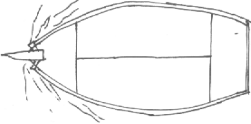


## Ship Details

Name	
Type	
Crew Quality	
Fighting Points	1.2.3.4.5.6.7.8.9.10

Gun Positions

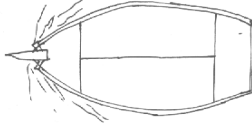


First Shot Used	Bow	Larboard	Starboard	Stern
Sailing Gear Points				
Hull Points Larboard				

## Ship Details

Name	
Type	
Crew Quality	
Fighting Points	1.2.3.4.5.6.7.8.9.10

Gun Positions



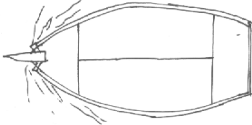
First Shot Used	Bow	Larboard	Starboard	Stern
Sailing Gear Points				
Hull Points Larboard				

**These May be Photocopied for use in the game.**

## Ship Details

Name	
Type	
Crew Quality	
Fighting Points	1.2.3.4.5.6.7.8.9.10

Gun Positions

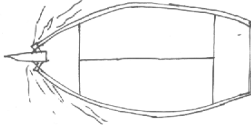


First Shot Used	Bow	Larboard	Starboard	Stern
Sailing Gear Points				
Hull Points Larboard				

## Ship Details

Name	
Type	
Crew Quality	
Fighting Points	1.2.3.4.5.6.7.8.9.10

Gun Positions



First Shot Used	Bow	Larboard	Starboard	Stern
Sailing Gear Points				
Hull Points Larboard				

--

## Campaign Master Sheet

**Country of Alleigance:**

(Spain,France,England,Denmark)

Letter of force	Value given to force. (1 to 5)	Opponent force letter	Are you the attacker Y/N	Battle score	Result 1.Battle 2.No contact 3.Land raid	Victory points gained
<b>A</b>						
<b>B</b>						
<b>C</b>						
<b>D</b>						
<b>E</b>						
<b>F</b>						
<b>G</b>						

Fold Fold Fold Fold Fold Fold Fold Fold-----Keep the lower part secret!!!!!!

Letter	Contents of force(Secret until all engagements known)
<b>A</b>	
<b>B</b>	
<b>C</b>	
<b>D</b>	
<b>E</b>	
<b>F</b>	
<b>G</b>	

### 10.3 Sea fight turn sequence

Warships move first. Attacker first. Alternately.  
Ship does firing, grappling, boarding. Ships may return fire on 5,6.  
Ship that gets hits and is 1/2 strength/no fighting crew takes morale.  
Repeat until all ships have had a turn.  
Both players may roll 6 to add 1 turn or 4,5,6 to deduct 1 turn to game.  
Remove 1 coin from countdown.  
Stop game if all coins now removed.  
Either player attempts wind change(5,6)

### 12. Movement

**Against the Wind** Turn 1 hex face. (Small ship 4,5,6 may move 1 hex)

**Beating against the wind** 1 hex but **must** turn into the new hex  
(small ship +1 hex 3,4,5,6)

**Reaching with the wind** 2 hexes. (+1 hex 4,5,6)

**Running with the wind** 3 hexes. (+1 hex 3,4,5,6)

.(can be repeated for a large ship until failed)

- Extra movements rolled for **after** basic movement is completed.
- Battle hardened +1 to die roll. Scurvy -1 from die roll
- Ships can decrease the movement by one hex voluntarily
- Ships with reduced sail must decrease the movement by a further hex. Reduced sail must declare (lasts 4 turns in total).
- Large ships and merchantmen can only make 1 turn per turn .
- Small and medium ships can turn each hex if they wish.
- The direction of a ship is only judged at the **start** of each turn.

### 20. Morale

At 1/2 points or less (or all fighting dead) all ships take morale every time further points or damage incurred. Morale in any ship's turn damage occurs.

1 die roll for each ship's turn. 6=Fail (5,6 if captain dead)

**Fail = drop** battle hardened => able=>scurvy=> sails from table (surrender if boarded)

### 17.2 Grappling

Hexagons must touch  
Use each fighting point to roll a 6 to grapple. These points are used up for this turn..

- +1 battle hardened crew
- +1 Attempting to grapple merchant ship.
- +1 No fighting points or gun crew on the opposing ship
- +1 If opposing ship 2 or less sailing gear

### 17.4 Boarding actions

**Total fighting points=**

- +1 Each fighting point
  - +2 Ships captain joins in(attacker)
  - +2 Won last turns fight
  - +2 First boarding action of game(attacker)
  - +2 Battle hardened crew
  - 2 Scurvy crew
  - +1 Per four gun crews or part of
- =No of D6.** 5,6 = kills(6 if 2nd fight)  
Gamble 5,6=captain killed(3,4,5,6 ship surrenders if enemy is warship)

**If Defender kills more**

D6 per extra kill.

6=captain killed

4,5,6=degrapple

Must become attacker

**If Neither kills more**

Ships stay grappled

**If Attacker kills more**

D6 per extra kill. 6 whole ship seized and surrenders.

D6 per extra kill 6=captain dead

### 19. Firing guns

**Ranges.** Ship must fire at either hull, sailing gear or crew( declare before shot)

Heavy **50cm** Medium **40cm** Light **30 cm.** (Last 10cm=long . 1st 10 cm =Short)

#### Basic 5

+2 raking +2 first shot +2 battle hardened crew +2 heavy gun

+1 Short range

-1 Long range

-2 Scurvy crew(includes all merchant ships) -2 Light gun

**Factor total =No of D6 rolled, 6=Damage**

**Hits on hull** Reduce hull by no of hits. Choose if raking.

*Gamble . 5,6= Fire breaks out D6-1 damage per turn(1<sup>st</sup>) until 5,6 puts it out. Owner chooses which side each turn*

Critical half points or less. 1=ship keels over and sinks 2=Magazine all hands lost . 3=listing ,only light guns may be used.

