
AND A BOTTLE OF RUM!

CAMPAIGN TURN

The game begins in January 1660 somewhere in the Caribbean.

Each turn is equal to one month real time.

- At the start of each month roll 2d6.
- If "doubles" are rolled then a Random Event (page, 33) has occurred. Think of this an involuntary Encounter that has been thrust upon you.
- If any other result is rolled then you can choose to have an Encounter.
- After each Encounter adjust your Fame Points.
- After each Encounter adjust your Personal Loyalty Level.
- At the end of each month your crew takes the Personal Loyalty Test.
- Check to see if anyone in your crew increases or decreases their Rep.
- Check on necessary repairs from damage taken in the previous month.
- Check for worms (page, ##).

TURN SEQUENCE

Ships Encounters can last an unspecified number of turns but each turn follow a specific sequence. Once the ships involved have been determined here is the turn sequence used for a Chase Encounter:

1. Ship Placement.
2. Chase Phase.
3. Gain the Advantage Phase.
4. Maneuver Phase
5. Gunnery or Grapple and Board
6. Morale
7. Break Off
8. Continue steps 4 through 7 until the Encounter is over.

Once the ships involved have been determined here is the turn sequence used for a Stand Up Fight Encounter:

1. Gain the Advantage Phase.
2. Maneuver Phase
3. Gunnery or Grapple and Board

4. Morale
5. Break Off
6. Continue steps 2 through 5 until the Encounter is over.

THE CHASE

After the *target ship or ships* are placed in the *Battle stations* box, place the *attacking ships* in the *Sail on the horizon* box unless the *attackers* are using a *ruse* (page, ##).

At the start of every turn the *target ships* roll 1d6 per each point of their current Chase that they have.

- Count the number of successes rolled by each *target ship*. The *target ship* with the most successes remains in the *Battle stations* box. If desired, after all the ships have rolled the *target ship* with the most successes may choose to remain in their current box or even move one box farther behind. This may be done to keep the group together.
- Any ship (*target or attacker*) that scores *fewer* successes than the *target ship* in the *Battle stations* box *must* drop back one box away from the box they currently occupy. If this takes them out of the *Sail on the horizon* box then they have left the Chase.
- Any attacking ship that scores more successes than the *target ship* in the *Battle stations* box may move forward one box away from the box they currently occupy. If desired they may choose to remain in their current box or even move one box farther behind.
- If this takes the ship into a box that has a *target ship* they have caught the ship and the ships are now in range to have combat. They immediately go to the Gaining the Advantage Table.
- Note that some ships may have their Chase ended while others are still in the Chase. There are two ways for a ship to end their Chase. They can fall off the Chase by leaving the *Sail on the horizon* box or they can successfully Break Off (page, ##).
- The Chase is always rolled at the start of each turn. This may result in some ships that are in contact moving out of contact.
- Note that ships that successfully *break off* (page, ##) do not return to the Chase but instead exit the Encounter.

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SPECIAL CASE

Anytime a ship is leaving a port or declares itself sitting outside of a port (*page, ##*) Encounters a ship the attacking ship will start one box closer than it normally would. This means an attacker successfully pulling off a Ruse (*page, ##*) could start in the box adjacent to the target ship!

Battle stations!
Clear for action!
Ship bearing down on us, sir!
Sail on the horizon!

LEFT BEHIND

There may be a time where some of the target ships will score less than the others. In effect, they are moving slower and could get left behind. Here's how we handle it:

- If the target ships outnumber the attacking ships then the faster target ships will slow down to stay with the others.
- If the targets do not outnumber the attacking ships then the faster target ships will slow down to stay with the others *only* if the closest attacking ship would not be in an adjacent Chase box. If it would be in a Chase box adjacent to a target ship the faster ships would leave the slower ships behind.

SHIP CLASS

There are two Classes of ships. They are:

- **Merchant ships** – These are non-military ships that carry cargo from one place to another. They range in size from the largest (1st Rate) to the smallest (5th Rate). Also referred to as *prizes*. Often used by pirates.
- **Warships** – These are military ships loaded with guns. They are used to protect merchants, destroy pirates, or even used by

pirates on rare occasions. They range in size from the largest (1st Rate) to the smallest (3rd Rate).

SHIP SPECIFICATIONS

Each ship, whether Merchant or Warship is rated in the following ways:

Class – This tells you if it is a Merchant ship or Warship and what Rate it is.

Size – This tells you the size of the ship. The size determines the type of *deck plan* it will use.

Crew – This is the number of figures that the ship can carry. This includes passengers and marines as well as the Captain and crew. The *first number* is the minimum number of crew that can man the ship. For each crew member less than minimum subtract one from the ship's Maneuver and two from its Guns. The second number is the maximum number of figures the ship can carry.

Guns – The overall attack value of the ship. Each ship rolls 1d6 for each gun it is firing with a hit for each "1" that is rolled.

Cargo – This is the maximum units of cargo the ship can carry. This can be any combination of Food, Gold, or Goods as the player desires. Cargo may be taken aboard and dumped overboard as desired at the end of an Encounter.

Chase – The sailing ability of the ship. Each ship rolls 1d6 per each point of Chase during the Chase Phase (*page, ##*).

Defense – The ability of the ship to take damage. Each hit scored by gunfire will reduce the Defensive Value of the ship by one point. Anytime a ship reaches a zero defense it will begin to sink (*page, ##*).

Maneuver – The overall maneuverability of the ship when in combat. Each ship will roll 1d6 for each point of Maneuver the ship has when on the Maneuver Table (*page, ##*).

Specialists – These are the specialists that will always be on the ship when Encountered. Players may add or subtract specialists as desired. They are:

- Captain (C)
- Carpenter (CR)
- Chief Gunner (G)
- Cook (CK)
- Pilot (P)
- Surgeon (S)

See the *Ship Charts* for individual info for each ship type.

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SHIP SPECIFICATIONS

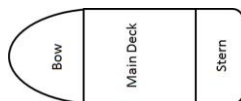
CLASS	SIZE	CREW	GUNS
Merchant (5 th)	Small	5/10	4
CARGO	CHASE	DEFENSE	MANEUVER
10	5	3	9
CAPTAIN	BONUS	DICE	CREW

SPECIALISTS

C	CR	G	CK	P	S
x		x		x	

SHIP DAMAGE

5 th MERCHANT	3	2	1
Maneuver	9	6	1
Guns	4	2	1
Chase	5	3	0
Morale	5	4	1



SHIP SPECIFICATIONS

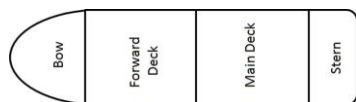
CLASS	SIZE	CREW	GUNS
Merchant (4 th)	Medium	10/20	6
CARGO	CHASE	DEFENSE	MANEUVER
50	1	4	3
CAPTAIN	BONUS	DICE	CREW

SPECIALISTS

C	CR	G	CK	P	S
x		x		x	

SHIP DAMAGE

4 th MERCHANT	4	3	2	1
Maneuver	3	2	1	1
Guns	6	4	2	0
Chase	1	1	0	0
Morale	5	4	3	1



SHIP SPECIFICATIONS

CLASS	SIZE	CREW	GUNS
Merchant (3 rd)	Medium	10/20	8
CARGO	CHASE	DEFENSE	MANEUVER
35	2	6	5
CAPTAIN	BONUS	DICE	CREW

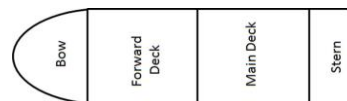
SPECIALISTS

C	CR	G	CK	P	S
x		x		x	(1)

(1) Pirate ships may (1-2) have a Surgeon.

SHIP DAMAGE

3 rd MERCHANT	6	5	4	3	2	1
Maneuver	5	5	4	3	2	1
Guns	8	8	6	4	2	0
Chase	2	2	1	1	0	0
Morale	5	4	4	3	2	1



SHIP SPECIFICATIONS

CLASS	SIZE	CREW	GUNS
Merchant (2 nd)	Large	15/30	10
CARGO	CHASE	DEFENSE	MANEUVER
70	2	7	3
CAPTAIN	BONUS	DICE	CREW

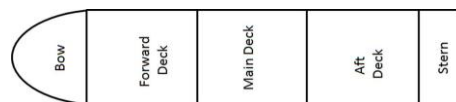
SPECIALISTS

C	CR	G	CK	P	S
x	x	x	x	x	(1)

(1) Pirate ships may (1-2) have a Surgeon.

SHIP DAMAGE

2 nd MERCHANT	7	6	5	4	3	2	1
Maneuver	3	3	2	2	2	1	1
Guns	10	8	6	4	4	2	2
Chase	2	2	1	1	1	0	0
Morale	5	5	4	3	2	1	1



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SHIP SPECIFICATIONS

CLASS	SIZE	CREW	GUNS
Merchant (1 st)	Large	15/30	16
CARGO	CHASE	DEFENSE	MANEUVER
100	1	13	2
CAPTAIN	BONUS	DICE	CREW

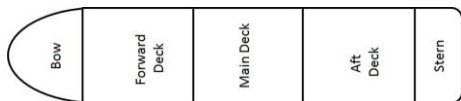
SPECIALISTS

C	CR	G	CK	P	S
x	x	x	x	x	x ⁽¹⁾

(1) Pirate ships may (1-4) have a Surgeon.

