

SCUM OF THE HIGH SEAS



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SCUM OF THE HIGH SEAS.

Hex-based rules for pirate games.

These rules were initially developed for being played on 10cm (4") flat to flat hexagons as offered by Kallistra (<http://www.kallistra.co.uk/>). The author of these rules is in no way connected with this company, other than the fact that he uses their product for this and other hex-based games. It is (of course) perfectly possible to use other hex-sizes or hex-systems, or replace each hex by a distance of 10cm measured on the table, but remember we chose the hexagonal grid to speed up the game and avoid measuring.

FASTPLAY VARIANT:

In order to shorten the game time, saving throws and the role played by NCO's in the game can be omitted: this results in a faster and bloodier game, ideal for an introduction, demo or participation game.

GENERAL RULES.

Prior to the first turn, the players are briefed about the scenario, their objectives and (possibly) the composition of their forces. In games involving ships, the wind direction is then established. Players are informed about the number of victory points to be scored (per objective, enemy figures killed or wounded etc) in order to win. A "general Parley" is opened before the first turn starts, unless the game is played in fixed preset teams.

"PARLEY" (*optional - used when several pirate players are involved – e.g. in a treasure hunt*).

"Parley" is part of the pirate code of honour. Whenever a pirate player asks another pirate player for a Parley (by playing a *Parley-card*), a **ceasefire is established immediately between the two UNITS involved**. A Parley lasts 1 or 2 game turns, as chosen by the applicant. The applicant must play a *Parley-card* to be able to open negotiations. Parley cards are part of the *event card* deck. A Parley may never be refused by the opponent (except by playing a "*Parley? – No Way!*" card).

When several pirate players are involved, a "general Parley" is opened before the first turn starts. These rules can be used for as little as 2 players, but 4-6 players is ideal because "Parley" and forming (and breaking...) of alliances works better when more players are involved. The game may be controlled by a game master, but this is not a must. Not a great deal is "holy" in this game, but an **alliance wrought through "Parley" must be honoured at all times**, until reviewed or broken by a new Parley (or *event card*).

UNIT TYPES.

The following goes for all unit types: a unit can only fire in so far as it is equipped with firearms or bows. If this is not the case, the unit is restricted to "close combat" (hex adjacent to the unit it attacks). "Mixed units" (whereby 50% of the figures are primarily armed with one type of arm and the other 50% with another) are allowed. **In case only half of a unit is equipped with firearms, the number of hits can never be higher than the number of firearms remaining in the unit, and 1 die less is cast.** For units with **mixed melee weapons**, player chooses which type of weapon to attack with prior to throwing the dice, and **1 die less is cast.** The number of hits can never be higher than the number of figures carrying the said melee weapon remaining in the unit. We do advise not to use mixed units until you are truly familiar with the game. In this game, infantry, cavalry and artillery are called "unit" or "units".

Loose horses, pack animals, livestock, carts and wagons (train or "spoils of war") count as infantry for movement purposes.

("Automotive") **spoils of war** cannot move by themselves, but need to be in the "ZOC" (zone of control = the 6 hexes around a hex) of a *covering* unit. For as long as the "spoils of war" (or a train) are in the ZOC of a *covering* unit, this "*covering*" unit must first be engaged and forced to retreat (or be eliminated) before the "spoils of war" (or the train) can be taken by simply placing the attacking unit next to the target.

A-class infantry: professional, soldiers & mercenaries and “crack” pirates or buccaneers. This infantry may move 2 hexes without doing battle or move 1 hex and battle. A-class infantry units count up to 6 figures.

B-class infantry: Most pirates, “elite” native warriors & militia. This type of infantry may move 2 hexes without doing battle or move 1 hex and battle. B-class infantry units count up to 8 figures.

C-class infantry: irregular units of lesser to poor quality (levies), civilian mob and native tribes. This type of infantry may move 2 hexes without doing battle or move 1 hex and battle. C-class infantry units count up to 8 figures.

A-class cavalry (“mounted units/troops”): professional mounted soldiers. This cavalry may move 3 hexes and battle, move 2 hexes and dismount or mount and move 2 hexes. Lancers fighting on horseback get an extra die when charging into contact. A-class cavalry units count up to 5 figures.

B-class cavalry (“mounted units/troops”): other mounted troops. This cavalry may move 3 hexes and battle, move 2 hexes and dismount or mount and move 2 hexes. Lancers fighting on horseback get an extra die when charging into contact. B-class cavalry units count up to 5 figures.

Guns (artillery/cannon): Land based artillery units count up to 4 figures and a gun. Artillery crews are considered A-class for morale purposes and are armed with sword & pistol. Cannon was primarily used in naval combat and sieges. Therefore, **infantry, cavalry and other personnel can only be targeted by cannon when the player has an applicable event card, allowing him to fire shrapnel.**

Commanders (captains, officers or tribal overlords - hereafter referred to as *commanders*): may move according to their means of transport, when ordered to do so (with or without units under their command). A *commander* must be identifiable as such and is represented by 1 figure. Each vessel has only one captain.

COMPANIES - commanders “controlling” one or two units.

As soon as a *commander* enters a hex already occupied by a friendly unit, the *commander* takes *control* of this unit (and up to one more other friendly unit in an adjacent hex).

A commander *commanding* one or two units may be relieved of his *command* (this counts as a unit activation), move away and take *command* over another unit or units.

As long as a *commander* controls two units, these units are counted as ONE in relation to orders issued or *command cards*.

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If a unit controlled by a *commander* is given an *order*, the *commander* may move with the unit, or he may stay in place. This counts as one *order*. A commander who moves with his unit must *move* to the same hex. Exception: you may not *move* a commander *commanding* unit or units if he has already moved on this turn.

