





**PIRATES**   
OF THE  
*Spanish Main*



## ARMOR

| Type                   | Armor | Weight* | Cost | Notes                                      |
|------------------------|-------|---------|------|--|
| <b>Personal</b>        |       |         |      |  |
| Leather                | +1    | 6       | 50   | Covers torso, arms, legs                   |
| Plate corselet         | +3    | 20      | 400  | Covers torso                               |
| Plate greaves (legs)   | +3    | 10      | 200  | Covers legs                                |
| Plate vambraces (arms) | +3    | 10      | 200  | Covers arms                                |
| Steel Helmet           | +3    | 4       | 75   | 50% chance of protecting against head shot |

### Shields

|                        |   |   |    |          |
|------------------------|---|---|----|----------|
| Small Shield (Buckler) | — | 8 | 25 | Parry +1 |
|------------------------|---|---|----|----------|

\*This is effective weight when worn. Most armor weighs quite a bit more when carried rather than worn.

## BLACKPOWDER WEAPONS

| Type              | Range    | Damage     | RoF | Cost | Weight | Min Str | Notes  |
|-------------------|----------|------------|-----|------|--------|---------|--|
| Grenade launcher  | 10/20/40 | As grenade | 1   | 600  | 14     | d6      | 2 full actions to reload; See notes            |
| Musket            | 10/20/40 | 2d8        | 1   | 300  | 15     | d6      | 2 full actions to reload                       |
| Musketoon         | 5/10/20  | 2d8        | 1   | 200  | 8      | d6      | 2 full actions to reload                       |
| Rifled Musket     | 15/30/60 | 2d8        | 1   | 300  | 8      | d6      | AP 2; 3 full actions to reload                 |
| Blunderbuss       | 10/20/40 | 1-3d6*     | 1   | 300  | 12     | d6      | 2 full actions to reload                       |
| Flintlock Pistol  | 5/10/20  | 2d6+1      | 1   | 150  | 3      | —       | 2 full actions to reload                       |
| Grenade           | 3/6/9**  | 3d6        | —   | 50   | 1      | —       | See notes                                      |
| Pocket Pistol     | 2/4/6    | 2d6-1      | 1   | 250  | 2      | —       | 2 full actions to reload; See notes            |
| Powder Bomb       | 2/4/8**  | 2d6        | —   | 20   | 1      | —       | See notes                                      |
| Turn-Out Pistol   | 10/20/40 | 2d6+1      | 1   | 250  | 3      | —       | 2 full actions to reload; See notes            |
| Two-Barrel Pistol | 5/10/20  | 2d6+1      | 1/2 | 200  | 5      | d6      | 2 full actions to reload per barrel; See notes |
| Volley Gun        | Cone     | 2d8        | 1   | 350  | 12     | d8      | 2 full actions to reload per barrel            |

\*A blunderbuss does 1d6 at Long range, 2d6 at Medium range, and 3d6 at Close range.

\*\* Thrown range.

## AMMUNITION

| Ammo            | Weight | Cost | Notes   |
|-----------------|--------|------|---|
| Arrow*          | 1/5    | 1/2  |   |
| Quarrel*        | 1/5    | 1/5  | AP 2 (standard crossbow bolt)   |
| Shot (w/powder) | 1/10   | 1    | For black powder weapons  |
| Sling stone     | 1/10   | 1/20 | Stones can also be found for free with a Notice roll and 1d10 minutes searching, depending on terrain |

\*Outdoors, arrows and quarrels are recovered on a d6 roll of 4-6 (50% chance). Underground or indoors, the chance is reduced to a roll of 5-6 on 1d6 to reflect the increased chance of breakage.

## SKILLS SUMMARY

|                 |  |
|-----------------|--|
| <b>Agility</b>  | Boating, Driving, Fighting, Lockpicking, Riding, Shooting, Stealth, Swimming, Throwing             |
| <b>Smarts</b>   | Gambling, Healing, Investigation, Knowledge, Notice, Repair, Streetwise, Survival, Taunt, Tracking |
| <b>Spirit</b>   | Intimidation, Persuasion   |
| <b>Strength</b> | Climbing   |
| <b>Vigor</b>    |  |