SHIP DAMAGE

1 st MERCHANT	13	12	11	10	9	8	7
Maneuver	2	2	2	2	2	1	1
Guns	16	16	14	12	10	8	8
Chase	1	1	1	1	1	1	1
Morale	6	5	5	5	4	4	3
1 st MERCHANT	6	5	4	3	2	1	
Maneuver	1	1	1	1	0	0	
Guns	6	6	4	4	2	2	
Chase	0	0	0	0	0	0	
Morale	2	2	2	1	1	1	



SHIP SPECIFICATIONS

CLASS	SIZE	CREW	GUNS
Warship (3 rd)	Small	5/15	8
CARGO	CHASE	DEFENSE	MANEUVER
20	4	6	7
CAPTAIN	BONUS	DICE	CREW

SPECIALISTS

C	CR	G	CK	P	S
x	x	x	x	x	x ⁽¹⁾

(1) Pirate ships may (1-2) have a Surgeon.

SHIP DAMAGE

3 rd WARSHIP	6	5	4	3	2	1
Maneuver	7	5	4	3	2	1
Guns	8	8	6	4	2	1
Chase	4	3	2	1	0	0
Morale	6	5	4	3	2	1



SHIP SPECIFICATIONS

CLASS	SIZE	CREW	GUNS
Warship (2 nd)	Medium	10/30	12
CARGO	CHASE	DEFENSE	MANEUVER
30	3	10	6
CAPTAIN	BONUS	DICE	CREW

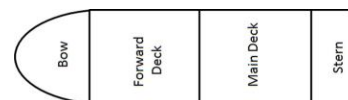
SPECIALISTS

C	CR	G	CK	P	S
x	x	x	x	x	x ⁽¹⁾

(1) Pirate ships may (1-3) have a Surgeon.

SHIP DAMAGE

2 nd WARSHIP	10	9	8	7	6	5	4	3	2	1
Maneuver	6	2	1	1	1	1	1	1	0	0
Guns	12	10	8	8	6	6	4	4	2	2
Chase	3	3	3	2	2	1	1	0	0	0
Morale	6	6	5	4	4	3	3	2	1	1



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SHIP SPECIFICATIONS

CLASS	SIZE	CREW	GUNS
Warship (1 st)	Large	15/40	20
CARGO	CHASE	DEFENSE	MANEUVER
45	2	16	4
CAPTAIN	BONUS	DICE	CREW

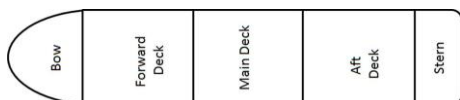
SPECIALISTS

C	CR	G	CK	P	S
x	x	x	x	x	x ⁽¹⁾

(1) Pirate ships may (1-4) have a Surgeon.

SHIP DAMAGE

I st WARSHIP	16	15	14	13	12	11	10	9
Maneuver	4	4	4	3	3	3	2	2
Guns	20	18	18	16	16	14	12	10
Chase	2	2	2	2	2	1	1	1
Morale	6	6	6	5	5	5	4	4
I st WARSHIP	8	7	6	5	4	3	2	1
Maneuver	1	1	1	1	1	1	0	0
Guns	8	8	6	6	4	4	2	2
Chase	1	1	1	1	0	0	0	0
Morale	4	3	3	2	2	2	1	1



YOUR FIRST SHIP

There's two ways to get a ship. The first is to take it from someone and the second is to buy it. Which one is easiest will depend upon where you are in your career. Let's talk about the second one, buying a ship.

SHIP AVAILABILITY

Ships can be bought only at Ports (*page, ##*) but not all ships are available for sale at all ports. There are two factors that influence what ships are available:

- Area Activity Level

- Size of the Port

Here's how we determine what's available where.

- Roll 2d6 and add the results together.
- Modify the total up or down for any applicable circumstance.
- Consult the Ship Availability Table under the appropriate Area Activity Level.
- Repeat the procedure once for each point of Activity Level.

Example – I am in a small AAL 3 Neutral Port. I roll 2d6 and score a 3 and 5 for a total of 8. I subtract 1 from the total as it is a small port. I check the Ship in an AAL 3 and see that there's a Merchant 4th Class available. As its AAL 3 I get two more rolls.

2

SHIP AVAILABILITY

(Read the result as rolled)

CIRCUMSTANCES	MODIFIER
Small Port	-1
Large Port	+1
Enemy Controlled Port	-2
Each 100 GP in Bribes	+1

#	AAL 1	AAL 2	AAL 3	AAL 4	AAL 5
-1	X	X	X	X	X
0	X	X	X	X	X
1	X	X	X	X	M 5 th
2	X	X	X	M 5 th	M 5 th
3	X	X	M 5 th	M 5 th	M 5 th
4	X	M 5 th	M 5 th	M 5 th	M 4 th
5	M 5 th	M 5 th	M 5 th	M 4 th	M 4 th
6	M 5 th	M 5 th	M 4 th	M 4 th	M 3 rd
7	M 5 th	M 4 th	M 4 th	M 3 rd	M 3 rd
8	M 4 th	M 4 th	M 3 rd	M 3 rd	M 3 rd
9	M 4 th	M 3 rd	M 3 rd	M 3 rd	M 2 nd
10	M 3 rd	M 3 rd	M 3 rd	M 2 nd	M 2 nd
11	M 3 rd	M 3 rd	M 2 nd	M 2 nd	M 1 st
12	M 3 rd	M 2 nd	M 2 nd	M 1 st	M 1 st
13	M 3 rd	M 2 nd	M 2 nd	M 1 st	WS 3 rd

SHIP TYPE	BASE COST
Merchant 5 th	200 GP
Merchant 4 th	700 GP
Merchant 3 rd	800 GP
Merchant 2 nd	1400 GP
Merchant 1 st	3000 GP
Warship 3 rd	700 GP

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The cost of the ship does not include the crew to sail it. The crew must be Recruited (*page, ##*) and can be done at the same time the ship is purchased.

MARKET FLUCTUATIONS

When buying and selling a ship the price will fluctuate depending upon the Area Activity Level of the port that it is bought or sold in. Here's how we do it:

- Roll 1d6 versus the AAL of the port.
- If the score is greater than the AAL of the port then the ship will be valued at 10% more than its Base Cost.
- If the score is equal to the AAL of the port then the ship will be valued at its Base Cost.
- If the score is lower than the AAL of the port the ship will be valued at 10% less than its Base Cost.

STARTING GOLD PIECES

Your Star Captain begins with 500 Gold Pieces along with a pistol and a sword. Your day to day stuff and needs are taken care of by the game so your Gold Pieces are used for the following things:

- Buy a ship.
- Make repairs to the ship.
- Pay crew members each month when they are in port to retain them for the next cruise.
- Bribes.
- Ransoms.

BONUS MANEUVER DICE

At the start of the game each ship received Bonus Maneuver Dice. These d6 are rolled then discarded, one at a time, starting with the first Maneuver Phase and continuing until all of them have been used. Bonus Maneuver Dice are recovered after each battle. Here's how you gain Bonus Maneuver Dice:

- Before the Encounter you receive 1d6 for each point of Crew Quality.
- At the start of the Encounter you receive d6 for Gaining the Advantage.

GAINING THE ADVANTAGE

This represents the Pilot's ability to use the wind in such a way as to gain an advantage. Here's how we do it:

- Start with the Maneuver Rating of the ship.
- Add the Rep of the ship's Pilot.

- Roll this many d6, counting successes.
- Subtract the lower number of successes scored from the higher number.
- This result is the number of Bonus Maneuver Dice the higher scoring Pilot receives.
- When fighting more than one target compare the results to all the ships that you must fight. Subtract the lower number from all the higher totals and adjust their Advantage Dice accordingly.

Example – I attack two opponents. Determining the Advantage Dice yields the following results. I have 3 AD, "A" has 5 AD, and "B" as 1 AD. As "B" is the lowest score I subtract it from all the other ships. This gives me 2 AD and "A" 4 AD.

SPECIAL ADVANTAGE DICE NOTE

Ships can only roll for their Advantage once per Encounter. If they have rolled for their advantage and now face a new opponent that has not, the ship that has not now rolls. The lower AD is still subtracted from the higher and the dice adjusted.

Example – I have 2 AD and enter a new Chase box with a new target ship. It rolls for its AD and scores 4. I subtract the lower score from the higher giving me 0 Ad and the new opponent 2.

MANEUVER PHASE

The opposing ships are now in the same Chase box, *usually* the battle stations box. They are now in combat range and have rolled to gain the advantage. It's now time for combat. Here's how we do it:

- Each Captain rolls 1d6 per each point of Maneuver their ship has.
- Modify this total by any applicable circumstances.
- Those that can may add up to 1d6 from having gained the advantage.
- Each Captain now rolls the modified total, counting successes, a score of 1, 2 or 3.
- Compare the number of successes each Captain has scored to each opponent and carry out the results against *each* opponent.