Non Commissioned Officers “NCOs” or “tribal chieftains”, hereafter referred to as *NCOs*: at the start of the game, **one figure in each unit** is an *NCO* and must be identifiable as such. An *NCO* is NOT the equal of a *commander* but of lesser rank. However, when an *NCO* is the sole survivor of his unit, he may still be moved as a separate unit **and join another unit**

under maximum strength, acting as a private if this unit is still controlled by an *NCO*, or – if this is not the case – assume command. **Once he has joined a unit, he must stick to it.** For ease of identification, commanders and *NCOs* may be "colour-coded" by using little round stickers in two different colours (sold in department stores etc). stuck on the base of the figure.

EVENT CARDS.

The mechanism of these rules is **partly** based on *event cards*. These cards represent (at random) all sorts of things that can happen during a battle (be it good or bad for one side or the other...) without the need for complicated rules or tables.

There are two types of *event cards* in the game:

- **"NOW!" EVENT CARDS:** must be played (and take effect) **during the current turn.**
- **"YOUR CHOICE" EVENT CARDS:** may be played **immediately or later** in the **game** at the discretion of the player. **A player may only hold on to 6 "your choice" cards at a time for a game that is both land & sea based (otherwise 3)** or the number specified in the scenario. However, he may discard any card in his possession in favour of a new one drawn.

The **"NOW!"** & **"YOUR CHOICE"** *EVENT CARDS* are combined & shuffled in one deck for the game. There are plenty to choose from; you may - but must not - use them all. **In case both land & naval combat are combined in a game**, two decks are created: one containing "naval" cards, the other one "land" cards. "Shrapnel" and "grenade" cards are to be in both stacks. Whenever a player is planning to **activate both** land and naval units in a given game turn and he (has to) pick(s) a card, he **may choose from either stack**. The event cards can be supplemented by more cards designed by whoever wishes to create a new scenario or a twist (taking care to keep in mind the balance and spirit of the original game!). **The scenario should specify the maximum number of event cards a player receives at the start of the game and how many he may hold (usually 4-6 cards).**

OBJECTIVE OF THE GAME.

Is to eliminate a number of enemy units/commanders (1 victory point per unit/commander destroyed or per 10% of the enemy force) as per scenario, sinking ships and/or reaching and holding certain objectives or gaining spoils of war (e.g. 1 or more victory points apiece). The first player to gain his quota is the victor.

GAME TURN.

The player listed in the staffing notes goes first. If no mention is made of this, a die is thrown; highest score determines who first draws an *initiative card*.

1. Draw an *initiative card* (and draw an *event card* if applicable).
2. Player holding the initiative cast an average die (once per turn) & **activates** a unit.
3. Read an *event card* (if applicable).
4. **Move** the activated unit (or act according to the *event card*).
5. **Battle.**
6. Opponent(s) go(es) through steps 2-6.
7. First player **activates** his next unit (up to the number cast on the average die).

1. Draw an initiative card.

Initiative cards are used to determine **which player holds the initiative** for the current turn and activates his units **first**. For this purpose, a standard 52 card deck (plus 2 jokers) is used whereby a king is the highest score and an ace the lowest (king-queen-jack-10-9-8-7-6-5-4-3-2-1). In case of a draw, hearts are the highest score, followed by diamonds, clubs and spades. Each player draws one card. The player who draws the highest card can either accept to take the initiative **for this turn** or leave it to an opponent. **In case the highest card drawn is a king, queen, jack or 10**, the player holding the initiative **has to draw an event**

card from the top of the *event card deck*. However, the **player may not view the content of the event card before he decides to activate it (prior to moving a unit)**.

In case a **joker** (top score) is drawn, this player not only holds the initiative, but may also indicate which enemy unit is to move (should he pass on the initiative), draw and read an event card **immediately** (prior to activating a unit) and decide to keep it (or not) or to pass it on to his opponent!

2. Cast an average die & activate a unit.

Next, the player *accepting* the initiative casts an average die (marked 2,3,3,4,4,5). The result (between 2 & 5) indicates how many units will be activated in the current game turn by each player.

After accepting to take the *initiative*, the player must activate a unit. Only activated units may subsequently *move*, *battle*, take a special action or choose to stand.

Note: *commanders* may participate in battles even if they have not been given an *order*. See *commanders in battle* section for details.

3. Read & activate the event card (if applicable).

If applicable, the player holding the initiative must look at the event card he's drawn prior to activating a unit (be it the first or a subsequent one). The choice of the unit influenced by the content of the card is up to him, but he must activate the card before the turn ends. If this is a "*now!*" *event card*, he must act accordingly (with the activated unit or whatever else the card orders). If it is a "*your choice*" *event card*, he may either activate it immediately or hold on to it for possible use later, or he may chose to play a "*your choice*" *event card* already in his possession. **However, he needs only to reveal the contents of the card to his opponent when the card is activated, but prior to casting the *hit-dice*.**

Example: You have drawn a "*now!*" *event card* ordering you to fall back instead of the advance you planned. **After** you have **activated your unit (but prior to moving)**, you read the card and you have to announce what the card orders you to do... On the other hand, when you play a "*your choice*" *event card* e.g. allowing you to fire twice, you only have to reveal the contents of this card to your opponent during *battle*, prior to casting the *fire hit-dice*.

4. Moving units.

Units cannot *move* onto or through a hexagon that already contains another unit. A friendly commander does not count as a unit, an enemy commander does. When a unit enters a hexagon already occupied by a friendly commander, movement ends there.

You may never split a unit. The individual figures within a unit must stay together and *move* as a group. Units that have been reduced through casualties may not combine with other units, except *commanders* and *NCOs*.

You must complete the move of each unit before moving another. Each unit may *move* only once, except under the "*breakthrough*"-rule. **All moves must be concluded before battle is joined.**

Some terrain features affect movement and may prevent a unit from moving its full distance or battling (see order sheet).

