

PF FREE PORTS



CAROUSING & CONFRONTATIONS



"ALL ASHORE THAT'S GOING ASHORE!"

The last ten days have been a blur. Wine, women, song and let's not talk about the gambling! The citizens of New Market, can make a pirate feel welcome but when you're out of gold and the Captain calls, it's time to set sail. But you'll be back. Back with a pocket full of gold and ten more days to spare....as long as you don't die first!

In *And a Bottle of Rum* we gave you rules for sea battles, land battles, and a few land adventures. Now we've added some new mechanics that will increase your adventures. What you can do in a Pirate Settlement, is different than what you can do in a Government Owned Town. So we've given you not one, but two towns to adventure in.

- *Puerto Libre* – A small Spanish owned town that will sometimes look the other way while at other times would rather see you hanging in the town square. But the rewards outweigh the risks!
- *New Market* – Ruled by the Council of Captains, *New Market* is an "anything goes" type of place. Well, almost anything.

A Pirate could make a pretty good living, bouncing between these two towns. Although we've set the towns in the Caribbean, they work just as well in Lemuria. In inside *Free Ports* you'll also find:

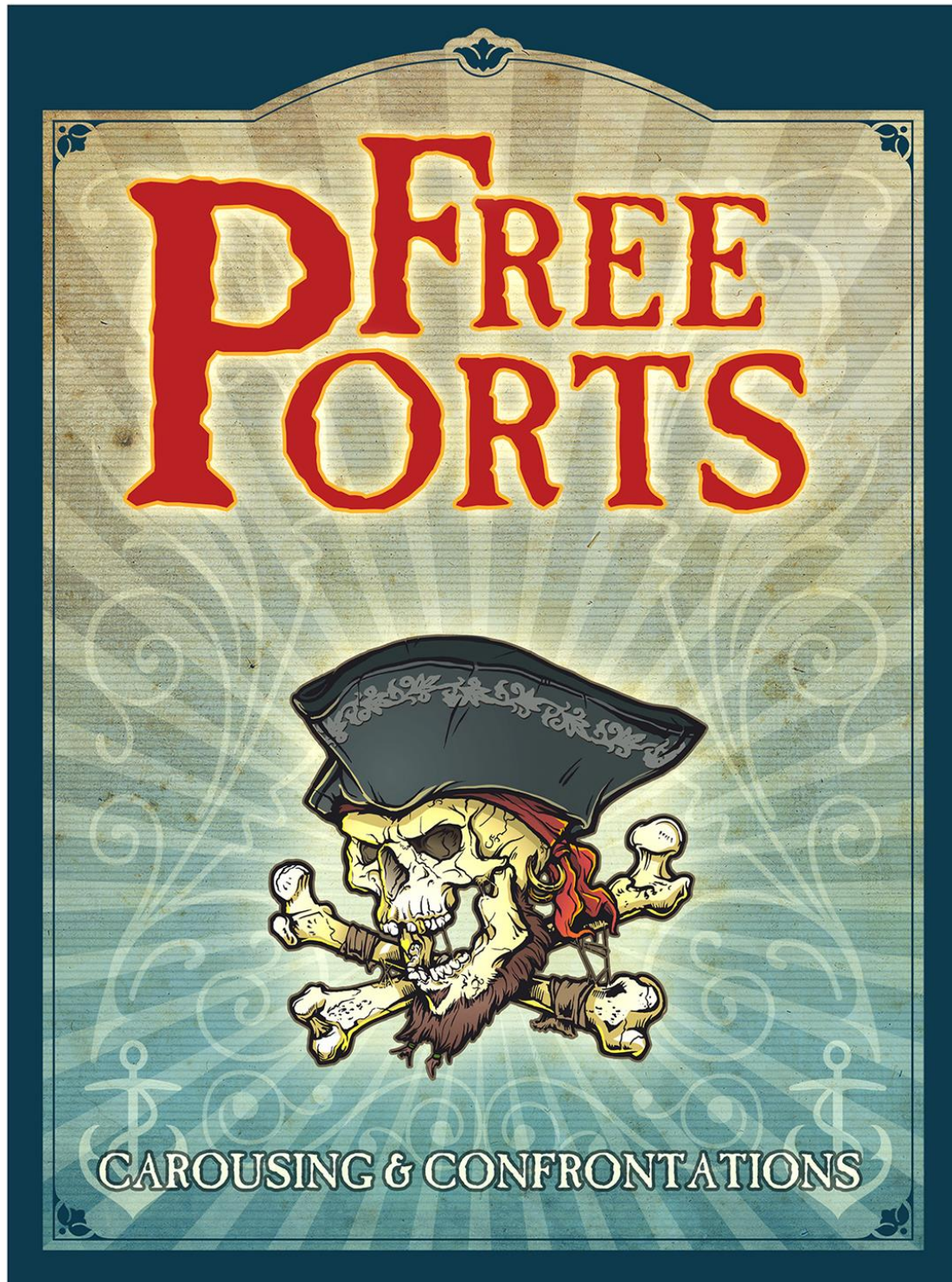
- *Coin* – A no bookkeeping way to spend your booty while in town.
- *People Challenge* – A more detailed way to interact with NPCs that uses game mechanics you're already using.
- *Exploring the Towns* - We've laid out Puerto Libre and New Market into Areas, an ingenious way to move around town, without having to track it, step by step, on a map.
- *Circles* – With Circles, you can generate NPCs, new adventures, and much more with little bookkeeping or dice rolling. It works so well that we have two very different Circles, because we have two very different towns.
 - Two new Encounters; Confrontation and Quest.
 - A complete Quest ready for you to play.

You wave goodbye to those who have come to watch you leave. You made many friends in town and maybe even a few enemies but no matter what, you had a good time. And ain't that why you became a pirate? As you make your way around the bend and head towards the open sea, the town disappears from view. Now back to the business at hand. What's that you say? The Captain has a Treasure Map?

Free Ports – Ain't that why you became a pirate?

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Written by Ed Teixeira

Cover by Paul Kime

FREE PORTS – A “AND A BOTTLE OF RUM” SCENARIO BOOK

TABLE OF CONTENTS

PROLOGUE	1	<i>Social Ranking</i>	8
INTRODUCTION	1	<i>Enemies and Cold Shoulder</i>	9
<i>Your Role</i>	1	<i>Meeting Them Again</i>	9
<i>Your Mates</i>	1	TWO TOWNS	9
NEW STUFF	1	<i>Puerto Libre</i>	9
NO STUNNED	1	<i>New Market</i>	9
DOCTORS	2	SHARED MECHANICS	10
FAME NO MORE	2	<i>Areas of the Town</i>	10
<i>Improving Rep</i>	2	<i>Puerto Libre</i>	10
<i>Increasing d6 Gained</i>	2	<i>New Market</i>	10
<i>Decreasing d6 Gained</i>	2	<i>Moving in Town</i>	10
<i>All or Nothing</i>	3	<i>The Rectangle Knows All</i>	10
<i>New Adjusting Fame</i>	3	<i>Travel Encounters</i>	11
WHERE’S MY CREW?	3	<i>Travel Encounter Table</i>	11
COIN	4	<i>Arrest</i>	11
<i>Borrowing Coin</i>	4	<i>Carousing</i>	11
<i>Robbery</i>	4	<i>Confrontation</i>	11
<i>Maximum Coin</i>	4	<i>Female Companionship</i>	11
<i>What to Buy</i>	4	<i>Robbery</i>	12
<i>Gambling</i>	4	WHO ARE THEY?	12
<i>Gambling and Increasing d6</i>	5	<i>Who Are They? – Puerto Libre</i>	13
DRINKS	5	CIRCLES	13
<i>Buying Drinks</i>	5	<i>What Are the Circles?</i>	13
<i>Consequences of Drinking</i>	5	<i>Movers</i>	13
<i>“No, Thanks. I’ve Had Enough”</i>	5	<i>Shakers</i>	13
THREE CARDS	6	<i>Exotics</i>	13
<i>Betting</i>	6	<i>Commoners/Citizens</i>	13
<i>Gaining an Advantage</i>	6	<i>Rogues/Fringe</i>	14
<i>Who Cheats</i>	6	<i>Two Sets of Circles</i>	14
<i>Catch the Cheat</i>	6	<i>Using Circles</i>	14
<i>Now What?</i>	7	<i>Circle – Commoners Puerto Libre</i>	14
<i>Mover</i>	7	<i>Circle – Rogues Puerto Libre</i>	14
<i>Shaker</i>	7	<i>Circle – Exotics Puerto Libre</i>	15
<i>Exotic</i>	7	<i>Circle – Shakers Puerto Libre</i>	15
<i>Commoner/Citizen</i>	7	<i>Circle – Movers Puerto Libre</i>	15
<i>Rogue/Fringe</i>	7	<i>Previously Met</i>	15
OPPOSED CHALLENGE	8	WHERE ARE THEY?	16
<i>Opposed Challenge Test</i>	8	<i>Where are They? – Puerto Libre</i>	16
		<i>Are They There?</i>	17
		<i>Defining Moment</i>	17
		<i>Home</i>	17
		<i>New PEF Movement</i>	17
		<i>New PEF Resolution</i>	17
		THE AREAS – PUERTO LIBRE	18
		<i>Markets</i>	18
		<i>Market Buildings Puerto Libre</i>	18
		<i>Bank</i>	18

FREE PORTS – A “AND A BOTTLE OF RUM” SCENARIO BOOK

	Doctor's Office	18	Shaker's Home	22
	Inn	18	Wealthy Merchant's House	22
	Stables & Blacksmith	18		
	Storefront – Goods	18	NEW MARKET	22
	Storefront – Food	18		
	Tavern	18	WHO ARE THEY?	22
	Tenement	18		
Docks		19	Who Are They? – New Market	23
	Docks Buildings Puerto Libre	19		
	Bawdy House	19	CIRCLES	23
	Inn	19	What Are the Circles?	23
	Docks	19	Movers	23
	Shipwright	19	Exotics	24
	Tavern	19	Citizens	24
	Warehouse	19	Fringe	24
Government		19	Circles – Puerto Libre and New Market	24
	Government Buildings Puerto Libre	19	Using Circles	24
	Church	19	Circle – Citizens New Market	25
	Governor's Office	19	Circle – Fringe New Market	25
	Mayor's Office	19	Circle – Exotics New Market	25
	Office Building	20	Circle – Movers New Market	25
	Port Official's Building	20	Previously Met	25
	Storefront – Goods	20		
	Tavern	20	WHERE ARE THEY?	26
	Tax Collector's Building	20	Where are They? – New Market	26
South Side & West Side		20	Are They There?	26
	South & West Side Buildings Puerto Libre	20	Defining Moment	26
	Alley	20	Home	27
	House	20		
	Tavern	20	THE AREAS – NEW MARKET	27
	Tenement	20	The Difference	27
Forts		21	Market	27
	Fort Buildings Puerto Libre	21	Market Buildings New Market	27
	Armory	21	Doctor's Office	27
	Barracks	21	Inn	27
	Cannon Line	21	Open Market	27
	Front Gate	21	Blacksmith	27
	Medical Building	21	Storefront – Goods	28
	Mess Hall	21	Storefront – Food	28
	Officer's Quarters	21	Tavern	28
	Stable	21	Tenement	28
	Warehouse	21		
Pig Farm		21	Docks	28
	Pig Farm Buildings Puerto Libre	21	Docks Buildings New Market	28
	Barn	22	Bawdy House	28
	Farm	22	Inn	28
	House	22	Docks	28
	Pig Farm	22	Shipwright	28
	Woods	22	Tavern	28
Wealthy Residential		22	Warehouse	28
	Wealthy Residential Buildings Puerto Libre	22	High Row	28
	Governor's Mansion	22	High Row Buildings New Market	28
	Mayor's House	22	Church	28
	Mover's House	22	Council of Captains Office	28
	Noblemen's House	22	Council of Captains	29
	Noblemen's Mansion	22	House	29

FREE PORTS – A “AND A BOTTLE OF RUM” SCENARIO BOOK

Storefront – Goods	29	FYI	33
Tavern	29		
Town Hall	29	HUNTING	34
East End	29	Resolving Animal PEFs	34
East End Buildings New Market	29	What Is It?	34
Alley	29	Small Game	34
House	29	Wild Pigs	34
Lookout Tower	29	Big Cat	34
Tent	29		
Lower End	29	TRACKING THE PREY	34
Lower End Buildings New Market	29	Tracking Table	35
Alley	29	Animals After the Melee	35
House	29	After the Kill	35
Tavern	29	Unwanted Attention	35
Tenement	30		
Citadel	30	THE QUEST	35
The Citadel Buildings New Market	30	Quest Notes	35
Armory	30	Setting the Scene	35
Barracks	30	What Happened	36
Front Gate	30	The Reason Why Table	36
Medical Building	30	Find Something	36
Mess Hall	30	Kidnapping	36
Stronghold	30	Murder	36
Warehouse	30	Robbery	36
West End	30	Theft	36
West End Buildings New Market	30	The Victim	36
Alley	30	The Victim Table	36
House	30	How Difficult Is It?	36
Tavern	30	How Many Clues?	37
Tenement	30	Who Is the Employer?	37
WOODS	31	Wages	37
Land's End	31	FYI – Wages	37
Land's End Buildings New Market	31	Questing Table	37
House	31	Questing Table	37
Lookout Tower	31		
Tent	31	SOLVING CLUES	38
CONFRONTATION	31	Person of Interest	38
Your Grunts	31	Spouse or Relative	38
Who Is It?	32	Where Are They?	38
Confrontation – Who Table	32	Questioning the Person	38
Hated Enemy	32	Opposed Challenge Test – Questioning	39
Opposing Faction	32	Who Did It?	39
Robbers	32	Following the Story	39
Soldiers	32		
Their Grunts	32	AFTERWARDS	39
Who Are They?	32	Not Guilty?	39
Walk the Walk	32	Recovering the Loss	40
Okay, Let's get This Thing Started	32	Kidnapping	40
Ending the Encounter	33	Robbery & Theft	40
After the Confrontation	33	Recovery Table	40
Confrontation Mercy Table	33		
Peeling Back the Onion	33		

FREE PORTS – A “AND A BOTTLE OF RUM” SCENARIO BOOK

TWO TOWNS	40	TWO CLUES	49
		<i>Pedro the Pig Farmer</i>	50
THE MESSAGE	40	<i>Opposed Challenge Test – Pedro</i>	50
<i>The Sender</i>	41		
<i>The Job Offer</i>	41	BRIEF INTERLUDE	50
MISGUIDED VIRTUE	41	SQUARING ACCOUNTS	50
<i>Mutiny!</i>	42	<i>Trading</i>	50
<i>Mutineers Table</i>	42	<i>Buying Ships</i>	51
<i>Friend or Foe?</i>	42		
<i>Friend of Foe Table</i>	42	BAR FIGHT!	51
<i>How Many of Them</i>	42	<i>Bar Fights</i>	51
<i>Afterwards</i>	42	<i>Bottled and Chairs</i>	51
<i>The End</i>	42	<i>Placing the Opponents</i>	52
		<i>Bouncers</i>	52
PUERTO LIBRE	43	<i>Turn Sequence</i>	52
<i>Show Me the Papers</i>	43	<i>Ending the Fight</i>	52
<i>Now What?</i>	43	<i>Windows and Doors</i>	52
		<i>Knock Down Test</i>	53
THE ANGRY PELICAN	44	<i>Mix It Up</i>	53
<i>El Pelican</i>	44	<i>Fighting Table</i>	53
<i>Now What?</i>	44	<i>Knock Down</i>	53
		BAR FIGHT LAYOUT	54
THE STREET URCHIN	44	FINAL WORDS	55
<i>The Meal</i>	45		
<i>Jaime the Street Urchin</i>	45	EPILOGUE	55
BAWDY HOUSE	45	NPC LISTS	56
<i>Employees</i>	46	QUEST NOTES	57
<i>Proprietress</i>	46	QUICK REFERENCE SHEETS	58
<i>Companions</i>	46		
<i>Barkeeps</i>	46		
<i>Bouncers</i>	46		
<i>Bouncers Table</i>	46		
<i>Gambling</i>	46		
<i>Drinking</i>	46		
<i>Female Companionship</i>	46		
ROBBERY	46		
<i>Pickpocket</i>	47		
<i>Challenge – Pickpocket</i>	47		
COMPLICATIONS	47		
<i>Questioning the Employees</i>	48		
<i>Opposed Challenge Test – Questioning</i>	48		
<i>Finding Diego</i>	48		
ONE CLUE	48		
<i>Claudia</i>	49		

SPECIAL THANKS TO:

Paul Kime: For another great cover.
Ken Hafer, Bob Minadeo and Ron "Baddawg" Strickland: For insisting that, "It's not just a gang warfare game."
The THW Guys on the Group and Forum: For the constant support.
And Lil...

FREE PORTS – A “AND A BOTTLE OF RUM” SCENARIO BOOK

PROLOGUE

“New Market!” Arthur walked down the gangplank and onto the docks. As always happened when a ship arrived, the docks were crowded with people of all sorts moving about. Some were unloading cargo. Some were welcoming the sailors to port. Some were eyeing their “marks”.

Arthur, was a Captain currently without a ship but he knew it would only a matter of days before he, Carl and Diego had found a backer. He had heard of many a Merchant, with no stomach for the sea who was willing to back a Pirate Captain. Hopefully he could spend a few days ashore before having to choose between two or three employers.

“Life is good!” he said, as he caught the eye of a comely lass. “Life is good, indeed.”

INTRODUCTION

Free Ports is a And a Bottle of Rum Scenario Book that adds a few new rules to flesh out your characters as well as two complete towns for you to adventure in. This book contains many Encounters, some linked, but the towns can be used over and over in your adventures. We’ve also added a few new things that your characters can do so let’s get started.

YOUR ROLE

In Free Ports you are Arthur; a down on your luck Pirate Captain looking for that one big deal to get you right. You and two of your closest mates arrived in New Market looking for someone to back your next expedition. After three weeks you haven’t had any luck and if your luck doesn’t change soon you’ll be forced to sign on with another Captain.

As you pay for one more week at the cheapest Inn in town, down at the Docks, the deskman says that he has a message for you.⁽¹⁾

(1) For the most enjoyment read the rules first and run through the new game mechanics. When you feel comfortable and have time to play a bit, read the message and get started (page 40).

YOUR MATES

You can choose to be Arthur or substitute your own Star from your And a Bottle of Rum games. In either

case you will be accompanied by two friends, Carl and Diego. Here are the stats for the trio:

- **Arthur** - Rep 5, Star, Exotic – Pirate Captain: Arthur can choose one Attribute and roll for one (*Rum* page 6). In addition he has the Brawler Attribute and is armed with a pistol and sword.
- **Carl** - Rep 4, Grunt, Exotic – Chief Gunner: Carl has the Resilient and Brawler Attributes. Carl is armed with a pistol and sword.
- **Diego** - Rep 4, Grunt, Exotic - Pilot: Diego has the Greedy and Brawler Attributes. Diego is armed with a pistol and sword.

NEW STUFF

In *Free Ports* we add the following new stuff:

- No Stunned.
- Doctors.
- Fame no more.
- Where’s My Crew?
- Coin.
- Drinks.
- Three Cards – a game of chance.
- New NPC Interaction - Opposed Challenge.
- We’ve laid out the Areas of New Market and Puerto Libre and how to move in and about it.
- We’ve introduced Circles, a way to generate NPCs with only a few dice rolls.
- A new Encounter called Confrontation.
- A new Encounter called Hunting.
- A new Encounter called Quest.
- A complete Quest for you to play.

Now let’s get started!

NO STUNNED

We recommend using this rule change. Here’s how we do it:

- A result of *stunned*, becomes *knocked to the ground*.
 - The character can still *carry on*.
 - The character can regain its feet when next active and *carry on*.

FREE PORTS – A “AND A BOTTLE OF RUM” SCENARIO BOOK

- Movement, including a Fast Move, is reduced by half when regaining its feet.

Example – Carl is in melee with an enemy. The enemy wins the melee by 2 and scores a result of Knocked Down. Carl takes the Recover From Knocked Down Test and passes 2d6. He is knocked prone but can carry on. When next active Carl regains his feet and continues the melee.

DOCTORS

In *Free Ports* we have added Professions and an important one is Doctor. Here's how we do it:

- A Doctor will give a character a +1d6 bonus when rolling on the After the Battle Recovery Table (*And a Bottle of Rum* page 28). The Doctor can be used instead of or in addition to a Surgeon (*And a Bottle of Rum* page 70).
- The injured character *must* be brought to the Doctor's office.
- However, Doctor's will make a "house call", if summoned by a Mover, Shaker or Military Officer.
- The services of the Doctor, requires the use of Coin or Gold Pieces.

FAME NO MORE

In *And a Bottle of Rum* we outlined a simple system for tracking how well you have done and called it Fame (*Rum* page 36).

But I hate bookkeeping so have developed an even easier way to track how well you are doing. It's based around improving your Rep

IMPROVING REP

After each *successful* Encounter it is possible that a character, Star or Grunt, can raise his Rep or a Skill. *It is possible that an Encounter may be a success for one character and not another!* Here's how we do it:

- The character did not receive a result of Out of the Fight. *If you go Out of the Fight, all Increasing d6 gained during the Encounter are lost!*

- The character did not use any Star Advantage. *If used a Star Advantage, all Increasing d6 gained during the Encounter are lost!*
- The Encounter objective was achieved.
- The character successfully accomplishes specific tasks that may be listed in the Encounter.
- The character did not gain any Decreasing d6. *Even if you gained one, it eliminates all Increasing d6 gained.*

INCREASING D6 GAINED

If the character qualifies as previously outlined, he can now attempt to increase his Rep. Here's how we do it:

- Having a successful adventure allows the character to gain one or more *Increasing d6*. The success may be defined by the Encounter or must be agreed to before the Encounter.
- After the Encounter, the character that has gained one or more Increasing d6 rolls all of them.
- If any of the scores exceed the Rep of the character, or if a "6" is rolled, the character increases his Rep by 1 level.

Example – I have a Rep 3 Grunt Sailor and have just finished an Encounter successfully. It was a boarding action and the Sailor survived a melee unhurt. He has earned one Increasing d6 and I roll is now, scoring a 4. As this exceeds his Rep he now moves up to Rep 4.

DECREASING D6 GAINED

Just as Rep can go up when you have a successful Encounter, it can go down if the Encounter was a failure. If any of the following occur, the Encounter was a failure, regardless of if you qualified for a success as well, and there is a chance your Rep can decrease by gaining Decreasing d6. Here's how we do it:

- The character received a result of Out of the Fight.
- The Encounter objective was not achieved.
- The character fails to accomplish specific tasks that may be listed in the Encounter.

If the character qualifies he must now check to see if a Rep will decrease. Just as you received one or more

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Increasing d6 you can gain Decreasing d6. Here's how we do it:

- After the Encounter, the character that has gained one or more Decreasing d6, rolls all of them.
- If any of the scores is a “1”, the Rep will go down one point, regardless of its current level. This can be attributed to stress, illness, or anything else you decide it to be. You can never have a Rep lower than “1”.

Example - Billy Pink (Rep 5) has had a successful Encounter. Billy can attempt to increase his Rep. Billy rolls 1d6 and scores a 5, his Rep does not increase.

Jim Bob Joe (Rep 3) has had a failed Encounter, so is at risk of having his Rep reduced. He rolls 1d6 and scores a 1. Jim Bob Joe reduces his Rep of 3 down to a 2. But don't worry, once he has a successful Encounter he can try and raise his Rep.

