

# AND A BOTTLE OF RUM



FIFTEEN MEN ON THE DEAD MAN'S CHEST





# "FIFTEEN MEN ON THE DEAD MAN'S CHEST..."

*Everyone likes Pirates...okay, maybe not everyone but, if you're reading this, I bet you do! So how do you like your Pirates? What? Let me explain.*

## YOUR PIRATES, YOUR WAY!

Some like their Pirates from history, you know, Blackbeard, the Spanish Main and such. But some like their Pirates a little more open-ended. More "*what if*" history, where the game is grounded in the period, but the player is open to do what he wants. Write your own story, if you will.

In "And a Bottle of Rum" we do both. We start you off learning the mechanics of the game. Build your crew, get your first ship, etc. We give you all the game mechanics you'll need for your table top adventures. Not strictly a miniatures game but not a traditional Role-Playing Game either. We like to call it an *Immersion Game* where you take the role of a Pirate Captain and fight and flee as needed to gain Fame and Fortune.

Once you have the mechanics down we give you an easy to use Campaign System to link your land adventures with your sea battles. As you gain success, you gain Fame, Fortune, and acquire better Skills, bigger crews and ships. But you only have twenty years of *good life* before you consider retiring to a life of...well, that's up to you!

To cap it off, in "And a Bottle of Rum." We give you two Campaign areas. The first is the Spanish Main, the New World around 1660; the Golden Age of Piracy, if you will. That's the historical part with the places and people of the time period.

The second is the "*what if*" historical version. Instead of the Spanish Main you're plying your trade off the coast of Lemuria, seeking the charms and treasures of Mermaids then carousing in the Trade Ports of ... but I digress.

What we're saying is you can have Pirates your way.  
Torn from the pages of history or from your imagination, it's up to you!

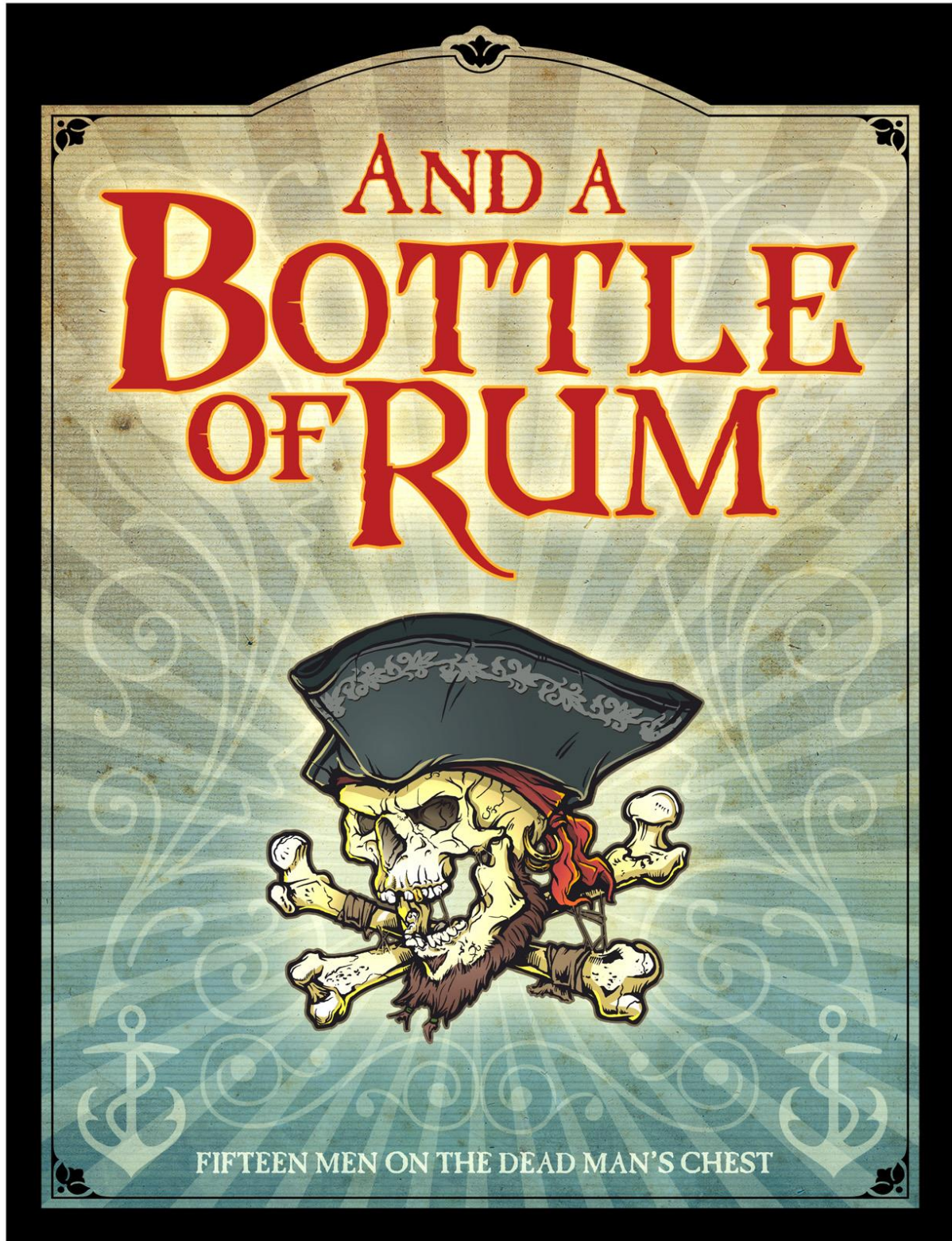
*So grab a beverage of choice and prepare for nights of high adventure as you write your story.  
Listen! Hear the song? Sing along matey, you know the words.*

## "YO-HO-HO, AND A BOTTLE OF RUM!"

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***Ken Hafer, Bob Minadeo and Ron "Baddawg"***

***Strickland:*** For insisting that, "It's not just a gang warfare game."

***The THW Yahoo Group:*** For continued support and ideas. 5600 members and still growing!

***And Lil...***

## ***AND A BOTTLE OF RUM!***

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# AND A BOTTLE OF RUM!

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## PROLOGUE

*"And whatever happened to your youngest, dear?" asked the elder tradesman. "What was his name? William?"*

*The mature woman's eyes lit up at the mention of her son. "Billy?" She said with a smile. "Billy's gone on the account me thinks. He said he was off to join the navy but I doubt 'tis so. Always was a bit of a free spirit. Now if you'll buy me a drink we'll be on our way to a right, fine, evening."*

*As the tradesman went off to the bar, Irene wondered whatever happened to her youngest boy, Billy.*

## INTRODUCTION

*"And a Bottle of Rum"* is a complete Pirate game in that we offer the player a variety of options.

- You can play small RPG style adventures with a small group of characters.
- You can play detailed ship to ship combats with figure based boarding actions.
- You can play games with land forces and ships on the table at the same time.
- You can play large unit based large land battles.
- You can play large sea battles with multiple ships per side.
- You can play individual one-off games or a campaign where all battles are linked together.

All this and two Campaign Areas to adventure in, one historical and one fantasy.

So now that we've given you a brief outline let's get started.

### WORD OF ADVICE

Be sure to read the rules one section at a time and follow the *stop box* at the end of each section. If you have a question about the rules just keep reading as the answer will be coming along shortly.

But if you can't find the answer just check out the Two Hour Wargames Yahoo Group link below for answers to questions and free downloads.

<http://games.groups.yahoo.com/group/twohourwargames/>

With over 5600 members you can expect a response within 24 hours.

Now let's get started.

## NEEDED TO PLAY

You will need a few things to play *"And a Bottle of Rum!"* They are:

- Six-sided dice, also called d6. It is best to have at least six of them and the more you have, the quicker games will play.
- One measuring device, ideally one per player.
- Any combination of metal, plastic or paper figures in a consistent scale of your choice. Note that the rules are written for 28mm and if using a different scale adjust all distances accordingly, but only if you want to.
- Something to represent buildings and other terrain features.
- Something to represent a figure that needs to reload its weapon. Cotton balls work great for this.
- A flat surface at least 3'x3' but you can play with a larger one if desired.

### DICE

During the game you will be asked to roll dice (d6) in a variety of ways. They are:

- Passing Dice.
- Counting Successes.
- Possibilities.
- Reading and Adding the Dice.
- 1/2d6



# AND A BOTTLE OF RUM!

## PASSING DICE

To *pass dice* roll 2d6 and compare each die score individually to the *Target Number*. The Target Number can be *Reputation* (page 5) or something entirely different.

- If the score is *equal or lower* than the *Target Number* the d6 has been *passed*.
- If the score is *higher* than the Target Number then the d6 has not been passed.
- You can pass 2d6, 1d6, or 0d6 when the dice are rolled in this manner, regardless of the number of d6 you may actually roll.
- Isn't passing 0d6 like failing 2d6? No, because we are counting the number of *passed* dice.

*Example - The Charge into Melee Table (page 25) is used by rolling 2d6 versus the Rep of the figure. That means Rep is the Target Number. The Indian figure has a Rep of 4. I roll 2d6 and score a 5 and 2. The Indian has passed 1d6 as only the 2 is equal or lower than the Rep of 4.*

## COUNTING SUCCESSES

Another way to use d6 is to roll them and count *successes*.

- A score of 1, 2, or 3 is a success.
- A score of 4, 5, or 6 is a failure.

*Example: A Pirate is in melee and rolls a total of 6d6. He scores a 1, 2, 2, 3, 5, and 6. He has scored 4 successes.*

## POSSIBILITIES

Sometimes there are numbers in parenthesis such as (1-2). Immediately roll 1d6. If that number is scored, that event has happened.

*Example – I have met a female Townsfolk character. There is a chance (1-2) that she is armed with a knife. I roll 1d6 and score a 2. She is armed with a knife.*

## READING AND ADDING THE DICE

Sometimes you simply read the result as rolled. When rolling 2d6 in this way you add the scores together to get a total.

*Example – On the Terrain Generator Table (page 34) I roll a 3 and a 6 for a total of 9.*

## 1/2 D6

Occasionally you will be asked to roll 1/2d6. Here's how we do it:

- Roll 1d6.
- (1-2) = 1
- (3-4) = 2
- (5-6) = 3

## HOW MANY D6

How many d6 do you roll? This is found by looking in the upper left corner of each table. There will be a number that tells you how many d6 to roll. When a word such as *Rep* appears that means 1d6 for each point of whatever word. If an "X" appears, this means no d6 are rolled.

*Example – Captain Pink declares a charge on a Pirate Hunter. Looking on the Charge into Melee Table in the upper left hand corner I see a 2. This means Billy will roll 2d6 when taking that Reaction Test.*

## FIGURES AND TERRAIN

There are lots of figures that can be used with "And a Bottle of Rum". There aren't any official figures so play with whatever you have.

You can choose from metal figures, plastic figures, or even paper figures. Sizes range from 6mm to 54mm and everything in between. The best part is that you can use any of them and still play "And a Bottle of Rum". If you don't have figures, you can find them in gaming, toy and dollar stores, at conventions, or online.

Finding terrain and ships can be handled the same way or you can build them from scratch. Some very nice paper terrain and ships are available online that will work just fine. I use eBay as one source for terrain and ships; it is also a good way to find painted figures.

Perhaps the best form of guidance will come from joining the Two Hour Wargames Yahoo Group and asking your questions there.

<http://games.groups.yahoo.com/group/twohourwargames/>

## BASING FIGURES

The easiest way to base figures for "And a Bottle of Rum" is one foot figure on a round or square base. Whatever size bases you decide to use be sure to use them consistently.

## AND A BOTTLE OF RUM!

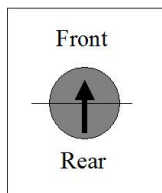
As for ship models; if you choose to use them, mount them on as small a rectangular base as possible.

### DEFINING FACING

Charging onto or shooting to the rear of an enemy depends upon the actual physical location of the attacker.

*To qualify as a rear attack the attacker must begin and end its movement behind the rear facing of the target.*

- The front facing is defined as 180 degrees to the front of the figure. Any figure, building, or terrain feature within this facing is considered to be In Sight.
- The rear facing is defined as 180 degrees to the rear of the figure. Any figure, building, or terrain feature within this facing is considered to be Out of Sight.
- The following illustration helps to define the front and rear facings.



### TABLES

Wherever possible all the tables that you will *usually* use during the game have been grouped together in the back of the book on the *Quick Reference Sheets* also called the QRS. When reading a section it is recommended that you review the table in question. You will usually use two or three tables during your games and some, like the Ranged Combat Tables can be easily memorized.

### WHY SO MANY?

*Tables help to tell the story.* Your “*And a Bottle of Rum*” games can be as simple or as detailed as you like. For those that want a quick pickup game, just use the basic Reaction Tables. If you want to play a campaign then use the additional tables that are provided. “*And a Bottle of Rum*” is like a toolbox. You may not need all the tools but they are there when you do!

## STEP BY STEP STAR

Here’s a step by step list of how to create your Star and get him going in the game. You can follow it now or, which I recommend, come back to it after you’ve finished reading most of the rules. In either case, here’s how we do it:

- Your character is a Star (page 4).
- Choose his Reputation (page 5).
- Determine his Age (page 6).
- Choose his Nationality (page 6).
- Determine his Attributes (page 6).
- Choose his Class (page 7).
- Get your Weapons (page 20 & 24).
- Recruit your Band (page 9).
- Start with zero Fame (page 36).
- Start with a Personal Loyalty equal to your Rep (page 37).
- Select the Items you want (page 40).
- Get your starting Gold (page 41).
- Pick your Campaign Area (page 42 or 91).
- Decide in which specific Area you want to begin your career (page 42 or 91).
- Get your first ship (page 67).
- Recruit your Crew (page 68).
- Recruit any Specialists (page 70).
- The game starts in January 1660 (page 39).

## GAME BASICS

As “*And a Bottle of Rum*” covers four types of games (RPG type Land Encounters, Big Land Battles, small Ship Encounters, and Big Sea Battles) we will provide you the basic info that applies to all four. Then in each section we will add or substitute rules if needed.

## AND A BOTTLE OF RUM!

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### DEFINING CHARACTERS

“*And a Bottle of Rum*” is played with individual figures referred to as *characters*. Characters and figures are used interchangeably in the text of the rules so don’t sweat it!

Characters are defined in the following ways.

- Is it a *Star* or a *Grunt*?
- What is its *Reputation*?
- What is its *Age*?
- What *Nationality* is it?
- Does it have *Attributes*?
- What is its *Class*?
- Is it a *Specialist*?
- What type of *Weapons* does it have?

### STARS AND GRUNTS

---

There are two types of characters in Two Hour Wargames. They are *Stars* and *Grunts*.

**Stars** – Characters that represent you, the player. We suggest your Star begin with a Rep of 5.

**Grunts** – These are the *non-player characters* (NPC) that do not represent a player. They may be friends or foes and will come and go as the game progresses. *NPCs are controlled by the game mechanics whether they are fighting with or against you.*

### STAR ADVANTAGES

---

As a Star in “*And a Bottle of Rum*” you have four important advantages. Use all, some or none as you see fit. They are:

- Star Power
- Larger Than Life
- Cheating Death
- Free Will

### STAR POWER

Star Power is the ability to reduce damage. Here's how we do it:

- Stars begin each game with Star Power equal to their Rep. So if you're a Rep 5 you get 5 Star Power dice.

- Whenever a figure with Star Power takes damage of any type it will roll their current number of Star Power dice. Read each d6 as rolled:
  - Any result of 1, 2, or 3 reduces the damage by one level.
  - Any result of 4 or 5 means the damage stays and the d6 is retained for future use.
  - Any result of 6 means the damage stays but that die is removed from the figure's Star Power *for the rest of the Encounter*.

Damage is reduced in the following ways:

- An *Obviously Dead* (page 19) result becomes an *Out of the Fight* (page 19) result.
- An *Out of the Fight* result becomes a *Stunned* (page 20) result.
- A *Stunned* result becomes a *Carry On* (page 19) result.

It is possible to reduce damage by multiple levels if you roll several results of 1, 2, or 3.

*Example: A Star with a Rep of 5 is hit by ranged fire. He takes an Obviously Dead result. The player rolls one d6 per point of the Star's Rep or 5d6 in this case.*

*The results are 2, 2, 3, 5, and 6.*

*He uses the first 2 rolled to reduce the Obviously Dead result to an Out of the Fight result. He further uses the second 2 to reduce this result to Stunned. Next he uses his last success, the 3, to reduce the Stunned to a Carry On result. He still must take the Received Fire Test (page 18) but has suffered no damage.*

*The 5 has no effect and the 6 means the d6 is discarded and the Star has only 4 Star Power dice for the remainder of the Encounter.*

*The Star has effectively reduced his damage from Obviously Dead to Carry On.*



## AND A BOTTLE OF RUM!

### LARGER THAN LIFE (LTL)

“And a Bottle of Rum” can be used to capture the cinematic flavor of action movies where the Star is a larger than life character. This is represented in the following way.

- Stars cannot be killed by anyone with a Rep lower than the Star. The worse result a Star could receive would be *Out of the Fight*.

*Example- Grant, a Soldier Star (Rep 5), is shot by a Pirate (Rep 4). The Pirate scores an Obviously Dead result. The Star uses his Star Power but to no avail. The Star declares he is using his Larger than Life advantage and is Out of the Fight instead.*

*Note that Larger Than Life is applied after Star Power is used.*

### CHEATING DEATH

A Star can be killed by anyone with an equal or higher Reputation. When this occurs the Star may declare that he is *cheating death*. He is immediately removed from the table and whisked to safety.

When a player chooses to *cheat death* his Rep is immediately reduced by one level and you lose all the Items (page 40) that you have except for your clothes!

*Example - A Pirate Hunter Star (Rep 5) is shot by a French Soldier (Rep 5). The Soldier scores an Obviously Dead result. The Star uses his Star Power but to no avail. The Star declares he is Cheating Death and is whisked from the table to safety. He is still alive but is now reduced to Rep 4.*

*Note that Cheating Death is applied after Star Power is used.*

### FREE WILL

Each time a Star must take certain Reaction Tests he can choose which of the three possible results he wants to do without rolling dice. These are the following tests and are noted with an asterisk (\*) next to it on the Quick Reference Sheet:

- Received Fire (page 18).
- Man Down (page 19).

Free Will *does not* apply to the following three Reaction Tests.

- In Sight Test (page 14).
- Charge Into Melee (page 25).
- Recover From Knock Down (page 19).

*Example - Sergeant Picard (Rep 5) is shot at by an Indian. He is a Star so can choose his reaction on the Received Fire Test. He looks on the Soldier Reaction Tables and chooses to pass 2d6. As he is within range with a loaded weapon he fires.*

*Later Sergeant Picard is hit by musket fire and must take the Recover From Knock Down Test. He cannot choose his reaction so rolls 2d6. He passes 2d6 so is Stunned. He can now use his Star Power (page 4) to try and reduce his Stunned result to Carry On and remain standing but would have to take the Received Fire Test instead.*

## REPUTATION

*Reputation or Rep* represents a combination of training, experience, morale, and motivation and is an expression of a character's overall fighting quality. There are three possible starting levels of Reputation used in “And a Bottle of Rum”. They are:

- **Reputation 5** - These are veterans of numerous successful voyages or battles.
- **Reputation 4** - These are reliable men of some experience.
- **Reputation 3** - These are men of unknown quality who have seen little or no action.

### OTHER REPUTATIONS

These are the three main reputations you will find in your Encounters but there are ways to increase and decrease Reps by your successes or failures during Encounters (page 50).

In addition, you may encounter characters with higher or lower Reps than the major three, but this will be scenario driven.

## AND A BOTTLE OF RUM!

### AGE

You'll start your career as a young twenty something rogue. How young? Here's how we do it:

- Your career starts in the year 1660, we use January but you can choose any month you like. This month is your birth date.
- Roll 1/2d6 and add the result to 20. This is your starting age.
- Track your age, year by year, and refer to the Effects of Age Table.
- Adjust your Rep accordingly as needed.

#### X THE EFFECTS OF AGE

AGE	MAXIMUM REP	MINIMUM REP
20-29	6	4
30 - 39	5	3
40 - 49	4	3
50+	3	2

### NATIONALITY

In "*And a Bottle of Rum*" you can choose to be one of four nationalities. Here are your choices:

- Dutch.
- English.
- French.
- Spanish.

These are the nations used when playing the Caribbean Campaign of 1600 (page 42). If you choose to play the Lemuria Campaign (page 91) you will have ten additional choices.

### ATTRIBUTES

Attributes are used to further define the different characters found in "*And a Bottle of Rum*". Attributes will really make your characters unique but if you desire a simple skirmish wargame then do not use them.

You are free to use these as you see fit. For example you might use them just for your Star, or for your Star's band, or for every figure in your games. Or maybe just use the Class Attributes (page 7). Here's how characters gain Attributes:

- Stars will have two attributes.
- Stars *choose* their first Attribute.
- Stars then *roll* for their second.
- Grunts only have one Attribute and must roll for it.
- To determine an Attribute roll 1d6 and read the result as rolled. This tells you which Attribute Table to use.
- Next roll 1d6 and read the result as rolled. This tells you what Attribute on that table you have gained.

#### 1 + 1 ATTRIBUTES

(Read results as rolled)

1 - 3	ATTRIBUTE
1	<b>Brawler:</b> Counts a +1d6 when in melee.
2	<b>Poltroon:</b> Rolls only 1d6 when taking the Received Fire Test.
3	<b>Greedy:</b> Empty structures, corpses, or anything that offers possibility of loot will delay him for 1d6 turns. A Leader can cut this short by moving to within 1".
4	<b>Runt:</b> Counts a -1d6 when in melee.
5	<b>Slow:</b> Rolls 2d6 when taking the Fast Move Test but only counts the highest passing d6.
6	<b>Slow to React:</b> Counts a -1d6 when taking the In Sight Test.

## AND A BOTTLE OF RUM!

4-5	ATTRIBUTE
1	<b>Born Leader:</b> When acting as a Temporary Leader the Born Leader is allowed to use Leader Die.
2	<b>Charismatic:</b> Rolls 3d6 when taking any Challenge Test versus Neutrals or Friendlies (page 29).
3	<b>Fast:</b> Normal move is now 10" and allowed to use 3d6 when taking the Fast Move Test counting all three.
4	<b>Fast Loader:</b> May fire on the same Activation phase as when reload.
5	<b>Wary:</b> Counts a +1d6 when taking the In Sight Test.
6	<b>Nerves of Steel:</b> Treat Duck Back as if Carry On.

6	ATTRIBUTE
1	<b>Hard as Nails:</b> Once during each Encounter the character will treat its <i>first</i> Obviously Dead or Out of the Fight result as a Knock Down result instead. This is done before using Star Power.
2	<b>Hawk Eye:</b> Roll 2d6 instead of 1d6 when firing a Musket or Pistol, counting the best score. Does the same with the Ranged Combat Damage roll.
3	<b>Initiative:</b> Counts one Rep higher for Activation purposes when operating alone.
4	<b>Lucky Bastard:</b> Can change a result of Obviously Dead to a miss but only once in the life of the character.
5	<b>Resilient:</b> Once during each Encounter the character will treat its first Out of the Fight result as a Stunned result instead.
6	<b>Stout:</b> Once during each Encounter the character will treat the first Runaway result as a Duck Back result.

*Example - My Star decides to take Hawk Eye as his first Attribute. He must now roll for his second. He rolls 1d6 and scores a 2. He then rolls another d6 and scores a 4. He has gained the Runt Attribute.*

## CLASS

After you have determined the previous characteristics about your character you will have a pretty good picture of its strengths and weaknesses. Now it's time to choose the character's Class.

We divide the characters by Class in "And a Bottle of Rum" to further define who they are. Class describes their primary function and profession in like. Class has two features:

- The first is a common Attribute that is given to every character of that Class. This is in addition to any Attributes that the character may already have.
- The second is the Reaction Tables or QRS that it will use. Characters of different Classes will react a bit differently when thrown into stressful situations.

## CLASS TYPES

Here are the Classes used in "And a Bottle of Rum".

### INDIAN

Indians are the indigenous people of the area. They do not like the Europeans and at best will be Neutral.

Indians can be armed with bows (1-4) or One Hand Weapons (5-6).

*They have the Wary Attribute when outside of a Settlement. Indians never fight in Big Land Battles.*

### MERCHANT

Merchants live to trade goods and accumulate wealth. They are the people you talk to when you wish to buy and sell Cargo.

Merchants may be armed with a Pistol (1-2), One Hand Weapon (3-4) or unarmed (5-6).

*They have the Slow to React Attribute. Merchants never fight in Big Land Battles.*

### MILITARY

The Military Class is the armed forces of the various European nations, England, Holland, France and Spain. This includes soldiers, seamen and local militias.

Military may be armed with a Pistol (1), One Hand Weapon (2) or Musket (3-6). Characters acting as the Settlement Watch substitute a Two Hand Weapon for the

## AND A BOTTLE OF RUM!

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Musket. Military will always be armed with Muskets when fighting in Big Land Battles.

*They have the Fast Loader Attribute. In addition when fighting in Big Land Battles they always count as loaded when firing.*

### NOBLE

This represents Government Officials as well as actual members of the Nobility of various nations.

Nobles may be armed with a Pistol (1-2), One Hand Weapon (3-4) or unarmed (5-6).

*Older Nobles have the Greedy Attribute while their younger daughters are Charismatic. Nobles never fight in Big Land Battles.*

### PIRATE

Pirates come from all walks of life but share the same goals and a sense of freedom.

Pirates may be armed with a Pistol (1), One Hand Weapon (2-3) or both (4-6). They will be armed with Muskets (1-3) or Pistol and One Hand Weapon (4-6) when fighting in Big Land Battles.

*All Pirates share the Brawler Attribute. In addition they will count a +1d6 when rolling on the Charge Into Melee Table when fighting in Big Land Battles.*

### PIRATE HUNTER

Pirate Hunters have the sole purpose of hunting down and bringing Pirates to justice. The Pirate Hunter is usually, but not always an ex-Pirate.

Pirate Hunters may be armed with a Pistol (1), One Hand Weapon (2-3) or both (4-6).

*They have the Initiative Attribute. Pirate Hunters never fight in Big Land Battles.*

### PRIVATEER

Privateers are legalized Pirates contracting out to attack only the vessels at war with the nation they serve. The Letter of Marque is the contract they work under. It means they can only attack enemy ships and return the seized Cargo and Prizes to the nation they work for. If they attack any ship of another Nation or during peace time they have committed an act of Piracy.

Privateers may be armed with a Pistol (1), One Hand Weapon (2-3) or both (4-6).

*Privateers share the Brawler Attribute. Privateers never fight in Big Land Battles.*

### TOWNSFOLK

Townfolk are the catch all Class for those that live in the Settlements but have a humdrum life.

Townfolk may be armed with a Pistol (1), One Hand Weapon (2-3) or unarmed (4-6). They will always be armed with a Musket when fighting in Big Land Battle.

*Townfolk share the Runt Attribute, not so much based on size, but rather a lack of martial prowess.*

## WEAPONS

Most characters are assumed to have a melee weapon, usually a Knife or Sword (One-Hand Weapon). Some characters will add a Pistol while some may carry a Musket. Others, such as civilians, hostages, and children often do not.

Players are encouraged to count the figure to be armed with the weapons it has.

*Example – I choose three figures. One has a pistol, one a sword and pistol, and the third a musket. I decide to play the figures with the weapons that they have.*

## STOP!

Here's a quick need to know and a short exercise for you to do:

“And a Bottle of Rum” is a figure based game about Stars and Grunts.

Stars represent you, the player, and have four advantages over Grunts. What are they?



## AND A BOTTLE OF RUM!

### GETTING STARTED

This section will explain the land games that “*And a Bottle of Rum*” can be used for. The sea battles will be handled later in the rules (page 61).

First the RPG type, Land Encounters.

### YOUR BAND

In *Land Encounters* the game revolves around you and the other characters that make up your band and those of your opponents. Let's define the band

- All have a Leader. In your band you are the Leader. *In the opposing side there will be one NP Star Leader.*
- All have non-Leader members called Grunts.
- A band is used only when playing Land Encounters (page 50). They may or may not be members of your crew or simply land based friends.

*Example – Captain Billy Pink goes ashore to Carouse from his ship, Billy's Revenge. He takes Reynaldo and Harvey, both crew members with him. Once arriving at the Seaside Tavern they meet two of Billy's old friends, Char and Sooze. The five now go to the Red Octopus Tavern and the Carouse Encounter can begin.*

### RECRUITING YOUR BAND

*This is different than recruiting the crew for your ship.*

You start the game alone. You can recruit one figure to your band for each point of Rep that you have. Here's how we do it:

- Roll 1d6 on the Band Generation Table for each recruit.
- Modify the result by any applicable circumstance.
- You cannot recruit Grunts with a higher Rep than yours.
- The total number of characters in your band when playing a Land Encounter, *including yourself*, cannot exceed your Rep.

### 1

#### BAND GENERATION

*(Read result as rolled)*

CIRCUMSTANCE	MODIFIER
Pirates or Privateers	+1
Townsfolk or Merchants	-1

#	REP	WEAPON
0	3	As figure or see Class notes
1	3	As figure or see Class notes
2	4	As figure or see Class notes
3	4	As figure or see Class notes
4	4	As figure or see Class notes
5	4	As figure or see Class notes
6	5	As figure or see Class notes
7	5	As figure or see Class notes

#### GENDER

If desired you can use the option to recruit female characters as well as male. Feel free to do so but if you want a more random feel to it roll 2d6 for each character recruited with a result of double sixes being a female.

### GROUPS

During the game, a *group* is any number of figures that operate together over the course of a turn. *The smallest number of figures in a group is 1; there is no maximum number of figures in a group.*

At the start of the Encounter each side deploys their figures into groups. Figures that start the turn in the same *group* will activate at the same time.

#### GROUP REP

Figures in a group do not have to have the same Rep.

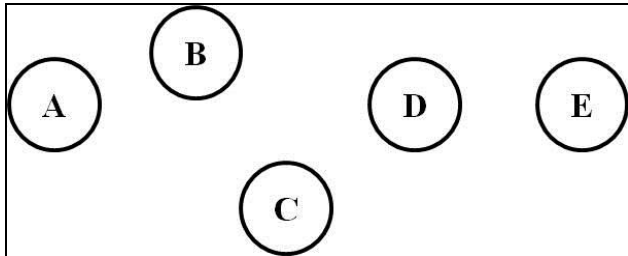
#### GROUP COHESION

*Groups will activate based on the Rep of their Leader.* This can be either a Star or Temporary Leader. For figures to be in the same group they must:

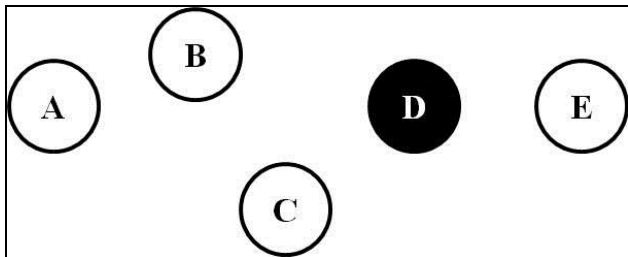
- Remain within 4" of one or more figures in the party.
- Have a LOS to one or more figures in the group and/or be in LOS of one or more figures in the group.

## AND A BOTTLE OF RUM!

If any of the above two requirements no longer apply, then the figures are in separate groups. *Characters must be in Carry On status (page 19) to continue the group.*



*In the picture above we see a 5 figure group. All of the figures are within 4" of another figure.*

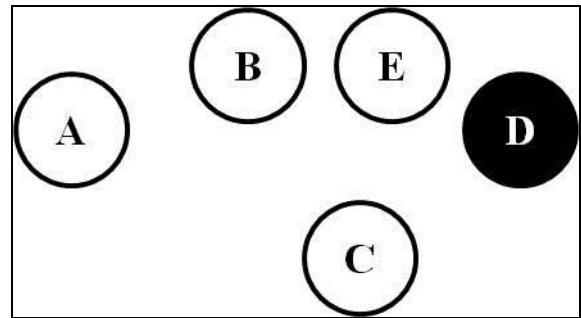


*In this picture one member of the group (D) has been hit and is no longer functioning. This could be Stunned, Out of the Fight, or Obviously Dead but as he is not in Carry On status the link between figures is broken. There are now two groups (A, B, and C are one group while E is another) and they will activate separately.*

### SPLITTING UP GROUPS

Groups are not permanent. You can form up or break apart your group into larger or smaller groups at anytime during the turn when you are *active* or when forced to by a Reaction Test.

For activation purposes groups are defined at the *start* of the turn *before* Activation dice are rolled. You may combine groups during the turn to form a single group. These groups can now move, shoot, etc. as one group with the restriction that no figure may exceed their allowed movement.



*In the above picture E has activated and moved 4" to join the other group (A, B and C). E can now move the remainder of its movement, including a Fast Move, taking A, B, and C with him. D could be carried by one of the figures but cannot move on his own.*

## LEADERS

There are two types of Leaders in “*And a Bottle of Rum*”.

- *Star Leaders.* This is you and non-player Star Leaders.
- *Temporary Leaders.* These are the figures with the highest Rep in a group when it is not lead by a Star.

*Example – Captain Billy Pink is the Star of a small group of Pirates. He decides to move off by himself to out flank a group of Indians while the group moves forward. This effectively splits the group into two. The other group consists of three Pirates, one Rep 4 and two Rep 3s. The Rep 4 is the Temporary Leader of that group.*

### STAR LEADERS

Star Leaders have two functions in “*And a Bottle of Rum*”.

- They determine when the group will activate based on *its* Rep.
- They are allowed to use Leader Die.

## AND A BOTTLE OF RUM!

### TEMPORARY LEADERS

Temporary Leaders have one function in “*And a Bottle of Rum*”.

- They determine when the group will activate based on its Rep.

*Example – Continuing the previous example Billy Pink is a Star Leader (Rep 5) while Clifton is the Temporary Leader (Rep 4) of the other group.*

### LEADER DIE

A Leader Die represents the ability of the Leader to lead his men, to inspire them to greater effort, and to guide them through tough situations. The Leader Die is an off color d6 that is rolled in addition to the 2d6 rolled for the group. The result of the Leader Die is used to influence the 2d6 rolled by the group. Here's how we do it:

- To use the Leader Die roll 1d6 and compare the result to the Rep of the Leader.
  - If the score is equal or less than the Rep of the Leader you have passed 1d6.
  - If the score is higher than the Rep of the Leader you have not passed.
- If the Leader Die is passed all the figures in the Leader's group will add one passed d6 to their own results.
- The Leader Die is rolled even if the Leader does not qualify for the Reaction Test.

*Example – Captain Pink (Rep 5) is the Leader of a group of Pirates composed of himself and two Grunts, one Rep 4 and one Rep 3. They run into a group of Pirate Hunters and two of them come under fire. After all In Sight actions are resolved, the two Grunts that came under fire must now take the Received Fire Test (page 18). Billy does not have to take the test as he was not fired at but is allowed to add his Leader Die.*

*I pick up 1d6 for my Leader Die and add it to the 2d6 that I will roll for the group. I roll the d6 and compare the Leader Die to Billy's Rep. I score a 4 meaning that I have passed, based on Billy's Rep, and can now add this pass 1d6 result to however many d6 the Grunts pass.*

*The other two d6 rolled for the group come up 4 and 5. The Rep 3 passes 0d6. He adds the passed 1d6 from the Leader Die for a net of pass 1d6.*

*The Rep 4 Grunt passes 1d6. He adds the pass 1d6 from the Leader Die for a net of pass 2d6.*

*Note that because the two Grunts passed different numbers of d6 they may behave differently.*

### STOP!

How many inches between figures can there be and still have group cohesion?

What's a Leader Die? How is it used? Who can use it?

Take a few minutes to answer these questions then recruit your first band. Remember that the maximum size of your band is equal to your Rep. You cannot recruit Grunts higher than your own Rep.

When you have finished move on to the next section, Rules of War.

## AND A BOTTLE OF RUM!

### RULES OF WAR

Now let's go over the rules in "And a Bottle of Rum" as you will be exposed to them.

### TURN SEQUENCE

"And a Bottle of Rum" is played in turns with each turn divided into two phases of *Activation*, one per side.

*Simply put a turn starts with activation dice being rolled and ends when all eligible groups have activated and all of their actions and forced reactions have been completed.*

Activation means that the active player can activate (move and other actions) his groups. Although Land Encounters can last an unlimited number of turns, each turn follows a strict sequence.

- Before the game begins both sides choose a d6 of different colors.

*Example - I choose a blue d6 for the French and a red one for the English.*

- At the start of the turn both dice are rolled. This is called rolling for *Activation*.
- If the die scores are the same (*doubles*) neither side will activate and this does not count as a turn. Simply re-roll. If playing with PEFs (page 46) you may have generated one!
- If the die scores are not *doubles* then read each die individually. The higher score determines which side will activate its groups first.

*Example - The two dice are rolled and a Blue 5 and a Red 4 are rolled. The French scored higher so they can activate their groups first.*

- Only groups led by a Leader with a Rep equal to or higher than their activation die score can be activated.
- Groups are activated from highest to lowest Reps with ties activating in the order the player desires.

*Example: A Blue 5 and a Red 4 were rolled. The Blue d6 scored higher so Blue activates first. Blue can only activate groups that are led by a Rep 5 or higher Leader. Blue has a group with a Rep 4 Temporary Leader, it cannot activate but don't worry as you can always react.*

- After the first group has completed all its actions and any reactions it may have caused have been resolved, the active side is allowed to proceed to its next group.
- After all of one side's groups have been activated the other side can activate one group at a time based on the result of his activation die roll.

*Example: A Blue 5 and a Red 4 were rolled. I have finished activating all the Blue groups I wanted to. It is now the Red sides turn. Red can only activate groups that are led by a Rep 4 or higher Leader.*

- After both sides have activated all of the eligible groups that they want to and all reactions have taken place the turn is over and activation dice are rolled again signifying the start of the new turn.

This system will mean that many times lower Rep figures will not be able to activate. This reflects their lack of confidence and hesitancy to engage the enemy. *It also stresses the importance of putting higher Rep Leaders with lower Rep groups!*

Now that you know the turn sequence we will explain the rules in the order that they will occur during the game turn. *This may be different than traditional rules but is much more effective.*

Let's start with actions.



## AND A BOTTLE OF RUM!

### ACTIONS

When a figure is *active* it can voluntarily do one of the following actions.

- Move up to full distance and fire at *any time* during its move, after any In Sight Test (page 14) has been completed. *It can always fire once when active, called active fire, whether it has fired in reaction or during the In Sight resolution, if its weapon is loaded.*
- Stay in place, changing the way it is facing if desired, and active fire.
- Charge into Melee (page 25).
- Reload a weapon.

In addition the figure can perform this action as well.

- Exchange or pick up dropped weapons or Items, theirs or those belonging to other characters, but cannot fire them.

### MOVEMENT

In this section we explain the rules for moving your figures.

#### NORMAL MOVEMENT

Normal movement is 8". This may be affected if the character has an Attribute (page 6).

#### FAST MOVEMENT

A group can attempt to *fast move*. Remember that a group is one or more figures. Here's how we do it:

- Declare the intent of the group that wants to fast move.
- Roll one set of 2d6 and compare each die score individually to the Rep of each figure.
- For each d6 passed, the figure is allowed to add half its normal movement.
- If the fast move distance is not far enough for the player to reach cover he can drop prone at the end of his movement.

- Figures can choose to move less than their total fast move yet still count as fast moving.

*Example – A group of three figures want to fast move. I roll 2d6 for the group and compare the results to each figure individually. Here's how the group will move.*

*The Rep 5 Leader passes 2d6 and may add up to 8" to his normal movement of 8".*

*The Rep 4 Grunt passes 1d6 and may add up to 4" to his normal movement of 8".*

*The Rep 3 Grunt passes 0d6 and may add up to 0" to his normal movement of 8". He still counts as fast moving.*

Fast movement may be attempted regardless of how close the enemy is and at any time during the turn. If attempted after the figure has partially moved add the additional fast move distance to the remaining distance.

*Example - Captain Pink moves 6" into sight of a PEF. The PEF is resolved and is a band of five rival Pirates. Billy scores higher on his In Sight and he decides to run for it. He takes the Fast Move Test and scores an additional 8" of movement to add to his remaining 2". Billy moves 10" towards cover.*

#### GOING PRONE

Characters may go prone at various times during the game. Here's how we do it:

- Active characters may voluntarily go prone at any time during their turn.
- Active characters that choose to go prone can fire immediately after going prone.
- A character forced to go prone by a reaction result cannot fire when going prone.
- To regain its feet takes 4" of movement. If wishing to fast move after regaining its feet the character will roll only 1d6.

## AND A BOTTLE OF RUM!

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### INVOLUNTARY MOVEMENT

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Sometimes a figure may be forced into Involuntary Movement or Actions by the results of a Reaction Test. Let's cover each one in detail.

#### CARRY ON

The tester carries on and can act when active and react when called upon.

#### CHARGE

The tester and target take the Charge Into Melee Test (page 25).

#### DUCK BACK

Move to the nearest cover within 6". This can be in any direction, even forward. If no cover is available within 6" then the figure will drop prone in place, ending its turn. It may not fire until next active or if caused by a subsequent Reaction Test. *Figures in Duck Back cannot see or be seen by the cause of the test but those that go prone can.*

#### FIRE

The tester must fire at the figure that caused the Reaction Test. If a figure cannot fire it will behave as directed by the Reaction Test.

#### RUN AWAY

The running away figure is immediately removed from the table. Those that cannot Run Away, such as when having their backs to impassable terrain or surrounded by enemies with less than a 2" gap between them, will surrender instead.

