PIRATES™

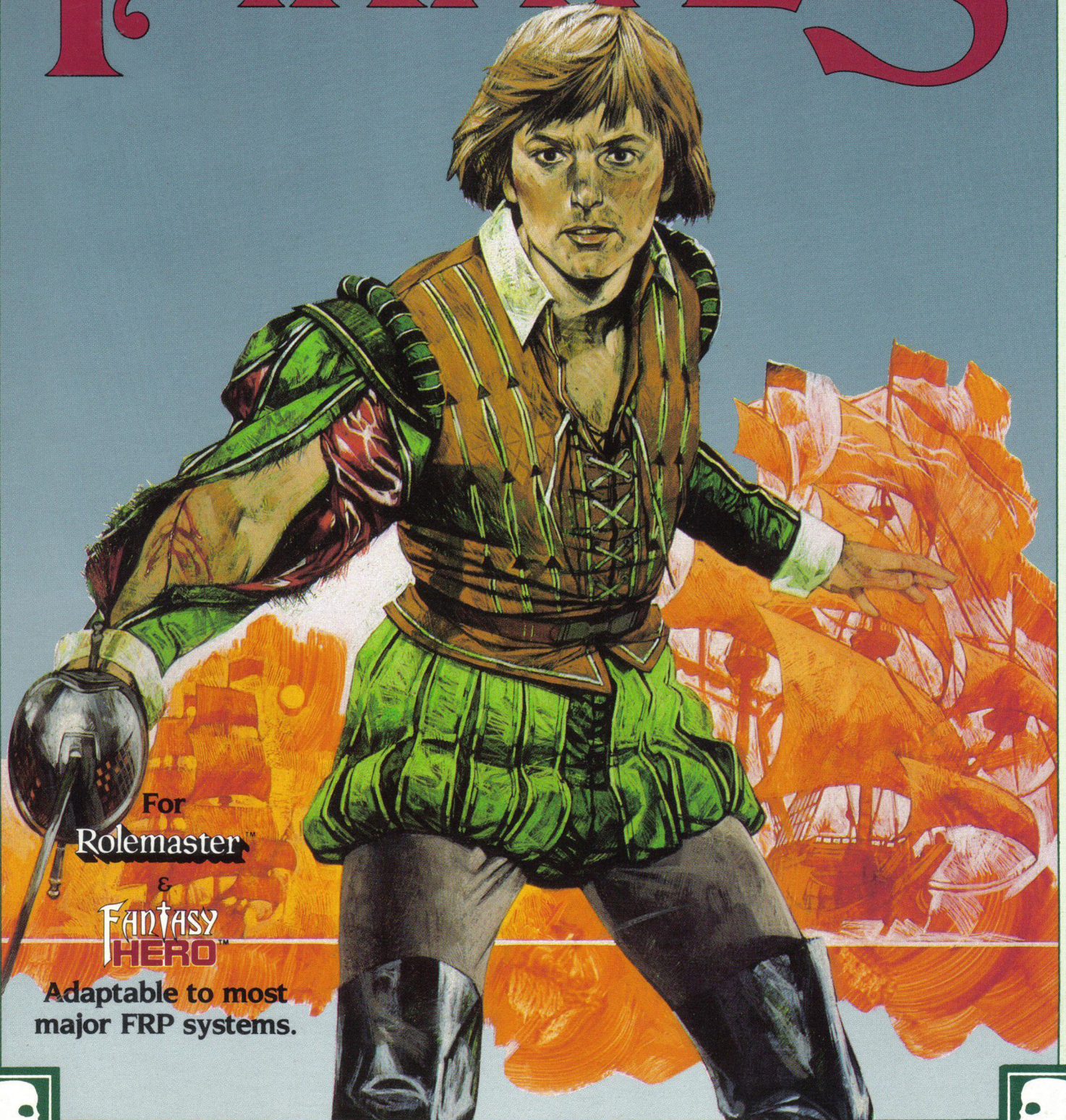**For Rolemaster™**

&

Fantasy Hero™

Adaptable to most major FRP systems.

PIRATES ™

A CAMPAIGN CLASSIC:
17TH CENTURY SWASHBUCKLING ADVENTURES
ON THE HIGH SEAS

by Gorham Palmer

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I. INTRODUCTION

The deck of the small sloop shivers under your feet as the galleon's cannon rip into her hull. Splinters the size of javelins soar through the air, hewing a path of destruction across the crowded deck. The thick black smoke from the cannons stings the back of your throat, while their roar deafens you.

Still you and your determined crew advance, through the hail of musket shot, right under the galleon's big guns. The order to grapple is given, and a dozen hooks arc through the air and over the great galleon's gunwales. The planks of both ships groan as the the two vessels grind together, carried by the momentum of their enormous bulks.

At a word, you and your crew swarm over the side of the Spaniard, into a bristling wall of cutlasses and pikes. The Spanish lines waver and break as the shock of the assault hits them in full. As you hack left and right, pistol reports mix with the screams of the wounded and the clash of steel on steel.

You shake the sweat from your eyes and grip your cutlass tight; before you stands the Spanish captain in all his lace and finery, a wicked-looking rapier in his hand. You lunge low, hoping that he will follow the line of your attack with a parry. His rapier comes down, a last and fatal mistake; for as soon as his guard has wavered, you twist your wrist and change the angle of attack. The captain groans as your cutlass slides into his belly.

Within minutes it is over; the smoke begins to clear, revealing the decks of the two ships strewn with the dead and wounded. The prisoners are herded together and the cargo brought on deck. The haul is a rich one; the streets of Port Royal should be awash with rum for a month.

Welcome to the Spanish Main, where life is cheap and gold doubloons flow out of the Spanish colonies like water. This is the world of Blackbeard, Henry Morgan, Captain Blood, Long John Silver, and the demonic François L'Ollinois. Sail the ultra blue waters of the Caribbean, hack your way through the steamy jungles of the Yucatan Peninsula, and prowl the scorched waterways of the Red Sea, all in search of adventure and fabulous riches.

Pirates can be used to create a campaign setting for *Rolemaster/MERP* and *Fantasy Hero*, or as a place for characters from other campaigns — including *Space Master, Star Hero, Danger International, Justice Inc.*, or even *Champions* — to visit during the course of their adventures. This book contains all you need to create period characters, simulate 17th century combat, and design adventures in the tradition of Raphael Sabatini and Robert Louis Stevenson.

Two campaign types are presented here: the Buccaneer campaign, which takes place between the years 1630 and 1689; and the pirate campaign, which takes place between the years 1689 and 1725. Despite their similarities, each of these eras has its own distinct flavor. Buccaneers strike at the might of Spain from their many bases in the West Indies, committing barbarous crimes all in the name of God and country, while pirates are at war with the world, plundering the shipping of all nations and laughing at the Royal Navy's attempts to suppress them.

HOW TO USE THIS BOOK

Pirates is divided into three sections. The first is the *Player Section*, and contains rules for character creation — including rules for creating a Leading Man — an overview of the people and places with which the characters are likely to come in contact, rules for ships and sailing, and new combat rules — including firearms.

Next is the *Setting Section*. It contains maps and detailed descriptions of the various locations in the *Pirates* game-world. Also included is a timeline for the 16th and 17th centuries, so that the GM can include historical events in his campaign.

And last is the *Gamemasters Section*, containing all the information necessary to run a *Pirates* campaign. Here you will find hints on creating and running pirate adventures, statistics for NPCs and period treasures, as well as a number of scenarios ready for use.

Players need only read the *Players Section*, while prospective GMs should read the whole book. The information in the *Players Section* should be more than sufficient to create a character appropriate to the period, and to gain an understanding of the new game mechanics. The *Setting* and *Gamemasters Sections* contain all the information you will need to have these new characters interact with their environment and times.

A NOTE TO PLAYERS

Do not be put off if you either a) know nothing about this period, or b) don't have the slightest knowledge of ships and sailing. All the information you need to run and play a *Pirates* campaign is in this book. If you are not necessarily interested in the sea, then feel free to gloss over the ocean voyages; in pirate movies, long ocean voyages are usually handled with fades and cuts. The act of getting from one place to the next can make for some exciting role playing, but is by no means essential to the enjoyment of this supplement.

Perhaps the most important thing to remember is the fact that *Pirates*, like all other genres of role playing, is about adventure. The characters will be getting their hands on a lot of treasure — probably more than you are used to — but it should be leaving their hands just as quickly. Historically, pirates and buccaneers would sail into port holding the equivalent of a common laborer's lifetime earnings, only to spend it within a week or two. It wasn't the money that attracted them to this life, but the freedom that came from living outside of restrictive 17th century society. It should be the same for your characters.

Also, keep in mind that your enemies are no pushovers. You will not be able to simply charge ahead, cannons blazing, and expect to survive. The armies and navies of the colonial powers could squash your characters like bugs — if they could find them. You are going to have to use your brains, not your brawn, to stay one step ahead of your enemies. There aren't many places that are safe for your characters, so you're going to have to move around a lot. The characteristics that make up a good pirate or buccaneer are not strength and superior weaponry, but rather speed and brains.

A NOTE TO FEMALE PLAYERS

For convenience, all reference to players, characters, and gamemasters in *Pirates* use the masculine pronoun. This is in no way meant to suggest that only males should play this supplement, or that all characters should be male. There were only two known female pirates — Anne Bonny and Mary Read — but that doesn't mean that there weren't more around. Please see the *Role of Women* Section (4.5) for information about female characters.
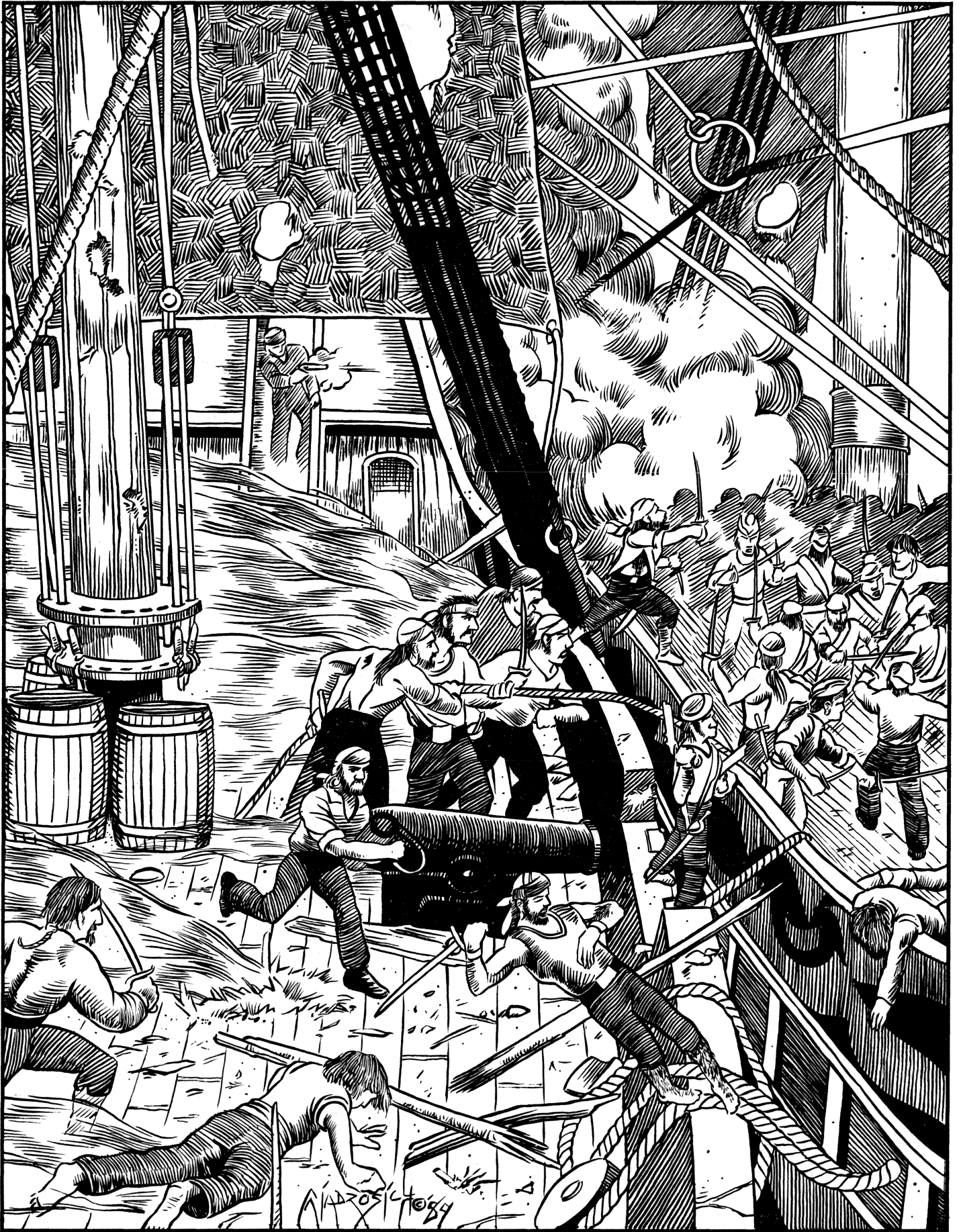
PIRATES

II. PLAYER'S SECTION

ROLEMASTER/MERP
CHARACTER CREATION

This section shows how to create swashbuckling characters for use with *RM/MERP*. If you're a *Fantasy Hero* player, skip this and go on to the next section.

Creating characters for *Pirates* is handled exactly as described in *RM/MERP*, with the exception of Power Levels, and certain Profession/Magic restrictions handled under the sections with those titles.

1.1 POWER LEVELS

In this game, it is possible to start out at one of three power levels, based on the roles found in the classic swashbuckling films 30's. These are the Lead, the Supporting Cast, and the Extras, and are described below.

Most players will probably want to start out at the most powerful level, but this is out of keeping with the genre. The GM has the final word on who starts out where, so be sure to discuss it with him before you start designing your character.

THE LEADING MAN (1.1.1)

This is the game equivalent of the Errol Flynn role; he may start with either:

• An additional 30 skill ranks to be applied to skills in any one category (* see Note below) **or**

• Any 2 of the following three:

a) An additional 15 skill ranks applied as above.

b) A roll on the Special Abilities category of the Background Options Table (*RM*: ignore results 16-20, 66, 91-100 and roll again. *MERP*: ignore results 61-75 and roll again).

c) The advantage of being born of noble blood.

Although he starts much more powerful than everyone else, the Leading Man does have some drawbacks. If you choose to play the Lead, and your GM agrees, then you must play the Lead true to character, that is: chivalrous, honorable, a fair fighter, valiant, noble, and true, though perhaps a bit roguish on occasion. He generally has a natural ability to lead men, and looks good to boot. If you find the prospect of playing such a goody-two-shoes disgusting, then don't. You'll find that it isn't worth it.

GMs should only permit one lead per game, and then only if you are sure that the player can handle him correctly. If you know that the player's characters have always been rapacious bloodthirsty brutes in the past, maybe you should reconsider. If you are striving for historical authenticity in your campaign, then eliminate this class of character altogether.

> *Note: *RM*: May not be applied to skills whose development point cost exceeds 19. *MERP*: May not be applied to skills whose initial development point total is zero (see *MERP* 3.6).*

THE SUPPORTING CAST (1.1.2)

The vast majority of characters begin at this level, with either:

• An additional 15 skill ranks to be applied to skills in any one category (see Note in 1.1.1) **or**

• A roll on the Special Abilities category of the Background Options Table (*RM*: ignore results 16-20, 66, 91-100 and roll again. *MERP*: ignore results 61-75 and roll again) **or**

• The advantage of being born of noble blood.

The Supporting Cast is made up of all those characters central to the story, but whose role is essentially to support the Lead. To name a few, these include:

• Navigator

• Master Gunner

• Sailmaster

• Surgeon

• Quartermaster

• Faithful companion

• Captain (if the Lead hasn't filled this position already)

Don't worry if some or all of these terms are unfamiliar to you, they will be made plain shortly. You should also note that few PCs will actually start in these positions of authority, they must be earned (or taken).

THE EXTRAS (1.1.3)

The Extra is a *RM/MERP* character created normally. Extras make up the lion's share of NPCs aboard a pirate vessel. He has enough abilities to get by, but will probably never advance much further than an ordinary seaman.

The advantage to playing an Extra is that no-one expects you to do more than fight. If you'd rather not mess around with additional responsibilities, then this is the role for you. Unfortunately, you are much more likely to be killed, and don't receive as big a share of the booty. Extras are the cannon-fodder of this genre, and should be treated accordingly. GMs should really only allow PC Extras in extraordinary circumstances, such as a visiting player or a player who is unlikely to be present at every game session.

1.2 PROFESSIONS & REALMS

You may choose your profession from any of the ones listed below:

ROLEMASTER

Fighter .... (Arms)
Rogue .... (Arms)
Thief .... (Arms)
Animist * .... (Channelling)
No Profession (*ChL&CaL* 14.2.1) ..... (Varies)

MERP

Warrior .... (Arms)
Scout .... (Arms)
Animist * .... (Channelling)

ROLEMASTER COMAPANION I

Barbarian † .... (Arms)
Burglar .... (Arms)

ROLEMASTER COMPANION II

Scholar .... (Arms)
Trader .... (Arms)
Shaman .... (Channelling)
Witch .... (Channelling/Essence)

ROLEMASTER COMPANION III

Bounty Hunter .... (Arms)
Assassin .... (Arms)
Bashkar .... (Arms)
Farmer .... (Arms)
Duelist .... (Arms)
Craftsman .... (Arms)
Cavalier .... (Arms)
Gypsy .... (Arms)
Sailor .... (Arms)
Warrior .... (Arms)
Crafter .... (Varies)
Montebanc .... (Mentalism)
Sleuth .... (Channeling)
The Professional .... (Varies)

* Players should create the Animist character in keeping with the flavor of either Witchcraft or Shamanism as described in the section on magic. That is, avoiding the more spectacular spell lists, such as Sound/Light Ways.

† The Barbarian profession represents both American Indian characters, and native African characters (be they in Africa or in the West Indies as slaves).

As you can see, there are very few magic-using professions listed here. This is not a mistake. The age of piracy is not an age of magic. It is strongly recommended that GMs not permit their players to have magic-using characters, except in a truly fantastic campaign setting.

Any Witch/Shaman character captured by the Spanish (and capture by the Spanish is not an unusual occurrence) stands a good chance of facing the Inquisition; in fact, just about any prisoner has a good chance of facing the Inquisition. If you are found to be a Witch (the Inquisition thinks everybody is a Witch), you will have a confession tortured out of you, and then be burnt at the stake. There simply are no alternatives. Puritans, the religious rebels of their day, are not much better when it comes to witchcraft. Even your bloodthirsty ruthless companions, if they suspect you of witchcraft, will most likely maroon you some place; pirates, like everybody else in the 17th century, are a superstitious lot, and nobody wants a Jonah on their ship. All in all, your average Witch/Shaman of the 17th century will have a very short lifespan, and it should be no different with PC magic-users.

If you still want to play a magic user, and your GM says it's O.K., then go ahead; you've been warned. Note also that non-Witch/Shaman characters may not learn or use any magic without running the same risk; a GM may wish to prohibit spell using by non spell users.

1.3 SKILLS

Use all the normal rules from *RM/MERP* for skill use, except where noted below. When stat bonuses are given, the first two stats are for *RM* and the third is for *MERP*.

ARMS/WEAPONS (1.3.1)

MELEE

Melee combat in the period covered by this campaign is considerably more complex than the medieval "Hack & Slash" variety used in *RM/MERP*. Schools of fencing teach a variety of styles, which are largely dependent on the current national vogue.

To simulate this new style, as well as the scarcity of armor, players are encouraged to make full use of the parrying rules. Furthermore, for *MERP* players, the rules for using two weapons in combat (e.g., a Rapier & Main Gauche) from *Arms Law & Claw Law* Section 5.1 are given here:

A combatant may use a weapon in each hand. He is assumed to be right-handed (the same rules apply in reverse for left-handed combatants). Any weapon he trains (or learns) to use must be learned as being right-handed ar left-handed (or both at twice the effort). Any weapon used in the left hand automatically gets a -20 modification to the combatant's Offensive Bonus with that weapon. The combatant may attack with both weapons in the same round, or he may attack with only one and use the other for its bonus versus melee (see the *Shield-Parry Table 8.2.5* from *AL&CL*, reproduced on the next page for *MERP* players; *RM* players take note of the Buckler). A combatant must direct both his attacks (and parry) against the same target. If a combatant uses part of his Offensive Bonus for parrying he must decrease both of his weapons Offensive Bonuses by that amount.

Rolemaster players using the *Rolemaster Companions* are encouraged to use the new combat skills presented there, as long as they don't conflict with the genre (e.g., no black African escaped slaves with Martial Arts).

ROLEMASTER/MERP SHIELD PARRY CHART				
Shield Type	Bonus Versus Melee	Bonus Versus Missile	Weight in Pounds	Parry Limitations
Wall Shield †	30	40	45-50	None
Full Shield †	25	25	25-30	None
Normal Shield †	20	20	15-20	None
Target Shield †	20	10	5-10	None
Buckler	15	5	2-5	None
Main Gauche	15*	0	1-3	Cannot parry missiles
One-Handed Arms	5 * ‡	0	—	Cannot parry missiles
Two-Handed A s	5 *	0	—	Cannot parry missiles/parries one-handed arms at 50% (maximum).
Pole Arms	5 *	0	—	Cannot parry missiles/parries non-pole arms at 50% (maximum).

* — Can only be used if weapon not used to attack with
† — Not used after ~1550
‡ — Includes improvised shields, such as cloaks, chair legs, etc.

FIREARMS

Firearms are treated exactly the same as the Bows weapon skill for *RM* players, or the Missile weapon skill for *MERP* players, as far as learning costs, etc. are concerned. Full rules for the use of firearms can be found in the Combat Section.

CANNON

Use the Missile Artillery skill from *RMC II* if you have it, treating each type of Cannon as a separate similar weapon for learning purposes. The skill is reproduced below for those without *RMC II*:

Missile Artillery (In/Ag, AG) — This skill bonus is part of the total combat OB applied when using catapults, trebuchets, or ballistae, or other missile artillery (cannon). Each weapon must be learned as a separate skill (ship's cannon are considered one weapon for learning purposes). One third similar skill bonus may be used on all unlearned artillery types.

SPECIAL SKILLS (1.3.2)

All special skills are available to players, with the exception of the Martial Arts skill beyond Rank 1 (which represents basic brawling technique), unless the player can give a very good reason for why his character would know advanced martial arts coming from a world which had just discovered the fringes of the Orient.

LANGUAGES (1.3.3)

The languages that will prove the most useful to pirate and buccaneer characters include:

WEST INDIES

European — See the *West Indian Languages Chart* for the locales where these languages are spoken.

English	Dutch	Spanish
Danish	French	Portuguese

Pirate/Buccaneer Patois — This mish-mash of the above languages, consisting primarily of English and French, developed out of the need for communication in crews of mixed nationalities. Due to the primitive nature of this "language", it is not possible to have greater than Rank 3 (*RM*), or Rank 2 (*MERP*) in this language skill.

Indian — The Indian languages of the New World number well over 1200. For the purposes of this supplement, only the general cultural groups will be used to distinguish West Indian languages. In fact, languages belonging to the same group are similar enough that a speaker of one can understand and communicate basic ideas to a speaker of another without much difficulty. See the *West Indian Languages Chart* for the locales in which these languages are spoken.

Amazon	Arawak	Inca
Apache	Carib	Maya
Southeast U.S		

EAST INDIES

European — These languages are spoken at European trading station and the surrounding territories.

English	French	Portuguese
Dutch	Spanish	Pirate Patois

East African — The east coast of Africa boasts, like South and Central America, a huge number of tribal languages. Assume that Swahili, for the purposes of this campaign, will be spoken by at least one member of each tribe, and perhaps even understood by most.

Swahili	Malagasy (Madagascar)

Red Sea & Indian Ocean— Arabic is spoken almost exclusively throughout the regions surrounding the Red Sea and well beyond. On the southern coast of the Arabian Peninsula, another form of Arabic is spoken, known (surprise, surprise) as Southern Arabic. It is possible for a speaker of one to understand and communicate with a speaker of the other.

Indian	Arabic	Southern Arabic

SECONDARY SKILLS (1.3.4)

It is absolutely necessary that players make use of secondary skills to truly simulate the genre of swashbuckling adventure. Those that are particularly helpful to piratical characters, have been altered in some way, or are only to be found in one of the *RMCs* are described below. Furthermore, to reflect the essentially nautical background of all the characters participating in this campaign, assume that all the skills below cost 1/3 to develop for the first three chosen, and 2/5 for the rest.

Acrobatics (Ag/Qu, AG) (Maneuver) — As in *RM/MERP*. This skill is essential to fictional-type characters (see Sections 4.1 and 6.3).

Boat Pilot (Me/Ag, IG) (Static Action) — The position of pilot is perhaps the most important aboard a ship. The pilot is responsible for the navigation of the ship, as well as keeping a log and charting new waters. Ship's pilots make use of one or more books called 'rutters'. These books are the records, often published, kept by earlier explorers of the lands they have visited, and contain depth readings, charts, coastline sketches, celestial sightings, narratives on the inhabitants, etc. This skill allows the character to interpret published (or stolen) rutters, to (with *Mapping*, below) compile his own rutter for future use, and successfully navigate familiar waterways. Each area must be learned separately, or this skill is halved for use in unfamiliar waters. Possessing the skill for a certain area indicates that the character has either travelled to this area in the past, or has read a rutter covering this area, not that he necessarily has a rutter in his possession. Note that the area covered by this skill can be as large (the Caribbean) or small (Jamaica) as you like, but the more specific the area, the greater the knowledge. See the *Ships & Sailing* Section (5.0) for more details.

Crafting (Re/Ag, AG) (Static Action) — Bonus for a particular craftsman skill. Pertinent crafts are listed below. Different skills must be developed separately.

Carpenter	Cooper
Gunsmith	Net Maker
Sail Maker	Shipwright

Some of these skills are necessary if a character is to assume a certain position aboard his ship (Ship's carpenter, for example, requires Carpenter and Shipwright).

Disarm Foe, Armed (AG) (Maneuver) — Bonus to remove a foe's weapon with your own. If successful, the opponent must make a successful RR vs. the level (# of skill ranks) of disarming skill used. There are 4 categories for the user to develop. The first is the primary skill and the others can be used as similar skills at 1/2 skill rank bonus. Each category reflects the type of weapon that the disarmer can go against. Categories: 1-Handed, 2-Handed, Polearm, and 2-Weapon Combo. This is a handy skill for characters expecting to be fencing a lot of Spanish Dons.

Disarm Foe, Unarmed (AG) (Maneuver) — Bonus to remove a foe's weapon with your bare hands. If successful, the opponent must make a successful RR vs. the level (# of skill ranks) of disarming skill used. There are 5 categories for the user to develop. The first is the primary skill and the others can be used as similar skills at 1/2 skill rank bonus. Each category reflects the type of weapon that the disarmer can go against. Categories: 1-Handed Edge, 1-Handed Crush, 2-Handed, Polearm, and 2-Weapon Combo. This is a handy skill for weaponless characters expecting to be fencing a lot of Spanish Dons.

Grappling Hook (AG) (Maneuver) — Bonus when throwing a grappling hook and making it stick at the intended targeted area. The hook can be thrown up to 20 feet horizontally and 10 feet vertically per skill rank learned (Strength mods apply). You will find this skill particularly handy when it comes time for a boarding action.

Leadership (PR) (Static Action) — Bonus to inspire and command others to follow you, and to make others believe that you are competent to lead and that you know what you are doing. This includes the ability to raise the moral of those you command. This skill is particularly useful to the Leading Man character, who, sooner or later, will want to command his own ship and will need NPCs for crew.

Mapping (Re/Me, IG) (Static Action) — Bonus for using and making maps. Necessary, in combination with Boat Pilot, to compile your own rutter.

Navigation (Re/In, IG) (Static Action) — Bonus for determining proper directions and distances when using a map in conjunction with various directional aids, such as a compass, a landmark, a sextant, or the stars. This includes the concept of orienteering, and is applicable on the land as well as the water. This skill, along with Boat Pilot, is necessary for guiding the course of any ship. See the *Ships & Sailing* Section (5.0) for more details.

Rope Mastery (Me/Ag, AG) (Maneuver/Static Action) — Bonus proficiency in knot recognition, knot-tying, braiding, and splicing, or when throwing a line, or when making a maneuver while suspended from a rope or analogous flexible line (for this last situation treat the Rope Mastery bonus as the percentage of the normally applicable skill bonus that can be used). Allows one-half skill ranks in Grappling Hook. This skill in essential for any character whose primary task aboard his ship is working with the rigging, and should really be learned by all non-specialist characters (i.e., Surgeon, Pilot, etc.).

Rowing (As in *RM* and *MERP*)

Sailing (As in *RM* and *MERP*) This is obviously a very important skill for *Pirates* characters, and serves a number of functions in game terms. First, it gives a character his sea legs; any character without sailing skill must make a RR versus 7th level attack, failure indicating that the character is seasick. Seasick characters are -20 to all rolls, bonuses, and actions. Second, it gives a character an understanding of sailing lore, terminology (e.g., "Lash that halyard to the leeward stanchion!"), customs, etc. And last, it determines the character's ability to actually sail a vessel, especially in a combat situation. See the *Combat* Section (6.0) for more details.

Surgery (SD/Em/In, IG) (Static Action) — Bonus for performing the type of surgery practiced in the 17th century — essentially amputations, bullet extraction, etc. Necessary in order to assume the position of ship's surgeon (and get a bigger share of the booty).

Tumbling (Ag/SD, AG) (Maneuver) — As in *RM/MERP*. This skill is essential to fictional-type characters (see Sections 4.1 and 6.3).

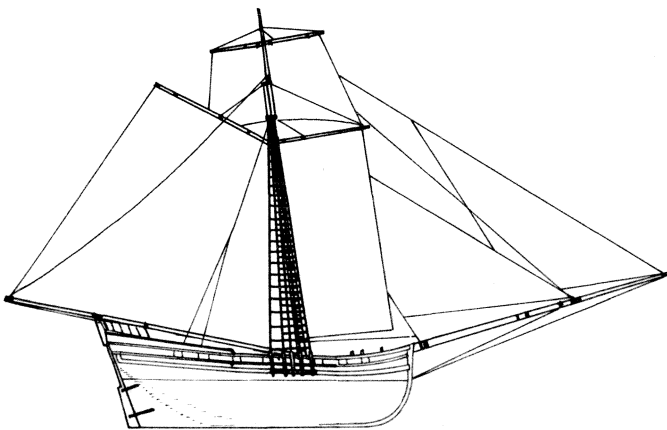**Weather-Watching** (As in *RM* and *MERP*)

1.4 MAGIC

Magic plays a much less important part in the Pirate campaign than it does in a regular fantasy campaign. The Pirate campaign is what experienced role players refer to as 'Magic-Poor'. The rules for magic presented here, as well as the magic-user professions presented above, should be used or not entirely at the GM's discretion. Perhaps the best way to incorporate magic into your campaign is to simply have something weird happen when it would add to the mood, and not worry about the specific rules, point costs, etc. (in other words, wing it). But for those of you who want hard data, read on.

WITCHCRAFT (1.4.1)

Playing a Witch is, more than anything else, dangerous. The more earthly dangers, primarily the Inquisition, have already been discussed. The danger to your soul, however, is in a way much greater.

Becoming a Witch is not that difficult. On the night of the Sabbat (not to be confused with the Sabbath), usually the night of an equinox or solstice, you join a Coven, or group of Witches, at one of their ceremonial orgies. These are usually held in a secluded spot, often out in the woods some place. At this meeting, Satan materializes, and offers great powers to any willing to sell him their soul. The price is high, however. First, you must sign an oath in blood promising your soul to Satan when you die. Second, you must give him something of a more physical nature, such as a limb, an eye, your hearing, your youth, etc. What this will be is largely up to the GM, but it should be very dear. You are then given your powers, as well as a familiar (discussed below), and a mark of distinctive shape from which your familiar will feed by sucking your blood. This mark usually takes the form of a third nipple or a birthmark somewhere on your body.

The rules covering familiar conjuring and control are given on the Gate Mastery spell list in *Spell Law*. Additionally, it should be noted that a familiar was not your run of the mill housepet. Jet black cats with red eyes, green bats, white rats with a black streak down the back are just a few examples of the bizarre forms these animals would take, and are enough to put fear and disgust in the eyes of any viewer.

SHAMANISM (1.4.2)

Shamanism is the primitive magic of the spirit world. A Shaman derives his power by communicating with and influencing the spirits of nature, most often achieved while in a trance aided by rare tropical narcotics. The Shaman makes use of very similar effects to those of the witch — divinations, curses, blessings, healing, and so forth.

A good example of how this works would be the case where a Shaman wishes to know the plans of a rival tribe located some 20 miles through the jungle. He enters a trance and communes with the spirit of a falcon. The falcon's spirit agrees to allow the Shaman's spirit to 'ride' it in the desired dir ction. The Shaman experiences all the sensation of flying high over the jungle — the wind rushing past his body, the feeling of gliding through space, and so on. When the Shaman's spirit reaches the destination, he uses the keen eyes of the falcon to look down into the enemy's village, and sees the preparation of weapons and the mustering of warriors, indicating that an attack is imminent. He returns to his own village, re-enters his prostrate body, and warns of the enemy attack. Thus the Shaman is able to achieve a sort of clairvoyance.

Note that Voodoo (essentially a synthesis of African tribal Shamanism, West-Indian Shamanism, Christianity, and European Witchcraft) is treated as Shamanism for the purposes of this supplement. The methods, limitations, and effects are are almost identical, though perhaps a little more sinister in intent. Zombie summoning, however, is one one effect not found anywhere but in the practice of Voodoo.

SPELLCASTING (1.4.3)

There are a few things that the spells of both of these classes have in common. First, the really dramatic effects do not exist in this campaign setting. Magic is by and large subtle, if not totally impossible to perceive. It is comprised primarily of lengthy rituals, often aided with home brews or drugs, which result in curses, divinations, blessings, or other non-obvious effects. The general result should be the players asking whether or not something actually happened.