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MULTIPLE MANEUVERING TARGETS

A maximum of two ships may attack one ship. When fighting more than one target the player can divide their Maneuver dice (Md6) as desired. This can even be zero on one and full on the other.

What if more than three ships wanting to attack? The attacking player chooses which ships to use at the start of each turn. This can change every turn if desired.

Example – Three ships (A, B, and C) attack a Merchant ship. On the first turn ships A and B attack. On the second turn this is switched to A and C. On the third turn it is B and C and so on.

MD6

MANEUVER

(Looking for successes)

CIRCUMSTANCES	MODIFIER
Ship is grappled in place	Count ½ Md6 rounded down
Maneuvering against two or more opponents	Split the Md6
Pilot using wind advantage d6	+1d6

# OF SUCCESSES	RESULT
Score twice more than opponent, but a minimum of 2	Ship with <i>more</i> successes may attempt to Grapple instead of firing or... Ship with <i>more</i> successes can fire up to all of their current guns. Ship with <i>fewer</i> successes cannot fire at all.
Score more than opponent	Ship with <i>more</i> successes may attempt to Grapple instead of firing or... Ship with <i>more</i> successes can fire up to all of their current guns. Ship with <i>fewer</i> successes can fire up to half of their guns, rounded down.
Score same number as opponent	Exchange full broadsides. Both ships can fire up to all of their current guns.

MULTIPLE GUNNERY TARGETS

When allowed to fire at more than one target the ship must choose one of the two targets and cannot divide its fire. The only restriction is the player cannot apply more guns to a target in excess of what actually was scored.

Example – The Pirate ship has scored a result of fire with up to all current guns on target A and fire on half current guns on target B. The Pirate can fire on either but chooses to fire on ship B half its current guns as that ship is the most damaged.

GUNNERY PHASE

The results of the Maneuver Phase will determine which ships may fire and with how many guns. Here's how we do it:

- Determine how many guns will be fired.
- Add 1d6 if the Chief Gunner has a Rep of 5. Subtract 1d6 if the Chief Gunner has a Rep of 3.
- Roll this number of d6.
- Each score of "1" is a hit.
- Reduce the Defensive Value of the target ship by one of each hit scored.
- If a ship is reduced to a Defensive Value of zero or less it is beginning to sink. Roll on the *Debris Table*.

GRAPPLE AND BOARD

When winning on the Maneuver Table a player may decide to move his ship into contact with the enemy, throw lines onto her, and grapple the ships together in preparation to boarding. Here is how we do it:

- The player wins on the Maneuver Table and is allowed to attempt to grapple.
- Determine how many successes were scored and consult the Grapple and Board Table.
- Immediately carry out the results.
- Note that the defending ship may still be allowed to fire its guns.

Md6⁽¹⁾ GRAPPLE AND BOARD

(Looking for successes)

# OF SUCCESSES	SHIP WANTING TO GRAPPLE	SHIP NOT WANTING TO GRAPPLE ⁽²⁾
Score twice more than opponent	<i>Successfully Grapple and prepare for boarding.</i>	<i>Unsuccessful. May not Grapple this turn.</i>
Score fewer than twice more than opponent	<i>Unsuccessful. May not Grapple this turn.</i>	<i>Unsuccessful. May not Grapple this turn.</i>

(1) Ships that are already grappled can automatically be grappled by subsequent ships.

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(2) If unopposed ships can choose to spend one turn doing nothing and un-grapple. At the start of the following turn the ships are un-grappled. If they are opposed they can take the Grapple and Board Test at the end of the turn. If successful the original attacking ship must declare if his boarders will remain on the ship or return to his own ship.

BOARDING

On the following turn after successfully grappling each side must decide how many of its crew will be used to board the opposing ship or defend their ship. This can be all of its crew or only half. Once assigned no changes are allowed until the boarding action is resolved.

FIRING GUNS WHILE BOARDING

If only half of its crew is assigned to the boarding action the ship can continue to fire with the following restrictions:

- A result of fire with full guns on the Maneuver Table is reduced to fire with half guns.
- A result of fire with half guns on the Maneuver Table is reduced to fire with one quarter guns.

SNIPERS

Military ships are allowed to use snipers during the Boarding Phase of the turn. Here's how we do it:

- For each full six crew members one member is assigned to the rigging to act as a sniper.
- Snipers may fire when active at any enemy target of choice not in melee.
- Casualties are taken from enemy crew members that are participating in the boarding action.

WINNING AND LOSING

If a ship has all of its assigned boarding action crew knocked Out of the Fight or Obviously Dead the ship has surrendered. Any crew still working the guns are captured.

MORALE

At the end of each turn every ship will test its morale. Here's how we do it:

- Roll 2d6 versus the current morale of the ship.
- Determine how many d6 were passed and consult the Morale Table.
- Immediately carry out the results.

2	MORALE
<i>(Taken vs. Morale Target Number)</i>	

CIRCUMSTANCE	MORALE MODIFIER
Elite crew quality (Rep 5)	+1
Raw crew quality (Rep 3)	-1
Merchant with maximum crew	+1

# D6 PASSED	RESULT
2	Carry on as desired.
1	Roll 1d6 versus Rep of Captain: <ul style="list-style-type: none"> • Pass 1d6: Carry On. • Pass 0d6: Immediately take the Break Off Test
0	Immediately take the Break Off Test. If previously failed the Break Off Test then Strike instead.

BREAKING OFF

Take test if directed by Maneuver Table. If opposing ships score a result of cannot Break Off at the same time they both will Break Off.

Md6	BREAK OFF ⁽¹⁾
<i>(Looking for successes)</i>	

# OF SUCCESSES	SHIP WANTING TO BREAK OFF	SHIP NOT WANTING TO BREAK OFF
<i>More than opponent</i>	<i>Successfully Break Off, the battle is over.</i>	<i>Cannot Break Off, the battle must continue.</i>
<i>Same as opponent</i>	<i>Cannot Break Off, the battle must continue.</i>	<i>Cannot Break Off, the battle must continue.</i>

(1) Taken against each opposing ship. It is possible to break off from some ships and not others.

STRIKE!

The ships surrenders. There may be times when a ship will surrender and the opposing ship, usually a Merchant ship, does not want to board it. In this case the opposing ship can continue to fight another target or choose to automatically Break Off, and leave the Encounter.

If this occurs the striking ship cannot return to combat but if unopposed for one complete turn can automatically Break Off and leave the Encounter.

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CREW QUALITY

Crews are rated as Elite (Rep 5), Average (Rep 4) or Raw (Rep 3). Here's how we determine a crew's rating:

- Add the Reps of all crew members including the Captain.
- Divide this total by the number of crew members.
- Round up or down to the nearest whole number.
- Each ship is allowed one Bonus D6 per point of Crew Quality.

Example – I have a 3rd rate Warship with 12 crewmembers. There are three Rep 3 crew members, four Rep 4 crew members and five Rep 5 crew members, including the Captain. Adding their individual Reps gives me a total of fifty. I divide 50 by 12, the number of crew members. The result is 4.16. I round it down to the nearest whole number so the crew is of Average quality.

CREW CASUALTIES

Casualties are only tracked two times during the Encounter. That is when boarding is involved and after the Encounter has ended.

WHEN BOARDING

If it is time to board or be boarded follow this procedure:

- Divide the original number of crew members that you had at the start of the Encounter by the original Defense Value of the ship at the start of the Encounter.
- Multiply this number by the current Defensive value of the ship.
- Round down to the nearest whole number, this is the number of crew members that remain.

Example – I am Captain of a 3rd Rate Warship with a crew of 15 and a Defense Value of 6. I am getting ready to board so must determine how many crew I still have. I divide the number of crew (15) by the Defense Value (6) and get 2.5. I now multiply this by current Defensive Value (4) and get 10. I have 10 crew members left to board with.

AT ENCOUNTER'S END

After the Encounter is over you must see how many crew members you have left. Here's how we do it:

- Divide the original number of crew members that you had at the start of the Encounter by the original Defense Value of the ship at the start of the Encounter.
- Multiply this number by the current Defensive value of the ship.
- Round down to the nearest whole number.
- Subtract any losses that may have occurred due to boarding actions.
- This is the number of crew members that remain.
- After the Encounter all casualties not injured in boarding actions will count as Out of the Fight and will roll on the After the Battle Recovery Table.

Example – I am Captain of a 3rd Rate Warship with a crew of 15 and a Defense Value of 6. I am getting ready to board so must determine how many crew I still have. I divide the number of crew (15) by the Defense Value (6) and get 2.5. I now multiply this by current Defensive Value (4) and get 10. I have 10 crew members left to board with. Of those 10 I lose 3 during the boarding action. This will leave me with only 7 crew members remaining.

CREW SPECIALISTS

In addition to the regular crew there are also up to six *specialists* on board the ship. This will depend upon type of ship, class, and rate. Sometime one specialist will be doing two jobs.