Note: "*retreating*" is a different type of movement with slightly different rules. See *retreating* section for details.

Moving commanders and NCOs.

You may *move* a *commander* onto a hex occupied by a friendly unit, as long as there is no other friendly *commander* in the same hex. If a *commander* enters a hex occupied by a friendly unit, he must end his movement for that turn. A *commander* may never *move* onto or through a hex occupied by an enemy *commander* or unit. A lone *commander* is considered a unit for movement purposes. You may *move* an *NCO* (lone survivor of his unit) onto a hex

occupied by a friendly unit, as long as this unit is of the same type (infantry, cavalry or artillery) as the *NCO* and under maximum strength (see troop classes above). If an *NCO* enters a hex occupied by a friendly unit, he must end his movement for that turn. An *NCO* may never *move* onto or through a hex occupied by an enemy *commander*, *NCO* or unit. A lone *NCO* is considered a unit for movement purposes.

COMPANIES - commanders “controlling” two units.

As soon as a *commander* enters a hex already occupied by a friendly unit, the *commander* takes *control* of this unit (and up to one more other friendly unit in an adjacent hex).

A commander *commanding* one or two units may be relieved of his *command* (this counts as a unit activation), move away and take *command* over another unit or units.

As long as a commander controls two units, these units are counted as ONE in relation to orders issued or command cards.

If a unit controlled by a *commander* is given an *order*, the *commander* may move with the unit, or he may stay in place. This counts as one *order*. A commander who moves with his unit must *move* to the same hex. Exception: you may not *move* a commander *commanding* unit or units if he has already moved on this turn.

Forcing a breakthrough.

When an infantry unit engages in “close combat” (*battling* an enemy in a adjacent hex) and succeeds in either destroying the enemy unit or forcing it to *retreat* (and thus emptying the hex), the unit can force a “breakthrough” by entering the now free hex.

Artillery can never force a *breakthrough*. When forcing a *breakthrough*, terrain restrictions are taken into account as normal.

When a mounted unit forces a *breakthrough*, it can engage the retreating unit in *battle* once more (but not follow up again).

Entering buildings.

To enter a stronghold (tower, castle, fortress), you first need to destroy a gate (or heavy fortified door). To enter a house or other structure with a normal (house)door, cast 1D6: (1-3= failed, 4-6= success!).

5. Battle.

After having moved the activated unit(s) due to the latest *initiative* taken, unit(s) must be close enough to the enemy (and in a position to “see” the enemy) in order to *combat* or *do battle*. (see “range” and “line of sight”).

Each battle must be resolved before the next is started. A unit may *battle* with another unit only once per turn (exception: mounted troops in a “breakthrough”). A unit may never split its battle dice between several enemy targets. Units already in close combat cannot fire at more distant units, nor can they be fired upon. **“Close combat mode” ends automatically (for all units) at the end of each turn or - for any specific unit - when it breaks away due to moving.**

If – during a **prime contact** (= contact between the first 2 units entering a **melee**) - a target unit contains 2 different types of figures (e.g. musketeers/swordsmen), the **defender has the option of choosing which figures will take casualties** when attacked (prior to casting the battle dice). The same rule applies when a unit is fired upon. If a **melee is already in progress** and one side or the other adds a unit to the melee (walk-in), **the attacker has the option of choosing which figures will take casualties** (prior to casting the dice).

To *do battle*, act as follows:

- determine the *range* (distance to the enemy target);
- determine the *line of sight*;
- determine the *terrain* within the *line of sight*;
- roll the *fire hit-dice* or the *close combat hit-dice*. The type of battling unit, battlefield terrain and the distance to the enemy target determine the number of dice rolled.

Range.

All melee weapons: *range* of 1 hex. Dice: **4 (green = close combat hit-dice)**.

Infantry with **bow**: *range* of 3 hexes. Dice: **(4/4)* - 3 - 1 (red = fire hit-dice)**.

Infantry (or dismounted cavalry) with **musket**: *range* of 4 hexes. Dice: **(4/4)* - 3 - 2 - 1**.

Dismounted cavalry with **musket**: *range* of 4 hexes. Dice: **(3/3)* - 2 - 1 - 1**.

Infantry (or **cavalry**) with pistols: *range* of 2 hexes. Dice: **(4/2)* - 2**.

(4/4)*: units adjacent to one another always *battle* with **melee weapons**, unless an **impassable object blocks the way**. An impassable object blocks movement, in which case **firing** into adjacent hexes is permitted. "Impassable objects": e.g. high walls, cliffs, ship's sides when not boarding.

Heavy gun (cannon): *range* 7 hexes. Dice: **4 - 4 - 4 - 3 - 3 - 2 - 2**. +1 die if deployed on hilltop.

Heavy guns are always land based and **may only fire every other game turn**.

Medium gun (cannon): *range* 6 hexes. Dice: **4 - 4 - 3 - 2 - 2 - 1**. +1 die if deployed on hilltop.

Light gun (cannon): *range* 4 hexes. Dice: **3 - 2 - 2 - 1**. +1 die if deployed on hilltop.

Only light cannon may be moved by manpower during the game.

Maximum range for shrapnel (all guns) is 4 hexagons. Terrain effects count. When firing shrapnel, the number of hits scored against personnel is doubled.

Commanders in battle.

A **commander** *commanding* a unit in his own hex may always support this unit by **adding one die** to the number of dice eligible for the unit, but **only in close combat**. A *commander* not attached to (a) unit(s) cannot *battle*, unless when challenged to single combat. A *Commander* may challenge other *commanders* to single combat.

Characters in battle.

In some games or campaigns "characters" might be included (fair maidens etc), who – for the story's sake – better not die... These characters are treated as "*commanders*" (possibly non combatants with no + influence on units) and are only "wounded" instead of "killed". If they are "wounded" and alone in a hex, they can be taken prisoner and may be counted as victory points.