#### RUSH SHOT

The figure must fire but counts the *rushing the shot* penalty.

### STOP!

Grab two d6 of different colors. Grab two figures from opposing sides and place them on the table 12" from each other. One side will use one colored d6 while the other side will use the other. Both sides have a Rep of 4.

Roll for activation. Which side scored the higher number? Can that figure activate? Did you roll *doubles*? If so what happens?

Take a Fast Move Test. If you rolled a 3 and a 6 how far can the figure move?

After you have done these actions it's time to move on to the next section, In Sight.

### IN SIGHT

The In Sight Test is a Reaction Test taken differently than the others. First let's explain the difference between being In Sight and not being In Sight.

#### IN SIGHT OR NOT

---

Figures are *always* in sight or not.

A figure is in sight when:

- An enemy figure can trace a *line of sight* (page 21) to that figure. This still applies even if that figure is *in cover or concealed or both*.

A figure is not in sight when:

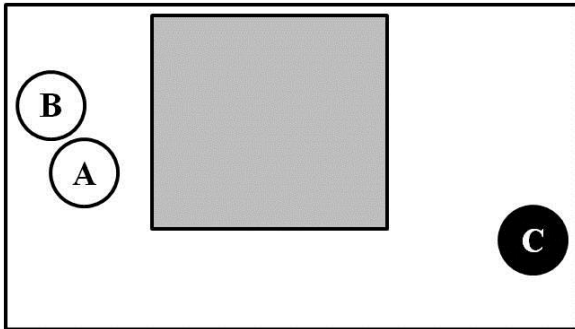
- It cannot be seen because of intervening terrain. Figures in Duck Back *behind* cover also fall into this category.
- It cannot be seen due to weather or light restrictions such as being too far away to see the enemy at night.
- It cannot be seen due to a friendly figure in the way.

## AND A BOTTLE OF RUM!

### TRIGGERING AN IN SIGHT TEST

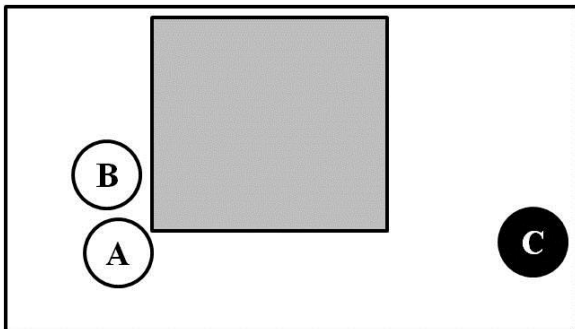
Here's how an In Sight Test is triggered:

- Whenever a figure has an opposing figure enter into its LOS, and the opposing figure was not seen previously during this activation phase, the In Sight Test has been triggered.



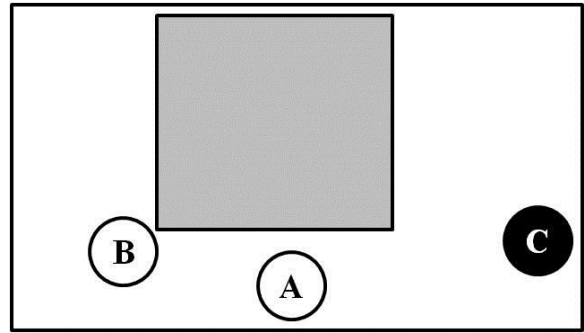
*In the first picture the white side cannot be seen by the other side, "C".*

- The In Sight Test is triggered as soon as *any* figure in a moving group comes into sight.



*In the second picture white activates and figures "A" and "B" move forward. "A" comes into sight of "C" triggering the In Sight Test.*

- Once the test is triggered the moving group is allowed to move its figures up to two additional inches. This movement could result in the figure going out of sight.



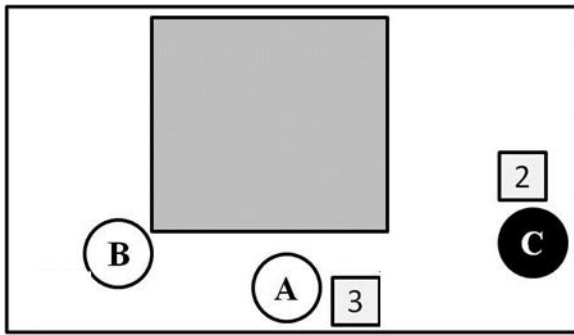
*The In Sight is triggered and the figures in the triggering group are allowed to move two additional inches before the test is resolved. Figure "A" moves closer to "C" while "B" moves to the edge of the house so "B" can see "C"; also putting "B" into sight of "C".*

### TAKING THE IN SIGHT TEST

After the triggering group has moved up to two additional inches *all* figures in sight of an enemy or having the enemy in sight will take the test. Here's how we do it:

- Only the leaders of each group will take the In Sight. This represents the leader shouting a command to the group, such as "Fire!".
- The leader of both groups starts with 1d6 per level of their Rep.
- Consult the In Sight Test.
- Modify the number of d6 each leader rolls by any applicable circumstances.
- There is no maximum number of d6 that can be rolled.
- There is no minimum number of d6 that can be rolled and there may be times when the leader reaches 0d6. At this time he counts as if scoring zero successes.
- Both leaders roll their modified d6 total looking for successes (score of 1, 2 or 3).
- Place a d6 with the number of successes scored, facing up, next to the leader figure. This is for ease of play. When the group resolves its action remove the d6.
- The higher number of successes will act first, followed by the lower number of successes.
- If the number of successes is equal all of the actions are considered to be simultaneous.

## AND A BOTTLE OF RUM!



In the previous picture both leaders have rolled their d6 and counted their successes, scores of 1, 2, or 3. Each has placed a d6 next to them with the number of successes scored. The white side, "A" and "B", will act first (3 successes), followed by the black side, "C" (2 successes).

REP	IN SIGHT
	(Looking for successes)

ATTRIBUTE	MOD
Slow to React	-1d6
Wary	+1d6
CIRCUMSTANCE	MOD
Active - Character is active and moved	-1d6
Concealed - Enemy is concealed	-1d6
Ducking Back - Figure is Ducking Back	(1)
Runaway - Character is Running Away	(1)

(1) Ducking Back or Running Away figure cannot fire and will complete its reaction instead.

## RESOLVING IN SIGHT ACTIONS

Once the order of In Sight actions is determined, by rolling successes, it's time to carry out the In Sight actions. Here's how we do it:

- Starting with the figures in the group that scored the most successes consult the In Sight Resolution Table. *Determine the actions of all of the figures at the same time as they will be carried out simultaneously.*
- Stars can choose to do one of the following actions.
  - Fire.
  - Charge into Melee.
  - Duck Back.
  - Finish movement.
  - Run Away.

- Grunts will act based on the applicable situation.
- Note that different Classes of figures may behave differently than others.

## IN SIGHT RESOLUTION

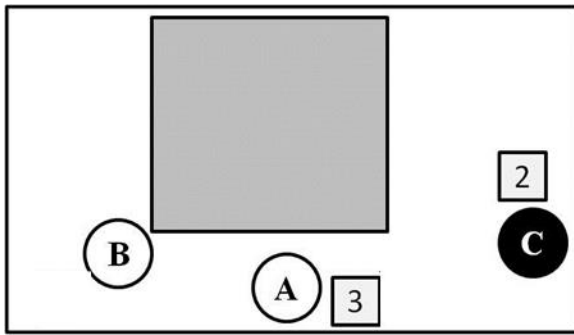
### AVAILABLE ACTIONS

**Stars** can choose to Fire, Charge into Melee, Duck Back, Finish Movement or Run Away as desired.

**Grunts** will act based on the applicable situation.

SITUATION	ACTION
<b>Weapon loaded</b>	<b>All</b> - Fire.
<b>Weapon unloaded</b>	<b>Merchants</b> – Duck Back. <b>Nobles</b> – Duck Back. <b>Townsfolk</b> - Duck Back.
	<b>Others</b> - If in range Charge into Melee. If not in range Duck Back.
<b>If having only a melee weapon</b>	<b>Merchants, Nobles and Townsfolk</b> - Roll 1d6 versus Rep. <ul style="list-style-type: none"> <li><b>Pass 1d6</b> - If in range Charge into Melee. If not in range Duck Back.</li> <li><b>Pass 0d6</b> – Run Away.</li> </ul> <b>Others</b> - If in range Charge into Melee. If not in range Duck Back.

## AND A BOTTLE OF RUM!



*Example - In the previous picture "A" & "B" go first. "B" looks down the Available Actions on the In Sight Resolution Table for what will apply. "B" has a loaded weapon so will fire.*

*"A" looks down the Available Actions on the In Sight Resolution Table for what will apply. "A" only has a melee weapon so will Charge into Melee.*

*"B" fires and hits "C" who falls to the ground. "C" has lost his chance to act due to being hit.*

*"A" takes the Charge into Melee Test versus "C", who counts as passing 0d6. "A" passes 1d6 and moves into contact with "C".*

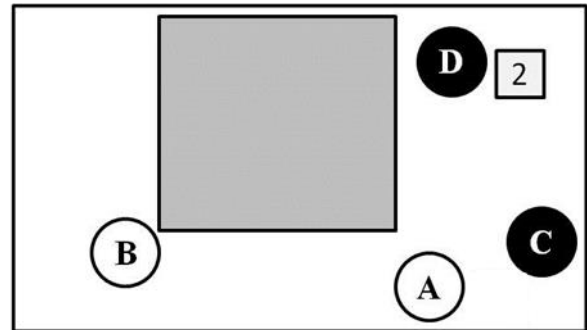
### LOSS OF ACTION

If a figure cannot perform an action when it is his turn he forfeits his action.

*Example – "B" fires and hits "C" who goes down and is Stunned. "C" must forfeit his action.*

### ADDING TO ONGOING IN SIGHTS

There may be a time where a character that was not involved in an In Sight suddenly becomes involved in it. In this case a new In Sight is triggered.



*Example - Continuing the previous example, "A" acts and moves towards "C" and now comes into the sight of "D". This triggers a new In Sight.*

*"D" scores 2 successes while "A" scores 1. "D" will act first and as he has a loaded weapon fires and hits "A".*

### COMPLETED IN SIGHTS

Once *all* figures that have taken the In Sight Test have completed or forfeited their actions, appropriate Reaction Tests are taken and the active side continues its part of the turn.

### MOVING AND IN SIGHT

After the In Sight Test is completed and all actions taken, figures in the moving group that triggered the test can continue their remaining movement. This movement could trigger a new In Sight Test



### REACTION

This section covers the heart of Two Hour Wargames. It is called the *Reaction System*. Figures will take Reaction Tests during the game when called upon as circumstances arise. Reaction Tests reflect how a figure will perform when under physical, mental, or emotional stress. Here's a list of the Reaction Tests in "*And a Bottle of Rum*":

- In Sight.
- Charge Into Melee (page 25).
- Received Fire (page 18).
- Man Down (page 19).
- Recover From Knock Down (page 19).

All of the tests are grouped together on the individual Quick Reference Sheets in the rear of the book.

### EXCEPTIONS

Reaction Tests are taken when called for with the following two exceptions:

- When figures roll on the Charge Into Melee Table (page 25), they may be directed *not* to take Reaction Tests.
- All Reaction Tests that are usually called for by any action taken during the In Sight process are not taken until after all figures have acted.

*Example – Captain Billy Pink and a Pirate come into sight and take the In Sight Test. Billy Pink scores more successes so acts first. He fires at the Pirate and misses. Normally this would cause a Received Fire Test to be taken but all Reaction Tests are postponed until the In Sight is fully resolved. The Pirate can now act and will charge. Both figures now take the Charge into Melee Test.*

### HOW TO TAKE A REACTION TEST

The In Sight and Charge Into Melee Tests are taken in their own ways and are covered elsewhere. The other three Reaction Tests are taken in the following way. Here's how we do it:

- Determine which figures in the group must take the test or tests.
- Start with 2d6 for the group.
- Add 1d6 if the figure is in cover and taking the Received Fire or Man Down Test. This may require the use of an off color d6 as it will only apply to those actually in cover.
- Add the Leader Die if applicable.
- Roll the modified number of d6.
- Apply the results of each d6 to the Rep of each figure individually.
- Determine how many d6 each figure passed.
- Consult the appropriate test and immediately carry out the result.

*Example - Three soldiers are in the same group. One is a Rep 5, one a Rep 4 and the third is a Rep 3 leader. The Rep 4 soldier is shot at and hit. The Rep 5 leader and Rep 3 soldier now must take the Man Down Test.*

*I roll 2d6 for the group and score a 4 and a 6. I roll 1d6 for the Leader Die and score a 4 versus the leader Rep of 3, so pass 0d6 on that roll.*

*The Rep5 soldier passes 1d6 (the 4) while the Rep 3 leader passes 0d6. Looking on the Military QRS under the Man Down Test the leader Runs Away while the soldier Ducks Back.*

### RECEIVED FIRE

Whenever a figure receives fire and is not hit, it will take the Received Fire Reaction Test. More than one figure firing at the *same target at the same time* will cause only one Received Fire Test to be taken.

*Example – Captain Billy is fired on by two Indians. One misses but one scores an Out of the Fight result. Billy rolls his Star Power d6 and scores two successes, reducing the damage to Carry On. As Billy has not been hit he takes the Received Fire Test, only one even though he was fired at twice. Being a Star he chooses his reaction, passing 2d6, and returns fire.*

## AND A BOTTLE OF RUM!

### MAN DOWN

Each time a figure sees a friendly figure within 4" get Knocked Down and Stunned, Out of the Fight, or Obviously Dead it will immediately take the Man Down Test.

*Example – Captain Billy fires his pistol at one of the Indians and scores an Out of the Fight result.*

*The other Indian is 3" from his friend so takes the Man Down Test. He rolls 2d6 and passes 1d6. Looking on the Indian QRS under the Man Down Reaction Test the Indian Runs Away*

### RECOVER FROM KNOCK DOWN

Whenever a figure is Knocked Down from a Ranged Combat or Melee result it will immediately take this test.

*Example – Pirate Hunter Jim Bob Joe is hit by musket fire and Knocked Down. He rolls 2d6 versus his Rep of 3 and scores a 4 and 2. Jim Bob Joe is now Out of the Fight.*

### MULTIPLE TESTS

There may be times when a figure qualifies for more than one Reaction Test. In these cases one set of d6 are rolled for the figure and the results applied to *all* the tests with the *worst* result being counted.

*Example - Three Spanish soldiers fire at three Indians. One hit is scored. The remaining Indians now roll 2d6 as a group and applied individually versus their Reps. The results are applied to the Man Down Test and the Received Fire Test. The Indians must take the worse result.*

### REACTION TEST RESULTS

The result of taking a Reaction Test can cause the figure's status to change for the worse. Here are the Reaction Test results from best to worst:

- Charge.
- Carry On.
- Duck Back.
- Run Away.

## STATUS AND ACTIONS

The Reaction Tests can change the status of a figure and force it to act in a certain way. Here we will explain the terms found on the Reaction Tests.

### CARRY ON

The figure is in good order and can act and react as desired. A figure is considered to be *carrying on* if it is *not* doing any of the following.

- Duck Back.
- Obviously Dead.
- Out of the Fight.
- Run Away.
- Stunned.

### CHARGE

If able to reach 6" from an enemy both will go to the Charging Into Melee Table (page 25).

### DUCK BACK

Move to the nearest cover within 6". This can be in any direction, even forward. If no cover is available within 6" then the figure will drop prone in place, ending its turn. It may not fire until active or caused by a subsequent Reaction Test. Figures that Duck Back and reach cover cannot see or be seen by the cause of the test but those that drop in place prone can.

### FIRE

The figure fires his weapon if able. If not, it will halt in place unless directed to act differently by a Reaction Test result.

### OBVIOUSLY DEAD

The figure has taken damage that is so severe it is obvious that the figure is dead.

### OUT OF THE FIGHT

The figure has taken serious damage and cannot continue the battle. He cannot move on his own and must be retrieved by others. If contacted by an enemy he is considered to be captured or dispatched as desired.

## AND A BOTTLE OF RUM!

### **RUN AWAY**

The figure has quit the Encounter and is removed from the table.

### **RUSH SHOT**

The figure immediately fires counting the Rushed Shot penalty.

### **STUNNED**

The figure may not act or react until having spent one full turn of activation doing nothing. Those contacted by enemies while stunned can be captured or dispatched as desired.

## **STOP!**

Take out two opposing figures, one Indian and one Pirate, and place them 12" apart. Both are Rep 4.

Roll activation. Who goes first? Did you roll *doubles*? If you did what happened.

Assume that the active figure has fired at the inactive figure and has missed. What Reaction Test is taken? Review the three different results for the test when passing 2d6, 1d6, and 0d6. Now review the results from the other QRS. What are the differences, if any?

Remember that taking the time to review and do these little exercises will make the rules easier to understand and your games more fun.

Let's see how to do Ranged Combat.

## **RANGED WEAPONS**

There are two ways to inflict damage in "*And a Bottle of Rum*". The first way is through shooting and the other is through melee (hand-to-hand combat). Shooting can be dicey at it will take you time to reload while with melee there's no waiting!

Each weapon is classified by type and in some cases weapons have been lumped into broader categories. If you do not see your weapon listed simply use the one that is closest to it. Weapons are defined by four characteristics:

**TYPE** – The type of weapon.

**RANGE** – The range listed for every weapon is its effective range or the range that the firer feels he has a reasonable chance of hitting the target.

**IMPACT** – The damage a hit from the weapon may do. The greater the Impact number, the greater the chance of the weapon doing damage.

**RELOAD** – The procedure used to reload the weapon after it has been fired.

### **WEAPONS TABLE**

TYPE	RANGE	IMPACT	RELOAD
Blunderbuss	6	3	One turn of activation.
Bow	18	1	Fire when next active.
Knife	4	2	Must be retrieved.
Musket	18	3	One turn of activation.
Pistol	6	2	One turn of activation.
Sword	2	3	Must be retrieved.

### **RELOADING**

Ammo in "*And a Bottle of Rum*" is unlimited but all Ranged Weapons must be reloaded after they have been fired. Here's how we do it:

- Bows, when fired, cannot fire again until next active.
- Knives and Swords, after thrown, can be thrown on the same active phase that they are retrieved.
- Blunderbuss, Muskets and Pistols, when fired, cannot be fired until the character has spent one full turn of activation stationary and reloading the weapon. This is all the character can do and if interrupted the weapon is not reloaded.

## AND A BOTTLE OF RUM!

### SHOOTING

Shooting a weapon and hand-to-hand combat are distinctly different ways of inflicting damage. This is reflected by the different game mechanics used in “*And a Bottle of Rum*”.

#### LINE OF SIGHT

To shoot something you must first be able to see it. Here’s how we do it:

- *Figures can only see things through their front facing.*
- A straight line from the shooter to the target is called a Line of Sight or LOS.
- Line of Sight extends across the whole table and is blocked only by friendly figures, terrain, buildings, and sometimes weather.
- In nighttime the LOS is reduced to 12”. However, targets in a well-lit area will count LOS as normal for those firing at them.
- LOS in woods or rough terrain is reduced to 12” in the daytime and 6” at night. If at the edge of the woods then the figure may see and be seen from outside the woods.
- LOS in inclement weather (fog, heavy rain, etc.) is reduced to 12” in the daytime and 6” at night.

#### TARGET SELECTION

A figure may fire at one target only.

#### FIRING A WEAPON

Shooting can occur when the figure is active or in reaction. Here’s how we do it:

- First establish a LOS between the shooter and the target figure.
- Roll 1d6 and add the score to the shooter’s Reputation.
- This can be modified if the shooter has the Hawkeye Attribute (page 7).
- Consult the Ranged Combat Table. There is no need to test for any modifiers prior to rolling as the modifiers are already built into the table.

**1**

#### RANGED COMBAT

(1d6 + Rep)

ATTRIBUTE	MOD
Hawkeye	+1d6 counting the best result

#	RESULT
7 or less	SHOOTER MISSED
8	<p>SHOOTER MISSED IF</p> <ul style="list-style-type: none"> <li>• Rush Shot.</li> </ul> <p>TARGET WAS MISSED IF</p> <ul style="list-style-type: none"> <li>• Charging.</li> <li>• In Cover.</li> <li>• Prone.</li> <li>• Moved Fast.</li> </ul> <p>OTHERWISE – HIT.</p>
9	<p>SHOOTER MISSED IF</p> <ul style="list-style-type: none"> <li>• Rush shot.</li> </ul> <p>TARGET WAS MISSED IF</p> <ul style="list-style-type: none"> <li>• In Cover.</li> </ul> <p>OTHERWISE – HIT.</p>
10+	SHOOTER HITS TARGET

- **Missed** – The target is missed but must take a Received Fire Test.
- **Rush Shot** – The target is missed as the shooter is rushing his shot.
- **Moving Fast** – The target is missed because it or the shooter is *fast moving*.
- **Charging** – The target is missed because it is charging the shooter.
- **In Cover** - The target is missed because it is in cover.
- **Prone** - The target is missed because it is prone.
- **Hit** – The target is hit. Roll for damage.

## AND A BOTTLE OF RUM!

*Example – Captain Billy Pink fires his Pistol at a Pirate who is in cover. Billy rolls a 4. The score is added to his Rep of 5. This results in a score of 9 which is a miss because the Pirate is in cover. The Pirate must take the Received Fire Test.*

### DETERMINING DAMAGE

When a hit is scored the shooter must roll on the Ranged Combat Damage Table. Here's how we do it:

- Roll 1d6 and compare the score to the Impact of the weapon.
- Read the result in the left hand column of the Ranged Combat Table then go across to the resulting damage.

#### 1 RANGED COMBAT DAMAGE

*1d6 per each hit*

SCORE	RESULT
"1"	Target Obviously Dead
Impact or less but not a "1"	Target is Out of the Fight.
Higher than Impact	Target is knocked down and immediately takes Recover From Knocked Down Test.

*Example – Captain Billy Pink has hit the Indian with his pistol. Billy rolls 1d6 and scores a 3. This is higher than the Impact of 2 so the Indian is knocked down and must take the Recover From Knock Down Test. The Indian immediately takes the test, passes 2d6 and is Stunned.*

### AUTO-KILL OR CAPTURE

If an active figure comes into physical contact with a Stunned or Out of the Fight figure he may choose to automatically dispatch or capture the figure (tie up, etc.).

*Example – Billy Pink activates and runs up to the Stunned Indian and chooses to capture him.*

### COVER OR CONCEALMENT

There will be times when a character will be in cover, concealment or both. Cover and concealment are different.

- *Concealment* makes you harder to see. Concealment does not stop a bullet. Concealment comes into play when taking the In Sight Test.
- *Cover* stops a bullet from hitting parts of your body so makes it harder to be hit. Cover comes into play on the Ranged Combat Table.

So how do you tell which is which? We've put together a short list that answers the question. Players should match the terrain on the table with the type that best resembles it on the Cover or Concealment List *before* the game begins.

#### # COVER OR CONCEALMENT

TYPE	RESULT
Buildings, inside	Stationary figures inside of buildings are in cover and concealment. Moving figures inside buildings are concealed.
Crowd <sup>(1)</sup>	Figures inside crowds are in cover when stationary and in concealment when moving.
Coaches, Inside of	Figures inside coaches are in concealment.
Coaches, Behind	Figures behind coaches are in cover.
Woods	Figures inside woods are in cover and concealment when stationary and in concealment when moving.

*(1) If the target has two or more figures within 1" to the left and right of it and is stationary he counts as being in a crowd. If fired at while in a crowd and a result of miss due to cover is scored one of the figures next to the target, at random, has been hit. Roll for Damage to the new target.*

*Example – Pirate Hunter Jim Bob Joe is firing at a Pirate who is between three other Pirates. Jim Bob Joe scores an 8, missed due to cover. He rolls 1d6 for each of the other Pirates next to the target and the one with the highest score has been hit. Jim Bob Joe now rolls for damage.*

## AND A BOTTLE OF RUM!

### FIRING INTO MELEE

If you want to fire into an *evenly matched* melee treat it as if shooting into a crowd.

### FIRING AT CARRYING WOUNDED

When firing at a character carrying a wounded character treat it as if shooting into a crowd.

### FIRING TWO WEAPONS AT ONCE

It is possible to fire two pistols or muskets in any combination at the same time. This results in more firepower but at the cost of reduced accuracy. Figures doing so will count the Rushing the Shot penalty.

### PITIFUL SHOT

Rep 3 or lower figures are allowed to use the *pitiful shot* rule. Here's how we do it:

- The figure shoots his weapon and rolls a "six".
- If he cannot hit the target he is allowed to roll 1d6 versus its Rep.
- If he passes 1d6 he has hit the target. Any other score is still a miss and the target must take the Received Fire Test.

*Example – Lady Char (Rep 2) fires at Pirate Hunter Reed who is in cover. She scores a 6 but still cannot score a hit. She can use the Pitiful Shot rule and rolls another 1d6 and scores a 2. Reed has been hit.*

## CANNON

Cannon, also called *guns* are large weapons capable of delivering damage to both flesh and structures. Here's how we do it:

- Cannon have a normal crew of three figures. The Gunner, the Loader, and a third crew member to assist where needed.
- Cannon have a range of 48" and an arc of fire of 90 degrees to the front.
- Cannon can do *one* of the following each turn of Activation.
  - Move 1" per crew member. Non-crew members can be pressed into service to move the cannon if there are less than the normal three crew members.
  - Fire.

- Reload. Cannon are reloaded like Muskets but will take one additional turn of Activation of each crew member less than the normal three.
- Loaded cannon can fire in reaction.

### FIRING THE GUN

Cannon can be mounted on the walls of a Settlement, onboard ships or wheeled across the ground. Here's how they work:

- Nominate the spot the cannon ball is to land. You must have a LOS to the spot.
- Next roll 2d6 versus the Rep of the Gunner. If the Gunner is not firing the cannon then count that figure as having a Rep of 3.
- Determine how many d6 are passed.
- Consult the Cannon Fire Table and immediately carry out the results.

2

#### CANNON FIRE

(Taken vs. Rep)

# D6 PASSED	RESULT
2	<i>Success!</i> The ball lands on the nominated spot and all within a 5" blast circle must test for damage as if taking an Impact 4 hit. In addition the ball bounces 6+2d6 more inches causing additional damage as previously outlined. Buildings will reduce the Impact of the hit on the occupants by the current DV. If hitting a ship or building see the section on Attacking Buildings (page 35).
1	<i>Success, maybe!</i> <ul style="list-style-type: none"><li>• If the target is a building or ship count as passing 2d6.</li><li>• If the target is not a building or ship count as passing 0d6.</li></ul>
0	<i>Miss!</i> The ball misses completely but all within 3" of the nominated spot will take the Received Fire Test.



## AND A BOTTLE OF RUM!

*Example – Captain Billy and two crew members wheel a gun into place. The target is a building 36" away and in LOS. Carlos, the Gunner has a Rep of 4. When next active Billy gives the order and Carlos fires the cannon. Carlos nominates a spot on the second floor. He rolls 2d6 and scores a 1 and 5, passing 1d6. As the target is a building a hit is scored.*

*First I roll 4d6 to see how much damage was inflicted on the building itself. I score 3 successes. The building rolls 3d6 as it has a DV of 3 (page 35) and scores 1 success. This reduces the building to DV 1.*

*I center a 5" blast circle on the nominated spot and the three figures inside of it suffer an Impact 3 hit, 1 less due to the DV of 1. I roll 1d6 per figure versus the Impact or 3, on the Ranged Combat Damage Table, and score a 1 and 5. The 1 is an Obviously Dead result, the 5 causes an immediate recover From Knocked Down Test to be taken.*

### SWIVEL GUNS

Swivel guns are small swivel mounted cannon on the decks of ships. They have their own procedure for firing. Here's how we do it:

- Swivel guns have a range of 6".
- They have an Impact of 3.
- They fire with 5d6 and can hit multiple targets within a 5" blast circle.
- Hits are scored when a "6" is scored.

### BOARDING ACTIONS

For simplicity:

- After all crew members are placed on deck (page 65, Size) each ship is allowed to fire one swivel gun at one deck section.
- Players can choose which deck to fire on while NP swivel guns will target the deck with the most figures on it.
- Hits are scored on a result of "6", casualties being rolled randomly.
- Casualties are rolled randomly in the same way that the crews are placed.
- No Reaction Tests are taken due to the swivel gun fire.

## STOP!

Before going any farther take two sides of two figures each and do the following:

Place each side 12" from each other.

Give them a variety of weapons.

Roll an In Sight Test.

Resolve the In Sight Test. Remember that all only the leader of each group takes the test with the group acting as he does.

Have each figure shoot at each other with each of the different weapons.

Resolve damage for each hit. Roll Recover From Knock Down Tests as needed.

After all figures have completed their In Sight actions take any Received Fire or Man Down Tests.

When you're done move on to the Melee Section, you're almost finished.

## MELEE

When figures come into contact via a Charge Into Melee Test they enter into melee (hand-to-hand combat).

### HAND-TO - HAND WEAPONS

There are four classes of melee weapons. They are:

- **Unarmed (U)** – You do not have anything to fight with except fists and feet. Unarmed characters in melee do so with a -1d6 penalty.
- **Improvised Weapons (IW or TIW)** – Improvised weapons are those that are not designed as weapons but will work in a pinch. One example would be a length of wood or liquor bottle. Those using an improvised weapon will not receive a bonus or penalty in melee.
- **One Hand Weapons (HW)** – Melee weapons used with one hand such as a Sword. These give the user a +1d6 in melee.
- **Two Handed Weapons (THW)** – Those requiring two hands to use such as a two-handed Axe or Musket with bayonet. These give the user a +2d6 bonus in melee. Note that a Musket, without bayonet, counts as an Improvised Weapon!

## AND A BOTTLE OF RUM!

### CHARGE INTO MELEE TEST

The only way to enter melee is via the Charge into Melee Test. The test is only taken if the following circumstances apply:

- The test is taken by the leader of each group.
- The group can be active or inactive.
- The test can be taken at any time during the turn or due to a Reaction Result. Chargers can declare a charge at any time during their turn even if the target of the charge was out of LOS at the start of the charger's turn. The charging group must have a clear LOS to the target group at the time it charges.
- The group must be able to reach a spot 6" from the actual target. Whether or not it has enough distance to reach the target is irrelevant, it need only be able to reach a spot 6" from the target.

*Example - Four Soldiers come into sight of two Pirates. Only two of the Soldiers have LOS to the Pirates. The two leaders of each group take the In Sight Test. The Soldiers decide to Charge as their action. Both leaders take the test.*

### HOW TO CHARGE INTO MELEE

Here's how the Charge into Melee Test is taken:

- One or more figures in a group has LOS to a target and can move to 6" from the target, even if a fast move is required, the charge is declared.
- If the charger takes a fast move and comes up short it cannot melee and forfeits any active fire.
- Move the charger to 6" from the target.
- The leader of each group rolls 2d6 versus their Reps.
- If charged by more than one group the target rolls one set of dice and applies the results against all of the groups that are charging it. The target will apply the results against each target as determined.
- Determine how many d6 each leader has passed.
- Consult the Charge into Melee Table.
- Go down the left hand column to the number of d6 more that were passed.

- Go across to the column based upon whether the Charger or Target passed more d6.
- Immediately carry out the results.
- If allowed to fire at more than one charging figure the target can choose whom to fire at.

## 2

### CHARGE INTO MELEE

*(Taken versus Rep)*

#D6 PASSED	CHARGER	TARGET
Score more than opponent	<b>Merchant, Noble and Townsfolk</b> Targets will Flee.  <b>Others</b> may not fire.  <b>Charger</b> moves into melee. No Reaction Tests taken.	<b>Target</b> fires.  <b>Charger</b> moves into melee. No Reaction Tests taken.
Same number as opponent	<b>Target</b> fires.  <b>Charger</b> moves into melee. No Reaction Tests taken.	<b>Target</b> fires.  <b>Charger</b> moves into melee. No Reaction Tests taken.

### FLEE

When a result of Flee is scored the target is trying to Run Away while the charger could catch it. Here's how we do it:

- Both figures roll 1d6 per point of Rep.
- Count the number of success scored by each character.
- If the charger scores the same or more successes as the target the target has been caught and Stunned. It can now be captured or dispatched when the charger is next active.
- If the target scores more successes it has successfully Run Away.

## AND A BOTTLE OF RUM!

### IN SIGHTS AND CHARGE INTO MELEE

Figures that are the target of a charge do not forfeit their In Sight action.

*Example - Two Pirates activate and come into sight of Billy Pink. They all take their In Sight Tests and the two Pirates go first. They charge Billy, both sides take the Charge Into Melee Test and Billy is allowed to fire. He shoots and kills one Pirate. The other continues its charge and the two go to melee. After melee Billy can now carry out his In Sight Action.*

### MELEE COMBAT

Any charger that passes the Charge Into Melee Test is moved into contact with the target. Now it's time to melee.

- Go to the Melee Combat Table.
- Each figure starts with 1d6 for each point of Rep.
- Add or subtract d6 based on any applicable Attribute, Melee Weapon or Circumstance.
- Each figure rolls its modified total of d6 counting all successes (scores of 1, 2 or 3).
- Compare the number of successes scored by each figure.
- If both sides score the same number of successes then they are *evenly matched*. The figures remain in melee and when active may either break off the melee or continue the melee.
- If one figure scores more successes he rolls 1d6 and consults the Melee Damage Table.
- Regardless of the number of figures attacking one figure (up to four with two to the front and two to the rear) melees are resolved one figure versus one figure. The side with more figures decides in what order his figures will attack. Keep in mind every time the single figure scores a result of Evenly Matched, scoring the same number of successes, those attacking him will get a +1d6 bonus. If the figure is evenly matched against two enemies the attacker would receive +2d6 bonus.

REP                      MELEE COMBAT	
<i>(Looking for successes)</i>	
ATTRIBUTE	MOD
Brawler	+1d6
Runt	-1d6
MELEE WEAPON	MOD
Unarmed	-1d6
Improvised weapon	0d6
One Hand Melee Weapon	+1d6
Two Hand Melee Weapon	+2d6
CIRCUMSTANCE	MOD
Evenly Matched - Attacking an enemy that scored a result of evenly matched this turn during a melee. Count each result.	+1d6
Following Up – Following up a pushed back opponent	+1d6
Prone - Attacking a prone enemy	+2d6

1                      MELEE DAMAGE	
<i>(Read result as rolled)</i>	
SCORE	RESULT
Score more successes than opponent	<p><b>Roll 1d6</b> versus the number of successes scored more than opponent.</p> <p><b>“6”:</b> <b>Push Back.</b> Opponent pushed back 2” directly away from the winner. If winner is not Evenly Matched it follows up and remains in contact. Immediately fight another round of melee with the winner counting a +1d6 Following Up bonus.</p> <p><b>“1”:</b> Opponent Obviously Dead. <b>Active winner</b> can charge up to remaining movement. <b>Inactive winner</b> remains in place.</p> <p><b>Equal to successes more but not “1”:</b> Opponent Out of the Fight.</p> <p><b>Score higher than more successes but not “6”:</b> Opponent knocked down and immediately takes Recover From Knock Down Test.</p>
Same number of successes as opponent	<b>Evenly matched.</b> Remain in melee and when active may either break off the melee or continue the melee.

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*Example – Lt. Billy (Rep 4) is in melee with a rival Soldier (Rep 3).*

*Billy starts with 4d6 for Rep and adds the following modifiers: +1d6 for using a one handed melee weapon, a knife. He rolls 5d6 and scores a 1, 2, 2, 3, and 5 for four successes.*

*The Soldier starts with 3d6 for Rep and adds the following modifiers: +0d6 for an Improvised Weapon, a beer bottle, rolls 3d6 and scores a 1, 2, and 4 for 2 successes.*

*Billy scores two more successes than the Soldier and consulting the Melee Results Table rolls 1d6 versus the number of successes he scored more. He scores a 2 and has knocked him down and Out of the Fight.*

*If they had scored the same number of successes the two would be locked into melee. If there had been a second Soldier attacking Billy the melee would be immediately resolved with the Sailor counting a +1d6 for Billy being Evenly Matched.*

## STOP!

Before going any farther take two figures (Rep 4) and do the following.

Place them 6" from each other.

Give them different melee weapons.

Take a Charge into Melee Test.

Resolve a melee.

Do this a second time with two figures charging one figure. Did you roll one set of d6 for the target when taking the Charge into Melee Test and apply them individually to both chargers?

Resolve a multi-figure melee.

When you're done move on to the Breaking Off Melee Section.

## BREAKING OFF MELEE

Anytime a Star that is still in melee, from a result of Evenly Matched, becomes active it may choose to end the melee by moving at least 2" away from the enemy. It can do this unless blocked by terrain such as when having their back to a wall. When breaking off a melee the figure cannot do anything else that turn of activation.

## GRUNTS BREAKING OFF MELEE

Anytime a Grunt that is still in melee, from a result of Evenly Matched, becomes active it must test to see if it will choose to end the melee by moving 1+1d6" away from the enemy. It will do this unless blocked by terrain such as when having their back to a wall. When breaking off a melee the figure cannot do anything else that turn of activation and ends its turn with its back towards the enemy.

Here's how it's done:

- The Grunt rolls 1d6 versus its Rep.
- If it passes 1d6 it remains in melee.
- If it passes 0d6 it breaks off the melee.

*Example – Captain Charles (Rep 4) and Gnarled Oak (Rep 5), both Grunts, are in melee having scored a result of "Evenly Matched". Gnarled Oak activates first and must check to see if he continues the melee. Gnarled Oak rolls 1d6 and scores a 6, breaking off the melee. He moves 4" away (1+1d6") away to cover.*

## RETRIEVING WOUNDED

Players can attempt to recover their wounded during the Encounter. Here's how to retrieve a wounded character:

- Figure moves into contact with the wounded figure.
- Figure picks up the wounded figure and reduces current movement by 2" and may move its remaining distance.
- Figures carrying wounded can take the Fast Move Test but will only count the result of the best 1d6.
- Figures can fire weapons when retrieving wounded figures but will count the Rush Shot penalty.
- Figures charged while retrieving wounded will drop the wounded. Stars can choose to keep the wounded but will melee at a -2d6.

## AND A BOTTLE OF RUM!

### AFTER THE BATTLE

After every Encounter each Out of the Fight and Run Away must see what has become of them. Prisoners need not be checked unless desired. Here's how we do it:

- Roll 2d6 versus the Rep of the figure.
- Determine how many d6 are passed.
- Consult the After the Battle Recovery Test and carry out the results.
- See the section on Surgeons (page 70) for more info.

#### 2 AFTER THE BATTLE RECOVERY \*

(Taken vs. Rep)

CIRCUMSTANCE	RESULT
Surgeon available	+1d6 <sup>(1)</sup>

# D6 PASSED	RESULT
2	All return at normal Rep.
1	Out of the Fight returns at normal Rep. Those that Ran Away will return at -1 to Rep.
0	Out of the Fights die. Runaways never return with those at sea being "lost".

(\*) Out of the Fight figures captured by the enemy will still take the test as they may be exchanged for enemy prisoners on a one for one basis.

(1)D6 is compared to the Rep of the Surgeon.

*Example – Lady Char (Rep 3) went Out of the Fight and after the game I roll 2d6 to see what happened to her. I roll a 4 and 2 passing 1d6. Lady Char comes back at a Rep of 3. Pirate Hunter Jim Bob Joe (Rep 4) ran away and after the game I roll 2d6. I roll a 5 and 3 passing 1d6. Jim Bob Joe comes back but at a Rep of 3. Remember that if your Star Cheated Death he will come back at one Rep lower than when he started the Encounter!*

### STOP!

Place two figures in melee. Roll Activation. Did you roll doubles? What happened?

Determine if the active figure will Break Off the Melee. How is this done if it is a Star? If the figure is a Grunt?

Now roll twice on the After the Battle Recovery Table for a Rep 4 Runaway and a Rep 3 Out of the Fight figure.

*That's it; you've finished the tabletop rules.* If you've done the exercises you should have a pretty good grasp of how the rules are played. What follows will be informational. Just read it and apply it during your game.

### CHALLENGES

There may be times during the game when you want to do something out of the ordinary and not covered by an existing rule. You need to take a Challenge. Here's how we do it:

- Decide on *what* the Challenge is.

*Example – I want to jump from a roof of a building to a wagon passing by on the street below.*

- Decide what a *success* looks like.

*Example – If I am successful I will make it onto the wagon uninjured.*

- Decide what the *consequences* of failure will be.

*Example – If I fall I will damage a leg and reduce my movement by half.*

- Decide if the Challenge is very easy or very difficult. This is up to the players involved.

*Example – As the wagon is moving I think the Challenge is very difficult.*

- Consult the Challenge Test.
- Start with 2d6.
- Modify the number of d6 and/or Rep of the Challenger due to any circumstance that applies.

## AND A BOTTLE OF RUM!

- Roll the modified number of d6 versus the modified Rep of the Challenger and determine how many d6 are passed.
- Check the Challenge Test and immediately carry out the result.

### 2 CHALLENGE TEST

*(Taken vs. Rep)*

*A score of "6" is always a failure*

<i>ATTRIBUTE</i>	<i>MODIFIER TO REP</i>
Charismatic versus Neutral or Friendlies	+1d6
Facing Charismatic Neutral or Friendly opponent	-1d6
<i>CIRCUMSTANCE</i>	<i>MODIFIER TO REP</i>
Challenge is very easy	+1
Challenge is very difficult	-1
Opponent is an <i>opposite</i>	-1
Bribery of one Item (max. one)	+1
Recruiting in the Morning	-3
Recruiting in the Daytime	-2

<i># D6 PASSED</i>	<i>RESULT</i>
2	Character completes the challenge successfully.
1	Character may choose to immediately re-roll the challenge counting a result of pass 1d6 as if pass 0d6. <div style="text-align: center;">OR</div> Decide not to continue the challenge and may not try again.
0	Character fails and suffers consequences.