## HAND WEAPONS

| Type                  | Damage  | Weight | Cost | Min Str | Notes  |
|-----------------------|---------|--------|------|---------|--|
| <b>Axes and Mauls</b> |         |        |      |         |  |
| Axe                   | Str+d6  | 2      | 50   | d6      |  |
| Boarding Axe          | Str+d8  | 10     | 100  | d8      |  |
| Great Axe             | Str+d10 | 15     | 250  | d10     | AP 1; Parry -1; requires 2 hands                               |
| Maul                  | Str+d8  | 20     | 250  | d10     | AP 2 vs rigid armor (plate); Parry -1; requires 2 hands        |
| <b>Blades</b>         |         |        |      |         |  |
| Bayonet               | Str+d4  | 1      | 25   | —       | +1 Reach, Parry +1, and requires 2 hands when used with musket |
| Dagger                | Str+d4  | 1      | 25   | —       |  |
| Great sword           | Str+d10 | 12     | 250  | d10     | Parry -1; requires 2 hands                                     |
| Hook                  | Str+d4  | —      | 20   | —       | See notes  |
| Long sword            | Str+d8  | 8      | 200  | d6      | Includes scimitars   |
| Marlinespike          | Str+d4  | 1      | 10   | —       | -1 Fighting; AP 1  |
| Rapier                | Str+d4  | 3      | 150  | —       | Parry +1   |
| Short Sword           | Str+d6  | 4      | 50   | —       | Includes sabers and cutlasses                                  |
| <b>Blunt Weapons</b>  |         |        |      |         |  |
| Club/Belaying Pin     | Str+d4  | 1      | 5    | —       |  |
| Brass Knuckles        | Str+d4  | 1      | 20   | —       |  |
| <b>Pole Arms</b>      |         |        |      |         |  |
| Gaff                  | Str+d4  | 6      | 10   | d6      | Reach 1; requires 2 hands; See notes                           |
| Halberd               | Str+d8  | 15     | 300  | d8      | Reach 1; requires 2 hands                                      |
| Harpoon               | Str+d6  | 10     | 100  | d8      | Reach 1; requires 2 hands                                      |
| Staff                 | Str+d4  | 8      | 5    | —       | Parry +1; Reach 1; requires 2 hands                            |
| Spear                 | Str+d6  | 5      | 25   | d6      | Parry +1; Reach 1; requires 2 hands                            |

## RANGED WEAPONS

| Type                      | Range    | Damage  | RoF | Cost | Weight | Min Str | Notes                               |
|---------------------------|----------|---------|-----|------|--------|---------|-------------------------------------|
| Axe, throwing             | 3/6/12   | Str-d6  | 1   | 50   | 2      | —       |                                     |
| Bow                       | 12/24/48 | 2d6     | 1   | 200  | 3      | d6      |                                     |
| Crossbow                  | 15/30/60 | 2d6     | 1   | 300  | 10     | d6      | AP 2; 1 action to reload            |
| Harpoon                   | 3/6/12   | Str+d10 | 1   | 100  | 10     | d8      |                                     |
| Knife/Dagger              | 3/6/12   | Str+d4  | 1   | 25   | 1      | —       |                                     |
| Sling                     | 4/8/16   | Str+d4  | 1   | 1    | 1      | —       |                                     |
| Spear                     | 3/6/12   | Str-d6  | 1   | 25   | 5      | d6      |                                     |
| <b>Improvised Weapons</b> |          |         |     |      |        |         |                                     |
| Small                     | 3/6/12   | Str+d4  | 1   | —    | 1      | —       | -1 attack & Parry                   |
| Medium                    | 2/4/8    | Str-d6  | 1   | —    | 3      | d6      | -1 attack & Parry                   |
| Large                     | —        | Str+d8  | 1   | —    | 6      | d8      | -1 attack & Parry; requires 2 hands |

## TESTS OF WILLS SUMMARY

|                     |  |
|---------------------|--|
| <b>Intimidation</b> | Opposed roll versus Spirit; +2 to next action against this target with a success; +2 bonus and opponent is Shaken with a raise |
| <b>Taunt</b>        | Opposed roll versus Smarts; +2 to next action against this target with a success; +2 bonus and opponent is Shaken with a raise |

