

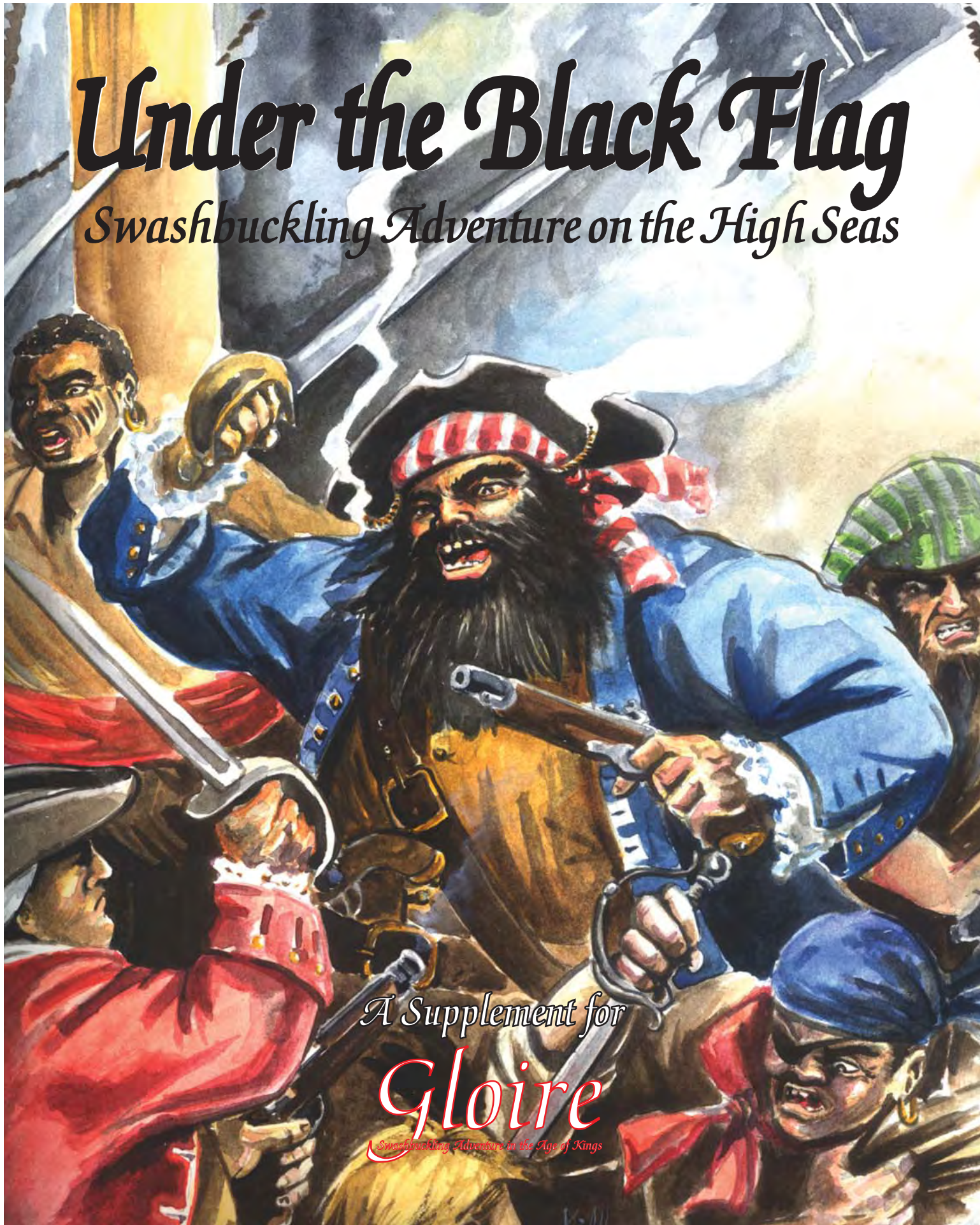
Under the Black Flag

Swashbuckling Adventure on the High Seas

A Supplement for

Gloire

Swashbuckling Adventure in the Age of Kings



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Gloire
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Miniatures used in the book courtesy of **Brigade Games**
and painted by Chris Smith.

The ship and canons used are courtesy of **Shifting Lands**.

THE TAKING OF THE TREASURE GALLEON

Admiral Don Pablo Luis Ramirez Vasquez, formerly of the treasure galleon Santo Benedicto, was angry.

"This is an insult to Spain!" he cried, straining against his bonds. "You damned Ingles; your punishment will be inevitable and severe!"

Raucous jeering was his only reply as the laughing pirates carried the treasures from the hold up to the deck, dumping coins and jewels into heaps under the cold supervision of the pirate quartermaster. The quartermaster weighed the treasure using the same stilyard that weighed the daily meat ration, pausing now and again to scratch figures in his book.

The pirate captain appeared on deck before the galleon's cowering crew. The quartermaster laid aside his pen, and pirate and Spaniard alike fell quiet.

"Ye've been badly used, lads," said the captain. "Badly used and that's the Gospel truth of it. Ye've been taken from yer homes and loves, and sent to fetch the gold of the filthy Dons with nary a bit of it for yerselves." His tone was sympathetic, and many of the galleon's crew looked at him with interest.

Don Pablo roared again. "Infernal pirate! Do you mean to subvert these men as well?"

The captain gazed at him coldly. "I offer them fair shares in the articles. I offer them the freedom of sailing for no king or nobleman, under the command of Black Jack Richardson. The decision is theirs."

"Wretch! Heretic!" spat Don Pablo. "If I were free of these chains..."

"What would ye do?" said Black Jack, with a lethal calm. "Drop those irons and give him an honest cutlass, and let's see what manner of man he is."

The crews formed a ring from which there could be no escape. Don Pablo swiped fiercely with the cutlass, but Black Jack merely sidestepped. Don Pablo pressed twice more, only to be parried and repulsed each time.

Black Jack suddenly lashed out, his cutlass biting through tunic and shirt, drawing blood. The crew gave a great cheer, and then Black Jack was everywhere, striking blows that Don Pablo could not resist. In retreating he stumbled into the hands around him, and was thrust back into the circle. He fell, raising his arm in a futile effort to ward off Black Jack.

Black Jack's cutlass fell three times. Then he thrust the cutlass above his head, and with the fires of Hell in his eyes and voice he bellowed: "Will ye join me under the black flag?"

The crews of both ships roared their assent.

INTRODUCTION

Few characters on the stage of history grip the imagination the way a pirate does. To their enemies they are cruel, they are rapacious, and they are capricious. No trick is too low for them; they defy the very conventions of proper society. They are the *Hostes Humani Generis*—the common enemy of mankind.

But they are more than inhuman monsters. They are wry and sardonic, full of gallows humor, and all too well aware that their end is likely to be swift and violent. Their officers are charismatic. They have a code of honor among themselves, caring even for their lamed and wounded, dividing their spoils equitably before a council of all hands. Often as not they are driven to piracy by the cruelties of the world.

Under the Black Flag is a supplement to the game *Gloire: Swashbuckling Adventure in the Age of Kings*. You will need the rules in that book in order to use this book to its full potential. Pirates are classical swashbucklers, whether on the screen or in print, and this book treats their world in the romantic tradition of fiction rather than from a strictly historical perspective. Boarding parties swarm aboard a man-of-war, treasure parties bury gold under a full moon on uncharted islands, heroes slide down sails by slicing them with their daggers, buccaneers besiege stockades defended by desperate garrisons, and mooncussers scuttle about the flotsam on a fatal reef.

These rules are designed to let players play games with only a handful of figures and require only a small space to play. As with *Gloire*, the intention is to follow the progression of a handful of characters, though players will be pleased to find provision to allow for the advancement of minor characters as well.

So, turn your back on the world of law and order and pledge your word to the Articles!



NEW RULES

COMBAT RESULT: KNOCKDOWN

In close combat, an attacker may overwhelm a defender's attempts to hold off an attack. If the attacker beats the defender's close combat result by 10 or more, the attacker chooses a combat outcome as per the normal rules. After this and in addition, the defender's model is moved back 1/2" in any direction within the attacker's 180 degree front arc and now counts as Prone.

THROWN MODELS

It may happen that at some point a player may want to have a model throw an opponent's model (through a window, over a railing, etc.) Only models that have a higher Brawn (BW) stat than the target, or have a special ability that allows it, can throw an opposing model.

In order to throw a model, the player makes a normal close combat attack. If successful, rather than doing damage, the defender is moved back 1" + the difference in BW between the models. For example if Hairy Bart the Bosun has a BW of 5 and Scarecrow Lunkett has a BW of 3, Hairy Bart could throw Lunkett 3" (1" + (5-3)"). Lunkett can not throw Hairy Bart at all as his BW is not higher. In addition to being moved, the thrown model is placed prone.

A model that has a BW that is at least 2 higher than its opponent can lift the opposing model off the ground. An attacker that lifts a model off the ground can, on its next action, move up to half its Speed (SP) stat, rounded down, and then throw the opposing model. Using our example above, Hairy Bart (SP 4) lifts Scarecrow Lunkett off the ground. On his next activation he can move 2" (half his SP) and then toss Lunkett 3".

Models that are held off the ground, can attempt to break free by making a comparative BW test with their captor, but the held model will have -1 modifier as it does not have the leverage to use its full strength. A held model can also attack the model holding it. The attacker's Blade (BD) stat will be reduced by half, rounded down, but its captor will have a BD of 0. If the attacker wounds his captor and the captor fails a Guts (GT) check, then the model is released and placed prone on the ground. So Hairy Bart (BD 4, GT 6) has Scarecrow Lunkett (BD 3) held over his head. Lunkett attacks and rolls a 7 +1 (his BD stat rounded down) and gets 8 total. Hairy Bart rolls a 6 + 0 (his BD stat reduced to 0 for holding Lunkett off the ground) for a 6 total. Lunkett wins and wounds Hairy Bart. Hairy Bart rolls a 2 for his GT stat check and fails (2 + GT 6 = 8) and drops Scarecrow Lunkett to the ground, where he is placed prone.

These rules are considered part of the Close Combat Outcome results in *Gloire* as well.

ARTILLERY

These rules cover two types of artillery.

Small Guns are light cannons, such as a ship's swivel guns. They fire light shot or a small cluster of grapeshot, and are intended for use against small boats or to repel boarders. A Small Gun requires a crew of two to operate.

Cannons cover most naval and field guns in the 4 to 9 pounder range. These require a greater number of crew for effective use, but throw a correspondingly larger amount of shot. A Cannon requires a crew of four to operate.

Players can not choose to equip their models with artillery as a part of creating their group. Artillery should usually be included only as part of a scenario.

Artillery Crew

One model is designated as the gun captain for each artillery piece, and is responsible for the aiming and firing of the piece. Rolls to hit and reload are made using this model's attributes. Reloading and firing are performed on the gun captain's turn.



The wise sentinel knows that calm seas may still bear pirates.

The remaining members of the crew are responsible for sponging and reloading the gun, and perhaps pointing the piece. While these crew help speed firing times, they do not perform any other action. It is not necessary to specify which model is performing which task. These models do not act on their activation if the gun captain is loading or firing the gun; they are assumed to be busy preparing the piece.

If the gun captain does not have the Artillerist ability, he halves his Musket (MK) stat when rolling to see if the shot hits. If the gun captain does have the Artillerist ability, he rolls as usual to hit. Artillery can not be fired in close combat.

Reloading Artillery

An artillery piece cannot be reloaded unless one or more of the crew models has the Artillerist ability, though a piece may be fired once if it is already loaded and ready for action.

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Table I: Reloading Artillery

Number of Crew with Artillerist Ability	4	3	2	1
Turns Required to Reload Cannon	2	3	4	5
Turns Required to Reload Small Gun	--	--	1	3

Table II: Artillery Weapon Chart

Weapon	Close			Short			Medium			Long		
	Range	TH	WS	Range	TH	WS	Range	TH	WS	Range	TH	WS
Small Gun (grapeshot)	--	--	--	4"	-1	6	8"	-2	4	--	---	--
Small Gun (roundshot)	--	--	--	8"	0	12	16"	-1	10	24"	-3	6
Cannon (grapeshot)	--	--	--	8"	+1	8	12"	0	6	16"	-2	4
Cannon (roundshot)	--	--	--	12"	-1	20	24"	-3	16	32"	-5	12

Grapeshot affects all models within 3" of the target point. This may be measured using a CD or other suitable template.

SAILING SHIPS

Under the Black Flag is not intended to be a meticulous simulation of sailing vessels and combat between such. Abstractions have been made for ease of play at the character level. If players want to simulate the tactics of sail, then counters on a map can be used, with the GM arbitrating play.

Each class of ship has four stats and the use of these stats is highlighted in the *Boarding Action* scenario that follows:

Handling indicates how easy a ship is to maneuver. Small ships are easier to handle and more responsive, and will have higher Handling stats than larger ships.

Boarding indicates how many figures can cross from this ship to another during a boarding action. Large ships with high and multiple decks have an easier time sending hordes of men aboard than do small boats.

Broadside is a measure of the potency of a salvo of guns from the ship. It is not an exact count of cannon or weight of shot thrown, merely a way to quickly resolve the relative strength of these salvos. A ship with a large Broadside stat is simply more destructive than a ship with a small Broadside stat.

Crew Min is the least number of crew a ship needs in order to operate. An under-crewed ship will have great difficulty in handling the complexities of sailing, and will not be able to sail at best speed or fight with any degree of efficiency. The model steering the ship is at -2 to Dodge (DG) checks for each model that the vessel is below the crew minimum. For example, the Helmsman of a Brigantine that has a crew of 4 would be at -8 for DG checks on that ship!

The stats here represent an “average” ship of this type. The Sloop and Brigantine are better fighting ships than the Barque or Merchantman. The Galleon and Warship are similar in size, but differ in their sail plans—a Warship features the latest innovations in foresails and hull design, making it a faster ship capable of carrying more guns than its high-castled ancestor.

Table III: Ship Classes and Ratings

<i>Ship Class</i>	<i>Handling</i>	<i>Boarding</i>	<i>Broadside</i>	<i>Crew Min.</i>
Sloop	5	4	4	6
Barque	3	3	2	4
Brigantine	4	5	5	8
Merchantman	2	5	4	6
Galleon	2	10	8	8
Warship	3	8	10	10

Modifying a ship

A captain may choose to modify his ship in order to improve different aspects of performance. Improvements to one aspect of a ship’s performance inevitably require tradeoffs in different areas—a ship laden with guns might have a powerful broadside, but will be sluggish to handle. Any stat may be improved by 1 point by reducing another stat by 1, or adding an additional 2 crew. Crew Min may be reduced by 2 by reducing another stat by 1. However, no stat may drop below 1.

Example: Black Jack Richardson acquires the sloop *Constancy*. Knowing that he is likely to have to face a pirate hunter in a brigantine in a future scenario, Black Jack wants to improve his ship’s Handling stat to an 8. To raise the *Constancy*’s Handling to an 8, Black Jack chooses to lose some of her guns, and reduce the Broadside stat to 1. Black Jack hopes that in the coming confrontation, he can board the pirate hunter before that brigantine’s superior firepower sinks the *Constancy*.

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Rowing boats

Small boats, such as launches or jolly-boats, and even the smallest sailing ships may be rowed. A rowboat has a maximum number of crew it can hold, which is usually specified as part of the scenario. A rowboat moves 1" for every model assigned to rowing. These models may do nothing else. In addition, a boat has a Defensive Rating (DR) equal to the number of crew it can hold. Some sample boats are provided below:

<u>Ship</u>	<u>Max Crew / DR</u>
Jolly-boat	4
Launch	6
Cutter	8
Pinnacle or Canoe	12

Boats and Damage

There may be circumstances where players may want to damage a ship or boat. If the attacker hits, then the player rolls a d10. On a result of 1-3, it is the ship or boat that is hit. If the ship is "wounded" three times (i.e. the DR fails to stop the hit) then it is holed and begins to sink after the third "wound."

On a result of 4-10, a randomly-determined model is hit rather than the boat.

Sinking Boats

Once a boat has started to sink, models must swim (as per the Swimming ability) or will drown once the boat sinks. Each model without the Swimming ability drowns unless it rolls a 10 on a d10 roll. If the model survives, then it moves as per the Swimming ability.

At the start of each turn, roll a d10. If the result is 10, then the boat sinks. If the result is not 10, record the result. The boat continues to sink and you will roll again at the end of the next turn. The next time the d10 is rolled, the result is added to the previous results until the sum is equal to or more than 10, at which point the boat sinks.

BOARDING ACTION! USING THE SHIP RULES

The two ships were close enough that there was no question of their broadsides missing. Above the thunder of the guns, the crews bellowed as they lined the railings of the two vessels, pausing only long enough to fire their pistols and muskets. Now came the crash of ships locking alongside, and eager pirate hands rapidly lashed the vessels fast together.

Swede Alex and Codfish Costello were two of the first pirates across to the French merchantman, taking the few hands with muskets before they could discharge a ragged volley. Swede Alex cut down a timid hand with a pike, Codfish dispatched the bosun, and together they raced across the quarterdeck

towards a terrified captain. Swede Alex and Codfish together pressed the captain back to the taffrail, while the two crews fought each other tooth and nail.

“Parlez!” gasped the French captain after his rapier disappeared over the railing.

“First things first, Frenchy,” said Swede Alex. He hacked at the halyard of the ensign. The hot wind of the guns seized the French flag and it slowly sank down into the deep blue sea. The last surviving merchant sailors laid their arms on the deck and raised their arms in surrender.

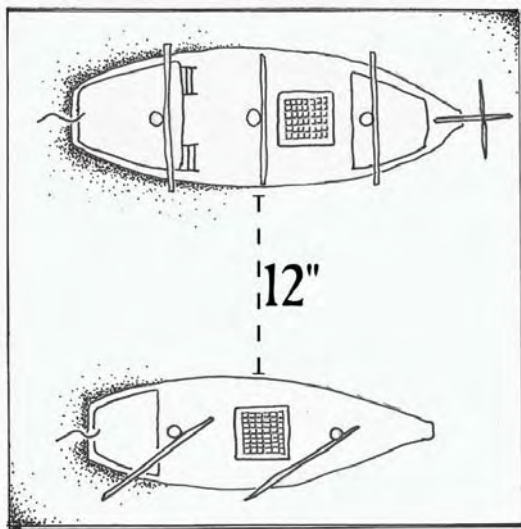
“There now,” said Codfish. “We’ve all the time in the world for a palaver now.”

The Scenario

Two ships are in the final minutes of maneuvering before boarding! In a fierce action like this, the only way to win is to sink the enemy or to force him to strike his colors. This scenario uses many of the attributes of a ship’s profile, and will introduce players to the new rules in ***Under the Black Flag***.

Victory Conditions

The game ends when one player’s models are all rendered unconscious or killed, or the colors are struck.



Ship positions at the start of the scenario.

The Board

The scenario is played with two ship models 12” apart on the table and the action takes place on the ship models, rather than the table itself. Both models are facing the same direction, and are assumed to be sailing in parallel.

Encounter Markers

Encounter markers are not used in this Scenario. Some players may wish to create Event Cards, which are drawn at the beginning of each turn. These Event Cards may include cards with no effect.

Sample Event Cards:

1. Low Powder. One ship discovers that the supply of powder is lower than expected. On each turn the ship fires a Broadside roll a d10. If the result is 10, the ship is out of powder. If the result is less than 10, record that number. The next time a Broadside is fired, roll the d10 again and add the result to the previous number. If the sum is 10 or greater, the powder is exhausted.
2. Overheated Guns. The guns of one ship are growing dangerously hot. Reduce the Broadside rating of this ship by 1.
3. Shift in the Wind. One helmsman is able to gain a slight advantage in the shifting winds. He gains a +2 for his DG stat tests for this turn.

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4. Thick Smoke: The plumes of smoke from both ships' cannon fire have reduced visibility. All models are at -1 to their Musket stat for the remainder of the game.
5. Fire aboard! One ship has a fire break out below decks. At least two models must be sent below to put out the fire. These models are removed from the deck, and may return if they make a successful BR stat test at the beginning of a subsequent turn.
6. Huzzah! One crew manages to boost their morale with a rousing cheer or battle cry. This crew is at +1 for their Guts stat tests for the next three turns.



Black-beard hail'd him in this rude Manner : Damn you for Villains, who are you? And, from whence came you? The Lieutenant made him Answer, You may see by our Colours we are no Pyrates. Black-beard bid him send his Boat on Board, that he might see who he was; but Mr. Maynard reply'd thus; I cannot spare my Boat, but I will come aboard of you as soon as I can, with my Sloop. Upon this, Black-beard took a Glass of Liquor, and drank to him with these Words: Damnation seize my Soul if I give you Quarters, or take any from you.

(From Capt. Johnson's General History of the Pyrates)

Special Rules

Initiative is determined by the quality of the helmsman and the capability of the officers. At the beginning of each turn, each player rolls a d10 and adds the Handling rating of his ship. In addition, he may add either his Helmsman ability's modifier to the roll, or the Tactics modifier of any Grade 3 model on the ship. The player with the highest score has the initiative, and moves his ship first. The second player then moves his ship. All remaining models then take their actions as per normal.

Once the two ships become entangled for boarding, neither ship may move nor fire broadsides, and from that point on initiative works as per the normal rules.