*Example – Lady Char is at the balcony of her father’s home. Captain Billy is waiting below with a wagon full of hay. Char wants to jump onto the wagon. To take the Challenge we decide what a success and what a failure looks like. If she succeeds she makes the jump unharmed. If she fails, she must take the Recover From Knocked Down Test counting an Out of Fight result as Stunned, and Obviously Dead as Out of the Fight. I think the Challenge is very easy as the wagon is stopped right below the balcony.*

*Lady Char has a Rep of 4 and modifies it by +1 for the very easy Challenge to a Rep of 5. I roll 2d6 and score a 1 and 6 passing 1d6. She halts at the balcony and isn’t sure if she should try again. If she does she has to pass 2d6 as passing 1d6 will count as if passing 0d6. Char rolls a 3 and 4, passes 2d6, and lands safely in the wagon.*

## AND A BOTTLE OF RUM!

### BIG LAND BATTLES

There may be times when you want to play larger land battles. Maybe when you are attacking a Settlement or just want to use all the figures you have. That's where the Big Land Battles rules come in.

### GETTING STARTED

This section will explain the Big Land Battles that can be played with *"And a Bottle of Rum"*.

All the previous rules you have learned will be used when fighting a Big Land Battle with one exception.

If a procedure appears in this section it replaces the one previously learned. For simplicity we have listed them here:

- Forming Your Band.
- Recruiting Your Band.
- Groups.
- Group Rep.
- Group Cohesion.
- Splitting Up Groups.
- How to Take a Reaction Test.
- Recover From Knock Down.
- Status and Actions.
- Ranged Weapons.
- Reloading.
- Shooting.
- Firing a Weapon.
- Ranged Combat Table.
- Determining Damage.
- Firing into Melee.
- Firing at Carrying Wounded.
- Firing Two Weapons at Once.
- Pitiful Shot.
- Cannon.
- Firing the Gun.
- Melee.
- Charge into Melee Test.
- Carrying Out Melee.
- Melee Resolution Table.
- After Melee.
- Breaking Off Melee.

### FORMING YOUR BAND

Big Land Battles will have multiple bands on a side, called *units*. Let's define the *unit*:

- All have a Leader.
- In your unit you are its Leader and the Commander in Chief (Leader) of your side.
- Each opposing unit will have a Leader.
- One opposing unit will have its Leader and he will be the Commander in Chief (Leader) of its side.

### RECRUITING YOUR BAND

Each unit can have up to 10 figures.

If you need to generate units, whether yours or Non-Player, we use the following procedure. You can recruit units up to your Rep. Here's how we do it:

- Roll 1d6 on the Unit Generation Table for each unit modifying the score by the Class you are recruiting.
- This will give you the Rep of the unit.
- Roll a second time for each unit.
- This will give you the Rep of the unit Leader.

#### 1 UNIT GENERATION

(Read result as rolled)

CIRCUMSTANCE	MODIFIER
Pirates or Privateers	+1
Townsfolk or Merchants	-1

#	REP	WEAPON
0	3	As figure or see Class notes.
1	3	As figure or see Class notes.
2	4	As figure or see Class notes.
3	4	As figure or see Class notes.
4	4	As figure or see Class notes.
5	4	As figure or see Class notes.
6	5	As figure or see Class notes.
7	5	As figure or see Class notes.



### **GROUPS**

A *group* is a unit when playing Big Land Battles.

#### **GROUP REP**

---

All figures in the unit will have the same Rep except for the Leader who could be lower or higher.

#### **GROUP COHESION**

---

Figures in a unit must remain in base to base contact with each other. Figures in a unit may not voluntarily leave the unit.

#### **SPLITTING UP GROUPS**

Non-Military units cannot be split up. Military units can be split into two equal smaller units if desired.

### **REACTION TESTS**

#### **HOW TO TAKE A REACTION TEST**

Reaction Tests are taken by the whole unit regardless of the number of unit members that would be required to take the test.

*Example – Two Indians are shot at. The whole unit will take the Received Fire Test.*

#### **RECOVER FROM KNOCK DOWN TEST**

This test is no longer taken.

### **STATUS AND ACTIONS**

The Reaction Tests can change the status of a unit and force it to act in a certain way. Here we will explain the terms found on the Reaction Tests.

#### **CARRY ON**

---

The unit is in good order and can act and react as desired. A unit is considered to be *carrying on* if it is *not* doing any of the following.

- Duck Back.
- Run Away.

#### **CHARGE**

If able to reach 6" from an enemy with one or more figures both units will go to the Charging Into Melee Table (*page 25*).

#### **DUCK BACK**

The unit moves to the nearest cover within 6". This can be in any direction, even forward. If no cover is available within 6" the unit will retire directly away 6" and remain facing the threat. It may not fire until active or caused by a subsequent Reaction Test. Units that Duck Back and reach cover cannot see or be seen by the cause of the test.

#### **FIRE**

The unit fires there weapons if able. If not it will halt in place unless directed to act differently by a Reaction Test result.

#### **RUN AWAY**

The unit has quit the Encounter and is removed from the table.

#### **RUSH SHOT**

The unit immediately fires counting at half their figures, rounding down.

## AND A BOTTLE OF RUM!

### RANGED WEAPONS

All the figures in a unit are armed with the same Ranged Weapon. Only the following Range Weapons are used.

#### WEAPONS TABLE

TYPE	RANGE	IMPACT	RELOAD
Blunderbuss	6	3	One turn of activation.
Bow	18	1	Fire when next active.
Musket	18	3	One turn of activation.
Pistol	6	2	One turn of activation.

### RELOADING

Reloading is done by units. Ranged Weapons must be reloaded after they have been fired. Here's how we do it:

- **Bows**, when fired, cannot fire again until next active.
- **Blunderbusses, Muskets and Pistols**, when fired, will take one full turn of activation to reload. Until then the unit can fire at will, in effect, counting only half of the figures in the unit, rounded down. When reloading the unit cannot move or melee. This is all the character can do and if interrupted the unit is not reloaded.

### SHOOTING

Shooting can occur when the figure is active or in reaction. Here's how we do it:

- First establish a LOS between the shooting figures and the target figures.
- Consult the Ranged Combat Table.
- Start with 1d6 for each point of unit Rep.
- Modify this number by any applicable circumstances.
- Roll the modified number of d6.
- For every "1" that is scored a figure has been hit.

### REP

### RANGED COMBAT

(Read the score as rolled)

Each score of "1" is a hit.

CIRCUMSTANCE	MODIFIER
Each figure firing	+1d6
Firing at will	- 1/2 figures
Military unit firing	+2d6
Firing while mounted	-2d6
Firing with a bow	-1d6
Firing at a target in cover	-1/2 hits <sup>(1)</sup>
Firing at will at a charging enemy	-1/2 hits <sup>(1)</sup>
Firing into the flank of the target	2x the hits

(1) Number of hits scored reduced to half, rounding up.

Example- 1 hit = 1 hit, 6 hits = 3 hits, 7 hits = 4 hits

### DETERMINING DAMAGE

Each score of a "1" results in one figure being Out of the Fight.

Roll 1d6 for each hit. On a score of "6" the unit Leader has been hit and is Out of the Fight.

### FIRING INTO MELEE

Not used.

### FIRING AT CARRYING WOUNDED

Not used.

### FIRING TWO WEAPONS AT ONCE

Not used.

### PITIFUL SHOT

Not used.

## AND A BOTTLE OF RUM!

### CANNON

Cannon can be used in Big Land Battles. Here's how we do it:

- Cannon have a normal crew of three figures.
- Cannon have a range of 48" and an arc of fire of 90 degrees to the front.
- Cannon can do one of the following each turn of Activation.
  - Move 1" per crew member. Non-crew members can be pressed into service to move the cannon if there are less than the normal three crew members.
  - Fire.
  - Reload. Cannon are reloaded like Muskets but will take one additional turn of Activation of each crew member less than the normal three. Cannon cannot fire at will.
- Loaded cannon can fire in reaction.

### FIRING THE GUN

Cannon can be mounted on the walls of a Settlement, onboard ships or wheeled across the ground. Here's how they work:

- Nominate the target the cannon ball is to hit. You must have a LOS to the target.
- If the range is 12" or less count each crew member as 3 figures.
- If the range is over 12" count each crew member as 1 figure.
- Roll 1d6 for each point of Rep.
- Roll 1d6 for each figure firing.
- On any result of "1 or 2" a figure is hit and Out of the Fight.
- Roll 1d6 for each hit. If a "6" is scored the unit Leader has been hit and is Out of the Fight.

### MELEE

When figures come into contact via a Charge Into Melee Test they enter into melee (hand-to-hand combat).

### CHARGE INTO MELEE TEST

The only way to enter melee is via the Charge Into Melee Test. The test is only taken by the unit Leader and the whole unit carries out the result.

### CARRYING OUT MELEE

When both sides enter melee use the following procedure:

- At the start of melee each unit loses one figure for each unit it is meleeing with. So if in melee with two units you lose two figures at the start. Upon contact immediately remove these figures. *If only one figure is involved in melee then neither units lose a figure at the start.*
- Consult the Melee Resolution Table.
- Each side then starts with 1d6 for each point of Rep of the unit.
- Modify this number of d6 by any applicable circumstances.
- Each side rolls the modified number of d6.
- Each side retains all *successes*, any result of a 1, 2, or 3.
- Subtract the lower number of successes from the higher number of successes.
- The difference is the number of additional figures that the lower side will remove as casualties.
- When fighting more than one enemy unit the single unit must divide its d6 that are to be rolled between the enemies and apply the results separately.

#### REP

#### MELEE RESOLUTION

*(Looking for successes)*

*Subtract the lower number of successes from the higher number and the lower side loses that many additional figures.*

CIRCUMSTANCE	MODIFIER
Unit is Cavalry	+2d6
Unit is uphill of all enemy	+1d6
Unit is defending fieldworks or wall	+2d6
Each additional figure in contact more than the enemy	+1d6

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### AFTER MELEE

The Man Down Test is taken after melee by the whole unit. Any reference to “others” means other *units*.

*Example – The Indian unit loses three figures in melee and takes the Man Down Test. It passes 1d6 and as there are no other units within 4” it Runs Away.*

### BREAKING OFF MELEE

Not used.

## SETTING UP THE TABLE

We recommend that you set up the table as you like with the pieces you may already have. But if needed you can use the following system to generate terrain for the battlefield.

Divide the table into nine roughly equal sections. See the following illustration that shows the corresponding number for each section of terrain. In this case the board is square but you may be using a rectangle. It doesn't matter just be sure and divide the table into nine equal sections. We usually use a 3x3 foot table.

1	2	3
4	5	6
7	8	9

### PLACING TERRAIN

After you've divided the table into nine sections it's time to see what the terrain will be like. Here's how we do it:

- Start in section one.
- Roll 2d6, add the scores, and consult the Terrain Generator Table to see the type of terrain for that section.
- Do the same until all nine sections have been filled.
- Keep the terrain in section five as rolled.

- Group the remaining terrain types together by moving them into adjacent sections.
- The terrain piece or pieces should be big enough to cover at least 75% of the section.

## 2

### TERRAIN GENERATOR

2d6 added together

#	TYPE OF TERRAIN
2	Rough
3 to 6	Clear
7 or 8	Woods or jungle
9	Clear
10 to 12	Hill

### TERRAIN & SCENERY

This section describes terrain and what effects it may have on your figures. For ideas on terrain and buildings I suggest watching movies of the appropriate genre. The types of terrain are as follows:

#### CLEAR TERRAIN

Clear terrain areas are flat and open. Clear terrain does not provide cover or concealment.

#### WOODED

These are wooded or jungle areas that provide concealment and cover. The whole area inside the boundaries will count as wooded; not just the actual space occupied by the terrain pieces. Wooded areas have the following effects on figures:

- Moving through woods is at normal speed.
- Figures moving in woods count as concealed.
- Figures stationary in woods count as in concealment and in cover.
- Visibility from figure to figure with both inside woods is reduced to 12” in the daytime and 6” at night.
- Those inside and within 1” of the edge of woods *can see and be seen*. Those farther inside from the edge cannot.

#### HILLS

Hills are elevations in the land and can affect the LOS of your characters. Here's how we do it:

- Figures on opposite sides of the high point or crest of the hill have their LOS to each other blocked.

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- Figures within 1" of the crest can see over the hill and will count as in concealment and cover. Those farther back cannot.
- Movement up and down hills is at normal speed.

### ROUGH

Rough areas provide both concealment and cover with broken rocks, bushes, or similar. Here's how we do it:

- Moving through rough area is at normal speed and *fast moving* is not allowed.
- Figures moving in rough areas count as concealed.
- Stationary figures in rough areas count as concealed and in cover.
- Visibility from figure to figure with both inside rough area is reduced to 12" in the daytime and 6" at night.
- Those inside and within 1" of the edge of the rough area *can see and be seen*. Those farther inside from the edge cannot.

### GAMING STREET WARFARE

When fighting in Settlements the best way to play out these battles is start with a 12" wide street for 28mm, 6" for 15mm, with buildings on each side that runs the length of the table. Add to that, as you like.

## BUILDINGS

The type of material that a building is made from determines its Defensive Value or DV. Figures inside or behind a building can be in cover or completely out of sight. Here are building DVs:

- *Grass or similar material* – Made of grass or other organic materials having a DV of 1.
- *Typical frame structure* – Made of wood or lightweight materials providing a DV of 2.
- *Masonry* – Stone or similar material that provides cover and has a DV of 3. Note that ships also count a DV 3 due to their construction.

### BUILDING AREAS

In addition to their DV, each building is also rated as having one or more *areas*. Model buildings (and real ones too!) come in many shapes and sizes. For game purposes each floor is considered a separate area.

## ENTERING AND EXITING BUILDINGS

Figures may enter or exit a building at a reduction of 2" if through a doorway. If doing so through a window that will end their move but they can still shoot.

*Example – Lady Char can move 12" as she passed 1d6 on a Fast Move Test. She moves 6" to the door, subtracts 2" for passing through the door, and continues 4" more.*

## MOVEMENT INSIDE BUILDINGS

Buildings will have the following effects on your figures.

- Movement in buildings is at normal speed.
- Movement between levels whether up or down costs half the move distance.
- Figures moving in buildings count as concealed.
- Figures stationary in buildings are in cover.

*Example – Pirate Hunter Jim Bob Joe starts his turn on the first floor. He becomes active and spends 4" of movement going up to the next floor.*

## ATTACKING BUILDINGS

Buildings may be attacked with fire and explosives. Here's how we do it:

- Starting a fire takes one turn of uninterrupted activation.
- At the start of the following turn before activation dice are rolled the *fire* rolls 3d6 looking for successes.
- The *structure* rolls 1d6 for each point of DV.
- If the *fire* scores more successes than the *structure* reduce the DV of the structure by 1.
- If the *structure* scores equal or more successes than the *fire* the structure has not suffered significant damage.
- If the DV is reduced to 0 or less it has become engulfed in flames and uninhabitable. All inside must vacate.

*Example- Captain Billy sets a hut on fire (DV 1). At the start of the next turn, before activation dice are rolled, Billy rolls 3d6 for the fire. The hut rolls 1d6 for its DV of 1. Billy scores a 1, 2, and 4 while the hut a 2. The fire has scored 1 success more than the hut so the hut's DV is reduced to 0 and all inside must vacate.*

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### CANNON FIRE AND BUILDINGS

Cannon fire at a building works like fire except it will roll 4d6 instead of 3d6 when attempting to score damage. All Any occupants within a 5" blast circle of the spot where the cannon hits will take an Impact 4 Ranged Combat hit. However, the Impact will be reduced by the current DV of the building.

Sometimes a building area may sustain damage reducing its DV to 0, causing it to collapse. If an area that collapses has another area above it, that area will also collapse. All figures in either area will suffer an Impact 4 Ranged Combat hit.

## CAMPAIGNS

Campaigns can be as simple or as detailed as *you* want. Feel free to use as little or as much of the following rules for your campaigns. In this part you will learn how to link your Encounters together into a continuous campaign where the result of one affects the course of the next. Think of it as chapters in a book. A story, your story!

### YOUR ROLE

Your role in the Campaign is as follows:

- To acquire as much wealth, Gold Pieces, that you can so you can Retire (page 105).

## FAME

Word on the high seas spreads pretty fast. The more successful you are the more famous you are. How famous you are is a good barometer of how well you are doing in the campaign. It is also how you, personally, can increase your Rep. Here's how we do it:

- You start with zero Fame.
- You gain and lose Fame by what you do during your Encounters.
- You adjust your Fame up or down after each Encounter.

### TRACKING FAME POINTS

Fame is adjusted after each Encounter and can go up or down. Here are a few things you need to know about Fame:

- Keep a running total of your current Fam.

- You *can* have a negative Fame total.
- When you reach a total of 20 points of Fame, your Rep will increase by one and your current Fame drops to zero.
- When you reach a total of -20 points of Fame, your Rep will decrease by one and your current Fame Points rises to zero.
- Your maximum Rep is unlimited.
- Your minimum Rep is 3.

### ADJUSTING FAME

The greater your success the greater your Fame.

Succeeding will increase your Fame. Here's how we do it:

- **Carousing** – You will gain one point of Fame if you went to a Settlement and allowed the men to Carouse.
- **Escape** – You will gain ten points of Fame if you escape from capture.
- **Prisoner** – You will gain Fame if you took a prisoner worthy of ransom when you collect the Ransom (page, 89). The number is equal to the Rep of the prisoner.
- **Prize** - You will gain Fame for taking a prize. How much? You gain one point of Fame for each point of Size (3, 4, or 5) of the ship (page 65). Gain twice the number of Fame if the prize was a Warship.
- **Raiding** – You will gain Fame Points if you successfully raided a Settlement. How many? Fame equal to the Settlement Activity Level.

Here's how your Fame goes down:

- **Captured** – You will lose ten Fame Points if you were captured.
- **Flee** – You will lose one point of Fame if you Flee a ship Encounter.
- **Plunder** – You will lose one point of Fame if the plunder was not divided this month.
- **Prisoner** – You will lose Fame if you took a prisoner worthy of Ransom and didn't collect or if the prisoner escaped. The number is equal to the Rep of the prisoner.
- **Prize** – You will lose 1/2d6 Fame if you didn't take a prize this month.
- **Ship** – You will lose Fame Points equal to twice your Rep if you lost a ship. Double that if it was your only or flagship.
- **Unsuccessful Raid** – You will lose Fame equal to your Rep if you were unsuccessful in raiding a Settlement.

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## AND A BOTTLE OF RUM!

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*The maximum Fame is 20 (you then increase your Rep) and the minimum is -20 (you then decrease your Rep). Remember that your Fame will fluctuate after each Encounter.*

### PERSONAL LOYALTY

During the campaign how successful you are will influence how loyal your crew will be. We use Personal Loyalty to gauge their *current* feelings towards the Captain.

*You start the Campaign with Personal Loyalty equal to your Rep.*

*Example – Captain Pink has a Rep of 5. That is his current Personal Loyalty.*

There are two times when your Personal Loyalty can be “reset”. Here’s how we do it:

- When you go ashore, disband the crew and divide the plunder your Personal Loyalty returns to your current Rep.
- If your last crew mutinied and you were kicked off your ship you will start at one point lower than your current Rep.

### ADJUSTING PERSONAL LOYALTY

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The greater your success the greater your Personal Loyalty. Succeeding will increase your Personal Loyalty. Here’s how we do it:

- **Prisoner** - Add one to your Personal Loyalty if you took a prisoner worthy of Ransom.
- **Prize** - Add one to your Personal Loyalty for each prize you took that month.
- **Raiding** - Add one to your Personal Loyalty if you successfully raided a Settlement.
- **Ransom** - Add one to your Personal Loyalty if you exchanged a prisoner for ransom.

Here's how your Personal Loyalty goes down:

- **Flee** - Subtract one from your Personal Loyalty if you Fled from an Encounter.
- **Plunder** - Subtract one from your Personal Loyalty if you have not divided the plunder in over 3 months.
- **Prisoner** - Subtract one from your Personal Loyalty if you did not exchange a prisoner under your control for Ransom.

- **Prize** - Subtract one from your Personal Loyalty if you did not take a prize this month.
- **Unsuccessful Raid** - Subtract one from your Personal Loyalty if you led an unsuccessful Raid.

*There are no minimum or maximum Personal Loyalty values and it is possible that your Personal Loyalty can go up and down in the same month.*

### TAKING THE TEST

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The Personal Loyalty Test is taken at the end of each month that the ship is at sea. It is taken by the crew in the following way:

- Go to the Personal Loyalty Table.
- Start with your Personal Loyalty
- Modify the Loyalty for any applicable circumstance.
- Roll 3d6 versus the modified Personal Loyalty.
- Determine how many d6 are passed, consult the Personal Loyalty Table and immediately carry out the results.



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### 3

#### PERSONAL LOYALTY

(Taken versus Personal Loyalty)

CIRCUMSTANCE	MODIFIER
Rep 5 Cook onboard.	+1
Rep 3 Cook onboard.	-1
If you choose to reduce your current Fame by 5	+1d6

# OF D6 PASSED	RESULTS
3	<b>Enthusiastic support!</b> Morale aboard ship is great!
2	<b>Things are going well!</b> Morale aboard ship is high!
1	<b>You hear the mutterings!</b> The crew isn't happy and your Personal Loyalty is reduced by one. Maybe it's time to go ashore and divide the plunder?
0	<b>Mutiny!</b> The crew has had enough of your ineptitude and decides to kick you off the ship. Roll 1d6 versus your Rep: <ul style="list-style-type: none"> <li>Pass 1d6: They maroon you on a deserted island with a bottle of rum, a week's rations, a pistol and one shot.</li> <li>Pass 0d6: They make you walk the plank!</li> </ul> <i>In either case it's time to Cheat Death!</i>

### CAPTAIN'S LOYALTY

There may come a time when you have more than one ship under your command (page 67). When this occurs every Captain under your command will also take the Captain's Personal Loyalty Test. Here's how we do it:

- Go to the Captain's Personal Loyalty Table.
- Start with your Personal Loyalty. There are no modifiers used on this test.
- Roll 3d6 versus the modified Personal Loyalty.
- Determine how many d6 are passed, consult the Captain's Personal Loyalty Table and immediately carry out the results.

### 3

#### CAPTAIN'S PERSONAL LOYALTY

(Taken versus Personal Loyalty)

# OF D6 PASSED	RESULTS
3	<b>Enthusiastic support!</b> All's well and the Captains remain part of your fleet.
2	<b>Things are going well, but...</b> <ul style="list-style-type: none"> <li>Any Captain with a Rep equal or higher than yours decides to go off on his own. He leaves at night taking his ship and 20% of the fleet's loot.</li> <li>All others remain with the fleet.</li> </ul>
1	<b>What!?</b> <ul style="list-style-type: none"> <li>Any Captain with a Rep equal or higher to yours decides to go off on his own. He leaves at night taking his ship and 20% of the fleet's loot.</li> <li>The remaining Captain with the highest Rep (rolled randomly if needed), leaves at night taking his ship and 20% of the fleet's booty.</li> <li>All others remain with the fleet.</li> </ul>
0	<b>Who needs them!</b> You wake up in the morning and they're gone. All of them are gone and each took 20% of the fleet's booty, up to 80% total.

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## AND A BOTTLE OF RUM!

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### TIME IN THE CAMPAIGN

Time in “*And a Bottle of Rum*” is easy to track and done in monthly turns.

### TURN SEQUENCE

The game begins in January 1660 somewhere in the Caribbean or Lemuria if you choose. Each turn is equal to one month real time.

- Determine where you are at on the Area Map.
- Roll 2d6.
- If “doubles” are rolled a Random Event has occurred. Resolve the Event.
- Make your Area Movement.
- You can choose to have an Encounter (page 50) or not.
- After each Encounter check to see if anyone in your crew, including you, increases or decreases their Rep (page 36).
- After each Encounter adjust your Fame (page 36).
- After each Encounter adjust your Personal Loyalty (page 37).
- At the end of each month your crew takes the Personal Loyalty Test (page 38).
- If needed your Captains take a Captain’s Personal Loyalty Test (page 38).

### AREA MOVEMENT

Area Movement happens once a month after rolling for a Random Event. Here’s how we do it:

- *If you start the month onboard a ship* you can move to one adjacent Area, remain at sea in the Area you are in, or go ashore.
- *If you start the month onshore* you can remain onshore or board a ship, but remain in the Area.

### DAY PARTS

Encounters can occur at any time of the day. We use the following Day Parts in “*And a Bottle of Rum!*” to divide the day. For ease of play and storytelling we’ve added some arbitrary times for reference.

- **Morning** – The early part of the day after the sun has risen.
- **Daytime** – From the mid-day until the sun sets.
- **Night** – From when after the sun sets until it rises in the Morning.

### DAY PARTS AND VISIBILITY

Visibility may be affected by the Day Part. Here’s how we do it:

- **Night** – Vision reduced to 6” and increase to 12” if there is a full moon (1). This is also used when establishing an LOS to and from a PEF.

### WHAT DAY PART AND WHEN?

For Encounters the player will choose the Day Part.

For Random Events roll 1d6.

- 1 = Night.
- 2 = Morning.
- 3 = Morning
- 4 = Daytime.
- 5 = Daytime.
- 6 = Daytime.

### VARIABLE DAY PARTS

During an Encounter it is possible for the Day Part to move forward. Here’s how we do it:

- Each time the activation dice come up double ones the Day Part moves one Day Part forward. Morning becomes Daytime, Daytime becomes Night, etc. BTW – You also generated a PEF!
- The only restriction is that there may only be one of each type of Day Part. For example if you start an Encounter in the Morning you cannot have a second Morning Day Part in the same day.
- Players should keep in mind that when in a Settlement there are closing hours. If in a

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business, after the Defining Moment (page 51) your characters may have to leave.

### ITEMS

We believe the *game play is the thing and bookkeeping is a chore*. Enter the use of *Items*.

Items are how we track what a character has, loses, gains, etc. during their campaign. What's an Item?

*Items are anything that the character can use at any time during the game.*

Here are examples of various Items.

- A weapon.
- A horse.
- A house.
- A round of drinks.

*An Item can be anything that you want.*

*"Hey, what if I want a weapon to count +3d6 in melee? Or maybe even an automatic hit?" Go ahead; it's your game so you can make it as easy or as hard for yourself as you like. But you won't break the game. Trust us, just play the game and you'll see.*

### LIST OF ITEMS

Any list of Items included in "*And a Bottle of Rum!*" would be incomplete so just defer to the real world or in this case, the Age of Piracy. Here's how we do it:

- Decide what the Item is.
- Decide how it works and apply it in game terms.
- That's it.

### HOW DO YOU GET ITEMS?

You get Items in a variety of ways. They are:

- **At the start of the campaign** each Star receives *two Items per point of its Rep*. So if you start as a Rep 4 Star you will start with eight Items. *Ships cannot be gained in this manner.*
- **You can find Items or take them** from characters while on an Encounter.

- **You can Barter** (page 42) for Items from other characters. *Ships cannot be gained in this manner.*
- **You can receive Items as wages or gifts** from other characters.

I'm sure by now some of you resourceful players are thinking of ways to bend the rules to your benefit. Good for you! Because the life expectancy in "*And a Bottle of Rum!*" can be pretty short, so enjoy it while you can. Hey, did we mention that *the game play is the thing*?

### HOW DO YOU LOSE ITEMS?

Easy come easy go, here's how you lose Items.

- Someone takes them from you during an Encounter. Usually when you are Out of the Fight.
- Someone robs you (page 54).
- You give them freely to another character, like drinks (which counts as an Item BTW) when taking a Challenge.
- You lose what you have with you when you Cheat Death (page 5).
- Or the big one...*you get killed.*

### WHAT CAN I CARRY?

How many Items can a character carry? That depends on the Item. Items are either used with one hand or two hands.

- Items used with one hand counts as one Item for carrying purposes.
- Items used with two hands count as two Items for carrying purposes.
- Up to 5 Gold Pieces will count as 1 Item for carrying purposes.

Characters can carry twice their Rep in Items with the following notes:

- Clothing does not count against carrying the limits.
- Packs or bags can hold Items equal to twice the character's Rep. The pack or bag itself will count as two Items instead of the actual number of Items kept inside.

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*Example –Sooze is a Rep 4 Pirate. She has a bag that can carry up to 8 Items. The bag will count as 2 Items for carrying purposes.*

- If the Item can carry you, such as a horse, it does not count against the number of Items you can carry. This type of Item can carry a lot of other Items. How many is for you to decide. Just remember that if you lose your horse you lose the Items that were on it. FYI – I use one pack on a mount that my character is riding and two on a pack horse.

Over time you can acquire as many Items as you want but you cannot carry them all so choose your Items wisely before each Encounter. If you are not carrying them then they are assumed to be safe at home, wherever that is.

### CONSEQUENCES OF GREED

With nothing to stop you but your conscience a player can take and take and take as much stuff as he can get his hands on. But keep in mind that Greed is one of the Seven Deadly Sins. Trying to carry too much can be dangerous. What's too much?

- A character may carry twice his Rep in Items without any penalties.
- A character may carry up to three times his Rep but will only roll 1d6 when attempting to fast move.
- A character carrying more than three times his Rep is restricted to his normal movement and cannot fast move.

That's it, short and sweet.

*Example – Captain Billy is carrying two Pistols (2 Items), a Sword (1 Item), a Knife (1 Item) and a bottle of rum (1 Item). He is carrying 5 Items. As he is a Rep 4 he has no movement penalties.*

## GOLD PIECES

For ease of play everything converts into Gold Pieces when you buy and sell Cargo, ship or Items. When you divide the plunder all items are converted into Gold Pieces. Be sure to keep track of and keep separate the Captain's personal wealth from the current plunder.

Don't worry too much about how free and easy we use Gold Pieces. I prefer a loose and fast system over tedious book keeping where each Item must have a value placed on it.

## STARTING GOLD PIECES

Your Star Captain begins with 500 Gold Pieces. Your day to day stuff and needs are taken care of by the game so your Gold Pieces are used for the following things:

- Buying a ship.
- Buying a round of drinks.
- Paying crew members each month when they are in port to retain them for the next cruise.
- Bribes.
- Ransoms (page 89).
- Whatever you can come up with.

## FINDING ITEMS

Items can be found all over the area but not all Items can be found everywhere. This is often tied into the purpose of the building you visit. Weapons can be found at a Blacksmith but not at a Tavern. Just use common sense and the gaining of these Items may make for a great Encounter.

## STOCKPILING ITEMS

As players advance in the campaign it is important to keep track of whatever Items they find during their Encounters. Be sure to track this in your Character Journal. As you can only carry so many Items (page 41) at one time you will need to list the Items that you will have on you before the Encounter begins.

Character Journal? I use a notebook for this and even 3x5 cards will work. Just use what's best for you. Check out the Step by Step Star section (page 3) for ideas of what you should track.

## ITEMS FROM OTHERS

*Items can also be found with other characters. You can Barter for them or take them. How you get it from them is up to you.*

After a fight occurs you may find yourself with the upper hand over another character whether a Player or Non-Player Character (NPC). There may be a chance that you can recover valuable Items from that character. Here's how we do it:

- You can take any clothing he might be wearing.
- You can take any Item you have seen him using during the Encounter or if he has it pre-generated.

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- Start with the Rep of the character. Roll 1d6 and subtract the result from the Rep. This is the number of Gold Pieces the character is carrying. Any negative number means he was carrying zero.

### BARTERING

Whenever characters meet there is a chance that they can barter for Items. Bartering can take place between characters anywhere and at any time. Here's how we do it:

- Declare your intent to barter with the character.
- Take a Challenge.
- If you pass 2d6 you can barter with the opposing character at a one for one ratio.
- If you pass 1d6 you can barter with the opposing character but at a two for one ratio
- If you pass 0d6 you cannot barter with the opposing character.

In addition:

- Each store or character can be bartered with only once per Encounter by the group.

### WHAT'S AVAILABLE

What Items can be bartered for will usually be everyday Items, on the figure, or scenario driven.

### MAXIMUM NUMBER OF ITEMS

The maximum number of Items that a character may barter for is as follows:

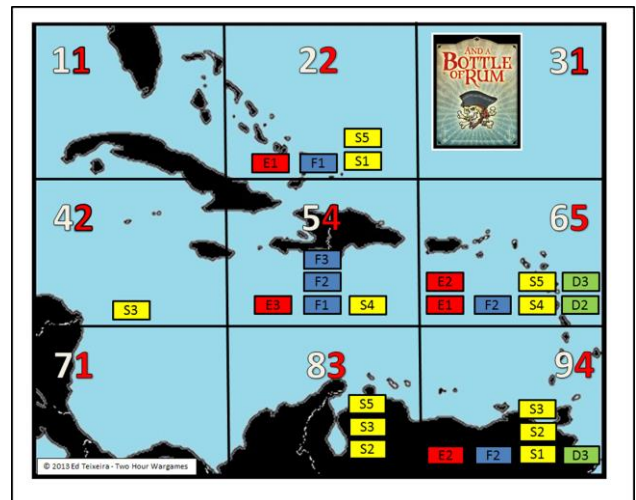
- From another character – 1/2d6.
- From a Settlement – Equal to the Settlement Activity Level.

## CAMPAIGN AREA

In “*And a Bottle of Rum*” we provide two Campaign Areas for you to adventure in. The first is the Caribbean of the 1600's, the Golden Age of Pirates. The second is Lemuria, where your adventures are only limited by your imagination. The rules found here will apply to both Campaign Areas so let's get started.

### CAMPAIGN AREA MAP

The Caribbean Campaign Area is divided into nine separate areas, labeled 1 to 9. Here's a picture of the Campaign Area, a larger one can be found in the rear of the book.



### EXPLAINING THE CAMPAIGN AREA MAP

The map was made to provide as much info as possible with as little book keeping as possible. Here's what you will find:

- Area Designator** – The large white number inside the Area is used to designate the Area. The upper left hand Area of the map is “1”.
- Area Activity Levels (AAL)** – The large red number next to the white number is the Area Activity Level.
- Settlement Activity Level (SAL)** – At the bottom of the Area there may be one or more rectangles. These are the Settlement Activity Levels of the Settlements that can be visited in that Area. From left to right is the information for the English (E), French (F), Spanish (S) and Dutch (D). This represents one or more Settlements of that type in the Area.

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*Example – In Area 6 you can visit 2 English, 1 French, 2 Spanish and 2 Dutch Settlements with Settlement Activity Levels ranging from 1 to 5.*

*We have purposely chosen not to clutter the map with names of cities which would require the player to refer to the rules book to see the SAL of each city.*

### AREA ACTIVITY LEVEL

The Area Activity Level (AAL) is a number from 1 to 5 that reflects the amount of contact you could have in that area. The higher the number the greater chance of contacting something.

### SETTLEMENT ACTIVITY LEVEL

The Settlement Activity Level (SAL) is a number from 1 to 5 that reflects the amount of contact you could have in that Settlement. The higher the number the greater chance of contacting something.

## SETTLEMENTS

Players may choose to visit Settlements during the game. For simplicity we only track two things for each Settlement. They are:

- Who owns it?
- What is its Settlement Activity Level?

### WHO OWNS IT?

Settlements are owned by the Dutch (D), English (E), French (F), or Spanish (S). To find out who owns the Settlement refer to the Campaign Area Map.

*Example – Captain Billy, an Englishman, decides he needs to visit a Settlement this month. Billy begins his move in Area 5. He can visit one English (SAL 3), three French (SAL 1, 2 or 3) or one Spanish (SAL 4) Settlement. As Billy has been making a living off of the Spanish and England and France is at war, he chooses to visit the English Settlement.*

## THE WATCH

Settlements with a Settlement Activity Level of 3 or greater will have an organized Settlement Watch. If a disturbance occurs in the settlement the Watch will respond to restore order, arresting suspects if necessary. The Watch will only be encountered when in a Settlement.

### CALLING THE WATCH

When shots are fired or a fight breaks out, with or without weapons, the Settlement Watch will be called out. Here's how it's done:

- The call is made at the start of the turn after shots have been fired or a fight breaks out.
- Starting with the turn *after the call has been made* add a different colored 1d6 to the activation dice. This represents the Watch.
- Roll all activation dice with doubles only applying to the sides that are currently on the table.
- Add the score of the Watch activation d6 to the SAL of the settlement and consult the Watch Arrival Table.
- Adjust the total by any applicable circumstance.
- Read the modified total on the Watch Arrival Table.

<b>1</b>	<b>WATCH ARRIVAL</b>
<i>(Read the results as rolled)</i>	

CIRCUMSTANCE	MODIFIER
Each turn the Watch has been called.	+1

#	RESULT
9 or less	The Watch has not arrived.
10 or more	The Watch will arrive when next Active counting a Rep of 4.

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### HOW MANY?

On the turn that the Watch arrive we must see how many have arrived. Here's how it's done:

- Roll 1d6 consult the Watch Table using the appropriate Settlement Activity Level.

<b>1</b>	<b>WATCH</b>
<i>(Read result as rolled)</i>	

#	SAL 3	SAL 4	SAL 5
1	1	3	5
2	2	4	6
3	3	5	7
4	4	6	8
5	5	7	9
6	6	8	10

### WHO ARE THEY?

The Watch is composed of experienced fellows that will not hesitate to use force. Here's what they look like:

- When there are three or more members of the Watch they will be led by a Rep 5 Captain armed with a Pistol and Sword.
- The rest of the watch will be Rep 4 and armed with Muskets (1-3) or Two Hand Weapons.

### WHERE ARRIVE

The Watch will arrive through the front door of a building or on a random table edge if the disturbance is outside.

### BREAK IT UP!

If the disturbance is non-violent, did not include the use of weapons, and no one was Out of the Fight or worse the watch will simply disperse the crowd. Peace is restored and the Encounter can continue.

If weapons were used, or a result of Out of the Fight or worse occurred, the Watch will draw weapons and confront all involved.

An In Sight Test is immediately taken.

### TO COOPERATE OR NOT

When the Watch is allowed to act during its In Sight it will behave as follows:

- It will demand that the characters involved drop weapons and surrender.

- Players have the option to obey or not.
- Non-criminal NPCs will surrender.
- Criminals will attempt to Flee as if failing a Charge Into Melee Test.

### RESISTING ARREST

There are three ways to resist arrest.

- You can try and exit the table.
- You can Charge into Melee.
- You can fire a weapon.

### CONSEQUENCES

Any characters that escape off the table will now be placed on the List. This is a List of characters wanted by the Watch of this Settlement. When Carousing and doubles are rolled the Watch has been called in and will attempt to arrest you.

### JAIL TIME

Once you are arrested or if you surrender you will be hauled to the Settlement jail for sentencing.

### YOUR DAY IN COURT

If you are arrested or surrender you will go before the judge and he will hear your case. *Each crime is judged separately but at the same time.*

Here's a list of punishable offenses.

<b>X</b>	<b>CRIMES</b>
TYPE	LEVEL
Bodily Harm	3
Disturbing the Peace	1
Endangerment	2
Kidnapping	4
Murder	6
Piracy	5
Resisting Arrest	3
Robbery	3
Smuggling	3
Stealing	2

**Type:** This column tells you the type of crime.

**Level:** This is the degree of severity of the crime with the higher the number the worse the crime.



## AND A BOTTLE OF RUM!

### EXPLAINING THE CRIMES

In this section we provide a quick overview of what the nature of the crime is. It is up to the player to categorize criminal actions into the correct crime.

- **Bodily Harm:** Causing a result of Out of the Fight is Bodily Harm.
- **Disturbing the Peace:** Very broadly defined but includes general rowdiness or whatever the responding Watch decide it is. It's kind of a catch all crime and often piled on to other crimes.
- **Endangerment:** Pointing a weapon or drawing a sword or similar is Endangerment.
- **Kidnapping:** Kidnapping includes illegal captivity or forced employment as well. Snatch someone and hold them against their will and you'll face kidnapping charges.
- **Murder:** Causing an Obviously Dead result is Murder. Trying to kill someone and failing is attempted Murder and a Level 5 crime.
- **Piracy:** The act of raiding national Merchant ships
- **Resisting Arrest:** Not cooperating with the Watch is Resisting Arrest.
- **Robbery:** Using force or the threat of force to steal something from a character.
- **Smuggling:** Trying to sell or buy Cargo in a Hostile Settlement is Smuggling.
- **Stealing:** This one is pretty self-explanatory. Take something that doesn't belong to you from somewhere and it's considered to be stealing. Take it from someone and that's Robbery.

### MULTIPLE CHARGES

If a character commits multiple crimes the highest Level crime is used with the Level increasing by one for each additional crime.

*Example – Jim Bob Joe attempts to rob someone and causes them to go Out of the Fight. Jim Bob Joe committed Robbery (Level 3), Endangerment (Level 2) and Bodily Harm (Level 3). He is charged with Robbery, Level 5.*

### OPPOSITES

If you are an Opposite (page 49) the court will frown upon you. When rolling for your Day in Court count a +3 modifier.

### YOUR DAY IN COURT

The case has been built and you appear in front of the judge. Here's how we do it:

- Roll 1d6 and add the result to the Level of crimes you are charged with.
- If the result is 4 or less you must pay a fine of one Gold Piece.
- If the result is from 5 to 8 you are thrown into jail for one month.
- If the result is 9 or more and the crime included Murder, attempted Murder, or Piracy you are sentenced to hang. You may attempt to Escape (page 100).
- If the result is 9 or more but the crime did not include Murder or attempted Murder you will go to jail for 3+1/2d6 months. You may attempt to Escape (page 100).