ALL OR NOTHING

We're going to repeat something about Decreasing d6 because it's *really* important.

- If you gain one or more Decreasing d6, it eliminates all Increasing d6 gained.

NEW ADJUSTING FAME

Now that you see how Increasing and Decreasing d6 work, let's cover the section called Adjusting Fame (*Rum* 36) into the new system. Here's how we do it:

- **Carousing** - You will gain one Increasing d6 if you went to a Settlement and allowed the men to Carouse and you had a Carousing Encounter as well.
- **Escape** - You will gain one Increasing d6 if you escape from capture.
- **Prisoner** - You will gain one Increasing d6 per point of Rep of any prisoner you take and successfully Ransom (*Rum* page 89).
- **Prize** - You will gain one Increasing d6 per point of Size (3, 4 or 5) of any ship you capture (*Rum* page 65). You gain twice that number if it's a warship.
- **Raiding** - You will gain one Increasing d6 per Settlement Activity Level for successfully raiding a Settlement.

And here's how you gain Decreasing d6:

- **Capture** - You will gain one Decreasing d6 for being captured and an additional one more for each month in captivity.
- **Flee** - You will gain one Decreasing d6 if you Flee a ship Encounter.
- **Prisoner** - You will gain one Decreasing d6 for any prisoner you take and did not Ransom the next month, or if he escaped.
- **Ship** - You will gain one Decreasing d6 if you lost a ship, triple that if it was your only ship or flagship.
- **Unsuccessful Raid** - You will gain one Decreasing d6 if you led an unsuccessful Raid.

WHERE'S MY CREW?

There may be times when you allow your Crew to go ashore for a little Carousing. This can be a good thing as you can gain Increasing d6 but it can also be a bad thing. There's a chance that they may not come back. Here's how we do it:

- Crew can be set ashore before the Plunder is divided (*Rum* page 72) to Carouse.
- Crew can be retained (*Rum* page 72) after the Plunder is split.
- When the Crew is off the ship there is a chance that they may not return.
- Roll 1d6 for each Crewmember who leaves the ship.
- If a “6” is scored the Crewmember does not return but you can try and Recruit (*Rum* page 68) more.

FREE PORTS – A “AND A BOTTLE OF RUM” SCENARIO BOOK

COIN

Here's a convenient and useful mechanic that can be used when interacting with NPCs. It also replaces the need to track Gold Pieces for day to day spending. It's called Coin. Coin represents “cash on hand” and not a specific number of coins that you would have to track. Coin can be spent during your Encounters. It's an abstract economic system that saves you a lot of bookkeeping. Here's how we do it:

- Decide what you wish to buy.

Example – I want to buy drinks for an NPC. If successful, it will count as a Bribe on an Opposed Challenge (page 8).

- Each character starts with Coin equal to its Circle (page 13)
 - Movers have 5 Coin d6.
 - Shakers have 4 Coin d6.
 - Exotics have 3 Coin d6.
 - Commoners/Citizens have 2 Coin d6.
 - Rogues/Fringe has 1 Coin d6.
- Roll your Coin d6.
- Any result of 1, 2, 3, 4 or 5 means you have bought the item.
- Any result of 6 means you have bought the item but you lose that d6 for the rest of the day.
- When you have used all your Coin d6 you cannot buy anything.

Example – Billy decides to buy a drink for a woman he just met. Billy is at a Tavern so that's easy enough. Being an Exotic, he has 3d6 Coin. I roll 3d6 and score 1, 2 and 6. Billy loses 1d6 for rolling a 6 but as he rolled a 1 or 2 he buys the drinks.

Later at another Tavern he wants to buy more drinks and rolls 2d6 as he has already lost 1d6 previously. He scores a 6 and a 6, loses both Coin d6, but buys the drinks. He is now out of Coin until the following day unless he can borrow some.

BORROWING COIN

When all of your Coin d6 have rolled “sixes”, you are out of Coin until the following day. If you want more you can borrow some. Here's how we do it:

- Go to a friend and take an Opposed Challenge Test (page 8). If you score more successes than he does, has Coin to lend.

Borrow one Coin d6. This adds one to you and subtracts one from him.

- The next time you go on an Encounter with him re-pay him one of your Coin d6. This adds one to him and subtracts one from you.

ROBBERY

When you are robbed or have your pocket picked, they will take all your Coin for the rest of the day. *Of course this also means if you rob other characters you have extra Coin as well.*

MAXIMUM COIN

Robbers and others, hey, maybe even your characters, may gain extra Coin. Here's how we do it:

- When you have more Coin than your Circle has, you can bring extra Coin on your Encounters.
- Use it as normal except that once it is lost, it is lost forever. You still get Coin back up to your Circle on the following day.

Example – Jim Bob Joe, a Rogue, robs a Mover and gains 5 Coin d6. This now gives him 6 Coin d6 when he goes out on Encounters. In the first Encounter he rolls 3 sixes, reducing his Coin d6 to 3.

On the next Encounter he rolls 3 more sixes and is now out of Coin.

On the next Encounter he will start with Coin for his Circle or 1d6.

WHAT TO BUY

Coin can be used in the following ways. Here's how we do it:

- Buy drinks.
- To buy Female Companionship (page 46).
- Services, such as from a Doctor.
- Whenever you think it would be needed, if advancing the story.

GAMBLING

Using Coin will affect Gambling (*And a Bottle of Rum* page 52) in the following ways:

- You can make an unlimited number of bets, subject to your Coin d6.
- Each bet costs one Coin d6.
- When you have used all your Coin d6 you can no longer bet.

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Hey, that means I can go gambling every day! Yes, you can.

GAMBLING AND INCREASING D6

When you gamble, you have a chance of gaining an Increasing d6 (page 2). Here's how we do it:

- You gain 1 Increasing d6 for each five bets, you win more than you lose.
- You gain 1 Decreasing d6 for each five bets you lose more than you win.

DRINKS

“Drinks” is the catch all term for social drinking. Buying drinks is a good way to use Coin d6.

BUYING DRINKS

You can buy drinks for NPCs, to influence their response to your interactions with them. Here's how we do it:

- The character rolls his Coin d6. Any result of 1, 2, 3, 4 or 5 means you have bought two drinks. A result of 6 means you have bought two drinks but lose that Coin d6 for the rest of the day.
- The characters *share* a drink.
- Each character tests for the effects of the drink.
- An Opposed Challenge can be taken.
- The character buying the drinks counts the +1d6 modifier on the Challenge.

Example – Captain Billy Pink (Rep 5) decides to buy Lady Char (rep 3) a drink. He must use his Coin d6 to buy the drinks. He rolls his 3d6 and scores a 1, 2 and 5. He has bought two drinks. He is sharing drinks with Char so both must test for the consequences

CONSEQUENCES OF DRINKING

Drinking does not come without consequences. When you and NPCs drink, it can have possible side effects. Here's how we do it:

- Track each drink the character has, during the entire Encounter. It is important to track the NPC as well, as they will suffer the same effects and this could make subsequent Challenges easier.
- After the drink, the character rolls 1/2d6.

- Add the score to the number of drinks the character has had this Encounter.
- If the total is more than the starting Rep of the character reduces his Rep by one level. *All reductions are cumulative.*
- If the total is two times or more than the starting Rep of the character, he has passed out and counts as Out of the Fight for the remainder of the Encounter. Don't worry, as he counts as automatically passing 2d6 on the After the Battle Recovery Test.
- The effects of drinks will last until the next day.

Example – Captain Bill (Rep 5) rolls 1/2d6 and scores a 3 and +1 for having one drink so far. As the total (4) is not more than is starting Rep of 5, it has little effect.

Lady Char (Rep 3) rolls 1/2d6 and also scores a 3 and a +1 for having one drink so far. As the total (4) is higher than her original Rep she has her Rep reduced by one.

They can now take the Opposed Challenge with Char counting as Rep 2.

“NO, THANKS. I’VE HAD ENOUGH.”

NPCs *do* know when to say when. Here's how we do it:

- Male NPCs will take a maximum number of drinks equal to their starting Rep.
- Female NPCs will take a maximum number of drinks, equal to their starting Rep *only if they are with friends*. Otherwise they will stop when they reach their Rep, minus one.

Example – Sooze (Rep 3) is at the Red Octopus, unwinding with a few drinks. She has had two drinks already and has decided she will call it a night. Lady Char (Rep 2) comes into the Tavern and joins Sooze. As the girls are friends, Sooze decides it's okay to have another drink.

FREE PORTS – A “AND A BOTTLE OF RUM” SCENARIO BOOK

THREE CARDS

Here's a quick and easy game for your characters to play when on a Carousing Encounter, or even if just passing the time onboard ship.

Three Cards is similar to Poker. Here's how we do it:

- You must have a minimum Rep of 3 to play.
- Each player places the agreed to minimum bet before getting their cards.
- Deal *one* card per point of Reputation to all players.
- Deal one extra card to any character with the Lucky Bastard Attribute.
- This means some players will have as few as three cards while others will have more.
- All player characters now build the best Poker hand using only three cards. Excess cards over three are discarded.
- Next all players can choose to stay in the game by placing a second bet or can fold, drop out of the game.
- Now build the best hand for each NPC. Excess cards over three are discarded.
- If a NPC has at least one Ace it will stay in the game and bet. If it does not, it will fold.
- The highest Poker hand is the winner.

Example – A Sailor and a Carpenter are killing time playing Three Cards. Each starts by betting one Coin d6.

The Sailor has four cards, a pair of Jacks a 3 and a 6. He discards the 3 and bets again.

The Carpenter has three cards, a 2, 4 and 9, all in Hearts. He stays in and bets again.

The Carpenter's flush beats the Sailor's pair, he collects all the bets.

BETTING

You bet on the game using your Coin d6. Here's how we do it:

- When you start the game convert your Coin d6 into Markers by multiplying your Coin d6 times five. These are now Markers and what you will bet with.
- Each player bets one Marker before the cards are dealt. If agreed upon, you can choose to bet more than one.

- After the player makes the best Poker hand from his cards, he bets another Marker if he wishes to continue to play. If agreed upon you can choose to bet more than one.
- You can play until you are out of Markers, beat all players, or decide to quit.
- When you quit playing convert your Markers into Coin d6 at a 5:1 ratio. Any leftover Markers are lost.
- How many players are in the game, is determined like generating NPCs (*Rum page 49*).

GAINING AN ADVANTAGE

There's a way to “gain the advantage” (cheat) when playing Poker. Here's how we do it:

- After the cards have been dealt, the player (Star or NPC) can attempt to cheat.
- Draw one new card and rebuild the hand. Excess cards are discarded.

WHO CHEATS

Stars can cheat any time they like. NPCs do it a bit differently. Here's how we do it:

- When the NPC enters the game roll 2d6 and add the results together.
- If the total is equal or less than the NPC's Rep he will cheat whenever he has the chance.

Example – The Gunner has a Rep of 4. He sits down to play and I roll 2d6 and score a total of 3. He will cheat every chance he gets.

Two weeks later he sits in on another game. He rolls a 6 so will not cheat.

CATCH THE CHEAT

After all the cheating has been done, the hand played and Markers collected, there is a chance that the cheater was caught. Here's how we do it:

- All the players in the game roll 1d6 per point of Rep.
- Determine how many successes are rolled.
- Compare the number of successes rolled by each player, to each other.
- If a character scores more successes than the cheater, he has caught him. Otherwise the cheating goes unnoticed. This could mean that one cheater is caught, while another is not.

FREE PORTS – A “AND A BOTTLE OF RUM” SCENARIO BOOK

- The characters who were cheated now must see what they will do. Stars can choose how to act.

Example – Samuel, a Rep 4 Sailor is playing cards with Axel, a Rep 3 Sailor and a Rep 5 Pirate Captain.

After the draw, Samuel looks at his three cards and wants to cheat, draw another card. He does and now has a pair of Aces. The hand is played out and he wins.

Because he cheated, we need to see if anyone noticed. The Captain rolls 5d6 and scores three successes. Samuel rolls 4d6 and scores two successes. Axel the Rep 3 Sailor rolls 1d6 and scores one success. The Captain has caught Samuel cheating.

NOW WHAT?

When a character gets caught cheating, different Circles will behave differently towards the cheater. Here's how we do it:

MOVER

CHEATER IS	RESULT
Mover	Quit the game and never play with the cheater again.
Shaker or Exotic	Quit the game and never play with the cheater again. Spread the word in the Mover Circle so the cheater counts a -1d6 penalty when taking any future Opposed Challenges with any Mover.
Commoner/Citizen or Rogue/Fringe	Quit the game and never play with the cheater again. Send the Watch out to have a Confrontation with the cheater.

SHAKER

CHEATER IS	RESULT
Mover or Shaker	Quit the game and never play with the cheater again.
Exotic, Commoner/Citizen or Rogue/Fringe	Quit the game and never play with the cheater again. Spread the word in the Shaker Circle so the cheater counts a -1d6 penalty when taking any future Opposed Challenges with any Shaker.

EXOTIC

CHEATER IS	RESULT
Mover or Shaker	Quit the game and never play with the cheater again. Spread the word in the Exotic Circle so the cheater counts a -1d6 penalty when taking any Opposed Challenges with any Exotic.
Exotic or Rogue/Fringe	Quit the game and never play with the cheater again. Confront the cheater after the game and get their Coin back.
Commoners/Citizens	Quit the game and never play with the cheater again. Confront the cheater after the game and get their Coin back.

COMMONER/CITIZEN

CHEATER IS	RESULT
Mover, Shaker or Exotic	Quit the game and never play with the cheater again.
Commoner/Citizen	Quit the game and never play with the cheater again. Confront the cheater after the game and get their Coin back.
Rogue/Fringe	Quit the game and never play with the cheater again.

ROGUE/FRINGE

CHEATER IS	RESULT
Mover, Shaker or Exotic	Quit the game and never play with the cheater again.
Commoner/Citizen or Rogue/Fringe	If not employed by the cheater, immediately Confront the cheater and get their Coin back. Otherwise quit the game and never play with the cheater again.

Example – The Captain has caught Samuel. He immediately Confronts him (page 31). They take an In Sight and the Captain scores more successes. He draws his pistol and shoots Samuel dead. Hey, wasn't he supposed to just take him out back and punch him out (page 32). Yes, except this was the second time Samuel had been caught cheating!

FREE PORTS – A “AND A BOTTLE OF RUM” SCENARIO BOOK

OPPOSED CHALLENGE

The Opposed or People Challenge is taken against one or more NPCs when you must interact with them or if you are trying to achieve a specific result. Here's how we do it:

- Decide on *what* the Challenge is.

Example – I want to find a place to stay in town for free.

- Decide what a *success* looks like.

Example – If I am successful, I convince the lady at the tavern to let me stay at her place.

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

Example – If I fail, she is offended and gets her boyfriend to beat me up.

- Decide if any of the listed Circumstances or Attributes will apply.

Example – I decide to bribe her by buying her a drink.

- Consult the Opposed Challenge Test.
- Each character starts with 1d6 per point of Rep.
- Modify the number of d6 for each by any applicable Circumstances.
- Roll the modified number of d6 looking for successes, score of 1, 2, or 3. Determine how many successes each scores.
- Compare the number of successes scored by the player to the number scored by the NPC.
- Consult the Opposed Challenge Test and carry out the results.

REP OPPOSED CHALLENGE TEST

(Looking for successes, score of 1, 2 or 3)

ATTRIBUTE	MODIFIER
Charismatic	+1d6
CIRCUMSTANCE	MODIFIER
Cold Shoulder - If opponent gave you the cold shoulder in the past, you receive this penalty.	-1 success
Drinks – Each round of drinks you buy.	+1d6
Enemy - If opponent is an Enemy, you receive this penalty.	-2 successes
Friend – If opponent is a Friend, you receive this bonus.	+2 successes
Pleasant Response – If opponent gave you a pleasant response in the past, you receive this bonus.	+1 success
Social Standing – For each Circle higher than opponent.	+1d6

# SUCCESSES	RESULT
3 or more than opponent	<i>Swept off its feet.</i> The NPC becomes a Friend. If you want to Recruit him, he agrees.
1 or 2 more than opponent	<i>Pleasant response.</i> You and the NPC get along nicely. If you want to Recruit him, he agrees.
Same number as opponent	<i>Exchange pleasantries but nothing more.</i>
1 or 2 less than opponent	<i>Bit of a cold shoulder.</i> Makes it obvious that the player should leave the NPC alone. If choose not to, will <i>become belligerent</i> .
2 or more less than opponent	<i>Becomes belligerent.</i> Go to Confrontation (page 31).

SOCIAL RANKING

Circles (page 13) are ranked from highest to lowest. Here's how we do it:

- Movers.
- Shakers.
- Exotics.
- Commoners/Citizens.
- Rogues/Fringe.

FREE PORTS – A “AND A BOTTLE OF RUM” SCENARIO BOOK

ENEMIES AND COLD SHOULDER

In *And a Bottle of Rum* you will have lots of interaction with NPCs. We suggest using a small notebook to keep track of those you meet and how they react to you when taking a People Challenge (page 8). We have four:

- Enemy.
- Cold Shoulder.
- Friend.
- Pleasant.

Be sure to move the NPCs as they change status and to note the Area where they reside.

MEETING THEM AGAIN

There is a chance that you will meet these NPCs again. Here's how we do it:

- When you run into a NPC Profession, check your NPC Rosters to see if you have previously met a character of the same Profession.
- If you do roll 1d6.
- On a score of “1” you have run into that NPC.
- If there is more than one NPC, roll 1d6 for each and the high result is the NPC you have met.
- If there is a tie you have met all of those NPCs.
 - If they are Enemies or Cold Shoulders, they will be in the same group and know each other.
 - If they are Friends or Pleasant, they will be in the same group and know each other.
 - If they are of both groups, the Friends and Pleasant will join you.
- In either case take an Opposed Challenge.

TWO TOWNS

“*Free Ports*” is a tale of two towns, Puerto Libre and New Market. Puerto Libre, is a Settlement Activity Level 3 (*Rum page 43*) Spanish owned town while New Market is a Settlement Activity Level 3 Pirate Haven named after a town in Edenstein (*By Savvy and Steel*).

Though technically opponents, the two towns influence the prosperity of each other. Just not in obvious ways.

PUERTO LIBRE

Puerto Libre, is located on the mainland in Area 8 on the Caribbean Campaign Map (Rum page 107) or can be placed anywhere on the Lemuria Campaign Map.

Puerto Libre, is on the trade routes and large enough for the Treasure Fleet to visit. The Treasure Fleet arrives in February, bringing goods from Spain to be traded, while collecting gold from Puerto Libre.

There is a chance (1 – 3) that the Treasure Fleet will be in Puerto Libre when you visit it in February. When the fleet is in town, the Garrison (*Rum page 45*) is doubled.

Puerto Libre, is also the seat of the Provincial Governor. However this does not hinder a prosperous local smuggling trade.

NEW MARKET

New Market, is located on a small island in Area 5 on the Caribbean Campaign Map (Rum page 107) or can be placed anywhere on the Lemuria Campaign Map.

Ruled by the Council of Captains, New Market is a haven for pirates and smugglers of all nationalities. It is an open town where people are allowed to come and go as they please, banding together for mutual protection when needed.

An easy going town, anyone causing problems for the community is not well received. Extreme cases have been known to find themselves with a bottle of rum, a pistol with one ball, and their own private island.

FREE PORTS – A “AND A BOTTLE OF RUM” SCENARIO BOOK

SHARED MECHANICS

Puerto Libre and New Market are different towns as can be seen by the two maps (rear of the book). But they do share some mechanics for moving about the town, generating NPCs by using Circles (page 13) and such. Let's go over these mechanics.

AREAS OF THE TOWN

Each town is divided into Areas, ten for Puerto Libre and nine for New Market. Each Area represents a portion of the town.

PUERTO LIBRE

Here are the Areas of Puerto Libre:

- North Fort (page 21).
- North Docks (page 19).
- Markets (page 18).
- Wealthy (page 22).
- Government (page 19).
- West Side (page 20).
- South Docks (page 19).
- South Side (page 20).
- South Fort (page 21).
- Pig Farms (page 21).

NEW MARKET

Here are the Areas of New Market:

- The Citadel (page 30).
- High Row (page 28).
- Market (page 27).
- East End (page 29).
- Docks (page 28).
- Lower End (page 29).
- West End (page 30).
- Woods (page 31).
- Land's End (page 31).

MOVING IN TOWN

In this section, we introduce how to move around the towns. You can refer to either map.

Welcome to the Area Map. The map outlines the Areas of each town. The map shows you what Area is adjacent to what Area, making it easy to go from one to the other, whether by carriage, horseback or more often, foot.

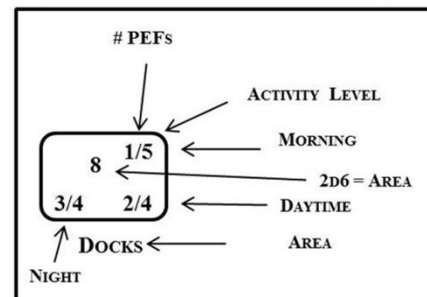
Want to move outside the city? No problem. The Pig Farms (Puerto Libre) and the Woods and Land's End

(New Market) are outside of the towns. If you want to go farther, just add more Areas as desired.

Characters are always assumed to be in one Area or another and *must move between linked Areas*. So if you are in the Government Area and your next contact is in the Docks, you have to move through other Areas to get there, checking for a Travel Encounter (page 11) each time an Area is entered.

THE RECTANGLE KNOWS ALL

Now let's see how to read the map. The rectangle holds all the info you'll need.



AREA

The Area is listed under the rectangle. The rest of the info is inside.

THE NUMBER IN THE MIDDLE

This number represents the Area of town. Here's how we do it:

- Roll 2d6, add the scores together and read the result. This tells you the corresponding Area. This is used when having an Encounter (*Rum* page 50) or if you need to meet someone.

Example – While in New Market I get a note from a friend asking to meet her for some Carousing. I am doing it on the fly so roll 2d6 for the location. I score a 7. It looks like we're meeting up for the Encounter at the Docks.

Now I go to the appropriate Area Buildings Table (page 18) and roll 1d6. I score a 4. It's a Tavern.

I'm not at the Docks but am in the Market. This is one Area over and gives me the opportunity to have one Travel Encounter on the way to meet her.

Don't worry, we will explain what we are talking about really soon. Just keep reading.

FREE PORTS – A “AND A BOTTLE OF RUM” SCENARIO BOOK

PEF AND AREA ACTIVITY LEVEL

There are three sets of numbers, one in each corner of the rectangle. The first number, on the left, is the number of PEFs of the Area for the Day Part.

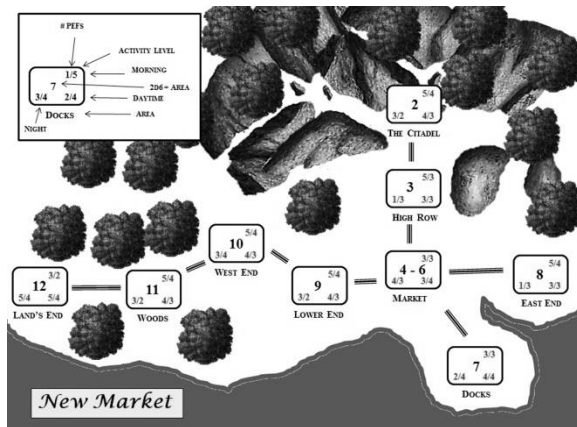
The second number, on the right, is the Area Activity Level for the Day Part.

