

Legends of

The High Seas



WARHAMMER
HISTORICAL

TM

The Spanish Main

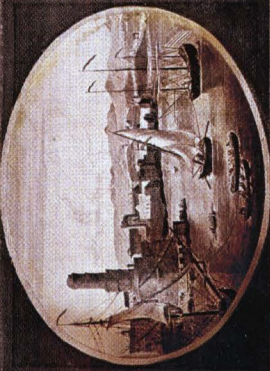
c.1700-1730

Key

- Notorious Pirate Strongholds
- Port Towns

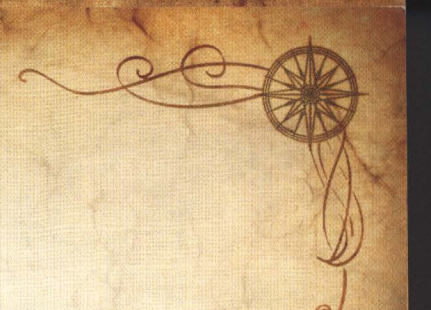


Calico Jacks' Jolly Roger



Port Royal

THE SOUTH AMERICAS



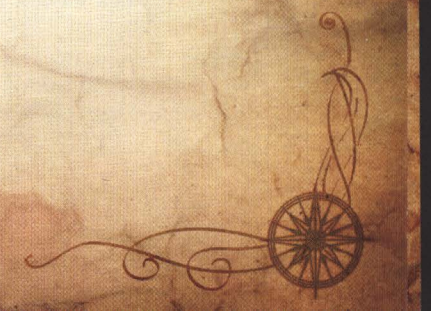
Legends of

The High Seas

In memory of

Emily Susan Brightwell

(1990-2007)





Legends of

The High Seas

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Miniature manufacturer details
can be found on page 144

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Foreword



A Pirate's Life for Me!

It all started when I was eight years old and my parents took me to a theme park where I rode on a Pirates ride. Seeing the pirates on the ride sparked something in me and I dreamed of becoming a pirate. This dream was also fed with watching countless old Hollywood movies but eventually, as these things do, the dream faded and was long forgotten.

Flash forward a few years (more like a lot of years!) and there was a series of new pirate movies. The dream of being a pirate came back to me as I sat in the darkened movie theatre watching pirate captains dueling against one another. I remember saying as I left the theatre, 'It would be so cool to play a tabletop pirate wargame!' My wife just rolled her eyes, and my son just said 'Whatever, Dad!'

Then in 2004, Warhammer Historical released *Legends of the Old West* by Mark Latham. That's when it hit me, why not do a pirate game following what Mark had done with the *Legends of the Old West* book. So with some prodding from a good friend, Tom Opalka, I set about writing a very basic set of rules. After playing a few games of these rules with Tom, he connected me to Rob Broom at Warhammer Historical. After speaking with Rob via emails, and letting him know that there wouldn't be any zombie pirates in the book, I cast off the mainlines and set off onto the high seas looking for treasure and adventure.

This book will allow you to fight and sail in the Golden Age of Piracy (1700 – 1730). As a player you take control of a ship of Pirates, Privateers, or a Royal Naval Crew searching for plundered treasure or bringing scurvy dogs to justice. You will follow your crew's progress and experience from game to game, leading to you becoming a Legend of the High Sea. This is a historical game, but is heavily influenced by Hollywood. I like to call this 'Hollywood Historical' and the emphasis is on quick play, level advancement and an absolute must - having fun!

I have tried to write the rules in a clear format so that they only take minutes to learn, but take time to master. I have also made some changes and additions to the rules to set them apart from the *Legends of the Old West* game and to give a more nautical theme to the game.

I would like to take this time to also thank a few people that have assisted me with this, Thanks to my wife Shannon for allowing me to indulge in this little hobby called wargaming. To Rob Broom for giving me the chance to live out my pirate dream and writing this book. Thanks to Tom Opalka for staying on me to keep writing (and writing and writing!). To Rob Brightwell for letting me talk his ear off about pirates. To Brandon Forrey for helping me out, you know what you did! To Tim Eagling for the help with the ships. Thanks to Terry Maltman, Dave Smith, Julian Ellis and the rest of the scurvy crew that helped in play testing, your ideas helped out in more ways than you know.

Finally a big thank you to the Captain (JC), setting sail with you on this adventure has been a blast. You set the course, gathered the crew and revealed many treasures along the way. It's always an honour to serve you and I will follow your lead to the ends of the earth!

Tim Kulinski



Contents

Introduction to the Game Rules

You will need	8
---------------------	---

Starting a Game	10
-----------------------	----

Characteristics	11
-----------------------	----

The Game Turn

Sides	12
-------------	----

The Turn Sequence	12
-------------------------	----

Initiative	12
------------------	----

The Movement Phase

Which side moves first?	13
-------------------------------	----

Moving the models	13
-------------------------	----

Control Zones	13
---------------------	----

Charges	14
---------------	----

Who can charge?	14
-----------------------	----

<i>Visibility</i>	14
-------------------------	----

<i>Fights</i>	15
---------------------	----

Difficult Terrain	15
-------------------------	----

Obstacles	16
-----------------	----

<i>Jumping</i>	16
----------------------	----

<i>Climbing</i>	17
-----------------------	----

<i>Falling</i>	17
----------------------	----

<i>Swinging</i>	18
-----------------------	----

<i>Models on the ground</i>	18
-----------------------------------	----

<i>Swimming</i>	19
-----------------------	----

<i>Spotting Rolls</i>	19
-----------------------------	----

Obstacles and Charging	19
------------------------------	----

<i>Fighting on elevated positions</i>	19
---	----

The Shooting Phase

Preparing to Fire	20
-------------------------	----

<i>Multiple Shots</i>	20
-----------------------------	----

<i>Moving and Shooting</i>	20
----------------------------------	----

<i>Line of Sight</i>	21
----------------------------	----

<i>Visibility</i>	21
-------------------------	----

<i>Checking Range</i>	21
-----------------------------	----

Rolling to Hit	21
----------------------	----

<i>In the Way</i>	22
-------------------------	----

<i>Shooting from Cover</i>	22
----------------------------------	----

<i>Shooting from behind friends</i>	22
---	----

<i>Targets in Combat</i>	22
--------------------------------	----

<i>Jamming and Reloading</i>	23
------------------------------------	----

Rolling to Wound	23
------------------------	----

<i>High Rolls</i>	23
-------------------------	----

<i>Casualties</i>	23
-------------------------	----

<i>Multiple Wounds</i>	23
------------------------------	----

The Fighting Phase

When to fight	24
---------------------	----

<i>Trapped Sailors</i>	24
------------------------------	----

<i>Models on the Ground</i>	25
-----------------------------------	----

<i>Multiple Attacks</i>	25
-------------------------------	----

<i>Multiple Wounds</i>	26
------------------------------	----

<i>Multiple Combat</i>	26
------------------------------	----

<i>Fighting over Obstacles</i>	26
--------------------------------------	----

<i>Enemies on both sides</i>	27
------------------------------------	----

Courage

Testing Courage	28
-----------------------	----

The Rout Test	28
---------------------	----

<i>Voluntary Rout</i>	28
-----------------------------	----

Fearsome Reputation	29
---------------------------	----

Hit the Deck!	29
---------------------	----

Heroes

Fame	30
------------	----

<i>Movement Phase</i>	30
-----------------------------	----

<i>Shooting and Fighting Phases</i>	30
---	----

Fortune	30
---------------	----

Using Fame and Fortune together	31
---------------------------------------	----

Heroic Actions	31
----------------------	----

<i>Multiple Heroic Actions</i>	32
--------------------------------------	----

<i>Heroic Movement, "With Me!"</i>	32
--	----

<i>Heroic Shooting, "Fire at Will!"</i>	32
---	----

<i>Heroic Fighting, "No Quarter!"</i>	32
---	----

The Armoury

Missile Weapons	33
-----------------------	----

<i>Flintlock Pistols</i>	33
--------------------------------	----

<i>Double-barreled Pistol</i>	33
-------------------------------------	----

<i>Flintlock Musket</i>	33
-------------------------------	----

<i>Blunderbuss</i>	33
--------------------------	----

<i>Swivel Guns</i>	33
--------------------------	----

<i>Grenades</i>	34
-----------------------	----

<i>Bows</i>	34
-------------------	----

<i>Thrown Weapons</i>	34
-----------------------------	----

Mêlée Weapons	35
---------------------	----

<i>Knives and Daggers</i>	35
---------------------------------	----

<i>Swords</i>	35
---------------------	----

<i>Hand Weapons</i>	35
---------------------------	----

<i>Two-handed Weapons</i>	36
---------------------------------	----

<i>Unarmed</i>	36
----------------------	----

<i>Improvised Weapons</i>	36
---------------------------------	----

Ship Rules

Ship Size	37
-----------------	----

Crew Complement	38
-----------------------	----

Defence Values	38
----------------------	----

Hull Points	38
-------------------	----

Ship Upgrades	39
---------------------	----



Ship Movement

Wind Direction	40
How Ships Move	40
Defence Values	40
Slowing a Ship	41
Movement Rates	41
<i>The Turning Template</i>	41
<i>Adrift</i>	42
<i>Sailing off the Table</i>	42
Firing Broadides	42
Limitations on Cannons	42
Firing the Cannon	42
<i>Rate of Fire</i>	43
<i>Point Blank</i>	44
Cannon Damage	44
<i>Grape or Canister shot</i>	44
<i>Chain shot</i>	44
Firing Crew Weapons	45
All Hands brace for Impact!	45
Ramming	46
Weakening Your Hull	46
Ship Repairs	46
Boarding Actions	46

Boats

Boat Movement	48
Attacking Boats	48

Recruit a Crew

Captain Archetypes	49
Skills Tables and Experience	50
Heroes and Henchmen	51
<i>Weapons</i>	51
<i>Ships</i>	51
<i>The Roster Sheet</i>	51
<i>Calculate Infamy Rating</i>	51
Royal Navy Crews	52
Pirate Crews	54
Privateer Crews	56

Pirate History

High Seas Campaigns

Playing a Campaign Scenario	64
Infamy Rating	64
The Post Game Sequence	64
Disbanding	65
Visiting Davy Jones' Locker!	65
Visiting the Store Keeper	65
Serious Injuries	65
Heroes with Serious Injuries	66
Experience	68
Skills List	70

Income and Trading

Earning Booty	72
Spending Income	72
Trading	73
New Recruits	73
Ship Repairs in Port	73

Hired Hands	73
Weapons and Equipment	73
Buying Items	74
Selling Items	74
Price Chart	74
Special Equipment Rules	75

Scenarios

Playing a Scenario	77
Steal that Ship	78
X Marks the Spot	80
Sneak in/out of Town	82
Prison Break	84
Clash of Swords	86
Boarding Action	88
Sack the Town	90
Kidnap/Rescue the Governors' Daughter	92
Tavern Fight	94
Sail on the Horizon!	96
Dangerous Waters!	97

Non-Player Crew Encounters at Sea

Playing Non-Player Crew Encounters at Sea	98
Generating Non-Player Crew Ship	98
The Non-Player Crew Captain	99
Non-Player Crew Skill level	99
Ship Type	100
Additional Booty	100
Capturing a Non-Player Crew Ship	100
Non-Player Crews and Personalities	101-105

Hired Hands

Recruiting Hired Hands	106
<i>Recruitment Fee</i>	106
<i>Press ganged</i>	106
<i>Injuries</i>	106
<i>Hired Hands and experience</i>	106
The Hired Hands	107-112

Legends of the High Seas

Looking for Legends	113
<i>Recruitment Fee</i>	113
<i>Equipment, Injuries and experience</i>	113
<i>Unique Characters</i>	113
The Legends!	114-123

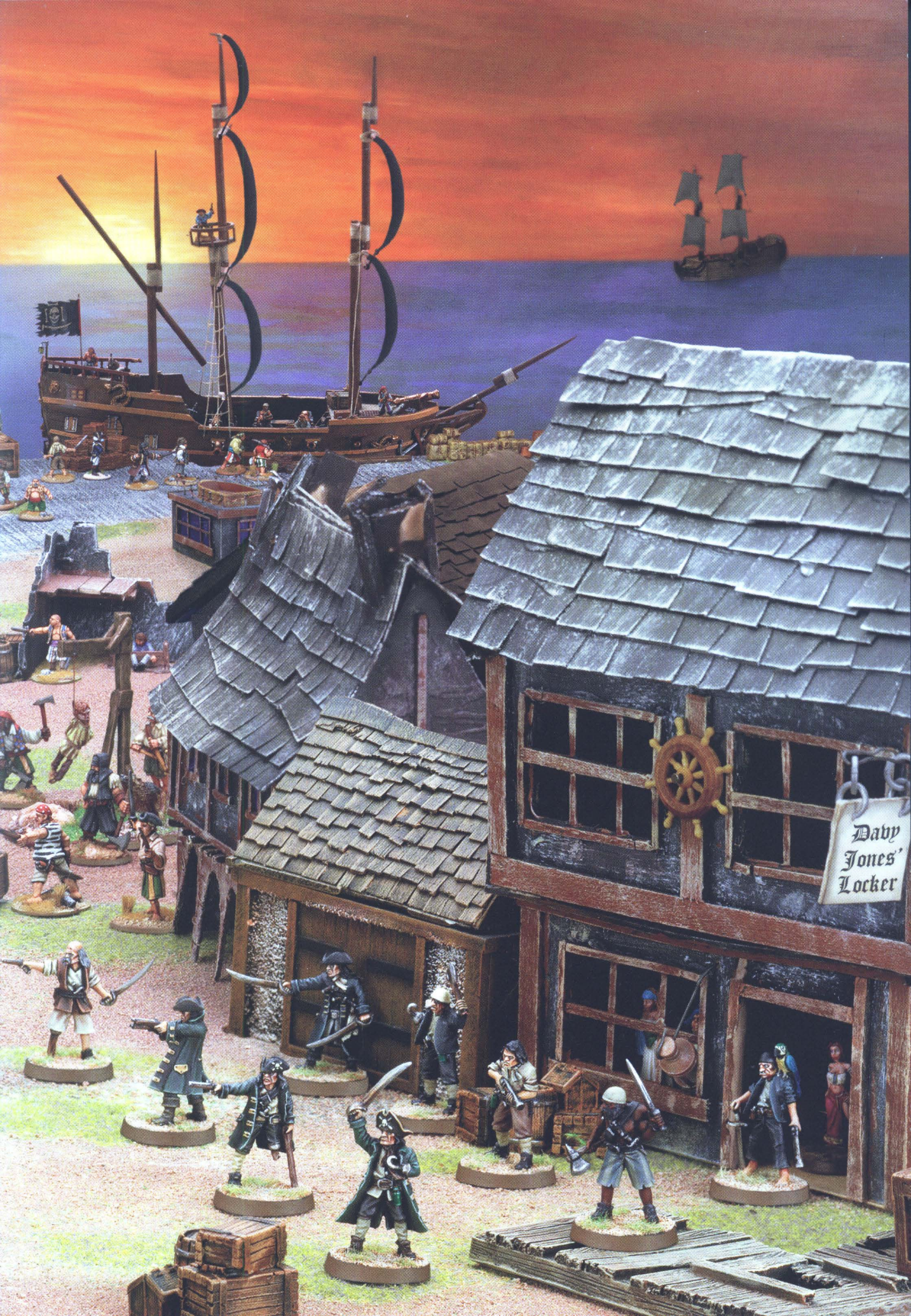
High Seas Gaming

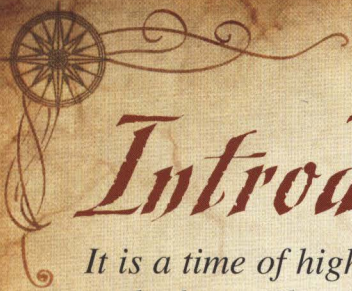
Example Scenario	124
Example Crews	126
Painting Your Crew	128
Modelling Projects	130
Miniature Showcase	132

Appendices

Roster Sheet	136
Templates and Counters	138
Reference Sheets	140
Campaign Summary	143
Acknowledgements	144







Introduction

It is a time of high adventure and hardship, when every voyage could be the last and when sailors dread the sight of the Jolly Roger flying high. With this game, you can take command of a notorious Pirate, a cavalier Privateer or disciplined Royal Navy Crew to recreate the battles that defined the Golden Age of Piracy.

Legends of the High Seas is a simple game to play but a difficult one to master. The rulebook is written as a clear, easy-to-follow manual that will be invaluable to both experienced gamers and newcomers to the hobby.

You Will Need

In order to play Legends of the High Seas, you will require a few basic items in addition to this rulebook. At the back of the book you will find a concise reference sheet, which contains the most important information from the game rules at a glance. Once you have familiarised yourself with the examples in the main rulebook, the reference sheet is all you will need during most games.

Dice

You will need a handful of ordinary six-sided dice to play, sometimes referred to as D6s (for example, two dice would be 2D6, three dice 3D6 and so on). Occasionally, you may need to roll a D3. This is simply done by rolling a regular dice and counting a 1-2 as a 1, a 3-4 as a 2 and a 5-6 as a 3.

Measure

The movement of models and firing of weapons requires the use of a measure marked in inches. A tape measure or ruler will do fine.

Throughout these rules you will often be asked to measure how far a model moves or shoots, among other things. Players are allowed to measure at any time they wish – a player might wish to measure before deciding where to move a Sailor, for example. All distances have been given in inches. In real terms, an inch on the gaming area represents about two metres (6 feet). This system is by no means comprehensive – the ranges of most weapons, for example, have been abstracted greatly to produce a more enjoyable gaming experience.

NB. Some players may be more familiar with the use of centimetres than Imperial inches. If you decide to use the metric system, then simply double all the numbers given in this book. So, for example, 4 inches (4") would become 8cm. This may cause a few discrepancies but is a simple rule of thumb.

Templates and Counters

Some weapons in the game require the use of templates to mark the area they affect. Additionally, there are some occurrences in the rules that require counters to be placed next to models to show that they are jammed, for example. A sheet of templates and counters for you to photocopy and cut out is provided at the back of this book. Instructions on when and how to use them are given in the forthcoming sections.

Roster Sheet and Notepad

Also, at the back of the book, you will find Roster sheets to photocopy. On these, you will find space to fill in all the details of your chosen Crew along with room to note down their statistics and other useful details. Additionally, you will find it useful to make notes during the game, if only to mark down how many wounds a Sailor has remaining. A pad of paper and a pen will be invaluable for this.

A Gaming Area

Any reasonably flat surface will do – a kitchen table, floor or even a specially built gaming table.



Miniatures

Any number of model combatants can take part in a skirmish. It is best to start with about five or six models a side to familiarize yourself with the rules before attempting a larger battle. There are quite a few Pirate miniatures available in a variety of scales and sizes; we prefer 25-28mm sized miniatures and examples are shown throughout this book. There is a list at the back of this book of companies who produce these models. The rules assume that all models on foot are based on 25mm circular bases: either commercially bought bases or washers are ideal. While not essential, this convention does make game play a little clearer.

Scenery

Model terrain really brings your games to life. Whether you wish to play over a small village with a few model trees and fences, a fully modeled Caribbean town or between two ships on the open sea, it is up to you. However, the more terrain you use, the better your battles! Terrain can be made at home, purchased commercially or improvised from objects you may have lying around the house.



Starting a Game

Each game represents a conflict between two opposing sides or Crews. This might be anything from a small skirmish in a port to a boarding action or full-blown invasion and sacking of a town.

1) Pick a Battle

Start by picking or randomly generating a scenario from the Scenarios section. The scenarios represent different kinds of skirmishes, setting the scene for the forthcoming encounter.

2) Selecting Your Crew

All models have an allotted value, expressed in Doubloons which reflects their effectiveness in the game. Captains and characters are referred to as Heroes and are worth more Doubloons than other sailors and inexperienced lackeys (referred to as Henchmen). The rules for each scenario explain any special conditions that may apply to your Crew. In a one-off game, Crews are selected to a set Doubloon value, with both players having the same amount to expend on their Crews and equipment. Campaign games work slightly differently, however. See the Campaigns section for details.

3) Setting up Your Crew

The models are placed on the tabletop in their starting positions, according to the instructions for the scenario.

4) Play the Game

Okay, you scurvy dogs, it's time for action! The rules for playing Legends of the High Seas are described on the following pages.

5) Winning and Losing

The rules for each scenario specify when the game ends. This will usually be after a set number of turns or once some special objective has been achieved. Once the requisite number of turns has been played or the objective achieved, the game is over. The players can then work out which side has won.



Characteristics

The models represent sailors and characters of differing abilities and qualities. For convenience, we usually refer to all models as 'Sailors.' Some are stronger, tougher or braver than others. Rare individuals may be exceptionally famous or just plain lucky and have greatly improved abilities to represent these traits in the game.

Because we recognize that all combatants are not the same, we must make allowances for their differences. This is achieved by what we call 'characteristics.' There are seven different characteristics that define each Sailor's abilities.

Shooting

The Shooting value (S) indicates the minimum dice roll needed to score a hit with a gun or other projectile weapon. A value of 5+ (eg 5 or 6 on a six-sided dice) is about average for a Shooting value.

Fighting

The Fighting value (F) represents the Sailor's skill at hand-to-hand combat and brawling. A value of 3 is average for a competent Sailor.

Strength

A Sailor's Strength value (St) indicates how strong he is and how powerfully he can strike his enemies. A value of 3 is about average.

Defence

A Sailor's Defence value (D) is used to calculate how well protected he is against blows from his enemies. It not only represents how tough or resilient he is but also how fast his reflexes are and how stubborn and determined he is. A value of 3 is about average, although tough and nimble pirates often have higher values.

Attacks

The Attacks value (A) indicates how many strikes a Sailor makes when he wins a fight. Most Sailors can attack once per turn and so have a value of 1. Particularly skilled and dangerous individuals can attack two or more times.



Wounds

The Wounds value (W) indicates how many wounds a Sailor can suffer before he is taken out of action. In the case of the average Sailor, this value is 1 – a single wound is sufficient to take someone out of action. Some Heroes can sustain injuries that would incapacitate an ordinary Sailor and they may have 2 or more wounds to represent this.

Courage

The Courage value (C) shows how brave or determined the Sailor is. A value of about 3 is average. A Sailor with Courage of 5 or more is very brave or hot-headed, while a Sailor with a value of less than 3 has a tendency to be timid.

Other Characteristics

To represent their inspirational presence and uncanny ability to cheat death, Heroes have two extra characteristics on their profile that set them apart from other Sailors – Fame (FA) and Fortune (FT). These are covered in the section on Heroes.



The Game Turn

Games of Legends of the High Seas are divided into turns. During each turn, players can move their models, shoot and fight in hand-to-hand combat.

Sides

Most games of Legends of the High Seas will consist of two rival Crews being pitted against one another. Each side is represented by a number of models controlled by one or more players. See the Crews section for rules about choosing models. There must be at least one player on each side. If there are more players taking part, each controls a portion of the models.

The Turn Sequence

During each turn, both sides move, shoot and fight in the order given below. This is called the 'Turn Sequence'. This applies to Ship movement as well. Each part of the sequence is called a 'phase'.

1 Initiative

Both sides roll a dice to establish which side has initiative that turn.

2 Moving

Both sides move their models. The side with initiative moves its models first. Once the side with initiative has made its moves, the other side moves.

3 Shooting

Both sides shoot. The side with initiative shoots first. Once the side with initiative has finished its shots, the other side shoots.

4 Fighting

Both sides fight hand-to-hand combats. The side with initiative decides the order in which combats are fought.

5 End of Turn

The turn is over. Begin another turn starting with Phase 1: Initiative.

Initiative

To establish who gets the initiative, both players simply roll a dice in the Initiative phase at the start of the turn. The player who scores highest has initiative for that turn. If the dice rolls are equal, initiative automatically changes from one side to the other – the side that had initiative in the previous turn will always lose it on a tie. It is important to remember which side has initiative each turn. You can use a token, such as a jewel or gold doubloon, passing it from one side to the other to indicate which has initiative.

In the section on Heroes, we shall be discussing rules that occasionally allow Heroes to override the normal initiative and move, shoot, or fight before other Sailors. These exceptions will be explained in the Heroes section.



The Movement Phase

Once initiative has been established, the turn proceeds to Movement. During this phase, each side gets to move its models up to the maximum distance as detailed below. Models do not have to move their full distance – they can move less, or not at all, if the player prefers.

The distance a model is allowed to move depends upon its type. Over open terrain, an average man or woman will move 6". Any other type of model will have its own rules listed below.

Which side moves first?

The side that has initiative in a turn moves all of its models first. Once all of the first side's moves are complete, the other side gets to move all of its models.

Moving the models

Models may be moved by their controlling player in any order and must complete their move before the controlling player moves any other models. The distance each model moves is measured using a measuring tape or ruler. Models can be turned to face any direction at any time during the game – not just in the Move phase. Rotating a model on the spot does not count as movement. Models cannot be moved through other models, whether friend or foe, so leave gaps for models to pass where necessary. The model's base conveniently defines the space it needs to move and fight, so gaps must be at least as wide as a model's base for a friendly Sailor to move through. Models are not allowed to intentionally move off the gaming area, unless the scenario requires it.

Control Zone

A model cannot move to within 1" of an enemy model unless it is moving into touch. This 1" radius is called the 'control zone.' A move into touch is called a 'charge' and is described below. This limitation prevents a model moving too close to an enemy unless it intends to attack. This represents how Sailors control the immediate zone around them. In effect, this allows models to block the movement of enemies.

Exceptions to the Control Zone Rule:

- Models already touching an enemy have no control zone – they are already engaged in fighting. An enemy model can therefore move to within 1" in this case.
- Models are sometimes obliged to move within 1" because of a rule they have no say over, rather than a deliberate move by the player. In this case, a model can move into an enemy's control zone without charging. Models must be clearly separated by a reasonable distance to make it clear they are not touching once the move is complete.
- Models can sometimes begin their move already within 1" of an enemy for some reason. In this case, the intruder cannot move closer to the enemy unless he intends to move into touch, but can move around without moving closer if he wants.



Charges

A model can only fight an enemy it is in base-to-base contact with. If a player wants a model to attack an enemy, the model must be moved into touch. This is called a 'charge move' or just a 'charge'.

Once a model has moved into touch with an enemy, neither can move further in that Movement phase. A model that is charged before it gets a chance to move is therefore unable to do so – it is already engaged in a fight. There is nothing to stop a model moving into touch with several enemies at the same time if it can do so. This is entirely up to the player.



Here the pirate mate can see the Royal Navy crewman and can charge into base to base contact.



The Quartermaster and Cutthroat cannot charge the Royal Navy Captain as he stands beyond the control zones of the other two Royal Navy crew. The cutthroat charges one of the crew, negating his control zone and allowing the Quartermaster to charge the Captain.

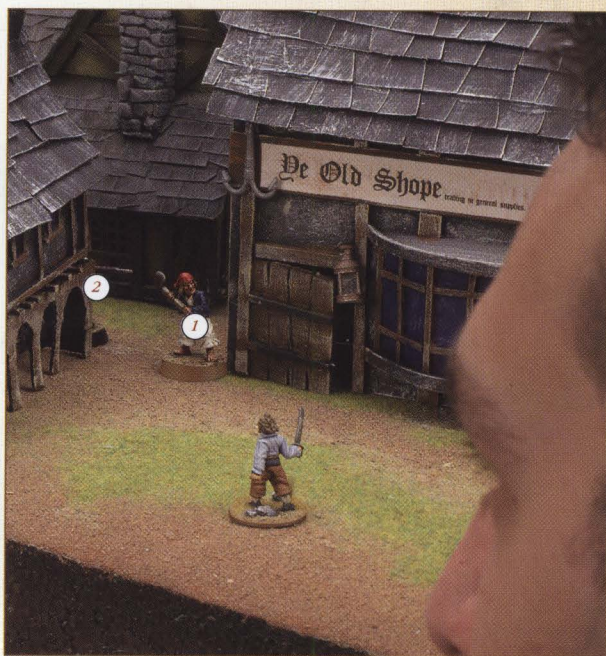
Who can charge?

A Sailor cannot charge an enemy model it cannot see when it starts its own move. If a Sailor cannot see an enemy at the very start of its move, the model cannot move into touch. A move into touch is a charge by definition. This is quite an important rule because it prevents Sailors charging enemies they could not see or react to in a real-life situation. Imagine an enemy is on the other side of a hill, inside a building, or behind a high wall – in these situations a real Sailor has no idea where his enemy is.

Visibility

The easiest way to decide if a model can see another is by bending over the tabletop for a 'model's eye view' of the action. Remember a model can see around in all directions regardless of which way it is facing. If the enemy is visible from the 'model's eye view' then the Sailor can see it. In many cases you'll be able to see bits of an enemy model but not all of it. In that case the Sailor can see so long as part of the enemy's body is clearly visible. If you cannot see any part of a model's body, but you can see the tip of a musket, backpack, or a piece of equipment or decoration, we assume the model can't be seen.

Sometimes it can be quite hard to tell if a Sailor can see his opponents or not. If you really can't tell whether your model's enemies are visible enough to attack, then the situation is obviously going to be fairly marginal. In such a case the best and fairest way to decide is to roll a dice – if you get a 4, 5 or 6 you can be seen, a 1, 2 or 3 the model cannot be seen.



Using a model's-eye-view, the player realises his Cutthroat can see the Navy Able Seaman (1), but not the Marine who is hidden behind a building (2).

Fights

At the end of the Movement phase, any models that are in base contact with an enemy are paired off into individual combats. Sometimes, you will have situations where a single model is faced by two or more enemies. This is called a 'multiple combat'. Opponents are always paired off where possible and any other combatants join into a multiple combat against an enemy they are touching.

If a Sailor could join one of several combats to create a multiple combat, then the player with Initiative decides which one he joins. Similarly, where matches can be made in one of several different ways, the player with Initiative decides how the combatants are matched. In both cases, all touching models must be included and any multiple combats must have one model on one side and multiples on the other (never multiple models on both sides). Always try to separate the models slightly to make the combats more obvious and to see what's going on.



This mass of combatants has been spilt so that there is a one on one fight (2) and two multiple fights (1 & 3).

Difficult Terrain

The maximum distances given for movement assume that the going is firm and level and there is nothing to impede progress. Of course, that is not always the case. All too often, Sailors must struggle through areas of jungle, up rocky slopes, or upon the heaving deck of a ship. There are too many different types of terrain to mention and players should agree beforehand what each type of terrain is classified as before gaming begins.

An area of difficult terrain isn't impossible to move through, but it slows progress. To represent this, the distance moved over difficult terrain counts as twice the actual distance. For example, a model that normally moves 6" will move a maximum of 3" across difficult terrain.

Sometimes a model's move will be split partly over good ground and partly over difficult terrain. In this case the model moves normally over the good ground and only the distance over difficult terrain is doubled. For example, a model with a 6" move might move 2" over a marsh (doubled to 4") leaving only 2" for further movement. Always round any remaining fractions of movement up to the next highest half inch (1/2"). Any distance that is smaller than this is much too insignificant to worry about. Pictured below are some examples of typical difficult terrain features. However, you may be able to think of more circumstances that would qualify.



With 2" left to clear this rocky outcrop, the privateer mercenary must use up 4" of his movement allowance as it is being counted as difficult terrain. Once clear, he still has 2" of further movement left.



Patches of jungle, reeds and buildings can all hinder movement.

Obstacles - Barriers and Gaps

Obstacles can take many forms on the tabletop, most are raised barriers that impede movement such as a stack of barrels, a fence, a rocky outcrop, or a clump of bushes. An obstacle can also be something that cuts down into the landscape forming a gap, such as a creek, distance between ships or even the distance from the roof of one building to another. The main difference between an obstacle and an area of difficult terrain is that an obstacle is something you might leap or swing across, while an area of difficult terrain is something you must slog your way through. A good example is a fence – a raised barrier you might leap over – as opposed to a whole patch of thick undergrowth where all you can do is push your way through. It is important to make the differences between the types of terrain clear, and so pictured below are some examples of various pieces of terrain.

How Barriers Affect Models

The effects of raised barriers are dictated by how high they are. Depending on the size of the barrier, a model will be able to cross the barrier unhindered, must jump it or have to climb it.

- If a barrier is very low then a model can cross it unhindered – the Sailor simply strides over the barrier. A model can automatically cross any barrier if its height is less than 1/2".
- If a barrier is between 1/2" and 2" high, then it can be jumped as described below.
- If a barrier is very high then it cannot be crossed at all or can only be crossed by climbing as noted later. A model cannot cross any barrier that is more than 2" high without climbing it.
- Some barriers – especially very steep and very smooth ones – are considered impossible to climb. Players must use their own judgment to decide if a barrier is impassable in this way.



Barrels and cannons make excellent obstacles and barriers

How Gaps Affect Models

The effects of gaps are dictated by how wide they are. Depending on the size of the gap, a model will be able to cross unhindered or leap over it, while obviously large gaps cannot be jumped, but could be swung across.

- If a gap is very narrow then a model can cross it unhindered – the Sailor simply steps over. A model can automatically cross any gap if its width is less than 1/2".
- If a gap is between 1/2" and 2" wide, then it can be jumped as described below.
- If a gap is more than 2" wide then it cannot be jumped. If there is a rope or rigging, a model may attempt to swing across the gap (see below).

Jumping an Obstacle

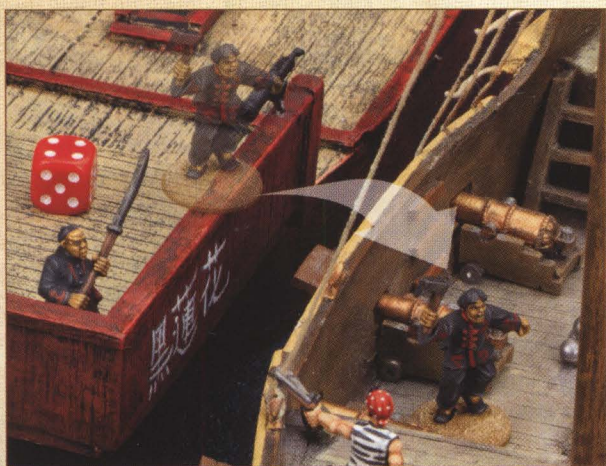
Sometimes a model will have no choice but to negotiate an obstacle in order to move beyond it, as in the case of a wall or a stack of crates, for example. On other occasions a model might be able to move around, taking a longer route but avoiding the inconvenience of tackling the barrier itself (by moving around the crates or finding an opening in the wall, for example).

To get over an obstacle, a model must first move up to it and must have at least enough movement remaining to reach the other side were the obstacle not there. A model that does not have enough movement distance to cross the obstacle must wait until the following turn.

A single dice is rolled to see if the attempt is successful. The higher the score is, the more successful the jump will be. If the barrier is taller or the gap is wider than 1", subtract 1 from the result. Next, consult the Jumping table below.

Jumping Table

- 1 **Stumbles** – the Sailor does not cross and cannot move further this turn.
- 2-5 **Climbs successfully** – the Sailor successfully clammers over the barrier or jumps over the gap and reaches the other side. The model is placed on the other side of the obstacle with its base touching it and cannot move further this turn.
- 6 **Effortlessly bounds** – the Sailor leaps over the obstacle and can complete its move if it has any remaining.



The gap between two ships is one of the most common obstacle for crewmen to jump. Here the pirate has rolled a 4 for his jump test. He has successfully cleared the gap but can move no further this turn.

Falling Down a Gap

If the obstacle being jumped is a gap, then the price of failure may be somewhat more serious! On a 1 the model does not simply fail to cross, but falls down the gap as well. A model falling more than 2" may be injured as a result. See rules for Falling for details about damage from falls.

Climbing

Terrain with a vertical surface that is more than 2" high may not be jumped onto or over. As mentioned earlier, it is up to players to decide if a piece of terrain is climbable or impassable. If it is climbable, then the surface will offer enough handholds so that it can be scaled steadily. In this case treat the vertical surface as difficult terrain and move the model upwards or downwards, counting the distance it moves as double the actual measured distance. In addition, roll a dice when the model starts to climb and at the start of each Movement phase while climbing, then consult the Climbing table below.

Climbing Table

- 1 **Falls** – the Sailor slips and falls to the ground. See rules for Falling below.
- 2-5 **Climbs successfully** – if the top or bottom is reached, place the model at the edge. The Sailor cannot move further that turn.
- 6 **Effortlessly climbs** – if the top or bottom is reached, the Sailor can complete any remaining move.

Falling

A model can jump, climb or fall down a vertical drop of up to 2" without penalty. For example, a model with a move of 6" could move 3" to the edge of a 1 1/2" platform, drop down to the ground, and move 3" further. No Jump roll is required to jump down in this way, and the vertical distance does not count towards the Sailor's movement.

Jumping or falling down a drop of more than 2" is dangerous. If a Sailor jumps or falls in this way, he is automatically placed lying down on the ground at the foot of the drop and suffers one Strength 3 hit for each full 1" of fall. So, a Sailor that falls 3" suffers three Strength 3 hits, for example. See the Shooting section on page 20 for details of how to work out damage.

It's also important to note that when jumping down a drop of more than 2", no Jumping roll is required to make the descent, no matter how far it is. The Sailor plummets to the ground quite uncontrollably! Even if the Sailor survives the fall, he may move no further that turn.

Also when a model is within 1" of an edge, such as the side of a ship or edge of building, and the model has been hit by any attack that may cause damage, there is a chance of falling. Roll a D6. On a roll of 1 the model falls over the edge. Resolve the fall as per the rules for Falling above. If the model falls into water, after resolving the effects of falling also check to see if the Sailor can stay afloat. See the Swimming rules.



The Royal Navy crewman leaps from the ship in order to escape a fearsome pirate captain. As the drop is 3", he is placed lying down and must take 3 Strength 3 hits.

Swinging

Sometimes a Sailor may attempt to swing across a ship or from one ship to another during a boarding action. To attempt to make a swing, there must be some sort of rope or rigging. Designate a landing spot for the sailor and roll on the Swinging table. A single dice is rolled to see if the attempt is successful. The higher the score is, the more successful the swing will be. Consult the Swinging table below.

Swinging Table

- 1 **Falls** – the Sailor slips and falls directly below to the ground or into the sea. The model falls on the spot where he started the swing. It is assumed that the sailor has slipped or did not have a good hold on the rope. See Falling rules on page 17
- 2-5 **Swings successfully** – the Sailor swings in a straight line toward the landing spot a total of 2D6". The total distance must be used, even if the movement would cause the Sailor to overshoot the landing area or even the ship itself!
- 6 **Sails through the air** – the Sailor swings gracefully in a straight line toward the landing spot a total of 2D6" and lands on the designated landing spot. As long as he has enough movement to do so, the Sailor may complete any regular remaining movement he has left.



The mate attempts to swing across to the rival ship. Rolling a 5, he is successful and is moved 2D6 straight forward

As mentioned above, the Sailor may overshoot or come up short of the landing spot. This might cause the Sailor to swing off the ship and into the brine. If such a thing should happen, resolve the fall as per the rules for Falling above then check to see if the Sailor can stay afloat. See Swimming rules.

It is possible to swing into combat and if the Sailor makes it, is placed touching the opponent as if the sailor had charged into combat. Also, if the Sailor has swung 6" or greater and wins the combat then his opponent is pushed back 1" and knocked down. The model is placed on its side to show that it is on the ground and it takes double strikes due to the force of the contact from the swing.

Models on the Ground

Sailors on foot can conceal themselves from view by crouching or lying behind cover. To represent this in your games, players must lie their models down if they wish them to hide. This costs each model half its movement – so, if a model with a move of 6" only moved 3", it could then lie down. This makes it easier to stay out of the enemy's line of sight but if a model is on the ground and its body is still completely visible to enemy models, it can still be seen. A model that is already on the ground can get up in its Movement phase. This also costs the model half of its Movement distance. The model can then complete the rest of its move normally. Note that models may also be placed lying on the ground as the result of a fall or being knocked over in some way.

The Movement rate of all lying down models is reduced to 2". This represents the Sailor crawling along on its hands and knees. If a model is lying directly behind cover, we assume the Sailor is capable of peeking through or over the cover without exposing itself to view. A Sailor lying behind cover is therefore assumed to be able to see as if he was standing, even though the cover might be in the way of his view.