### MILITIAS

Settlements will be defended by a militia composed of citizens. The militia will use the Townsfolk QRS, *not* the Military one.

The militia must be defeated before the Settlement can be sacked. The militia is determined in the following way:

- Roll 1d6.
- Modify the score by any applicable circumstances.
- Consult the Militia/Garrison Table to determine the size of the Militia.

1 MILITIA/GARRISON	
<i>(Read the result as rolled)</i>	
CIRCUMSTANCE	MODIFIER
Each point of Settlement Activity Level	+1
RESULTS	
The Settlement will have 10 figures x the modified total.	

## AND A BOTTLE OF RUM!

*Example- Captain Billy chooses to attack a Spanish SAL 2 Settlement. I roll 1d6 and score a 5. I add 2 for the SAL and have a modified total of 7. There are 70 militia figures in the Settlement.*

*In addition to the militia some Settlements may also have forts.*

### FORTS

Settlements with a SAL of 4 or 5 will also have a fort in addition to its militia. The fort will have a garrison of Soldiers that use the Military QRS. The garrison must be defeated before the Settlement can be sacked. *The garrison is determined in the same way as determining militia.*

### TOO MANY FIGURES

Usually when attacking a Settlement there will be a good sized force defending it. If you do not have or want to use that many figures just reduce the number on both side by half, or even more. It doesn't matter as long as the percentage reduced is the same on both sides.

### SACKING SETTLEMENTS

After you have defeated the Militia and Soldiers in a Big Land Battle you can sack the Settlement and gain loot. Here's how we do it:

- Start with the SAL of the Settlement.
- Multiply the SAL of the Settlement by 5000 to arrive at the value of the loot in Base Gold Pieces.
- Roll 2d6 of different colors. Nominate one as positive and one as negative.
- Subtract the smaller from the larger. This will be a positive or negative result.
- Multiply this number by 10%.
- Multiply this times the original number of Gold Pieces to arrive at the final Gold Pieces.

*Example – Captain Pink and his fleet have just defeated the defenders of a SAL 3 Spanish Settlement in a Big Land Battle. The Base Gold Pieces would be 3 x 5000 or 15,000 Gold Pieces. He now rolls a white (positive) and red (negative) d6 and scores a positive 4 and negative 2. The difference is, multiplied by 10%, gives a positive 20%. This is multiplied times the Base Gold Pieces of 15,000 for a new total of 18,000 Gold Pieces.*

## PEFs

PEF stands for Possible Enemy Force. We use PEFs to limit the intelligence the player has prior and during the game. By using PEFs we create a sense of uncertainty as to the size of the enemy force, its composition and location. Heck a PEF could even be just a case of nerves! *PEFs are used in every Land Encounter.*

### GENERATING PEFs

There are two ways to generate PEFs. The first is at the start of the Encounter. Here's how we do it:

- After the terrain has been set up into nine sections, forces generated, and the player side has *entered or been placed on the table* it's time to generate the PEFs.
- Roll 1d6. The score indicates which numbered section of the table could contain a Possible Enemy Force or (PEF).
- Place an enemy figure of any type or PEF marker in this section of the table to represent the possible PEF.
- If a terrain feature could block the LOS from your force to the PEF be sure to place the PEF in a manner that does so.
- If no such feature is present then place the PEF in the center of that section.
- Repeat this process until you have three PEFs placed on the table. It is possible to have more than one PEF in the same section.

### GENERATING PEFs DURING THE ENCOUNTER

The second way to generate PEFs is during the Encounter. Here's how we do it:

- When rolling for Activation and "doubles" come up, you may have generated a new PEF.
- If the "doubles" are equal or lower than the AAL or SAL a PEF has been generated. Place it normally, even if this puts it in the same section as the player characters.
- If the "doubles" are higher than the AAL or SAL no PEF has been generated, just re-roll the dice and continue on normally.

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### PEF REP

Just like characters have Reputation, so do PEFs. All PEF's have a Rep of 4 until they are resolved.

### PEF MOVEMENT

PEFs move just like they were actual figures based on their Rep. Here's how we do it:

- When the opposing side activates start with the PEF that is closest to any player group.
- Roll 2d6 versus the PEF Rep of 4.
- Determine how many d6 are passed.
- Consult the PEF Movement Table and carry out the results. PEFs will move the full distance, do not suffer terrain movement penalties, and will, end their move in terrain, counting cover, when being resolved.
- If the PEF must be resolved it is done prior to moving the next PEF.
- When the PEF has finished its movement go on to the next PEF that is closest to any player group.
- Continue until all PEFs have had a chance to move.

<b>2</b>	<b>PEF MOVEMENT</b>
<i>(Taken versus Rep of PEF)</i>	

CIRCUMSTANCE	MODIFIER
If inside a building	-1 to Rep

#D6 PASSED	RESULT
2	PEF moves 1 section directly towards nearest enemy through cover at all times.
1	PEF doesn't move.
0	PEF moves 1 section away from the enemy through cover at all times. PEF at table's edge will not move.

### RESOLVING PEFs

Here's how we resolve PEFs:

- The PEF is active and moves into LOS of a player group *or* an active player group moves into LOS of the PEF. In either case this will trigger PEF Resolution. *Note that the LOS only applies if both are in the same section!*
- Roll 2d6 versus the current Area Activity Level. If playing a Raid: Attack *inside* a Settlement use the SAL instead.
- Determine how many d6 are passed.
- Consult the PEF Resolution Table and immediately carry out the results.

<b>2</b>	<b>PEF RESOLUTION</b>
<i>(Taken versus the AAL or SAL)</i>	

CIRCUMSTANCE	RESULT
If Carousing, doubles came up and equal to the AAL or SAL	<i>You have found a Treasure Map!</i>

#D6 PASSED	RESULT
2	<i>You have contacted other characters! Go to the Friend or Foe Table.</i>
1	<i>Something's out there! Increase the AAL or SAL by one for the remainder of the Encounter.</i>
0	<i>Your mind's playing tricks on you! There's nothing there.</i>

<b>2</b>	<b>FRIEND OR FOE</b>
<i>(Taken versus the AAL or SAL)</i>	

CIRCUMSTANCE	MODIFIER
If in a Friendly Area	-1d6
If in an Enemy held area	+1d6

#D6 PASSED	RESULT
2	<i>You have met Enemies. Go to the What Are They Table.</i>
1	<i>You have met Neutrals. Go to the What Are They Table.</i>
0	<i>You have met Friendlies. Go to the What Are They Table.</i>

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### 2 WHAT ARE THEY? – NEUTRAL

*(Add the scores together)*

CIRCUMSTANCE	MODIFIER
Each Point of AAL	+1

#	OUTSIDE A SETTLEMENT	INSIDE A SETTLEMENT
2	Indians	Pirates
3	Indians	Pirates
4	Indians	Pirates <sup>(1)</sup>
5	Pirates <sup>(1)</sup>	Townsfolk
6	Pirates	Merchants
7	Soldiers <sup>(2)</sup>	Soldiers <sup>(2)</sup>
8	Soldiers <sup>(2)</sup>	Townsfolk
9	Townsfolk	Townsfolk
10	Merchants	Merchants
11	Nobles	Nobles

*(1) If playing a Pirate then substitute Pirate Hunters.*

*(2) Will be from the nearest Settlement.*

### 2 WHAT ARE THEY? – ENEMY

*(Add the scores together)*

CIRCUMSTANCE	MODIFIER
Each Point of AAL	+1

#	OUTSIDE A SETTLEMENT	INSIDE A SETTLEMENT
2	Indians	Pirates
3	Indians	Pirates <sup>(1)</sup>
4	Pirates <sup>(1)</sup>	Pirates
5	Pirates	Townsfolk
6	Soldiers <sup>(2)</sup>	Merchants
7	Townsfolk	Soldiers <sup>(2)</sup>
8	Townsfolk	Townsfolk
9	Townsfolk	Townsfolk
10	Merchants	Merchants
11	Nobles	Nobles

*(1) If playing a Pirate then substitute Pirate Hunters.*

*(2) Will be from the nearest Settlement.*

### 2 WHAT ARE THEY? – FRIENDLIES

*(Add the scores together)*

CIRCUMSTANCE	MODIFIER
Each Point of AAL	+1

#	OUTSIDE A SETTLEMENT	INSIDE A SETTLEMENT
2	Indians	Pirates <sup>(1)</sup>
3	Indians	Pirates <sup>(1)</sup>
4	Pirates <sup>(1)</sup>	Pirates <sup>(1)</sup>
5	Pirates <sup>(1)</sup>	Townsfolk
6	Soldiers <sup>(2)</sup>	Merchants
7	Townsfolk	Soldiers <sup>(2)</sup>
8	Townsfolk	Townsfolk
9	Townsfolk	Townsfolk
10	Merchants	Merchants
11	Nobles	Nobles

*(1) If playing a Pirate Hunter then substitute Pirate Hunters.*

*(2) Will be from the nearest Settlement.*

### LOADING UP PEFs

Here's a little trick I use for my games. Instead of relying on the tables to randomly generate your PEFs *load* them yourself.

This means before you play create your PEFs. Maybe pick three or four Townsfolk to form a recurring band of robbers for your adventures. Or create a NPC Star that can help or hinder your band. You can even use your band as a PEF and play the Encounter from the NPC point of view until they contact your Player PEF.

Whatever you do, take the time to retain the information you generate to use in future games. Maybe that's not the same group of Merchant ships that you ran into two Encounters ago but if you need a group you have one ready.

*Any work you do before your games will help make your games run smoother and easier.*

## AND A BOTTLE OF RUM!

### NPCs - HOW MANY?

You've resolved a PEF as Non-Player characters of a certain type but now the question is; how many of them are there? Here's how we do it:

- Start with a number of opponents equal to the party size. If you have five figures then start with five.
- Roll 1d6.
- If the die score is an odd number then convert it into a 1/2d6 result and subtract it from the starting number.
- If the die score is an even number then convert it into a 1/2d6 result and add it to the starting number.
- You can never have less than one opponent.

*Example – Captain Billy and three of his crew are carousing in town when they resolve a PEF as Merchants. Billy rolls 1d6 and scores a 5. This means the result is converted into a 1/2d6 result (3) and because it was an odd roll, this is subtracted from his party of four. This results in Captain Billy meeting one Merchant. What happens next?*

### WHAT HAPPENS NOW

Now that you know what you have met and how many; what happens next? Here's how we do it:

#### IF YOU RUN INTO ENEMY

Both sides take the In Sight Test and the fight begins.

#### IF YOU RUN INTO FRIENDLIES

You can choose to Recruit them (page 68) or you could join them (1-2). In either case you exchange pleasantries and information. *You can choose to count the Area Activity Level or Settlement Activity Level one lower or higher, for the remainder of this Encounter.*

#### IF YOU RUN INTO NEUTRALS

When you meet Neutrals things can get a bit dicey. Here's how we do it:

- Move all the figures to within 3" and LOS of each other if possible but no more than 6" apart. Place each leader across from its counterpart. No figures are allowed to use cover unless all figures of both sides choose to use cover.
- Immediately take a Challenge Test counting any applicable circumstances.

- If successful you exchange pleasantries and information. *You can choose to count the Area Activity Level or Settlement Activity Level one lower or higher, for the remainder of this Encounter.*
- If you fail then they have become Enemies. Both sides immediately taking the In Sight Test with neither side counting as active.

### OPPOSITES

Some Classes or Nationalities are considered to be the *opposites* of each other and this may affect how they interact. Here's the list of *opposites*:

X OPPOSITES	
IF YOU ARE...	YOUR OPPOSITE IS...
Indian	Townfolk
Merchant	Noble
Military	Privateer
Noble	Merchant
Pirate	Pirate Hunter
Pirate Hunter	Pirate
Privateer	Military
Townfolk	Indian
At war	The enemy

### How NPCs MOVE

When PEFs are first deployed they will move according to the PEF Movement Table.

When PEFs are resolved and figures placed on the table these Non-Player figures use the NP Movement Table when they activate. If playing against another person this table is not used. Here's how we do it:

- Start with the group closes to any player group and work towards the group farthest away.
- Start with 2d6.
- Modify the number of d6 by any applicable circumstances.
- Roll the modified number of d6 versus the Rep of the group's Leader.
- Determine how many d6 were passed.
- Consult the NP Movement Table and immediately carry out the results.

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### 2 NP MOVEMENT (Taken versus NPC leader Rep)

#D6 PASSED	RESULT
2	<p><b>NPCs outnumber by 2 to 1 or more:</b></p> <ul style="list-style-type: none"> <li><b>Loaded ranged weapons</b> will fire.</li> <li><b>Others</b> will Charge into Melee. If cannot will move towards the nearest enemy group staying in cover if available.</li> </ul> <p><b>NPCs outnumbered by 2 to 1 or more:</b></p> <ul style="list-style-type: none"> <li><b>Ranged weapons</b> will fire or reload.</li> <li><b>Others</b> will remain in place.</li> </ul> <p><b>Otherwise:</b></p> <ul style="list-style-type: none"> <li><b>Ranged weapons</b> will fire/reload.</li> <li><b>Others</b> will Charge into Melee. If cannot will move towards the nearest enemy group staying in cover if available.</li> </ul>
1	<p><b>NPCs outnumber by 2 to 1 or more:</b></p> <ul style="list-style-type: none"> <li><b>Ranged weapons</b> will fire/reload.</li> <li><b>Others</b> will Charge into Melee. If cannot will move towards the nearest enemy group staying in cover if available.</li> </ul> <p><b>NPCs outnumbered by 2 to 1 or more:</b></p> <ul style="list-style-type: none"> <li><b>All</b> will move away one normal move ending in cover.</li> </ul> <p><b>Otherwise:</b></p> <ul style="list-style-type: none"> <li><b>All</b> will remain in, or move to closest, cover.</li> </ul>
0	<p><b>NPCs outnumber by 2 to 1 or more:</b></p> <ul style="list-style-type: none"> <li><b>Ranged weapons</b> will fire or reload.</li> <li><b>Others</b> will remain in place.</li> </ul> <p><b>NPCs outnumbered by 2 to 1 or more:</b></p> <ul style="list-style-type: none"> <li><b>All</b> will Run Away.</li> </ul> <p><b>Otherwise:</b></p> <ul style="list-style-type: none"> <li><b>All</b> will Run Away.</li> </ul>

*Example – Activation dice are rolled and the NPCs activates first with a score of 4. This means that only their groups with a Rep 4 or higher Leader can activate. The closest group to my group goes first.*

*It has a Rep 5 leader so can activate. It outnumbers my group by 3:1. I roll 2d6 versus the enemy leader Rep of 5 and score a 2 and 3, passing 2d6.*

*The group has two musket armed Pirates and three with swords only. The loaded musket armed Pirates fire there weapons, the other Pirates Charge into Melee as they are within reach.*

## ENCOUNTERS ON LAND

Your games in “And a Bottle of Rum!” are called Encounters. Regardless of the type of Encounter you have it will never play out the way you expect it to because most of the time you will only have a vague idea of what to expect.

Players are allowed to have one Encounter per month. Encounters will occur in the time and place of the player’s choosing. Here are the three Land Encounters found in “And a Bottle of Rum.

- Carousing (page 51).
- Raid: Attack (page 55).
- Trading (page 56).

## PRESENTATION

Although they may be different from each other Encounters are always presented in the same form.

- **Encounter Name** - This tells you the type of Encounter and provides a brief description.
- **Objective** - This tells you how to be successful.
- **Forces** - This tells you the forces involved.
- **Terrain** - This outlines the terrain of the table.
- **Deployment** - This tells you where the forces and PEFs are placed.
- **Special Instructions** - This is information that is not covered in the other sections.

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### CAROUSING

In this Encounter the player is relaxing and carousing with other folks. How the player interacts with these people is what Carousing is all about.

Carousing is used for Bartering (page 42) and Recruiting and a catch all for whatever adventures you may want to have.

Carousing is an Encounter and is usually done in a Settlement but could take place in a camp or ship.

#### OBJECTIVE:

- You may be able to Barter, Recruit or maybe just hang out and see what happens.
- You cannot fail or succeed on this Encounter unless you have combat.
- The Encounter continues until you decide to leave or are knocked Out of the Fight.

#### FORCES

- You may take band members or crew with you as long as the total, including yourself, does not exceed your Rep.
- NPCs will be generated normally (page 47). You will only meet Nationals of the Settlement Nation or Neutrals of another Nation. If Enemies are met they will still be of the Settlement Nation.

#### TERRAIN

- Generate terrain as you normally would (page 34).
- Since this is a Settlement set up the buildings as desired. We recommend each section to have one building per point of SAL.
- The whole Encounter can take place inside one building if desired. If doing so the building can be divided into multiple sections for multiple Defining Moments (page 51).
- If you desire this can take place in a camp (use tents) or onboard a ship (use decks).

#### DEPLOYMENT

- PEFs are placed on the table normally (page 46).
- Your group will enter through sections 7, 8, or 9.

#### SPECIAL INSTRUCTIONS

- The player must decide in which Day Part and where he is Carousing.
- Establish the Settlement Activity Level (page 42).
- Generate PEFs normally (page 46).
- Resolve PEFs as needed (page 47).
- The first time a character enters a building the Defining Moment (page 51) is used.
- Use the NPC Movement Table (page 50) when needed.

#### DEFINING MOMENT

Here's a rule that you will use a lot when *carousing* and to a lesser extent with other Encounters. It's called the *Defining Moment*. Here's how we do it:

- When one or more of your characters enters a building for the *first time* this will be the one Defining Moment of the visit for that Day Part. This may result in contact with a Friendly, Enemy or Neutral characters.
- If desired the building can be divided into multiple sections, like the table top, for multiple Defining Moments.
- Resolve each Defining Moment in the building or building section as if it were a PEF.

The Defining Moment rule is also used when moving from neighborhood to neighborhood in Towns and Cities. This is in addition to the PEFs generated in the normal way (page 46).

*Example – Captain Billy Pink and Lady Sooze have just entered town. They decide to go into the closest Tavern. When active they enter the building. It's now time for the Defining Moment. Billy rolls 2d6 versus the SAL of 3. He scores a 1 and 3, passes 2d6, and consults the PEF Resolution Table (page 47). This gives a result of Contact. Billy now determines who he has met and their interaction. This is the Defining Moment.*

#### MULTIPLE MOMENTS

So you just had a friendly chit chat with some locals, great. Want more? Here's how we do it:

- If you choose to stay in a building through to another Day Part there will be another Defining Moment.
- If you choose to visit the second floor or basement of the building there will be another Defining Moment.

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- If you leave the building and come back on another Day Part there will be another Defining Moment.
- If you choose to divide the building into multiple sections, when you enter a section for the first time there will be a Defining Moment.

### RECRUITING GRUNTS

Recruiting is actually done during the Carousing Encounter. Use this procedure when you wish to recruit in small numbers. To recruit a crew we use the Recruiting Your Crew procedure (page 68). Here's how we do it:

- Once a PEF is resolved as Friendly or Neutral Grunts you can attempt to recruit them.
- Take a Challenge Test.
- Succeed and recruit the Grunt to the band.
- Fail and the Grunt cannot be recruited. You can try a second time during another Carousing Encounter but if you fail the second time he will become *unfriendly* to you and count as an *Enemy* the next time you meet him.

### FAROBANK

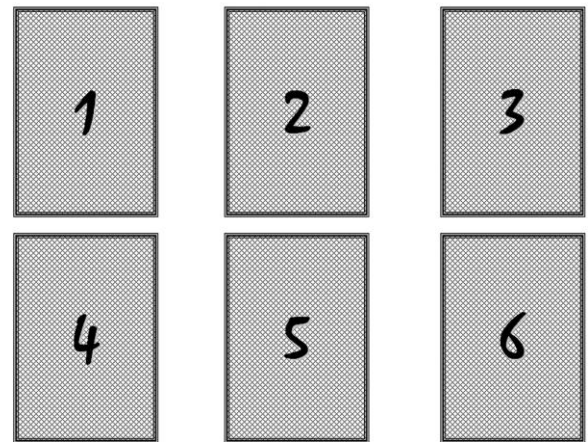
*Farobank* was a late 17th century French *banking* game where any number of players or *punters* as they were called could play against *the dealer or house*, referred to as the *bank*. Although played with a deck of cards, in "*And a Bottle of Rum*" we play it with d6.

*Farobank* is included for both a diversion and as a way for players to gain more Gold Pieces.

### NEEDED TO PLAY

You will need the following to play *Farobank*.

- Two or more d6.
- The *Farobank* Layout Sheet <sup>(1)</sup>.



- Chips or markers to use for betting.
- A copy of the "*And a Bottle of Rum*" rules in case a fight breaks out.

(1) If you choose not to use the *Farobank* Layout simply lay out 6d6 face up, from 1 to 6, across the table. As players bet they put their markers next to the corresponding d6.

### THE BANK

The Bank is played by the game mechanics and has unlimited funds to cover all winning bets. One player can roll for the Bank or players can take turns, whichever you decide is fine.

### HOW TO PLAY

Here's how to play a game of *Farobank*.

- A game of *Farobank* will last ten turns.
- Each turn consists of the Banker rolling 1d6 two consecutive times, one after the other.
- After the Banker has rolled the dice twenty times he will roll 1d6 for the final time. This 21<sup>st</sup> die roll signifies the end of the *Farobank* game.

It is possible to play as many *Farobank* games as there is interest.

### GETTING STARTED

Place the *Farobank* Layout Sheet where everyone can see it. The numbers should be facing the players so they can easily read them. See the layout in the rear of the book.



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## AND A BOTTLE OF RUM!

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After the *Farobank Layout Sheet* has been placed players are allowed to buy in and will usually cash their Gold Pieces in for chips or *markers* of equivalent value.

### MAXIMUM BET

The maximum bet allowed is *ten times* the Settlement Activity Level. You are now ready to start the game.

*Example – Captain Billy wants to play some Farobank and cashes in 50 Gold Pieces for markers. He is in a French Settlement (SAL 2) so the maximum bet will be 20 Gold Pieces.*

## PLAYING THE GAME

1. The Banker says, “Place your bets.”
2. Players or *punters* are allowed to place their bets on the *Farobank Layout*. There are six numbers on the Layout corresponding to the numbers on a d6. Players can place up to the maximum bet on one or more of the numbered boxes.
3. After all bets have been placed the Banker rolls 1d6. This is the *losing* number.
4. Next the Banker rolls another 1d6. This is the *winning* number.
5. If the *losing and winning numbers are the same* then no bets are lost and none are won.
6. If the *losing and winning numbers* are not the same then bets are lost and won.
7. The Banker collects any bets on the *losing* number.
8. The Banker pays any bets on the *winning* number. This amount is equal to the amount bet.
9. This completes one turn. The process is repeated until ten turns have been completed. This ends the game.

Players may only bet between turns and *never* between the *losing* and *winning* rolls. Between turns players may pick up their winnings, place more bets, increase or decrease existing bets, move bets from one number to another, or cash out. New players may also join the game between turns.

### "COPPERING"

A player may decide to *copper* his bet by placing a penny or other token on his bet before the start of each turn. *Coppered bets win on the first or losing number and lose on the second or winning number.* This is the opposite of their normal bets.

*Example – The second turn comes up and the Banker says “Place your bets.” Billy has 5 Gold Pieces on number 3. He decided to “copper it” and places a token next to his bet. The Banker rolls for the losing number and scores a 5. He then rolls for the winning number and scores a 3. As Billy has “coppered” the bet, he loses his 5 Gold Pieces.*

### BETTING THE TURN

After ten turns are played it is time to “Bet the Turn”.

1. This is the 21<sup>st</sup> roll, signifying the end of the game.
2. All bets are placed and the Banker rolls 1d6.
3. Any bets on the number that comes up will pay back four Gold Pieces for each one bet. Players do not need to play the full game and may choose to only “Bet the Turn”.
4. The Banker collects all bets on the other numbers.
5. This ends the *Farobank* game.

### ROBBERY

One of the pitfalls of Carousing is the chance of being robbed as you leave the tavern. Here’s how we do it:

- Consult the Confrontation Table.
- Start with 2d6.
- Modify the SAL by any applicable circumstances.
- Roll the modified total of d6 versus the SAL. The minimum SAL is “1”.
- Determine how many d6 are passed.
- Consult the Confrontation Table and immediately carry out the result.

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### CONFRONTATION

(Taken versus the Settlement Activity Level)

CIRCUMSTANCE	MODIFIER TO SAL
If at Night	+1
If during the Daytime	-1
If alone	+1
If accompanied by a woman	+1
If won at playing Farobank	+1

#D6 PASSED	RESULT
2	<i>Hands in the Air!</i> Go to the Robbery Encounter.
1	<i>Your suspicions are confirmed.</i> Go to the Robbery Encounter counting as “suspicious”.
0	<i>No worries mate.</i> Return to the ship without incident.

## ROBBERY

In this Encounter thieves will attempt to rob your group.

### OBJECTIVE:

- Prevent yourself from being robbed or harmed.

### FORCES

- You may be able to use other members of your band if they were with you when “Carousing”.
- The NPCs will be generated as per the Special Instructions.

### TERRAIN

- You are leaving a Tavern when the robbery takes place. The robbery will take place in a vacant alley.
- Play on a one foot square space with opposite edges being solid buildings extending towards the center of the table forming an alley five figures wide.

### DEPLOYMENT

- No PEFs are used.

### SPECIAL INSTRUCTIONS

- The robbery attempt will occur in the appropriate Day Part.
- Establish the Settlement Activity Level.
- Place your character or characters in the center of the alley.
- The robbers will use the Townsfolk QRS (page 109) and the Band Generation Table (page 9).
- Determine the number of robbers (page 49).
- Place the robbers 3” away and in LOS of your characters.
- The robbers draw their weapons.
- The players can choose to surrender all their Gold Pieces and weapons. The robbers will leave them unharmed if they do so.
- Otherwise take an In Sight normally with the player group counting as active. If the player was “suspicious” then the robbers count as active.
- After the robbery the robbers will attempt to escape by exiting off of one or the other table edges.

### **RAID: ATTACK**

In the Raid: Attack Encounter you will be the raiding side. You can choose to raid anyone you want. *Note that in special circumstances you may be the defenders in this type of Encounter.*

#### **OBJECTIVE:**

- You can be raiding to acquire Items, to recover or take someone or thing or just out to inflict harm on the defenders for whatever reason. Feel free to provide the reasons why!
- Once you have accomplished this you must exit the table from the edge that you entered. If you do not accomplish what you have set out to do then the Raid is a failure.

#### **FORCES**

- You may use as much or as little of your band as desired.
- NPCs will be generated normally (page 47).

#### **TERRAIN**

- Generate terrain as you normally would (page 34).
- Set up one building per point of SAL in section 2. This is the target area of the raid.

#### **DEPLOYMENT**

- No figures start on the table.
- Your band will enter from the table edge bordering sections 7, 8, and 9.

#### **SPECIAL INSTRUCTIONS**

- The Raid will happen on the Day Part of your choosing.
- Establish the Area or Settlement Activity Level.
- Now move your force onto section 7, 8, 9 or any combination of those sections if you choose to split your force.
- Generate PEFs normally (page 46) but place one of the PEFs inside each building. These will not move.
- Resolve PEFs as needed (page 47).
- When one or more player figures moves to within LOS of a building and in the same section resolve the PEF that is inside.
- If the PEF is resolved as figures roll 1d6 for each.

- If an even number is scored the figure is inside the building and may (1-3) or may not (4-6) be looking out of a window or door facing the player figures.
- If an odd number is scored the figure is outside the building and may (1-3) or may not (4-6) be facing the player figures.
- When a raiding figure enters an empty building roll 1/2d6. This is the number of uninterrupted turns of activation a figure must spend inside the building to loot it or free a hostage if that was the target of the raid.
- When entering a building roll 1d6. If the score is equal or less than the number of buildings you have entered the hostage or object of the raid will be inside. If you have not found the hostage or object by the time you enter the last building there is a chance (1-5) that it inside but also a chance (6) that it was never on the table!
- Play continues until the player has looted the buildings, captured prisoners, freed the hostage, been destroyed, or chooses to leave the table.

### **LOOTING BUILDINGS**

When you have eliminated all opponents from a building or it is vacant you can loot it. It will take 1/2d6 turns of uninterrupted activation to search the building. On the next turn of activation the building can be looted. Here's how we do it:

- There will be a number of Items inside equal to the SAL.
- If you need an Item roll 1d6 versus the SAL. If you pass 1d6 you have found it and it counts as one of the Items you have found. *This cannot be the object of a Quest!*
- The balance of the Items found will be Gold Pieces.

*Example – Pirate Char dispatches her last opponent in a hut. She rolls 1/2d6 and scores a 2. This means she must spend two turns searching the hut. On the following turn after searching she can roll to see what she has looted. The SAL is 5 so there will be 5 Items. She rolls 1d6 versus the SAL and scores a 3, passing 1d6. She can now pick an Item of her choice and chooses a Pistol. The remaining four Items are Gold Pieces.*

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### TRADING

In the Trading Encounter you are trying to buy and/or sell Cargo in a Settlement.

#### OBJECTIVE:

- You have entered a Settlement to trade Cargo.
- If you cannot find a buyer and cannot trade you have failed. You must trade Cargo to have a successful Encounter.

#### FORCES

- You may use as much or as little of your band as desired.
- NPCs will be generated normally (page 47).

#### TERRAIN

- Generate terrain as you normally would (page 34).
- Since this is a Settlement set up the buildings as desired. We recommend each section to have one building per point of SAL.
- The whole Encounter can take place inside one building if desired. If doing so the building can be divided into multiple sections for multiple Defining Moments (page 51).

#### DEPLOYMENT

- No figures start on the table.
- Your band will enter from the table edge bordering sections 7, 8, and 9.

#### SPECIAL INSTRUCTIONS

- The Encounter will happen on the Day Part of your choosing.
- Establish the Settlement Activity Level.
- Now move your force onto section 7, 8, 9 or any combination of those sections if you choose to split your force.
- Generate PEFs normally (page 46).
- Resolve PEFs as needed (page 47).
- When resolving the first PEF, consult the Trader Table.
- Modify the SAL or number of d6 rolled by any applicable circumstances. The minimum modified SAL is "1".
- Roll the modified number of d6 versus the modified SAL of the Settlement and determine how many d6 are passed.

- Consult the Trader Table and immediately carry out the result.

### 2

#### TRADER

(Taken versus the Settlement Activity Level)

CIRCUMSTANCE	MODIFIER
If at Night	-1
If during the Daytime	+1
If traded here before	+2
If same Nationality	+1
Smuggling and found the Trader through a Carousing Encounter.	+1d6

#D6 PASSED	RESULT
2+	<i>Success!</i> You have found a Trader to do business with. Go with him to the nearest building and conduct business.
1	<i>God news, bad news!</i> If you are in a Hostile Settlement <sup>(1)</sup> you have been confronted by the Settlement Watch. This has now become a Robbery Encounter substituting appropriate Soldiers for robbers with their goal to arrest you. If you are in a Friendly or Neutral Settlement treat this as if you have passed 2d6.
0	<i>No Traders to be found.</i> You will not be able trade Cargo this Encounter.

(1) A Hostile settlement is one owned by a Nation at war with your home country or a Spanish Settlement and you are not Spanish.

#### NO TRADER NEEDED!

If you go to a Settlement of your Nationality you do not need to roll on the Trader Table. In fact, they will be happy to see you!

#### SMUGGLING

Sometimes you may want to trade your Cargo in a Hostile Settlement. This is called Smuggling and can be very profitable if you are successful. Here's how we do it:

- You must first start with a Carousing Encounter.
- You must successfully pass a Challenge Test counting the Very Difficult and Opposites modifiers.
- If you succeed you have been given the name of a local Trader that may deal with you. When this

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occurs the Encounter now becomes a Trading Encounter.

- If you fail then the NPC will tip off the Settlement Watch about your presence. All PEFs are automatically resolved as members of the Settlement Watch.

### CARGO

For simplicity we use the generic term, Cargo, for the variety of consumer goods a ship can carry. Cargo is what is traded in the game. *Cargo comes in tons and converts into Gold Pieces.*

Cargo can only be bought or sold in Settlements. They can be traded elsewhere (onboard ships, in camps) on a one for one basis.

Gold is used to buy Cargo. Cargo is sold for Gold Pieces. The price of Cargo will vary by the Settlement that you are in. Here's how we do it:

- Roll 2d6.
- Add the results together.
- Consult the Trading Table.
- Go down the left column until you reach the total that was rolled.
- Go across the row until you reach the Settlement Activity Level of the Settlement where you are buying or selling Cargo.
- There will be one number. This is *usually* the price of Cargo in Gold Pieces, whether you are buying or selling it. See the section on Market Fluctuations (page 57).
- Once the *final* price is determined you can decide if you want to buy or sell.
- If you are smuggling you can sell your Cargo for two higher than the listed price and you can buy Cargo at two higher than the listed price.

## 2

### TRADING

(Add the results together)

#	SAL 1	SAL 2	SAL 3	SAL 4	SAL 5
2	10	10	10	20	30
3	10	10	10	20	30
4	10	20	20	20	40
5	20	20	20	30	40
6	20	20	30	30	50
7	20	20	30	30	50
8	20	20	30	30	60
9	20	30	30	40	60
10	30	30	40	40	70
11	30	30	40	50	80
12	30	30	40	50	80

*Example – The Billy's Revenge arrives in a French Settlement (SAL 3) and has 50 tons of Cargo to unload. Captain Billy resolves the first PEF by using the Trader Table and finds a Trader. He can now trade Cargo.*

*Captain Billy rolls 2d6 and scores a total of 9. Looking on the Trading Table Billy sees that he can get 30 Gold Pieces per ton. He now rolls for Market Fluctuations and luckily there aren't any.*

*The next month he enters an English Settlement (SAL 1) and wishes to buy some Cargo. He rolls 2d6, scores a 4 and looking down the SAL 2 column can buy tons of Cargo for 10 Gold Pieces each. But how much cargo is available? What about Market Fluctuations?*

### MARKET FLUCTUATIONS

*So what are these Market Fluctuations you speak of?*

Storms, piracy, crop failures and more can affect trade in the Caribbean and Lemuria. These natural events may cause the market prices to shift wildly at times. Here's how we do it:

- Establish the price of Cargo.
- Roll 2d6 versus the SAL of the Settlement that you are trading in.
- Determine how many d6 are passed.
- Consult the Market Fluctuations Table and adjust the prices accordingly.

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### 2 MARKET FLUCTUATIONS

(Taken versus the Settlement Activity Level)

#D6 PASSED	RESULT
2	Prices are stable! Go with the established price.
1	Slight fluctuation! If you rolled an “odd” total the price is 10% higher than quoted. If you rolled an “even” total the price is 10% lower than quoted.
0	Wild ride! If you rolled an “odd” total the price is 25% higher than quoted. If you rolled an “even” total the price is 25% lower than quoted.

#### EASY CALCULATING

Instead of applying the percentage change to the price per Cargo ton apply it to your total purchase.

*Example – Billy Pink wants to buy 50 tons of Cargo at the established price of 10 Gold Pieces each. This would cost 500 Gold Pieces but rolling on the Market Fluctuation Table versus the SAL of 1 he scores a 3 and 6. This means the Cargo will actually sell for 625 Gold Pieces. Billy decides to pass.*

### HOW MUCH CARGO

To determine how much cargo you can buy at a Settlement in one month we use the same procedure when capturing a Prize, enemy ship.

Once the Prize has been captured its time to see how much Cargo it is carrying. Here’s how we do it:

- Go to the How Much Cargo Table.
- Roll 1d6 and read the result as rolled.
- Go down the left hand column to the appropriate row.
- Then across to the maximum Cargo capacity of the Prize.
- This tells you how much cargo is on your Prize.

### 1 HOW MUCH CARGO - PRIZE

(Read the result as rolled)

#	10	20	30	35	45	50	70	100
1	1	2	3	4	5	5	7	10
2	3	6	9	12	14	15	21	30
3	5	10	15	18	23	25	35	50
4	6	12	18	24	30	30	42	60
5	8	16	24	30	40	40	42	80
6	10	20	30	35	45	50	70	100

*Example – Billy’s Revenge has taken the Forlorn Rose as a prize. The Forlorn Rose is a 3<sup>rd</sup> Rate Merchant ship with a cargo capacity of 35 tons. Captain Billy Pink rolls 1d6 and scores a 4. Looking on the How Much Cargo Table on the 4 row and across to the 35 column Billy finds out that there are 24 tons of cargo.*

So to determine how much Cargo you can buy in a Settlement follow the same procedure but use the How Much Cargo – Settlement Table instead.

### 1 HOW MUCH CARGO - SETTLEMENT

(Read the result as rolled)

#	SAL 1	SAL 2	SAL 3	SAL 4	SAL 5
1	10	20	30	40	50
2	30	60	90	120	150
3	50	100	150	200	250
4	60	120	180	240	300
5	80	160	240	320	400
6	100	200	300	400	500

*Example – Billy’s Revenge entered the Settlement (SAL 1) and found the price of a ton of cargo to be 10 Gold Pieces. Captain Billy rolls 1d6 and scores a 4. Looking on the How Much Cargo – Settlement Table he sees that there are 60 tons of cargo for sale. Billy buys 50 tons for 500 Gold Pieces.*

### ***STOP!***

How well you Retire (page 105) tells you how well you did as a Pirate. And how much wealth you accumulated during your career determines how well you retire.

So we're going to use a Stop Box to review the primary way to accumulate Gold Pieces. Here's how we do it:

- You Trade Cargo in a Settlement.
- You have to find a Trader to trade with (page 56).
- If you Smuggle Cargo you buy and sell at 2 Gold Pieces higher than the listed price on the Trading Table (page 57).
- The price of your Cargo when buying and selling is subject to Market Fluctuations (page 57).
- The amount of Cargo for buying is found on the How Much Cargo – Settlement Table (page 58).
- The amount of Cargo found on a Prize is found on the How Much Cargo – Prize Table (page 58).

### ***TREASURE MAPS***

What's a pirate game without Treasure Maps? Well we have them and you could, if you're lucky, find one. Here's how we do it:

- Find the map.
- Follow the map.
- Find the treasure.
- Recover the treasure.

#### ***FIND THE MAP***

Unless specified by a scenario here's how you find a treasure map:

- You must be on a Carousing Encounter.
- When you resolve a PEF if the results are "doubles" and *equal* to the SAL of the Settlement you have found a Treasure Map. Maybe you were given the map or you found the map inside a statue or whatever you decide, you have the map and that's what counts.

#### ***FOLLOW THE MAP***

Once you have the map you must follow it. Here's how we do it:

- Roll 1d6. On an odd result the map will take you clockwise from the area you are in. On an even result it will be counter-clockwise.
- Next roll 1d6. Add the result to 2. This is the number of Areas you must travel in the directed direction.
- As you enter an Area you can choose to have an Encounter.
- If you choose not to you must still roll for a Random Event at Sea (page 61).
- When you reach *the* Area you must go ashore, outside the Settlement.
- You must now play out a Treasure Hunt Encounter.

### ***TREASURE HUNT***

In the Treasure Hunt you are following a Treasure Map to where the Treasure is located.

#### ***OBJECTIVE:***

- You must reach the spot where the Treasure is buried and successfully dig it up.
- Once you have accomplished this you must exit the table from the edge that you entered. If you do not accomplish what you have set out to do then the Encounter is a failure.

#### ***FORCES***

- You may use as much or as little of your band as desired.
- NPCs will be generated normally (page 47).

#### ***TERRAIN***

- Generate terrain as you normally would (page 34).

#### ***DEPLOYMENT***

- No figures start on the table.
- Your band will enter from the table edge bordering sections 7, 8, and 9.

#### ***SPECIAL INSTRUCTIONS***

- The Hunt will happen on the Day Part of your choosing.
- The Area Activity Level will be three (1-3), four (4-5) or five (6).

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- Now move your force onto section 7, 8, 9 or any combination of those sections if you choose to split your force.
- Generate PEFs normally (page 46) but there will be one for each point of AAL.
- Resolve PEFs as needed (page 47).
- When there aren't any PEFs or enemy figures on the table and you are in section 2, you have found the spot. Note that when rolling for Activation you may generate more PEFs (page 46).

### DIGGING

When you have reached the spot you can begin digging. Here's how we do it:

- One figure spending one uninterrupted turn of activation digging, counts as one *dig turn*. The maximum number of diggers at one time is four.
- It will take twice the AAL + 1/2d6 dig turns to reach the treasure.
- While digging remember to continue to roll for activation, which may spawn more PEFs.
- When the number of activations have been spent it's time to see how much treasure there is. There will be 2d6 Treasure Chests. Each chest will have 1/2d6 x 10,000 Gold Pieces. Regardless of the result the chest is assumed to be full. This represents gold cups, candlesticks, jewels, etc.
- Two figures are needed to carry one chest at normal speed. One figure can drag a chest at half normal speed. Those carrying or dragging chests may not fast move.
- To leave you must return the way you came, exiting the table from the edge you entered.
- If desired, or necessary, you can rebury all or part of the treasure.

