

# 1. Captain Crimson's war fleet ( "Pieces of Eight rules ) Box =B1801

The buccaneer Crimson. A French ne'er do well. After serving as a boot maker in Martinique, he ran away to sea. Rumour had it that he was a famous boat maker. This soon became boat master.

Crimson has never failed to take a prize. He has designed his own form of Captain's etiquette. This would include Making up a question to which only he knows the answer. Thus he can execute captive merchant officers by claiming they got the question wrong. An example passed on to this author is "what land is west of the Pecandoo islands ?" The answer is irrelevant, as most crew suspect he had made the question up. Thus Crimson might answer "correct" or "wrong". Bosun Jones does however insist that all questions must have a correct answer.

**Crimson's career has lasted three year so far, but it is a choppy sea today.....**

<b>Captain Crimson's war fleet</b>		
4 Small warships	Pack 6(x2),7(x2)	Ships can be used as a size not initially intended. The battle clock is a solid resin casting used to record the game duration in a game of "Pieces of Eight"
1 medium warship	Pack 8	
Battle clock	Pack 13	
Light guns	Pack 1	
Crew	Pack 4	
	<b>Total 8 packs</b>	<b>Total cost =£35</b>

## **Painting**

Here are some general comments to get you started.

Do have a look at the painted examples on the Peter Pig website.

Ships would have the sides painted mid to dark brown.

Decks and masts would be very pale wood.

Sails would be in colours related to white and cream.

Some of the side details on the ship might be picked out as white or yellow lines.

The rear windows might also be in white or yellow.

A wash with an ink such as "Burnt sienna" by Winsor and Newton will bring out the detail nicely too.

Dry brushing with a nice sable brush will bring out much of the delicate detail.

## **Modelling**

There is a page on the PP website concerning the modelling of the ships. Here are some details that may be helpful.

The mast assemblies are a single robust casting, due to the intended use as game pieces. The mast should be pushed into the hull until the mast base is level with the deck. The mast should be rotated a little, because the sails were never facing the front exactly but usually a little angle to one direction, in order to catch the wind.

Some mast have a sail that is attached to the mast but acts like a fish tail to that mast. These sails will have a pair of lugs that fit either side of the mast.

Super glue (in small amounts) is recommended. Once the glue has dried, do use a little modelling putty underneath the model to secure the mast base. The ships may need endure rough handling. Each ship has area "plate" with little windows on it. Use a knife to make sure the ship rear is clean and smooth. Then glue the plate on, remembering that the plate is not intended to be flush with the ship sides. It tended to stick out all around.

The deck crews are really small . Use tweezers to dip them into a spot of superglue and then move to the ship and place them on the deck. There are figures with a ship's wheel and some with a tiller. Most small ships used a tiller.

The ship wheel was for larger ships only.

The guns have integral crew figures. These are small too. If the gun is to be behind a ship side wall (bulwark) then cut the end of the gun off and glue the shortened gun against the ship side wall. On the outside of the ship glue an open hatch to match the gun position.

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## 2. Captain Gorgeous' merchant fleet 1/450th

(designed for "Pieces of Eight rules ) V3 Box=B1802

Gorgeous has carved out a career as an experienced convoy master. He has out sailed pirate Trouyb (Dutch?) and even sailed to India. Upon his belt he wears an Indian machete some 18 inches in length. His plain black brimmed hat hints at his puritan nature.

Claims to have seen a large cat with stripes whilst in India, but all Captains are afforded some leeway in truth telling, when respected by their crew.

**Gorgeous grinds his teeth and sees a clear horizon with no rascals in sight.....**

<b>Captain Gorgeous' merchant fleet</b>		
4 merchant ships	Pack 11(x2), 10 (x2)	Ships can be used as a size not initially intended. The battle clock is a solid resin casting used to record the game duration in a game of "Pieces of Eight"
2 small warships	Pack 6 , 7	
Battle clock	Pack 13	
Light guns	Pack 1	
Crew	Pack 4	
	<b>Total 9 packs</b>	<b>Total cost =£40</b>

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### 3. Raid on Port St George *Box =B1003*

Dread buccaneer Crimson raids Port St George. His raiders are comprised of ship's crew armed with muskets and cutlasses. They are classed as "able". The defenders consist of able quality troops in garrison and a host of scurvy types drawn from docked ships and local trades. Crimson has walked until first light in order to surprise the town. The town has important buildings such as the merchant bank and chandlery. There are some garrison buildings. The majority of buildings are civilian types. These include taverns, dos houses, back street establishments and some normal dwellings(!).

The whistles sound and the raiders move forward. Might be beef, tobacco and silver tonight? At this early hour there will be chaos. Raiders might get lost or waylaid. Hostages will be taken. The important buildings plundered. **Nothing can go wrong.**

#### How to create the forces

Officers are similar for both sides. They should be based singly on coins.

Scurvy defenders and able attackers are similar for both sides. They should be based 2 figures to a 3x3 cm base.

Troops are specifically based for the defender's use. They should also be based 2 figures to a 3x3 cm base.

Occupancy of able, scurvy and troop bases can be increased to 3 per base but then more figures will be needed.

Casualties should be based at the rate of 1 per coin base. This will give 12 casualties per player.

<b>The raid on Port St George</b>	
<b>The two forces</b>	
<b>Defender</b>	<b>Raider</b>
4 Officer bases (single figures on coins)	4 Officer bases (single figures on coins)
20 scurvy bases (2 figures per base 3x3cm)	20 able bases (2 figures per base 3x3cm)
12 casualty bases.(1 casualty per coin marker)	12 casualty bases.(1 casualty per coin marker)
1 commander base (two figures on a big coin or washer). This is a best officer.	1 commander base (two figures on a big coin or washer). This is a best officer.
8 troop bases (2 figures per base 3x3cm)	
<b>Additionally</b>	
10 plunder markers (2 figures per 3 x 1.5 cm base)	
<b>Contents</b>	
<b>Packs</b> 1,2(x2),3(x3),5, 11(x2), 12,13, 14,17(x3), 18,27,28,31,33(x2)= 21 packs	
<b>Bases</b> = 1 pack of 3x3 plus 10 more.	
<b>Cost= £70</b>	

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