While on the ground, a model does not have a control zone and is unable to charge an enemy, regardless of whether it can see a target or not. Additionally, models on the ground act differently to other models when shooting or fighting. These rules are covered in the sections governing these phases.



Faced with 3 potential shots, the Quartermaster moves forward 3" and lies on the ground behind the wall. The soldiers now have to spot the quartermaster and even if successful, when they shoot, the wall has an "in the way" value (see page 22).

Swimming

Pirates and sailors sometimes found themselves washed overboard or had to abandon ship causing them to have to sink or swim. Models that enter the water, whether by jumping, falling or diving, treat it as if in difficult terrain. After the initial move into the water, they will be swimming. Swimming models are moved in the Move phase as normal. Roll a D6 for each swimming model and consult the Swimming table below. Swimming models may not lie down, shoot, or carry burdens but will fight as normal and are considered unarmed.

Swimming Table

- 1 **Sinks** – the Sailor is overcome by exhaustion or injuries and drowns. Remove the model as a casualty.
- 2-5 **Swims successfully** – the swimming Sailor may move up to half his move through the water. If he reaches a bank or the side of a ship with a ladder, netting, or other suitable foothold, he may attempt a climb using the rules for Climbing to pull himself out of the water.
- 6 **Effortlessly swims** – the Sailor swims gracefully, making his full movement through the water. If he reaches a bank or the side of a ship with a ladder, netting, or other suitable foothold, he may attempt a climb using the rules for Climbing to pull himself out of the water.



Having abandoned ship to the victorious pirates, not all the Royal Navy crew successfully swim to the boat!

Spotting Rolls

If a model is on the ground and the enemy's line of sight to its body is partially obscured by scenery or other models, then it can only be seen by an enemy if a dice is rolled and scores 4, 5, or 6. On the roll of a 1, 2, or 3, the model cannot be seen because it is too cleverly concealed. This is called a 'Spotting' roll. It is necessary to roll a Spotting dice for each enemy trying to spot the model – only enemy models that successfully spot the model on the ground will see it.

Obstacles and Charging

If a Sailor is directly behind a wall, hedge, fence, barricade, ditch or similar linear obstacle, he is well placed to stop anyone else crossing over. Models are not permitted to jump a gap or a barrier if they would land within the control zone of an enemy model that is in contact with the obstacle. However, it is still possible to charge the enemy and fight with one model on either side, even though the obstacle prevents their bases from touching.

As always, the enemy model must be visible to the charging model at the start of its move, so the obstacle must be low enough to see the target. To charge an enemy who is behind an obstacle, the charger's base must move into touch with the obstacle and be touching or overlapping the enemy's control zone. The two Sailors are then considered to be engaged in combat as if their bases were touching, and neither model can move further this turn. In practice this means that if an obstacle is wider than 1" then it will be impossible to charge without first negotiating the obstacle itself. Equally, if the obstacle is quite thin (a fence for example), then it may be possible for two or even three models to charge the same enemy. Rules for combat with an obstacle between the models are covered in the Fighting Phase section.

Fighting on Elevated Positions

A Sailor who climbs to the top of a wall, balcony, cliff or other vertical surface automatically counts as charging the nearest enemy whose zone of control may be overlapping the top edge. The climber hangs on just below top and fights the model above. If no enemy zone of control overlaps the top edge, then the climber can position himself on the top, but he cannot charge any other enemy on the top, as they would not have been visible at the start of his move. Only Sailors whose zones of control extend to the edge are considered to be visible as the climber moves up the vertical surface.

The combat itself is worked out following the rules in the Fighting phase. The only difference is that, because the models are climbing, they risk falling off if they fail to beat their opponent. See the section on trapped Sailors in the Fighting Phase.



The Shooting Phase

Once both sides have moved, it is time for the Shooting phase. In this phase, models armed with pistols, flintlock muskets and other missile weapons from both sides can shoot. The side that has initiative works out all shooting first, followed by the other side. This is important, because if a Sailor is taken down before he has a chance to shoot, then obviously he cannot return fire. A player can shoot with his models in any order. The Shooting phase itself can be broken down into three stages: Preparing to Fire, Rolling to Hit, and Rolling to Wound.

Preparing to Fire

Who Can Shoot?

Any Sailor with a Shooting value (S) and an appropriate missile weapon may fire in the Shooting phase. The player starts by selecting the model that is to shoot and indicates the target. It is a good idea to turn the shooter to face his target. This is not strictly necessary, but it looks far more dramatic that way!

Models that are touching an enemy in the Shooting phase cannot shoot that turn. They are already busily engaged in hand-to-hand fighting using swords, axes, fists or other improvised weapons. Hand-to-hand combat is worked out in the Fighting phase.

Multiple Shots

It is important to remember that most models may only fire once per turn. However, some Heroes can fire several times each turn due to their special skills or a special weapon. Where this is applicable, a note will be made on the Sailor's profile or in the weapon's

description. If a Hero has multiple shots, you must work out all of his shots before going on to shoot with another model. Work out each shot separately. The Hero can shoot at the same target or change targets with each shot – it is up to the player.

Moving and Shooting

Depending on the weapon, models that have moved in the Movement phase may not be able to shoot in the Shooting phase. This is due to the time required reloading these weapons and the poor reliability of the firearms for this era. Some models with weapons such as pistols may move up to half of their movement distance and still fire their weapon.



This pirate rogue can fire twice in a single turn. Here, he turns his attention on two soldiers of the guard during a raid.



The pirate rogue and cutthroat need to move to cover before the military fire at them. The rogue with the pistol can make a half move and still shoot, but having moved the cutthroat armed with the musket cannot shoot this turn.

Line of Sight

A Sailor cannot shoot at an enemy model that he can't see when it is his turn to fire. If a model is partially visible (obscured by a piece of terrain such as a stack of barrels, for example), then you may still shoot at it, but the stack of barrels are considered to be 'In the Way'. This rule will be covered later. Remember that the best way to check if a target is visible or not is to lean over the tabletop for a model's-eye view of the action.



Visibility

Usually it is easy enough to tell whether or not a Sailor can see the enemy he wants to shoot, but occasionally it can be quite hard to know for sure. If you really can't agree whether your model's enemies are visible enough to shoot at, then the fairest solution is to let the dice decide. Roll a D6 – if the result is a 1, 2 or 3 you can't see, if it is a 4, 5 or 6 you can!



The Royal Navy captain has his view obscured to the privateer with the musket, and so chooses to shoot at the privateer captain instead.

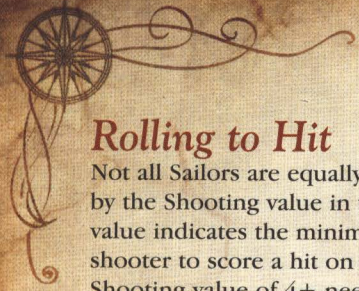
Checking Range

A model may only shoot at a target that is within range. Different kinds of weapons have different ranges and properties – some have longer ranges than others, while some are harder hitting and more dangerous. The Weapons section indicates the range of each type and the proportion of the model's move it must give up in order to shoot that turn.

Targets in Combat

Sailors are not allowed to shoot into a close combat in which both friendly and enemy models are fighting, even if they have a clear shot. There is a great risk of hitting an ally in the hurly-burly of a brawl. Some Sailors have the ability to ignore this rule (such as Pirates!), in which case it will be stated on their profile or in their special Crew rules. These Sailors are free to attempt such a shot if they wish. This means that they risk hitting friendly models instead of their chosen target. The rules for this are covered over the page.





Rolling to Hit

Not all Sailors are equally good marksmen, as reflected by the Shooting value in their profile. The Shooting value indicates the minimum dice roll needed by the shooter to score a hit on its target. So, a shooter with a Shooting value of 4+ needs a dice roll of 4, 5 or 6 on a D6 to score a hit, a shooter with a value of 5+ needs to roll a 5 or 6, and so on.

In the Way!

Often a shooter's view of the target will be partially obscured by another model or some other object that lies between him and the target. The model or object is 'In the Way' of the shot and there is a chance a shot will hit whatever is in the way instead of the target.

A Sailor is not allowed to shoot at a target if there is a friendly model in the way. He wouldn't want to risk hitting a friend, after all. However, as stated above, some pirates can attempt these shots anyway. Where a shooter's view to his intended target is partly obscured by someone or something in the way, there is a chance a shot will hit whatever is in the way instead of the target. As a simple rule of thumb, at least a quarter of the target must be obscured in order for an In the Way roll to be necessary. This is worked out as follows:

First roll to see if a hit is scored as normal. If you miss, the shot flies wild and hits nothing. If a hit is scored, roll a D6 on behalf of the first thing in the way of the shot. You will need to equal or beat its In The Way value to avoid it, otherwise the shot has hit whatever is in the way. If this is another combatant or creature, work out the effect of the hit. If it is a piece of terrain, like a ship's railing, or building, the shot strikes it and is stopped or deflected, causing no harm. If you successfully beat the object's In The Way value, the shot has missed whatever was in the way and flies on towards its intended target. Roll for the next object in the way and continue rolling for each object in the way of the shot until it hits something or reaches the intended target.

In the Way Chart

Dice	Terrain Type
3+	Rigging, hedge, sign post, trees, etc.
4+	Rocks, solid wooden fence, wagon/cart, barrels and crates, door or window of wooden building, low wall and any model or figure.
5+	Fortified wall, large rock outcropping or similar feature

A sailor, horse, innocent bystander or other creature or playing piece always has an In The Way value of 4+. Any terrain on the tabletop that does not loosely fit these descriptions must be identified at the beginning of the game. It is up to players to agree on suitable In The Way values for these objects before play commences. Cannons and In the Way values are treated differently so see the rules for cannons on page 43.

Shooting from Cover

If a model is shooting from behind cover (a low wall or other barrier, or from behind a rock, bush, or similar object), its own cover is not considered to be 'In the Way' of its shooting so long as the model is touching the cover and is tall enough to see over or around it.

This is one of those cases where in real life a sailor could quickly lean out of or over his cover to shoot, so the model is allowed to shoot so long as its head is clear to see the target. The same applies if the model is behind a tall, thin piece of scenery, such as a ships mast. If part of the model is visible, then it may shoot around the object.

Shooting from behind friends

If a model is shooting from behind a friendly model, this model is not considered to be in the way of the shot so long as the base of the shooter is touching the base of the friendly model, and the friendly model's base is the same size as the shooter's or smaller.

Jamming and Reloading

Unless stated in their description, missile weapons may be subject to jamming or a misfire on occasion, due to weather conditions, dirt in the mechanism, or simply a design flaw. This places their user in a precarious position.

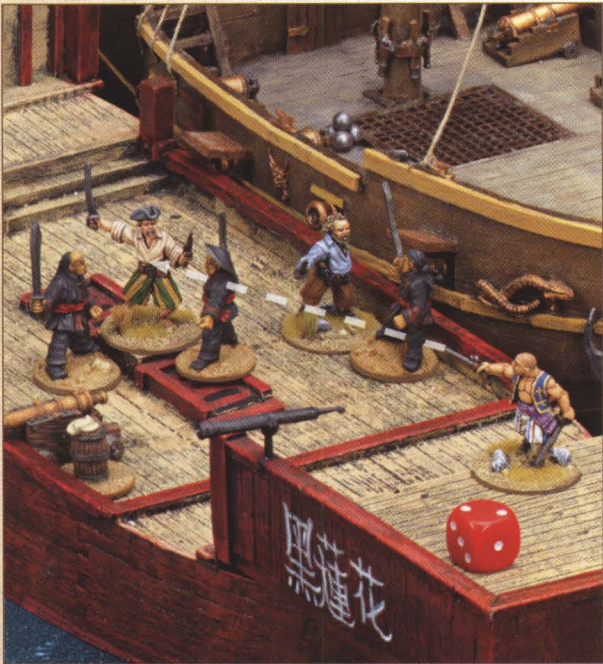
Whenever a model rolls a 1 to hit, the weapon has jammed or misfired. The weapon may not be fired this turn or the next until the jammed weapon has been cleared. If the weapon may only normally fire every other turn because it is a slow reload (see page 33), then it incurs no additional penalty for jamming, as the act of reloading in itself clears the jam.

Clearing a jammed weapon or reloading takes one entire Shooting phase. No weapon may be fired or thrown during the phase in which the model clears the jammed weapon. Place a dice or some sort of jammed weapon marker next to the model to remind you that it may not fire.

A Sailor whose weapon jams may still fire any other weapon he has in subsequent turns instead of clearing the jammed weapon. However, when he wishes to fire a jammed weapon again, he must forego a Shooting phase in order to ready it. This single Shooting phase will clear any and all jams on all weapons that require it.

Targets in Combat

As mentioned earlier, some Sailors may attempt to fire into combats even though they risk hitting their friends. Roll to hit the target in the usual way. If the result is a miss, then the shot misses altogether and causes no harm. If the shot scores a hit, roll another dice to determine which side has been hit. On a 1, 2 or 3 you have hit a Sailor from your own side, on a 4, 5 or 6 you have hit your intended target. If you hit your own side and there are two or more of your own models fighting, you will hit the nearest.



Life is cheap for desperate pirates and this rogue has chosen to fire into a combat to help his Mate who is fighting two Chinese cutthroats. Rolling a 2 though, he will hit his Mate.

Rolling to Wound

Once you have hit your target, you need to see if you have caused a wound. Some weapons are more deadly than others and, therefore, the chance of wounding a foe is greatly affected by its Strength value. The dice roll needed then depends on the Defence value of the target. See the Wound chart below to work out the result needed to cause a wound.

Examples of common ranged weapons include:

Weapon	Range	Strength
Flintlock Pistol	8"	3
Flintlock Musket	18"	3
Blunderbuss	Template	2
Bow	18"	2

High Rolls

A score of 6/4, 6/5 or 6/6 means you must roll a single dice and score a 6, followed by a further dice that must score 4+, 5+ or another 6. A '-' indicates the target is impossible to hurt – it is just too tough!

Casualties

If a model has 1 Wound on its characteristic profile, it is slain if it suffers a wound (most Sailors have only one Wound). The model is then taken out of action and removed from the game.

Multiple Wounds

Remember that some Sailors have more than 1 Wound on their profile. Only when the model loses its last wound is the Sailor taken out of action, and the model is then removed from the tabletop.

Wound Chart										
Target's Defence										
	1	2	3	4	5	6	7	8	9	10+
1	4	5	5	6	6	6/4	6/5	6/6	-	-
2	4	4	5	5	6	6	6/4	6/5	6/6	-
3	3	4	4	5	5	6	6	6/4	6/5	6/6
4	3	3	4	4	5	5	6	6	6/4	6/5
5	3	3	3	4	4	5	5	6	6	6/4
6	3	3	3	3	4	4	5	5	6	6
7	3	3	3	3	3	4	4	5	5	6
8	3	3	3	3	3	3	4	4	5	5
9	3	3	3	3	3	3	3	4	4	5
10+	3	3	3	3	3	3	3	3	4	4

The Fighting Phase

During the Fighting phase, both sides work out combat between opposing models in base-to-base contact. Enemies are only allowed to touch where one has charged the other, as described in the Movement phase section of the rules.

When to fight

The side that has Initiative that turn decides the order in which fights are resolved. The player chooses which combat he wants to work out first, the players work out the result, then the player with Initiative nominates the second combat, and so on until all fights have been resolved.

To determine which side wins a combat, roll a dice for each model fighting or, if models have more than 1 Attack, each model rolls as many dice as it has Attacks. Pick out the highest dice roll on each side. The side with the highest roll wins the combat. When models score equally, the side whose model that has the highest Fight score wins the combat. If this is equal roll a dice – 1, 2, 3 the side that has initiative wins; 4, 5, 6 the side that doesn't have initiative wins.



The Chinese pirate and privateer mercenary are in combat. Both roll a D6 and the privateer scores highest, meaning he wins the fight. The pirate is moved back 1 inch

Losing models are moved 1" away to represent that they lost the combat. A model cannot move into contact with another enemy as it backs away but it can move within the 1" control zone of other enemies. Models are assumed to make way, as the combatants are involved in a struggle.

In addition to beating his opponent, the winner strikes at the loser and might hurt him by inflicting a wound. Where the winner has a single Attack, the player rolls one dice and refers to the Wound chart that follows. Cross reference the striker's Strength with the target's

Defence to find the dice score required. Where wounds are inflicted remove casualties or record wounds inflicted where these are insufficient to cause a casualty.

Once wounds have been calculated, the combat is complete and the side that has Initiative selects which combat to work out next. Once all combats have been successfully resolved, the Fighting phase is over.



The privateer must then roll to see if he wounds the pirate. Here he rolls a 4 which is enough to successfully wound the pirate, who is then removed as a casualty.

Trapped Sailors

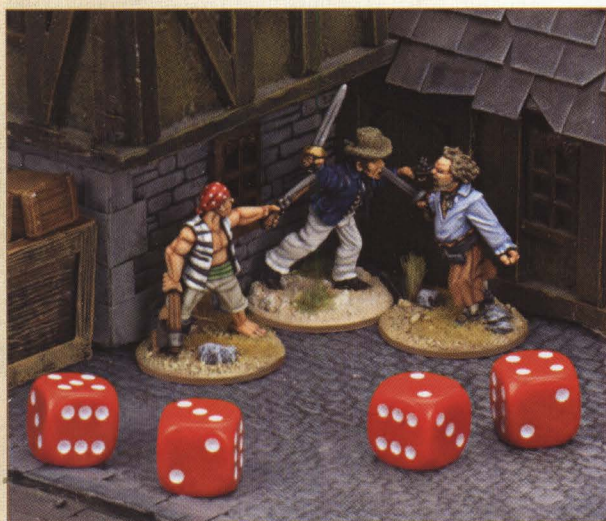
Sailors that have been defeated must move 1" away from their enemy as described previously. Sometimes a model will be unable to back out of a fight because there isn't room behind it – for example, if the Sailor's path is blocked by a feature such as a fence or wall, or by other models. This will invariably be the case where three equidistant enemies surround a defeated Sailor.

If a defeated Sailor can't back off, then he is trapped. Any strikes made against a trapped Sailor count as double. So, a Sailor with 1 Attack will make two strikes, a Sailor with 2 Attacks makes four strikes, and so on. The defeated Sailor must still be moved away so that enemies are no longer touching – if necessary other models can be moved to ensure that there is a clear gap.

A defeated model is not allowed to jump or climb an obstacle to avoid being trapped. If the defeated model is fighting on the edge of a cliff or at the end of the plank that has water below it, and cannot back off 1", then again he is trapped. However, in this case he may choose to jump, taking normal strikes instead of double, plus damage for falling if the distance is more than 2".

If a defeated Sailor can't back away from his opponent because of friends blocking his path, then these friends can move up to 1" in order to make room. This is called 'Making Way for Friends'. Models lying on the ground can make way for friends. Models don't have to make way – it is up to the player. Models cannot make way if they are still engaged in combat. Otherwise, the same rules apply for backing away, so models can move into enemy control zones, but cannot move into a fight, for example. The idea behind this rule is to allow friends to move 1" so that their comrades can avoid taking double strikes because they are trapped. Note that the rule for making way only allows a model to make way for a friendly model that has been defeated in a fight.

A trapped Sailor may also surrender if he has nowhere to go instead of taking double wounds. He must announce that he has surrendered, but it is up to his opponent if he will accept the surrender. If his opponent accepts the surrender, then the model is removed from play, but does not have to roll on the Injury table at the end of the game, as he is captured instead (see page 67). Sailors that surrender do not grant experience points to the models that capture them. If your opponent does not accept the surrender, then the double hits apply as the above rules mention.



This Royal Navy Able Seaman has been trapped by two pirates and they get double strikes, greatly increasing the chances of wounding him, as we see here.

Models on the Ground

If a model is charged while on the ground, it cannot stand up in the Movement phase, but it will attempt to stand in the Fighting phase. Determine who wins the fight as normal. If the model on the ground wins the fight then it cannot strike – but automatically stands up instead. If the model on the ground loses, it remains down, is pushed back 1" and is counted as being trapped.

Multiple Attacks

Some Sailors have an Attack value of more than 1 on their characteristic profile. If a model has 2 Attacks then roll two dice when working out fights instead of one and choose the best score. If a model has 3 Attacks, roll three dice and choose the best score, and so on. A model with an Attack value of more than 1 is therefore more likely to win a combat.

If a model with multiple Attacks wins a fight, it strikes the enemy once per Attack. So, a Hero with 2 Attacks rolls two dice to see if he inflicts a wound. Both dice count, so in this instance he might inflict no wounds, 1 wound or 2 wounds.



The swashbuckler has two attacks, as one of his dice scores a 5, he has the highest score in the combat and wins the fight.



The swashbuckler strikes both of his opponents and causes a wound on one of them.

Multiple Wounds

As with Attack values, some combatants have more than 1 Wound on their profile. If a Sailor has 2 Wounds it takes two wounds to kill him, 3 Wounds means it takes three wounds to take him out of action, and so on. If such a Sailor suffers a single wound note this down and carry on fighting. When he loses his last wound he is taken out of action and removed from play.

Multiple Combats

If two or more Sailors are fighting a single enemy, roll one dice for each Sailor as before. The player rolling multiple dice takes the highest scoring dice and ignores the rest. If any models involved in a multiple combat have Attack values of 2 or more, total up the number of attacks on both sides and roll the appropriate number of dice. Pick out the best scoring dice from each side. In the case of a draw, compare the single model's Fight value to the best Fight value from the multiple sides. If this is equal roll a D6. Roll 4, 5, 6 and the side that has initiative wins; roll 1, 2, 3 and the other side wins.



Even though one of the Chinese pirates scores lowest, his side still wins the fight because his friend scores the highest.

All the models on the losing side are beaten back 1" away from their enemy. Where a single model is beaten back by two or more enemies, the retreating player can retreat through any gap that is wide enough for the model to pass. If there is no gap the model is trapped as described previously. Where multiple models are backing away from a single model, each retreat exactly as in a one-on-one combat, which means none, some or all of the Sailors might be trapped. In a multiple combat where several models must move, the player whose models are backing away can move them in any order he wishes.

Once models have backed off, work out strikes. If the multiple side wins the fight, each model strikes against the loser. It does not matter whether individual models

score higher or lower than their opponent – all models strike if their side wins. If the single model wins the fight, it can strike against any one of the enemies in base contact. If the model has more than 1 Attack, it strikes once per attack and can divide its strikes amongst the opponents as the player wishes. This is important as some enemies might have different Defence values or might be trapped. The player can roll for each strike before allocating the next, if he prefers.

Fighting Over Obstacles

In the Movement phase section we described how models can move from either side of an obstacle, such as a pile of crates or a wall. The following rules take into account models fighting over an obstacle even though their bases are not touching.

Roll to determine which side wins the fight as normal. The loser backs off 1" from the obstacle. However, the winner's strikes may hit the obstacle instead of his enemy. On a roll of 1, 2 or 3 the blow is deflected by the barrier (or cannot reach over the gap) and has no effect, on a roll of a 4, 5 or 6 the blow strikes the defender and is worked out as normal. Roll for each strike separately if the winner has more than one Attack.

In the next turn the Sailors can move as normal. If the loser survived, there should be a space where he backed away, so if the winner's Crew gets initiative he may, if he wants, attempt to jump over the obstacle (and most likely back into combat). If the loser's Crew gets Initiative then he may decide to charge back to the obstacle, holding his enemy on the far side by engaging him in combat again.



Here the pirate captain wins the fight. The outcome is not affected by the barrier although it might get in the way when rolling to wound.

Enemies on Both Sides

If a model is fighting across an obstacle and has also been attacked from his own side of the obstacle, the winner is determined as normal in a multiple combat. Obviously, strikes made by the winner only have a chance of hitting the obstacle if they are directed at an enemy on the far side. If the lone model loses the combat he must back away from his enemies and, if unable to do so, he is trapped.



The privateer mercenary is attacked from both sides of a stack of timber. This is treated as a multiple fight. Roll any strikes separately, as some will be eligible to hit the barrier and some will not.



Wound Chart											
		Target's Defence									
		1	2	3	4	5	6	7	8	9	10+
Attacker's Strength	1	4	5	5	6	6	6/4	6/5	6/6	-	-
	2	4	4	5	5	6	6	6/4	6/5	6/6	-
	3	3	4	4	5	5	6	6	6/4	6/5	6/6
	4	3	3	4	4	5	5	6	6	6/4	6/5
	5	3	3	3	4	4	5	5	6	6	6/4
	6	3	3	3	3	4	4	5	5	6	6
	7	3	3	3	3	3	4	4	5	5	6
	8	3	3	3	3	3	3	4	4	5	5
	9	3	3	3	3	3	3	3	4	4	5
	10+	3	3	3	3	3	3	3	3	4	4

Courage

The rules that follow represent the fact that Sailors will not always act as you, the player, might wish. There are times when even the bravest Sailor would sooner retreat than fight. To take this into account we have the Courage characteristic.

Testing Courage

A Courage test is always taken in the same way. Two dice are rolled and the scores are added together, then the Sailor's Courage value is added to the total. If the total score is 10 or more, the test is passed. If the score is less than 10 the test is failed. When a test is passed, there is no ill effect. Courage is usually tested in one of the following situations: Rout Tests, charging an opponent with a Fearsome Reputation or Hit the Deck!



1. The Rout Test

The most important use of Courage in the game is to take Rout tests. If half or more of the Sailors on your side have been taken out of action, a 'Rout test' must be taken and every remaining model must test before moving in the Movement phase. All models must test unless they are engaged in a fight. If the test is failed then the model is removed from play but they are not considered to be taken out of action and need not test on the Injury table. If the test is passed then the model may move as normal. Once you have reached the Rout test limit and you suffer further casualties after taking the initial test, you must test again for Rout if any other crewmen are taken out of action. Once half or more of the Crew are destroyed, crew morale will quickly begin to disintegrate and this is often the moment when a fight is won or lost.



With half his crew taken out of action, in order to move and join the fight, the Captain must first pass a Courage test. Rolling 7 on 2D6 and adding his Courage value of 4 takes him above the required score of 10 and he may now charge the pirate Mate.

Voluntary Rout

Alternatively, after losing half its members, a player may voluntarily Rout at the start of his Crew's Movement phase, fleeing the board and ending the game. All models are removed, even those that are in combat. This represents the desperate moment when a Crew realizes that it is hopelessly outclassed and runs to fight another day.

2. Fearsome Reputation

If a Sailor wishes to charge or shoot at an opponent who has the Fearsome Reputation ability, he must take a Courage test. If the test is passed, the model can charge or shoot as normal. If it is failed, the Sailor loses his nerve and will not charge or shoot, instead doing nothing in the phase.



Realising his opponent is none other than the infamous Blackbeard, the Able Seaman fails his courage test and can't summon enough bravado to charge this fearsome Legend of the High Seas.

3. Hit the Deck!

Taking heavy fire from an opponent is a frightening experience and many sailors can lose their nerve and become pinned by incoming shooting.

When a Sailor is hit by missile fire but not killed (if the roll to wound is failed, or the victim has more wounds than can be removed), they must take a Courage test immediately. They must also test if a friendly model within 3" is shot and removed as a casualty. If the test is passed, then there is no effect. If the test is failed, however, then the victim must instantly make a move to

put some terrain between himself and the shooter. This move must be toward the closest piece of terrain, by the quickest and safest route. The model may not move further than its regular movement value.

If the model was behind a piece of terrain to begin with, then it has no need to move, but must instead be laid down on the ground, where it will begin its next turn. If a model fails his Courage test and hits the deck and was yet to shoot, then he loses the chance to do so. A model may be required to take several Hit the Deck tests in a turn, as he may attract more fire in the Shooting phase.



Seeing the Able Seaman fall to a pistol shot, the Midshipman needs to take a Courage test or Hit the Deck! Rolling 7 and adding his Courage value of 2 means he has failed and will move behind the nearby barrels.

These criteria may force a Sailor to move towards the opponent that shot at them. This may seem odd but represents the Sailor scrambling for cover in a blind panic as the shots put holes in his shirt or shoot his hat off.

Cannon shots that hit ships do not cause Hit the Deck rolls, but if a sailor is between two points and a cannonball bounces on land (see page 43) and does not suffer a wound, then the sailor either dives for the closest cover or hits the ground out of the way of travel of the cannonball.





Heroes

Heroes are extraordinary individuals – stern and dangerous mariners whose skills have made them legend. A Hero can fight and defeat several ordinary men with ease. In game terms, Heroes are not necessarily good or bad. The term ‘Hero’ is simply a gaming convention that can just as easily mean ‘Villain’.

Fame and Fortune

Heroes have characteristic profiles just like ordinary Sailors. In addition, they have two heroic characteristics: Fame and Fortune. Unlike other characteristics, these are represented by a store of points that are used up during the game. Players must decide for themselves the best time to use their rare and precious Fame and Fortune points.

Fame

This represents a Hero's ability to perform heroic feats. When a dice is rolled on behalf of a Hero for shooting, fighting, or whatever, its score can be adjusted by expending Fame. Fame can also be used to perform Heroic Actions as described later.

Each point of Fame expended can be used to adjust the dice score up or down by 1 to a maximum of 6 or minimum of 1. No dice can be augmented to more than 6 or reduced to less than 1. If a player rolls a 3, for example, he can expend 2 points of Fame to turn the score into a 5.

A player does not have to decide to use his Fame until the dice has been rolled or until both sides have rolled in the case of a roll to see who wins a fight. This means a player can always ensure the result he wants so long as he has enough Fame points left.

If two opposing Heroes are fighting and one wishes to use Fame to win, the other can also add to his score to counter his enemy. Both players must secretly indicate – with hidden dice or written notes – how much Fame they wish to expend (minimum of 1), and reveal this simultaneously.

At the start of the game you must record the Fame points available for each of your Heroes. As Fame is used up, you must keep track of the remaining points. Once all of a Hero's Fame points are gone, he can no longer adjust dice rolls.

- It is important to note that Heroes can only spend Fame points to affect their own dice rolls. This means a Hero cannot spend one of his points to adjust a roll that another model, friend or foe, has made. It is, therefore, a good idea to roll a Hero's attacks separately, or use different colored dice during a multiple combat.

- Fame cannot be spent to modify the outcome of a 50/50 ‘random roll’, such as a roll to decide who wins a draw in combat, a Spotting roll, or a roll to see if a shot hits intervening models or terrain. A ‘dice-off’ may never be affected by Fame points.
- Finally, Fame cannot be used to influence the Initiative roll.

Movement Phase

In the Movement phase, Fame can be used to affect the outcome of Jumping, Climbing, Swinging or Swimming tests. It can also be used to influence Courage tests.

Shooting and Fighting Phases

Fame may be used to influence rolls to hit, rolls to win a fight and rolls to wound. Every Fame point spent on a dice roll to wound adds 1 to the result. Sometimes two rolls are required if the opponent has a high enough Defence value. In this case every single Fame point spent adds to both rolls. For example, Strength 3 against Defence 8 needs a 6 followed by a 4+ in order to cause a single wound. If you roll a 4 first and spend two Fame points to add to this to make it a 6; then 2 points are automatically added to your second roll. If you rolled a 1 next, it would actually count as a 3 and so only one more Fame point would need to be spent to get a 4 for the second roll.

Fortune

Fortune represents a Hero's destiny and, as such, preserves him from harm where an ordinary salt might otherwise find himself in Davy Jones' Locker. If a Hero loses a wound then he would normally reduce his remaining Wounds value by 1. However, if the Hero has Fortune points left, he may be able to avoid harm by some heroic ruse or twist of fate.

When a Hero loses a wound, then he can expend one or more of any Fortune points he has to recover it. The player rolls a dice and reduces the Hero's Fortune store by 1. If the dice scores a 4, 5, or 6, then the roll is successful and the Hero recovers the wound. Any number of wounds can be recovered in this way, but a Hero can never have more wounds than shown on his profile.

A player can use as many Fortune points as he has available to try to recover a wound. The player can roll one dice at a time until he makes the score required, runs out of Fortune, or decides to suffer the wound. The player can also use a Hero's Fame points to boost Fortune dice rolls, if necessary.



Having rolled a 2 in combat, the swashbuckler would usually lose a wound. However on this occasion he chooses to expend a point of fortune and rolling a 6, saves the wound!

Fortune points are most commonly expended in combat, but a player can also use them if a Hero dies as a result of a fall or similar mishap. In this case, a successful result might mean that the Hero has not fallen to his death but landed on something soft placed in his path by chance. If a Hero suffers so many wounds in a single round of fighting that he loses all his Wounds and Fortune, then nothing can save him and he is dead!

Using Fame and Fortune together

Fame can be used to adjust Fortune dice rolls if the player wishes, as long as the Hero has sufficient Fame points remaining. A very powerful Hero will be able to cheat death for a while, but, sooner or later even the most infamous character will run out of Fame or Fortune or both.

Heroic Actions

As we have already described, Initiative is usually established at the start of each turn by rolling a dice. Whichever side has Initiative that turn takes all its moves first in the Movement phase, all its shots in the Shooting phase, and decides the order in which combats are fought in the Fighting phase. This is the normal Initiative rule.

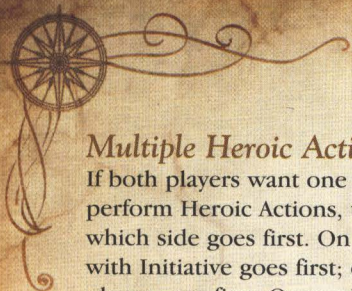
However, Heroes can push themselves beyond these normal boundaries with extraordinary feats of courage and daring and may act out of the usual sequence. At the start of the Movement, Shooting, or Fighting phase, any individual Hero can spend a point of Fame to make a 'Heroic Action.' The player must declare at the start of the phase which, if any, of his Heroes will spend a point of Fame to make a Heroic Action. A Hero can make no more than one Heroic Action in each phase (Movement, Shooting or Fighting phase).

There are three types of Heroic Actions:

- Heroic Movement, "With Me!"
- Heroic Shooting, "Fire at Will!"
- Heroic Combat, "No Quarter!"

The effects of these Heroic Actions are explained in detail over the page.





Multiple Heroic Actions

If both players want one or more of their Heroes to perform Heroic Actions, then roll a dice to determine which side goes first. On a roll of 1, 2, or 3, the player with Initiative goes first; on a roll of 4, 5, or 6, the other player goes first. Once a Hero from that side has completed his Heroic Action then one of the opposing player's Heroes gets to take his Heroic Action. Continue to alternate Heroes like this until all Heroic Actions for that phase have been made.

Heroic Movement, "With Me!"

A Hero who makes a Heroic Action at the start of the Movement phase will move before other models that are not making Heroic Actions. In addition, the Hero can shout "With Me!" as he moves and all friends within 6" may move at the same time. Friends moving in this way must end their move within 6" of the Hero who is making the Heroic Action.

Heroic Shooting, "Fire at Will!"

A Hero who makes a Heroic Action at the start of the Shooting phase will shoot before other models that turn. In addition, the Hero can shout "Fire at Will!" as he shoots and all friends within 6" can also shoot at the same time, at whatever targets they wish, assuming they are able to do so.

Heroic Combat, "No Quarter!"

At the beginning of the Fighting phase, a Hero may spend a point of Fame to declare "No Quarter!". This fight is resolved straight away, overriding the order of combat as decided by the player with Initiative. Remember, whoever holds Initiative for that turn still pairs off multiple combats at the start of the phase, before Heroic Combat Actions are declared.

If all enemy models are killed in the "No Quarter!" combat, then the Hero and any friendly models that are also part of the combat may move again, before proceeding with the remainder of the Fighting phase. This is an extra move, up to the model's full regular distance, with factors such as terrain affecting the move as usual. They may even move into touch with new enemies or join other fights. When a Sailor moves to join another combat, this may mean that the combats need to be divided again.

A Sailor can only take advantage of Heroic Actions once each phase. For example, a Hero cannot fight in a "No Quarter!", move to join another fight that also has a Hero who has declared "No Quarter!", and then move again. Once a Sailor has moved or shot, he has completed his movement and shooting for that phase. The Heroic Action enables the Sailor to move or shoot first, but does not enable him to move or shoot twice. A model that happens to be within 6" of a series of Heroes making "With Me!" Heroic Actions cannot move along with each – it only moves once! "No Quarter!" is slightly different because a model gets the chance to move and fight a second time.



The Captain of the Guard cries "Fire at Will!" against the pirates and with all 4 of his soldiers within 6" of him, they open fire.

The Armoury

Your scurvy Crew can be armed with a variety of weapons from small knives to flintlock pistols and muskets. Weapons are split into two categories: Missile weapons (used in the Shooting phase) and Mêlée weapons (used in the Fighting phase). These rules reflect the differences between one type of weapon and another.

Missile Weapons

Flintlock Pistols

Pistols have a maximum range of 8" and are Strength 3. Due to the time required to reload them, pistols have a movement restriction. A model may only move up to half its total distance and fire a pistol. Also it is a Slow Reload, which means that the pistol may not be fired next turn, instead the Sailor spends time reloading it as stated in the Shooting phase.



Double Barreled Pistol

Some pistols had two barrels and two separate locks, one for each barrel. A model armed with a double barreled pistol may either fire a single barrel as a normal pistol or may fire both barrels at one target or each barrel at separate targets. If firing a single barrel a turn, the half movement penalty applies as normal. If both barrels are fired together, then there is a full movement penalty. The roll of a 1 when firing either or both barrels causes a jam, preventing the weapon (either barrel) from firing during the following turn. Also it is a Slow Reload, which means that the double barreled pistol may not be fired in the next turn, instead the Sailor spends time reloading as stated in the Shooting phase.

Flintlock Musket

Muskets have a maximum range of 18" and are Strength 3. Muskets take longer to reload than pistols, so a Sailor may not shoot a musket if he moved during the Movement phase. The musket is a Slow Reload weapon which means that it may not be fired next turn, instead the Sailor spends time reloading as mentioned in the Shooting phase. Additionally, a musket may be used in a fight as an improvised weapon. If a musket is equipped with a bayonet, it may be used in a fight using the same rules as for a spear.

Blunderbuss

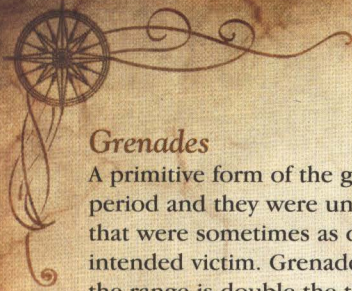
Blunderbusses use the tear-shaped template and are Strength 2. The main purpose of the blunderbuss was for close action firing. The blunderbuss would fire a spread of the pellets and they required less accuracy to use in a fire fight. The spread of the shots led to these weapons becoming known also as scatterguns. blunderbuss' are also Slow Reloads as mentioned above.

Spread: Before firing the blunderbuss, roll a D6. On the roll of a 1, the weapon has misfired or jammed. If it has not jammed, place the spread template with the narrow end touching the firer's base with the wide end towards the target(s). You may position the template between models, if you wish, to maximize the number of targets in the spread. Ignore any terrain that is in the way, as the spread makes it highly unlikely that the entire shot will be blocked by intervening terrain. Any model wholly or partially under the template will be hit by the spread of pellets on the roll of a 4 or more on a D6, regardless of the firer's Shooting value. Once all victims of the shot have been determined, roll to wound each model separately. Remember that most Sailors will be unable to take the shot if they risk hitting a friend.



Swivel Guns

Swivel guns or patarero were small cannons usually mounted along a ship's rails, giving them a stable platform from which to fire. They were usually used to repel boarders or clear the decks of a ship before boarding. Swivel guns are relatively small and ineffective at long ranges, but can be devastating at close range. They use the same rules as the blunderbuss with the exception of being Strength 5. Also, they must be secured to a stable platform in order to fire, so they have a full movement penalty. Due to the time taken for reloading, the Swivel Gun is considered a Slow Reload.



Grenades

A primitive form of the grenade was used in this time period and they were unstable, destructive weapons that were sometimes as deadly for their users as for the intended victim. Grenades have a variable Strength and the range is double the thrower's Strength value in inches (so a model with Strength of 4 may throw a grenade 8"). To throw a grenade, simply roll to hit exactly as if using a thrown weapon. If the grenade hits, place the small template over the target. If the hole of the template touches the target, it suffers a Strength 5 hit. Any models wholly or partially under any other portion of the template suffer a Strength 3 hit. All models under the template, whether wounded or not, are knocked down by the blast.