To move a ship there must be a model with the Helmsman ability at the wheel. On the Helmsman's action, he can choose to close with the other ship or bear off. If he chooses to close, move the Helmsman's ship closer to the other ship by the difference in Handling score in inches. If he chooses to bear off, the ship is moved away from the other ship the difference in Handling score in inches.

Once the ships are within 6" of each other, then models may attempt to cross from one ship to another by an Improvised Movement test on Brawn, as they swing on the rigging over to the other ship. If a model fails, it falls in the water and is removed from the game.

When the ships are within 4" of each other, a Helmsman may choose to bring his ship hard alongside in an effort to entangle his ship with the other. Both Helmsmen make a comparative DG check and

add the Handling rating of their ship. If the entangling Helmsman wins, then the two ships are locked together for the rest of the scenario. If the defending Helmsman wins, then the entangling ship is moved 2" closer, and the entangling Helmsman is at -2 for his DG stat tests on the next turn.

Ships become entangled at the foredecks. Models may cross freely from one ship to another at that point, with a maximum number of models crossing safely equal to the Boarding rating. Models may also move between the ships over open water by jumping or by Improvised Movement—models moving in such a way do not count towards the limit of the Boarding rating.

If the ships are ever separated by 24" or more, the scenario ends, as the retreating ship is assumed to have slipped safely away.

After both ships have moved, then a Broadside roll is made. Each player rolls a d10 and adds his ship's Broadside rating to the result.

If one player wins the Broadside roll by 5+, the opposing ship suffers a telling blow. The salvo rakes the deck of the losing player's ship, sending splinters of wood and hot metal across the unprepared crew. Roll a d10 and make that many WS=4 attacks at MK=4 against random models on deck. In addition, the Helmsman is at a -1 for all of his rolls for the ship for the rest of the game, due to damaged rigging. The ship's Handling rating is reduced by 2. If a ship's Handling rating ever drops to 0, it is dead in the water and cannot be moved.

If one player wins, but by less than 5, then the losing player's ship is hit by a ragged broadside. The Helmsman must make a DG stat test. If he fails, then half a d10 (rounded down) attacks at MK=4 and WS=4 are made against random models on deck. If he succeeds, then there is no effect.

If the result is a tie, then there is no effect—either the crews were reloading, or the aim on both sides was incredibly poor.

Causing the enemy to strike his colors will immediately cause the crew of that ship to surrender, and striking his colors for him will have the same effect. The easiest way to do this is to attack the ensign staff itself. Each ship has an ensign at the rear of the ship. A model must be within close combat range of the ensign staff with a cutting weapon to attempt to strike the colors. He then makes a Blade stat test, with a -2 penalty for each enemy model within 6" who is not in close combat. If he succeeds, the colors are struck, and the other player loses the scenario.

CAMPAIGN RULES

GOING ON CAMPAIGN

A campaign is a series of linked games where the results of, and things learned in, one game affect what happens in the next.

A campaign can be likened to a novel being played out. Each scenario is like a chapter in the novel, with the entire campaign being the book as a whole. Characters reappear from scenario to scenario in a single campaign, and some players may choose to keep the same characters over many campaigns—the equivalent of having the same protagonists in several books.

A great advantage to playing campaigns in Gloire is that there is no need for a dedicated Game Master. All players can be involved in designing the campaign, the Encounters in each scenario, and rules that govern how non-player characters behave. This serves to give everyone a sense of ownership in the campaign, and keeps enthusiasm high.

PLANNING THE CAMPAIGN

A campaign begins with planning the plot or storyline. You can draw inspiration from history and fiction alike. A campaign should begin with an intriguing hook, then develop the action, and conclude with some climactic action.

Here are some sample plots with some notes as to how they could be worked out in a pirate campaign. Variants of these plots could also be used in a more traditional swashbuckling campaign as well.

Revenge!: The players are seeking revenge against a common enemy. The hook might be a scenario where players need to escape from the overwhelming forces of the enemy, while gathering clues as to their foe's identity. For example, a pirate band may suddenly find their port town under attack by wave after wave of marines. The pirates have to escape to the jungle (or an even more secret sanctuary) after finding enough evidence to point to who sent the invasion. The development might include scenarios where the pirates attempt to steal a ship or recruit more followers. A final showdown with the wicked Royal Governor would be the climactic final scenario.

Treasure Hunt: The players are looking for riches and fortunes. The hook might be a scenario where the players have to kidnap the first mate of a Spanish treasure galleon in order to find out when the galleon sets sail. The development might be a scenario where the players have to break a famous captain out of gaol in order to have him help in the coming fight. The attempt to board and capture the treasure galleon would provide the climax to the campaign.

The Pardon: The players are looking for a way to erase their previous criminal misdeeds. The hook might be trying to arrange a meeting with a covert agent of the government. Once players meet up with the agent, the development might include scenarios where the players have to uncover the terms of their pardon, and the climax is the last, most dangerous mission they accomplish before their pardons are signed.

CHAPTERS

Once the plot line is sketched out, you will need to develop scenarios to complete the campaign. At least three scenarios are required in order to use the Advancement rules in this book. It may be easier to simply jot down rough ideas for each scenario, and then wait until one scenario ends before determining exactly how the next scenario should be set up. That way, you can adjust the conditions of the scenario based on the results of the previous game. This gives you the flexibility to reward players who are doing well, or handicap a player who is running the table against his opponents.



Breaking down a campaign to manageable sizes also lets you work on figures, terrain, and scenery for each game. Paint or prepare only what you need for the next chapter, instead of doing all of the work before you get started.

This book includes a generic scenario called “Gaolbreak.” This handy scenario can be inserted into the campaign when one player’s main characters have all been captured or imprisoned as a result of a string of bad luck. After completing this scenario, the characters rejoin the campaign by their own actions, rather than by the fiat of a merciful referee. This is more satisfying to a player’s honor and esteem, and most importantly provides the opportunity for another game.

BANDS

Once you have sketched out your campaign, players should create their bands of characters. A campaign can use Total Grades, Grade Limits, or Partial Grade Limits.

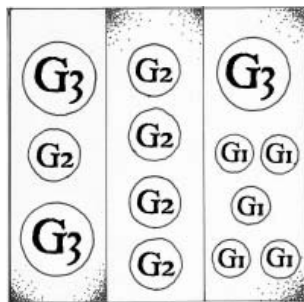


Figure I: Total Grades

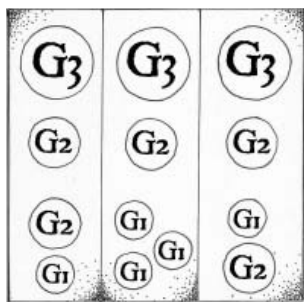


Figure III: Partial Grade Limit

In a Total Grades (Figure I) campaign each player can choose characters of any grade level that add up to a specified value. For example, a campaign might have a Total Grade value of 8. This means that one player might take one Grade 3 and five Grade 1 characters, while another could choose to take four Grade 2 characters, and another might take two Grade 3 characters and a Grade 2 character. In all these cases, the sum of the Grades taken equals 8—the value of the campaign.

In Grade Limit (Figure II) campaigns, each player must take the same number of grades. For example, each player would get exactly one Grade 3, two Grade 2 characters, and one Grade 1 character.

In a Partial Grade Limit (Figure III) campaign, each player takes some fixed number of characters, but is free to use other characters to total some value. For example, each player may be required to take a Grade 3 and a Grade 2 character, but would also be allowed to take characters whose Grade values add up to a limit of 3.

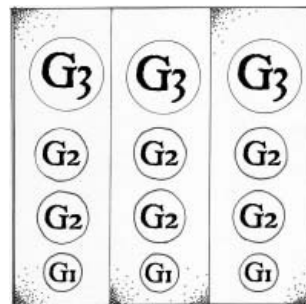


Figure II: Grade Limit

CAMPAIGNING EFFICIENTLY

A campaign does not require a large investment in miniatures or scenery, if care is taken to plan things at the beginning. Many players are reluctant to begin campaigns, either because they are new to the game, or because they do not want to invest heavily in the period. The advantage to Gloire is that it requires only small spaces to play (2' x 2' or 60cm by 60cm is sufficient) and only a handful of models per side.

Try to plan scenery so that it can be used for multiple games. A graveyard of lost ships might be an appealing-looking board, but it will be difficult to use in many situations. A small stand of trees, on the other hand, can be used both to represent a jungle and as part of a garden in a walled palace.

Likewise, figures representing exotic enemies—lost Aztec kingdoms, tentacle-bearded pirate captains from the briny depths—might be exciting to look at, but will be less generally useful than a simple sailor.

In this book, we will show you how to plan a three-game campaign that recycles five bits of scenery. They are:

- Stands of palm trees. Reasonably decent plastic and inexpensive palm trees can be purchased from cake decorating stores; a bit of plastic aquarium vegetation can be used to make a small jungle stand.

Glue several trees into a block of insulation foam or onto a base, and fill the space between them with lichen or thick flocking. The result looks like a dense copse of trees that can be used for any outdoor location.

- **Cave.** A cave entrance can be made by taking a couple of pieces of foam glued together and based. The cave entrance is carved out and the entire piece painted to look rocky. This can be used as an objective, a starting point for mysterious creatures, or simply as an interesting looking substitute to impassible terrain.

- **Baggage pile.** Almost any bunch of small crates, barrels, or sacks can be grouped together on a single large base. This bit of scenery makes a great objective item, may be used as cover, or can improve the look of a dock, wharf, or warehouse.

- **Small cottage.** A small mud or brick cottage with a flat roof can be very useful. Three such cottages can represent a small hamlet. A single cottage could be a smuggler's den or a prison for the governor's daughter. Keep the style relatively generic in order to use this in many locations.

- **Small water feature.** A small pool or well can be a handy objective too. It can also be an interesting obstacle in that it blocks or restricts movement, but not sight, so that characters may shoot weapons across it. A small natural pond will have wider applications than a town fountain, or a sacred Aztec pool.

By using figures and scenery that can be used across a variety of scenarios, the time needed to prepare for the next game is cut down considerably. The players stay involved and interested, instead of waiting months for you to finish converting and painting the figures needed for “Davy Jones in the Graveyard of Ships.”

Recurring or Campaign Encounters

It is handy to have a list of Encounters set in the location of a campaign that can be used for any scenario. Here are ten Encounters for the Caribbean,



Extras Worth their Weight in Doubloons

Figures that can be used in many scenarios

- **Ordinary sailors.** Whether used as pirates, navy men, or just hands in port, the ordinary sailor is extremely useful to have ready to go. You can use them to flesh out the bands of your more exotic characters as well.
- **Soldiers.** A handful of soldiers are always handy as sentries or combatants. Furthermore, these miniatures are extremely common, as any 18th century figure line will have some figures that can be used.
- **Civilians.** Unarmed, non-combat figures are also very valuable in these games, as they can be used to represent nobles in need of rescue or capture, or even as Encounter Markers that hold clues or misinformation. More and more manufacturers are producing civilians for the 17th and 18th centuries.

Under the Black Flag: Swashbuckling Adventure on the High Seas

which we will use for scenarios in this book. Players can adjust the encounters accordingly for campaigns taking place in the streets of Paris, or the sun-drenched countryside of Spain. Encounters are a great way to provide a good “feel” for a location without investing heavily in scenery, terrain, or figures.

1. **Squall:** A sudden sharp rainstorm sweeps through. All loaded firearms lose their current charge due to the soaking, and models must spend a full action clearing their piece before attempting a reload. A model attempting to reload while the squall continues must pass a Brains (BR) stat test in order to complete the load with dry powder. The squall lasts for the rest of this turn and for the next two full turns.
2. **Rum:** The model finds a bottle of rum, and may take a fortifying dose. This model automatically passes its next Guts (GT) stat test.
3. **Distraction:** The model finds something portentous—a strangely-shaped rock, or perhaps an unusual bird. All friendly non-Grade 3 models within 6” and in sight are at -2 to Dodge (DG) for their next turn as they debate the meaning of this discovery.
4. **Dangerous Wildlife:** The model stumbles across a viper or other dangerous animal. If the scenario is set with a sizable body of water, this could be a shark. Whichever player wins the initiative controls the animal for this turn.
5. **Snares:** The model steps in a trapper’s snare, and loses its next activation as it tries to free itself.
6. **Smuggler’s Cache:** The model finds a smuggler’s cache of arms and weapons. The model may choose to equip itself with either a Long Blade or a Pistol. The Pistol is unloaded and comes with three additional rounds of ammo.
7. **Reinforcements:** Friendly faces arrive with a cheer! The player may bring on to the table any three Grades worth of models from their original band which did not begin this game. These models start at the same location as the player’s original starting location.
8. **Low Tide:** The receding tide means the water is now fordable. Models may move through deep water at half their Speed (SP).
9. **Voodoo Curse:** Roll a d10 and record the result. You may replace any other player’s dice roll with this result. That player may pay Hero Points to modify the result, but may not reroll.
10. **Brilliant Anticipation:** The character suddenly gets an insight into his enemy’s actions. This player automatically wins initiative on the next turn.

Putting it Together

Let’s take the concepts we’ve described above and use them to create a campaign for two players—one playing the pirate side and the other the forces of the Government.

The storyline for the campaign will be the abduction and rescue of the Royal Governor’s daughter.

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There will be three chapters in this short campaign: The abduction, the pursuit, and the rescue attempt. The players agree that this will be a Partial Grade Limit campaign, with each player taking a Grade 3, a Grade 2, and a further three Grade levels worth of characters. The pirate player opts to take a Buccaneer, a Quartermaster, and three Shore Party characters. The government player instead opts to take a Naval Officer, a Marine Sergeant, a Junior Officer, and a Foretopman.

The players agree to split a pool of painted sailors, with three of them going to the pirate player for the Shore Party characters, and one going to the government player as the Foretopman. The players agree to paint their own remaining characters, as well as a model to represent the Governor's Daughter.

For the first scenario, the players agree that since the whole purpose of this scenario is to begin the action, the Governor's Daughter should be abducted at the end of the chapter. The scenario is set in the gardens of the Governor's Palace. The small water feature is placed in the middle of the board and the Governor's Daughter will remain next to it until her abduction. The stand of palm trees is placed somewhere on the board, along with the small cottage representing an outbuilding or a barracks for the Marines. Four Marines are placed on the board, and will patrol as per the Night Watch rules in Gloire. The pirates' objective will be to get the Governor's Daughter off the board as quickly as possible. If they do it in less than a certain number of turns, it is assumed that they get away before the alarm could be raised. If they take too long, then they still escape, but have pursuers hot on their heels.

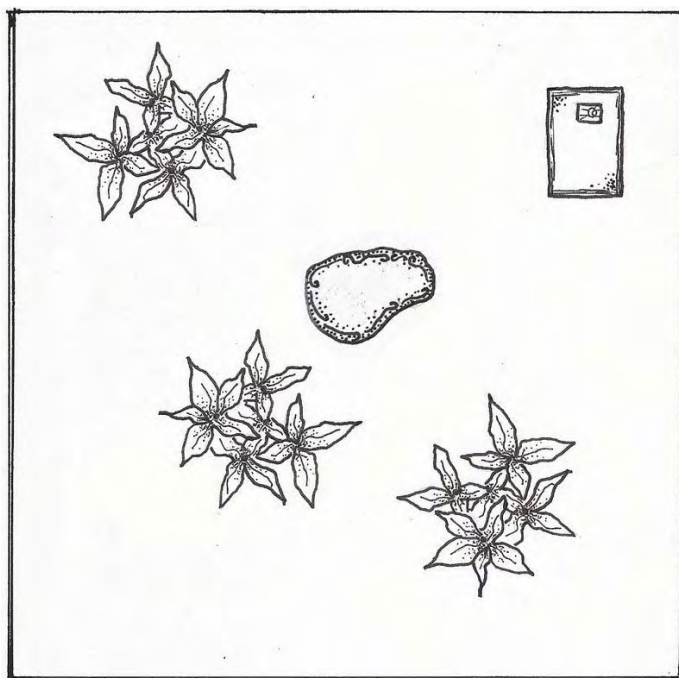


Figure I: Map for The Abduction

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We will use eight Encounter Markers for this scenario. Two of them will be empty encounters—revealing them does nothing. Two of them will be rolled randomly from our campaign's pool of Encounters. For the other four, we'll have two that help the pirate side, and two for the government side. Perhaps these are things like a warning bell, which acts to reduce the number of turns the pirates have to make a getaway, or a misleading clue, which impedes the government's search. If the pirates escape in time, but trigger two of the Encounters that help the government, then the government has the advantage during the next game.

The players play out the first chapter, with the result that the pirates are able to make a clean getaway giving them advantage of position in the second chapter.

The second chapter is the pursuit. Since the pirates won, the players agree that the pirates can begin the game closer to the middle of the table, rather than at the edge. (If the government had won, they might be in the middle of the table, waiting for their quarry to arrive). A cave representing the entrance to the pirates' lair is placed in one far corner of the board. Since the pirates have the advantage of distance, the players agree to create a Special Rule for the scenario which causes the character leading the Governor's Daughter to be slowed down by her struggling. This means the pirates will have to buy the abductor time to reach the cave. The remaining scenery is placed on the table in such a way that some maneuvering is required to get to the cave—it shouldn't be just a straight shot in.

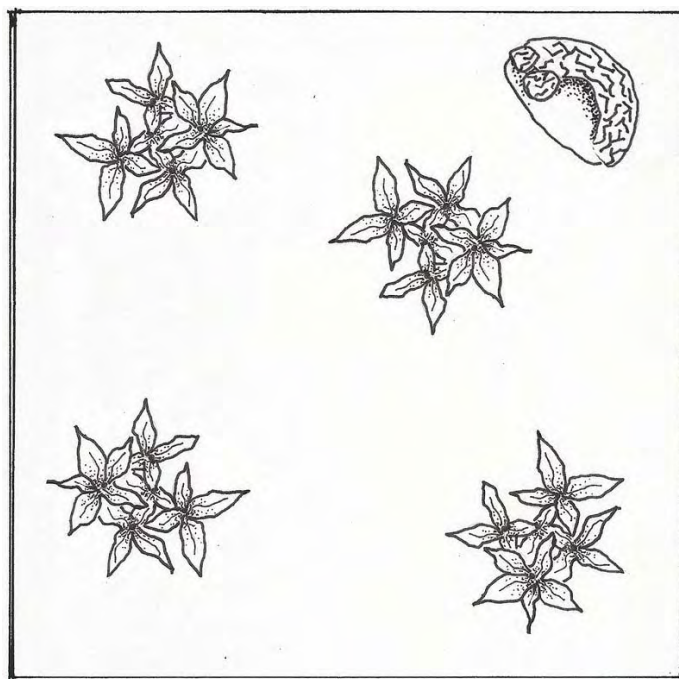


Figure II: The Pursuit Map

Under the Black Flag: Swashbuckling Adventure on the High Seas

We'll use only six Encounters for this game. Two are empty, two are taken from our pool of campaign Encounters, and the last two are split evenly between the pirate and government side. We'll assume these are reinforcements. If uncovered, that side gets two additional Grade 1 characters for the next game.

This chapter is played out and ends with a near win for the pirates, but the government player uncovered one of the reinforcements Encounters during the game, and adds two Grade 1 Marines to his band. The last chapter in this campaign will be The Rescue. If the government player had won the last game, this might have been a breakout scenario, with the pirates fleeing through the jungle back to their ship.

The last Encounter takes place in the cave, which acts as storehouse and prison for the pirates. For this game, the players use the crate pile for scenery, the water feature, and the cave entrance, assumed to be an exit this time. Instead of using a green ground cloth as in our previous games, use a brown one to represent the sandy floor of the cave. The model for the Governor's Daughter is placed next to the water feature, and is assumed to be chained to the rock.

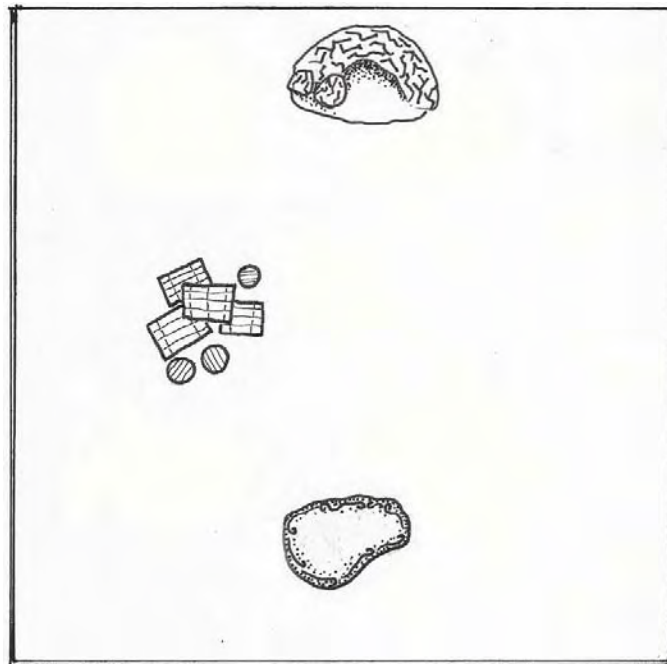


Figure III: The Rescue Map

For this scenario, we'll use six Encounter Markers again. Two of these are taken from our pool of campaign Encounter Markers (ignoring results that don't make any sense in a cave, like squalls or low tide). Of the remaining four Encounters one will be the keys to the chains holding the Governor's Daughter. Without the keys, characters have to spend an action and pass a Blade (BD) check to hack at the chains, or pass two consecutive Brawn (BW) checks to free the Governor's Daughter. One

Encounter will be a barrel from the pirate's cache of gunpowder—which may be exploded with potentially horrifying results. The last two Encounters are an arrow trap—treated as someone firing a Bow with MK=3, and a freshly loaded pistol, which a character may arm himself with.