Captain – Overall command of the ship. Makes decisions and influences Morale Tests during battle. The Captain receives 1 bonus Maneuver d6 for each point of Rep he has. These can be used, like normal Maneuver d6, at any time during the Encounter and only one at a time.

Carpenter – Influences speed of repairs and whether they can be done on board or not. Up to 1/3rd of the ships Defense factor in damage can be repaired at sea. Any more can only be repaired on shore. Repair Test is taken at the end of the following Campaign Turn after the damage occurs. Can be taken once per Campaign Turn and could be on board ship or on land.

AND A BOTTLE OF RUM!

2

REPAIRS

(Taken vs. Rep of Carpenter)

CIRCUMSTANCE	MODIFIER
On shore at a port.	+2d6
On shore but not at a port.	+1d6

# D6 PASSED	RESULT
2	Make all allowable repairs in one Campaign Turn.
1	Make half of all allowable repairs, rounded down, in one Campaign Turn.
0	Not able to make any repairs this Campaign Turn.

Chief Gunner – Influences the number of d6 used when firing guns. Rep 5 Chief Gunner adds 1d6 while a Rep 3 subtracts 1d6, but never less than one gun firing. Added to the number of guns allowed to fire.

Surgeon – Has 1d6 per Rep of Surgeon to influence After the Battle Recovery rolls. May use as desired in any quantity and on whom he wants until reduced to zero.

Pilot – Influences the Chase and the Maneuver Phase. Rep 5 Pilot counts a +1d6 for both while a Rep 3 Pilot counts a -1d6 for both.

Cook – Influences the Personal Loyalty Test. A Rep 5 Cook increases the Captain’s Personal Loyalty Level by 1 point. A Rep 3 Cook decreases the Captain’s Personal Loyalty by 1 point. No Cook reduces the Captain’s Personal Loyalty by 2 points!

RATING THE SPECIALISTS

Specialists can have a variety of Reps. Here’s how we determine their Rep:

- Consult the appropriate Specialist Table.
- Roll 2d6.
- Modify the total but any applicable circumstances.
- Read the appropriate entry to determine its Rep.

2

CAPTAINS, CARPENTERS, AND COOKS

(Adding the scores together)

CIRCUMSTANCE	MODIFIER
Military Captain	+1
Merchant Captain	-1
Military Cook	-1
Merchant Cook	+1

#	CAPTAIN	CARPENTER	COOK
2	3	3	3
3	3	3	3
4	3	4	3
5	4	4	3
6	4	4	4
7	4	4	4
8	4	4	4
9	4	4	4
10	5	5	4
11	5	5	5
12	5	5	5

2

CHIEF GUNNER, PILOT, AND SURGEON

(Adding the scores together)

CIRCUMSTANCE	MODIFIER
Military Chief Gunner	+1
Merchant Chief Gunner	-1
Military Pilot	+1
Merchant Surgeon	-1

#	CHIEF GUNNER	PILOT	SURGEON
2	3	3	3
3	3	3	3
4	4	4	3
5	4	4	3
6	4	4	4
7	4	4	4
8	4	4	4
9	4	4	4
10	5	5	4
11	5	5	5
12	5	5	5

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MULTIPLE JOBS

Some specialists may have more than specialty. Here's how we do it:

- **The Cook** may do double duty as the Surgeon but counting his Rep at 2 lower than normal when performing these duties.
- **The Carpenter** may do double duty as the Chief Gunner but counting his Rep at 1 lower than normal when performing these duties.
- **The Captain** may do double duty as the Pilot but counting his Rep at 1 lower than normal when performing these duties.

CAPTAIN'S INFLUENCE

Or the infamous *Captain Chris* rule. This rule can only be used by player Captains. Here's how we do it:

- Each Captain is allowed one Captain's Influence d6 per each point of Rep he has.
- The player may use one Captain's Influence d6 to affect any roll he will make at any time. He could use it when firing guns, taking a Morale Test, during the Chase, etc.
- Once used the Captain's Influence die is discarded. All CI dice are recovered at the end of the Encounter.

SPECIALIST CASUALTIES

After the Encounter, when casualties have been taken, any specialist that did not get injured in a boarding action may have been injured otherwise. Here's how we do it:

- Roll 1d6 for each specialist.
- On a result of "6" the specialist was injured.
- Immediately roll 1d6.
- If a "1" is scored the specialist is Obviously Dead.
- Any other result means the specialist is Out of the Fight and must roll on the After the Battle Recovery Table.

FAME POINTS

Word on the high seas spreads pretty fast. The more successful you are the more famous you are. How famous you are is a good barometer of how well you are doing in the campaign. It is also how you, personally, can increase your Rep.

GAINING & LOSING FAME POINTS

During your Encounters your success can be rewarded with Fame Points that can be used to improve your Rep. Here's how we do it:

- You start with zero Fame Points.
- You gain and lose Fame Points by what you do during your Encounters (*page, ##*).

TRACKING FAME POINTS

Fame Points are tracked after each Encounter and can go up or down. There are a few things you need to know about Fame Points:

- Keep a running of your total and current Fame Points.
- You *can* have a negative Fame Points total.
- When you reach a total of 20 Fame Points your Rep will increase by one and your current Fame Points drop to zero.
- When you reach a total of -20 Fame Points your Rep will decrease by one and your current Fame Points rise to zero.
- Your maximum Rep is 6.
- Your minimum Rep is 3.

GAINING & LOSING FAME POINTS

Here's how your current Fame Points goes up:

- Gain Fame Points for taking a Prize. How many?
 - Each Prize is equal to six minus the size of the ship.
 - Add double the Fame Points if the Prize was a Warship.
 - Add double the Fame Points if the Prize was larger than your ship.
- Gain Fame Points if you took a prisoner worthy of ransom when you collect the Ransom (*page, ##*). The number is equal to the Rep of the prisoner.
- Gain one Fame Point if you went to a port and allowed the men to Carouse.

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- Gain ten Fame Points if you were captured and escaped.
- Gain Fame Points if you successfully raided a port or town. How many?
 - Small neutral port or town = 1 times the AAL.
 - Small enemy controlled port or town = 3 times the AAL.
 - Large neutral port or town = 5 times the AAL.
 - Large enemy controlled port or town = 10 times the AAL.

Here's how your Fame Points goes down:

- Lose 1/2d6 Fame Points if you didn't take a Prize this month.
- Lose Fame Points if you took a prisoner worthy of ransom and didn't collect or if the prisoner escaped. The number is equal to the Rep of the prisoner.
- Lose Fame Points equal to your Rep if you were unsuccessful in raiding a port or town.
- Lose one Fame Point if you fled from a warship.
- Lose one Fame Point at the end of each month that the plunder has not been divided.
- Lose Fame Points equal to twice your Rep if you lost a ship. Double that if it was your only or flagship.
- Lose ten Fame Points if you were captured.

PERSONAL LOYALTY

During the campaign how successful you are will influence how loyal your Crew will be.

GAINING & LOSING PERSONAL LOYALTY

The loyalty of your Crew can increase or decrease depending upon a variety of factors. Here's how it works:

- You start the campaign with Personal Loyalty equal to your current Rep.
- Each time Check to see if it goes up or down at the end of each campaign month.
- When you divide the plunder or are kicked off the ship your Personal Loyalty Level returns to your current Rep. If your last Crew mutinied then you will start at one point lower.

Here's how your Personal Loyalty goes up:

- Add one to your Personal Loyalty Level if you took a prize.
- Add one to your Personal Loyalty Level if you took a prisoner worthy of ransom.
- Add one to your Personal Loyalty Level if you exchanged a prisoner for ransom.
- Add one to your Personal Loyalty Level if you went to a port and allowed the men to Carouse.
- Add one to your Personal Loyalty Level if you successfully raided a port or town.
- Add three to your Personal Loyalty Level if you took a prize.

Here's how your Personal Loyalty goes down:

- Subtract one from your Personal Loyalty Level if you did not take a prize.
- Subtract one from your Personal Loyalty Level if you did not exchange a prisoner under your control for ransom.
- Subtract one from your Personal Loyalty Level if you chased a prize and did not take it.
- Subtract one from your Personal Loyalty Level if you fled from a warship.
- Subtract one from your Personal Loyalty Level if you led an unsuccessful Raid.
- Subtract one from your Personal Loyalty Level at the end of each month at that the plunder has not been divided.

There are no minimum or maximum Personal Loyalty values and it is possible that your level can go up and down in the same Campaign Turn.

TAKING THE TEST

The Personal Loyalty Test is taken at the end of each Campaign Turn. It is taken by the crew in the following way:

- Roll 2d6 versus your Personal Loyalty Level.
- Determine how many d6 are passed, consult the Personal Loyalty Table and immediately carry out the results.

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2	PERSONAL LOYALTY <i>(Taken versus Personal Loyalty)</i>
----------	---

# OF D6 PASSED	AT THE START
2+	Enthusiastic support! Morale aboard ship is great.
1	You hear the mutterings! The crew isn't happy and your Personal Loyalty Level is reduced by one. Maybe it's time to go ashore and divide the plunder?
0	Mutiny! The crew has had enough of your ineptitude and decides to kick you off the ship. Roll 1d6 versus your Rep: <ul style="list-style-type: none"> • Pass 1d6: They maroon you on a deserted island with a bottle of rum, a week's rations, a pistol and one shot. • Pass 0d6: They make you walk the plank!

