

Pieces of Eight Sea fight-Battle sheet

Game setup summary

1	Players choose 0 - 1 scenery each
2	Allot 32 D6 for scenario.
3	Do aspect A. Winner is attacker.
4	Choose fleet. Choose trick.
5	Do aspects B - E.
6	Defender deploys scenery. <i>Not within 3 of corners.</i>
7	Attacker rolls 5,6 to move piece.
8	Defender chooses arrival corner. D6 per ship, one at a time. All face same direction.
9	Attacker chooses wind direction.
10	Attacker chooses one corner. Each ship D6+2 along edge.
11	Layout individual ship ' <i>papers</i> ' .
12	Defender has first turn.

Scenario construction

32 D6 (4-10 per letter)

A	Desire to attack		
B	Increase fleet size		
C	Training of crew		
D	Bigger ships		
E	Mastery of the sea		

Fleet (Use **before** getting models out)

Trick chosen =

Scenery: **Island, shallows, fog.**

Ships Names	Type M or W	Quality S, A, BH	Size S, M, L
1			
2			
3			
4			
5			
6			

Wind change defender =24

Wind change attacker =12

Ships quality and markers

Merchant ships **always** scurvy.
Merchant ship markers = 2 / 2 / 2 (lose 1 marker)
Warship markers = 3 / 3 / 3 (add 1 marker)

Force choices

Attacker	Defender
4 small warships. All able. <i>Roll for each ship (optional for each ship).</i> <i>Roll 2D6</i> 2, 3, 4 = scurvy 5-8 = no change 9, 10, 11, 12 = battle hardened.	2 small merchant ships. 2 medium merchant ship. 1 small warship, battle hardened.
2 small, 1 medium warship. All able. <i>Roll 2D6 (any)</i> 2, 3, 4 = scurvy 5 - 8 = no change 9, 10, 11, 12 = battle hardened.	2 large merchant ships. 2 small warship, scurvy.
1 medium warship (scurvy). 1 large warship (able) <i>Roll D6 for each. 5,6 = upgrade quality by 1 level.</i>	3 medium merchant ships. 2 small warships, scurvy. 5,6 to upgrade warships to able. Try both.

Sea fight victory points

Defender merchantmen	S	M	L	Total
Merchant exited	6	9	12	
Each merchant owned and on table	3	5	7	
Opponent warship captured, struck or burned	2	4	6	
Each scurvy warship at start of turn 1 (max 2)	2			
Painted ships	6			
TOTAL				
Attacker pirates	S	M	L	Total
Merchant ship owned	6	9	12	
Merchant ship struck	4	6	8	
Merchant ship burned	1	1	1	
Opponent warship struck	2	3	4	
Opponent warship burned	1	2	3	
Opponent warship owned	3	5	6	
Each own scurvy warship at turn 1 (max 2)	2			
Painted ships	6			
TOTAL				

Additionally for both players.

Each 10 (5, 6, 7, 8, 9 = 10) points roll D6.
Re-roll allowed. All or none.