ENDING CAMPAIGNS

At the end of the last chapter of a campaign, reflect back on what went on over the course of the campaign. Were there any unresolved plots? Did anyone comment on something as being worth exploring later? Did the villain escape, or were the heroes unable to stop the villain's machinations? These can all prove useful in providing the hooks for a future campaign.

Once you have played through a campaign, you will have plenty of ideas for starting a future campaign. Recurring characters and their animosities and rivalries allow players to stay engaged in the setting. You may eventually have a score of campaigns, all with the same characters. If players wish to retire their bands and create new ones, try to weave the story of that band into the continuity of the scenario. Perhaps a hero is wounded to the point of retirement. Perhaps a new member of the family inherits the hero's feud, or seeks to complete the work his illustrious predecessor could not.

Above all else, losing a congenial campaign is a far better thing than to win a campaign at the cost of the bonhomie with the other players.

ADVANCING THROUGH THE RANKS

Experience points are awarded to the team and can be allocated among all eligible models. No model can ever receive more than 50% of the experience points at any one upgrade session. For example: Rich is taking part in a campaign and after three games he has 26 Experience Points, no more than 13 of those points can be allocated to a single model. If Rich chooses to not spend any of the points yet and for the next three games he receives 24 Experience Points, he would have 50 in total, but could spend no more than 25 on any single model.

In order to gain a new ability, upgrade a current ability, or jump to a new archetype the model will need to pass a Brains (BR) stat test. Combat Skills are an exception, and require either a Musket (MK) or Blade (BD) stat test. If the ability relates to your ranged combat score, such as Sharpshooter or Deadeyed, then the model must pass a MK stat test in order to add the upgrade or new skill. If the ability relates to close combat, such as Battle Cry or Fencing, then it must pass a BD stat test in order to add the upgrade or new skill. If the ability is not directly associated with either BD or MK stat, such as with Quick, then it is the player's choice which stat to use. Each ability or upgrade can only be attempted once. If the model fails the test, then it cannot attempt again on that ability or archetype change until the next time the campaign allows for upgrades—in a long campaign that will typically be after 3 games.

In order for players to use Reputation Experience and add new characters to their team, they will also need to pass a BR stat test. This test is taken by the model designated as the leader of the team. The model must be a Grade 3. Players must state which new characters they would like to add to their team and then take the BR stat test. If the player fails to get the new character, the Reputation Experience points are not lost and can be used the next time a team can add new models.

HEROIC EXPERIENCE

Heroic Experience points are points that characters can use to increase their skills or promote themselves to a new Grade level. Players earn Heroic Experience for completing games, with extra points awarded for completing victory conditions, finding clues, behaving majestically (or particularly sinisterly). These Heroic Experience points are awarded after each scenario. Heroic Experience points are awarded to the band as a whole.

Heroic Experience Points

4 Points	Each scenario completed by the band.
X Point(s)	Per Victory Point, Clue, or Objective completed at the end of the scenario. No more than 10 Heroic Experience Points can be earned in this fashion, and no single Objective can be worth more than 5 Victory Points.
1 Point	Every 2 unused Hero Points (not counting Lucky Hero Points) at the end of the scenario.
1 Point	Each Majestic or Sinister action performed during the scenario.

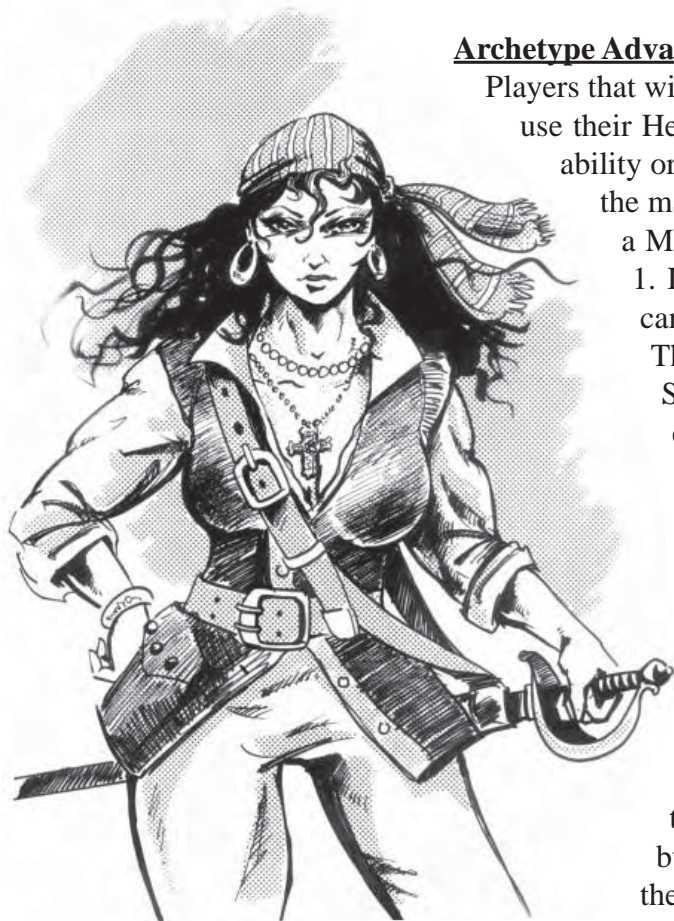
Victory Points are one way to adjudicate victory conditions in a game, with the winner being the player who earns the most Victory Points in the game. This is the method used in the scenarios “The Waylaid Messenger” and “Tavern Brawl” in the Gloire rulebook. No single Encounter or Objective can be worth more than 5 Victory Points, and the maximum number of Heroic Experience Points that can be earned this way is 10 per scenario.

A Majestic action is one where the model intentionally puts itself in harm’s way for another, or allows an opponent to gain an advantage to its own cost. For example, Lord Templeton is fighting the Chevalier Scarron, and is seriously wounded in the legs. The Chevalier Scarron wins the initiative, but takes a Wait action to allow Lord Templeton to limp away, and does not pursue. Chevalier Scarron’s band would earn a Heroic Experience Point for this.

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A Sinister action is one where a villainous model does something particularly odious, such as wounding a Prone model to the point of unconsciousness, shooting hostages on the cusp of being rescued, or attacking the team of animals pulling a coach.

A band that has portrayed itself as essentially Heroic in a previous scenario is not entitled to earn points for Sinister actions in a subsequent scenario; D'Artagnan would not earn any points for applying the coup d'grace to a wounded Rochefort. Nor would a villainous band earn any points for a sudden change of heart—Blackbeard cannot undo a lifetime of violence by bowing graciously to milady and allowing her to take an Encounter Marker.



Archetype Advancement

Players that wish to increase the abilities of their characters can use their Heroic Experience. It costs 5 points to increase an ability or add a new one. Characters can never go beyond the maximum for any Skill or Skill area. For example: a Master Swordsman has a Knowledge Skill max of 1. If all he already has a Knowledge Skill, then he cannot use Heroic Experience to take a second one. The same archetype also has a maximum High Strength of +2. If the model takes +1 to start, it can use Heroic Experience to take an additional +1 later, but cannot exceed the +2 total.

Archetype Improvement

Some characters can move from one archetype to another. Those that can, rather than spending the experience on new skills, may put it toward archetype jumping. If a model purchases new Skills or improves Skills it already has, then it cannot upgrade to a new archetype. Models keep the skills they had from the previous archetype, but cannot increase an ability unless allowed in the new archetype and can only take abilities from the list for the new archetype. Models can only make one jump during each upgrade session in a campaign.

Again, in a long campaign that might be after every third scenario.

For example, a Guardist may spend 25 Heroic Experience Points to advance to the Veteran Archetype. It can not immediately spend another 15 Heroic Experience Points to advance to the Master Swordsman archetype, but must wait until another upgrade session to do so.

It is harder to advance a Grade 1 model in ***Gloire*** than it is in ***.45 Adventure***. This is because the Grade 1 model in ***Gloire*** is equivalent to a Grade ½ model in ***.45 Adventure***, so in essence the first advancement is the equivalent of skipping a full grade.

Table IV: Grade 1 Advancement (25 points)

Starting Archetype	New Archetype
Boarder	Bosun
Bodyguard	Sheriff Veteran
Cabin Boy	Junior Officer
Carpenter's Mate	Rated Hand Quartermaster
Coachman	Merchant Valet
Cutpurse	Merchant Fop
Fanatic	Executioner Doctor of Letters
Foretopman	Rated Hand Quartermaster
Fusilier	Veteran
Guardist	Sheriff Veteran
Gunner's Mate	Rated Hand
Hermit	Doctor of Letters
Lackey	Merchant Valet
Man of the Cloth	Doctor of Letters
Marine	Marine Sergeant
Noble Bystander	Fop
Pikeman	Veteran
Ruffian	Executioner
Shore Party	Bosun Rated Hand

Table V: Grade 2 Advancement (15 Points)

Starting Archetype	New Archetype
Bosun	Sea Wolf
Doctor of Letters	Philosopher
Executioner	Highwayman King of Thieves
Fop	Courtier Evil Courtier Foreign Agent
Governor's Daughter	Courtier Evil Courtier Foreign Agent Pirate Queen
Junior Officer	Royal Governor Naval Officer
Merchant	Squire Foreign Agent
Quartermaster	Buccaneer
Rated Hand	Privateer Naval Officer
Sheriff	Military Officer Squire
Valet	Courtier Evil Courtier
Veteran	Master Swordsman Courtier Evil Courtier Military Officer

Permanent Injuries

If a Grade 2 or Grade 3 model loses all the wounds from a single location during a game and they are still lost at the end of the game (meaning the model has not been helped by another model with Medical Knowledge), the player will need to roll on the Disabilities Table after the game. Grade 1 models will not roll on the Disabilities Table. Disabilities can range from no noticeable effect to permanent disability. Players may use Heroic Experience Points to modify a die roll on any of the Disabilities Tables.

Table VI: Disabilities Table

<i>Die Roll</i>	<i>Result</i>
1	Roll on Permanent Disability Table for this Location
2	This model misses one game as it recuperates.
3-10	No lasting effect

Table VII: Head Permanent Disability Table

<i>Die Roll</i>	<i>Result</i>
1	Simpleton: This model's Brains stat is permanently reduced to 1. If this model suffers this result again, it is permanently removed from play.
2	Addled Brains: This model's Brains stat is permanently reduced by -1.
3-5	This model misses two games as it recuperates.
6-8	This model misses one game as it recuperates.
9-10	No lasting effect

Table VIII: Torso Permanent Disability Table

<i>Die Roll</i>	<i>Result</i>
1	Constitutional Debilitation: This model's Brawn stat is permanently reduced to 1. If this model suffers this result again, it is permanently removed from play.
2	Flayed Chest: This model's Brawn stat is permanently reduced by -1
3-5	This model misses two games as it recuperates.
6-8	This model misses one game as it recuperates.
9-10	No lasting effect

Table IX: Arm Permanent Disability Table

<i>Die Roll</i>	<i>Result</i>
1	Total amputation: The model has its Musket and Blade stats halved (rounded down). If this model suffers this result again, it is permanently removed from play, barring exceptional circumstances.
2	Partial amputation: This model has its Musket and Blade stats reduced by -1. This model may choose to take the Hook Hand Flaw at this time.
3-5	This model misses two game as it recuperates.
6-8	This model misses one game as it recuperates.
9-10	No lasting effect

Table X: Leg Permanent Disability Table

<i>Die Roll</i>	<i>Result</i>
1	Total amputation: The model has its Speed and Dodge stats halved (rounded down). If this model suffers this result again, it is permanently removed from play, barring exceptional circumstances.
2	Partial amputation: This model has its Speed and Dodge stats reduced by -1. This model may choose to take the Peg Leg Flaw at this time.
3-5	This model misses two games as it recuperates.
6-8	This model misses one game as it recuperates.
9-10	No lasting effect

A model which is supposed to be recuperating may choose to join in a game during its recuperation period, but begins the game with half of the wound boxes (rounded up) for that location marked off.

On “Certain” Death

In general, Grade 3 characters cannot be killed, except as a result of a Duel to the Death as per the Gloire main rules. However, there may be circumstances during campaigns where a Grade 3 character ends up in a situation where his or her demise appears to be a certain thing, such as a character being swept from the deck of a storm-tossed ship in icy waters. In this case, players have two options: either the character dies and is removed from further play, or a literary deus ex machina is invoked and the



Roberts himself made a gallant Figure, at the Time of the Engagement, being dressed in a rich crimson Damask Wastcoat and Breeches, a red Feather in his Hat, a Gold Chain round his Neck, with a Diamond Cross hanging to it, a Sword in his Hand, and two Pair of Pistols hanging at the End of a Silk Sling, flung over his Shoulders (according to the Fashion of the Pyrates;) and is said to have given his Orders with Boldness, and

Spirit; coming, according to what he had purposed, close to the Man of War, received her Fire, and then hoisted his Black Flag, and returned it, shooting away from her, with all the Sail he could pack...

In an honest Service, says he, there is thin Commons, low Wages, and hard Labour; in this, Plenty and Satiety, Pleasure and Ease, Liberty and Power; and who would not ballance Creditor on this Side, when all the Hazard that is run for it, at worst, is only a sour Look or two at choaking. No, A merry Life and a short one, shall be my Motto.

(From Capt. Johnson’s *General History of the Pyrates*)

Grade 3 character misses two games. Perhaps the character swims to a storm-wracked rock with his last gasps, and then manages to attract the attention of a passing merchantman.

The exact determination is left up to the players in the campaign, but your author humbly submits that the Golden Rule is a good guide in these instances, and a plausibility-stretching deus ex machina is often a thing of beauty in its own right.

REPUTATION EXPERIENCE

Reputation Experience Points are used to purchase replacement Grade 1 characters or equipment.

Reputation Experience Points

2 Points	Each Model a band has left at the end of a scenario. Unconscious or dead models do not count towards this total.
2 Points	Each opposing player's model rendered dead or unconscious by the band in the course of the scenario.
1 Point	Each 2 Grade levels less than an opponent. In the case of a multi-player game, this is measured against the player with the highest Grade total for the scenario.
1 Point	Each Majestic or Sinister action performed during the scenario.

A Grade 1 character may be replaced by spending 5 Reputation Experience Points. Equipment from the Merchant or Quartermaster list may be purchased for its value in Item Points. For example, it costs 2 Reputation Points to purchase a Raucous Macaw from the Quartermaster's list. Equipment purchased from these lists lasts only for that scenario.

Purchasing Scenario-Specific Equipment

Players may also choose to purchase equipment that may be useful for specific jobs in a scenario, such as tools for burying treasure, lanterns for increasing their vision distance at night, and so forth. Each item will have specific uses for the chapter and what items are available should be noted before the game, allowing players to use their Reputation Experience to purchase them. The life of these items will be determined by the campaign. If the players purchase digging tools in Chapter 1, they may have no use in Chapter 2 and are no longer be considered part of the band's equipment. If a lantern is purchased to explore caves in Chapter 1 and Chapter 2 involves further exploration of the caves, then the lanterns purchased in Chapter 1 will continue to be in use for Chapter 2. The life span of equipment is at the players' discretion and should be decided before the game begins. Players do not need to take a Brains stat test in order to purchase equipment.

Some examples of items are provided here. Players should feel free to create their own as well.

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Cost	Item	Effect
1	Rope	Bind helpless enemy or double climbing speed
2	Lantern	Increase night vision distance by 6" Requires 1 hand to use.
2	Digging tools	+2 to all Brawn stat tests to dig holes or dig up items.
3	Pilot's Rutter	+2 to all Helmsman stat tests, or reroll any one bad Encounter involving a ship.
6	Lucky Charm	+1 Hero Point, no more than 1 per model and 5 total.
4	Skeleton key	Open locked door on d10 roll of 2+
3	Voodoo doll	Force one enemy model to make a GUTS test or panic
5	False mustache	+1 to Disguise checks
2	Forged papers	+1 to all comparative Brains checks against guards
5	Prearranged signal	+1 to all Meet my Minions checks

CAMPAIGN MAPS

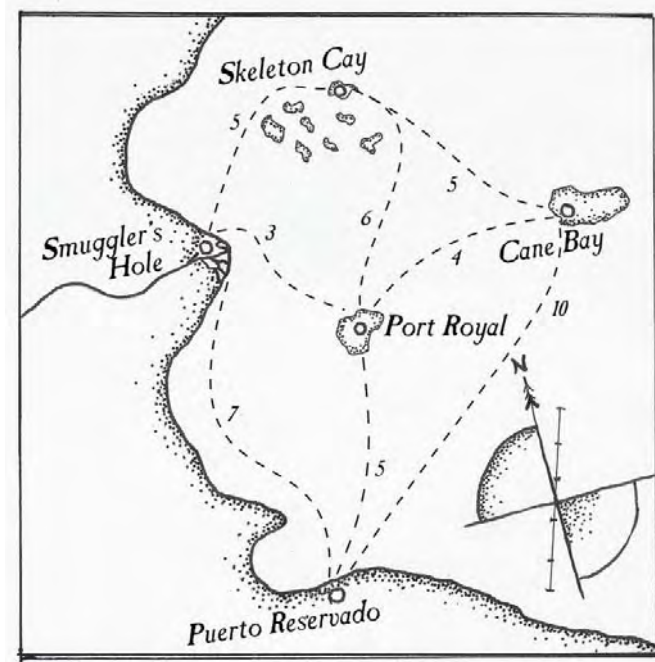
It is handy to sketch out a schematic diagram of locations that may be used in the campaign, as well as notes to accompany these locations. In a more open-ended campaign, the players may choose which location they move to next in pursuit of the campaign's ultimate goal. In addition to the locations, the distance between them should be given. This distance is in Passages—an arbitrary unit of measurement used for campaign purposes.

The notes for each location should provide information about the kind of scenery and terrain found there. For example, Port Royal is a bustling port town, so the game board may include the wharf, houses, and a tavern. Skeleton Cay is an uninhabited island, so the scenery will include bushes, rocks, and stands of palm trees. The sleepy trading village of Puerto Reservado has only a handful of huts on the beach, with the great jungle beyond.

Sailing Between Scenarios

The longer a ship is at sea, the more likely something will happen to it. A ship may travel up to its Handling rating in Passages each day. Divide the number of Passages between the two locations in the journey by the Handling rating of the ship. Once the player knows how many days a ship will be at sea, determine the number of Watches that will be stood during this journey.

There are 3 Watches in each day, and each ship takes its turns to draw a card from the Safe Watch deck at the start of each Watch or Watch fraction that the ship will be underway to the destination. Round up to the next whole number if the result contains a fraction. Even sailing one Passage will be enough to have a player draw a Watch card for that ship.



Sample Campaign Map

(Distance in Passages ÷ Handling rating) × 3 = Total number of Watch cards drawn.

For example: The distance between Port Royal and Skeleton Cay is 6 passages. Three ships, the galleon *Santa Lucia*, the sloop *Royal James*, and the Brigantine *Cerberus* leave Port Royal at the same time.

With her Handling of 2, it will take *Santa Lucia* exactly three days to reach Skeleton Cay (6 Passages ÷ 2 Handling = 3 Days). During this time, there will be 3 Watches each day, so the *Santa Lucia* will draw 9 Watch cards (3 Days × 3 Watches per day = 9 Watch cards drawn). If the *Santa Lucia* draws a Red Jack and a Red King from the Safe Watch deck she would reach Skeleton Cay in two days (9–3 watches) instead of three.

The *Royal James* has a Handling of 5, so it will take just over a day (6 Passages ÷ 5 Handling = 1.2 Days) to reach Skeleton Cay. The *Royal James* will draw 4 Watch cards (1.2 Days × 3 Watches per day = 3.6 Watch cards, rounded up to 4). The *Royal James* draws four “All’s Well” cards for her Watches and arrives at the island in just over a day (4 Watches) as expected.

The *Cerberus* has a Handling of 4, so it will take 1.5 days to reach Skeleton Cay. Five Watch cards are to be drawn, rounding up for the number of Watches stood while the ship is underway. The *Cerberus* is unlucky and draws the Black Jack and Black King; she will take just over two days to reach Skelton Cay (4+1+2 watches).

Table XI: Safe Watches

Card Draw	Result
Red Ace-10	All's Well: An uneventful Watch passes. Reduce the number of Watches remaining on the journey by 1.
Red Jack or Queen	Fair Sailing: Favorable winds speed the ship along the way. Reduce the number of Watches remaining on this journey by 2.
Red King	Best Point of Sail: Masterful seamanship and excellent airs combine to put the ship on its best footing. Reduce the number of Watches remaining on this journey by 3.
Black 2-10	All's Well: An uneventful Watch passes. Reduce the number of Watches remaining on the journey by 1.
Black Jack or Queen	Light Airs: Instead of blowing steadily, the wind goes through fits and starts. Increase the number of Watches remaining on this journey by 1.
Black King	Becalmed: The wind dies off entirely for a short time. Increase the number of Watches remaining on this journey by 2.