RUSE

When you see a ship on the horizon it may be impossible to determine who it is. Friend? Foe? Because of this many Pirates may attempt to disguise their purpose in hopes of getting closer to the target before it is recognized. Here's how we do:

- Each Captain of every ship involved rolls 1d6 for each point of Rep he has.
- Modify this number by any applicable circumstances.
- Roll the modified number of d6 looking for successes.
- Compare the number of successes each Captain scores.
- If the Pirate scores more successes the Ruse has worked and he is allowed to place his ship one box closer, on the Chase Table, to the target ship.
- If the Pirate scores an equal number or fewer successes the Ruse has failed.

Why wouldn't you always try a Ruse? Because if you fly a "false flag" you cannot count the +1d6 modifier on the Strike Fear Table (*page, ##*).

Rep	RUSE <i>(Looking for successes)</i>
------------	---

CIRCUMSTANCE	RESULT
Using a Merchant ship.	+1d6
Flying a "false flag".	+1d6

# OF SUCCESSES	RESULT
<i>More than opponent</i>	The ruse worked and: <ul style="list-style-type: none"> • If attacking a Merchant ship start one box closer to the target on the Chase board. • If Encountering a Warship may start one box closer to or farther from the Warship on the Chase board. This may result in the Chase being abandoned.
<i>Same as opponent</i>	Immediately re-take the test but at a -1d6 penalty.
<i>Less than opponent</i>	The ruse failed and: <ul style="list-style-type: none"> • If attacking a Merchant ship start one box farther from the target on the Chase board. This may result in the Chase being abandoned. • If Encountering a Warship it will start one box closer to your ship.

STRIKING FEAR

The first time a pirate ship and a Merchant ship are on the Maneuver Table the pirate may attempt to strike fear in the hearts of the enemy, forcing them to surrender (strike) and give up their cargo for safe passage. Here's how we do it:

- Both sides will roll 1d6 for each point of Rep that each Captain has. If attempting to Strike Fear into more than one ship roll versus the Captain with the highest Rep.
- Compare the number of successes each side scores.
- Consult the Strike Fear Table and go down the # of Successes column until you find the appropriate row based on the number of successes rolled by the pirate as compared to the merchant.
- Immediately carry out the results.

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Rep	STRIKE FEAR <i>(Looking for successes)</i>
------------	--

CIRCUMSTANCE	RESULT
If you are flying the Pirate Flag	+1d6
Each additional target ship in group	+1d6

# OF SUCSESSES	RESULT
Pirate scores twice more than the opponent	Merchant strikes its flag and surrenders cargo without a fight. Merchant is granted safe passage.
Pirate scores same as opponent	Merchant puts in a great show of resisting but counts a -2 to its Morale Target number for the whole Encounter.
Pirate scores less than opponent	Merchant ignores the threat and chooses to fight.

CONTACT – SHIPS

At the start of the Encounter divide the table into nine sections numbered 1 through 9. Here's how we do it:

- Divide the table into nine roughly equal sections. See the following illustration that shows the corresponding number for each section of terrain. In this case the board is square but you may be using a rectangle. It doesn't matter just be sure to divide the table into nine equal sections.

1	2	3
4	5	6
7	8	9

PEFS

PEF stands for Possible Enemy Force. We use PEFs to limit the intelligence the player has. By using PEFs we create an uncertainty as to size of the enemy force, its composition and location. PEFs are used in every Encounter. Here's how we use PEFs:

- Unless specified differently, after the table has been set, forces generated, and the player side has completed their first turn of activation it's time to generate the PEFs.
- Roll 1d6. The score indicates which numbered section of the map could contain a Possible Enemy Force or (PEF).
- Place an enemy figure of any type or PEF marker in this section of the board to represent the possible PEF.
- If a terrain feature could block the LOS from your force to the PEF be sure to place the PEF in a manner that does so.
- If no such feature is present then place the PEF in the center of that section.
- Repeat this process until you have three PEFs placed on the board. It is possible to have more than one PEF in the same section.

MOVING THE PEF

Let's see how PEFs move. Here's how we do it:

- Start with the PEF closest to the player.
- Roll 2d6 versus the AAL of the area.
- Ship PEF Movement Table and move the PEFs accordingly.

2	SHIP PEF MOVEMENT <i>(Taken versus the AAL)</i>
----------	---

#D6 PASSED	RESULT
2	PEF moves directly towards the player force, even diagonally. If enter a section occupied by a player the PEF is immediately resolved.
1	PEF moves towards the player force, but <i>not</i> diagonally. If given a choice will go one way (1-3) or the other (4-6). If enter a section occupied by a player the PEF is immediately resolved.
0	PEF doesn't move.

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2

PEF RESOLUTION

(Taken versus the Area Activity Level)

#D6 PASSED	RESULT
2	<i>Ships in sight!</i> Choose to fly the Pirate Flag or False Flag (page, ##). Roll twice on the <i>Under What Flag Table</i> under the appropriate Area Activity Level column, choosing the desired result.
1	<i>Sail on the horizon!</i> Choose to fly the Pirate Flag or False Flag (page, ##). Roll on the <i>Under What Flag Table</i> under the appropriate Area Activity Level column.
0	<i>Empty seas!</i> Nothing but empty ocean for miles and miles.

2

UNDER WHAT FLAG?

(Adding the scores together)

CIRCUMSTANCE	MODIFIER
Ship is sitting outside a port	+2

#	AAL 1	AAL 2	AAL 3	AAL 4	AAL 5
2	M 1 st	M 1 st	M 1 st	M 1 st	M 1 st
3	M 2 nd	M 2 nd	M 2 nd	M 2 nd	M 5 th
4	M 3 rd	M 3 rd	M 4 th	M 5 th	M 4 th
5	M 4 th	M 4 th	M 5 th	M 4 th	M 3 rd
6	M 5 th	M 5 th	M 4 th	M 3 rd	M 2 nd
7	M 4 th	M 4 th	M 3 rd	M 2 nd	M 1 st
8	M 3 rd	M 3 rd	M 2 nd	M 1 st	M 3 rd
9	M 2 nd	M 2 nd	M 1 st	WS 3 rd	WS 2 nd
10	M 1 st	M 1 st	WS 3 rd	WS 2 nd	1 st WS
11	WS 3 rd	WS 3 rd	WS 2 nd	WS 1 st	WS 1 st
12	WS 3 rd	WS 3 rd	WS 3 rd	WS 3 rd	WS 3 rd

WHAT HAPPENS NOW

If you run into a Merchant roll 1d6.

- On a score of “1” you have run into a Pirate (page, ##).
- Any other result you have run into a Merchant. You can choose to go to a Chase Encounter or leave it alone and forfeit your Encounter for the month.

If you run into a warship roll 1d6 versus the Area Activity Level.

- If you pass 1d6 you have run into a hostile Warship. You may attempt a Ruse (page,

##) or go directly to the Chase or to the Maneuver Phase.

- If you pass 0d6 you have run into a Pirate (page, ##).

RANDOM EVENTS

In *Pirates* there is a chance that you will have a Random Event occur once during the month. Here's how we do it:

- Roll 2d6 at the *start* of each month.
- If *doubles* are rolled then there is a Random Event. Any other score means there is not.
- If a Random Event occurs roll 1d6 and add the result to the Area Activity Level (1-5). Note that the maximum Area Activity Level is 5.
- Consult the Random Events Table and immediately carry out the event.

1

RANDOM EVENTS

(Added to the Area Activity Level)

#	EVENT
2	Small island.
3	Small island.
4	Pirate base.
5	Storms at sea if June through November. (*)
6	Small neutral port.
7	Pirates!
8	Small enemy controlled port.
9	Small enemy controlled port.
10	Large enemy controlled port.
11	Pirate hunters!

* Otherwise no Random Event.

SMALL ISLAND

You've come upon a small island. If you choose you can go ashore and immediately make your Repair roll for the month. This counts as your Encounter.

PIRATE BASE

You have come across a Pirate Base. The small base has 1+1/2d6 pirate ships already there. You can remain there as long as you like, making repairs, recovering from wounds, gambling, etc. However, the longer you remain at the base the greater the chance of hostile warships attacking you while in port. Here's how we do it:

- Roll 1d6 versus the number of turns you have remained at the base.

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- If pass 1d6 then there is a raid on the base. Set up a *Stand Up Fight Encounter* with your ship counting ½ Md6 rounded down.
- If pass 0d6 then no raid occurs.

SMALL NEUTRAL PORT

You have come upon a small neutral port. You may remain there as long as you like, making repairs, recovering from wounds, gambling, etc. However, the longer you remain at the base the greater the chance of hostile warships waiting for you when you decide to exit the port. Here's how we do it:

- Roll 1d6 versus the number of turns you have remained in port.
- If pass 1d6 then one (1-5) or more (6) hostile warships have arrived *on station* outside the port. When you leave you will have a *Stand Up Fight Encounter*.
- If pass 0d6 then no warships arrive on station.

