributes:** Agility d8, Smarts d6, Spirit d6, Strength d8, Vigor d8

**Skills:** Boating d4, Climbing d6, Fighting d6, Guts d8, Intimidation d6, Notice d8, Shooting d10, Swimming d8

**Charisma:** +1

**Pace:** 6; **Parry:** 4; **Toughness:** 7

**Hindrances:** Loyal

**Edges:** Brawny (fit), Cannoneer, Improvisational Fighter, Steady Hands

**Fame:** +10

**Gear:** Ramrod (Str+d8, -1 Parry, 2 hands)

**Personality:** Crude



### **SEAMAN TOZER**

**Attributes:** Agility d8, Smarts d4, Spirit d4, Strength d10, Vigor d12

**Skills:** Boating d6, Fighting d8, Guts d6, Intimidation d10, Notice d8,

**Charisma:** +0

**Pace:** 6; **Parry:** 7; **Toughness:** 9

**Hindrances:** Quirk (never speaks)

**Edges:** Block, Brawny, Combat Reflexes, First Strike, Frenzy, Improved Close Fighting, Steady Hands, Two Fisted

**Fame:** -10

**Gear:** Belaying pin (Str+d4, 2 Knives (Str+d4))

**Personality:** Loyal



### **MARWAY, THE CABIN BOY**

**Attributes:** Agility d6, Smarts d6, Spirit d6, Strength d4, Vigor d4

**Skills:** Boating d6, Climbing d6, Fighting d4, Notice d6, Stealth d8, Taunt d6

**Charisma:** +0

**Pace:** 6; **Parry:** 4; **Toughness:** 3

**Hindrances:** Greedy, Small, Young

**Edges:** Luck, Quick, Steady Hands

**Fame:** +3

**Gear:** Mop (Str+d4, -1 attack and Parry), Bucket (3/6/12, Str+d4 -1 attack and Parry)

**Personality:** Young

## **MARINES**

### **MARINE CAPTAIN OSGERBY**

**Attributes:** Agility d8, Smarts d6, Spirit d6, Strength d8, Vigor d8

**Skills:** Boating d6, Fighting d8, Guts d6, Notice d6, Shooting d8, Stealth d8

**Charisma:** +0

**Pace:** 6; **Parry:** 6; **Toughness:** 6

**Hindrances:** --

**Edges:** Combat Reflexes, Command, Musketeer

**Fame:** +6

**Gear:** Cutlass (Str+d6), flintlock pistol (5/10/20, 2d6+1, 1 action to reload)

**Personality:** Heroic







### MARINE GUTTRIDGE

**Attributes:** Agility d6, Smarts d4, Spirit d6, Strength d6, Vigor d6  
**Skills:** Boating d6, Climbing d8, Fighting d6, Guts d6, Notice d4, Shooting d8, Stealth d6, Throwing d8  
**Charisma:** +0  
**Pace:** 6; **Parry:** 5; **Toughness:** 5  
**Hindrances:** Overconfident  
**Edges:** Boarder, Musketeer  
**Fame:** +0  
**Gear:** Musketoone (5/10/20, 2d8, 1 action to reload)  
**Personality:** Foolhardy



### MARINE FLETCHER

**Attributes:** Agility d6, Smarts d4, Spirit d6, Strength d6, Vigor d6  
**Skills:** Boating d6, Fighting d6, Guts d6, Notice d4, Shooting d6, Stealth d6  
**Charisma:** +0  
**Pace:** 6; **Parry:** 5; **Toughness:** 5  
**Hindrances:** Cautious  
**Edges:** Dodge  
**Fame:** +0  
**Gear:** Rifled Musket (15/30/60, 2d8, AP2 2 actions to reload)  
**Personality:** Cowardly



### MARINE ECKETT

**Attributes:** Agility d8, Smarts d4, Spirit d6, Strength d6, Vigor d6  
**Skills:** Boating d6, Climbing d8, Fighting d6, Guts d6, Notice d4, Shooting d6, Stealth d6  
**Charisma:** +0  
**Pace:** 8; **Parry:** 5; **Toughness:** 5  
**Hindrances:** --  
**Edges:** Fleet-Footed  
**Fame:** +0  
**Gear:** Musket (10/20/40, 2d8, 2 actions to reload)  
**Personality:** Agile