A ship may attempt to reduce the number of watches it takes to sail from one point to another by choosing dangerous routes, or by pressing every scrap of sail into service. These practices are referred to as “cracking on.” This sort of sailing is faster, but carries risks of damaging the ship or losing crew. While cracking on, the player draws from the Difficult Watch deck. The number of Watches remaining on the journey is reduced by 2 for each Difficult Watches the ship survives.

For example: The Cerberus in our example from before wants to arrive at Skeleton Cay at the same time as the Royal James, so her player chooses to begin by cracking on. The player draws from the Difficult Watch deck and gets a Red 4. The number of Watches remaining on the journey is reduced by 2, leaving the Cerberus with 3 Watches remaining (5 -2 Watches). The Cerberus will now arrive at Skeleton Cay at the same time as the Royal James.

The Santa Lucia does not want to be left behind. Her player chooses to draw from the Difficult Watch deck for as long as possible. The first card drawn is a Red 5, so the number of Watches remaining is reduced by 2, for a total of 7 Watches remaining. The player chooses to continue, and draws again from the Difficult Watch deck. This time he draws a Black 3, so the number of Watches remaining is only 5 now. Wanting to press his luck as long as possible, the player chooses to draw again from the Difficult Watch deck, and gets a Red King, so there are only 3 Watches remaining. By cracking on, the Santa Lucia has sailed the equivalent of two days' travel at in just three Watches!

Table XII: Difficult Watches

Card Draw	Result
Red card, Black Ace-5	All's Well: Reduce the number of Watches remaining on the Journey by 2.
Black 6-9	Rigging Carried Away: The strain of sailing with so much canvas aloft causes sheets to break and sails to tear. The damage is not too severe, but the ship may not draw from the Difficult Watch deck for the rest of this trip.
Black 10	Man Overboard! A randomly-chosen model aboard ship is swept overboard. If the model is a Grade 1, the player may choose to abandon him to his fate, but all friendly models will be at -2 to their Guts (GT) stat for the next scenario. If the man overboard is rescued, increase the number of Watches remaining on this journey by 1.
Black Jack	Hard Sailing: The ship crashes through the seas, pitching and rolling wildly, knocking the crew about. Each model aboard must make a Dodge (DG) stat test or begin the next scenario with one wound to a random location. Reduce the number of Watches remaining on this journey by 2.
Black Queen	Gale! The ship passes through a powerful storm, which batters the rigging and strains the hull to the point of leaks. The ship's Handling is reduced by 2 and it cannot draw any more Difficult Watch Encounters until it can put into a port or harbor for repairs. Increase the number of Watches remaining on the journey by 1.
Black King	Struck a Reef! The ship comes aground and her hull is badly damaged. Each model aboard must pass a Dodge (DG) stat test or begin the next scenario with a wound to a randomly-determined location. Increase the number of Watches remaining on the journey by 3. The ship's Handling is reduced by 2 and she cannot draw any more Difficult Watch Encounters until she can be put into a port or harbor for repairs.

If one ship overtakes another while sailing, it can compel the opposing ship to take part in a Boarding scenario. It takes one Watch to complete this scenario (no event need be drawn).

If a ship reaches a location first, the player controlling that ship automatically wins initiative in the next scenario for a number of turns equal to however many Watches that the ship is ahead of its competitors. If the ship wins by a full day (3 Watches) or more, then that crew may take a full turn before the other crew is even placed on the board!

NEW SPECIAL ABILITIES

COMBAT ABILITIES

Artillerist: This model has been extensively trained and drilled to load, aim, and fire cannon. As a result, a trained team of artillerists has a much higher rate of fire than a crew of novices. This model does not suffer any penalties in trying to aim cannon, and can reload the gun. (The Military Officer and Veteran archetypes from Gloire may take this ability.)

Musket Drill: This model is experienced in commanding blocks of soldiers armed with firearms so that instead of a ragged volley, the line fires as one with deadly effect. This model must have at least two additional friendly models, all in base contact with each other, and armed with muskets or pistols in order to use this ability. All models in the firing group are given a Wait order until model with the last Action in the group can be activated, at which point all the models fire. Any model in a 90 degree front firing arc of the shooting group must immediately take a GT stat test or Panic per the rules for wounding, regardless of whether or not they actually were wounded. Models in the firing line get an additional +1 to the BR check if forced to take one while reloading. (The Military Officer and Veteran archetypes from Gloire may take this ability.)

KNOWLEDGE ABILITIES

Meet My Minions: A model with this ability does not need to place any Grade 1 models from his band on the table at the start of the game. Any number of models may be withheld for pivotal confrontation or ambush. At any point where this model is confronted with an enemy model within 3", he may simply state—"Enemy, please meet my minions." The model with Meet My Minions makes a BR check. Success allows all Grade 1 minion models not in play to be placed within 3" of either this model or his enemy. Minions who are placed after their logical initiative turn are assumed to be waiting or getting ready. Minions may not be initially placed in base contact, but can move into contact on their activation. Failure indicates that the model with Meet My Minions looks around, but his minions have bungled their cue. The minions instead are placed by the opposing player anywhere on the board but at least 12" from any enemy models (but not in traps or spots that would cause immediate damage to the minion.) If this model is knocked unconscious or cannot communicate, than he cannot have his minions appear.

Navigation: This model is skilled at fixing positions and dead reckoning. At the beginning of the game, this model may move any number of scenario markers up to 6" total combined movement. This can be either one marker moved 6", six markers moved 1", or any combination thereof.

Parley: This model is a clever negotiator. This model may attempt to win the services of any GM-controlled or neutral models on the table. This model and the target model make a comparative BR check, with the target at an additional -2 penalty. In addition, the model may attempt to win the

services of a Grade 1 model controlled by another player, although the parleying model halves his BR score before the comparative BR check.

OTHER ABILITIES

Able Seaman: This model is able to set and maintain the rigging of a sailing vessel. This model may climb at an extra 1" per climb action, if a rope is provided. In addition, the model may assist others in the operation of the ship, particularly in scenarios where boat handling is involved. For each model with Able Seaman ability, the commanding model gets +1 to his Helmsman checks.

Coxswain: This model counts as two models when counting the number of models rowing a vessel.

Disciplinarian: This model understands that sometimes the best way to instill discipline is to set an example. This model may attack a friendly model once during the game. If the attack inflicts a wound, then all friendly models are +1 to their GT checks for the rest of the game. If the attack does not wound, then there is no affect except that the targeted model is -1 for its GT checks for the rest of the game. The model that was attacked will not retaliate.

Helmsman: This model is experienced at handling a sailing or rowing vessel. This model adds +1 to its DG for stat tests when steering a boat.

Seamanship: This model is gifted in its ability to adapt to the shifting conditions at sea, and can anticipate many problems before they get worse. This model may modify its Watch Encounter roll by 1, and may spend a Hero Point to modify this roll by an additional one, when engaged in a Sailing action between scenarios. The Hero Point is charged against the player in the next scenario.



How Captain Davis captured the Fort at Gambia

When Davis arrived, Dinner not being ready, the Governor proposed that they should pass their Time in making a Bowl of Punch till Dinner-Time: It must be observed, that Davis's Coxen waited upon them, who had an Opportunity of going about all Parts of the House, to see what Strength they had, he whispered Davis, there being no Person then in the Room, but he, (Davis) the Master, the Doctor, the Coxen and Governor; Davis on a sudden drew out a Pistol, clapt it to the Governor's Breast, telling him, he must surrender the Fort and all the Riches in it, or he was a dead Man. The Governor being no Ways prepared for such an Attack, promised to be very Passive, and do all they desired, therefore they shut the Door, took down all the Arms that hung in the Hall, and loaded them. Davis fires his Pistol thro' the Window, upon which his Men, without, executed their Part of the Scheme, like Heroes, in an Instant; getting betwixt the Soldiers and their Arms, all with their Pistols cock'd in their Hands, while one of them carried the Arms out. When this was done, they locked the Soldiers into the Guard-Room, and kept Guard without.

(From Capt. Johnson's *General History of the Pyrates*)

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Swimming: This model is a strong swimmer and need not fear drowning. This model may move through water that is deeper than he is tall at a speed of half his Brawn (BW) stat, rounded down.

NEW VIRTUES AND FLAWS

Cruel: This model is bloodthirsty and will not show mercy to an enemy. If an enemy model disengages from combat, this model must try to render that enemy dead or unconscious before exploring an objective marker or assisting a friend. This flaw may not be taken in conjunction with the Forbearing virtue.

Drunken Sot: This model is perpetually addled by rum or strong drink. This model gets -1 to both BR and DG but an additional +1 GT.

Grudge: This model always begins a game with a complaint against his fellows. If this model is beyond 6" from the leader, and paired with a friendly model, this model must pass a BR check or attack the friendly model.

Hook hand: This model has lost his hand as a result of an old wound, and in its place wears a heavy hook or sailor's marlinspike. The model begins the game with 1 automatic Arm wound, and may not use any two-handed weapon. However, the model always counts as armed with an Improvised Weapon, and it may not be disarmed of this weapon.

Peg leg: This model has lost a leg (traditionally he then gains a cook's commission aboard ship). The model's SP stat is reduced by 2. The model may choose to carry a crutch, in which case its SP is reduced by 1, but the model may not carry or use a two-handed weapon without putting the crutch down. A crutch may be used as an improvised weapon in close combat.

Eyepatch: This model has lost an eye in the rough life at sea. This model gets -2 to its MK and BD stats due to a loss of depth perception.





NEW CHARACTERS

Buccaneer (Grade 3)

The Buccaneer is a cunning pirate captain, preferring to take his prey by bluffing, clever ploys, or misdirection. Naturally devious, but never cowardly, his crew follows him because they know that for all of his unorthodox methods and peculiarities, he will always deliver the prize into their hands.

Location (Die Roll)	Base	DR	Wound Level					
Head (1)	Brain=4	4	BR=4	BR=3	Unconscious			
Torso (2-4)	Brawn=4 Guts=6	4	BW=4 GT=6	BW=3 GT=5	BW=2 GT=4	BW=1 GT=4	Unconscious	
Arms (5-7)	Musket=4 Blade=4	4	MK=4 BD=4	MK=4 BD=3	MK=3 BD=3	MK=2 BD=2	MK=1 BD=1	No attacks Cannot carry
Legs (8-10)	Dodge=3 Speed=5	4	DG=3 SP=5	DG=3 SP=4	DG=3 SP=3	DG=2 SP=2	DG=1 SP=1	Crawl Only

Available Attributes: 10

<u>Weapon Max. >>> 4</u> Short Blade (1) Long Blade (1) +2 TH for Long Blade (1) -1 TH for Long Blade (-1) +2 WS for Long Blade (1) -1 WS for Long Blade (-1) Pistol (1) +1 TH for Pistol (+1) +1 WS for Pistol (+1) Extra ammo for Pistol (+1) Brace of Pistols (+2)	<u>Combat Skill Max. >>> 4</u> Ambidextrous (1) Artillerist (1) Di Conti's Thrust (1) Fencing (+2) (1 per +1) Killer Instinct (1) Lagardere Lunge (1) Quick (+2) (1 per +1) Sharpshooter (+2) (1 per +1)	<u>Other Skills Max. >>> 3</u> Helmsman (1) Hide (1) Lucky +2 (1 per +1) Nerves of Steel (+2) (1 per +1) Night Vision (1) Seamanship (1)
	<u>Knowledge Skill Max. >>> 3</u> Disguise (1) Genius +1 (1) Meet My Minions (1) Navigation (1) Parley (1) Savvy (1) Tactics +2 (1 per +1) Voice of Command (1)	
<u>Armor Max. >>> 2</u> Head +1 DR (1) Torso +2 DR (1 per +1)		

Naval Officer (Grade 3)

The naval officer is the king of his ship. Armed with a royal commission, and carrying the sanction of the state, he wears his mantle of authority with ease and experience. Life at sea brings him honor, glory, and prize money, and he seeks to shine among his peers in the pursuit of these.

Location (Die Roll)	Base	DR	Wound Level					
Head (1)	Brain=3	4	BR=3	BR=2	Unconscious			
Torso (2-4)	Brawn=3 Guts=8	4	BW=3 GT=8	BW=2 GT=7	BW=1 GT=6	BW=1 GT=6	Unconscious	
Arms (5-7)	Musket=4 Blade=4	4	MK=4 BD=4	MK=3 BD=3	MK=3 BD=3	MK=2 BD=2	MK=1 BD=1	No attacks Cannot carry
Legs (8-10)	Dodge=4 Speed=4	4	DG=4 SP=4	DG=4 SP=3	DG=3 SP=3	DG=2 SP=2	DG=1 SP=1	Crawl Only

Available Attributes: 10

<p><u>Weapon Max. >>> 4</u> Long Blade (1) +2 TH for Long Blade (1 per +1) -1 TH for Long Blade (-1) +2 WS for Long Blade (1 per +1) -1 WS for Long Blade (-1) Pistol (1) +1 TH for Pistol (1) +1 WS for Pistol (1) Extra ammo for Pistol (+1) Musket (3) Extra ammo for Musket (+1)</p>	<p><u>Combat Skill Max. >>> 3</u> Artillerist (1) Battle Cry (1) Fencing (+2) (1 per +1) Gentleman's Miss (1) High Strength (+2) (1 per +1) Musket Drill (1) Rush Attack (1) Sang-froid (1) Sharpshooter +2 (1 per +1)</p>	<p><u>Other Skills Max. >>> 2</u> Disciplinarian (1) Fearless (1) Helmsman (1) Ignore Pain (1) Lucky (1) Majestic (1) Nerves of Steel (+2) (1 per +1) Seamanship (1)</p>
	<p><u>Knowledge Skill Max. >>> 3</u> Genius (+2) (1 per +1) Iron Will (1) Tactics (+2) (1 per +1) Voice of Command (1)</p>	
<p><u>Armor Max. >>> 4</u> Head +2 DR (1 per +1) Torso +3 DR (1 per +1) Arms +2 DR (1 per +1) Legs +2 DR (1 per +1)</p>		

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Pirate Queen (Grade 3)

The Pirate Queen has achieved a distinction that is rare among men, and a feat almost impossible for women—she is the head of a band of pirates loyal to her. She leads by threat and promise, never afraid to demonstrate that her courage is the equal of any man's. Those who experience her subtle tricks and do not learn to fear them are seldom granted a second opportunity to do so.

Location (Die Roll)	Base	DR	Wound Level					
Head (1)	Brain=4	4	BR=4	BR=3	Unconscious			
Torso (2-4)	Brawn=3 Guts=6	4	BW=3 GT=6	BW=3 GT=5	BW=2 GT=4	BW=1 GT=4	Unconscious	
Arms (5-7)	Musket=4 Blade=4	4	MK=4 BD=4	MK=4 BD=3	MK=3 BD=3	MK=2 BD=2	MK=1 BD=1	No attacks Cannot carry
Legs (8-10)	Dodge=4 Speed=5	4	DG=4 SP=5	DG=3 SP=4	DG=3 SP=3	DG=2 SP=2	DG=1 SP=1	Crawl Only

Available Attributes: 10

<u>Weapon Max. >>> 4</u> Short Blade (1) Long Blade (1) +2 TH for Long Blade (1) -1 TH for Long Blade (-1) +2 WS for Long Blade (1) -1 WS for Long Blade (-1) Pistol (1) +1 TH for Pistol (+1) +1 WS for Pistol (+1) Extra ammo for Pistol (+1) Brace of Pistols (+2)	<u>Combat Skill Max. >>> 4</u> Concealed Weapon (1) Di Conti's Thrust (1) Fencing (+2) (1 per +1) Killer Instinct (1) Knife Thrower (1) Lagardere Lunge (1) Quick (+1) (1 per +1) Sharpshooter (+2) (1 per +1)	<u>Other Skills Max. >>> 2</u> Fearful Presence (1) Helmsman (1) Lucky +2 (1 per +1) Nerves of Steel (+2) (1 per +1) Observant (1) Seamanship (1)
	<u>Knowledge Skill Max. >>> 3</u> Deception (1) Disguise (1) Genius +1 (1) Meet My Minions (1) Mesmerize (1) Parley (1) Tactics +2 (1 per +1) Voice of Command (1)	
<u>Armor Max. >>> 2</u> Head +1 DR (1) Torso +2 DR (1 per +1)		

Privateer (Grade 3)

The Privateer is a legal pirate, armed with a Letter of Marque which gives him sanction to sail against the enemies of the state which granted it to him. He may be backed by investors, who outfit him in exchange for a share of his prizes. This financial arrangement tends to imbue him with a certain caution, and he values his own life highly.

Location (Die Roll)	Base	DR	Wound Level					
Head (1)	Brain=4	4	BR=4	BR=3	Unconscious			
Torso (2-4)	Brawn=3 Guts=7	4	BW=3 GT=7	BW=2 GT=7	BW=1 GT=6	BW=1 GT=6	Unconscious	
Arms (5-7)	Musket=4 Blade=4	4	MK=4 BD=4	MK=4 BD=3	MK=3 BD=2	MK=2 BD=2	MK=1 BD=1	No attacks Cannot carry
Legs (8-10)	Dodge=3 Speed=5	4	DG=3 SP=5	DG=3 SP=4	DG=2 SP=3	DG=2 SP=2	DG=1 SP=1	Crawl Only

Available Attributes: 10

<u>Weapon Max. >>> 4</u> Short Blade (1) Long Blade (1) +1 TH for Long Blade (+1) -1 TH for Long Blade (-1) +1 WS for Long Blade (+1) -1 WS for Long Blade (-1) Pistol (1) +1 TH for Pistol (+1) Extra Ammo for Pistol (+1)	<u>Combat Skill Max. >>> 3</u> Ambidextrous (1) Fencing (+2) (1 per +1) Gentleman's Miss (1) Killer Instinct (1) Maitre d'Armes (1) Powder Monkey (1) Quick (+2) (1 per +1) Sang-froid (1) Sharpshooter (+2) (1 per +1)	<u>Other Skills Max. >>> 3</u> Helmsman (1) Hide (1) Lucky +2 (1 per +1) Majestic (1) Nerves of Steel (+2) (1 per +1) Seamanship (1) Sprint (+2) (1 per +1)
	<u>Knowledge Skill Max. >>> 3</u> Genius (+2) (1 per +1) Deception (1) Language (1) Navigator (1) Tactics (+2) (1 per +1)	
<u>Armor Max. >>> 3</u> Head +2 DR (1 per +1) Torso +3 DR (1 per +1) Arms +1 DR (1) Legs +1 DR (1)		

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Royal Governor (Grade 3)

The Royal Governor is the king's appointed ruler of the colony. Responsible for the security of trade and the king's law, he is given a wide degree of latitude to accomplish these duties. From time to time he may involve himself more directly in the dangerous affairs of the region, though he goes forward reluctantly. He is a skilled negotiator, as desperate men know the value of his pardon for their crimes.

Location (Die Roll)	Base	DR	Wound Level					
Head (1)	Brain=4	4	BR=3	BR=3	Unconscious			
Torso (2-4)	Brawn=3 Guts=7	4	BW=3 GT=7	BW=2 GT=6	BW=2 GT=5	BW=1 GT=4	Unconscious	
Arms (5-7)	Musket=5 Blade=3	4	MK=5 BD=3	MK=4 BD=3	MK=3 BD=2	MK=2 BD=2	MK=1 BD=1	No attacks Cannot carry
Legs (8-10)	Dodge=3 Speed=5	4	DG=3 SP=5	DG=3 SP=4	DG=2 SP=3	DG=2 SP=2	DG=1 SP=1	Crawl Only

Available Attributes: 10

<u>Weapon Max. >>> 4</u> Short Blade (1) Long Blade (1) +1 TH for Long Blade (1) -1 TH for Long Blade (-1) +1 WS for Long Blade (1) -1 WS for Long Blade (-1) Pistol (1) +1 TH for Pistol (+1) +1 WS for Pistol (+1) Extra ammo for Pistol (+1) Fowling Piece (4)	<u>Combat Skill Max. >>> 3</u> Deadeyed (1) Fencing +2 (1 per +1) Gentleman's Miss (1) High Strength +2 (1 per +1) Killer Instinct (1) Pugilist +2 (1 per +1) Quick +1 (1) Sharpshooter +2 (1 per +1)	<u>Other Skills Max. >>> 3</u> Camouflage (1) Fearless (1) Horsemanship (1) Lucky (1) Majestic (1) Nerves of Steel (+2) (1 per +1)
	<u>Knowledge Skill Max. >>> 3</u> Animal Handling (1) Genius +2 (1 per +1) Language (1) Parley (1) Savvy (1) Tactics +2 (1 per +1)	
<u>Armor Max. >>> 3</u> Head +2 DR (1 per +1) Torso +2 DR (1 per +1) Arms +1 (1) Legs +1 (1)		

Sea Wolf (Grade 3)

The Sea Wolf, cruel and strong, is the terror of nations. Where others might take by guile or stealth, he takes by force, leaving only those survivors that will spread his terrifying reputation. A powerhouse in combat, he may suffer when discretion trumps violence.