STORMS AT SEA

Storms have rolled in and could potentially damage your ship. Here's how we do it:

- Roll 3d6 versus the size of your ship.
- Add 1d6 if your Pilot has a Rep of 5.
- Subtract 1d6 if you Pilot has a Rep of 3.
- A large ship has a target number of 5.
- A medium ship has a target number of 4.
- A small ship has a target number of 3.
- Determine the number of d6 that are passed.
- Consult the Storm Damage Table and immediately carry out the results.

3	STORMS <i>(Taken versus the target number of the ship)</i>
----------	--

<i>CIRCUMSTANCE</i>	<i>MODIFIER</i>
Rep 5 Pilot	+1d6
Rep 3 Pilot	-1d6

#D6 PASSED	RESULT
3	The ship rides out the storm with no damage.
2	The ship may take some damage. Small and Medium ships take 1 Defensive box of damage. Large ships take none.
1	The ship takes heavy damage. Small and Medium ships take 3 Defensive boxes of damage. Large ships take 2. All ships have 1/2d6 crew chosen at random swept over board and lost at sea.
0	The ship is beginning to sink. Roll on the <i>Debris Table</i> .

SMALL ENEMY CONTROLLED PORT

You have come upon a small enemy controlled port. You may choose to attack it or *sneak into town*.

- If you attack it then set up a *Raid Encounter*.
- If you *sneak into town* then set up a *Smuggle Encounter*.

PIRATES

You have come upon another pirate. All pirates that you meet are considered to be neutral. *This may change depending upon your interaction with them.*

- Roll 1d6.
 - 1 = It is the ship of a *friend*.
 - 6 = It is a ship of an *enemy*.
 - Any other result and it is the ship of a neutral pirate.
-

FRIEND

If you have met a friend you spend one day carousing and swapping info. Count your next roll on the Under What Flag Table at a minus one. You can still have an Encounter.

ENEMY

If you have met an enemy then you can:

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- Attempt a Ruse (*page, ##*).
- Go directly to the Chase.
- Go directly to the Gaining the Advantage Table prior to the Maneuver Phase.

NEUTRALS

If you have met neutrals then it can get a bit dicey. Here's how we do it:

- Attempt a Ruse (*page, ##*).
- Go directly to the Chase.
- Go directly to the Gaining the Advantage Table prior to the Maneuver Phase.
- Once in the Maneuver Phase you will take a Challenge – Neutral or Not Test.
- Roll 2d6 versus your Rep.
- Modify the Rep by any applicable circumstances.
- Determine how many d6 were passed.
- Consult the Challenge – Neutral or Not Table and immediately carry out the results.

2	CHALLENGE – NEUTRAL OR NOT? <i>(Taken vs. Rep)</i>
<i>Any result of "6" is an automatic fail.</i>	

CIRCUMSTANCE	MODIFIER TO REP
Challenger's ship has more guns.	+1
Challenger's Rep is higher than all opponents	+1
Challenger's ship has fewer guns.	-1
Challenger's Rep is lower than all opponents	-1

# D6 PASSED	RESULT
2	Challenge is a success. Count this as a <i>friend</i> .
1	Opposed Challenge: <ul style="list-style-type: none"> • Count as passed 0d6. Unopposed Challenge: <ul style="list-style-type: none"> • May choose not to continue the Challenge. May not try again during this Encounter. • May choose to immediately re-take the Challenge counting pass 1d6 as if passed 0d6.
0	Challenge is failed, count this as an <i>enemy</i> . Both ships go to the Maneuver Phase counting ½ their Md6 for the first turn.

LARGE ENEMY CONTROLLED PORT

You have come upon a large enemy controlled port. You may choose to attack it or *sneak into town*.

- If you attack it then set up a *Raid Encounter*.
- If you *sneak into town* then set up a *Smuggle Encounter*.

PIRATE HUNTERS!

You have run across one (1-3), two (4-5) or three (6) Pirate Hunters. They have pulled a *ruse* and start the Chase in the *Ship bearing down on us, sir* box.

ENCOUNTERS

There are two classes of Encounters. Those that take place onboard ship. They are:

- **Chase Encounter** – One or more ships, called the *attacking ships*, are chasing one or more ships, called the *target ships*. The *attacker's* objective is to sink, cripple, or capture the *target* ship. The *target's* objective is to escape, with the *attacker* earning zero Fame Points
- **Stand Up Fight** – The ships start in the Maneuver Phase and go right to combat. The objective is to sink, cripple, or capture the opposing ship. Alternately a ship can try and escape the fight, earning zero Fame Points.

Those that take place on land. They are:

- **Carouse** – Used to recruit more crew members, gather information, *make repairs*, gamble, buy or sell cargo and ultimately to *divide the plunder*. The objective is being successful at whatever you choose to do while carousing.
- **Raid Encounter** – Used when attacking a port or city by land. The objective is being successful at raiding the *target*.
- **Smuggle Encounter** - Used to buy and sell cargo.

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PORTS, TOWNS AND CITIES

Players may choose to visit ports, towns, and cities with the following restrictions:

AREA ACTIVITY LEVEL 1

TYPE	ENCOUNTER
Small Island	Make Repairs.
Pirate Base	Carouse.
Small neutral port or town.	Carouse or Raid.

AREA ACTIVITY LEVEL 2

TYPE	ENCOUNTER
Small Island	Make Repairs.
Pirate Base	Carouse.
Small neutral port	Carouse or Raid.
Small enemy controlled port or town.	Raid or Smuggle.

AREA ACTIVITY LEVEL 3

TYPE	ENCOUNTER
Pirate Base	Carouse.
Small neutral port.	Carouse or Raid.
Small enemy controlled port or town.	Raid or Smuggle.

AREA ACTIVITY LEVEL 4 - 5

TYPE	ENCOUNTER
Small neutral port.	Carouse or Raid.
Small enemy controlled port or town.	Raid or Smuggle.
Large enemy controlled port or city.	Raid or Smuggle.

Ports are on the coast and have a harbor. They can be small or large. Large ports have a fort.

Towns are inland and small.

Cities are inland and large. Cities have a fort.

MILITIAS

Ports, towns and cities will all be defended by a militia composed of citizens. The Pirate must defeat the militia before it can sack the city or port. The militia is determined in the following way:

- Roll 1d6.
- Modify the score by any applicable circumstances.

- Consult the Militia Table to determine the size of the Militia being sure to use the appropriate column for the AAL.

1	MILITIA <i>(Read the result as rolled)</i>
----------	--

CIRCUMSTANCE	MODIFIER
Small town	-1
Large city ⁽¹⁾	+1
Large port ⁽¹⁾	+2

(1) Also has a fort with a military garrison. Be sure to determine the size of the garrison as well.

#	AAL 1	AAL 2	AAL 3	AAL 4	AAL 5
0	10	10	10	20	30
1	10	10	10	20	30
2	10	10	20	30	40
3	20	20	20	30	40
4	20	30	30	40	50
5	20	40	40	40	50
6	30	50	50	50	50
7	X	X	X	50	60
8	X	X	X	50	60

In addition to the militia some cities and ports may also have forts.

FORTS

Large ports and cities always have forts. These always have a garrison that the Pirate must defeat before it can sack the city or port. The garrison is determined in the following way:

- Roll 1d6.
- Modify the score by any applicable circumstances.
- Consult the Garrison Table to determine the size of the Garrison being sure to use the appropriate column for the AAL.

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1

GARRISON

(Read the result as rolled)

#	AAL1	AAL2	AAL3	AAL4	AAL5
1	20	20	20	30	40
2	20	30	30	40	50
3	20	40	40	50	60
4	30	50	50	60	70
5	40	60	60	70	80
6	50	60	70	80	90

DEBRIS TABLE

When a ship has sunk you must roll on the debris table to see if any cargo can be recovered and if any passengers and crew on board the ship have survived. Here's how we do it:

- Roll 2d6 versus the size of your ship.
- A large ship has a target number of 3.
- A medium ship has a target number of 2.
- A small ship has a target number of 1.
- Determine the number of d6 that are passed.
- Consult the Debris Table and immediately carry out the results.

2

DEBRIS

(Taken versus the target number of the ship)

#D6 PASSED	RESULT
2	Half of the Food and Goods can be recovered. Half of the passengers and crew, rolled at random, can take the After the Battle Recovery Test and can be recovered.
1	Half of the Goods can be recovered. A quarter of the passengers and crew, rolled at random, can take the After the Battle Recovery Test and can be recovered.
0	No cargo recovered and no passengers or crew survived.