Furthermore, magic-using characters are restricted as to the Lists that they may learn. Consult the tables below for allowable Lists. As you can see, this drastically restricts those characters in terms of their prospects for advancement. Magic-using characters will never approach their fantasy counterparts in power; but remember, this is not an age of magic.

WITCH	SHAMAN	ANIMIST
Conjuring Ways	Spirit Summoning	Surface Ways
Natures Mastery	Spirit Mastery	Natures Lore
Candle Magic	Spirit Healing	Plant Mastery
Glamours	Animal Ways	Direct Channelling
Potion Magic	Visions	Animal Mastery
Visions	Trances	
	Herb Mastery	
	Necromancy *	

* – Voodoo practitioners only.

ROLEMASTER/MERP MELEE WEAPON TABLE (1.5.1)

Weapon Name	Type	Weight (lb)	Length (ft)	Fumble Range	Table Used	Armor Modifications				
						20-17	16-13	12-9	8-5	4-1
Fencing:										
Smallsword	1HS	1.5-2	2.5	3	Rapier	-5	-5	0	0	0
Rapier	1HS	2.5-3	3	3	Rapier	0	0	0	0	0
Longsword	1HS	3-3.5	3.5	3	Rapier	+15	+15	+15	+15	+15
Broadsword	1HS	3-4	2-3	3	Broadsword	0	0	-5	-5	-5
Main Gauche	1HS	1-2	1-1.5	2	Main Gauche	0	0	0	0	0
Baton	1HC	1-2	1	2	Barefist	0	0	0	0	0
Swords:										
Cutlass	1HS	2.5-3.5	2-3	3	Broadsword	+5	0	-5	-5	-5
Dagger	1HS	.5-1.5	1-1.5	1	Dagger	0	0	0	0	0
Knife	1HS	.5-1	.5-1	1	Dagger	-5	-5	-5	-5	-5
Two-handed:										
2-H Sword	2H	5-12	3.5-6	5	2H-Sword	0	0	0	0	0
Large Axe	2H	4-6	2.5-3	4	Battle Axe	-5	-5	0	0	0
Pole Arms:										
Native Spear	PA	3-6	5-7	4	Javelin	0	0	0	0	0
Boarding Pike	PA	4-6	6-8	4	Spear	-5	-5	-5	-5	-5
Halberd	PA	5-12	6-15	6	Pole Arm	0	0	0	0	0
Poleaxe	PA	5-10	7-13	7	Pole Arm	+5	+5	0	0	0
Clubs:										
Small Club	1HC	2-3	2-3	3	Club	-5	-5	-5	-5	-5
Club	2H	3-5	3-4	4	Club	0	0	0	0	0
Large Club	2H	4-6	4-5	5	Club	+5	+5	+5	+10	+10
Other:										
Boarding Axe	1HS	4-6	2-3	4	Handaxe	0	0	0	0	0
Whip	1HC	2-5	6-9	6	Whip	0	0	0	0	0

Type: 1HS = One Hand Slashing; 1HC = One Hand Concussion; 2H = Two Hand Melee; PA = Pole Arm; 2HM = Two Hand Missile; 1HM = One Hand Missile; TH = Thrown.

1.5 CHARACTER EQUIPMENT

The following items are additions to what is normally available to *RM/MERP* characters. Note that if an item is not mentioned, then it has not changed enough in the intervening however-many years to warrant mention, though it is still available.

For details of how the new weapons work, see the *Combat* Section (6.0). Also note that for those players familiar with *Space Master*, an Optional Firearm Table (1.5.3) is included, giving firearm stats in the *Space Master* format.

Note: *Table 1.5.1-1.5.4 are on pages 10-12.*

ARMOR (1.5.5)

During the period covered by this campaign (approx.1600-1725), armor becomes increasingly more scarce due to the spread of firearms in the militaries of all nations. In 1600, it is not uncommon to find plate helmets and cuirasses employed in general service aboard naval vessels, and by land units in the armies of the European powers. By 1700, however, armor has all but disappeared. If you look at the numbers, and the piercing qualities of firearms, it's easy to see why this is. In tropical regions especially, heavy armor makes life nearly unbearable [if you are using the Exhaustion rules (*RM* Section 7.23), make sure you use the 2x-8x modifiers for high temperatures.] For *MERP* players wishing to simulate the effects of heavy armor in a tropical environment, just

adjust the character's encumbrance penalty by -10 to -20. And, of course, if you are unlucky enough to fall overboard while wearing armor, then, well, it's time to make up a new character.

For those who insist on cladding their characters in a cumbersome hot metal suit, here are some of the common armor types of the period. Note, however, that any time after 1680 or so you probably won't even be able to find armor to purchase; and even if you can find a suit, you will be stared and laughed at by the veterans.

ID#	Armor	Notes
102	Arm Greaves	Gauntlets
103	Leg Greaves	Chausses
104	Leather Coat	Buff Coat
111	Breastplate	
113	Full Plate	Very rare. Worn by noblemen only.
120	Plate Helm	Lobster-tail Pot, Morion

GENERAL EQUIPMENT (1.5.6)

This list covers those items not listed in *RM/MERP* due to the technological differences between the two eras. Note that all prices are given in Spanish Reals (r), which are equivalent to one-eighth of a Piece-of-Eight, or roughly 1 *RM/MERP* Bronze Piece. See the Section on *Money* (4.6) for more information on the currency of the pirates.

| Item	Weight (lbs)	Cost	Notes
Powder			
Charges (20)	.1	2r	
Lead Shot (20)	.2	1r	Different for weapon types
Match (10 shots)	.1	1r	Necessary for Matchlocks
Cleaning Kit	.1	2r	
Powder Horn	.3	2r	Waterproof; holds 60 shots
Cartridge Pouch	.5	1r	Holds 50 balls & 1 Cleaning kit
Firearm Pouch	.2	3r	Water-resistant
Bandolier	2	5r	Carries 12 loads
Compass	.2	20r	
Telescope	5	75r	x8 magnification
Navigation			
Instruments	25	65-300r	*
Rutter	1	250r+	
Surgical Kit	5	75r	†

* Includes compass, chronometer (hour-glass), cross-staff, astrolabe, lead-line, log (measures speed), misc. charts (not a rutter), and a chest to keep them in.

† Includes scalpels, forceps (for removing bullets), bone saw, lancets, cautery, tooth pincers, needle & thread, misc. medications, and a chest to keep it all in.

1.6 CREATING CHARACTER BACKGROUNDS

Character backgrounds function more-or-less the same as they do in *RM/MERP*, with the obvious exceptions of non-humans and magic-users. The GM can help the players with some period feeling, like a bastard son of nobility who is on the run, or an innocent doctor caught on the losing side of the English Civil War. Besides that, create your characters just as you would for *RM/MERP*. Create a rogue, thief, man-mountain, scholar, dandy, whatever.

The only other suggestion would be to drastically limit t e amount of money available to beginning characters. Let them start with basic weapons (no firearms maybe) and equipment, but with empty pockets. These are Pirates; they should start lean, mean, and hungry for booty.
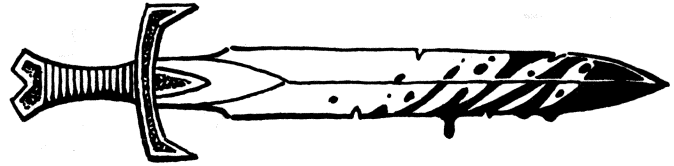
ROLEMASTER/MERP MISSILE WEAPON TABLE (1.5.2)														
Weapon Name	Type	Wt. (lb)	Len. (ft)	Fumble Range	Table Used	PB	SR	MR	LR	20-17	16-13	12-9	8-5	4-1
Firearms:														
Pistol	1HM	2-3	1-1.5	9	Lt. Crossbow	10	40	80	200	-5	+5	+5	+10	+10
Duelling Pistol	1HM	2-3	1.5	9	Lt. Crossbow	10	50	100	250	-5	0	+5	+5	+5
Carbine	2HM	3-7	2.5-3	10	Hvy. Crossbow	20	100	200	300	-5	+5	+5	+10	+10
Musket	2HM	4-8	4-5	10	Hvy. Crossbow	20	120	250	370	0	+10	+10	+10	+15
Harquebus	2HM+	5-9	4-5	11	Hvy. Crossbow	20	130	280	400	0	+10	+10	+10	+15
Blunderbuss	2HM	4-8	2.5-3	10	Hvy. Crossbow	10	80	170	350	-15	-5	0	+10	+20
Bows:														
Bow	2HM	1.5-2	3-4	4	Short Bow	10	100	180	240	0	0	0	0	0
Long Bow	2HM	2-3	5-7	5	Long Bow	10	100	200	300	0	0	0	0	0
Crossbow	2HM	4-8	2-4	5	Lt. Crossbow	10	100	200	300	0	0	0	0	0
Thrown Weapons:														
Swords	1HS	*	*	5	Dagger	10	—	—	—	0	0	0	0	0
Dagger	1HS	*	*	5	Dagger	10	25	50	—	0	0	0	0	0
Knife	1HS	*	*	5	Dagger	10	25	50	—	-5	-5	-5	-5	-5
Spear	PA	*	*	4	Javelin	10	35	80	—	0	0	0	0	0
Boarding Axe	1HS	*	*	4	Handaxe	10	20	40	—	0	0	0	0	0
Rock	TH	1-2	—	2	Barefist	10	25	50	—	0	0	0	0	0

* — See the Melee Weapons Table, on the previous page.

Type: 2HM = Two Hand Missile; 1HM = One Hand Missile; TH = Thrown; 1HS = One Hand Slashing; 1HC = One Hand Concussion; 2H = Two Hand Melee; PA = Pole Arm

RANGE MODIFIERS for OB:

Missile Weapons:
Point Blank (PB) .... +10
Short Range (SR) 0
Medium Range (MR) .... -50
Long Range (LR) .... -100

Thrown Weapons:
Point Blank (PB) .... -15
Short Range (SR) .... -25
Medium Range (MR) .... -35

For *MERP*: use the *1HS Attack Table* for Smallswords, Rapiers, and Longsword; but all criticals are puncture criticals. Firearms are treated like crossbows for all purposes, including the +20 OB at 50' or less.

OPTIONAL RM/MERP FIREARMS TABLE (1.5.3)

Name	Type	Rate	Fumble	Range (Feet)				Range Modifiers				Armor Modifiers					Crit.
				PB	SR	MR	LR	PB	SR	MR	LR	20-17	16-13	12-9	8-5	4-1	
Pistol	1 H Proj	1 per 6/3 rnd	9	10	40	80	200	+10	0	-50	-100	-5	+5	+5	+10	+10	Puncture
Duelling Pistol	1 H Proj	1 per 6/3 rnd	9	10	50	100	250	+10	0	-50	-100	-5	0	+5	+5	+5	Puncture
Carbine	2 H Proj	1 per 6/3 rnd	10	20	100	200	300	+10	0	-50	-75	-5	+5	+5	+5	+5	Puncture
Musket	2 H Proj	1 per 7/4 rnd	10	20	120	250	370	+10	0	-50	-75	0	+10	+10	+10	+15	Puncture
Harquebus	2 H Proj+	1 per 7/4 rnd	11	20	130	280	400	+10	0	-50	-75	0	+10	+10	+10	+15	Puncture
Blunderbuss	2 H Proj	1 per 6/3 rnd	10	10	80	170	350	+20	0	-50	-100	-15	-5	0	+10	+20	Shrapnel
Grenade	Thrown	1 per rnd	6	10*	30*	100*	150*	+100*	+50*	+30*	0*	0	0	0	0	0	Shrapnel

Type: 1 H Proj = One-Handed Projectile; 2 H Proj = Two-Handed Projectile; 2 H Proj+ = Requires forked-rest to fire, otherwise -10 OB.
Rate: 1 per #/# rnd = First number for Matchlocks & Wheellocks, second number for Flintlocks. Using paper cartridges subtracts 2 rnds from loading time for Matchlocks & Wheellocks, 1 rnd for Flintlocks.
*: For determining thrown accuracy *only*.

WEAPON PRICE TABLE (1.5.4)

Weapon	Cost		Type	Production Time	Weight (in lb)	Strength (Str)	Breakage Factor (BF)		Fumble Range
Baton	1	PoE	1HC	1 day	1-2	15	140+		01–02
Blunderbuss	5	PoE	2HM	12 days	4-8	15*	120+	*	01–10
Boarding Axe	2	PoE	2H	2 days	4-6	70	155+		01–04
Boarding Pike	20	r	2H	1 day	4-6	20	135+		01–04
Bow	2	PoE	2HM	3 days	1.5-2	—	—		01–04
Broadsword	4	PoE	1HS	3 days	3-4	75	160+		01–03
Carbine †	6	PoE	2HM	12 days	3-7	15*	120+	*	01–10
Club	1	r	2HC	6 hrs	3-5	15	140+		01–04
Crossbow	3	PoE	2HM	10 days	4-8	—	—		01–05
Cutlass	12	r	1HS	2 days	2.5-3.5	70	155+		01–03
Dagger	1	PoE	1HS	1 day	.5-1.5	18	195+		01–01
Duelling Pistol †	6	PoE	1HM	14 days	2-3	15*	120+	*	01–09
Grenade	3	PoE	TH	2 days	2	—	—		01–06
Halberd	3	PoE	PA	2 days	5-12	25	150+		01–06
Harquebus	11	PoE	2HM+	16 days	5-9	15*	120+	*	01–11
Knife	4	r	1HS	1 day	.5-1	18	195+		01–01
Large Axe	3	PoE	2HS	2 days	4-6	70	155+		01–04
Large Club	20	r	2HC	6 hrs	4-6	10	140+		01–05
Longbow	20	r	2HM	9 days	2-3	—	—		01–05
Longsword	5	PoE	1HS	6 days	3-3.5	30	100+		01–03
Main Gauche	3	PoE	1HS	5 days	1-2	30	100+		01–02
Musket	7	PoE	2HM	12 days	4-8	15*	120+	*	01–10
Native Spear	2	PoE	PA	1 day	3-6	15	130+		01–04
Pistol †	5	PoE	1HM	10 days	2-3	15*	120+	*	01–09
Poleaxe	28	r	PA	2 days	5-10	25	150+		01–07
Rapier	4	PoE	1HS	6 days	2.5-3	30	100+		01–03
Small Club	12	r	1HC	6 hrs	2-3	10	140+		01–03
Smallsword	3	PoE	1HS	6 days	1.5-2	30	100+		01–03
2-H Sword	4	PoE	2H	5 days	5-12	75	200+		01–05
Whip	12	r	1HC(gr)	12 hrs	2-5	10	75+		01–06

r — Real.
PoE — Piece of Eight.
gr — Weapon may use "grapple" criticals.
* — When used in Melee as a Club
† — Wheellocks cost 10 times the listed price, and take twice as long to make. Only master gunsmiths can make a wheellock.

FANTASY HERO
CHARACTER CREATION

This section shows how to create swashbuckling characters for use with *Fantasy Hero*. If you're a *RM/MERP* player, skip this and go on to the next section.

Note: *Pirates uses the fourth edition of Champions and general Hero System rules. If you are using the old Fantasy Hero rules (pre-1989), don't despair; it's a simple matter to convert the systems found here to the old ones. The biggest change is with Range Modifiers. Range Modifiers now use a table rather than the -1/X" format. Basically, a Range Modifier of 0 is the equivalent of -1/3", +1 is the equivalent of -1/4", -1 is the equivalent of -1/2", and so on. For other rules changes, just use your best judgement; it's really not all that different.*

2.1 POWER LEVELS

In this game, it is possible to start out at one of three power levels, based on the roles found in the classic swashbuckling films 30's. These are the 50-point Lead, the 25-point Supporting, and the 0-point Extra.

Most players will probably want to start out at the most powerful level, but this is out of keeping with the genre. The GM has the final word on who starts out where, so be sure to discuss it with him before you start designing your character.

THE LEADING MAN (2.1.1)

This is the game equivalent of the Errol Flynn role, starting with 50 points plus disadvantages. Although he starts with more points than everyone else, the leading man does have some drawbacks. If you choose to play the Lead, and your GM agrees, then you must take the Lead Package Deal below, representing the fact that the Lead is always chivalrous, honorable, a fair fighter, valiant, noble, and true, though perhaps a bit roguish on occasion. He generally has a natural ability to lead men, and looks good to boot. If you find the prospect of playing such a goody-two-shoes disgusting, then don't. You'll find that it isn't worth the points.

GMs should only permit one lead per game, and then only if you are sure that the player can handle him correctly. If you know that in the past a player's characters have always been rapacious bloodthirsty brutes, maybe you should reconsider. If you are striving for historical authenticity in your campaign, then eliminate this class of character altogether.

THE SUPPORTING CAST (2.1.2)

The vast majority of characters begin at this level, with 25 points plus disadvantages to start. The Supporting Cast is made up of all those characters central to the story, but whose role is essentially to support the Lead. These include the Navigator, Master Gunner, Sailmaster, Surgeon, Quartermaster, Faithful companion, and Captain (if the Lead hasn't filled this position already), to name a few. Don't worry if some or all of these terms are unfamiliar to you, they will be made plain shortly. You should also note that few PCs will actually start in these positions of authority, they must be earned (or taken).

THE EXTRAS (2.1.3)

The lowest level that a character will start at is 0 points plus disadvantages. This is the role of the Extra, which makes up the lion's share of NPCs aboard a pirate vessel. He has enough points to get by, but will probably never advance much further than an ordinary seaman.

The advantage to playing an Extra is that no-one expects you to do more than fight. If you'd rather not mess around with additional responsibilities, then this is the role for you. Unfortunat ly, you are much more likely to be killed, and don't receive as big a share of the booty. Extras are the cannon-fodder of this genre, and should be treated accordingly. GMs should really only allow PC Extras in extraordinary circumstances, such as a visiting player or a player who is unlikely to be present at every game session.
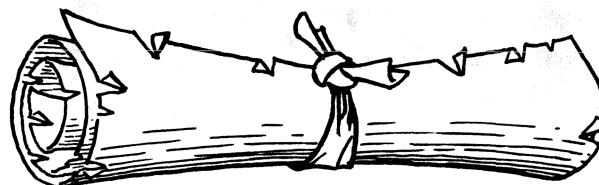
2.2 CHARACTER CREATION CHECKLIST

This is essentially the same as the regular *Fantasy Hero* process, with a few important differences.

ONE: CHARACTER CONCEPTION

Most of the conception ideas that work in a fantasy environment will work here, with the exception of those that are magic related. Huge strong brutes, quick cunning thieves, dashing rogues, and even brainy academics are all appropriate to this genre. In addition, there are Central American Indians, escaped black slaves, perhaps even a Catholic priest or Lutheran minister. If you can't come up with anything, your GM will probably have lots of ideas.

TWO: CHOOSE PACKAGE DEALS

The Lead must take the Lead Package Deal in addition to any others he may want. Other characters, unless they have a GM-approved background which excludes them, must take the Sailor Package Deal (historically, someone without prior sea experience would not even be considered for service aboard a vessel, and even pirates were somewhat selective when choosing 'volunteers').

Besides the above requirements, players are free to choose from the Package Deals below (with GM approval, of course), or to spend their remaining points wherever they wish.

THREE: CONTINUE USUAL CHECKLIST

Now, continue with the usual *Fantasy Hero* checklist (1st ed., p. 11), starting with #3, Skills.

2.3 CHARACTERISTICS AND SKILLS

Characteristics are treated exactly the same as they are in *Fantasy Hero*.

Skills, though by and large the same as in *FH*, do have some notable differences. These are given below, as well a bunch of new language and professional skills.

ACROBATICS (DEX)

This skill is absolutely essential to the fictional-type swashbuckler. This is the skill used for swinging on chandeliers or rigging, for yanking carpets from beneath pursuers feet, for fencing while sliding down a bannister, and so on. See the *Combat* Section (6.0) for more on swashbuckler maneuvers.
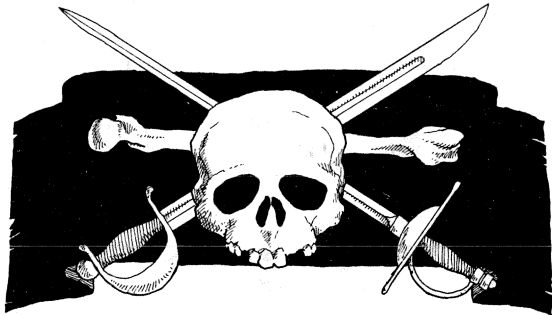
COMBAT SKILLS

Melee combat in the period covered by this campaign is considerably more complex than the medieval "Hack & Slash" variety used in *Fantasy Hero*. Schools of fencing teach a variety of styles, which are largely dependent on the current national vogue. It is still possible to simply purchase familiarity with a weapon or group of weapons (Swords, for example); but it is also possible, and much more advantageous, to purchase a "Style of Fencing". Each of these is described below, under the heading of the country in which it originated or is most commonly practiced. Each description is presented in the form of a martial arts package, like those found in *Champions*, and should be purchased like one. Note that Familiarity with the listed weapons must be purchased in order to qualify for the rest of the package. Each lists the weapons employed by the particular style, a number of combat maneuvers, their OCV and DCV modifiers, Damage modifiers, as well any special effects. DCV modifiers effect hand-to-hand and melee combat only; they have no effect on ranged combat. Damage adjustments are given in the form of increases in damage class (e.g., 1D6+1 to 1 1/2D6). The special effects are explained fully in the *Combat* Section (6.0).

FRENCH STYLE

This is the classic swashbuckling fencing style, with a lot of leaping on tables, slicing candles, and so forth. Any left-handed parrying weapon is allowed, including things such as cloaks, chair legs, bottles — whatever's handy.

Maneuver	OCV	DCV	DMG	Pts	Notes
Thrust	+1	+1	+0	3	Strike
Parry	+1	+1	—	2	Cancel
Lunge	0	-1	+1DC	2	Strike
Block	+1	+1	—	2	Cancel, L. hand
Riposte	0	0	+0	3	Parry/Thrust
Fam. Smallsword, Rapier, Longsword, any left-handed				2	

Minimum Cost: 10

ITALIAN STYLE

The Italian Style was the first true Fencing style, and was developed with the theory that an accurate thrust or lunge from a rapier was potentially more dangerous than a wild swing from a monstrous two-handed sword. It is a very graceful and fluid art — the fencing style of the gentry.

Maneuver	OCV	DCV	DMG	Pts	Notes
Thrust	+1	+1	+0	3	Strike
Parry	0	+1	—	1	Cancel
Lunge	+1	-1	+1DC	3	Strike
Block	+1	0	—	1	Cancel, L. hand
Riposte	-1	0	+0	3	Parry/Thrust
Fam. w/*either* Smallsword & Rapier, *or* Longsword; plus Baton, Main-gauche, Buckler				2	

Minimum Cost: 10

SPANISH STYLE

This style, the earliest of the four styles, concentrates on the Slash, and is somewhat less graceful than its counterparts. It is really only a refinement of Medieval technique, and does not introduce much in the way of recognizable fencing maneuvers, as does the Italian style.

Maneuver	OCV	DCV	DMG	Pts	Notes
Thrust	0	+1	+0	2	Strike
Parry	+1	+1	—	2	Cancel
Lunge	-1	-2	+1DC	2	Strike
Slash	+1	0	(Note)	2	Strike, +2 STUN, 1/2 BODY
Riposte	-1	0	—	3	Parry/Thrust
Fam. Smallsword, Rapier, & Longsword				2	

Minimum Cost: 10

CAVALRY STYLE

This style uses the Broadsword and Longsword, with no left-handed parrying weapon. As the name implies, it was developed for use from horseback, but works tolerably well on foot as well. This is the most primitive of the true fencing styles, essentially just a refinement of medieval horseback technique.

Maneuver	OCV	DCV	DMG	Pts	Notes
Cut	+1	0	+0	2	Strike
Thrust	0	+1	+0	2	Strike
Parry	0	+1	—	1	Cancel
Lunge	-1	-1	+1DC	2	Strike
Slash	0	0	(Note)	2	Strike, +2 STUN, 1/2 BODY
Fam. Broadsword & Longsword				2	
Fam. Riding (Must be purchased)				1	

Minimum Cost: 10

MARTIAL ARTS

The only martial arts skill available to *Pirates* characters is Dirty Infighting. In fact, this skill is perfect for your more underhanded back-stabbing honorless-type pirates.

FAMILIARITY WITH CANNON

For 2 points, the character has familiarity with all types of large guns, from Swivel Guns to Cannon. There are no 1-point familiarities for individual weapons of this group, as they all operate on the same principles. Characters without familiarity in cannon, but who have familiarity with firearms, may load and fire a cannon, but at -3 OCV.

STATUS CHART

Level	Status Points	Aristocracy	Title Military	Naval	Clergy
0	0	Peasants, townsmen	Soldier-Sergeant	Sailor	Priest
1	1	Gentleman	Lieutenant	Petty Officer	Pastor
2	3	Noble-born, Knight	Captain	Warrant Officer	Bishop's Curia
3	5	Baron	Major	Captain	—
4	10 *	Count	Colonel	Fleet Commander	Bishop
5	20 *	Marquis	Brigadier	Rear-Admiral	—
6	30 *	Duke	Major General	—	Arch-Bishop
7	†	Grand-Duke	General	Admiral	—
8	†	Prince	Field Marshal	—	Cardinal
9	†	King	—	—	—
10	†	Emperor	—	—	Pope

* — Beginning characters may not spend more than 5 points on Status.
† — Player Characters may never reach this level.

FAMILIARITY WITH FIREARMS

For 2 points, the character has familiarity with all firearms, from pistols to muskets to blunderbuss'. During the period covered by this supplement, firearms are little more than glorified crossbows; if you can use one, you can use them all. For this reason, like cannon, there are no 1-point familiarities with individual firearm types. There are enough differences, however, to warrant the cost of 2-points for the whole package.

LANGUAGES

See the *RM/MERP* Section (1.3.3) on languages for a list of the languages useful to PCs, as well as the West Indian and Indian Ocean Language Maps for the locales where they are spoken in the 17th century. Note that the highest level of proficiency attainable in Pirate Patois is level 2.

PERK: STATUS

This skill operates exactly like the Perks skill from *Champions*, except that it only applies to social status. Status is a central part of life during the 17th century. No matter how gifted or hard-working, it is simply impossible for someone of low birth to achieve certain positions (officer in the Royal Navy, for example). Even rebels like pirates are sometimes compelled to obey their 'betters', though it may often conflict with their best interests. This is where Status comes in. A character making a presence attack who has a higher status than his target, gains bonus dice to his attack equal to the difference in their status levels (see the chart, below). The GM can modify this bonus depending on the circumstances (e.g., a king who is dressed in filthy rags could be minus 2 or 3D6 when trying to issue an order to a viscount who doesn't recognize him). Also, subtract one level from the difference if the two parties represent different branches of the table (e.g., a Bishop giving an order to a ship's Captain). Characters who advance in status as part of the campaign plot must pay the point difference in experience. Thus a Baron who is given the title of Count for service to the crown must pay 5 character points for this honor. Note that further subdivisions of Naval and Pirate ranks will be given lat r, in the *Ships & Sailing* Section (5.0).

NAVIGATION (INT)

The position of pilot is perhaps the most important aboard a ship. The pilot is responsible for the navigation of the ship, as well as keeping a log and charting new waters. Ship's pilots make use of one or more books called 'rutters'. These books are the records, often published, kept by earlier explorers of the lands they had visited, and contained depth readings, charts, coastline sketches, celestial sightings, narratives on the inhabitants, etc. This skill allows the character to interpret published (or stolen) rutters, take celestial sightings, and compile his own rutter for future use. Important related skills include Literacy in a variety of languages (especially Latin), KS: Astronomy, KS: Weather, and Area Knowledge Skills (11- indicates that the character has either travelled to this area in the past, or has read a rutter covering this area, not that he necessarily has a rutter in his possession). See the *Ships & Sailing* Section (5.0) for more details.

PROFESSIONAL SKILLS

Professional skills common during the period of this supplement are basically the same as the examples listed in Fantasy Hero. A few notable exceptions are noted below, with explanations where necessary:

Clockmaker

Chartmaker

Gunsmith — This skill allows the character to repair firearms, including cannon; and, given the necessary time and materials, to build custom firearms from scratch. See the Artisan skill in *FH* for elaboration.

Sailmaker

Shipwright — This skill, when taken in addition to PS: Carpentry, gives the character the specialized knowledge necessary to repair damage to a ship, as well as qualify for the position of carpenter aboard a ship.

Surgeon — This skill, in addition to Medical, is necessary to qualify for a position as a ship's surgeon. The medical techniques of this era are, to say the least, crude. Amputation or bleeding is the answer to most ills.

SAILING (GENERAL)

This skill is an extension of the *Fantasy Hero* Sailing skill. Like Sailing in *FH*, you pick one category of vessels to start with, and you may add one for +1 Character Point. When you spend Character or Experience points on this skill, be sure to specify whether you are increasing your skill roll or adding more ship types. Familiarity with a class of vessels covers the ability to carry out the orders of the ship's officers (e.g., "Lash that halyard to the leeward stanchion!"), including a general knowledge of sailing terminology, knot recognition and tying, splicing lines, etc. This also gives the character his "sea-legs". Anyone without Fam: Sailing who has just stepped on to a ship will be at half OCV and DCV, and will be seasick on an 11-.

With any ship of 30 tons or larger (vessel classes are shown in the *Ships & Sailing* Section 5.0), Familiarity does not allow the character to effectively control the actions of the ship in a tactical situation; he must have at least an 11- in the class of vessel he is trying to control. Otherwise, Sailing is handled just like the Driving Skill from other *Hero System* games, except that a character does not get his CV with ships. Note that this skill does not deal with the actual leadership abilities of the Captain (use Oratory for that), but just the knowledge necessary to handle a large ship in combat. For more on how this skill is used, see the Sections on *Ships & Sailing* (5.0) and *Ship-to-ship Combat* (6.4).

2.4 PACKAGE DEALS

These package deals operate exactly as those in *Fantasy Hero* do, with one exception: the Leading Man package. This package must be taken if the character is to play the leading man, and consequently start the game with 100 points plus disadvantages. See *Power Levels*, above, for details. Note that the Leading Man is the only power level with its own package deal.

It is possible to take more than one package deal, with the approval of the GM. In the case of the leading man, it's recommended.

LEADING MAN

Conversation	3
Luck	5
Oratory	3
Package Bonus	-2
Distinctive Looks: Dashing	-5
Psych Lim: Code of Honor	-20
Total Cost.	**-16**

This package represents the character of the Leading Man. He is worldly, charming, dashing, handsome, honorable, and a leader of men. As the Leading Man, he also has a knack for getting out of rough scrapes without so much as a single hair out of place (Luck). With the permission of the GM, you may take two package deals in addition to this one (Leading Man/Gentleman/Sailor comes to mind).

SAILOR/PIRATE

Fam Sailing: Boats, Gaff-rigged, Square-rigged (8-)	3
Fam Cannon	2
Fam 2 weapon classes	2-3
Choose one form skill group A.	3
Choose one from skill group B.	3
Choose one from skill group C.	2
PS: Current Occupation (11-)	2
Package Bonus	-3
Distinctive Looks: Sailor	-5
Follower (very restricted, some danger, major consequences) **or** [Pirate: (few restrictions, very dangerous, major consequences)]	-10
Total Cost.	**-1 to 0**

A — Navigation, Climbing, Medical, PS: Carpenter +1, +1 level with cannon

B — Gambling, Streetwise, Trading, Brawling, Swimming +2", Sailing: Ship's boat, Oratory, +1 with weapon class

C — LS: Any @ 2 points, KS:(Area), KS: Weather, KS: Astronomy, KS: Any relevant to profession

This package will cover almost all of the characters in the game. Sailors tend to specialize in either gunnery or sail-handling, though almost all are capable of either, and all are expected to defend the ship during a boarding action. You may take another package in additi n to this (Rogue, Gentleman, Indian, etc.), unless you are a Leading Man, in which case you may take two.

EXAMPLES

These examples cover the possible positions aboard a ship that a character could take. Note that a detailed explanation of these positions will be given in the Section on *Ships & Sailing* (5.0).

• **Pirate Gunner:** Fam. Firearms & Cutlass, +1 level with cannon, Brawling, LS: Pirate Patois, PS: Gunner.

• **Pirate Sailhandler:** Fam. Dagger & Cutlass, Climbing, Swimming +2", LS: Pirate Patois, Acrobatics.

• **Ship's Surgeon:** Fam. Firearms & Cutlass, Medical, add KS: Medicines & Drugs and Literacy to skill list B, LS: Latin, PS: Surgeon

• **Pilot:** Fam. Firearms & Cutlass, Navigation, add Literacy & LS: Latin to skill list B, KS: Astronomy, PS: Chartmaker

• **Ship's Carpenter:** Fam. Firearms & Cutlass, PS: Carpenter +1 , Trading, KS: Naval Architecture, PS: Shipwright

• **Ship's Captain:** Fam. Firearms & Rapier, Sailing: Square-rigged, Oratory, KS: Naval Tactics, PS: Ship's Captain

• **Quartermaster:** Fam. Firearms & Cutlass, Sailing: Square-rigged, +1 Cutlass, Fam: Navigation, PS: Helmsman

• **Boatswain:** Fam. Firearms & Cutlass, Carpenter +1, Trading, LS: Dutch, PS: Clerk

INDIAN

Fam Bow, Spear, & Knife	3
Choose one from skill group A.	3
Choose one from skill group B.	3
KS: Local Area(11-)	2
PS: Current Occupation (11-)	2
Package Bonus	-2
Watched: Spaniards (8-)	-10
Distinctive Looks: Indian	-10
Total Cost.	**-9**

A — Riding, Sailing: Canoe, Swimming +2", Climbing, Running +2"

B — Hunting, +1 Perception, Tracking, +1 with Weapon class

Many Native Americans make their way into service aboard Pirate vessels — at least, they do in the movies. In reality, the vast majority of American Indians in the West Indies and Central America have been exterminated by the Spaniards. Those not killed outright during the Conquistadores' rampages were put to work in the mines (where the life expectancy is a matter of months). Any lucky enough to escape those two fates were by and large wiped out by Smallpox and various other diseases that the Spaniards were kind enough to share with their new subjects. If you wish to play an Indian, however, feel free; it would not be out of keeping with the genre.