CLOCKWISE FROM THE TOP RIGHT

The three Day Parts are in the rectangle and appear like the face of a clock. They are:

- Upper right corner is the Morning Day Part.
- Lower right corner is the Daytime Day Part.
- The lower left corner is the Night Day Part.

Example – I leave the Market and go to the Docks in the Night Day Part. Looking in the lower left corner there will be 2 PEFs on the table when the Encounter starts and the Area Activity Level is 4. I enter the table and resolve start resolving the PEF.



TRAVEL ENCOUNTERS

When moving about town, you will have a chance of a Travel Encounter. Here's how we do it:

- When you enter an Area, roll 1d6 and read the result as rolled.
- If a “1” is scored you will have a Travel Encounter.
- Now roll 1d6 again, read the result as rolled.
- Modify the score by any applicable Circumstance.
- Consult the Travel Encounter Table and immediately carry out the results.

1

TRAVEL ENCOUNTER

(Read the result as rolled)

CIRCUMSTANCE	MODIFIER
Each point of Area Activity Level.	+1

#	RESULT
5 or less	Robbery ⁽¹⁾
6	Arrest or Offer of Female Companionship
7	Confrontation
8 or more	Carousing

(1) Roll 1d6 to see exactly what is happening. Either you are being robbed (1 – 3), having your pocket picked (4 – 5), or witnessing someone being robbed.

ARREST

If you are on the List (*And a Bottle of Rum* page 44), you are having a Confrontation Encounter (*page 31*) with the Watch. They will take you before the Judge for Disturbing the Peace. You will not be released until the following morning!

If you are not on the List, you are having a Robbery Encounter (*And a Bottle of Rum* page 54).

CAROUSING

You run into NPCs, maybe friends, and they offer to “go on the town” with you. Here's how we do it:

- Go to the Who Are They Table (*page 13*).
- Roll 2d6, add the scores together.
- Go down the left-hand column to the appropriate row and across to the Area you are in.
- This will tell you who the NPCs are.
- They will want to go to the closest Tavern. This may require you to go to other Areas, with the chance of more Travel Encounters in route.
- You can choose to go with them or not.

CONFRONTATION

You run into NPCs and have a Confrontation Encounter (*page 31*).

FEMALE COMPANIONSHIP

You have an Offer of Female Companionship. Here's how we do it:

- You must roll your Coin d6 and score a success. This will allow you to count the

FREE PORTS – A “AND A BOTTLE OF RUM” SCENARIO BOOK

Drinks modifier on the Opposed Challenge Test (page 8).

- You can choose the Rep of your Companion (page 46).
- Take an Opposed Challenge Test.
- If you score more successes, you gain 1 Increasing d6.
- If you score fewer successes, things do not work out, for whatever reason, and you gain 1 Decreasing d6.
- If you score zero successes, you have been set up. She is merely a ploy to lure you into an alley for a Robbery Encounter (*And a Bottle of Rum* page 54).

ROBBERY

You are having a Robbery Encounter (page 46).

If witnessing a Robbery you can get involved. You arrive on the scene 3” from both parties, as the robbery is occurring (1 – 2) or has just occurred (3 – 6).

Example – Billy is on the way to the Docks to meet a friend. When he enters the next Area I roll for a Travel Encounter and score a “1”.

I then roll 1d6 on the Travel Encounter Table, add 4 for the Area Activity Level, for the Night Day Part (Check the map) and score a 5. There is a Robbery occurring. I roll 1d6 and score a 6, Billy is witnessing a robbery attempt. Does he get involved?

WHO ARE THEY?

When you are in specific Areas of town, you will meet certain people. Here’s how we do it:

- These tables are used when resolving a PEF outside of the Target Building. *The Target Building is where the person may be found.*
- Roll 2d6, add the results together and go down the left-hand column to the appropriate row.
- Go across to the appropriate Area to see who you have met.
- There is a chance (1 – 3) that the NPC listed may not be alone. If not alone, the result scored is also the number of NPCs it is with.
- You must now take an Opposed Challenge Test (page 8).

FREE PORTS – A “AND A BOTTLE OF RUM” SCENARIO BOOK

2

WHO ARE THEY? PUERTO LIBRE

(Add the results together)

#	DOCKS	FORT	GOVERNMENT	MARKETS
2	Pirate	Warden	Mayor	Shaker
3	Robber	Captain of the Watch	Mayor	Nobleman's Wife
4	Female Companion	Soldier	Religionist	Rogue
5	Thief	Soldier	Merchant	Exotic
6	Sailor	Soldier	Port Official	Shaker
7	Sailor	Soldier	Watch	Wait Staff
8	Fishermen	Soldier	Government Asst.	Commoners
9	Wait Staff	Military Officer	Privateer	Noblemen
10	Barkeep	Warden	Judge	Barkeep
11	Smuggler	Port Official	Pirate Hunter	Street Urchin
12	Pirate	Military Officer	Tax Collector	Street Urchin

#	PIG FARM	SOUTH SIDE	WEALTHY	WEST SIDE
2	Store Owner	Pirate	Judge	Privateer
3	Merchant	Servant	Mayor	Merchant
4	Laborer	Street Urchin	Nobleman's Wife	Musician
5	Pig Farmer	Laborer	Nobleman	Store Clerk
6	Pig Farmer	Pig Farmer	Religionist	Store Owner
7	Pig Farmer	Store Clerk	Banker	Townsfolk
8	Pig Farmer	Townsfolk	Doctor	Townsfolk
9	Pig Farmer	Tradesmen	Government Asst.	Merchant
10	Laborer	Wait Staff	Port Official	Store Owner
11	Store Clerk	Rogue	Tax Collector	Rogue
12	Townsfolk	Female Companionship	Rogue	Pirate Hunter

CIRCLES

In real life people tend to associate with similar people. To reflect this we have grouped the people in *And a Bottle of Rum* into Circles. We've taken the Classes from *And a Bottle of Rum* (page 7) and expanded them into Professions. It's not that important, as all the info you will need is included on the Circles.

WHAT ARE THE CIRCLES?

For ease of play, we've kept some contemporary terms to designate some Circles. Here's a quick overview of Circles, look at each one individually for specifics. We've listed them in Social Standing, ranking from the highest to the lowest.

MOVERS

These are the “pillars” of Society and have the power. These are usually Government Officials, Noblemen, and Religious figures.

SHAKERS

Shakers are those who cater to the needs of the Movers and aspire to be Movers, but may never be one.

EXOTICS

These are the people who are more independent than the Commoners and have particular skills.

COMMONERS/CITIZENS

Commoners are the vast majority of the people who live in the towns, everyday folks.

FREE PORTS – A “AND A BOTTLE OF RUM” SCENARIO BOOK

ROGUES/FRINGE

Criminals are those who prey on the innocent for their own gain.

TWO SETS OF CIRCLES

There are two sets of Circles used in *Free Ports*. Characters use the Circle and its Attributes found on the NPC Lists (page 56), based on the town that they are encountered in.

Example – Billy Pink, the Rep 5 Pirate Captain, starts in New Market. When he visits Puerto Libre he continues to use the Circle and Attributes, he has in New Market.

USING CIRCLES

By using Circles you can move your adventures from person to person and Area to Area. Here’s how we do it:

- To find a specific Profession, go to the appropriate Circle and down to the appropriate row. Otherwise ...
- If you are directed to the Circle by a scenario, roll 2d6, add the results together and go down the left-hand column to the corresponding total.
- Go across to see what the Profession of the character is.
- There is a chance (1 – 3) that the NPC listed may not be alone. If not alone, the result scored is also the number of NPCs he is with.

The next four columns are used to see who the character is with when not alone. Roll 1d6 and go to the appropriate column. You can choose to do this for each additional NPC with the character, or once for all of them.

Example – Captain Billy is Carousing in the Markets of Puerto Libre and has a Defining Moment (And a Bottle of Rum page 51). Rolling on the PEF Resolution Table (page 58) it is resolved as contacting characters.

Instead of using the Friend or Foe Table found in the Rum (QRS) I go to the Who Are They Table (page 13) and roll 2d6, scoring a 5. Under the Markets column I see the word Exotics.

I now go to the Exotics Circle and roll 2d6, score another 5 and see that I have run into a Street Urchin. I now roll 1d6 to see if he is alone and score a 2. This means he is with two other NPCs.

But who are they? I roll 1d6 and score a 3. Looking across the Street Urchin row to the 3 column I see the letter C, Commoners. The Street Urchin is with two Commoners.

Although I could roll once for each NPC, I choose to roll once and count them as the same Profession. I go to the Commoners Circle, roll 2d6 and score an 8. The Street Urchin is out with two Laborers.

Is it a lot of dice rolling? Yes, but now I can take these three NPCs and keep them for future games. Should I roll a Street Urchin or Laborer in the future I roll 1d6. On a score of “1” it is the NPCs I have previously met, but are they friends or enemies?.

2 CIRCLE – COMMONERS PUERTO LIBRE (Add the results together)

#	COMMONERS	1-3	4	5	6
2	Musician	C	S	E	M
3	Store Owner	C	C	M	S
4	Barkeep	C	E	E	S
5	Wait Staff	C	E	E	S
6	Fishermen	C	C	C	C
7	Townsfolk	C	E	S	M
8	Laborer	C	C	C	C
9	Store Clerk	C	E	S	M
10	Tradesman	C	C	C	M
11	Merchant	C	E	M	S
12	Pig Farmer	C	C	C	C

2 CIRCLE – ROGUES PUERTO LIBRE (Add the results together)

#	ROGUES	1-3	4	5	6
2	Smuggler	C	R	S	E
3	Smuggler	C	R	S	E
4	Pickpocket	C	C	S	R
5	Female Companion	C	R	E	S
6	Thief	R	C	C	S
7	Pickpocket	C	C	S	R
8	Thief	R	C	C	S
9	Robber	R	C	C	S
10	Female Companion	C	R	E	S
11	Thief	R	C	C	S
12	Pirate	R	C	S	R

FREE PORTS – A “AND A BOTTLE OF RUM” SCENARIO BOOK

2

CIRCLE – EXOTICS

PUERTO LIBRE

(Add the results together)

#	EXOTICS	1-3	4	5	6
2	Privateer	E	C	M	C
3	Captain of the Watch ⁽¹⁾	E	M	S	R
4	Servant	C	S	E	M
5	Street Urchin	C	C	E	R
6	Soldier ⁽¹⁾	E	C	C	C
7	Soldier ⁽¹⁾	E	C	C	C
8	Sailor	E	C	C	C
9	Watch	E	C	C	R
10	Military ⁽¹⁾ Officer	E	C	S	M
11	Mover's Mistress	S	M	M	E
12	Pirate Hunter	E	S	C	R

(1) Will be encountered when off duty. There is also a chance (1) that they are Bodyguards hired by Movers.

2

CIRCLE – SHAKERS

PUERTO LIBRE

(Add the results together)

#	SHAKERS	1-3	4	5	6
2	Tax Collector	S	M	E	C
3	Warden	S	E	E	C
4	Doctor	S	M	E	C
5	Banker	S	M	E	C
6	Banker	S	M	E	C
7	Port Official	S	M	E	C
8	Banker	S	M	E	C
9	Doctor	S	M	E	C
10	Barrister	S	M	E	R
11	Government Asst.	S	M	E	R
12	Tax Collector	S	M	E	C

2

CIRCLE – MOVERS

PUERTO LIBRE

(Add the results together)

#	MOVERS	1-3	4	5	6
2	Nobleman's Wife	M	S	M	E
3	Nobleman	M	S	S	E
4	Nobleman	M	S	S	E
5	Nobleman	M	S	S	E
6	Nobleman's Wife	M	S	M	E
7	Judge	M	S	S	E
8	Nobleman	M	S	S	E
9	Nobleman	M	S	S	E
10	Mayor	M	C	S	E
11	Religionist	M	M	M	S
12	Mayor	M	C	S	E

PREVIOUSLY MET

You may have read this before but let's go over this again. There is a chance in future Encounters that you have previously met a NPC. Here's how we do it:

- When you encounter a NPC roll 1d6.
- If you score a “1” you may have met them in the past.
- Check your group's History to see if you have met someone from this Profession ⁽¹⁾ before.
- If you have, you have met them again.
- If you have not, then it is someone new.
- It is recommended that you track NPCs you meet as they can become useful in making and playing other Encounters.

(1) If you haven't been tracking your adventures, this is a good time to start. Just write down NPCs and events that you have. It will come in handy in future adventures. We are introducing Professions in Free Ports, so put the Profession in the Class column on your History sheet.

FREE PORTS – A “AND A BOTTLE OF RUM” SCENARIO BOOK

WHERE ARE THEY?

During your games, you may need to meet or find someone. They could be anywhere in the town but based on their Circle (page 13), they will be in certain Areas during certain Day Parts. Here's how we do it:

- Go to the Where Are They Table and down to the section for Circle you are looking for.
- Go down to the row of that person.
- Go across to the appropriate column for the Day Part to see in where they may be.
- Next go to the Buildings Table (page 18) for that Area, roll 2d6, and add the results. This is the *Target Building*, where the person *could* be found.

X	WHERE ARE THEY?
	PUERTO LIBRE
	<i>(Match the Person to the Day Part)</i>

<i>MOVERS</i>	<i>MORN</i>	<i>DAY</i>	<i>NIGHT</i>
Judge	G	G	W
Mayor	G	G	W
Nobleman	G	G	M
Nobleman's Wife	M	W	W
Religionist	G	W	W

<i>SHAKERS</i>	<i>MORN</i>	<i>DAY</i>	<i>NIGHT</i>
Banker	M	W	W
Barrister	M	M	M
Doctor	M	M	W
Government Asst.	G	G	W
Port Official	G	G	W
Tax Collector	G	G	W
Warden	SF	M	W

<i>EXOTICS</i>	<i>MORN</i>	<i>DAY</i>	<i>NIGHT</i>
Captain of the Watch ⁽¹⁾	SF	M	M
Military Officer ⁽¹⁾	NF	SF	M
Mover's Mistress	WS	M	M
Pirate Hunter	G	SS	SD/ND ⁽¹⁾
Privateer	G	WS	SD/ND ⁽¹⁾
Sailor	SD/ND ⁽¹⁾	SD/ND ⁽¹⁾	SD/ND ⁽¹⁾
Servant	W	W	SS
Soldier ⁽¹⁾	SF/NF ⁽¹⁾	SF/NF ⁽¹⁾	M
Street Urchin	SS	M	SS
Watch	G	M	M

<i>COMMONERS</i>	<i>MORN</i>	<i>DAY</i>	<i>NIGHT</i>
Barkeep	M	M	M
Fishermen	M	SD/ND ⁽¹⁾	SD/ND ⁽¹⁾
Laborer	SD/ND ⁽¹⁾	SD/ND ⁽¹⁾	SS
Merchant	G	M	WS
Musician	WS	M	M
Pig Farmer	M	P	SS
Store Clerk	M	M	WS/SS ⁽¹⁾
Store Owner	M	M	WS/SS ⁽¹⁾
Townfolk	WS/SS ⁽¹⁾	WS/SS ⁽¹⁾	WS/SS ⁽¹⁾
Tradesman	M	SS	M
Wait Staff	SS	M	M

<i>ROGUE</i>	<i>MORN</i>	<i>DAY</i>	<i>NIGHT</i>
Female Companion	SS	SD/ND ⁽¹⁾	SD/ND ⁽¹⁾
Pickpocket	SS	M	M
Pirate	SS	M	SD/ND ⁽¹⁾
Robber	SS	M	M
Smuggler	M	WS	SD/ND ⁽¹⁾
Thief	WS/SS ⁽¹⁾	M	W

(1) Whenever two Areas appear roll 1d6. On a score of 1, 2 or 3 treat it as the 1st Area. On a score of 4, 5 or 6 treat it as 2nd Area.

G: Government.

ND: North Docks.

P: Pig Farm

SF: South Fort

Residential.

W: Wealthy Residential.

Residential.

M: Market.

NF: North Fort.

SD: South Docks.

SS: South Side

Residential.

WS: West Side

Residential.

FREE PORTS – A “AND A BOTTLE OF RUM” SCENARIO BOOK

ARE THEY THERE?

Once you enter the table where the person could be you still have to find them. Here's how we do it:

- When you resolve a PEF roll 2d6, add the results and go to the Who Are They Table (page 13) for the Area.
- Go down the left-hand column to the appropriate row and across to the appropriate Area.
- If the result is the same Circle of the person you are looking for, it is them.
- There is a chance (1 – 3) that the NPC listed may not be alone. If not alone, the result scored is also the number of NPCs it is with.
- You must now take an Opposed Challenge Test (page 8).
- If it is not the Circle of the person you are looking for, you have met someone else.
- There is a chance (1 – 3) that the NPC listed may not be alone. If not alone, the result scored is also the number of NPCs he is with.
- You must now take an Opposed Challenge Test (page 8).

DEFINING MOMENT

When you enter the Target Building you will have a Defining Moment (*Rum* page 51). However, as you are looking for someone we do it a bit differently. Here's how we do it:

- Use the same procedure as previously described but you are allowed up to *three* rolls on the Who Are They Table for the Area.
- If the result is the Circle of the person you are looking for, it is them.
- If it is not the Circle of the person you are looking for, you can roll again.
- If it is still not the Circle of the person you are looking for, you can roll again.
- You must take the third result if you have not already rolled the Circle of the person you are looking for.

HOME

If you did not find the NPC in the Target Building there is a chance that the person you are looking for may actually be at their home. Here's how we do it:

- Roll 1d6 looking for a success.
- If a success was scored the NPC is at Home in this Area.
- Restock the PDFs and go there. It will be in the section opposite from the original Target Building.
- If a success is not scored the NPC is not currently in the Area.

NEW PEF MOVEMENT

Here's a new PEF Movement Table for use when inside towns. It's on page 58 and we recommend using it. If outside of town, as when hunting, use the normal PEF Movement Table found in *And a Bottle of Rum* (QRS).

NEW PEF RESOLUTION

Here's a new way to resolve PEFs during your games. It's made for quick play and adds more of a RPG feel to the game. Here's how we do it:

- When you enter an Area do not set up terrain.
- Instead simply resolve the PEFs one after the other.
- Use the new PEF Resolution Table (page 58).
- After all of the PEFs have been resolved you have found the Target Building.
- Resolve the Defining Moment (page 26).
- After you have finished your business, re-stock the PEFs and resolve them, one after the other.
- When the last PEF has been resolved, you have left the area.

FREE PORTS – A “AND A BOTTLE OF RUM” SCENARIO BOOK

THE AREAS

Now that we know how to find people in Puerto Libre ⁽¹⁾, let's go over each Area in more detail. Here's how we do it:

- A brief description of the Area.
- The Buildings Table for the Area. To determine a Target Building (page 12) roll 2d6, add the results, then go to the appropriate row.
- Brief building descriptions.
- How many buildings are there? As many as you want. As each Area is not defined, if you need three Inns in the Market Area; there are three Inns in the Market Area.

(1) You'll find the info for New Market later on in the book (page 22).

MARKETS

The Markets is the busiest Area of Puerto Libre. This is where the markets are located, specialty businesses can be found, good taverns abound and the better Inns are located here.

Farmers and fisherman join tradesmen and shopkeepers as they sell their wares in the markets. The Markets Area employs a significant percentage of the Puerto Libre population, more than any other Area in the town.

2 MARKETS BUILDINGS PUERTO LIBRE (Add the results together)

#	BUILDING
2	Tenement
3	Bank
4	Tavern
5	Storefront - Foodstuffs
6	Tavern
7	Storefront - Foodstuffs
8	Inn
9	Storefront - Goods
10	Tenement
11	Doctor's Office
12	Stables & Blacksmith

BANK

The Bank is where people deposit their money, borrow money, and enter into contracts.

DOCTOR'S OFFICE

The Doctor's Office is place of business of a Doctor.

INN

The Inn is a place where travelers may find rooms for rent as well as providing food and alcohol on the first floor.

STABLES & BLACKSMITH

This is where characters can board their horses while in Puerto Libre.

STOREFRONT – GOODS

This is a store that carries non-food goods.

STOREFRONT – FOODSTUFFS

This is a store that carries foodstuffs.

TAVERN

A Tavern is a place where food and alcohol are served.

TENEMENT

Tenements are multi-story buildings that house many dwellings. Those in the Market Area usually cater to those in the entertainment field as well as business people.

FREE PORTS – A “AND A BOTTLE OF RUM” SCENARIO BOOK

DOCKS

This is the Area of Puerto Libre where ships can enter the town. The North Docks are reserved for military vessels unless permission is granted by the Port Official. Although patrolled by the Watch and subject to the rules of the Port Authority, the Docks have a thriving night life which include the Bawdy Houses that cater to a varied clientele.

2 DOCKS BUILDINGS PUERTO LIBRE (Add the results together)

#	BUILDING
2	Warehouse
3	Inn
4	Warehouse
5	Bawdy House
6	Warehouse
7	Docks
8	Tavern
9	Tavern
10	Shipwright
11	Warehouse
12	Warehouse

BAWDY HOUSE

The Bawdy House is a place where you can gamble and find female companionship. Bawdy Houses also serve food and alcohol.

INN

The Inn is a place where travelers may find rooms for rent as well as providing food and alcohol on the first floor.

DOCKS

These are the Docks of Puerto Libre, patrolled by the Watch and subject to the rules of the Port Authority. The North Docks are used by the Spanish Navy and not open to non-military ships, without express permission from the Port Official.

SHIPWRIGHT

Shipyards of the man in charge of building and launching ships, as well as any necessary ship related carpentry jobs.

TAVERN

A Tavern is a place where food and alcohol are served.

WAREHOUSE

A Warehouse is where goods are stored prior to being loaded onboard a ship. Unloaded goods will be stored here until their transportation to market is arranged.

GOVERNMENT

The Government Area is where the local government can be found and also houses the Town Hall.

2 GOVERNMENT BUILDINGS PUERTO LIBRE (Add the results together)

#	BUILDING
2	Mayor's Office
3	Port Official's Building
4	Town Hall
5	Office Building
6	Tavern
7	Tavern
8	Tavern
9	Church
10	Storefront - Goods
11	Tax Collector's Building
12	Governor's Office

CHURCH

The Church in the Government Area is the center of religion in Puerto Libre and home of Father Posada (Religionist), the head of the local church (*Age 41, Rep 4, Charismatic and Nerves of Steel*).

GOVERNOR'S OFFICE

This is the office of the Governor, Don Enrique Saint-Lawrence Santiago, Provincial Governor of Puerto Libre (*Age 50+, Rep 3, Greedy and Runt*). The Governor is the King's Representative, or so he says. He is *technically* in charge of the Spanish Garrison.

MAYOR'S OFFICE

This is the office of the Mayor, Luis Gomez (*Age 50+, Rep 3, Greedy and Poltroon*), appointed by Governor Santiago. He is *technically* in charge of the Town Watch.

FREE PORTS – A “AND A BOTTLE OF RUM” SCENARIO BOOK

OFFICE BUILDING

An Office Building is a converted tenement which serves as office space for barristers and other professional people.

PORT OFFICIAL’S BUILDING

The Office of the Port Authority is where the Captain, upon arrival and prior to departure, provides his ship’s manifest for inspection.

STOREFRONT – GOODS

This is a store that carries non-food goods.

TAVERN

A Tavern is a place where food and alcohol are served.