If a 1 is rolled to throw the grenade, the fuse is too short and it explodes in the thrower's hand! Work out the effects of the grenade with the hole of the small template placed on the user. If the thrower has any Fame, the roll may be modified to avoid any accidents. If the explosive misses on any roll other than a 1, then it either misses entirely or lands and fails to detonate.

Note that models armed with Grenades are assumed to have enough to last the whole battle and may be thrown as many times as needed during the game. They will also be assumed to have more for the next battle and will not need to repurchase them. If a 1 is rolled it is assumed that the rest explode as well and should the user survive, he no longer has any Grenades for that game and they would need to be purchased again for use in future games should the player wish.

Bows

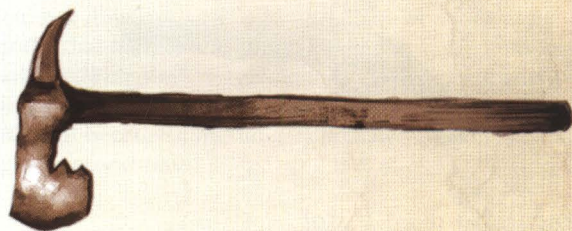
These can be anything from hunting bows to island native bows and are reliable and surprisingly effective weapons. Bows have an 18" range and are Strength 2.

A model armed with a bow may move half its total distance and still shoot.

Thrown Weapon

(Throwing Knives, Hatchets, Bottles, etc)

The range of a thrown weapon is double the thrower's Strength value in inches (so a model with Strength of 4 may throw a thrown weapon 8"). A Sailor may also throw a throwing weapon as he charges. The Sailor moves as if he is going to charge the enemy, but instead of moving to touch he halts 1" away from the enemy. He then throws his throwing weapon at the enemy he is about to fight. The throw is then worked out exactly as if it had taken place in the Shooting phase, even though it is still the Movement phase. Once the weapon has been thrown, the charger is moved into contact with the same enemy model or, if the enemy has been slain, the charger may complete his move as the player wishes. This means that the charger can potentially charge a different enemy and fight. Models can only throw one of these weapons per game turn.



Missile Weapons Chart

Equipment	Range	Strength	Move	Penalty
Flintlock Pistols	8"	3	Half	Slow Reload
Double Barrelled Pistol	8"	3	Half/Full	Slow Reload
Flintlock Musket	18"	3	Full	Slow Reload
Blunderbuss	Template	2	Half	Slow Reload
Swivel Gun	Template	5	Full	Slow Reload
Bows	18"	2	Half	None
Grenades	Strength x 2	5/3	Full	None
Thrown Weapons	-	User	None	None

Mêlée Weapons

Knives and Daggers

Most sailors had some sort of knife on them whether it was for defence or for their particular job aboard ship. Knives and daggers have a Strength value equal to the Strength of the user. A Sailor armed with a knife or dagger is not well equipped for combat and therefore suffers a -1 dice penalty when working out who wins a fight. A roll of 4 counts as 3, a roll of 6 counts as 5, and so on. A roll of 1 still counts as 1 because it is the lowest score possible. A bayonet not fitted to a musket falls into this category and would suffer the -1 penalty for winning a fight.

Swords

Long swords, cutlasses, and rapiers all act in a similar fashion, so fall under the general term of sword. Swords have a Strength value equal to the Strength of the user. Additionally, a Sailor may perform a defensive move called a Parry, in which the Sailor expends his entire effort fending off his foe's attacks. If a player wishes to parry, he must declare this at the beginning of the Fight phase.

To parry, a Sailor rolls two dice for each single Attack characteristic he has to determine who wins the fight. So, a Sailor that has an Attack value of 1 rolls two dice, an Attack value of 2 rolls four dice, etc. If the Sailor wins the fight, he may not strike any blows against his enemy. His enemies are beaten back the usual distance, but he cannot strike against them as they move back. If a Sailor is fighting a multiple combat, parrying is only effective if all the Sailors on one side do so. In a combat with three models on the same side, for example, all three must decide to use this ability or none. So, all friends in a multiple combat must be equipped with swords in order to parry. A model that is equipped with a spear or pike may not support a sailor who is parrying – the Sailor's effort to defend himself gets in the way of the spear or pike.

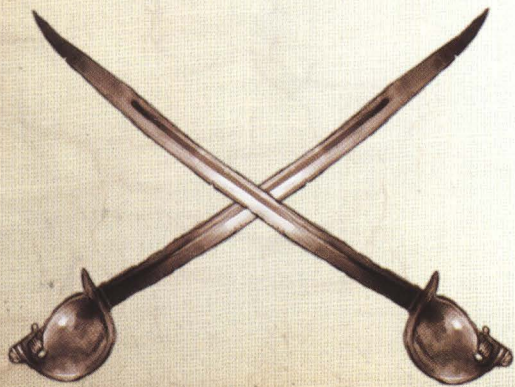
Hand Weapons

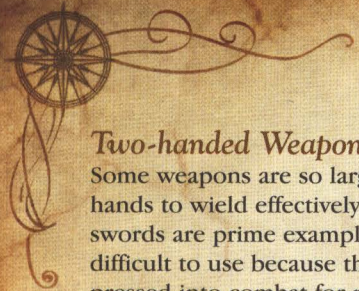
Some Sailors will carry an axe, club or similar weapon. These hand weapons have a Strength value equal to the Strength of the user.

Spears and Boarding Pikes

Spears and boarding pikes have a Strength value equal to the Strength of the user and they may be used to support an attack. A Sailor armed with a spear or boarding pike (or bayonet equipped musket) can contribute one attack to a fight if he is in base contact with a friend who is touching an enemy. This is called 'supporting' and the sailor does not need to be touching the foe to lend support in this way, he only needs to be touching a friendly model.

A spear armed sailor may not support if he is or was himself engaged in combat during the same fight. A spear wielding sailor who is supporting a friend as described above is not part of the combat for all intents and purposes. The friend supported in this way by a spear armed sailor gets one attack for that combat. This extra attack represents the advantage offered to the friend by the support of the spear armed sailor. Only one spear armed sailor can support one friendly model at a time. If several spear armed sailors are touching a single friend, only one of them can give an extra attack. spear armed sailors cannot support sailors armed with two-handed weapons. Also a sailor that has shot in the Shooting phase cannot support a fight. Boarding pikes and muskets equipped with bayonets fight the same way as spears.





Two-handed Weapons

Some weapons are so large and heavy they need two hands to wield effectively (large axes and two-handed swords are prime examples). Two-handed weapons are difficult to use because they are so heavy. Sailors pressed into combat for prolonged periods will tire easily as the strain of swinging these weapons takes its toll on their stamina. The advantage, though, is that they are very dangerous – able to smash foes with horrific ease.

If a model is armed with a two-handed weapon, then it suffers a -1 penalty when working out which side wins the fight – a dice roll of 5 counts as 4, a roll of 6 as 5, and so on. The minimum possible score is 1, so a roll of 1 still counts as 1 and not as 0. This penalty reflects the fact that the weapon is heavy and difficult to use. If fighting a multiple combat it is necessary to distinguish models that are using two-handed weapons from others – so roll separately or use different-coloured dice for their rolls.

By way of compensation, a Sailor armed with a two-handed weapon adds 1 to his dice roll on the Wound chart, a roll of 1 counts as 2, 3 counts as 4, and so on. If two rolls are normally required (eg, 6/4+) the bonus is added to both rolls. The maximum score on a dice is 6, so a roll of 6 still counts as 6. The bonus reflects the fact that the weapon is heavy and very destructive.

Models armed with two-handed weapons cannot carry any other weapon, *mêlée* or missile, which also require two hands to use. They need both hands to carry their weapons. Also, spear armed Sailors may not support a model that is using a two-handed weapon.

Unarmed

There may come a time when a Sailor is completely unarmed due to whatever circumstances. When fighting unarmed, a Sailor incurs a -1 penalty on both the roll to see who wins the fight and the roll to wound. This represents the fact that, although fist-fighting can be dangerous, it is rarely deadly compared to fighting with weapons.

Improvised Weapons

There are times when a sailor may find himself in the middle of a Tavern fight or some other situation without his weapons. During these times he may use improvised weapons (a broken rum bottle, pistol butt, branch of a tree, or tool designed for something other than fighting). These weapons are referred to as improvised weapons and have a penalty of -1 on the roll to see who wins a Fight.



Mêlée Weapons Chart

Weapon	Winning the fight	Rolling to Wound	Notes
Knives and Daggers	-1	-	-
Hand Weapons	-	-	-
Swords	-	-	Parry
Spears & Boarding Pikes	-	-	Support
Two-Handed Weapons	-1	+1	Requires Two Hands
Unarmed	-1	-1	-
Improvised Weapons	-1	-	-

Ship Rules

Ship battles in Legends of the High Seas function much like battles fought on land and the basic mechanics of the game remain in effect. Ships move in the Movement phase. The Crews shoot in the Shooting phase and fight boarding actions in the Fighting phase.

Ships

For the most part, ships that sailed the Caribbean ranged from small sloops to medium-sized brigantines, although larger frigates and galleons did ply the same waters. This section has the general guidelines for ship sizes including the ship's length in inches, Crew complements, Defence values, Hull points, and maximum number of cannons aboard different ships. This information determines how the ship moves, how sturdy it is, and how much damage the vessel can take before sinking.

be measured from the centre of the vessel using the template provided.

Ship Size	Length	Number of Turns
Small	6" - 8"	3
Medium	8" - 16"	2
Large	16" +	1

Ship Size

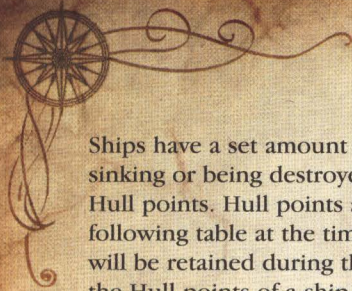
A ship's size is usually determined by its length and is measured from the stern to the bow along the waterline. A vessel that is less than 6" in length is considered a boat (Long or Jolly boats) and must follow the rules for boats listed later. The larger a vessel, the less manoeuvrable it is. The following table indicates size classifications of vessels and how many turning manoeuvres each may make per turn. All turns should

Defence Values

Defence values represent just how sturdy the ship is built and just how much damage it can take. Obviously, the better constructed a ship, the tougher it will be. This is just a general classification to make for easier game play.

- Small and Medium ships have a Defence value of 8.
- Large ships have a Defence value of 9.





Ships have a set amount of damage they can take before sinking or being destroyed and this is referred to as Hull points. Hull points are generated using the following table at the time the Crew is recruited and it will be retained during the campaign or game. While the Hull points of a ship may be reduced and later repaired, a ship may not normally have more Hull points than when it was originally generated.

Ship Size	Maximum Hull Points
Small	D6 + 4
Medium	D6 + 12
Large	D6 + 18

Crew Complement

Regardless of size, a ship must have models that act as its Crew in order to move. The Deck Hands are responsible for operating the ship. Each turn, the controlling player must have the minimum number of models or more to operate the ship, unless the ship is engaged in a boarding action and is stationary. A Crewman cannot count as a Deck Hand if he is manning cannon. Passengers (such as Governors or his daughter) may not be designated as Deck Hands.

Ships with less than the minimum number of Deck Hands are considered to be 'out of control' and must roll to see where the ship randomly moves by rolling a D6. On the result of a 1 or 2, the ship turns 45° port. On a result of 3 or 4, the ship continues in a straight line and may not change course. On a result of 5 or 6, the ship turns 45° starboard. The speed of the vessel will be the base move plus the dice rolled for that heading and all the movement must be moved. If the ship is to turn out of control, it still moves the minimum distance before turning (a medium ship must move 4 inches before turning).

A ship will continue to move at the previous speed it was going when it went out of control unless it changes heading, in which case it will move a new distance. For example, a medium ship running with the wind moves D6+8", but then falls below the minimum Crew. The ship would continue to move D6+8" during the next Movement phase, but if it turned to port, it would move D6+6".

To regain control, you must allocate more Deck Hands to man the ship. Once you have the minimum number again, on the next turn the ship will once again be under control. If for any reason enough Crewmen cannot be assigned to properly man the ship, it will remain out of control.

Models may fire their weapons if they are within range, so if two ships are close enough, then you may fire pistols and muskets. Figures designated as Deck Hands

that turn cannot fire muskets due to them moving around too much on deck trying to sail the ship, although they may still use pistols. Crewmen designated to fire cannons are too busy readying the cannon to fire handheld firearms. Below is listed the Minimum Crew Complements for each ship size.

Ship Size	Minimum number of Deck Hands
Small	3
Medium	5
Large	7

Loss of a Ship

Ships can only take so much damage before they start to sink below the waves. Once a ship sinks and the crew has tested on the injury chart, it is assumed that the survivors are washed up on shore or are rescued by a passing ship and returned to port. Regardless how the Crew reaches shore, once there you must test to see if the Crew mutinies!

After this, they will start searching for a replacement ship. The Crew will begin the next game with a starting ship as detailed on page 51 in the recruiting section. They may modify it following the Ship upgrade section although each time they lose a ship, they will get 5 Shipwright points less.

When a ship is hit by a cannon shot, it may take damage and have its Hull points reduced. Once a ship is reduced to less than half of its starting Hull points, the Captain must take a Courage test to see if he has the will to continue fighting or if he will surrender. Test using the Captain's Courage value. If the Captain fails the test, he will strike his colors and heave to, surrendering and ending the game.

Optional Rule

Alternatively, you may wish to play a Boarding action scenario once a ship has struck its colors if you are playing in a campaign. If so, follow the Boarding Action scenario listed on page 88.

If the Captain passes his Courage test, he may continue to fight, but another Courage test must be taken following any turn in which the ship lost more Hull points. Due to the damage the ship has taken, the ship is reduced in the ability to sail. All base rate movement and dice rolls are halved due to hull leaking, rudder damage, etc. Once reduced to zero Hull points roll 2D6 and consult the Sinking table opposite.

Sinking Table

- 2** With a terrifying suddenness, the vessel dives beneath the waves and is gone! All hands are lost.
- 3-4** The vessel tilts to one side and goes down. All models can make a normal move to board boats or leap off the vessel and into the water. If they fail to get off or are trapped on a lower deck, the models are lost. Models that end the game in the water are taken out of action and must roll on the injury table.
- 5-10** The vessel will go down in D3 turns – make a D3 roll immediately. The crew must pass a Courage test to remain onboard and attempt to board boats. Otherwise, crewmen will run and fling themselves overboard. If they fail to get off or are trapped on a lower deck, the models are lost. In the meantime, the ship cannot move of its own accord and is Adrift.
- 11-12** One of your crewmen with some carpentry skills has patched up the most recent hole. The vessel now has 1 Hull point and is no longer sinking, but it still cannot move on its own and now is Adrift.

If a Crew has boats, then they may try to board them as the ship sinks. There is no need to launch the boat, as for simplicity we will assume the boat floats away as the ship goes down. All the crew need to do is reach the boat and attempt to jump in. Crew that do not have enough time to reach the boats and end the game in the water are taken out of action and must refer to the Serious Injuries section on page 65. Crew that are lost are dead, and no longer available for the game or campaign.

Ship Upgrades

During the Golden Age of Piracy there was no such thing as a purpose built pirate ship. Pirates upgraded captured vessels to fit their needs and this would often involve trying to make them as fast as possible by changing the rig or making them as formidable as possible by removing bulkheads and cabin space to accommodate more cannons.

The ship in Legends of the High Seas is as much a part of a Captain's Crew as are the men. A starting Crew is given a small Ship with two small cannons to begin their adventures on the high seas (we have included templates in the Hobby section for you to make your own vessel). Along with the basic ship you are given 20 Shipwright Points (SWPs) to start to make your ship fit your purpose. Shipwright points represent the initial work a Crew does to modify their vessel for their purpose, whether it be for Piracy, Privateering or Naval use.

You must spend these points once you start your sailing career. You do not have to spend all of them, but you cannot store them away or use them later on - any unused points are lost. You may spend your SWPs to convert your ship as you see fit and they can be spent on the following items:

Additional Hull Points

This represents the Crew taking time to strengthen the existing Hull to make it stronger by adding bracing and such. You may only add additional Hull Points to the variable result rolled at the beginning. For example you roll D6+4 and get a result of 7, you may then use your SWP's to add up to an additional 5 Hull Points (costing 20 SWP's) to make the total Hull Points 12.

Custom Sailing Rig

This represents the Crew altering the type of sailing rig or replacing the existing sails to a better quality of sail. This allows the vessel to increase the base movement speed in any direction by 1".

Long Boat

This allows you to have one boat as listed in the Equipment section (page 75) for going to shore with or, should you ever have to, flee your vessel because it is sinking. You may only ever purchase one boat with Ship Wright Points, additional boats may be purchased in the equipment section. Boats only have 4 Hull points and are only 4" in length.

Crow's Nest

Only one per mast allowed. A Crows Nest allows a Captain to re-roll the Non-Player Crew Ship Encounter table to see what type of ship is encountered. The result of this roll must be accepted and cannot be re-rolled. The Crows Nest also allows one Crewman to be placed in it for shooting.

Conversion Additions Table

Conversion	Cost in SWPs	Notes
Additional Hull point	4	Maximum of 5 HP can be purchased.
Custom Sailing Rig	6	One maximum - increases base ship speed in all directions by 1".
Long Boat	3	Only one.
Crows Nest	2	One per mast.



Ship Movement

Ships of each size have different rules for movement, speed, and turning. The most important thing for sailing ships is the wind. The direction of the wind is pivotal. A good Captain will keep one eye on his enemy and the other on the weather. Even the worst imaginable shift in the wind can be turned into an advantage by an old salty dog!

Wind Direction

Ships are always positioned with the wind in one of three relative directions: Running (wind aft), Reaching (wind abeam) or Beating (wind on the bow). During a battle, it is important to mark down the direction of the wind. At the beginning of the battle nominate one table edge of the table as north. Then roll a D6 and apply the results below.

Wind Direction Table

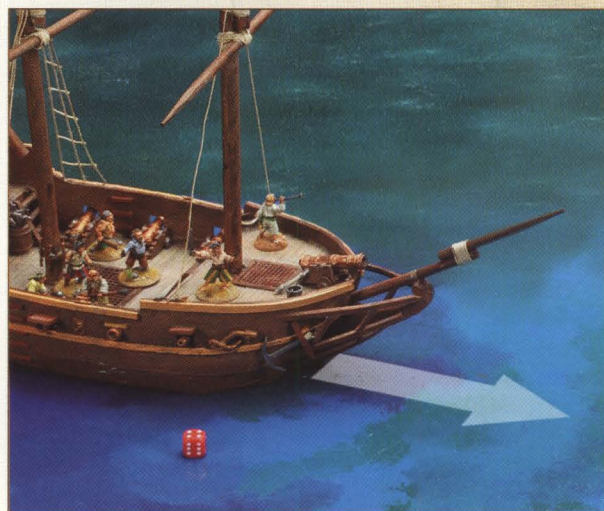
D6	Result
1	The wind is blowing from the northern edge
2	The wind is blowing from the southern edge
3	The wind is blowing from the western edge
4	The wind is blowing from the eastern edge
5	Both players roll a D6. The higher scoring player may choose the direction of the wind.
6	The wind conditions are unusual. Roll another D6. If the result is 1-3, the winds are light. Deduct -2" from the maximum movement of sailing ships. If the result is 4-6, the winds are strong. Add 2" to the maximum movement of all sailing ships. Roll again for direction, but ignore further results of 6.

How Ships Move

Ships are moved before any of the controlling player's other models are moved. So, for instance, you would move the ship before repositioning any Crew members on deck.

The heading of the ship in relation to the wind direction at the start of the turn determines how far the ship may move. For example, a ship moving with the wind directly behind it will be able to gain speed and move much more quickly than if the wind is blowing from either the port or starboard sides. Sailing ships heading towards the wind will find it very difficult to pick up speed or move quickly. Ships must always move the full distance that was rolled unless they are trying to slow the ship down, see the rules below.

A ship that was stationary in the previous turn can only move up to half its maximum speed in the turn it wishes to move.



A stationary medium ship that has the wind behind it (wind aft) rolls 4 on a D6 for movement. The 4, when added to the 8" for running aft equals a move of 12", but as the ship is stationary, it may only move 6".

Optional Rule

Wind Shifts

The wind is unpredictable and can change in a heartbeat, leaving a ship dead in the water or it may start howling like a hurricane. To represent this, when players roll for Initiative and if the dice rolls are equal, Initiative automatically changes from one side to the other and the wind direction has shifted. If the

Initiative roll was an odd number (1, 3 or 5) the wind has shifted counter clockwise from the original position. For example, the wind was blowing north, but it has now shifted to the west. If the Initiative roll was an even number (2, 4 or 6), the wind has shifted clockwise from the original position. For example, if the wind was blowing north now it is blowing from the east. This will continue to happen if the Initiative roll is tied.

Movement Rates

Ship Size	Length	Running (wind aft)	Reaching (wind a beam)	Beating (wind on bow)	No of Turns	Minimum Distance Moved before turning
Small	6"- 8"	D6+6"	D6+4"	D6+3"	3	2"
Medium	8"- 16"	D6+8"	D6+6"	D6+2"	2	4"
Large	16" +	D6+10"	D6+8"	D6+1"	1	6"

Slowing a Ship

Slowing a ship down is very difficult, it might involve hardening up, spilling wind dropping sails and even using sea anchors. As long as the minimum numbers of crewmen are available to man the ship, (see Minimum Crew Complement rules) it may attempt to slow down by lowering its sails. When a Captain of a moving ship wishes to slow down he can elect not to roll for the extra movement and only move the ship at its base speed.

In the following turn, if the Captain wishes to slow his ship's movement even more, then he has to move at half the base speed. For example, a Reaching (wind a beam) medium ship would normally move D6+6". In the first turn of slowing down, the Captain can choose not to roll the D6 but must move the base move of 6". To slow down further in the following turn he does not roll the dice and must only move 3").

If a ship comes alongside a quayside, jetty or vessel at more than 6", it collides rather than comes to a halt (see All Hands Brace for Impact!).

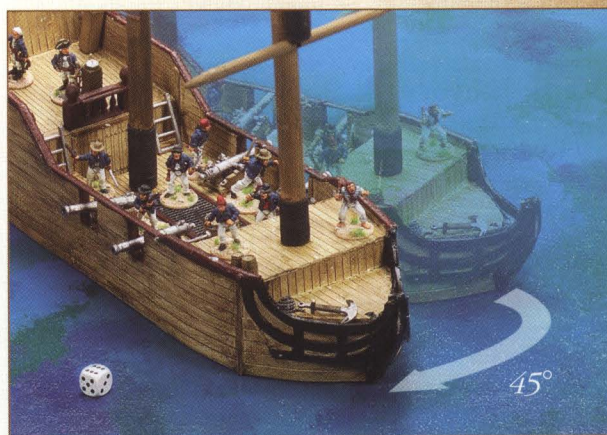
Movement Rates

Sailing ships must first move forward in order to be able to make a turn of up to 45°. The distance moved before a ship may turn depends upon the size of the ship and is as follows:

- Small ships must move 2" before turning.
- Medium ships must move 4" before turning.
- Large ships must move 6" before turning.

The Turning Template

To turn the ship, place the Turn template over the middle or along side the model and turn up to 45°. This is done after the ship has moved its minimum distance as mentioned above. You may turn the ship up to 45°. It is completely up to the player just how much they wish to turn their ship.

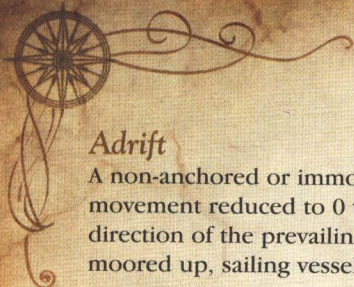


Depending on their size, ships are limited in the number of turns they may make during a move and must make the minimum move between each turn.

If a ship ends its turn between two points of the wind (between Running and Reaching, for example) then roll a D6 to decide on which point the ship ends its turn. On a roll of 1, 2 or 3, it is on the wind. On a roll of 4, 5 or 6, it is off the wind (ie, on the wind, point of sailing closest to wind direction, off the wind, point of sailing away from the wind direction).



Ending a ship's turn on or off the wind can make a difference to the amount of movement a ship can make in its following turn, when there is doubt use a D6 to decide.



Adrift

A non-anchored or immobilised ship that has had its movement reduced to 0 will always drift D6" in the direction of the prevailing wind. Only anchored, or moored up, sailing vessels may remain stationary.

Sailing off the Table

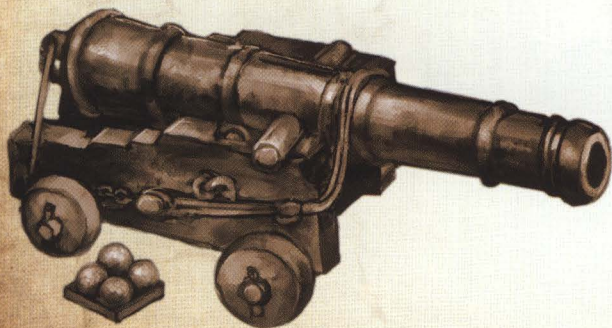
The ocean is a large place but unfortunately our table size restricts the size of our oceans and sometimes players sail off the table. A ship that leaves the table does not fall off the edge of the world; instead the ship may enter the board anywhere within 6"-12" from where it exited. Depending on the size of the ship, it will spend a certain amount of time off the board. A small ship will return on the very next turn after sailing off, a medium ship will return in two turns, and a large ship will spend three turns off the board. Ships returning to the table edge may not fire any cannons due to the Crew scrambling to bring the ship back into the engagement.

Optional Rule

Sailing is not an easy task to master. If both players agree, ships may never voluntarily sail off the table for any reason to escape from an engagement. If they do, then it is assumed that the opponent's ship catches the other ship and a boarding action happens following the Boarding Action scenario.

Firing Broadides

When raising the Jolly Roger is not enough to have an enemy ship strike her colors, sometimes you must send a few cannonballs their way to make a ship heave to! This section deals with firing cannons during a broadside. Ships fire their cannons before any of the controlling players' other models shoot their own weapons, such as muskets.



Limitations on Cannons

Most ships carried a set number of cannons to protect themselves, but often ships would outfit themselves with more. In fact, most pirates would alter their ships, sometimes removing internal walls and decks to make more room for cannons.

The size of the ship dictates the maximum size of the cannons carried. A boat or small ship may only be equipped with 3lbs-6lbs cannons. A medium ship may be equipped with cannons up to 8lbs-9lbs. A large ship may be equipped with cannons up to 12lbs-18lbs. You may never carry more than your maximum number of cannons regardless of the cannon size. This is just a rule for ease of play since most ship models will not be able to physically fit many cannons on their decks.

Although there were many documented records of ships having more than 10 cannon aboard, I have kept this rather simplified for quick game play. There is nothing to stop you or your game group from increasing the limits as a house rule.

Cannon Summary

Weapon Type	Range	Strength	Damage
3-6lbs	36"	7	1 Point
8-9lbs	48"	8	D3 Points
12-18lbs	60"	10	D6 Points

- Boats may have one cannon placed on the bow.
- Small ships may be equipped with a maximum of four cannons.
- Medium ships may be equipped with a maximum of eight cannons.
- Large ships may be equipped with a maximum of ten cannons.

It is assumed that the cannons are evenly divided between the port and starboard sides. For example, a small ship could have up to two cannons on each side, for the maximum of four.

Ships may also place one 3lb -6lb cannon on the bow and up to two 3lb-6lb (or 8lb-9lb if either medium or large ships) cannon on the stern.

Firing the Cannon

Cannons are fired in the Shooting phase and both sides resolve cannon fire before other weapons can be fired. Also, when firing cannons you may not pre-measure the distance due to the difficulty of firing it. All cannon guessing must be done first before any pre-measuring of other ranged weapons, so you may not pre-measure a musket range then fire cannons, you must first guess all cannon ranges before measuring the musket. Both players must write down their guess for the cannon ranges before any measurements are made. Once this has been done, than the player that is shooting first may resolve his shots.

A cannon has a 45° arc of fire, (this represents shooting while the ship moves, not an ability to turn a gun) place the Shooting template at right angles to the ship so that the arc of fire is perpendicular to the ship, you may then select a target within your arc of fire. To fire a cannon, the player must decide how far the cannon is going to shoot but may not measure the distance until he has declared - 24", 30", 32", etc, up to the weapon's maximum range. All guesses are made before measurements are calculated. Next, place a marker or dice on the exact spot guessed. The player then rolls a D6 and consults the Cannon table below.

If the target is over half range then you suffer -1 to the Cannon table.

Only a natural 6 gives you a Critical Hit and a natural 1 causes a Misfire.

The cannonball travels the distance in a straight line that the player has nominated, plus any of the scores from the Cannon table (if a Misfire occurs, see the Misfire Chart). It travels this distance towards the target and will either land short, pass straight over, or hit depending on how accurately the player guessed the range and the result of the dice.

If the cannonball lands in the water due to overshooting or coming up short, it sinks below the waves. If it is a target on land, the cannonball continues to travel once you have marked the distance, roll another D6 to represent if the ball bounces further. If a roll of 2-6, any models between the two points then suffer the full Strength on the cannon as listed in the profile. If you roll a 1, the cannonball stops where it first hit.

Due to the velocity of travel of cannon balls, most terrain will not be able to stand up against the force of them upon impact. Only objects on the In the Way Chart with a value of 5+ (such as Fortified walls or rock outcroppings) will need to test.

Rate of Fire

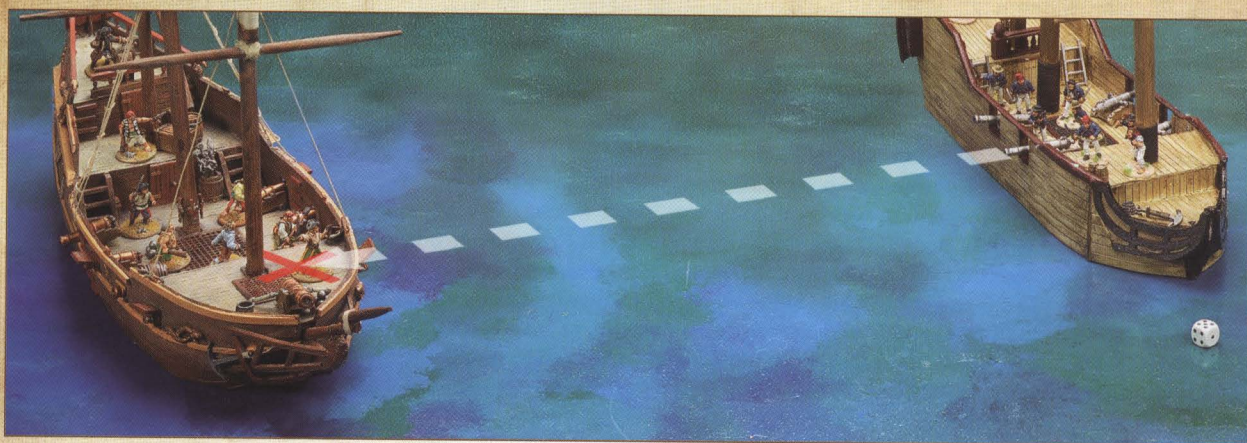
As long as there are at least two Crew members and they are firing 3lb-6lb or 8lb-9lb cannons, they may fire every turn (unless they have Misfired of course). If a cannon is ever reduced to below two Crewmen, then it takes an additional turn to reload (instead of every turn, it would fire every other turn because of reloading). If the Crewmen are firing a 12lb-18lb cannon, there must be three Crewmen to fire it every other turn. If they are ever reduced to below three crewmen, it will take two turns to reload as above. Also if the cannon misfires and has fewer than two Crewmen, it will take additional turn to clear the misfire.

Cannon Table

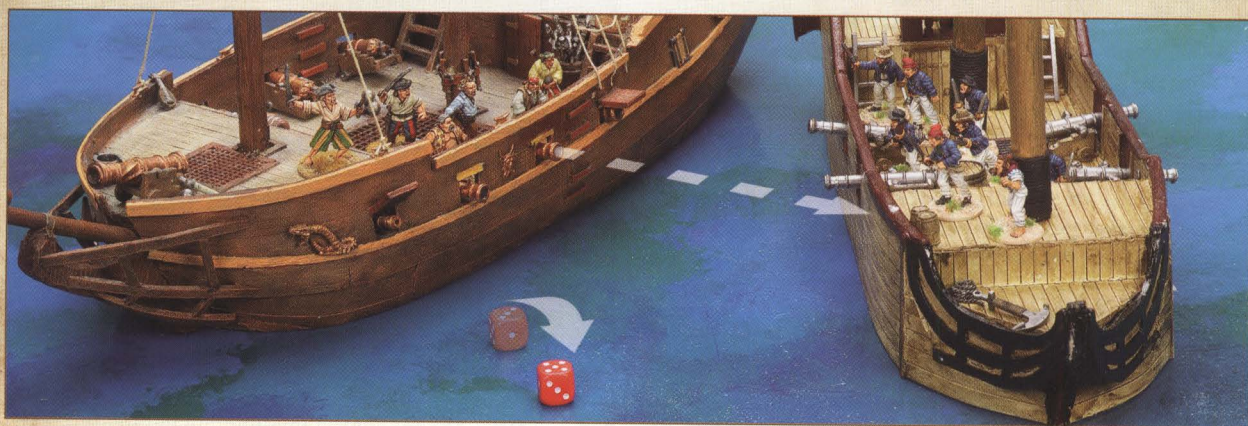
D6	Result
1	Misfire – Roll on the Misfire Chart on the next page.
2	Miss – The cannonball was wide and either falls into the waves way short or has way overshoot the target.
3	Short – The cannonball falls D6" short.
4	Long – The cannonball flies D6" long.
5	Hit – The cannonball smashes into the target. Roll for damage against the target.
6	Critical Hit – The cannonball finds its target and does major damage. Add 1 to the roll to damage.

Misfire Chart

- | | |
|-----|---|
| 1 | Weapon Destroyed! The weapon explodes and is rendered useless remove it from your roster. Any crew within 1 inch of the cannon are hit at strength 4 from exploding shrapnel and the Hull takes 1 point of damage. |
| 2-4 | Misfire! The cannon may not fire this turn or next turn |
| 5-6 | Delayed reaction. The powder ignites and the cannon fires anyway but misses. |



Accurately guessing the range, the Royal Navy roll on the Cannon table. As the target is with half range, the roll of 5 indicates a successful hit.



Closing within 8" the pirate ship get a +2 on the Cannon table turning a 3 into a 5 which results in a hit rather than the shot falling short.

Point Blank

If ships are within 8" of each other then cannons may add +2 to the Cannon table for being at point blank range. They also will add +1 to the damage (so a 8-9 lb cannon would cause D3+1 Hull Points of damage). If you fire at point blank range and get a long or short result on the Cannon table, the shot will only be D3 short or long not D6. Once ships are grappled together for a Boarding Action, the cannons may not be fired at all because the Crews are engaging in bloody hand-to-hand fighting. The only weapons on a ship that may be fired are the Swivel guns, which was what they were designed for.

Damage and Cannon Shot Types

Cannonballs are the standard shot for cannon and only affect Hull points on a ship or cause Structure points to be lost on buildings or fortifications.

Once a cannonball hits a ship, roll the Strength of the cannon verses the Toughness of the Hull. If a wound is caused then the Hull will suffer the damage as listed in the Cannon profile. Cannonballs will not affect the crew or similar models, this has been introduced to ease game play and give the ships crew (the number of which is, in effect, an abstraction anyway) some survivability.

Cannons may also fire other types of shot or ammunition depending on what they are targeting and this will cause different damage. Each player must declare what sort of load he is firing in his turn at the same time that he declares his range. If a player decides to change his cannon shot type after declaring his shot, he may do so but he will then miss out on this round of shooting.

The following rules listed below are for the other two different types of ammunition.

Grape or Canister shot:

Rather than fire a standard shot, a cannon crew can opt to fire grapeshot (the terms 'grapeshot' and 'canister shot' were virtually interchangeable among artillery crews of the period). This is essentially a huge canister of buckshot which spews forth from the cannon in a lethal cloud. To fire grapeshot, simply use the Spread template and place it at the end of the cannon barrel. Roll on the Cannon table as above, a Misfire result is treated as normal, all other results see the weapon firing successfully. Any crew or similar model wholly or partially under the template is wounded on the D6 roll of a 4+ and takes a Strength 5 hit. This shot also ignores any cover due to the pellets flying everywhere.

Chain shot:

This was used specifically to damage ship's sails and rigging in order to slow the ship down. The shot consisted of two smaller cannon balls attached together by either a small section of chain or sliding rods and was fired out of regular cannons. To represent chain shot, follow the same rules for firing cannons as above. Chain shot can only be fired at a range of 12" or less. You must pick a mast as a target and if a mast is hit, reduce movement by D3". This shot has no effect on Hull points and does not cause any Wounds to any crew or similar models since the firing crew is aiming for the sails and mast.

Firing Crew Weapons

As mentioned in the Minimum Crew Complement section, Sailors may fire their own weapons if they are within range. A vessel's deck is very crowded with rigging, sails, capstans and the like. Most model ships don't have these features for ease of play. So any Sailor that wishes to fire any weapons will have to test for 'In the Way' on a 3+. The only exceptions would be for Sailors that are in the Crow's Nest since they are high enough above the clutter of the decks.

All Hands Brace for Impact!

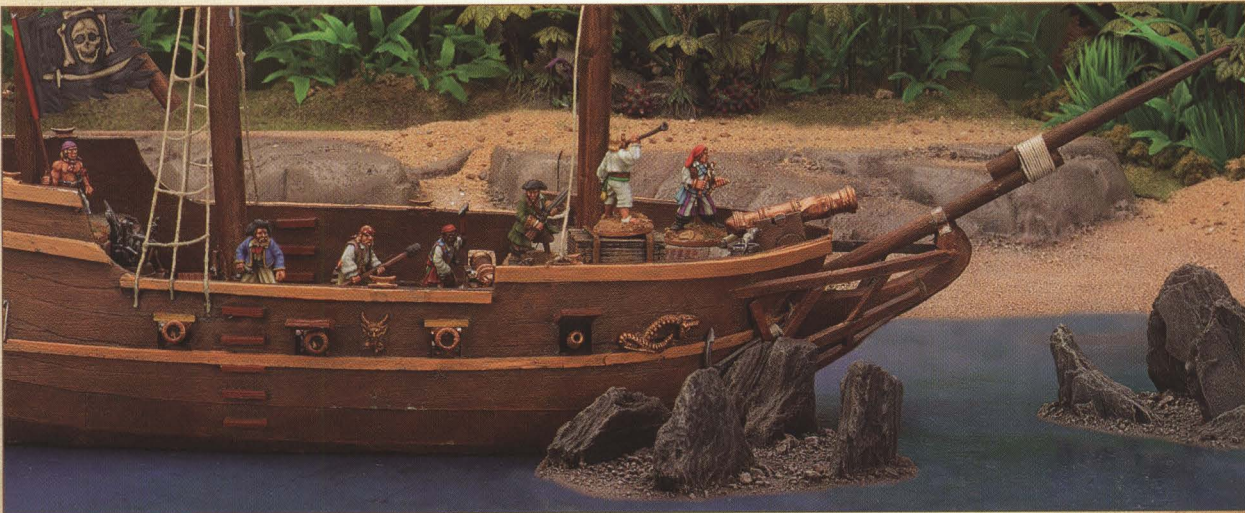
Collisions could happen with objects such as reefs or coral shores or even with another ship. Depending on how fast a ship is moving it will cause itself damage (as in colliding with a reef) or could cause damage to another ship as well as itself. Objects and ships have a base Strength (see the Base Strength table on page 46).

Should a ship run aground or collide with an object, the hull may be damaged. The ship will take a Strength D6+4 hit versus its Defence value. If the hit scores a wound, consult the Running Aground table to determine the amount of damage caused.