The skills of an American Indian are largely dependant upon his environment. It would be strange indeed for a Carib to know Riding, or an Apache to know Net Fishing. Note that this package may be used for Native Africans as well — either right off the slave-ship in the West Indies, or picked up on the coast of the Dark Continent itself. It should not be used for an escaped slave wh   has either grown up in captivity, or spent some time as a slave; in that case, use   e Sailor package (remember, unless a player can give a very good reason why his landlubber character would be taken on by pirates, they must begin with at least a rudimentary knowledge of sailing).

GENTLEMAN/NOBLE

Fam Smallsword or Rapier	1
2 Language Skills @ 2 points each	4
Courtier	3
Literacy	1
Perk: Status	1-5
Choose one from skill group **A**.	2
Choose one from skill group **B**.	3
PS: Current Occupation (11-) *	2
Package Bonus	-3
Distinctive looks: Gentleman	-5
Watched: Fellow Gentry (8-)	-5
Total Cost.	**4-8**

* — Examples of PSs: Banker, Bureaucrat, Merchant, Magistrate, etc.

A — KS: History, Religion, Philosophy, Bureaucracy, Law, Economics, or any other scholarly topic

B — Conversation, Trading, Riding, Hunting, Oratory, Gambling

For the purposes of this supplement, this package covers both the Upper-middle class and members of the nobility, hereafter referred to collectively as 'Gentlemen'. See the Perk: Status skill in the Characteristics and Skills section, above, for the effects of rank.

WITCH/WARLOCK

Magic Skill+1	7
Familiar *.	6-11
Choose one from skill group **A**.	3
Choose one from skill group **B**.	2
PS: Current Occupation (11-)	2
Physical Limitation *.	-5 to-25
Distinctive Looks: Birthmark *.	-15
Follower (Many restrictions, Dangerous, Death) *.	-15
Total Cost.	**-35 to 0**

* — See the section on Witchcraft for explanations

A — Medical, Oratory, Tracking, Animal Trainer, Hunting

B — KS: Herbs, Omens, Weather, Legends, Astrology, Anatomy, Enchanted Beasts

It is strongly recommended that GMs not permit their players to have magic-using characters, except in a truly fantastic campaign setting. Any Witch/Warlock character captured by the Spanish (and capture by the Spanish is not an unusual occurrence) stands a good chance of facing the Inquisition; in fact, just about any prisoner has a good chance of facing the Inquisition. If you are found to be a Witch (the Inquisition thinks everybody is a Witch), you will have a confession tortured out of you, and then be burnt at the stake. There simply are no alternatives. Puritans, the religious rebels of their day, are not much better when it comes to witchcraft. Even your bloodthirsty ruthless companions, if they suspect you of witchcraft, will most likely maroon you some place; pirates, like everybody else in the 17th century, are a superstitious lot, and nobody w nts a Jonah on their ship. All in all, your average Witch/Warlock of the 17th century will have a very short lifespan, and it should be no different with PC Witches. If you still want to play one, and your GM says it's O.K., then go ahead; you've been warned. See the *Magic* Section (2.5) for information on how Witches operate.

SHAMAN

Magic Skill +1	7
Choose one from skill list **A**.	3
Choose one from skill list **B**.	2
PS: Current Occupation (11-)	2
Animal Friend *.	8
Package Deal Bonus	-3
Follower (Lots of freedom, Dangerous, Major) *.	-10
Distinctive Looks: Witch-Doctor outfit	-15
Total Cost.	**0**

* — See the section on Shamanism for explanations

A — Medical, Oratory, Tracking, Animal Trainer, Hunting

B — KS: Herbs, Omens, Weather, Tribal History, Astrology, Anatomy, Enchanted Beasts

Just as with the Witch/Warlock package (and for the same reasons), it is not recommended that the GM allow magic-using Player Characters. However, for the stout of heart, or just plain stupid, this package represents the Shaman.

A Shaman is a type of priest that gets his power from the spirit world. He is also well in touch with the world of nature, from which his power derives. This package can represent the Amerind or African Shaman, also known to Europeans as 'Witch-doctors', or the C ribbean Voodoo Bocan. Note that PC Shaman will most likely be subject to the same prejudice that Witches and Warlocks are; and perhaps, as non-Europeans, worse prejudices. Again, if you have your heart set on playing a Shaman, you have been warned. See the *Magic* Section (2.5) for specifics of Shaman spell use and practices.

EXAMPLES

- **Arawak Shaman:** Medical, KS: Tribal History, PS: Healer
- **Songhai Shaman:** Oratory, KS: Omens, PS: Advisor
- **Voodoo Necromancer:** Oratory, KS:Omens, PS: Agitator
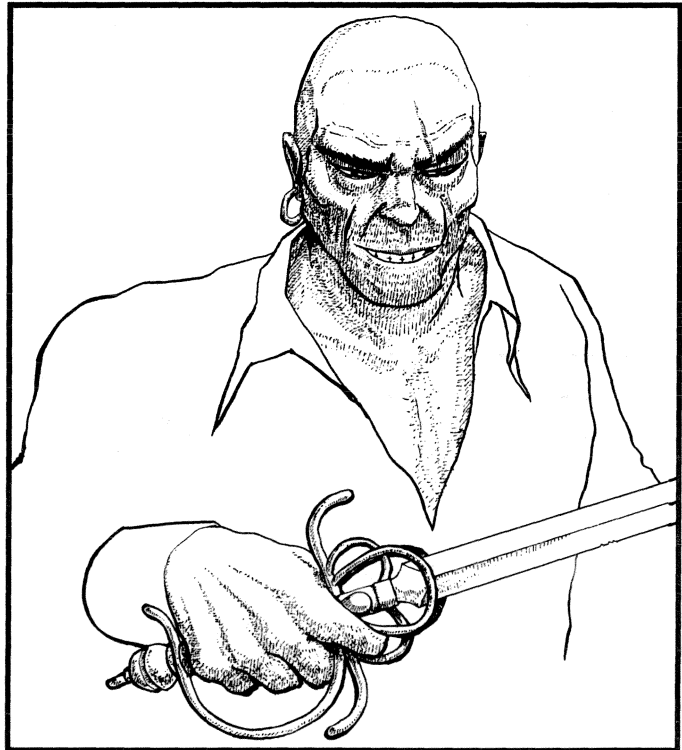
2.5 MAGIC

Magic plays a much less important part in the Pirate campaign than it does in a regular fantasy campaign. The Pirate campaign is what experienced role-players refer to as 'Magic-Poor'. The rules for magic presented here, as well as the magic-user package deals presented above, should be used or not entirely at the GM's discretion. Perhaps the best way to incorporate magic into your campaign is to simply have something weird happen when it would add to the mood, and not worry about the specific rules, point costs, etc. (in other words, wing it). But for those of you who want hard data, read on.
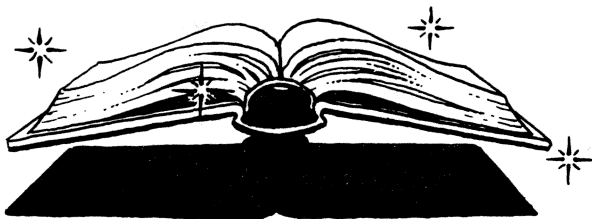
WITCHCRAFT (2.5.1)

Playing a Witch or a Warlock is, more than anything else, dangerous. The more earthly dangers, primarily the Inquisition, have already been discussed. The danger to your soul, however, is in a way much greater.

Becoming a Witch is not that difficult. On the night of the Sabbat (not to be confused with the Sabbath), usually the night of an equinox or solstice, you join a Coven, or group of Witches, at one of their ceremonial orgies. These are usually held in a secluded spot, often out in the woods some place. At this meeting, Satan materializes, and offers great powers to any willing to sell him their soul. The price is high, however. First, you must sign an oath in blood promising your soul to Satan when you die. Second, you must give him something of a more physical nature, such as a limb, an eye, your hearing, your youth, etc. What this will be is largely up to the GM, but it should be very dear. You are then given your powers, as well as a familiar (discussed below), and a mark of distinctive shape from which your familiar will feed by sucking your blood. This mark usually takes the form of a third nipple or a birthmark somewhere on your body.

The familiar is a small animal constructed using the normal *FH* Animal Construction rules. In addition, it is given the Mind Link ability from *Champions*. This ability costs 5 character points for a base 9+(EGO/5) or less roll, +1 to the roll for 2 character points.

All familiars must also take a 20-point Distinctive Looks disadvantage to represent the fact that a familiar was not your run of the mill housepet. Jet black cats with red eyes, green bats, white rats with a black streak down the back are just a few examples of the bizarre forms these animals would take, and are enough to put fear and disgust in the eyes of a viewer.

When you have computed the final cost of your familiar, subtract 125 and divide by 10 to find your character's cost. An example is given below:

BLACK CAT

STR: -10	DEX: 24	CON: 5	BODY: 4	INT: 6
EGO: 5	PRE: 13	COM: 20	PD: 2	ED: 2
SPD: 5	REC: 5	END: 10	STUN: 7	**Cost: 150**

Two Levels Shrinking	10
1 pip K Bite	3
1 pip K Claw	3
Maneuvers: Bite, Claw	2
Running +4"	4
+2 Perception (12-)	6
Night Vision	10
Concealment (14-)	11
Stealth (15-)	7
Mind Link (+2)	9
Animal	-8
Domesticated	-8
No Manipulation	-8
Distinctive Looks	-20
Total Cost.	**171**
Total Cost for Character = (171-125) ÷ 10 =	**5**

SHAMANISM (2.5.2)

Shamanism is the primitive magic of the spirit world. A Shaman derives his power by communicating with and influencing the spirits of nature, most often achieved while in a trance aided by rare tropical narcotics. The Shaman makes use of very similar effects to those of the witch — divinations, curses, blessings, healing, and so forth.

A good example of how this works would be the case where a Shaman wishes to know the plans of a rival tribe located some 20 miles through the jungle. He enters a trance and communes with the spirit of a falcon. The falcon's spirit agrees to allow the Shaman's spirit to 'ride' it in the desired direction. The Shaman experiences all the sensation of flying high over the jungle — the

PRESENCE ATTACK CHART (2.5.2)	
PRE Attack	**Effect of Attack**
1x Target's PRE (or EGO)	Will prevent an attack on the character; The animal will hesitate a half-phase before taking other action.
Target's PRE (or EGO) + 10	The animal might give the character some simple assistance, or the animal might not attack the friends of the character.
Target's PRE (or EGO) + 20	The animal may do a task for the character; the animal, IF CAPABLE, will provide information to the character (lead towards water, for instance).
Target's PRE (or EGO) + 30	The animal will fawn over the character and provide as much help as possible.

wind rushing past his body, the feeling of gliding through space, and so on. When the Shaman's spirit reaches the destination, he uses the keen eyes of the falcon to look down into the enemy's village, and sees the preparation of weapons and the mustering of warriors, indicating that an attack is imminent. He returns to his own village, re-enters his prostrate body, and warns of the enemy attack. Thus the Shaman is able to achieve a sort of clairvoyance.

In addition to the spellcasting abilities of the Shaman, he also has the ability 'Animal Friend'. This allows the Shaman to make a special presence attack vs. animals on the table below. In addition, the Shaman has a 'Totem'. His Totem is a particular species of animal with which the Shaman has a special rapport (falcons, for example). With that species, and only that species, the Shaman gains an extra 1D6 on his presence attack. There are, of course, modifiers to the table below. A particularly domesticated species might be worth +1D6, while a rabid animal or unusually stupid type (a snake) might be -1 to 3D6. For advancement purposes, the Animal Friend ability costs 5 points for the base ability, and 3 points for a +1D6 vs. a particular animal type.

Note that Voodoo (essentially a synthesis of African tribal Shamanism, West-Indian Shamanism, Christianity, and European Witchcraft) is treated as Shamanism for the purposes of this supplement. The methods, limitations, and effects are are almost identical, though perhaps a little more sinister in intent. Zombie summoning, however, is one one effect not found anywhere but in the practice of Voodoo.

SPELLCASTING (2.5.3)

The Spell Effects from *Fantasy Hero* are listed below, along with restrictions applying to Witch/Warlock and Shaman characters. There are a few things that the spells of both of these classes have in common, however. First, the really dramatic effects (e.g., Blast, Ward, etc.) do not exist in this campaign setting. Magic is by and large subtle, if not totally impossible to perceive. It is comprised primarily of lengthy rituals, often aided with home brews or drugs, which result in curses, divinations, blessings, or other non-obvious effects. The general result should be the players asking whether or not something actually happened. Limitations on spell casters and spell casting are given below:

- **First**, only characters with the Witch/Warlock or Shaman package deals may cast spells. You may not purchase spells, or the Magic skill, without one of those two package deals.
- **Second**, many effects must be purchased with the limitations below.
- **Third**, as noted above, many of the effects simply aren't available. If your players want to know why, just tell them that the Age of Magic is ending, and the Age of Technology has begun.
- **Fourth**, all Witch/Warlock and Shaman spells require materials (things like baby toes, Houndstooth, frog's eyes, jaguar bones, etc.), which must be prepared before use. For Witchcraft, these things must be brewed in a cauldron, hidden in the target's personal articles, ingested, or other-wise manipulated in a somewhat lengthy ceremony. For the Shaman, these things must also be brewed, laid out on the ground, ingested, inhaled while burning, or manipulated in some manner while the Shaman is in a trance.
- **Fifth**, spells of both types take Extra Time to cast. This time is spent in a ritualistic ceremony and trance for the Shaman, and in chanting, muttering, reciting, and cackling for the Witch/Warlock. All spells require at least one minute to preform, and usually more in the range of an hour or a day. They rarely take longer than this, however.
- **Sixth**, spells of both types almost always require gestures and incantations.
- **Seventh**, almost all spells are invisible, though this is largely up to the discretion of the GM; if you want pyrotechnics in your campaign, that's O.K.
- **Eighth**, all spells require a Magic Roll at 9+(INT/5) to cast.

These limitations are meant to represent the nature of magic on the decline. Spells should require elaborate and often grisly preparation, lengthy confused ceremonies, with the result that no-one can say for sure if anything actually happened. Divinations should be cryptic if not completely nonsensical, curses should be subtle (e.g., "Am I cursed, or have I just got the flu?"), etc. Looking at the restrictions below, you will notice that all of the overtly offensive spells have been eliminated, as have Shield and Ward. This is no accident. Magic using characters, if they are present at all (which is highly discouraged) should not be mobile artillery units, but rather sources of healing and information.

ACCURACY: A form of blessing. No restrictions.

ADAPT: Not very common to either magic type.

AID: A form of blessing. No restrictions.

ANALYZE: No restrictions, but because of the rarity of magic items, not very useful.

BLAST: Does not exist in this campaign setting.

CLAIRAUDIENCE, CLAIRSENTIENCE, CLAIRVOYANCE: The most common effect among both Witches and Shamen.

CLOAK: No restrictions.

CREATE: Very common as a method of cursing people, places and things; not so common for the creation of magic items.

DAZZLE: Usually in the form of a pyrotechnic powder flung in the face of your enemies. In this case use the Limited: One hex range (+1) disadvantage.

DEFENSES: Not very common to either magic type.

DESTROY: A form of curse.

DETECT: No restrictions.

DISPEL: Curse-removal. No restrictions.

DOMINATE: Very common among both witches and Shamen.

HASTE: Does not exist in this campaign setting.

HEAL: A very common effect among both Witches and Shamen.

ILLUSIONS: No restrictions.

IMAGES: No restrictions.

KILLING BLAST: Does not exist in this campaign setting.

LEVITATE: Does not exist in this campaign setting (unless you want broomstick-riding witches).

LOCATE: No restrictions.

MIND ATTACK: Costs double in this campaign setting (1D6/20 Points).

MIND DEFENSE: No restrictions.

OBSCURE: No restrictions.

PERCEIVE: No restrictions.

PROTECT: A form of blessing.

PSYCHOKINESIS: Does not exist in this campaign setting.

RESTORE: No restrictions.

SHADOW: No restrictions.

SHAPECHANGE: Common among Shamen, rare among Witches.

SHIELD: Does not exist in this campaign setting.

SILENCE: No restrictions.

SOUNDS: No restrictions.

SUMMON: Only practitioners of Voodoo may use this effect, and only on a corpse (creating a Zombie).

SUPPRESS: No restrictions.

TELEPATHY: No restrictions.

TRANSFER: No restrictions.

TRANSFORM: Common among Witches (i.e. Turning the target into a toad).

TRANSPORT: Does not exist in this campaign setting.

WARD: Does not exist in this campaign setting.

2.6 CHARACTER DISADVANTAGES

Pirates uses all the normal disadvantages from *Fantasy Hero*. Some notes on how these should be treated in a swashbuckling campaign setting are given below:

AGE: Treat this as in *FH*.

DISTINCTIVE LOOKS: This is a very common disadvantage when combined with a physical limitation such as a missing eye or leg. See Physical Limitations below.

DNPC: Treat this as in *FH*.

HUNTED: Pirates are almost always hunted by one group or another. Simply not being Spanish was enough to get you hanged in the West Indies in the early part of the 17th century.

PHYSICAL LIMITATION: Players are encouraged to go nuts with this one. Peg-legs, eye-patches, hooks — the sky's the limit. Note that these can usually be combined with Distinctive Looks, above.

PSYCHOLOGICAL LIMITATIONS: This is also a good one for pirates, be they noble or bloodthirsty in character. Noble types, especially the Leading Man, can have such gems as secret loyalties, sworn vengeances, terrible secrets, and so on. Anything that would look good on Errol Flynn is appropriate here. On the other hand, more historically accurate pirates can suffer from alcoholism, psychosis, or any other violent-tending disorders you can dream up; they aren't a particularly stable bunch.

REPUTATION: Essential for any successful pirate. The use of reputation will be discussed more fully in the section on *Pirates*.

UNLUCK: There may not be a group in history which suffered from this more.

WATCHED: Prior to around 1685, Pirate (Buccaneer) groups will be watched by any nations not actively hunting them. After 1685, just about everyone will be hunting them.

2.7 CHARACTER EQUIPMENT

The following items are additions to what is normally available to *Fantasy Hero* characters. Note that if an item is not mentioned, then it has not changed enough in the intervening however many years to warrant mention, though it is still available.

For details of how the new weapons work, see the *Combat* Section (6.0).

Also note that weapons cost one-half their damage class in Pieces-of-Eight (PoE), except for fencing weapons and firearms, which cost their damage class in PoE. Duelling Pistols, Blunderbusses, and Harquebuses cost an addition 1/2 their damage class in PoE, while wheellocks cost 10 times the price of other firearms. Weapon costs are summarized on the Weapon Price Table in the *RM/MERP Character Creation* Section (1.5.4).

The Reload Rate given for firearms is for the Flintlock variety. Wheel-locks require 3 phases more to reload, while Matchlocks require twice the amount of time as Flintlocks.

Weapon	OCV	Damage	STUNx	STR	Notes
Fencing:					
Smallsword	+1	1D6-1	0	5	A
Rapier	+1	1D6	0	8	A
Longsword	+1	1D6+1	0	11	A
Broadsword	+1	1D6+1	0	12	G
Main Gauche	+1/+2	1/2D6	0	3	A,D,G
Baton	+1	(3D6)	—	5	C
Buckler	+1	(2D6)	—	5	C
Swords:					
Cutlass	+1	1D6	0	10	
Dagger	+1	1D6-1	0	5	A,C
Knife	+1	1/2D6	0	3	B
Two-handed:					
2-H Sword	+1	2D6	0	17	E
Large Axe	-1	2D6	0	14	A,E
Pole Arms:					
Native Spear	-1	1D6+1	0	10	B,E
Boarding Pike	-1	1 1/2D6	0	12	E
Halberd	-1	2D6	0	16	E
Poleaxe	-1	2D6+1	0	18	E
Clubs:					
Small Club	0	(3D6)	—	9	C
Club	0	(4D6)	—	12	
Large Club	0	(5D6)	—	16	
Other:					
Boarding Axe	0	1D6+1	0	11	B
Whip	0	1D6	0	10	F

Notes:

A — May be thrown with a -2 Range Mod
B — May be thrown with a -1 Range Mod
C — May Block Left-handed
D — +1=To Hit; +2=To Block

E — 2-Handed
F — Range=3"; May do Grab
G — Cup hilt: Def 6 to Loc 6

FANTASY HERO MISSILE WEAPON (2.7.2)

Weapon	RMod	Damage	STUNx	STR	Reload	Notes
Firearms:						
Pistol	-1	1 1/2D6	+1	12	4 ph	A,B,C
Duelling Pistol	0	1D6+1	+1	10	4 ph	A,B,C
Carbine	0	2D6	+2	11	5 ph	A,B,C
Musket	+1	2D6+1	+2	12	5 ph	A,B,C
Harquebus	+1	2D6+1	+2	14	5 ph	A,B,C,D
Blunderbuss	+3	2 1/2D6	0	10	5 ph	A,B,C,E,F
Bows:						
Bow	0	1D6+1	0	11	1/2 ph	C
Longbow	+1	1 1/2D6	0	12	1/2 ph	C
Crossbow	+1	1D6+1	0	10	1 ph	C
Thrown Weapons:						
Rock	-1	(3D6)	—	6	1/2 ph	
Grenade	-1	2 1/2D6 X	+1	-20	1 ph	B,E

Notes:

A — 2 points of Piercing; subtract 2 from DEF of defender's armor.
B — To Hit roll of 16-17 = Misfire; To Hit roll of 18 = Explosion (as per grenade).
C — Requires 2 hands to reload. 1/2 DCV while reloading.
D — Requires a musket-rest for firing; otherwise, -3 OCV.
E — See the Combat section for details.

ARMOR (2.7.3)

During the period covered by this campaign (approx.1600-1725), armor becomes increasingly more scarce due to the spread of firearms in the militaries of all nations. In 1600 it is not uncommon to find plate helmets and cuirasses employed in general service aboard naval vessels, and by land units in the armies of the European powers. By 1700, however, armor has all but disappeared. If you look at the numbers, and the piercing qualities of firearms, it's easy to see why this is. In Tropical regions especially, heavy armor makes life nearly unbearable (if you are using the Endurance rules, double the END use per turn if the wearer is a Tropical area). And, of course, if you are unlucky enough to fall overboard while wearing armor, then, well, it's time to make up a new character.

For those who insist on cladding their characters in a cumbersome hot metal suit, here are some of the common armor types of the period. Note, however, that any time after 1680 or so you probably won't even be able to find armor to purchase; and even if you can find a suit, you will be stared and laughed at by the veterans.

PLATE HELMET: Loc. 4-5, Def 8, Wt. 2kg. Spanish Morion, English Lobster-tail Pot, etc.

PLATE GORGET: Loc. 10, Def 8, Wt. 2kg. Covered lower-neck/upper-throat.

PLATE CORSELET: Loc. 9-13, Def 8, Wt. 22kg. Common among soldiers prior to ~1660. Used by Spanish Colonial forces until ~1700.

PLATE CUIRASS W/BRASSARDS & TASSETS: Loc. 7-15, Def 8, Wt. 25kg. The Armor of the nobility. It looks good, but is heavy and impractical.

BUFF COAT: Loc. 7-13, Def 2, Wt. 2.8kg. Standard infantry armor of the early- to mid-17th century.

GAUNTLETS: Loc. 6-7, Def 2, Wt. 0.8kg.

PLATE GAUNTLET: Loc. 6-7, Def 7, Wt. 2.1kg. Gauntlet worn on the left hand by English cavalry troopers.

CHAUSSES: Loc. 14-18, Def 2, Wt. 2kg. Worn by the cavalry of most European Nations.

BOOTS: Loc. 17-18, Def 2, Wt. 0.5kg.

Note that armor costs one-half a PoE per kilogram of Leather, and one PoE per kilogram of Plate.

TYPICAL ARMOR AND WEAPONS CONFIGURATIONS

- **Nobleman:** Plate helmet, Plate Cuirass W/Brassards & Tassets, Gauntlets, and Leather Chausses. Weight 29.8kg. (-3 DCV/DEX; 4 END/Turn, 8 END/Turn in the Tropics). Rapier, Baton.

- **English Cavalry Trooper:** Plate Helmet, Plate Corselet, Buff Coat, one Leather Gauntlet, one Plate Gauntlet, and Chausses. Weight 31.3kg. (-3 DCV/DEX; 4 END/Turn, 8 END/Turn in the Tropics). Carbine, Broadsword or Longsword, 2 Pistols.

- **Spanish Colonial Infantry:** Plate Helmet, Plate Corselet, Boots. Weight 24.5kg. (-3 DCV/DEX; 3 END/Turn, 6 END/Turn in the Tropics). Musket, Rapier on an 11-.

- **European Infantry:** Buff Coat, Gorget, Gauntlets, Chausses. Weight 7.6kg. (-1 OCV/DEX, 2 END/Turn, 4 END/Turn in the tropics). Musket, Rapier on an 11-.

- **Pirate or Buccaneer:** Buff coat on an 11-. Weight 2.8kg. (no effect on DEX, no END/Turn). Musket, 2 Pistols, Cutlass, Dagger.

GENERAL EQUIPMENT (2.7.4)

This list covers those items not listed in *FH* due to the technological differences between the two eras. Note that all prices are given in Spanish Reals (r), which are equivalent to one-eighth of a PoE, or roughly 10 *Fantasy Hero* Copper Pieces. See the Section on *Money* (4.6) for more information on the currency of the pirates.

Item	Weight (kg)	Cost	Notes
Powder Charges (20)	0.1	2r	
Lead Shot (20)	0.2	1r	Different for weapon types
Match (10 shots)	0.1	1r	Necessary for Matchlocks
Cleaning Kit	0.1	2r	
Powder Horn	0.3	2r	Waterproof; holds 60 shots
Cartridge Pouch	0.5	1r	Holds 50 balls & 1 Cleaning kit
Firearm Pouch	0.2	3r	Water-resistant
Bandolier	2.0	5r	Carries 12 loads
Compass	0.2	20r	
Telescope	2.5	75r	x8 magnification
Navigation Instruments	10.0	65-300r	*
Rutter	1.0	250r+	
Surgical Kit	5.0	75r	†

* Includes compass, chronometer (hour-glass), cross-staff, astrolabe, lead-line, log (measures speed), misc. charts (not a rutter), and a chest to keep them in.

† Includes scalpels, forceps (for removing bullets), bone saw, lancets, cautery, tooth pincers, needle & thread, misc. medications, and a chest to keep it all in.

2.8 CREATING CHARACTER BACKGROUNDS

Character backgrounds function more-or-less the same as they do in *FH*, with the obvious exceptions of non-humans and magic-users. The GM can help the players with some period feeling, like a bastard son of nobility who is on the run, or an innocent doctor caught on the losing side of the English Civil War. Besides that, create your characters just as you would for *Fantasy Hero*. Create a rogue, thief, man-mountain, scholar, dandy, whatever.

The only other suggestion would be to drastically limit the amount of money available to beginning characters. Let them start with basic weapons (no firearms maybe) and equipment, but with empty pockets. These are Pirates; they should start lean, mean, and hungry for booty.
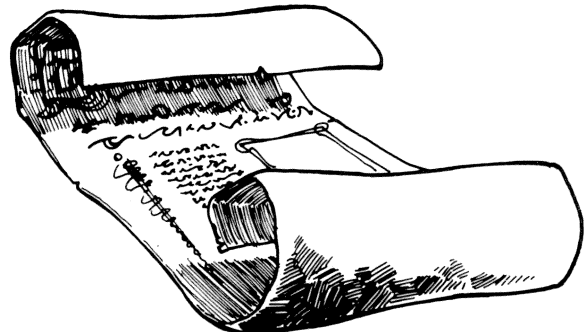
A LOOK AT THE WORLD

This section provides a general overview of the times and places where the adventures will take place. A more detailed look at the setting can be found in the Gamemaster's sections.

3.1 THE SETTING

Although it is possible for pirate characters to adventure just about anywhere in the world, most of the action will take place in two areas: the West Indies and the Indian Ocean.

Both of these regions are characterized by crystal-clear ultra blue waters lapping on glittering white beaches, which border on dense, steamy, insect-ridden jungles. The weather can change from the characteristic sunny cerulean blue skies with balmy breezes to an all-out hurricane in a matter of minutes. Months of long lazy sultry days can suddenly give way to blinding rain and gale-force winds. These are places where nature takes extreme measures — from paradise to hell in the blink of an eye.

You are strangers to these lands. There are still places where Europeans have never set foot, places inhabited by violent primitive tribes of men who would like nothing better than to stick you with a poisoned dart and carry you home for dinner. The Colonial enclaves of proud European nations border these vast unexplored regions, keeping one eye on the dark interior, and one to the sea — always vigilant for a native uprising, an attack by a rival power, or, worst of all, pirates!

The maps on the following pages show these two regions. Some places of interest to the characters are described briefly below.

THE WEST INDIES AND THE NEW WORLD (3.1.1)

THE GREATER ANTILLES

The Greater Antilles are comprised of the larger of the Caribbean islands. These include Cuba, Hispaniola, Jamaica, and Puerto Rico. These islands were heavily populated by the first Spanish settlers to arrive in the New World, but declined in importance — and population — after the discovery of the riches of the Inca and the Aztecs on the mainland. Since then, the Greater Antilles have been inhabited by outcasts from all over the rest of Europe. These men are a lawless and fiercely independent group who call themselves the Buccaneers.

THE LESSER ANTILLES

The Lesser Antilles are a string of small, sparsely-populated islands bordering on the Atlantic. These islands were largely overlooked by the original Spanish settlers, as they had little to offer in terms of immediate wealth, and are inhabited by the fierce cannibalistic Carib Indians. Throughout the early-17th century, these islands are settled and them claimed by Spain's rivals in the New World.

FLORIDA AND THE BAHAMAS

Like the Lesser Antilles, these areas never saw active colonization attempts by the Spanish. Even at the end of the 17th century, the Bahamas, as well as the Florida mainland, are largely uninhabited. This makes them a perfect base of operations for buccaneers and pirates alike.

THE SPANISH MAIN

The term 'Spanish Main', while sometimes used to describe the entire Caribbean, actually only applies to the north coast of South America. These areas have seen quite active colonization by Spain, partly as a result of the rich pearl fisheries there. Cartagena and Maracaibo are two of the largest, richest, and best defended towns in the New World, and consequently make a tempting target for pirates.

CENTRAL AMERICA

This area, conquered in 1520, is the backbone of Spain's New World empire. The great treasure fleets make numerous stops along the coast in their annual journey. The mainland is, in relation to the rest of Spain's New World possessions, very well guarded. A force can be dispatched to almost anywhere in a matter of days. This makes it a dangerous place for interlopers, but also an extremely profitable one. The city of Panama is perhaps the wealthiest place in all the New World.

NORTH AMERICA

North America offers little in the way of immediate material wealth, such as gold and gems, and was never seriously considered for colonization by Spain. The other nations of Europe, especially England, France, and the Netherlands, have colonized this area vigorously. England is, beyond a doubt, the predominate power in North America, and several of her cities there have reached a very respectable size. Unfortunately, England has a tendency to take these colonies for granted, and consequently many of the inhabitants are not great fans of their mother country.

AFRICA AND THE INDIAN OCEAN (3.1.2)

WEST AFRICA

West Africa saw a boom in the early 16th century as a source of gold. The Portuguese were especially active in exploiting the Dark Continent's wealth, setting up trading stations all along the west coast. But the gold soon ran out, and the trading stations were largely abandoned. Soon thereafter, however, it became apparent that this area had more to offer than gold. A vigorous and brutal slave trade sprang up, and the great profits drew the other nations of Europe to what is now called the 'Slave Coast' of Africa.

EAST AFRICA

The coast of East Africa was almost completely controlled by the Portuguese in the 16th century. They established numerous trading stations for the export of goods from the interior, including ivory and hides. This area was also an important way-station between the colonies in India and Europe. Ships could stop to take on provisions, water, more crew, or whatever. During the 17th century, with the intrusion of the English and Dutch East India Companies into the area, the Portuguese stations in the area decline in importance.

0
120
240 miles

→N

Vera Cruz

NEW GALACIA

O Guatemala

NEW

Belize

Merida

SPAIN

Mosquito Coast

NEW

Isle of Pines

Grand Cayman

Providence

Panama

San Andres

Portobello

Nombre de Dios

JAMAICA

Roncador Cay

GREATER

CUBA

La Habana

Bahama

Andros

Great Exuma

New Providence

FLORIDA

Charlestown

NEW GRENADA

Cartagena

Santa Maria

WEST INDIES

ANTILLES

Port Royal

Santiago

Windward Passage

Port au Prince

Crooked Island

Little Inagua

Great Inagua

Tortuga

Turk's Island

Mariguana

Caicos

Long Island

San Salvador

Cat Island

Eleuthera

Great Abaco

Grand Bahama

The Bahamas

Bermuda

Maracaibo

Coro

La Guayra

Caracas

VENEZUELA

Aruba

Curacao

Bonaire

Margarita

Tortuga

Testigos

Trinidad

Tobago

Grenada

Barbados

St. Vincent

St. Lucia

Martinique

Dominica

Marie Galante

Guadeloupe

Montserrat

Nevis

St. Christopher

Saba

St. Martin

Anguilla

St. Barthelemy

Antigua

Barbuda

HISPANIOLA

Santo Domingo

Leeward Islands

Mona Passage

Puerto Rico

Virgin Islands

LESSER

Dutch Guiana

Windward Islands

ANTILLES

Bay of Bengal

Madras
Pondicherry
Negapatam
Kandy
Ceylon
Colombo

Coromandel Coast

INDIA

Surat
Bassein
Malabar Coast
Bombay
Goa
Tellicherry
Cochin

Diu

Maldives

INDIAN OCEAN

PERSIA

Bandar-Abbas (Gombroon)
Ormuz

Arabian Sea

Persian Gulf

ARABIA

Bell El Fakih
Mocha
Aden

Red Sea

Ranter Bay
St. Mary's Island
Mauritius
St. Denis
Port Dauphin

Comoro Islands

Madagascar

St. Augustine's Bay

Zanzibar

Mombasa

Mozambique

Sofala

Unexplored

AFRICA

Unexplored

Luanda
Benguela

Angola

Cape of Good Hope

Fernando Po
Príncipe
São Tomé

Slave Coast
Whydah
Christiansborg
Accra
Cape Coast
Castle
Commendah
El Mina
Takoradi

Gold Coast

Prince's Town

Bunce Island
Freetown

Argain
St. Louis
Goree
Gambia
Cacheu

James Island

Madiera Islands

Canary Islands

Cape Verde Islands

Ascension Island

St. Helena

N

0   475   950 miles

MADAGASCAR

Several attempts were made to colonize Madagascar, but none of them were ever successful. The local tribes, though they don't object to visitors, aren't too keen on the idea of European colonization. Sporadic slave trading takes place here during the 17th century, but nothing on the scale of the West African enterprises. Madagascar does not become really important until the end of the 17th century and the first quarter of the 18th, when it becomes the premier base of operations for pirates in the Indian Ocean.