TAX COLLECTOR’S BUILDING

The Tax Collector’s Building is where the King’s Officials collect and impose taxes.

TOWN HALL

The Town Hall is the public building, where the local government officials hold meetings and also where they have their offices.

SOUTH SIDE & WEST SIDE

These are the Areas where 90% of the civilian population lives. The South Side is also known as Old Town, as it was originally built when the town was founded, over one hundred years ago.

Both Areas are densely populated for their size, with rundown Tenements and small Houses occupied by the “wealthier” families. While most of the residents are honestly employed, there is a small segment that is not. These folk are forced to find alternative means of income.

2

SOUTH & WEST SIDE BUILDINGS

PUERTO LIBRE

(Add the results together)

#	BUILDING
2	House
3	Alley
4	House
5	Tenement
6	Tenement
7	Tavern
8	Tenement
9	Tenement
10	Alley
11	House
12	House

ALLEY

This is, literally, an Alley between two buildings. Not made for comfort but privacy, the alley is great for certain activities, as well as for disappearing into if needed.

HOUSE

This is very run down house with one (1 – 2) or more (3 – 6) families living there.

TAVERN

A Tavern is a place where food and alcohol are served. These are very run down but the fare is cheap.

TENEMENT

Tenements are two story buildings, that house many dwellings. These are a bit run down and overcrowded. Beware of garbage and other waste products being tossed from above, as you walk along the street.

FREE PORTS – A “AND A BOTTLE OF RUM” SCENARIO BOOK

FORTS

The forts cover the seaside approach to Puerto Libre with their cannon. The North Fort is the principal fort with one company of Regulars (40 soldiers) under and one troop (10) of cavalry. The South Fort South holds an equal number of men but they are Militia.

2 FORT BUILDINGS PUERTO LIBRE (Add the results together)

#	BUILDING
2	Barracks
3	Medical Building
4	Armory
5	Officer's Quarters
6	Mess Hall
7	Barracks
8	Barracks
9	Stable
10	Warehouse
11	Cannon Line
12	Front Gate

ARMORY

This building holds the powder kegs and other miscellaneous military arms.

BARRACKS

There are two buildings to house the soldiers.

CANNON LINE

Any ships making a run to or from the port, will face cannon fire from six eligible guns, in the following way:

- Ships moving in or out of the harbor will be subject to rolls on the Gunnery Table equal to 10, less the Maneuver Rating of the ship. No modifiers are counted.

Example – A ship with a current Maneuver of 6 would be subject to 4 rolls on the Gunnery Table (Rum QRS). The 1st time I roll, I pass 1d6 so three guns can fire. I roll a 1, 4 and 6, my ship takes 1 hit.

FRONT GATE

The front gate is open during the Morning and Daytime Day Parts, closed at Night. There are always

four guards on duty. One Rep 4 Soldier and three Rep 3 Soldiers, all armed with Muskets.

MEDICAL BUILDING

The medical building, is the home of the Doctor, Rep 4, and his staff. There will always be 3 +1/2d6 sick or injured Soldiers inside.

MESS HALL

This is where the food is prepared and served. The food supply for the fort is here.

OFFICER'S QUARTERS

The Captain (Rep 5 Military Officer) of the garrison has private quarters. The other eighteen, Officers and Non-Commissioned Officers, share quarters, usually five per room.

STABLE

This is the stables and quarters for twenty cavalymen (Rep 4).

WAREHOUSE

This is a large building that houses a variety of supplies.

PIG FARM

The Rural Areas to the south of Puerto Libre consist of small farms, pig farms and woods. The crops are sparse and the pigs small but they provide fresh food for the town.

2 PIG FARM BUILDINGS PUERTO LIBRE (Add the results together)

#	BUILDING
2	Barn
3	Pig Farm
4	House
5	Farm
6	Pig Farm
7	Pig Farm
8	Farm
9	House
10	Barn
11	Woods
12	Woods

FREE PORTS – A “AND A BOTTLE OF RUM” SCENARIO BOOK

BARN

Building used for storage.

FARM

One of many locally owned Farms, that provide the grains and vegetables for Puerto Libre.

HOUSE

This is where the farmers and their families live.

PIG FARM

One of many locally owned Pig Farms.

WOODS

The heavy Woods to the south and west of Puerto Libre. The Woods are empty except for the occasional house (1).

WEALTHY RESIDENTIAL

This is the Area where the Movers and Shakers of Puerto Libre live. Most of the residents tend to stay in this privileged Area, occasionally venturing out to the Market or Government Areas on business.

2 WEALTHY RESIDENTIAL BUILDINGS **PUERTO LIBRE** (Add the results together)

#	BUILDING
2	Governor's Mansion
3	Shaker's Home
4	Noblemen's Mansion
5	Shaker's Home
6	Noblemen's Home
7	Noblemen's Home
8	Wealthy Merchant's Home
9	Wealthy Merchant's Home
10	Mover's Home
11	Mayor's Home
12	Mover's Home

GOVERNOR'S MANSION

The Governor's Mansion, is home to Don Enrique Saint-Lawrence Santiago, Provincial Governor of Puerto Libre (Age 50+, Rep 3, Greedy and Runt). The Governor is the King's Representative, or so he says. He is *technically* in charge of the Spanish Garrison.

MAYOR'S HOUSE

This is the house of the Mayor, Luis Gomez (Age 50+, Rep 3, Greedy and Poltroon), appointed by Governor Santiago. He is *technically* in charge of the Town Watch.

MOVER'S HOUSE

This is residence of a Mover and is medium sized but well kept.

NOBLEMEN'S HOME

This is residence of a Nobleman, medium sized and very well kept.

NOBLEMEN'S MANSION

The large and gated residence of the wealthiest Nobles in Puerto Libre, complete with servants quarters, stables and more.

SHAKER'S HOME

This is residence of a Shaker and is small but well kept.

WEALTHY MERCHANT'S HOME

This is residence of a wealthy Merchant and is small but well kept.

NEW MARKET

Now that we've laid out Puerto Libre, let's do the same for New Market. Remember that the procedures you have learned for Puerto Libre, will be the same. For ease of play, we've re-created them here for New Market.

WHO ARE THEY?

When you are in specific Areas of town you will meet certain people. Here's how we do it:

- These tables are used when resolving a PEF *outside* of the Target Building. *The Target Building is where the person may be found.*
- Roll 2d6, add the results together and go down the left-hand column to the appropriate row.
- Go across to the appropriate Area to see who you have met.

FREE PORTS – A “AND A BOTTLE OF RUM” SCENARIO BOOK

- There is a chance (1 – 3) that the NPC listed may not be alone. If not alone, the result scored is also the number of NPCs it is with.
- You must now take an Opposed Challenge Test.

2 WHO ARE THEY? NEW MARKET *(Add the results together)*

#	<i>CITADEL</i>	<i>DOCKS</i>	<i>EAST END</i>	<i>HIGH ROW</i>
2	Laborer	Citizens	Citizens	Thief
3	Citizens	Shipwright	Citizens	Store Owner
4	The Padre	Fisherman	The Padre	The Padre
5	Chief Gunner	Sailor	Exotics	Pirate Captain
6	Citizens	Female Companion	Citizens	Council of Captains
7	Council of Captains	Exotics	Citizens	Exotics
8	Militia	Sailor	Citizens	Council of Captains
9	Female Companion	Movers	Citizens	Merchant
10	Surgeon	Fringe	Thief	Female Companion
11	Citizens	Citizens	Citizens	Street Urchin
12	Citizens	Citizens	Citizens	Wait Staff

#	<i>LAND'S END</i>	<i>LOWER END</i>	<i>MARKET</i>	<i>WEST END</i>	<i>WOODS</i>
2	Citizens	Citizens	Citizens	Citizens	Citizens
3	Citizens	Citizens	Pickpocket	Citizens	Citizens
4	Fishermen	Exotics	Store Owner	Exotics	Fishermen
5	Exotics	Citizens	Fishermen	Exotics	Exotics
6	Citizens	Citizens	Exotics	Citizens	Citizens
7	Citizens	Citizens	Movers	Citizens	Citizens
8	Citizens	Citizens	Exotics	Citizens	Exotics
9	Citizens	Citizens	Sailors	Fringe	Citizens
10	Citizens	Fringe	Street Urchin	Citizens	Citizens
11	Citizens	The Padre	Female Companion	The Padre	Thief
12	Citizens	Citizens	Citizens	Citizens	Citizens

CIRCLES

In real life, people tend to associate with similar people. To reflect this we have grouped the people in *And a Bottle of Rum* into Circles. We've taken the Classes from *And a Bottle of Rum* (page 7) and expanded them into Professions.. It's not that important, as all the info you will need is included in the Circles.

WHAT ARE THE CIRCLES?

For ease of play, we've kept some contemporary terms to designate some Circles. Here's a quick overview of Circles, look at each one individually for specifics. We've listed them in Social Standing, ranking from the highest to the lowest. Note that these are different than the ones used in Puerto Libre.

MOVERS

These are the “pillars” of the town, the Council of Captains and the Padre.

FREE PORTS – A “AND A BOTTLE OF RUM” SCENARIO BOOK

EXOTICS

These are the people who are more independent than the Commoners and have particular skills. Exotics often come and go to New Market.

CITIZENS

Citizens are the NPCs who live in New Market, working for their livelihood.

FRINGE

These are the people who do not fit into any of the other three Circles.

CIRCLES - PUERTO LIBRE AND NEW MARKET

As the two towns are opposites, characters moving between the two towns may run in different Circles. How the character is looked upon in the town, determines their Circle when it is there. The easiest way to determine this is by looking at the Profession of the character.

Example – Captain Arnold is one of the Council of Captains in New Market. When he is in Puerto Libre he would be a Rogue.

USING CIRCLES

By using Circles, you can move your adventures from person to person and Area to Area. Here's how we do it:

- To find a specific Profession, go to the appropriate Circle and down to the appropriate row. Otherwise ...
- If you are directed to the Circle by a scenario, roll 2d6, add the results together and go down the left-hand column to the corresponding total.
- Go across to see what the Profession of the character is.
- There is a chance (1 – 3) that the NPC listed may not be alone. If not alone, the result scored is also the number of NPCs he is with.
- The next four columns are used to see who the character is with when not alone. Roll 1d6 and go to the appropriate column. *You can choose to do this for each additional NPC with the character or once for all of them.*

Example – Captain Billy is Carousing in the Market of New Market and has a Defining Moment (And a Bottle of Rum page 51). Rolling on the PEF Resolution Table (page 58), it is resolved as contacting characters.

Instead of using the Friend or Foe Table found in the Rum (QRS) I go to the Who Are They Table – New Market (page 23) and roll 2d6, scoring a 5. Under the Market column I see the word Fishermen. As I know their Circle can roll to see if he is alone. I score a 2, this means he is with two other NPCs.

But who are they? I roll 1d6 and score a 3. Looking across the Fishermen row on the Circle – Citizens Table to the 3 column I see the letter C, Citizens. The Fisherman is with two Citizens.

Although I could roll once for each NPC, I choose to roll once and count them as the same Profession. I go to the Citizens Circle, roll 2d6 and score an 8. The Fisherman is out with two Wait Staff.

Is it a lot of dice rolling? Yes, but now I can take these three NPCs and keep them for future games. Should I roll a Fisherman or Wait Staff in the future I roll 1d6. On a score of “1” it is the NPCs I have previously met. Depending upon the previous Opposed Challenge (page 8) they could be friends or enemies!

Hey, I wonder if the Fisherman has a small boat?

FREE PORTS – A “AND A BOTTLE OF RUM” SCENARIO BOOK

2 CIRCLE – CITIZENS NEW MARKET *(Add the 2d6 together)*

#	CITIZENS	1-3	4	5	6
2	Doctor	C	M	E	M
3	Dependent	C	C	E	M
4	Barkeep	E	C	M	F
5	Dependent	C	C	C	E
6	Dependent	C	C	C	E
7	Store Owner	E	M	E	F
8	Wait Staff	C	E	E	M
9	Fishermen	C	C	E	E
10	Laborer	C	C	E	M
11	Shipwright	E	E	M	M
12	Dependent	C	C	E	M

2 CIRCLE – FRINGE NEW MARKET *(Add the 2d6 together)*

#	FRINGE	1-3	4	5	6
2	Street Urchin	F	E	C	C
3	Street Urchin	F	E	C	C
4	Street Urchin	F	E	C	C
5	Street Urchin	F	E	C	C
6	Pickpocket	F	E	C	C
7	Thief	F	E	C	C
8	Pickpocket	F	E	C	C
9	Street Urchin	F	E	C	C
10	Street Urchin	F	E	C	C
11	Street Urchin	F	E	C	C
12	Street Urchin	F	E	C	C

2 CIRCLE – EXOTICS NEW MARKET *(Add the results together)*

#	EXOTICS	1-3	4	5	6
2	Merchant	E	C	C	M
3	Sailor	E	C	C	F
4	Chief Gunner	E	E	C	M
5	Cook	E	C	C	M
6	Female Companion	E	C	M	F
7	Sailor	E	C	C	F
8	Militia	E	C	C	C
9	Carpenter	E	C	C	M
10	Pirate Captain	E	E	M	F
11	Pilot	E	M	C	E
12	Surgeon	E	M	E	E

2 CIRCLE – MOVERS NEW MARKET *(Read the result as rolled)*

#	MOVERS	1-3	4	5	6
2	Captain Espinosa	M	E	E	C
3	Captain Cabral	M	E	E	C
4	Captain Bootsma	M	E	E	C
5	Captain Cabral	M	E	E	C
6	Captain Espinosa	M	E	E	C
7	The Padre	C	M	E	F
8	Captain Dubois	M	E	E	C
9	Captain Arnold	M	E	E	C
10	Captain Bootsma	M	E	E	C
11	Captain Arnold	M	E	E	C
12	Captain Dubois	M	E	E	C

PREVIOUSLY MET

You may have read this before but let's go over this again. There is a chance in future Encounters that you have previously met a NPC. Here's how we do it:

- When you encounter a NPC roll 1d6.
- If you score a “1” you may have met them in the past.
- Check your group's History to see if you have met someone from this Profession ⁽¹⁾ before.
- If you have, you have met them again.
- If you have not, then it is someone new.
- It is recommended that you track NPCs you meet as they can become useful in making and playing other Encounters.

(1) If you haven't been tracking your adventures, this is a good time to start. Just write down NPCs and events that you have. It will come in handy in future adventures. We are introducing Professions in Free Ports, so put the Profession in the Class column on your History sheet.

FREE PORTS – A “AND A BOTTLE OF RUM” SCENARIO BOOK

WHERE ARE THEY?

During your games, you may need to meet or find someone or maybe you will just run into them. They could be anywhere in New Market but based on their Circle (page 23), they will be in certain Areas during certain Day Parts. Here's how we do it:

- Go to the Where Are They Table and down to the section for Circle you are looking for.
- Go down to the row of that person.
- Go across to the appropriate column for the Day Part to see in where they may be.
- Next go to the Buildings Table (page 27) for that Area, roll 2d6, and add the results, or in some cases 1d6. This is the *Target Building*, where the person *could* be found.

X WHERE ARE THEY? NEW MARKET (Match the Person to the Day Part)

MOVERS	MORN	DAY	NIGHT
Captain Arnold ⁽¹⁾	H	D/M	H/M
Captain Bootsma ⁽¹⁾	H	D/M	H/M
Captain Cabral ⁽¹⁾	H	D/M	H/M
Captain Dubois ⁽¹⁾	H	D/M	H/M
Captain Espinosa ⁽¹⁾	H	D/M	H/M
Padre Ferrara	WE	EE	LE

EXOTICS	MORN	DAY	NIGHT
Carpenter	D	M	M
Chief Gunner	D	D	D
Cook	M	D	D
Female Companion	WE/D	EE	D
Merchant	H	M	M
Militia	C	L	M
Pilot	D	D	D
Pirate Captain	H/EE	H/EE	M
Sailor	D	D	D
Surgeon	D	M	EE

CITIZENS	MORN	DAY	NIGHT
Barkeep	LE	M	M
Dependent	LE	M	WE
Doctor	M	M	H
Fishermen	M	D	EE
Laborer	LE	WE	EE
Shipwright	D	D	EE
Store Owner	M	M	WE
Wait Staff	LE	M	M/D

FRINGE	MORN	DAY	NIGHT
Pickpocket	LE/EE	M	D
Street Urchin	WE/M	M	M
Thief	EE/LE	M	D

(1) There is a chance (1 – 2) that the Captain in question is out to sea.

C: Citadel. **D:** Docks.
EE: East End. **H:** High Row.
L: Land's End. **LE:** Low End.
M: Market. **W:** Woods.
WE: West End.

TWO AREAS

Whenever two Areas appear, roll 1d6:

- On a score of 1, 2 or 3 treat it as the 1st Area.
- On a score of 4, 5 or 6 treat it as 2nd Area.

ARE THEY THERE?

Once you enter the table where the person could be, you still have to find them. Here's how we do it:

- When you resolve a PEF roll 2d6, add the results and go to the Who Are They Table (page 23) for the Area.
- Go down the left-hand column to the appropriate row and across to the appropriate Area.
- If the result is the same Circle of the person you are looking for, it is them.
- There is a chance (1 – 3) that the NPC listed may not be alone. If not alone, the result scored is also the number of NPCs it is with.
- You must now take an Opposed Challenge Test.
- If it is not the Circle of the person you are looking for, you have met someone else.
- There is a chance (1 – 3) that the NPC listed may not be alone. If not alone, the result scored is also the number of NPCs it is with.
- You must now take an Opposed Challenge Test.

DEFINING MOMENT

When you enter the Target Building you will have a Defining Moment (*Rum* page 51). However, as you are looking for someone we do it a bit differently. Here's how we do it:

- Use the same procedure as previously described but you are allowed up to *three* rolls on the Who Are They Table for the Area.
- If the result is the Circle of the person you are looking for, it is them.

FREE PORTS – A “AND A BOTTLE OF RUM” SCENARIO BOOK

- If it is not the Circle of the person you are looking for, you can roll again.
- If it is still not the Circle of the person you are looking for, you can roll again.
- You must take the third result if you have not already rolled the Circle of the person you are looking for.

HOME

If you did not find the NPC in the Target Building there is a chance that the person you are looking for may actually be at their home. Here's how we do it:

- Roll 1d6 looking for a success.
- If a success was scored, the NPC is at Home in this Area.
- Restock the PDFs and go there. It will be in the section opposite from the original Target Building.
- If a success is not scored the NPC is not currently in the Area.

THE AREAS

Now that we know how to find people in New Market, let's go over each Area in more detail. Here's how we do it:

- A brief description of the Area.
- The Buildings Table for the Area. To determine a Target Building (page 12) roll 2d6, add the results, then go to the appropriate row.
- Brief building descriptions.
- How many buildings are there? As many as you want. As each Area is not defined, if you need three Taverns in the Market Area; there are three Taverns in the Market Area.

THE DIFFERENCE

While Puerto Libre and New Market are towns, besides the obvious difference of one being controlled by Spain and the other a Pirate Haven, there are a few more.

- New Market is much smaller, as are its equivalent buildings. Only the Tenements are two story buildings and there is nothing taller.
- The streets in Puerto Libre are cobblestone while those in New Market are dirt. When it rains there is a chance (1) that the character will slip and fall to the ground, when fighting or running.
- Items used in day to day life such as food and drink cost less in Puerto Libre. But this is offset by the steady demand for smuggled goods,

usually from Europe. This is because most of the quality European goods are destined for the larger Settlement Activity Level 5 cities, like Panama and Havana.

MARKET

The Market is the busiest Area of New Market. This is where foodstuffs and goods can be found. It's also where the merchants and smugglers can conduct business. Specialty shops can be found, good taverns abound and the better inn is located here.

The Markets Area employs a significant percentage of the New Market Citizens, more than any other Area in the town.

2

MARKET BUILDINGS

NEW MARKET

(Add the results together)

#	BUILDING
2	Tenement
3	Inn
4	Tavern
5	Storefront - Foodstuffs
6	Tavern
7	Storefront - Foodstuffs
8	Open Market
9	Storefront - Goods
10	Tenement
11	Doctor's Office
12	Blacksmith

DOCTOR'S OFFICE

The Doctor's Office is place of business of the Doctor.

INN

The Inn is a place where travelers may find rooms for rent as well as providing food and alcohol.

OPEN MARKET

The Open Market is where people can rent a table for the day and sell whatever they like.

BLACKSMITH

This is where characters can have any metal work done.

FREE PORTS – A “AND A BOTTLE OF RUM” SCENARIO BOOK

STOREFRONT – GOODS

This is a store that carries non-food goods.

STOREFRONT – FOODSTUFFS

This is a store that carries foodstuffs.

TAVERN

A Tavern is a place where food and alcohol are served.

TENEMENT

Tenements are multi-story buildings that house many dwellings.

DOCKS

This is the Area of New Market where ships can enter the town. The Docks can be very busy when a ship comes in but are otherwise quiet.

There is a chance (1-2) that a 1/2d6 ships will be at the Docks on any given day.

2 DOCKS BUILDINGS NEW MARKET (Add the results together)

#	BUILDING
2	Warehouse
3	Inn
4	Warehouse
5	Bawdy House
6	Warehouse
7	Docks
8	Tavern
9	Tavern
10	Shipwright
11	Warehouse
12	Warehouse

BAWDY HOUSE

The Bawdy House is a place where you can gamble and find female companionship. Bawdy Houses also serve food and alcohol.

INN

The Inn is a place where travelers may find rooms for rent, as well as providing food and alcohol.

DOCKS

These are the Docks used by ships to enter the town.

SHIPWRIGHT

Shipyards of the man in charge of building and launching ships, as well as any necessary ship related carpentry jobs.

TAVERN

A Tavern is a place where food and alcohol are served.

WAREHOUSE

A Warehouse is where goods are stored prior to them being loaded onboard a ship. Unloaded goods will be stored here until their transportation to market is arranged.

HIGH ROW

High Row is where the Council of Captains conducts their business. There are always three of the Captains in New Market at all times and a small Town Hall for public business. High Row is populated by mostly Movers and Exotics.

2 HIGH ROW BUILDINGS NEW MARKET (Add the results together)

#	BUILDING
2	Council Office
3	House
4	Town Hall
5	House
6	Tavern
7	House
8	Tavern
9	Church
10	Storefront - Goods
11	Town Hall
12	Council Office

CHURCH

The one church in the town can be found here and is the residence of the Padre (*Age 41, Rep 5, Charismatic and Stout*).

COUNCIL OF CAPTAINS OFFICE

This is the office of the Council of Captains and there will always be three of them in New Market. The Captains are elected by the people of New Market and their job is to make decisions and carry out the laws of the town. Each Captain donates 5% of their spoils to the town treasury, which is used for public projects.

The five Captains are Co-Stars with the following stats:

FREE PORTS – A “AND A BOTTLE OF RUM” SCENARIO BOOK

<i>CAPTAIN</i>	<i>AGE</i>	<i>REP</i>	<i>ATT #1</i>	<i>ATT #2</i>
Arnold (E)	29	5	Brawler	Wary
Bootsma (D)	48	4	Nail	Slow
Cabral (P)	33	5	Charisma	Wary
Dubois (F)	42	5	Hawk Eye	Stout
Espinosa (S)	39	4	Brawler	Greedy

HOUSE

This is a well-kept house.

STOREFRONT – GOODS

This is a store that carries non-food goods.

TAVERN

A Tavern is a place where food and alcohol are served.

TOWN HALL

The Town Hall is the public building where the local government officials hold meetings and also where they have their offices.