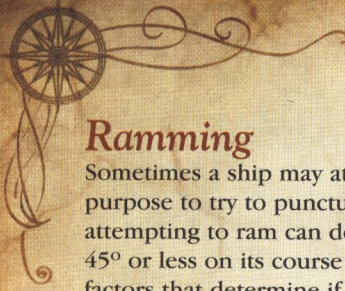
Also, when a ship collides with an object such as a reef or shoal, it risks becoming stuck. Roll a D6. On a roll of 4-6, the ship may continue to move normally. On a roll of 1-3, the ship is stuck in place and may not move. At the start of each turn that the ship is stuck, roll another D6 and on a roll of 5 or 6, the ship has broken free and is no longer stuck.

Running Aground Table

Ship Size or Object	Damage caused if traveled 0-6"	Damage caused if traveled over 6"
Small	D3	D3+1
Medium	D6	D6+1
Large	D6+1	2D6



Traversing rocky waters can be dangerous, it takes a skilled or desperate sailor to take such a risk.



Ramming

Sometimes a ship may attempt to ram another ship on purpose to try to puncture an enemy's hull. A ship attempting to ram can do no more than a single turn of 45° or less on its course to the enemy ship. The two factors that determine if damage is caused are the distance travelled and the size of the ship.

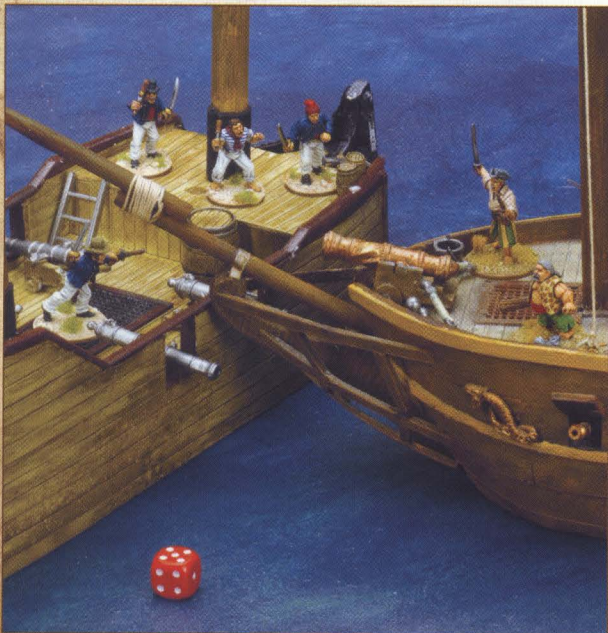
For every inch traveled before striking the target, the ship adds 1 to the Base Strength of its ramming attack up to a maximum of Strength 10.

Ship Size	Base Strength
Small	2
Medium	3
Large	4

For example, a medium ship that has traveled 4" to hit its target, would be striking at Strength 7.

If the ram wounds successfully, determine how many points of damage were done to the enemy's Hull points.

Damage caused if traveled 0-6"	Damage caused if traveled over 6"
D3	D3+1
D6	D6+1
D6+1	2D6



Ramming carries with it risk, but can bring a high reward. The pirate ship has successfully caused 5 Hull points of damage to the Royal Navy ship.

Weakening Your Hull

The ship doing the ramming also puts itself in danger of causing damage to its hull. If the ships are the same size or the ship being rammed is smaller than the ramming vessel, it only takes a hit on a roll of 4+. If the ramming ship is smaller than the intended target, it will suffer damage on a roll of 2+.

If the ramming ship takes a hit, use the same Strength value generated by the ram to see if any damage is caused. Should the roll to wound succeed, the collision causes D3 Hull points of damage to the ramming ship. Any time a ship collides with another ship there is a chance that they may become grappled together. See the Boarding Action section below.

Ship Repairs

Ship will take damage from time to time caused by bad weather or from combat, and enough damage can cripple or even sink a ship. Most sailors have a basic knowledge of how to repair their ships since keeping it afloat is critical for their own survival.

After each game, regardless of a sea battle or land battle, both players may attempt to repair their ships while at sea so as not to have it sink under them. To represent this, roll a D6 for each Hull point lost below the ship's starting Hull points value. Each dice result of 5 or 6 enables the ship to repair 1 lost Hull point. If a Carpenter is aboard, then you may re-roll any dice that did not roll 5 or 6s, but you may only re-roll once per phase. For example, if a ship took 5 Hull points of damage during the combat then 5D6s may be rolled to try to repair the damage. If only two 6s were rolled and if a Carpenter is aboard, then you may re-roll the three dice that did not score 5 or 6s. Ship repairs may be rolled again following every game until the ship is restored to its original Hull points value.

You may also pay for ship repairs between games, which will restore the ship to its original Hull points value, unfortunately this may be very costly.



Ship repairs become much easier with a Carpenter aboard as they allow you to reroll failed attempts to replace Hull points.

Boarding Actions

To board an enemy vessel it is necessary to make it vulnerable to your attacks. An enemy vessel can only be boarded if it is moving at its base speed or less. This can be achieved by reducing the ship's Hull points by half (assuming the Captain of the stricken vessel fails his Courage test it can then be boarded) or by reducing its Movement rate by half, by inflicting sufficient damage to its rigging via chain shot.

When an enemy ship is in a position to be boarded (see above), you can bring your ship alongside. To board, your ship cannot move more than 8" and the enemy ship can not be moving faster than its base movement rate. If you approach at more than 6" you will also have to prepare for All Hands Brace for Impact! If it does not approach from a parallel position its prow should be aimed at the centre of the enemy ship. Move your ship to within 1" of the stricken ship and once the two vessels are within 1", the attacker throws grappling lines and the ships are moved to be alongside each other.

Boarding can then take place. Move attackers up to their rail. If there is no opposing crew on the opposite rail, they can move onto the enemy ship and Boarding Actions take place. If there are enemy crew at their rail, fighting over an obstacle takes place. All rules for crossing and fighting over obstacles as well as fighting from higher positions all apply. This represents the various sizes of ships and their gunwales that crews may fight over.

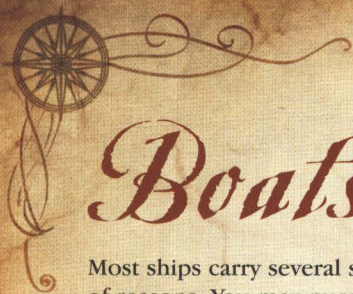
It is also possible to play a boarding action as a separate game. You will then be playing the Boarding Action scenario found on page 88.

Once the vessels are together, there is a chance for the Defender to attempt to cut loose the boarding hooks and gaffs used to grapple the ships together. In order to do this, a ship must meet the following three conditions.

- There are less than half of the enemy crewmen aboard your ship at the end of the Fight phase. If so, the Crew may attempt to Cut Loose on a D6 score of 4+.
- A larger ship may attempt to Cut Loose from a smaller one as long as there are at least two models not engaged in combat or are part of the minimum crew complement. Those two models will Cut Loose on a D6 roll of 2+.
- If all the foes on the enemy ship have been taken out of action, the ship may automatically Cut Loose and shove off.

After a ship Cuts Loose, the Crew shoves off and the ship may move 4" in any direction nominated by the controlling player.





Boats

Most ships carry several small boats for a variety of reasons. You may purchase boats with Ship Wright Points or from the equipment list with the following restrictions. Large ships may carry up to three boats, medium ships can carry up to two boats and small ships carry one boat. Boats come in handy for rowing ashore, scouting out small islands or going where larger ships cannot go. Also, the size of the boat may never be larger than the ship they are being carried on.

Launching a boat takes two crewmen who may do nothing else that turn. The ship may not move more than 5" on the turn that the boat is launched. It takes an entire turn to lower a boat and it may not move on the turn it is launched.

Crewmen that wish to board a launched boat must roll on the Jumping table. If a roll of 1 occurs, then the model falls into the water (see Swimming rules on page 19).



A roll of 5 means this Royal Navy crewman has successfully jumped into the boat.

Boat Movement

At the start of the turn when the boats are launched, determine the direction of the sea or river to establish Drift. Players are free to decide upon the amount and direction of Drift which is either D3" for a standard current or D6" for a strong current. In the Initiative phase, each model in the water swimming or boat moves in the direction and speed of the Drift.

You must have at least two and up to six Sailors in the boat manning the oars. To determine how far the boats move, consult the Handling table below.

The Boats are moved in the owning player's Movement phase. Boats may be turned to face any direction at the start of their move – they may not turn later in their move.



All ahead! With 4 of his scurvy crew manning the oars, a D6 roll of 4 plus 2 brings this pirate captain quickly to dry land.

Handling table

D6	Result
1	Out of Control: The boat goes out of control. The sailors spend the rest of their Movement phase trying to regain control – the boat may not move this turn but will drift with the current as normal.
2-5	All Ahead: The boat must move up to D6". It may move an extra 1" for each additional sailor not counting the first 2 manning the oars. (For example a boat with 4 sailors may move $D6+2"$).
6	Excellent Seamanship: The boat may move up to 6" plus an extra 1" for each additional sailor not counting the first 2 manning the oars. For example a boat with 6 sailors may move $6+4"$).

Attacking Boats

Boats may be attacked just like ships or may be attacked by Sailors. Boats have Hull points just like ships but are calculated differently. A boat has 1 Hull point for every inch in length, up to a maximum of 4 Hull points total. So a 6" Jolly Boat can only have up to 4 Hull points. All boats also have a Defence value of 6. You may also have one small cannon on a boat. See the rules for cannons on page 42.

Any Sailors not manning the oars while in the boat may move, shoot and fight as normal. Sailors shooting from a boat count as if they are stationary and are not subjected to any movement rules for weapons unless they actually move in the boat (a sailor moves from the aft to the bow to shoot).

Recruiting the Crew

Before you can play, you will need to recruit a Crew for the encounter. Here we present a few different Crews: Pirates, Privateers, and Royal Navy – to oppose each other in your games. Later, you will be able to expand the Crew with deadly Hired Hands and Legends of the High Seas.

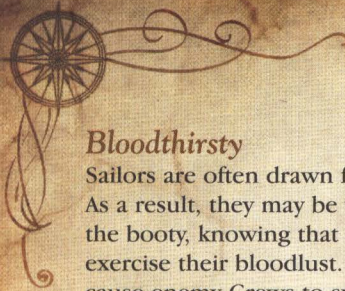


The lists that follow are used to recruit and equip your Crew. You have 200 gold doubloons to spend on Sailors in the Crew but are not obliged to spend it all. Each model, including their equipment, costs a set amount of gold doubloons to hire. As you make your selections, subtract the amount you have 'spent' from your total until you have bought all you can. Any unspent doubloons are put into the Crew's kitty and can either be used later or hoarded to buy something more expensive.

To begin, you must recruit no fewer than five Sailors for your Crew, one of which must be the Captain. However, before the Crew is recruited, you must choose one Captain Archetype from the list below.

Captain Archetypes

Every Captain has a personality that dictates how his Crew operates while sailing and fighting. Also every ship followed its own set of rules or articles before ever going out to sea. The traits below represent these rules or codes as well as the Captain's influence on the Crew. All Archetypes apply as long as the Captain is on the board. If a Crew should turn to mutiny, the very first thing that must be done is to choose a new Archetype for the new Captain. This may be a completely different Archetype than that of the former Captain or it may be the same. This new Archetype represents the Crew's attitude after mutinying.



Bloodthirsty

Sailors are often drawn from the lowest rungs of society. As a result, they may be willing to accept lower shares in the booty, knowing that they may be given freedom to exercise their bloodlust. Crews that are Bloodthirsty cause enemy Crews to suffer -1 to their Courage throughout the battle.

Gentleman

Some Captains were known for their courteous behaviour and even charm while commanding their ships. Crews of a Gentleman Captain subtract -1 from the result of all Mutiny tests. However, a roll of a natural 12 will still result in a Mutiny even if modifiers would normally make the result less than 10. Also, sailors are eager to sign up with a Gentleman Captain, so may accept less pay. When recruiting Heroes or Henchmen, reduce the base cost by 2 gold doubloons. This does not apply to Hired Hands.

Stern

Life is not always loose and cheap among sailors aboard a ship. Some Captains have strict rules, such as no liquor or women aboard, no fights while aboard, or no personal possessions. These rules were staunchly enforced not only by the Captain, but by his officers as well. This kind of discipline can make a Crew very efficient and well coordinated, but can also breed resentment. Because of this stern leadership, the Crew always pass their Rout tests, so they may never flee. However, Crews of a Stern Captain must add +2 to the result of all Mutiny tests.

Courageous

Some Captains and Crews are willing to do just about anything for their ship and shipmates. They are less likely to abandon their posts in battle and are more willing to perform dangerous tasks to ensure the safety of the Crew. Crews that are Courageous add +1 to their Courage throughout the battle.

Lucky

Some Captains and Crews just seem to have an uncanny lucky streak that leads them to riches or always seems to get them out of a tight squeeze while in battle. Crews that are Lucky have two re-rolls that they may use at any time during each game. These may be used to adjust dice rolls just like Fame points. Also, when rolling for Booty, any dice for Income may be re-rolled, but you must keep the second result on the dice.

Bold

Some Captains and Crews are just bold and brash and they know it! They will always be the ones leading the fight from the front or rushing in where others would hesitate. Crews with a Bold Captain may re-roll any failed Rout tests. However, always rushing into danger makes a Bold Crew somewhat unpredictable, so add +1 to the result of all Mutiny tests.

Skill Tables and Experience

Later, in the Campaign section, we will discuss how to keep your Crew from game to game, improving the skills of your Sailors as you go. As your Heroes gain experience, they will be able to learn various skills, which you will need to record on the roster sheet. Don't worry about these rules while you are learning the game, as the Campaign section provides all you need to know about experience and skills.

Each Crew has a list of Preferred Skills in its entry. These are the most common tables that the Crew will gain skills from as it advances. Again, see the Campaign section for details.



Heroes and Henchmen

For convenience, the Sailors in a Crew are categorized as Heroes and Henchmen. Heroes are exceptional individuals, characterised by their stores of Fame and Fortune points. Heroes can be armed and equipped with better weapons and items than lesser Sailors and are often far more skilled in the game.

One Hero in the Crew is always the leader or referred to as Captain. This Hero leads the Crew through deadly confrontations and is often the bravest and toughest Sailor at your disposal. Captains are usually characterised by the Leader special ability, listed on their profile.

All Henchmen belong to a Henchmen group, which consists of between one and five individuals. Henchmen groups gain experience collectively and advance together. Since Henchmen make up the bulk of the Crew, they rarely gain skills or use special equipment. Sometimes a Henchman may advance so far that he achieves Hero status. This is covered in the Campaign section.

Weapons

Any Sailors you recruit may be armed with up to two mêlée weapons and possibly more than one missile weapon. There may be certain restrictions on the exact weapons a Sailor may choose though. To start, Sailors may only choose equipment from their own Equipment list.

The Campaign section describes how to purchase additional weapons and equipment for your Sailors between games. However, Henchmen may only ever use weapons and equipment included on their Henchmen Equipment list.

Ships

All Crews start with a small ship with two 3lbs-6lbs cannons. The Hull points are generated at the start of the game or campaign by following the Ship rules on page 38.



The Roster Sheet

You will need a Roster sheet to record the details of your Crew. A blank Roster sheet can be found at the back of this book. Photocopy or copy out as many sheets as you need so that you can keep a clear record of the Crew as it changes from game to game. Notice that Heroes have slightly different entries on the Roster sheet to allow for the skills that they can potentially learn during campaigns. If you have any doubloons left over after recruiting the starting Crew, then write the amount in the 'Booty' box of the Roster sheet.

Calculate Infamy Rating

Each Crew has an Infamy rating – the higher this number, the better the Crew is. This rating is simply the number of models in the Crew multiplied by 5, plus any accumulated Experience points your Sailors may have. Once the Infamy rating has been calculated and recorded on your Roster sheet, you are ready to play the game.





Royal Navy Crews

It is a dangerous time for merchants and other honest men trying to make a living on the open sea. Many nations maintain navies for protection from other countries, as well as from pirate attacks. Some even dedicate ships for the sole purpose of hunting down and destroying the menace of piracy in all its forms.

Choice of Fighters

A Royal Navy Crew must include a minimum of five models and you may spend up to 200 gold doubloons on recruiting and equipping them. Any doubloons not spent in the creating of the Crew will be retained. The number of models in the Crew may never exceed 30 models. The number of each type of fighter you may have is displayed on their profile – the exception is Able Seamen, of which you may recruit any number.

Preferred Skills

The skill tables preferred by Royal Navy Crew are Shooting, Savvy, and Moving.

Special rules:

Steadfast:

Due to the discipline and training of being onboard a naval vessel, crew are less likely to Mutiny. Therefore Navy Crews will only Mutiny on a natural roll of 12 rather than on a 10+ for other crews. But this can be modified by certain Archetypes (Stern for example).

Heroes

1 Royal Navy Captain (31 doubloons to recruit)



The Royal Navy Captain is the head of the ship and is appointed by promotion or acts of service. These men are natural born sailors and have spent a lifetime sailing the high seas. Most Royal Navy Captains that survive to retirement age are proud and honoured heroes.

Special Rules:

Leader: If the Royal Navy Captain has already tested his Courage and passed a Rout test, all friendly sailors that are visible and are within 6" automatically count as passing the test as well.

Archetype: The Royal Navy Captain must choose one of the Captain Archetypes from page 50, chosen at the time the Crew is enlisted. This will dictate the personality of the Captain and the articles adopted by the Crew.

Starting Experience:

The Royal Navy Captain begins with 8 Experience points.

S	F	St	D	A	W	C	FA	FT
4+	4	3	4	1	2	4	1	2

0-1 Midshipman (10 doubloons to recruit)



Though only a petty officer officially, a midshipman is given many of the same privileges of a commissioned officer. Some crews had upwards of twenty midshipmen aboard, many of whom were scarcely more than boys. The life of a midshipman was hard, perilous, and often short. But once in a while, one makes a name for himself and notice is taken of his skill (and luck).

S	F	St	D	A	W	C	FA	FT
5+	2	3	3	1	1	2	0	1

0-2 Lieutenants (17 doubloons to recruit)



These are the main officers below the Captain. Their positions on the ship are by direct appointment from the Captain himself, so their rank is only valid under his leadership. They are charged with ensuring that the Captain's orders are executed.

Special Rules:

Loyal: Lieutenants are unwaveringly faithful to the captain they serve. As long as the Royal Navy Captain is on the board, all Lieutenants automatically pass any Rout test they are required to take. If the Royal Navy Captain is killed or leaves the board, the Lieutenants revert back to the regular rules for Courage.

Appointed: Lieutenants owe their rank to the Captain alone. If, for any reason, the Royal Navy Crew suffers from a Mutiny, any Lieutenants still loyal to the Captain (who did not become the new Captain) lose their rank and suffer the same fate as the Captain himself. The player may hire and buy equipment for up to two new Lieutenants.

S	F	St	D	A	W	C	FA	FT
4+	3	3	3	1	1	3	0	1

Henchmen

0-5 Marines (11 doubloons to recruit)



Marines are the elite fighting troops of the Royal Navy Crew. Disciplined, well trained and well equipped, it was a dangerous or foolish man that stood to fight a marine toe to toe.

Able Seamen (6 doubloons to recruit)



Able Seamen are the workhorses of the Royal Navy, many of whom have been sailors for as long as they have been able to walk. These men have many duties aboard a ship, including the duty of the defence of the ship.

S	F	St	D	A	W	C
4+	3	3	3	1	1	3

S	F	St	D	A	W	C
5+	2	3	3	1	1	2

Royal Navy Crew Equipment Lists

The following lists may be used by Royal Navy Crews to choose their starting equipment.

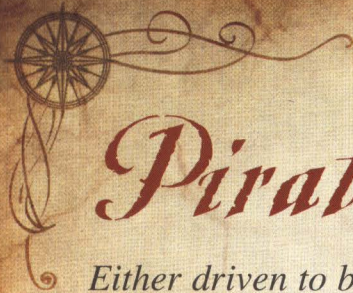
Heroes Equipment

Knife or dagger	1 doubloon
Hand weapon	2 doubloons
Sword	3 doubloons
Pistol*	6 doubloons
Flintlock musket	12 doubloons

* Maximum of three pistols for Captains and Heroes.

Henchmen Equipment

Knife or dagger	1 doubloon
Hand weapon	2 doubloons
Two-handed weapon	3 doubloons
Spear or boarding pike	3 doubloons
Sword	3 doubloons
Pistol (not allowed for Marines)	6 doubloons
Flintlock musket (Marines only)	12 doubloons
Bayonet (Marines only)	2 doubloons
Blunderbuss	15 doubloons



Pirate Crews

Either driven to be independent men or just to strike it rich and make a name for themselves, the pirates' life has a certain allure for many sailors. But with a life of piracy comes many dangers. For many desperate men, the threat of being just one step ahead of the gallows does not keep them from choosing such a profession.

Choice of Fighters

A Pirate Crew must include a minimum of five models and you may spend up to 200 gold doubloons on recruiting and equipping them. Any doubloons not spent in creating the Crew will be retained. The number of models in the Crew may never exceed 30 models. The number of each type of fighter you may have is displayed on their profile – the exception is Rogues, of which you may recruit any number.

Preferred Skills

The skill tables preferred by Pirate Crews are Fighting, Savvy, and Moving.

Special rules:

Life is Cheap:

Pirates are cutthroats and scoundrels that usually wash up from the bottom muck of society. This makes them desperate and ruthless. As such they may shoot at targets even if there are friendly models in the way. They may also fire indiscriminately into an engaged combat per the rules on page 23.

Heroes

1 Pirate Captain (31 doubloons to recruit)



The Pirate Captain either stole his ship and enlisted a crew or was elected to his position following mutiny. He may have been a sailor in his past career and now uses his maritime skills to prey upon the wealth of nations. While the captain

is the master of his ship, his position is not guaranteed as he could be replaced at any time through election or mutiny. A wise Pirate Captain knows that if his men do not have faith in his abilities, then he may find himself relieved of his command.

S	F	St	D	A	W	C	FA	FT
4+	4	3	4	1	2	4	2	1

Special Rules:

Leader: If the Pirate Captain has already tested his Courage and passed a Rout test, all friendly sailors that are visible and are within 6" automatically count as passing the test as well.

Archetype: The Pirate Captain must choose one of the Captain Archetypes from page 50, chosen at the time the Crew is enlisted. This will dictate the personality of the Captain and the articles adopted by the Crew.

Starting Experience:

The Pirate Captain begins with 8 Experience points.

0-2 Mates (12 doubloons to recruit)



A Mate's rank on a pirate ship is comparable to that of a Lieutenant. They are typically experienced and respected sailors. They may have chosen to join a pirate crew over death or they may have even taken part in the mutiny of their former captain.

S	F	St	D	A	W	C	FA	FT
5+	3	3	3	1	1	3	1	0

0-1 Quartermaster (24 doubloons to recruit)



The Quartermaster is usually the second in command aboard a pirate ship. His duties include distributing rations, work, prizes, and punishments. The Quartermaster is also the man leading the boarding parties and it is he who determines what goods will be brought back aboard as prize or booty.

Special Rules:

Loyal: The Quartermaster is unswervingly faithful to the Captain he serves. As long as the Pirate Captain is on the game table, the Quartermaster automatically passes any Rout test he is required to take. If the Pirate Captain is killed or leaves the game table, then the Quartermaster reverts back to the regular rules for Courage.

Paymaster: The Quartermaster carefully selects the goods to be brought aboard the ship as plunder and how the ship's resources are distributed. If the Quartermaster is not taken Out of Action during the game, he may re-roll a single dice in the post-game sequence when rolling for Income.

S	F	St	D	A	W	C	FA	FT
4+	3	3	3	1	1	3	1	1

Henchmen

0-5 Cutthroats (10 doubloons to recruit)



Cutthroats are often former seamen disillusioned by the rigid structure of life on other ships. They love nothing better than to drink hard liquor, sack, pillage, and plunder. What else is there for those with hearts that yearn to be free?

Rogue (8 doubloons to recruit)



Rogues are the most numerous hands aboard a pirate ship. They are often former sailors that simply want a better life. These men are like the able seamen aboard other vessels and have many duties, except they find themselves in the perils of combat with much greater frequency.

S	F	St	D	A	W	C
5+	3	3	4	1	1	3

S	F	St	D	A	W	C
5+	3	3	3	1	1	3

Pirate Crew Equipment Lists

The following lists may be used by Pirate Crews to choose their starting equipment.

Heroes Equipment

Knife or dagger	1 doubloon
Hand weapon	2 doubloons
Sword	3 doubloons
Pistol*	6 doubloons
Flintlock musket	12 doubloons

* Maximum of three pistols for Captains and Heroes.

Henchmen Equipment

Knife or dagger	1 doubloon
Hand weapon	2 doubloons
Two-handed weapon	3 doubloons
Spear or boarding pike	3 doubloons
Sword	3 doubloons
Pistol	6 doubloons
Flintlock musket (Cutthroats only)	12 doubloons
Grenades (Cutthroats only)	10 doubloons
Blunderbuss (Cutthroats only)	15 doubloons



Privateer Crews

Privateers crew privately owned ships but are authorised by a government during wartime to attack enemy vessels by commission or 'Letter of Marque'. They are also known to hunt down pirates, though they are often former pirates themselves.

Choice of Fighters

A Privateer Crew must include a minimum of five models and you may spend up to 200 gold doubloons on recruiting and equipping them. Any doubloons not spent in the creating of the Crew will be retained. The number of models in the Crew may never exceed 30 models. The number of each type of fighter you may have is displayed on their profile – the exception is Mariners, of which you may recruit any number.

Preferred Skills

The skill tables preferred by Privateer Crews are Fighting, Savvy & Moving.

Special rules:

Letter of Marque: Privateers are sanctioned by one of the nations to raid the cargo vessels of the nation's foes. As such, they are somewhat accountable for their deeds and must live up to the Letter of Marque in order to continue in the good graces of their sponsor. This also means that they are not as motivated to achieve their objectives. Privateer Captains will not risk their sailors' lives unnecessarily, an admirable trait often mistaken for cowardice. Privateer Crews must begin taking Rout tests when they lose a third of their models instead of half. In addition, Henchmen with serious injuries are only removed from the roster on a score of 1 for Serious Injuries rather than 1 or 2.

Heroes

1 Privateer Captain (27 doubloons to recruit)



The Privateer Captain is commissioned by a ship's owner and is often employed to increase profits, to attack the trade of the ship owner's enemy, or both. Privateers are often former pirates themselves that have either stored up enough money for a bribe or have conned someone into granting them a Letter of Marque to pardon them of their crimes.

S	F	St	D	A	W	C	FA	FT
4+	4	3	4	1	2	4	1	1

Special Rules:

Leader: If the Privateer Captain has already tested his Courage and passed a Rout test, all friendly sailors that are visible and within 6" automatically count as passing the test as well.

Archetype: The Privateer Captain must choose one of the Captain Archetypes from page 50, chosen at the time the Crew is enlisted. This will dictate the personality of the Captain and the articles adopted by the Crew.

Starting Experience:

The Privateer Captain begins with 8 Experience Points.

0-1 Proctor (17 doubloons to recruit)



Though Privateers are commissioned, they are not entirely trusted. The owner of the privateer ship or sponsor nation will usually send along a Proctor to assist the Privateer Captain and, more importantly, see to it that the principles set forth in the Letter of Marque are not neglected. Although a Proctor does not hold any authority over the Captain or Crew, he has access to a wealth of resources and contacts. It is a foolish Privateer Captain who does not heed the words of his appointed Proctor.

S	F	St	D	A	W	C	FA	FT
5+	3	3	3	1	1	3	0	1

Special Rules:

Advisor: A Proctor offers his assistance to the Privateer Captain. As long as the Proctor is within 3" of the Captain, he may allow the Captain to re-roll a single dice during any Courage test he takes. As always, the second dice roll must be used and this re-roll may not be re-rolled.

0-1 First Mate (19 doubloons to recruit)



On most ships the First Mate is the officer whose rank is just below the Captain. He will take command of the ship if the Captain can no longer perform his duties.

S	F	St	D	A	W	C	FA	FT
4+	3	3	3	1	1	3	1	1

0-1 Cabin Boy (10 doubloons to recruit)



From time to time, a young orphan or runaway will enlist upon a Privateer ship to perform menial chores and other less appealing duties. As such a young man matures and his dedication is noticed, he may find himself assigned to more important duties aboard the ship.

S	F	St	D	A	W	C	FA	FT
5+	2	3	3	1	1	2	0	1

Henchmen

0-5 Mercenaries (12 doubloons to recruit)



These sailors are usually cohorts of the Privateer Captain and like him they are often pirates as well. Unlike the rest of the crew, mercenaries have no qualms concerning whom they work for, so long as they are well paid for their services.

S	F	St	D	A	W	C
4+	3	4	3	1	1	2

Mariner (7 doubloons to recruit)



Mariners are the most numerous hands aboard a Privateer ship. They are often former sailors that simply want better than the drudgery of a common life. These men are like the able seamen aboard other vessels and have many duties, except they find themselves in the perils of combat with much greater frequency.

S	F	St	D	A	W	C
5+	3	3	3	1	1	2

Privateer Crew Equipment Lists

The following lists may be used by Privateer Crews to choose their starting equipment.

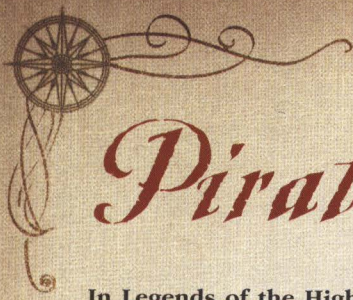
Heroes Equipment

- Knife or dagger 1 doubloon
- Hand weapon 2 doubloons
- Sword 3 doubloons
- Pistol* 6 doubloons
- Flintlock musket 12 doubloons

* Maximum of three pistols for Captains and Heroes.

Henchmen Equipment

- Knife or dagger 1 doubloon
- Hand weapon 2 doubloons
- Two-handed weapon 3 doubloons
- Spear or boarding pike 3 doubloons
- Sword 3 doubloons
- Pistol 6 doubloons
- Flintlock musket (Mercenaries only) .. 12 doubloons
- Grenades (Mercenaries only) 10 doubloons
- Blunderbuss (Mercenaries only) 15 doubloons



Pirate History

In Legends of the High Seas, you take control of brave Royal Navy Captains, brutal Pirates, or greedy Privateers who sailed the Caribbean Sea. Here we present the inspiration behind the Legends of the High Seas.

Piracy has been in existence since man first ventured out onto the open sea. It existed in every part of the world and every seafaring nation has suffered from the detestable deeds committed by pirates. They attacked, looted, pillaged, and plundered many towns and ships along the world's coasts. Countless lives were lost because of their obsession with gold and treasure. Many countries even resorted to hiring pirates to fill their treasuries with gold and silver. There have been many centuries that have seen vast numbers of pirates, but we will focus on the 'Golden Age of Piracy' from 1700-1730.

The Golden Age of Piracy

The end of the 17th century began what came to be known as the Golden Age of Piracy and lasted only thirty short years. Most of the pirate activity was centralised in the Caribbean Sea, the Spanish Main, and along the eastern seaboard of America. Since the wars between the great powers had come to an end during this time, there were a large number of unemployed sailors in the ports and many captains decided to find their own treasure. Captains such as Edward Teach, also known as Blackbeard, and Bartholomew Roberts, also known as Black Bart started to emerge onto the scene to cash in on the riches being sent back to the Old World.

One of the many allures to becoming a pirate was personal wealth and

independence. Bartholomew Roberts put it this way: "In Honest service, there are commonly low wages and hard labour; in this – plenty, satiety, pleasure and ease, liberty and power. Who would not balance credit on this side, when all the hazard that is run for it, at worst, is only a sour look or two on choking? No, a merry life and a short one, that's my motto."

A lack of a strong government in the Spanish Main may also have contributed to the rise of piracy during this time. Illicit trading between pirates and unscrupulous merchants also played a large part in the era. Regardless of the situations, this timeframe became known as the Golden Age of Piracy even though other periods in history have had noteworthy problems with pirates.





Jack Rackham (Calico Jack)

The Crews

Pirates were very independent and did not like authority. Oddly enough, they still demonstrated forms of Democracy. Naval ships of the time from various countries were usually captained by the wealthy upper class of society. Pirate captains were usually elected by the crew following a mutiny. If a pirate captain fell into disfavour with the crew, then it was not unheard of for the crew to elect a new captain. Just such a case happened to Charles Vane, who was removed from his position as captain and replaced by Jack Rackham. The first order of business amongst most crews after they elected a new ship's captain was to draft up a code of conduct or ship's articles. These varied from crew to crew and from ship to ship, but were the rules by which the pirates lived and governed themselves.

The majority of the crewmen aboard a pirate ship were either disgruntled sailors or captured sailors from other ships. Many famous pirates started their infamous careers in this way. Additionally, when wars ceased and privateers suddenly found themselves out of legal employment, they continued to do what they did best and turned toward piracy.

Pirate Tactics

Pirates usually operated in major shipping lanes where they knew merchant ships would ply. The areas off the Florida Straits, the Windward Channel between Cuba and Hispaniola and the seaboard colonies off the coast of America were fertile grounds for pirates. Other hunting grounds were found off the Central and South America coast.

Once a sail was sighted, pirates would quickly ascertain their quarry to decide if a fight would be in their favour or not. Pirates did not attack heavily armed ships such as man-o-wars. Pirates favoured small, agile ships such as sloops so they could outmanoeuvre and outrun warships, and they were careful to strike only weak prey. When a target was selected, pirates often used trickery to bring their quarry into gun range by using false flags or by disguising their gun ports so as not to be seen. Once their quarry was closer, they would raise their own flag and demand that the vessel surrendered without firing a shot. It was widely known that many pirates would not take prisoners if any ship resisted, committing all on board to wholesale slaughter. Psychological warfare was the main weapon in the pirate's arsenal.

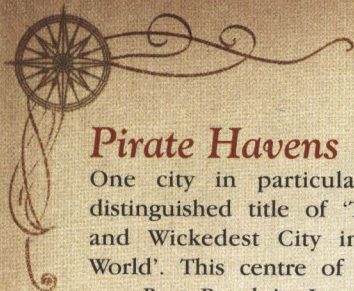
If the quarry choose to defend itself, the pirates would then decide the best course of action to overcome the vessel. If the pirates thought they were outgunned, they would break off the pursuit and search for easier prey. More often than not, pirates would fight since they had already determined the prey sufficiently vulnerable to strike. Contrary to popular belief, many pirates did not want to send most ships to Davy Jones Locker. Sending a ship to the bottom of the sea was a guaranteed way to lose any plunder.

Once pirates came alongside a ship for a boarding action, they employed more psychological warfare to persuade their prey to surrender. Most pirate captains and crews earned bloody reputations during their careers and their exploits were well known. Any vessel that decided to repel a pirate boarding party was in for a bloody fight. Most pirates carried numerous pistols and swords to deal with anyone foolish enough to fight.

Plunder

The plunder from this period was not always silver and gold as we tend to believe. Actually, the most commonly plundered goods were sugar, rum, tobacco, wood, furs and manufactured goods. Slavery was also common during the time and the Caribbean waters were fertile with ships transporting slaves to the Americas or Europe. Pirate crews that captured slave ships would either keep the slaves, allowing them to join the crew, or they would sell them to plantation owners for profit. There were ships laden with silver and gold that occasionally sailed from the Spanish ports in Central and Southern Americas heading back to Europe. Unfortunately, most stories about 'Treasure Ships' and lost Inca Gold were just that... stories. Most silver and gold was gained by sacking wealthy towns. This was a particularly dangerous gamble for a pirate crew, but there have been several famous pirates that successfully sacked even fortified cities. Henry Morgan was probably best known for his famous sacking and capturing of the 'impregnable' Spanish city of Panama in 1671.

Tales of buried treasure were also myths that writers of the era used to embellish their books. There are few reports of pirates burying their treasure as most pirates tended to spend their ill-gotten gold on drinking and carousing with women.



Pirate Havens

One city in particular had the distinguished title of 'The Richest and Wickedest City in the New World'. This centre of debauchery was Port Royal in Jamaica. It was founded by the Spanish in 1509 and was attacked on numerous occasions throughout the years before it was finally captured and held by the English in 1660. Just five years after the English established control, the city gained its reputation for being one of the most corrupt and debauched places in all of the Caribbean. The city grew in its reputation and with that so did the pirate population. A devastating earthquake struck in 1692 that destroyed a large section of the city. Because the city was so wicked, many called it an act of 'Divine Justice'.

By the 1700s, the city steadily gained control of the wickedness and started to establish itself as a legitimate trading port rather than a den of villains. The Royal Navy established a naval base at Port Royal and the city transformed from a pirate haven to a base for anti-piracy operations.

Another notorious pirate haven was New Providence in the Bahamas which was renamed Nassau in 1695. Nassau became such a popular pirate den because the corrupt local governors would accept bribes from the pirates in return for freedom from harassment. The pirate population exploded in 1717 when five hundred pirates used the island as a base for operations. Among these 'residents' were Edward Teach, Charles Vane and Jack Rackham. The island economy thrived by trading with the pirates until the word of this haven reached London. The British government sent Governor Woodes Rogers along with three warships to re-establish authority over the island and the region. Most pirates fled to other havens or they abandoned their trade all together. Governor Rogers appointed a well know pirate hunter, Benjamin Hornigold, to hunt down any pirates in the area. Once piracy was stamped out, the economy of the island suffered,

returning it to a backwater trading port. Nassau never again regained the wealth it once enjoyed when piracy ran unchecked.

There were other less known pirate dens along the American seaboard in areas such as the Carolinas, but none of them held quite the same reputation as Port Royal or Nassau.

Pirates of the Caribbean

There were many pirates during the 'Golden Age of Piracy' but a few managed to attain a legendary status among pirates.



Edward Teach (Blackbeard)

Probably the best know pirate was a man named Edward Teach, better known as Blackbeard. His career at sea began when he was just a teen working on a privateer vessel. After the War of the Spanish Succession, he found his way to New Providence. There he signed on with Benjamin Hornigold who was a pirate at that time. Edward learned the trade of piracy quickly and was soon sailing his own ship, the *Queen Anne's Revenge*, looking for plunder. While at sea, Edward quickly began carving out a bloody reputation for himself. Edward also took the name of Blackbeard

because he would tie his beard up with black ribbons and sometimes stick a slow burning match under his hat. This added to many accounts calling him a 'Fiend from Hell' because of his smoking face.

While sailing in search of plunder, Blackbeard came upon another famous pirate of the time named Stede Bonnet. It was said that Blackbeard laughed at the 'Gentleman Pirate', as Bonnet was known, and simply took his ship. Blackbeard's success continued until he had several ships under his command and his crew numbered over four hundred pirates.

In the years of 1717-1718, Blackbeard suffered a string of bad luck and accounts state that his crew were in poor condition due to illness when he blockaded Charleston, South Carolina for medical supplies. He later lost the *Queen Anne's Revenge* on a sandbar and had to abandon her. After this, Blackbeard tried to retire from piracy, but was contacted by another famous pirate, Charles Vane. Word of this meeting found the ear of the governor of the area and he dispatched a fleet of Royal Naval ships commanded by Robert Maynard to try to capture the notorious pirate. On 22 November 1718 the fleet caught up with Blackbeard at the Ocracoke inlet. Blackbeard was killed during this battle while fighting Robert Maynard, but reports state that it took five bullet wounds and numerous sword cuts, and even this did not even bring him down. The death blow was delivered by a Scottish seaman in Maynard's crew who delivered a vicious blow to his neck. It is reported that Blackbeard said, "Well done, lad," but the Scotsman replied, "If it be not well done, I'll do it better!" and with that he chopped off Blackbeard's head.

Another bold pirate captain of the time was Bartholomew Roberts, or Black Bart. Roberts was born in Wales and his name was originally John Bartholomew Roberts. His pirate career started in 1719 while he was serving aboard a merchant slaver ship. He was captured by Howell



Davis and given the chance to join his crew, which he did. Howell was killed sometime later and the crew elected Roberts as the new captain. Once he became captain, he dropped the first name, instead going by Bartholomew.