## MISCELLANEOUS GOODS

| Item                         | Cost   | Weight |
|------------------------------|--------|--------|
| Bedroll                      | 25     | 4      |
| Blanket                      | 10     | 4      |
| Book (blank, 50 pages)       | 8      | 2      |
| Candle (2" radius)           | 1      | 1      |
| Carriage                     | 500    | —      |
| Climbing gear                | 45     | 6      |
| Clock (pendulum)             | 500    | 10     |
| Compass                      | 100    | 1      |
| Cutlery                      | 5+     | 1      |
| Dice                         | 2+     | 1      |
| Dice, weighted               | 50+    | 1      |
| Flask (ceramic)              | 5      | 1      |
| Flint and steel              | 3      | 1      |
| Grapple gun                  | 500    | 14     |
| Grappling hook               | 10     | 2      |
| Gunsmith's tools             | 200    | 5      |
| Hammer                       | 10     | 1      |
| Lantern (4" radius)          | 25     | 3      |
| Lantern, Bullseye            | 50     | 3      |
| Leather satchel (waterproof) | 10     | 2      |
| Letter of Marque             | 1500   | —      |
| Lockpicks                    | 200    | 1      |
| Manacles                     | 15     | 2      |
| Map of the Main              | 100    | 1      |
| Medicine chest               | 1200   | 10     |
| Oil (for lantern; 1 pint)    | 2      | 1      |
| Pick or shovel               | 10     | 6      |
| Quiver (20 arrows or bolts)  | 5      | 2      |
| Rope (10 yards)              | 5      | 15     |
| Sail Cloth                   | 5/yard | 3      |
| Scroll case                  | 4      | 1      |
| Soap                         | 1      | 1/5    |
| Spyglass                     | 250    | 2      |
| Torch (1 hour, 4" radius)    | 1      | 1      |
| Waterskin (empty)            | 1      | 1      |
| Whistle                      | 2      | —      |
| Whetstone                    | 5      | 1      |
| Writing equipment            | 20+    | 1      |

## MISCELLANEOUS GOODS

| Item   | Cost | Weight |
|--|------|--------|
| <b>Animals, Trained</b>                        |      |        |
| Dog, guard                                     | 150+ | —      |
| Dog, hunting                                   | 100+ | —      |
| Hawk   | 400+ | —      |
| Horse  | 300+ | —      |
| Riding gear                                    | 75+  | —      |
| <b>Clothing</b>                                |      |        |
| Normal clothing                                | 20   | —      |
| Formal clothing                                | 200  | —      |
| <b>Food</b>                                    |      |        |
| Provisions (ship's rations/day)                | 1    | 1      |
| Cheap meal                                     | 5    | 1      |
| Good meal (restaurant)                         | 15+  | —      |
| Trail rations (keeps 1 week)                   | 10   | 5      |
| <b>Drink</b>                                   |      |        |
| Cheap stuff, bottle (grog)                     | 1    | 1      |
| Good stuff, bottle (wine)                      | 10   | 1      |
| <b>Women (or Men)</b>                          |      |        |
| Cheap Date                                     | 20   | —      |
| Upscale wench                                  | 50+  | —      |
| <b>Wages* (per month, plus room and board)</b> |      |        |
| Admiral/General                                | 500  | —      |
| Captain/Colonel                                | 400  | —      |
| Commander/Captain                              | 300  | —      |
| Lieutenant                                     | 200  | —      |
| Midshipman/Subaltern                           | 75   | —      |
| Quartermaster                                  | 150  | —      |
| Navigator/Pilot                                | 150  | —      |
| Sailing Master                                 | 100  | —      |
| Bosun  | 100  | —      |
| Master of Guns                                 | 100  | —      |
| Carpenter                                      | 100  | —      |
| Mate   | 75   | —      |
| Surgeon  | 100  | —      |
| Sailor/Marine/Soldier                          | 50   | —      |

\* Non-pirate crews. Pirates receive shares instead of wages.

## SHIP MANEUVERS

The following are some common maneuvers that may be performed by ships. The penalty to the Boating roll is listed in parentheses. An entry given as X/Y is for the tabletop and Chase rules respectively. An entry of "—" means no roll is necessary and the ship must maneuver to the correct position on the tabletop.

If the maneuver is failed, move the ship to the point of the maneuver, then roll on the Out of Control Table to see where it actually ends up.

**Broadside (-/0):** Broadside attacks are the most powerful attacks a ship can make but unless the attacking ship has "crossed the T" it allows the enemy to return fire with their own broadside. This maneuver is usually reserved for daring captains or those with vastly superior firepower.

A broadside may be lined up whenever a ship is parallel to its foe (in the Chase rules, this requires a Force maneuver). A broadside may be attempted at any range. All guns on one side of the vessel may be brought to bear on the target at once. The enemy vessel may likewise fire half its cannons back.

**Club Hauling (-4):** By dropping the anchor and having all the crew rush to one side of the ship the captain can attempt to turn his ship tightly in a very narrow circle. The captain makes a Boating roll. If successful he turns his ship up to 180 degrees (in the Chase rules, he draws two new cards for position—three with a raise—and keeps the best). On a failure the ship goes Out of Control.

**Crossing the T (-/-2):** The most favorable position in naval combat is perpendicular to your opponent at close range. This allows a ship to fire a complete broadside (all of its cannons on that side) and rake the target from stem to stern, without presenting the same target to the enemy. This is called "crossing the T."