EAST END

The East End is lightly populated with houses and tents for those “just passing through”. The East End has a small tower that is always manned by two Citizens, serving as look outs.

2	EAST END BUILDINGS
	NEW MARKET
	<i>(Add the results together)</i>

<i>#</i>	<i>BUILDING</i>
2	House
3	Alley
4	House
5	Tent
6	Tent
7	House
8	Tent
9	Tent
10	Alley
11	Look Out Tower
12	House

ALLEY

This is, literally, an Alley between two buildings. Not made for comfort but privacy, the alley is great for certain activities, as well as for disappearing into if needed.

HOUSE

This is very run down house.

LOOKOUT TOWER

This is a three story tower used to watch the eastern approaches to New Market. It is always manned by two Citizens. This allows for the people of New Market to be aware of any ship activity in that direction.

TENT

This is a tent, used for temporary shelter by those new to New Market or those “just passing through”. These are often sailors looking for work.

LOWER END

The Lower End is the oldest Area in New Market and houses the majority of the population. This is where the Citizens and some Exotics live.

2	LOWER END BUILDINGS
	NEW MARKET
	<i>(Add the results together)</i>

<i>#</i>	<i>BUILDING</i>
2	House
3	Alley
4	House
5	Tenement
6	Tenement
7	Tavern
8	Tenement
9	Tenement
10	Alley
11	House
12	House

ALLEY

This is, literally, an Alley between two buildings. Not made for comfort but privacy, the alley is great for certain activities, as well as for disappearing into if needed.

HOUSE

This is very old house.

TAVERN

A Tavern is a place where food and alcohol are served. These are very run down but the fare is cheap.

FREE PORTS – A “AND A BOTTLE OF RUM” SCENARIO BOOK

TENEMENT

Tenements are two story buildings that house many dwellings. These are a bit run down and overcrowded. Beware of garbage and other waste products being tossed from above, as you walk along the street.

CITADEL

The Citadel is where the population can retreat if attacked from the sea. Out of range of cannon fire from the water, the Citadel is well stocked with provisions.

The Citadel is walled and always locked with the keys in the hands of the Council of Captains.

2 THE CITADEL BUILDINGS NEW MARKET (Add the results together)

#	BUILDING
2	Barracks
3	Medical Building
4	Armory
5	Stronghold
6	Mess Hall
7	Barracks
8	Front Gate
9	Stronghold
10	Warehouse
11	Barracks
12	Front Gate

ARMORY

This building holds the powder kegs and other miscellaneous military arms.

BARRACKS

These are buildings to house the population in times of crisis.

FRONT GATE

The front gate is always locked, unless opened by the Captains and then only during a crisis.

MEDICAL BUILDING

The medical building is stocked and ready to be used in times of crisis.

MESS HALL

This is where the food is prepared and served. It is stocked with non-perishable food to be used in a crisis.

STRONGHOLD

A small two story stone building that can be used for a “last stand”. It is rumored to have a tunnel to the other side of the island.

WAREHOUSE

This is a small building that houses a variety of supplies.

WEST END

The West End is another residential Area where the Fringe elements of the population live, along with the Citizens. A bit rundown but reasonably priced!

2 WEST END BUILDINGS NEW MARKET (Add the results together)

#	BUILDING
2	House
3	Alley
4	House
5	Tenement
6	Tenement
7	Tavern
8	Tenement
9	Tenement
10	Alley
11	House
12	House

ALLEY

This is, literally, an Alley between two buildings. Not made for comfort but privacy, the alley is great for certain activities, as well as for disappearing into if needed.

HOUSE

This is very old house.

TAVERN

A Tavern is a place where food and alcohol are served. These are very run down but the fare is cheap.

TENEMENT

Tenements are two story buildings that house many dwellings. These are a bit run down and overcrowded. Beware of garbage and other waste products being tossed from above, as you walk along the street.

FREE PORTS – A “AND A BOTTLE OF RUM” SCENARIO BOOK

WOODS

The woods consist of dense forest and a trail leading to Land's End. The woods are good for hunting (page 34). The woods are uninhabited (?).

LAND'S END

The Land's End is the farthest west of the island and has a Lookout Tower, like the one on the East End (page 29). It is almost totally uninhabited except for a few houses, for those that prefer their privacy.

2 LAND'S END BUILDINGS NEW MARKET (Add the results together)

#	BUILDING
2	House
3	House
4	House
5	Tent
6	Tent
7	House
8	House
9	Tent
10	Tent
11	Look Out Tower
12	House

HOUSE

This is very run down house.

LOOKOUT TOWER

This is a three story tower, used to watch the western approaches to New Market. It is always manned by two Citizens. This allows for the people of New Market to be aware of any ship activity in that direction.

TENT

This is a tent temporarily used by those wishing cheap shelter, or as a base camp for hunting trips.

CONFRONTATION

In this new Encounter, you and the opposition have met each other and not on the best of terms. The opposition has you cornered and intends to do you physical harm. Or you could be causing the Confrontation, in that case, just flip the script.

OBJECTIVE:

- To escape unharmed.

FORCES

- You may be alone or with others.
- The opposition will be generated as per the Special Instructions.

TERRAIN

- The Confrontation takes place, in an Alley (page 20). This will be five figures wide and twelve figures long.

DEPLOYMENT

- No PEFs are used.

SPECIAL INSTRUCTIONS

- The Confrontation will take place, in an Area generated by the appropriate Map.
- Determine the Day Part randomly.
- Establish the Area Activity Level, based on the Area. See the Puerto Libre Map for this info
- Place your group in the center of the alley.
- Place the opposing group 3" away and in LOS of your group.
- Go to Walk the Walk (page 32).

YOUR GRUNTS

You can choose to have the Confrontation by yourself. There *may* be members of your group, with you, when the Confrontation Encounter takes place. Here's how we do it:

- Roll 1d6 versus the Rep of each of your group members.
- If the result is lower than the Rep of the Grunt, it will not be with you, for the Encounter.
- If the result is equal or higher than the Rep of the Grunt, it will be with you, on the Encounter.

FREE PORTS – A “AND A BOTTLE OF RUM” SCENARIO BOOK

WHO IS IT?

So you're having a Confrontation. If you already know who's causing the Confrontation, you can skip this step. But if you don't, here's how we do it:

- Roll 1d6 and read the result as rolled.
- Consult the Confrontation – Who Table.

1	CONFRONTATION - WHO <i>(Read the result as rolled)</i>
----------	--

#	RESULT
1	Hated Enemy. If no Hated Enemy, then count as if rolled a “4”.
2	Opposing faction such as ship's crew or regiment.
3	Opposing faction such as ship's crew or regiment.
4	Robbers.
5	Robbers.
6	Soldiers who have been insulted.

HATED ENEMY

You'll already have the info on him, from a previous Encounter. If you forgot to keep the info, use the Who Are They Table (page 23), for the Area and Day Part, to determine who it is. Keep the info for future use.

OPPOSING FACTION

These can be crew members from a different ship, Soldiers from a different regiment or perhaps the husband or jealous suitor for the same lady's affection.

ROBBERS

You met robbers.

SOLDIERS

Sometime in the past you insulted them.

THEIR GRUNTS

Use this procedure, when determining how many opponents you have run into. Here's how we do it:

- Start with a number of opponents, equal to the size of your group. If you have five figures, start with five.
- Roll 1d6.
- *If the die score is an odd number*, convert it into a 1/2d6 result and subtract it from the starting number.
- *If the die score is an even number*, convert it into a 1/2d6 result and add it to the starting number.

- You can never have less than one opponent.

WHO ARE THEY

The Grunts with the NPC will usually be the same Profession as the NPC. However certain Circles will prefer to hire people to do their dirty work. Here's how we do it:

- **Movers** will hire Robbers and, in some cases, an Assassin (1) who will try and kill you.
- **Shakers** will hire Robbers.
- **Exotics** will hire Robbers.
- **Commoners** will hire other Commoners.
- **Rogues** will hire Robbers.

Example – As Billy is by himself, his opposition starts with 1 opponent. If his friends had shown up, there would have been 3 of them and the robbers would have started with 3. The robber leader rolls 1d6 and scores a 4. This converts to a 1/2d6 result of 2. As it's an even number, this is added to the original 1, for a total of 3. The robber has brought two friends with him.

WALK THE WALK

It's come time to physically settle the issue. The opposition has you cornered and intends to do you physical harm. How bad?

- Rogues *may* use weapons and deadly force, Movers *may* order it done. Here's how we do it:
 - Take an Opposed Challenge, without any modifiers, versus their Leader.
 - If you succeed, they will just try and give you a good old fashioned butt-kicking.
 - If you score the same or less number of successes, they will use weapons.
 - Once they start using weapons in a Confrontation, they will continue to do so, in any *future* Confrontations.
- Shakers, Exotics, and Commoners will not use weapons, just a good old fashion butt-kicking. Unless you make them do it twice, then count them as Movers or Rogues.

OKAY, LET'S GET THIS THING STARTED

Here's how we do it:

- The two Leaders take an In Sight Test, with neither counting as active.
- The Leader with the higher number of successes goes first. Ties cause the test to be taken again but with both taking a -1d6 penalty.

FREE PORTS – A “AND A BOTTLE OF RUM” SCENARIO BOOK

- The Leader scoring the higher number of successes will act as if resolving an In Sight (*Rum* page 16).

After the Leader resolves its action, Reaction Tests are taken and then roll for Activation normally.

Example – Billy and the robber Leader take an In Sight Test, with neither of them counting as active. Billy scores 3 successes and his opponent scores 2.

Billy chooses to Charge into Melee. After the melee round is finished, the robber Leader is Out of the Fight, the robbers take the Man Down Test and pass 2ds6.

Activation is now rolled. Billy scores a 3, the robbers score a 4. The robbers act first.

ENDING THE ENCOUNTER

The Encounter continues, until one side has left the table, has had all of their characters go Out of the Fight or worse, the Watch have arrived (*Rum* page 43).

AFTER THE CONFRONTATION

Okay, so what happens after the Confrontation? Well, if you're lucky, you escaped harm. But if not and you have been captured unharmed or due to an Out of the Fight, this is what happens next:

- Consult the Confrontation Mercy Table.
- Start with 2d6.
- Modify this, by any applicable Circumstances.
- Roll the modified total, versus the Rep of the enemy Leader.
- Determine how many d6 were passed.
- Consult the Mercy Table and immediately carry out the results.

2

CONFRONTATION MERCY

(Taken versus Rep)

CIRCUMSTANCE	MODIFIER
You have a higher Rep than your opponent.	+1d6
Each subsequent time you take this test, with the same Confronter.	-1d6
If this Confrontation was caused by a Mover.	-1d6

#D6 PASSED	RESULT
2 or more	He tells you to leave him alone or stop whatever behavior you were doing, that angered him. ⁽¹⁾ If not he will Confront you again. ⁽²⁾
1	If you took this test previously with this NPC, treat as if passed 0d6. Otherwise he takes all your weapons and Items and tells you to leave him alone or stop whatever behavior you were doing that angered him. If not he will kill or have you killed. ⁽²⁾
0	He kills or will have you killed. ⁽²⁾

(1) This could be that you are seeing his wife, or talking ill of him, or whatever you want it to be. (2) Next time you run into a Hated Enemy, it's him and he will try and Confront or kill you.

PEELING BACK THE ONION

So here's another tool to build your stories. You just had a Confrontation and won. *Wouldn't you like to find out who their Employer was?* Here's how we do it:

- Take an Opposed Challenge with the NPCs.
- If you are successful go to that NPC's Circle Table (page 13, 23).
- Go down to its row, then roll 1d6, and go across to see the Circle of the Employer.
- Go to that Circle; roll 2d6, adding the scores together, then down to the total in the left-hand column.
- There's the Employer. Check your history, you may (1 – 3) know who they are!

FYI

This is a great chance to load up PEFs for future Encounters, as you will be meeting many NPCs. We recommend that you track them, as they could come in handy when you make and play new Encounters.

HUNTING

In the Hunting Encounter, you will track and kill wild animals. You can only hunt for wild animals in the Woods.

OBJECTIVE

- Your objective is to track and kill wild animals.
- To be successful you must track and kill at least one wild animal.

FORCES

- You may use as much or as little of your band as desired.
- Do not worry about gathering the enemy, as all animals and any enemy forces are determined in the Special Instructions section.

TERRAIN

- The whole table is wooded (*Rum* 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

- Determine the Day Part randomly.
- Establish the Area Activity Level, based on the Area. See the New Market Map for this info
- Now move your band onto section 7, 8, 9 or any combination of those sections, if you choose to split your force.
- Generate PEFs normally.
- Resolve PEFs as outlined in the Resolving Animal PEFs section (*page 34*).
- Play continues until there are no more PEFs on the table or the player has decided that he has killed enough wild animals.

INCREASING D6 GAINED

- You gain three Increasing d6 if you kill a Big Cat.
- You gain one Increasing d6 if you kill a Wild Pig.
- You gain zero Increasing d6 if you kill Small Game but the Hunt does not count as a failure!
- You gain one Decreasing d6 if you do not kill any animals.

RESOLVING ANIMAL PEFs

Animal PEFs are moved normally using the new PEF Movement rules (*page 58*) but resolved differently. Here's how we do it:

- PEFs are resolved, when the characters and the PEF have a LOS to each other (12" in the daytime, 6" in the night).
- Once the PEF is resolved as contacted, other characters go to What Is It?

WHAT IS IT?

We have broken down the animals that can be hunted into three types.

- **Small Game** - This represents small timid animals such as rabbits, birds, etc. that are great for eating but not much more. Not a threat to you. *Small Feeders have a Rep of 3 and use the Townsfolk Reaction Tests (Rum QRS).*
- **Wild Pigs** – Medium size and aggressive wild boars, javelinas, and the like. *Wild Pigs have a Rep of 4 and use the Pirates Reaction Tests (Rum QRS).*
- **Big Cat** - Wild cats are in this category. Animals that can maul you pretty badly, if you aren't careful. Big Cats have the Brawler, Wary and Stout Attributes (*Rum* page 6). *Big Cats have a Rep of 5 and use the Military Reaction Tests (Rum QRS).*

TRACKING THE PREY

You have contacted something and now it's time to see what it is and track it. Here's how we do it:

- Roll 1d6 and read the results as rolled.
- You are tracking a Big Cat (1), 1/2d6 Wild Pigs (2 – 3) or Small Game (4 – 6).

Now that you know what it is, it's time to track your prey.

- The character with the highest Rep in the party starts with 1d6 per point of Rep.
- The prey starts with 1d6 per point of Rep.
- Modify the number of d6 rolled by any applicable circumstances.
- Each side rolls their d6 and looks for successes (a score of 1, 2, or 3).
- Compare the number of successes scored, consult the Tracking Table, and carry out the results.
- If a hunter loses the tracks of the prey, he returns to the hunt, the next PEF.
- When there are no more PEFs on the table, the hunt is over.

FREE PORTS – A “AND A BOTTLE OF RUM” SCENARIO BOOK

REP	TRACKING (Looking for successes)
-----	-------------------------------------

# SUCCESES	RESULTS
2+ or more than opponent	If Hunter scores more: Hunter has closed to within 6" of the prey and can take a shot. If Prey scores more: Big Cat and Wild Pigs will charge. Big Cat takes test with 3d6. Small Game escapes into the woods.
1 more than opponent	If Hunter scores more: Hunter has closed to within 6" of the prey. Both sides take the In Sight. Big Cats will charge. Wild Pigs and Small Game escapes into the woods. If Prey scores more: Hunter loses track of prey.
Same number as opponent	Hunter loses track of prey.

Example – Captain Billy decides to go hunting in the woods outside of New Market. He is going in the Daytime so has 3 PEFs to resolve.

ANIMALS AFTER THE MELEE

If after a round of melee the animal is still around, check to see if it wants to continue the fight or disappears into the woods. Here's how we do it:

- Each animal takes the Man Down Test after each round of melee.

AFTER THE KILL

After the kill is made, it will take one figure, one turn of uninterrupted work on the carcass, to reduce its *original* Rep by 1 point. When the carcass has been reduced to Rep 0, it is ready to pack out and Fame Points can be awarded. Multiple figures can work on a carcass to reduce the Rep to 0 in less time.

Example – A Wild Pig has been killed. One figure spends two turns working on it to get it to Rep 2. The next turn of activation, a second figure joins in and the Rep is reduced to 0 that turn.

UNWANTED ATTENTION

When you are hunting, there is a chance of drawing unwanted attention to you during the hunt. Here's how we do it:

- Keep track of how many shots you take during the Encounter.
- After the turn has been completed, during which a shot has been fired, roll 1d6 versus the number of shots taken so far and determine how many d6 are passed.
 - Pass 1d6:** Generate a new PEF normally. This PEF is *not* an animal and all PEF rules (*Rum page 46*) apply, including the Friend or Foe Test (*Rum page 47*).
 - Pass 0d6:** No PEF generated.

Example - My band goes hunting and we run into a Big Cat. The three of us fire one shot each during the turn. At the end of the turn, we roll 1d6 and score a 5. Nothing has happened. Two turns later I shoot a Wild Pig. At the end of the turn I roll 1d6 and score a 4. As this is equal or less than the total number of shots we have taken, a non-animal PEF is generated, placed and resolved normally.

THE QUEST

We are introducing a new Encounter that can be used in your *And a Bottle of Rum* games and games of other periods as well, if you adapt the use of Circles for those games.

The Encounter is called the Quest and can be used in two ways. It can be used to find someone or something.

QUEST NOTES

All the particulars on the Quest can be tracked on the Quest Notes provided in the rear of the book (page 57).

SETTING THE SCENE

It all starts with *setting the scene*. Here's how we do it:

- What happened?
- Who was the Victim?
- How difficult will it be to solve?
- How many Clues need to be solved?
- Who is the Employer?

Let's cover each in more detail.

FREE PORTS – A “AND A BOTTLE OF RUM” SCENARIO BOOK

WHAT HAPPENED

You can choose the Quest you wish to take, or have it determined for you. Here's how we do it:

- Roll 2d6, add the results together and consult the Reason Why Table.
- Go down the left-hand column to the corresponding row and across to see the Reason Why.

2 THE REASON WHY (Add the results together)

#	THE REASON WHY
2 to 3	Kidnapping.
4 to 6	Robbery.
7	Find Something
8 to 10	Theft.
11 to 12	Murder.

Example – I decide to go on a Quest. I roll 2d6 and score a 3 and 6 for a total of 9. The case will be to investigate the theft of something. I now go to the Theft section for more info.

FIND SOMETHING

Strictly speaking, you're trying to find something. That something could be a treasure, a lost person or anything you want to use.

KIDNAPPING

Kidnapping includes illegal captivity and/or forced employment as well. Snatch someone and hold them against their will and it is kidnapping.

MURDER

Kill someone and it is Murder.

ROBBERY

Using force or the threat of force to steal something from someone is Robbery.

THEFT

This one is pretty self-explanatory. Take something that doesn't belong to you from some place and it's considered to be Theft. Take it from someone and that's Robbery.

What was stolen? That's up to you but if you need some help, it could be money (1 - 2), jewelry (3 - 4), a horse (5), or other article of choice (6).

THE VICTIM

You will need to generate the stats of the Victim and other Non-Player Characters during the game. For ease of play we've provided Non-Player Class Lists in the rear of the book (page 56).

Now that you know the Quest, we must determine who the Victim is. It can even be you! Here's how we do it:

- Roll 2d6 and add the results together.
- Go to the Victim Table, down the left-hand column and across to see the Circle that the Victim comes from.
- Next go to the appropriate Circle Table (page 13, 23) and roll 2d6, add the results, and see who is the Victim.
- Where two entries appear, the second is the Circle equivalent when in New Market.

2 THE VICTIM (Add the results together)

#	CIRCLE
2 to 3	Movers.
4 to 5	Shakers (Exotics).
6 to 8	Commoners (Citizens).
9	Exotics.
10 to 12	Rogues (Fringe).

Example – Continuing the Theft case, I roll 2d6 and score a 3 and 2 for a total of 5. Looking on the Victim Table I see the Victim is from the Shakers Circle, a prominent group of people in Puerto Libre. I go to the Circle - Shakers Table (page 13) and roll 2d6 again, scoring a total of 12. This is a Tax Collector.

HOW DIFFICULT IS IT?

How difficult will it be to solve? This will be a number from 1 to 5 with the higher the number the more difficult the investigation. This number is called the Difficulty Factor.

FREE PORTS – A “AND A BOTTLE OF RUM” SCENARIO BOOK

HOW MANY CLUES?

Characters on a Quest, must collect a specific number of Clues to solve the problem. The number of Clues is *always* twice the Difficulty Factor.

Characters can attempt to solve up to one Clue per Day Part, per day.

WHO IS THE EMPLOYER?

Your Employer, if there is one, can be anyone and should be someone who can benefit from the Quest being successful. This could be the Victim’s family or someone else.

What does the character receive in return?

- Increasing d6.

WAGES

If you have an Employer, you will receive wages in the form of Increasing d6 (page 2), for successfully fulfilling the Quest. This is in addition to any Increasing d6 you may gain, during the Quest and is only paid after the Quest has been fulfilled. Here’s how we do it:

- Movers will pay five Increasing d6.
- Shakers will pay four Increasing d6.
- Exotics will pay three increasing d6.
- Rogues/Fringe will pay one increasing d6.
- Commoners/Citizens will pay one increasing d6.

Remember that this is collected after the Quest has been successfully fulfilled and you can only increase your Rep by one level, regardless of the number of d6 rolled.

Example – During the Quest, after each Encounter I roll my Increasing d6 and sometimes my Decreasing d6. After I have done this for the final Encounter, I receive my wages for being successful. As this is separate, they are not affected by the d6 acquired on the last Encounter.

FYI – WAGES

I don’t like book keeping in my games but I want to reward my characters for their success. In *And a Bottle of Rum*, I used Gold Pieces, Fame and Items to reward my characters but it still involved book keeping.

Enter using the possibility of Improving your Rep, instead of an economic system.

What I’ve done is increased the chances of a character Improving his Rep, as he is successful but let me make four things clear.

- If you are successful, you may be able to roll multiple dice, to increase the chance of improving your Rep.
- You cannot save these dice to increase your Rep. When you get them, you must use them.
- If you have gained one or more Decreasing d6 you forfeit all of your Increasing d6 that you may have accumulated for that Encounter.
- Regardless of the number of Increasing or Decreasing d6 you roll you can never go up or down more than one level of Rep.

QUESTING TABLE

To determine the Difficulty Factor and number of Clues to be solved, we use the Questing Table. Here’s how we do it:

- Consult the Questing Table.
- Go down the left hand column to the type of Quest then across to find the Difficulty Factor. This will require a 1/2d6 roll.
- Once the Difficulty Factor is determined, go over to the next column to see the number of Clues needed to be solved; twice the Difficulty Factor.

1/2D6

QUESTING

(Investigation specifics)

TYPE	DIFFICULTY	CLUES
Kidnapping	2+1/2d6	6 to 10
Robbery	1/2d6	2 to 6
Find something	1 + 1/2d6	4 to 8
Theft	1+1/2d6	4 to 8
Murder	2+1/2d6	6 to 10

The Tax Collector had his purse stolen. I look under the Type column and go down to the Theft row. Looking in the Difficulty column I roll 1/2d6 and score a 2. This makes the Difficulty Factor 3 and the number of Clues to be found 6.