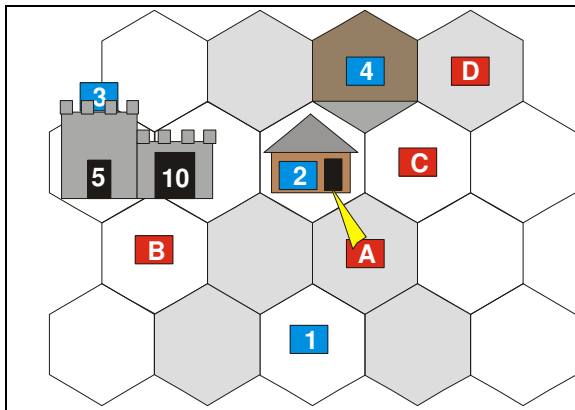
Line of sight.

A unit must be able to "see" the enemy unit it wants to *battle*. This is known as having a "*line of sight*". Imagine a line drawn from the centre of the hex containing the battling unit to the centre of the hex containing the target. This *line of sight* is blocked only if a hex (of part of a hex) between the battling unit and the target hex contains an obstruction. Obstructions include a unit or commander (regardless if friend or foe), woods, hills, fields or buildings. The terrain in the target hex does not block *line of sight*. Only artillery may fire over a friendly unit or commander in an adjacent hex on lower ground. Units situated 2 hexes or further away block artillery line of fire.

If the imaginary line runs along the edge of one or more hexes that contain obstructions, *line of sight* is not blocked unless the obstructions are on both sides of the line.

Terrain effects.

As per attached order sheet.



When to use **fire** or **close combat hit-dice**?

Unless there is an **impassable object** blocking the way, a unit entering the ZOC of an enemy unit casts **close combat hit-dice** when *battling*.

When unit **A** attacks unit **1**, **close combat hit-dice** are used, since **A** enters the ZOC of **1** (light grey hexes). When unit **B** attacks unit **1**, **fire hit-dice** are used, since **B** remains outside the ZOC of **1**.

When unit **D** attacks unit **4**, **close combat hit-dice** are used, since **D** enters the ZOC of **4** (light grey hexes, gentle slope of the brown hill).

However, When unit **C** attacks unit **4**, **fire hit-dice** are used, since there is an insurmountable escarpment (**impassable object**) between **C** and **4** (dark grey triangle).

When attacking unit **2** (occupying the **house**) and prior to casting the hit-dice, unit **A** may cast **1D6** in order to break down the door of the building occupied by unit **2** (1-3= failed, 4-6= success!). In case the door is wrecked, unit **A** will enter the building and start a melee (**close combat hit-dice**) with unit **2**. Otherwise, **A** may only fire at the occupants of the building (**fire hit-dice**). Unit **B** cannot enter the **fort** occupied by **3**, unless either the **gate** (10 points) or the **strengthened door** (5 points) have been destroyed by cannon or grenades. As long as this is not the case, **B** can only attack **3** by firing at it (**fire hit-dice**).

Resolve battle.

Losses are calculated before a unit (voluntarily or forced) *retreats*. 2 types of special dice are used.

Fire hit-dice: these dice are cast when cannon, firearms or bows are fired.

NOTE: If you do not want to make the special dice, you can always use a normal D6 instead (as shown below). For artillery bombardment, see also **cannon fire** under **NAVAL RULES**.



a "hit" for cannon, muskets, pistols & bows.



a "hit" only for cannon firing at a large target (ship or building).



a "hit" for cannon & muskets.



a "hit" for a unit armed with one type of weapons only (e.g. all muskets) **except cannon**.



a "miss" for all.



a possible retreat (1 hex/flag).

Since units aboard ships cannot retreat, flags are in that case ignored. Rowboats and canoes however will fall (row...) back.

In case the dice throw results in **more than 1 "hit" of the same type** (but not including *unit hit*), the first *hit* is an **automatic kill** and a figure is removed.

In all other cases, the defender may cast **1 saving die** per *hit* scored:



saves a figure or *commander* that was *hit* from a distance.

When the last remaining figure of a unit (or a commander) is killed, the attacker scores a victory point. Should the attacker score more *hits* than the number of figures in the defending unit, these additional hits are wasted. **Per 10% of total** (enemy) **strength lost** (in number of figures, disregarding *commanders*) a victory point is also scored. E.g. a player has a 90 figure force. Each time his opponent has killed 9 figures, the opponent gains a victory point.

Targeting a *commander* or an *NCO* by a sharpshooter.

A *commander* (or *NCO*) can only be targeted by a sharpshooter by playing an *event card*. The attacking player must then roll an extra **fire hit-die**. **Result to hit:**



hits the *commander* (or *NCO*) that was targeted by a sniper.

Unless the defender makes a successful *saving throw*, the *commander* is eliminated and the attacker gains a victory point.



saves a *commander* that was targeted and *hit* by a sniper.

Close combat hit-dice: these dice are cast when close combat occurs (when units are or move into in adjacent hexes).

NOTE: If you do not want to make the special dice, you can always use a normal D6 instead (as shown below).



a "*hit*" for troops armed with halberds, poleaxes (and variants).



a "*hit*" for halberds, poleaxes, fixed bayonets, pikes (foot) and lances (horse).



a "*hit*" for pikes/lances, fixed bayonets and swords (or native equivalent).



a "*hit*" for a unit armed with one type of weapons (e.g. pikes only).
(for unarmed figures this is the only way to score a "*hit*").



a "*miss*" for all.



a possible retreat (1 hex/flag).

Since units aboard ships cannot retreat, flags are in that case ignored. Rowboats and canoes however will fall (row...) back.

In case the dice throw results in **more than 1 "*hit*" of the same type** (but not including *unit hit*), the first *hit* is an **automatic kill** and a figure is removed.