*Example – Captain Billy Pink and ten of his crew are following a Treasure Map. The AAL is 5. After all of the PEFs are resolved and there aren't any enemy figures on the table as well, Billy and the boys reach section 2 and start to dig.*

*Billy rolls 1/2d6 and added to twice the AAL it will take one man 12 turns of digging. Billy adds three more diggers (the maximum) and they start to dig. After one turn of activation they have four dig turns. At the end of the next turn they have eight dig turns.*

*The next activation a PEF is generated and combat occurs with some Indians. The diggers have to fight so no digging is done this turn. The next turn only three of the crew can dig. They now have eleven dig turns.*

*The next turn the digging is finished and the treasure is found. Billy rolls 2d6 and scores a 7. There are 7 Treasure Chests. Billy decides to carry off 4 chests (8 crew members are used to carry the chests back to the ship). Billy leaves the other 3 for the second trip!*

## ON LAND AND SEA

*We recommend attempting a land and sea scenario after you have become familiar with the sea battle rules.*

There may be times when you desire to play a game that involves both land and sea combat. A good example would be a Navy Raid on a Pirate Settlement by a large Warship. Here's how we do it:

- All movement rules still apply for the figure or model moving. So figure land movement applies when on land and aboard a ship while ship model movement applies for ships.
- Settlements with a Settlement Activity Level of 3 or higher have docks that can accommodate ships. SAL 1 and SAL 2 Settlements do not have docks and ships could possibly run aground. Ships deciding to head for shore and not a dock count as SAL 1 Settlements.
- How close a ship can get to land before running aground? That depends upon its size. Ships cannot get closer than 20" less its Rate. So a 1<sup>st</sup> Rate ship would run aground at 19" while a 5<sup>th</sup> Rate would run aground at 15".
- A ship which is not anchored will drift 3" towards land per turn. Ships that run aground immediately stops movement and the player must refer to the section on collision damage for running aground (page 83).
- Cannon rules (page 23) are used as written with the exception that ships will count half their cannon per side and none to the bow or stern.

## COMING AND GOING

Here are a few simple rules explaining coming and going when using ships and land together.

- Once a ship decides to stop moving the crew must drop anchor. This takes two turns of uninterrupted activation by one or more crew members. Until the ship has anchored it will drift 3" per turn towards the shore.
- To raise the anchor takes eight turns of uninterrupted activation for one figure, six turns



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for two figures and four turns for three or more figures. Count the turns after the figures make contact with the anchor.

- Launching and recovering Small Boats (page 73) from a ship takes two turns of activation. Count the turns after a figure makes contact with the boat or hoist used to retrieve the boat.

### THE CAMPAIGN AT SEA

The first section that you have already read is for small adventures and Big Land Battles *when on land*. Note that you will also use those rules when you fight a Boarding Action (page 87) when fighting small ship battles.

What follows in this section is what happens when you fight ship to ship and adventure at sea. We recommend that you familiarize yourself with the first part before jumping to the next par, Big Sea Battles. And use the Stop Boxes as they come up.

### TURN SEQUENCE

Each turn is equal to one month real time. This Campaign Turn Sequence is followed every month. Here's how we do it:

- At the start of the month, determine which Area you are in on the Campaign Map.
- Roll 2d6 for a Random Event.
- If "doubles" are rolled a Random Event (page 61) has occurred. If any other result is rolled no event has occurred.
- You can choose to move one Area on the map or stay where you are.
- You can choose to have an Encounter (page 76).
- After each Encounter check to see if anyone in your crew, including you, increases or decreases their Rep (page 36).
- After each Encounter adjust your Fame (page 36).
- After each Encounter adjust your Personal Loyalty (page 37).
- At the end of each month your crew takes the Personal Loyalty Test (page 38).
- At the end of each month if you have Captain's they will take the Captain's Personal Loyalty Test (page 38).
- Check to see if Repairs were made that month (page 70).

### RANDOM EVENTS

In "*And a Bottle of Rum*" there is a chance that a Random Event has occurred. Here's how we do it:

- Roll 2d6 for a Random Event after you have Area moved.
- If *doubles* are rolled there is a Random Event. Any other score means there is not. Random Events only occur when at sea.
- If a Random Event occurs, roll 1d6, read the result as rolled and consult the Random Events Table.
- Immediately carry out the event.

#### 1 RANDOM EVENTS AT SEA

(Read the result as rolled)

#	EVENT
1	Small island.
2	Small island.
3	Calming winds.
4	Who's At War?
5	Who's At War?
6	Storms at sea if June through November. (*)

\* Otherwise no Random Event.

#### SMALL ISLAND

You've come upon a small island. If you choose you can go ashore and immediately make your Repair roll for the month.

#### CALMING WINDS

The winds are unusually calm. No movement this month. If you scored this result last month then treat this as if no Random Event occurred.

#### WHO'S AT WAR

The game starts in 1660 with Spain and England at war. Whenever this result comes up we have to check who is at war with whom. Here's how we do it:

- Roll 1d6 and read the results as rolled.
- Consult the War Table.
- Go down the left-hand column to the total rolled.
- Read the Result column and immediately carry out the results.

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- If the nations are already at war then they will now go to peace.

### 1

#### WAR

(Read the result as rolled)

#	RESULT
1	England and Spain.
2	England and Holland.
3	England and France.
4	France and Spain.
5	Holland and Spain.
6	Holland and France.

### STORMS AT SEA

Storms have rolled in and could potentially cause damage and confusion. Here's how we do it:

- The Rate of each ship is its Target Number (page 2).
- Start with 2d6.
- Modify the number of d6 by any applicable circumstances.
- Roll the modified number of d6 versus the Rate of each ship.
- Consult the Storms Table and immediately carry out the results.

### 2

#### STORMS

(Taken versus the Rate of the ship)

CIRCUMSTANCE	MODIFIER
Rep 5 Pilot	+1d6
Rep 3 Pilot	-1d6

#D6 PASSED	RESULT
2+	The ship rides out the storm with no damage.
1	The ship rides out the storm but takes damage equal to one Gunnery Hit. In addition the ship is tossed into a random adjacent Area and cannot move this month.
0	The ship is beginning to sink. Roll on the <i>Debris Table</i> .

## SHIP ROSTERS

### MERCHANT SHIP 5<sup>TH</sup> RATE

SIZE	DEFENSE	GUNS	MANEUVER
3	3	2	9
CARGO	CREW	CAPTAIN	CREW REP
10	5/10		

### SPECIALISTS

C	CR	G	CK	P	S
x		x		x	

### SHIP DAMAGE

5 <sup>TH</sup> MERCHANT	3	2	1
Maneuver	9	6	1
Guns	2	2	1
Morale Modifier	-1	-2	-3
Crew Casualties	1	2	1



### MERCHANT SHIP 4<sup>TH</sup> RATE

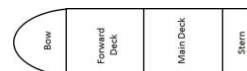
SIZE	DEFENSE	GUNS	MANEUVER
4	4	3	3
CARGO	CREW	CAPTAIN	CREW REP
50	10/20		

### SPECIALISTS

C	CR	G	CK	P	S
x		x		x	

### SHIP DAMAGE

4 <sup>TH</sup> MERCHANT	4	3	2	1
Maneuver	3	2	1	1
Guns	3	2	1	0
Morale Modifier	0	-1	-2	-3
Crew Casualties	2	2	2	2



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### MERCHANT SHIP 3<sup>RD</sup> RATE

SIZE	DEFENSE	GUNS	MANEUVER
4	6	4	5
CARGO	CREW	CAPTAIN	CREW REP
35	10/20		

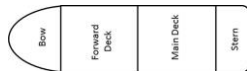
### SPECIALISTS

C	CR	G	CK	P	S
x		x		x	(1)

(1) Pirate ships may (1-2) have a Surgeon.

### SHIP DAMAGE

3 <sup>RD</sup> MERCHANT	6	5	4	3	2	1
Maneuver	5	5	4	3	2	1
Guns	4	4	3	2	1	0
Morale Modifier	0	-1	-1	-2	-2	-3
Crew Casualties	1	1	1	2	1	2



### MERCHANT SHIP 2<sup>ND</sup> RATE

SIZE	DEFENSE	GUNS	MANEUVER
5	7	5	3
CARGO	CREW	CAPTAIN	CREW REP
70	15/30		

### SPECIALISTS

C	CR	G	CK	P	S
x	x	x	x	x	(1)

(1) Pirate ships may (1-2) have a Surgeon.

### SHIP DAMAGE

2 <sup>ND</sup> MERCHANT	7	6	5	4	3	2	1
Maneuver	3	3	2	2	2	1	1
Guns	5	4	3	2	2	1	1
Morale Modifier	0	0	-1	-1	-2	-2	-3
Crew Casualties	1	1	2	2	2	2	3



### MERCHANT SHIP 1<sup>ST</sup> RATE

SIZE	DEFENSE	GUNS	MANEUVER
5	13	8	2
CARGO	CREW	CAPTAIN	CREW REP
100	15/30		

### SPECIALISTS

C	CR	G	CK	P	S
x	x	x	x	x	x (1)

(1) Pirate ships may (1-4) have a Surgeon.

### SHIP DAMAGE

1 <sup>ST</sup> MERCHANT	13	12	11	10	9	8	7
Maneuver	2	2	2	2	2	1	1
Guns	8	8	7	6	5	4	4
Morale Modifier	0	0	0	-1	-1	-1	-2
Crew Casualties	1	1	1	1	1	1	1
	6	5	4	3	2	1	
Maneuver	1	1	1	1	0	0	
Guns	3	3	2	2	1	1	
Morale Modifier	-2	-2	-3	-3	-4	-4	
Crew Casualties	1	1	1	1	1	1	



## AND A BOTTLE OF RUM!

### WARSHIP 3<sup>RD</sup> RATE

SIZE	DEFENSE	GUNS	MANEUVER
3	6	4	7
CARGO	CREW	CAPTAIN	CREW REP
20	5/15		

### SPECIALISTS

C	CR	G	CK	P	S
x	x	x	x	x	x <sup>(1)</sup>

(1) Pirate ships may (1-2) have a Surgeon.

### SHIP DAMAGE

3 <sup>RD</sup> WARSHIP	6	5	4	3	2	1
Maneuver	7	5	4	3	2	1
Guns	4	4	3	2	1	0
Morale Modifier	0	0	-1	-1	-2	-2
Crew Casualties	1	0	1	1	1	0



### WARSHIP 2<sup>ND</sup> RATE

SIZE	DEFENSE	GUNS	MANEUVER
4	10	6	6
CARGO	CREW	CAPTAIN	CREW REP
30	10/30		

### SPECIALISTS

C	CR	G	CK	P	S
x	x	x	x	x	x <sup>(1)</sup>

(1) Pirate ships may (1-3) have a Surgeon.

### SHIP DAMAGE

2 <sup>ND</sup> WARSHIP	10	9	8	7	6
Maneuver	6	5	5	4	3
Guns	6	5	4	4	3
Morale Modifier	0	0	0	-1	-1
Crew Casualties	1	1	0	1	1
	5	4	3	2	1
Maneuver	3	2	1	1	0
Guns	3	2	2	1	1
Morale Modifier	-2	-2	-2	-3	-3
Crew Casualties	1	1	1	1	1



## AND A BOTTLE OF RUM!

### WARSHIP 1<sup>ST</sup> RATE

SIZE	DEFENSE	GUNS	MANEUVER
5	16	10	4
CARGO	CREW	CAPTAIN	CREW REP
45	15/40		

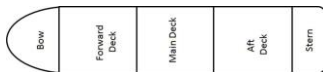
### SPECIALISTS

C	CR	G	CK	P	S
x	x	x	x	x	x <sup>(1)</sup>

(1) Pirate ships may (1-4) have a Surgeon.

### SHIP DAMAGE

1 <sup>ST</sup> WARSHIP	16	15	14	13	12	11	10	9
Maneuver	4	4	4	3	3	3	2	2
Guns	10	9	9	8	8	7	6	5
Morale Modifier	0	0	0	0	-1	-1	-1	-1
Crew Casualties	1	1	1	1	1	0	1	1
	8	7	6	5	4	3	2	1
Maneuver	1	1	1	1	1	1	0	0
Guns	4	4	3	3	2	2	1	1
Morale Modifier	-2	-2	-2	-3	-3	-3	-4	-4
Crew Casualties	1	1	1	1	1	1	1	1



## DEFINING THE SHIP

Each ship is defined by different characteristics. Here's how we do it:

- Class.
- Size.
- Defense.
- Guns.
- Maneuver.
- Cargo.
- Crew.
- Crew Reputation.
- Captain.
- Specialists.

Let's go over each in more detail.

## CLASS

There are two Classes of ships based upon their *original* purpose. They are:

- **Merchant ships** – These are non-military ships that carry Cargo from one place to another. They range in size from the largest (1<sup>st</sup> Rate) to the smallest (5<sup>th</sup> Rate). Also referred to as *prizes* when captured by pirates or navies. Often used by pirates.
- **Warships** – These are ships used by National Navies and loaded with guns and crew. They are used to protect merchants, destroy Pirates, fight other navies or even used by Pirates on rare occasions. They range in size from the largest (1<sup>st</sup> Rate) to the smallest (3<sup>rd</sup> Rate).

## SIZE

Each ship has from one to five areas called *decks*. This does not relate to the actual decks of the ship but instead the areas above deck that are used during Boarding Actions (page 87). The size of the ship tells you how many decks the ship has. There are three sizes of ships:

- **3** - The smallest of ships, the size 3 consists of three decks; the bow, main deck and the stern.
- **4** – A medium size ship, the size 4 consists of four decks; the bow, the forward deck, the main deck and the stern.
- **5** – The largest of ships, the size 5 consists of five decks; the bow, the forward deck, the main deck, the aft deck and the stern.

## DEFENSE

Defense is the ability of the ship to withstand damage. The higher the Defense the tougher it is to sink. Each Gunnery hit (page 85) reduces the Defense of the ship by one. When the Defense reaches zero the ship will sink.

## GUNS

We use Guns as an abstract number reflecting the firepower of the ship and not the actual number of guns that the ship was armed with.

### MO'GUNS MO'BETTA

Pirate ships were routinely refitted with more cannon to give them the advantage over a similar sized Merchant ship. In "*And a Bottle of Rum*" Pirates can increase their guns if desired. Here's how we do it:

## AND A BOTTLE OF RUM!

- Players can switch out 2 additional guns at the cost of reducing their Cargo capacity by 10%, rounded up.
- The cost for each 2 guns is equal to 20 times the SAL of where the work is done.
- The total increase cannot be more than double the original number of guns, rounded up.

*Example – Captain Pink decides to outfit the 3<sup>rd</sup> Rate Merchant, Billy's Revenge with 2 additional guns. It now has 6 guns and a Cargo capacity of 31. Billy has the work done in a SAL 2 Settlement so pays an additional 40 Gold Pieces for the work.*

### MANEUVER

Maneuver is number that reflects the ship's ability to sail and maneuver when in combat. The higher the number the better sailor it is.

### CARGO

Cargo is a numeric value that represents a ship's capacity to carry Cargo, itself a generic term for whatever a ship is carrying to trade. Cargo may be taken aboard if there is room or dumped overboard, as desired, at the end of an Encounter.

### CREW

This is the number of figures that the ship can carry and is an abstract representation of the actual number of crew members of the real ship. There are two numbers that define the crew:

- The *first number* is the minimum number of crew members needed to sail the ship. For each crew member less than the minimum, subtract one from its Maneuver Rating and subtract one Gun. The Maneuver Rating may never be lower than one but the number of Guns *can* reach zero.
- The *second number* is the maximum number of crew member and passengers the ship can carry. Warships always stock the maximum crew.

### CREW REPUTATION

Crews are rated by Reputation or Rep. The following Reps are used in "And a Bottle of Rum":

- **Rep 6** - These elite crews are few and far between and almost always military ships.
- **Rep 5** - Veteran crews that are usually military but occasionally pirates.

- **Rep 4** - Average crews of some experience. These can be military, occasionally merchants and often pirates,
- **Rep 3** - Green, raw crews of impressed men. Usually Merchants but occasionally Military and Pirates.

Here's how we determine a crew's Rep.

- Add the Reps of all crew members, counting the Rep of the Captain twice.
- Divide this total by the number of crew members, including the Captain.
- Round up or down to the nearest whole number.

*Example – I have a 3<sup>rd</sup> Rate Warship with 12 crew members. There are three Rep 3 crew members, four Rep 4 crew members and five Rep 5 crew members, including the Captain. Adding the individual Reps of each crew gives me a total of fifty five as Captain's Rep is added twice. I divide 55 by 12, the number of crew members. The result is 4.58. I round it up to the nearest whole number so the crew is Rep 5.*

### CAPTAIN

The Captain is in command of the ship. There are two types of Captains:

- **STAR** – This is you, the player.
- **GRUNTS** – Non-Player Captains controlled by the game mechanics.

### CAPTAIN'S INFLUENCE

This rule can only be used by Player Captains. Here's how we do it:

- Each Captain is allowed one Captain's Influence d6 per each point of Rep he has.
- The player may use one Captain's Influence d6 to affect any roll he will make at *any* time, *except to add gunnery hits*, when aboard his flagship. He could use it when firing guns, taking a Reaction Test, etc.
- Once used the Captain's Influence die is discarded.
- All of the used Captain's Influence dice are recovered at the end of the Encounter.

*Example – Billy's Revenge is maneuvering against the Abandon. Captain Pink, Rep 5, chooses to use one of his 5 Captain's Influence dice when firing his guns. He now rolls 3d6 instead of 2d6 when firing this turn. Once the d6 has been rolled it is discarded.*

## AND A BOTTLE OF RUM!

### SPECIALISTS

Specialists further define a ship but as they are very important we've devoted a whole section to them (page 70).

### GETTING A SHIP

There are two ways to get a ship. The first is to buy it and the second is to take it. Which one is easiest will depend upon where you are in your career. Let's talk about the first one, buying a ship.

### WHAT'S AVAILABLE

Ships can be bought only at Settlements but not all ships are available for sale at all Settlements. Here's how we do it:

- Go to the Available Ships Table.
- Roll 1d6.
- Modify the total by any applicable circumstance.
- Go down the left hand column to the modified total.
- Go across to the Available Ships column to see what can be bought.
- Repeat the procedure once for each point of Settlement Activity Level. These are the ships available this month in this Settlement.

*Example – Captain Billy Pink finds himself in search of a ship. He is in a Spanish Settlement (SAL 1). Billy rolls 1d6 and scores a 5. He adds 1 for the SAL, subtracts 2 for being in an Enemy Controlled Settlement for a total of 4. Looking on the Available Ships Table he sees that there is a 5<sup>th</sup> Rate Merchant available. If he were in a higher SAL location he would roll additional times for additional ships. As he isn't he decides to spend 100 Gold Pieces as a bribe to increase his score to 5, a 4<sup>th</sup> Rate Merchant is now available instead.*

### 1

#### AVAILABLE SHIPS

*(Read the result as rolled)*

CIRCUMSTANCES	MODIFIER
Each point of Settlement Activity Level	+1
Enemy Controlled Settlement	-2
Each 100 Gold Pieces in Bribes	+1

#	AVAILABLE SHIP
-1	None
0	None
1	None
2	5 <sup>th</sup> Rate Merchant
3	5 <sup>th</sup> Rate Merchant
4	5 <sup>th</sup> Rate Merchant
5	4 <sup>th</sup> Rate Merchant
6	4 <sup>th</sup> Rate Merchant
7	3 <sup>rd</sup> Rate Merchant
8	3 <sup>rd</sup> Rate Merchant
9	3 <sup>rd</sup> Rate Merchant
10	2 <sup>nd</sup> Rate Merchant
11	2 <sup>nd</sup> Rate Merchant
12	1 <sup>st</sup> Rate Merchant
13+	1 <sup>st</sup> Rate Merchant

### WHAT'S IT COST

Now that you know what ships are available, it's time to see what they will cost. Here's how we do it:

- Ships are purchased with Gold Pieces.
- Consult the Basic Ship Cost Table to determine the Base Cost of each ship.
- Next roll 2d6 versus the Settlement Activity Level of the area.
- Determine how many d6 are passed and consult the Market Fluctuation Table (page 58).
- Modify the Base Cost of the ship as directed by the result.

### X

#### BASIC SHIP COST <sup>(1)</sup>

SHIP TYPE	BASE COST
Merchant 5 <sup>th</sup>	200 GP
Merchant 4 <sup>th</sup>	500 GP
Merchant 3 <sup>rd</sup>	800 GP
Merchant 2 <sup>nd</sup>	1400 GP
Merchant 1 <sup>st</sup>	3000 GP
Warship 3 <sup>rd</sup>	700 GP

## AND A BOTTLE OF RUM!

(1) The cost of the ship includes the minimum crew to sail it. Additional crew must be Recruited (page, 68) and can be done at the same time the ship is purchased.

*Example – Continuing the previous example Captain Billy has narrowed his search down to the Merchant 4<sup>th</sup> Rate. The Base Cost is 500 Gold Pieces but it could fluctuate based on the Settlement Activity Level of 1. Billy rolls 2d6 versus the SAL of 3 and scores a 4 and 5, passing 0d6. As the result is an “odd” total the actual cost of the ship is 25% higher, or 625 Gold Pieces.*

### GIVE IT A NAME

So you’ve bought your ship. How about giving it a name? You don’t have to but it does increase the flavor of the game, don’t you think? *Revenge* and *Adventure* were frequently used names back in the day.

### SELLING A SHIP

While we’re on the subject of buying a ship, let’s go over how to sell a ship. Here’s how we do it:

- Follow the same procedure as buying a ship except in reverse.

*Example – Captain Pink wishes to sell the 4<sup>th</sup> Rate Merchant ship Forlorn Hope. The base selling price is equal to the Base Cost, or 500 Gold Pieces. Billy is in Port Royal, an English Settlement (SAL 3). He rolls 2d6 versus the SAL and scores a 3 and 4, passing 1d6. This means the selling price will be Base Price or 500 Gold Pieces.*

### MAXIMUM SHIPS

You can have more than one ship in your fleet but the number can never exceed your current Rep. If it does, one ship at random will fail the Captain’s Personal Loyalty Test at the end of the month.

### FLAGSHIP

One ship must be your personal ship or flagship. This ship flies your flag and you are always on your flagship whenever you are at sea.

You can change your flagship at the start of any month.

## RECRUITING THE CREW

You always buy a ship with the minimum crew for the size of the ship. To increase the crew size you must recruit them from Settlements or take them from other ships while at sea.

### RECRUITING IN SETTLEMENTS

Recruiting in a Settlement is the most common way of maximizing your crew size. Here’s how we do it:

- During a Carousing Encounter when in a Settlement you can attempt to recruit new crew members.
- Go to the Available Crew Table.
- Roll 1d6.
- Modify the score by any applicable circumstances.
- Go down the left hand column to the modified total.
- Go across to the Settlement Activity Level of the Settlement.
- This is the number of crew available to be recruited.
- Add crew up to the maximum allowed for the ship.
- Pay each crew member one Gold Piece. They will spend it in port before setting sail!
- Pay each Specialist five Gold Pieces instead of one.
- *After* the crew members are taken aboard the ship, roll on the Crew Generation Table to discover their Rep. Do the same on the Specialist Tables as well (page 69).



## AND A BOTTLE OF RUM!

### 1 AVAILABLE CREW

(Read the result as rolled)

CIRCUMSTANCE	MODIFIER
Each point of Captain's Rep	+1
If recruited here last month	-2
In an Enemy Controlled Settlement	-3

#	SAL 1	SAL 2	SAL 3	SAL 4	SAL 5
2 or less	1	2	4	6	8
3	2	4	6	8	12
4	3	6	9	12	15
5	4	8	12	16	20
6	5	10	15	20	25
7	6	12	18	24	30
8	7	14	21	28	35
9	8	16	24	32	40
10	9	18	27	36	45
11+	10	20	30	40	50

### RECRUITING AT SEA

Recruiting at sea is done by capturing the prize then adding survivors to your maximum crew size. This is done after all After the Battle Recovery Tests (page 28) are taken on *both* sides. Here's how we do it:

- Determine how many crew members are available to be recruited from the losing ship.
- You cannot take on more than the maximum for your ship.
- *After* the crew members are taken aboard the ship, roll on the Crew Generation Table to discover their Rep.

Specialists are automatically taken from captured ships as they will always be convinced to join your crew. Here's how we do it:

- Check each Ship Chart to see what Specialists are available.
- Roll 1d6 for each. If a "6" was rolled the Specialist was killed during the battle, but only if any casualties were taken.

Note that you *cannot* have more than one of the same Specialists *working* on the ship. In these situations one of the Specialists must be transferred to another ship or simply count him as a normal crew member.

At no time can you "cut loose" existing crew members unless you are dividing plunder.

### 1 CREW GENERATION

(Read result as rolled)

CIRCUMSTANCE	MODIFIER
Each point of Captain's Rep	+1

#	REP	WEAPON
5 or less	3	As figure or see Class notes.
6	4	As figure or see Class notes
7	4	As figure or see Class notes
8	4	As figure or see Class notes
9	4	As figure or see Class notes
10 or higher	5	As figure or see Class notes

### NON-PLAYER CREWS & CAPTAINS

When needing a Non-Player Crew we use a different procedure than recruiting individual crew members. If desired you can use this for recruiting your own ship's crew as well as for Non-Player Crews. Here's how we do it:

- Consult the Non-Player Crew & Captains Table.
- Roll 1d6 and read the result as rolled.
- Modify the score by any applicable modifiers.
- Go down the left hand column to the modified result.
- Go across to the Crew Rep row to determine the Rep of the crew.
- Follow the same procedure for the Captain.

### 1 NON-PLAYER CREW & CAPTAINS

(Read result as rolled)

CIRCUMSTANCE	MODIFIER
Merchant crew	-1
Non-Spanish Military crew	+1
Pirate crew	+1

#	CREW REP	CAPTAIN'S REP
1 or less	3	3
2	4	3
3	4	4
4	4	4
5	4	5
6 or more	5	5

## AND A BOTTLE OF RUM!

### SPECIALISTS

In addition to the regular crew and Captain there may also be up to five *specialists* on board a ship. This will depend upon the type of ship as not all ships will have all of the Specialists. Player ships can choose how many of them they will have and when encountering a Non-Player ship look at the bottom of its Ship Chart to see what types are onboard.

Sometimes one Specialist will be doing two jobs

#### CARPENTER

The Carpenter is responsible for the physical well-being of the ship and can repair damage, loss Defense points. Here's how you do it:

- At the end of each month the Carpenter may attempt to fix damage.
- Go to the Repairs Table.
- Start with 2d6.
- Modify the number of d6 by any applicable circumstances.
- Roll the modified total of d6 versus the Rep of the Carpenter or the Captain if no Carpenter is present.
- Determine how many d6 are passed.
- Consult the Repairs Table and immediately carry out the results.
- It is important to track damage as it can accumulate over more than one month.

*Example – In March of '63, Billy's Revenge has taken three points of damage. At the end of the month, Bodger, a Rep 4 Carpenter, supervises the repair. Captain Pink has decided to spend the month at sea so Bodger will roll 2d6. He scores a 5 and 2. Half of the damage, rounded down (1), is now repaired.*

*The following month, April, Billy's Revenge takes two points of damage, for a total of four. Bodger rolls to fix the damage and scores a 5 and 6, passes 0d6, so no points of damage are repaired.*

*May comes round and Captain Pink decides to go to a Settlement for his Encounter. Bodger takes the Repairs Test at the end of the month and will now roll 4d6. He scores a 1, 4, 5 and 6. Passing 2d6 all damage is repaired.*

## 2

### REPAIRS

(Taken vs. Rep)

CIRCUMSTANCE	MODIFIER
At a Settlement.	+2d6
On a Small Island or onshore but not at a Settlement.	+1d6
Captain supervising repairs for the lack of a Carpenter	-1d6

# D6 PASSED	RESULT
2	All repairs have been completed.
1	Half of all repairs, rounded down, have been completed.
0	Only one point of repairs has been completed.

### CHIEF GUNNER

The Chief Gunner is responsible for lining up the cannon to get the most effective fire and can influence the Gunnery Damage Table.

### COOK

A good Cook can influence the mood of the crew and this is reflected on the Personal Loyalty Test (page 38).

### PILOT

The job of the Pilot is to guide the ship over the course that the Captain sets and steers it during combat. This is reflected when taking the Gaining the Advantage Test (page 78).

### SURGEON

Having a ship's Surgeon is a benefit to any Captain. Here's how we do it:

- A Surgeon can influence one After the Battle Recovery Test per point of Rep, per month.
- Influencing an After the Battle Recovery Test allows the Surgeon to roll 1d6 versus his Rep, like a Leader Die, and adding the result to the number of d6 passed by the character taking the test.

## AND A BOTTLE OF RUM!

*Example – Bodger the Carpenter must take the After the Battle Recovery Test. Hook, the ship's Rep 4 Surgeon influences the test and rolls 1d6 versus his Rep. He scores a so passes 1d6. This is added to the number of dc6 that Bodger passes. Hook can still influence three more tests*

### RECRUITING SPECIALISTS

When you recruit crew is when you can also recruit Specialists. Here's how we do it:

- After you have determined how many crew you can recruit, but before you generate their Reps, set aside one crew member to act as a Specialist.

*Example – Captain Billy is in a Settlement and can recruit up to 16 crew members. He is looking for a new Cook and Pilot. He recruits 10 crew members. He sets aside one as the new Pilot and another as the new Cook. He now rolls for the Reps of the other 8 on the Crew Generation Test. He now can roll for the Specialists.*

### RATING THE SPECIALISTS

Specialists can have a variety of Reps from 3 to 5. This is determined after the normal crew members but we use different tables. Here's how we do it:

- Go to the appropriate Specialist Table based on the type you are looking for.
- Roll 2d6 and add the results together.
- Modify the total by any applicable Circumstances.
- Go down the left hand column to the modified total and across to the appropriate Specialist. This will give you the Rep. You will be stuck with the Specialist until you divide the plunder, recruit another, or he becomes a casualty.

## 2 CAPTAINS, CARPENTERS, AND COOKS

*(Adding the scores together)*

CIRCUMSTANCE	MODIFIER
Military Captain	+1
Merchant Captain	-1
Military Cook	-1
Merchant Cook	+1

#	CAPTAIN	CARPENTER	COOK
2	3	3	3
3	3	3	3
4	3	4	3
5	4	4	3
6	4	4	4
7	4	4	4
8	4	4	4
9	4	4	4
10	5	5	4
11	5	5	5
12	5	5	5

## 2 CHIEF GUNNER, PILOT, AND SURGEON

*(Adding the scores together)*

CIRCUMSTANCE	MODIFIER
Military Chief Gunner	+1
Merchant Chief Gunner	-1
Military Pilot	+1
Merchant Surgeon	-1

#	CHIEF GUNNER	PILOT	SURGEON
2	3	3	3
3	3	3	3
4	4	4	3
5	4	4	3
6	4	4	4
7	4	4	4
8	4	4	4
9	4	4	4
10	5	5	4
11	5	5	5
12	5	5	5

## AND A BOTTLE OF RUM!

*Example – Billy's Revenge is in port and Captain Billy Pink decides to recruit a new Cook. He can recruit 5 crew members and sets one aside as the Cook. After he has rolled for the Reps of the normal crew members he rolls for the Cook. Looking on the appropriate Specialist Table under Cook, Billy rolls 2d6 and scores a total of 6. No circumstances apply so looking on the 6 row we see a 4. The Cook has a Rep of 4.*

### MULTIPLE JOBS

Some specialists may be pressed into the role of another specialty. Here's how we do it:

- **The Cook** may do double duty as the Surgeon but counting his Rep at 2 lower than normal when performing these duties.
- **The Carpenter** may do double duty as the Chief Gunner but counting his Rep at 1 lower than normal when performing these duties.
- **The Captain** may do double duty as the Pilot but counting his Rep at 1 lower than normal when performing these duties.

### SPECIALIST CASUALTIES

As only 75% of the currently available crew can be involved, it is possible that a Specialist may not be in a Boarding Action. However he can still be at risk. Here's how we do it:

- When casualties are taken from gunnery roll 1d6 for each one after the battle.
- Any result of a "6" means that a Specialist was injured.
- Randomly determine which Specialists were injured.
- Roll 1d6 for each injured Specialist.
- If a "1" is scored the Specialist is Obviously Dead.
- Any other result means the Specialist was knocked Out of the Fight and must take the After the Battle Recovery Test.

*Example – After the battle, Billy's Revenge has suffered 3 casualties from gunnery. Captain Billy rolls 3d6 and scores a 1, 2 and 6. This means one of the Specialists was hit by gunfire. There are three Specialists onboard so Billy assigns a 1 or 2 to the Chief Gunner, a 3 or 4 to the Carpenter, and a 5 or 6 to the Cook. Billy rolls 1d6 and scores a 3, the Carpenter was hit. I roll another 1d6 and score a 1. This means that the Carpenter is Obviously Dead.*

## DIVIDING PLUNDER

Pirate crews are not paid wages. Instead they sign on for a share of the plunder that's acquired during the voyage. At the end of the voyage it's time to divide the plunder. Here's how we do it:

- The Captain gets 50% of the Gold Pieces when dividing the plunder.
- The Captain is allowed to keep or sell his Flagship.
- Any other ship that is sold is divided normally.
- The rest of the plunder is divided amongst the crew with each Specialist receiving a double share.

*Example – Captain Billy Pink has decided it's time to divide the plunder. He puts into Port Royal (English Settlement SAL 3) and begins the process. Not counting his personal wealth, Billy sells all the cargo for 400 Gold Pieces and the captured Forlorn Rose for 910 Gold Pieces. To this total of 1,310 GP he adds the 2,030 GPs already accumulated on the voyage. This gives a total of 3,340 Gold Pieces to divvy up. Captain Billy gets 1,670 Gold Pieces for his share and retains Billy's Revenge. The remaining 1,670 is divided amongst the crew of 30. There are three Specialists who get double shares so the 1,670 is divided into 33 shares, or 50 GP each, rounded down. The crew is now released on the town.*

### RETAINING THE CREW

After the plunder is divided the crew will disperse to spend their hard earned gains. If the Captain chooses he can keep any or all of his crew *if he* pays each 1 Gold Piece per each point of Rep. This will retain their services for one month so it may behoove you to ship out ASAP!

## STOP!

Let's take you through getting your first ship. Ships can only be purchased in settlements.

Go to the Available Ships Table based on the SAL of the Settlement that you are in. Roll once for each point of SAL.

Figure the Base Cost of each ship (page 67).

Check for Market Fluctuations (page 58).

## AND A BOTTLE OF RUM!

The cost of the ship includes the minimum crew to man it but not any Specialists. You can recruit more crew if they are needed.

You can also recruit Specialists if needed (page 70).

How do Specialists become casualties?

How is plunder divided and can you retain crew?

Now let's go on to Small Boats.

### SMALL BOATS

These are rules for adding rowboats, rafts, and small boats in your games. Collectively we refer to them as *small boats*.

Small boats are used to get characters from the shore to the ships and vice versa. An example would be using them in a Raid: Attack Encounter where the Pirates wish to attack from the sea.

Let's go over small boats in more detail.

#### GROUPS

All the passengers in a small boat count as being in the same group. Any small boats within 4" of each other are counted as being in the same group. *Small boats will always activate on the Rep of the Leader of the group.*

### TYPES

In "And a Bottle of Rum" we have three types of small boats listed by their primary function. They are:

- **2 Man Rowboats** - These small crafts can hold up to two figures. These are used in Settlements for taxiing characters from ship to shore. 2 Man Rowboats can have up to two oarsmen. *These are available in all Settlements.*
- **War Canoes** – These are small boats or canoes used by the indigenous peoples, Indians, and by Buccaneers, land based Pirates. They are used for quick and stealthy raids on unsuspecting ships at anchor. War Canoes can carry up to five figures. War Canoes can have up to four oarsmen. *These are available to Indians and Buccaneers from Settlement Activity Level 1 Settlements.*

- **Ship's Boat** – These are small oar powered craft carried by the large ships and found in larger Settlements. They would be used to ferry passengers to shore from the ship as needed and vice versa. Each ship will carry small boats equal to the maximum crew possible divided by ten. So a 40 man crew would have 4 ship's boats. Each boat can carry up to 10 figures. Ships boats can have up to eight oarsmen. *These are available to ships and Settlement Activity Level 3 or higher Settlements.*

SMALL BOATS TABLE

TYPE	OARS	SPEED	ACCEL	TURNS	SEATS
Rowboat	2	4	2	2	2
War Canoe	4	3	2	2	5
Ship's Boat	8	2	2	1	10

### DEFINING THE SMALL BOAT

All small boats are defined by the following characteristics. They are:

**TYPE** – The type of small boat it is.

**OARS** – This column tells you how many oarsmen can be used by the boat. Multiplying the number of oarsmen by the Speed gives you the maximum speed of the boat in inches.

**SPEED** – This number is multiplied by the number of oarsmen to arrive at the maximum speed in inches it will travel each turn.

*Example - The Indian war party of four oarsmen would have a top speed of 12" per turn.*

**ACCEL** - This is the number of oarsmen that the small boat can count to determine its speed each turn of activation. Note that a small boat can decelerate its speed by 2 oarsmen per turn.

*Example - A ship's boat with eight oarsmen is pushed into the water on the first turn it is active. It can only count 2 oarsmen so will move 4". The next turn of activation it can accelerate by 2 oarsmen. This gives it a speed of 8". When next active it can increase its speed to 12" as it adds 2 more oarsmen. At top speed it will be able to move 16".*

**TURNS** – This column tells you how many times a canoe can make up to a 45-degree change of direction when they are active. Turns are allowed at any time during the movement turn.

## AND A BOTTLE OF RUM!

**SEATS**— How many figures the small boat can safely carry. If desired you may overload the boat by up to half. This reduces its speed by 25%.

### MOVEMENT

Small boat movement occurs when the small boat is both active and inactive. Here's how we do it:

- All small boats can increase speed, decrease speed, or continue speed as desired. They can make turns during the turn as previously outlined.
- The difference between active and inactive boats is the occupants of an inactive boat cannot act. This means they can only take Reaction Tests if called for but cannot active fire, etc.

### CASTING OFF AND MOORING

Small boats can be tied to a dock, stored on a ship or drug ashore. It will take the following amount of time to cast off or to moor a boat.

- **Tied** - One turn of uninterrupted activation.
- **Drug ashore** - It takes two turns of activation to beach or launch small boat.
- **Launching or recovering** – Launching or recovering Small Boats (page 74) from a ship takes two turns of activation. Count the turns after a figure makes contact with the boat or hoist used to retrieve the boat.

### GETTING IN AND OUT

Characters may enter or exit a small boat from land or another boat at a reduction of 2" from their movement.

Characters may enter into or exit from a small boat from the water at a reduction of ½ of their movement.

### COMBAT

Occupants of a small boat can be involved in combat in two ways. Here's how we do it:

- Ranged combat. Both the shooters and the targets count as being in cover
- The Charge Into Melee Test is still taken. Those scoring a result of Flee will surrender instead.
- Melee is carried out normally.

### MELEEING SMALL BOAT OCCUPANTS

Melees inside a boat or between figures in adjacent boats are carried out normally. Any character being Stunned or going Out of the Fight has a chance (1-3) of falling out of the boat and into the water.

- Out of the Fight characters will float 3" downstream each turn, whether active or not. They will drown if not recovered in 1/2d6 turns.
- Stunned characters will float 3" downstream each turn. They will recover normally.
- Downstream is towards one table edge determined randomly if on the open sea. If near land downstream is always considered towards the shore.

### SWIMMING

When you find yourself in the water it's time to swim. Here's how we do it:

- The test is taken whenever active and in the water. If you do not activate you will drift downstream 3".
- Start with 2d6.
- Modifier this number by any applicable circumstance.
- Roll the modified number of d6 versus your Rep.
- Consult the Swimming Table and immediately carry out the results.

## AND A BOTTLE OF RUM!

<b>2</b>	<b>SWIMMING TABLE</b> (Taken versus Rep)
----------	---

CIRCUMSTANCE	MODIFIER
Being helped by an adjacent figure	+1d6
Non-Pirate or Sailor	-1d6
If currently Stunned	-1d6

# D6 PASSED	RESULT
2	May move up to 6" in any direction. If reach land may climb out when next active.
1	Stunned will stay afloat and recovers normally. Others may move up to 4" in any direction. If reach land may climb out when next active.
0	Holy crap! The character gets swept 6" downstream. Move the figure 6" downstream from its current location and immediately re-take the test. <ul style="list-style-type: none"> <li>Pass 1d6 or 0d6: Character drowns and washes ashore 12" downstream.</li> </ul>

## TREASURE FLEET

Every other year, those that end with an even number, you will have a chance to make contact with the *Spanish Treasure Fleet*.

The Treasure Fleet consists of two 1<sup>st</sup> Rate War Galleons (use the 1<sup>st</sup> Rate Merchants stat but substitute a Military crew), 1 + 1/2d6 2<sup>nd</sup> Rate Merchants, and 3+1/2d6 3<sup>rd</sup> Rate Merchants. Once contacted, the fleet will consist of these ships the rest of the year. Be sure to track any damaged or lost ships.

### WHEN AND WHERE

The Treasure Fleet can be found during every even year. Here's how we do it:

- Consult the Treasure Fleet Table to determine where it is at what time of the year.
- The left hand column tells which month it is.
- The Area column tells you in which Area it will be during that month.
- The Cargo Capacity column tells you how much Cargo each ship is carrying based on their Cargo Capacity. As you will see, later in the year, after

the fleet has picked up its Cargo, is when the fleet has the most Cargo.

- The Cargo in the Treasure Fleet is *always* Gold Pieces.

## X TREASURE FLEET

MONTH	AREA	CARGO CAPACITY
January	9	10%
February	8	15%
March	8	5%
April	7	50%
May	4	85%
June	1	100%
July	2	100%
August	3	100%

### HOW MUCH GOLD?

How much Gold does each ship carry? Here's how we do it:

- 1<sup>st</sup> Rate War Galleons multiply their Cargo by 20 Gold Pieces.
- All other ships multiply their Cargo by 10 Gold Pieces.