Location (Die Roll)	Base	DR	Wound Level					
Head (1)	Brain=4	4	BR=4	BR=3	Unconscious			
Torso (2-4)	Brawn=4 Guts=6	4	BW=4 GT=6	BW=3 GT=5	BW=2 GT=4	BW=1 GT=4	Unconscious	
Arms (5-7)	Musket=4 Blade=4	4	MK=4 BD=4	MK=4 BD=3	MK=3 BD=3	MK=2 BD=2	MK=1 BD=1	No attacks Cannot carry
Legs (8-10)	Dodge=3 Speed=5	4	DG=3 SP=5	DG=3 SP=4	DG=3 SP=3	DG=2 SP=2	DG=1 SP=1	Crawl Only

Available Attributes: 10

<u>Weapon Max. >>> 4</u> Club (1) Short Blade (1) Long Blade (1) +1 TH for Long Blade (1) -1 TH for Long Blade (-1) +1 WS for Long Blade (1) -1 WS for Long Blade (-1) Pistol (1) +1 TH for Pistol (+1) +1 WS for Pistol (+1) Extra ammo for Pistol (+1) Brace of Pistols (+2)	<u>Combat Skill Max. >>> 4</u> Artillerist (1) Battle Cry (1) Deadeye (1) Fencing (+2) (1 per +1) Flurry of Blows (1) High Strength +2 (1 per +1) Killer Instinct (1) Pugilist (+2) (1 per +1) Sharpshooter (+2) (1 per +1)	<u>Other Skills Max. >>> 4</u> Disciplinarian (1) Fearful Presence (1) Ignore Pain (1) Intimidate (1) Nerves of Steel (+2) (1 per +1) Night Vision (1)
	<u>Knowledge Skill Max. >>> 2</u> Deception (1) Genius +1 (1) Meet My Minions (1) Hunter (1) Savvy (1) Tactics +1 (1) Voice of Command (1)	
<u>Armor Max. >>> 2</u> Head +1 DR (1) Torso +1 DR (1)		

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Bosun (Grade 2)

Strong and intimidating, the bosun is responsible for both the captain's gig and administering punishment at the mast. The combination of exalted privilege among the hands and his own fortitude can make some bosuns tyrannical, whereas others become strong and trusted leaders of the foremast jacks.

Location (Die Roll)	Base	DR	Wound Level				
Head (1)	Brain=2	4	BR=2	BR=1	Unconscious		
Torso (2-4)	Brawn=4 Guts=8	4	BW=4 GT=8	BW=3 GT=6	BW=2 GT=4	Unconscious	
Arms (5-7)	Musket=2 Blade=4	4	MK=2 BD=4	MK=2 BD=3	MK=1 BD=3	MK=1 BD=1	No attacks Cannot carry
Legs (8-10)	Dodge=3 Speed=5	4	DG=3 SP=5	DG=2 SP=3	DG=1 SP=2	DG=1 SP=1	Crawl Only

Available Attributes: 7

<u>Weapon Max. >>> 4</u> Short Blade (1) Long Blade (1) +3 WS for Long Blade (1 per +1) -2 TH for Long Blade (-1 per -1) Bullwhip (1) Club (1)	<u>Combat Skill Max. >>> 4</u> Battle Cry (1) De Fontbrune's Pass (1) Ferocious (1) Flurry of Blows (+2) (1 per +1) High Strength (+2) (1 per +1) Killer Instinct (1) Lagardere Lunge (1) Pugilist (+2) (1 per +1) Rush Attack (1)	<u>Other Skills Max. >>> 3</u> Coxswain (1) Disciplinarian (1) Fearless (1) Fearful Presence (1) Ignore Pain (1) Intimidate (1) Nerves of Steel (+2) (1 per +1) Sprint (+1) (1)
	<u>Knowledge Skill Max. >>> 1</u> Mechanic (1) Tactics +1 (1)	
<u>Armor Max. >>> 2</u> Head +2 DR (1 per +1) Torso +1 DR (1)		

Governor's Daughter (Grade 2)

The Governor's Daughter may be fiery or fainting, depending on her temperament. Still, she is canny and forthright, and not entirely defenseless. The wilds of the colonial frontier lead to a certain fortitude of character, and she may face with horror the prospect of spending her life as the decorative partner in an arranged marriage.

Location (Die Roll)	Base	DR	Wound Level				
Head (1)	Brain=4	4	BR=3	BR=3	Unconscious		
Torso (2-4)	Brawn=3 Guts=6	4	BW=3 GT=6	BW=2 GT=5	BW=1 GT=5	Unconscious	
Arms (5-7)	Musket=3 Blade=3	4	MK=3 BD=3	MK=3 BD=2	MK=2 BD=2	MK=1 BD=1	No attacks Cannot carry
Legs (8-10)	Dodge=3 Speed=5	4	DG=3 SP=5	DG=2 SP=4	DG=2 SP=1	DG=1 SP=1	Crawl Only

Available Attributes: 7

<u>Weapon Max. >>> 2</u> Short Blade (1) Long Blade (1) Pistol (1) +1 WS for Pistol (+1) Extra Ammo for Pistol (+1)	<u>Combat Skill Max. >>> 2</u> Concealed Weapon (1) Fencing +2 (1 per +1) Gentlemen's Miss (1) Killer Instinct (1) Quick +2 (1 per +1) Sang-froid (1) Sharpshooter (+2) (1 per +1)	<u>Other Skills Max. >>> 3</u> Fearless (1) Lucky (1) Majestic (1) Nimble (1) Observant (1) Sprint (+1) (1)
	<u>Knowledge Skill Max. >>> 3</u> Deception (1) Genius +3 (1 per +1) Iron Will (1) Language (1) Savvy (1)	
<u>Armor Max. >>> 3</u> Head +2 DR (1 per +1) Torso +3 DR (1 per +1) Arms +1 DR (1) Legs +1 DR (1)		

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Junior Officer (Grade 2)

Combining the fearlessness of youth and slavish devotion to service and duty, the Junior Officer may be relied upon to venture where wiser captains fear to go. Eager to elevate himself in the service, whether solely for the sake of honor or for the more tangible rewards of prize-share, the Junior Officer is trustworthy, even as his youth does not permit him the wisdom of experience.

Location (Die Roll)	Base	DR	Wound Level				
Head (1)	Brain=3	4	BR=3	BR=2	Unconscious		
Torso (2-4)	Brawn=3 Guts=6	4	BW=3 GT=6	BW=2 GT=5	BW=1 GT=5	Unconscious	
Arms (5-7)	Musket=3 Blade=4	4	MK=3 BD=4	MK=2 BD=3	MK=2 BD=2	MK=1 BD=1	No attacks Cannot carry
Legs (8-10)	Dodge=3 Speed=5	4	DG=3 SP=5	DG=2 SP=4	DG=2 SP=1	DG=1 SP=1	Crawl Only

Available Attributes: 7

<u>Weapon Max. >>> 3</u> Long Blade (1) +2 TH for Long Blade (1 per +1) -1 TH for Long Blade (-1 per -1) +2 WS for Long Blade (1 per +1) -2 WS for Long Blade (-1 per -1) Pistol (1) +1 TH for Pistol (1) +1 WS for Pistol (1) Extra Ammo for Pistol (+1)	<u>Combat Skill Max. >>> 4</u> Ambidextrous (1) Artillerist (1) Fencing (+2) (1 per +1) Gentleman's Miss (1) High Strength (+2) (1 per +1) Quick (+2) (1 per +1) Sharpshooter (+1) (1)	<u>Other Skills Max. >>> 3</u> Able Seaman (1) Devotion (1) Fearless (1) Helmsman (1) Ignore Pain (1) Lucky (1) Nerves of Steel (+2) (1 per +1) Undying Loyalty (1)
	<u>Knowledge Skill Max. >>> 3</u> Iron Will (1) Language (1) Mechanic (1) Tactics +2 (1 per +1)	
<u>Armor Max. >>> 1</u> Head +1 DR (1) Torso +1 DR (1)		

Marine Sergeant (Grade 2)

This marine sergeant is a veteran of many years and ships, and has seen as many battles as he has distant ports. Never so comfortable but when commanding a company of men, the sergeant is a steady combatant and a consummate soldier.

Location (Die Roll)	Base	DR	Wound Level				
Head (1)	Brain=3	4	BR=3	BR=2	Unconscious		
Torso (2-4)	Brawn=3 Guts=6	4	BW=3 GT=6	BW=2 GT=5	BW=1 GT=5	Unconscious	
Arms (5-7)	Musket=4 Blade=3	4	MK=4 BD=3	MK=3 BD=2	MK=2 BD=2	MK=1 BD=1	No attacks Cannot carry
Legs (8-10)	Dodge=3 Speed=5	4	DG=3 SP=5	DG=2 SP=4	DG=2 SP=1	DG=1 SP=1	Crawl Only

Available Attributes: 7

<u>Weapon Max. >>> 4</u> Long Blade (1) Musket (3) Extra Ammo for Musket (+1) Bayonet for Musket (+1)	<u>Combat Skill Max. >>> 4</u> Artillerist (1) Deadeyed (1) Fencing (+2) (1 per +1) High Strength (+2) (1 per +1) Musket Drill (1) Pugilist (+2) (1 per +1) Quick (+2) (1 per +1) Sharpshooter (+2) (1 per +1)	<u>Other Skills Max. >>> 3</u> Devotion (1) Disciplinarian (1) Fearless (1) Intimidate (1) Lucky (1) Observant (1) Nerves of Steel (+2) (1 per +1) Sprint (+1) (1) Undying Loyalty (1)
	<u>Knowledge Skill Max. >>> 1</u> Iron Will (1) Savvy (1) Tactics +1 (1)	
<u>Armor Max. >>> 3</u> Head +2 DR (1 per +1) Torso +3 DR (1 per +1)		

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Quartermaster (Grade 2)

On a pirate ship, the quartermaster is the crew's chosen representative. A savvy captain pays him heed, because the quartermaster speaks with the authority of the crew. He also divides the treasure into shares, and keeps account of the ship's stores. From time to time he may dispense these as they advance the crew's pursuit of treasure.

A Quartermaster may take up to ten points worth of Hold Cargo per Scenario. These items may be shared amongst the members of his band.

Location (Die Roll)	Base	DR	Wound Level				
Head (1)	Brain=5	4	BR=5	BR=4	Unconscious		
Torso (2-4)	Brawn=2 Guts=6	4	BW=2 GT=6	BW=1 GT=5	BW=1 GT=4	Unconscious	
Arms (5-7)	Musket=3 Blade=2	4	MK=3 BD=2	MK=2 BD=2	MK=1 BD=1	MK=1 BD=1	No attacks Cannot carry
Legs (8-10)	Dodge=3 Speed=4	4	DG=3 SP=4	DG=2 SP=3	DG=1 SP=2	DG=1 SP=1	Crawl Only

Available Attributes: 7

<u>Weapon Max. >>> 2</u> Short Blade (1) Club (1) Pistol (1) +1 WS for Pistol (+1) Extra Ammo for Pistol (+1) Blunderbuss (2)	<u>Combat Skill Max. >>> 1</u> Ambidextrous (1) Deadeye (1) Fencing +1 (1) Quick +1 (1) Sharpshooter +1 (1)	<u>Other Skills Max. >>> 2</u> Fearless (1) Hide (1) Lucky (1) Observant (1)
	<u>Knowledge Skill Max. >>> 3</u> Deception (1) Genius +2 (1 per +1) Language (1) Mechanic (1) Medical Knowledge (1) Parley (1)	
<u>Armor Max. >>> 3</u> Head +2 DR (1 per +1) Torso +3 DR (1 per +1)		

Hold Cargo: 10 points

Rum Ration(3): A captain knows that a motivated crew fights well, and few things motivate a sailor as well as rum. Once per game, up to three figures may add +2 to their GT attribute, but suffer a -1 to BR and -1 to DG due to the effects of this heady wine.

Sextant (5): The Sextant allows a navigator to take his position more accurately. This device allows one model to act as if he had the Navigation ability, if this model passes a BR stat test at the beginning of the game.

Spyglass (8): A portable telescope allows the user to inspect objective markers within 6". By spending a full turn, and passing a BR stat test, the user may activate an encounter marker as if he had come into contact with them. If this encounter marker is a trap, the user does not suffer the effects of the trap.

Raucous Macaw (2): This brilliant and irritating bird is a canny mimic. Once per game, the Quartermaster or a designated model may make an Improvised Attack against another model which automatically succeeds, as the macaw bellows a particularly obscene phrase, or flaps distractingly at exactly the wrong time.

Swivel Gun (8): The Quartermaster can occasionally be induced to send ashore one of the ship's guns. The Quartermaster's faction is given a Swivel Gun as per the light artillery rules. This piece requires a crew of two to move or operate, as per the Artillery rules.

Seemly Articles (2): Pirates are a democratic lot, and to ensure honor among thieves, they write Articles among themselves. Fair and generous Articles are a powerful motivator to a crew, as a pirate's first loyalty is to himself. If there are mercenaries in the game, or GM-controlled human models, the user may attempt to secure their services. The user and the target model must make a comparative BR check. If the user wins, then the target will act as if under the user's control.

English Naval Powder (3): The Royal Navy insists that its powder be of the highest quality. All friendly models equipped with black powder weapons get an additional +1 WS for this game.

Old Weevil's Wedding Cake (6): Hardtack may be rough fare, but it fills the belly for a hard action. Three models may consume these biscuits. For each torso wound these models suffer, they use the last crossed-out box in the wound chart, instead of the first unmarked box, for their stat rolls, until the last box in the torso is crossed out, at which point they abide by the rules for torso wounds.



The Articles of Roberts' Crew

I. Every Man has a Vote in Affairs of Moment; has equal Title to the fresh Provisions, or strong Liquors, at any Time seized, and use them at pleasure, unless a Scarcity make it necessary.

II. Every Man to be called fairly in turn, by List, on Board of Prizes, because they were on these Occasions allowed a Shift of Cloathes: But if they defrauded the Company to the Value of a Dollar, in Plate, Jewels, or Money, Marooning was their Punishment.

III. No Person to Game at Cards or Dice for Money.

IV. The Lights and Candles to be put out at eight o'Clock at Night: If any of the Crew after that Hour, still remained inclined for Drinking, they were to do it on the open Deck.

V. To keep their Piece, Pistols, and Cutlash clean, and fit for Service.

VI. No Boy or Woman to be allowed amongst them. If any Man were found seducing anny of the latter Sex, and carried her to Sea, disguised, he was to suffer Death.

VII. To Desert the Ship, or their Quarters in Battle, was punished with Death or Marooning.

VIII. No striking one another on Board, but every Man's Quarrels to be ended on Shore, at Sword and Pistol.

IX. No Man to talk of breaking up their way of Living, till each had shared 1,000 Pounds. If in order to this, any Man should lose a Limb, or become a Cripple in their Service, he was to have 800 Dollars, out of the publick Stock, and for lesser Hurts, proportionally.

X. The Captain and Quarter-Master to receive two Shares of a Prize; the Master, Boatswain, and Gunner, one Share and a half, and the other Officers, one and a Quarter.

XI. The Musicians to have Rest on the Sabbath Day, but the other six Days and Nights, none without special Favour.

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Rated Hand (Grade 2)

The rated hand is an experienced sailor, either the ship's master, or the head of his watch, or a master gunner. Awarded extra shares for his expertise, he may long for the day when he commands his own ship, or he may want nothing more than a small income and a comfortable shore to retire to.

Location (Die Roll)	Base	DR	Wound Level				
Head (1)	Brain=3	4	BR=3	BR=2	Unconscious		
Torso (2-4)	Brawn=3 Guts=6	4	BW=3 GT=6	BW=2 GT=5	BW=1 GT=5	Unconscious	
Arms (5-7)	Musket=3 Blade=4	4	MK=3 BD=4	MK=2 BD=3	MK=2 BD=2	MK=1 BD=1	No attacks Cannot carry
Legs (8-10)	Dodge=3 Speed=5	4	DG=3 SP=5	DG=2 SP=4	DG=2 SP=1	DG=1 SP=1	Crawl Only

Available Attributes: 7

<u>Weapon Max. >>> 3</u> Short Blade (1) Long Blade (1) Club (1) Pistol (1) Extra Ammo for Pistol (+1) Blunderbuss (2)	<u>Combat Skill Max. >>> 2</u> Ambidextrous (1) Artillerist (1) Fencing (+2) (1 per +1) High Strength (+2) (1 per +1) Pugilist (+2) (1 per +1) Quick (+2) (1 per +1) Sharpshooter (+1) (1)	<u>Other Skills Max. >>> 3</u> Able Seaman (1) Devotion (1) Helmsman (1) Hide (1) Lucky (1) Night Vision (1) Nerves of Steel (+2) (1 per +1) Seamanship (1) Sprint (+1) (1) Undying Loyalty (1)
	<u>Knowledge Skill Max. >>> 3</u> Iron Will (1) Genius (+2) (1 per +1) Mechanic (1) Navigation (1)	
<u>Armor Max. >>> 1</u> Head +1 DR (1) Torso +1 DR (1)		

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Boarder (Grade 1)

The Boarder is a crewman armed and ready to swarm aboard an enemy ship with pistol, pike, or cutlass. Boarders may be lucky enough to be rewarded for this hot work with an extra ration of rum, or an extra share of prize money, but the best do it for the savage joy of battle.

Location (Die Roll)	Base	DR	Wound Level		
Head (1)	Brain=2	4	BR=2	Killed	
Torso (2-4)	Brawn=3 Guts=4	4	BW=3 GT=4	Killed	
Arms (5-7)	Musket=2 Blade=2	4	MK=2 BD=2	MK=1 BD=1	No attacks Cannot carry
Legs (8-10)	Dodge=3 Speed=5	4	DG=3 SP=5	DG=1 SP=3	Crawl Only

Available Attributes:

This model may take 2 Weapon choices and a total of 2 from the Combat and Other Skills categories.

<u>Weapon Max. >>> 2</u> Long Blade (1) Pistol (1) Spear (1) Short Blade (1)	<u>Combat Skill Max. >>> 2</u> Battle Cry (1) Fencing +1 (1) Rush Attack (1)	<u>Other Skills Max. >>> 1</u> Nerves of Steel +1 (1)
	<u>Knowledge Skill Max. >>> 0</u>	
<u>Armor Max. >>> 0</u>		

Cabin Boy (Grade 1)

The Cabin Boy is an apprentice at sea, running errands for the captain and learning the trade of the sea. In the literature he is often a lovable scamp, such as Jim Hawkins of the Hispanola. More than one famous hero has begun his career as a lowly cabin boy, and every cabin boy dreams of being an admiral one day.

Location (Die Roll)	Base	DR	Wound Level		
Head (1)	Brain=2	4	BR=2	Killed	
Torso (2-4)	Brawn=3 Guts=4	4	BW=3 GT=4	Killed	
Arms (5-7)	Musket=2 Blade=2	4	MK=2 BD=2	MK=1 BD=1	No attacks Cannot carry
Legs (8-10)	Dodge=3 Speed=5	4	DG=3 SP=5	DG=1 SP=3	Crawl Only

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Available Attributes:

This model may take 2 Weapon choices and a total of 3 from the Other Skills category.

<u>Weapon Max. >>> 1</u> Pistol (1) Short Blade (1)	<u>Combat Skill Max. >>> 0</u>	<u>Other Skills Max. >>> 3</u> Hide (1) Lucky +2 (1) Swimming (1) Nimble (1)
	<u>Knowledge Skill Max. >>> 0</u>	
<u>Armor Max. >>> 0</u>		

Carpenter's Mate (Grade 1)

The Carpenter's Mate is responsible for maintaining and repairing the hull of the ship. When five feet of water fill the hold and the enemy is in pursuit, there is no one the captain relies more upon than the Carpenter and his men. Sometimes the carpenter's mate will lend a hand handling the ship or assisting the surgeon as his loblolly boy, and in this capacity he may learn the tricks of these trades as well.

Location (Die Roll)	Base	DR	Wound Level		
Head (1)	Brain=2	4	BR=2	Killed	
Torso (2-4)	Brawn=3 Guts=4	4	BW=3 GT=4	Killed	
Arms (5-7)	Musket=2 Blade=2	4	MK=2 BD=2	MK=1 BD=1	No attacks Cannot carry
Legs (8-10)	Dodge=3 Speed=5	4	DG=3 SP=5	DG=1 SP=3	Crawl Only

Available Attributes:

This model begins with Mechanic and may take 1 Weapon choice and a total of 3 from the Combat, Knowledge and Other Skills categories.

<u>Weapon Max. >>> 1</u> Club (1) Short Blade (1) Long Blade (1)	<u>Combat Skill Max. >>> 1</u> Lagardere Lunge (1)	<u>Other Skills Max. >>> 2</u> Helmsman (1) Seamanship (1) Swimming (1)
	<u>Knowledge Skill Max. >>> 1</u> Medical Knowledge (1)	
<u>Armor Max. >>> 0</u>		

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Foretopman (Grade 1)

The Foretopman is a crewman responsible for setting the sails and working the rigging. Though many hands are trained for this work, the foretopman is especially adroit at it, and may even serve as the lookout.

Location (Die Roll)	Base	DR	Wound Level		
Head (1)	Brain=2	4	BR=2	Killed	
Torso (2-4)	Brawn=3 Guts=4	4	BW=3 GT=4	Killed	
Arms (5-7)	Musket=2 Blade=2	4	MK=2 BD=2	MK=1 BD=1	No attacks Cannot carry
Legs (8-10)	Dodge=3 Speed=5	4	DG=3 SP=5	DG=1 SP=3	Crawl Only

Available Attributes:

This model begins with Able Seaman and may take 1 Weapon choice and a total of 2 from the Other Skills category.