In all other cases of close combat, the defender may cast **1 saving die** per *hit* scored:



saves a figure or *commander* that was hit in melee.



saves a *commander* that was hit in melee.

Single combat (duel).

Commanders may challenge other *commanders* to single combat when within range and if the player has the appropriate *event card*. The single combat consists of 3 rounds with 1 die **and** saving throws. Highest score wins and opponent is killed. (See below). Duelling weapons are either pistol or sword.

Retreat.

After all *hits* have been resolved and casualties removed, *retreats* must be resolved.



Forced retreat: for each flag symbol rolled during the *battle*, the defending unit must *retreat* 1 hex towards its own side of the battlefield. The defender has the option to make a *saving throw* with one *close combat hit die* per flag (flag saves). But, **if the attacker throws 2 flags**, the **first is an automatic retreat** (no *saving throw* allowed). *Terrain* has no effect on *retreat* moves.

As long as a unit does not fall below the following numbers of figures, all flags may be ignored by the defender.

A-CLASS:

Infantry: 4 figs.

Mounted troops: 4 figs.

Cannon: 3 figs.

B-CLASS:

Infantry: 6 figs.

Mounted troops: 5 figs.

C-CLASS:

Infantry: 8 figs.

Units in the same hex as a commander may deduct 1 further figure from the above numbers (except artillery).

Voluntary retreat: prior to being attacked, the defender has the option to make an (orderly) *voluntary retreat* (1 hex) and ignore all flags thrown. The attacker battles against the unit before it is allowed to *retreat* (and casualties are inflicted).

Retreat rules:

- A unit cannot *retreat* in a hex already occupied by another unit.
- If a unit *retreats* in a hex occupied by a friendly commander, it is rallied and all remaining flags are ignored.
- A unit commanded by a *commander* forced to *retreat* must take the commander with it.
- If a unit cannot *retreat*, 1 figure in the losing unit must be eliminated for each *retreat* move that cannot be completed (except on board a vessel). Such losses may include the commander.
- If a unit (and/or commander) is forced to *retreat* off the battlefield, the unit (and/or commander) is eliminated.

Falling back & carrying loot: Once a unit has lost its *NCO* (and if it is not accompanied by a *commander*), it will *fall back* to its ship or base via the shortest possible route, carrying whatever loot has been collected. Whilst *falling back* or carrying loot, this unit can only *battle* when attacked and cannot take any offensive action. **Falling back (units without NCO or commander) is automatic** (no activation needed) and takes place **each time at the**

beginning of the player's turn. *Falling back* is stopped as soon as the unit is joined by an *NCO* or a *commander*.

6. Draw an initiative card.

After the number of units as per average die result have had the option to be activated, the next turn starts.

The “I FEEL LUCKY!” rule (optional).

Once each game turn every player is entitled to call out “*I feel lucky!*” and - without having to have drawn a king, queen, jack or 10, he is entitled to draw an *event card*. The *event cards* are the only way to obtain Parley cards in pirate versus pirate games.

SINGLE COMBAT RULE (optional).

The “*single combat*” *event card* mentions:

5 rounds of 1 battle die with saving throw. Highest score wins. Ransom is 1 block of “spoils of war”.

The ransom amount mentioned on the cards is a fixed price the player defeated in single combat must pay to regain his *commander*. A “block of spoils of war” is the content of a hex in loose horses, pack animals, livestock, carts and wagons (fair maiden...) belonging to the defeated. A D6 is cast by the defeated:

1-2-3: the defeated chooses the ransom;

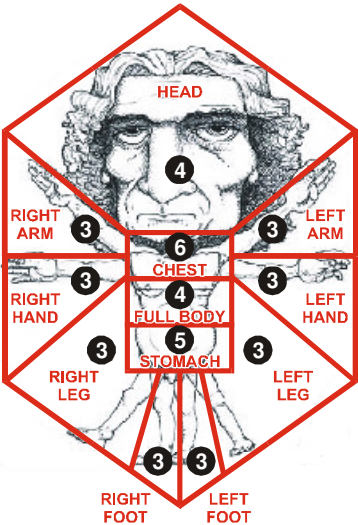
4-5-6: the winner chooses the ransom.

The ransom is placed in the *ZOC* of the unit the winning *commander* is attached to or his nearest unit.

In case the result of the duel is a draw (both players scoring 0 or 1 point), the **defender** has the option to go for a second (final) duel of 5 rounds. If this also proves inconclusive (or the defender does not opt for a second duel), both combatants return to their former positions.

The defeated player has the option of having his *commander* killed if he doesn't want to pay up, but this might cost him (a) victory point(s).

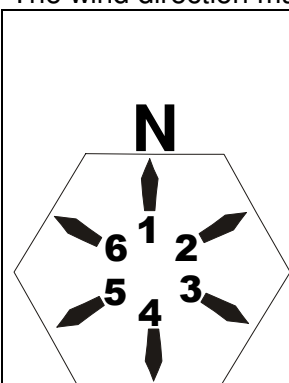
SINGLE COMBAT ADVANCED RULE.

	<p>For this combat system you need a special D12 and a copy of the drawing to the left & a chip or marker per player.</p> <p>Each side of the special D12 mentions a part of the body (HEAD, RIGHT ARM, STOMACH etc).</p> <p>Prior to the attacker casting the special D12, the defender places his chip (or marker) in one of the red zones on his copy of the drawing (this is where he intends to block the enemy's suspected strike). The attacker then casts the special D12. If the result of the dice throw is identical to the body part in the zone marked by the defender or in an adjacent zone <u>sharing a common side with the marked zone</u>, the attack has failed. If not, the defender may still claim a “near miss” by casting a close combat hit-die and scoring a “MISS”. Otherwise, the defender figure is injured. For each injury inflicted, an number of hit points (white number in black circles on the drawing) is deducted from the figures' total. A figure with 0 hit points remaining is killed.</p>
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NAVAL RULES.