ARABIA & PERSIA

These areas are controlled by two great Muslim Empires, the Ottoman Empire and the Persian Safavid Empire. In the early 16th century, the trade from these areas and India — which includes spices, textiles, and so forth — is controlled by these two empires through the Mediterranean. By the middle of the century, however, the Portuguese have established a virtual monopoly on this rich trade through their bases in the Indian Ocean. These areas decline in power and importance during the 17th century, as economic strangulation from the European Indian trade, and social stagnation take their toll.

INDIA

Throughout this period, India is controlled by the Mughals, a Muslim empire stretching from Afghanistan and Tibet throughout the entire Indian peninsula. The Mughal emperor is the richest monarch in the world; and as a result, his ships — coming and going to and from all over the Indian Ocean — are the favorite targets of the Indian Ocean pirates. The coast of India is dotted with European trading stations, the most important being controlled by the English, Dutch, and French East India Companies.

3.2 HISTORY

The events which took place in Europe during, and just prior to, the time of this campaign had a profound effect on life in the colonies — where most of your pirate adventures will take place — and visa-versa. For this reason, each of the centuries covered below will include a discussion of the events in Europe, and then those in the the colonies.

THE 16TH CENTURY (3.2.1)

The 16th century forms a backdrop to the campaign. For until the end of that century, private plundering expeditions like those that the characters are likely to take part in did not exist. A description of the events of the 1500's is important to any campaign as it was these events which led to the rise of privateering, and hence piracy. The 16th century was marked by two major events in Europe. The first was the Reformation.

EUROPE

In 1500 the Roman Catholic Church was the undisputed spiritual leader in Europe. Every European leader, and almost every citizen of every nation, was a Catholic. There was simply no challenge to the authority of the Church; and it was this lack of dissention which led to the clergy to complacency. The priesthood and leadership of the Church became corrupt. Absenteeism, abuse of funds and power, and sexual misconduct were rife among the clergy. This, as well as the publication of the new ideas of the renaissance, led pious men like Martin Luther, Hudreich Zwingli, and John Calvin to renounce the Roman Catholic Church. These men did not renounce the basic beliefs and tenants of Christianity, but rather the authority of the Church and its leaders. They were in favor of a simpler Christianity, a Christianity where the services would be said in the language of the listeners, not in Latin; where idols of the saints were not worshipped like gods; and where worship was a more personal experience with God, and not carried out through the medium of an often corrupt priest.

By the middle of the century, England and most of northern Europe were Protestant, while France, Spain, and most of southern Europe were Catholic. In fact, most of the Holy Roman Empire, comprised of dozens of tiny states throughout Germany and neighboring areas, was Protestant. This obviously tense situation led to a number of small conflicts, culminating in the Thirty Years War in the next century.

The second series of events which shook Europe during this period was the discovery and colonization of the New World by Spain, and the colonization of the East by the Portuguese. The effects of this colonization, or more accurately, exploitation, was the sudden influx of vast wealth to these two nations. With the Ascension of Charles V to the thrones of both Spain and the Holy Roman Empire in 1519, Spains supremacy on the continent and abroad seemed assured. Charles annexed Lombardy and several of the Netherlands provinces before being defeated in 1551 by an alliance of Turks, French, and German Lutherans. His son, Philip II, inherited Spain, the Two Sicilies, the Netherlands, as well as all of Charles' overseas possessions; the Holy Roman Empire went to Charles' brother Ferdinand. Between 1580 and 1640, Spain controlled Portugal, thereby adding all of its Eastern possessions to his already vast empire.

DISCOVERY, COLINIZATION, AND EMPIRE

The discovery of the New World (at least, new to Europe) in 1492 by Columbus on behalf of Spain began two centuries of the most gross exploitation that the world has ever seen. In 1493, Pope Alexander VI issued a bull giving Spain all newly discovered lands 640 leagues west of the Cape Verde Islands, and Portugal all east of this line. Thus, Spain had a legal (at least in their eyes) claim to all of the New World outside of Brazil, which was Portugal's.

The Spanish did not colonize the New World so much as they raped it. First, in 1493, they colonized Hispaniola and Cuba. Within a year the entire Indian population of these two islands was either working for the Spaniards as near slaves, or paying tribute to them. The Spanish wrung every ounce of gold and silver they could from these two islands, and then moved on. In 1510, they began to colonize the mainland. It should be noted that other Caribbean islands were explored, and some settled in one degree or another, but most were just claimed and left. Any natives encountered were either enslaved, converted and then enslaved, killed, or (if they offered too much resistance) ignored.

In 1519, Cortes undertook his conquest of Mexico. By 1520, the great empire of the Aztecs was no more. When the news got out of the enormous treasure of the Aztecs, and their gold, silver, and precious gem mines, adventurers from Spain and the other colonies in the region flocked to the mainland, mad with the smell of gold. In 1531, Pizarro, anxious for some of the fabled riches of the New World, began his conquest of Peru. Again, the Spaniards with their superior arms and cavalry cut through the natives like a hot knife through butter. By 1533, the Incan Empire, at its greatest extent about the same size as Europe with about 10 million citizens, was a thing of the past. Here, as elsewhere, the Spanish were quick to profit from their new lands. Natives in huge numbers were forced to row the giant Spanish galleys or work in the mines, where the life expectancy was sometimes a matter of months. These new, rich conquests on the mainland attracted even more colonists, especially from the Caribbean, which actually resulted in a partial depopulation of the older Spanish colonies in the region.

The Spanish also established settlements in the East, most notably Luzon and Manila in the Philippines, so that they could profit from the silk trade. By the end of the 16th century, an annual routine had been established for the transportation of goods to Spain from her colonies. Each year, a fleet would sail to Manila from Aculpulco laden with silver. There, the silver would be exchanged for silk, and the fleet would sail back to Aculpulco. Meanwhile, a fleet would have sailed in April or May from Seville, Spain to Vera Cruz, making stops along the way, exchanging manufactured goods from Europe for the wealth of the New World. Another fleet would sail from Spain in August and head directly for the North coast of the South American continent, where it would pick up goods on its way to Nombre-de-Dios. The Silk fleet from Manila would rendezvous with the treasure fleet from Peru in Panama, where the goods would be unloaded for a short overland journey to the other side of the isthmus. This was accomplished by mule train, the terminus point being Nombre-de-Dios, until the end of the century, when it became nearby Porto Bello. Then, after the annual fair, the treasure, or plate fleet, as it was called, would head for Spain guarded by a large group of heavily-armed warships.

In 1588, Philip II of Spain seemed on top of the world. He was the leader of arguably the richest empire in history. It seemed that no-one could defy him. And with that in mind, he sent out a vast armada with thousands of crack tr ops on board and hundreds of priests to overthrow that heretical nation with its shrew of a queen, England. Unfortunately for him, the English were not quite willing to just lie down and give up. And so in the English Channel was fought a battle over the course of several days which would perhaps prove Spain's eventual undoing. The English, badly outnumbered and outgunned, sailed their small, fast, and more maneuverable craft in and out of the great lumbering hulks of Spain's grand armada. The Spanish were caught unawares, and utterly routed. They tried to flee into the North Sea and around the North of England to friendly Ireland, but in the end most that escaped met their ends on the rocks of the English coast. It was the beginning of the end for the Spanish Empire.

Throughout this period, Portugal was busy exploring and settling the lands given them by the Pope. Between 1510 and 1575 the Portuguese established trading stations on the east and west coasts of Africa, throughout Arabia, India, and the Far East. They supplied Europe with the bulk of its spices and silks, and became very rich thereby. It was not until the 1530's that they began the exploitation of Brazil, though they possessed the territory long before. The Portuguese establish huge sugar plantations, and by the end of the century had become the primary suppliers of sugar to Europe. In order to run these plantations, they converted their old gold stations on the Gold Coast (the supplies of gold had long since dried up) to slaving stations, and ended up not only supplying Brazil with African slaves, but the rest of the New World as well.

The end result of all these activities was incredible wealth, which, between 1580 and 1640, was added to that of Spain. It would seem that Spain had a vast surplus of capital on its hands. This, however, was not the case. The wars of religion in Europe were becoming increasingly expensive for the Spanish; for they, as the most powerful Catholic state, were often expected to bear the brunt of the costs. Furthermore, with much of Spain's population involved in trading, war, and the colonial bureaucracy, Philip found a shortage of farmers on his hands, making it necessary to import grain from Eastern Europe. Other goods also had to be imported from around the continent, as Spain did not have a manufacturing base equal to those of the other European nations. And lastly, trade with the Far East had to be carried out with silver, and there was actually a trade deficit in existence with those regions.

The other nations of Europe, most notably England and France, were (needless to say) not at all pleased with Spain's monopoly on the New World riches. As early as the middle of the century, English and French raids on Spanish shipping coming into Europe were becoming a costly annoyance. Not long after, these nations, especially France (who was almost continuously at war with Spain), began making raids in the West Indies themselves — and not only on the shipping, but on the coastal ports as well. John Hawkins' famous voyages to the Caribbean between 1562 and 1569, as well as Sir Francis Drake's raiding expedition and circumnavigation in 1577-80, illustrated the vulnerability of Spain's over-extended empire, and led to the general practice of privateering in those regions which would cause Spain so much vexation in the following century.

Still in all, Spain's position, though precarious, was pretty good at the end of the 16th century. No other nation of Europe had a permanent overseas settlement or any share in its trade, and Spain had millions in bullion flowing into its harbors from abroad every year. But it was not to last...

THE 17TH CENTURY (3.2.2)

EUROPE

The Seventeenth Century in Europe was, in a way, one of regression. Whereas the previous two centuries had been times of enlightenment and the expansion of individual freedoms, the seventeenth saw the reassertion of the power of the European monarchy over the individual. It was as though all these new ideas had been brought to light, but no-one was quite sure which ones were right, or what to do with them; and, as is usually the case during times of confusion, those in power — in this case, the princes — were more than willing to take up the slack. Italy and Germany were a mass of tiny princedoms, while the monarchies in England, Spain, and France grew stronger than they had ever been. These princes surrounded themselves with large numbers ministers and secretaries, who played Machiavellian games of espionage, deceit, and treachery against their foreign counterparts.

And, more than anything else, the princes played at war.

Warfare, however, was becoming increasingly more expensive. The feudal knights who arrived with their own equipment, horses, arms, and retainers no longer existed. The untrained, unpaid levy was a thing of the past. The modern army required more and more exceedingly expensive artillery, and the new class of professional soldiers expected to get paid. Warfare itself was more expensive, consisting primarily of long sieges on the part of the attacking party, and the construction of fortifications capable of withstanding artillery fire on the part of the defender. And where else was a monarch going to get the funds to pay for these wars than from taxation?

It was when it came time to collect those taxes that the new ideas of the seventeenth century became apparent, for it was at this level that the new ideas could really be understood by the common man. In theory, the prince owned his entire country; in practice, he found increasing resistance to the taxation necessary to finance his international schemes. Many princes resorted to borrowing money, or confiscating and then selling off estates. But in the end this only led to trouble with the nobility, who still had a profound influence over the subjects within their territory.

It was the violation of these individual freedoms which led the people of the Netherlands (Holland) to rebel against their ruler, at that time Philip II of Spain, from 1572 till its effective independence in 1609. At first, the Dutch would have been content to retain Philip as their sovereign, as long as their rights were not violated. But as the conflict wore on, and the brutalities of the Spanish increased, the Dutch realized that they could accept nothing less than full independence. War with Spain broke out again in 1621, and lasted off and on till 1648, when the Netherlands were at last officially recognized as independent by the Treaty of Westphalia. Spain retained the Spanish Netherlands, roughly where Belgium is situated today.

While the war with the Netherlands ate up a vast amount of Spain's New World income, it was the Thirty Years War which really drained the Spanish coffers. In 1618, the Holy Roman Emperor, Ferdinand II, with financial and military support from Spain, waged war on, and defeated, the Protestant forces of Bohemia. He then began a campaign to bring down the other Protestant princes of Germany. England, Denmark, and the new Dutch Republic intervened on behalf of the princes, but they were defeated none-the-less in 1629. King Gustavus Adolphus of Sweden then intervened militarily to prevent the total collapse of the princes, and the Emperor suffered several defeats at the hands of Sweden. At this point, Spain re-entered the picture to bail out Ferdinand, and France jumped in to confound Spain. And so it went, three decades of almost continuous warfare, with the economies of Europe being bled dry. The mercenary armies in Germany, fed up with not being paid, began to accept plunder as payment. As a result, peasants either hid their crops or starved. The large number of unburied dead led to plague. In 1648, the Peace of Munster-Westphalia finally ended the struggle. Casualties ranged from a third of the population in some areas, to 70 percent in those that were hardest hit. The power of the Emperor was shattered; the region was divided into over 300 separate principalities, bishoprics, and Free Cities; and the land was a barren, impoverished wasteland.

The third major conflict in Europe during this time was the English Civil War. Like in the Netherlands, the people's representative body, the Parliament, objected to Charles I's request for funds to finance wars which he alone had initiated with Spain and France. The Parliament refused him the money in 1628, and so he dismissed it for a period of eleven years. Charles continued to embroil England in conflicts that it could not afford, and in 1640, out of a desperate need for troops, he again summoned Parliament in order to raise some revenue. Parliament was not only uncooperative, but they issued, at least to Charles' eyes, rebellious declarations of the rights of the individual, and condemnations of Charles' conduct. After a series of desperate maneuvers to regain control, Charles retired to Nottingham in 1642 at the head of the Royalist army, prepared for civil war. Over the next few years, Oliver Cromwell distinguished himself from among the Parliamentary commanders, and initiated the reorganization of the Parliamentary army. And after seven years of bitter conflict, the Parliamentary forces under Cromwell were finally victorious, and Charles was brought to London to stand trial. In 1649, Charles was condemned to death, and executed by order of the House of Commons.

For nine years, under the leadership of Oliver Cromwell, and with the strength of its new armed forces, England re-asserted herself in the international scene. Cromwell completely suppressed the Irish insurrection that had taken place during the Civil War. He crushed the Scottish Royalist army in 1650; and in 1652-3, he drove the Dutch fleet — then rulers of the sea — from British waters. When Cromwell died in 1658, England was in a very strong position. The country had had enough of Republican rule, however.

The people missed the peace and sense of security that came from having a monarch in charge. In 1660, Charles II, son of Charles 'the martyr', was asked to take the throne of England, and immediately relaxed England's military position. In 1665, Charles II died, and James II, his brother, took the throne. James was an avid Catholic, and attempted a religious reunion with Rome. In 1688, Parliament called for a new king: William, Prince of Orange. William, a Dutchman, immediately ended hostilities with Spain, and, in 1689, formed the League of Augsburg, an alliance between England, Holland, Spain, and several German states, against France — at that time, the Netherland's greatest enemy. The importance of this move to the Buccaneers of the Caribbean will be spoken of shortly.

France, up to around 1661, was plagued by internal and external wars, many caused by the unpopular positions of Louis XIV's chief minister, Cardinal Mazarin. When Mazarin died in 1661, Louis at last had the respite needed to ca h up to the other international powers — Spain/Portugal, England, and the Netherlands — in the fields of trade, oversees expansion, and shipbuilding. He took strategically important territory on the frontiers of France, and constructed an impressive fortification network to secure his borders. He avoided major wars when he could, but found himself embroiled with the Dutch from 1672-8. So effective were his policies, that France soon became the most secure monarchy in Europe. By the time William of Orange assumed the throne of England, every nation in Europe stood in fear of Louis' ambition. It was suspected that he had designs on the throne of Spain through one of his grandsons, and a union of the two dynasties — with France's armies supreme in Europe and Spain's overseas empire — was a chilling thought to the rest of Europe. The war of Spanish Succession was fought for just this reason between 1701 and 1714, the end result being that Louis' grandson Philip did become the king of Spain, but the Spanish Netherlands and Italian territories were ceded to the Austrian Hapsburgs, and Louis had to swear to the insolvency of Spain's territories overseas.

In 1685, Louis XIV revoked the Edict of Nantes, a proclamation issued by Henry IV in 1598 guaranteeing freedom of worship to French protestants, or Huguenots as they were called. Tens of thousands of French families were forced to flee Europe, and the French population in the New World was dramatically increased practically overnight. This exodus had a profound effect on the French economy, as well as with France's relations with the protestant nations of Europe.

THE BRETHREN OF THE COAST

In the colonies, meanwhile, tremendous events were taking place. As was mentioned earlier, at the beginning of the 17th century, Spain and Portugal were the only nations with permanent overseas settlements. This does not mean, however, that there weren't members of other nations which had taken up residence in the West Indies. In fact, a surprising large number of French, Dutch, and English castaway privateers and smugglers had inhabited the islands of the Greater Antilles for almost half a century. These islands were, after the conquest of the mainland, sparsely populated. The Spaniards had been kind enough to introduce hoofed animals — cattle, pigs, and horses — during their first efforts at colonization. After the Spanish exodus, these animals roamed wild and provided an excellent source of food. The men who inhabited these islands, especially the French on the island of Hispaniola, came to be known as 'Buccaneers', after the method they used to smoke their meat. This was an Arawak Indian technique which involved slowly cooking the meat on a grill of green wood, called a 'buccan'.

At first the buccaneers wer content to hunt the inlands of the Greater Antilles, selling provisions and skins to the English, Dutch, and French smugglers and privateers who stopped at their island homes. After a time, however, sometime in the early 17th century, the lure of Spanish gold became too much for them. They would set out in small boats, sometimes even canoes, and roam the sea lanes around the Greater Antilles, looking for prey. When they spotted a Spanish ship, they would swarm aboard and try to overwhelm the cr w with their ferocity. Many Spanish merchant-men would simply strike their colors (surrender) rather than face these wildmen.

In 1606, king Philip III of Spain, in order to put an end to the smuggling of tobacco by the other nations of Europe, placed a ban on the growing and curing of tobacco in the region of Caracas. This didn't put an end to the illicit trade, but just moved it elsewhere. In response, a small English and French tobacco-growing concern sprang up on the island of St. Kitts in the Lesser Antilles.

The Spanish had for some time ignored this group of small, insignificant islands, mainly because they were inhabited by the fierce cannibalistic Carib Indians and totally devoid of gold. By 1630, the original population of St. Kitts had multiplied dramatically by newly arriving settlers from Europe, and spilt over into the r st of the Lesser Antilles Island chain, totalling possibly 18,000. Now the privateers and smugglers of England, France, and the Netherlands had places to victualise, water, and repair damage before trying to tackle the might of Spain or make the perilous journey home.

Not all the settlers of these new colonies were honest planters and traders, however. With them came the indentured servants, people who have agreed to work for a set number (generally 4, 7, or 10) of years for a chance to make their way in the New World. A great many of these were undesirables from Europe, and more still were criminals who had been given the choice of servitude or prison.

When the Virginia colony started to export large amounts of superior quality tobacco to Europe sometime in the mid-1630's, many of the planters in the Lesser Antilles had to switch over to sugar cane to stay alive. The result of this was less land available for cultivation, and the importation of African slaves to do the back-breaking work of cutting, binding, and hauling the heavy cane which white laborers could not handle in the tropical heat. And so a large number of indentured servants, many of whom were none too scrupulous to begin with, found themselves out of work. It was only natural that they should sail a short distance away where game could be had for the taking and Spanish treasure grew on trees. And thus grew the bloodthirsty 'Brethren of the Coast' as they came to be called sometime in the mid 1640's.

It was at about this time that the buccaneers methods of operation began to change. The small isolated bands which once roamed the islands of the Greater Antilles in search of game began to come together and form larger communities. They hunted game less, and spent more of their time hunting the Spanish. These communities were drawn to two main bases of operation lying along the Spanish shipping lanes: the north coast of Hispaniola, especially the island of Tortuga, and the south coast of Jamaica.

The activities of the buccaneers, from their early beginnings at the turn of the century, through Henry Morgan's great victory at Panama, are too many to go into here. For more information on how the buccaneers operated, see the next section. For information on the buccaneer bases in the West Indies, see Section 8.2.

THE GOLDEN AGE OF PIRACY

In 1689, as was mentioned earlier, England had a new king: William, Prince of Orange. No sooner had he assumed the throne, than he instituted the League of Augsburg, an alliance between England, the Netherlands, several small German states, and Spain — England's traditional enemy. He did this to offset the growing power of France in Europe and the colonies. What this meant for all non-French buccaneers was an end to the plundering of Spanish ships, and consequently, the end to their livelihoods. This had been tried before, by the signing of the Peace of Madrid by England and Spain in 1670, a document which officially recognized England's oversea's possessions in return for a renunciation of buccaneering, but had not been very successful. Several measures were undertaken to offset the loss of the buccaneer's livelyhoods, most notably the practice of granting land to former privateers. At this point, a buccaneer had two choices. First, he could accept a grant of land from the crown and settle down to a life of honest planting; or second, he could continue to attack the shipping of Spain (which was, after all, the only shipping really worth plundering) and be

labelled a pirate. This may not seem like such an important distinction; and, in terms of operating methods and so forth, it wasn't. But even buccaneers were very patriotic souls in those days, and being labelled an enemy of your country was, for most, no laughing matter.

In 1692, another terrible blow was dealt to those buccaneers — or now, pirates — still practicing in the West Indies. An earthquake hit the island of Jamaica, and sent a good part of Port Royal sliding into the sea. Tortuga had been pacified during the 1660's when the French government took over the western half of the island of Hispaniola, and with the exception of the 1696 raid on Cartagena, the French buccaneering days were over. The end result of all this was that the new pirates found themselves without a place to unload their plunder — at least, temporarily.

Since 1651, the year that England's Navigation acts were made official, buccaneers had found a market for their goods in the growing English North American colonies. The Navigation Acts restricted the colonists to selling their goods (at below-market prices) only to England, as well as purchasing manufactured goods (at above-market prices) only from England. Besides sparking the American Revolution, this had the effect of encouraging smugglers and privateers to sell their ill-gotten booty, especially luxury items like silk and spices, in the ports of the colonies. Much to the English government's dismay, buccaneers were welcomed by even the most honorable and high-ranking officials of colonial America. The buccaneers, however, did not make great use of these harbors. It was much more convenient for them to dispose of their goods right in the Caribbean, at any of the non-Spanish settlements there. But when buccaneering was declared illegal, as it was once-and-for-all by the Treaty of Ryswick in 1697, those still practising the 'sweet trade' found the ports of North America still open to them.

And so began the Golden Age of piracy. The age of the Buccaneer, or the practice of capturing enemy shipping with at least the nominal approval of your government, was gone for good. The event which really spurred this age of piracy was the voyage of the Amity.

In 1693, Captain Thomas Tew's 8-gun 70-ton sloop Amity left Newport on an official privateering expedition against the French. He returned 15 months later with a hold full of riches captured near the mouth of the Red Sea from the Great Mughal of India. The news spread throughout the colonies like wildfire. Ships were outfitted and launched as quickly as possible. Within a few years, the Indian Ocean was full of official and unofficial privateers looking for a success like Tew's, and several bases had sprung up on the island of Madagascar to take advantage of the area's increased illicit traffic.

Sometime in 1700 or 1701, a Royal Navy squadron of four ships was dispatched to the Indian Ocean to suppress piracy. The squadron started at St. Mary's Island, and then cruised for almost a year, virtually driving every pirate out of the East. Meanwhile, steps were being taken to shut the pirates out of the North American colonies as well. By the end of 1701, things were looking very bleak for the 'sweet trade'. As luck would have it, the War of Spanish Succession broke out, pitting England against the combined might of France and Spain. Once more, legal commissions were available for the purposes of preying on Spanish trade in the West Indies. This continued for over ten years; and during this time, privateering was so profitable in the Caribbean that piracy was almost unheard-of.

Then, in 1713, the war ended. Once again, a huge number of at least quasi-legal privateers found themselves unemployed. Many were former pirates. Many were men who had never known anything but privateering. To either group, the prospect of working on a merchantman or man-o-war for scanty wages was not too enticing. And so, like before, piracy hit the oceans of the world like a storm. But unlike before, the harbors of North America and Madagascar were closed to them. The pirates had to find a new base.

It was only natural that these new pirates should settle in the area that they knew best — the West Indies. The Bahamian island of New Providence became the premier pirate port. The arrival of Woodes Rogers, a tough law-and-order man, to the island in 1718 as governor sent the pirate looking for a new base, however.

And so the main base of pirate operations moved once again into the Indian Ocean. The Royal Navy, after several peaceful years in that region, had been called elsewhere, and the pirates slipped back by the hundreds. In 1722, 54 crewmen of one of the most savage pirates of all times, Capt. Bartholomew "Black Bart" Roberts, were executed at a mass hanging at Cape Coast on the West-African shores. This news hit the pirate community like a hammer. Many had already seen the signs that the world would no longer tolerate their activities. The nations of Europe were determined to put an end to the 'sweet trade' once and for all. Whether it was the news of this merciless hanging, or the naval presence increased to protect the ever-more-important international trade of England, Spain, France, and the Netherlands, or whatever the reason, by 1725 piracy had almost vanished. The 'Golden Age of Piracy' had ended as suddenly as it had appeared.

THE TIME OF THE CAMPAIGN (3.2.3)

There are three periods appropriate for piratical campaigns. These are the Elizabethan Campaign, the Buccaneer Campaign, and the Pirate Campaign.

THE ELIZABETHAN CAMPAIGN

The reign of Elizabeth I (1558-1603) saw an ever-increasing interest in the affairs on the Spanish Main. Before that time, because of the ties between England's Queen Mary and Spain's King Philip II, the only real threat to Spanish trade had come from the French. First along the approaches to Europe, and by the 1530's in the West Indies themselves, French corsairs bedeviled the shipping of Spain. Because of trouble at home, however, it wasn't until the English became seriously involved that things got really troublesome for the Spanish.

The pattern of these early expeditions was by and large very different from what we associate with the plundering of Spanish booty. First, the ships of those times were much smaller than later models; and, as a consequence, would travel in greater numbers. Whereas in the middle of the 17th century it was common to see a single privateering vessel acting on its own, in the 16th it was more common to see four or five ships acting in concert.

Second, there was less of a distinction between a nation's navy and its privateers. In fact, the navy of England was merely a collection of privately owned and operated sailing vessels well into the reign of Elizabeth. Thus, if a small squadron of vessels travelled to the Spanish Main to intercept shipping, it was with the approval of the queen; there were few if any truly private, or unofficial, expeditions like those that would be common a century later.

Third, because these ventures were the undertakings of private individuals, the captains and officers were more often than not gentlemen in some way connected to the enterprise, either owners of the vessels or men chosen by the owners. Their word was law. If you were not a gentleman, there was very little chance of advancement. The plunder was divided primarily between the investors, the officers (often one in the same), and then whatever was left over went to the crew. This could still be a fantastic sum, but not as significant as the later methods of division provided.

And last, as mentioned earlier, there weren't any non-Spanish settlements abroad until the early 1600's. This means that having gone to the Spanish Main and done their worst, privateers then had to make the perilous journey home again. There weren't any of the colorful lawless dens of tropical iniquity in which to waste one's share of the plunder.

For these reasons, it is recommended that you play one of the two other campaign types described below. Unless your character is a gentleman who is offered the command of a ship or position as an officer, there won't be much for you to do. As a common seaman, you won't be making any of the decisions, and you won't have much hope of advancing to a position where you will. Role playing is most fun, after all, when you're acting on your own, and your fate rests on the quality of your decisions and prowess at arms. Furthermore, it will not be common for a single ship to be acting on its own, and this can make things rather messy for the GM. But if you want a campaign set during the time of the Armada, and you're willing to either sacrifice a little realism, or put up with the constraints of the period, then by all means go ahead.

THE BUCCANEER CAMPAIGN

The Brethren of the Coast struck at the might of Spain from their West-Indian bases approximately between the years 1630 and 1670. This is an ideal setting for any campaign. The PCs, as independent operators, can go anywhere and do whatever they wish. The towns of Tortuga and Port Royal make excellent bases of operation, and can be the setting for many exciting non-shipboard adventures. Remember, these were lawless, brawling frontier ports, catering to the basest needs of their visitors.

The customs and operating methods of the buccaneers are discussed in detail below. Furthermore, a buccaneer scenario can be found in the *Gamemaster's* Section (15.2).

THE PIRATE CAMPAIGN

The Pirate Campaign picks up where the Buccaneer Campaign leaves off (around 1670) and lasts until around 1725, when piracy became too expensive for the nations of Europe to bear. This type of campaign has advantages and disadvantages over the Buccaneer Campaign. On the plus side, the PCs are free to roam over a much larger area in search of their spoils; and, as they are not dependant on the good graces of any nation or nations, have even more freedom of action. The problem is the fact that there is no safe place for the PCs. Although this can add excitement to the campaign, it can also be frustrating. The Royal Navy will always be on the character's heels, waiting for them to make a mistake. Even the most secure of pirate bases is never completely safe from a naval bombardment.

The character and operating methods of the pirates are discussed below, and a pirate scenario can be found in the Gamemaster's Section (15.3).

PEOPLE OF THE 17TH CENTURY

This section discusses the character of the swashbuckler, the social classes of the 17th century and what they will mean to the characters, as well as the customs, operating methods, and characters of the historical buccaneers and pirates.

4.1 THE CHARACTER OF THE SWASHBUCKLER

Pirates and buccaneers fall into two distinct types — the historical and the fictional. Although it is possible to combine PCs of both types in the same campaign, it is advisable that the GM should decide on one type of campaign or the other before character creation even begins. If not, you can end up with a lot player squabbles on your hands (e.g., do you force-feed the Spanish captives their own internal organs, or do you try to impress them with your nobility and let them join your crew?).

One thing both types of characters will have in common, however, is combat ability. Pirates fought, and fought a lot. Besides the competence that comes with experience, they also had the added edge of motivation on their side. After all, who do you think would be more willing to risk his life, a poorly-paid merchant seaman who more often than not hated his superiors for their harsh treatment, or an often liquor-crazed pirate motivated by tremendous greed. There were cases of buccaneer captains actually putting holes in their own small vessels when boarding another ship, so that their men would know that there was no retreat possible.

HISTORICAL PIRATES

Historical pirates will be discussed in some detail below, but for now suffice it to say that they were really no different than any other class of people in the 17th century. It is true that they tortured and killed prisoners, but then again, so did all European countries and most religious institutions. One possible reason for their reputation could be that it was not uncommon for a sadist among them to come to a position of authority — there weren't many other professions where this was considered an asset. But to say that there were more butchers among pirates than elsewhere in the 17th century is simply not true. Some crews — especially among the buccaneers, could be genuinely motivated by a sense of patriotism; and the Elizabethan gentlemen of fortune truly believed that they were doing God's work.

Historical pirates need, besides fighting skills, the skills necessary to perform whatever shipboard duties they are interested in. Pilots will need navigation skills, while gunners will need gunnery skills, sailhandlers will need to be able to work in the rigging, and so on. Besides that, any skills that would prove useful to normal *RM/MERP* or *FH* characters are appropriate.

FICTIONAL PIRATES

The pirates of fiction rarely conform to historical truth. They are either depicted as somewhat bloodthirsty, though invariably with a streak of nobility about them, or as the most degenerate group of people in all of recorded history.

The 'noble' pirates are never needlessly cruel or wantonly destructive. Often, as in the Errol Flynn films of the 30's, they are down-right charming and dashing. Their enemies — the Spanish — always deserve what they get. They are never just honest planters and traders who have tried to create a new life for themselves in the West Indies, but always the butchers of the Indians, the enslavers of god-faring Englishmen, and the gold-crazed perpetrator of unspeakable cruelties. While this was certainly true of some of the Spanish settlers and soldiers in the colonies — perhaps even a majority — it was also true that many were just as horrified of these activities as anyone, and just wanted to be left in peace.

The **'degenerate' pirates** are characterized by cruelty and greed which know no bounds. They are filthy, lecherous, bloodthirsty, brutal, blaspheming drunkards, whose loyalty rarely even extends to their own shipmates. The hero of these works of fiction (e.g., *Treasure Island*) is often forced among them and in the end somehow manages to bring about their demise. This could be very interesting to run, with some of the PCs in the pirate crew and others their unwilling companions.

If you prefer black-and-white, good guy vs. bad guy adventure, then the fictional campaign is for you. In addition to the skills mentioned above, it might also be wise to invest in a few social graces, especially if you are playing a Leading Man character. Also, fictional pirates often have a certain flair lacking in the historical variety. Swinging on chandeliers, cutting drapes onto your enemies, and generally dancing about and spouting witticisms while you fight is the order of the day. Any skills that might help you in these areas are also recommended.

4.2 LIFE IN THE COLONIES

Life in the colonies depends largely on what social class you are a part of. It ranges from quite comfortable to nearly unbearable. In this section you will find a general overview of these condition.

GOVERNMENT (4.2.1)

Each colony, sometimes comprised of a number of different islands (the Bahamas, for example), has a Governor. This is true of the Caribbean Islands, it's true of the North American colonies, as it's true of the colonies in the far east. The Governor is most often an individual of noble birth, though it is possible for a common gentleman to aspire to this position. He is answerable only to his European government; and sometimes, only to the monarch of his nation. In the more mundane matters of the day-to-day administration of the colony, he has total control. In fact, it is only in matters of national policy that he has to bow to the wishes of his superiors at home.

