18. Events

Rolled for at the **start** of each turn. Player rolls 2D6. No re-roll.

Score	Outcome
2, 3, 4, 5	**3 new attacker** bases placed in any empty dockside square by attacker. If all dockside squares are occupied, the event cannot be used.
6	**Move any 3 own bases** from any locations to any other locations. **Not officers**.
7	**2 troops bases** appear in garrison building. If garrison buildings occupied by opponent then event is not possible. **Maximum 8 troop** bases on table.
8, 9, 10	**New officer** Position in a square with no other bases in it. New officers may not cause original allowance to be exceeded. **OR** **3 scurvy bases (defenders)** appear together in an open square. Higher D6 deploys.
11, 12	**2 scurvy bases removed** by attacker from defender's force. Attacker chooses may be different squares. **OR** **New officer**

If event is impossible, then no event that turn.

23. Fighting

Only officers may start fights.
Maximum of one officer and 4 bases fight.
May choose to withdraw instead of fighting.

2D6 per base (including officers)

+2D6 officer (max 1).
+2D6 for assaulter (max 1).
+1D6 defender base is target in important building / barracks (max 3).

Better quality may re-roll (first).

6 = Casualty. Officer (if present) is always **3rd** casualty.

Target wins unless assaulter kills more or all.

Winner or if withdrawing before the fight, or falls back

2D6 extra hits. 5, 6 = extra casualty inflicted.
Assaulter falls back to launch square with dragged casualties.
Better may insist on opponent re-roll.

Assaulter wins

Target falls back to facing square of targets choice. With dragged casualties.

Assault is last action of turn for an officer

13. Commander

Improves square by one quality in fights.

Death = 3 casualty markers.

His square may re-roll morale.

Carry out **2** initial actions before rolling.

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17. Turn sequence

1. Events
2. Morale for all casualty squares.

   Response shooting from this point.
3. Officer = 1 action, then 3, 4, 5, 6 for each new action. (max 3)
   (commander 2 actions then roll)

22. Shooting

D6 per base 5, 6 = hit
6 if response shooting
(Re-roll if shooter battle hardened or target **more** than 5 bases))

Saves = 4,5,6

Better save if target is in building

Better save if target is an officer

No save = killed

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19. Morale

1D6 per casualty in square (max 3)
1 more D6 if on their own
1 less D6 if officer **or** battle hardened.

Each 5, 6 = fail = remove 1 base

If no base, opponent roll 1D6
4, 5, 6 = base from anywhere
(not officer or plunder carrier).
After test remove the squares
casualty markers

24. Plunder

No plundering if 5 or more defenders
in 4 facing squares (includes officers).

Method   1D6 per base
include loot carriers (not officers).
Remove the 'plunder' marker.
5, 6 = consult the loot loop.
Attacker chooses initial location.

Deviation . Roll 1D6 each.
+1 for defender.
+1 if battle hardened plunderer
Deviate all or nothing

Plunder is last action of turn for officer

20. Actions

Action	Detail	Limits
Move	Moves into a face touching square that is empty of any opponent bases (officer can drag up to 4 bases with him).	No max
Shoot	Shoot 1D6 per base (not plunder carriers or officer). Target priorities are face touching, corner touching and then anything within 3 square range. Shoot action max 3. Response on your face **or** if your opponent shoots at you.	Maxi3
Fight	Enters a face touching square and fight. The officer must enter the fight with his men. This square must contain opponents.	Final turn action
Plunder	Attempts to plunder the current square. D6 per base not officers or plunder carriers.	
Gather	Roll 3D6. Each 5, 6 allows a base within 4 facing squares to be brought into the officer's square. No re-roll.	Max 3

6. Quality

Battle hardened can re-roll shooting D6.
Battle hardened can +1 to plunder deviation roll.

Bases with officer become the worst type present.
Officers select the bases in his group, he may ignore a scurvy base.
Scurvy are allowed response shooting only