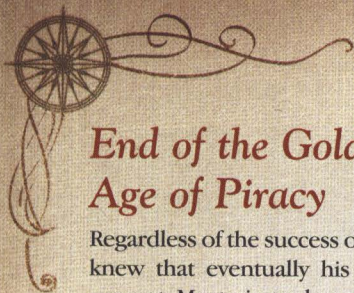
As with Blackbeard, Roberts had a bloody reputation and soon earned the name Black Bart. Roberts was bold and that became his trademark, along with wearing extravagant clothing. Along with this, Roberts was a gifted leader of men and held his crew together with codes of conduct, the prize money that was plundered from ships, and, above all else, constant success. It has been reported that Roberts, in his short thirty months at sea, claimed or sank

over four hundred ships and plundered a huge booty of treasure. He ravaged ships along every stretch of the Atlantic from Brazil to Newfoundland and from the Caribbean to Africa. He targeted ships of all nations, but seemed to have a huge grudge towards France and her colonies.

Bartholomew Roberts' reign of terror in the Atlantic finally came to an end on 10 February 1722. A Royal Naval force commanded by Captain Ogle caught up with Roberts while he was anchored off Cape Lopez. While Roberts tried to escape in his ship, the *Royal Fortune*, it was hit by a broadside of grapeshot fired from the *HMS Swallow*. Roberts was killed instantly. His crew threw his body,

still wearing his fine clothes, overboard so his body would not be taken into custody and placed on display. Roberts' crew was eventually caught, put to trial, and executed in the largest pirate trial of the era. Roberts' death brought a relief to merchant ships and naval officers all over the Atlantic.

There were many other infamous pirates of the time such as William Kidd, Stede Bonnet, Calico Jack Rackham and countless others, but none of them reached the degree of infamy that Blackbeard or Bartholomew Roberts attained.



End of the Golden Age of Piracy

Regardless of the success of a pirate, he knew that eventually his luck would run out. Most pirates knew that sooner or later they would have to answer for their crimes. There are only a few pirates, such as Henry Morgan, who actually retired from piracy as rich men. The Admiralty Courts were relentless in executing harsh law upon pirates and their crews. Most pirates were hunted down and when caught, put to the gallows.

After pirates were hanged, the Admiralty Courts wanted to make examples of them even after death. They would often have the bodies openly displayed for months, if not years, as was the case for Captain William Kidd. Many pirates would die in battle rather than have their bodies displayed like Kidd's. It was for this reason that Bartholomew Roberts' crew threw his body over the side of the ship after his death. They would not suffer their captain to be humiliated in such a way.

The pirate trials of the 1720s and the punishment inflicted upon pirates proved to be a great deterrent and it led to the end of major pirate activities in the Atlantic Ocean and the Caribbean. Although pirate activity did occur in later years, and does even to this day, it has never reached the level that it did during the Golden Age of Piracy.



The Pirate Code

Many people seem to think that pirates were lawless rogues that sailed the seas without a care in the world. While some of this might have been the case, most successful pirates had a code of conduct that the crews followed and actually had a form of democracy while aboard a ship. They would all sign charters before a voyage and would hold elections if the captain fell out of favour. The charter also dictated how the plunder would be divided amongst the crew and some charters even had clauses in them to cover compensation for a sailor who suffered an injury. Some of the more famous codes or charters were from Bartholomew Roberts. This was the charter from his ship in 1722.

Article I:

Every man shall have an equal vote in affairs of moment. He shall have an equal title to the fresh provisions or strong liquors at any time seized, and shall use them at pleasure unless a scarcity may make it necessary for the common good that a retrenchment may be voted.

Article II:

Every man shall be called fairly in turn by the list on board of prizes, because over and above their proper share, they are allowed a shift of clothes. But if they defraud the company to the value of even one dollar in plate, jewels or money, they shall be marooned. If any man robs another he shall have his nose and ears slit, and be put ashore where he shall be sure to encounter hardships.

Article III:

None shall game for money, either with dice or cards.

Article IV:

The lights and candles should be put out at eight at night, and if any of the crew desire to drink after that hour they shall sit upon the open deck without lights.

Article V:

Each man shall keep his piece, cutlass and pistols at all times clean and ready for action.

Article VI:

No boy or woman to be allowed amongst them. If any man shall be found seducing any of the latter sex and carrying her to sea in disguise he shall suffer death.

Article VII:

He that shall desert the ship or his quarters in time of battle shall be punished by death or marooning.

Article VIII:

None shall strike another on board the ship, but every man's quarrel shall be ended on shore by sword or pistol in this manner. At the word of command from the quartermaster, each man being previously placed back to back, shall turn and fire immediately. If any man do not, the quartermaster shall knock the piece out of his hand. If both miss their aim they shall take to their cutlasses, and he that draweth first blood shall be declared the victor.

Article IX:

No man shall talk of breaking up their way of living till each has a share of 1,000. Every man who shall become a cripple or lose a limb in the service shall have 800 pieces of eight from the common stock and for lesser hurts proportionately.

Article X:

he captain and the quartermaster shall each receive two shares of a prize, the master gunner and boatswain, one and one half shares, all other officers one and one quarter, and private gentlemen of fortune one share each.

Article XI:

The musicians shall have rest on the Sabbath Day only by right. On all other days by favour only.

Many codes or charters were written to prevent conflicts aboard a ship. It is interesting that these 'lawless rogues' actually wanted structure and rules. However, they wanted structure on their own terms and not the laws dictated by a king or government.



High Seas Campaigns

Although it is great fun to play one-off scenarios in Legends of the High Seas, playing a campaign can take your games to a new level. The campaign system allows you to build your Crew into a force to be reckoned with, starting feuds and settling old scores as you go.

To begin a campaign, you will need at least two players with Crews chosen from the lists provided earlier. More players are preferable as the more crews involved, the longer the campaign will run and the more time players will have to collect and paint their models.

Playing a Campaign Scenario

To start the campaign, two players select (or randomly determine) a scenario to play. At the end of the game, the players work out how much experience their Crews have earned and how much booty their Crews have gained with which to buy new equipment and hire new members.

Experience is measured through Experience points, which Heroes and Henchmen gain for surviving games, defeating opponents, and achieving special objectives. When Sailors gain enough Experience, they earn an 'advance'. An advance might improve one of their fighting statistics or grant them a special skill to improve their performance in the following games.

Money is awarded to a Crew in gold doubloons, usually referred to just as doubloons. This represents the Sailors getting paid for their duties. Gold doubloons can be used for trading, allowing you to buy equipment and weapons, recruit new Sailors, or even adding Hired Hands to the crew.

Infamy Rating

Each Crew has an Infamy rating, which measures the notoriety and, therefore, success of the Crew. The rating is simply the number of Sailors in the Crew multiplied by five, plus their total Experience points.

The Infamy rating changes from game to game, as surviving Sailors gain Experience points, Sailors are killed, and new ones join the Crew. The Infamy rating is used to determine the overall winner at the end of the campaign, symbolising their rise to fame.

The Post-game Sequence

After each game, it is important to make notes about the changes that your Crew incurs. The post-game sequence runs as follows:

1. **Injuries.** Determine the severity of injuries for each Sailor who lost their last wound and was removed from play during the game.
2. **Experience.** Heroes and Henchmen gain Experience points for surviving encounters and achieving objectives. See the Experience and Scenarios sections for more details.
3. **Ship Repairs.** You may be able to repair any damage to your ship after the conflict. Roll for repairs made.
4. **Check for mutiny.** If any other Hero in the Crew has the same Courage value as the Captain, roll on the Mutiny table.
5. **Collect Booty.** The crew earns Booty as described in the Income section.
6. **Trading.** Hire extra men for the Crew and buy new equipment for your Sailors or pay for repairs while in port. See the Trading section for more details.
7. **Calculate Infamy rating.** Update the Crews Infamy rating and you are ready to play again.



Disbanding

You may disband the Crew at the end of any game during the campaign and start again with a new one. Obviously, all Experience, Sailors, equipment and bonuses from the old Crew are lost. Similarly, you may choose to dismiss any Hero, Henchman or Hired Hand at the end of any game, but you may not dismiss more than half the current number of members at one time.

Visiting Davy Jones' Locker!

Sometimes a Hero or Henchmen does not escape with an injury, but is instead killed outright. All his weapons and equipment are lost – they may not be reallocated to other Sailors once he is dead.

If the Captain of the crew is killed, then the Hero with the next highest Courage value assumes command. He automatically gains the Leader ability and can use the equipment list available to the original Leader. If there is more than one Hero eligible to take command, then the Hero with the most Experience points becomes the new leader. In the case of a tie, you may choose which of the tied Heroes takes control of the Crew. If there are no Heroes remaining, then the Crew must disband (see Disbanding, above). You may not hire a new leader for a Crew.

Visiting the Ship Chandler

As explained in the Trading section, Sailors may purchase new equipment and weapons using money from the Crew's Booty. Members of the Crew can also swap equipment amongst themselves between games. Alternatively, old equipment can be hoarded (note it down on the Roster sheet) and saved for later use.

Henchmen may only be given weaponry of an appropriate type for the Sailor, as indicated in the Crew list, whether they are purchased, swapped, or taken from storage. Only Heroes may use the less common weaponry available in the Trading section. Record any changes to the Sailor's equipment on the Roster sheet.

Serious Injuries

During a game some Sailors will be removed as casualties. At that point, it matters little whether the Sailor is alive or dead, unconscious, or struck with scurvy. In game terms he is no longer capable of continuing and must be removed from play.

In a campaign, it is important to find out what exactly happens to Sailors who are taken out of action. They may make a full recovery, carry a serious injury, or just be plain dead! Heroes and Henchmen are treated differently when working out what befalls them, this represents the greater effect on the crew of losing a Hero. The rules for determining the fate of Henchmen are simple and are covered below.

However, you must roll on the Heroes' Serious Injury table to work out what happens to fallen Heroes as the outcomes are many and varied. Only Heroes who are removed as casualties need to roll on the table.

Henchmen with Serious Injuries

For each Henchman who was removed as a casualty during the game, roll a dice. On the score of a 1 or 2, they are dead and are removed from the Crew's roster sheet along with all their possessions. Their injuries may have been fatal or they have simply decided to give up the adventurous life as a result of this near miss. On a roll of 3-6, they may take part in the next battle as normal.





Heroes with Serious Injuries

To use the Heroes' Serious Injury table, roll two dice. The first dice counts as 'tens' and the second as 'units' (so a roll of 2 and 4 is 24, a roll of 5 and 1 is 51, etc). This type of roll is referred to as a D66 roll.

11-15 Dead

The Sailor is dead and his body is committed to the sea. All the weapons and equipment he carried are lost. Remove him from the Crew's roster.

16-21 Multiple injuries

The Sailor is not dead but has suffered many wounds. Roll D6 times on this table. Re-roll any 'Dead', 'Captured,' 'Put on Trial', 'Full Recovery' and further 'Multiple Injuries' results.

22 Smashed leg

Roll again. 1 = Smashed Leg. The Sailor must reduce his Movement rate by 1" due to having it amputated and replaced with a peg leg. Additionally, he must deduct 1 from all dice rolls made for Jumping, Climbing, Swinging, and Swimming tests made from now on. 2-6 = Light Wound. The Sailor must miss the next game. If the Sailor suffers another 'Smashed Leg', then he is removed from the crew.

23 Arm wound

Roll again: 1 = Severe arm wound. The arm must be amputated and is replaced with a hook. The Sailor may only use a single, one-handed weapon from now on. The hook counts as a dagger or knife. 2-6 = Light wound. The Sailor must miss the next game.



24 Madness

The Sailor's nerves are a wreck and he must pass a Courage test at the start of every turn in order to act normally. If the test is failed, he remains stationary for the whole turn and may not perform any actions. His Fighting value counts as 1 and he rolls 1 Attack in combat regardless of how many Attacks he has on his profile. If he wins a combat he will not strike to wound. The Sailor can still use Fame and Fortune, but may not call Heroic Actions.

25 Leg wound

The Sailor's leg is broken or shot through. He suffers a -1" Move characteristic penalty from now on.

26 Chest wound

The Sailor has been badly wounded in the chest. He recovers but is weakened by the injury. His Defence is reduced by 1 point.

31 Blinded in one eye

The Sailor survives but loses the sight in one eye; randomly determine which. A character that loses an eye must deduct 1 from all dice scores when using his Shooting characteristic. If the Sailor is subsequently blinded in his remaining good eye, he must retire from the Crew.

32 Old battle wound

The Sailor survives but his wound will prevent him from fighting if you roll a 1 on a D6 at the start of any game. Roll at the start of each game from now on.

33 Nervous condition

The Sailor's experience has left him jittery. His Courage is permanently reduced by 1 point (to a minimum of 1).

34 Hand Injury

The Sailor's hand is badly injured. His Fighting characteristic is permanently reduced by 1 point (to a minimum of 1).

35 Deep wound

The Sailor has suffered a serious wound and must miss the next D3 games while he is recovering. He may do nothing at all while recovering. Do not forget to adjust the Infamy rating of the Crew accordingly.

36 Robbed

The Sailor manages to escape but all his weapons and equipment are lost.

41-56 Full recovery

The Sailor was knocked unconscious or suffered a light wound from which he makes a full recovery.

61 Bitter Emnity

The Sailor makes a full physical recovery but is psychologically scarred by his experience. From now on, the Sailor hates the Crew who caused his injuries. If he meets them again, he automatically passes any Courage tests (but not Rout tests) he has to take for the whole game. If he has to take a Rout test, he may re-roll the first failed result. The result of the re-roll must be accepted.



62 Captured

The Sailor regains consciousness and finds himself held captive by the other Crew. He may be ransomed at a price set by his captor or exchanged for one of his captor's own Crew who is being held captive. If the captive is a Pirate or Privateer, then he may be turned in for a bounty of D6x5 Doubloons.

Captives who are exchanged or ransomed retain all their weapons and equipment. If they are handed to the authorities, their equipment is lost and the unfortunate prisoners must be struck from the Crew roster.

63-64 Hardened

The Sailor survives and becomes inured to the perils of the high sea. From now on, he is Fearless and never tests his Courage when confronting an enemy with a Fearsome Reputation.

65 Put on Trial

The Sailor is caught by the local authorities and has been put on trial for his acts of debauchery and violence. Roll a D6 and consult the table below.

- 1 **Hanged** – The Sailor is sentenced to death at the gallows. Remove him from the Crew roster. Alternatively you may play 'Prison Break' to try to rescue the condemned Sailor.
- 2-5 **Fined** – The Crew must pay a fine of 3D6 Doubloons for the release of their mate. If they cannot or will not pay, then the Sailor must miss the next D3 games as he sits in prison.
- 6 **Pardoned** – The Sailor is pardoned of all charges and is released back to his Crew.

66 Survives against the odds

The Sailor survives and rejoins his Crew. He gains +1 Experience point.

Ending a Campaign

Although you are encouraged to come up with your own victory conditions and scoring system for your campaigns, it is worth mentioning that the standard way of playing is as follows: each player creates a Crew using the standard rules and then plays a set number of games. Once all the games have been played, the winner and runners up are determined by the final Infamy ratings.





Experience

As Sailors take part in campaign scenarios, those who survive become more experienced and improve their fighting abilities. This is represented by the awarding of Experience points.

Sailors earn Experience points when they take part in a battle. When a Sailor earns enough Experience points, he gains an advance. This takes the form of a new skill or an increased characteristic. A Henchman may survive long enough to become a Hero in his own right, while a Hero may progress to become a true legend of the Spanish Main.



Earning Experience

The Experience points Sailors earn depends on the scenario. Different scenarios have different objectives and, consequently, Sailors can earn Experience points in different ways. Experience points are only ever awarded after the game has ended, although it is a good idea to keep track of Experience during a game as it is earned.

The one constant in the scenarios is that Sailors always gain 1 Experience point just for surviving a game. They earn this even if they are injured. Each individual scenario details when Experience points are awarded.

Advances

The Crew's roster sheet shows how many Experience points a Sailor must accumulate to earn an advance. When the accumulated Experience points reaches a box that has thick borders, then the Sailor earns an advance and must roll on the appropriate Advance chart (Hero or Henchman) to see what form the advance takes. This roll must be witnessed by at least one other player in the campaign, so it is important to do it straight after the game in which the advance was earned.

Underdogs

When a Crew fights against an enemy Crew with a higher Infamy rating, it will be at a disadvantage. It can be given more of an even chance of winning with special Underdog re-rolls and extra Experience points. The higher the Infamy of the opposing Crew, the more the lower Crew will earn.

Look on the Underdog chart below to see how many re-rolls the crew is allowed during the game and how much extra experience the Crew earns. A re-roll may be used at any time to re-roll a single dice on behalf of one of your own Sailors – even a random dice such as an Initiative roll can be affected in this way. Remember that you cannot re-roll a re-roll – the second throw of the dice always stands, regardless of how many Underdog re-rolls you have.

The Experience bonus shows how many extra Experience points are earned for each Hero and Henchman group who survives the battle regardless of who won. This represents the Sailors gaining valuable knowledge from the fight that they may use later to become more skilled.

Underdogs Table

Difference in Infamy Rating	Re-rolls	Experience Bonus
0 – 25	0	None
26 – 50	1	+1
51 – 75	2	+2
76 – 100+	3	+3

Advance Rolls

Make Advance rolls straight after the battle so both players can witness the result. Roll the number of dice indicated on the relevant table below and reference the result.

Heroes' Advance Table

(Roll two dice (2D6) and add the results together.)

2D6	Result
2	Choose any one characteristic and add +1 to the score. This may not take any characteristic over the maximum profile.
3	New Preferred Skill: Choose one of the skill tables specified in your Crew list as a 'preferred skill' and roll for a new skill. You may re-roll the result if you already have the skill generated.
4	Characteristic Increase: +1 Shooting (for example a Hero with a Shooting value of 4+ becomes 3+).
5	Characteristic Increase: +1 Attack
6	Characteristic Increase: +1 Courage
7	Characteristic Increase: +1 Fighting
8	Characteristic Increase: +1 Strength
9	Characteristic Increase: +1 Defence
10	Characteristic Increase: +1 Wound
11	Characteristic Increase Roll again: On a 1-3 gain +1 Fame; on a 4-6 gain +1 Fortune
12	New Skill: Choose any of the skill tables and roll for a new skill. You may re-roll the result if you already have the skill generated.

Characteristic Increases

Characteristics may not be increased beyond the maximum values shown below. If a characteristic is at its maximum, take the other option where two are presented or roll again on the Advance table. If the re-rolled characteristic is also at its maximum, then you may add +1 to any other characteristic instead.

S	F	St	D	A	W	C	FA	FT
3+	9	6	6	3	3	7	6	3

Henchmen groups and Increases

Henchmen are not naturally as skilled and courageous as Heroes and therefore no characteristic of theirs may ever have more than a single increase applied to it. The only way to increase Henchmen characteristics further is to roll 'The Cabin Boy Did Good!' on the Henchman Advance table.

Henchman Advance Table

(Roll two dice (2D6) and add the results together.)

2D6	Result
2-3	Advance: +1 Shooting (for example a Sailor with a Shooting value of 5+ becomes 4+).
4	Advance: +1 Wound
5	Advance: +1 Attack
6	Advance: +1 Strength
7	Advance: +1 Fighting
8	Advance: +1 Courage
9	Advance: +1 Defence
10-12	The cabin boy did good!: The Henchman becomes a Hero. Add him to the Hero section of the roster sheet. He is awarded 1 point of Fame (and an extra ration of rum!), but otherwise remains the same. From now on he rolls on the Heroes' Advance table for future advances. Only one Henchman in a group can advance in this way per game. If you still have to roll an advance for the other Henchmen in the group, ignore any further results of a 10-12 on this table.

New Skills

There are several types of skill, and each has a separate table to determine which one is awarded to an advancing Hero. To select a new skill, pick the type of skill you want from the tables available (dictated by your result on the advance table), then roll a D6 to determine which skill has been learned. The same skill may not be taken twice for any Sailor, so a duplicate result must be re-rolled.

Skill Lists

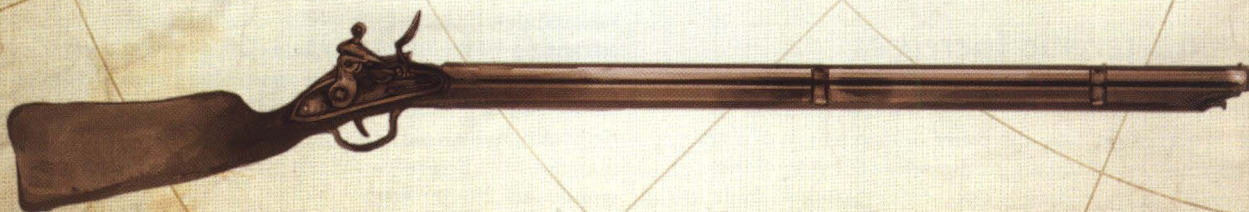
The following Skill lists are used to pick advances. As previously stated, you need to choose your preferred list, then roll a D6 to determine exactly which skill is gained.

Moving Skills

- 1 **Sea Legs.** The Sailor is used to being aboard a ship and is quite comfortable moving around a pitching deck. He may ignore difficult terrain and suffers no movement penalties while aboard a ship.
- 2 **Nimble.** The Sailor may re-roll all failed Jumping, Climbing, Swinging, and Swimming tests. The result of the re-roll must be accepted.
- 3 **Stealthy.** If the Sailor is within 1" of a barrier and is targeted by missile fire (if the firer would need to make an In the Way roll to target him), then the attacker must make a Spotting Roll (see 'Models on the Ground' in the Moving section) before being able to target him.
- 4 **Lightning Quick.** The Sailor may choose to make an extra move in the Shooting phase instead of firing a missile weapon. The Sailor must be unengaged and may not use this move to charge. To determine how far he may move, roll a dice and move that number of inches, following all the usual moving rules.
- 5 **Dodge.** This Sailor has fast reflexes that allow him to avoid incoming danger. Whenever he is wounded by a shooting or fighting attack, roll a dice. On the roll of a 6, he ignores the wound.
- 6 **Scout.** The Sailor is adept at scouting and foraging and ignores movement penalties for areas of difficult terrain on land.

Shooting Skills

- 1 **Avast.** The Sailor is notoriously quick with firing his pistol. He may call a single free 'Fire at Will' Heroic Action at the start of each Shooting phase without expending any Fame points, even if he has no Fame, as long as he is using a pistol. This 'Fire at Will' applies only to the firer.
- 2 **Eagle Eye.** The firer is an exceptional shot and ignores In the Way rolls with his chosen weapon. Choose either flintlock pistol or flintlock musket. Multiple rolls of this skill may not be re-rolled until both options have been taken for pistol and musket.
- 3 **Handy with Pistols.** This Sailor may fire a number of times equal to his Attack value, so long as he has enough pistols and did not move during the Movement phase. For example, a Captain with 3 attacks and three pistols may fire all three of his pistols as long as he was stationary in the Movement phase.
- 4 **Uncanny Sense.** The Sailor is edgy and it is exceptionally hard to surprise him. Whenever this Sailor is unengaged and an enemy tries to charge him, the enemy must stop 1" away. The Sailor may take an immediate shot, out of sequence, at the charging model, as long as he is using a pistol that is loaded and not jammed. Only a single shot may be taken. If the shot misses, then the enemy completes his charge as normal.
- 5 **Marksman.** When using a musket, the Sailor may re-roll a miss, including a jam. The result of the re-roll must be accepted.
- 6 **Dead Eye Shot.** The Sailor is deadly accurate and adds 1 to the dice roll to wound when shooting or using throwing weapons.





Fighting Skills

- 1 **Tavern Brawler.** The Sailor is especially skilled at unarmed fighting, and because of this, the Brawler does not suffer the usual penalties for fighting unarmed or with an improvised weapon.
- 2 **Strongman.** The Sailor is well muscled and large of frame. He may wield a two-handed weapon with none of the usual penalties. He must still use two hands to wield the weapon.
- 3 **Handy with Swords.** The Sailor is able to use two swords in combat at the same time with deadly accuracy. Every time the Sailor wins a fight while using two swords, he makes another strike in addition to his normal strikes for winning the combat. Although a Sailor may be armed with two swords, he may not 'parry' more than once.
- 4 **Swordsman.** The Sailor has had advanced training with swords or fencing blades, probably due to some time in the military. When using a sword, he may re-roll one of the dice to decide who wins a tied fight.
- 5 **Fury.** The headstrong Sailor gains an extra Attack when he charges into combat. This bonus is lost if he is subsequently charged by other enemies.
- 6 **Blimey.** The Sailor's close combat blows are so powerful that he can cleave through any defence. He never needs to roll more than a 4+ to wound an opponent, regardless of the foe's defence. These rolls to wound may still be modified using Fame points as usual.

Savvy Skills

- 1 **Hardened Resolve.** The Sailor has hidden reserves of courage and tenacity and may re-roll the first failed Courage test of any game.
- 2 **Seasoned Dog.** The Sailor is a canny opponent and is able to read his enemies well. If this Hero is within 6" of an enemy Hero calling a Heroic Action, he may immediately call an action of the same type without expending a point of Fame. He may not however call a 'Fire at Will!' or 'With Me!' action if already engaged in combat.
- 3 **Merchant.** The Sailor is good at haggling and has several store contacts. He adds 2 to all dice rolls to find rare equipment (see the Trading section).
- 4 **Taunt.** The Sailor dazzles his opponents with wit, preventing them from attacking him effectively. All models engaged in a fight with this Sailor must pass a Courage test or be unable to strike to wound him, though if they win, they will push him back as normal.
- 5 **Gambler.** The Sailor is fantastic at gambling and may re-roll any single D6 when rolling for Income for his Crew, so long as he does not search for rare equipment or was not taken out of action during the previous game.
- 6 **Fearsome Reputation.** The Sailor is infamous and other combatants are fearful to attack him. Anyone wishing to charge or shoot at the Sailor with this skill must first pass a Courage test, as described in the Courage section. If the test is failed, the attacking Sailor may do nothing else in that phase but may defend himself if he is charged.

Mutiny!

During a campaign, it is possible for members of the Crew to end up with a Courage characteristic equal to or higher than the Captain's. Naturally, this will cause some friction onboard the ship and could contribute toward mutiny. After each game which you have lost, you must check the Courage values of all your Heroes. If another Hero has a Courage characteristic equal to or higher than the Captain's, you must roll 2D6. If the result is 10 or more (taking into account any modifiers due to the Captain's Archetypes, having a Cook aboard, or buying Shore Leave, etc), the Crew has mutinied. A roll of a natural 12 is always a mutiny result, regardless of modifiers.

The Captain is removed from his position. The poor fellow could have been forced to walk the plank, marooned, or just slipped away while in port, but the Crew has had enough of him. He is removed from the roster along with his possessions. You now follow the rules for assigning another Captain as per 'Visiting Davy Jones' Locker' on page 65. The new Captain gains the Leader special rule and must choose a different Archetype from the previous one, but loses any other special rules from his former Hero type (such as Advisor, Loyal, or Appointed). This is all done before the next game is played and represents the Crew signing a new set of articles under the new Captain.



Income and Trading

During a campaign, your Crew will not only gain experience but wealth as well. After all, what is the point of risking your life on the open sea if there be no booty to be had! With gold looted and goods plundered, a Crew can buy equipment, hire new members and trade for rare weaponry.

Earning Booty

At the end of each game in a campaign, players may roll for income representing the goods plundered from a ship or sacked village or funding from a sponsor representing a job well done. This is done as soon as the game has ended so that the players can witness each other's rolls.

Roll 2D6 plus an extra D6 if you won your last game. Achieving scenario objectives or other factors, such as skills and equipment, may either give you additional dice or bonuses that may modify this roll. Add the dice together, plus any bonuses, and multiply the results by five to get the number of gold doubloons your Crew has gained.

Income is recorded in the Booty section of the Crew's Roster sheet. It may be saved from game to game, so if there is something you want, but can't yet afford, you may need to play a few more games before you can acquire it.

Income Procedure

1. Roll 2D6 after the battle and one extra dice if you won, plus any additional dice allowed by achieving scenario objectives or by skills and equipment.
2. Some things such as scenario objectives, skills, and equipment may allow you to re-roll dice or give other bonuses to this roll.
3. Multiply the result of the dice roll by five to determine how many gold doubloons are gained. Mark down the number of gold doubloons on the Booty section of the Crew's Roster sheet.



Crew Upkeep Fee

Before any booty is spent, the Crew Upkeep Fee must be paid. This reflects the cost to feed, supply and pay the Crew for their services. The cost of upkeep is based on the number of individuals in the Crew.

Size of Crew	Crew Upkeep
1-5	5 doubloons
6-10	10 doubloons
11-15	15 doubloons
16-20	20 doubloons
21-25	25 doubloons
26+	30 doubloons

If for any reason, the Crew Upkeep Fee is not paid, whether you cannot or choose not to pay, then you must immediately take a Mutiny! test to see how the Crew reacts to the lean times. Each time you cannot pay or refuse to pay you add +1 to the Mutiny! test - this is cumulative. So if you cannot pay the first time it's +1, then the next time it's +2 and so on. Obviously not paying the Crew will cause them to become even more displeased and there will be a greater chance of a mutiny. In order to reverse the downslide of morale, a Captain may, if he can, pay the crew back. Basically he must pay whatever back pay is owed to the crew. For each back payment paid you may remove any +1 effects for mutiny due to pay. For example, if a Captain has a +3 for mutiny (did not pay three times) and pays one back payment, than he is only +2 for Mutiny.

Spending Income

Accumulated income can be spent on four things: new sailors for the Crew, items from the Price chart, Ship Repairs and Hired Hands. Each of these is covered later.

Trading

Every port around the world had at some point a bustling merchant culture. Some port towns such as Port Royal were renowned for the variety of goods and services on offer, almost rivaling many of the cities in Europe and the Americas. Goods were often purchased from a Ship Chandler who dealt in specialised supplies for ships and sailors, such as cordage, canvas and tools.

Members of the Crew can use the local trade establishments to buy new weapons and equipment, greatly improving their chances of survival in the next encounter.

New Recruits

Players may also wish to recruit new Henchmen or Heroes from the Crew list to add to their Crew. New Sailors may only be equipped with items from the equipment list for the Crew – additional items may not be bought for them from the Price chart until they have participated in at least one game.

The Crew may recruit any type of Sailor available to it, but all the usual restrictions apply regarding the number of Heroes or Henchmen. For example, no Crew may have more than one Captain.

You may add new recruits to existing Henchman groups. Relatively inexperienced crewmen are easier to recruit than more salty veterans. Between each battle roll 2D6, this represents the experience of the Sailors currently available to sign onto the crew. You can hire as many Sailors as you wish, as long as their combined experience does not exceed your dice roll. As with other Henchmen you must pay for all of their equipment and you must add 1 doubloon to their cost for each extra experience point they add to Crew's total.

Ship Repairs in Port

Captains and Crews may, while they are at friendly ports, pay for repairs to their ship. This is a costly endeavour but the ship will be completely repaired, bringing the ship's Hull points back to their original value. Obviously, only successful Captains will be able to afford this option, but this may be a better route to go than having to rely on the Crew to make repairs between battles. See the Equipment section below for cost of repairs.

Hired Hands

Players may also wish to recruit mercenaries and professionals, also known as Hired Hands, for their Crews. See the Hired Hands section on pages 106-112 for details.

Weapons and Equipment

When purchasing new weapons and equipment for existing members of the Crew, refer to the Price chart on page 74. The chart contains all the common items available to starting Crews, as well as some much sought-after and rare items. Rare items are not always available and may vary in price. Remember that your Henchmen lack the skill to use any equipment other than that listed in the Crew list. This does not prevent you from buying rare items when you find them, even if you cannot equip any members of the Crew with them. Items not being used should be listed on the Crew Roster.

Additionally, you may pay for ship repairs at this time, as it is assumed that the Crew has found a friendly port. This can be a costly endeavor, but it is essential to keep a ship in proper order if it is to stand any chance of surviving an open conflict with another armed ship at sea. Repairs may be made up to the original number of Hull points, though you do not have to fully repair the ship if you cannot or choose not to do so. See the Price chart below for the cost of repairs.

Ideally, all recruiting and trading should be completed in the presence of another player from the campaign. This does not have to occur immediately after the game, as players may wish more time to carefully consider their purchases.



Buying Items

There are two types of items on the following Price chart – Common and Rare. Common items are always available and may be bought in any quantity at any time between games, as long as there are enough doubloons in the Crew's Booty. Items marked 'Rare' are more difficult to find. A Rare item's availability is represented by a number, for example 'Rare 9'.

Whenever a Hero wants to buy a Rare item, roll 2D6 and compare the result to the number stated on the Price Chart. If the roll is equal to or greater than the number, then the item is available. For example, to be able to purchase a Rare 9 item, you must roll a 9 or more on two dice. You can only buy one Rare item for each successful roll, and you may only make one roll per Hero between each game. Heroes taken out of action in the last game may not search for Rare items.

Selling Items

A player may trade in weapons and equipment at the same time as he buys new ones. This is because, as Crews become more powerful, they may wish to sell off their old weapons in favour of better ones. However, the second-hand value of equipment is not high due to their wear and tear. Items may be sold for half the price listed on the Price chart, rounding down, if an item has a variable price then it may not be sold. Alternatively, the Crew may store any equipment not being used by listing it on the Crew Roster, allowing you to easily equip new recruits.



Price Chart

Melée Weapons

Item	Cost (doubloons)	Rarity
Knife or dagger	1	Common
Hand weapon	2	Common
Sword	3	Common
Spear or boarding pike	3	Common
Bayonet	2	Common
(Royal Navy only)		
Two-handed weapon	3	Common

Other Missile Weapons

Item	Cost (doubloons)	Rarity
Bow	5	Common
(Island Natives only)		
Thrown weapon	3	Common
Grenades	10	Rare 10
(Pirates and Privateers only)		

Guns

Item	Cost (doubloons)	Rarity
Pistol	6	Rare 6
Double barreled pistol	12	Rare 9
Flintlock musket	12	Rare 7
Blunderbuss	15	Rare 8
Swivel gun	25	Rare 9

Ship Mounted Guns

Item	Cost (doubloons)	Rarity
3lbs-6lbs cannon	50	Rare 9
8lbs-9lbs cannon	75	Rare 10
12lbs-18lbs cannon	100	Rare 11

Miscellaneous Equipment

Item	Cost (doubloons)	Rarity
Boat	D6 per inch	Common
Ship repairs	D6x5 per Hull point	Common
Leather vest	10	Common
Metal cuirass	40	Rare 9
Fancy clothing	30	Rare 8
Jamaican rum	10	Rare 6
Medicinal herbs	25	Rare 10
Shore leave	15	Common
Visit to the apothecary	4D6*	Common
Lock picking kit	20	Rare 7
Treasure map	6D6*	Rare 8
Parrot	3D6*	Rare 7
Monkey	2D6*	Rare 9

*This item has a variable cost. Roll xD6. The result is the cost in doubloons.

Special Equipment Rules

The rules for weapons were covered in an earlier section but there are many other items of equipment for your Crew to buy, each with its own special rules.

Miscellaneous Equipment

Boats

Boat costs are based on the length in inches. For example a boat that is 5" long would cost 5D6 doubloons and would have 4 Hull points (see boats on page 48).

Fancy Clothing

Some wealthy Captains wear distinctive clothing to make them stand out from the rest of the crew. These clothes are often bright of colour and luxurious of feel and may only be purchased by the Captain. Any Captain that is wearing Fancy Clothing may re-roll the first failed Rout test. However, if he is taken out of action during any encounter, roll a D6. On the score of a 1-3, the fancy clothes have been ruined and must be discarded.

Jamaican Rum

Since fresh water is usually in short supply it is not uncommon for ships to carry rum to add to the water and food. It's no wonder that crews developed a taste for rum! A Hero may choose to drink the Rum at the start of any game. The Hero's Courage value is increased by D6 points (to a maximum of 7) for the duration of the game. Additionally, when engaged in a fight, the Hero's Defence value counts as being 1 point higher than it actually is. However, the Hero's Fighting and Shooting values are reduced by 1 point (in the case of Shooting, a 4+ value would become a 5+ value, for example). After it has been consumed, the Rum must be removed from the Roster sheet.

Leather Vest

Some sailors use a leather vest or jack, though it offers little protection during combat. The wearer may ignore the first wound caused in each round of hand-to-hand combat on a D6 roll of 6.

Lock Picking Kit

Sometimes even the best pirate or naval officer is taken captive, so having a set of these tools could come in handy. Any time the Captured result is rolled on the Serious Injury chart, roll a single dice to see if he is able to escape captivity. On a roll of 5 or 6, the Hero has escaped captivity and is returned to his Crew, though all his equipment is lost except the Lock Picking Kit! Also, proceed to play your next game as the Sneak In or Out of Town scenario.

Medicinal Herbs

Sailors often visit exotic and varied ports o'call and may have the chance to purchase some rare medicinal herbs. These Medicinal Herbs may be purported to cure all kinds of ailments from seasickness to infections of all sorts. The Medicinal Herbs allow a Hero to re-roll a Serious Injury result following a battle where he was taken Out of Action, but Robbed, Bitter Enmity, Captured, 'Put on Trial' and Hardened results are ignored and are treated at Full Recovery instead.

Metal Cuirass

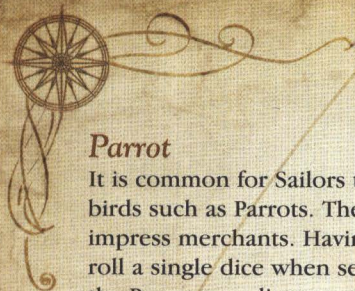
This is a piece of armour that covers the chest and can deflect even the hardest blows. The wearer may add +1 to his Defence. This can take the Defence value on the characteristic profile above the maximum. However, due to the weight of the cuirass, the wearer must roll two dice instead of one for all Jumping, Climbing, Swinging and Swimming tests, using the lower score as the result.

Monkey

Sailors sometimes keep exotic pets, such as Monkeys, aboard. They are often used to entertain the Sailors by doing simple tasks and tricks, but they can also be trained for less innocent tasks. A monkey requires no dice roll when making Jumping, Climbing, or Swinging tests and automatically passes as if it rolled a 6 on the Jump/Climb/Swing tables. A monkey does not take part in fights as a normal combatant, but it will support its owner by adding one dice to its owner's attacks. A Monkey can be targeted for attacks and roll for regular damage. The Monkey also has the Dodge skill and will dodge a blow on a 5 or 6. If the Monkey is wounded, it is killed and taken out of action, no Injury roll is taken following the game. If taken out of action, it is struck from the roster and must be repurchased. You must have a model to represent the monkey.

S	F	St	D	A	W	C
0	2	2	2	1	1	2





Parrot

It is common for Sailors to purchase exotic and colorful birds such as Parrots. They are often used as gifts or to impress merchants. Having a Parrot allows a Hero to re-roll a single dice when searching for Rare items. Also, the Parrot may distract your opponents during a combat by lowering your opponent's single highest Fight roll by -1. So, if your opponent rolled a 6 to win a fight, then it would be reduced to 5 instead. This effect is cumulative with any weapon penalties. A Parrot cannot be targeted by missile or melee attacks as it is too small and quick and it will never take a wound for its master. It is vulnerable to area effect weapons such as grenade explosions or blunderbuss templates and will be hit on a 6+. In these cases, treat it as having Defence of 2 and 1 Wound. If a Parrot is wounded, it is automatically dead and no Injury roll is taken following the game. A Parrot must be represented on the Hero to be used and no more than one Parrot may be aboard a ship.

Ship Repairs

Ships can be repaired while in port, though it can be a costly endeavor. It is essential to keep a ship in proper order if it is to stand any chance of surviving an open conflict with another armed ship at sea. Repairs may be made up to the original number of Hull points though you do not have to fully repair the ship if you cannot or choose not to do so. The cost reflected in the Price chart is for each Hull point that is repaired.

Treasure map Table

2D6	Result
1	Nothing - The map is a fake and you find nothing but sand!
2	Rum! You find a stash of rum and you and your Crew drink the night away only to awake in the morning and exclaim "Why's the Rum all Gone?" But the Captain does hide one bottle of Jamaican Rum for himself, which is added to the Crew Roster.
3-4	Hidden location reveled - The map leads to an island that has the potential for treasure, but you must search for it. Play the 'X Marks the Spot' scenario next and you may look at any one counter secretly before the game begins.
5	You found Something! - You find the location, but all you find is a few baubles and doubloons. You find 2D6 doubloons.
6	Treasure Found - You find 6D6 x 5 doubloons of lost pirate treasure.