Critical. @3 points or less 1,2=ship sinks, 3,4 =no guns may fire

**Hits on sailing gear** Reduce sailing gear by number of hits.

Sailing gear at half points or below can only carry out move if 4,5,6 scored.(+1 battle hardened, -1 Scurvy)

*Gamble. 6=mast fall. Lose 4 sailing points. Crew hit twice.(see below)5= spar fall Lose 2 sailing points, crew hit once*

**Hits on crew** Each hit roll further D6. (10cm or less) 1,2=no effect 3,4=Gun and crew destroyed(owners choice)5,6=Fighting crew killed

(Greater than 10cm) 1,2,3,4= No effect 5= Gun and crew destroyed, 6= Fighting crew killed

*Gamble. 10cm or less, any crew/fighting men hits gamble 5,6=captain killed*

**Sea Fight  
Quick**

## Land raid turn Sequence

1. Roll to see who moves first(+1 Pirates)
2. Player1 moves/player 2 moves
3. Shooting
4. Fighting
5. Morale
6. Setting fire to buildings
7. Looting
8. Alarm raising

## 22.13 Movement

Defender rolls D6 for all officers. 5,6= move +3 groups(D6 scurvy groups)  
Guns move if 5,6 scored.  
Max occupancy = 6 groups/officers per square.

## 22.15 Shooting

### Each musket group rolls 1 D6

Shoot up to 1 square(all 8 directions)or 2 squares if no diagonals and 1<sup>st</sup> square is open/no figures  
5,6=Hit(-1 militia/scurvy)(+1 Hardened) 4,5,6= shooter may choose who is hit, else owner chooses  
5,6=Save(+1 hardened or building +2 Officer)

## 22.16 Hand to hand fighting

Scurvy groups can only attack if accompanied by officer.

Attacked square must stay. No reinforcement allowed.  
Groups that shoot do not count toward fighting factor.

Hand to hand group 4  
Musket group 2  
**+1 each hardened group(up to 3)**  
**-1 each scurvy group( up to 3)**

Officer 2  
Mob group 2  
Unarmed group 1

### Officer Hit

1=Dead  
2=Captured or dead  
3=Move 1 square

### Each 4 points= 1 Die Roll

1,2= No effect 3,4,5=1 hit 6=2 Hits (4,5,6 for choice)

### To save

3,4,5,6 For hardened group  
4,5,6 For able group  
5,6 For scurvy group

## 22.19 Morale 1 Test per dead group or officer.

6=Officer /hardened runs

5,6=Able run

4,5,6=Scurvy run

## 22.25 Victory Points

### Attacker.

Each defender's officer killed 2  
Each defender's Officer captured D6  
Governor captured 2x D6  
Each attackers officer captured -D6  
Each defender's group killed(except scurvy) 2  
Each defender's scurvy group killed 1  
Each building square burned 2  
Treasury ransacked(2 groups removed) 4x D6  
Each Gun spiked 2  
Each pirate group killed -1  
Each turn played after alarm raised -2  
Governors Residence ransacked(1 group removed) D6+2

**Defender** Defender has 45 coins at game start. Minus points are given to defender, plus points given to attacker.  
All only happen if funds permit.

## 22.12 Alarm raising

### 2,3= Raising the dead

*The defender may roll aD6 for any of his groups or officers that have been removed from the game. A score of 5,6 means they become reinforcements and are placed in any town square of the defenders choice including ones on fire or fighting subject to the maximum groups(8) rule.*

### 4=Defenders desert.

*The attacker rolls for all of the defender's forces in a square of his choice. A score of 5,6 indicates an able or scurvy group(not hardened or officers) is removed from the game as having sneaked off or has become incapable due to drunkenness or similar sin.*

### 6= Alarm raised for hardened groups and officers.

*The defender may now move his officers or hardened forces without having to roll dice to do so.All groups alarmed if pirates have fired or set fire to buildings.*

### 7=Alarm raised for all groups and officers.

*The defender may now move any of his forces without the need to roll dice, the whole town is alarmed!*

### 10=Attackers get lost.

*The defender may choose any square containing only attackers. A roll of 5,6 for any of the groups or officers indicates they have become lost, decided upon their own objectives or distracted by women etc. They are removed from the game but do not count as dead.*

### 12=Sail ahoy!

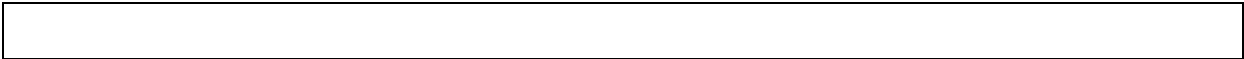
*A ship has been sighted by the pirates. The game stops at the end of the next turn as the pirates are assumed to have made a run for it!*

## 22.23 Burning The Town

6=Fire started. 1 roll per group

D6 per player 2 or more difference, adjacent square catches fire(4 directions only)

Groups/officers burn to death on 5,6 per turn.



# Rules for Pirates of the 17<sup>th</sup> and 18<sup>th</sup> Centuries

**Ships to 1/450<sup>th</sup> Scale**

**Land raids to 15mm scale**

By the **R.F.C.M.** team 2000

# PIECES OF EIGHT



- A Set of rules that give enjoyable games for two or more players.
- Game lasts about 2.5 hours.
- Rules include biographies of pirates, guidance on building forces, campaign system and victory conditions .