<u>Weapon Max. >>> 1</u> Club (1) Short Blade (1)	<u>Combat Skill Max. >>> 0</u>	<u>Other Skills Max. >>> 2</u> Night Vision (1) Nimble (1) Observant (1) Seamanship (1) Swimming (1)
	<u>Knowledge Skill Max. >>> 0</u>	
<u>Armor Max. >>> 0</u>		

Gunner's Mate (Grade 1)

The gunner's mate is a crewman especially trained to work the cannons aboard a ship. In battle, he will serve his gun with the skill of long hours of practice, and when not at quarters, will polish and clean his piece so that it sparkles.

Location (Die Roll)	Base	DR	Wound Level		
Head (1)	Brain=2	4	BR=2	Killed	
Torso (2-4)	Brawn=3 Guts=4	4	BW=3 GT=4	Killed	
Arms (5-7)	Musket=2 Blade=2	4	MK=2 BD=2	MK=1 BD=1	No attacks Cannot carry
Legs (8-10)	Dodge=3 Speed=5	4	DG=3 SP=5	DG=1 SP=3	Crawl Only

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Available Attributes:

This model begins with Artillerist and may take 1 Weapon choice and a total of 2 from the Combat and Other Skills categories.

<u>Weapon Max. >>> 1</u> Club (1) Short Blade (1) Long Blade (1)	<u>Combat Skill Max. >>> 1</u> Powder Monkey (1)	<u>Other Skills Max. >>> 2</u> Nerves of Steel +1 (1) Undying Loyalty (1)
	<u>Knowledge Skill Max. >>> 0</u>	
<u>Armor Max. >>> 0</u>		

Marine (Grade 1)

The Marines are soldiers stationed aboard a military vessel. In combat between ships, they are sent aloft to pick off enemy officers or join the boarding parties. Their strong loyalty makes them one of the captain's greatest assets.

Location (Die Roll)	Base	DR	Wound Level		
Head (1)	Brain=2	4	BR=2	Killed	
Torso (2-4)	Brawn=3 Guts=4	4	BW=3 GT=4	Killed	
Arms (5-7)	Musket=2 Blade=2	4	MK=2 BD=2	MK=1 BD=1	No attacks Cannot carry
Legs (8-10)	Dodge=3 Speed=5	4	DG=3 SP=5	DG=1 SP=3	Crawl Only

Available Attributes:

This model may take 4 Weapon choices and a total of 1 from the Combat and Other Skills categories.

<u>Weapon Max. >>> 4</u> Long Blade (1) Musket (3) Bayonet (1)	<u>Combat Skill Max. >>> 1</u> Deadeyed (1)	<u>Other Skills Max. >>> 1</u> Undying Loyalty (1)
	<u>Knowledge Skill Max. >>> 0</u>	
<u>Armor Max. >>> 0</u>		

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Monkey (Grade 1)

Location (Die Roll)	Base	DR	Wound Level		
Head (1)	Brain=1	4	BR=1	Killed	
Torso (2-4)	Brawn=4 Guts=3	4	BW=4 GT=3	Killed	
Arms (5-7)	Musket=2 Blade=2	4	MK=2 BD=2	MK=1 BD=1	No attacks Cannot carry
Legs (8-10)	Dodge=4 Speed=5	4	DG=4 SP=5	DG=2 SP=3	Crawl Only

Available Attributes: 3

Brachiation: The monkey's ability to swing on ropes, vines, or chandeliers is remarkable, even among his fellow primates. The monkey may move 8" for an Improvised Movement instead of the normal 6".

Infuriating Pest: The monkey's antics provoke a model within 6" to the point of violence. Unless that model pays 1 Hero Point, that model must attempt to wound the monkey before performing any other task, including attacking other models (he may still defend himself as normal) or exploring Objective Markers.

Simian Nimbleness: The monkey never fails a Dodge stat test when attempting to perform an Improvised Movement, climb, or catch an object. The monkey must still roll to defend himself as normal against gunshots or other ranged attacks.

Tame: This monkey has been well-acclimated to humans. This monkey may join a band of characters without any of them having the Animal Handling ability, and will not leave the group.

Primate Grenadier: The monkey can attack an enemy by hurling any foul object found on hand. This attack has a range of 8", and cannot be combined with a Move action. If the attack hits, the target loses two Actions as it is overcome with disgust and shock. The target may still defend as normal, and may pay 1 Hero Point to reduce the effect to a single lost Action.

Comical Mimicry: The monkey takes a turn to copy the mannerisms of a person, evoking a hearty laugh from his friends. All models on the same side as the monkey are at +2 to their GT checks for the next turn.

Parrot (Grade 1)

Location (Die Roll)	Base	DR	Wound Level		
Head (1)	Brain=1	4	BR=1	Killed	
Torso (2-4)	Brawn=1 Guts=3	4	BW=4 GT=3	Killed	
Legs (5-7)	Musket=2 Blade=2	4	MK=2 BD=2	MK=1 BD=1	No attacks Cannot carry
Wings (8-10)	Dodge=5 Speed=8	4	DG=5 SP=8	DG=2 SP=4	Crawl Only

Available Attributes: 3

Raucous Call: The parrot utters a loud catchphrase over and over, distracting unfriendly models. All unfriendly models within 6” of the parrot are at -2 MK for their next Action.

Lookout: The parrot can warn its owner of impending ambushes or traps. If the parrot and its owner are within 4” of a trap or concealed unfriendly model, the owner will discover the trap or ambush on a successful BR stat test.

Tame: The parrot is well-acclimated to humans. This parrot may join a band of characters even if none of them has the Animal Handling ability, and will not leave the group.

Feathered Retriever: The parrot has been trained to recover small objects. The parrot may carry any object lighter than a pistol to its owner. These may include small Objective items such as keys, maps, or amulets.

Disgust from Above: The parrot may attack a target by dropping a mess from above. This ranged attack may be used on any model that the parrot passes over on a Move action. If the target is hit, it loses its next two Actions as it is overcome with disgust and shock. The target may pay 1 Hero Point to reduce this to a single lost Action.

Parrot’s Charge: The parrot charges at its target in a flurry of flapping wings, squawks, and whistles. The target must pass a DG stat test or lose what it is carrying as if it were affected with the Maladroit flaw, as it shields itself from this impressive, if not particularly harmful, display.

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Shore Party (Grade 1)

The shore party is responsible for rowing ashore and protecting officers and important persons in these sallies. The members of the party are trusted members of the crew; for the captain trusts that they will not succumb to the temptation to jump ship. They in turn will do their utmost to bring themselves to the captain's attention.

Location (Die Roll)	Base	DR	Wound Level		
Head (1)	Brain=2	4	BR=2	Killed	
Torso (2-4)	Brawn=3 Guts=4	4	BW=3 GT=4	Killed	
Arms (5-7)	Musket=2 Blade=2	4	MK=2 BD=2	MK=1 BD=1	No attacks Cannot carry
Legs (8-10)	Dodge=3 Speed=5	4	DG=3 SP=5	DG=1 SP=3	Crawl Only

Available Attributes:

This model may take 4 Weapon choices and a total of 1 from the Combat and Other Skills categories.

<u>Weapon Max. >>> 4</u> Long Blade (1) Musket (3) Short Blade (1) Pistol (1)	<u>Combat Skill Max. >>> 1</u> Sharpshooter +1 (1) Fencing +1 (1)	<u>Other Skills Max. >>> 1</u> Sprint +1 (1) Swimming (1)
	<u>Knowledge Skill Max. >>> 0</u>	
<u>Armor Max. >>> 0</u>		



SCENARIOS

The scenarios provided here are described as standalone scenarios, but can easily be adapted to campaign use. For example, a campaign may begin with the Mutiny scenario, as the pirates begin their career. Next might be the Attack at the Stockade scenario as the pirates storm the government's defenses prior to sacking the town. Boarding scenarios can be interspersed as the pirates attempt to take ships, or the government sends pirate hunters to bring them to heel. And perhaps in the end our pirates are settled down, but still partaking in the odd bit of Mooncussing, just to keep their hands in things.



MUTINY!

Alone, utterly alone, on the vast face of the Atlantic Ocean, creeping slowly in light winds, sailed the merchant sloop Gorsham. Now twelve days out of the Canaries, her crew had not set foot on land for ten months as the master had plied the Triangle at a pace that had left lines frayed and sails and nerves tattered to match. Every one of the sailor's curses had struck the unlucky Gorsham—diseases, spoiled food, no leave, discipline both cruel and capricious, and half rations of rum.

The purser was arguing with the master again.

"You've been taken on the goods for Jamaica," said the purser, for the tenth time in as many days. "What's not beset with the worm's got the mildew, and you won't command a tenth of your purchase price should anyone take a close look at the cargo."

The master truculently returned: "Again, I have no interest in your assessment of the cargo. You will desist from raising this issue further or there will be consequences. Besides, there is money coming in that will supplement any shortage in gains."

The purser felt his blood run cold. "You'd be referring to back pay," he said slowly. "The crew's back pay for ten months of every one of the hells of the sea."

The master sufficed himself with an oily smile and a finger laid alongside his nose. "The crew," he said, "will receive pay where and when I give it to them, as authorized by the owner. Perhaps in Boston." And he returned to scratching meaningless notes in his log, indicating the interview was finished.

The purser left wordlessly. The anger in him burned more fiercely than it had at any point so far in their wretched voyage. Boston! Half the surviving crew would bolt in Jamaica if no pay or leave was given, and there was no guarantee of pay should the ship make it to Boston. What if the Jamaica cargo proved of no worth? Then the rations would be sold, making thin meals even thinner, and the rum would dry up completely.

There was no justice, that God should allow a stupid wretch like the master to steal an honest sailor's wages, deny his leave, stock the hold with wasted cargo while the rigging and sails went unattended, let good men die of cholera for want of a little medicine or a surgeon to bleed them, all in the name of a few more shillings for a rich man. The purser was not a philosopher or a scholar of law, but in that moment he understood his place in the world with a bitter clarity.

The rage had burned from hot to cold. The other sailors looked wordlessly at their messmate, whose eyes glittered with a strange, hard light. They had mentioned mutiny to him these past weeks, and he

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had shouted them down as fools, that the law would come after them and send them to Execution Dock, that it was better to suffer a little longer. After each meeting with the master, he had reassured them to hang in just a little longer, that money would come and leave would come, and the cares of the present would vanish.

As purser, he had the keys to the arms locker. He marched right up to it now, unlocked it, flung it open, and took out a musket. As a young man, he had witnessed an abortive mutiny on another ship, one that had been ruthlessly suppressed almost at its inception. At the beginning of that mutiny, one of the mutineers, a freed slave named Isaiah, had drunk rum and gunpowder from the barrel of a musket. It was an act rich and strange and deep with meaning, and it had been seared into his memory.

Now he carried a musket up on deck, as men turned out of their bunks in silence, the electric tension of the ship catching all hands save the master, oblivious in his cabin below.

“Rum,” he said, and hands silently passed him a full pannikin, a priceless offering from someone’s secret hoard.

If I remember nothing else of this day, though the purser, I will remember how clear the air and water are, the smell of the powder in the cartridge, and the dark brown rum. Rum and gunpowder went into the barrel of the musket, and in silence he gulped it down before the entire crew.

Mutiny! Whispered among the hands on deck. Mutiny! Louder now, and the slap of feet running to the arms locker. Mutiny! The clatter of metal as hands grasped cutlass and axe and pistol. Mutiny! Now a shout at the maintop. Mutiny! And at last, the master of the ship looked up from his books, his face betraying terror, into other faces, wearing expressions of cruel retribution.

Before the sun set that day, one lone ship, crawling across the face of the Atlantic, had been reborn the Revenge. She sailed now under a black flag.

THE SCENARIO

The crew of a merchant ship has been incited to mutiny. The captain and a few loyal crew members must hold out long enough to evacuate important passengers into the ship’s pinnacle. The mutineers must capture as many hostages as they can.

THE CHARACTERS

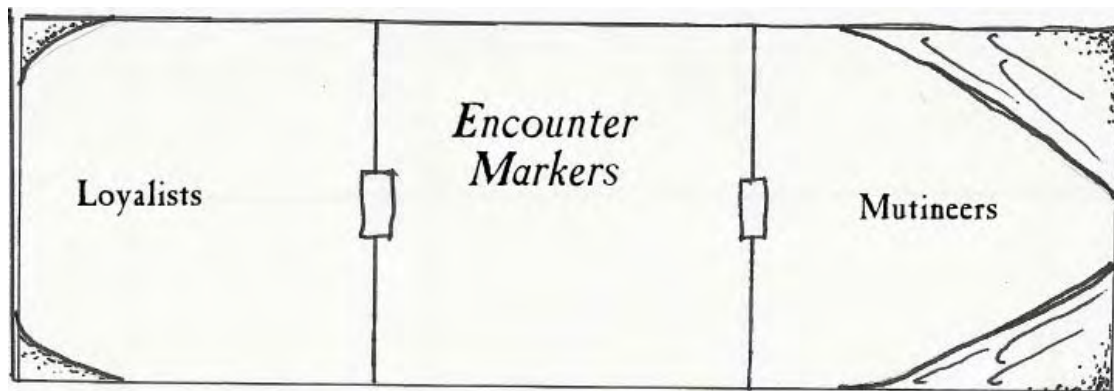
The player controlling the Captain and the loyal crew members should be outnumbered by the crew. One way to do this is to have the loyalists begin with six total grades worth of characters and the mutineers begin with eight total grades. If this is being played as a one-off game, try using a Naval Officer, Marine Sergeant, and two Marines for the loyalists and a Sea Wolf, Bosun, Rated Hand, and two Boarders for the mutineers.

VICTORY CONDITIONS

Each side gets a set number of victory points for the passengers they are able to rescue or capture. If the mutineers manage to render any of the crew player's models unconscious, they are worth twice as many victory points as their Grade value.

THE BOARD

The game takes place below decks of the merchantman. Use a board 36" by 12", divided into thirds by length. The first third represents the galley and area below the foc'sle, where the mutiny breaks out. The mutineer faction begins here, and newly recruited mutineers arrive here as well. The middle third is where the Encounter Markers and passengers are located. The aft third is the Great Cabin, where the crew must escape with their passengers. The crew's faction begins in the Great Cabin.



ENCOUNTER MARKERS

This game uses eight encounter markers. Use Ace through eight of one suit of playing cards.

1. (Ace): Reverend Plumtree. The minister is from a well-connected family. His sermons given aboard ship have been poorly received, as the sailors take issue with his disapproval of drunkenness and *concupiscence*. Reverend Plumtree suffers from gout, and is at -1 Speed. Otherwise he uses the stats of a Man of the Cloth. He is unarmed. He is worth 2 Victory Points.
2. (Two): Mrs. Phillips and Nell. Mrs. Phillips is the wife of the admiral and is protecting their young daughter. Mrs. Phillips uses the stats of a Noble Bystander, but has a Dodge of 1. She is armed with a pistol with +1 WS and no reloads. They are worth 3 Victory Points.
3. (Three): Squire Tomlinson. Tomlinson's sense of propriety is offended by the mutiny, and he will try to restore order, even in defiance of common sense. Tomlinson uses the stats of a Squire. The player who wins initiative controls him each turn unless a loyal crew model is in base contact (the mutineer players may use their control to draw him out where he may be surrounded and captured.) He is worth 1 Victory Point.

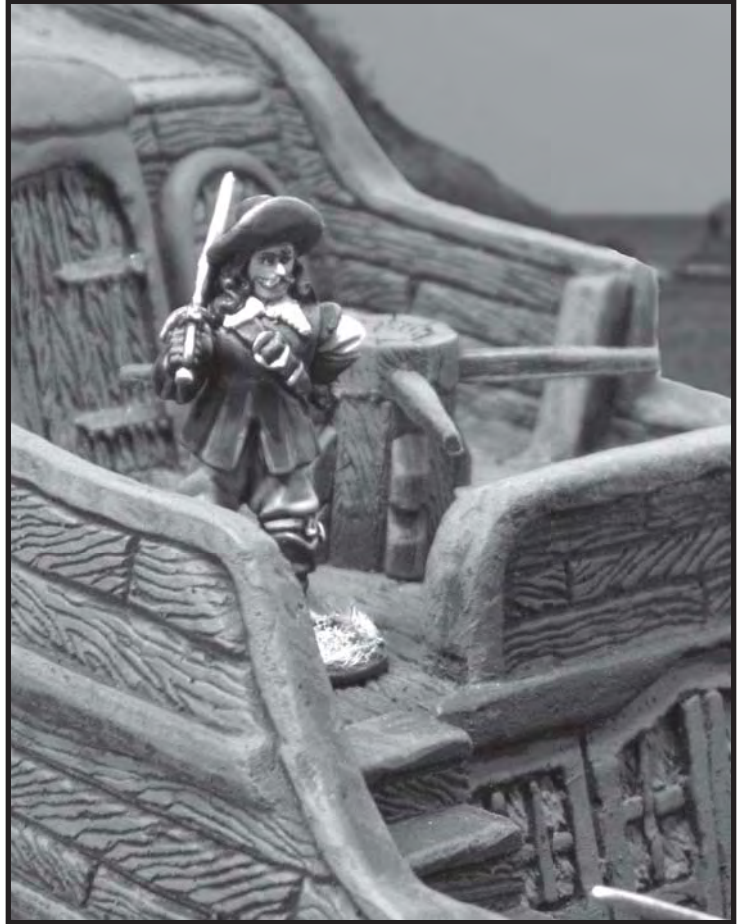
4. (Four): Viola Pennyman. The excitable maiden must make a GT stat test at the start of her activation. If she ever fails it, she faints and must be carried off. A model may carry away Viola, but is at -2 to Speed, Musket, and Blade while doing so. Viola uses the stats of a Noble Bystander. Viola is worth 1 Victory Point.

5. (Five): Sir Lawton Childers. Sir Lawton has managed to irritate everyone on this voyage. He uses the stats of a Noble Bystander, and has the Prone to Flattery Flaw. He is worth 1 Victory Point.

6. (Six): Nothing. This promising looking barrel contains only apples, not passengers.

7. (Seven): Arms Locker. This Encounter Marker's location is fixed and it remains on the board. If the mutineers ever gain control of this Encounter Marker, they may choose to arm their Grade 1 reinforcements with Long Blades or Pistols with three reloads, rather than their usual Clubs and Short Blades.

8. (Eight): Struck a Reef! The ship, out of control, strikes a reef. All models must make a DG check or be thrown Prone.



SPECIAL RULES

At the start of each turn for the first three turns, the mutineer side gets reinforcements. The mutineers may choose to take either four Grade 1 Boarders armed with short blades and clubs, or a single Grade 2 Rated Hand who chooses his abilities and weapons as normal. The reinforcements appear in the area where the mutineers began.

BURIED GOLD OF ANEGADA

The steady, rhythmic rasp of shovels digging in the sand was muted by the heat-haze rising off the sun-bleached island of Anegada. To this joined a long stream of oaths, as two more sailors carried a heavy sea chest towards the workers.

Ezekiel London did not dig and he did not carry the chest. His eyes nervously scanned the island's expanse of scrub and broken rock, his ears listening for calls or whistles which would warn him that Black Jack was coming.

"Put your backs into it!" he hissed, tearing his eyes away long enough to glower at the sweating hands in the hole. "If Black Jack catches wise we're as good as done for!"

The thin keening of the bosun's whistle calling to quarters confirmed his worst fear. The empty launch had been discovered, and now it was just a matter of time before Black Jack came after him with all the fury of hell.

"Faster!" he cried in desperation. "Dig faster!"

Now in the distance were angry shouts, and they were drawing nearer...

THE SCENARIO

Gold that is buried in secret among few has more valuable shares than one buried among many! But before the loot can be split, it must be hidden, and splitting the loot must wait until it is safely buried in the ground, and any inconvenient witnesses are disposed of...

The crew of a pirate ship has come ashore on the island of Anegada to bury their ill-gotten loot. This also offers an opportunity to rearrange the command of the pirate ship.

THE CHARACTERS

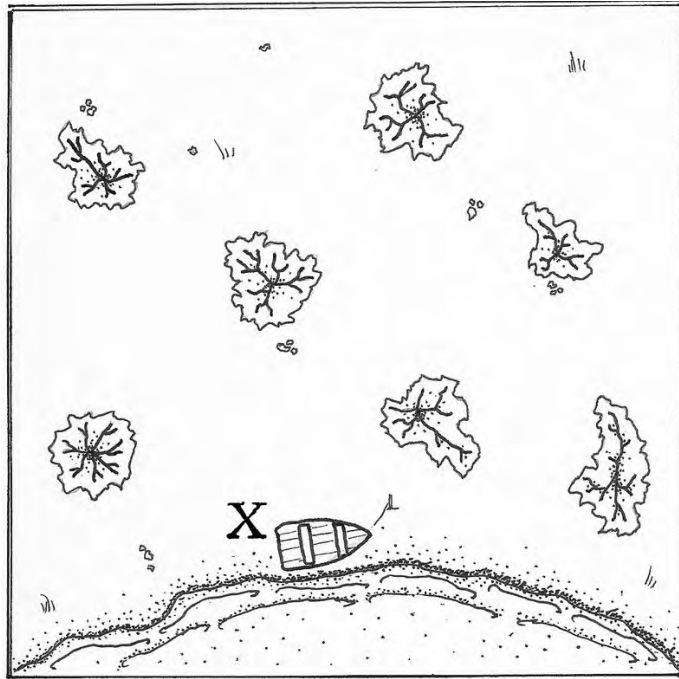
Players begin with equal or roughly equal forces for this game. If this is being played as a one-off game, each side gets a Grade 3 pirate (Buccaneer, Pirate Queen, Privateer, or Sea Wolf), a Rated Hand, and two Shore Party characters.