*The best ships in the Treasure Fleet always carried the best treasure.*

### HOW TO CONTACT

How do you contact the Spanish Treasure Fleet? Here's how we do it:

- If you are in the correct Area that the Treasure Fleet is in.
- And also at the correct time of the year.
- And you pass 2d6 on the Contact Table (page 76).
- And you rolled "doubles"; you have contacted the Treasure Fleet.

*Example – Captain Pink and his fleet of Pirates is in Area 2 of the Caribbean Campaign Map. It is July and the Treasure Fleet could be in the area. Billy chooses to have an Encounter and rolls 2d6 versus the Area Activity Level of the Area, 2. He scores "double" ones and passes 2d6. Billy has come into contact with the Spanish Treasure Fleet!*

## AND A BOTTLE OF RUM!

### CONTACT – SHIPS

If a player decides to have a Sea Encounter this month he can do so after Area Movement. Here's how we do it:

- Roll 2d6 versus the Area Activity Level of the Area.
- Determine how many d6 are passed.
- Consult the Contact Table and carry out the result.

#### 2 CONTACT

(Taken versus the Area Activity Level)

#D6 PASSED	RESULT
2	<i>Ships in sight!</i> Roll twice on the <i>Under What Flag Table</i> under the appropriate Area Activity Level column, choosing the desired result.  <i>If doubles are rolled</i> and you are in the correct Area in the correct month you have contacted the Spanish Treasure Fleet.
1	<i>Sail on the horizon!</i> Roll on the <i>Under What Flag Table</i> under the appropriate Area Activity Level column.
0	<i>Empty seas!</i> Nothing but empty ocean for miles and miles.

### UNDER WHAT FLAG?

After Contact has been made it's time to determine the Nationality of the contact. Here's how we do it:

- Consult the appropriate Under What Flag Table for the Area you are in.
- Roll 2d6; add the results and go down the left hand column to the total.
- Go across to the Area to determine the Nationality of the ships.

#### 2 UNDER WHAT FLAG?

(Adding the scores together)

#	AREA 1	AREA2	AREA 3	AREA 4	AREA5
2	English	English	English	Spanish	English
3	English	English	English	Spanish	French
4	English	English	English	Spanish	English
5	French	French	Spanish	Spanish	English
6	English	English	Spanish	Spanish	French
7	Spanish	Spanish	Spanish	Spanish	Spanish
8	Spanish	Spanish	Spanish	Spanish	French
9	Spanish	Spanish	Spanish	Spanish	French
10	Spanish	Spanish	Spanish	Spanish	French
11	Spanish	Spanish	French	Spanish	French
12	Spanish	Spanish	Spanish	Spanish	French

#	AREA 6	AREA 7	AREA 8	AREA 9
2	French	Spanish	Spanish	Spanish
3	French	Spanish	Spanish	Spanish
4	English	Spanish	Spanish	English
5	English	Spanish	Spanish	Spanish
6	Dutch	Spanish	Spanish	Dutch
7	Spanish	Spanish	Spanish	French
8	Dutch	Spanish	Spanish	Spanish
9	English	Spanish	Spanish	Spanish
10	Spanish	Spanish	Spanish	Spanish
11	Spanish	Spanish	Spanish	Spanish
12	Spanish	Spanish	Spanish	Spanish

### HOW MANY

Now that you've determined the Nationality of the contact you must determine how many of them there are. Here's how we do it:

- Start with the number of ships in your fleet.
- Roll 1/2d6.
- If the score is *even*, add that number to the number of ships in your fleet.
- If the score is *odd*, subtract that number from the number of ships in your fleet. There can never be less than one ship.

### WHAT ARE THEY?

Now that you know how many ships there are, it's time to determine what they are. Here's how we do it:

- Consult the appropriate What Are They Table based on the Nationality of the ships and the Area that you are in.



## AND A BOTTLE OF RUM!

- Roll 2d6; add the results and go down the left hand column to the total.
- Go across to the Area to determine the type of ships

### 2 WHAT ARE THEY - DUTCH

*(Adding the scores together)*

#	AREA 6	AREA 9
2	3 <sup>rd</sup> Rate Merchant	3 <sup>rd</sup> Rate Merchant
3	3 <sup>rd</sup> Rate Merchant	3 <sup>rd</sup> Rate Merchant
4	4 <sup>th</sup> Rate Merchant	4 <sup>th</sup> Rate Merchant
5	4 <sup>th</sup> Rate Merchant	4 <sup>th</sup> Rate Merchant
6	4 <sup>th</sup> Rate Merchant	4 <sup>th</sup> Rate Merchant
7	4 <sup>th</sup> Rate Merchant	4 <sup>th</sup> Rate Merchant
8	4 <sup>th</sup> Rate Merchant	5 <sup>th</sup> Rate Merchant
9	5 <sup>th</sup> Rate Merchant	5 <sup>th</sup> Rate Merchant
10	5 <sup>th</sup> Rate Merchant	5 <sup>th</sup> Rate Merchant
11	3 <sup>rd</sup> Rate Warship	3 <sup>rd</sup> Rate Warship
12	1 <sup>st</sup> Rate Warship	3 <sup>rd</sup> Rate Warship

### 2 WHAT ARE THEY – ENGLISH/FRENCH

*(Adding the scores together)*

#	AREA 1, 2 & 3	AREA 5, 6 & 9
2	3 <sup>rd</sup> Rate Merchant	2 <sup>nd</sup> Rate Merchant
3	3 <sup>rd</sup> Rate Merchant	2 <sup>nd</sup> Rate Merchant
4	3 <sup>rd</sup> Rate Merchant	3 <sup>rd</sup> Rate Merchant
5	3 <sup>rd</sup> Rate Merchant	3 <sup>rd</sup> Rate Merchant
6	5 <sup>th</sup> Rate Merchant	3 <sup>rd</sup> Rate Merchant
7	5 <sup>th</sup> Rate Merchant	3 <sup>rd</sup> Rate Merchant
8	5 <sup>th</sup> Rate Merchant	5 <sup>th</sup> Rate Merchant
9	5 <sup>th</sup> Rate Merchant	5 <sup>th</sup> Rate Merchant
10	5 <sup>th</sup> Rate Merchant	3 <sup>rd</sup> Rate Warship
11	3 <sup>rd</sup> Rate Warship	2 <sup>nd</sup> Rate Warship
12	3 <sup>rd</sup> Rate Warship	1 <sup>st</sup> Rate Warship

### 2 WHAT ARE THEY - SPANISH

*(Adding the scores together)*

#	AREA 1, 2, 3, 6, 7 & 8	AREA 4, 5 & 9
2	1 <sup>st</sup> Rate Merchant	3 <sup>rd</sup> Rate Merchant
3	1 <sup>st</sup> Rate Merchant	3 <sup>rd</sup> Rate Merchant
4	1 <sup>st</sup> Rate Merchant	4 <sup>th</sup> Rate Merchant
5	1 <sup>st</sup> Rate Merchant	4 <sup>th</sup> Rate Merchant
6	2 <sup>nd</sup> Rate Merchant	4 <sup>th</sup> Rate Merchant
7	2 <sup>nd</sup> Rate Merchant	4 <sup>th</sup> Rate Merchant
8	3 <sup>rd</sup> Rate Merchant	5 <sup>th</sup> Rate Merchant
9	5 <sup>th</sup> Rate Merchant	5 <sup>th</sup> Rate Merchant
10	3 <sup>rd</sup> Rate Warship	5 <sup>th</sup> Rate Merchant
11	1 <sup>st</sup> Rate Merchant <sup>(1)</sup>	3 <sup>rd</sup> Rate Warship
12	1 <sup>st</sup> Rate Merchant <sup>(1)</sup>	3 <sup>rd</sup> Rate Warship

*(1) Actually a War Galleon using same stats.*

## ARE THEY PIRATES?

So now you know the Nationality of what you have contacted, are they really what they seem to be? Here's how we do it:

- Consult the Pirate or Not Table.
- Roll 2d6; add the scores together and read the result as rolled.
- Modify the result by any applicable circumstances.
- Go down the left hand column to the modified score.
- Go across to the appropriate Nation to determine if the opponents are Pirates. Any result of Pirates that are “doubles” is a Pirate Hunter instead!

## AND A BOTTLE OF RUM!

**2**

### PIRATE OR NOT?

(Add the scores together)

CIRCUMSTANCE	MODIFIER
Each additional ship in the fleet over one	+1

#	DUTCH	ENGLISH	FRENCH	SPANISH
2	Pirate	Pirate	Pirate	Pirate
3	Pirate	Pirate	Pirate	Pirate
4	Pirate	Pirate	Pirate	Pirate
5	Not Pirate	Pirate	Pirate	Not Pirate
6	Not Pirate	Pirate	Pirate	Not Pirate
7	Not Pirate	Pirate	Pirate	Not Pirate
8	Not Pirate	Not Pirate	Not Pirate	Not Pirate
9	Not Pirate	Not Pirate	Not Pirate	Not Pirate
10	Not Pirate	Not Pirate	Not Pirate	Not Pirate
11	Not Pirate	Not Pirate	Not Pirate	Not Pirate
12	Not Pirate	Not Pirate	Not Pirate	Not Pirate

## STOP!

Let's go over Contact.

After Area Movement you can choose to have an Encounter, contact ships. This is done by rolling 2d6 versus the AAL of the Area you are in.

You may be directed to roll once or twice on the Under What Flag Table (page 76). Be sure to use the correct column for the Area you are in.

Next see how many of them there are (page 76).

Then what they are (page 77),

How do you determine if you have met Pirates? Pirate Hunters? How about the Spanish Treasure Fleet?

Go through the whole process as if you have two ships and are in Area 6. When you have finished move on to the next section – What Happens Now?

## WHAT HAPPENS NOW

Now that you know what you are facing, what happens next? You can always choose to Fight or Flee. If you contact Pirates of the same Nationality you can choose to Carouse. Non-Players will use a different procedure when they contact you. Here's how we do it:

- Consult the What Happens Now Table.
- Go down the left hand column to what you have contacted.
- Go across to see what they will do.

### X WHAT HAPPENS NOW

WHAT ARE THEY	WHAT THEY WILL DO
Enemy Merchant	Flee.
Enemy Warship	Fight.
Friendly Merchant	Flee.
Friendly Warship	If you attacked their Merchants, will Fight. Otherwise, Flee.
Neutral Merchant	Flee.
Neutral Warship	If you attacked their Merchants, will Fight, otherwise, Flee.
Pirates	The same Nationality will count as Friends, otherwise Flee.
Pirate Hunter	Flee if outnumbered, otherwise Fight.

## FLEE OR FIGHT

When contacting other ships there are normally two options. You can Flee or you can Fight. Here's how we do it:

- If both sides choose to Flee the Encounter is over.
- If both sides choose to Fight go to the Gaining the Advantage section.
- If one side decides to Flee and the other side wants to Fight then go to the Gaining the Advantage section.

## GAINING THE ADVANTAGE

This represents the *Pilot's* ability to use the wind in such a way as to gain an advantage over his opponent. When a Contact is called for it is assumed that the ships taking the Contact Test have gotten into position to engage the target ships. Here's how we do it:

## AND A BOTTLE OF RUM!

- Start with the Maneuver Rating of the ship or flagship (page 68) of each fleet.
- Add the Rep of the ship's Pilot.
- Roll this many d6, counting successes, scores of 1, 2 or 3.
- The side with the most successes decides if the Encounter is a Flee or Fight. In case of ties re-take the test.
- The ships that *lose* the advantage are the target ships while the ones that gain the advantage are the attackers.

*Example – Billy's Revenge is a Warship 2<sup>nd</sup> Rate with the following stats: Crew Rep 5, Pilot Rep 5 and Maneuver Rating of 6.*

*The target ship, the Abandon, is a Merchant 4<sup>th</sup> Rate with the following stats: Crew Rep 3, Pilot Rep 3, and Maneuver Rating of 3.*

*Billy's Revenge starts with 6d6 while the Abandon starts with 3d6. The two ships add 1d6 per point of Rep of their Pilot.*

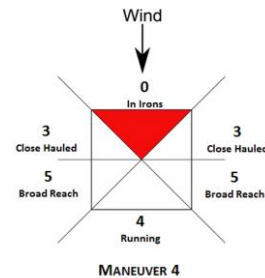
*Now they must see if one or the other can gain the advantage.*

*Billy's Revenge rolls 11d6 (6+5) and scores 5 successes.*

*Abandon rolls 6d6 (3+3) and scores 4 successes.*

*This gives Billy's Revenge the Advantage. There will be a Fight Encounter. If the Abandon had gained the advantage it could choose to Flee and the Encounter would be over.*

*Example – The Merchant fleet consists of three ships; a 2<sup>nd</sup> Rate and two 4<sup>th</sup> Rates. The first target ship placed is the 2<sup>nd</sup> Rate. I roll 1d6 and scores a 5. Starting with the Running section of the Movement Template I go clockwise. The Merchant ship is placed facing the Running section. All subsequent Target ships will also end be placed facing in that direction.*



Sample Movement Template

- Next, the attacker places the first of the attacking ships (of the owning players choosing) anywhere on the table, 15" inches away from the initial target ship.
  - If it is owned by a player it is placed in relationship to the wind as desired.
  - If it is a Non-Player ship it is placed in the Movement Template section that allows for the greatest move distance but no closer than 15" from the center target ship.
- The next target ship is placed.
  - If owned by a player the ship is faced in the same direction as the initial target ship and up to 3" from it in any direction.
  - If a Non-Player, roll 2d6 for the ship. Add the results as rolled. These represent the hands of a clock with the target ship being the center. Place the ship half the lowest d6 result in inches, rounding up, from the initial target ship.

## SHIP PLACEMENT

After Gaining the Advantage has been resolved it's time to place the ships on the table. Here's how we do it:

- Determine the wind direction.
- The first and largest target ship is placed in the center of the table.
  - If it is owned by a player it is placed in relationship to the wind as desired.
  - If it is a Non-Player ship, start with the Running section of the Movement Template. Roll 1d6 and count table edges going clockwise. This is the direction that the target ship, and its fleet, is facing.

*Example – The first target ship, the 2<sup>nd</sup> Rate Merchant ship, is placed in the center of the table. After the attacker has placed one ship I roll 2d6 and score a 2 and 4. This places the next ship 1" to the rear (6 o'clock) of the first ship.*

- Next the attacker places a ship.
  - The ships cannot be placed closer than 15" to the initial target ship but could be closer to other target ships.
  - If owned by a player the ship is faced in the same direction as the initial attacker ship

## AND A BOTTLE OF RUM!

- and up to 3" from it in any direction, even to the front.
- If a Non-Player, roll 2d6 for each ship. Add the results as rolled. These represent the hands of a clock with the initial attacker ship being the center. Place the ship half the lowest d6 in inches, rounding up, from the initial attacker ship.
- Players now alternate placing ships as previously outlined.
- Regardless of rolling no ship can be placed closer than 1" from another.

### FULL OR HALF SAILS

Players may declare Full or Half Sails for their fleet. Non-Players will roll 1d6 with an odd result being Full Sails and an even, Half Sails. In either case all of the ships of the same fleet must be at one or the other.

## TABLES EDGE

Just like the oceans, there is no edge of the table. Ships that end their move off the table edge are moved back the minimum number of inches onto the table and all of the ships are adjusted accordingly.

## STOP!

Take a 3<sup>rd</sup> Rate Merchant ship with a Rep 3 Pilot and a 2<sup>nd</sup> Rate Merchant ship Pirate with a Rep 5 Pilot.

What's the difference between Flee and Fight?

What can you do if you contact friendly Pirates?

You are the Pirate, what can you do?

What can the Non-Player Merchant do? Where did you find the info?

Now go through the Gaining the Advantage procedure. If you gained the advantage what happens? What if the Merchant gained the advantage?

How is the Merchant placed in a Fight? How is the Pirate placed?

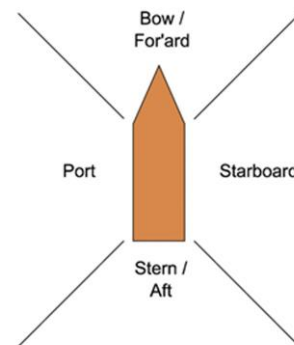
Review the Movement Template.

Now let's go over the ship to ship game mechanics.

## SHIP POSITIONS

For game purposes ships are divided into 4 quarters

- **Bow / For'ard** – The front 90 degree facing
- **Stern / Aft** – The rear 90 degree facing
- **Port** – The left firing arc / side of the ship
- **Starboard** – The right firing arc / side of the ship



## SCALE AND MEASUREMENT

All measurements for moving should be taken from the bow. Measurements for cannon range should be taken from the sides (gunwale) of the ship to the gunwale of the target ship.

## TURN SEQUENCE

Ships Encounters can last an unspecified number of turns but each turn follows a specific sequence. Once the Contact has been resolved and a Fight will happen we use the following turn sequence during the Encounter.

1. Roll for activation. If "doubles" scored re-roll.
2. Lower scoring side moves and attempts to Grapple/Ungrapple.
3. Higher scoring side moves and attempts to Grapple/Ungrapple.
4. Higher scoring side active ships fire.
5. Higher scoring side active ships attempt boarding action.

## AND A BOTTLE OF RUM!

6. Lower scoring side active ships fire.
7. Lower scoring side active ships attempt to board.
8. Both sides check Morale.
9. Continue until one side or the other Break's Off (page 88), Strikes (page 88), or sinks.

## MOVEMENT

These are the movement rules used for the ships. It involves how the ship is facing in relationship to the direction of the wind. Here's how we do it:

- When active a ship will move based on its *current Maneuver Rating*, modified by their facing relative to the wind. *Each Maneuver Rating has a Movement Template showing that movement in inches*. This distance is used when the ship is running at *Full Sails*.
- A ship may choose to run with *Half Sails*. This halves the speed of the ship, rounded down.
- It takes one full turn of activation to switch between Half and Full sails.
- If a ship has its crew reduced to half or less, or has lost half or more of its columns (rounded up) the ship may not fire in the activation that it changes its sails.

## WIND

Okay, here's come the technical stuff.

Wind direction is divided into the four cardinal points, that is, North, East, South, and West. These are represented by four table edges.

### WIND DIRECTION

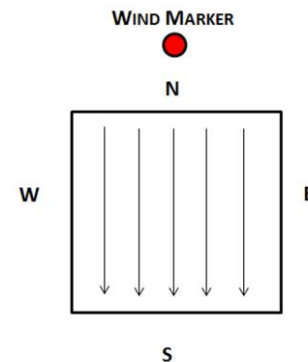
We're going to temper the technical stuff with a little good old fudging. Here's how we do it:

- Refer to the Area that you are in when the Encounter takes place.
- Consult the following Wind Direction Table to see the direction the wind is coming from.

X WIND DIRECTION	
AREA	DIRECTION COMING FROM
1	South
2	West
3	West
4	South
5	East
6	East
7	South
8	East
9	East

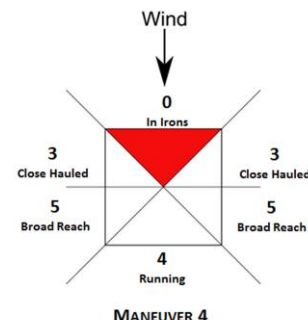
*Example – Captain Pink takes the Billy's Revenge into Area 4. The wind is coming from the South.*

- See the following diagram to see how to place the wind marker. In this example the wind is coming from the North,



### EFFECTS OF THE WIND

Wind plays a large part in sailing, affecting overall speed and maneuverability of the ship. A ship can be in the following positions with regard to wind direction. Refer to the Movement Template as we go over the positions.



## AND A BOTTLE OF RUM!

- **In Irons** – The ship is facing directly into, or within about 45 degrees either side, of the wind. A ship will lose all forward momentum when In Irons.
- **Close Hauled** – The ship is facing between 45 and 90 degrees off the wind.
- **Broad Reach** – The ship is between 90 and 135 degrees off the wind. This is typically the fastest position for a ship to be in
- **Running** – The wind is directly over the stern of the ship, or within 45 degrees either side. As a general rule this is more unstable than and not as fast as a Broad Reach.

In game terms, the position of the ship in relationship to the wind will affect the *speed* of the ship. For simplicity we have provided a Movement Template for each current Maneuver Rating a ship can have during the game. So as a ship had its Maneuver Rating reduced, due to damage, be sure to use the appropriate Movement Template.

*Example – A Maneuver 4 ship facing into the Broad Reach would move 5" at Full Sails, 2" at Half Sails.*

Note that the movement distances on the Movement Template reflect the direction the bow of the ship is facing at the *start* of its activation. This tells you how many inches the ship can move that turn.

*Example - A Maneuver 4 ship starts its activation in the Running position, and turns so it is in a Broad Reach – it will still move only 4" on that turn. If it were at Half Sails it would move only 2".*

### IN IRONS

Ships that start their turn *In Irons*, facing directly into, or within about 45 degrees either side, of the wind behave a bit differently. Here's how we do it:

- Any ship starting its turn *In Irons* will move as shown on its Movement Template.
- An *active* ship starting its *second consecutive turn In Irons*, with a movement rate of 1 or less, may turn either direction to the edge of Close Hauled, and move one inch. If desired it can remain stopped in place.
- An *active* ship starting its *second consecutive turn In Irons*, with a movement rate of 2 or more may turn either direction to the edge of Close Hauled, and move half of its listed distance. If desired it can remain stopped in place.

- An *inactive* ship *In Irons* remain stopped in place.

If there is a dispute between players about the fine line between Close Hauled and In Irons, roll 1d6 against the Pilot's Rep.

- Pass 1d6, the ship is Close Hauled.
- Pass 0d6, the ship remains In Irons.

*Example – A 5<sup>th</sup> Rate Merchant moves 9" this turn ending its movement In Irons.*

*When its side next activates it moves 4" straight forward.*

*When its side next activates it turns to the Port 2" to the edge of Close Haul. If it were inactive it would have remained in place.*

Different ship designs behave differently to wind. Some will sail better than others closer to the wind, some are better at running than others. For simplicity sake we are constant from template to template and they are used for all ship types. If you have the knowledge, feel free to modify this as you wish. (And share them on the group of course!)

### TURNING

In addition to moving forward a ship can change direction (turn) *when active*. Here's how we do it:

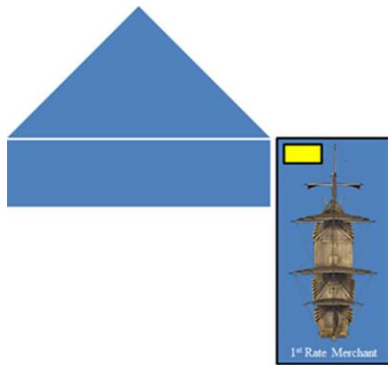
- Consult the # of Turns Table.
- When active go down the left column to the current Maneuver Rating of the ship.
- Go across to see the number of 45 degree turns the ship can make during their movement.
- These turns can be made at any time during the move, and combined to make tighter turns.
- We have included a sample Turn Template in the rear of the book.

X # OF TURNS	
MANEUVER	# OF TURNS
9	3
8	3
7	3
6	2
5	2
4	2
3	1
2	1
1	1

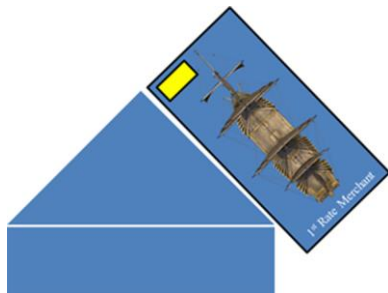
## AND A BOTTLE OF RUM!

*Example - A Close Hauled 4<sup>th</sup> Rate Merchant, with a current Maneuver Rating of 3, will move 3" and may make one turn up to 45 degrees. This can occur anytime during its movement.*

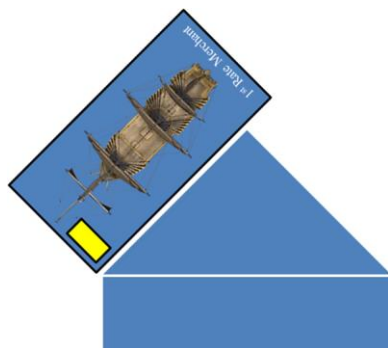
*A 3<sup>rd</sup> Rate Warship, with a current Maneuver Rating of 7, will move 7" and may make three turns up to 45 degrees, or one turn up to 90 degrees and one turn up to 45 degrees, or one turn of up to 135 degrees. This can occur anytime during its movement.*



*Place the turn template to the side that the ship wishes to turn.*



*Move the ship into the turn as shown. This is a 45 degree turn.*



*If you desire a tighter turn continue to move the ship along the template, moving the template as needed.*

## INACTIVE MOVEMENT

Inactive ships will move like Active ships with one exception. Inactive ships cannot make any turns. If this will result in a collision with another ship or land, they will take an Evasive Action Test.

### 2

### EVASIVE ACTION

*(Taken vs. Rep of the Captain)*

# D6 PASSED	RESULT
2	May turn up to 90 degrees, regardless of Maneuver Rating, to attempt to avoid collision. Next activation the ship counts at half of its actual Maneuver Rating.
1	May turn up to 45 degrees to attempt to avoid collision. Next activation the ship counts at half of its actual Maneuver Rating.
0	Brace for impact! Take collision damage as normal.

## COLLISION DAMAGE

Ships that collide into other ships or even land can take damage. Here's how we do it:

- The ship contacts the other ship or land with its bow. Damage is determined by comparing the Size (page 65) of each ship (land). Land is considered to have a Size of 6.
- The higher Size ship (or land) will take one Gunnery hit. If the ships are the same Size, each will take one Gunnery hit.
- The lower Size ship will take Gunnery hits equal to the difference in Size.
- Ships colliding with land will remain stuck in place until after the Encounter.

*Example - A 1<sup>st</sup> Rate Merchant ship (Size 5) collides with a 5<sup>th</sup> Rate Merchant ship (Size 3). The 1<sup>st</sup> Rate Merchant receives one Gunnery hit while the 5<sup>th</sup> Rate Merchant ship would receive two.*



## AND A BOTTLE OF RUM!

### STOP!

Two things determine how far a ship can move each turn. The first is its Maneuver Rating and the second is the way it is facing in relationship to the wind.

Ships can be at Full or Half Sails. Full Sails allows the ship to move the full speed listed on the Movement Template. Half sails will reduce the movement by half, rounded down.

The direction that the wind is coming from is already figured out for you by the Wind Direction Table. If you are in Area 6, what direction is the wind coming from?

Ships can make from 1 to 3 turns when active based on their Maneuver Rating. How many turns can a 2<sup>nd</sup> Rate Merchant ship make? Each turn is up to 45°. At what point during their move can a ship make a turn? Two turns? Three?

How is Inactive Movement different than Active Movement?

A 2<sup>nd</sup> Rate Warship collides with a 3<sup>rd</sup> Rate Merchant ship. Work out the damage to both ships. What would be the damage if the 2<sup>nd</sup> Rate collided with land?

### GRAPPLE/UNGRAPPLE

Grappling is when a ship throws rope lines onto the other ship and tries to pull it close. This is done in preparation for boarding. Ungrappling is the efforts of the grappled ship to cut the lines and free itself from the grappling ship. Here's how we do it:

- The Grappling ship comes within 1" and alongside of the target ship. Collision is not rolled for.
- Go to the Grappling Table.
- Both ships will roll 1d6 per point of *current* crew Rep looking for successes, scores of 1, 2 or 3.
- Compare the number of successes each side scored.
- Consult the Grappling Table.
- Go to the left hand column and down to the appropriate row.
- Go across and immediately carry out the results.

### REP

### GRAPPLING

(Looking for successes)

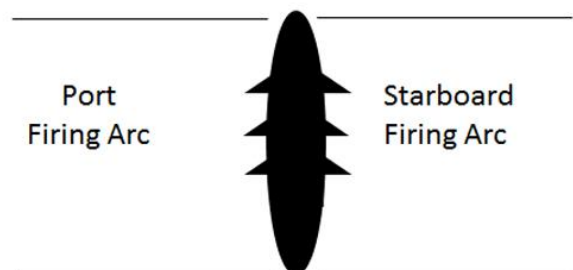
# OF SUCCESSIONS	SHIP WANTING TO GRAPPLE	SHIP NOT WANTING TO GRAPPLE
Score more successes than opponent	Successfully grapple. Go to the Boarding Encounter.	Unsuccessful, may not grapple.
Score same number of successes	Unsuccessful, may not grapple.	Unsuccessful, may not grapple.

To ungrapple take the Grappling Test but substitute ungrapple for any grappling result.

### GUNNERY PHASE

When it is time to fire we call it the Gunnery Phase. Here's how we do it:

- The ship must be active.
- Trace a LOS from the shooter to the target.
- Firing is from the side of the ship (gunwales) in the following arcs.
- Gunnery range is out to 12". This is the effective range where the shooters think they have a good chance of delivering a good broadside.



- Once a target is in the arc, count the current number of guns located on the shooter's Ship Roster.
- If half or less of the target ship is in the firing arc the shooter is only allowed to fire half its current guns, rounded down.
- Start with 2d6.
- Consult the Gunnery Table.
- Modify the number of d6 by any applicable circumstance.



## AND A BOTTLE OF RUM!

- Roll the modified number of d6 versus the Rep of the crew.
- Determine how many d6 were passed.
- Consult the Gunnery Table and immediately carry out the results

<b>2</b>	<b>GUNNERY</b> (Taken versus crew Rep)
----------	---

CIRCUMSTANCES	MODIFIER
Ship is Inactive	-1d6
Rep 5 Chief Gunner	+1d6
Rep 3 Chief Gunner	-1d6
Pirate crew 2 <sup>nd</sup> or higher broadside <sup>(1)</sup>	-1d6
Firing at 4" or less	+1d6
Firing at over 8"	-1d6

(1) Each side is counted separately.

#D6 PASSED	RESULT
2+	<b>All guns brought to bear.</b> Roll 1d6 per each eligible gun on the Gunnery Damage Table.
1	<b>Effective broadside.</b> Roll 1d6 for half the number of eligible guns (rounded down) on the Gunnery Damage Table.
0	<b>Ineffective broadside!</b> No measureable damage given.

<b>X</b>	<b>GUNNERY DAMAGE</b> (Read the result as rolled)
----------	--

SCORE	RESULT
1	<b>Hit!</b> Reduce the Defensive Value of the target ship by 1.
2	<b>If the shooter is crossing the "T" or the target ship is grappled to the firing ship:</b> <ul style="list-style-type: none"> <li>• <b>Hit!</b> Reduce the Defensive Value of the target ship by 1.</li> </ul> <b>If target ship is not grappled to the firing ship:</b> <ul style="list-style-type: none"> <li>• <b>No effect!</b> No damage is inflicted.</li> </ul>
3 to 6	<b>No effect!</b> No damage is inflicted.

### CROSSING THE "T"

Crossing the "T" occurs when the shooting ship can trace a straight LOS with its guns from the bow to stern of the target ship or stern to bow. In effect, it is firing its guns down the length of the ship as opposed to the width.

When this occurs, each Gunnery hit will score damage on a d6 result of "2" as well as on a "1".

*Example – Continuing the previous example Billy's Revenge now fires at the Abandon will all its eligible guns, 6. The Rep of the crew is 4. Billy rolls 2d6 and scores a 3 and 4, passing 2d6. Looking on the Gunnery Table we see that each gun has hit so Billy rolls 6d6 on the Gunnery Damage Table and scores a 1, 1, 3, 4, 5 and 6 for 2 hits.*

*The Abandon is reduced from 4 Defense to 2 Defense. It is also reduced from 3 Maneuver Rating to 1 Maneuver Rating and from 3 Guns to 1 Gun. In addition it will count a -2 Morale Modifier when taking the Morale Test (page 88).*

*It must now test for Critical Damage.*

## GUNNERY DAMAGE TO SHIPS

Each Gunnery hit eliminates one Defense column from the target ship. Here's how we do it:

- Mark off each Defense column as the damage occurs. This will affect the ships Maneuver Rating, Guns, Rep and cause Crew Casualties.
- If a ship is reduced to a Defense of zero or less it is out of the fight and beginning to sink. Roll on the *Debris Table* (page 86).

## DEBRIS TABLE

When a ship has sunk you must roll on the Debris Table to see if any Cargo can be recovered and if any passengers or crew onboard the ship has survived. Here's how we do it:

- Roll 2d6 versus the Rate of your ship.
- Determine the number of d6 that are passed.
- Consult the Debris Table and immediately carry out the results.

## AND A BOTTLE OF RUM!

**2**

### DEBRIS

*(Taken versus Rate)*

#D6 PASSED	RESULT
2	No Cargo recovered and no passengers or crew survived.
1	Half of the Cargo can be recovered. A quarter of the passengers and crew, rolled at random, can take the After the Battle Recovery Test and can be recovered.
0	Half of the Cargo can be recovered. Half of the passengers and crew, rolled at random, can take the After the Battle Recovery Test and can be recovered.

### CRITICAL DAMAGE

Each time a ship suffers Gunnery damage there is a chance that a Critical Hit has occurred. A Critical Hit is damage that directly affects the abilities of the ship and her crew. Here's how we do it:

- Determine how many hits were scored. This is the Target Number.
- Roll 2d6 versus the Target Number and determine how many d6 were passed.
- Consult the Critical Hits Table and immediately carry out the results.

**2**

### CRITICAL HITS

*(Taken versus number of hits scored)*

#D6 PASSED	RESULT
2	<b>Critical Hit!</b> Go to the Critical Damage Table.
1	<i>No effect!</i> No additional critical damage occurs.
0	<i>No effect!</i> No additional critical damage occurs.

*Example – Continuing the previous example the Abandon has taken two hits. Billy Pink rolls 2d6 versus the Target Number (2) and scores a 1 and 2, passing 2d6. The Abandon suffers a Critical Hit.*

*The Captain of the Abandon rolls 1d6 and scores a 5. He adds 2, as the ship suffered 2 hits, for a total of 7. Looking on the Critical Damage Table we see that the Abandon has caught Fire!*

**1**

### CRITICAL DAMAGE

*(Read the result as rolled)*

CIRCUMSTANCES	MODIFIER
Each hit scored	+1

#	RESULT
2 - 6	<b>No effect!</b> No additional critical damage occurs.
7 - 8	<b>Fire!</b> Count as 1 Defense lower until the end of the ship's next turn of activation.
9	<b>Steering hit!</b> Pilot takes the Recover From Knock Down Test. Ship must continue on course next turn.
10	<b>Captain hit!</b> Captain takes the Recover From Knock Down Test. Ship must continue on course next turn when second in command assumes control or Captain recovers.
11	<b>Waterline hit!</b> The ship is taking on water. Count as one Defense column lower than actual for the remainder of the Encounter.
12+	<b>Magazine hit!</b> Ship explodes. Go to Debris Table.

### MULTIPLE GUNNERY TARGETS

When allowed to fire at more than one target the ship may choose to split its guns and fire at both targets or fires all its guns on one target.

*Example – Billy's Revenge splits two enemy Merchant ships and can fire at either one or both. Captain Billy decides to split his 8 guns, 4 per side, and fires at both ships.*

### **BOARDING ACTION**

When ships are grappled a Boarding Action can take place if one ship or both desire it. The action takes place while the battle is being fought and occurs during the Turn Sequence when directed. Here's how we do it:

- 75% of the current crew of each ship is counted in the Boarding Action.
- The defender will place each crew member in the boarding action in one of the deck sections of the ship.
- **A three deck section ship** will have all the defending crew members on the Main Deck.
- **A four deck section ship** means each crew member will roll 1d6. A result of 1, 2 or 3 means the crew member is placed in the Forward Deck while a result of 4, 5 or 6 means the crew member is placed on the Main Deck.
- **A five deck section ship** means each crew member will roll 1d6. A result of 1 or 2 means the crew member is placed in the Forward Deck, a result of 3 or 4 means on the Main Deck, and a result of 5 or 6 means on the Aft Deck.
- Player Captains can be placed where desired while Non-Player Captains are rolled normally.
- The attacker now follows the same procedure as the defender placing its crew on the appropriate deck of the attacking ship.
- Swivel guns are now fired (page 24).
- Now each side resolves a Charge into Melee Test, shots fired and casualties removed, if called for. If successful the attackers are moved into the appropriate defending ship deck.
- Melee is now carried out using the Melee rules (page 24).
- The ships involved cannot move, fire or attempt to un-grapple until all boarders have been defeated or the ship surrenders.

#### **DUCK BACK AND RUN AWAY**

Attackers scoring a result of Duck Back or Run Away return to their ship. Once they have left the defending ship they cannot return and are out of the Boarding Action.

Defenders scoring a result of Duck Back or Run Away will surrender instead.

#### **DECKS WITH MINIS**

There are a couple of ways to handle the decks used in Boarding Actions. Here are some suggestions:

- There are some resin ship models that can be used.
- RPG Now is an online site that has paper deck plans.
- We offer a PDF that has 70 ships in addition to two complete sets of deck plans useable in 28mm and 15mm.
- The simplest way is just separate space on the table signifying the different deck areas.

### **MOVEMENT ON DECK**

The ship's crew involved in the Boarding Action can move as desired when it is its turn. Defenders can move into the Bow and Aft sections as desired while the Attackers can only move there if it is occupied by Defenders.

### **WINNING AND LOSING**

If a ship has all of its assigned boarding crew members Knocked Out of the Fight or Obviously Dead the ship has surrendered. Any crew members not directly involved in the Boarding Action are captured.

### **STOP!**

Take two ships, a 3<sup>rd</sup> Rate Merchant and a 5<sup>th</sup> Rate Merchant/Pirate. Place them 12" apart and resolve a round of Gunnery.

Now move them to 7" apart and resolve a second round of Gunnery. Did you use the Pirate modifier when firing?

Finally move them to 3" apart and resolve a third round of Gunnery.

Now place the ship adjacent to each other and set up a Boarding Action with 5 figures on each side.

Have both sides fire a swivel gun? What happens next?

Finish off the Boarding Action.

## AND A BOTTLE OF RUM!

### MORALE

At the end of every turn that a ship takes damage or crew casualties it will test its morale. Here's how we do it:

- Go to the Morale Table.
- Start with the Rep of the crew.
- Modify the Rep by any applicable circumstance.
- Roll 3d6 versus the modified Rep.
- Determine how many d6 are passed and consult the Morale Table.
- Immediately carry out the results.

### 3 MORALE

(Taken vs. Rep)

CIRCUMSTANCE	MODIFIER
Damage Morale Modifier	-1 to -4

# D6 PASSED	RESULT
3+	<i>All</i> will Carry On as desired.
2	<p><i>Merchants</i> will roll 1d6 versus Rep of Captain:</p> <ul style="list-style-type: none"> <li>• Pass 1d6: Carry On.</li> <li>• Pass 0d6: Break Off.</li> </ul> <p><i>Non-Merchants</i> will Carry On as desired.</p>
1	<p><i>Merchants</i> will Strike!</p> <p><i>Non-Merchants</i> will roll 1d6 versus Rep of Captain:</p> <ul style="list-style-type: none"> <li>• Pass 1d6: Carry On.</li> <li>• Pass 0d6: Break Off.</li> </ul>
0	<i>All</i> will Strike!

### BREAK OFF

If called upon to Break Off the ship will attempt to exit the fight. Here's how we do it:

- If attacker in a Boarding Action all boarders are re-called and moved back to the ship.
- If defender in a Boarding Action will Strike instead.
- Ships that Break Off will move away from the enemy. Once they reach over 12" away from the closest enemy they are removed from the table.
- If forced to take the Morale Test again and score a result of Break Off, they will Strike instead.

*Example – A 3<sup>rd</sup> Rate Merchant has a current crew Rep of 3. It takes damage and must take the Morale Test. It rolls 3d6 and scores a 2, 3 and 6, passing 2d6. It now rolls 1d6 versus the Rep of its Captain (3) and passes 0d6. The ship will now Break Off.*

### SIMULTANEOUS BREAK OFF OR STRIKE

If both ships Break Off at the same time they will both move Break Off.

If both ships Strike at the same time they will Break Off instead.

If a ship Breaks Off and the other Strikes, the Breaking Off ship will carry on instead.

### STRIKE!

The ship has surrendered and can be boarded. If it is not boarded in the next three turns of activation it will switch to Break Off status instead. Opposing ships must send at least 5 figures over to capture the ship.

### FLAGSHIP BREAK OFF OR STRIKE

If the flagship Breaks Off or Strikes the rest of the fleet will immediately Break Off.

### CREW CASUALTIES

Casualties in both types of sea battles are tracked as damage is taken. This can come from Gunnery or Boarding. At the end of the Encounter it's time to pay the butcher's bill. Here's how we do it:

- Each casualty must take the After the Battle Recovery Test.

### 2 AFTER THE BATTLE RECOVERY \*

(Taken vs. Rep)

CIRCUMSTANCE	RESULT
Surgeon available	+1d6 <sup>(1)</sup>

# D6 PASSED	RESULT
2	All return at normal Rep.
1	Out of the Fight returns at normal Rep. Those that Ran Away will return at -1 to Rep.
0	Out of the Fights die. Runaways never return with those at sea being "cut loose".

## AND A BOTTLE OF RUM!

(\*) Out of the Fight figures captured by the enemy will still take the test as they may be exchanged for enemy prisoners on a one for one basis.

(1)D6 is compared to the Rep of the Surgeon.

### PRISONERS & RANSOMS

After a ship surrenders there is a chance of it having someone important enough to be ransomed. Here's how we do it:

- Roll 1d6 and add it to the Rate of the largest ship captured.
- Consult the Ransom Table.
- Go down the left hand column the modified score.
- Then across to the result.