WIND DIRECTION & SPEED – SHIP TYPES.

Prior to the first game turn, the wind direction has to be established. First determine the direction “North” on the game table. Then cast 1D6. If a 1 turns up, there is no wind during the first turn (try again next turn etc). Cast again 1D6 (see picture of wind rose for result). The wind direction may change during the game due to event cards.



Ship Classes.

As it is more than likely that different types of ships will be used in this game, we use “ship points” to define classes and s

- **Class 1**: heavy trade & warships, Indiamen etc (as from 60 ship points, possibly more than 10 light & medium guns (but no more than 16), spread over several decks.

- **Class 2**: brigs, brigantines, dhows, sloops or schooners (max 60 ship points, possibly up to 10 guns on one deck.

To calculate the *strength point value* of a vessel, divide the length of the hull in mm by 5 e.g. a ship of 260mm : 5 = 52 ship points.

Ship’s crew: per full hexagon of hull length, the ship may carry one unit of 6 or 8 infantry plus the ship’s “*minimum crew*” which is considered to be a separate unit that cannot leave the vessel.

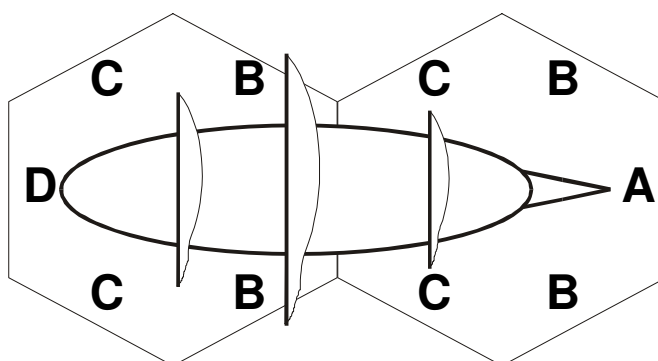
The minimum crew for sailing a ship Class 1 is 4 figures.

The minimum crew for sailing a ship Class 2 is 3 figures.

Maximum speed under sail

Wind direction	D	C	B (2 or more masts)
Class 1	3 hexagons	4 hexagons	2 hexagons
Class 2	4 hexagons	5 hexagons	2 hexagons

Navigation.



Sailing ships (with minimum **2 masts**) cannot sail when the wind is blowing from direction **A**, but can make a turn. For **ships** with only **one mast**, this goes for both directions **A** & **B**. **Class 1** vessels may make only one 60° turn per game turn, **Class 2** vessels may make two 60° turns, but must move at least one hex in between both turns.

Each 60° turn reduces the speed with 2 hexagons for Class 1, and **1 hexagon for Class 2** vessels. Ships can make a turn up to 60° and rowboats up to 180° in one go. To make a turn, the bow remains stationary and the poop turns up to the given angle.

When a vessel has **sustained +50% damage**, the speed is reduced by 1 hex.

When a vessel has **sustained +75% damage**, the speed is reduced by another 2 hexes.

Towing a vessel when calm takes 2 rowboats with 4 rowers each (speed: 1 hex/turn). These rowers may belong (in this case only) to one unit.

Anchoring (= to stop the vessel dead in the water) and weighing anchor reduces movement with 2 hexes.

Navigating a ship or boat (including its “*minimum crew*”) counts as activating a unit. Each ship’s gun fired also counts as activating a unit. E.g.: a “4” was cast on the average die (4 units may be activated per player this turn). One of the players involved decides to navigate closer to the enemy and tackle an opponent’s vessel with a broadside of 2 guns and one of 2 infantry units carried aboard his vessel:

- 1st unit activated: the ship moves closer to the enemy.
- 2nd unit activated: one gun fires at the opponent’s vessel.
- 3rd unit activated: a second gun fires at the opponent’s vessel.
- 4th unit activated: one of the infantry units fires a musket volley at the opponent’s crew.

The “*minimum crew*” of a vessel may only be targeted when all other figures aboard have been eliminated. A vessel with less than it’s “*minimum crew*” aboard cannot sail any longer and will surrender or drop anchor.

Rowboats & canoes.

These are boats that can be taken aboard ships (or towed) or native boats.

- Minimum crew: 2 man (or up to the units as stated below).
- Speed: 1 hex. Turning up to 120° is free; 180° costs 1 hex.
- Point value of boats & canoes is 20 (which is relatively higher than that of ships because they are harder to hit by cannon).

Rowboats & canoes can carry one infantry unit plus a *commander*. Rowboats can carry 1 light cannon & crew plus a *commander*.

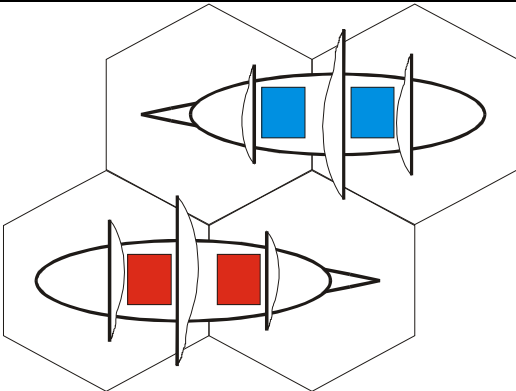
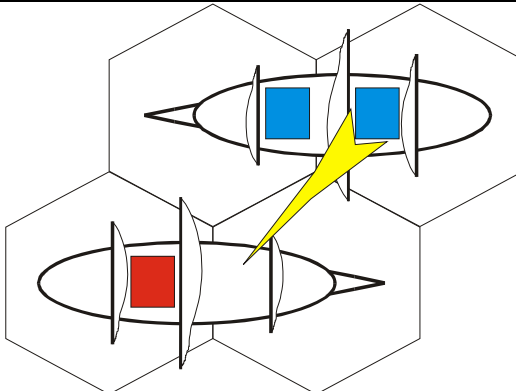
A cannon cannot be fired from a rowboat (unless it is a fixed swivel gun) and **loading/unloading** (gun or other load) takes 1 turn. Jumping on the beach from a boat takes no time. **Lowering a boat**, taking it on board (crew & load) takes 1 game turn. To do this, the vessel must be stationary (anchored) or bogged down. The player chooses a hex in the ZOC of the ship where the boat is to be placed. A *class 1* vessel may have 3 boats “aboard”. A *class 2* vessel may have 2 boats “aboard”. If handguns are fired from a boat, the 2 men rowing have to be deducted first.

