

<b>7. Game set up</b>	
<b>1</b>	Dead man's chest. First to 32= attacker
<b>2</b>	Roll D6's for force size.
<b>3</b>	Defender deploys important buildings in 4 corners. 1 = no move. 2, 3 = 1 square. 4, 5, 6 = 2 squares.
<b>4</b>	Defender deploys his bases + officers. Troops in the barracks. Scurvy, 2 per house. Officers with any bases. Guard can be set on important buildings.
<b>5</b>	Attacker chooses a table edge 6" length. Rolls 2D6 and deviates by that exact amount (clockwise). Then 4 bases per square.
<b>6</b>	Attacker deploys his bases + officers.
<b>7</b>	Attacker has first turn. This is turn 1. 8 turns minimum.

<b>7. Dead man's chest</b>	
Target 32	

<b>9. Scenery squares</b>	
Dockside	<b>4</b>
Barracks	<b>1</b>
Important buildings	<b>3</b>
Houses	<b>7</b>
Empty	<b>9</b>

<b>16. Setting the guard</b>	
Roll a D6 for a <b>troop</b> base.	
1, 2 = base lost from the game.	
3, 4, 5, 6 = base can be placed in important building.	

<b>10. Attacker force</b>		
<b>14 able bases.</b>		<b>14</b>
<b>Roll 10D6.</b> <b>Each 5, 6 = extra bases.</b>		=
Total attacker bases.		=
<b>Officers</b>	1 per 5 bases or part of.	=
<b>Option</b> Roll for all attacker (not officers). 1, 2 = lost. <b>Re-roll allowed, opponent's choice.</b> All remaining bases are now battle hardened.		

<b>27. Game extension by attacker</b>		
One or more 5, 6 scored = that turn happens. No 5, 6 scored = game ends. After each turn is rolled for, the		
<b>6D6</b>	<b>5D6</b>	<b>4D6</b>
<b>3D6</b>	<b>2D6</b>	<b>1D6</b>

<b>24. "What's this"</b>	
Defender roll 1D6.	
1, 2 = no effect.	
3, 4, 5, 6 = attacker base removed. No marker, attacker	

<b>10. Defender force</b>		
<b>Able</b>	Roll D6 (Re-roll allowed)	=
<b>Scurvy</b>	<b>Roll D6 + 6</b> (Re-roll allowed)	=
Total defender bases		=
<b>Officers</b>	1 per 5 bases or part of.	=

**Land raid  
battle sheet**