1	RANSOM
	(Read the result as rolled)

#	RESULT
2	<b>Jackpot!</b> You have captured the daughter of a high ranking Noble of the same Nation as the ship. Go to Negotiating the Ransom.
3	<b>Well done!</b> You have captured a Government Official of the same Nation as the ship. Go to Negotiating the Ransom.
4	<b>Pay day!</b> You have captured an Older Noble of the same Nation as the ship. Go to Negotiating the Ransom.
5+	<b>Bah!</b> No one worth paying a ransom for.

#### NEGOTIATING THE RANSOM

Once you have captured a person worthy of ransom it's time to negotiate for their exchange. Here's how we do it:

- Take a Challenge Test.
- The Challenge is Very Difficult.
- The Bribery modifier cannot be used.
- If successful go to the nearest Settlement for that Nation with a SAL of 3 or more. Once there you will receive Ransom equal to its Rep in Gold Piece. To Rep of the prisoner is equal to 3+ 1/2d6.
- If a failure the Nation will not negotiate with you but will instead send out Warships to recover the hostage. The next Random Event that occurs will

be enemy Warships instead. Determine how many ships in the normal fashion. Roll 1/2d6 for each ship with the result equaling the Rate of the ship. To eliminate this eventuality go to the Settlement for that Nation with a SAL of 3 or more and return the hostage.

*Example – Captain Billy (Rep 5) captures a Spanish 1<sup>st</sup> Rate Merchant. He rolls 1d6 and scores a 3; he has a valuable captive. Billy rolls 1/2d6 and adds the result (2) to 3. This means the Rep of the prisoner is 5 and worth 5000 Gold Pieces.*

*Next Billy rolls to negotiate the ransom takes a Challenge Test and scores a result of failure. They will not negotiate. Three months later Billy rolls a Random Event. Enemy Warships have hunted him down. Billy rolls to see how many there are. He rolls 1d6 and scores a 5. This means there are 3 ships less than the number of ships in his fleet. As there can never be less than one, only one Warship has contacted him. He now rolls 1/2d6 and scores a 2. This means he has run into a 1<sup>st</sup> Rate Warship, or as it is Spanish, a War Galleon.*

### BIG SEA BATTLES

Building off of the rules we've just presented, here are the modifications used when fighting large sea battles. How large is up to you? When each player runs three or more ships, that's a good time to switch to the following Big Sea Battles rules.

#### TURN SEQUENCE

The Turn Sequence is used as written.

#### GRAPPLE/UNGRAPPLE

The Grappling/Ungrappling procedure remains the same.

#### SHIP POSITIONS

Ship positions remain the same.

#### MOVEMENT

All previously learned movement rules remain the same with the following change. *Ships can choose to move as a group.* Here's how we do it:

- All ships within 2" of each other are in the same group.

## AND A BOTTLE OF RUM!

- The lead ship determines when the group will move.
- Ships in a group must remain within 2" of another ship in the group. When this no longer applies the ship is no longer in the group.
- Ships in a group will move in the same manner as the lead ship whenever possible. They can change movement to exploit an opportunity or if inactive and cannot turn will continue on.

### WIND

The Wind section remains the same.

### GUNNERY PHASE

Gunnery rules remain the same.

### BOARDING ACTION

*This is the major change when fighting a Big Sea Battle.*

When ships are grappled a Boarding Action can take place if one ship or both desire it. The action takes place while the battle is being fought and occurs during the Turn Sequence when directed. Here's how we do it:

- Count all crew members for the Boarding Action.
- Swivel guns are still used.
- All the crew are assumed to be involved in the action and do not have to be placed on the deck of the ship. Instead just keep track when the attacking crew is on the defending ship.
- Boarding is automatic; a Charge Into Melee Test is not taken.
- The ships involved cannot move, fire or attempt to un-grapple until all boarders have been defeated or the ship surrenders.

### MELEE

Melee is now carried out by tracking casualties and not using figures in combat. Here's how we do it:

- At the start of melee each crew loses one figure for each ship it is meleeing with. So if in melee with two ships you lose two figures at the start. Upon contact immediately remove these figures. *If only one figure is involved in melee then no ships lose a figure at the start.*
- Consult the Big Battle Melee Resolution Table.
- Each side then starts with 1d6 for each point of Rep of the unit.
- Modify this number of d6 by any applicable circumstances.

- Each side rolls the modified number of d6.
- Each side retains all *successes*, any result of a 1, 2, or 3.
- Subtract the lower number of successes from the higher number of successes.
- The difference is the number of additional figures that the lower side will remove as casualties.
- When fighting more than one enemy ship the single ship must divide its d6 that are to be rolled and number of crew in the ship between the enemies and apply the results separately.

### REP BIG BATTLE MELEE RESOLUTION

*(Looking for successes)*

*Subtract the lower number of successes from the higher number and the lower side loses that many additional figures.*

CIRCUMSTANCE	MODIFIER
Pirates	+2d6
Military	+1d6
Each additional crew member more than the enemy	+1d6

### DUCK BACK AND RUN AWAY

Attackers scoring a result of Duck Back or Run Away return to their ship. Once they have left the defending ship they cannot return and are out of the Boarding Action.

Defenders scoring a result of Duck Back or Run Away will surrender instead.

### MORALE

The Morale section remains the same as does Break Off and Strike.

### WINNING AND LOSING

If a ship has no crew left it has surrendered.

## AND A BOTTLE OF RUM!

### NP SHIP MOVEMENT

Used for all Sea Battles.

When playing solo or same side, use the NP Ship Movement Table when that side activates. Here's how we do it:

- When the NP side activates start with the flagship.
- Consult the NP Ship Movement Table.
- Start with 2d6.
- Modify the number of d6 by any applicable circumstance.
- Roll the modified number of d6 versus the Rep of the NP Captain. *There is no minimum number of d6 so it is possible to roll 0d6.*
- Determine how many d6 are passed.
- Consult the NP Ship Movement and carry out the results.

2

#### NP SHIP MOVEMENT

(Taken versus NPC Captain Rep)

CIRCUMSTANCE	RESULT
Warship	+1d6
Larger than all other opposing ships	+1d6
More Maneuverable than opposing ships	+1d6
Outnumber the opposing ships	+1d6
Have ½ or less Defense remaining	-1d6
Non-Warship that is smaller than all opposing ships	-1d6
Outnumbered	-1d6

#D6 PASSED	RESULT
2+	<ul style="list-style-type: none"> <li>• <b>All</b> will move into firing range as close as possible.</li> <li>• <b>Warships</b> will also move to attempt to Grapple.</li> </ul>
1	<ul style="list-style-type: none"> <li>• <b>Warships</b> will move into firing range as close as possible.</li> <li>• <b>Merchants</b> will move to gain the wind advantage, firing if can.</li> </ul>
0	<ul style="list-style-type: none"> <li>• <b>All</b> will move to gain the wind advantage, firing if can. Will not roll on the NP Ship Movement Table remainder of the Encounter.</li> </ul>

### GAIN THE WIND ADVANTAGE

Ships that want to *gain the wind advantage* will turn their ship away from the enemy and sail for their highest speed (Broad Reach). If they can reach a speed greater than *all* enemy ships within Gunnery Range (12") they have successfully *fled* and are removed from the table.

### CAMPAIGN AREA

In "And a Bottle of Rum" we provide two Campaign Areas for you to adventure in. The first is the Caribbean of the 1600's, the Golden Age of Pirates. The second is Lemuria, where your adventures are only limited by your imagination. The rules found previously will apply to Lemuria unless specified otherwise.

So let's get started!

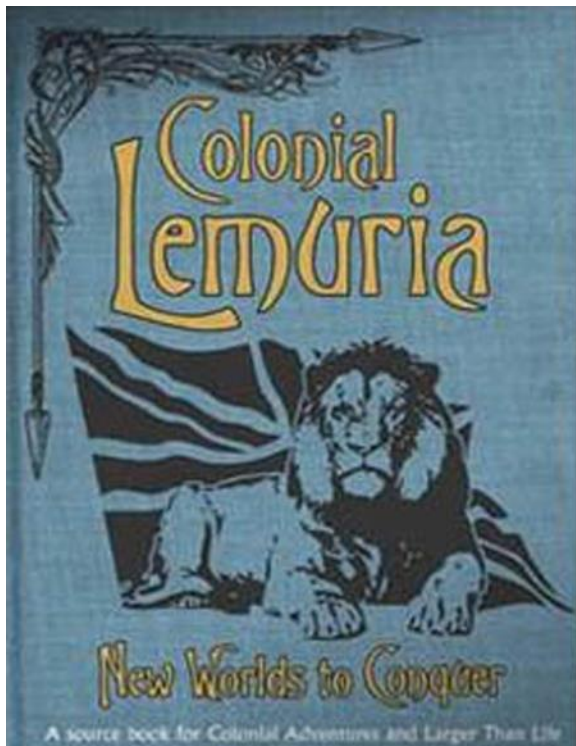
### LEMURIA

*Lemuria, Land of Enchantment.* <sup>(1)</sup> Known since ancient times as a fabled land few have seen or know much about. It seems to have become a more hospitable place since ancient times, but only in some areas. Several places on the continent have very old and unique ruins, for the most part unexplored, from a past civilization yet unrecorded in history. Rumors run rampant through the entire continent of lost cities and lost tribes, all of which are just over the horizon from here.

Settled by many peoples, it has had no one overwhelming civilizing force despite having waves of immigration by the Chinese, Hindus, Arabs, and African peoples. The land lies between India and the Antarctic landmass from north to south and between Madagascar and the Australian archipelago from east to west. The monsoon winds and rains brush lightly over the land, yet enough to give much of the island well watered soils.

(1) Much of the information on Lemuria is from the memoirs of Baron Sir Roger FitzLyon, 12<sup>th</sup> Baron FitzLyon, and entitled "My Travels on the Oldest Continent" circa 1870.

## AND A BOTTLE OF RUM!

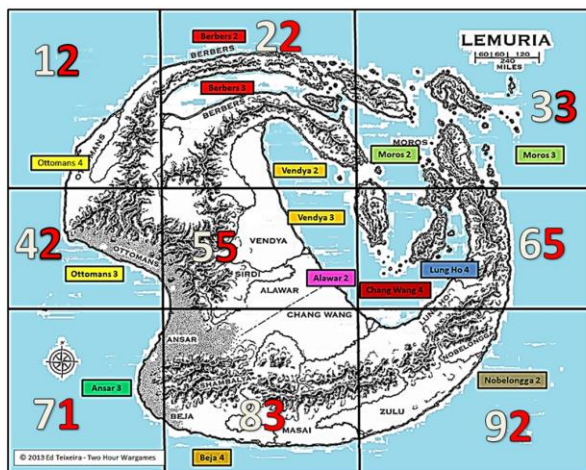


If you desire more information and detail about Lemuria and its peoples check out *Colonial Lemuria – New Worlds to Conquer* available from Two Hour Wargames.

<http://www.twohourwargames.com/cole.html>

### CAMPAIGN AREA MAP

The Lemuria Campaign Area is divided into nine separate areas, labeled 1 to 9. Here's a picture of the Campaign Area, a larger one can be found in the rear of the book.



### EXPLAINING THE CAMPAIGN AREA MAP

The map was made to provide as much info as possible. Here's what you will find:

- **Area Designator** – The large white number inside the Area is used to designate the Area. The upper left hand Area of the map is "1".
- **Area Activity Levels (AAL)** – The large red number next to the white number is the Area Activity Level of the Area.
- **Settlement Activity Level (SAL)** – At the bottom of the Area there may be one or more rectangles. These are the Settlement Activity Levels of the Settlements that can be visited in that Area.

We have purposely chosen not to clutter the map with names of cities which would require the player to refer to the rules book to see the SAL of each city.

### AREA ACTIVITY LEVEL

The Area Activity Level (AAL) is a number from 1 to 5 that reflects the amount of contact you could have in that area. The higher the number the greater chance of contacting something.

### SETTLEMENT ACTIVITY LEVEL

The Settlement Activity Level (SAL) is a number from 1 to 5 that reflects the amount of contact you could have in that Settlement. The higher the number the greater chance of contacting something.

### EUROPEAN SETTLEMENTS

You will notice that the Dutch, English, French and Spanish do not have any Settlements in Lemuria. Instead they have Trade Port status that allows them to trade with all of the Lemurian nations. That is until you decide to go a pirating.

## NATIONS OF LEMURIA

Lemuria is populated by many nations, many of which are on a par with European Armies of the 1600's. Ten of them have access to its oceans and seas. Here's a quick rundown of each one with corresponding historical equivalents in parenthesis.



## AND A BOTTLE OF RUM!

### ALAWAR (INDIAN)

Alawar has long held to a legend that it was the first Lemurian kingdom: *"Before all others we were here."* Their cities are ancient and well established, their King is revered as a descendant of the gods, and their army is fierce and well trained.

Alawar may be armed with a Pistol (1-2), One Hand Weapon (3) or Musket (4-6). They will always be armed with Muskets when fighting in Big Land Battles.

*Alawar use the Military QRS and have the Fast Loader Attribute. In addition when fighting in Big Land Battles they always count as loaded when firing.*

1	ALAWAR GENERATION
	(Read result as rolled)

CIRCUMSTANCE	MODIFIER
Leader	na

	1	2	3	4	5	6
REP	5	4	4	3	3	3

2	WHAT ARE THEY - ALAWAR
	(Adding the scores together)

#	ALAWAR
2	3 <sup>rd</sup> Rate Merchant
3	3 <sup>rd</sup> Rate Merchant
4	4 <sup>th</sup> Rate Merchant
5	4 <sup>th</sup> Rate Merchant
6	4 <sup>th</sup> Rate Merchant
7	4 <sup>th</sup> Rate Merchant
8	5 <sup>th</sup> Rate Merchant
9	5 <sup>th</sup> Rate Merchant
10	5 <sup>th</sup> Rate Merchant
11	3 <sup>rd</sup> Rate Warship
12	3 <sup>rd</sup> Rate Warship

### ANSAR (ARAB/AFRICAN)

The Ansar, an East African people of mixed Arab descent, were transported here several generations ago. Enslaving or killing the local inhabitants, they have filled the land with their wild offspring, and they go on doing what their fathers did. The land they have is dry and harsh, which suits most people just fine. The hand of the Sublime Port rests lightly here while sending forth its ships to pillage and enslave other nationals when they can.

The Ansar may be armed with a Pistol (1) or One Hand Weapon (2-5) or both (6). They will be armed as above when fighting in Big Land Battles.

*The Ansar use the Pirates QRS and have the Greedy Attribute. In addition they will count a +1d6 when rolling on the Charge Into Melee Table when fighting in Big Land Battles.*

CIRCUMSTANCE	MODIFIER
Leader	na

	1	2	3	4	5	6
REP	4	4	4	4	4	4

2	WHAT ARE THEY - ANSAR
	(Adding the scores together)

#	ANSAR
2	5 <sup>th</sup> Rate Merchant
3	5 <sup>th</sup> Rate Merchant
4	5 <sup>th</sup> Rate Merchant
5	5 <sup>th</sup> Rate Merchant
6	5 <sup>th</sup> Rate Merchant
7	5 <sup>th</sup> Rate Merchant
8	4 <sup>th</sup> Rate Merchant
9	4 <sup>th</sup> Rate Merchant
10	4 <sup>th</sup> Rate Merchant
11	4 <sup>th</sup> Rate Merchant
12	4 <sup>th</sup> Rate Merchant

## AND A BOTTLE OF RUM!

### BEJA (TRIPOLI)

The largest of the Black African Kingdoms, the Beja are also the most warlike. They fight for glory and honor under their various Chiefs and make exceptional pirates.

The Beja may be armed with a Pistol (1) or One Hand Weapon (2-5) or both (6). They will be armed as above when fighting in Big Land Battles.

*The Beja use the Pirates QRS and share the Brawler Attribute. In addition they will count a +1d6 when rolling on the Charge Into Melee Table when fighting in Big Land Battles.*

CIRCUMSTANCE	MODIFIER
Leader	+1

	1	2	3	4	5	6
REP	5	5	4	4	4	4

### 2 WHAT ARE THEY - BEJA

*(Adding the scores together)*

#	BEJA
2	5 <sup>th</sup> Rate Merchant
3	5 <sup>th</sup> Rate Merchant
4	5 <sup>th</sup> Rate Merchant
5	5 <sup>th</sup> Rate Merchant
6	5 <sup>th</sup> Rate Merchant
7	5 <sup>th</sup> Rate Merchant
8	5 <sup>th</sup> Rate Merchant
9	5 <sup>th</sup> Rate Merchant
10	5 <sup>th</sup> Rate Merchant
11	5 <sup>th</sup> Rate Merchant
12	5 <sup>th</sup> Rate Merchant

### BERBERS (BERBERS)

Moslem Berbers, originally merchants from the Magrib, settled in the mountains in the north of the islands. Over the years, malcontents, outlaws, and adventurers have moved deeper into the Atlas Mountains while the more industrious or lazier, depending upon who you ask, have become pirates.

Berbers may be armed with a Pistol (1), One Hand Weapon (2-3) or both (4-6). They will be armed as above when fighting in Big Land Battles.

*Berbers use the Pirates QRS and share the Brawler Attribute. In addition they will count a +1d6 when rolling on the Charge Into Melee Table when fighting in Big Land Battles.*

CIRCUMSTANCE	MODIFIER
Leader	+1

	1	2	3	4	5	6
REP	5	5	4	4	4	4

### 2 WHAT ARE THEY - BERBERS

*(Adding the scores together)*

#	BERBERS
2	5 <sup>th</sup> Rate Merchant
3	5 <sup>th</sup> Rate Merchant
4	5 <sup>th</sup> Rate Merchant
5	5 <sup>th</sup> Rate Merchant
6	5 <sup>th</sup> Rate Merchant
7	5 <sup>th</sup> Rate Merchant
8	5 <sup>th</sup> Rate Merchant
9	3 <sup>rd</sup> Rate Merchant
10	3 <sup>rd</sup> Rate Merchant
11	3 <sup>rd</sup> Rate Merchant
12	3 <sup>rd</sup> Rate Merchant

## AND A BOTTLE OF RUM!

### CHANG WANG (CHINESE)

Whilst these people are descended from the Son of Heaven, a smart man does not bring this up in polite conversation. The Chang Wang has kept a good number of traditions from China, but has added their own Lemurian twist to the mix.

Chang Wang may be armed with a Pistol (1), One Hand Weapon (2-3), Two Hand Weapon (4) or Musket (5-6). They will always be armed as above when fighting in Big Land Battles.

*Chang Wang will use the Pirates QRS and share the Brawler Attribute. In addition they will count a +1d6 when rolling on the Charge Into Melee Table when fighting in Big Land Battles.*

CIRCUMSTANCE	MODIFIER
Leader	+1

REP	1	2	3	4	5	6
	5	5	4	4	4	4

### 2 WHAT ARE THEY – CHANG WANG

*(Adding the scores together)*

#	CHANG WANG
2	1 <sup>st</sup> Rate Merchant
3	1 <sup>st</sup> Rate Merchant
4	1 <sup>st</sup> Rate Merchant
5	1 <sup>st</sup> Rate Merchant
6	2 <sup>nd</sup> Rate Merchant
7	2 <sup>nd</sup> Rate Merchant
8	3 <sup>rd</sup> Rate Merchant
9	5 <sup>th</sup> Rate Merchant
10	3 <sup>rd</sup> Rate Warship
11	1 <sup>st</sup> Rate Merchant <sup>(1)</sup>
12	1 <sup>st</sup> Rate Merchant <sup>(1)</sup>

*(1) Actually a War Galleon with Military crew.*

### LUNG HO (CHINESE)

Formed several hundred years ago, Lung Ho has always been a land of “enlightened rule.” Indeed, it has no noble class. Instead it has the “First Men”, families that have defended the kingdom since its inception.

Lung Ho may be armed with a Pistol (1), Musket (2), One Hand Weapon (3-4) or Two Hand Weapon (5-6). They will be armed with muskets when fighting a Big Land Battle.

*Lung Ho use the Townsfolk QRS and share the Runt Attribute, not so much based on size, but rather a lack of desire. They do not exhibit any discernible Attribute when fighting Big Land Battles.*

CIRCUMSTANCE	MODIFIER
Leader	na

REP	1	2	3	4	5	6
	5	4	4	3	3	3

### 2 WHAT ARE THEY – LUNG HO

*(Adding the scores together)*

#	LUNG HO
2	1 <sup>st</sup> Rate Merchant
3	1 <sup>st</sup> Rate Merchant
4	1 <sup>st</sup> Rate Merchant
5	1 <sup>st</sup> Rate Merchant
6	2 <sup>nd</sup> Rate Merchant
7	2 <sup>nd</sup> Rate Merchant
8	3 <sup>rd</sup> Rate Merchant
9	5 <sup>th</sup> Rate Merchant
10	3 <sup>rd</sup> Rate Warship
11	1 <sup>st</sup> Rate Merchant <sup>(1)</sup>
12	1 <sup>st</sup> Rate Merchant <sup>(1)</sup>

*(1) Actually a War Galleon with Military crew.*

## AND A BOTTLE OF RUM!

### MOROS (MOROS)

The armies of these kingdoms look more like the dregs of society anywhere else, yet these pirates and bandits are considered the terror of the sea. All of the fighting men, which by definition are all men of the Moro nations, are soldiers. They act as infantry or sailors with equal ease. On land they act as infantry, at sea they become the pirates they are.

Moros may be armed with a Pistol (1), One Hand Weapon (2-5) or both (6). They will be armed with Muskets (1) or Pistol and One Hand Weapon (2) or One Hand Weapon (3-6) when fighting in Big Land Battles.

*Moros use the Pirates QRS and share the Brawler Attribute. In addition they will count a +1d6 when rolling on the Charge Into Melee Table when fighting in Big Land Battles.*

CIRCUMSTANCE	MODIFIER
Leader	na

REP	1	2	3	4	5	6
	5	5	5	5	5	5

### 2 WHAT ARE THEY - MOROS

*(Adding the scores together)*

#	MOROS
2	5 <sup>th</sup> Rate Merchant
3	5 <sup>th</sup> Rate Merchant
4	5 <sup>th</sup> Rate Merchant
5	5 <sup>th</sup> Rate Merchant
6	5 <sup>th</sup> Rate Merchant
7	5 <sup>th</sup> Rate Merchant
8	5 <sup>th</sup> Rate Merchant
9	5 <sup>th</sup> Rate Merchant
10	5 <sup>th</sup> Rate Merchant
11	3 <sup>rd</sup> Rate Merchant
12	3 <sup>rd</sup> Rate Merchant

### NOBELONGGA (AFRICAN TRIBAL)

The second Black African Kingdom is Nobelongga. These are a tribal people centered on Clans. This gives them little desire to rally around a central government. However, they make fierce pirates attacking in their small ships from the safety of cover provided by the jungles on their shore.

Nobelongga warriors may be armed with a One Hand Weapon (1-4) or Bow (5-6). They will be armed as above when fighting in Big Land Battles.

*Nobelongga use the Pirates QRS and share the Brawler Attribute. In addition they will count a +1d6 when rolling on the Charge Into Melee Table when fighting in Big Land Battles.*

CIRCUMSTANCE	MODIFIER
Leader	+1

REP	1	2	3	4	5	6
	5 <sup>(1)</sup>	5	5	5	4	4

*(1) Only figures with One Hand Weapons can be Rep 5.*

### 2 WHAT ARE THEY - NOBELONGGA

*(Adding the scores together)*

#	NOBELONGGA
2	5 <sup>th</sup> Rate Merchant
3	5 <sup>th</sup> Rate Merchant
4	5 <sup>th</sup> Rate Merchant
5	5 <sup>th</sup> Rate Merchant
6	5 <sup>th</sup> Rate Merchant
7	5 <sup>th</sup> Rate Merchant
8	5 <sup>th</sup> Rate Merchant
9	5 <sup>th</sup> Rate Merchant
10	5 <sup>th</sup> Rate Merchant
11	5 <sup>th</sup> Rate Merchant
12	5 <sup>th</sup> Rate Merchant

## AND A BOTTLE OF RUM!

### OTTOMAN (OTTOMAN)

The Ottoman's influence extends into Lemuria and the Governor's hand is heavier, but one sees less banditry and more uniformed troops. Infantry is queen here, brilliant white summer uniforms, very brave in the sun, but the cavalry does put on a good show, and during my stay the artillery held pride of place, even in their drab blue uniforms. All troops are drilled in the European manner.

Ottomans may be armed with a Pistol (1-2), One Hand Weapon (3) or Musket (4-6). They will always be armed with Muskets when fighting in Big Land Battles.

*Ottomans use the Military QRS and have the Fast Loader Attribute. In addition when fighting in Big Land Battles they always count as loaded when firing.*

CIRCUMSTANCE	MODIFIER
Leader	+1

REP	1	2	3	4	5	6
REP	5	4	4	4	4	3

### 2 WHAT ARE THEY - OTTOMAN

*(Adding the scores together)*

#	OTTOMAN
2	3 <sup>rd</sup> Rate Merchant
3	3 <sup>rd</sup> Rate Merchant
4	4 <sup>th</sup> Rate Merchant
5	4 <sup>th</sup> Rate Merchant
6	4 <sup>th</sup> Rate Merchant
7	4 <sup>th</sup> Rate Merchant
8	4 <sup>th</sup> Rate Merchant
9	5 <sup>th</sup> Rate Merchant
10	5 <sup>th</sup> Rate Merchant
11	3 <sup>rd</sup> Rate Warship
12	1 <sup>st</sup> Rate Warship

### VENDYA (INDIAN)

Where the other Lemurian kingdoms show luxury, Vendya shows opulence. Where the other kingdoms have armies, Vendya shows them how to have an army. A Sikh Kingdom, Vendya is, perhaps, less orthodox than its Punjabi parent.

Vendya may be armed with a Pistol (1-2), One Hand Weapon (3) or Musket (4-6). They will always be armed with Muskets when fighting in Big Land Battles.

*Vendya use the Military QRS and have the Fast Loader Attribute. In addition when fighting in Big Land Battles they always count as loaded when firing.*

CIRCUMSTANCE	MODIFIER
Leader	+2

REP	1	2	3	4	5	6
REP	5	4	4	4	4	3

### 2 WHAT ARE THEY - VENDYA

*(Adding the scores together)*

#	VENDYA
2	3 <sup>rd</sup> Rate Merchant
3	3 <sup>rd</sup> Rate Merchant
4	4 <sup>th</sup> Rate Merchant
5	4 <sup>th</sup> Rate Merchant
6	4 <sup>th</sup> Rate Merchant
7	4 <sup>th</sup> Rate Merchant
8	4 <sup>th</sup> Rate Merchant
9	5 <sup>th</sup> Rate Merchant
10	5 <sup>th</sup> Rate Merchant
11	3 <sup>rd</sup> Rate Warship
12	1 <sup>st</sup> Rate Warship

## AND A BOTTLE OF RUM!

### UNDER WHAT FLAG

When Contact (page 76) occurs use this Under What Flag Table when campaigning in Lemuria. Note that when a result of “Euro” is rolled you have met one of the following:

- 1 = Dutch.
- 2 = Dutch.
- 3 = English.
- 4 = English.
- 5 = French.
- 6 = Spanish.

#	AREA 7	AREA 8	AREA 9
2	Ansar	Beja	Nobelongga
3	Ansar	Beja	Nobelongga
4	Ansar	Beja	Nobelongga
5	Ansar	Beja	Nobelongga
6	Ansar	Beja	Nobelongga
7	Euro	Beja	Nobelongga
8	Ansar	Beja	Nobelongga
9	Ottoman	Ansar	Beja
10	Beja	Nobelongga	Beja
11	Beja	Euro	Euro
12	Beja	Ansar	Beja

### 2 UNDER WHAT FLAG?

*(Adding the scores together)*

#	AREA 1	AREA 2	AREA 3
2	Ottoman	Berber	Moros
3	Ottoman	Berber	Moros
4	Ottoman	Berber	Moros
5	Ottoman	Berber	Moros
6	Ottoman	Berber	Moros
7	Euro	Euro	Euro
8	Berbers	Ottoman	Berber
9	Vendya	Vendya	Vendya
10	Berbers	Moros	Chang Wang
11	Vendya	Vendya	Alawar
12	Vendya	Vendya	Lung Ho

#	AREA 4	AREA 5	AREA 6
2	Ottoman	Vendya	Lung Ho
3	Ottoman	Vendya	Lung Ho
4	Ottoman	Vendya	Lung Ho
5	Ottoman	Vendya	Lung Ho
6	Ottoman	Vendya	Lung Ho
7	Euro	Alawar	Chang Wang
8	Ottoman	Alawar	Chang Wang
9	Ottoman	Chang Wang	Vendya
10	Ansar	Long Ho	Moros
11	Ansar	Moros	Euro
12	Ansar	Euro	Vendya

## AND A BOTTLE OF RUM!

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### CAST AND CHARACTERS

In “*And a Bottle of Rum*” we have a variety of characters that you can choose to play plus additional Non-Player Characters to round out the game. Here’s a brief rundown of them.

*While there are no official figures for “Rum” we use the 15mm Pirates range from Rebel Minis the combination of quality and price.*

### PIRATES

Pirates come from a wide variety of backgrounds, none good. Rebels, deserters, misfits, and other scum; they make the *best* pirates. Oh, you may find the misguided soul that is *forced* to be a Pirate (nod, nod, wink, wink) but they’ll never say that until they’re standing before the judge.

So let’s go over the type of Pirates found in “*And a Bottle of Rum*”.

#### CAPTAINS

If you’re going to be a Pirate you might as well be the Captain. Better to hang for your decisions than from your associations. Not all Captains are created equal and when you start out you’ll just be learning the trade but with a little luck and a good plan you’ll do fine, just fine. Or dance at the end of the hangman’s noose...or spend your last days marooned on an island by mutineers...or come face to face with a cannon ball....or catch an Indian arrow in the...well, you get what I mean.



*Miniatures courtesy of Rebel Minis. Painted by David McBride.*

### SPECIALISTS

“*Want to be a Captain?*” Yeah, so does everybody else. But if you can’t be the Captain you can be a Specialist. Do your job well and maybe the Captain will take you on his next cruise. For more info see the Specialists section (page 70).

“*Why can’t I just be the Captain.*” Well you can, but sometimes it’s better to pick up a Specialty, a Skill and maybe a free ship at the same time!



*Miniatures courtesy of Rebel Minis. Painted by David McBride.*

### CREW

Okay this is the bottom rung on the ladder and you *probably* won’t find yourself as a simple crew member but they are the backbone of the ship. Keep them loyal and there’s no limit to how high you can rise, fail them and you’ll find yourself on an island with a bottle of rum and a bullet.



*Miniatures courtesy of Rebel Minis. Painted by David McBride.*

### PITFALLS OF PIRACY

There are always two sides to every coin and while being a Pirate has some definite benefits it also has some pitfalls. Let's go over them one at a time.

#### THE NAVIES

As a Pirate your primary enemies are the Navies of the various nations. Sure, you have a nationality and it will *usually* protect you, but can you really count on it? Of course with the never ending and seemingly random wars between you may find yesterday's ally is today's enemy.

The Navies will be found everywhere and fighting them isn't recommended. But they do have those nice ships, now don't they?

*"Hey wait, what about the King's Pardon?"*

Good point, the local Governor, representing the King, can grant you a Pardon. Here's how we do it:

- Pirates may apply for a Pardon only to their own nationality. A French King is not going to pardon an English Pirate!
- Applying is simple. Sail to the Settlement with the largest SAL. You don't even have to get off the ship!
- Take a Challenge Test counting as opposites.
- Succeed and you're pardoned.
- Fail and you're not.

Oh yeah, one more thing. When you come into contact with any ship of your nation, roll 2d6. On any result of "doubles" means your pardon was revoked. Merchants will flee from you but Warships will fight!



Miniatures courtesy of Rebel Minis. Painted by David McBride.

### PIRATE HUNTERS

*"Hang by the neck until dead."* Such is the reward promised a Pirate by the civilized nations of Europe and their ever vigilant navies. It's not bad enough that their navy is chasing you, there's also the private for hire Pirate Hunters. Often little better than Pirates, the Pirate Hunters sail swift ships in search of their prey for only by returning to port with a captive can they expect to collect their bounty. Watch the horizon for a sail and your back for treachery as Pirate Hunters are a crafty lot.

#### CAPTIVITY OR WORSE

There may come a time when you have been captured by the Navy or Pirate Hunters. Don't despair, they will take you to the closest Settlement under their control with the highest SAL and you'll get a fair trial. Sure you will, but I digress. You'll have chance to escape. Here's how we do it:

- Roll 1d6 per each point of Rep and determine how many successes were rolled.
- Roll 1d6 per each point of SAL of the Settlement where you are being held prisoner and determine how many successes were rolled.
- Compare the number of successes scored by each side and consult the Escape Table. Immediately carry out the results.

#### REP/SAL

#### ESCAPE

*(Look for successes)*

# SUCCESSES	CAPTAIN	SETTLEMENT
Scored more than	Successfully escape to the nearest friendly or neutral Settlement. Have to start over but at least you're alive!	No chance to escape or attempt was foiled. You're being made an example of. Time to Cheat Death!
Scored same as	If the Rep is higher than the SAL, the Captain counts as scoring more. If the Rep is equal or lower than the SAL then the Settlement counts as scoring more.	If the Rep is higher than the SAL, the Captain counts as scoring more. If the Rep is equal or lower than the SAL then the Settlement counts as scoring more.



## AND A BOTTLE OF RUM!

### PRIVATEERS

It's not bad enough that the National Navies are after you and their Pirate Hunters, they have to commission Privateers. A Privateer is a Pirate, make no bones about it, with a Letter of Marque that allows them to attack Merchants of the enemy that the nation is at war with. So if England and France are at war both will issue Letters of Marque. This allows you to attack the enemy Merchants *legally* as long as you bring the prizes back home. The old saying is the difference between a Pirate and a Privateer is the signature of the Governor.

How do you get a Letter of Marque? When war is declared sail into the Settlement with the highest SAL and they'll give you one. Easy, peasey.

### MUTINY

Being a Captain means you're responsible for keeping the crew happy. A happy crew is a loyal crew. An unhappy crew can end you up on an island all alone with a bottle of rum and one bullet. Check out the Personal Loyalty Test (page 38) for more info.

## THE DARK SIDE

Pirates make good ghost stories, don't they? Now maybe you prefer your Pirates historical and sometimes I do too. But other times I like to keep my options open. So here's a few to get you started.

### HOW AND WHEN MET

There are two ways to meet these creatures. The first is randomly generated by using this modified Random Events at Sea Table. This table replaces the original one found earlier in the rules (page 61). When using this table follow the instructions on how the creatures behave.

## 2

### RANDOM EVENTS AT SEA

(Add the results together)

#	EVENT
2	Small island <sup>(1)</sup> .
3	Small island <sup>(1)</sup> .
4	Calming winds.
5	Who's At War?
6	Pyrats.
7	Storms at sea if June through November. <sup>(2)</sup>
8	Pyrats.
9	Mermaid.
10	Small island <sup>(1)</sup> .
11	Undead Pirates.
12	Sea Witches.

(1) Roll 1d6. On a result of "6" you must go ashore for repairs. While there you are attacked by Pyrats (1-3) Sea Witches (4) or Undead Pirates (5-6). You are the defender in a Raid: Attack Encounter with the buildings replaced by tents.

(2) Otherwise no Random Event.

### MERMAIDS

The ship has come across an alluring group of females near a rocky shore. Listen to their song at you own peril! Here's how we do it:

- Roll 2d6 versus the Rep of the Pilot and determine how many d6 are passed.
- For every *failure*, score higher than the Rep of the Pilot or a "6", the ship takes one Gunnery hit.

*Example – Scarper, the Pilot of Billy's Revenge, is on duty when he hears a most alluring song. Turning the wheel he heads towards it, only to see a group of females beckoning him towards the rocks! Scarper, Rep 4, rolls 2d6 and scores a 1 and 5. The Billy's Revenge has hit the rocks and taken one Gunnery hit.*

### PYRATS

You have come across a ship of Pyrats (Rep 3, Captain 4) who are masquerading as Merchants. Roll on the What Are They – Dutch Table (page 77) for Area 9 to determine the ship. They have come to Fight. If this develops into a Boarding Action see the Pyrats section (page 103) for more info.

### SEA WITCHES

Your ship has been boarded! During the Night a party of Sea Witches has boarded your ship to capture at least one crew member per witch. Here's how we do it:

---

## AND A BOTTLE OF RUM!

---

- Set this up as a Boarding Action and it takes place at night. Be sure to roll for figure location as per the Boarding Action section.
- You are only allowed to use one crew member per each point of Captain's Rep.
- Determine the number of Sea Witches normally (page 49).
- See the Sea Witches section (page 104) for more info.

### UNDEAD PIRATES

Your ship has been boarded! During the Night a party of Undead Pirates has boarded your ship to kill your crew and capture your ship. Here's how we do it:

- Set this up as a Boarding Action and take place at night. Be sure to roll for figure location as per the Boarding Action section.
- You are only allowed to use one crew member per each point of Captain's Rep. But once the battle starts you receive 1/2d6 more crew members from below decks, per activation, until you run out of crew. Place them as you would during a Boarding Action.
- Determine the number of Undead Pirates normally (page 49). But once the battle starts they receive 1 additional Undead Pirate, from over the side, per activation, until you have killed all those on board. Once the decks have been cleared the battle is over. Place them as you would during a Boarding Action.
- See the Undead Pirates section (page 104) for more info.

### CREATURE ENCOUNTERS

---

The second way to encounter these creatures is by using them in a normal Encounter. Here's how we do it:

- When resolving a PEF in a Carousing Encounter and encountering Pirates, outside or inside a Settlement, roll 1d6. On a result of "6" they are actually Pyrats and the Night Day Part is used.
- When resolving a PEF in a Carousing Encounter and encountering Indians, outside or inside a Settlement, roll 1d6. On a result of "6" they are actually Undead Pirates and the Night Day Part is used.

Design an Encounter using any of the creatures as desired. An example could be a Trading Encounter with a group of Mermaids who may become aggressive (1-2) if given the chance.

### MERMAIDS

---

Creatures of legend, Mermaids have always been linked with sailors. Half maid and half fish these mythical creatures were said to lure sailors to their doom. Whether causing sailors to walk off a ship's deck or Pilots to run their ships aground, Mermaids can through a spanner into the best laid plans. When you hear the siren's call it's best to turn a deaf ear or suffer misfortune at her hands.

Mermaids have been known to work with Pirates (1-2) luring sailors to their doom. The Pirates and Mermaids split the treasure with the very unlucky prey being given over to the Mermaids. Here are the stats for Mermaids.

- Mermaids are Rep 4.
- Count as using a Two Hand Melee Weapon for being vicious.
- Uses the Indian QRS with the Wary Attribute.
- Does not move well on land so will always be within 3" of water when encountered. Land movement is 2".
- Can remain out of water for consecutive turns equal to her Rep.
- If left alone with an OOF victim will pull it underwater and drown it, if they are lucky.
- If lose a melee will count any result of Stunned as slipping into the water leaving the Encounter.



*Miniatures courtesy of Rebel Minis. Painted by David McBride.*

## AND A BOTTLE OF RUM!

### PYRATS

The rat has always been man's unwanted companion. Wherever men have gone, the rats have soon followed. But whether due to natural progression, supernatural intervention or perhaps devolution the Pyratts came into being.

Where the Pyratts live, no one knows, but they have ships and are now a menace to all humans. Having been exposed to humans they have acquired human vices and traits, but not the good ones! There are rumors that some Pyratts can actually assume human form on command and many a sailor has woken to something most foul when expecting something most fair. Worse still, there is speculation that Pyratts in human form are working themselves into the Settlements in large numbers, their goal to have their own Settlement one day. If true, this presents perhaps the greatest danger to humans.

Pyratts may be armed with a Pistol (1), One Hand Weapon (2-4), both (5), or Two Hand Weapon (6). They will be armed with Muskets (1) or Pistol and One Hand Weapon (2), One Hand Weapon (3-5), or Two Hand Weapon (6) when fighting in Big Land Battles.

*Pyratts use the Pirates QRS and share the Brawler Attribute. In addition they will count a +1d6 when rolling on the Charge Into Melee Table when fighting in Big Land Battles.*

### PYRATS SLAVES

Pyratts have been known to impress humans into their crews. They use them for sailing, loading cargo and non-combat purposes. Consequently they do not count as crew on a Pyrat vessel.

When capturing a Pyrat ship, there is a chance (1-2) there will be human sailors onboard. Due to the terrible living conditions they will count as Rep 2 (1-4) or Rep 3 (5-6) until having spent one month of freedom. When this happens they will increase their Rep by 1 point.

And Stunned or Out of the Fight humans will be impressed into service if the Pyratts are given the chance.



Minatures courtesy of Rebel Minis. Painted by David McBride.

CIRCUMSTANCE	MODIFIER
Leader	+1

	1	2	3	4	5	6
REP	4	4	4	3	3	3

### 2 WHAT ARE THEY - PYRATS

*(Adding the scores together)*

#	PYRATS
2	5 <sup>th</sup> Rate Merchant
3	5 <sup>th</sup> Rate Merchant
4	5 <sup>th</sup> Rate Merchant
5	5 <sup>th</sup> Rate Merchant
6	5 <sup>th</sup> Rate Merchant
7	5 <sup>th</sup> Rate Merchant
8	5 <sup>th</sup> Rate Merchant
9	5 <sup>th</sup> Rate Merchant
10	5 <sup>th</sup> Rate Merchant
11	3 <sup>rd</sup> Rate Merchant
12	3 <sup>rd</sup> Rate Merchant

## AND A BOTTLE OF RUM!

### SEA WITCHES

Don't confuse these hags with any human witches; the Sea Witches are a combination of humans and sea creature. Moving on their large tentacles they seek to board ships and kill all aboard. It's rumored that they feed on human flesh but will spare the random sailor if they take a fancy to them. Better to die than catch the eye of a Sea Witch. But no worries mate, like all the entries in this portion of the rules they are merely creatures of fantasy; right?