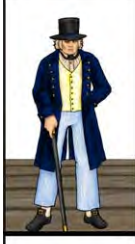











### MARINE AYLES












**Attributes:** Agility d6, Smarts d4, Spirit d6, Strength d6, Vigor d6  
**Skills:** Boating d6, Fighting d8, Guts d6, Notice d4, Shooting d6, Stealth d6  
**Charisma:** -2  
**Pace:** 6; **Parry:** 8; **Toughness:** 5  
**Hindrances:** Mean  
**Edges:** Block  
**Fame:** +0  
**Gear:** Bayonet (Str+d4, +1 Reach, +1 Parry when used with musket), musket (10/20/40, 2d8, 2 actions to reload)  
**Personality:** Cruel

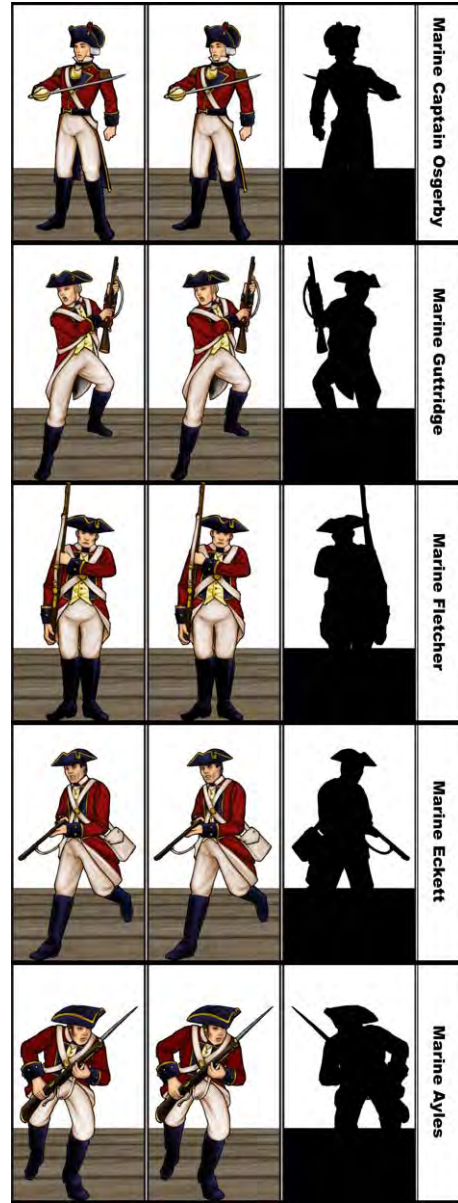
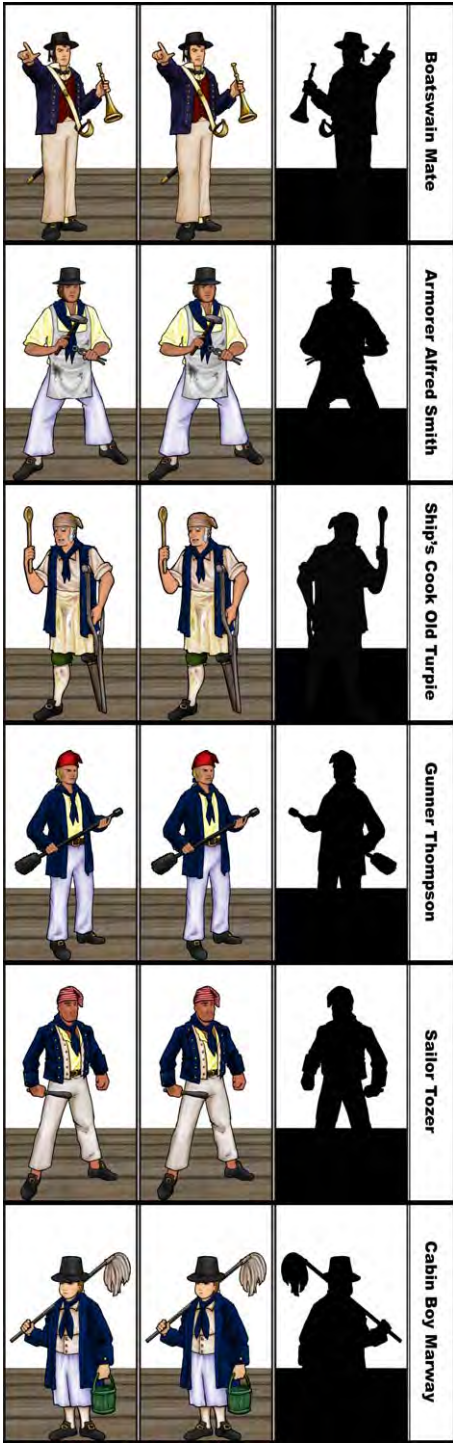
### 32 POUND CANNON