Shore Leave

The rigours of being a sailor and at sea for months can take a toll on morale. A good Captain will know that the best thing for a morale boost is the occasional night of carousing with women, drinking, and gambling. Subtract -1 from the result of the next Mutiny! test the Crew must take. However, a roll of a natural 12 will still result in a Mutiny even if modifiers would normally make the result less than 10.

Treasure Map

A shady looking traveller sells you a genuine, authentic treasure map to some lost booty of a dead pirate. Roll a single dice and consult the table below:

Visit to the Apothecary

Sometimes a sailor's injuries will become so severe that they must overcome their fears and visit the Apothecary while in port. Any Hero with a permanent serious injury (see page 66) may visit the Apothecary. Spend the variable amount of money for the consultation, then roll on the table below to see how successful the treatment has been:

Treatment Table

2D6	Result
1	Botch! - The Apothecary is clearly a fraud and has made the injury worse! Roll again on the Serious Injuries table, ignoring any results of 'Robbed', 'Bitter Enmity', or 'Captured', or 'Put on Trial'.
2-3	No Effect - The Apothecary can do nothing for the Hero, although he may try again for a second opinion after the next game.
4-5	Feeling Better - One of the Hero's permanent Serious Injuries has been cured! Cross it off the Roster sheet notes or restore a characteristic penalty due to a Serious Injury.
6	Miracle Worker - The Apothecary is a genius and has somehow cured the Hero's ailments. Remove all of the Hero's permanent Serious Injuries from the Roster Sheet notes and restore all lost characteristic penalties due to Serious Injuries. Obviously, amputated limbs or sight loss cannot be replaced and these effects are permanent.

Scenarios

All games of *Legends of the High Seas* are based around a scenario. Whether you are hunting for buried treasure or stealing a ship, scenarios provide a reason for playing and an objective to win.

Starting the game

There are two popular methods of determining which scenario you play. You can either choose one with your opponent, or roll dice against the scenario table to determine it randomly. The Crew with the lowest Infamy rating chooses which player will be the attacker or the defender. In other games, or those in which the Infamy ratings are equal, the players must roll dice or use some other method to determine who gets to choose.

Finally, set up the terrain and deploy your Crews following the rules from your chosen scenario.

Scenario Table

2D6	Result
2	The player with the Higher Infamy rating may choose which scenario is played.
3	X Marks the Spot
4	Sneak In/Out of Town
5	Tavern Fight
6	Boarding Action
7	Clash of Swords
8	Sack the Town
9	Prison Break
10	Steal That Ship
11	Kidnap/Rescue the Governor's Daughter
12	The player with the lower Infamy rating may choose which scenario is played.





Steal that Ship!

While in port you spy a newly outfitted ship and you decide its time to upgrade from your leaky old vessel, by commandeering this new beauty for yourself however, if the ship is a fully loaded merchant ship with exotic cargo, or a rival who has just returned from a journey on the High Seas, rather than chance your arm, you decide that this is a prime opportunity to do a little plundering by means of a raid. The choice is yours.



The Gaming Area

The game is played on a 4' x 4' board with a dock with a ship at the end of it. If you do not have a ship, use a template to represent the ship and the dock. You may place any number of buildings around the dock to represent the port. If both players agree you will also need to generate a Non Player Crew and Ship, found on page 98 or use the other players Crew and ship.

Starting Positions

The Attacker starts on the opposite side of the table to the dock and ship, up to 8" in from the table edge. The Defender begins within 6" of the dock and may also deploy on the dock or the ship.

Initiative

The Attacker has the Initiative on the first turn.

Winning the Game

The Attacker will win if he has more Crewmen than the Defender standing on or within 6" of the ship at the end of the Defender's turn. At this point, the Defender is overwhelmed by the Attackers and Routs.

The Defender wins if he can repel the Attackers by causing them either to Rout or by wiping them out.

Experience

Survival: Each Hero or Henchman who survives the game gains 1 Experience point – this applies even if the fighter is taken out of action, so long as he survives and lives to fight another day!

Leadership: The Captain of the victorious Crew gains 1 Experience point.

Kills: Heroes (but not Henchmen) gain 1 Experience point for every enemy model they personally put out of action.

Booty

If simply raiding the ship, follow the normal rules as listed in the Income and Trading section for Earning Booty. If the Attacker wins, he rolls an additional 2D6. If the Defender wins, he rolls an additional D6.

Alternatively, the Crew may play this scenario to try and Steal that ship! This should be decided after the ship is generated. Instead of the rules for Booty the Attacker may take the ship less its Crew if they win. However, if they fail to do this, they get no income at all from the game. A crew without a ship should refer to the loss of a ship rules on page 38.

Special Scenario Rules

Not Our Ship: The defending Crew will not allow the Attackers to take their ship or their cargo without a fight. Because of this, they will pass all Rout tests automatically. Crew members will still have to test for Fearsome Reputation. The Defenders may voluntarily Rout after 50% of the Crew is taken out of action.

Designer's Notes:

Royal Navy crews and other servants of law and order can view this scenario as an excellent opportunity to sink some scurvy dog's sea going capacity whilst bolstering their own ability to protect the waves from unwanted criminals should they chose instead to raid a foreign national's merchant ship.





X Marks the Spot

Rumour has it, that Pirates hide their stash of plunder rather than risk losing it aboard their ship, after all there are some unscrupulous people sailing the high seas! It is of great fortune that you've come by a treasure map. However, the author of the map has cunningly filled it with false 'X's. Only one of them is real!



The Gaming Area

The game is played on a 4' x 4' board which represents a deserted island surrounded by sea. The playing area should be filled with trees, rocks and areas of undergrowth. If both players have ship models they should be placed just off the playing area on opposite sides of the table.

Players should then take turns to place six Treasure Chest markers on the table each one numbered from 1 to 6 underneath. Markers must be at least 8" from other markers and must be more than 12" from the table edges. Roll a D6 to determine which marker conceals the genuine treasure chest.

Starting Positions

The Crews deploy up to 6" in from their table edge by 24" wide from the centre of the table. The crew with the lowest Infamy rating chooses his table edge first. If both players have ship models, they should be placed just off the playing area on opposite sides of the table. They don't take part in this game but act as markers for the exit zones. If no ship models are available then the exit zones are 12" wide in the centre of opposite table sides.

Initiative

Both players roll a dice, and the highest score wins the Initiative. If a tie, the Crew with the lowest Infamy rating has the Initiative.

Winning the Game

The Crew which gets the treasure chest back to their ship wins or when one Crew has either Routed or has been wiped out. The winning crew will always recover the chest if they don't have it already.

Experience

Survival: Each Hero or Henchman who survives the game gains 1 Experience point – this applies even if the fighter is taken out of action, so long as he survives and lives to fight another day!

Leadership: The Captain of the victorious Crew gains 1 Experience point.

Kills: Heroes (but not Henchmen) gain 1 Experience point for every enemy model they personally put out of action.

Treasure: The Hero or Henchman group who finds the treasure chest gains +1 Experience point.



Booty

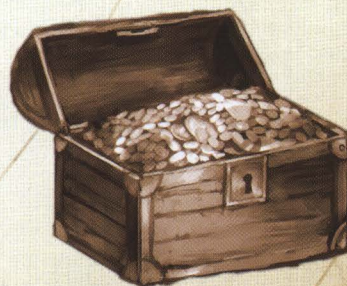
Follow the normal rules as listed in the Income and Trading section for Earning Booty. Roll an additional D6 if the Crew retrieves the treasure chest and is in possession of it at the end of the game.

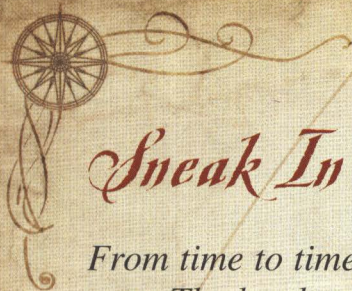
Special Scenario Rules

Buried Treasure: Any model which has spent the entire turn in base contact with a Treasure Marker without shooting, clearing a jammed weapon or fighting may check the marker to see if it is the real treasure. If the treasure is revealed then replace the marker with a treasure chest if you have one and remove any remaining markers. The chest may be carried by a single model at a rate of 3" per turn or by two models at a rate of 6" per turn. The models carrying the chest may not shoot or charge although they may put the chest down at the start of their move. If they are charged then they will put the chest down and fight as normal. If the crew fails a Rout test then the models carrying the chest will abandon it as they flee back to their ship. A Crew is considered to have retrieved the treasure chest if they either get it off their table edge or are in possession of the chest at the end of the game and are the victors.

Designers Notes:

Although this scenario is designed for two opposing crews it can be easily adapted to allow four Crews to hunt for the treasure. Just duplicate the deployment on the other two table edges. Also, this scenario can use a Non-player Crew as the other party hunting for the treasure. The opposition may be island natives or local militia and the treasure may be buried in a chest or hidden in huts, buildings or terrain features. The nature of the treasure can be chosen to suit a campaign storyline. Maybe you are searching a village for a stolen item or hunting for a treasure map.





Sneak In or Out of Town

From time to time it is usually better to sneak into or out of town, that's the easy part. The hard part is not to get captured.



The Gaming Area

The game is played on a 4' by 4' board, preferably a town setting. Set the terrain up in a mutual manner of taking turns for each piece of terrain.

Starting Positions

The Defender will set up first and he has D6+2 sentries. The sentries can be set up anywhere on the board as long as they are 6" away from the table edge. The rest of the Crew is held in reserve to be brought in later and are grouped into groups of two or more models.

The Attacker will either have one figure (if trying to sneak out from being held captive) or 2D6 crewmen trying to get back to the ship. If Crewmen, then one member must be a Hero, and the rest are Henchmen, the rest of the Crew have made it back to the ship. The Attacker can choose any table edge to start from and must be within 6" of that table edge. You may not deploy crewmen within 8" of an enemy model.

Initiative

The attacker has the first turn.

Winning the Game

The Attacker wins if he escapes off the opposite table edge from the one he entered from with either the one model (if sneaking out due to have a Lock Picking Kit) or if 50% of the Crew exit the table.

The Defender will win if he captures the one sneaking out of town due to having a Lock Picking Kit or if he takes out 50% of the attacking Crew.

Experience

Survival: Each Hero or Henchman who survives the game gains 1 Experience point – this applies even if the fighter is taken out of action so long as he survives and lives to fight another day!

Leadership: The Leader of the victorious Crew gains 1 Experience point.

Kills: Heroes (but not Henchmen) gain 1 Experience point for every enemy model they personally put out of action.

Booty

Follow the normal rules as listed in the Income and Trading section for Earning Booty. If the alarm is sounded, the defender adds +2 to the Income roll. If the alarm is not sounded, the attacker adds +2 to the Income roll.

Special Scenario Rules

Sentries - Until the alarm is sounded (see below) sentries move D6" and are controlled by either player. Both players roll a D6 for each sentry and whoever rolled higher, may move that sentry that many inches in any direction and facing any direction. If a tie is rolled, then the Defender moves the model.

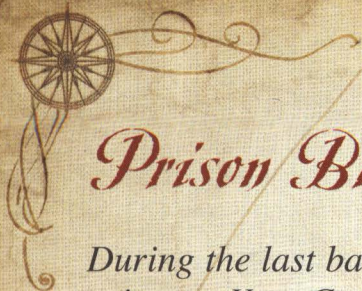
The alarm is sounded if any sentry ends its move facing an attacker and is within 6" of the model or a sentry is attacked by a shooting weapon. If the sentry is attacked in hand-to-hand combat, there is a chance that the alarm may be sounded. At the end of each Fighting phase of each combat, roll a D6. On a roll of 4+ the alarm has been sounded. Once the alarm is sounded all the Defender's models may move as normal. The Defender may then bring in his additional groups of

Crewmen as reinforcements although only one group may enter per turn. Nominate one group and roll a D6, if the score equals or beats the number of models or if a 6 is rolled, they may enter the game. The reinforcements enter on any table edge they wish but must not be placed with 8" of an enemy model. Reinforcements may move as normal when placed.

Designers Notes:

This scenario may be played if you have escaped being captured on the Serious Injury chart and you have a Lock Picking Kit. Also, this is perfect for having a Crew infiltrate a town or fort of your enemies.





Prison Break

During the last battle one of your Crewmen (or even the Captain) was taken prisoner. Your Crew discovers where the person is being held captive, so a daring plan is put into action to rescue this individual from the executioner's noose.



The Gaming Area

The game is played on a 4' by 4' board. The Crew holding the prisoner is considered the Defending player. The Crew attempting to rescue are the Attackers. The Defender may set up the terrain in any fashion as this is his hideout or prison.

Starting Positions

The prisoner may be placed anywhere the Defending player chooses. The prisoner may not move until he is freed. The Defender splits his Crew into two halves of roughly the same size. One group will be placed within 3" of the prisoner, the rest of the Crew can be set up anywhere on the board.

The Attacking Crew may choose on which table edge to arrive and can set up 6" from that edge.

Initiative

The Attacker takes the first turn.

Winning the Game

The game ends if the captive is freed and makes his escape by moving within 6" of the table edge from which his rescuers started.

The Defender will win if the Attackers are either Routed or have been wiped out. Since this is the defending player's hideout or base of operations, he will not have to take Rout tests. So this means that the Defender cannot voluntarily Rout.

Experience

Survival: Each Hero or Henchman who survives the game gains 1 Experience point – this applies even if the Sailor is taken out of action, so long as he survives and lives to fight another day!

Leadership: The Leader of the victorious attacking Crew gains 1 Experience point.

Kills: Heroes (but not Henchmen) gain 1 Experience point for every enemy model they personally put out of action.

Rescuer: The model that frees the prisoner gains 1 Experience point.



Booty

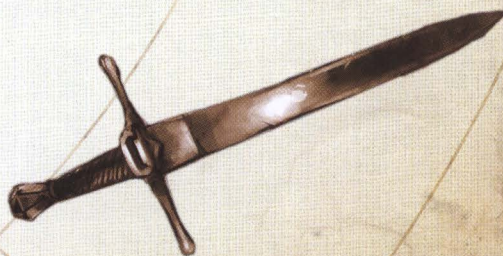
Follow the normal rules as listed in the Income and Trading section for Earning Booty.

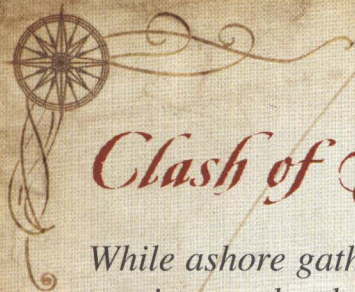
Special Scenario Rules

The Defender may not attack or 'execute' his prisoner but must drive off the Attacker. Once the captive is freed, he may be attacked or shot at by the defending player's Crew. A prisoner is free to move and fight once he is set free (his cell is unlocked or he is untied) by a friendly member of his own Crew. The friendly model must move into base contact with the captive and spend the rest of the turn setting him free. He may not shoot or fight that turn. Once freed, the prisoner is assumed to have picked up a hand weapon that was found lying around. He may move and attack normally from this point on.

Designer's Notes:

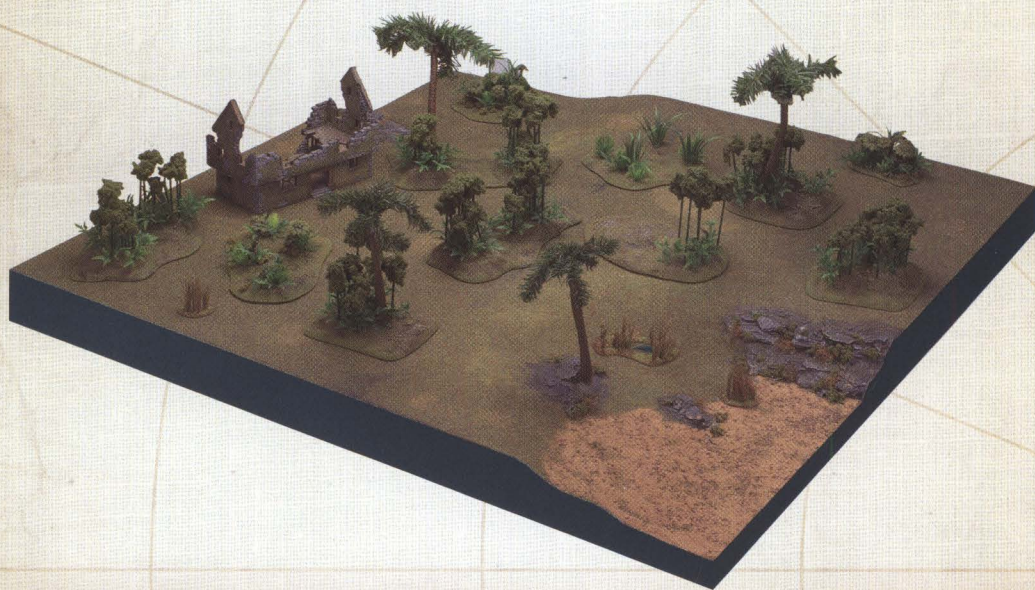
This scenario is perfect when you roll 'Captured' on the Serious Injury table. You may elect to try to 'Rescue' your captured Crewman by playing this scenario.





Clash of Swords

While ashore gathering supplies in town or out foraging for food two rival Crews run into each other. While two Crews sometimes pass each other without a fight, today is a different matter. Words are exchanged, swords are drawn and the two Crews clash!



The Gaming Area

The game is played on a 4' x 4' board with any terrain that the players wish to use representing anything from a town to a lush jungle island.

Starting Positions

The crew with the lowest infamy rating chooses a table edge to deploy on. The other player takes the opposite table edge. The Crews may deploy up to 8" in from anywhere on their table edge.

Initiative

Both players roll a dice. The highest roll has the Initiative. In the case of a tie, the Crew with the lower Infamy rating has the Initiative.

Winning the Game

The game ends when one Crew has either voluntarily Routed or been wiped out.

Experience

Survival: Each Hero or Henchman who survives the game gains 1 Experience point – this applies even if the fighter is taken out of action, so long as he survives and lives to fight another day!

Leadership: The Captain of the victorious Crew gains 1 Experience point.

Kills: Heroes (but not Henchmen) gain 1 Experience point for every enemy model they personally put out of action.

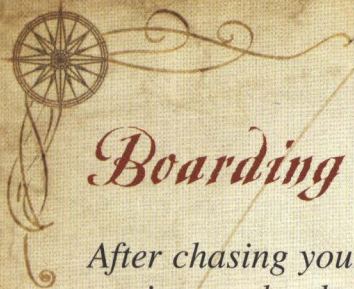
Booty

Follow the normal rules as listed in the Income and Trading section for Earning Booty.

Designer's Notes:

Although this scenario is designed for two opposing Crews it can be easily adapted to allow up to four Crews to fight each other. Just duplicate the deployment on the other two table edges. This game is nothing but a straight-up fight between the Crews.





Boarding Action

After chasing your prey across the open waters, the two ships close and collide against each other. One side prepares to storm aboard, while the other prepares to repel the boarders that wish to take her as a prize.

The Gaming Area

Either place two ship models together or place the deck plans together to represent the ships.

Starting Positions

Decide which ship is considered the Defender or the Attacker by both players rolling a D6. The player who rolled higher chooses to be either the Attacker or Defender and chooses which of the ships to deploy on.

The Attacker places as many models on his ship as possible and then the Defender deploys his models on his ship.

If you run out of room to deploy, the rest of the crew is considered below decks and will follow the Reinforcements rule below.

Initiative

The Attacker has the first Initiative.

Winning the Game

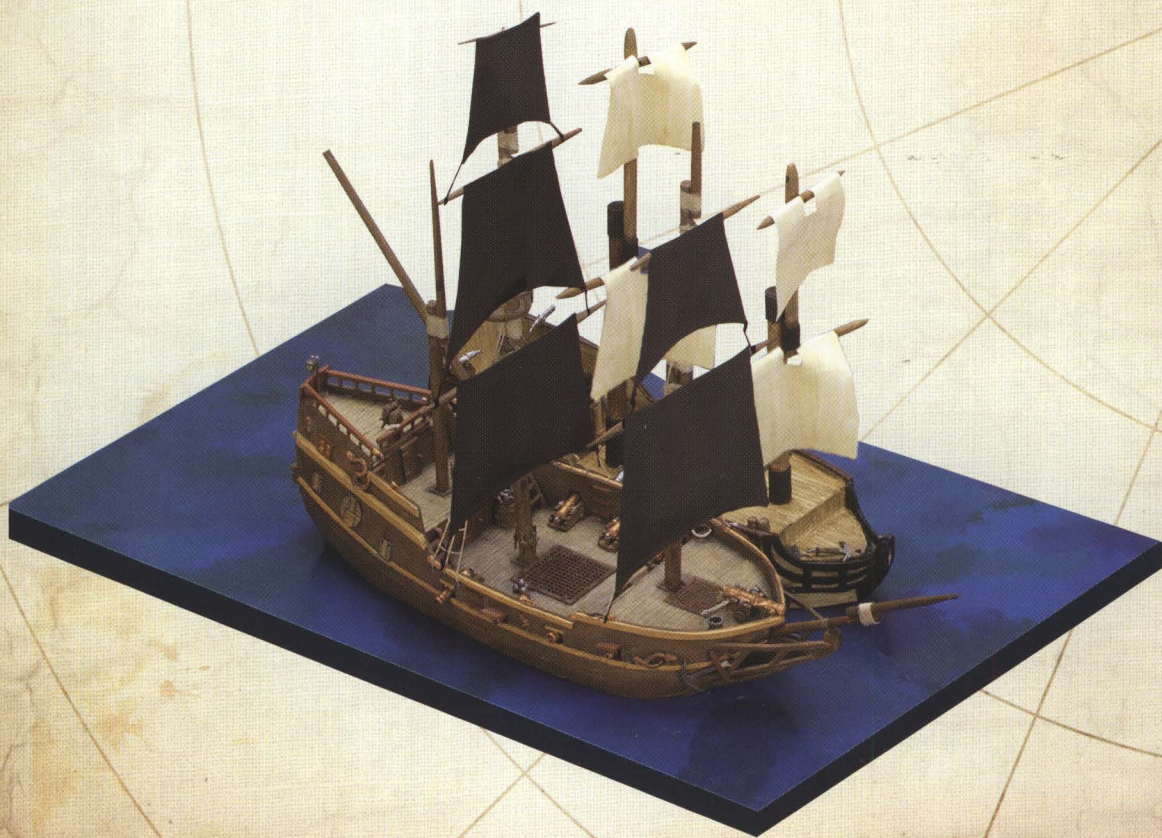
The game ends when one Crew has either Routed or has been wiped out.

Experience

Survival: Each Hero or Henchman who survives the game gains 1 Experience point – this applies even if the fighter is taken out of action, so long as he survives and lives to fight another day!

Leadership: The Captain of the victorious Crew gains 1 Experience point.

Kills: Heroes (but not Henchmen) gain 1 Experience point for every enemy model they personally put out of action.





Booty

Follow the normal rules as listed in the Income and Trading section for Earning Booty. If the Attacker wins he rolls an additional D6 if the Prey is a small ship, 2D6 for a medium ship or 3D6 for a large ship.

If the Defender wins the battle, follow the normal rules for Income and Trading.



Special Scenario Rules

Pitching Deck: Being aboard a ship on the high seas doesn't make for a very stable platform to fight on. There are waves crashing over the sides as well as blood running across the deck making it very hazardous to move. Due to this, all ships' decks are considered difficult terrain and affect movement.

Swinging: The Swing rules are in effect for this scenario, see Swinging on page 18.

Reinforcements: If there is no room to deploy the rest of your crew, they are considered below decks. Once the fighting breaks out, they rush to the deck to join in. After the first turn you may deploy up to five Crew men on the main hatch of the hold per turn. They may move as normal (with difficult terrain penalties) and join in the fight.

Designer's Notes:

This scenario may be used with a Non-Player Crew. To do this you must generate a crew from the Non-Player Crews section.

Sack the Town

From time to time Crews will attack poorly defended or defenceless towns, searching for plunder, or the Royal Navy would raid a pirate sympathetic town. They could also be attacking towns because of some wrongs that the local governor did against the Captain or his Crew. Regardless of the reason, the Crew is sacking the town to loot whatever valuables they can find.



The Gaming Area

The game is played on a 4' x 4' board which represents a town. The playing area should have as many buildings as possible to represent a bustling island town.

Once you have placed all the terrain, place D6+2 counters on the tabletop to represent the Booty that may be plundered from the town. The counters should be placed inside buildings if possible. They must be placed at least 8" from other markers and must be more than 12" from the table edges.

Starting Positions

To decide who is the defender and who is the attacker refer to the Infamy ratings, whoever has the higher rating is considered the attacker. Both Crews roll a D6 to see who deploys first. Whoever rolls highest sets up first within 8" of the table edge of their choice. The opposing Crew then sets up within 8" of the opposite edge.

Initiative

Both players roll a dice, and the highest score wins the Initiative.

Winning the Game

The game ends when one Crew has either Routed or been wiped out.

Experience

Survival: Each Hero or Henchman who survives the game gains 1 Experience point – this applies even if the fighter is taken out of action so long as he survives and lives to fight another day!

Leadership: The Captain of the victorious Crew gains 1 Experience point.

Kills: Heroes (but not Henchmen) gain 1 Experience point for every enemy model (not townsfolk) they personally put out of action.

Plunder: If a Hero or Henchman is carrying Plunder counters at the end of the battle he gains 1 Experience point per plunder counter.

Booty

The defender follows the normal rules as listed in the Income and Trading section for Earning Booty. The attacker follows the same rules as the defender but may add +1 to the Income roll for each plunder counter in his possession at the end of the battle.

Special Scenario Rules

Plunder – At the end of the Movement phase, any model in base contact with a Plunder marker may retrieve it. If a sailor with one or more Plunder markers is taken out of action, he will drop the markers he is carrying on the spot. The plunder may be carried by a single model at a rate of 3" per turn or by two models at a rate of 6" per turn. The models carrying the plunder may not shoot or charge although they may put the plunder down at the start of their move. If they are charged then they will put the plunder down and fight as normal. If the crew fails a Rout test then the models carrying the plunder will abandon it as they flee back to their ship. A Crew is considered to have retrieved the plunder if they either get it off their

table edge or are in possession of the plunder at the end of the game and are the victors.

Locals – Although the town is being sacked, the local populace will not stand by and allow this to happen without a fight. The Locals will defend their homes only and will fight to protect it at any cost. For each Plunder counter there will be D6 townsfolk guarding it. They have the following stats:

S	F	St	D	A	W	C
6+	2	2	3	1	1	2

Equipment: Wood axe or pitchfork or some other item. (Count as hand weapons)

The locals are controlled by the defending player but will not move further than 12" from the plunder counter they are guarding. Once all the locals around the plunder they are guarding are subdued, it may then be taken.



Kidnap or Rescue the Governor's Daughter

Some Pirates and other notorious Rogues would use kidnapping to further their plans for greatness. The intended targets were usually beautiful young women that just happened to be the governor's daughters. Once a governor's daughter was kidnapped, the pirate had a valuable bargaining chip to use against the governor to get what he wanted.



The Gaming Area

The game is played on a 4' x 4' board using buildings to form part of a town. Nominate one building in the centre of the board as the governor's home. If it is possible to use a building with a few rooms in it, all the better.

Starting Positions

One Crew will be the Defenders protecting the Governor's daughter (or some other important person) and the other Crew are the Kidnappers. The Crew with the lowest Infamy rating will be the Kidnappers.

The Kidnapper splits his Crew in half and deploys within 6" of a table edge of his choice. The other half of the Crew is deployed on the opposite table edge after the Defender places his Crew.

The Defender deploys half of his models within 3" and/or inside the Governor's home. The other half is deployed on any vacant table edge. Place a model which represents the Governor's daughter in the Governor's home and she may not move from this position unless taken captive.

Finally you will need 12 models or markers to represent innocent townsfolk. Each player takes six townsfolk and starting with the Defender, they take turns to place them anywhere on the gaming area until all Townsfolk are placed on the board.

Initiative

The Kidnapper gets the first turn.

Winning the Game

The Defender wins if he protects the Governor's daughter from being kidnapped by causing the Kidnappers to voluntarily Rout or has been wiped out.

The Kidnappers win if they kidnap the Governor's daughter by exiting her off any table edge or when the Defenders have either Routed or been wiped out. See the rules for the Governor's daughter under Special Scenario rules.

Experience

Survival: Each Hero or Henchman who survives the game gains 1 Experience point – this applies even if the fighter is taken out of action, so long as he survives and lives to fight another day!

Leadership: The Captain of the victorious Crew gains 1 Experience point.

Kills: Heroes (but not Henchmen) gain 1 Experience point for every enemy model they personally put out of action.

Escape: The model that escapes with the Governor's daughter gains 1 Experience point.

Booty

Follow the normal rules as listed in the Income and Trading section for Earning Booty. The Kidnappers roll an additional 2D6 for ransoming the daughter back to the Governor if they escape with her off their table edge.

The Defenders add +2 to the Income roll if the Governor's daughter is not removed from the Kidnappers' table edge.

Special Scenario Rules

Townsfolk: As the Kidnappers attempt to make their getaway, many panicked civilians may get in the way. Townsfolk usually stay stationary; but up to six may be moved by the defending player at the start of his Movement phase each turn. The Townsfolk will never charge and carry no weapons. However they may defend themselves if attacked in combat using the following profile:

S	F	St	D	A	W	C
6+	2	2	3	1	1	2

Governor's Daughter: In order to kidnap the Governor's daughter, you must move into base contact with her – she will then swoon and fall unconscious. Once she is unconscious, she may be carried by one Sailor reducing his movement by half or by two Sailors at normal speed.

A model carrying the Governor's daughter may do nothing else but carry her. If charged in combat, he will drop her to the ground.

If the Governor's daughter is not touching a Kidnapper, then any Defender that moves to touch her awakens the maiden. Once revived she will stand and make a half move back towards the Governor's home. After rising, she will move normally until either she reaches her father's home or until another Kidnapper moves into base contact where upon she will pass out again. As the Governor's daughter is the objective for both sides in this scenario, no model may shoot/throw any missile weapon at or past the daughter or any model in contact

with the daughter for fear of hurting her, even if the shooter has the Eagle Eye skill. Any weapon that uses a template may not be used if the template contacts, or risks touching either the daughter or any model in contact with her. The daughter has the same distraction Special Rule as the Wanton Wench on page 110 due to her screaming when conscious.

Designer's Notes:

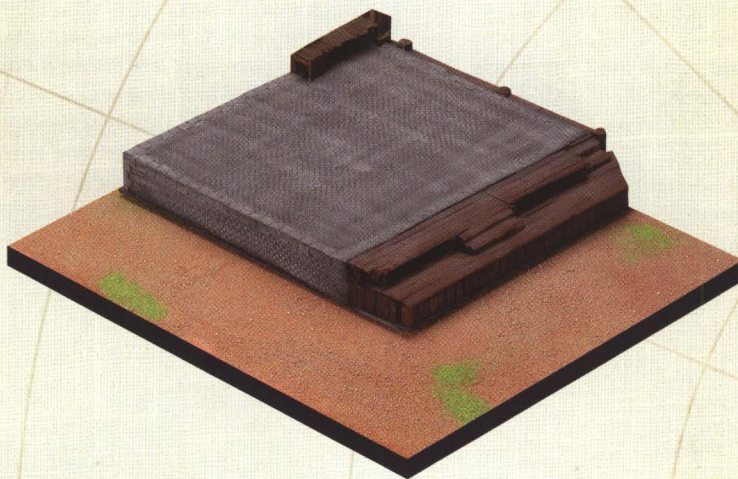
This scenario may use a Non-Player Crew generated from the Non-Player Crew section and as this scenario can represent either a kidnap or rescue attempt, there are a lot of options for players to experiment with. Instead of the Governor's daughter, you could substitute the daughter for the Governor himself or another of the Non playing Personalities. Alternatively, this scenario could be played as your Crew trying to rescue a Crew member from hungry natives that are fixing to cook the unfortunate fellow!





Tavern Fight

Crews from various ships have descended on the local tavern for a night of debauchery, drinking and gambling. An insult is hurled at another crewman and the whole place explodes into a huge fight.



The Gaming Area

The game is played on a 2' by 2' board with a tavern covering about 18" by 18", positioned in one corner. The tavern can either be a detailed model, or a simple floor-plan. In either case, you will need some movable pieces of furniture of the appropriate scale (about six tables and five to ten chairs). The bar itself (measuring approximately 6" by 1") is essential.

Starting Positions

Members of the Crews are generally milling about in the tavern. Starting with the player with the lowest Infamy rating, place a single model. No model may be placed closer than 3" to an opponent's. Once both Crews are deployed, take the six Liquor Bottle counters and take it in turns placing them anywhere in the saloon, again starting with the player with the lowest Infamy rating.



Initiative

Both players roll a dice, and the highest score wins the Initiative. If a tie, the Crew with the lowest Infamy rating has the Initiative.

Winning the Game

The game ends when one Crew has either Routed or has been wiped out. The side that flees or is wiped out first loses.

Experience

Survival: Each Hero or Henchman who survives the game gains 1 Experience point – this applies even if the Sailor is taken out of action, so long as he survives and lives to fight another day!

Leadership: The Captain of the victorious Crew gains 1 Experience point.

Kills: Heroes (but not Henchmen) gain 1 Experience point for every enemy model they personally put out of action.

Booty

Follow the normal rules as listed in the Income and Trading section for Earning Booty.

Special Scenario Rules

Fist Fight: There are certain rules of etiquette in a tavern fight, the main one being that pistols and most other weapons are not used. No melee or missile weapons, other than the improvised weapons described below, may be used within the confines of the tavern. Remember that all weapons can be used normally if models leave the tavern.

Improvised Weapons: Participants in Tavern Fight often grab any weapon that comes to hand to gain an advantage. In this scenario, any model may pick up a chair or barstool by moving into base contact with it at any point in its move. The chair or stool may then be used as a two-handed weapon, or may be thrown with a Strength value equal to the Sailor using it. Thrown chairs are then broken, and are thus removed from play.

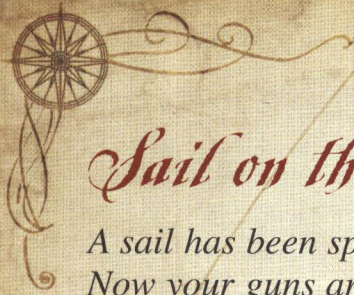
Liquor bottles, represented by counters, can be picked up in the same way as chairs and used as hand weapons

in the Fighting phase. Additionally, they may be thrown as if they were a throwing weapon with a Strength value of 2. Bottles are destroyed as soon as they score a strike in the Fighting phase or are thrown.

Improvised weapons may be dropped at any point during a Sailor's move – simply place the counter or model down in base contact with the Sailor, then continue moving. Only one improvised weapon may be carried by a single Sailor at any one time.

Thrown Sailors: Any Sailor who wins a combat while unarmed may choose to throw his opponent (or one opponent of his choice in a multiple combat) rather than strike them. The loser is thrown directly away from the victor a number of inches equal to the winner's Strength value. The victor chooses the direction of the throw. The loser stops as soon as they contact a model or piece of scenery and takes a single Strength 2 hit. Any Sailor contacted by the thrown model will also suffer a Strength 2 hit.





Sail on the Horizon!

A sail has been spotted on the horizon and you sail all day to chase down the ship. Now your guns are within range and the time is upon you to fight!



Ship Scenarios:

The two scenarios featured here can only be played using the Ship rules listed on page 37.

The Gaming Area

The game is played on a 8' x 4' board or larger and is entirely covered with water.

Starting Positions

Roll a D6 to decide the wind direction before deploying ships. Then roll another D6, the highest roll may choose the table edge to deploy on. The loser deploys on the opposite table edge from his opponent.

Initiative

Both players roll a dice, and the highest score wins the Initiative. If a tie, the Crew with the lowest Infamy rating has the Initiative.

Winning the Game

The first player to have his Hull points reduced to 33% loses the engagement. If an hour has elapsed since the start of the game and neither of the ships has been reduced to 33% then the scenario is a draw.

Experience

Leadership: The Captain of the victorious Crew gains 2 Experience points.

Booty

Follow the normal rules as listed in the Income and Trading section for Earning Booty.

Special Scenario Rules

You may play *Boarding Action* if the ships come together, then use the standard rules from that scenario.

Dangerous Waters!

Two ships happen upon each other in dangerous waters that are littered with rocky shoals. You must prove your seamanship while trying to destroy the other ship or take it as a prize, but watch out for those rocks!



The Gaming Area

The game is played on a 8' by 4' board or larger and is entirely covered with water with a dozen rocks or outcroppings. Space the rocks out so that there are gaps to allow ships to pass through, sailing should be difficult but not impossible.

Starting Positions

Roll a D6 to decide the wind direction before deploying ships. Then roll another D6, the highest roll may choose the table edge to deploy on. The loser deploys on the opposite table edge from his opponent.

Initiative

Both players roll a dice, and the highest score wins the Initiative. If a tie, the Crew with the lowest Infamy rating has the Initiative.

Winning the Game

The first player to have his Hull points reduced to 33% loses the engagement. If an hour has elapsed since the start of the game and neither of the ships has been reduced to 33% then the scenario is a draw.

Experience

Leadership: The Captain of the victorious Crew gains 2 Experience points.

Booty

Follow the normal rules as listed in the Income and Trading section for Earning Booty.

Special Scenario Rules

You may play *Boarding Action* if the ships come together, then use the standard rules from that scenario.

Non-Player Crew Encounters at Sea

There are many types of ships plying the Caribbean that a pirate can encounter. The vessels range from merchantmen carrying goods and treasure ships to the privately owned pirate hunting ships or even the naval ships of many countries. Life on the sea is perilous and risky... for one never knows if the next ship encountered will be a blessing or a curse. Often they are both. This section provides a quick way to randomly generate the ships your Crew may encounter at sea. It provides a way for Pirate and Privateer Crews to plunder the trade lanes of the Caribbean and for Royal Navy Crews to protect those very waters.

Playing Non-Player Crew Encounters at Sea

To play a Non-Player Encounter at sea, one player will use his normal Crew (referred to as the Player Crew) and the other will play the role of the Non-Player Crew (or NPC). The NPC is different than a Player Crew in several ways: they are usually created for one use only and their Infamy rating is not usually calculated.

Generating a Non-Player Crew Ship

You may create a Non-Player Crew in one of two ways. First, you may purchase the NPC with a set number of doubloons by paying the appropriate cost from the selection of one of the Crew lists (Royal Navy, Pirates, and Privateers) or NPC Personalities. Legends may also be purchased for a Non-Player Crew.

However, if you want to leave the book keeping to the landlubbers and just hoist the main sail for adventure on the high seas, you may use the following rules to randomly create a Non-Player Crew. Using these rules, an NPC is not purchased using gold doubloons, but is instead created using tables with variable outcomes based on dice rolls. Additionally, an NPC created this way does not pay for equipment nor does it keep track of Experience points or Infamy as Player Crews do. In order to randomly create a Non-Player Crew you will need to determine the Captain's Courage, the Non-Player Crew Skill level, and the Non-Player Crew Ship.



The Non-Player Crew Captain

Use the profile of the Ship Captain from the Non-Player Crews and Personalities list on page 101, except the Courage value of 4 is not used but is randomly generated instead. Roll a D6 and consult the table below to determine the Captain's Courage. In addition, if a 6 is rolled, roll another dice. If the result of this second dice is also a 6, one of the Legends with the Leader special ability from pages 114-123 may be chosen as the Captain instead. The only limitation is that a Legend may not be used if the same Legend is included in the Player Crew. For example, Blackbeard cannot be aboard both the Player Crew and the Non-Player Crew.