Here are the stats for Sea Witches.

- Sea Witches are Rep 4.
- They count a +1d6 when taking the Charge Into Melee Test.
- They count as armed with Two Hand Weapons.
- They roll 3d6 when taking the Recover From Knock Down Test.
- They use the Pirates QRS.
- When a Sea Witch knocks an opponent Out of the Fight they will take the unlucky character and dive overboard, leaving the battle. What happens to the character is better left to your imagination!



Miniatures courtesy of Rebel Minis. Painted by David McBride.

### UNDEAD PIRATES

Some pirates are good and some are bad. Of course good is a relative term when your life consists of plundering ships and creating overall mayhem on the high seas. But bad, well bad is bad, just ask Huey.

*And then there's evil.* Some Pirates choose the dark road when given the chance and when they die they, well, refuse to give up the pirate life. We're talking *Undead Pirates*. These skeletal forms sail the seas at night, on ghostly vessels, appearing from nowhere, seeking only to kill and plunder. But of course, that's just the stuff of legends, used to scare little children, right? Right?

Undead Pirates may be armed with a Pistol (1), One Hand Weapon (2-4), both (5), or Two Hand Weapon (6). They will be armed as above when fighting in Big Land Battles.

*Undead Pirates use the Pirates QRS but count a result of pass 2d6 on the Recover From Knock Down Test as Carry On. They do not get the Brawler Attribute but substitute the Terror Attribute instead. This causes all Rep 3 or lower characters to count a -1d6 penalty when taking the Charge Into Melee Test.*

CIRCUMSTANCE	MODIFIER
Leader	+1

	1	2	3	4	5	6
REP	3	3	3	3	3	3

## 2

### WHAT ARE THEY - UNDEAD

(Adding the scores together)

#	UNDEAD PIRATES
2	5 <sup>th</sup> Rate Merchant
3	5 <sup>th</sup> Rate Merchant
4	5 <sup>th</sup> Rate Merchant
5	5 <sup>th</sup> Rate Merchant
6	5 <sup>th</sup> Rate Merchant
7	5 <sup>th</sup> Rate Merchant
8	5 <sup>th</sup> Rate Merchant
9	5 <sup>th</sup> Rate Merchant
10	5 <sup>th</sup> Rate Merchant
11	3 <sup>rd</sup> Rate Merchant
12	3 <sup>rd</sup> Rate Merchant



Miniatures courtesy of Rebel Minis. Painted by David McBride.

## AND A BOTTLE OF RUM!

### THE END

All good things must come to an end and so will your career. There's a couple of ways to handle it. Here's how we do it:

- You can retire at a station in life linked to your personal wealth.
- You can choose to become a Pirate Hunter.
- You can choose the life of a peaceful Merchant traveling the seas fighting only when attacked.

Here's how each is handled.

### RETIREMENT

When you decide to retire how well you live your life will depend upon your *personal wealth*, the total Gold Pieces you have amassed. The nice thing is, short of death, you cannot lose any Gold Pieces you amass when you Divide the Plunder. Here's how we do it:

- When you decide that it's time to retire sell off everything, including your flagship.
- Determine how many Gold Pieces you end up with.
- Consult the Ah, the Good Life Table to see how you will spend your Golden Years.
- Want to be more competitive? See how *young* you can retire.

### X AH, THE GOOD LIFE!

GOLD PIECES	GOLDEN YEARS
0 GP	Drunk
5,000 GP	Petty Thief
15,000 GP	Barkeep
20,000 GP	Shopkeeper
30,000 GP	Tavern Owner
50,000 GP	Prosperous Merchant
80,000 GP	Wealthy Merchant
100,000 GP	Well to do Man Around Town
200,000 GP	Wealthy Gentleman
500,000 GP	City Governor.

*Did you find it too easy?* Then maybe you were a better Pirate than you gave yourself credit to be.

*Did you find it too hard?* Then maybe you weren't as good at it as you thought you would be. Dream bigger next time!

The nice thing is you can send your son out as a Pirate and play the game over and we guarantee, it won't play the same!

### PIRATE HUNTER

You've become your own worse nightmare. Your job is to capture Pirates and bring them to Settlements for bounties. The bounty is collected upon arrival to the Settlement and is equal to the Rep of the Pirate times 1,000 Gold Pieces, plus half the Basic Cost of his ship.

Bounties are personal wealth and not divided amongst the crew!

*Example – Captain Pink captures a Rep 5 Pirate worth 5,000 Gold Pieces. The Pirate owned a Merchant 3<sup>rd</sup> Rate with a Basic Cost of 800 GP. The bounty would be 5,000+ 400 or 5,400 Gold Pieces.*

### MERCHANT

As a Merchant you travel from area to area buying low and selling high, fighting only when attacked. Yes, it's boring but may help you when you choose to retire.

### FINAL THOUGHTS

"And a Bottle of Rum" is the Pirate game I wanted to make. I wanted an *adventure* game that included midnight raids on a port from small boats, ship to ship fights with large boarding actions, large ship battles with three or more ships per side, and big land battles where I could sack Panama. A tall order but "And a Bottle of Rum" delivers.

I can smuggle cargo in a Spanish port with a few of my crew, fighting a quick skirmish with realistic results.

I can attack the Spanish Treasure Fleet with my own fleet of Pirates and Buccaneers and not spend all day sailing around the table.

I can lead a boarding action against a merchant ship with my unique crew members in man to man combat.

I can lead an army of Pirates consisting of large units and fight the Spanish military and sack their cities.

Or I can go ashore with a few of my trusted mates and carouse with the locals, maybe even play a card game or two.



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## AND A BOTTLE OF RUM!

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All this and an easy to use campaign system; where I could link all the adventures together to tell a story, my story. Or is it?

You'll see that the Stars and other characters take on a life of their own. I've been surprised many times by the trouble Billy Pink's gotten himself into and amazed how he's escaped. He started as a Rep 5 Star, worked his way down to Rep 3 (!), and back up to Rep 5. It's taken a few years and actually require few different rule sets but with the similar game mechanics it was easy to go from period to period.

So that's it, hope you enjoy the rules, and if you have any questions feel free to check out the THW Yahoo Group.

Ed Teixeira 6/3/2013

### EPILOGUE

*"Here you are my lady," the young girl said as she handed the older woman a hand mirror. "I trust it meets with your approval, ma'am?"*

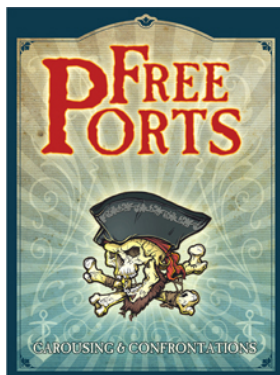
*Irene looked into the mirror at her hair and smiled. "Yes, yes, very nice, thank you," she replied. Irene dug into her purse and withdrew three coins. "This should be enough, Ginny?"*

*The girl's eyes lit up, "Yes, ma'am, quite generous of you too! Thank you!"*

*"Done so soon, Mother?" asked the tall, finely dressed man, with a smile, as Irene walked onto the street. The girls inside pushed and shoved to get a glimpse of the handsome man who had come in a fine carriage. Billy opened the door then followed Irene inside. Looking from the window he winked at the girls as the carriage moved away.*

### WANT MORE?

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### TIME TO DIVIDE THE PLUNDER!

*All good things must come to an end; but sometimes the end is just the beginning!*

In *"And a Bottle of Rum"* you began your career as a Pirate. "Gone on the account", as they used to say. Capturing low riding Merchant ships, raiding towns, even ransoming off a pretty Governor's daughter, it was high times. But all good things must come to an end! The men, they grumbled, and even you needed some time ashore. It's time to sail into port and divide up the plunder. Keep the best and cut loose the rest. Maybe a little relaxation will be good for you. But where do you go?

---

### WELCOME TO THE FREE PORTS!

In *"Free Ports"*, we give you not one, but two complete towns to adventure in.

- *Puerto Libre* - Yes, the Spanish control Puerto Libre, but there's still plenty of opportunity to make a profit.
- *New Market* - An open town where anything goes, New Market is the perfect pirate haven to use as your base.

In addition to the two towns you'll also find new rules that will streamline and expand your games.

- Easier to use Character Improvement rules.
- Fifteen linked adventures.
- Three new Encounters.
- Circles - A quick and easy way to generate NPCs and storylines.
- Two new "diversions" that your crew can do while in port and much more.

*Dock your ship, divide the plunder and cut loose the crew. It's a month or more of carousing, gambling and female companionship that waits. Enjoy yourself and rest up for your next cruise. But just remember one thing...*

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### NOT ALL DANGERS LIE AT SEA!

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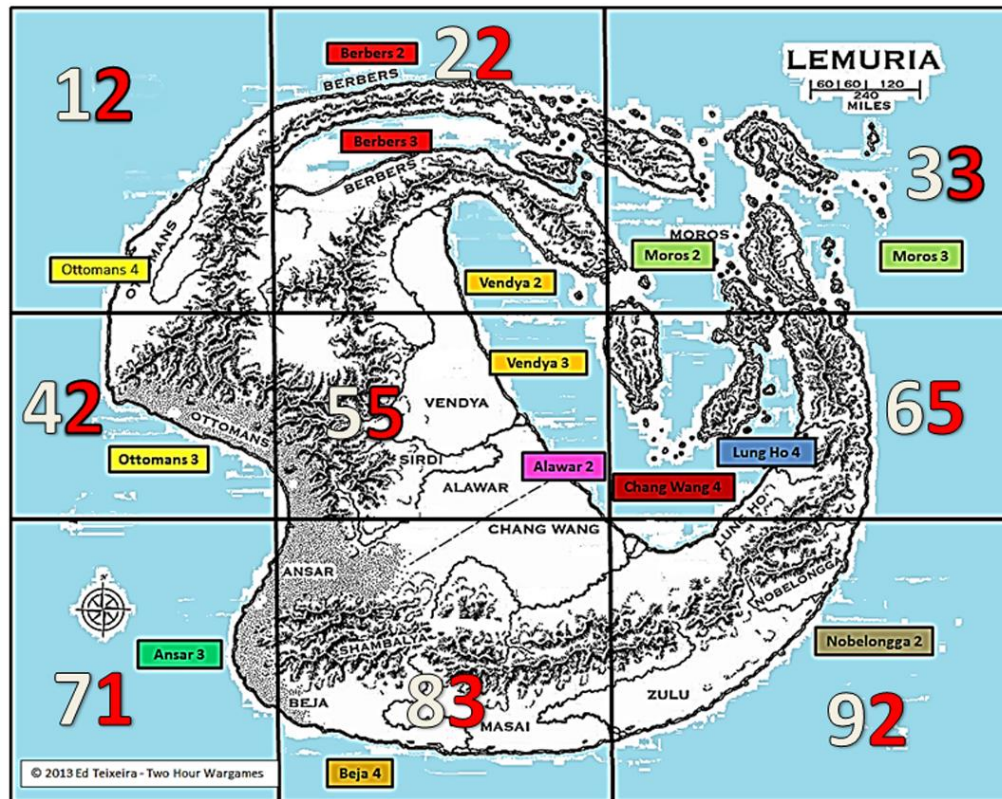
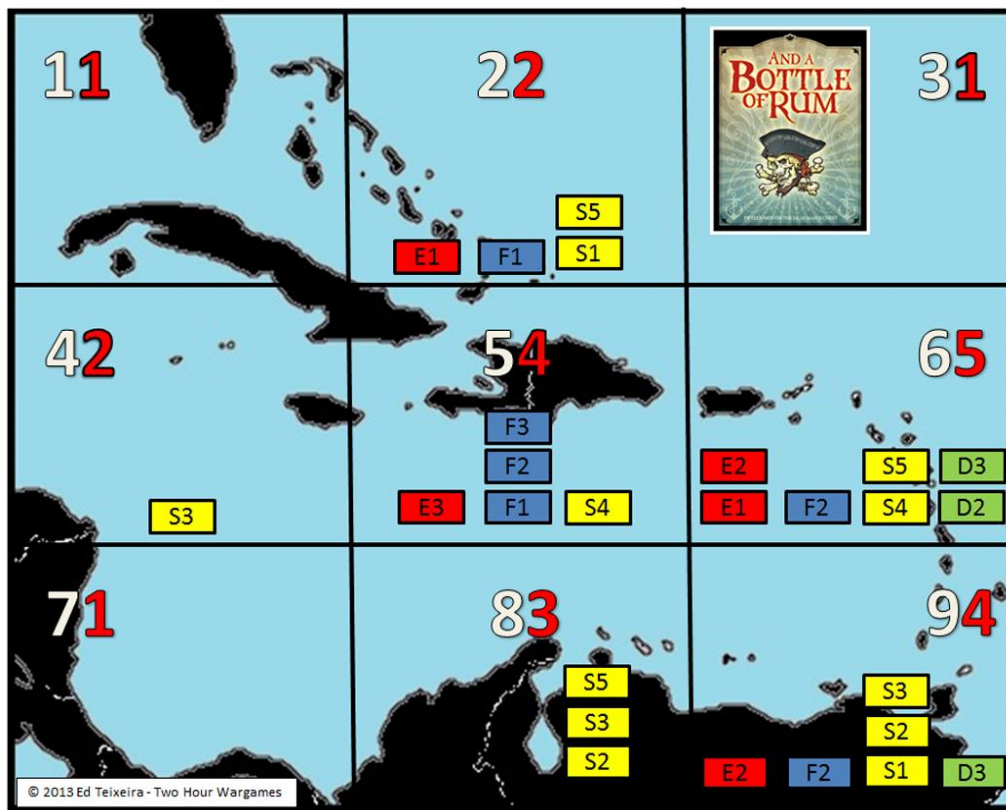
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## AND A BOTTLE OF RUM!





## AND A BOTTLE OF RUM!

# 2

## PIRATES & PRIVATEERS

\* Star may choose to pass 2d6, 1d6, or 0d6.

REASON	PASS 2D6	PASS 1D6	PASS 0D6
<b>RECEIVED FIRE * (LDR)</b> +1D6 IF IN COVER -1D6 IF POLTROON	<i>If retrieving wounded:</i> Carry On.  <i>If in range and loaded:</i> Fire.  <i>If out of range or unloaded:</i> Charge into Melee if in reach, otherwise Duck Back.	<i>If retrieving wounded:</i> Duck Back.  <i>If in range and loaded:</i> Fire.  <i>If out of range or unloaded:</i> Charge into Melee if in reach, otherwise Duck Back.	<i>All:</i> Duck Back.
<b>MAN DOWN * (LDR)</b> +1D6 IF IN COVER	<i>All:</i> Carry On.	<i>If no others carrying on within 4":</i> Duck Back.  <i>Otherwise:</i> Carry On.	<i>All:</i> Run Away.
<b>RECOVER FROM KNOCK DOWN</b>	<i>Stunned:</i> Figure may not act or react until having spent one full turn of activation doing nothing.	<i>Out of the Fight.</i>	<i>Obviously Dead.</i>

# 2

## TOWNSFOLK & INDIANS

\* Star may choose to pass 2d6, 1d6, or 0d6.

REASON	PASS 2D6	PASS 1D6	PASS 0D6
<b>RECEIVED FIRE * (LDR)</b> +1D6 IF IN COVER -1D6 IF POLTROON	<i>If retrieving wounded:</i> Duck Back.  <i>If in range and loaded:</i> Fire.  <i>If out of range or unloaded:</i> Charge into Melee if in reach, otherwise Duck Back.	<i>If retrieving wounded:</i> Duck Back.  <i>If in range and loaded:</i> Rush Shot.  <i>If out of range or unloaded:</i> Duck Back.	<i>All:</i> Run Away.
<b>MAN DOWN * (LDR)</b> +1D6 IF IN COVER	<i>All:</i> Carry On.	<i>If no others carrying on within 4":</i> Run Away.  <i>Otherwise:</i> Duck Back.	<i>All:</i> Run Away.
<b>RECOVER FROM KNOCK DOWN</b>	<i>Stunned:</i> Figure may not act or react until having spent one full turn of activation doing nothing.	<i>Out of the Fight.</i>	<i>Obviously Dead.</i>

## AND A BOTTLE OF RUM!

### 2

### MERCHANTS & NOBLES

\* Star may choose to pass 2d6, 1d6, or 0d6.

REASON	PASS 2D6	PASS 1D6	PASS 0D6
<b>RECEIVED FIRE * (LDR)</b> +1D6 IF IN COVER -1D6 IF POLTROON	<i>If retrieving wounded:</i> Duck Back.  <i>If in range and loaded:</i> Rush Shot.  <i>If out of range or unloaded:</i> Duck Back.	<i>If retrieving wounded:</i> Duck Back.  <i>If in range and loaded:</i> Duck Back.  <i>If out of range or unloaded:</i> Run Away.	<i>All:</i> Run Away.
<b>MAN DOWN * (LDR)</b> +1D6 IF IN COVER	<i>All:</i> Carry On.	<i>If no others carrying on within 4":</i> Run Away.  <i>Otherwise:</i> Duck Back.	<i>All:</i> Run Away.
<b>RECOVER FROM KNOCK DOWN</b>	<i>Stunned:</i> Figure may not act or react until having spent one full turn of activation doing nothing.	<i>Out of the Fight.</i>	<i>Obviously Dead.</i>

### 2

### MILITARY & PIRATE HUNTERS

\* Star may choose to pass 2d6, 1d6, or 0d6.

REASON	PASS 2D6	PASS 1D6	PASS 0D6
<b>RECEIVED FIRE * (LDR)</b> +1D6 IF IN COVER -1D6 IF POLTROON	<i>If retrieving wounded:</i> Carry On.  <i>If in range and loaded:</i> Fire.  <i>If out of range or unloaded:</i> Charge into Melee if in reach, otherwise Carry On.	<i>If retrieving wounded:</i> Carry On.  <i>If in range and loaded:</i> Fire.  <i>If out of range or unloaded:</i> Charge into Melee if in reach, otherwise Duck Back.	<i>All:</i> Duck Back.
<b>MAN DOWN * (LDR)</b> +1D6 IF IN COVER	<i>All:</i> Carry On.	<i>If no others carrying on within 4":</i> Duck Back.  <i>Otherwise:</i> Carry On.	<i>All:</i> Run Away.
<b>RECOVER FROM KNOCK DOWN</b>	<i>Stunned:</i> Figure may not act or react until having spent one full turn of activation doing nothing.	<i>Out of the Fight.</i>	<i>Obviously Dead.</i>

## AND A BOTTLE OF RUM!

REP	IN SIGHT
	(Looking for successes)

ATTRIBUTE	MOD
Slow to React	-1d6
Wary	+1d6
CIRCUMSTANCE	MOD
Active - Character is active and moved	-1d6
Concealed - Enemy is concealed	-1d6
Ducking Back - Figure is Ducking Back	(1)
Runaway - Character is Running Away	(1)

(1) Ducking Back or Running Away figure cannot fire and will complete its reaction instead.

AVAILABLE ACTIONS
<b>Stars</b> can choose to Fire, Charge into Melee, Duck Back, Finish Movement or Run Away as desired.
<b>Grunts</b> will act based on the applicable situation.

SITUATION	ACTION
Weapon loaded	All - Fire.
Weapon unloaded	<p>Merchants – Duck Back. Nobles – Duck Back. Townfolk - Duck Back.</p> <p>Others - If in range Charge into Melee. If not in range Duck Back.</p>
If having only a melee weapon	<p>Merchants, Nobles and Townfolk- Roll 1d6 versus Rep.</p> <ul style="list-style-type: none"> <li>Pass 1d6 - If in range Charge into Melee. If not in range Duck Back.</li> <li>Pass 0d6 – Run Away.</li> </ul> <p>Others - If in range Charge into Melee. If not in range Duck Back.</p>

### WEAPONS TABLE

TYPE	RANGE	IMPACT	RELOAD
Blunderbuss	6	3	One turn of activation.
Bow	18	1	Fire when next active.
Knife	4	2	Must be retrieved.
Musket	18	3	One turn of activation.
Pistol	6	2	One turn of activation.
Sword	2	3	Must be retrieved.

## IN SIGHT

### RANGED COMBAT

1	RANGED COMBAT
	(1d6 + Rep)

ATTRIBUTE	MOD
Hawkeye	+1d6 counting the best result

#	RESULT
7 or less	SHOOTER MISSED
8	<p>SHOOTER MISSED IF</p> <ul style="list-style-type: none"> <li>Rush Shot.</li> </ul> <p>TARGET WAS MISSED IF</p> <ul style="list-style-type: none"> <li>Charging.</li> <li>In Cover.</li> <li>Prone.</li> <li>Moved Fast.</li> </ul> <p>OTHERWISE – HIT.</p>
9	<p>SHOOTER MISSED IF</p> <ul style="list-style-type: none"> <li>Rush shot.</li> </ul> <p>TARGET WAS MISSED IF</p> <ul style="list-style-type: none"> <li>In Cover.</li> </ul> <p>OTHERWISE – HIT.</p>
10+	SHOOTER HITS TARGET

1	RANGED COMBAT DAMAGE
	1d6 per each hit

SCORE	RESULT
“1”	Target Obviously Dead
Impact or less but not a “1”	Target is Out of the Fight.
Higher than Impact	Target is knocked down and immediately takes Recover From Knocked Down Test.

## AND A BOTTLE OF RUM!

# CHARGE INTO MELEE

## MELEE

### 2 CHARGE INTO MELEE

(Taken versus Rep)

#D6 PASSED	CHARGER	TARGET
Score more than opponent	<b>Merchant, Noble and Townsfolk</b> Targets will Flee.  <b>Others</b> may not fire.  <b>Charger</b> moves into melee. No Reaction Tests taken.	<b>Target</b> fires.  <b>Charger</b> moves into melee. No Reaction Tests taken.
Same number as opponent	<b>Target</b> fires.  <b>Charger</b> moves into melee. No Reaction Tests taken.	<b>Target</b> fires.  <b>Charger</b> moves into melee. No Reaction Tests taken.

When a result of Flee is scored the target is trying to Run Away while the charger could catch it. Here's how we do it:

- Both figures roll 1d6 per point of Rep.
- Count the number of success scored by each character.
- If the charger scores the same or more successes as the target the target has been caught and Stunned. It can now be captured or dispatched when the charger is next active.

If the target scores more successes it has successfully Run Away

### REP MELEE COMBAT

(Looking for successes)

ATTRIBUTE	MOD
Brawler	+1d6
Runt	-1d6
MELEE WEAPON	MOD
Unarmed	-1d6
Improvised weapon	0d6
One Hand Melee Weapon	+1d6
Two Hand Melee Weapon	+2d6
CIRCUMSTANCE	MOD
Evenly Matched - Attacking an enemy that scored a result of evenly matched this turn during a melee. Count each result.	+1d6
Following Up – Following up a pushed back opponent	+1d6
Prone - Attacking a prone enemy	+2d6

### 1 MELEE DAMAGE

(Read result as rolled)

SCORE	RESULT
Score more successes than opponent	<b>Roll 1d6</b> versus the number of successes scored more than opponent.  <b>"6": Push Back.</b> Opponent pushed back 2" directly away from the winner. If winner is not Evenly Matched it follows up and remains in contact. Immediately fight another round of melee with the winner counting a +1d6 Following Up bonus.  <b>"1":</b> Opponent Obviously Dead. <b>Active winner</b> can charge up to remaining movement. <b>Inactive winner</b> remains in place.  <b>Equal to successes more but not "1":</b> Opponent Out of the Fight.  <b>Score higher than more successes but not "6":</b> Opponent knocked down and immediately takes Recover From Knock Down Test.
Same number of successes as opponent	<b>Evenly matched.</b> Remain in melee and when active may either break off the melee or continue the melee.

## AND A BOTTLE OF RUM!

<b>2</b>	<b>PEF MOVEMENT</b>
<i>(Taken versus Rep of PEF)</i>	

<i>CIRCUMSTANCE</i>	<i>MODIFIER</i>
If inside a building	-1 to Rep

<i>#D6 PASSED</i>	<i>RESULT</i>
2	PEF moves 1 section directly towards nearest enemy through cover at all times.
1	PEF doesn't move.
0	PEF moves 1 section away from the enemy through cover at all times. PEF at table's edge will not move.

## PEFS

<b>2</b>	<b>PEF RESOLUTION</b>
<i>(Taken versus the AAL or SAL)</i>	

<i>CIRCUMSTANCE</i>	<i>RESULT</i>
If both d6 came up doubles and equal to the AAL or SAL	<i>You have found a Treasure Map!</i>

<i>#D6 PASSED</i>	<i>RESULT</i>
2	<i>You have contacted other characters! Go to the Friend or Foe Table.</i>
1	<i>Something's out there! Increase the AAL or SAL by one for the remainder of the Encounter.</i>
0	<i>Your mind's playing tricks on you! There's nothing there.</i>

<b>2</b>	<b>FRIEND OR FOE</b>
<i>(Taken versus the AAL or SAL)</i>	

<i>CIRCUMSTANCE</i>	<i>MODIFIER</i>
If in a Friendly Area	-1d6
If in an Enemy held area	+1d6

<i>#D6 PASSED</i>	<i>RESULT</i>
2	<i>You have met Enemies. Go to the What Are They Table.</i>
1	<i>You have met Neutrals. Go to the What Are They Table.</i>
0	<i>You have met Friendlies. Go to the What Are They Table.</i>

## WHAT ARE THEY

For Land Encounters, go to page 47.

For Sea Encounters, go to page 76.

## NPCs - HOW MANY?

Here's how we do it:

- Start with a number of opponents equal to the party size. If you have five figures or ships then start with five.
- Roll 1d6.
- If the die score is an odd number then convert it into a 1/2d6 result and subtract it from the starting number.
- If the die score is an even number then convert it into a 1/2d6 result and add it to the starting number.
- You can never have less than one opponent.

## AND A BOTTLE OF RUM!

### WHAT HAPPENS NOW

Now that you know what you have met and how many; what happens next? Here's how we do it:

#### IF YOU RUN INTO ENEMY

Both sides take the In Sight Test and the fight begins.

#### IF YOU RUN INTO FRIENDLIES

You can choose to Recruit them (page 68) or you could join them (1-2). In either case you exchange pleasantries and information. *You can choose to count the Area Activity Level or Settlement Activity Level one lower or higher, for the remainder of this Encounter.*

#### IF YOU RUN INTO NEUTRALS

When you meet Neutrals things can get a bit dicey. Here's how we do it:

- Move all the figures to within 3" and LOS of each other if possible but no more than 6" apart. Place each leader across from its counterpart. No figures are allowed to use cover unless all figures of both sides choose to use cover.
- Immediately take a Challenge Test counting any applicable circumstances.
- If successful you exchange pleasantries and information. *You can choose to count the Area Activity Level or Settlement Activity Level one lower or higher, for the remainder of this Encounter.*
- If you fail then they have become Enemies. Both sides immediately taking the In Sight Test with neither side counting as active.

### X OPPOSITES

IF YOU ARE...	YOUR OPPOSITE IS...
Indian	Townsfolk
Merchant	Noble
Military	Privateer
Noble	Merchant
Pirate	Pirate Hunter
Pirate Hunter	Pirate
Privateer	Military
Townsfolk	Indian
At war	The enemy

## CHALLENGE

2

### CHALLENGE TEST

(Taken vs. Rep)

*A score of "6" is always a failure*

ATTRIBUTE	MODIFIER TO REP
Charismatic versus Neutral or Friendlies	+1d6
Facing Charismatic Neutral or Friendly opponent	-1d6
CIRCUMSTANCE	MODIFIER TO REP
Challenge is very easy	+1
Challenge is very difficult	-1
Opponent is an <i>opposite</i>	-1
Bribery of one Item (max. one)	+1
Recruiting in the Morning	-3
Recruiting in the Daytime	-2

# D6 PASSED	RESULT
2	Character completes the challenge successfully.
1	Character may choose to immediately re-roll the challenge counting a result of pass 1d6 as if pass 0d6. OR Decide not to continue the challenge and may not try again.
0	Character fails and suffers consequences.

## AND A BOTTLE OF RUM!

2 NP MOVEMENT (Taken versus NPC leader Rep)	
#D6 PASSED	RESULT
2	<p><b>NPCs outnumber by 2 to 1 or more:</b></p> <ul style="list-style-type: none"> <li><b>Loaded ranged weapons</b> will fire.</li> <li><b>Others</b> will Charge into Melee. If cannot will move towards the nearest enemy group staying in cover if available.</li> </ul> <p><b>NPCs outnumbered by 2 to 1 or more:</b></p> <ul style="list-style-type: none"> <li><b>Ranged weapons</b> will fire or reload.</li> <li><b>Others</b> will remain in place.</li> </ul> <p><b>Otherwise:</b></p> <ul style="list-style-type: none"> <li><b>Ranged weapons</b> will fire/reload.</li> <li><b>Others</b> will Charge into Melee. If cannot will move towards the nearest enemy group staying in cover if available.</li> </ul>
1	<p><b>NPCs outnumber by 2 to 1 or more:</b></p> <ul style="list-style-type: none"> <li><b>Ranged weapons</b> will fire/reload.</li> <li><b>Others</b> will Charge into Melee. If cannot will move towards the nearest enemy group staying in cover if available.</li> </ul> <p><b>NPCs outnumbered by 2 to 1 or more:</b></p> <ul style="list-style-type: none"> <li><b>All</b> will move away one normal move ending in cover.</li> </ul> <p><b>Otherwise:</b></p> <ul style="list-style-type: none"> <li><b>All</b> will remain in, or move to closest, cover.</li> </ul>
0	<p><b>NPCs outnumber by 2 to 1 or more:</b></p> <ul style="list-style-type: none"> <li><b>Ranged weapons</b> will fire or reload.</li> <li><b>Others</b> will remain in place.</li> </ul> <p><b>NPCs outnumbered by 2 to 1 or more:</b></p> <ul style="list-style-type: none"> <li><b>All</b> will Run Away.</li> </ul> <p><b>Otherwise:</b></p> <ul style="list-style-type: none"> <li><b>All</b> will Run Away.</li> </ul>

## RANGED COMBAT

REP	RANGED COMBAT
	(Read the score as rolled) Each score of "1" is a hit.

CIRCUMSTANCE	MODIFIER
Each figure firing	+1d6
Firing at will	- 1/2 figures
Military unit firing	+2d6
Firing while mounted	-2d6
Firing with a bow	-1d6
Firing at a target in cover	-1/2 hits <sup>(1)</sup>
Firing at will at a charging enemy	-1/2 hits <sup>(1)</sup>
Firing into the flank of the target	2x the hits

(1) Number of hits scored reduced to half, rounding up.

Example- 1 hit = 1 hit, 6 hits = 3 hits, 7 hits = 4 hits

## DETERMINING DAMAGE

Each score of a "1" results in one figure being Out of the Fight.

Roll 1d6 for each hit. On a score of "6" the unit Leader has been hit and is Out of the Fight.

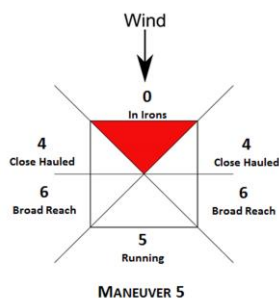
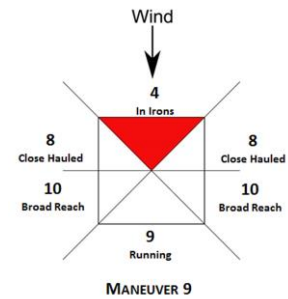
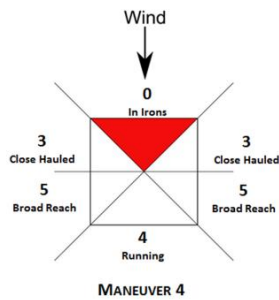
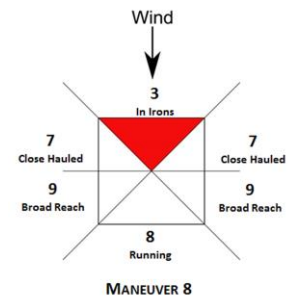
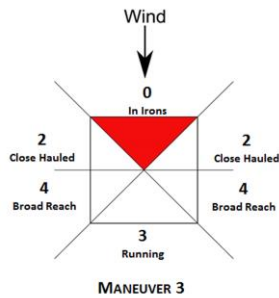
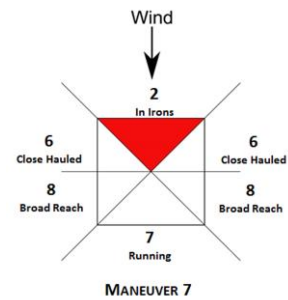
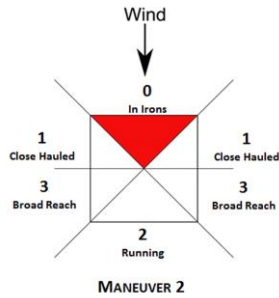
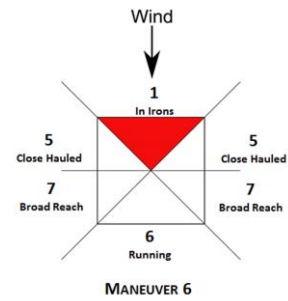
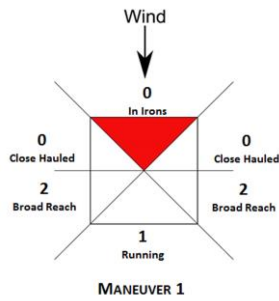
## MELEE

REP	MELEE RESOLUTION
	(Looking for successes) Subtract the lower number of successes from the higher number and the lower side loses that many additional figures.

CIRCUMSTANCE	MODIFIER
Unit is Cavalry	+2d6
Unit is uphill of all enemy	+1d6
Unit is defending fieldworks or wall	+2d6
Each additional figure in contact more than the enemy	+1d6

## BIG LAND BATTLES

## AND A BOTTLE OF RUM!



## MOVEMENT TEMPLATES



## AND A BOTTLE OF RUM!

# SHIP BATTLES

## TURN SEQUENCE

1. Roll for activation. If “doubles” scored re-roll.
2. Lower scoring side moves and attempts to Grapple/Ungrapple.
3. Higher scoring side moves and attempts to Grapple/Ungrapple.
4. Higher scoring side active ships fire.
5. Higher scoring side active ships attempt boarding action.
6. Lower scoring side active ships fire.
7. Lower scoring side active ships attempt to board.
8. Both sides check Morale.
9. Continue until one side or the other Break's Off (page 88), Strikes (page 88), or sinks.

## 2 NP SHIP MOVEMENT (Taken versus NPC Captain Rep)

CIRCUMSTANCE	RESULT
Warship	+1d6
Larger than all other opposing ships	+1d6
More Maneuverable than opposing ships	+1d6
Outnumber the opposing ships	+1d6
Have ½ or less Defense remaining	-1d6
Non-Warship that is smaller than all opposing ships	-1d6
Outnumbered	-1d6

#D6 PASSED	RESULT
2+	<ul style="list-style-type: none"> <li>• <b>All</b> will move into firing range as close as possible.</li> <li>• <b>Warships</b> will also move to attempt to Grapple.</li> </ul>
1	<ul style="list-style-type: none"> <li>• <b>Warships</b> will move into firing range as close as possible.</li> <li>• <b>Merchants</b> will move to gain the wind advantage, firing if can.</li> </ul>
0	<ul style="list-style-type: none"> <li>• <b>All</b> will move to gain the wind advantage, firing if can. Will not roll on the NP Ship Movement Table remainder of the Encounter.</li> </ul>

## 2 GUNNERY (Taken versus crew Rep)

CIRCUMSTANCES	MODIFIER
Ship is Inactive	-1d6
Rep 5 Chief Gunner	+1d6
Rep 3 Chief Gunner	-1d6
Pirate crew 2 <sup>nd</sup> or higher broadside <sup>(1)</sup>	-1d6
Firing at 4" or less	+1d6
Firing at over 8"	-1d6

(1) Each side is counted separately.

#D6 PASSED	RESULT
2+	<b>All guns brought to bear.</b> Roll 1d6 per each eligible gun on the Gunnery Damage Table.
1	<b>Effective broadside.</b> Roll 1d6 for half the number of eligible guns (rounded down) on the Gunnery Damage Table.
0	<b>Ineffective broadside!</b> No measureable damage given.

## X GUNNERY DAMAGE (Read the result as rolled)

SCORE	RESULT
1	<b>Hit!</b> Reduce the Defensive Value of the target ship by 1.
2	<p><b>If the shooter is crossing the “T” or the target ship is grappled to the firing ship:</b></p> <ul style="list-style-type: none"> <li>• <b>Hit!</b> Reduce the Defensive Value of the target ship by 1.</li> </ul> <p><b>If target ship is not grappled to the firing ship:</b></p> <ul style="list-style-type: none"> <li>• <b>No effect!</b> No damage is inflicted.</li> </ul>
3 to 6	<b>No effect!</b> No damage is inflicted.

## 2 CRITICAL HITS (Taken versus number of hits scored)

#D6 PASSED	RESULT
2	<b>Critical Hit!</b> Go to the Critical Damage Table.
1	<b>No effect!</b> No additional critical damage occurs.
0	<b>No effect!</b> No additional critical damage occurs.

## AND A BOTTLE OF RUM!

**1**

### CRITICAL DAMAGE

(Read the result as rolled)

CIRCUMSTANCES	MODIFIER
Each hit scored	+1

#	RESULT
2 - 6	<b>No effect!</b> No additional critical damage occurs.
7 - 8	<b>Fire!</b> Count as 1 Defense lower until the end of the ship's next turn of activation.
9	<b>Steering hit!</b> Pilot takes the Recover From Knock Down Test. Ship must continue on course next turn.
10	<b>Captain hit!</b> Captain takes the Recover From Knock Down Test. Ship must continue on course next turn when second in command assumes control or Captain recovers.
11	<b>Waterline hit!</b> The ship is taking on water. Count as one Defense column lower than actual for the remainder of the Encounter.
12+	<b>Magazine hit!</b> Ship explodes. Go to Debris Table.

## BIG SEA BATTLE MELEE

**REP**

### BIG BATTLE MELEE RESOLUTION

(Looking for successes)

Subtract the lower number of successes from the higher number and the lower side loses that many additional figures.

CIRCUMSTANCE	MODIFIER
Pirates	+2d6
Military	+1d6
Each additional crew member more than the enemy	+1d6

## GRAPPLING

**REP**

### GRAPPLING

(Looking for successes)

# OF SUCCESSES	SHIP WANTING TO GRAPPLE	SHIP NOT WANTING TO GRAPPLE
Score more successes than opponent	<b>Successfully grapple.</b> Go to the Boarding Encounter.	<b>Unsuccessful, may not grapple.</b>
Score same number of successes	<b>Unsuccessful, may not grapple.</b>	<b>Unsuccessful, may not grapple.</b>

## MORALE

**3**

### MORALE

(Taken vs. Rep)

CIRCUMSTANCE	MODIFIER
Damage Morale Modifier	-1 to -4

# D6 PASSED	RESULT
3+	<b>All</b> will Carry On as desired.
2	<b>Merchants</b> will roll 1d6 versus Rep of Captain: <ul style="list-style-type: none"> <li>Pass 1d6: Carry On.</li> <li>Pass 0d6: Break Off.</li> </ul> <b>Non-Merchants</b> will Carry On as desired.
1	<b>Merchants</b> will Strike! <b>Non-Merchants</b> will roll 1d6 versus Rep of Captain: <ul style="list-style-type: none"> <li>Pass 1d6: Carry On.</li> <li>Pass 0d6: Break Off.</li> </ul>
0	<b>All</b> will Strike!





# "FIFTEEN MEN ON THE DEAD MAN'S CHEST..."

*Everyone likes Pirates...okay, maybe not everyone but, if you're reading this, I bet you do! So how do you like your Pirates? What? Let me explain.*

## YOUR PIRATES, YOUR WAY!

Some like their Pirates from history, you know, Blackbeard, the Spanish Main and such. But some like their Pirates a little more open-ended. More "*what if*" history, where the game is grounded in the period, but the player is open to do what he wants. Write your own story, if you will.

In "And a Bottle of Rum" we do both. We start you off learning the mechanics of the game. Build your crew, get your first ship, etc. We give you all the game mechanics you'll need for your table top adventures. Not strictly a miniatures game but not a traditional Role-Playing Game either. We like to call it an *Immersion Game* where you take the role of a Pirate Captain and fight and flee as needed to gain Fame and Fortune.

Once you have the mechanics down we give you an easy to use Campaign System to link your land adventures with your sea battles. As you gain success, you gain Fame, Fortune, and acquire better Skills, bigger crews and ships. But you only have twenty years of *good life* before you consider retiring to a life of...well, that's up to you!

To cap it off, in "And a Bottle of Rum." We give you two Campaign areas. The first is the Spanish Main, the New World around 1660; the Golden Age of Piracy, if you will. That's the historical part with the places and people of the time period.

The second is the "*what if*" historical version. Instead of the Spanish Main you're plying your trade off the coast of Lemuria, seeking the charms and treasures of Mermaids then carousing in the Trade Ports of ... but I digress.

What we're saying is you can have Pirates your way.  
Torn from the pages of history or from your imagination, it's up to you!

*So grab a beverage of choice and prepare for nights of high adventure as you write your story.  
Listen! Hear the song? Sing along matey, you know the words.*

## "YO-HO-HO, AND A BOTTLE OF RUM!"

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