CARGO

There are three types of cargo in Pirates. They are:

- **Food** – Includes food and water. Each unit of food can feed 10 figures for one month. If needed players can choose to go to *half rations*. This allows for 20 figures to be fed per month but all Reps are reduced by 1 for each month at half rations. Those reaching Rep 0 will die while one month of full rations will return a figures Rep back to normal.
- **Gold** – This represents gold coins, silver coins, jewels and other valuables. When you choose to *divide the plunder* all cargo is converted into gold at the current prices for the location and dispensed.
- **Goods** – These represent manufactured goods, raw material and any other form of commodities that can be sold for gold. For each crew member over the minimum that a Merchant ship has it must deduct one from its maximum Cargo Capacity.

SHIP MOVEMENT

Takes one month to move from one area to another that has an increase or decrease of AAL by one.

COMMODITIES

There are two types of *commodities*, Food and Goods. Commodities can only be bought or sold in ports, towns, and cities. They can be traded elsewhere on a one for one basis.

Gold is used to buy Food and Goods. Goods and Food are sold for Gold. The price of Food and Gold will vary by the area that you are in. Here's how we do it:

- Roll 2d6.
- Add the results together.
- Consult the Commodities Table.
- Go down the left column until you reach the result that was rolled.
- Go across the row until you reach the Area Activity Level of the Area you are buying or selling the commodity.

AND A BOTTLE OF RUM!

- There will be two numbers. The first is the current price of Goods in Gold Pieces while the second is the current price Gold Pieces of Food.
- Once the price is determined you can decide if you want to sell or buy.

2

COMMODITIES

(Add the results together)

#	AAL 1	AAL 2	AAL 3	AAL 4	AAL 5
2	1/1	1/1	2/1	3/1	2/1
3	1/1	1/1	2/1	3/1	2/1
4	1/2	1/2	2/2	3/2	3/2
5	2/3	2/3	3/3	4/2	4/2
6	2/3	2/3	3/3	4/2	4/2
7	2/3	2/3	3/3	4/2	4/2
8	2/3	2/3	3/3	4/2	4/2
9	2/3	2/3	3/3	4/2	4/2
10	3/3	3/3	4/3	5/3	6/2
11	3/4	3/4	5/4	6/3	7/3
12	4/4	4/4	6/4	7/3	8/3

CAREENING

We now introduce the Pirates worse enemy, *the teredo worm*.

“What?”

The teredo worm (mollusk) infests tropical waters making their home in the wood of a ship’s hull. These creatures have shells that remain on the ship even after they have left. These shells, like barnacles, slow the speed of the ship if allowed to accumulate. Consequently Pirates were required to have them removed and a mixture of tar, tallow, and sulfur applied. How often? Two, sometimes three times a year.

This process, called careening, required the ship to be pulled out of the water, either into a dry dock or usually onto an island for privacy. Here’s how we handle careening in *Pirate Heroes*:

- At the end of each Campaign Turn when the ship has been out to sea for four or more continuous months roll 1d6.
- If the score is more than the number of turns the ship has been at sea the ship is fine and play continues normally.
- If the score is equal or less than the number of months at sea subtract one Maneuver Point from the ship. This starts the process over.

To regain any lost Maneuver Points the player must declare that they are going into a port or onto an island to careen the vessel. This will take the full month. If careening in a port they can have a land based Encounter. If on an island there is a chance that they are discovered and forced to be the defender in a Raid Encounter. Here’s how we do it:

- Roll 2d6 versus the Area Activity Level.
- Determine how many d6 are passed and consult the Surprise Attack Table.

2

SURPRISE ATTACK

(Taken versus the AAL)

#D6 PASSED	RESULT
2	<i>Ship Ahoy!</i> A 3 rd Class Warship comes into sight. They bombard your ship inflicting damage (one round of firing their full cannon) and send their crew ashore to attack. Go to a Raid Encounter with you counting as the defender.
1	<i>Indians!</i> Local Indians attack. Go to a Raid Encounter with you counting as the defender.
0	<i>Peace and quiet!</i>

If you choose not to careen your ship then repeat the process but counting the first month after you lost a Maneuver Point as the first month at sea.

Example – Captain Billy has been at sea for five months. At the start of the turn he rolls 1d6 and scores a 4. The worms have infested his ship so as to lose one Maneuver Point from 5 to 4. Four months later he must begin testing again. He rolls a 5 and is fine. The following month, now five months out, he rolls a 6 and is again fine. The following month, six months out, he drops another Maneuver Point down to 3. He decides to careen the ship and goes ashore on an island. He rolls 2d6 versus the AASL of 3 and scores a 2 and 4. He has been attacked by Indians and we now go to a raid Encounter with Billy counting as the defender.

GOLD PIECES

For ease of play everything converts into Gold Pieces when you buy and sell Commodities or ships. When you divide the plunder all items are converted into Gold Pieces. Be sure to keep track of and separate the Captain’s personal wealth from the current plunder.

AND A BOTTLE OF RUM!

RECRUITING THE CREW

You always start with a minimum crew for the size of the ship that you have. To increase the crew size you must recruit them from ports or take them from other ships while at sea.

RECRUITING AT SEA

Recruiting at seas is done by capturing the ship then adding survivors to your maximum crew size. *After* the crew members are taken aboard the ship, roll on the Crew Generation Table to discover their Rep.

Specialists are automatically taken from captured ships as they will always be convinced to join your crew. *After* the specialist is taken aboard the ship, roll on the Crew Generation Table to discover its Rep. Note that you *cannot* have more than one of the same specialists on the ship. In these situations one of the specialists must be transferred to another ship or simply cut loose.

At no time can you cut loose existing crew members unless you are dividing plunder.

RECRUITING IN PORT

Recruiting in a port is the most common way of maximizing your crew size. Here's how we do it:

- At the send of a Carouse Encounter (*page, ##*) when in port you can attempt to recruit new crew members.
- Roll 2d6, add the scores together and add the number of Fame Points you have.
- Consult the Crew Availability Table based on the Area Activity Level of the port. This will tell you the number of crew members you can add up to the maximum crew size for the ship.
- *After* the crew members are taken aboard the ship, roll on the Crew Generation Table to discover their Rep.

2 CREW AVAILABILITY *(Adding the scores together)*

CIRCUMSTANCE	MODIFIER
Each Fame Point	+1
If recruited here last month	-3

#	AAL 1	AAL 2	AAL 3	AAL 4	AAL 5
2	0	1	3	4	5
3	1	2	4	6	8
4	2	4	6	8	12
5	3	6	9	12	15
6	4	8	12	16	20
7	5	10	15	20	25
8	6	12	18	24	30
9	7	14	21	28	35
10	8	16	24	32	40
11	9	18	27	36	45
12+	10	20	30	40	50

1 CREW GENERATION *(Read result as rolled)*

CIRCUMSTANCE	MODIFIER
Fame of 1 or less	-1
Fame of 5 or more	+1

#	REP	WEAPON
0	3	As figure.
1	3	As figure.
2	4	As figure.
3	4	As figure.
4	4	As figure.
5	4	As figure.
6	5	As figure.
7	5	As figure.

DIVING THE PLUNDER

Pirate crews are not paid wages. Instead they sign on for a share of the plunder that's acquired during the voyage. When it's time to divide the plunder, at the end of the voyage, here's how it's done.

- The Captain gets 10% of the plunder for each current Fame Point he has, up to a maximum of 50%.

AND A BOTTLE OF RUM!

- The Captain is allowed to keep or sell his flagship and retain any plunder. Any other ship that is sold is divided normally.
- The rest is divided amongst the crew with each specialist receiving a double share.

RETAINING CREW

After the plunder is divided the crew will disperse to spend their hard earned gains. If the Captain chooses he can keep any or all of his crew *if* he pays each 1 gold piece (*page, ##*) per each point of Rep. This will retain their services for one month so it may behoove you to ship out ASAP!

PIRATES – CAST AND CHARACTERS

A WONDERFUL LIFE

CAPTAINS



Miniatures courtesy of Rebel Minis. Painted by David McBride.

CREW



Miniatures courtesy of Rebel Minis. Painted by David McBride.

SPECIALISTS

“*Want to be a Captain?*” Yeah, so does everybody else. But if you can’t be the Captain you can be a specialist. There are six of them and the pay is a bit better (*page, ##*). Do your job well and maybe the Captain will take you on his next cruise. For more info see the Specialists section (*page, ##*).



Miniatures courtesy of Rebel Minis. Painted by David McBride.

PITFALLS OF PIRACY

PIRATE HUNTERS

“*Hang by the neck until dead.*” Such is the reward promised a pirate by the civilized nations of Europe and their ever vigilant navies. It’s not bad enough that the navy is chasing you, there’s also the private for hire pirate hunters. Often little better than pirates the pirate hunters sail swift ships in search of their prey for only by returning to port with a captive can they expect to collect their bounty. Watch the horizon for a sail and your back for treachery as pirate hunters are a crafty lot.



Miniatures courtesy of Rebel Minis. Painted by David McBride.

AND A BOTTLE OF RUM!

THE DARK SIDE

SEA WITCHES

Don't confuse these hags with any human witches; the Sea Witches are a combination of humans and sea creature. Moving on their large tentacles they seek to board ships and kill all aboard. It's rumored that they feed on human flesh but will spare the random sailor if they take a fancy to them. Better to die than catch the eye of a Sea Witch. But no worries mate, like all the entries in this portion of the Log they are merely creatures of fantasy.