FREE PORTS – A “AND A BOTTLE OF RUM” SCENARIO BOOK

SOLVING CLUES

To succeed in the Quest, you must solve a set number of Clues. Each Clue that is found advances the Quest towards its conclusion. This is done by getting information from someone, a Person of Interest.

PERSON OF INTEREST

The Person of Interest can provide information to solve a Clue, one step towards solving the Quest. To get information you must question the Person of Interest. But first you have to find them. Here's how we do it:

- First go to the Circle Table of the Victim (page 13, 23).
- Go down to the row that corresponds to the Victim.
- Next roll 1d6 and go across to see the Circle of the Person of Interest.
- Go to that Circle Table, roll 2d6, add the results and see who the person is.

Example – The Victim is a Shaker, so I go to that Circle. I go down to the Victim's row, Tax Collector. I now roll 1d6 and score a 6. Going across I see the letter "C". This means the next Person of Interest to talk to is a Commoner.

I go to the Commoner's Circle Table and roll 2d6 for a total of 5. This results in a Wait Staff as the Person of Interest. I go to the Commoners NPC List (page 56) and generate the stats.

SPOUSE OR RELATIVE

The best place to start an Investigation is with people who know the Victim Here's how we do it:

- The Victim may (1 – 2) have a Spouse.
- The Victim may (1 – 3) have 1/2d6 Relatives.

WHERE ARE THEY?

Now that you know the Person of Interest you have to find them. Here's how we do it:

- Determine the Day Part either by rolling on the Day Part Table, reproduced here, or by choice.
 - 1 = Night.
 - 2 = Morning.
 - 3 = Morning.
 - 4 = Daytime.
 - 5 = Daytime.
 - 6 = Daytime.

- Go to the Where Are They Table (page 16, 26) to the appropriate Circle for that person.
- Go down to the row for that person.
- Go across to the correct Day Part to see in which Area that person should be.
- Next go to the Area Buildings Table (page 18, 27) to find the Target Building.
- Go to the Area.
- Go to the Target Building and attempt to Question the Person of Interest.

Example – I am looking for a Wait Staff and now go to the Where Are They Table. I decide to use the Daytime Day Part to see where the Person of Interest can be located. It is the Markets Area.

I go to the Markets Buildings Table and roll 2d6, score a 7 and the Target Building (page 18) is the Storefront – Foodstuffs.

I now use the Puerto Libre map and go to the Markets Area, with the possibility of a Travel Encounter (page 11), when entering an Area.

QUESTIONING THE PERSON

Now that you have found the Person of Interest, you can question him. But first you must see if they are alone. Here's how we do it:

- Roll 1d6, read the result as rolled.
- If a 1 – 3 is scored, the NPC is not alone.
- The result scored is also the number of NPCs he is with.
- Roll 1d6 on the Person of Interest's Circle to see who they are with. You can choose to roll for each NPC, or assume that they are all the same and roll only once.

Now it's time to question the Person of Interest. Here's how we do it:

- Go to the Opposed Challenge Table reproduce below but substitute the following results.

FREE PORTS – A “AND A BOTTLE OF RUM” SCENARIO BOOK

REP OPPOSED CHALLENGE TEST (Looking for successes, score of 1, 2 or 3)

ATTRIBUTE	MODIFIER
<i>Charismatic</i>	+1d6
CIRCUMSTANCE	MODIFIER
<i>Cold Shoulder</i> - If opponent gave you the cold shoulder in the past, you receive this penalty.	-1 success
<i>Drinks</i> – Each round of drinks you buy.	+1d6
<i>Enemy</i> - If opponent is an Enemy, you receive this penalty.	-2 successes
<i>Friend</i> – If opponent is a Friend, you receive this bonus.	+2 successes
<i>Pleasant Response</i> – If opponent gave you a pleasant response in the past, you receive this bonus.	+1 success
<i>Social Standing</i> – For each Circle higher than opponent.	+1d6

# SUCCESSIONS	RESULT
Score more than Person of Interest	<i>Person of Interest</i> provides answers. Roll 1d6: <ul style="list-style-type: none"> If a “1” is scored, two Clues are solved. Otherwise one Clue solved.
Score the same.	<i>Person of Interest</i> provides answers but not enough to solve a Clue. If score the same Profession for a future Person of Interest, it is this person. You can re-question them counting a +1d6 bonus.
Score less than the Person of Interest.	<i>Person of Interest</i> answers questions but gives you nothing of help. Move on to the next Person of Interest.

WHO DID IT?

After you have found all the Clues required by the Difficulty Factor of the Quest, you can find out who committed the deed. Here’s how we do it:

- Consult the Who Did It Table.
- Roll 1/2d6 for each Person of Interest you have questioned.
- Modify each result by any applicable Circumstances.
- Read the Result.

1/2 WHO DID IT (Read the result as rolled)

CIRCUMSTANCE	MODIFIER
Person of Interest provided a Clue.	-1
Person of Interest is the same Circle as the Victim.	+1
Person of Interest is the same Profession as the Victim.	+1
Person of Interest is a Rogue/Fringe	+1
Person of Interest is a Spouse or relative of the Victim.	+1

Usually the person with the highest score committed the deed but if two or more characters have the same score...

- If one is a Rogue/Fringe and the others are not, he or she committed the deed.
- If none of the above applies and one is a Spouse or Relative, he or she committed the deed.
- If none of the above applies and one is in the same Profession, he or she committed the deed.
- If none of the above applies, the deed can be re-investigated or dropped as no person has been identified as the perpetrator. All solved Clues are lost.

FOLLOWING THE STORY

There may be times where you have the Suspects narrowed down to two or more and you’re ready to use the previous method to see who actually did it. But you *know* by the story it should be a particular one. Then just say it’s him! It’s your story.

Example – I finished a 15 Encounter Murder Quest and had three possible Suspects. According to the previous mechanics, it should have been a Smuggler, but for the story, the Nobleman made more sense. So I chose to go with the Nobleman as it is my story!

AFTERWARDS

The Suspect has been arrested and is facing trial. Carry it out as outlined in *And a Bottle of Rum* (page 44).

NOT GUILTY?

What if the Suspect is found Not Guilty? Your Employer may (1 – 2) hire you to go after him again. But regardless of that there could be repercussions. Here’s how we do it:

- If the Suspect walks, you now have a “hated enemy”. When you run into this Profession in the

FREE PORTS – A “AND A BOTTLE OF RUM” SCENARIO BOOK

future roll 1d6. A result of "1" means you will have a Confrontation with the Suspect.

- If the Suspect is convicted and is a Rogue/Fringe, you now have a “hated enemy”. When you run into the Suspect’s Profession in the future roll 1d6. A result of "1" means you will have a Confrontation with his friends.

RECOVERING THE LOSS

Once the Quest has been solved, there is a chance that the stolen articles or Victims may be recovered. Each Quest has its own particulars, the recovery of stolen articles and Victims will not always be possible.

KIDNAPPING

If the Quest is not solved by the specified number of days the Ransom is paid (1- 5) or not (6).

- If the Ransom is paid (you can actually play this as an Encounter if you desire), the Victim is returned unharmed.
- If the Ransom isn’t paid, the Victim will disappear (1 – 3) or turn up dead (4 – 6).

ROBBERY & THEFT

If the Quest is solved, the stolen articles may be recovered. Here’s how we do it:

- Roll 2d6 versus the number of days it took to fulfill the Quest.
- Determine how many d6 were passed.
- Consult the Recovery Table and carry out the results.

2	RECOVERY (Taken versus number of days to fulfill the Quest)
----------	---

#D6 PASSED	RESULT
2	None of the articles are recovered.
1	Half of the articles are recovered.
0	All of the articles are recovered.

TWO TOWNS

Now that we’ve explained how to use the mechanics we’ve introduced, we’re going to give you a complete adventure. The Encounters are best played in order.

Do not read any further until you actually begin play.

MESSAGE

You arrived in New Market three weeks ago and have had little success in finding a backer. Money is running out and you figure you’ll have one more good night on the town, before you sign on as a crewman, on the next pirate ship that’s leaving. As you start to leave, you pass the front desk. The clerk tells you that you have a message.

“Meet me at the Three Cups tavern at 8. Come alone”

You ask the clerk who left the message but he says that it was here when he started his shift. You ask him if he knows where the Three Cups tavern is located.

“Yes sir. Why, that’s in the Lower End, sir. It’s quite nice actually.”

OBJECTIVE

- Make your way to the Three Cups tavern, located on the Lower End.
- If desired you can have one last night on the town, using the Carousing Encounter.

FORCES

- You must go alone.
- The NPCs will be generated as per the Special Instructions.

TERRAIN

- Divide the table into nine sections (*And a Bottle of Rum* page 34). Set up the terrain as a long street running through sections 4, 5 and 6.
- The Three Cups, the Target Building, will be at the end of the street in section 1.

DEPLOYMENT

- You must enter and exit the table from section 9.
- Generate PEFs normally (*Rum* page 46) for each Area you move through, starting with the Docks.

FREE PORTS – A “AND A BOTTLE OF RUM” SCENARIO BOOK

SPECIAL INSTRUCTIONS

- The Encounter takes place in the Night Day Part.
- You must go from the Docks, to the Market, to the Lower End, to the Three Cups and back to the Inn at the Docks. Remember there is a chance of a Travel Encounter (page 11), when you enter each Area.
- Establish the Area Activity Level using the New Market map.
- Resolve the PEFs as needed (page 58).
- Use the Who Are They Table (page 23), when NPCs are needed.
- The first time a character enters a building, the Defining Moment (page 26) is used. When you reach the Tavern, start a Carousing Encounter (*Rum* page 51).
- The sender of the message will be revealed to you, *after* you have had the Defining Moment.
- Use the NPC Movement Table (*Rum QRS*), when needed.
- Remember to add PEFs to equal the original number, at the start of the Encounter, when you exit *any* building.

THE SENDER

After your Defining Moment, you will meet the sender of the message, or actually his representative, Jayne. She has the following Stats:

- Wait Staff – Citizen.
- Age 18.
- Rep 3.
- Runt & Resilient.
- Weapon – Unarmed.

Jayne works at the Three Cups and will serve you at your table. At 8 o'clock she will discretely slip you the following message.

When you return to your room, you will find the terms of employment. If you choose to take the job, follow the instructions that you will find.

Continue this Encounter if you want. After all, it is Carousing.

THE JOB OFFER

The terms of the offer are as follows:

- You will not attempt to contact me. If you do our business arrangement is ended.
- I will furnish you a ship (3rd Rate Merchant Ship) with crew for your first expedition.

- You must use New Market as your home port, bringing all plunder back here, and not trading elsewhere.
- On the first expedition, I receive half of your personal share. The ship must return with full cargo. After that we are square.
- If this arrangement is acceptable, be at the Docks at sunrise. The ship is the *Misguided Virtue*. It will sail with you in command or not.

If you somehow did not make it to the *Misguided Virtue* then feel free to explore New Market and sign on with another ship as a crew member (*Rum* page 68).

MISGUIDED VIRTUE

You can take Carl and Diego with you. They can replace the current Chief Gunner and Pilot on the Misguided Virtue. The two Specialists will stay on as crew so you do not need to recruit more.

OBJECTIVE

- To get out to sea and start your expedition.

FORCES

- You can bring Carl and Diego, if you wish. If you do not take them with you, they are not available for the remainder of the adventure.
- The NPCs will be generated as per the Special Instructions.

TERRAIN

- The *Misguided Virtue* is a 3rd Rate Merchant with the following deck plan.



DEPLOYMENT

- Your group will be in the Forward Deck. The Captain's cabin is under the Stern Deck.
- There are three PEFs, one in each of the unoccupied decks.
- If you roll for Activation and score double fours or lower, you have generated a new PEF. These will always be placed on the Main Deck.

FREE PORTS – A “AND A BOTTLE OF RUM” SCENARIO BOOK

SPECIAL INSTRUCTIONS

- The Encounter takes place in the Morning or Daytime Day Part, at your choice of the following day since you left port.

MUTINY!

You have been at sea for one day and the former Captain, Chief Gunner and Pilot have plotted a mutiny to take over the ship. Here's how it goes down:

- Your group will be in the Forward Deck. The Captain's cabin is under the Stern Deck.
- There are three PEFs, one in each of the unoccupied decks.
- Roll for Activation with each PEF having a Rep of 4.
- PEFs move normally (*Rum QRS*).
- The 1st PEF resolved will be the mutineers, ex-Captain Johnson, Chief Gunner Gunther, and Pilot Percy.

MUTINEER	REP	ATTRIBUTE	WEAPON
Captain Johnson	4	Brawler	Pistol & Sword
Gunther	4	Brawler	Pistol
Percy	3	Slow to React	Pistol

- The mutineers do not want to negotiate. Take an In Sight (*Rum* page 15) with neither side counting as active.
- Only the Leaders can act.
- After the In Sight is resolved, the turn ends. Roll for Activation.

FRIEND OR FOE?

No other PEF will move, until the conflict between your group and the mutineers is resolved. After it has been resolved, PEFs will move normally. Resolve any PEF that occupies the same Deck as your group using the following table:

2

FRIEND OR FOE

(Taken versus the PEF Rep of 4)

#D6 PASSED	RESULT
2	1+1/2d6 mutineers from the Exotics NPC List (page 56).
1	If Captain Johnson is surrendered, Out of the Fight or Obviously Dead, treat as if passed 0d6. If not, treat as if passed 2d6.
0	1 + 1/2d6 loyal crew members from the Exotics NPC List (page 56).

Those who join the mutineers will act using the NPC Movement Table (*Rum QRS*) and attempt to attack your group.

Those who remain loyal to you will move to join your group using the NPC Movement Table.

HOW MANY OF THEM

The *Misguided Virtue* has a crew of fifteen, not including you, Carl or Diego. Three of them are the original mutineers. This leaves a dozen unaccounted for. Here's how we do it:

- When you resolve the second PEF, subtract the number of NPCs encountered from twelve.
- Keep subtracting NPCs encountered until you have reached twelve.

AFTERWARDS

One of two things will happen after the mutiny:

- If you win, all of the mutineers will be set adrift. This will affect the size of your crew.
- If you lose, you and any surviving crew will be set adrift.

THE END

If you should find yourself set adrift, roll 1d6 and read the result as rolled to determine your fate.

- 1 – 3 - You drift for days and are finally picked up by a merchant ship. Hmm, perhaps your new ship? If you want it, play out another Mutiny Encounter versus the Merchant Captain, the ship will have the minimum crew. If not, they will drop you off in New Market (1) or Puerto Libre (2 – 6).
- 4 – 5 - You drift for days and are finally picked up by a Spanish warship. Hmm, perhaps your

FREE PORTS – A “AND A BOTTLE OF RUM” SCENARIO BOOK

new ship? If you want it, play out another Mutiny Encounter versus the Captain, the ship will have the maximum crew. If not, they will drop you off in Puerto Libre.

- 6 – One random character set adrift will die. After each death you get a chance to advance the timeline and roll another 1d6, counting as +1 to your score each time you re-roll!

Now that the mutiny is over (we've assumed that you've won), you can continue on. Treat this as the start of a new month. Go to the Turn Sequence (Rum page 61) and carry out monthly turns until you reach Puerto Libre. Or perhaps it would be better to sail to a friendly port and recruit more men. Whatever you choose to do, when you reach Puerto Libre, it's time to go on to the next Encounter called, you guessed it, Puerto Libre.

If you like, just skip the recruiting, go right to the next Encounter and we'll assume you've got a full crew!

PUERTO LIBRE

You look at the cannon mounted to both sides of the harbor, as you make your way towards the South Docks. Flying a neutral flag, you pull into port and order the gangplank dropped. You head to the Government Area and the Port Official.

OBJECTIVE

- To reach the Port Official, file the necessary paperwork and return to your ship.

FORCES

- You can use up to two members of your crew.
- The NPCs will be generated as per the Special Instructions.

TERRAIN

- Divide the table into nine sections (*And a Bottle of Rum* page 34). Set up the terrain as a long street running through sections 4, 5 and 6.
- The Port Official Building, the Target Building, will be at the end of the street in section 1.

DEPLOYMENT

- You must enter and exit the table from section 9.
- Generate PEFs normally (*Rum* page 46) for each Area you move through, starting with the Docks.

SPECIAL INSTRUCTIONS

- The Encounter takes place in the Daytime Day Part.
- You must go from the South Docks, to the Markets, to the Government Area, to the Port official's Building and back to the Misguided Virtue at the South Docks. Remember there is a chance of a Travel Encounter (page 11) when you enter each Area.
- Establish the Area Activity Level, using the Puerto Libre map.
- Resolve the PEFs as needed (page 58).
- Use the Who Are They Table (page 13), when NPCs are needed.
- The first time a character enters a building, the Defining Moment (page 26) is used. After it is resolved, you will meet the Port Official.
- There is a chance (1 – 3), that he may not be alone. If not alone, the result scored is also the number of Commoners he is with.
- Use the NPC Movement Table (*Rum QRS*), when needed.
- Remember to add PEFs to equal the original number, at the start of the Encounter, when you exit *any* building.

SHOW ME THE PAPERS

The Port Official will ask to see your papers to see that they are “in order”. Your mysterious Employer has provided them for you. Emilio Gomez is the younger brother of the Mayor and has the following stats:

- Port Official – Shaker.
- Age 41.
- Rep 3.
- Slow to React & Poltroon.
- Weapon – Pistol.

NOW WHAT?

When you have met the Port Official, take an Opposed Challenge (8). Your papers *are* in order but there still may be repercussions:

- For every success more Senor Gomez scores than you, you gain one Decreasing d6.
- If he becomes belligerent, he will alert the authorities to be on their guard. This means whenever you encounter the Watch, you must take an Opposed Challenge (page 8). Any result of Cold Shoulder or Belligerent, means they will toss you and whomever you are with, into jail for Disturbing the Peace.

FREE PORTS – A “AND A BOTTLE OF RUM” SCENARIO BOOK

- If you can recruit him, then you can drop his name, when having future Opposed Challenges with other Shakers and Merchants.

THE ANGRY PELICAN

After returning to the Misguided Virtue, you must go and find the target of your Quest. He goes by the nickname “El Pelican”. Your Employer wants you to meet him. He will find buyers for any smuggled goods you bring into Puerto Libre.

OBJECTIVE

- To find “El Pelican”.

FORCES

- You can use up to two members of your crew.
- The NPCs will be generated as per the Special Instructions.

TERRAIN

- Divide the table into nine sections (*And a Bottle of Rum* page 34). Set up the terrain as a long street, running through sections 4, 5 and 6.
- The Target Building, once it is discovered, will be at the end of the street in section 1.

DEPLOYMENT

- You must enter and exit the table from section 9.
- Generate PEFs normally (*Rum* page 46) for each Area you move through, starting with the Docks.

SPECIAL INSTRUCTIONS

- The Encounter takes place in the Daytime Day Part.
- You must go from the South Docks, to the Markets, to the Government Area, to the Port official’s Building and back to the Misguided Virtue, at the South Docks. Remember there is a chance of a Travel Encounter (page 11) when you enter each Area.
- Establish the Area Activity Level using the Puerto Libre map.
- Resolve the PEFs as needed (page 58).
- Use the Who Are They Table (page 13), when NPCs are needed.
- The first time a character enters a building, the Defining Moment (page 26) is used. After it is resolved you may meet El Pelican.

- There is a chance (1 – 3) that El Pelican may not be alone. If not alone, the result scored is also the number of Rogues he is with.
- Use the NPC Movement Table (*Rum QRS*), when needed.
- Remember to add PEFs to equal the original number at the start of the Encounter, when you exit *any building*.

EL PELICAN

If you meet El Pelican in a Tavern, Inn or Bawdy House, go to a Carousing Encounter. You must take an Opposed Challenge and get a Recruit result. Otherwise he will not agree to work with you.

If you have met El Pelican at a Warehouse, the Docks, or Shipwright, you have missed him. El Pelican has the following stats:

- Smuggler – Rogue.
- Age 33.
- Rep 4.
- Slow to React & Runt.
- Weapon – Pistol.

NOW WHAT?

If you have missed El Pelican, did or did not recruit him, you must now return to your ship. Of course you can decide to continue to Carouse or perhaps pursue some Female Companionship (page 46). Whatever the result of your Encounter, you must end up back at your ship. Be sure to check for Travel Encounters as you enter each Area.

THE STREET URCHIN

The following day you find a place to eat. As you set down your mug of ale, the serving wench brings the food. Roasted chicken, large slices of fresh bread and roasted potatoes.

As you grab the chicken and pull it apart, you have a visitor, a small boy dressed in shabby rags and looking at your food. He looks very hungry. He swallows hard and looks you in the eyes.

“I’ve heard you require special services here in Puerto Libre,” he says. “Maybe I can help?”

OBJECTIVE

- To Question a Person of Interest, Jaime, the Street Urchin.

FREE PORTS – A “AND A BOTTLE OF RUM” SCENARIO BOOK

FORCES

- You can use as many of your group as desired.
- The NPCs will be generated as per the Special Instructions.

TERRAIN

- Divide the table into nine sections (*And a Bottle of Rum* page 34). Set up the terrain as a long street running through sections 4, 5 and 6.
- The Target Building will be at the end of the street in section 1.

DEPLOYMENT

- You must exit the table from section 9.
- Generate PEFs normally (*Rum* page 46) for each Area you move through, starting with the Docks. As you start inside the Tavern the PEFs are not placed until you leave and head back to your ship.

SPECIAL INSTRUCTIONS

- The Encounter takes place in the Daytime Day Part.
- You start in the South Docks at a Tavern. You must exit the Tavern and return to your ship.
- Establish the Area Activity Level, using the Puerto Libre map.
- Resolve the PEFs as needed (page 58).
- Use the Who Are They Table (page 13), when NPCs are needed.
- Use the NPC Movement Table (*Rum QRS*), when needed.
- Remember to add PEFs when you exit *any* building.

THE MEAL

When you have entered the Tavern, you can order your food and drink. This is done by using your Coin d6 (page 4).

JAIME THE STREET URCHIN

Now you can Question Jaime (page 38). If he provides you with a Clue you can:

- Meet El Pelican, right now, in the Tavern that you are in.
- Find a replacement for El Pelican. He will take you to a Tavern in the South Side Area. You must take an Opposed Challenge and get a Recruit result from the new Smuggler. Otherwise he will not agree to work with you.

Jaime has the following Stats:

- Street Urchin – Commoner.
- Age 10.
- Rep 3.
- Runt & Fast Attributes.
- Weapon – Unarmed.

BAWDY HOUSE

It's your last night in port, as tomorrow you set sail. Time to live it up!

OBJECTIVE

- To drink, gamble and find female companionship.

FORCES

- You can use as many of your group as desired.
- The NPCs will be generated as per the Special Instructions.

TERRAIN

- Divide the table into nine sections (*And a Bottle of Rum* page 34). Set up the terrain as a long street running through sections 4, 5 and 6.
- The Target Building, a Bawdy House in the South Docks, will be at the end of the street in section 1.

DEPLOYMENT

- PEFs are placed on the table normally (*Rum* page 46).

SPECIAL INSTRUCTIONS

- The Encounter takes place in the Night Day Part.
- You start onboard the Misguided Virtue.
- You must go to the Bawdy House, partake in all it has to offer, then return to the Misguided Virtue.
- Establish the Area Activity Level using the Puerto Libre map.
- Resolve the PEFs as needed (page 58).
- Use the Who Are They Table (page 13), when NPCs are needed.
- Use the NPC Movement Table (*Rum QRS*), when needed.
- Remember to add PEFs when you exit *any* building.