A ship may cross the T whenever it crosses perpendicular to the bow or stern of an enemy ship and all cannons are within short range (in the Chase rules, the captain must succeed in a Force maneuver once he has closed the range). The attacker may fire a broadside. The defender may not return fire unless he has some sort of weapon mounted on the bow or stern.

**Hard Brake (0):** The pilot decelerates up to three times the ship's Acceleration.

**Obstacle or Stunt (-2 or more):** Sailing through a really tight obstacle looks easy enough on the tabletop since a ship is simply moved however the player wants. But in "reality," the ship is pitching and tossing at the mercy of the wind and is much more difficult to hold steady than the battle mat shows.

For this reason, pilots trying to pass through tight obstacles—narrow reefs, between a harbor wall and a ship moving to block you—must make Boating rolls. The standard difficulty is -2, but really tight spots might call for a -4 or greater penalty. If the roll is failed, the ship hits the obstacle and suffers collision damage as usual.

**Ram (Opposed):** Though we have to move ships in turns on the table-top, they're actually moving simultaneously in the "real world." For that reason, when one ship rams another, we give the defender a chance to get out of the way—even if it's not his turn. When this happens, the two captains make opposed Boating rolls. If the attacker wins, he's managed to ram his foe and damage is calculated normally. If the defender wins, he must move his ship just out of the way, whether backwards, forwards, or sideways.

**Shearing (-2):** Shearing involves drawing close along side a vessel powered by oars in an attempt to smash its oars. The attacking captain must maneuver his ship into parallel contact with his target of the enemy ship and make a successful Boating roll. In the Chase rules, the attacking ship must be on the same initiative card as the target and the captain must make a Force maneuver.

On a success, the target ship suffers 3d6 damage applied against its base Toughness (no Armor). If the damage results in a wound the oars are sheared—the vessel suffers no actual wound. The target's Top Speed is halved and it can only turn to the left or right as applicable, while using oars.

**Tight Turn (0):** The ship can turn between 45 and 90 degrees.

## SHIP WEAPONS

### Bowchaser

**Range:** 24" path  
**Damage:** 2d6  
**ROF:** 1  
**Cost:** 800  
**Notes:** See Page 123

### 4-pdr Cannon

**Range:** 4/8/16 (Grape shot/Chain shot: 2/4/8)  
**Damage:** 2d6+2 (Grape shot/Chain shot: 2d6-1)  
**ROF:** 1  
**Cost:** 1500  
**Notes:** AP 2; Heavy Weapon

### 8-pdr Cannon

**Range:** 8/16/32 (Grape shot/Chain shot: 4/8/16)  
**Damage:** 3d6+1 (Grape shot/Chain shot: 2d6)  
**ROF:** 1  
**Cost:** 3000  
**Notes:** AP 4; Heavy Weapon

### 16-pdr Cannon

**Range:** 10/20/40 (Grape shot/Chain shot: 6/12/24)  
**Damage:** 3d8+1 (Grape shot/Chain shot: 2d6+1)  
**ROF:** 1  
**Cost:** 6000  
**Notes:** AP 8; Heavy Weapon

Cannons can fire four different types of round: solid shot, chain, grape, and fire pot. The gun crew can choose the type of ammunition to be loaded each time it reloads.

**Solid Shot** is just that—big round balls made to batter walls or plow through packed ranks of troops. You simply make a Shooting roll and apply damage to the ship.

**Chain Shot** is used to disable a ship. If chain shot hits with a raise, it tears sails and rigging reducing the ship's Top Speed by 1'.

**Fire Pot** is a regular ball heated until it glows and fired at a ship. It causes -4 damage as the metal is softer, but has a higher chance of starting a fire (roll 5-6 on a 1d6 per hit).

**Grape Shot** is used against a target's crew. It causes no damage to ships with more than 2 points of Armor, but causes 1d6 crew hits with a success, or 2d6 with a raise.



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## INITIATIVE CARDS



Counted down from Ace to Deuce in reverse alphabetic order of suit (as shown to the left). Joker allows Wild Card or group to act whenever they want in a round and adds +2 to all Trait and damage rolls.



## OUT OF CONTROL

- 2 - Dip:** The prow of the ship disappears beneath the waves, covering the decks in water. Roll 1d6. This many crewmen (pick randomly from any on exposed decks) must make Agility rolls or be washed overboard and lost.
- 3-4 - Turn:** Move the ship 1d4" in the direction of the maneuver, or 1d4" away from a damaging hit. Roll a d12, read it like a clock facing, and point the ship in that direction.
- 5-9 - Slip:** Move the ship 1d4" left or right (in the direction of a failed maneuver, or away from a damaging attack).
- 10-11 - Major Slip:** Move the ship 1d6" left or right (in the direction of a failed maneuver, or away from a damaging attack).