Miniatures courtesy of Rebel Minis. Painted by David McBride.

MERMAIDS

Creatures of legend, Mermaids have always been entwined with sailors. Half maid and half fish these mythical creatures were said to lure sailors to their doom. Whether causing sailors to walk off a ship's deck or Pilots to run their ships aground, Mermaids can through a wrench into the best of laid plans. When you hear the siren's call it's best to turn a deaf ear or suffer misfortune at her hands.



Miniatures courtesy of Rebel Minis. Painted by David McBride.

UNDEAD PIRATES

Some pirates are good and some are bad. Of course good is a relative term when your life consists of plundering ships and creating overall mayhem on the high seas. But bad, well bad is bad, just ask Huey.

And then there's evil. Some pirates choose the dark road and when they die they, well, refuse to give up the pirate life. We're talking *undead pirates*. These skeletal forms sail the seas at night, on ghostly vessels, appearing from nowhere, seeking only to kill and plunder. But of course, that's just the stuff of legends, used to scare little children, right? Right?



Miniatures courtesy of Rebel Minis. Painted by David McBride.

AND A BOTTLE OF RUM!

TREASURE MAPS

What's a pirate game without treasure maps? Well we have them and here's how they work:

- Find the map.
- Follow the map.
- Find the treasure.
- Recover the treasure.

FIND THE MAP

Unless specified otherwise here's how you find a treasure map:

- If the 3d6 come up triple sixes or triple ones you have discovered a treasure map.
-

, when rolling for a Random Event roll a

SHIPS LOG

History, friends, enemies, etc.

Going Ashore

Sneaking in and About Towns – Reach objective

Tavern

BEING CAPTURED

If you get captured you're going to go to jail or worse. Here's how we figure it out:

- Roll 1d6 versus your Fame (not your current Fame Points but your actual Fame).
- Roll 2d6 versus the Area Activity Level of where you were captured.
- Determine how many d6 were passed and consult the Justice is Served Table.

2+1

JUSTICE IS SERVED

(Taken versus the AAL and Fame)

#D6 PASSED	RESULT
3	"Hang by the neck until dead." The local City Governor has you transported back to his city/port and wants to make an example of you. Time for an <i>Execution Encounter</i> (page, ##).
2	"To jail with the Black Heart!" You are tried and convicted to serve jail time. You have a choice, try an <i>Escape</i> ⁽¹⁾ (page, ##) or serve your term equal your Fame and the AAL combined in years.
1	"What's it worth to you?" You can bribe your way out of it for 100 GP times your Fame. Otherwise count as if passed 2d6.
0	Argh, you be a lucky man! Your capturers are inept and you escape. Continue your merry career.

(1) If you are caught double your sentence.

AGING

You'll start your career as a young twenty something rogue. How old? Here's how we do it:

- Roll 1d6 and add the result to 20 to get your starting age.

Your career starts in the year 1660. Pick a month and year to start your career. This month is also your birth date. Track your age, year by year, and refer to the Effects of Age Table. Adjust your Rep accordingly if needed.

X

THE EFFECTS OF AGE

AGE	MAXIMUM REP	MINIMUM REP
20-29	5	4
30 - 39	5	3
40 - 49	4	3
50+	3	3

THE END

All good things must come to an end and so will your career. There's a couple of ways to handle it. Here they are:

- You can retire at a station in life in linked to your personal wealth.

AND A BOTTLE OF RUM!

- You can choose to become a pirate hunter.
- You can choose the life of a peaceful merchant traveling the seas fighting only when attacked.

Here's who each is handled.

RETIREMENT

When you decide to retire how well you live your life will depend upon your personal wealth, the total Gold Pieces you have amassed. Here's how you gauge your success:

- When you decide that it's time to retire sell off all everything including your Flagship.
- Determine how many Gold Pieces you end up with.
- Consult the Ah, the Good Life Table to see how you will spend your Golden Years.
- Want to be more competitive? See how *young* you can retire.

X

AH, THE GOOD LIFE!

GOLD PIECES	GOLDEN YEARS
0 GP	Drunk
2,000 GP	Petty thief
5,000 GP	Bar keep
10,000 GP	Shopkeeper
15,000 GP	Tavern owner
30,000 GP	Prosperous merchant
40,000 GP	Wealthy merchant
50,000 GP	Well to do man around town
75,000 GP	Rich gentleman
100,000 GP	City Governor.

Did you find it too easy? Then maybe you were a better pirate than you gave yourself credit to be.

Did you find it too hard? Then maybe you weren't as good at it as you thought you would be. Dream bigger next time!

PIRATE HUNTER

You've become your own worse nightmare. Your job is to capture pirates and bring them to enemy controlled ports for bounties. The bounty is collected upon arrival to the port and is equal to the Rep of the pirate times 1/2d6 hundred plus half the Basic Cost of the ship.

Bounties are personal wealth and not divided amongst the crew!

Example – I capture a Rep 5 pirate. I roll 1/2d6 can score a 3. His rep of 5 multiplied by 300 equals 1500. The pirate was on a Merchant 3rd class with a Basic Cost of 800 GP. The bounty would be 1500 + 400 or 1900 Gold Pieces.

MERCHANT

As a merchant you travel from area to area buying low and selling high, fighting only when attacked.

MAXIMUM FLEET

You can have more than one ship in your personal fleet but the number can never exceed your current Rep.

FLAGSHIP

One ship must be your personal or Flagship. This ship flies your flag and you are always on your flagship whenever you are at sea.

You can change your Flagship at the start of any month.

Equal to Fame

List of items

Indians

NAPOLEONIC VARIANT

Use these rules when playing the big battles of the Napoleonic Wars.

BATTLE LINE OR NOT?

If there are five or more ships per side then the players will use the traditional Battle Line of ships. Here's how we do it:

- The defending side lays down their ships with the first placed to the left of the table.
- The second and subsequent ships are placed in line front to the back of the previous ship.
- He continues until all of his ships are laid out in line.
- The attacker then matches up his ships from the front to the back of the defending line.

MORE ATTACKERS THAN DEFENDERS

After the defender has placed all of his ships on the table and he has fewer ships than the attacker, the first attacking ship in line that is unmatched will Maneuver against the last defending ship in line, effectively causing a two to

AND A BOTTLE OF RUM!

one matchup. Any additional attacking ships are not involved during the turn as only the first unmatched ship is involved.

This can change each turn as ships drop out of the battle line by scoring lower on the Chase portion of the turn. When this occurs the ships in the battle line keep their positions but this may result in more than one battle line.

PICTURE AND EXAMPLE

MORE DEFENDERS THAN ATTACKERS

After the attacker has placed all of his ships on the table and he has fewer ships than the defender, the first defending ship in line that is unmatched will Maneuver against the last attacking ship in line, effectively causing a two to one matchup. Any additional defending ships are not involved during the turn as only the first unmatched ship is involved.

This can change each turn as ships drop out of the battle line by scoring lower on the Chase portion of the turn. When this occurs the ships in the battle line keep their positions but this may result in more than one battle line.

PICTURE AND EXAMPLE

NO BATTLE LINE

When there are not enough ships (5) for both sides to form a battle line the battle will be more of an open ended affair and we use the following Multiple Maneuvering Targets.

BROADSIDE QUALITY PHASE

The Maneuver Phase is replaced with the Broadside Quality Phase. As the ships are in long battle lines and maneuvering is limited it's the speed and accuracy of the broadsides that now play an important role. Here's how we do it:

- Each Captain rolls 1d6 per each point of Crew Quality their ship has.
- Modify this total by any applicable circumstances.
- Each Captain now rolls the modified total, counting successes, a score of 1, 2 or 3.
- Compare the number of successes each Captain has scored to each opponent and carry out the results against *each* opponent.

CQ6	BROADSIDE QUALITY <i>(Looking for successes)</i>
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CIRCUMSTANCES	MODIFIER
Ship is grappled in place	Count ½ CQ6 rounded down
Maneuvering against two or more opponents	Split the CQ6

# OF SUCCESSES	RESULT
Score twice more than opponent, but a minimum of 2	Ship with <i>more</i> successes may attempt to Grapple instead of firing or... Ship with <i>more</i> successes can fire up to all of their current guns. Ship with <i>fewer</i> successes cannot fire at all.
Score more than opponent	Ship with <i>more</i> successes may attempt to Grapple instead of firing or... Ship with <i>more</i> successes can fire up to all of their current guns. Ship with <i>fewer</i> successes can fire up to half of their guns, rounded down.
Score same number as opponent	Exchange full broadsides. Both ships can fire up to all of their current guns.

CREW QUALITY

2	CREW QUALITY <i>(Add the scores together)</i>
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#	BRITISH	FRENCH	SPANISH	US
2	3	3	3	3
3	3	3	3	3
4	4	4	3	4
5	4	4	3	4
6	4	4	3	5
7	5	4	3	5
8	5	4	3	5
9	5	4	3	5
10	5	5	4	5
11	5	5	4	5
12	5	5	5	5