Captain's Courage Table

D6 Result	Courage
1-2	4
3-4	5
5	6
6	7

Non-Player Crew Skill Level

Once you have established the Captain's Courage, you will need to determine the skill level of the Crew aboard the ship. Every Sailor in the Non-Player Crew may get a number of Advance rolls using either the Henchman Advance table or the Hero Advance table, as appropriate. In the case of Henchmen, all Henchmen on the Non-Player Crew have the same advances and up to one of the Henchmen may be promoted if 'The Cabin Boy Did Good' result is rolled. All Heroes (including one Henchman, if promoted to a Hero) have their own advances and each roll separately on the Hero Advance table. Roll a D6 and consult the Crew Skill table below to determine the number of advances rolls for the Non-Player Crew.

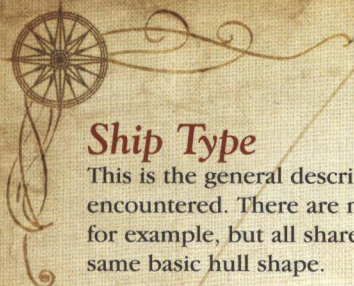
Crew Skill Table

D6 Result	Advances Rolls
1-2	0
3-4	1
5	2
6	3

The Non-Player Crew Ship

Roll 2D6 and consult the table below to generate the Non-Player Crew ship that is encountered.

2D6	Ship Type	Size	Classification	Crew	Cannons	Hull Points	Additional Booty
2	Frigate	Large	Warship	3D6 + 12	10 12lb-18lb	D6 + 18	+4D6
3	Brig	Medium	Warship	3D6 + 10	4 8lb-9lb, 4 3lb-6lb	D6 + 12	+3D6
4	Brigantine	Medium	Warship	3D6 + 7	8 8lb-9lb	D6 + 12	+2D6
5	Corvette	Small	Warship	2D6 + 10	4 3lb-6lb	D6 + 4	+D6
6	Sloop	Small	Warship	2D6 + 8	4 3lb-6lb	D6 + 4	-
7-8	Pinnace	Small	Merchant	D6 + 10	4 3lb-6lb	D3 + 4	+D6
9	Fluyt	Medium	Merchant	2D6 + 8	2 8lb-9lb, 6 3lb-6lb	D3 + 12	+2D6
10	Barquentine	Medium	Merchant	3D6 + 7	4 8lb-9lb, 4 3lb-6lb	D3 + 12	+4D6
11	Trade Galleon	Large	Merchant	3D6 + 10	2 12lb-18lb, 4 8lb-9lb	D3 + 18	+6D6
12	Treasure Galleon	Large	Merchant	3D6 + 12	4 12lb-18lb, 6 8lb-9lb	D3 + 18	+8D6



Ship Type

This is the general description of the ship that has been encountered. There are many variations of a Pinnace, for example, but all share similar characteristics and the same basic hull shape.

Size

This is the size of the ship, which determines the speed of the ship, the minimum Crew needed to sail, the number of cannons and cannon sizes, etc.

Classification

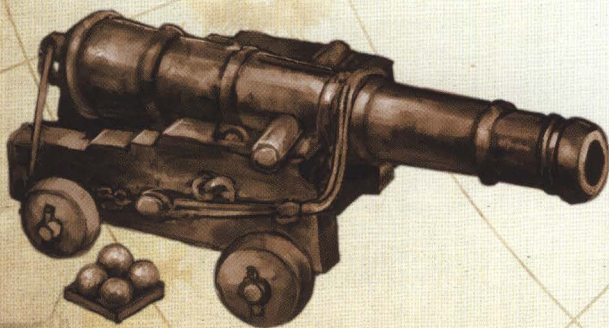
There are two ship classifications: Warship and Merchant. Warships are crewed by trained, professional soldiers while Merchant ships are crewed by civilians. The classification will determine the Crew aboard the ship.

Crew

The number of Sailors aboard a ship can vary drastically from ship to ship. One never really knows what to expect when attacking a ship. A ship may be crewed by a mere handful of poorly trained sailors or by a company of professional soldiers. To represent this, the number of Sailors aboard a ship is a variable amount to reflect the fact that a Captain does not typically know exactly what to expect from the Crew of a prey ship.

The number of Crew is the total number of Sailors aboard the Non-Player Crew ship, including the Captain and any other Heroes.

- Warship Crews include a Ship Captain from the Non-Player Crew list, D3 additional Heroes from the Royal Navy Crew list, D6-1 Marines and the rest are Able Seamen.
- Merchant ship Crews comprise a Ship Captain and Able Seamen from the Non-Player Crew list.



Cannons

This describes the number and size of the cannons aboard the ship. Though the cannons may be placed at any appropriate location on a ship, it is usually assumed they are evenly distributed in size and number between the port and starboard sides.

Hull Points

The number of Hull points of random ship encounters is variable as well. Typically, Warships are sturdier vessels, better equipped to handle a cuff on the chin than a Merchant ship, though this is not always the case.

Additional Booty

What be the reason fer piratin' if not fer the booty?

The amount indicated under Additional Booty is the number of additional dice that the player rolls for Income at the end of the game if he wins: this represents goods and treasure taken from the prize ship. Typically, only Merchant ships have goods and treasures represented by Additional Booty, but Warships do have cargoes of some value as well such as food stores, weaponry and the equipment kept aboard such ships. In the case of 'Pirate' Merchant ships attacked by a Royal Navy Crew, the Additional Booty represents bounties collected for bringing the pirates to justice. However, if the Player Crew sinks the Non-Player Crew ship, this Additional Booty is lost to the murky deep!

Capturing a Non-Player Crew Ship

If a Player Crew defeats a Non-Player Crew without sinking their ship, the player may opt to take any cannons or even the ship itself as prize. Remember the limitation on the number of cannons a ship can carry. In this way Player Crews may upgrade to larger, more powerful ships, but the following restrictions are in place:

- The Player Crew may only ever possess one ship. So, if the Player Crew wishes to keep the captured Non-Player Crew ship, the old ship is abandoned.
- The Hull points generated for the Non-Player Crew ship at the time of the encounter remains the Hull points for that vessel. If a Player Crew encounters and defeats a Brigantine (medium ship) that has 18 Hull points, then that is the maximum number of Hull points for the ship.
- Any damage done to the ship during the engagement will carry over. Damage includes lost Hull points and destroyed cannons. However, the damaged ship can still be repaired in the normal way by rolling for ship repairs after the game or by paying for ship repairs. However, cannons from the Player ship may be transferred over to the captured Non-Player Crew ship.

Non-Player Crews and Personalities

The Non-Player Crews and Personalities list represents some general personalities that could be encountered throughout the Caribbean and can be used in a few ways. First, individuals from this list may be used in Non-Player Crews using the rules on pages 98-100. However, creative gamers who wish to add some colour to their own scenarios may also use them. For this reason, the doubloon value of each individual plus equipment is included.

Ship Captain (40 doubloons)



Besides Pirate Captains and Naval officers, there were hundreds of other captains that sailed the high seas, transporting cargo and passengers to different ports of call.

Equipment:
Sword and pistol.

Special Rules:

Leader: If the Captain has already tested his Courage and passed a Rout test, all friendly Sailors that are visible and within 6" automatically count as passing the test as well.

S	F	St	D	A	W	C	FA	FT
4+	4	3	4	1	2	4	1	2

Able Seaman (8 doubloons)



Many a man was called to the sea either for profit or adventure, this represents the average sailor of the time.

S	F	St	D	A	W	C
5+	2	3	3	1	1	2

Equipment:

Hand weapons.

May swap hand weapons for swords for 1 doubloon each.

May add pistols for 6 doubloons each or may add muskets for up to three Able Seamen for 12 doubloons each.





Governor (54 doubloons)



As countries expanded into the new frontiers, there came a need for law and order as well as some decorum. Many countries therefore appointed wealthy and influential men to govern over these new territories.

S	F	St	D	A	W	C	FA	FT
4+	5	3	4	2	3	5	3	2



Equipment:

Sword and pistol.

Special Rules:

Leader: If the Governor has already tested his Courage and passed a Rout test, all friendly models that are visible and within 6" automatically count as passing the test as well.

Chamberlain (19 doubloons)



Chamberlains were stewards or butlers in charge of the households of the time, usually employed by wealthy families to maintain their homes.

Equipment:

Hand weapon.

Special Rules:

Advisor: A Chamberlain offers his assistance to the Leader. As long as the Chamberlain is within 3" of the Leader, he may allow the Leader to re-roll a single dice during any Courage test he takes. As always, the second dice roll must be used and this re-roll may not be re-rolled.

S	F	St	D	A	W	C	FA	FT
5+	3	3	3	1	1	3	0	1

Damsel (3 doubloons)



The Damsel represents the Governor's daughter or some other wealthy maiden that could be taken hostage or rescued.

Equipment:

None.

S	F	St	D	A	W	C
6+	2	2	2	1	1	2



Mayor (40 doubloons)



The mayor was usually an elected official who would discharge the judicial and administrative duties of the town.

Equipment:

Sword and pistol.

Special Rules:

Leader: If the Mayor has already tested his Courage and passed a Rout test, all friendly models that are visible and are within 6" automatically count as passing the test as well.

S	F	St	D	A	W	C	FA	FT
4+	4	3	4	1	2	4	1	2

Town Militia (7 doubloons)



Most towns had volunteers that would help to defend the town against any sort of attack, whether these be native or pirate.

Equipment:

Hand weapons.
May swap hand weapons for spears for 1 doubloon each.

S	F	St	D	A	W	C
6+	2	3	3	1	1	2

Townsfolk (6 doubloons)



Many people decided to stake out a new life as settlers in new exotic lands, and this represents everyday folks found in many towns.

Equipment:

Wood axe or pitchfork (count as hand weapon).

S	F	St	D	A	W	C
6+	2	2	3	1	1	2



Captain of the Guard (45 doubloons)



The Captain of the Guard was in charge of the garrisoned troops that were in many large towns and any other localised military forces.

Equipment:

Sword and pistol.

Special Rules:

Leader: If the Captain of the Guard has already tested his Courage and passed a Rout test, all friendly models that are visible and within 6" automatically count as passing the test as well.

S	F	St	D	A	W	C	FA	FT
4+	4	4	4	2	2	4	2	1

Sergeant (22 doubloons)



The Sergeant was usually someone that answered to the Captain of the guard and made sure his orders were being placed in effect.

Equipment:

Sword and pistol.

Special Rules:

Loyal: The Sergeant is unswervingly faithful to the Captain he serves. As long as the Captain of the Guard is on the board, the Sergeant automatically passes any Rout test he is required to take. If the Captain of the Guard is killed or leaves the board, then the Sergeant reverts back to the regular rules for Courage.

S	F	St	D	A	W	C
5+	4	3	4	1	1	4

Soldier (11 doubloons)



Many countries sent troops to protect their interests, these men fill the rank and file of the forces.

Equipment:

Sword.

May add musket and bayonet for up to three Soldiers for 14 doubloons each.

S	F	St	D	A	W	C
5+	3	3	3	1	1	3

Designer's Notes:

As you look through the pages of this book you will have seen numerous pictures of models with a range of clothing styles and colours. Now, we are aware that some of these models are not specifically historically correct for the "Golden Age of Piracy", (such as the Royal Navy wearing blue uniforms) but we are also aware that gamers will improvise with the models they have available in their collection and nothing should stop a game between friends!

Island Native Chieftain (39 doubloons)



As in any society, there had to be someone to lead, even in native settings. The Chieftain represents the fiercest or largest and strongest warriors of his or her people.

Equipment:

Hand weapon and throwing weapon.

Special Rules:

Leader: If the Chieftain has already tested his Courage and passed a Rout test, all friendly models that are visible and are within 6" automatically count as passing the test as well.

Stealthy: This works exactly like the skill on page 70.

S	F	St	D	A	W	C	FA	FT
4+	5	3	4	2	2	4	2	1

Island Native (17 doubloons)



Many islands had some sort of local populace before countries settled them. These natives could be anything from savage warriors to cannibals.

S	F	St	D	A	W	C
5+	4	3	3	1	1	3

Equipment:

Spear and throwing weapon. May swap spear and throwing weapon for hand weapon and may add blow pipe (Range 8" Strength 2, may move & shoot) for 2 doubloons each or for hand weapon and bow for 1 doubloon each.

Special Rules:

Stealthy: This works exactly like the skill on page 70.





Hired Hands

Hired Hands belong to no particular Crew, and often have no discernible allegiance or agenda other than their own. The Captain of a Crew will often pay for the service of a Hired Hand to add skills that are otherwise lacking on his ship.

Recruiting Hired Hands

A player may either recruit Hired Hands when he creates his Crew or during the campaign between games.

Hired Hands do not count towards the maximum number of models in the Crew, nor may they ever gain income in the same way as Heroes. A player may not buy new equipment or weapons for the Hired Hands, nor may he sell or swap the Hired Hand's existing gear. Any options available to a Hired Hand can only be purchased upon initially recruiting them – not between games. As Hired Hands do not really count as part of the Crew, you do not have to include their number in the Crew Upkeep fee, which is what the retainer fee is for. Also their Courage may never be used for Rout tests. To reflect their rarity, a Crew may not hire more than one of each type of Hired Hands.



Recruitment Fee

When a Crew recruits a Hired Hand, they must provide a recruitment fee up front. For most, this fee represents their asking price for services rendered for whatever the Hired Hand desires. In addition, the Hired Hand will not remain with the Crew from game to game unless a retainer is paid at the end of each game, including the first, in which he participates. Obviously if the Hired Hand is killed, or you no longer require his services, then you will not have to pay the retainer! Both the recruitment fee and the retainer are indicated in the Hired Hand profiles, on the following pages.

If you don't have enough loot to pay the Hired Hand then they will leave the Crew. Any experience they acquired during their time with the Crew is lost, even if you later recruit another Hired Hand of the same type.

Press ganged

Hired Hands are rare commodities aboard any ship due to their special skills and abilities. They may add bonuses for the Crew, but they also attract attention from the Crews fighting against them. Whenever a Crew that has Hired Hands loses a game, there may be a chance that the winning Crew will Press Gang the Hired Hands from the losing Crew into their service. If the Hired Hand is taken out of action and survives, take a Courage test for the Hired Hand. If passed, then the Hired Hand is not pressed into service by the winning Crew. If the Courage test is failed, then the winning Crew has captured the Hired Hand and pressed him into service. The winning Crew may then chose to pay the Hired Hand's Retainer to obtain the Hired Hand and all his experience and skills. The losing Crew must remove the Press Ganged Hired Hand from the Crew Roster and adjust its Infamy rating. If the winning Crew does not pay the Retainer, the Hired Hand is retained by the losing Crew.

Injuries

Hired Hands are treated as if they were normal Henchmen if they are taken out of action in a game.

Hired Hands and Experience

Hired Hands gain Experience in the same way as Henchmen and should be written onto the Henchmen section of the Record Sheet. Refer to the scenarios in the usual way to see how much Experience they gain for each game they are involved in.

Once the Hired Hand gains enough Experience for an advance, however, they use the Heroes Advance table rather than the Henchmen's. However, note that some Hired Hands have restrictions on which Skill lists they may use when a new Skill is gained.



Navigator (Recruitment Fee: 14 doubloons) (Retainer: 5 doubloons)



Having a Navigator on board helped ships reach their destinations quickly. They often had charts and maps that allowed them valuable insights on navigation.

Equipment:

Sword.

Infamy:

A Navigator adds 5 points to the Crew's Infamy Rating for as long as he accompanies them.

Special Rules:

Master of the Wind: The Navigator may roll two dice when determining the distance moved when rolling for ship movement and may choose which single dice to use.

Hard to Port! The Navigator may allow a free turn to be made with the ship he is on if faced with a collision with any other ship or objects that would cause Hull points to be lost.

Skills: A Navigator may choose Moving or Savvy skills when he gains an advance.

S	F	St	D	A	W	C	FA	FT
6+	2	3	3	1	1	3	2	0

Master Gunner

(Recruitment Fee: 17 doubloons) (Retainer: 6 doubloons)



Master Gunners were once gunners on board naval warships and have had training in firing cannons. The gunner also inspires the crew to fire their cannons more efficiently.

S	F	St	D	A	W	C	FA	FT
5+	3	3	3	1	1	4	0	1

Equipment:

Sword and Pistol.

Infamy:

A Master Gunner adds 7 points to the Crew's Infamy Rating for as long as he accompanies them.

Special Rules:

Excellent Aim: The Master Gunner may re-roll a result on the Artillery chart after it has been rolled, but the second score must be accepted. This can also be done if a Misfire is rolled, but if a second Misfire is rolled, then this must be taken.

Dead Eye Shot: The Master Gunner is deadly accurate and adds 1 to the dice roll to wound when shooting or throwing.

Skills: A Master Gunner may only choose Shooting and Moving skills when he gains an advance.





Carpenter (Recruitment Fee: 11 doubloons) (Retainer:4 doubloons)



A Carpenter has the gift of being able to make repairs while at sea. They often mean the difference between keeping the ship afloat or going to the depths of the sea.

S	F	St	D	A	W	C	FA	FT
5+	3	3	3	1	1	3	1	0

Equipment:

Hammer (hand weapon).

Infamy:

A Carpenter adds 6 points to the Crew's Infamy Rating for as long as he accompanies them.

Special Rules:

Carpentry: The Carpenter may make repairs while at sea. During the Ship repair sequence you may re-roll any dice that did not roll 5s or 6s for repairs, but you must accept the second roll.

Skills: A Carpenter may not choose Shooting skills.

Cook (Recruitment Fee: 12 doubloons) (Retainer:4 doubloons)



Having a cook on board could mean not having a mutiny arise aboard ship while at sea. Also a good cook could make something out of nothing (especially by adding more Rum to it!).

S	F	St	D	A	W	C	FA	FT
5+	3	3	3	1	1	3	0	1

Equipment:

Big knife (hand weapon).

Infamy:

A Cook adds 6 points to the Crew's Infamy Rating for as long as he accompanies them.

Special Rules:

Cook: A Crew with a Cook subtracts 1 from the result of any Mutiny! tests made following a game in which the Cook was not taken Out of Action. This is due to his fine cooking or additional rum that he has added to the Sailors' provisions.

Skills: A Cook may choose from Moving and Brawling skills when he gains an advance.

Surgeon (Recruitment Fee: 14 doubloons) (Retainer:5 doubloons)



Surgeons are much sought after since there are always injuries suffered while at sea. Having someone around to patch you up is always a good thing.

S	F	St	D	A	W	C	FA	FT
6+	2	3	3	1	1	3	0	2

Equipment:

Scalpel (improvised weapon).

Infamy:

A Surgeon adds 5 points to the Crew's Infamy Rating for as long as he accompanies them.

Special Rules:

Surgery: If the Surgeon was not taken Out of Action during the game, any Heroes who are required to roll on the Serious Injuries table following a battle may choose to re-roll the result. The second result must be accepted, even if it is worse.

Skills: A Surgeon may not choose Shooting or Brawling skills when he gains an advance.

Island native (Recruitment Fee: 28 doubloons) (Retainer:9 doubloons)



Many Crews have local island natives aboard as guides as well as interpreters for other natives that they encounter. Having someone that speaks the native language can prevent the Crew from ending up in the tribe's cooking pot!

Equipment:

Hand weapon and either bow or flintlock musket (choose one).

Infamy:

An Island Native adds 12 points to the Crew's Infamy Rating for as long as he accompanies them.

Special Rules:

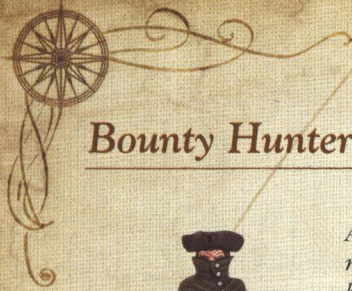
Heathen: The Island Native has Hardened Resolve like the skill on page 71.

Stealthy: This works exactly like the skill on page 70. Note that if the Island Native rolls this result due to an advance, they must re-roll, as the effects are not cumulative.

Skills: The Island Native may choose from Moving and Brawling skills when he gains an advance.

S	F	St	D	A	W	C	FA	FT
4+	4	3	4	1	1	4	1	2





Bounty Hunter (Recruitment Fee: 29 doubloons) (Retainer:10 doubloons)



At times certain people are needed to find individuals who have slipped through the cracks of justice. Whatever the reason, Bounty Hunters are available for hire to try to bring these people to justice.

S	F	St	D	A	W	C	FA	FT
4+	4	3	4	1	2	5	1	1

Equipment:

Sword and two pistols.

Infamy:

A Bounty Hunter adds 13 points to the Crew's Infamy Rating for as long as he accompanies them.

Special Rules:

Found his man!: If, at the end of the game in which the Bounty Hunter takes part, an enemy model is taken captive (see Serious Injury chart), then the Bounty Hunter will always collect the bounty – the crew does not have the option to trade captives.

Fearsome Rep: This ability works the same way as the skill on page 71.

Life is Cheap: Just like pirates and scoundrels, most of the time Bounty Hunters came from the bottom rung of society. This makes them desperate and they may shoot at targets even if there are friendly models in the way. They will also fire indiscriminately into an engaged combat per the rules on page 23.

Skills: A Bounty Hunter may only take Shooting and Fighting skills when he gains an advance.

Wanton Wench (Recruitment Fee: 15 doubloons) (Retainer:5 doubloons)



There are many ports of call that have establishments to help a sailor forget his troubles. These taverns have certain women that will, for a price, provide company for the night.

S	F	St	D	A	W	C	FA	FT
4+	2	2	3	1	1	4	0	1

Equipment:

Dagger.

Infamy:

A Wanton Wench adds 6 points to the Crew's Infamy Rating for as long as she accompanies them.

Special Rules:

Distraction: No enemy model may charge, shoot at or otherwise harm the Wanton Wench until she herself attacks – it's simply not done to assault a lady, even one of questionable repute! The chief ability of a Wanton Wench in a game is to distract and hinder the enemy as best she can, using all the feminine wiles of her trade. If an enemy Hero is within 3" of the Wanton Wench, then 2 Fame points must be expended instead of 1 to modify dice scores or declare Heroic Actions. Additionally, if she is in the way of a shot from any enemy model, then they may not shoot for fear of endangering her (this additional ability only works up until the Wanton Wench makes an attack, thus revealing her true intentions). The Wanton Wench has no control zone until she attacks someone – so a model may move into touch with her and shoot around her exactly as if she was a piece of scenery or a friendly model.

Skills: A Wanton Wench may only choose from Moving and Savvy skills when she gains a skill advance.



Buccaneer (Recruitment Fee: 32 doubloons) (Retainer:11 doubloons)



Originally hunters on the island of Hispaniola, these men are well trained with the musket. This makes them very good at shooting, so many Crews seek them for this ability.

Equipment:

Sword, pistol, and flintlock musket.

Infamy:

A Buccaneer adds 14 points to the Crew's Infamy Rating for as long as he accompanies them.

Special Rules:

Scout: The Buccaneer is adept at scouting and foraging and ignores movement penalties for areas of difficult terrain on land.

Eagle Eye: The Buccaneer is an exceptional shot, and ignores In the Way rolls with his weapons of either pistol or flintlock musket.

Skills: A Buccaneer may only choose Shooting and Moving skills when he gains an advance.

S	F	St	D	A	W	C	FA	FT
4+	4	3	4	2	2	5	1	1

Swashbuckler (Recruitment Fee: 26 doubloons) (Retainer:9 doubloons)



Some individuals are always looking for adventure regardless of the company they keep. These free spirits are out to take everything they can get their hands on. They live for adventure, lovely women, and wealth. What else is there in life?

S	F	St	D	A	W	C	FA	FT
5+	6	3	4	2	1	4	0	2

Equipment:

Sword and pistol.

Infamy:

A Swashbuckler adds 13 points to the Crew's Infamy Rating for as long as he accompanies them.

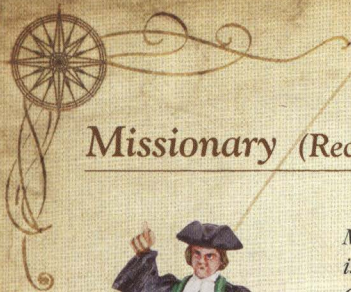
Special Rules:

Hardened Resolve: The Sailor has hidden reserves of courage and tenacity and may re-roll the first failed Courage test of any game.

Taunt: The Swashbuckler dazzles his opponents with wit, preventing them from attacking him effectively. All models engaged in a fight with the Swashbuckler must pass a Courage test or be unable to strike to wound him; though should they win, they will push him back as normal.

Skills: A Swashbuckler may take Fighting and Moving skills when he gains an advance.



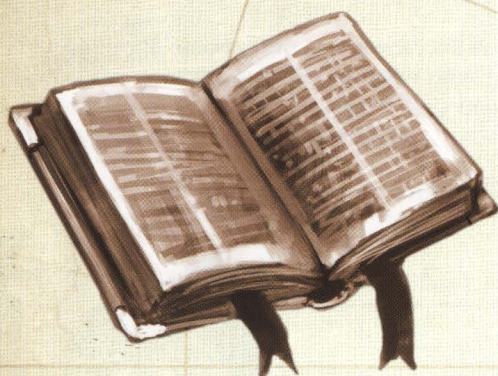


Missionary (Recruitment Fee: 21 doubloons) (Retainer: 7 doubloons)



Missionaries are sent to the islands to convert the natives to Christianity and to tend to their flocks by acting as caregivers for the unfortunate.

S	F	St	D	A	W	C	FA	FT
6+	2	2	3	1	1	5	0	3



Equipment:

Walking staff (improvised weapon).

Infamy:

A Missionary adds 7 points to the Crew's Infamy Rating for as long as he accompanies them.

Special Rules:

Inspiring: The primary duty of a Missionary is to either spread the news about Christianity to the natives or to tend to their faithful flocks in town. To represent this, as long as the Missionary is within 3" of any Crewman (Hero or Henchmen) he may add +1 to their Courage. This may be applied to as many Crewmen that are around the Missionary.

Man of God: Due to their religious beliefs, Missionaries may never initiate a combat. So they may never charge into combat but they will defend themselves. When they win a Fight, they only push the enemy model back 1" and do not cause a wound (just like Parry rules).

Skills: A Missionary may only choose Moving skills when he gains an advance.

Young Nobleman (Recruitment Fee: 33 doubloons) (Retainer: 11 doubloons)



Many wealthy families would send their young men to sea to gain "life experience" before returning home to continue with the family business. Also many of these families had connections throughout the Caribbean which made it lucrative to have Young Noblemen aboard ship.

S	F	St	D	A	W	C	FA	FT
4+	3	3	4	1	2	4	1	1

Equipment:

Sword and Pistol.

Infamy:

A Young Nobleman adds 11 points to the Crew's Infamy Rating for as long as he accompanies them.

Special Rules:

Avast: The Young Nobleman is notoriously quick with firing his pistol. He may call a single, free "Fire at Will!" at the start of each Shooting phase, without expending any Fame points (even if he has no Fame) as long as he is using a pistol. This "Fire at Will!" applies only to the firer.

Merchant: The Young Nobleman is good at haggling and has several store contacts. He adds 2 to all dice rolls to find Rare equipment (see page 74).

Skills: A Young Nobleman may choose Fighting, Shooting and Savvy skills when he gains an advance.

Legends of the High Seas

In this section, you will find rules for using some of the most infamous characters from the Golden Age of Piracy in your games.

Looking for Legends

After any game you may choose to send any number of your Heroes to look for a Legend of the High Seas. Heroes who were taken out of action in the last game may not join the search, as they are still recuperating from their injuries. Heroes who are looking for a Legend cannot look for Rare items when trading, although they still contribute money to the stash as usual. To search for a Legend, follow these steps:

- Decide which Legend you are searching for, and how many Heroes you are sending on the search.
- Roll a D6 for each searcher. If any of the dice score a 6, then the Legend has been found. Fame may not be used to adjust this roll.

special ability during games in which the Legend is among the Crew. It is possible to have a mutiny with a Legend and if this happens the Legend simply leaves the Crew. You then follow the same rules for choosing a new Captain although if your original Captain retakes control then he uses his original Archetype.

These Legends are all from the Golden Age of Piracy. There are many other pirates, such as Henry Morgan and Jean David Nau from earlier time periods, as well as other infamous pirates and privateers such as Jonathan Haraden, John Paul Jones and Jean Laffite from later periods. However, we will only be using these Legends for now.

Recruitment Fee

The Crew must pay the Recruitment Fee for the Legend when he is hired. Additionally, after each game in which he fights, including the first, the Crew must pay the Retainer exactly as with Hired Hands. If at any point you are unable to pay the Legend, he will leave the Crew.

Equipment, Injuries and Experience

Legends have their own equipment, which only they may use. Furthermore, additional weapons or equipment may not be purchased for them.

Legends do not earn Experience or gain advances, although if they are taken out of action they must roll on the Heroes Serious Injuries table. Each Legend's description also notes how many points they add to the Crew's Infamy Rating as long as their services are retained.

Unique Characters

No more than one of each Legend may ever be hired, as they are unique individuals. Additionally, no more than one of each may ever be present in the same game on opposing sides. Also some Legends have the Leader Special Ability. If such a Legend is hired, he will assume command as Captain. Your Captain will lose the Leader



Edward Teach (Blackbeard)

Period of activity: September 1717 to November 1718 (15 months)

Recruitment Fee: 81 Doubloons

Retainer: 27 Doubloons



S	F	St	D	A	W	C	FA	FT
4+	9	5	5	3	3	7	3	3

Equipment:

Sword and three brace of pistols (six pistols).

Infamy:

Blackbeard adds 30 points to the Crew's Infamy Rating for as long as he accompanies them.

Special Rules:

Dastardly: Blackbeard may only be hired by Pirate Crews.

Leader: If Blackbeard has already tested his Courage and passed a Rout test, all friendly sailors that are visible and within 6" automatically count as passing the test as well.

Bloodthirsty: Blackbeard had a reputation for being particularly bloodthirsty. Anyone fighting Blackbeard suffers -1 to their Courage. This is similar to the archetype but only applies to models wishing to fight Blackbeard.

Stalwart: Blackbeard is firm and steadfast in a fight so he automatically passes any Courage tests he is required to make. This does not, however, apply to Rout Tests.

Life is Cheap: Blackbeard may shoot at targets even if there are friendly models in the way. He may also fire indiscriminately into an engaged combat per the rules on page 23.

Skills: Blackbeard has Fury, Fearsome Reputation and Handy with Pistols.

Edward Teach (aka Blackbeard) was born in England sometime around 1680 and served on a privateer vessel during the Spanish Succession. After the war, he relocated to New Providence in the Bahamas where he encountered Pirate Benjamin Hornigold. He learned the art of piracy quickly and was given a captured slave vessel by Hornigold, which was renamed the Queen Anne's Revenge.

Blackbeard was described as a tall spare man with a very black beard which was also very long. He also tied black ribbons in his beard and he would put a slow burning fuse under his hat. This appearance gave him an ominous look while in combat. Teach would also carry a sling over his shoulder with three brace of pistols along with his cutlass.

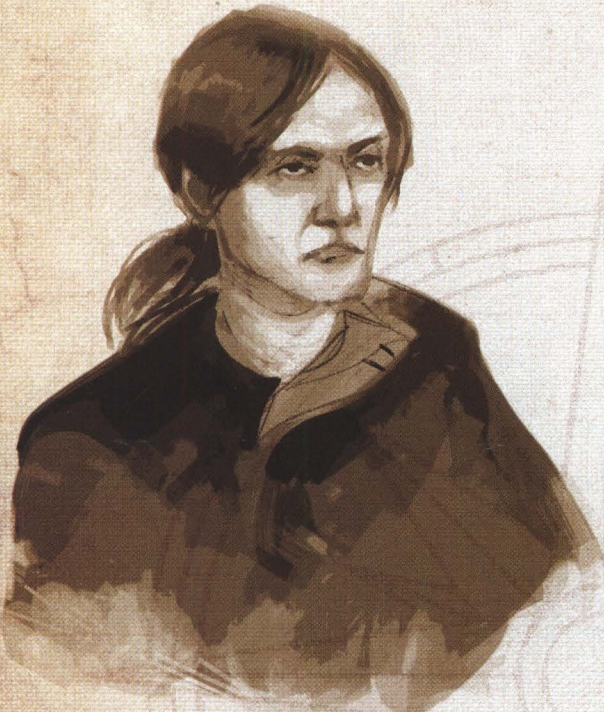
Teach was very intelligent and a natural born leader. He had brilliant social and political skills, but a bloodthirsty reputation as well.

Lieutenant Robert Maynard

Period of activity: September 1717 to November 1718 (15 months)

Recruitment Fee: 62 Doubloons

Retainer: 21 Doubloons



S	F	St	D	A	W	C	EA	FT
4+	4	4	4	2	3	7	2	2

Equipment:

Sword and pistol.

Infamy:

Robert Maynard adds 20 points to the Crew's Infamy Rating for as long as he accompanies them.

Special Rules:

Royal Officer: Robert Maynard may only be hired by Royal Navy Crews.

Leader: If Robert Maynard has already tested his Courage and passed a Rout test, all friendly sailors that are visible and within 6" automatically count as passing the test as well.

Stalwart: Lt Robert Maynard is firm and steadfast in a fight so he automatically passes any Courage tests he is required to make. This does not, however, apply to Rout Tests.

Skills: Lt Robert Maynard has Handy with Swords, Hardened Resolve and Seasoned Dog.

Lieutenant Maynard gained his success for being the one man who caught and killed Blackbeard. Given commission of two sloops by the Governor Alexander Spotswood of Virginia, Lt Maynard hunted down Blackbeard off the coast of North Carolina. A short sea battle ensued and Blackbeard boarded Lt Maynard's ship where the duel between the two took place. The fight was hard fought and Blackbeard took no less than five pistol shots and over 20 cutlass wounds before one of Lt Maynard's crewmen beheaded him. Lt Maynard hung Blackbeard's head from the prow of his own ship.

Jack Rackam (Calico Jack)

Period of activity: July 1718 to November 1720 (29 months)

Recruitment Fee: 40 Doubloons

Retainer: 13 Doubloons



S	F	St	D	A	W	C	FA	FT
4+	4	3	4	2	2	5	2	2

Equipment:

Sword and pistol

Infamy:

Jack Rackham adds 16 points to the Crew's Infamy Rating for as long as he accompanies them.

Special Rules:

Dastardly: Jack Rackham may only be hired by Pirate Crews.

Leader: If Jack Rackham has already tested his Courage and passed a Rout test, all friendly sailors that are visible and within 6" automatically count as passing the test as well.

Impressive: When Jack Rackham is hired by a Crew, he will take control of that crew and has the Leader ability. The original captain loses this ability while Jack Rackham is in command.

Taunt: Calico Jack dazzles his opponents with wit, preventing them from attacking him effectively. All models engaged in a fight with this Sailor must pass a Courage test or be unable to strike to wound him; though if they win they will push him back as normal.

Lightning Quick: Calico Jack may choose to make an extra move in the Shooting phase instead of firing a missile weapon. The Sailor must be unengaged, and may not use this move to charge. To determine how far he may move, roll a dice and move that number of inches, following all the usual Moving rules.

Life is Cheap: Calico Jack may shoot at targets even if there are friendly models in the way. He may also fire indiscriminately into an engaged combat as per the rules on page 23.

Jack Rackham started his career after being elected by the crew to replace Charles Vane, another famous pirate. Calico Jack got his nickname from the clothing that he wore which was always flamboyant and colourful. He was most famous for his two lieutenants that were women: Anne Bonny, his lover, who he smuggled aboard his ship dressed as a man and Mary Read who also signed onto Jack's crew disguised as a man. Both of these women were far more vicious and fierce than their male counterparts.

Calico Jack's career only lasted a few short years (1717-1720). He was captured when his ship was boarded by Captain Barnet whilst his crew were all drunk from celebrating their latest victory. Only Anne Bonney and Mary Reade put up any sort of resistance. He was hanged in Jamaica after standing trial.

Anne Bonny

Period of activity: July 1718 to November 1720 (29 months)

Recruitment Fee: 53 Doubloons

Retainer: 18 Doubloons



Anne Bonny was the lover of Calico Jack Rackham and was brought aboard his ship dressed as a man. Her secret liaison with Jack was soon found out by the crew as she was very courageous and had a fiery temper. Her skill with pistols and the cutlass were on a par with any man and she could curse and swear just as well. Anne's career ended when Calico Jack and their crew were taken captive. Anne was noted to tell Calico Jack at the time of his hanging "I'm sorry, Jack, but if you had fought like a man you would not now be about to die like a dog. Do straighten yourself up!" which only showed how shrewd and vicious she could be. Anne Bonny was sentenced to hang but this was reprieved when it was discovered that she was pregnant. Her fate is unknown.



S	F	St	D	A	W	C	FA	FT
4+	6	4	4	3	2	6	2	2

Equipment:

Sword and pistol.

Infamy:

Anne Bonny adds 21 points to the Crew's Infamy Rating for as long as she accompanies them.

Special Rules:

Dastardly: Anne Bonny may only be hired by Pirate Crews.

Fury: Anne Bonny gains an extra Attack when she charges into combat. This bonus is lost if she is subsequently charged by other enemies.

Hardened Resolve: Anne Bonny has hidden reserves of courage and tenacity and may re-roll the first failed Courage test of any game.

Life is Cheap: Anne Bonny may shoot at targets even if there are friendly models in the way. She may also fire indiscriminately into an engaged combat per the rules on page 23.

Mary Read

Period of activity: July 1718 to November 1720 (29 months)

Recruitment Fee: 38 Doubloons

Retainer: 13 Doubloons



S	F	St	D	A	W	C	FA	FT
4+	4	4	4	2	2	5	1	2

Equipment:

Sword and pistol.

Infamy:

Mary Read adds 16 points to the Crew's Infamy Rating for as long as she accompanies them.

Special Rules:

Dastardly: Mary Read may only be hired by Pirate Crews.

Swordsman: Mary Read has had some training with swords, due to her time in the military. When using a sword she may re-roll one of her dice to decide who wins a tied fight.

Dead Eye Shot: Mary Read is deadly accurate, and adds 1 to the dice roll to wound when shooting or throwing.

Life is Cheap: Mary Read may shoot at targets even if there are friendly models in the way. She may also fire indiscriminately into an engaged combat per the rules on page 23.

Mary Read started her sailing career not as a sailor but as a foot soldier in the British military disguised as a man. After years in the service she bought her commission and fell in love with a former soldier. She and her husband opened an inn together but her husband died shortly after they wed and she returned to the military disguised as a man. Eventually she grew tired of this and took passage aboard a ship bound for the West Indies. This is where she was captured by pirates and through them met Calico Jack and Anne Bonny. Quickly Anne and Mary became friends and the two women were often the first to volunteer for boarding actions. Mary was quick and cunning and was an equal match for any man aboard the ship.

As with Calico Jack and Anne, Mary's pirating days drew to a close when they were captured. Although Mary was sentenced to hang, this was reprieved when it was discovered that she was pregnant. She died while in prison in 1721.

Charles Vane

Period of activity: 1716 to November 1720 (48+ months)

Recruitment Fee: 51 Doubloons

Retainer: 17 Doubloons



Charles Vane's career started in 1716 preying on English and French ships. He was despised for his cruelty towards his victims and even his own crew. Vane had no respect for his own ship's charters or codes and he would also cheat his crew of their share of the plunder. After an argument among the crew over an alleged incidence of cowardice on Vane's part, the crew elected Jack Rackham (the quartermaster of his ship) to captain, setting Vane adrift in a small sloop. Vane eventually took some large ships and found crewmen to sign up with him again. His career came to an end when he and another crewman were rescued after being shipwrecked. Unfortunately they were recognised by their rescuers, thrown into the brig and taken back to Jamaica to stand trial to be hanged.



S	F	St	D	A	W	C	FA	FT
4+	5	4	5	2	2	5	4	1

Equipment:

Two swords and a pistol.

Infamy:

Charles Vane adds 20 points to the Crew's Infamy Rating for as long as he accompanies them.

Special Rules:

Dastardly: Charles Vane may only be hired by Pirate Crews.

Leader: If Charles Vane has already tested his Courage and passed a Rout test, all friendly Sailors that are visible and within 6" automatically count as passing the test as well.

Fearsome Reputation: Charles Vane is infamous and other combatants are fearful to attack him. Anyone wishing to charge or shoot at the Sailor with this skill must first pass a Courage test, as described in the Courage section. If the test is failed, the Sailor may do nothing else in that phase but may defend himself if he is charged.