Ramming.

When a vessel enters the ZOC of another vessel **under an angle of 0 or 60°**, the ships **collide**. When the ramming vessel’s points value is twice that of the victim, the victim sinks. Half of the crew of the sunken ship (per unit) ends up in the water and may swim away (1 hex/turn). The other half drowns. When firing on the swimmers (only possible with handguns), one die is deducted. When the ramming vessel’s point value is 1,5 that of the victim, the victim loses 2D6 ship points and may be entered automatically the next turn. Rowboats and canoes are always destroyed and sunk when rammed.

Boarding a vessel.

When a vessel enters the ZOC alongside another vessel, “boarding” (by the aggressor) is possible: cast 1D6: 5-6: success!, 1-2-3-4: the ships pass each in their ZOC. **Once boarded**, both crews may try to **cut the cables** the following game turn (5-6: success!, ships drift apart and may move) or the turns following the next turn (6: success!). The aggressor may “board” the other vessel next move. To actually place figures aboard the entered vessel (gain a foothold), a hex free of figures must be available. Should the defender succeed in cutting the cables whilst there is an boarding enemy unit aboard, the vessel will drift one hex each turn under the prevailing wind (make a turn if necessary) until the enemy unit is destroyed or has surrendered. For fighting during boarding or on board a ship, the land battle rules apply.

	
<p>Blue “boarding” red: since there is no “free hex” aboard the red vessel (2 red units present), no blue unit can “gain a foothold” aboard the red vessel.</p>	<p>Blue “boarding” red: since there is a “free hex” aboard the red vessel (only 1 red units present), either of the blue units can go aboard the red vessel.</p>

Cannon fire.

To be fired, a ship's cannon needs to be crewed by 1 figure, placed **next** to the cannon (or if the cannon is below decks, one figure (of a given number) of unit per cannon is set aside for this purpose). **The rest of the unit these figures are taken from may still engage in another form of combat, but will cast 1 die less.**

Ranges:

Heavy gun: range 7 hexes. Dice: **4 – 4 – 4 – 3 – 3 – 2 – 2.**

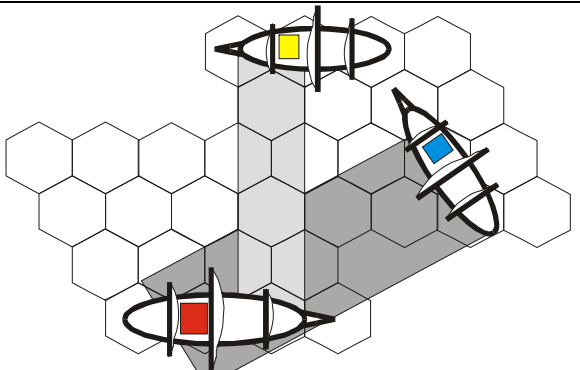
Heavy guns are always land based and **may only fire every other game turn.**

Medium gun: range 6 hexes. Dice: **4 – 4 – 3 – 2 – 2 – 1.**

Light gun: range 4 hexes. Dice: **3 – 2 – 2 – 1.**

Firing angle: the firing angle of cannon runs along the hex sides on the table as illustrated below. **In case two hexes are partially (50%) in the field of fire, the player firing must state which hex he is targeting prior to casting the dice.**

Maximum range for shrapnel (all guns) is 4 hexagons. Terrain effects count. When firing shrapnel, the number of *hits* scored against personnel is doubled.

	<p>Firing angle. The firing angle of cannon illustrated. The guns in the light grey area of both the yellow and the red ship may fire at each other (if within range - being 5 hexes). The blue ship may fire all his guns (if within range - being 4 hexes) at the red ship, but the red ship cannot return fire. However, the blue ship's cannon may also target the red unit on the deck (if within range - being 5 hexes).</p>
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Firing procedure:

Prior to casting the fire hit-dice, the player announces if he is targeting the ship/structure or the crew manning it. If the player has drawn a “now!” event card influencing his firepower, he must act accordingly, or he may have chosen to use a “your choice” event card.

Fire hit-dice: are also used **when firing cannon in naval battles.**

NOTE: If you do not want to make the special dice, you can always use a normal D6 instead (as shown below).



a “*hit*” for cannon firing at a ship/building or crew.



a “*hit*” only for cannon firing at a large target (ship or building).



a “*hit*” for cannon firing at a ship/building or crew.



a “*miss*”.



a “*miss*”.



a “*miss*”.

In case the dice throw results in more than 1 “*hit*” of the same type, the first *hit* is an automatic *kill* and damage is inflicted or a figure killed.

In all other cases, the defender may cast **1 *saving die*** per *hit* scored:



no structural damage inflicted or figure *killed*.

Damage inflicted against ships and structures by cannon fire:

Heavy gun: 5 points.

Medium gun: 3 points.

Light gun: 2 points.

A ship or structure that has sustained over **50% of damage** loses 1/4th of its original strength in cannon (1/2 when over 75%), rounded up.