Under the Governor there are one or more Lieutenant Governors, who are often in charge of island colonies of their own. The exception to this would be in the case of a very small colony (like the Bahamas in 1718), where just a Governor is deemed sufficient. Besides a few military officers for the colony's garrison, this is usually the extent of official authority in a nation's overseas possessions. There is, of course, more to it than that in the larger colonies, like those of North America or Spain's mainland posses-

sions in the New World. In these cases, the Governor is supported by a bureaucracy, ranging from fairly modest (e.g., North America), to enormous (e.g., The Vice-Royalty of New Spain — Mexico). And, as is the case with most bureaucracies, these are largely co upt, inefficient, and self-serving.

THE LAW & LAW ENFORCEMENT (4.2.2)

On the whole, a free man in the colonies can do more-or-less as he pleases free of governmental interference, as long as he isn't committing too blatant a crime (killing a gentleman outside of a duel, for instance) or acting against the owning power's best interests (opening the fort's gates to the Spanish, for example). Even if you do commit a crime against the colony that's not likely to just be ignored, it's never too far to the next colony, or to the wilderness if things get really bad. Remember, these are frontier colonies; and, like the Old West, the law can only do so much out here.

Law enforcement in town usually consists of a single constable, perhaps with a few deputies, who are responsible for *selectively* enforcing the law.; in other words, if you are wealthy or a member of the nobility, you are largely exempt form the local rules. In the more rural areas, any problems will be handled by the local militia or the nearest regular army garrison. But again, unless the crime is a serious one, it is more often than not the responsibility of the injured party to secure his own justice.

The laws of the 17th century are fairly direct. Most crimes are punishable by death, some of the more minor infractions by torture such as thumb screws, branding, and whipping. If you are accused of a crime and apprehended, you will stand trial before a jury not of your peers, but rather of those appointed for the task. You state your case, the prosecution states his case, witnesses might be called, and then you are either found guilty or innocent and sentenced. Unless you are rich or influential, these proceedings will be brief and undeniably one-sided; an actually fair trial is very rare.

SOCIAL CLASSES (4.2.3)

The 17th and early 18th century are times of extreme stratification among the classes. It is considered of the utmost importance to know where you stand in relation to your neighbor, and to always strive to go up a notch in the eyes of your betters. For the purposes of this campaign, there are only five classes that really have effect on play (while in Europe, the difference between a Viscount and a Grand Duke may be significant, in the colonies, a noble is a noble).

THE NOBILITY

By and large, any nobility found in the colonies, besides those there for a specific purpose (e.g., Colonial Governor), will be there only because they can't be in Europe for one reason or another. Many are there to regain lost family fortunes, some are there because of religious differences with their rulers, some because they were on the losing side of a civil war or rebellion. Whatever the reason, they would rather be somewhere else, but make the best of it by carrying on as if nothing had changed. There are balls, teas, hunts — in short, anything to make them forget where they are. Some nobles outfit and command privateers, but this is rare. Even in the backward colonies, the nobility still commands a certain respect. Who knows, one day they may be better off, and then the potential for favors, or revenge, will be great. Your character can be a noble only if he purchases the Perk:Status advantage (*FH*), or chooses the advantage of being a noble as an option for a Leading Man or Supporting Cast character (*RM/MERP*).

GENTLEMEN

Technically, a gentleman is anyone belonging to the landed gentry; that is to say, a hereditary owner of real estate, historically entitled to bear a coat of arms, though not a member of the nobility. For the purposes of this supplement, it is merely a freeman of some status. In these early days of colonial settlement, it is not difficult to achieve a certain level of status. There are often land grants available to any willing to settle in a certain area; and, with a few slaves and maybe a loan to get started, it's possible to make quite a name for yourself. You do not have to own land in the colonies, or any land at all, to be a gentleman, however. In the 17th century, many families whose members had been landed gentry have sold their estates and moved to the towns, but retained their status as gentlemen. The captains and officers of privateers are often Gentlemen, as are middle-level military officers — garrison commanders and the like. Requirements for being a gentleman are the same as those for the Nobility, above.

FREEMEN

This class covers all those who are free, but do not have the status of a gentleman. This means shopkeepers, soldiers, sailors, low-level bureaucrats — essentially, common people. Unless otherwise specified, your character will belong to this class.

INDENTURED SERVANTS

This class covers a number different types of people. First, there are those honest few who wished to leave Europe and start a new life in the colonies, but could not afford passage for the journey. So, in return for passage they have agreed to work for a set period of time — either 4, 7, or even 10 years — as little more than a slave to some colonial planter or gentleman. At the end of this period they will be given a wage which has been agreed to before hand, most often just enough to purchase a small plot of land of their own. Second, there are Europe's undesirables. These are not criminals per se, but rather more along the lines of street urchins, harlots, beggars, and so forth that are rounded up and thrown on a ship heading for the new world (in other words, the 17th century's idea of an urban renewal project). The last group belonging to this class are the blatant criminals. These are people who have committed crimes in Europe and been given the choice of either going to the colonies as an indentured servant, going to prison, or being executed. For *Fantasy Hero*, starting the game as an escaped indentured servant is the equivalent of a 5-Point Hunted.

SLAVES

There are two types of slaves in the New World. First, there are the Indian slaves. These will by and large be found only among the Spanish and Portuguese, as the other nationalities of Europe find the idea of enslaving Indians offensive. Indians do not make good slaves. In fact, to many Indians the idea of living in bondage is so repulsive that they just stop eating and die. The other type of slave is, of course, the African slave. The traders of Europe, especially the Portuguese, have been bringing over slaves from Africa in vast numbers. They are much preferred by planters and miners over Indian slaves — because they are more durable and are better workers — as well as over indentured servants — because they take the heat better and are cheaper to maintain. All in all, slaves live under inhuman conditions; and as a result, escapes are frequent, while uprisings are not unheard-of. It is not unusual to find escaped slaves aboard buccaneer or pirate vessels. Starting the game as an escaped slave is the equivalent of a 10-Point Hunted for *FH* players.

COMMUNITY ORGANIZATION (4.2.4)

Generally speaking, all of the above classes fall into one of two general categories: the producers and the suppliers.

The producers are all those responsible for the actual production of a colony's wealth. This includes planters, miners, hunters, trappers, etc., as well as any who work for them, such as field hands and slaves. The upper echelons of the producers generally consists of the highest classes of colonial society (nobles and gentlemen), while very few of the suppliers will belong to these classes.

The suppliers are all those whose function it is to support the producers, whether it be through the transportation and sale of their goods, the supply of items unattainable in the colonies, the supply of services, or whatever. These include sailors, innkeepers, merchants, tailors, and so on, as well as any who work for them. In other words, all those who provide the services that the producers cannot provide for themselves. This group even includes criminals such as prostitutes and pirates. After all, a prostitute supplies a service, while a pirate is essentially a class of merchant — he obtains goods from one source (the Spanish), transports them (back to port), and hands them over to another (an innkeeper) for a price (rum).

DAILY LIFE (4.2.5)

Despite the amazing advances taking place in the sciences, arts, exploration and trade, daily life for the majority of the people of the 17th century is, if anything, worse than that of the eras that have come before. In the country as well as the cities and towns life is a constant struggle for survival, with famine, disease and violence actually affecting a decline in the European population between the years 1650 and 1700. The common laborer engages in back-breaking work from dawn till dusk, coming home to a meal of coarse bread, beans, turnips, and cheese. Meat is only to be had on special occasions, such as a wedding or when the local squire throws a party. Cholera, typhus, smallpox and the plague run rampant throughout the population. Infant mortality is at 50%, and of those that survive, only 50% live to see adulthood. The average life expectancy is around 40.

So while Isaac Newton ponders physics, and London merchants enjoy a meal of roast beef and claret in Lloyd's, and Pascal espouses his philosophies to the world, witches are burnt at the stake, peasants are blinded for stealing a handful of beans, and the plague kills over 100,000 in the city of London. It is an age of wonders and horrors, discovery and darkness.

4.3 BUCCANEERS

In this section you will find a discussion of the buccaneers, their customs, Letters of Marque, how they divide their treasure, and so on.

For the purposes of this campaign, the term 'buccaneer' applies to any who participate in privately-financed privateering ventures between the years 1630 and 1689. Buccaneers range in method from tightly-run highly-disciplined official ventures, to unscrupulous slip-shod operations run with the barest of governmental tolerance. On the whole, the average buccaneer is really no better than a pirate who now and then condescends to purchase a government permit for his activities.

Early buccaneers, as mentioned in the History section, are renegade Europeans who make their homes on the nearly-deserted islands of the Greater Antilles, especially the north coast of Hispaniola. They survive by hunting the plentiful game on those islands and selling the hides to passing merchantmen. This game, consisting of cattle, pigs, and deer, was originally introduced by the Spanish settlers in the 1500's, but has been allowed to run wild after a large number of the settlers flocked to the mainland in search of gold.

BUCCANEER / FILIBUSTER / FREEBOOTER (4.3.1)

The name 'buccaneer' comes from the Arawak Indian word 'buccan' or 'boucan', which is used to describe the green-wood grill on which they cook their meat. The grill is placed over a slow fire, and the meat is then smoked for the greater part of the day. The result is described as being flavorful and of a deep red color. Meat that has been prepared this way will keep for a considerable amount of time.

'Freebooter', another word to describe buccaneers, comes from either the Dutch 'vrijbuit' — meaning 'free-booty', or 'vrijboot' — meaning 'free-boat', both terms known to be used by the Dutch to describe pirates.

'Filibuster' is the English mispronunciation of the French mispronunciation of the word 'freebooter', which they pronounce 'flibustier'.

CLOTHING & EQUIPMENT (4.3.2)

The buccaneer's clothing is designed for practicality. They wear a pair of tough hide trousers to ward off the thorns which grow on the islands they inhabit, a rough linen shirt, pig-skin boots, and a large hat to keep off the sun. Few early buccaneers go clean-shaven, as there is neither the means nor the motivation to shave. They do not wash often, and after several days of slaughtering their game, their clothes will be positively crusted with dried blood — enough to make any Spaniard think twice about resistance when facing one of these wildmen. Their equipment includes a set of long butcher knives worn thrust into their belts, a cutlass secured to a baldric, or belt which runs diagonally across the chest, and a long (four-foot) musket — their most prized possession. They are prodigious shots with these muskets; for, after all, they survive on their ability to kill game without damaging the hide.

TRADE (4.3.3)

During this time, the West Indies are full of smugglers and privateers from England, France, and the Netherlands. When the buccaneers sight a sail on the horizon, they collect their hides and extra meat and run to the shore to trade. They are interested in only a few items, as their tropical paradise provides amply for most of their needs. They exchange their goods for gunpowder, shot, miscellaneous tools, weapons, and, most importantly, liquor. Surviving on a tropical island, especially an island teaming with game, is far from difficult. For this reason, the average buccaneer finds himself with quite a bit of extra time on his hands; and what better way to pass that time than with drink? Besides slovenliness, this is perhaps the buccaneers' only vice, but it's a vice that they are very suited to.

THE BROTHERHOOD (4.3.4)

Perhaps the most unusual buccaneer custom is their habit of taking a partner. Women are scarce on these islands; and so, for the sake of companionship, every buccaneer takes a partner. You hunt with your partner, live with your partner, share your goods with your partner, and watch out for your partner's welfare. If your partner is killed, then you will inherit all of his goods. It is, in a way, a form of marriage.

The buccaneer brotherhood is a direct result of this custom. Buccaneers are bound primarily in their hatred of the Spanish, who have made a career of hunting them down. Crews from different ships trade honestly with each other. One brother will not cheat another at gambling, or otherwise treat unfairly with another. They are bound together by a force stronger than patriotism: a history of common suffering and hatr d of a common enemy.

TACTICS (4.3.5)

Sometime in the early 1600's, the buccaneers begin to seriously divide their time between hunting and looting Spanish ships. Before this, they are more-or-less content to just live their lives as they always had. But seeing heavily-laden Spanish treasure ships just sailing by year in and year out eventually catapults them into action.

The buccaneers begin to patrol the waters around their island homes in small boats, sometimes even canoes. Once they have spotted some hapless victim, they take down their small sails (so they can get closer without being seen) and row to the vessel. The first shot fired is always aimed at the steersman, and subsequent shots at the men in the rigging. This tactic usually has the effect of stopping the Spanish ship dead in the water. Early buccaneers carry no cannon, just a variety of muskets, pistols, cutlasses, and long knives, and so have to rely on their superb marksmanship and ferocity in single combat. Coming alongside the merchantman, under the Spaniard's cannon, the buccaneers swarm aboard and engage their foes in a terrible melee. It does not often last long. They will invariably use the lion's share of their booty to buy more liquor from passing smugglers.

In the 1640's, with the establishment of Tortuga as a base of operations, things begin to change. A large number of buccaneers become full-time privateers, giving up hunting altogether. Slowly, these buccaneers become more and more civilized, and start using larger ships; their methods become more like those of the pirates, discussed in section 4.4. Their brethren on Hispaniola will continue their wild existence well into this time however; and those who have given it up will never really escape from their true buccaneer roots.

LETTERS OF MARQUE (4.3.6)

It is important to pause here for a discussion of the difference between a privateer, a buccaneer, and a pirate. In terms of this supplement, a privateer is one who has official documented permission from his government to prey on the shipping of an enemy power during wartime. A buccaneer is one who does not necessarily have documented permission to prey on this shipping, but has the unspoken consent of his government to do so. Furthermore, this 'enemy shipping' is almost exclusively that of Spain. A pirate is one who not only does not have permission to prey on shipping, but will be hanged if captured by his, or any other, government. Also, a pirate is not choosy as to his prey. Any nationality is fair game to a pirate. It is necessary to point out here that Spain considers anyone who preys on their shipping a pirate, and does not recognize any documentation as permission to do so.

During the age of the buccaneers (~1630-1689), the documentation giving a privateer permission to prey upon the shipping of a foreign power is known as a Letter of Marque. These are available from colonial governors in return for 15-20% of the booty taken from enemy vessels. The duration of these letters is usually around three months, but they can be terminated if the issuing power is no longer at war with the party concerned, or extended by the issuing governor if he is pleased with the conduct of the privateer (in other words, if he has made a decent haul). It is possible for a privateer captain to have more than one of these documents, but this means that he will be forced to surrender 15-20% of the booty to each party.

Colonial governors issue these documents fairly liberally, as the potential for personal gain is very great. The only circumstances under which a privateer captain will be denied a Letter of Marque would be if he has at any time attacked a vessel belonging to the issuing power, if the two powers concerned are not at war, or if he has not abided by the conditions of a previous commission (e.g., failed to pay his 15%, extended the term of the document without permission, and so on). Even if one or more of these is true, unscrupulous governors (and there are a lot of these) will often issue Letters of Marque anyway, so great are the profits.

The powers which regularly issue Letters of Marque are Spain, Portugal, France, England, the Netherlands, and Denmark. With the obvious exceptions of Spain and Portugal (who issue very few of these anyway), almost all Letters of Marque are issued against Spain. At any given time in the 17th century, Spain will be at war with at least one of these nations. Thus, at any given time, it is possible for a captain to have a Letter of Marque — if he is willing to go out of his way to get one.

The fact is, Letters of Marque are not really necessary. You can plunder Spanish vessels without any real fear of persecution by your government. Furthermore, as Spain does not recognize the legitimacy of these documents anyway, they are really nothing more than a formality. There are advantages to having a Letter of Marque, however. First, having plundered a vessel, you will have access to any friendly port — without fear of persecution — in which you may sell your newly-acquired goods. This is important, as the only truly safe ports for those without a Letter of Marque are Tortuga and Port Royal, where the market is positively flooded with Spanish plunder. Second, friendly ports will also be open to those being pursued by enemy vessels. And lastly, if you should ever be forced to face a court of law for one reason or another (such as a treaty between your country and Spain which includes the condition that all known pirates are to be prosecuted), you can use expired Letters of Marque as a defense covering any activities which took place during the period in question.

It should be noted that before the mid-1640's, any plundering of Spanish vessels will be either carried out at the request of your government (in the case of privateers), or simply without the knowledge or concern of your government (in the case of the early buccaneers), and thus Letters of Marque are unnecessary.

See the *West Indies & The Spanish Main* Section (8.0) for a list of the places where Letters of Marque are available.
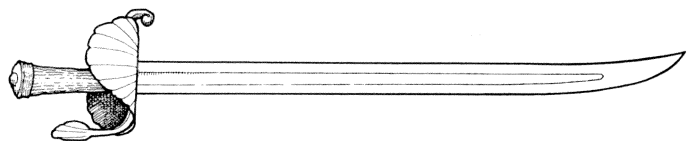
LEADERSHIP (4.3.7)

Before 1650, when a group of buccaneers decides to take a break from hunting in order to raid Spanish shipping, they make their way to a rendezvous point and send messages to other groups of buccaneers in the vicinity. This group will elect a captain from their number, and then the captain will appoint his officers. If there are two or more candidates for captain, and a consensus cannot be reached, then the party will probably split up and go their separate ways. The number of officers depends on the size of the vessel; a small ship might only have a mate, while a large ship will require a mate, a surgeon, a master gunner, a sailmaster, and so on (see the *Ships & Sailing* Section (5.0) for more on shipboard positions). All decisions are made by a general vote until their prey is sighted, at which time the captain takes over. Only during the chase and subsequent combat is the captain's word law; in fact, at any other time he can be voted out of office, or even marooned!

After 1650, things proceeded in much the same fashion, though some full-time privateer-type buccaneer captains tend to have more control. Generally, they will be the most able leaders of their group (or the most feared member of the group), and have been in charge so long that no-one really questions it. They occupy the captain's cabin aboard their ship, and enjoy a certain respect from their crew. Of course, should they mess up, they might very well find themselves standing on a little spit of sand in the middle of nowhere (see *Marooning*, below).
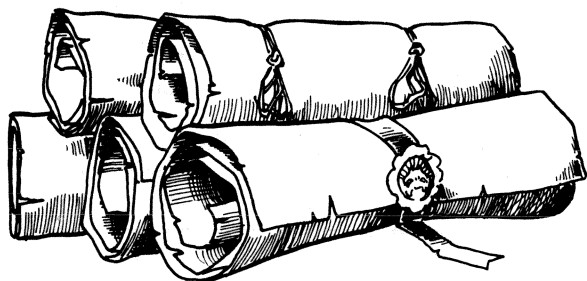
DIVISION OF SPOILS (4.3.8)

The division of the spoils depends upon the type of venture undertaken. The more official the venture, the less a common seaman will get. In the case of an official privateering venture, the crown first gets its share, then the other investors, then the captain and officers, and then whatever's left goes to the crew. This can still be an enormous sum, and is certainly much more than can be made aboard a merchantman or navy ship. In fact, after some of the early (mid-1500's) voyages to the Spanish Main, an average crewman's share was enough to retire on.

For buccaneers, things are quite different. Having decided to undertake an expedition against the Spanish and elected the captain and officers, a written agreement will then be drawn up and signed — or more often, marked — by all present. This document provides for the division of the spoils. First, from the common share comes all funds allocated for special purposes. These include the carpenter's salary (he's considered important enough to warrant special mention), as well as compensation for wounds suffered. The loss of an arm is generally valued at 600 Pieces of Eight, while an eye or a finger is valued at 100 PoE. After these expenses are taken out of the common pot, the prize is divided into equal shares, with 5 shares going to the captain and 2 to the mate.

Like most of the other aspects of these ventures, the later — and consequently, larger — the expedition, the more elaborate will be the preparation. From about 1650 till the end of the buccaneer era, the document which provides for the division of the spoils takes the more detailed form of the Pirate Articles discussed below.

MAROONING (4.3.9)

Marooning is a punishment reserved for any traitorous members of the crew (including the captain), those from a captured vessel who refuse to join the crew, or anyone else who displease the buccaneers. The exact methods involved vary widely. The worst case is being left on a tiny spit of sand, perhaps on a reef somewhere, which is below the high-tide mark. The chances for survival are nil, though you might last for a couple of miserable days. You might be left with a single pistol with which to take yourself out of your misery — if the buccaneers are in a particularly good mood. The best case is to be left on a deserted though habitable island somewhere. You might even be left with some provisions, such as a musket with some powder and shot, some simple tools, and a keg of flour. The chances of survival are still not good, but certainly much better. The most famous case of this type of marooning was Alexander Selkirk, who was the inspiration for Robinson Crusoe.

Other punishments range from being set adrift in a ship's boat, to being sliced up into little bits. Buccaneers can be quite creative when it comes to punishment.

4.4 PIRATES

While the buccaneer enjoys a certain amount of tolerance — even encouragement — from his government, the pirate is a criminal plain and simple. He robs from the shipping of all nations indiscriminately. He may even prefer the shipping of his country of origin in order to avenge some real or imagined wrong. No colonial port is safe for a pirate, and even pirate dens are always in danger of naval bombardment.

The distinction between pirates and buccaneers is hazy at best. Many buccaneers, when operating during times of peace or without Letters of Marque, are really just pirates in an age when piracy, especially piracy against Spain, is not really discouraged. What makes pirates truly different from buccaneers is not so much their customs, but rather the attitudes of colonial governments.

In this section you will find a discussion of pirate customs, including pirate articles, pirate tactics, and the 'jolly roger'.

LEADERSHIP (4.4.1)

If anything, pirates are even more fiercely independent than buccaneers. Every single decision is debated and then voted on. If a concensus cannot be reached, then the group splits up and goes their separate ways. Having at one time or another served aboard a merchant or navy vessel, and being forced to acquiesce to every whim of the officers and captain, most pirates will defend their rights with their lives. The only time a captain's authority cannot be disputed is during combat. If a crew member abandons his post or disobeys an order, he can be shot on the spot by the captain. Out of combat, however, pirate captains have to be very careful not to overextend their authority.

Captains are elected in the s me manner as the buccaneers. They have even less authority out of combat, however. In addition to the captain, a quartermaster is elect d whenever a pirate crew comes together for the first time or desires a change of leadership. The quartermaster's role is to counterbalance the authority of the captain — primarily when not in combat. He is responsible for determining the value of the loot and its division. He is also responsible for resolving disputes and meting out justice (see below). His other duties vary depending on the vessel. Sometimes he acts as the helmsman during combat, and is often called on to see to the provisioning of the vessel. He might also determine the men that compromise the boarding party during an action (the most dangerous job).

PIRATE JUSTICE (4.4.2)

Many pirates, contrary to popular belief, are very just in both their treatment of prisoners and each other. One of the first questions asked of the crew of a captured vessel (after "Where's the loot?") is whether or not their captain is a good man. If it turns out that has been harsh in his punishments (and most are), then he is generally strung up and lashed into oblivion. The crew is often given the option of joining the pirates; and if they decline, then are given a small boat with some provisions with which to make their way to the nearest safe port. Particularly valuable members of a captive crew — such as the surgeon or pilot — might be taken against their will, but only if the pirate crew is lacking in that particular area.

Of course, there are the few pirates who give the whole profession a bad name. They might string up a ship's officers and use them for musket practice, or force them to drink rum until they die, or cast them adrift with no provisions, or twist a cord around their heads till their eyes pop out (the French buccaneer Francis L'Ollonois boasted that in his entire career he had never let a Spanish prisoner live).

When it comes to justice among a group of pirates, however, every precaution is taken to insure that the punishment is fair and their equality is preserved. The quartermaster is in charge of overseeing disputes among the crew. The most popular way to resolve disputes is for the two parties to duel. This is done on land. The quartermaster paces out anywhere from 12 to 20 paces between the antagonists. At his command, they turn and fire either 1 or 2 pistols; and, if that doesn't finish it, they draw their cutlasses and fight hand-to-hand till one is dead.

The one form of punishment never seen aboard pirate vessels is the lash. Lashing is the method used by merchant and naval vessels — from where many pirates come. The lash is hated by the common seaman. If the captain of a captured vessel is known to have used the lash frequently, then he might as well bend over and kiss himself good-bye.

One of the great misconceptions about pirates is 'the plank'. If you are running a purely fictional type campaign, then by all means make your prisoners walk the plank. Historically, however, it just didn't happen. There was one instance when Major Stede Bonnet (a Barbados pirate) was said to have practiced this form of punishment, but the source (as with most accounts of piracy) is far from reliable.

RECREATION (4.4.3)

One area where pirate crews do not differ is in their recreational activities. These are, in order of importance: drinking, gambling, and whoring.

Pirates are notorious drinkers. Woe be to the captain who neglects to supply his ship with ample amounts of rum. Pirates drink for a number of reasons. Primarily they drink because there is no-one there to tell them not to. But more importantly, because they need to escape. After living the free and easy life for a while, it becomes apparent to most pirates that they can never go home. Never again will they see the cliffs of Dover, or the thriving docks of Bristol. What at first appeared to be paradise becomes a prison. And drink becomes less of a recreation and more a way to forget. There have been a number of estimates as to just what percentage of pirates were alcoholic; suffice it to say that it was high. If you are running a more fictional campaign, then make drinking simply part of the pirate's naturally bawdy nature — there's no need to depress your players.

THE JOLLY ROGER (4.4.4)

The term 'jolly roger' is thought to be the English mispronunciation of the French 'joli-rouge', meaning 'pretty red', a term used to describe the blood-red battle banner of the privateers and buccaneers of the mid-17th century. This red flag was, and often still is, hoisted up the mast to indicate that the time for surrendering has run out, and that now there will be no quarter given.

The term has come to mean the infamous skull-an -crossbones design of pirate flags. The first of these was seen in 1700 being flown by the French pirate Emanuel Wynne, and has been adopted by almost all pirates throughout the world.

The jolly roger has one purpose, and that is identification. The theory is that a pursued merchantman, having seen and identified the particular black flag being flown, will be much more inclined to surrender if that particular pirate's reputation is one of exceptional cruelty. For instance, Blackbeard's reputation was so fearful, and his jolly roger so distinctive, that he rarely had to engage his prey in combat. Players are encouraged to design their own jolly roger, making it somehow appropriate to their reputations.

PIRATE ARTICLES (4.4.5)

Aside from slight differences in the details, pirate articles — documents drawn up and signed by every member of a pirate crew — are in format essentially the same from ship to ship. They provide for the compensation for injuries, rules governing the behavior of the crew, and, most importantly, the division of spoils.

Compensation for injuries received in combat generally covers the limbs, eyes, and fingers, though they can get more specific. A limb is usually valued at around 500 PoE, while a finger might be worth 100. Some pirate articles go into great detail as to just how much a particular part of the body is worth, and some even provide for compensation to relations in the event of a crew member's death.

The rules governing the behavior of the crew concern such things that are essential to the safety of the ship and preserving the individual rights of the crew. Smoking a pipe without a cap or lighting a fire below decks are often proscribed by pirate articles, as the danger of fire aboard a vast wooden ship packed with gunpowder is tremendous. Keeping your weapons clean, gambling, attacking another crew member, and cowardice in battle are often covered in the articles.

And lastly, there is the division of spoils. After the amount stipulated for expenses, provisions, and injuries has been subtracted from the common pot, the rest of the coin is 'passed around the mast' (that is, divided) by the quartermaster. When this is accomplished, the crew has the option of bidding for the non-monetary items like silks, jewels, and slaves. Sometimes these items are simply passed out with the rest of the loot, their value being decided by the quartermaster. These items are often greatly undervalued because of the inconvenience involved; 500 Doubloons worth of silk cannot be carried around in your pocket.

GMs and players are encouraged to write up pirate articles for the vessels they sail on, and even sign them. A lot of good role playing opportunities can be had in bidding for slaves and such, and it's a good idea to know just what is and is not allowed on a particular ship. The pirate articles of Bartholomew Roberts (from around 1700), as reported by Danial Defoe, the great pirate chronicler, are given below as an example for players:

ARTICLES

I. Every man shall have an equal vote in the affairs of the moment. He shall have an equal title to the fresh provisions or strong liquors at any time seized, and shall use them at pleasure unless a scarcity may make it necessary for the common good that a retrenchment may be voted.

II. Every man shall be called fairly in turn by the list on board of prizes, because over and above their proper share, they are allowed a shift of clothes. But if they defraud the company to the value of even one dollar in plate, jewels or money, they shall be marooned. If any man rob another he shall have his nose and ears slit , and be put ashore where he shall be sure to encounter hardships.

III. None shall game for money either with dice or cards.

IV. The lights and candles should be put out at eight at night, and if any of the crew desire to drink after that hour they shall sit upon the open deck without lights.

V. Each man shall keep his piece, cutlass and pistols at all times clean and ready for action.

VI. No boy or woman to be allowed amongst them. If any man shall be found seducing any of the latter sex and carrying her to sea in disguise he shall suffer death.

VII. He that shall desert the ship or his quarters in time of battle shall be punished by death or marooning.

VIII. None shall strike another on board the ship, but every man's quarrel shall be ended on shore by sword or pistol in this manner. At the word of command from the quartermaster, each man being previously placed back to back, shall turn and fire immediately. If any man do not, the quartermaster shall knock the piece out of his hand. If both miss their aim they shall take to their cutlasses, and he that draweth first blood shall be declared the victor.

IX. No man shall talk of breaking up their way of living till each has a share of £1,000. Every man who shall become a cripple or loose a limb in the service shall have 800 pieces of eight from the common stock and for lesser hurts proportionately.

X. The captain and the quartermaster shall each receive two shares of a prize, the master gunner and boatswain, one and one-half shares, all other officers one and one quarter, and private gentleman of fortune one share each.

XI. The musicians shall have rest on the Sabbath day only by right. On all other days by favour only.

PIRATE TACTICS (4.4.6)

The principal tactical advantages that pirates try to achieve is fear. They do this through a combination of wild behavior and reputation. Many merchant captains, seeing the distinctive jolly roger of a pirate known for cruelty to resistors, will simply surrender without a fight. Pirates will also play loud cacophonous melodies and dance about like madmen to add to the overall effect.

If the merchantman does not surrender, then the pirates haul down the jolly roger and hoist the blood-red or all-black battle standard. The goal now is to board the other vessel and overwhelm the crew with their numbers and ferocity.

The first step is to try to disable the enemy's rigging and/or incapacitate the helmsman so that the other ship cannot maneuver away. The guns are then loaded with grape shot to clear the enemy's deck. The hull is by-and-large not fired on for fear of sinking the vessel; after all, the point is to capture it intact. As soon as they are close enough, the pirates toss grappling hooks to secure the other ship, and scramble across. The fight does not usually last more than a few minutes.

If the merchant crew does not resist, then the pirates will most likely be content to simply grab what they can and leave. The more of a fight the merchant crew puts up, the harsher their treatment will be. The object is to reward those who surrender and brutally punish those who resist in hopes that other crews will learn of the pirate's policies and not put up a fight when they are encountered. If the pirates are short of men, or need a specific position filled (e.g., surgeon, pilot, etc.), then they might ask for volunteers or impress a man or two into service. They are generally loath to impress common seamen, as this goes against their notions of personal liberty.

For more information on ships and sea combat, see the next section and the section on combat.

4.5 THE ROLE OF WOMEN

Like most periods of history, including this one, we are dealing with a completely male-dominated society. This makes it somewhat difficult to play or run female characters. Fortunately, however, history has given us a solution — two solutions, really: Anne Bonny and Mary Read.

Anne Bonny was the illegitimate daughter of an Irish attorney. Her father, William Cormac, moved to Charlestown, South Carolina to get away from his wife and reputation. She grew up as more-or-less the mistress of her household, her father leaving her to do pretty much as she pleased. Chafing at the dreary existence of a colonial belle (she was very attractive), she married a young sailor, James Bonny, against her father's wishes, and eventually drifted with him to New Providence Island. At that time New Providence was a pirate den, and Anne Bonny found many ways to distract herself. After the arrival of Woodes Rogers and the taming of the Bahamian pirates, she became disturbed by the possibility that she would once again find herself in a dreary unexciting colony. Then she met Calico Jack Rackam.

Calico Jack was the picture of a pirate. He wore outrageous red clothing, a brace of pistols in his sash, rings in his ears, huge ostrich plumes in his hat, and a rapier at his side. Anne Bonny was swept off her feet, and Calico Jack was stricken in return. He, like she, was soon tired of the life on the new New Providence, and they decided to go a-plundering together. In order to avoid a conflict with his crew, he disguised Anne as a man. She proved to be a very willing, able, and ferocious pirate.

After they had been at this for a while, they came across and captured a Dutch merchantman. Aboard was a young sailor who joined their crew — handsome, blue-eyed and blond-haired. Anne fell in love. She contrived for the two of them them to be alone, and revealed her identity. She must have been quite shocked to discover that this sailor was also a woman!

Her name was Mary Read, and her story is even more bizarre. Mary's mother conceived her after her husband had gone to sea, and in order to cover up this irregularity, she dressed Mary in the clothes of a recently deceased legitimate male baby, and passed her off as him. Mary was brought up as a boy. She joined the navy as a cabin boy, moved to the infantry when she was a little older, and served in the cavalry during the War of the Spanish Succession. She eventually married the trooper with whom she shared her tent and settled down to a life as an innkeeper.