FREE PORTS – A “AND A BOTTLE OF RUM” SCENARIO BOOK

EMPLOYEES

Here are the employees of the Bawdy House.

PROPRIETRESS

This is Marianna, the owner of the establishment.

Marianna has the following Stats:

- Store Owner – Commoner.
- Age 36.
- Rep 4.
- Runt & Born Leader.
- Weapon – Pistol & Dagger.

COMPANIONS

These are the employees of the Bawdy House. Use the Rogues NPC List (page 56). They do double duty, serving drinks and providing Female Companionship when “off duty”.

BARKEEPS

These are the Barkeeps of the establishment. Use the Commoners NPC List (page 56).

BOUNCERS

There are three bouncers at night. When there is a disturbance, they will arrive on the next turn. They are:

NAME	REP	ATTRIBUTE	WEAPON
Augusto	5	Brawler	Improvised
Mateo	4	Hard as Nails	Improvised
Sergio	4	Stout	Improvised

GAMBLING

Both Three Cards (page 6) and Farobank (*Rum* page 52) are available at the Bawdy House.

DRINKING

If you buy a round of drinks (page 5) for your friends, you will gain one Increasing d6.

If you buy a round of drinks for the whole crew, you will gain one, on your Personal Loyalty (*Rum* page 37). This takes two Coin d6 rolls.

FEMALE COMPANIONSHIP

At the Bawdy House you can find Female Companionship (page 46).

ROBBERY

As you leave the Bawdy House, you run into a Robbery! But this one is a bit different than the one's you've seen before (Rum page 54).

OBJECTIVE

- Prevent anyone from being robbed or harmed.

FORCES

- If you were previously carousing, you *may* have the same members of your group.
- Roll 1d6 versus the Rep of each NPC which was with you...*except for Diego*.
- If you scored higher than the NPC Rep, he is with you. If you scored equal or lower, he is not.
- The NPCs will be generated as per the Special Instructions.

TERRAIN

- Divide the table into nine sections (*And a Bottle of Rum* page 34). Set up the terrain as a long street running through sections 4, 5 and 6.
- The Target Building, a Bawdy House in the South Docks, will be at the end of the street in section 1.
- You are leaving the Bawdy House when the robbery occurs.

DEPLOYMENT

- PEFs are placed on the table normally .

SPECIAL INSTRUCTIONS

- The robbery attempt will occur in the appropriate Day Part.
- Establish the Area Activity Level.
- Roll 1d6 and place your group in that section.
- Determine the number of robbers (*Rum* page 49).
- Use the Rogue NPC List (page 56) to generate the NPCs.
- Place the robbers 3” away and in LOS of your characters.
- The robbers have their weapons drawn.
- Each group member can choose to gain 1/2d6 Decreasing rolls (page 2). The robbers will leave them unharmed if they do.
- Otherwise take an In Sight normally with the player group counting as active.
- After the robbery, the robbers will attempt to escape by exiting off of one or the other table edges.

FREE PORTS – A “AND A BOTTLE OF RUM” SCENARIO BOOK

PICKPOCKET

If there is an attempt to pick your pocket, instead of a Robbery, generate one pickpocket from the Rogue list (page 56). The pick pocket will make one attempt to pick your pocket. Here's how we do it:

- Take an Opposed Challenge – Pickpocket.
- If the pickpocket is of the opposite sex, you suffer a -1d6 penalty. *No other modifiers apply.*
- Substitute the Opposed Challenge – Pickpocket results.
- Immediately carry out the results.

REP CHALLENGE - PICKPOCKET

(Looking for successes)

# SUCCESSIONS	RESULT
3 or more than opponent	<i>Gotcha!</i> You grab the pickpocket by the hand while in the process. Go to an In Sight, with the pickpocket counting as active.
1 or 2 more than opponent	<i>Hey!</i> The pickpocket fails at its attempt then runs for it. Go to an In Sight with the pickpocket counting as active.
Same number as opponent	<i>Excuse me.</i> Pickpocket passes by but doesn't attempt to pick your pocket.
1 or 2 less than opponent	<i>Got it!</i> The pickpocket lifts half your Coin d6 and you gain one Decreasing d6. He successfully escapes the table.
2 or more less than opponent	<i>Hahaha!</i> The pickpocket lifts all of your Coin d6 and you gain 1/2d6 Decreasing d6. He successfully escapes the table.

COMPLICATIONS

Your head is pounding from your night on the town but as you make a walk through the ship, you are told that Diego has not returned to the ship. You have an hour before you should be sailing. Can you find him?

OBJECTIVE

- To find Diego and return to the Misguided Virtue.

FORCES

- You can use as many of your group as desired.
- The NPCs will be generated as per the Special Instructions.

TERRAIN

- Divide the table into nine sections (*And a Bottle of Rum* page 34). Set up the terrain as a long street running through sections 4, 5 and 6.
- The Target Building, the Bawdy House you were in the previous night, will be at the end of the street in section 1.

DEPLOYMENT

- You must exit the table from section 9.
- Generate PEFs normally (*Rum* page 46) for each Area you move through, starting with the Docks.

SPECIAL INSTRUCTIONS

- The Encounter takes place in the Morning Day Part.
- You start in the South Docks, at the Misguided Adventure.
- Establish the Area Activity Level using the Puerto Libre map.
- Resolve the PEFs as needed (page 58).
- Use the Who Are They Table (page 13), when NPCs are needed.
- Use the NPC Movement Table (*Rum QRS*), when needed.
- Remember to add PEFs when you exit *any building*.

FREE PORTS – A “AND A BOTTLE OF RUM” SCENARIO BOOK

QUESTIONING THE EMPLOYEES

When you enter the Bawdy House, you can question (page 48) up to three of the Employees (Persons of Interest) from the previous night. *You did save them, right?* If you did, they may be friendlier to you based on how your Opposed Challenge went last night. If you didn't save them you can use the following three.

NAME	REP	ATTRIBUTE	WEAPON
Marianna	5	Born Leader	Pistol
Mateo	4	Hard as Nails	Improvised
Sophia	3	Greedy	Improvised

REP OPPOSED CHALLENGE TEST

(Looking for successes, score of 1, 2 or 3)

ATTRIBUTE	MODIFIER
Charismatic	+1d6
CIRCUMSTANCE	MODIFIER
Cold Shoulder - If opponent gave you the cold shoulder in the past, you receive this penalty.	-1 success
Drinks – Each round of drinks you buy.	+1d6
Enemy - If opponent is an Enemy, you receive this penalty.	-2 successes
Friend – If opponent is a Friend, you receive this bonus.	+2 successes
Pleasant Response – If opponent gave you a pleasant response in the past, you receive this bonus.	+1 success
Social Standing – For each Circle higher than opponent.	+1d6

# SUCCESSES	RESULT
Score more than Person of Interest	<i>Person of Interest</i> provides answers. Roll 1d6: <ul style="list-style-type: none"> If a “1” is scored two Clues are solved. Otherwise one Clue solved.
Score the same.	<i>Person of Interest</i> provides answers but not enough to solve a Clue. If score the same Profession for a future Person of Interest, it is this person. You can re-question them counting a +1d6 bonus.
Score less than the Person of Interest.	<i>Person of Interest</i> answers questions but gives you nothing of help. Move on to the next Person of Interest.

FINDING DIEGO

To find Diego, you will need to solve two Clues (page 38). If you're lucky you can find them both here. If you are not, then you will need to look elsewhere. Here's how we do it:

- If you solved two Clues, go to Two Clues (page 49).
- If you solved one Clue, go to One Clue (page 48). *For the most fun do not read Two Clues (page 49).*
- Be sure to restock the PEFs when you leave the Bawdy House and check for Travel Encounters when you enter a new Area.

ONE CLUE

If you solved one Clue, you have been given the address of Claudia, one of the workers at the Bawdy House. Diego was seen leaving with her late last night. She lives on the South Side.

OBJECTIVE

- To Question a Person of Interest, Claudia, and find Diego.

FORCES

- You can use as many of your group as desired, from the previous Encounter.
- The NPCs will be generated as per the Special Instructions.

TERRAIN

- Divide the table into nine sections (*And a Bottle of Rum* page 34). Set up the terrain as a Street.
- The Target Building, the Tenement where Claudia lives, will be in section 1.
- You must enter and exit the table from section 9.

DEPLOYMENT

- You must exit the table from section 9.
- Generate PEFs normally (*Rum* page 46) for each Area you move through, starting with the Docks.

SPECIAL INSTRUCTIONS

- The Encounter takes place in the Morning Day Part.
- You start in the South Docks at the Misguided Adventure.
- Establish the Area Activity Level using the Puerto Libre map.

FREE PORTS – A “AND A BOTTLE OF RUM” SCENARIO BOOK

- Resolve the PEFs as needed (page 58).
- Use the Who Are They Table (page 13), when NPCs are needed.
- Use the NPC Movement Table (*Rum QRS*), when needed.
- Remember to add PEFs when you exit *any building*.

CLAUDIA

This is Claudia, the Female Companion. Claudia has the following Stats:

- Female Companion – Rogue.
- Age 22.
- Rep 3.
- Runt & Charismatic.
- Weapon –Dagger.

Claudia, can be questioned and hopefully you will solve the necessary second Clue. If it is not the second Clue then Diego is out of luck. Yo must either choose to sail away or return to the Bawdy House and question more Employees.

If you solve the second Clue, go to the Two Clues (page 49).

TWO CLUES

“He said he was going to feed Diego to his pigs.” You have found out that Diego owed someone a larger sum of money and the fellow decided it was time to collect. So he waited until Diego was drunk, then lured him outside with the promise of Female Companionship. Whack, down goes Diego! With an uneasy feeling, you continue on towards your destination, the Pig Farm owned by Pedro.

OBJECTIVE

- To Question a Person of Interest, Pedro, and find Diego.

FORCES

- You can use as many of your group as desired from the previous Encounter.
- The NPCs will be generated as per the Special Instructions.

TERRAIN

- Divide the table into nine sections (*And a Bottle of Rum* page 34). Set up the terrain as a Clear Terrain
- The Target Building, Pedro’s Pig Farm, will be in section 1.
- You must enter and exit the table from section 9.

DEPLOYMENT

- You must exit the table from section 9.
- Generate PEFs normally (*Rum* page 46) for each Area you move through, starting with the one you just entered.

SPECIAL INSTRUCTIONS

- The Encounter takes place in the Morning Day Part.
- You start in the last Area you were in, the South Docks or the South Side.
- Establish the Area Activity Level, using the Puerto Libre map.
- Resolve the PEFs as needed (page 58).
- Use the Who Are They Table (page 13), when NPCs are needed.
- Use the NPC Movement Table (*Rum QRS*), when needed.
- Remember to add PEFs when you exit *any building*.

FREE PORTS – A “AND A BOTTLE OF RUM” SCENARIO BOOK

PEDRO THE PIG FARMER

The Pig Farmer, Pedro, has the following Stats:

- Pig Farmer – Commoner.
- Age 32.
- Rep 4.
- Hard as Nails & Stout.
- Weapon – Butcher knife, counts +1d6 in melee against non-Sword armed opponents.

Pedro has Diego tied up in the barn. Or does he? You must score a positive result when questioning him, using the following results.

REP OPPOSED CHALLENGE TEST

(Looking for successes, score of 1, 2 or 3)

ATTRIBUTE	MODIFIER
Charismatic	+1d6
CIRCUMSTANCE	MODIFIER
Cold Shoulder - If opponent gave you the cold shoulder in the past, you receive this penalty.	-1 success
Drinks – Each round of drinks you buy.	+1d6
Enemy - If opponent is an Enemy, you receive this penalty.	-2 successes
Friend – If opponent is a Friend, you receive this bonus.	+2 successes
Pleasant Response– If opponent gave you a pleasant response in the past, you receive this bonus.	+1 success
Social Standing – For each Circle higher than opponent. This is because Pedro is not impressed.	-1d6

# SUCCESSES	RESULT
Score more than Pedro	Pedro says that Diego owes him money and he’s not letting him go until he “works it off”. But if you want, you can give him 3 Coin d6 and Diego’s debt is paid. If not, Diego stays.
Score the same.	Pedro says he hasn’t seen Diego since last night. Something doesn’t sound right. Take the Challenge over but with 1d6 less than before.
Score less than the Pedro	Pedro goes crazy. Pulls his Butcher Knife and attacks you. Go to In Sight with you counting as Active.

BRIEF INTERLUDE

You can choose to have sea Encounters and fill your ship up with plunder or skip to the next Encounter, considering to have the maximum Cargo (Rum page 57).

SQUARING ACCOUNTS

Months later you return to New Market, your ship full of plunder. Time to divide the Plunder and square accounts!

OBJECTIVE

- To divide the Plunder and send the Crew ashore.

FORCES

- You can use as many of your group as desired from the previous Encounter.
- The NPCs will be generated as per the Special Instructions.

TERRAIN

- The Plunder will be divided onboard the Misguided Virtue, as the buyers will come to you.

DEPLOYMENT

- No PEFs are used.

SPECIAL INSTRUCTIONS

- The Encounter takes place in the Morning Day Part.
- You start in the Docks, onboard the Misguided Virtue.

TRADING

We offer this procedure to replace the Trading mechanics used in Rum (page 56). You can even use this to buy ships. Here’s how we do it:

- All Trading rules found in Rum (page 56) are used unless replaced in this section.
- 100 Gold Pieces gained from buying and selling Cargo convert into one Increasing d6.

FREE PORTS – A “AND A BOTTLE OF RUM” SCENARIO BOOK

Example – Captain Billy arrives in New Market (SAL 3), with 50 tons of Cargo to unload. As it is a friendly port, he does not need to find a Trader, they will come looking for him. He rolls 2d6 on the Trading Table (Rum page 57) and scores a 9. He sees that he can get 30 GP per ton. He rolls for Market Fluctuations versus the SAL of 3 and passes 2d6 so the price is good.

He sells all 50 tons and gets 1500 Gold Pieces. Billy gets 50% or 750 Gold Piece. Billy must give his backer (remember, the fellow that gave him the Misguided Virtue) half of his 1st expedition (page 41) so gives up 375 Gold Pieces.

Billy is left with 375 Gold Pieces, which converts into three Increasing d6. The other 75 can be saved.

BUYING SHIPS

When you divide the Plunder, you can choose to use the Gold Pieces to buy ships (Rum page 67), instead of converting them into Increasing d6.

BAR FIGHT!

The plunder has been divided and the boys are ashore living it up at a local tavern docks. In walks a few Crew members from a rival ship and...well boys will be boys.

OBJECTIVE

- To win the bar fight at best and to escape unhurt at worst.

FORCES

- You can use as many of your group as desired.
- The NPCs will be generated as per the Special Instructions.

TERRAIN

- Divide the table into nine sections (And a Bottle of Rum page 34). Set up the terrain as a Street.
- The Target Building, the Tenement where Claudia lives, will be in section 1.
- You must enter and exit the table from section 9.

DEPLOYMENT

- You start in the Tavern, located in section 1, but must exit the table from section 9 and back to the Misguided Virtue.
- Generate PEFs normally (Rum page 46) for each Area you move through, starting with the Docks.

SPECIAL INSTRUCTIONS

- The Encounter takes place in the Night Day Part.
- You start in the Docks at a Tavern.
- Establish the Area Activity Level using the New Market map.
- Resolve the PEFs as needed (page 58).
- Use the Who Are They Table (page 23), when NPCs are needed.
- Use the NPC Movement Table (Rum QRS), when needed.
- Remember to add PEFs when you exit any building.

BAR FIGHTS

Here's a cool little diversion for your characters, or a great intro game for players. It's called *Bar Fights* and it's about...bar fights. These will usually occur during a Carousing Encounter (Rum page 51) but you can use them whenever it makes sense. It's set up to use Attributes from the book. Here's how we do it:

- When in an Inn, Tavern or Bawdy House and the Activation dice come up doubles and higher than the Settlement Activity Level, a fight has broken out.
- The number of possible opponents will be equal to *twice* the number of PEFs for the Area and Day Part, where the fight is occurring (Town Map).

BOTTLES AND CHAIRS

Naturally there will be bottles and chairs in the building that can be used as weapons. Here's how we do it:

- Print out the floor plan (page 54).
- Roll 1/2d6 for each square.
- If a 1 is scored, there is a *bottle* in that square. Put a line through 2 = *Chair* on the square. When the bottle is picked up put a line through 1 = *Bottle* on the square.
- If a 2 is scored, there is a *chair* in that square. Put a line through 1 = *Bottle* on the square. When the chair is picked up put a line through 2 = *Chair* on the square.
- If a 3 is scored, there are no weapons in that square except if behind the bar. Strike out the lines on the square as previously outlined.

Example – I start with the upper left corner square and roll 1/2d6. I score a 2, so there is a chair in the square. I

FREE PORTS – A “AND A BOTTLE OF RUM” SCENARIO BOOK

cross off the bottle. Going to the next square, I roll a 3. I cross off the chair and bottle lines. I continue to roll 1/2d6s and crossing off lines until all squares have been checked.

PLACING THE OPPONENTS

Before the fight can begin we must place the opponents in the building, included in the game. Here's how we do it:

- Roll 1d6 and read the result as rolled.
- Start in the upper left corner square.
- Count from left to right a number of squares equal to the d6 result. So if you scored a “4” that would be behind the bar. Place a character in that square.
- Roll another d6 and read the result as rolled. Start with the square where the last character was placed and count to the left, going down to the next row, when that row runs out of squares. Place a character in the square. When you reach the last right most square in the lowest row, return to the top square.
- Continue to place characters as outlined until all the opponents have been placed.
- Now place your characters using the same procedure.

BOUNCERS

Bawdy Houses and Taverns have bouncers. These large fellows will try and break up the fight by attacking all involved, targeting them at random.

Bouncers are placed after the first round of activation and as previously outlined.

TURN SEQUENCE

Once the bottles, chairs and characters have been placed its time to start the fight. The following turn sequence is used every turn. Here's how we do it:

- Roll 1d6 for activation. *Normal Activation is not rolled during the fight.*
- Activation is carried out from highest to lowest Rep, with those with the same Reps going simultaneously.
- Active characters in a square unoccupied by an opponent can move one square in any direction, even diagonally.
- Active characters that start in or move into a square, with at least opponent, must attack one of the opponents.
- The two involved characters take the Mix It Up Test.
- This can move to the Fight Table and then to the Knock Down Table.

- Take a Knock Down Test if directed by the Knock Down Table.
- After this has been completed move to the next active character and repeat the process until all active characters have completed their turn.
- The turn has ended.
- Repeat the Turn Sequence until the fight ends.

ENDING THE FIGHT

The fight can end in one of two ways. Here's how we do it:

- When the fight starts, subtract the Settlement Activity Level from ten.
- This is the number of times activation is rolled, during the fight.
- When the last activation is rolled and that turn completed, normal 2d6 Activation begins.
- This is also the turn that the Watch will arrive (*Rum page 43*).
- Anyone in the building will be charged with Disturbing the Peace (*Rum page 45*) to start with and will be investigated for more charges.

The second way to end the fight is all of the opposing characters run away or get knocked out.

WINDOWS AND DOORS

If knocked into a window or door the character will fly through it and into the street. NPCs will quit the fight while Stars can choose their actions.

FREE PORTS – A “AND A BOTTLE OF RUM” SCENARIO BOOK

2 KNOCK DOWN TEST

(Any score of a “6” is a failure.)

ATTRIBUTE	MODIFIER
Hard as Nails	1 st Knock Out becomes No Effect.
Resilient	1 st Knock Out becomes Knock Down

PASS 2D6	PASS 1D6	PASS 0D6
No effect – Character remains upright and continues to fight.	Knocked Down- Character knocked to ground. May regain feet after spending one turn of activation on the ground.	Knocked Out! Character out of the fight.

2 MIX IT UP

(Taken versus Rep)

ATTRIBUTE	MODIFIER
Poltroon	-1d6
Runt	-1d6
Wary	+1d6

#D6	RESULT
PASSED	
3 more than opponent	Opponent runs away and leaves fight!
2 more than opponent	Move to opponent and go to Fighting Table.
1 more than opponent	Grab weapon and remain in place or go to Fighting Table.
Same as opponent	Both characters remain in place looking for an opening.

REP FIGHTING

(Looking for successes)

A score of 1, 2, or 3 is a success

ATTRIBUTE	MODIFIER
Brawler	+1d6
Stout	+1d6
Slow	-1d6

CIRCUMSTANCE	MODIFIER
Evenly Matched - Attacking an opponent that is Evenly Matched. Modifier is not cumulative!	+1d6
Prone - Attacking a prone enemy	+2d6
Two Hand Weapons – If using a Two Hand weapon.	-1d6

1 KNOCK DOWN

(Read result as rolled)

WEAPON	MOD
Two Hand (Chair or similar)	-2
One Hand (Bottle or similar)	-1

SCORE	RESULT
Score more successes than opponent	<p>Roll 1d6 versus the number of successes scored more than opponent.</p> <p>“1”: Opponent Knocked Out.</p> <p>Equal to successes more or lower but not “1”: Opponent staggered and knocked directly back into the adjacent zone. If up against the wall then go to left (1 – 3) or right (4 – 6) zone. Take Knock Down Test with 1d6.</p> <p>Score higher than more successes: Take Knock Down Test.</p>
Same number of successes as opponent.	Evenly matched. Remain in melee until next Mix It Up Test

FREE PORTS – A “AND A BOTTLE OF RUM” SCENARIO BOOK

<div>2 = CHAIR. 1 = BOTTLE.</div> <div></div>	<div>2 = CHAIR. 1 = BOTTLE.</div> <div></div>	<div>2 = CHAIR. 1 = BOTTLE.</div> <div></div>	<div>3 = BOTTLE. 2 = BOTTLE. 1 = BOTTLE.</div> <div></div>
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FINAL WORDS

Free Ports can be used in three ways.

- The first is playing the Encounters as presented.
- The second is using Puerto Libre and New Market as a place to explore and adventure in.
- The third is as a tool for making your own scenarios.

Making scenarios can be time consuming and any work you do in making them you should record. There will be many NPCs generated in your Encounters and you should save them for future use.

In these rules, when you run into a Profession, there is a chance (1) that it will be a NPC you previously interacted with. This can save you valuable time in your game playing. And the more you game, the more info you can save, which saves you more time.

Free Ports can be as detailed as you like. It will also take some time to get used to it and feel free to use as little or much of it as desired. Like we've said before, think of it as a tool box. You may not use all the tools but you have them if you need them.

EPILOGUE

Arthur walked down the gangplank and onto the docks of New Market. This time, as the Captain of the Misguided Virtue things were different. Coming off a successful voyage meant many opportunities when you reached land and New Market was full of opportunity. His backers would be pleased, very pleased, and news of his arrival would reach them within hours.

But that reconciliation would have to wait until the morning or even the afternoon. No, Arthur was looking forward to spending the night on drink, gambling and companionship. After all, wasn't that why he had become a Pirate?

FREE PORTS – A “AND A BOTTLE OF RUM” SCENARIO BOOK

NPC LISTS

COMMONERS/CITIZENS

All share the Runt Attribute.

Male (1 – 4) Female (5 – 6)

#	REP	ATTRIBUTE	WEAPON
2	4	Wary	None
3	4	Slow to React	None
4	3	Greedy	None
5	3	Slow	None
6	3	Initiative	None
7	4	Hard as Nails	None
8	3	Resilient	None
9	3	Slow	None
10	3	Born Leader	None
11	4	Poltroon	None
12	4	Brawler	None

EXOTICS

All share the Brawler Attribute.