VICTORY CONDITIONS

In order to win, a player must have a model under his control present at or within 3" of the burial site of the treasure, and then be the first player to have all of his models return to the beach where the players begin the game.

THE BOARD

The game takes place on a board about 24" x 24", with a small area representing the beach where the crew has come ashore. The players place their models here, where the X is marked on the map. The island of Anegada is flat and rocky, with nothing taller than a few scrubby mangrove trees. A few patches of dense thicket can be added. These block visibility and take 2" of movement for each 1" distance traveled. A figure in these thickets is at -2 to their Blade (BD) stat.



ENCOUNTER MARKERS

There are two sets of Encounter Markers. The first set is in play until the treasure is buried. The second set is used after the treasure is buried and the players are trying to escape or cut down on the number of claimants to the treasure. The Encounter Markers are distributed evenly across the board.

Encounter Marker Set 1:

Ace: Landmark. You find a landmark to assist in burying the treasure. Two such landmarks must be found before the treasure can be buried. If this is the second landmark, then the treasure may be buried.

Two: Incredibly Large and Irate Hermit Crab. Hermit crabs in the Caribbean grow to giant sizes. This is a particularly vicious and nasty specimen, wearing an old skull as his shell. The crab immediately attacks whichever model revealed this Encounter. On all subsequent turns the player who wins the initiative will control the crab until it is killed or flees off the board.

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Incredibly Large and Irate Hermit Crab

Location (Die Roll)	Base	DR	Wound Level			
Head (1)	Brain=1	4	BR=1	Killed		
Torso (2-4)	Brawn=4 Guts=8	4	BW=4 GT=8	BW=3 GT=6	BW=2 GT=4	Killed
Claws (5-7)	Musket=N/A Blade=4	4	MK=N/A BD=4	MK=N/A BD=2	No attacks Cannot carry	
Legs (8-10)	Dodge=3 Speed=5	4	DG=3 SP=5	DG=1 SP=3	Crawl Only	

Three: Landmark. You find a landmark to assist in burying the treasure. Two such landmarks must be found before the treasure can be buried. If this is the second landmark, then the treasure may be buried.

Four: Nothing: You find the bleached bones of a skeleton with a knife protruding from the rib cage. Although chilling, this Encounter has no effect.

Five: Distraction: You come across something that is distracting to your crew—either a tempting supply of (spoiled) rum, an obscenely shaped rock, or a bush which looks like a frigate under sail. For the next turn, all non-Grade 3 models within 6” and in sight under your control are Dodge (DG) 1 as they debate the distraction to the exclusion of their duty.

Six: Nothing: You find a broken oar stuck in the ground with a rusting morion helmet atop it. There is nothing around to explain this oddity; this Encounter has no effect.

Seven: Landmark. You find a landmark to assist in burying the treasure. Two such landmarks must be found before the treasure can be buried. If this is the second landmark, then the treasure may be buried.

Eight: Landmark. You find a landmark to assist in burying the treasure. Two such landmarks must be found before the treasure can be buried. If this is the second landmark, then the treasure may be buried.

Encounter Marker Set 2:

Ace: Squall: A sudden sharp rainstorm sweeps through Anegada! All loaded firearms lose their current charge due to the soaking, and models must spend a full action clearing their piece before attempting a reload. A model attempting to reload while the squall continues must pass a Brains (BR) stat test in order to complete the load with dry powder. The squall lasts for the rest of this turn and for the next two full turns.

Two: Nothing: You find a scrap of sailcloth tangled in a thicket. This Encounter has no effect.

Three: Mass dissent: The crews begin a loud argument over which character is most worthy to become the new captain. All Grade 1 Crew models may not act until they pass a BR stat test on their activation. They may still defend themselves as normal.

Four: Horrible Idol: You find a native idol, rudely fashioned from bundles of twigs and strings of shells. The idol is deeply unsettling, and when it topples to the ground without your having touched it, you feel a mixture of panic and dread. The model that found this has its Guts stat halved for the remainder of this game.

Five: Phantom Trail: You suddenly see a path through the thorny underbrush of Anegada directly back to the beach. This model may immediately move half the remaining distance towards the beach or 6", whichever is greater.

Six: Nothing: You find a large pile of disappointingly empty rum jugs. This Encounter has no effect.

Seven: Loose scree: You suddenly find yourself in a field of loose volcanic scree. This difficult ground takes 2" of movement for each 1" moved, but does not hinder combat. The field is centered on the Encounter Marker and extends in a 3" radius from it (use a CD as a template).

Eight: Treachery! You immediately gain control of one of your opponent's Grade 1 models. You control this model for the rest of this game. If this is a campaign game, the model will remain under your control for the remainder of the campaign. If there are no Grade 1 models in the game, choose a Grade 2 model under your opponent's control. That model loses its next activation, seduced by the seeds of treachery you planted earlier.

SPECIAL RULES

Burying the Treasure: The treasure is represented by a small token— a chest, crate or some other handy object. A single model may carry the treasure, but will have his Speed (SP), Dodge (DG), Musket (MK), and Blade (BD) stats halved while he does so. Two models may share the load, in which case they suffer no penalties to SP, but have their DG, MK, and BD stats reduced by -1.

Once a player's band has found two landmarks, they may bury the treasure. The treasure may not be moved until after a player has found two Landmarks. The treasure must be moved to a different quadrant of the board from its starting location before it is buried. To dig a hole, a model must spend a full turn digging and pass two Brawn (BW) stat tests at the same location to bury the treasure.

GAOLBREAK!

“Oh, cleverly done!” said Lieutenant Buxbridge in quiet exultation as Clever Bill the carpenter slipped open the lock of their cell with a key carved from a beef bone. Buxbridge woke the sleeping Captain Clive with a finger on his lips. Captain Clive started, but said nothing. The three men then crept from the cell, the fires from the sconces throwing weird, creeping shadows along the walls with them.

The gaoler sat on his stool near the door, drooling in the sleep of the drunk. Ever so gently, Buxbridge slipped the keys from the man’s belt, though rough handling would probably not have wakened the jailer from his rummy somnolence.

Though they were free, the small matter remained of escape from the prison, though they had no intention of leaving quite yet. Buxbridge wanted to recover his father’s sword. Clever Bill wanted to repay the lump he had received when they had been caught. And Captain Clive would have died before he left behind the log of the Royal James...

THE SCENARIO

The characters have managed to gain freedom from their gaol cells, but have not yet fled the prison. Unarmed and deprived of their belongings, they face a difficult choice—take the easy route and flee with their lives alone, or risk re-capture and confrontation in search of their effects.

Occasionally in a campaign, the winds of fortune blow ill for one side, and a player finds all his models dead or unconscious in the course of the scenario. In such situations, this scenario may be a useful filler chapter. It allows the captured models to return to the action in a heroic style, rather than simply by edict of the referee.

THE CHARACTERS

In addition to guards on patrol, the defending player begins with as many Guards as the escaping player has models. These may be secretly placed in the rooms at the beginning of the game. Even though guards are relatively weak, the escaping players’ characters are unarmed, and the defender may alert more of his own guards! If playing this as a one-off game, the escapees have a Royal Governor, Junior Officer, and Cabin Boy. Use only 8 Ability Points to create the Royal Governor and 5 for the Junior Officer. They each possess a Long Blade and Pistol that have been confiscated.

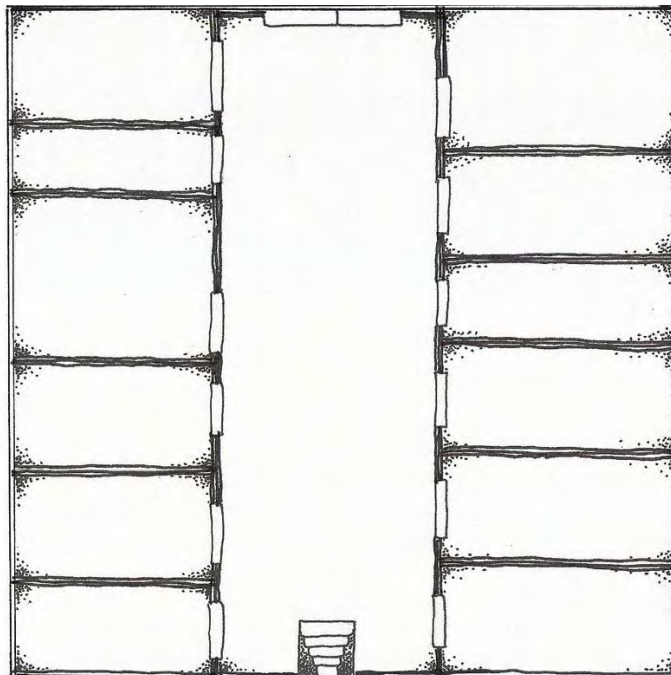
VICTORY CONDITIONS

The scenario is completed if the models escape from the far end of the board. If the models retrieve their equipment or clues, but are unable to retrieve their weapons, then they may be granted a limited

ability to replace these, by taking up to half the maximum allowed number of weapons from their characters' archetypes.

THE BOARD

The board is a 24" by 24" board with a central hallway and six rooms on each side. Two guards are placed at the opposite end of the hallway from where the players begin. These guards patrol using the Night Watch rules in the *Gloire* rulebook. Use the stats for the Guards found at the end of this scenario.



The exact style of the prison and rooms is not critical. It might be a stone fort in a harbor, a hewn-out cave in some pirate sanctuary, or perhaps even below the deck of a ship. Simply reflect the kind of location the captor's side might use as a prison.

ENCOUNTER MARKERS

In lieu of Encounter Markers, each room has different contents. When the player's model opens the door of the room, you may turn the counter over a card to reveal the room's contents.

1. Prisoner: You find a man on a filthy bed of straw. He has been imprisoned for a considerable time. In exchange for taking an action to free him from his chains, he agrees to tell you what he knows of the prison. Reveal the contents of two rooms of the player's choice. You have not yet retrieved these items or activated these guards until you enter that room, but you know they are there.

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2. Empty: The room contains only a bare bed and small crockery bowl, neither of which will do you any good at present.

3. Armory: This room is the prison's armory. You find your band's weapons and armor stashed with the rest of the arms of the prison guards. Players may also choose to replace their weapons with an equal number of Attribute points worth from their archetype list of allowable weapons.

4. Guards! This room contains four bunks with sleeping guards in it. If a "Call to Help" is raised, the four guards immediately awake and will get their first activation on the next turn. They will use this activation to get up from Prone, after which they will act as normal.

5. Warden's office: This room is strewn with papers and the records of the prison. The clues discovered by the band are kept here, and the characters may return them to their control. The Warden is in this room as well. He uses the stats found at the end of this scenario.

If the Warden is rendered unconscious or taken by surprise, the contents of the office may be rifled. On a successful Brains (BR) stat test, a model finds papers with valuable information, worth an additional Heroic Experience Point at the end of the scenario. This test may only be taken once, as the gaolbreak precludes a meticulous search.

6. Storeroom/Guards: This room contains the moldy bread and meat intended for the prisoners. As soon as the players open this door, two Guards emerge from the room most distant on the board from this room. These Guards begin to patrol as per the Night Watch rules.

7. Prisoner: You catch a prisoner attempting to dig his way into the next room. He agrees to share his secret escape route and information about the next room. Pick one adjoining room and reveal its contents. You have not yet activated this Encounter. A model may take a full action to crawl into the adjoining room. At the end of that action place that model in the center of that room.

8. Storeroom: This room contains the stocks and supplies of the guards. Characters will find their scenario items or tools in this room as well and may add them back to their stock. If they choose, they may replace these items with an equal number of Reputation Points worth of scenario items.

9. Guard dogs! This room contains the dogs normally used to track down escaped prisoners. They immediately begin barking loudly. This counts as a Call for Help.

10. Guards! This room contains two guards on break. They immediately count as a Call to Help, and will act on the next turn.

11. Prisoner: You find a newly arrived prisoner, full of anger and willing to join you. You may add a Grade 1 model of your choice to your band if you successfully complete this scenario.

12. Prisoner: You find a prisoner sympathetic to your escape, but unwilling to risk escape with you. He does, however, agree to create a distraction. You may control the movement of any Guards not under a Call for Help on the next turn.

SPECIAL RULES

The Warden: The Warden is embittered by years of playing caretaker to a rangy lot of prisoners for poor pay and no recognition. He will not put up much of a struggle to prevent the characters from escaping. The Warden may be taken by surprise if a character beats him in a comparative Dodge, Guts, or Brain stat check. Players may add +1 to their roll if they have recovered their weapons. If taken by surprise, he will surrender. Players may take an action to bind him to his chair and gag him. If they do not, he will Call for Help as soon as they leave his room.

Location (Die Roll)	Base	DR	Wound Level				
Head (1)	Brain=3	4	BR=3	BR=2	Unconscious		
Torso (2-4)	Brawn=2 Guts=5	4	BW=2 GT=5	BW=1 GT=4	BW=1 GT=3	Unconscious	
Arms (5-7)	Musket=3 Blade=2	4	MK=3 BD=2	MK=2 BD=2	MK=1 BD=1	MK=1 BD=1	No attacks Cannot carry
Legs (8-10)	Dodge=3 Speed=4	4	DG=3 SP=4	DG=2 SP=3	DG=1 SP=2	DG=1 SP=1	Crawl Only

Weapons: Long Blade

Guards: Guards use the Night Watch rules from *Gloire*, including those for limiting visibility to 12", though in this case it is due as much to inattention as the dim conditions of the prison. The guards will not turn into a room whose door is closed. Unless a player states he is closing a door, a door will remain open for a guard to possibly investigate.

Location (Die Roll)	Base	DR	Wound Level		
Head (1)	Brain=2	4	BR=2	Killed	
Torso (2-4)	Brawn=3 Guts=4	4	BW=3 GT=4	Killed	
Arms (5-7)	Musket=2 Blade=2	4	MK=2 BD=2	MK=1 BD=1	No attacks Cannot carry
Legs (8-10)	Dodge=3 Speed=5	4	DG=3 SP=5	DG=1 SP=3	Crawl Only

Weapons: Fist, Club

Abilities: High Strength +1

Unarmed! Characters begin this scenario with no weapons or armor. They may recover these once they reach the Armory.

ATTACK AT THE STOCKADE

It was like no siege Lord Covington could remember from the wars with France. The buccaneers came swarming through the palisade with the same fury they had shown at sea. He raised the musket, took aim at one, and fired. Without looking to see his result, he passed the musket back to Doctor Dinwittie, who handed him a loaded one in return.

Young Tom clambered down the ladder from the roof. "The signal beacon's useless, Doctor. The wood is too old and rotten to light, so I'll just fetch us some more." Before anyone could stop him, he had bolted through the door and was racing towards a small pile of sticks, and the furious charge of the pirates.

Lord Covington looked away from his loophole to glower at Lieutenant Buxbridge, whose mouth was a little round circle of surprise.

"Well, don't stand there gawping, man! After Tom!"

As Buxbridge charged through the door, sword drawn, Lord Covington turned to Captain Clive. "Seems to me if we survive this, you may want to issue a commission to Young Tom as well."

"The thought had occurred to me," said Captain Clive, as he too fired through his loophole.

THE SCENARIO

A decrepit stockade on an island is under attack! Perhaps the stockade contains valuable information left behind by the previous occupants, or perhaps it is simply the last obstacle to overcome before sacking a nearby town. The defenders must do their best to hold off the attackers in order to light a signal beacon to call for help or warn that the pirates are approaching!

THE CHARACTERS

Players begin with equal or roughly equal forces for this game. If this is being played as a one-off game, each side gets a Grade 3 character, two Grade 2 characters, and two Grade 1 characters.

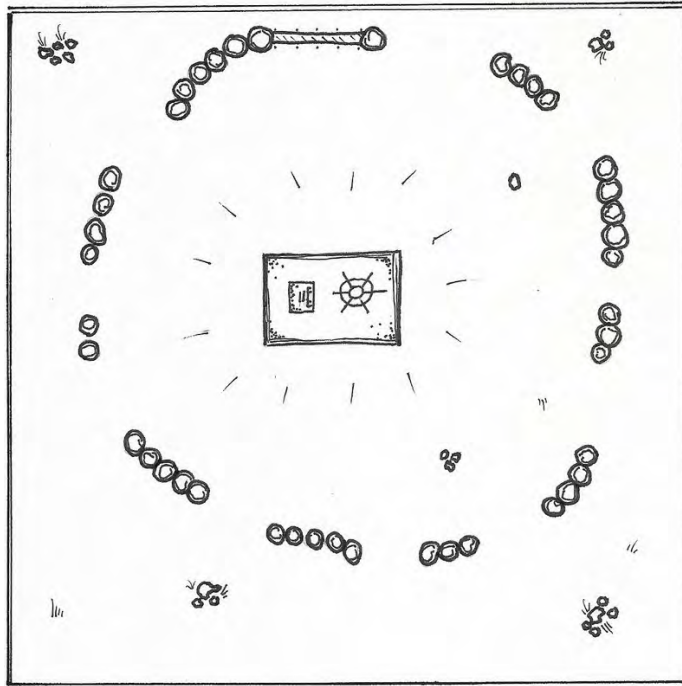
VICTORY CONDITIONS

The defender wins if he can light the signal beacon atop the blockhouse. The attacker wins if the defenders can be prevented from lighting their beacon, or by having a model alone inside the blockhouse for two full turns before the beacon is lighted.

THE BOARD

This scenario is played on a 24" by 24" board. In the middle of the board is the blockhouse, which

may be placed on a gentle hill. A broken-down palisade fence runs near the perimeter of the board. The stakes of the palisade have been knocked down in a number of locations, leaving gaps at least 1" wide. The defenders begin the game at the door to the blockhouse. The attacker may place his models at any number of the gaps in the palisade fence.



ENCOUNTER MARKERS

This game uses eight Encounter Markers. Encounter Markers are distributed evenly throughout the space between the blockhouse and palisade.

1. Brushwood: You find a small pile of wood dry enough to use in the signal beacon. A model may carry this pile, though it is at -2 to both Blade (BD) and Musket (MK) stats while it does so. A model may spend two actions to scatter or break up this brushwood, which renders it useless for the signal beacon.
2. Nothing! What looked like a promising small pile of firewood is actually green wood and useless for the signal beacon.
3. Trap! The previous occupants of this palisade dug a pit trap here and concealed it under a mat of leaves. All models within 2" of this Encounter Marker must pass a Dodge (DG) stat test or fall into the pit. If this happens, they may not rejoin play until they pass a Brawn (BW) stat test and climb back out.

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4. Flask of oil: You find a small barrel of gunner's oil, still sealed. There is enough oil here to light the signal beacon. A model may carry this barrel, though it is at -2 to both BD and MK stats while it does so. A model may pass a successful BW stat check in order to stave in the barrel and spill the oil, making it useless to light the beacon.

5. Water bucket: You find an old bucket full of rainwater. If an attacker's model is in base contact with the blockhouse, it may attempt to soak down the signal beacon. The model with the bucket must pass a MK stat test. If it does so, then he manages to throw the bucket so that it drenches the beacon. All subsequent Brains (BR) stat tests to light the signal beacon are at -2 due to the soaking. A firearm and round will no longer automatically light the fire, but require a BR stat test without penalty.

6. Brushwood: You find a small pile of wood dry enough to use in the signal beacon. A model may carry this pile, though it is at -2 to both BD and MK stats while it does so. A model may spend two actions to scatter or break up this brushwood, which renders it useless for the signal beacon.



Person, or Persons...who...upon the Conviction, or making due Proof of the killing of all, and Every such Pyrate, and Pyrates, before the Governor and Council, shall be entitled to have, and receive out of the publick Money, in the Hands of the Treasurer of this Colony, the several Rewards following; that is to say, for Edward Teach, commonly call'd Captain Teach, or Black-Beard, one hundred Pounds...

(From the 1718 Virginia Proclamation for Rewards given for Apprehending or Killing Pirates.)

7. Nothing! The barrel labeled "oil" has leached its contents out and the rainwater in over the years. The oil is spoiled and useless.

8. Dangerous wildlife: This brush pile is home to a very large and nasty viper. You have disturbed it and it attacks! For subsequent turns, the player who wins the initiative may control the viper for that turn. Use the Viper animal stats from the original *Gloire* rulebook.

SPECIAL RULES

Signal Beacon: The signal brazier atop the blockhouse was once stocked with wood, but this has been left to the elements so long that little remains but a useless pulpy mass. The defenders will have to gather firewood or oil to put in the beacon, and then light it. It takes a full action to load the beacon, and the model must pass a Brains (BR) stat test. If this test fails, the model has failed to build his fire in a way that will burn easily. If he succeeds, then he may light the fire.