But it was not to last. Her husband died of a fever, and the inn failed shortly thereafter. Intent on getting away, she once again joined the infantry, and then signed on a Dutch merchantman bound for the colonies. This is the point at which she came in contact with Calico Jack and Anne Bonny.
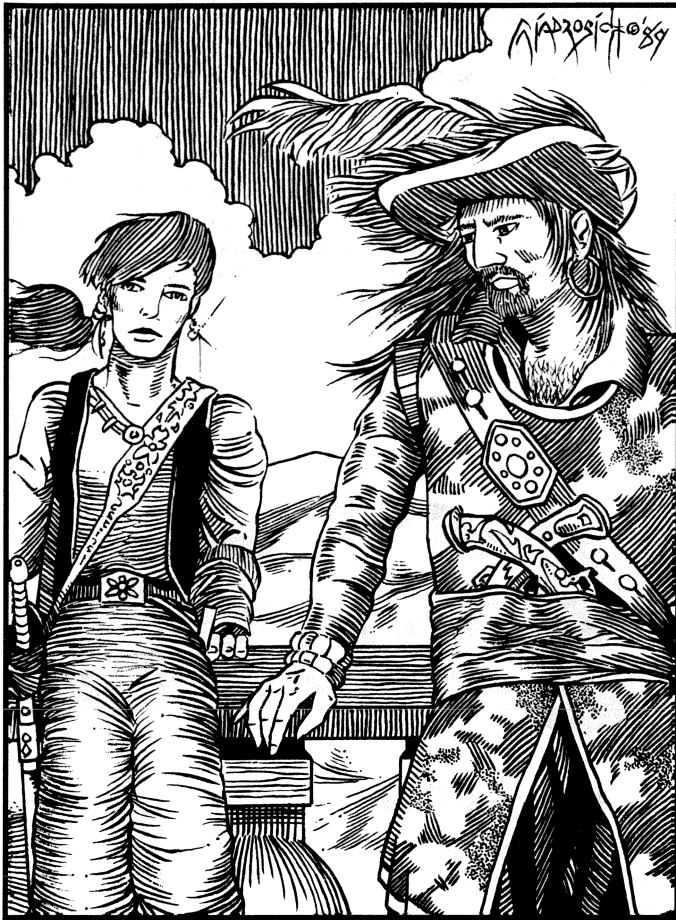
After several months, Calico Jack Rackam, Anne Bonny and Mary Read were captured along with the rest of their crew while in a small Jamaican bay enjoying a drunken revel. The two women were spared the gallows because they were pregnant, but Mary Read died of a fever while in prison. Anne Bonny was eventually released, and is thought to have returned to her father's house in South Carolina.

These two examples show that is certainly not impossible to be a woman pirate. In fact, Mary Read had spent practically her entire adult life in military service of one form or another. Your best, and really only, bet is to disguise yourself as a man. This can lead to some very interesting role playing situations, especially if you don't tell the other players that your character is a woman. The GM should, of course, be asked his approval before you play a woman, but by all means keep it from everyone else if you want to.

NPC reactions should also be considered. How will a ship full of pirates react if one of their shipmates is revealed to be a woman? The possibilities are none too pleasant. Above all, remember that everyone, even outlaws like pirates, are slaves to the attitudes of their times. Be careful in whom you confide.

4.6 MONEY & TRADE

The variety of currencies to be found in the colonies during this period is staggering. Just imagine getting a chest of plunder made up of Crowns, Marks, Doubloons, Ecus, Florins, Talers, Ducats, Guineas, and Lira. It happened. For the sake of simplicity, and in keeping with the flavor of pirate fiction, all costs and amounts will be in the Spanish currencies of the time.

In the colonies of Spain, coins are made of either silver or gold. The standard denominations are the Real (silver) and the Escudo (gold). Gold coins come in denominations of 1/2, 1, 2, 4, and 8 Escudos, the 8 Escudo denomination being the famous Doubloon. Silver coins come in denominations of 1/4, 1/2, 1, 2, 4, and 8 Reals. The most common of the silver coins being the Piece of Eight (Pesos, 'PoE'), which is worth 8 Reals (a PoE was often cut into eight pieces to make change, thus the name 'piece of eight'). There are 2 PoE's in an Escudo, and thus 16 PoE's in a Doubloon. There are no copper coins in use in Spain's colonies. Copper has been minted in small amounts in isolated regions, but it is doubtful that your characters will ever see it.

The table below gives approximate translation into **RM/MERP**, **FH**, and 1989 US dollar ($) values (rounded-off for the sake of convenience). Use this to determine the costs of items not listed in the equipment section. Remember, as in fantasy environments, some things will be more expensive, such as manufactured items, while others will be cheaper, like foodstuffs.

Coin Value	RM/MERP Value	FH Value	1989 US$
Gold:			
Doubloon (16PoE)	1gp, 2bp, 4cp	1gp, 2sp, 80cp	$250
Escudo (2PoE)	1sp, 2bp, 8cp	1sp, 60cp	$30
Silver:			
Piece of Eight (8r)	64cp	80cp	$15
Real	8cp	10cp	$2

Of course, gold and silver are not the only things that your characters are likely to get their hands on in the course of their travels. A large part of pirate booty is made up of various commodities that will then have to be sold before the general sharing out occurs. The values of these commodities varies considerably between locations. Some of the more isolated Spanish colonies will pay tremendous amounts for manufactured goods, while raw materials like tobacco and sugar will fetch the best price in Europe. Often, pirates will have to just be content with what they can get, as travelling to best market for their goods may end up with arrests and executions. Dutch merchants routinely make fortunes by covertly trading with areas that they aren't supposed to. See *Smuggling* in the *Adventures* (12.2) Section for more.

Below is a list of *approximate* values for various commodities. Remember, actual values can differ by 100% or more depending upon where the buying and selling is taking place.

Commodity	Value (per Ton)
Sugar*	30 PoE
Tobacco*	50 PoE
Foodstuffs	50 PoE
Manufactured Goods†	500 PoE
Cotton*	50 PoE
Iron	200 PoE
Copper	50 PoE
Tin	100 PoE
Hides/Furs*	250 PoE
Rum*	250 PoE
Wine†	300 PoE
Powder & Shot†	225 PoE
Lumber*	50 PoE
Textiles†	65 PoE
Livestock	200 PoE
Slaves†	10 PoE ea.

* Increase price by 100% in Europe
† Decrease price by 50% in Europe

4.7 FASHION

In the 17th century, fashion varies more widely among the classes than ever before. A common seaman might wear a simple linen shirt, canvas breeches, a leather belt, and shoes; while a noble can spend an entire afternoon getting into all his finery.

Early buccaneer clothing is described in the section of that name, above. Pirate and later buccaneer fashion ranges from the typical dress of the seaman, to absurd and extravagant conglomerations of clothing and jewelry captured as part of a prize. Push your imagination to the limit when thinking up an outfit for your pirate — the more ridiculous the better.

Hair is generally worn long by both men and women. In the middle of the century, elaborate wigs of cascading curls are worn by many gentleman.

The sailor's style is to have the hair pulled back in a queue. For the female aristocracy, enormous piles of hair intertwined with jewels, bows, and even bird's nests are the order of the day.

Some illustrations of fashions are given below, including the military fashions of the times.

4.8 THE MILITARY AND WARFARE

During the period covered by *Pirates,* approximately 1630-1725, the nature of warfare and the organization of armies changes drastically. This is a period when the true implications of firearms are being realized, and the military traditions of many nations are being challenged by the technical innovations taking place.

At the beginning of the 17th century, armies are primarily comprised of small groups of professional highly-trained soldiers, many of whom are not natives to the country they serve. Their equipment is much more expensive than was previously the case, especially in terms of artillery (and fortifications capable of resisting it), and (unlike the dutiful knights of the past) they expect to be paid. Officers are appointed on the basis of social rank and, is some cases, the ability to pay for their commissions.

In terms of battlefield organization, an army is divided into units of foot — comprised of pikemen and musketeers, horse, and artillery. Generally, foot units are made up of one-third pikemen and two-thirds musketeers, though this varies considerably from formation to formation. The pikeman's job is to defend the musketeers in the case of a cavalry charge or massed infantry attack.

The English Civil War accelerates many of the changes taking place during this period. The parliamentary army, finding itself with a lack officer-quality nobility, begins to appoint officers on the basis of ability and competence — a revolutionary idea. Furthermore, having faced grave problems with groups of local levies, a 'New Model' army is formed by Parliament. The idea is to have an army that is comprised of soldiers from all over the country, thus eliminating loyalty to any one area, and is available year-round — in other words, a modern professional army. This becomes the standard for the nations of Europe in the second half of the 17th century.

One invention that has a profound effect on the way battles are fought is the bayonet. The bayonet has been around for a long time, but it is not until the middle of the century that it comes into general use. The first bayonets are known as the 'plug' variety, because the handles are simply jammed into the end of the musket. Later, the French develop the 'socket' bayonet, which is slid over the muzzle of the musket, and thus allows the gun to be fired while the bayonet is in position. This development eliminates the need for pikemen as a separate class of soldier, and makes organization, training, and equipping much easier.

Throughout this period, battles are fought between opposing lines of infantry and cavalry, blasting away across a field, and then charging madly when the enemy is believed to be sufficiently weakened. This seems like a ridiculous way to fight a battle, but when one considers the inherent inaccuracy of the firearms involved, it becomes apparent that massed ranks of firing foot soldiers is the only way to insure that the enemy will be hurt.

It is not likely that PCs will ever become involved in a battle of this type. For recommendations on how to handle this situation, should it arise, see the *Combat* Section (6.0).
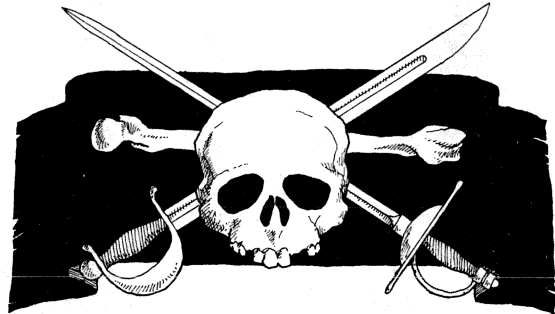
4.9 RELIGION

This is an age of incredible religious intolerance. A vast majority of the wars fought during the 17th century are primarily over religion.

Your characters should not be seriously inconvenienced by their religion. Buccaneers and pirates, though often quite religious, are united by their common hatred of the Spanish and society in general; their personal beliefs take second place. Furthermore, many pirates with strong beliefs are certain that they are bound for hell to pay for their numerous sins. It is perhaps the only line of work where you will find Protestants and Catholics working side-by-side towards a common goal.

One aspect of the religious intolerance of the day that could have a profound effect on the lives of your characters is the Spanish Inquisition. This is a vast organization that was established by the Roman Church to root out heresies the world over. Their methods are unspeakably cruel, and their verdicts unquestionable. Unfortunately for many Europeans, and a good deal of pirates, the inquisition considers Protestantism the worst heresy; and simply being accused of heresy is enough for the Inquisition to initiate their investigations. Their view is that any truly innocent man would never be accused.

If you are captured by the Spanish authorities, you will probably e turned over to the Inquisition; the spiritual charges of heresy take precedence over the secular charges of piracy. You will be taken to Lima or Mexico City to undergo interrogation (torture), and stand trial for the heresies that few men can resist admitting. Judgement is given at an auto-da-fé, a large ceremony taking place in the city's central plaza, at which time the prisoners will be condemned to either burn at the stake, serve as slaves aboard a galley for 2 years to life, or spend from 1 year to the rest of their lives in the stinking damp hell-holes that the Inquisition calls prisons. This is, of course, all for the good of your souls. The bond uniting pirates in their hatred of the Spanish is certainly understandable in light of these facts.

SHIPS AND SAILING

This section will provide an overview of the sailing ships of the day— how they are laid-out, what types are available, and how they sail. It is not necessary to become an expert sailor in order to play this campaign supplement; in fact, if you want to just skip over the process of getting from here to there, then by all means, do so. Gaming ocean voyages — storms, getting lost, etc. — can be a lot of fun, however. If this interests you, then read on ...

5.1 SHIP TYPES

Ships have been divided into four classifications: boats, fore-and-aft-rigged, square-rigged, and galleys. For *FH*, each of these is a different category for determining Familiarity with the Sailing skill. Two of these classifications have been further subdivided into more specific types.

It should be noted that the number of variations in ship design are almost infinite. Each ship is individually designed and built, making it possible to customize vessels to pa icular tasks. What is shown here are the most common types of ships to be found where pirates do their dirty deeds. The enormous naval ships-of-the-line are not represented, as you would have to be a fool to engage one of these monsters in combat; if you see one on the horizon, run.

The information is given in the form of a brief description of the ship type, and then all pertinent non-combat information. The number in parentheses under Max. Guns is the number of guns which may be arranged on a broadside. Combat information is given in the *Ship-to-Ship Combat* Section (6.4).

BOATS (5.1.1)

For the purposes of this supplement, boats are defined as any craft smaller than a sloop. This includes ship's boats, pinnaces, canoes — in other words, any craft that can be handled by a single man. Buccaneers are known to operate from boats, prowling the waters close to shore around important shipping-lanes. Boats generally only have a main deck; that is, there is no gun deck, orlop, or cargo deck on a boat, though there will probably be a bilge.

Length:	10-25 ft
Beam:	3-10 ft.
Draft:	1-6 ft.
Freeboard:	1-5 ft.
Fo'c'sal:	no
Quarterdeck:	no
Poop:	no
Masts:	0-1
Rig:	50% Fore-and-Aft Gaff or Lanteen.
Min. Crew:	1
Max. Crew:	3-20
Max. Guns:	1-2 (0)
Max. Gun Size:	Saker
Tonnage:	.25-6 t.
Combat Speed:	3 kts.
Cruising Speed:	4 kts.
Max. Speed:	6 kts.
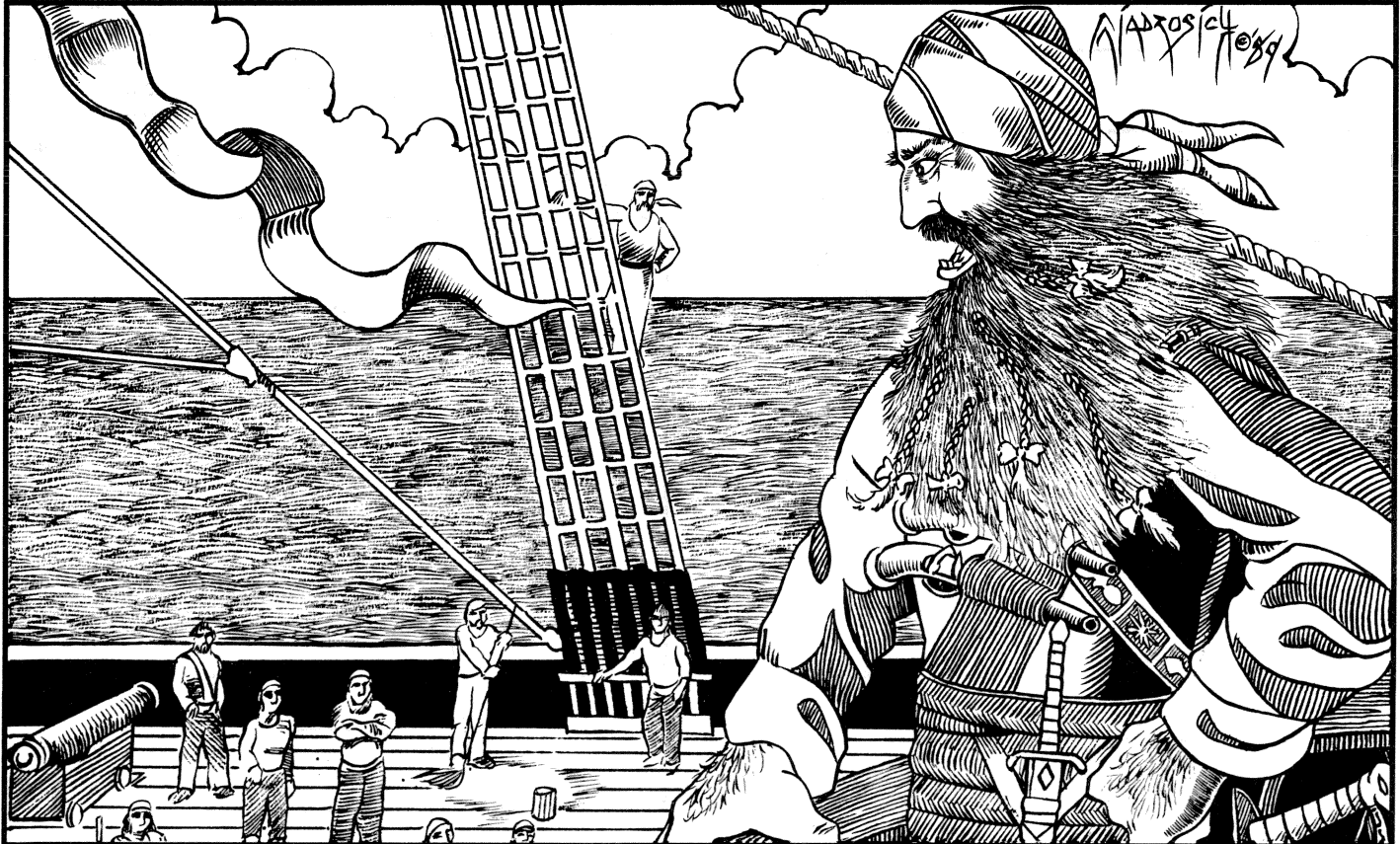
FORE-AND-AFT RIGGED (5.1.2)

Fore-and-aft rigged refers to the method of attaching the sails to the mast or masts. Rather than having the sails hanging from yardarms (those horizontal poles lashed to the mast), they are stretched between the boom and the gaff (see diagram) and run more-or-less parallel to the hull of the ship. This allows the ship to sail closer to the wind and, in most cases, faster. T s rig is not popular on larger ships, as it provides insufficient sail area to move bulky vessels.

FORE-AND-AFT RIGGED
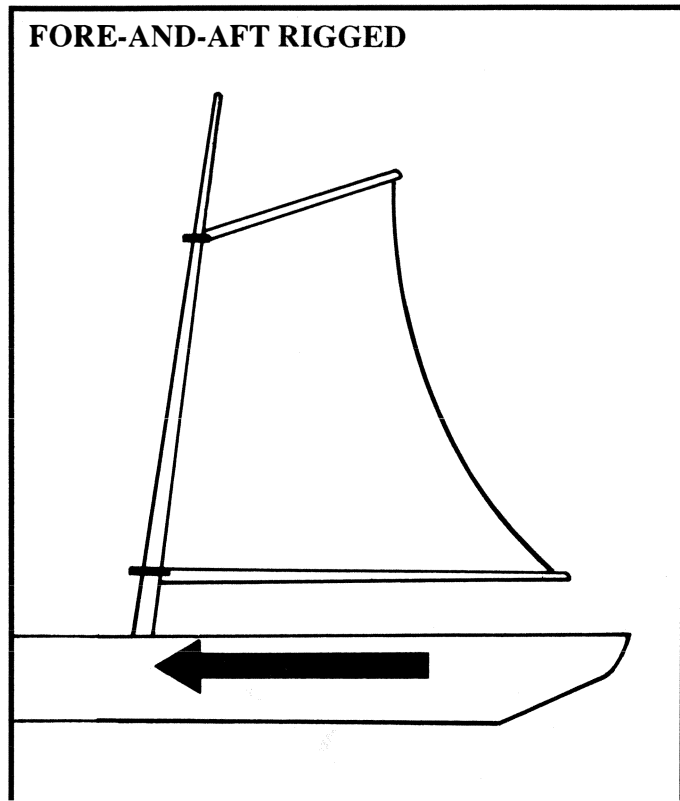
SLOOP

The sloop is the preferred vessel of pirates and smugglers. She mounts a bowsprit almost as long as the hull, allowing an enormous amount of sail area in relation to tonnage. She is very fast and incredibly maneuverable, making it possible to sail circles around larger merchant ships and men-of-war. Sloops do not generally have gun decks; all guns are on the main deck.

Length:	60 ft.
Beam:	25 ft.
Draft:	8 ft.
Freeboard:	4 ft.
Fo'c'sal:	no
Quarterdeck:	no
Poop:	no
Masts:	1
Rig:	Fore-and-aft Gaff
Min. Crew:	6
Max. Crew:	100
Max. Guns:	20 (8)
Max. Gun Size:	Demi-culverin
Tonnage:	100
Combat Speed:	5 kts.
Cruising Speed:	8 kts.
Max. Speed:	11 kts.

SCHOONER

The schooner has two masts, the more foreword of the two (foremast) being slightly shorter. The schooner has many of the same properties as the sloop, though she has a narrower, shallower, and longer hull — making her quicker in the water, but slightly less maneuverable. The advantage of the shallower draft is that she can go some places that sloops cannot — secluded bays, hidden inlets, that sort of thing. She cannot mount as many guns — about 16 in a pinch (arranged as on a sloop with only six per side) — but can carry about the same number of men.

Length:	75 ft.
Beam:	20 ft.
Draft:	5 ft.
Freeboard:	5 ft.
Fo'c'sal:	no
Quarterdeck:	no
Poop:	no
Masts:	2
Rig:	Fore-and-aft Gaff
Min. Crew:	8
Max. Crew:	75
Max. Guns:	18 (7)
Max. Gun Size:	Demi-culverin
Tonnage:	100 t.
Combat Speed:	6 kts.
Cruising Speed:	8 kts.
Max. Speed:	11 kts.

SQUARE-RIGGED (5.1.3)

Square-rigged ships include a number of varieties. The smallest has two masts, while the larger have three. They range in size from around 100 tons up to the 700 ton East Indiaman. There are a number of things that they have in common. First, most of their sails will be rigged in the same fashion; that is, hanging from a yardarm which is attached perpendicular to the mast (see diagram, below). Second, they tend to be beamier (wider) and to draw more (deeper) than fore-and-aft vessels. This makes them slower under most conditions, but also means that they can carry a lot more cargo — or guns.

SQUARE-RIGGED
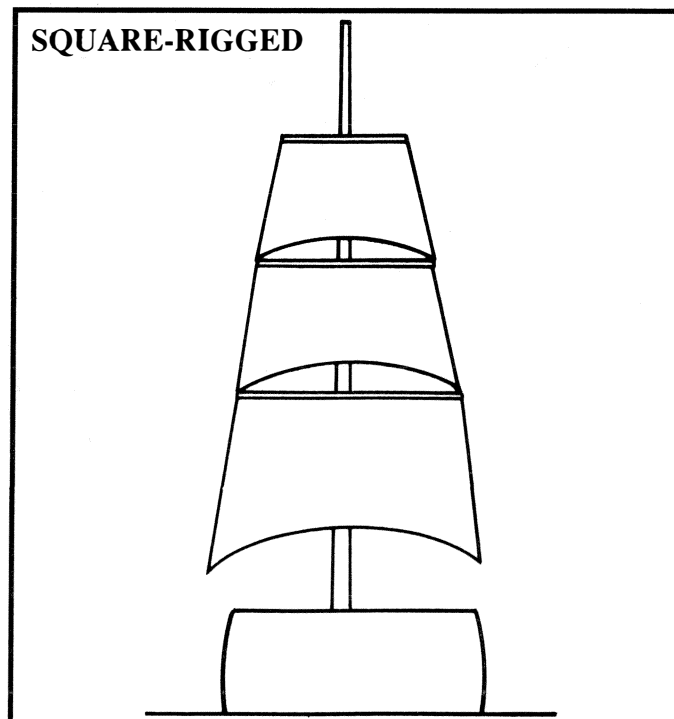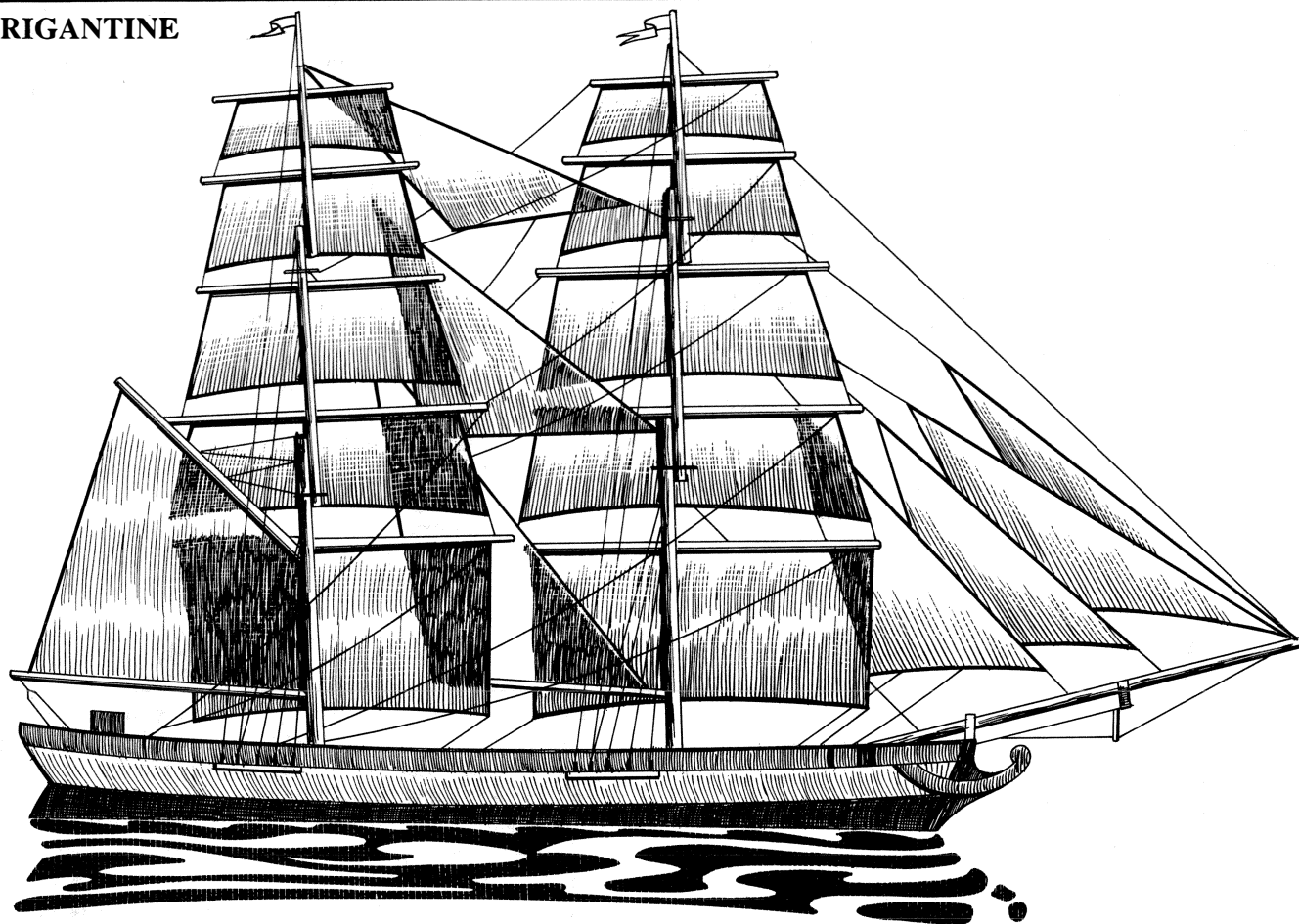
BRIGANTINE

BRIG & BRIGANTINE

The brig is referred to as the workhorse of the seas. She has two masts, weighs in at around 100-200 tons, and is capable of transporting a good deal of cargo. A brigantine is arranged the same, but her main (aft) mast is equipped with a gaff-rigged fore-and-aft sail. This enables her to run with the wind very effectively, but also insures that she can point fairly well. The brig has roughly the same capacity as the sloop in terms of guns and crew, but is capable of carrying a lot more cargo. This makes her popular among pirates, who are often called on to transport large quantities of ill-gotten booty.

Length:	80 ft.
Beam:	30 ft.
Draft:	8 ft.
Freeboard:	8 ft.
Fo'c'sal:	no
Quarterdeck:	50% @ 4 ft.
Poop:	no
Masts:	2
Rig:	Square & Fore-and-aft Gaff
Min. Crew:	16
Max. Crew:	100
Max. Guns:	24 (9)
Max. Gun Size:	Culverin
Tonnage:	200 t.
Combat Speed:	4 kts.
Cruising Speed:	6 kts.
Max. Speed:	8 kts.

FLUTE

The flute is a flat bottomed extremely beamy (wide) craft that is developed by the Dutch early in the 17th century. It has three masts and an additional sail suspended from the bowsprit known as a spritsail. It is not very fast, nor is it maneuverable. What makes it a popular vessel is its remarkable cargo capacity, its ease of handling (12 men can sail this vessel easily), and its price; flute are extremely inexpensive to build.

You are not likely to run across a flute serving as a pirate vessel, but chances are that you'll run across one as a potential victim.

Length:	80 ft.
Beam:	30 ft.
Draft:	10 ft.
Freeboard:	10 ft.
Fo'c'sal:	4 ft.
Quarterdeck:	6 ft.
Poop:	no
Masts:	3
Rig:	Square
Min. Crew:	12
Max. Crew:	150
Max. Guns:	16 (6)
Max. Gun Size:	Culverin
Tonnage:	300 t.
Combat Speed:	3 kts.
Cruising Speed:	5 kts.
Max. Speed:	7 kts.

SHIP

The term 'ship' applies to any three-masted square-rigged vessel of more than around 200 tons. That means merchant and naval vessels of a variety of sizes. On a good day, they can sail at around eight knots. They can maneuver fairly well, when not sailing against the wind. The advantage to the ship is its size; they are big. For naval vessels, this means that you can pack them with men and guns. For merchant vessels, this means you can pile on the cargo. The later, and consequently larger, warships can carry, over a hundred guns and well over 500 men; and the huge 700-ton East-Indiamen can carry vast amounts of cargo in addition to their 54 cannon and 300 men (fortunately for Indian-Ocean pirates, East-Indiamen never carried even half that many guns or men — no profit in it).

Pirates often make use of captured square-rigged merchant ships. Their gun capacity (over 30 for a medium-sized merchant-man) and crew capacity (around 200) makes them a match even for small warships. By-and-large, however, pirates prefer a small fast vessel — something that can run away from trouble and hide in shallow waters.
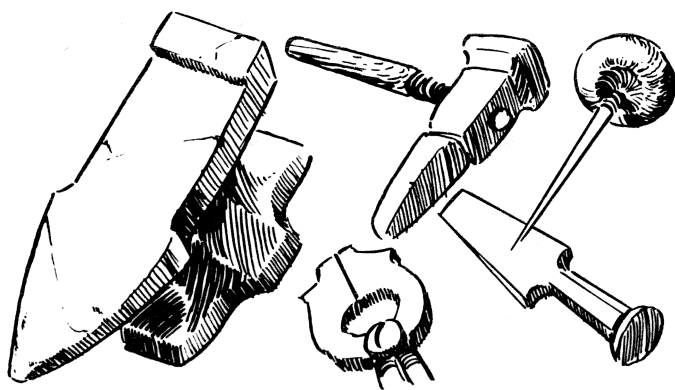
Length:	100-150 ft.
Beam:	30-40 ft.
Draft:	10-15 ft.
Freeboard:	10-15 ft
Fo'c'sal:	4-6 ft.
Quarterdeck:	4-6 ft.
Poop:	50% @ 10 ft.
Masts:	3
Rig:	Square
Min. Crew:	16-24
Max. Crew:	200-300
Max. Guns:	30 (10)-60 (27)
Max. Gun Size:	Canon
Tonnage:	350-700
Combat Speed:	4 kts.
Cruising Speed:	6 kts.
Max. Speed:	8 kts.

GALLEON

The great galleons are the pride of Spain. Weighing-in at around 500 tons, these ships can mount up to 60 guns and carry a crew of nearly 200, while still carrying 40 passengers as well as a hold full cargo. These vessels are still in use throughout the 1600's, though out-dated by mid-century. With their four masts and spritsail, they can manage 8 knots, though the usual cruising speed is around 4. They are extremely sea-worthy vessels, but not terribly fast or maneuverable.

Capturing a galleon is a buccaneer's dream. Chances are that a galleon is either headed to Spain with its holds full of booty, or coming from Spain with its holds full of European luxuries. Either way, you could retire on your share from taking one as a prize.

Length:	125 ft.
Beam:	35 ft.
Draft:	18 ft.
Freeboard:	15 ft.
Fo'c'sal:	15 ft.
Quarterdeck:	8 ft.
Poop:	15 ft.
Masts:	4
Rig:	Square
Min. Crew:	24
Max. Crew:	250
Max. Guns:	60
Max. Gun Size:	Canon
Tonnage:	500
Combat Speed:	3 kts.
Cruising Speed:	5 kts.
Max. Speed:	7 kts.

GALLEYS (5.1.4)

Galleys are not really sailing vessels at all. They are shallow-drafted relatively narrow and long vessels propelled primarily by oars. The type of galley found in the colonies is actually know as a 'galleas', and is attempt to make the galley more sea-worthy by raising and broadening the hull, and adding more sail area. A good number of galleys are 'lateen-rigged', meaning that their sails are in a fore-and-aft arrangement, suspended from a diagonal yardarm (see diagram, below). Galleys can mount over a hundred oars, each operated by two to four rowers (galley-slaves). The advantages to a galley are its ability to move regardless of the wind conditions, its ability to ram other vessels, and its stability as a fighting platform. Its primary disadvantage is its general unseaworthyness.

Galleys are not for pirates. Any pirates found on a galley will be unwillingly manning the oars by order of the Inquisition. Nor will pirates generally be found attacking a galley; they are not cargo vessels, but fighting ships. All in all, you

LATEEN-RIGGED

Length:	150 ft.
Beam:	25 ft.
Draft:	6 ft.
Freeboard:	8 ft.
Fo'c'sal:	6 ft.
Quarterdeck:	6 ft.
Poop:	no
Masts:	3
Rig:	Fore-and-aft Lanteen
Min. Crew:	60
Max. Crew:	300
Max. Guns:	40 (16)
Max. Gun Size:	Culverin
Tonnage:	50
Combat Speed:	5 kts.
Cruising Speed:	7 kts.
Max. Speed:	9 kts.

LATEEN RIGGED
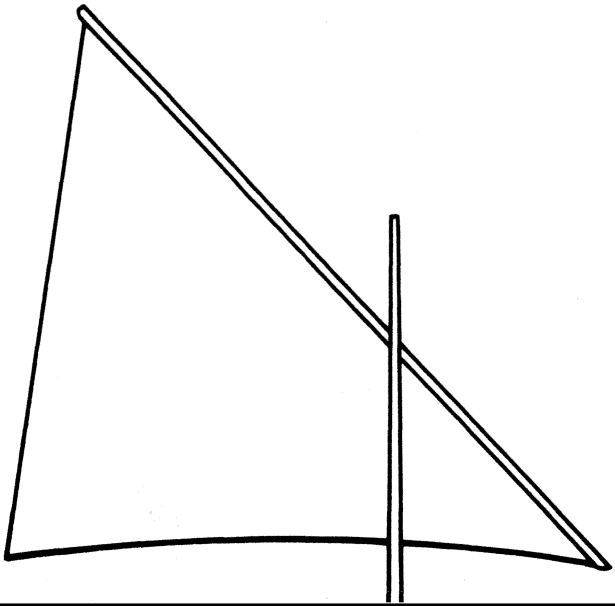
5.2 SHIP DESCRIPTION AND LAYOUT

In terms of function, every ship is divided into four parts: the rigging — including the masts and sails, the hull, the guns, and the crew. Each of these parts will be dealt with in a separate section below.