Male (1 – 4) Female (5 – 6)

#	REP	ATTRIBUTE	WEAPON
2	3	Fast	Pistol
3	3	Greedy	Pistol
4	5	Slow to React	Pistol & Sword
5	4	Resilient	Pistol & Sword
6	4	Hawk Eye	Pistol & Sword
7	5	Stout	Pistol & Sword
8	4	Slow	Pistol & Sword
9	4	Charismatic	Pistol & Sword
10	5	Lucky Bastard	Pistol & Sword
11	3	Nerves of Steel	Pistol
12	3	Poltroon	Pistol

MOVERS

Movers in Puerto Libre share the Slow to React Attribute, while Movers in New Market share the Brawler Attribute.

Male (1 – 4) Female (5 – 6)

#	REP	ATTRIBUTE	WEAPON
2	4	Stout	None
3	5	Lucky Bastard	Pistol
4	3	Hawkeye	Pistol
5	3	Nerves of Steel	Dagger ⁽¹⁾
6	3	Greedy	Pistol
7	4	Initiative	Pistol
8	3	Slow to React	Sword
9	3	Born Leader	None
10	3	Charismatic	None
11	5	Wary	Dagger ⁽¹⁾
12	4	Fast	None

(1) Counts as Improvised Weapon in melee and Knife when throwing.

ROGUE/FRINGE

All share the Runt Attribute.

Male (1 – 5) Female (6)

#	REP	ATTRIBUTE	WEAPON
2	4	Stout	None
3	5	Born Leader	None
4	3	Charismatic	Pistol
5	3	Fast	Dagger ⁽¹⁾
6	3	Slow	Pistol
7	4	Poltroon	Pistol
8	3	Wary	Sword
9	3	Slow to React	None
10	3	Greedy	None
11	5	Slow	Dagger ⁽¹⁾
12	4	Initiative	None

(1) Counts as Improvised Weapon in melee and Knife when throwing.

SHAKERS

All share the Slow to React Attribute.

Male (1 – 4) Female (5 – 6)

#	REP	ATTRIBUTE	WEAPON
2	4	Greedy	None
3	5	Initiative	Dagger ⁽¹⁾
4	3	Poltroon	Pistol
5	3	Born Leader	None
6	3	Charismatic	Pistol
7	4	Wary	Dagger ⁽¹⁾
8	3	Fast	Sword
9	3	Stout	None
10	3	Lucky Bastard	None
11	5	Hawkeye	Dagger ⁽¹⁾
12	4	Nerves of Steel	None

(1) Counts as Improvised Weapon in melee and Knife when throwing.

FREE PORTS – A “AND A BOTTLE OF RUM” SCENARIO BOOK

QUEST NOTES

<i>QUEST</i>	<i>DF</i>	<i>CLUES</i>	<i>VICTIM</i>	<i>CIRCLE</i>	<i>PROFESSION</i>	<i>EMPLOYER</i>

QUEST – Enter the type of Quest to be fulfilled.

DF – Enter the Difficulty Factor of the Quest.

CLUES – Number of Clues to be solved.

VICTIM – Enter the Name of the Victim.

CIRCLE – Enter the Circle of the Victim.

PROFESSION – Enter the Profession of the Victim.

EMPLOYER – Enter the person that hired you to solve the Quest.

<i>CLUE #</i>	<i>CIRCLE</i>	<i>PROFESSION</i>	<i>NAME</i>	<i>WHEN</i>	<i>WHERE</i>	<i>SOLVED</i>
1						
2						
3						
4						
5						
6						
7						
8						
9						
10						
11						
12						
13						
14						
15						
16						
17						
18						
19						
20						
21						
22						
23						
24						

CLUE – The number of the Clue for future reference.

CIRCLE – Enter the Circle of the Person of Interest.

PROFESSION – Enter the Profession of the Person of Interest.

NAME – Enter the name of the Person of Interest.

WHEN – Enter when you tried to solve the Clue.

WHERE – Enter where you tried to solve the Clue.

SOLVED – Enter the number of Clues you have solved as you solve it.

FREE PORTS – A “AND A BOTTLE OF RUM” SCENARIO BOOK

REP OPPOSED CHALLENGE TEST

(Looking for successes, score of 1, 2 or 3)

ATTRIBUTE	MODIFIER
Charismatic	+1d6
CIRCUMSTANCE	MODIFIER
Cold Shoulder - If opponent gave you the cold shoulder in the past, you receive this penalty.	-1 success
Drinks – Each round of drinks you buy.	+1d6
Enemy - If opponent is an Enemy, you receive this penalty.	-2 successes
Friend – If opponent is a Friend, you receive this bonus.	+2 successes
Pleasant Response – If opponent gave you a pleasant response in the past, you receive this bonus.	+1 success
Social Standing – For each Circle higher than opponent.	+1d6

# SUCCESES	RESULT
3 or more than opponent	<i>Swept off its feet.</i> The NPC becomes a Friend. If you want to Recruit him he agrees.
1 or 2 more than opponent	<i>Pleasant response.</i> You and the NPC get along nicely. If you want to Recruit him he agrees.
Same number as opponent	<i>Exchange pleasantries but nothing more.</i>
1 or 2 less than opponent	<i>Bit of a cold shoulder.</i> Makes it obvious that the player should leave the NPC alone. If choose not to, will become belligerent.
2 or more less than opponent	<i>Becomes belligerent.</i> Go to Confrontation (page 31).

1 TRAVEL ENCOUNTER

(Read the result as rolled)

CIRCUMSTANCE	MODIFIER
Each point of Area Activity Level.	+1

#	RESULT
5 or less	Robbery ⁽¹⁾
6	Arrest or Offer of Female Companionship
7	Confrontation
8 or more	Carousing

(1) Roll 1d6 to see exactly what is happening. Either you are being robbed (1 – 3), having your pocket picked (4 – 5), or witnessing someone being robbed.

2 PEF MOVEMENT

(Taken versus the Rep of 4)

# D6 PASSED	RESULT
2	The PEF moves 1 section directly towards player.
1	Any PEF outside of a building will enter the closest building in the section. Any PEF inside of a building will exit the building into the section.
0	PEF moves 1 section away from the player. Any PEF at the table's edge will not leave the table but remain in place instead.

2 PEF RESOLUTION

(Taken versus the Area Activity Level)

# D6 PASSED	RESULT
2	<i>You have contacted other characters or creatures!</i>
1	<i>Something's afoot!</i> Resolve the next PDF using 3d6.
0	<i>Nothing of note!</i> No contact.

FREE PORTS – A “AND A BOTTLE OF RUM” SCENARIO BOOK

2 WHO ARE THEY? PUERTO LIBRE

(Add the results together)

#	DOCKS	FORT	GOVERNMENT	MARKETS
2	Pirate	Warden	Mayor	Shaker
3	Robber	Captain of the Watch	Mayor	Nobleman's Wife
4	Female Companion	Soldier	Religionist	Rogue
5	Thief	Soldier	Merchant	Exotic
6	Sailor	Soldier	Port Official	Shaker
7	Sailor	Soldier	Watch	Wait Staff
8	Fishermen	Soldier	Government Asst.	Commoners
9	Wait Staff	Military Officer	Privateer	Noblemen
10	Barkeep	Warden	Judge	Barkeep
11	Smuggler	Port Official	Pirate Hunter	Street Urchin
12	Pirate	Military Officer	Tax Collector	Street Urchin

#	PIG FARM	SOUTH SIDE	WEALTHY	WEST SIDE
2	Store Owner	Pirate	Judge	Privateer
3	Merchant	Servant	Mayor	Merchant
4	Laborer	Street Urchin	Nobleman's Wife	Musician
5	Pig Farmer	Laborer	Nobleman	Store Clerk
6	Pig Farmer	Pig Farmer	Religionist	Store Owner
7	Pig Farmer	Store Clerk	Banker	Townsfolk
8	Pig Farmer	Townsfolk	Doctor	Townsfolk
9	Pig Farmer	Tradesmen	Government Asst.	Merchant
10	Laborer	Wait Staff	Port Official	Store Owner
11	Store Clerk	Rogue	Tax Collector	Rogue
12	Townsfolk	Female Companionship	Rogue	Pirate Hunter

2 CIRCLE – COMMONERS PUERTO LIBRE

(Add the results together)

#	COMMONERS	1-3	4	5	6
2	Musician	C	S	E	M
3	Store Owner	C	C	M	S
4	Barkeep	C	E	E	S
5	Wait Staff	C	E	E	S
6	Fishermen	C	C	C	C
7	Townsfolk	C	E	S	M
8	Laborer	C	C	C	C
9	Store Clerk	C	E	S	M
10	Tradesman	C	C	C	M
11	Merchant	C	E	M	S
12	Pig Farmer	C	C	C	C

2 CIRCLE – ROGUES PUERTO LIBRE

(Add the results together)

#	ROGUES	1-3	4	5	6
2	Smuggler	C	R	S	E
3	Smuggler	C	R	S	E
4	Pickpocket	C	C	S	R
5	Female Companion	C	R	E	S
6	Thief	R	C	C	S
7	Pickpocket	C	C	S	R
8	Thief	R	C	C	S
9	Robber	R	C	C	S
10	Female Companion	C	R	E	S
11	Thief	R	C	C	S
12	Pirate	R	C	S	R

FREE PORTS – A “AND A BOTTLE OF RUM” SCENARIO BOOK

2 CIRCLE – EXOTICS PUERTO LIBRE *(Add the results together)*

#	EXOTICS	1-3	4	5	6
2	Privateer	E	C	M	C
3	Captain of the Watch ⁽¹⁾	E	M	S	R
4	Servant	C	S	E	M
5	Street Urchin	C	C	E	R
6	Soldier ⁽¹⁾	E	C	C	C
7	Soldier ⁽¹⁾	E	C	C	C
8	Sailor	E	C	C	C
9	Watch	E	C	C	R
10	Military ⁽¹⁾ Officer	E	C	S	M
11	Mover's Mistress	S	M	M	E
12	Pirate Hunter	E	S	C	R

(1) Will be encountered when off duty. There is also a chance (1) that they are Bodyguards hired by Movers.

2 CIRCLE – SHAKERS PUERTO LIBRE *(Add the results together)*

#	SHAKERS	1-3	4	5	6
2	Tax Collector	S	M	E	C
3	Warden	S	E	E	C
4	Doctor	S	M	E	C
5	Banker	S	M	E	C
6	Banker	S	M	E	C
7	Port Official	S	M	E	C
8	Banker	S	M	E	C
9	Doctor	S	M	E	C
10	Barrister	S	M	E	R
11	Government Asst.	S	M	E	R
12	Tax Collector	S	M	E	C

2 CIRCLE – MOVERS PUERTO LIBRE *(Add the results together)*

#	MOVERS	1-3	4	5	6
2	Nobleman's Wife	M	S	M	E
3	Nobleman	M	S	S	E
4	Nobleman	M	S	S	E
5	Nobleman	M	S	S	E
6	Nobleman's Wife	M	S	M	E
7	Judge	M	S	S	E
8	Nobleman	M	S	S	E
9	Nobleman	M	S	S	E
10	Mayor	M	C	S	E
11	Religionist	M	M	M	S
12	Mayor	M	C	S	E

FREE PORTS – A “AND A BOTTLE OF RUM” SCENARIO BOOK

X WHERE ARE THEY? PUERTO LIBRE <i>(Match the Person to the Day Part)</i>
--

<i>MOVERS</i>	<i>MORN</i>	<i>DAY</i>	<i>NIGHT</i>
Judge	G	G	W
Mayor	G	G	W
Nobleman	G	G	M
Nobleman's Wife	M	W	W
Religionist	G	W	W

<i>SHAKERS</i>	<i>MORN</i>	<i>DAY</i>	<i>NIGHT</i>
Banker	M	W	W
Barrister	M	M	M
Doctor	M	M	W
Government Asst.	G	G	W
Port Official	G	G	W
Tax Collector	G	G	W
Warden	SF	M	W

<i>EXOTICS</i>	<i>MORN</i>	<i>DAY</i>	<i>NIGHT</i>
Captain of the Watch ⁽¹⁾	SF	M	M
Military Officer ⁽¹⁾	NF	SF	M
Mover's Mistress	WS	M	M
Pirate Hunter	G	SS	SD/ND ⁽¹⁾
Privateer	G	WS	SD/ND ⁽¹⁾
Sailor	SD/ND ⁽¹⁾	SD/ND ⁽¹⁾	SD/ND ⁽¹⁾
Servant	W	W	SS
Soldier ⁽¹⁾	SF/NF ⁽¹⁾	SF/NF ⁽¹⁾	M
Street Urchin	SS	M	SS
Watch	G	M	M

<i>COMMONERS</i>	<i>MORN</i>	<i>DAY</i>	<i>NIGHT</i>
Barkeep	M	M	M
Fishermen	M	SD/ND ⁽¹⁾	SD/ND ⁽¹⁾
Laborer	SD/ND ⁽¹⁾	SD/ND ⁽¹⁾	SS
Merchant	G	M	WS
Musician	WS	M	M
Pig Farmer	M	P	SS
Store Clerk	M	M	WS/SS ⁽¹⁾
Store Owner	M	M	WS/SS ⁽¹⁾
Townsfolk	WS/SS ⁽¹⁾	WS/SS ⁽¹⁾	WS/SS ⁽¹⁾
Tradesman	M	SS	M
Wait Staff	SS	M	M

<i>ROGUE</i>	<i>MORN</i>	<i>DAY</i>	<i>NIGHT</i>
Female Companion	SS	SD/ND ⁽¹⁾	SD/ND ⁽¹⁾
Pickpocket	SS	M	M
Pirate	SS	M	SD/ND ⁽¹⁾
Robber	SS	M	M
Smuggler	M	WS	SD/ND ⁽¹⁾
Thief	WS/SS ⁽¹⁾	M	W

(1) Whenever two Areas appear, roll 1d6. On a score of 1, 2 or 3, treat it as the 1st Area. On a score of 4, 5 or 6, treat it as the 2nd Area.

G: Government.

ND: North Docks.

P: Pig Farm

SF: South Fort Residential.

W: Wealthy Residential.

M: Market.

NF: North Fort.

SD: South Docks.

SS: South Side

WS: West Side

FREE PORTS – A “AND A BOTTLE OF RUM” SCENARIO BOOK

2

WHO ARE THEY? NEW MARKET

(Add the results together)

#	<i>CITADEL</i>	<i>DOCKS</i>	<i>EAST END</i>	<i>HIGH ROW</i>
2	Laborer	Citizens	Citizens	Thief
3	Citizens	Shipwright	Citizens	Store Owner
4	The Padre	Fisherman	The Padre	The Padre
5	Chief Gunner	Sailor	Exotics	Pirate Captain
6	Citizens	Female Companion	Citizens	Council of Captains
7	Council of Captains	Exotics	Citizens	Exotics
8	Militia	Sailor	Citizens	Council of Captains
9	Female Companion	Movers	Citizens	Merchant
10	Surgeon	Fringe	Thief	Female Companion
11	Citizens	Citizens	Citizens	Street Urchin
12	Citizens	Citizens	Citizens	Wait Staff

#	<i>LAND'S END</i>	<i>LOWER END</i>	<i>MARKET</i>	<i>WEST END</i>	<i>WOODS</i>
2	Citizens	Citizens	Citizens	Citizens	Citizens
3	Citizens	Citizens	Pickpocket	Citizens	Citizens
4	Fishermen	Exotics	Store Owner	Exotics	Fishermen
5	Exotics	Citizens	Fishermen	Exotics	Exotics
6	Citizens	Citizens	Exotics	Citizens	Citizens
7	Citizens	Citizens	Movers	Citizens	Citizens
8	Citizens	Citizens	Exotics	Citizens	Exotics
9	Citizens	Citizens	Sailors	Fringe	Citizens
10	Citizens	Fringe	Street Urchin	Citizens	Citizens
11	Citizens	The Padre	Female Companion	The Padre	Thief
12	Citizens	Citizens	Citizens	Citizens	Citizens

2

CIRCLE – CITIZENS NEW MARKET

(Add the 2d6 together)

#	<i>CITIZENS</i>	<i>1-3</i>	<i>4</i>	<i>5</i>	<i>6</i>
2	Doctor	C	M	E	M
3	Dependent	C	C	E	M
4	Barkeep	E	C	M	F
5	Dependent	C	C	C	E
6	Dependent	C	C	C	E
7	Store Owner	E	M	E	F
8	Wait Staff	C	E	E	M
9	Fishermen	C	C	E	E
10	Laborer	C	C	E	M
11	Shipwright	E	E	M	M
12	Dependent	C	C	E	M

2

CIRCLE – FRINGE NEW MARKET

(Add the 2d6 together)

#	<i>FRINGE</i>	<i>1-3</i>	<i>4</i>	<i>5</i>	<i>6</i>
2	Street Urchin	F	E	C	C
3	Street Urchin	F	E	C	C
4	Street Urchin	F	E	C	C
5	Street Urchin	F	E	C	C
6	Pickpocket	F	E	C	C
7	Thief	F	E	C	C
8	Pickpocket	F	E	C	C
9	Street Urchin	F	E	C	C
10	Street Urchin	F	E	C	C
11	Street Urchin	F	E	C	C
12	Street Urchin	F	E	C	C

FREE PORTS – A “AND A BOTTLE OF RUM” SCENARIO BOOK

2

CIRCLE – EXOTICS

NEW MARKET

(Add the results together)

#	EXOTICS	1-3	4	5	6
2	Merchant	E	C	C	M
3	Sailor	E	C	C	F
4	Chief Gunner	E	E	C	M
5	Cook	E	C	C	M
6	Female Companion	E	C	M	F
7	Sailor	E	C	C	F
8	Militia	E	C	C	C
9	Carpenter	E	C	C	M
10	Pirate Captain	E	E	M	F
11	Pilot	E	M	C	E
12	Surgeon	E	M	E	E

2

CIRCLE – MOVERS

NEW MARKET

(Read the result as rolled)

#	MOVERS	1-3	4	5	6
2	Captain Espinosa	M	E	E	C
3	Captain Cabral	M	E	E	C
4	Captain Bootsma	M	E	E	C
5	Captain Cabral	M	E	E	C
6	Captain Espinosa	M	E	E	C
7	The Padre	C	M	E	F
8	Captain Dubois	M	E	E	C
9	Captain Arnold	M	E	E	C
10	Captain Bootsma	M	E	E	C
11	Captain Arnold	M	E	E	C
12	Captain Dubois	M	E	E	C

X

WHERE ARE THEY?

NEW MARKET

(Match the Person to the Day Part)

MOVERS	MORN	DAY	NIGHT
Captain Arnold ⁽¹⁾	H	D/M	H/M
Captain Bootsma ⁽¹⁾	H	D/M	H/M
Captain Cabral ⁽¹⁾	H	D/M	H/M
Captain Dubois ⁽¹⁾	H	D/M	H/M
Captain Espinosa ⁽¹⁾	H	D/M	H/M
Padre Ferrara	WE	EE	LE

EXOTICS	MORN	DAY	NIGHT
Carpenter	D	M	M
Chief Gunner	D	D	D
Cook	M	D	D
Female Companion	WE/D	EE	D
Merchant	H	M	M
Militia	C	L	M
Pilot	D	D	D
Pirate Captain	H/EE	H/EE	M
Sailor	D	D	D
Surgeon	D	M	EE

CITIZENS	MORN	DAY	NIGHT
Barkeep	LE	M	M
Dependent	LE	M	WE
Doctor	M	M	H
Fishermen	M	D	EE
Laborer	LE	WE	EE
Shipwright	D	D	EE
Store Owner	M	M	WE
Wait Staff	LE	M	M/D

FRINGE	MORN	DAY	NIGHT
Pickpocket	LE/EE	M	D
Street Urchin	WE/M	M	M
Thief	EE/LE	M	D

(1) There is a chance (1 – 2) that the Captain in question, is out to sea.

C: Citadel.

EE: East End.

L: Land's End.

M: Market.

WE: West End.

D: Docks.

H: High Row.

LE: Low End.

W: Woods.

FREE PORTS – A “AND A BOTTLE OF RUM” SCENARIO BOOK

INDEX OF TABLES

Bar Fight, Fighting, 53
Bar Fight, Knock Down Test, 53
Bar Fight, Knock Down, 53
Bar Fight, Mix It Up, 53
Bouncers, 46
Buildings, New Market, Docks, 28
Buildings, New Market, East End, 29
Buildings, New Market, High Row, 28
Buildings, New Market, Land's End, 31
Buildings, New Market, Lower End, 29
Buildings, New Market, Market, 27
Buildings, New Market, the Citadel, 30
Buildings, New Market, West End, 30
Buildings, Puerto Libre, Docks, 19
Buildings, Puerto Libre, Fort, 21
Buildings, Puerto Libre, Government, 19
Buildings, Puerto Libre, Markets, 18
Buildings, Puerto Libre, Pig Farms, 21
Buildings, Puerto Libre, South Side, 20
Buildings, Puerto Libre, Wealthy Residential, 22
Buildings, Puerto Libre, West Side, 20
Cheating – Commoner/Citizen, 7
Cheating – Exotic, 7
Cheating – Mover, 7
Cheating – Rogue/Fringe, 7
Cheating – Shaker, 7
Circle – New Market, Citizens, 25, 62
Circle – New Market, Exotics, 25, 63
Circle – New Market, Fringe, 25, 62
Circle – New Market, Movers, 25, 63
Circle – Puerto Libre, Commoners, 14, 59
Circle – Puerto Libre, Exotics, 15, 60
Circle – Puerto Libre, Movers, 15, 60
Circle – Puerto Libre, Shakers, 15, 60
Circle – Puerto Libre, Rogues, 14, 59
Confrontation – Mercy, 33
Confrontation – Who, 32
Council of Captains, 29
Employees, 48
Friend or Foe, 42
Mutineers, 42
NPC Lists, Commoners/Citizens, 56
NPC Lists, Exotics, 56
NPC Lists, Movers, 56
NPC Lists, Rogue/Fringe, 56
NPC Lists, Shakers, 56
Opposed Challenge Test – Pedro the Pig Farmer, 50
Opposed Challenge Test – People, 8, 58
Opposed Challenge Test – Questioning the Employees, 48
Opposed Challenge Test – Questioning, 39
Pickpocket, Challenge, 47
Quest Notes, 57
Questing, 37

Recovery, 40
Tracking Table, 35
Travel Encounter, 11, 58
Victim, the, 36
Where Are They? New Market, 26, 63
Where Are They? Puerto Libre, 16, 61
Who Are They? New Market, 23, 62
Who Are They? Puerto Libre, 13, 59
Who Did It? 39
Why, the Reason, 36

PEFS

ACTIVITY LEVEL

MORNING		DAYTIME	
1/5	2/4	3/4	5/4
7		2D6 = AREA	
DOCKS		AREA	
NIGHT			

THE CITADEL

5/3
1/3

3

3/3
3/3

HIGH ROW

3/3
4/3

4 - 6

3/4
3/4

MARKET

5/4
3/4

10

4/3
3/4

WEST END

5/4
3/2

9

4/3
4/3

LOWER END

5/4
3/2

11

4/3
4/3

WOODS

3/2
5/4

12

5/4
5/4

LAND'S END

5/4
1/3

8

3/3
3/3

EAST END

3/3
2/4

7

4/4
4/4

DOCKS

New Market

Puerto Libre