It takes one action to light the signal beacon. If a model has a firearm with at least one round remaining,

then the beacon may be lighted automatically with this round. If he does not, then he has to pass a BR stat test to see if he can light it with tinder and flint.

The Blockhouse: Models in the blockhouse do not need to record their movement, and may shift to any wall they like without paying a movement penalty. The blockhouse has one door. It takes 2" of movement in order to reach the roof and the signal beacon.

There are loopholes in all four walls, which afford clear fields of fire in all directions. A model shooting from the blockhouse is protected against incoming fire. A model must spend a Hero Point in order to shoot into the blockhouse through the loophole. If it does so, then the ranged attack is resolved as if both models were in the open. A model on the roof counts as being in the open.

The walls of the blockhouse are growing weak with age. A model armed with a Long Blade may hack an entrance in the wall. The model must be in contact with the wall and pass a Blade (BD) stat test in order to hack a hole big enough to admit his head and upper body. A second successful Blade stat check will cut a hole big enough to allow a man to enter.



STOILED SPOILS

Moses Anderson finished his sums and frowned gravely. He looked at Black Jack and slowly shook his head. "Less than forty a share, by the weight."

Black Jack's eyes narrowed. "The sum's amiss, De Vriss. When we weighed our plunder from Havana on the beach at Virgin Gorda, the shares came to near ninety a hand, and now you've tried to pass this off on me. Where's the rest of it?"

De Vriss put a lace-draped hand to his chest as if he were hurt, but he was pale and sweat was starting on his brow. "I know not of what you speak. It is all there, your seals still intact. Perhaps your quartermaster has miscalculated," he let the last part trail off, as accusing the quartermaster of the Black Gull of miscalculation was to suggest a situation as ludicrous as it was mortally insulting.

Black Jack snarled. "The Articles we signed were quite explicit on the matter of theft and withholding."

The air was electric. Knives were gently slipped from their sheaths. In pockets and sleeves, hammers of pistols were taken to full cock. Hands put down mugs and strayed near to the hilts of cutlasses.

De Vriss' big blue macaw took that moment to cry out: "The second register! The second register! Chests of sand! Chests of sand!"

It was De Vriss' pistol which cut that animal's life short, though you would have been hard pressed to prove it in the melee that followed the macaw's final pronouncement.

THE SCENARIO

Honor among thieves is a matter of relatives, and when deception is caught, violence is the judge and jury of the matter. In this instance, pirate deputations are disputing the account of a treasure. The truth or fiction of the charges is now moot, and both sides are no longer concerned with honoring the Articles as much as trying to take what they can.

THE CHARACTERS

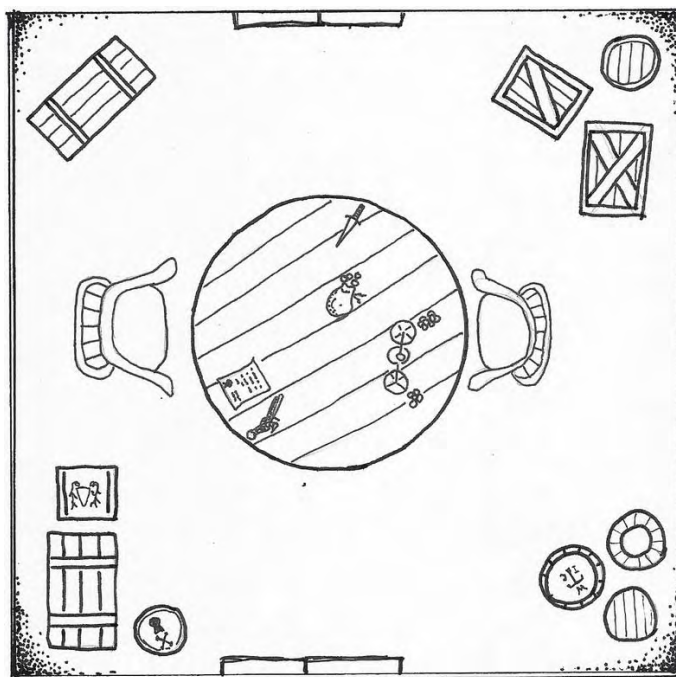
Players begin with equal forces for this game. If this is being played as a one-off game, then each side gets a Grade 3 pirate (Buccaneer, Pirate Queen, Privateer, or Sea Wolf), a Grade 2 officer (Quartermaster or Rated Hand), and a Grade 2 Bosun.

VICTORY CONDITIONS

The side that can leave the board with the most Victory Points is the winner. Victory Points may be earned for running off with loot or the real account book which tells where more treasure may be found. In addition, players earn Victory Points equal to the Grade value of Grade 2 or 3 characters they are able to render unconscious. These points reflect more personally satisfying ways of settling affairs.

THE BOARD

This scenario takes place on a 24" by 24" board, though it could also be played on a smaller board if this scenario is to take place in a tavern or in the great cabin of a ship. There are at least two exits from the board. A table should be placed in the center of the board. All models begin within 2" of the table.



ENCOUNTER MARKERS

This scenario uses nine Encounter Markers. One random Encounter Marker is placed on the central table. The remaining eight are distributed evenly around the board.

1. The Real Account Book: This book contains the actual disposition of the treasure, but the text is encrypted with a weak cypher. It is worth 1 Victory Points for any model that can escape with it, but if a model has the book and can pass a Brains stat test, he can quickly break the cypher and determine more information. In that case, the book is worth 2 Victory Points.

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2. Obviously Fake Account Book: This book appears to be identical to the real account book. It is obviously fraudulent. If a model can exit the board with this book, it is worth 1 Victory Point, as evidence of perfidity on some party's behalf.

3. Clever Fake Account Book: This book appears to be identical to the real account book. It is encrypted with a weak cypher. This book is not worth any Victory Points if it is not decoded first. If a model has the book and can pass a BR stat test, he can break the cypher and determine it is useless. The book is worth 1 Victory Point at that point.

4. Sack of sand: This bag contains only sand, and is obviously there to present the illusion of being full of gold. It is worthless.



5. Treasure chest: This heavy chest contains the bulk of coin from the treasure horde. Two models may carry it, but suffer a -1 to their Dodge, Speed, Musket, and Blade stats while they do so. One model may attempt to carry it, but must pass a Brawn stat test each turn, and will move only half his Speed. This chest is worth 2 Victory Points.

6. Sack of jewels: This heavy sack contains rare and precious jewels. Though not large or heavy, it will prevent a model from using its off hand, and so that model may not use two-handed weapons or the Ambidextrous ability. It is worth 1 Victory Point.

7. Sack of snakes: This sack was clearly designed to injure whomever opened it! The model that revealed this Encounter is attacked by an angry snake. The snake has BD=3 and a WS=2. If the attack wounds, it counts as Poisoned. After attacking, the snake slithers away.

8. Chest of bricks: This heavy chest contains only bricks and stones. It is worthless.

9. Sack of coins: This bag contains the proofing-weight of coins. While not a full treasure, it is a good share's worth. Though not large or heavy, it will prevent a model from using its off hand, and so that model may not use two-handed weapons or the Ambidextrous ability. It is worth 1 Victory Point.

MOONCUSSERS

There is a hierarchy among the pirates. The great and successful pirates—Morgan, L'Olonnaise, Roberts—are regarded as kings. The legions of pirates who lived short lives but went out in a fit of violent glory are regarded as princes. The lowest of the low, the ones scorned by even their own fellow renegades, are the mooncussers and wreckers.

This foul practice involves hanging lanterns near reefs in such a way as to lull passing ships into a false sense of comfort. The ship then wrecks on the reef, with much loss of life, and the mooncussers come and steal the salvagable cargo, murdering those souls who are fortunate enough to avoid death by drowning. In many ways, they are like the crabs that scavenge on the edge of the sea, save that a crab's nature is given by God, and the nature of a mooncusser is that of the Enemy himself.

The rewards are rare and sparse, and when the law comes down—whether it be the law of the Brotherhood or the King—it comes down with a fury on the mooncusser.

THE SCENARIO

A party of mooncussers are out, preparing to lure a passing ship onto the reef. There to stop them are a band of attackers, whether pirates out to snuff the threat to their shipmates, or government agents to arrest the notorious gang. The attackers must warn off the ship before it crashes on the reef, but even now her dim bulk may be seen sailing closer and closer to the reef!

THE CHARACTERS

Players begin with an equal number of Total Grades for this game. However, the mooncusser side is limited in the number of higher-grade characters they can take. See the “Like Rats Rather Than Men” section of the Special Rules for rules for creating a mooncusser band.

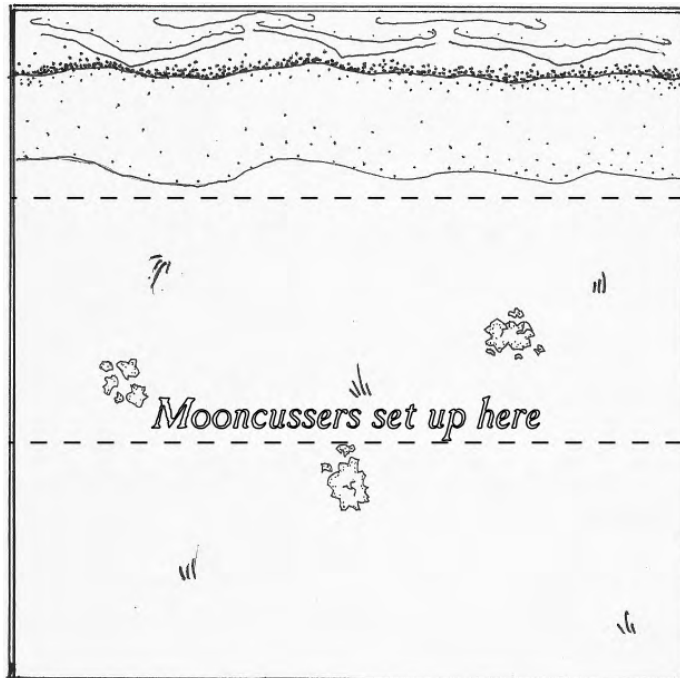


VICTORY CONDITIONS

The mooncussers win if they are able to keep the attackers from warning off the ship before it hits the reef. Every turn the ship will advance towards the reef. The attackers can warn off the ship by lighting the bonfire or cutting down the mooncusser lanterns.

THE BOARD

The scenario takes place on a 24" x 24" board. The attackers begin the game at one edge of the board. The mooncussers set up along the middle third of the board. Encounter markers are placed randomly and evenly around the two-thirds of the board farthest from the attackers. The far edge of the board may be a beach.



ENCOUNTER MARKERS

This scenario uses six Encounter Markers.

1. **Lanterns:** You find a pole with the mooncussers' lanterns hanging in such a way as to present the appearance of another vessel's light. A model may cut down the pole with a Long Blade on a successful Blade (BD) stat test, or may attempt to heave it down on a successful Brawn (BW) stat test.
2. **Mooncusser supplies:** You find the mooncussers' tools under a dirty tarpaulin. If this game is played as part of a campaign, you may choose an additional 3 Reputation Experience Points worth of tools for the start of the next game. Otherwise, this Encounter has no effect.
3. **Mule:** You find one of the mooncussers' mules. It regards you with disinterest. This encounter has no effect.

4. Signal rocket: You find a signal rocket. By passing a successful Brains (BR) stat test, you manage to launch the rocket. Roll the d10 and subtract this number from the “Ship’s Progress” result, as the captain warns off out of caution.

5. Horrible Sight: You find the spoiling remains of a murdered sailor. This model must make an immediate Guts stat test or Panic.

6. Bonfire: You find the bonfire which will be lighted after the ship hits the reef. It takes one action to light the signal beacon. If a model has a firearm with at least one round remaining, then he may automatically lights the bonfire with this round. If he does not, then he has to pass a BR stat test to see if he can light it with tinder and flint.

SPECIAL RULES

The Ship’s Progress: At the start of every turn after the first, roll a d10 and record the result. On the next turn, roll the d10 again and add the result to the previous result. If the resulting sum ever equals or exceeds 15, then the ship has reached the reef. If the ship has not been warned off, it hits the reef and the mooncussers win.

Like Rats Rather Than Men: The mooncussers may only take one Grade 3 character and one Grade 2 for their band, and must fill out the rest with Grade 1 models, to reflect their low character.



...So that you might have been indicted, and convicted of *eleven* more Acts of *Pyracy*, since you took the Benefit of the King’s *Act of Grace*, and pretended to leave that wicked Course of Life. Not to mention the many *Acts of Pyracy* you committed before; for which if your Pardon from *Man* was never so authentick, yet you must expect to answer for them before God.

...You being a Gentleman that have had the Advantage of a *liberal Education*, and being generally esteemed a Man of *Letters*, I believe it will be needless for me to explain to you the Nature of *Repentance*...

...with respect to the Salvation of your Soul, I must now do my Office as a *Judge*.

The *Sentence* that the Law hath appointed to pass upon you for your Offences, and which this Court doth therefore award, is, *That you, the said Stede Bonnet, shall go from hence to the Place from whence you came, and from thence to the Place of Execution, where you shall be hanged by the Neck till you are dead. And the God of infinite Mercy be merciful to your Soul.*

(From the Lord Chief Justice’s Speech upon sentencing Major Stede Bonnet)

Under the Black Flag: Swashbuckling Adventure on the High Seas

Name: Moses Anderson Class: Quartermaster (Grade 2)

[illegible]Skills: Quick +1, Deception, Language, Medical Knowledge, Hide

Commonly carried items: Spyglass, Raucous Macaw

[illegible][illegible][illegible]

Name: Steven Dundalk Class: Shore Party (Grade 1)

[illegible]Skills: Sharpshooter +1

Weapon	Close Combat			Short			Medium			Long		
	Range	TH	WS	Range	TH	WS	Range	TH	WS	Range	TH	WS
Fist	0"	0	BW	--	--	--	--	--	--	--	--	--
Musket	--	--	--	8"	+1	6	16"	0	5	24"	-2	3
Short Blade	0"	+1	BW+1	BW+2	0	BW+1	--	--	--	--	--	--

Weapon: Musket Ammo:

Weapon: Ammo:

Under the Black Flag: Swashbuckling Adventure on the High Seas

Name: Codfish Costello Class: Shore Party (Grade 1)

[illegible]Skills: Sprint +1

Weapon	Close Combat			Short			Medium			Long		
	Range	TH	WS	Range	TH	WS	Range	TH	WS	Range	TH	WS
Fist	0"	0	BW	--	--	--	--	--	--	--	--	--
Long Blade	1"	+1	BW+1	--	--	--	--	--	--	--	--	--
Pistol	0	-2	4	6"	+1	3	12"	0	2	--	--	--

Weapon: Pistol **Ammo:**

[illegible]

Name: Joseph O'Guire Class: Shore Party (Grade 1)

[illegible]Skills: Swimming

Weapon	Close Combat			Short			Medium			Long		
	Range	TH	WS	Range	TH	WS	Range	TH	WS	Range	TH	WS
Fist	0"	0	BW	--	--	--	--	--	--	--	--	--
Long Blade	1"	+1	BW+1	--	--	--	--	--	--	--	--	--
Pistol	0	-2	4	6"	+1	3	12"	0	2	--	--	--

Weapon: Pistol Ammo:

[illegible]

Under the Black Flag: Swashbuckling Adventure on the High Seas

Name: Captain Roger Wilberforce Clive Class: Naval Officer (Grade 3)

Location (Die Roll)	Base	DR	Wound Level					
Head (1)	Brain=3	4	BR=3	BR=2	Unconscious			
Torso (2-4)	Brawn=3 Guts=8	4	BW=3 GT=8	BW=2 GT=7	BW=1 GT=6	BW=1 GT=6	Unconscious	
Arms (5-7)	Musket=4 Blade=4	4	MK=4 BD=6	MK=3 BD=5	MK=3 BD=5	MK=2 BD=4	MK=1 BD=3	No attacks Cannot carry
Legs (8-10)	Dodge=4 Speed=4	4	DG=4 SP=4	DG=4 SP=3	DG=3 SP=3	DG=2 SP=2	DG=1 SP=1	Crawl Only
Mount (50%)	Dodge= Speed=		DG= SP=	DG= SP=	DG= SP=	DG= SP=	DG= SP=	Mount Dead

Skills: Fencing +2, Tactics +2, Voice of Command, Disciplinarian, Helmsman

Weapon	Close Combat			Short			Medium			Long		
	Range	TH	WS	Range	TH	WS	Range	TH	WS	Range	TH	WS
Fist	0"	0	BW	--	--	--	--	--	--	--	--	--
Long Blade	1"	+1	BW+1	--	--	--	---	--	--	--	--	--
Pistol w/+1TH	0	-2	4	6"	+1	3	12"	0	2	--	--	--

[illegible][illegible]

Name: Lieutenant Ulysses Buxbridge Class: Junior Officer (Grade 2)

Location (Die Roll)	Base	DR	Wound Level					
Head (1)	Brain=3	4	BR=3	BR=2	Unconscious			
Torso (2-4)	Brawn=3 Guts=6	4	BW=3 GT=6	BW=2 GT=5	BW=1 GT=5	Unconscious		
Arms (5-7)	Musket=3 Blade=4	4	MK=3 BD=5	MK=2 BD=4	MK=2 BD=3	MK=1 BD=2	No attacks Cannot carry	
Legs (8-10)	Dodge=3 Speed=5	4	DG=3 SP=5	DG=2 SP=4	DG=2 SP=1	DG=1 SP=1	Crawl Only	
Mount (50%)	Dodge= Speed=		DG= SP=	DG= SP=	DG= SP=	DG= SP=	DG= SP=	Mount Dead

Skills: Fencing +1, Artillerist, Language, Mechanic, Fearless[illegible][illegible][illegible]

Under the Black Flag: Swashbuckling Adventure on the High Seas

Name: Sergeant Thomas Spoons Class: Marine Sergeant (Grade 2)

[illegible]Skills: Musket Drill, Tactics +1, Undying Loyalty[illegible][illegible][illegible]

Name: Squinty Jones Class: Foretopman (Grade 1)

[illegible]Skills: Nimble, Observant[illegible][illegible][illegible]

TIMELINE

- 1493 – Treaty of Tordesillas grants Spain extensive territories in the Caribbean.
- 1584 – Anglo-Spanish war marks start of major privateering in the Caribbean.
- 1595 – Drake dies after failing to capture San Juan.
- 1618 – Spain begins transferring some military units back to Europe, weakening its colonies.
- 1622 – The *Nuestra Señora de Atocha* sinks in a hurricane near the Dry Tortugas.
- 1648 – Treaty of Westphalia ends Thirty Years War. The Dutch, French, and English start more extensive settlements in the Caribbean.
- 1655 – England takes Jamaica. The capital of Port Royale becomes a buccaneer haven.
- 1665 – Charles II becomes King of Spain.
- 1667 – L'Ollonais sacks Maracaibo and Gibraltar
- 1671 – Morgan sacks Panama after crossing through the Chagres River swamps.
- 1685 – The last great buccaneer raid against Panama ends unsuccessfully.
- 1686 – Peter Blood and a band of enslaved rebels capture the *Cincos Llagos* and rename her the *Arabella*.
- 1694 – Henry Avery captures the daughter of the Mughal of India.
- 1698 - “An Act for the more effectuall Suppressions of Piracy” is passed by Parliament.
- 1701 – William Kidd hanged for piracy, leaving no record of the location of his buried treasure.
- 1715 – Spanish forces attack the logwood settlement at Campeche, which had served as a pirate base.
- 1717 – Privateer Woodes Rogers becomes Royal Governor of the Bahamas, and offers the King’s Pardon to buccaneers.
- 1718 – Blackbeard blockades Charleston for medical supplies.
- 1720 – Golden Age of Caribbean Piracy comes to an end after the War of Spanish Succession.
- 1722 – Bartholemew Roberts killed in battle with the Royal Navy off the coast of West Africa.
- 1724 – The enigmatic Captain Charles Johnson publishes *A General History of the Robberies and Murders of the most notorious Pyrates*.
- 1750 – The crew of the *Hispaniola* visit Flint’s Island.



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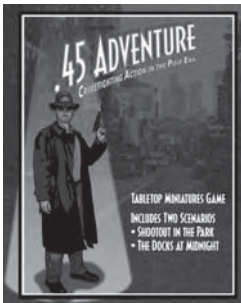
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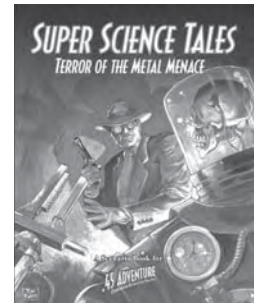
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Under the Black Flag is the first supplement to the *Gloire* rules, and it covers swashbuckling pirate adventure in the Caribbean in the golden age of the buccaneers. The book includes rules for creating campaigns of linked games, which will allow players to advance their model's skills and abilities. Rules are also included for sailing and boarding ships, so players can swing from the rigging as they take galleons loaded with gold, or fire a broadside from a pirate sloop. Almost two dozen new character archetypes are introduced, as well as new abilities and skills. Seven scenarios round out the book-tales of treasure buried hastily on desert islands, mutinies, and divided loot gone amiss. Sharpen your cutlass and prime your pistol, for we leave the world of the kings' laws and sail **Under the Black Flag!**



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