“Strength points” of structures:

- small wooden structure (up to 10cm in length for 28mm figures) or fortress door: 5 points.
- large wooden structures (over 10cm in length for 28mm) or fortress gate: 10 points.
- small stone structures (up to 10cm in length for 28mm figures): 15 points.
- large stone structures (over 10cm in length for 28mm): 30 points.
- curtain wall: 40 points.
- tower: 50 points.
- Huts, zariba's etc are destroyed by the first hit.

Closed structures or compounds can be entered as soon as 50% of the strength points are gone or by means of an *event card*. **Gates** of strongholds (tower, castle fortress) have a point value of 10, **strengthened doors** of 5. In order to classify as “gate”, a horse and wagon must be able to pass through. Otherwise it is a “strengthened door”.

In order to keep track of the remaining *strength points* of ships and structures as well as crew and armament, a data record sheet master is provided on the next page.

Infantry combat.

See **GENERAL RULES**.

scum of the high seas – order sheet

Unit	Move		Dice number, colour & range	Terrain	Move	+/- Dice red/green/black (choice)	Line of sight
Mounted or dism. troops melee weapons	3	&	3 all lancers unit: +1 when charging	First turn of boarding a ship		-1 attacker if attacking from smaller type of vessel or from ground/sea level.	
Dism. troops with muskets	1	&	3/3 - 2 - 1 - 1	Marshes	Stop	-1 attacker	
Dism. troops with pistols	1	&	3/2 - 2				
Infantry melee weapons	1	&	4 all pikes unit: +1 when charging	Hand weapons fired at a ship's crew		-1 attacker (not for rowboats or canoes or when already boarded)	blocked
	2	&	0				
Infantry with bows	1	&	4/4 - 3 - 1	Fighting uphill & in orchard		-1 attacker	blocked
	2	&	0				
Infantry with muskets	1	&	4/4 - 3 - 2 - 1	Firing at/with figs inside building (small arms fire)	Stop & not battle when entering	-2 attacker -1 defender	blocked
	2	&	0				
Infantry with pistols, blowpipes	1	&	4/2 - 2	River	Stop if no ford	-1 defender	
	0	&	0	Wood	Stop & not battle	-1 attacker	blocked
Heavy gun Land based	0	&	4 - 4 - 4 - 3 - 3 - 2 - 2 may fire every other game turn	Debris	Stop		blocked
Medium gun	0	&	4 - 4 - 3 - 2 - 2 - 1				
Light gun	0	&	3 - 2 - 2 - 1	Field (crops)		-1 attacker	blocked
	1	&	0	Rough terrain	Stop & not battle	-1 attacker	
Guns/firearms on hilltop may fire over one friendly hex			+ 1 die if deployed on hilltop or fortress	Fence/ fieldwork/wall or men swimming		-1 attacker -1 defender also if both units are in base-to-base contact with either.	
Commander	See rules	&	+ 1 die in melee + 1 hex when charging	Escarpment [*] / high wall [*]	[*] cannot be crossed	-2 attacker	

Numbers in **green** indicate the use of **melee hit-dice**, those in **red** indicate the use of **fire hit-dice** and those in black choice of one or the other.

Game turn:

1. Play an **initiative card** (joker-king-queen-jack-10: draw an **event card**), accept *initiative* & cast an **average die**.
2. **Activate** a unit.
3. **Read** the event card (if applicable) prior to *moving* a unit (player's choice, but prior to ending his turn).
4. **Move** the activated unit (or units, due to an event card).
5. **Battle:**
 - **options defender:** (choice to be made before attacker engages in battle)
 - voluntary retreat (1 hex)
 - make a stand
 - **attacker battles:**
 - casts the eligible number of dice per unit before defender makes a voluntary retreat (if he has chosen to).
 - hits on defender's unit are calculated.
 - **defender** makes saving throws, kills are eliminated.
 - **retreats** are resolved;

Flags can be ignored if unit strength higher than:

A-CLASS:

Infantry: 4 figs

Mounted troops: 4 figs

Artillery: 3 fig

Units in the same hex as a *commander* may deduct 1 further figure from the above numbers (except artillery).

B-CLASS:

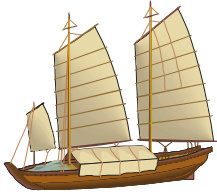
Infantry: 6 figs

Mounted troops: 5 figs

C-CLASS:

Infantry: 8 figs

6. **After all of units (as allowed by the average die) have been activated, new initiative cards** are drawn to start the next turn.

DAMAGE RECORD SHEET (to photocopy).

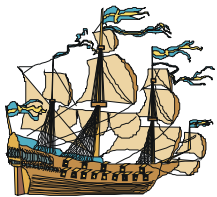
NAME:

SHIP POINTS:

LIGHT CANNON:

MEDIUM CANNON:

MAXIMUM CREW:

A blank coordinate grid consisting of 20 columns and 10 rows of squares. The grid is used for graphing the function $y = \frac{1}{2}x^2$.

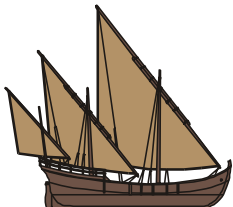
NAME:

SHIP POINTS:

LIGHT CANNON:

MEDIUM CANNON:

MAXIMUM CREW:

A blank grid consisting of 20 columns and 10 rows of squares, totaling 200 squares. The grid is used for drawing a picture.

NAME:

SHIP POINTS:

LIGHT CANNON:

MEDIUM CANNON:

MAXIMUM CREW:

A blank coordinate grid consisting of 20 columns and 10 rows of squares. The grid is used for graphing the function $y = \frac{1}{2}x^2$.

NAME:

STRENGTH POINTS:

LIGHT CANNON:

MEDIUM CANNON:

HEAVY CANNON:

A blank coordinate grid consisting of 20 columns and 10 rows of squares. The grid is used for graphing the function $y = \frac{1}{2}x^2$.