Handy with Swords: Charles Vane is able to use two swords in combat at the same time with deadly accuracy. Every time he wins a Fight, he makes another strike in addition to his normal strikes for winning combat. Although armed with two swords, he may not 'Double Parry' with them.

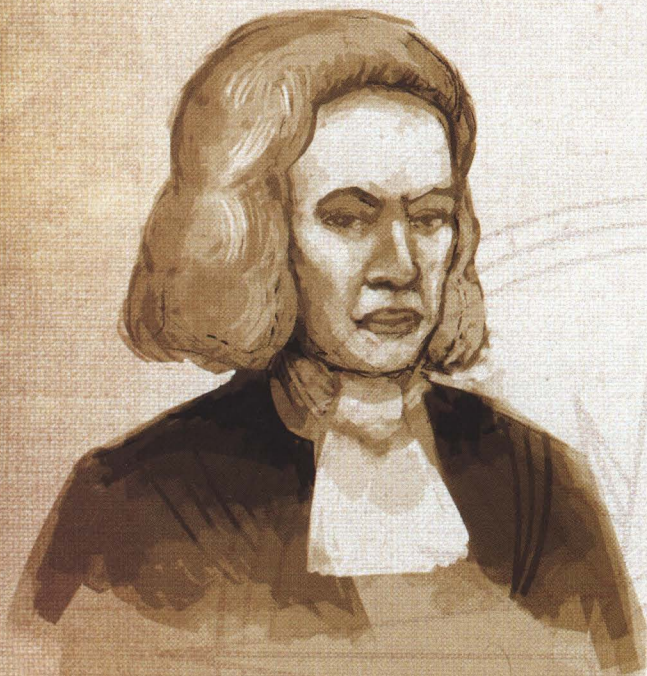
Life is Cheap: Charles Vane may shoot at targets even if there are friendly models in the way. He may also fire indiscriminately into an engaged combat as per the rules on page 23.

Stede Bonnet (The Gentleman Pirate)

Period of activity: March 1717 to November 1718 (20 months)

Recruitment Fee: 40 Doubloons

Retainer: 13 Doubloons



S	F	St	D	A	W	C	FA	FT
4+	4	3	3	2	2	3	2	1

Equipment:

Sword, pistol and always has Jamaican Rum.

Infamy:

Stede Bonnet adds 12 points to the Crew's Infamy Rating for as long as he accompanies them.

Special Rules:

Sell Sword: Stede Bonnet may only be hired by Privateer Crews.

Independently Wealthy: Stede Bonnet paid his 'Pirates' out of his own pocket. This allows Privateer Crews under his command to take a Rout test after suffering 50% casualties rather than the 33% as is normal with Privateers.

Dodge: Stede Bonnet has fast reflexes that allow him to avoid incoming danger. Whenever he is wounded by a shooting or fighting attack, roll a dice. On the roll of a 6 he ignores the wound.

Dandy: If Stede Bonnet fails a Rout test, he will abandon the Crew just as if his retainer fee was not paid.

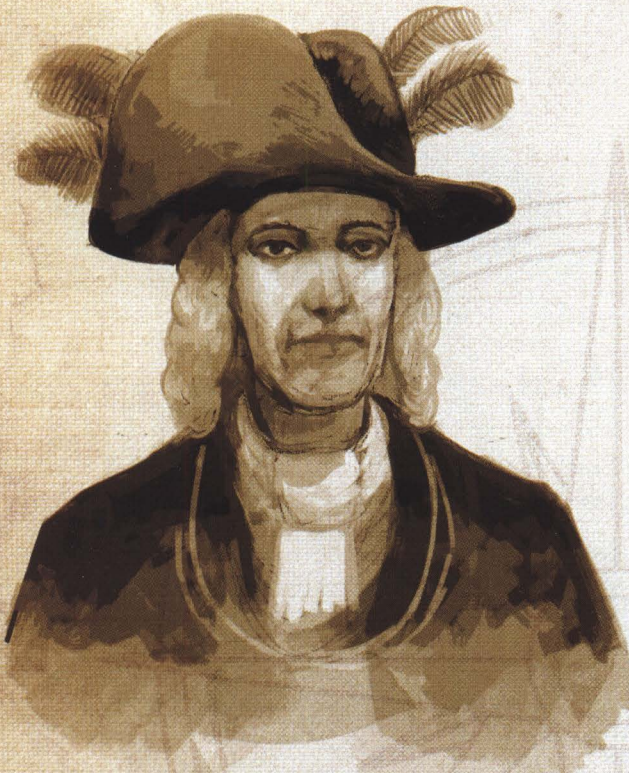
Perhaps the most unusual pirate, Stede Bonnet was originally a sugar plantation owner. Not content with this lifestyle, he purchased his own ship, hired his crew which he paid for out of his own pocket and set sail for adventure. His inexperience being at sea quickly became apparent to the crew and they grew more hostile towards their captain. While enroute to the Gulf of Honduras, he ran into Edward Teach (Blackbeard) and was quickly taken by Teach as a virtual prisoner.

Eventually Blackbeard released Bonnet and his ship, which he then sailed to North Carolina to negotiate a pardon from the governor and to gain a Letter of Marque to prey on Spanish ships. Unfortunately the allure of piracy was too great for Bonnet and he attacked a local ship out of South Carolina. Word travelled back to the authorities in South Carolina and a local ship owner was authorised to hunt down Bonnet. Eventually Bonnet was caught while trying to flee and was brought to trial and sentenced to die by hanging. Bonnet went to the gallows believing that he would be pardoned right at the last minute, but the pardon never came.

Colonel William Rhett

Period of activity: 1697 to April 1718

Recruitment Fee: 40 Doubloons Retainer: 13 Doubloons



S	F	St	D	A	W	C	FA	FT
4+	3	3	4	1	2	5	2	3

Equipment:
Sword, pistol, and musket.

Infamy:
Colonel William Rhett adds 15 points to the Crew's Infamy Rating for as long as he accompanies them.

Special Rules:
Royal Officer: Colonel William Rhett may only be hired by Royal Navy Crews.

Leader: If Colonel William Rhett has already tested his Courage and passed a Rout test, all friendly sailors that are visible and are within 6" automatically count as passing the test as well.

Swordsman: Colonel William Rhett has had some training with swords and or fencing blades due to some time in the military. When using a sword he may re-roll one of his dice to decide who wins a tied fight.

Seasoned Dog: Colonel William Rhett is a canny opponent and is able to read his enemies well. If this model is within 6" of an enemy Hero calling a Heroic Action, he may immediately call an action of the same type without expending a point of Fame. He may not however call a "Fire at Will!" or "With Me!" action if already engaged in combat.

Colonel William Rhett moved to South Carolina in 1698. He soon became successful and gained a high rank and social status as a colonial leader. In 1706, it was Rhett who commanded a flotilla that fought off a Franco-Spanish attack on Charleston. He is perhaps best known for his capture of the infamous Major Stede Bonnet, the so-called 'gentleman pirate', but he missed out on capturing the more notorious Blackbeard.

William Kidd

Period of activity: May 1697 to April 1700 (35 months)

Recruitment Fee: 37 Doubloons

Retainer: 12 Doubloons



S	F	St	D	A	W	C	FA	FT
4+	4	4	4	2	2	6	2	2

Equipment:

Sword, pistol and musket.

Infamy:

William Kidd adds 15 points to the Crew's Infamy Rating for as long as he accompanies them.

Special Rules:

Sell Sword: William Kidd may only be hired by Privateer Crews.

Leader: If William Kidd has already tested his Courage and passed a Rout test, all friendly Sailors that are visible and within 6" automatically count as passing the test as well.

Swordsman: William Kidd has had some training with swords and or fencing blades, probably due to some time in the Navy. When using a sword he may re-roll one of his dice to decide who wins a tied fight.

Merchant: William Kidd is good at haggling and has several store contacts. He adds 2 to all dice rolls to find Rare equipment (see the trading section, later).

William Kidd started his career as a legal privateer with financial backing from Richard, Earl of Bellamont the newly appointed governor of New York and Massachusetts and other financial backers. Equipped with Letters of Marque and furnished with a 34 gun ship, he set out privateering. Unfortunately, the terms of the agreements with his backers meant that most spoils taken were for them and not Kidd and his crew.

*Kidd's only real prize haul came when he came upon the *Quedah Merchant* which he captured. The resulting booty was one of the richest booties ever taken, unfortunately it was also owned by the East Indian Company. This caused Kidd to be labeled a pirate and he was considered a wanted man, in which his financial backers could not support him. He sailed back to Boston to try to work out a deal with Governor Bellamont for a pardon. Upon arrival, Governor Bellamont had Kidd arrested, thrown into prison and shipped back to England to stand trial for his crimes. After a fixed trial, Kidd was hanged for his crimes and Governor Bellamont soon located Kidd's plunder and was the only one to profit from Kidd's career.*

Bartholomew Roberts (Black Bart)

Period of activity: June 1719 to February 1722 (30 months)

Recruitment Fee: 74 Doubloons

Retainer: 25 Doubloons



Bartholomew Roberts began his career when he was taken captive while aboard a slaver ship. He was given the choice to become a pirate by his captor, Howell Davis. Roberts was elected captain after Davis was killed in a skirmish.

Roberts was a fine sailor and natural leader of men, he was also very bold which became his trademark. He would attack any nation's ship, but he had a special hatred toward the French, often torturing French captains and crews. Roberts also was known to dress in fine clothing and carried two brace of pistols attached to a silk bandolier.

Roberts met his end off the coast of Africa, where he was killed by broadside shot of grapeshot. His crew threw his body overboard and continued the fight for several hours before being captured. By far, Roberts was one of the most successful pirates of his day, capturing over 200 ships.



S	F	St	D	A	W	C	FA	FT
4+	5	4	4	3	3	7	4	1

Equipment:

Sword, two braces of pistols (four pistols) and Fancy Clothing.

Infamy:

Bartholomew Roberts adds 24 points to the Crew's Infamy Rating for as long as he accompanies them.

Special Rules:

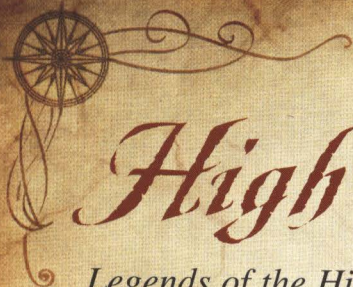
Dastardly: Black Bart may only be hired by Pirate Crews.

Leader: If Black Bart has already tested his Courage and passed a Rout test, all friendly sailors that are visible and within 6" automatically count as passing the test as well.

Handy with Pistols: Black Bart is equipped with more than one pistol and as long as he has the appropriate number of attacks on his profile, he may fire up to 3 times as long as he does not move.

Seasoned Dog: Black Bart is a canny opponent and is able to read his enemies well. If he is within 6" of an enemy Hero calling a Heroic Action, he may immediately call an action of the same type without expending a point of Fame. He may not however call a "Fire at Will!" or "With Me!" actions if already engaged in combat.

Life is Cheap: Black Bart may shoot at targets even if there are friendly models in the way. He may also fire indiscriminately into an engaged combat per the rules on page 23.



High Seas Gaming!

Legends of the High Seas is all about getting together with friends and indulging in some high adventure! Here Murray Palmer takes his Privateer crew in search of buried treasure only to find the Pirate crew of Grant Thomas already there.

Opening moves

In the X marks the spot scenario players place 6 numbered counters, and Grant and Murray placed them in a reasonably linear arrangement mid way across the table top. As Grants crew were smaller in number than Murray's Privateers, Grants Pirates stuck together and all moved towards the counter furthest to his left, and Murray responded.

Grant then unleashed a cunning plan, a number of his crew were armed with muskets and they opened fire. Whilst ineffective, it certainly made the Privateers change direction and head toward the next counter.

Over the following turns both players raced to each of the objectives whilst trading a mix of blows and musket fire, and as each counter was revealed, there were groans of dismay as no treasure was found. With two counters left, both crews spilt off a couple of men to race to the furthest counter on Grants right, whilst the remaining crewmen continued a struggle around the last but one. This one was also blank, and so, the final counter was definitely the treasure.



End Game

With both players knowing where the treasure was to be found, the brawl between the majority of the two crews became desperately important, especially as the Pirates were close to taking a rout test. The Privateers managed to grab onto the treasure, but then in a change of fortune, were forced to take a rout test first and promptly failed!

With the game over both Murray and Grant were able to cheerfully discuss what might have happened had Grant headed to the right hand side of the table first.



Example Crews



The Pirate crew that started it all. Converted from Games Workshop plastic models by Tim Kulinski and painted by Brandon Forrey. These scurvy crew saw plenty of action during the play testing for this book.



This Chinese crew painted by Alex Bews have a strong theme, the black clothing gives them a sinister appearance. They could be used as either Pirates or Privateers. The Chinese Junk was painted by Paul Baker and the lack of rigging makes it easy to move the models around.



These Privateers have been painted by Tom Weiss. The principle Heroes are linked together with bright colour schemes while the Mariners and Mercenaries are more muted in tone.



The Royal Navy crew were painted by Matt Toone. The ship is a souvenir model and whilst all the rigging and sails are very impressive, they can hinder game play unless you are careful.

Painting Your Crew

Although you can play without painted models, for most gamers, the painting and modelling is one of the appeals of the hobby, and helps bring your games to life. There are many books and magazine articles on painting miniatures and so we have only mentioned a few key points here.



Undercoating a model is essential and is often black, but here white has been used to apply a wash. A wash involves thinning the chosen colour with water, so that it flows into the depths of the model, picking out the detail such as fingers and toes.



The flesh areas have now been painted and highlighted. A darker flesh colour scheme would give a more weather beaten look. The base has sand added to it ready for painting. You can see alternative basing ideas throughout the book.



All the base colours are now painted on. The sash around the waist has been painted green and given a wash of dark green. The base has been painted and highlighted. At this point, our pirate is ready to join his crew mates!



Models can be made more individualistic with stripes added to the trousers. These were added by applying a line of white followed by a line of blue leaving only a small amount of white showing. The base has had static grass added for effect.

Pirate clothing and details

Pirates would have worn a real mix of clothing based on their personal choice and what they could afford.



Simple bright details can enhance a model, here the red and blue stripes on the trousers of this pirate captain really stand out.



Parrots are often associated with pirates, and this model comes complete with one! If playing in a campaign parrots can distract an opponent at critical moments.



Navy clothing and details

England, Spain, and the Dutch all tangled with pirates, and took the threat to their shipping very seriously indeed. During the Golden age of piracy it was mainly officers and marines who would have worn a uniform.



It's always worth taking your time when painting your Captain, as this Royal Navy example clearly shows. The red waistband contrasts nicely with the blue jacket and white trousers.



During the Golden age of piracy, Royal Navy marines were very distinctively dressed.



Privateer clothing and details

Making privateers bright and colourful gives a good contrast with the pirate crew and represents their benefiting from a Letter of Marque or sponsorship.



This privateer captain has been given a particularly colourful set of clothes, and must be reaping the reward of bringing in good profits for his sponsor.



The yellow edging to the hat and jacket suggests a degree of wealth for this Privateer First Mate.





Modelling Projects

Once you have some pirates painted you can start playing the land based scenarios, but it will not be long before you wish to take to the High Seas to start on random acts of skulduggery and piracy, to do that, you need a ship, AAAR!

Two of the most famous ships from the Golden Age of Piracy were Bartholomew Roberts' Royal Fortune and Edward Teech's Queen Annes Revenge. They were both large vessels with excess of 35 guns, but these were quite unusual. Most pirates favoured smaller faster vessels in which they were able to out manoeuvre both their prey and the ships of the Royal Navy. Pirates often replaced their ships and 'traded up' either by converting prizes or upgrading the ship that they already had. Converting a ship usually meant clearing superfluous structures and levelling decks to provide more space for cannons.

Painted model ships with suitable crews make for a great visual game, and playing with ships bring a whole new array of challenges.

When choosing your ship model you need to consider that a good gaming model will always be a compromise between accuracy and playability. The best looking model ships are not always the best models for playing games with. They are often over cluttered with detail which prevent you standing figures on them; if they have an accurate amount of sails and rigging you will often not be able to get your hands inside to move models, and the very nature of such a detailed model means that they will not always be suitable for the kind of handling that a gaming piece is going to get. You need to treat your ships as moveable scenery rather than just a scale model.

You have various options when considering your first vessel. Several miniature companies produce excellent resin models and these models are usually well detailed & robust. You can also try to convert commercially available toys or models some of which are excellent, but you often have difficulties with scale. The best option by far is to make your own ships. This way you get exactly what you require without spending large amounts.

We have included templates in this book for a small Caribbean sloop. It is the right size for a starting crew and is an inexpensive and straightforward model to make. You need only basic materials and tools and a small degree of skill.

You will need: 5mm foam core, 2mm balsa wood, 5mm balsa wood offcuts, 1-2mm thick cardboard, 10mm & 5mm dowel and thin garden wire.

First take two photocopies of the templates and cut out all the pieces. Stick the two boat shapes to foamcore, note one should be cut to the shorter length (this makes the base) cut both of these out, including the slot for the prow. You then need 5 or 6 'deck spacers' (see templates) and stick these to the bottom ship shape, then line up the top ship shape with the bottom shape. The bow should be directly above the base the stern overhangs slightly.

Cut out a foredeck and afterdeck from foamcore stick these on to the main structure. Cut out a stern from 2mm balsa. You can cut window shapes into this if you wish. Stick the stern on to the model cut out and stick the lower stern on to the model. Use 2mm balsa wood to cover the decks. Using a pencil or biro score planks into the decks.

Cut out a prow from 5mm balsa wood and stick into place.

The lower and upper top sides should be cut out from 1mm cardboard (slightly thicker card than cereal packets). Stick on the lower sides first, then stick on the upper sides. Take your time here as each piece of card needs to be stuck firm around the bow before moving on to the next.

At this point you should have a completed hull. You can either keep the model as it is or stick it to a piece of cardboard or hardboard to act as a base.

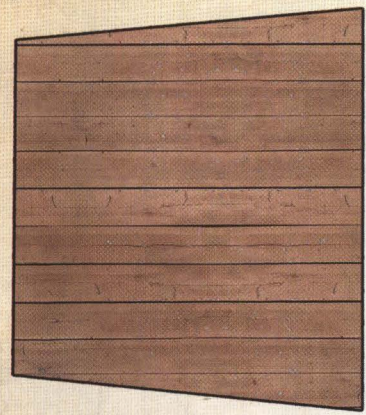
At this point you can decide where to place the mast. Using 10mm dowel mark a point on the main deck approximately 20mm behind the foredeck. You should be able to cut through the deck, balsa and foamcore. You can either glue the mast in place or leave it so you may remove it to store. The model is designed to not have a much rigging to get in the way of your hands and figures. You may secure you mast with a forestay of wire which you can also attach a foresail to. Other spars made from 5mm dowel can also be attached using glue and wire. The model is now ready for use. It will of course look a great deal better after painting and before doing that you can add any detail you feel necessary. Remember, however, that it is desirable to keep your model relatively clutter free so you can get figures and cannons on board.

Sails can be made from a number of different materials such as paper, fabric or tin foil.

Happy sailing me hearties. Captain Swallowtail Tim



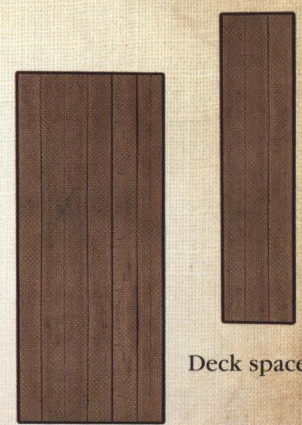
Afterdeck (5mm foamcard)



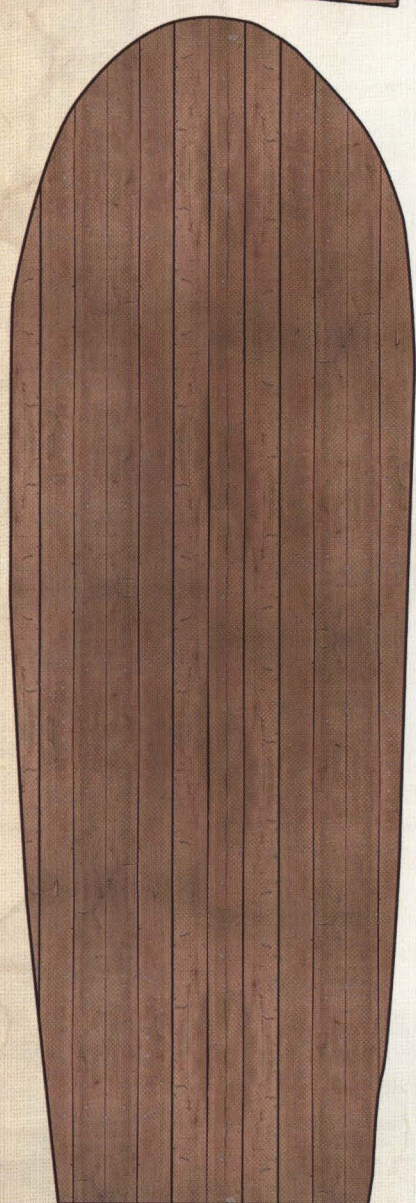
Prow (3-4mm balsa wood)



Deck spacers



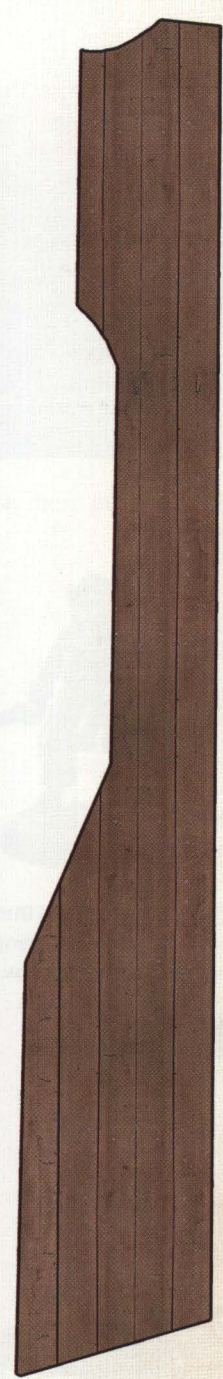
Lower aft section (5mm foamcard)



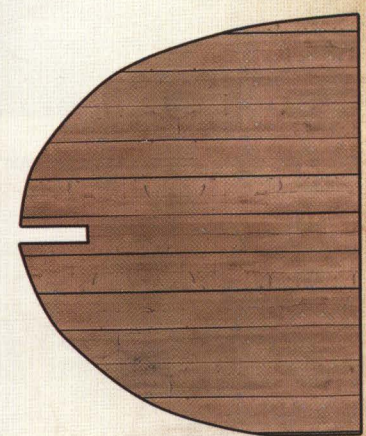
Decks (covered in 1-2mm balsa wood)



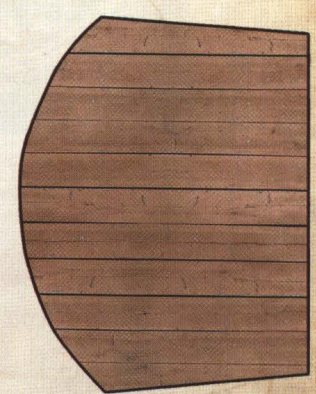
Lower side x2 (thick card)



Top sides x2 (thick card)



Foredeck (5mm foamcard)



Stern (5mm foamcard)
Note: You can cut windows out of this



Miniature Showcase

You only need a few models to press gang a crew into service, and so, this gives an opportunity to do your best paint job. Here we show some examples for inspiration and information.



Using a white undercoat gives a nice bright finish to reds and yellows. Items such as monkeys and drums add character to your crew.



Using a black undercoat and dark or drab colours really give pirates that desperate looking edge. Careful highlighting really raises the profile of this sinister crew.



Standard bearers give a focal point on the table top, and can be used to identify important characters.



The pink sash here really contrasts against the dark blue jacket. Small details like this can really make a model noticeable on the table top.



Both these rogues have elaborate waistcoats and the rocks make a nice touch to the bases.



The waistcoat on this model is particularly multicoloured and vivid.



The ivory coloured coat on this model would suggest a wealthy merchant captain.



Loaded with booty and liquor, these pirates make their way back to their boat.



Both these models can be used in the services of law and order. Note the planking on the bases.



With a glass in his hand, the background to this officer's fall from grace should be clear.



With his face hidden, this model makes an excellent bounty hunter. Note the red lining on the coat.



The Chinese were often associated with large glaives or polearms. These were wielded with two hands as this pirate rogue shows.



This governor pleads for his life.



This governor enjoys life in one of the provinces, unaware a pirate raid may be just over the horizon.







Heroes Roster Sheet

Crew Type:	Captain Archetype:
Ship Name:	Notes:
Ship Information:	
Infamy rating: No. Models + Total Experience =	

Name:	Equipment:	Skills & Injuries:
Type:		
S F St D A W C		
Fame:	Experience:	
Fortune:	■ = Advance	

Name:	Equipment:	Skills & Injuries:
Type:		
S F St D A W C		
Fame:	Experience:	
Fortune:	■ = Advance	

Name:	Equipment:	Skills & Injuries:
Type:		
S F St D A W C		
Fame:	Experience:	
Fortune:	■ = Advance	

Henchmen Roster Sheet



Name:							Equipment:	Skills & Injuries:
Type:								
S	F	St	D	A	W	C	Experience: ☐ ☒ ☐ ☐ ☒ ☐ ☐ ☐ ☐ ☐ ☒	Group Experience:

Name:							Equipment:	Skills & Injuries:
Type:								
S	F	St	D	A	W	C	Experience: ☐ ☒ ☐ ☐ ☐ ☐ ☒ ☐ ☐ ☐ ☐ ☒	Group Experience:

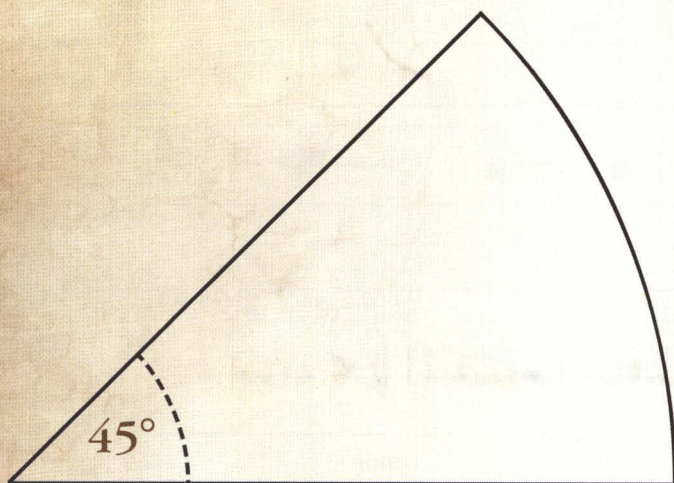
Name:							Equipment:	Skills & Injuries:
Type:								
S	F	St	D	A	W	C	Experience: ☐ ☒ ☐ ☐ ☐ ☐ ☒ ☐ ☐ ☐ ☐ ☒	Group Experience:

Name:							Equipment:	Skills & Injuries:
Type:								
S	F	St	D	A	W	C	Experience: ☐ ☒ ☐ ☐ ☐ ☐ ☒ ☐ ☐ ☐ ☐ ☒	Group Experience:

Name:							Equipment:	Skills & Injuries:
Type:								
S	F	St	D	A	W	C	Experience: ☐ ☒ ☐ ☐ ☐ ☐ ☒ ☐ ☐ ☐ ☐ ☒	Group Experience:



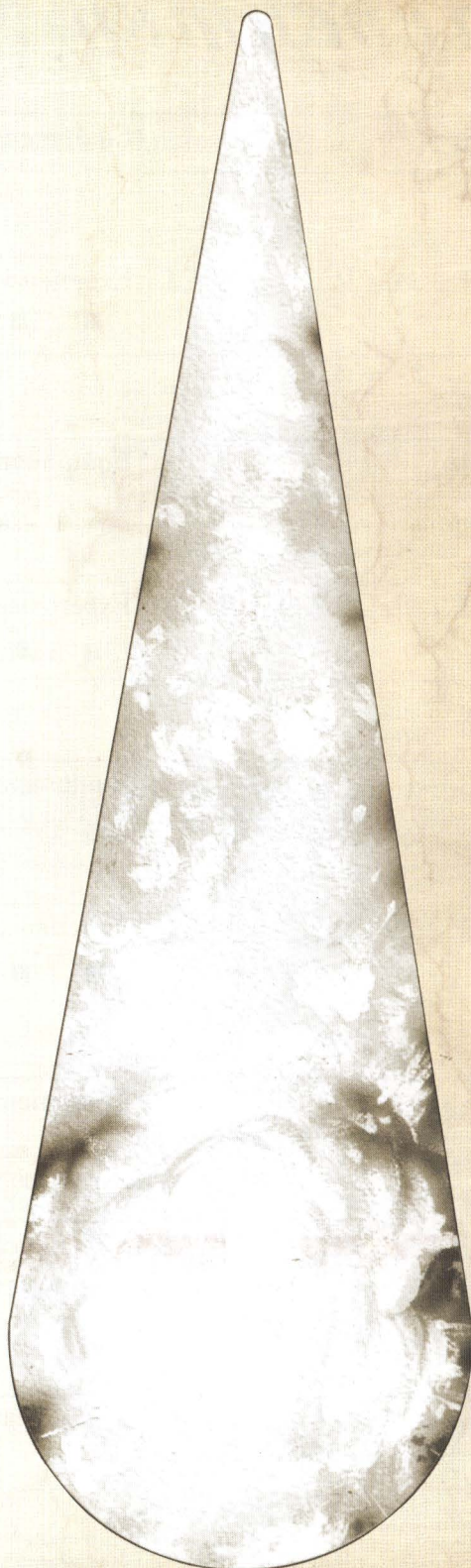
Templates



Ship turning and cannon firing template



Explosion template



Spread template

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Counters



Pirate Flags

Historical Note - The Jolly Roger:

The Oxford English Dictionary reveals that as early as 1724, 'Old Roger' was a British term for the Devil. Roger was a corruption of 'rogue', so it might be that it was just slang for the vagrants of the sea or a 'Jolly roger'. Finally by 1785, Francis Grose defines Jolly Roger as a pirate flag in his work A Classical of the Vulgar Tongue.



Edward Teach



Stede Bonnet



Bartholomew Roberts



Edward England



Henry Every



Thomas Tew



John Rackham



Edmund Condent



Quick Reference

Game Sequence

1. Initiative
2. Movement Phase
3. Shooting Phase
4. Fighting Phase
5. End Phase

1. Initiative

Both players roll a dice to establish which side has Initiative for that turn.

2. Movement Phase

Each player moves each of his models up to their maximum movement distance. Also ships are moved in this phase as well following the Ship rules.

Difficult Terrain

Areas of difficult terrain reduce the movement rate of a model on foot. The distance moved counts as twice the actual distance.

Barriers

Barriers up to 1/2" high do not affect movement. Barriers between 1/2" and 2" can be jumped by models on foot. Barriers higher than 2" can be climbed by models on foot if there are enough hand and foot holds. These distances also apply to gaps and attempts to jump a gap of up to 4" wide.

Jump Table

Dice	Result
1	Stumble - Model doesn't cross & cannot move further.
2-5	Success - The model is placed on the other side in base contact & cannot move further.
6	Effortlessly Bounds Across - The model leaps over the obstacle & completes its move.

Climb Table

Dice	Result
1	Fall - The model slips & falls to the ground. See Falling rules.
2-5	Continue to Climb - If the top/bottom is reached, place model at edge. The model cannot move further.
6	Continue to Climb - If the top/bottom is reached, the model can complete its movement.

Swing Table

Dice	Result
1	Fall - The model slips & falls to the ground. See Falling rules.
2-5	Swing Successful - The other side is reached, place model at edge. The model cannot move further.
6	Sails through the Air - The other side is reached & the model can complete its movement.

Swimming Table

Dice	Result
1	Sink - The model drowns, remove the model as a casualty.
2-5	Swim - The model may move half its movement, if edge of water feature reached make Climb test.
6	Swim Strongly - The model can move normally, if edge of water feature reached make Climb test.

3. Shooting Phase

Models armed with shooting weapons can shoot. To hit the target they need to roll equal to or more than the Shooting value on their profile. Roll for In the Way tests. For every hit, cross reference on the Wound chart the Strength of the weapon (shown below) with the Defence value of the target. In order to cause a wound on the target, they need to roll equal to or higher than the value shown on the chart.

In the Way Chart

Dice	Terrain Type
3+	Rigging, hedge, sign post, trees, etc.
4+	Rocks, solid wooden fence, wagon/cart, barrels and crates, door or window of wooden building, low wall and any model or figure.
5+	Fortified wall, large rock outcropping or similar feature

Weapon	Winning the fight	Rolling to Wound	Notes
Knives and Daggers	-1	-	-
Hand Weapons	-	-	-
Swords	-	-	Parry
Spears & Boarding Pikes	-	-	Support
Two-Handed Weapons	-1	+1	Requires Two Hands
Unarmed	-1	-1	-
Improvised Weapons	-1	-	-

4. Fighting Phase

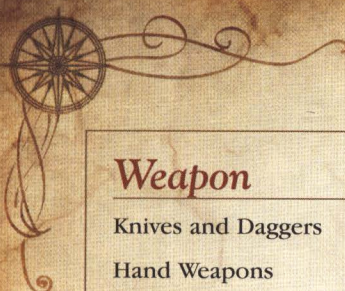
Models in close combat roll to see who wins the fight. If they draw, the model with the highest Fight value wins. The loser must back off 1" and the winner strikes him.

On the Wound chart, cross-reference the Strength of the winner with the Defence value of the loser. In order to cause a wound on the loser, the winner needs to roll equal to or more than the value shown on the chart.

Wound Chart

Defence

	1	2	3	4	5	6	7	8	9	10+	
Strength	1	4	5	5	6	6	6/4	6/5	6/6	-	-
	2	4	4	5	5	6	6	6/4	6/5	6/6	-
	3	3	4	4	5	5	6	6	6/4	6/5	6/6
	4	3	3	4	4	5	5	6	6	6/4	6/5
	5	3	3	3	4	4	5	5	6	6	6/4
	6	3	3	3	3	4	4	5	5	6	6
	7	3	3	3	3	3	4	4	5	5	6
	8	3	3	3	3	3	3	4	4	5	5
	9	3	3	3	3	3	3	3	4	4	5
	10+	3	3	3	3	3	3	3	3	4	4



Weapon	Winning the fight	Rolling to Wound	Notes
Knives and Daggers	-1	-	-
Hand Weapons	-	-	-
Swords	-	-	Parry
Spears & Boarding Pikes	-	-	Support
Two-Handed Weapons	-1	+1	Requires Two Hands
Unarmed	-1	-1	-
Improvised Weapons	-1	-	-

Courage Tests

Roll two dice and add the scores together, then add the fighter's Courage score to the total. If the score is 10 or more, the Courage test is passed.

Different tests to be taken.

Rout Test - If half of your sailors are taken out of action. Take this test at beginning of Movement phase.

Fearsome Reputation - If a fighter wishes to charge or shoot at enemy that have fearsome Rep. If failed may not charge or shoot at that fighter.

Hit the Deck! - If hit by missile fire and not killed, or if friend within 3" is shot and removed as a casualty.

Fame

A Hero with a Might point may use that point to adjust any dice roll for every point he has left. May also be used for Heroic Actions.

Fortune

Fate points allow any Wound to be saved on a 4, 5 or 6 as long as he has Fate points left.

Heroic Actions

With Me - At the start of the Movement phase the Hero & all friends within 6" will move at the same time. Friends must end within 6" of the Hero.

Fire at Will - At the start of the Shooting phase the Hero & all friends within 6" can shoot at the same time.

No Quarter - Heroes that call this may fight first regardless of priority. Also if all enemy models are killed, then the Hero & any models engaged in the fight may move again.

Campaign Summary

Post-Game Sequence

1. Injuries - see table, pg 66
 2. Experience
 3. Ship Repairs
4. Check for Mutiny
 5. Collect Booty
 6. Trading
 7. Calculate Infamy Rating

Campaign Summary Reference

Heroes' Advance Table

2	Choose any one characteristic add +1
3	New Preferred Skill
4	+1 Shooting
5	+1 Attack
6	+1 Courage
7	+1 Fighting
8	+1 Strength
9	+1 Defense
10	+1 Wound
11	Roll again, 1-3 +1 Fame, 4-6 +1 Fortune
12	New Skill, Choose any of the skill tables and roll for a new skill. You may re-roll the result if you already have the skill generated.

Henchmans' Advance Table

2-3	+1 Shooting
4	+1 Wound
5	+1 Attack
6	+1 Strength
7	+1 Fighting
8	+1 Courage
9	+1 Defense
10-12	Cabin Boy Did Good One Henchman becomes a Hero

Crew Upkeep Fee

Size of Crew	Crew Upkeep
1-5	5 doubloons
6-10	10 doubloons
11-15	15 doubloons
16-20	20 doubloons
21-25	25 doubloons
26+	30 doubloons

Skills' Lists

Moving

- 1 Sea Legs
- 2 Nimble
- 3 Stealthy
- 4 Lightning Quick
- 5 Dodge
- 6 Scout

Savy

- 1 Hardened Resolve
- 2 Seasoned Dog
- 3 Merchant
- 4 Taunt
- 5 Gambler
- 6 Fearsome Reputation

Shooting

- 1 Avast
- 2 Eagle Eye
- 3 Handy with Pistols
- 4 Uncanny Sense
- 5 Marksman
- 6 Dead Eye Shot

Fighting

- 1 Tavern Brawler
- 2 Strongman
- 3 Handy with Swords
- 4 Swordsman
- 5 Fury
- 6 Blimey

Underdogs Table

Difference in Infamy Rating	Re-rolls	Experience Bonus
0 - 25	0	None
26 - 50	1	+1
51 - 75	2	+2
76 - 100+	3	+3

Characteristic Maximum

S	F	St	D	A	W	C	FA	FT
3+	9	6	6	3	3	7	6	3



Acknowledgements

Bibliography

There are numerous books on piracy and here are just a few that were essential while writing these rules.

David Cordingly, *Under the Black Flag*, New York: Harvest Book, 1995

Nigel Cawthorne, *Pirates An Illustrated History*, London: Chartwell Books, 2006

A special note for Osprey Publishing for the following books by Angus Konstam,
Elite 67: *Pirates 1660-1730*, Elite 69 *Buccaneers 1620-1700*, Elite 74 *Privateers and Pirates 1730-1830*.

Websites

The following web sites also provided inspiration.

The Pirates Realm, famous pirates, pirate history, pirate info: <http://www.thepiratesrealm.com/>

Pirate Ring – A web ring with many Pirate websites: http://www.geocities.com/pirate_2000/pirate.html

The Library of Congress: <http://www.loc.gov/index.html>

National Maritime Museum: <http://www.nmm.ac.uk/>

Here is the *Legends of the High Seas* Yahoo Group for discussion of the book,
<http://games.groups.yahoo.com/group/LotHighSeas/>

Warhammer Historical Wargames website for additional *Legends of the High Seas* material and supporting articles:
www.warhammer-historical.com

Miniatures

The following companies either make suitable Pirate and sailor models or ships and scenery:

Artizan Designs, www.artizandesigns.com

Brigade Games, www.brigadegames.com

Black Cat Bases, www.blackcatbases.com

Black Scorpion Miniatures, www.blackscorpionminiatures.com

Curteys Miniatures, www.curteysminiaures.com

Dixon Miniatures, www.dixon-minis.com

Crusader Miniatures, www.crusaderminiatures.com

Flagship Games, www.flagshipgames.com

Foundry, www.wargamesfoundry.com

Front Rank Figurines Ltd, www.frontrank.com

Gripping Beast, www.grippingbeast.com

Irregular Miniatures, www.irregularminiatures.co.uk

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Stronghold Miniatures, www.stronghold-miniatures.co.uk

Scheltrum Miniatures, www.scheltrum.co.uk

West Wind Productions, www.westwindproductions.co.uk



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