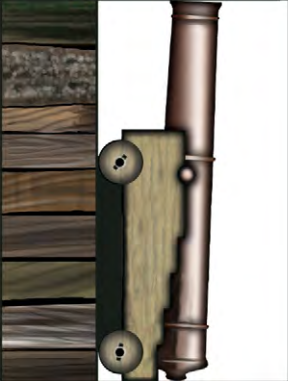


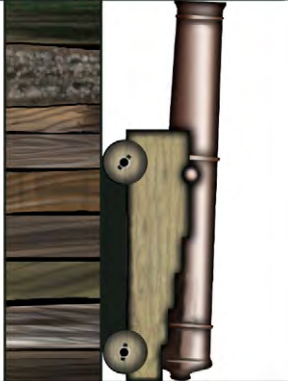




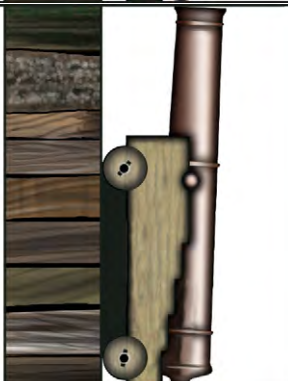

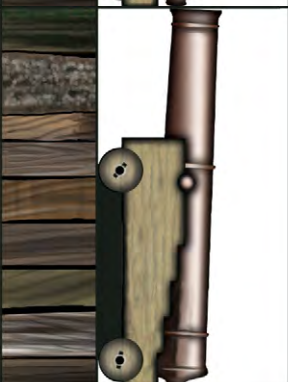


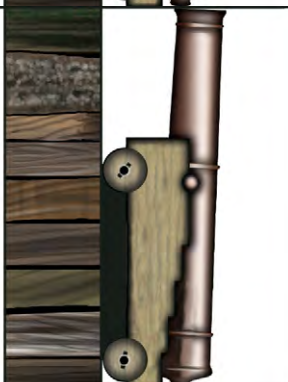

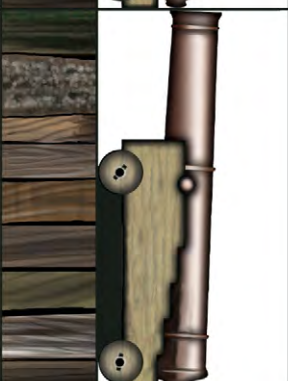


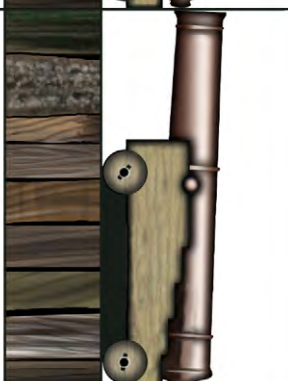




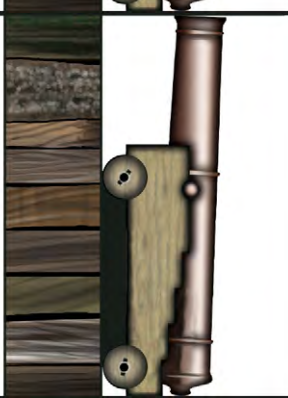

Type	Range	Damage	RoF	Cost	Notes
32-pdr Cannon	20/40/80	3d10+1	1	9000	AP 16, Heavy Weapon
Grape Shot	7" path	2d8+1	1	--	See notes
Chain Shot	10/20/40	2d8+1	1	--	See Notes

32 pound cannon: One of the largest cannons in use during the 18th and 19th Century. This monster fired a 32 pound cannon ball from its 12 foot barrel. A 32 pound cannon takes up 4 gun slots on a ship.

			Captain James Felton
			1st Lieutenant Tom Barker
			Petty Officer George Bligh
			Ship's Master Cockham
			Midshipman Wallace
			Doctor Jones
			Master-at-Arms Evans

			Boatswain Rodwell
			Carpenter Pilkinton
			Sailmaker Fripp
			Purser Edwin Rose
			Topman Harbut
			Topman Chew
			Topman Hale





A



B



C



A



B



C



A



B



C



# Age of Piracy 32lb CANNON

### Instructions:

1. Print out this model on card or heavy photo paper.
2. Cut out the white slots on the body of the cannon and carefully cut around each part.
3. Carefully push the tabs on parts A, B & C into the slots.
4. As you build the cannon carefully drop glue onto each joint between the tabs and slots - super glue works well for this task.



**TABLETOP HEROES FIGURE FACTORY - BUILD YOUR CHOSEN ARMY!**