RIGGING (5.2.1)

It is not necessary to understand exactly how sails are manipulated. In fact, the ships of this period are so complex that it would require a book longer than this to explain the working of the sails to a novice. A simplified explanation is this: a ship has between one and four mast which are kept up by lines called 'shrouds' and other lines called 'stays'. Shrouds run diagonally from the sides of the hull either part- or all the way up the mast, while stays run fore and aft. Both prevent the mast from falling over due to the stresses of sailing. 'Ratlines' run along the shrouds, and serve as a means for the sailhandlers to get aloft to work the sails. They look like triangular rope ladders.

The various rigs have already been discussed. Some features they all share are 'halyards', lines used to hoist the sails, and 'sheets', lines used to trim the sails so they face the right direction in relation to the wind. The yardarms of a square-rigged vessel can rotate somewhat around the mast to catch the wind, while the booms of fore-and-aft rigged vessels are entirely free to move from side to side. Furling (rolling-up) the sails on a square-rigged vessel requires men to be stationed in the shrouds, straddling the yardarm.

SLOOP

SCHOONER

HULL VIEW

FORE

MAIN

■ HIGH

▤ MIDDLE
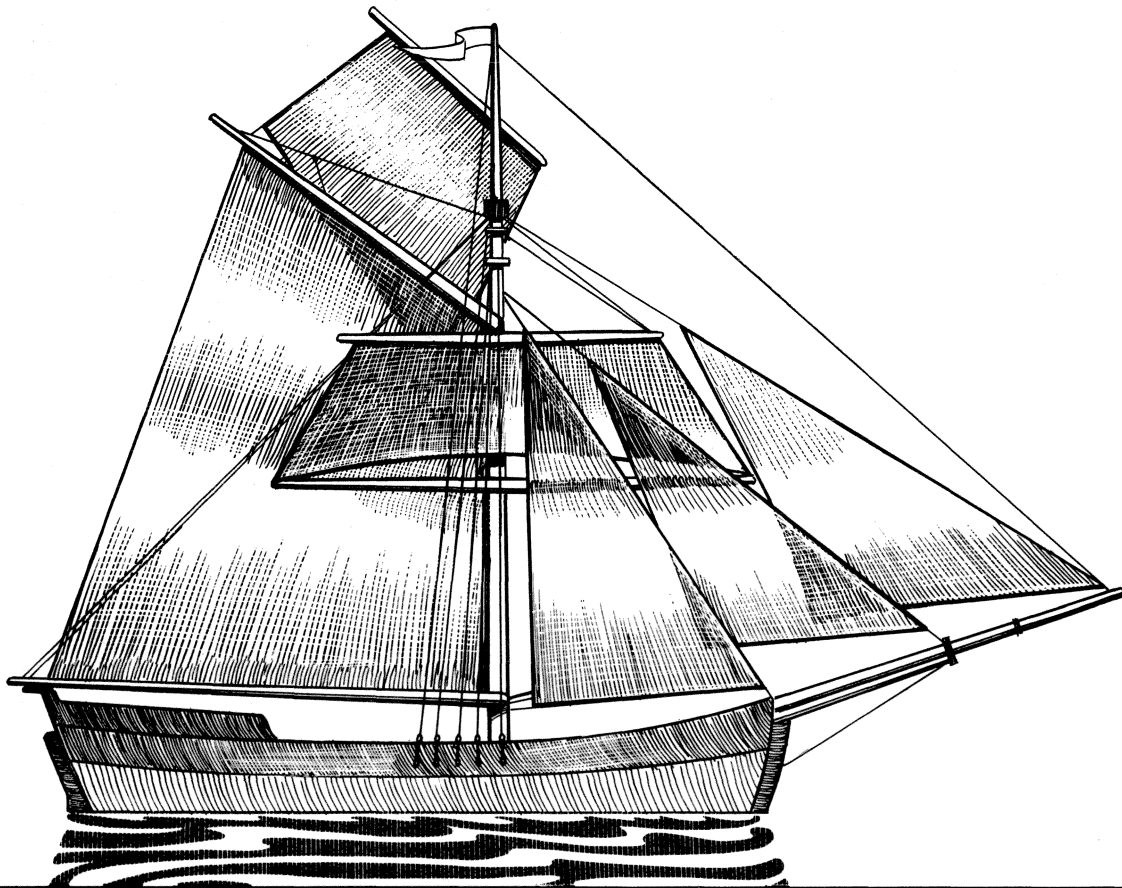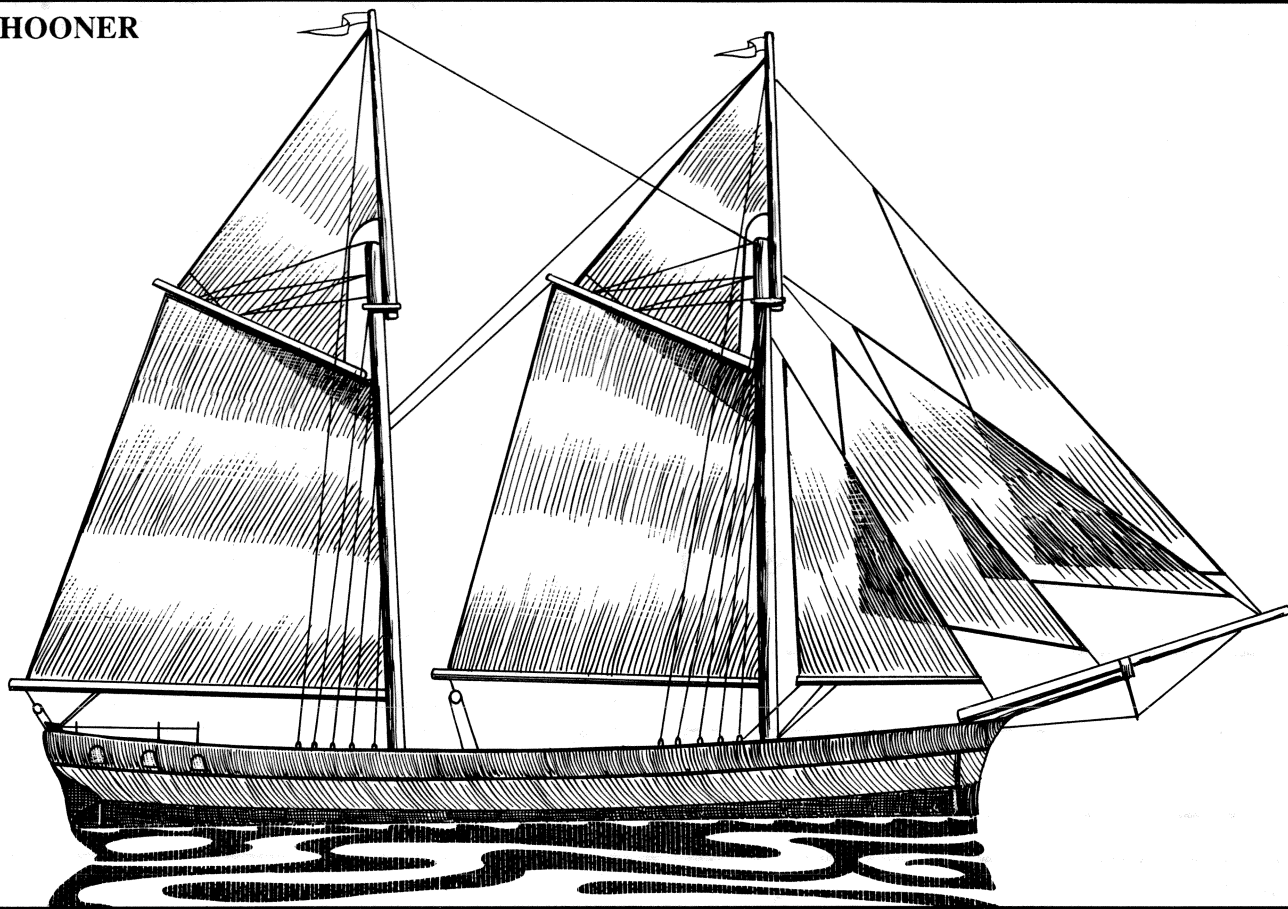
▦ LOW
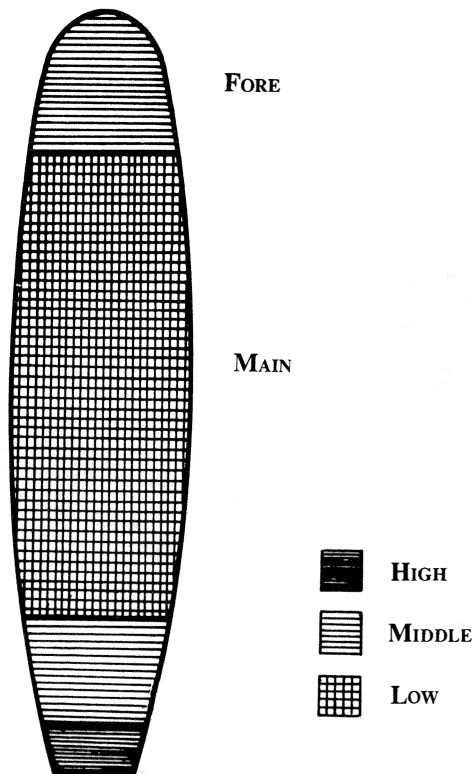
There are dozens of other lines running hither and fro above the deck of a ship, but stays, shrouds, ratlines, halyards, and sheets are the only one that are really important to know. Many of these lines are secured by belaying pins which, in an emergency, can serve as a small club.

HULL (5.2.2)

The hull is comprised of a number of decks. The topmost is the main deck. Above the main deck, and in the bow, is the fore deck, sometimes called the forecastle. To the stern and above the main deck is the quarterdeck. This is where the helmsman directs the ship, and the ship's officers and captain stand and give orders. On large ships, such as galleons and men-of-war, there is also a poop deck to the stern and above the quarterdeck (see diagram, below). On the main deck are the various winches for working the rigging and anchor, the ship's boat, and the smaller cannon. The fore deck, quarterdeck, and poop might have swivel guns mounted on the bulwarks (rails).

DECKS

Below the main deck is the gun deck — sometimes two or three gun decks on the monster warships. The larger of the ship's guns are here, as well as space for members of the crew to hang their hammocks. The captain's, officer's, and passengers cabins are to the aft under the poop and quarterdecks.

Below the gun deck(s) is the 'orlop', the deck used to store the lighter provisions: small arms, water casks, treasure, and so on. The galley, or kitchen is also on the orlop. Below this is the cargo deck. Here are stored the heavier provisions, including the bulk of the water, shot for the cannon, extra sails, timber, lines, etc. Below the cargo deck and around the keel is the bilge. This is where all the

water that comes over the rails, leaks through the planks, or falls as rain goes. The bilge is pumped out daily. If the ship is really in trouble (like riddled with shot), the pumps have to be manned around the clock. In addition, the keel is lined with ballast, weights of lead, stone, iron, or whatever that help keep the center of gravity of the ship low and towards the center.

GUNS (5.2.3)

A ship's guns range in size from the small 1/2-pounder swivel gun up to the huge 42-pounder cannon. Generally speaking, the higher on a ship the gun is placed, the smaller its size. Cannon are the heaviest components of a ship, and in order to keep the center of gravity low, to prevent the ship from capsizing, the heavier guns have to be kept on the lower gun decks. This is not all bad, as the purpose of large guns is to smash the enemy's hull, and the closer to his waterline, the better.

Gun ports, the holes through which the guns are fired, are fitted with hatches to keep out the sea in rough weather. A favorite pirate tactic is to fire at the gunners through the gun ports, forcing them to close the hatches, and consequently making it impossible for them to fire the guns.

For more information on ships' guns and their use, see the *Combat* Section (6.0).

CREW POSITIONS (5.2.4)

The hierarchy of crew positions aboard ships of the 17th century is extremely complex, and varies slightly from nation to nation. Below you will find a somewhat simplified listing of the positions aboard English merchantmen, Royal Navy, buccaneer, and pirate vessels, in approximate order of seniority.
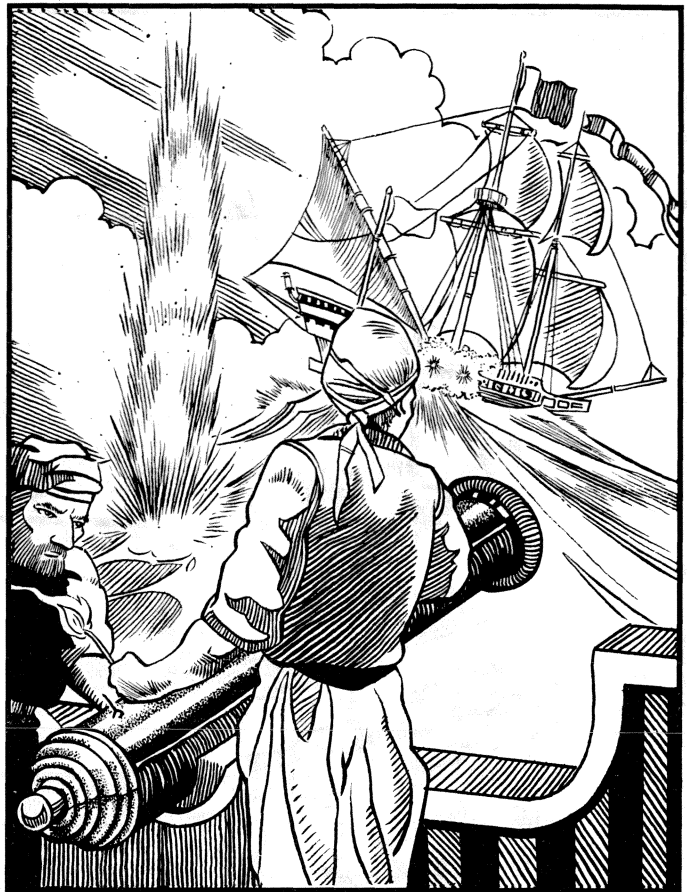
SQUARE-RIGGED
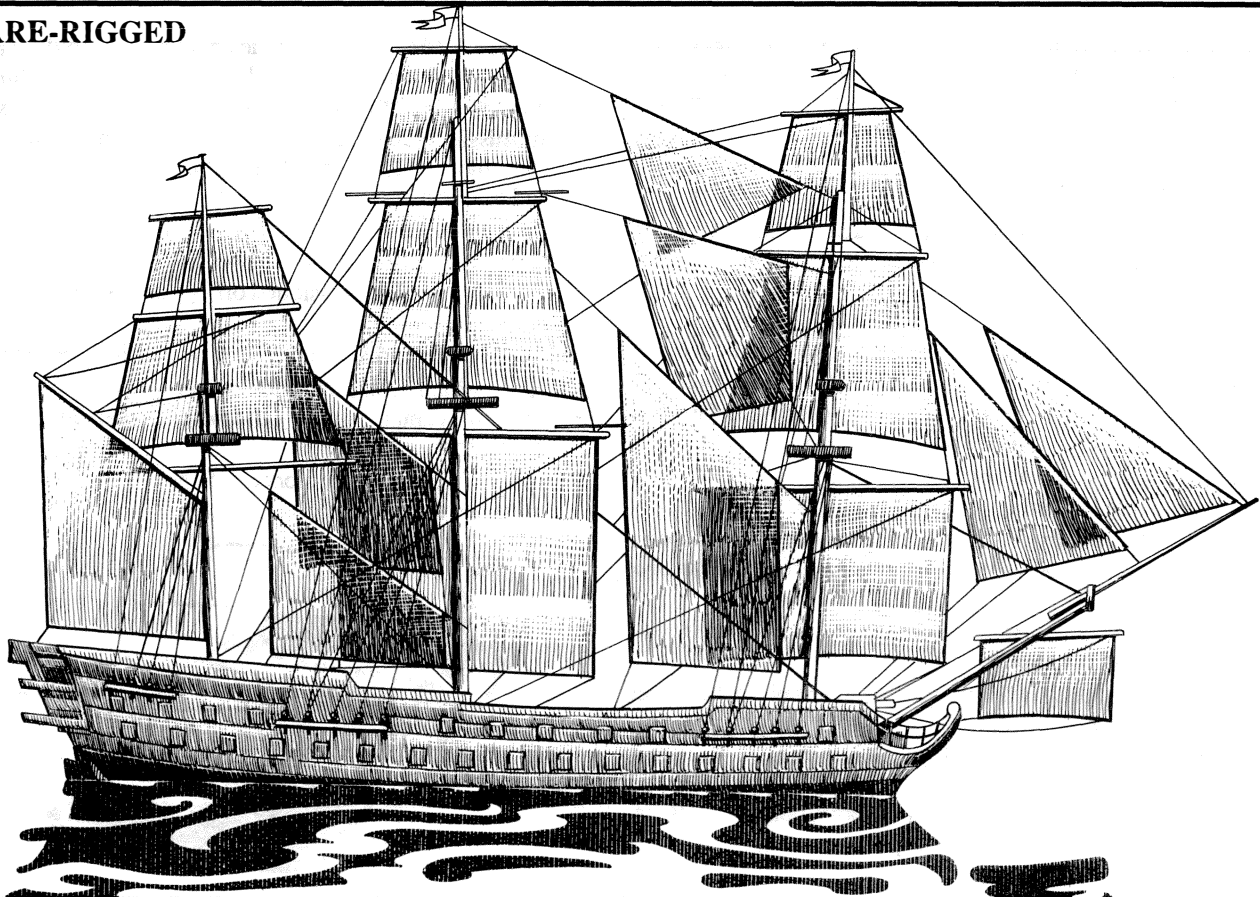
FLUTE
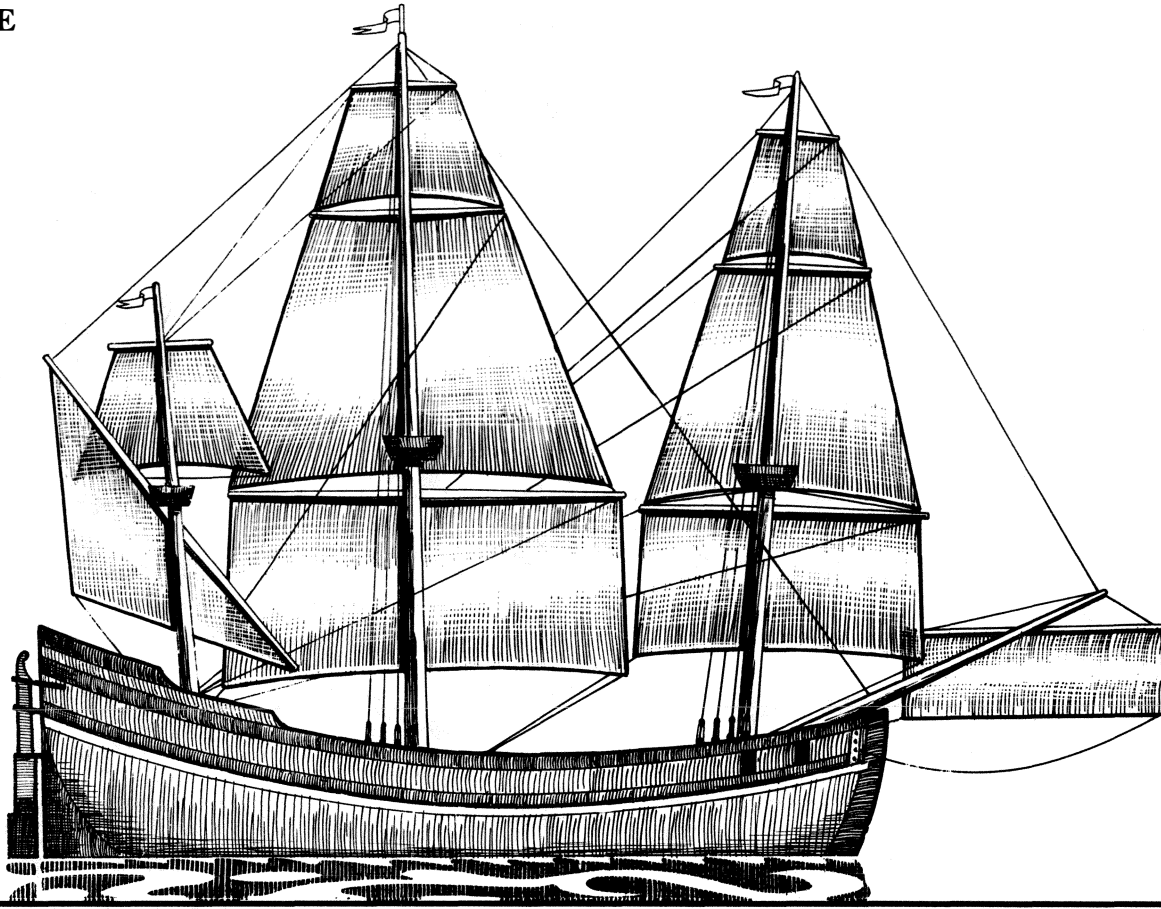
Being more democratic in nature, buccaneers and pirates do not make as much of a distinction between the different positions. The only ones who have any marked authority over the rest of the crew are the Captain and the Quartermaster; furthermore, those positions not marked with an asterisk (*) are absent aboard these vessels. Status (*FH*) is shown in parentheses after the title.

Seaman * (0): A common seaman; includes sailhandlers and gunners, though all seamen are expected to be able to fill either position.

Marine (0): A soldier responsible for boarding and repelling boarders. Marines do not participate in the sailing of the vessel.

Chief Gunner * (1): A petty officer responsible for the maintenance and firing of the ordinance. The quality of the chief gunner can effect the overall accuracy of a ship's guns.

Master-at-Arms (1): A petty officer responsible for maintaining discipline aboard the ship.

Carpenter * (1): A petty officer responsible for general repairs and maintenance. Good carpenters can also act as smiths in a pinch.

Boatswain * (1): A petty officer in charge of the maintenance of the hull and related equipment.

Sailmaster * (1): A petty officer responsible for sailing the vessel and, in some cases, navigation.

Quartermaster * (1): A petty officer responsible for the helm, binnacle (instruments), and signals. On pirate/buccaneer vessels, also responsible for distribution of booty, boarding actions, and discipline; second only to the captain.

Warrant Officers (2): Includes a variety of mid-level officers who are not commissioned, but who have more authority than those raised from the common ranks (petty officers).

Commissioned Officers (2): Includes Ensigns, Lieutenants, etc.; these have no specific duties, but are responsible for discipline and low-level command.

Pilot's Mate (2): Commissioned officer who serves under the pilot; responsible for navigation.

Surgeon * (2): Commissioned officer in charge of medical treatment.

Pilot * (2): Commissioned officer responsible for navigation.

First Mate (2): Commissioned officer with the same responsibilities as the captain; on navy and merchant vessels, second only to the captain.

Captain * (3): Commissioned officer in charge of the ship and everyone aboard.
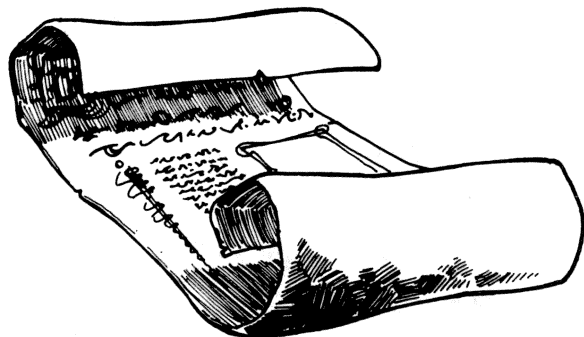
5.3 NAVIGATION

Navigation is based on the latitude and longitude method of measuring the earth. On a map, the equator is at 0 degrees latitude, and the distance from the equator to each of the poles is divided into 90 degrees of latitude. Furthermore, there are 360 degrees of longitude measured around the equator, through which longitudinal lines pass from pole to pole. Each degree is further subdivided into minutes, and each minute into seconds. Thus it is possible to locate anything in the world by identifying the degrees, minutes, and seconds either North or South from the equator, as well as the degrees, minutes and seconds either West or East from some arbitrary longitude line. The 0 degree longitude line runs, for the English mariners of the 17th century, through the observatory at Greenwich, England. At this time, however, each country decides for itself where its 0 degrees longitude will be, making the translation of charts, directions, or treasure maps tricky at times.

It has always been fairly easy to locate one's latitude at sea by the observation of various heavenly bodies and their elevation above the horizon. Longitude, however, requires a timepiece accurate to within seconds a year to be measured with any accuracy. Unfortunately, this simply does not yet exist. Therefore, when out at sea, you will probably be able to tell how far north or south you are (more-or-less), but you will be only able to guess — based on your average speed over fixed amounts of time (e.g., "Log entry Jan. 30, 1664: a eraged 6 knots on the fourth watch"), the local currents, and so forth — as to how far east or west you are. This is called 'dead-reckoning'; and though not an exact science, an experienced navigator can get you almost anywhere with dead-reckoning alone.

For **RM**, use the Navigation Skill on the Perception column of the Alternate Static Maneuver Table (*ChL&CaL* 15.76), which is the same as the Static Maneuver Table (MT-2) for **MERP**. Ignore the modifiers for lighting conditions, as navigational observations can only be made at certain times of the day anyway. The difficulty depends on the weather conditions, especially if it is overcast, and the familiarity of the area. Trying to navigate without instruments increases the difficulty by 3 levels (light becomes very hard, very hard becomes absurd, etc), while navigating with very good quality instruments or charts can decrease the difficulty be one or two levels. The GM should secretly make the roll and find the result. A Partial Success result indicates that the character knows where he is within 100 miles; Near Success indicates that he knows where he is within 50 miles; Success, 25 miles; Absolute Success, 10 miles.

You can never be sure exactly where you are. The various levels of failure should be used to deceive the players as to where they are, getting more absurd as you go down the list. Having made the roll and determined the level of success or failure, the GM should then point to the location on the chart where the characters think they are. The players should not know how accurate this is; after all, that's how navigation works. Note that is possible for more than one character to make a roll, and then compare the results. This might give them a better idea of their exact location.

For **FH**, the GM should secretly roll against this characters skill level. A successful roll indicates that the character knows where he is to within 100 miles. For each point that the roll is made by, he is more accurate by 10 miles. A critical roll (half what was needed, rounded down) indicates that the character knows where he is within 10 miles; you can't get any better than that. Trying to navigate without instruments is -3 to the roll, while navigation with very high quality instruments might be +1 or 2.

If the character fails his roll, then the GM should use the amount that the roll was failed by to determine just how off the character was. Again, having made the roll and determined the level of success or failure, the GM should then point to the location on the chart where the characters think they are. The players should not know how accurate this is; after all, that's how navigation works. Note that is possible for more than one character to make a roll, and then compare the results. This might give them a better idea of their exact location.

As for sighting distances, from the top of an 80 foot mast (that's tall) you can see another ship or land from approximately 21 miles away. Of course, this can vary. Under most conditions, you will only be able to see 15 miles or so, while a volcanic island, for example, might be visible 25 miles away — if its an active volcano, even more.

5.4 SAILING

Travelling by sail in this era is an uncertain undertaking. Ships are entirely at the mercy of the wind. If there's enough wind, going the right direction, you'll get where you're going. If there isn't any wind, if there's too much wind, if the wind is going the wrong direction, or any combination of the above, then you won't get where you are going. Furthermore, navigation is far from an exact science. The pilot must take into account the current (which, in the case of the Gulf Stream, can move you hundreds of miles off your course), he must consider the drift of the ship when the wind is on the beam (from the side), and a ship which is heading completely or partially into the wind is forced to tack back and forth to get where its going. It seems amazing that anyone gets anywhere at all.

What you need to know when sailing is this: the direction and strength of the wind, and the current (if any). In the Caribbean, it's easy. The wind is out of the northeast year round, and (except for the hurricane season, August-October) it is generally at a steady 15-25 knots. For the purposes of this supplement, the wind is classified as being either: none (0 kt), light (1-10 kt), normal (11-25 kt), heavy (26-40 kt), storm (41-70 kt), hurricane (70 kt+). There are many more official classifications of wind strength, but for our purposes, this is enough. Let's assume the wind is blowing out of a favorable direction for the time being. If there is no wind, then your ship's speed is 0; you can't move. If the wind is light, then multiply your ship's speed by 1/2. If the wind is normal or heavy, then your speed is normal. If the wind is storm-strength, then multiply your ship's speed by 1/2 (storm-force wind means heavy seas, and ships don't make good time in heavy seas). And if you are in a hurricane (and you survive), your speed is effectively 0.

Wind direction can also have an effect on your speed. Fore-and-aft rigged vessels point better (sail into the wind) than square-rigged vessels. For this reason the penalties are less severe. If your course takes you directly into the wind, then multiply your speed by 1/3 for fore-and-aft rigged vessels, 1/5 for square-rigged vessels. Note that you are not actually going significantly slower, you just have to tack back and forth, and are effectively going much further. If the wind is on your port or starboard bow quarters (left or right front), then multiply your speed by 3/4 for fore-and-aft rigged vessels, 1/3 for square-rigged vessels. If the wind is on your port or starboard beams (sides), then the speed of fore-and-aft rigged vessels is normal, while the speed of square-rigged vessels is multiplied by 3/4. Any other point of sail and your speed is normal. Note that all multiplications for wind direction are made after multiplications for wind strength.

TRAVEL TABLE (5.4.1)							
	Southhampton, England	Cadiz, Spain	New York	St. Kitts	Cape Town	St. Mary's, Madagascar	Gold Coast
Southhampton, England	—	1,300 (9)	3,300 (23)	4,200 (29)	6,000 (42)	8,600 (60)	4,000 (28)
Cadiz, Spain	1,300 (9)	—	3,200 (22)	3,800 (26)	5,000 (35)	7,600 (53)	2,800 (19)
New York	3,300 (23)	3,200 (22)	—	1,600 (11)	6,800 (47)	10,800 (75)	4,500 (31)
St. Kitts	4,200 (29)	3,800 (26)	1,600 (11)	—	5,400 (38)	9,400 (65)	3,500 (24)
Cape Town	6,000 (42)	5,000 (35)	6,800 (47)	5,400 (38)	—	2,500 (17)	2,600 (18)
St Mary's, Madagascar	8,600 (60)	7,600 (53)	10,800 (75)	9,400 (65)	2,500 (17)	—	5,100 (35)
Gold Coast	4,000 (28)	2,800 (19)	4,500 (31)	3,500 (24)	2,600 (18)	5,100 (35)	—

WEST INDIES TRAVEL TABLE (5.4.2)							
	Port Royal	Tortuga	New Providence	San Juan	St. Kitts	Curaçao	Porto Bello	Havana
Port Royal	—	350 (2.5)	680 (5)	700 (5)	925 (6.5)	650 (4.5)	620 (4)	800 (5.5)
Tortuga	350 (2.5)	—	460 (3)	470 (3)	750 (5)	850 (6)	870 (6)	650 (4.5)
New Providence	680 (5)	460 (3)	—	850 (6)	1,100 (7.5)	1,200 (8.5)	1,250 (9)	380 (2.5)
San Juan	700 (5)	470 (3)	850 (6)	—	230 (1.5)	530 (3.5)	1,200 (8.5)	1,150 (8)
St. Kitts	925 (6.5)	750 (5)	1,100 (7.5)	230 (1.5)	—	550 (4)	1,250 (9)	1,330 (9)
Curaçao	650 (4.5)	850 (6)	1,200 (8.5)	530 (3.5)	550 (4)	—	780 (5.5)	1,350 (9)
Porto, Bello	620 (4)	870 (6)	1,250 (9)	1,200 (8.5)	1,250 (9)	780 (5.5)	—	1,100 (7.5)
Havana	800 (5.5)	650 (4.5)	380 (2.5)	1,150 (8)	1,330 (9)	1,350 (9)	1,100 (7.5)	—

The only current with which we need to concern ourselves here is the Gulf Stream. The Gulf Stream travels around the east coast of the South American continent, around the Leeward Islands, up the east coast North America (between N. America and Bermuda), and finally over to Greenland. All this takes place some 200 miles off-shore. The current flows at around 4-5 knots which, if you look at the speed of sailing vessels, can significantly help or hinder you on your travels. Spanish captains make regular use of the Gulf Stream when returning to Spain (with their holds full of booty). They enter the stream outside the southern Caribbean, and then ride the current north towards Spain.

To calculate the time needed to get from one place to another, measure the distance on a chart, then divide this by your speed, taking into consideration wind and current. This gives you the time in hours. Divide by 24 to see how long it takes you in days. As a GM, you can make the weather conditions constant throughout the journey (that's the easiest way to do it), or have them change as often as every couple of hours (you should know, however, that your players will hate you for this).

You may have noticed that there are no nifty random weather tables here. As the GM, the weather is completely in your control, and should be used to help the story line. If the act of getting from point A to point B is completely incidental to the plot, then assume that the winds are favorable, and get on with the action. You can use the weather to great advantage, however. If, for example, the players are headed somewhere that you don't want them to go, give them contrary winds, or send a storm in their direction and let them see it coming; they'll get out of there in a jiffy. You can make even the simplest journeys as long as you want through the manipulation of the weather, or send the characters some-place just by forcing them to run before a hurricane. Gaming an ocean voyage can be an adventure in itself — the ship is battered by a storm, wrecked on an uncharted island, and so on.

5.5 LIFE ABOARD

Life aboard the typical merchantman or naval ship in the 17th century is brutal for the average seaman. The pay is slightly better than the pay at a shore job, but the hardships and dangers are much greater. It is no wonder that so many seamen flee their employers to become pirates.

DISCIPLINE (5.5.1)

The most visible hardship for a sailor is the sometimes maniacal brutality of their masters. Ship's captains possess the power of life and death over their crew. There have been cases of a man can be beaten to death for dropping an oar overboard. Captain Bligh is not atypical of sea-captains.