## CRITICAL HITS

- 2 - Mast:** A mast is hit and snapped. If the ship has a rating of 5 Wounds (or masts if you're using CSG minis) Acceleration and Top Speed drop by one fifth. A ship with a rating of 4 Wounds drops by a quarter, and so on (round down). If there are no masts left, the ship drops to zero Top Speed (unless she has oars).
- 3 - Rudder:** The rudder is hit. The ship may only turn in one direction (away from the attacker's side), and suffers -2 to its Handling. A second rudder hit to the same side counts as a Hull hit.
- 4-5 - Weapon:** A random cannon is destroyed and may no longer be used. If there are no cannons, this is a Hull hit instead.
- 6-8 - Hull:** Treat damage normally but roll 1d6 as well. If the result is a 6, a fire has been started. See the Fire section on page 134 for more details.
- 9 - Crew:** Crew Critical Hits inflict 2d6 casualties scattered randomly among all crewmen. Remove that many crew immediately. They may recover in the aftermath of the fight in the normal way (see page 91). If the 2d6 roll comes up a double, a random player character or other named personality was hit as well. Subtract the Armor value of the ship from the damage if the victim was below decks.
- 10 - Passengers:** As above, except the shot removes passengers. If there are no passengers on board, treat this as a Crew hit instead.
- 11 - Cargo:** The contents of 1d4 random Cargo Spaces are destroyed. If the vessel is not carrying cargo, treat this as a Hull hit instead.
- 12 - Magazine:** The ship's magazine

## ATTACK OPTIONS

- Aim:** +2 Shooting/Throwing if character does not move
- Called Shots:** Limb -2 attack; Head -4 attack/+4 damage; Small target -4 attack; Tiny target -6 attack
- Darkness:** Dim -1 attack; Dark -2 attack/can't see beyond 10'; Pitch Darkness -4 attack/targets must be detected
- Defend:** +2 Parry; character may take no other actions
- Disarm:** -2 attack; defender makes Str roll vs. damage or drops weapon
- The Drop:** +4 attack and damage
- Finishing Move:** Instant kill to helpless foe with lethal weapon
- Full Defence:** No actions/movement; Replace Parry with Fighting roll
- Ganging Up:** +1 per additional attacker; maximum of +4
- Grapple:** Opposed Strength roll to grapple; raise causes Shaken
- Innocent Bystanders:** Missed Shooting or Throwing roll of 1 (2 with blunderbusses) hits random adjacent target
- Nonlethal Damage:** Wounded characters are knocked out for 1d6 hours
- Prone:** As Medium cover; prone defenders suffer -2 Fighting, -2 Parry
- Trick:** Describe action; make opposed Agility/Smarts roll; opponent is -2 Parry until next action; with a raise, the foe is -2 Parry and Shaken
- Two Weapons:** -2 attack; additional -2 for off-hand if not Ambidextrous
- Unarmed Defender:** Armed attackers gain +2 Fighting
- Wild Attack:** Describe manoeuvre, gain +2 Fighting, +2 damage, -2 Parry until next action
- Withdrawing from Close Combat:** Adjacent foes each get one free attack

## SAMPLE TRICKS

- Appel:** A sudden stamp of the foot to distract your opponent
- Backflip:** Using an obstacle, such as barrels, a cart, or even a wall, to help you flip over an opponent
- Balesta:** A sudden hop forward, either as the prelude to an attack or to catch an opponent off guard
- Beat:** Slapping an opponent's blade out of the way to leave his body exposed
- Bind:** Encircling an opponent's blade with your own. Designed to prevent him from moving his blade while you slide yours forward along his
- Blind:** This can be achieved by throwing sand or grog in a foe's face. Slashing his forehead so he bleeds into his eyes works as well (as a trick this does no damage and therefore doesn't require a called shot to the head)
- Corps a corps:** French for "body to body". This usually involves giving your opponent a shove to unbalance him
- Flash (Smarts):** A lady can distract a foe by flashing her cleavage or thigh. Only tends to work on men
- Flick:** A sudden movement of the blade designed to distract a foe
- Pulling the rug:** Yanking a rug out from under a foe's feet
- Who's that? (Smarts):** The oldest trick in the book, but it still works
- Z:** Carving your initial into a foe's clothing or cutting off his buttons