The most common, and hated, punishment is the lash. Minor infractions of the rules can earn you a dozen stripes; while something major, like stealing some food, can earn you a hundred or more. Other punishments include keel-hauling, or hauling a seaman under the barnacle-coated bottom of the ship, dunking from the yardarm, and being dragged behind the ship with your hands tied. Drawing a weapon on another member of the crew can cost you a hand. One particularly sadistic officer has been known to crack off an offender's teeth with a bolt.

ACCOMMODATIONS & RATIONS (5.5.2)

The crew's quarters are miserable. You either sleep on the gun deck or jammed into the forecastle. In either case, it is smelly, crowded, uncomfortable, damp, bitterly cold in northern waters, and sweltering hot in the tropics. The dangers from disease in such cramped unsanitary quarters is very great.

The rations are even worse. They consist of salt beef or pork crawling with maggots, bread blu with mold and infested with weevils, and water that is stale and rank from the barrel. You soon learn not to look at what you are eating. And these provisions will often not last the entire journey. In this case you may be forced to eat rats, whatever you can fish from the sea, or even shoe-leather. Cooking can only be done when the weather is good, as the danger of the stove starting a fire in rough seas is very great. Thus, crews may be forced to eat cold rations, sometimes for weeks at a time.

ILLNESS & WOUNDS (5.5.3)

Sailors in the 17th century suffer from a number of illnesses. There have been instances of entire crews succumbing to fever and dying before the ship reached port. Illnesses that could effect your character come in two varieties: scurvy and fever.

SCURVY

Scurvy is a condition which arises from a lack of vitamin C. The symptoms are fatigue, small dark patches all over the body, bleeding gums, swollen joints, and wounds that won't heal. Scurvy must be rolled-for every day after the character has been without a source of vitamin C for six weeks.

• For **RM**, make a RR vs. a 5th level attack on Table 15.1.5. For **MERP**, use the same procedure on Table RRT.
  Failure indicates that the character is suffering from scurvy, and will be at -5 to all rolls for each day that he is still without fresh produce. Thus, if you contract scurvy, after 3 days you will be at -15, 4 days at -20, 5 days at -25, and so on, till you are completely immobilized.

• For **FH**, make a CON roll (9+CON/5).
  Failure indicates that the character is suffering from scurvy, and for each day that you are suffering from scurvy, you lose a point of STR, DEX, CON, EGO, and REC. Besides the obvious disadvantage of having your stats lowered, scurvy has the additional effects listed below, based on the total fraction of the stat that has been lost.

FH DISEASE EFFECTS

CHA	X1/2 CHA	X0 CHA	-1xCHA
STR	x1/2 move	1" move, no climb	immobile
DEX	—	DEX roll, x1/2 move	immobile
CON	-1 SPD	EGO roll	comatose
EGO	EGO roll	-1 SPD	can't act

DEX Roll: The character must make his DEX roll based on his reduced value each phase in order to keep upright; if he's trying to use a weapon, , failing the DEX roll means he dropped it.

EGO Roll: The character must make his EGO r ll based on his reduced EGO each phase in order to take any action, since his willpower is so weakened.

'FEVER'

'Fever' is a generic term used during this period to describe a vast number of diseases. The symptoms are by-and-large the same, however. They include a temperature, dehydration, fatigue, nausea, delirium, muscle aches, and so on. Unless there is a good reason, it is not recommended that the GM have the PCs contract a fever. It is certainly realistic, but not a very climactic way to die.

• For **RM**, use the disease procedure (Rolemaster 7.1.4) as for a pneumatic disease. For **MERP**, simply assign a level to the fever, and roll on the Resistance Table as for other diseases.
  The effects will be the symptoms listed above, while the penalties to all rolls should be from between -20 and -50.

• For **FH,** make a CON roll to resist the fever (9+CON/5).
  Failure means that you lose from 1-3 points (either decide or roll 1/2D6) from STR, DEX, CON, and REC each day, the effects being found on the Disease Effects Table, above. Unlike scurvy, recovery from a fever is not a simple matter of resting and eating right. If you make a successful RR or CON roll, modified by the GM to reflect the severity of the fever, on any day after you contract the fever, you will begin to recover the lost stats/bonuses at the rate that you lost them.

WOUNDS

Another danger faced by the average seaman of the day is that of being wounded in action. Recovery from wounds is covered in the **RM/MERP/FH** rulebooks. Something that should be noted, however, is the high likelihood of a wound becoming infected in a tropical environment. Many limbs have been amputated (remember all those peg-legs and hooks?) for the sole purpose of preventing the spread of infection.

• For **RM**, use the disease procedure (**RM** 7.1.4) as for a bubonic disease. For **MERP**, simply assign a level to the infection, and roll on the Resistance Table as for other diseases.
  The effects will include rashes, glandular swelling, pus, and fever, while the penalties to all rolls should be from between -20 and -50.

• For **FH**, make a CON roll to resist infection (9+CON/5).
  Failure means that you lose 1 point from STR, DEX, CON, and REC each day, the effects being found on the Disease Effects Table, above. Wounds that are cauterized give a bonus to the chance of resisting infection. Amputating and then cauterizing the stump will prevent the infection from spreading. Recovery from infection is handled as per recovery from fever, above.

5.6 MAINTENANCE

Wooden ships require a great deal of maintenance. Every ship carries the materials necessary to carry out this maintenance on board. There are daily chores that are preformed by the crews of merchantmen and men-of-war. Pirates generally don't worry about this stuff; if their ship gets too raggedy to function properly, they take another and move everything to the new ship. The only type of maintenance with which pirates really concern themselves is know as 'careening'.

SPANISH GALLEON
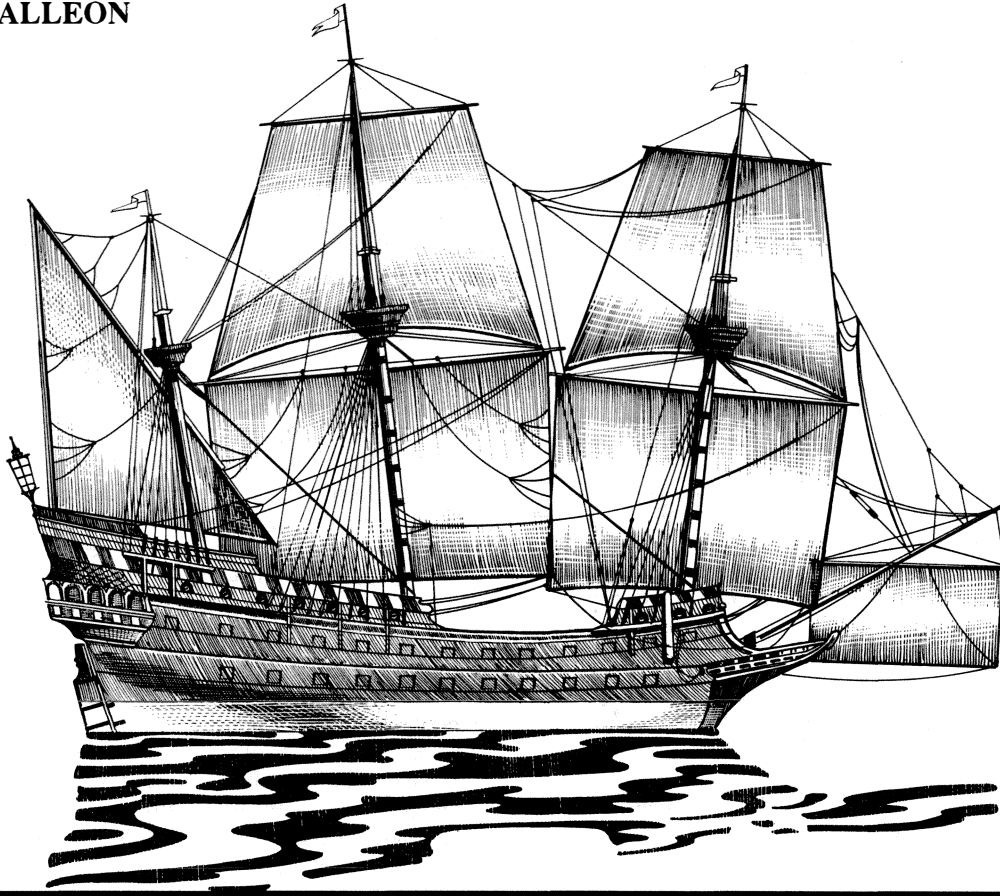
Careening is the removal of sea life that has collected on, or dug into, the hull of the ship below the waterline, and the treating of the hull so that it resists these infestations till the next careening. In tropical waters, a ship needs to be careened every four months at the very least. This involves hauling the ship out of the water at a friendly shipyard, scraping the hull, replacing any planks that need it, caulking the seams, and then coating the hull with a mixture of sulphur, tallow, white lead, and crushed glass.

For pirates, there are not often many shipyards that can be classified as friendly. They have to find a secluded inlet or deserted island on which to do their careening. After a camp has been made, the ship is hauled out of the water onto the beach, the cannon and cargo are removed, and the main-mast is dismantled. A system of pulleys is arranged, secured to the mast on one end and a stout tree on the other, and the vessels is winched over onto one side. When the maintenance on that side is finished, the vessel is then hauled over onto its other side and it starts all over again. The whole process takes about a month.

While all this is going on, a makeshift fort has been constructed overlooking the mouth of the harbor or inlet, and the ship's guns have been installed as a defence against possible interlopers. Furthermore, repair and maintenance work is undertaken on any other parts of the ship that might need it.

Ships that have gone without careening for 3 months or more have their speeds reduced by 1/4. Those that have gone for 4 months or more, by 1/3. And those that have gone for 5 months or more, 1/2. This is a result of the weeds which grow on the bottom. Of even greater significance than the reduction of speed is the weakening of the hull by teredo worms. These marine parasites eat through the hull, eventually weakening it to the point where it is possible to poke your finger through it.

5.7 REPAIRS

Major repairs should, of course, be done in port. This is not always an option available to ships, especially pirates. Ships almost always carry enough extra planks, spars, and so on to repair just about any damage at sea. Masts, rigging, and spars can be jury-rigged fairly easily. Damage to the hull is slightly more difficult, however.

A large piece of canvas can be drawn under the hull and then pulled taught over the hole. Canvas coated with pitched can be stuffed into the hole, and then boards nailed over it. In extreme cases, the entire ship can either be leaned over to one side by transferring the bulk of the ballast, cargo and guns to that side; or (in the event that both sides are damaged) raised by jettisoning the cargo, ballast, powder, shot, guns, and provisions, in that order. The water casks and boats should never be jettisoned, as they may be needed if the ship begins to sink in earnest. In either case, the pumps will have to be manned around the clock until repairs can be made.

Once in port or, at the least, on land, almost anything can be manufactured with local materials. Every ship has at least one person capable of directing the construction of an entire new ship, if necessary. There have been cases of buccaneers crossing the isthmus of Panama on foot, and then building ships from scratch to prey on the shipping in the South Seas (Pacific).

COMBAT

In this section, you will find a discussion of the various aspects of combat unique to the time of the pirates.

6.1 FENCING

Fencing is the predominate fighting style of the 17th century. As heavy armor began to disappear in the 15th and 16th centuries (because of the ascendancy of firearms), the need for ponderous chopping weapons also disappeared. Fencing weapons are much more effective against an unarmored foe than heavy slashing weapons, not because they do mor damage, but rather because they are liable to strike sooner. If you can get in a quick piercing blow first, it matters very little that your adversary could cut you in half with his battle-axe.

The rules for handling fencing weapons will be given below in two sections — one for *RM/MERP*, and one for *FH*.

RM/MERP FENCING RULES (6.1.1)

Because each round of combat represents a series of blows and parries by each combatant, it is difficult to truly get the feel of fencing combat with these systems. Here are some optional rules that may help, however.

FIRST STRIKE

In order to simulate the relative quickness of fencing weapons, for *RM* add the following bonuses to Quickness when determining first strike (*AL&CL* Table 8.2.8)

Smallsword	+20
Rapier.	+15
Longsword..	+10

Don't forget to include the length bonus into your calculations. Thus, assuming that two characters have the same quickness, the one with the longsword would strike before the one with the rapier, even though the rapier is a quicker weapon (longsword= +20: +10 for quickness, +10 for longer weapon; rapier= +15 for quickness only).

For *MERP*, add the modifiers below to the character's Movement and Maneuver Bonus for the purposes of determining first strike only (*MERP* Section 6.61).

Smallsword	+15
Rapier	+10
Longsword	+15

Note that these values are different from those for *RM* because they include the modifiers for weapon length.

ATTACKING & PARRYING

Attacking is handled exactly as in *RM/MERP*. It should be noted that parrying is even more important in this genre, as characters are unlikely to be wearing a lot of armor. Two weapon combinations, as well as improvised shields; see the *RM/MERP Arms/Weapons Skills* Section (1.3.1) both play an important part in recreating the flavor of swashbuckling combat.

WEAPONS

Fencing weapons are more prone to breakage than are heavier weapons. For *RM*, use the Combat Use Breakage procedure (*RM* Section 7.3.6) when a character with a fencing weapon is facing a foe with a heavier we pon (e.g., Cutlass, Broadsword).

For *MERP*, if you miss the target of the attack, but no fumble occurs, then there is a 50% (1-50 on a D100) chance that you have made contact with the opponents weapon and must check for breakage. Check the STR (Strength) and BF (breakage factor) of the two weapons on the *Weapon Price Chart* (Section 1.53). Now you and your opponent each roll an open-ended 1-100 roll and check the results as indicated below. Note that this procedure is completely optional; if you think it will slow down combat too much, then don't worry about it.

a) If the roll is greater than the BF of the weapon with the lower of the two strengths, then the weaker weapon breaks.

b) If both weapons have the same strength, then:

1) If the roll is over the BF of only one of the weapons, that weapon breaks.

2) If the roll is over both BFs, the weapon with the lower BF breaks (if the BFs are equal, roll again: 01-25= both break; 26-100= neither breaks).

Weapon quality can have a tremendous effect on weapon breakage. See the *Treasures* Section (15.3) for more details.

FH FENCING RULES (6.1.2)

A number of new maneuvers have been added to those found in *Fantasy Hero*. These are grouped into package deals, similar to the martial arts package deals found in *Champions*. These represent the different fencing styles used during the era of the pirates.

NEW MANEUVERS

Each of the maneuvers is discussed below. Note that the modifiers for each of the different maneuvers may be different depending on the package to which it belongs.

THRUST

This is the standard fencing attack, consisting of a straight thrust towards the target with a minimum of foot displacement. Treat this exactly as a Strike from *FH*.

PARRY

This covers numerous different parry types, designed to stop attacks from all different angles. Treat this exactly as a *FH* weapon Block.

LUNGE

This attack is accomplished by thrusting forward while lunging off your back foot. It is fast and does a lot of damage, but leaves the attacker somewhat exposed. Treat as a *FH* Strike for all purposes.

BLOCK

The Block here refers to blocking with something held in the non-weapon hand, such as a buckler, main-gauche, baton, cloak, or whatever. It is treated like a Shield Block from *FH* for all purposes. Note that the French Style is the only one which allows the use of improvised blocking implements.

RIPOSTE

A Riposte is a combination Parry/Thrust that can be preformed in the same 1/2 phase. This is an exception to the rule limiting characters to one attack per phase. In all other respects, it is treated just as any other attack.

SLASH

A slash is an attack with the edge of a fencing weapon which opens a long, shallow painful cut rather than inflicting a deep wound. This can be handy in stunning your opponent long enough to finish him off. To calculate the damage from a slash, roll the normal BODY damage for the weapon being used, add 2 to the STUN multiplier to determine the STUN damage, and then multiply the BODY done by 1/2.

CUT

A cut is simply a normal Strike with an improved OCV. This reflects the more rigorous training undergone by cavalry trooper during this era. Treat as a *FH* Strike for all purposes.

HIT LOCATIONS

Fencing weapons are much more accurate than their fantasy counterparts. Furthermore, due to the the fact that they inflict relatively little damage, fencers are trained to hit specific locations when they strike. To reflect this, any character who has purchased a fencing package has a +1 to hit when using fencing weapons, but for the purpose of hitting a specific location only. This bonus may be applied to either the regular Hit Location chart, or to the Special Hit Location chart.

WEAPONS

DAMAGE

Because fencing weapons are precision thrusting instruments, they are less dependant on the strength of the wielder. To reflect this, all fencing weapons except the Broadsword do not increase their Damage Class by one for every 5 STR over the weapon's STR Minimum; it takes 7 STR to increase the Damage Class of a fencing weapon.

BREAKAGE

Fencing weapons are more prone to breakage than are the heavier weapons available, especially when facing those heavy weapons. Whenever you Parry or Block a blow by a heavy cutting weapon (like a Broadsword or a Battle-axe) with any fencing weapon besides a Broadsword, or whenever your fencing weapon is aimed at and hit by one of these weapons, you must determine whether or not your weapon breaks. Fencing weapons are all Def 5 and have BODY Points equal to their Damage Class +1. Determine the damage of the attack normally. If the attack exceeds the Def and Body of the weapon, then it breaks. If the damage from the attack exceeds the Def but not all of the BODY, then record the damage that the weapon has taken, in case it takes more damage later on. Smallswords, Rapiers, and Longswords can be used as improvised Daggers if they have been broken.

NEW MELEE WEAPON DESCRIPTIONS (6.1.3)

SMALLSWORD

The smallsword is a later development of the rapier, appearing as a gentlemen's dress sword around the middle of the 17th century. It will have nearly replaced the rapier altogether by the end of the century. The smallsword generally has a less elaborate hilt than the rapier, and a shorter blade (around 30 inches).

RAPIER

The rapier is a long (36") straight-bladed double-edged weapon used primarily for thrusting. The hilt is often very elaborate, featuring loops for the fingers and cups to protect the hand. It developed during the early 16th century in response to less frequent use of armor, and continued to be used into the first quarter of the 18th century.

LONGSWORD

In terms of this supplement, Longsword is a term used to describe what is actually a type of rapier. The only difference between a longsword and a rapier is a longer (40") and heavier blade. This type of rapier is often used in battle, where its weight can be brought to bear. Many cavalry troopers use the longsword. The longsword, as a type of rapier, follows the use and development of the rapier.

BROADSWORD

This weapon resembles its earlier counterpart in terms of its heavy double-edged cutting blade. The hilt, however, is much different. Most of these weapons feature a basket hilt which completely protects the sword-hand. In addition, the hilt can be used for punching (RM: as per Bare Fist w/+10 OB; MERP: as per Club w/-15 OB; FH: +1D6 Normal Damage). The broadsword is a cavalry weapon, and will have been nearly replaced by lighter swords and sabers by the mid-18th century. Use broadsword stats for sabers, heavy cutlasses and heavy scimitars (*FH*).

MAIN-GUACHE

The main-gauche is a left-handed blocking weapon featuring a knuckle-guard. It is used in concert with the rapier as a means of deflecting an opponent's blade, especially among the French. The main-gauche first appears around the middle of the 16th century, and is not much used after around 1640. Its hilt can be used to deliver a punch, like the hilt of the Broadsword, above.

BATON

The baton is simply a short cylindrical length of wood held in the left hand and used to deflect your opponent's blade. It is not really a battle weapon, rather more of a formal fencing weapon. Its use is taught primarily by Italian fencing masters.

CUTLASS

The cutlass is a short heavy-bladed sword with a single edge. Its price, ease of manufacture, and handiness in close quarters make it the perfect naval weapon. Most pirates use cutlasses. They deliver a viscous blow but don't need a lot of room to swing. Cutlasses have a cup-hilt which can be used to deliver a punch, as per the broadsword basket hilt, above. Use cutlass stats for hangers and scimitars (*FH*).

BUCKLER

A buckler is a small metal shield carried in the left hand. It is used to deflect the blade of your opponent. The buckler is not really a battle weapon, but rather more of a formal fencing weapon. They can be used to deliver a punch, as per the broadsword basket-hilt, above.

BOARDING PIKE

The boarding pike is a naval weapon used primarily to repel enemy boarders. It has a shaft between 6 and 8 feet in length, and a narrow blade with a cross-piece to prevent it from becoming stuck in a foe.

BOARDING AXE

The boarding axe is widely used by any who sail the seas, including pirates. It is more of a tool than a weapon, used primarily to cut away fallen spars, loose grappling hooks, and so on. It is nothing more than a hand axe both in function and appearance.

6.2 FIREARMS

The firearms of this period are very simple. In terms of mechanics, they are little more than glorified crossbows. Here you will find an explanation of why firearms replaced the bow, a discussion of the three types of firing mechanisms — matchlocks, wheellocks, and flintlocks, as well as a discussion of how to use firearms in a *Pirates* campaign.

FIREARMS VS. BOWS (6.2.1)

Looking at the weapons tables (see the *RM/MERP* and *FH* Equipment sections), one might ask why firearms ever replaced the bow. After all, they don't do significantly more damage, and they take much longer to reload. The chances of misfiring are much higher as well. The advantages that come from being able to have a firearm loaded and ready to fire at any time, being able to construct a one-handed missile weapon, and the increased armor penetration don't seem to outweigh the disadvantages. The true advantages to firearms do not translate well into game terms, but they do deserve an explanation.

First, there is the matter of training. For a bowman to be of any use to an army, he has to have had years of training, and must continue to practice to keep his eye. There is a proverb in England which says that in order to train a bowman, begin with his grandfather. A musketeer, however, can be trained to at least a passable level of competence in an afternoon. This makes it possible to raise an army much more quickly. Second, there is the matter of endurance. Firing a bow repeatedly is tiring work. After a very short time, a bowman's arm begins to get unsteady; and his aim, not to mention the power of his shots, begins to suffer. Not so with a musketeer. Though firing a musket is certainly hard work, it is possible in the long run for a musketeer to get off many more effective shots during the course of a battle. Furthermore, if a bowman is at all fatigued, or has not had his regular rations (a common occurrence for a 17th century army in the field), then he will tire even sooner.

FIRING MECHANISMS (6.2.2)

The three types of firearms available during this period — matchlocks, wheellocks, and flintlocks — all share some similarities. The first is loading.

To load any one of these guns, you pour an amount of coarse powder down the barrel and ram it home. Then you ram down some wadding — either paper, cloth, or whatever's handy. Then you roll down a musket ball, and ram it down with some more wadding (so that it doesn't fall out). You then prime the pan (this leads from the firing mechanism into the barrel) with some fine gunpowder to insure that the gunpowder in the barrel will ignite. After replacing the ramrod under the barrel and preparing the firing mechanism, you are ready to shoot.

Paper cartridges can make this process even easier. A paper cartridge has a pre-measured amount of powder in a paper tube with a musket ball rolled at one end. The cartridge is ripped open and the powder is poured in. The paper that contained the powder then follows as the wadding. And last, the paper-wrapped ball (the paper acts as the ball's wadding) is rammed in. Infantrymen often carried these cartridges on a bandolier across their chests.

Another thing that all these guns have in common is their inability to function well when wet. Wheellocks resist water better than other firearms. For *RM/MERP*, this translates into the following increases in the fumble numbers of firearms depending on the conditions; for *FH*, it increases the chance of rolling a misfire to the following amounts. Note that in wet conditions, it is unlikely that your gun will explode:

Condition	RM/MERP Fumble	FH Misfire/Explode
Drizzle	+10 (+0)	15-17/18 (16-17/18)
Rain	+25 (+15)	14-18/— (15-18/—)
Pouring Rain	+50 (+40)	12-18/— (13-18/—)

The numbers in parentheses are for wheellocks, while all others are for match- and flintlocks. These modifiers are for firing already-loaded guns only. It is not possible to reload a firearm when it is raining or pouring. It is possible when it is drizzling, but use the Rain modifiers to determine whether or not the shot actually fires.

And last, all guns need to be given the proper care. If they are not oiled and cleaned, the chance of a fumble/misfire/explosion increases even more. The GM should determine whether the character's environment and habits warrant a penalty of this sort, and determine what that penalty ought to be.

MATCHLOCKS

When the trigger on a matchlock is pulled, an S-shaped cock called a 'serpentine' falls on the priming pan. The serpentine holds the match, a length of smoldering cord which is kept lit during the entire course of a battle. It is the match which ignites the powder in the pan, and hence the powder in the barrel.

Matchlocks are inexpensive and easy to make. They are used by the troops of the world from the early 16th century until the mid-17th century. By the 1620's, they have been made obsolete by the new flintlocks, but their price and availability keeps them in use.

The biggest problem that matchlocks have concerns the match. It is necessary to keep a length of match lit in order to fire the gun. This can be dangerous when reloading, and disastrous in the artillery train or on the deck of a ship where large quantities of powder are lying about. Your enemies will also have a much easier time spotting you if you are holding onto a smoldering length of cord. The necessity of keeping the match lit also makes matchlocks nearly useless in the rain. Furthermore, matchlock pistols, though they do exist, are not terribly efficient; after all, you can't keep lit match in a holster.

WHEELLOCKS

The wheellock's firing mechanism consists of a spring-loaded wheel made of serrated steel, and a piece of iron pyrites. When the trigger is pulled, the wheel spins against the pyrites and sparks fall onto the priming pan. To reset the wheel, a 'spanner' (which looks like a little wrench) is used to wind up the spring. The 'cock' which holds the pyrite must be lowered against the wheel before the gun can be fired (thus 'cocking the gun').

Wheellocks, as opposed to matchlocks, are expensive and require a master craftsman to manufacture. They first appear around the beginning of the 16th century, and are nearly completely replaced by the flintlock by the mid-17th. They are never very widely distributed, being more of a gentlemen's weapon than a common soldier's. They are used by some cavalry units, as the matchlock is almost impossible to use from horseback. In the English Civil War, it is not uncommon for a cavalry trooper to carry two wheellock pistols in saddle holsters, and a wheellock carbine on his belt.

OPTIONAL FIREARM ATTACK TABLE (6.2.3.1)

	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	
01-0X	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	01-0X
0X-39	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0X-39
40-42	0	0	0	0	2	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	40-42
43-45	0	0	0	2	2	2	0	0	0	0	0	0	2	0	0	0	0	0	0	0	43-45
46-48	0	0	1	2	2	2	2	0	0	0	0	0	3	2	0	0	0	0	0	0	46-48
49-51	0	1	2	2	2	2	2	2	0	0	0	2	3	3	2	0	0	0	2	0	49-51
52-54	1	1	2	2	2	2	2	2	0	0	1	2	4	3	3	2	0	0	3	2	52-54
55-57	1	1	2	2	2	2	2	2	0	1	2	2	4	4	3	2	0	1	4	3	55-57
58-60	1	2	2	3	2	2	2	3	1	1	2	3	4	4	4	3	1	1	5A	4	58-60
61-63	1	2	3	3	2	2	3	3	1	2	3	3	5	5	4	4	1	2	5A	5	61-63
64-66	1	2	3	3	2	3	3	3	2	2	3	3	5	5	5	5	2	2	6A	6A	64-66
67-69	1	3	4	3	3	3	3	4	2	3	4	3	5	6	5	5A	2	2	6A	6A	67-69
70-72	2	3	4	4	3	3	4	4	2	3	4	4A	6	6	6	6A	2	3	6B	6A	70-72
73-75	2	4	4	4A	3	4	4	5A	3	4	4	4A	6	6	6A	6A	2	3	6B	7A	73-75
76-78	2	4	4	5A	4	4	5	5A	3	4	4A	5A	6	7	6A	7A	3	4A	7B	7B	76-78
79-81	2	4	5A	5A	4	5	5A	6A	3	4	5A	5A	6	7	7A	7A	3	5A	7B	7B	79-81
82-84	2	4	5A	5B	5	5	6A	6B	4	4	5A	6B	7	7A	7A	7B	4A	6A	8C	8B	82-84
85-87	3	5	5A	6B	5	6	6A	7B	4	5A	6B	6B	7	7A	7B	7B	5A	6B	9C	8C	85-87
88-90	3	5A	6A	6B	5	6	7A	7B	4	6A	6B	7B	7	8A	8B	8B	6B	7B	10C	8C	88-90
					—	Maximum	Result	for	Duelling	Pistol	—										
91-93	3	6A	6A	7B	6	7A	7A	8B	5	6A	7B	8B	8B	8B	8B	9B	7B	8B	12C	9C	91-93
94-96	4	6A	7A	7B	6	7A	8A	8B	5	6A	7B	8B	8B	9B	9B	10B	8B	9C	13C	11C	94-96
97-99	4	7A	7A	8B	7A	8A	8A	9B	6	7A	8B	9B	9B	9B	10B	11B	9C	10C	15D	13D	97-99
100-102	4	7A	8A	8B	7A	8A	9A	10B	6	7A	8B	9B	9B	10B	11B	12B	10C	12C	17D	15D	100-102
103-105	5	8A	8A	9B	8A	9A	9A	11B	7A	8A	9B	10B	10A	11B	12B	13C	11C	14C	19D	17D	103-105
					—	Maximum	Result	for	Pistol	—											
106-108	5	8A	9A	9B	8A	9A	10A	12B	7A	8A	9B	10B	11B	12B	13C	14C	12C	16D	21D	19E	106-108
109-111	6	9A	9A	10B	9A	10A	11A	13B	8A	9A	10B	11B	12B	13C	15C	16D	14D	18D	22E	21E	109-111
112-114	6	9A	10A	11B	9A	10A	12B	14B	8A	9A	10B	11C	13C	14C	17D	18D	16D	20D	23E	23E	112-114
115-117	7	10A	10A	12B	10A	11A	13B	16C	9A	10B	11B	12C	14C	16D	19D	20D	18D	22D	24E	25E	115-117
118-120	7A	10A	11A	13B	10A	12A	14B	18C	10A	11B	12B	13C	15D	18D	21D	22E	20D	24D	25E	27E	118-120
					—	Maximum	Result	for	Carbine	&	Musket	—									
121-123	8A	11A	11B	14B	11A	13B	15B	20C	11B	12B	13C	14C	16D	20D	23E	24E	22D	26E	27E	29E	121-123
124-126	8A	11A	12B	15C	11A	14B	16C	22C	12B	13C	15C	16D	18D	22E	25E	26E	24E	28E	29E	31E	124-126
127-129	9A	12A	12B	16C	12B	15B	17C	24C	13C	14C	17D	18D	20E	24E	27E	28E	26E	30E	31E	33F	127-129
130-132	9A	12B	13B	17C	13B	16C	19C	26C	14C	15D	19D	20D	22E	26E	29E	30E	28E	32E	33F	35F	130-132
133-135	10A	13B	14B	18C	14B	18C	21C	28D	15C	16D	21D	22E	24E	28E	31E	32F	30E	34F	35F	37G	133-135
					—	Maximum	Result	for	Harquebus	&	Blunderbuss	—									

Note: All criticals are *Puncture* except for Blunderbuss criticals, which are *Shrapnel*.

01-0X=Failure: If Failure is rolled, roll 1D10: 01-05=Misfire; 06-09=Fumble; 10=Explosion (see Grenades).

The advantages to the wheellock are many. First, it is now possible to make an effective pistol. Second, wheellocks can be kept loaded and ready to fire. And third, because there is no match involved, they are less effected by weather conditions than are matchlocks (in fact, because the firing mechanism is largely internal, they are even less effected by weather than are flintlocks). The problems with wheellocks are their price — which is exorbitant — and loading — which takes as long as a matchlock.

FLINTLOCKS

When the trigger is pulled on a flintlock, a piece of flint falls on a piece of steel, sending sparks into the pan. To reset the firing mechanism, all you have to do is pull back the cock.

The flintlock was developed before the 17th century. It is in general use after 1620. The militaries of Europe do not really begin to use flintlocks until after mid-century, however. This is surprising in view of the flintlock's many advantages.

The flintlock has a much higher rate of fire than a matchlock or a wheellock. It is easier to use than either of these weapons. And though slightly more expensive than the matchlock, it is far cheaper than the wheellock. This is certainly be the weapon of choice for any self-respecting pirate.

RM/MERP FIREARM RULES (6.2.3)

Treat firearms as crossbows for all attack purposes except those noted below. Refer to the Weapons tables in the *Equipment* Section (1.5) for firearm stats.

Optionally, those familiar with the *Space Master* ranged weapons rules may elect to use the optional firearm stats and attack tables provided (1.5.3 & 6.2.3.1).

OPTIONAL FIREARM/GRENADE FUMBLE TABLE (6.2.3.2)

	PROJECTILE (1-HANDED)	PROJECTILE (2-HANDED)	GRENADE
01-25	Mysteriously, you elect not to fire at this time.	A moment hesitation loses you the opportunity to fire this phase.	Uncertain aim causes you to elect not to throw this phase.
26-30	Your clumsy maneuvers prevent an effective shooting opportunity. Try again next fire phase.	Poor grip and nasty kickback conspire deliver 10 hits (and you miss).	Your slowness with the grenade causes you to delay throwing till next phase.
31-40	Distracted by thoughts of kelp, you fail to fire this round.	You fire the load into the air, then you're stunned for 1 round as you realize your foolishness.	You elect not to throw for a full round.
41-50	Get your eyes checked. Momentary double vision convinces you to wait out the rest of this round (you are at -50).	You fire the load into the ground. Your sheer incompetence costs you 2 rounds of stunned amazement.	Your bag tilts, emptying all the grenades onto the ground.
51-60	The serpentine is caught on your belt. It will take 2 rounds to draw a new weapon or 1-6 to wrest this one free.	Slight sprain to your non-weapon wrist causes all further 2-handed attacks to be at -20. You take 5 hits.	Confusion and a personal crisis stun you for 2 rounds.
61-70	Your spastic shooting hits 10 feet short of the target. You are -30 to activity next round.	Break a finger and take 8 hits. You You are stunned 2 rounds, and all weapon attacks using that hand are at -70.	A mental lapse: Did I fill this grenade with powder or with rum? gives you pause for 3 rounds of complete inactivity.
71-80	Poke yourself in the eye while trying to get fancy. +8 hits, -20 activity and stunned 2 rounds.	Trigger slips as you take aim. Make an attack with no modifications on the closest opponent.	Premature release causes the grenade to sail 30 degrees to the left of the intended target.
81-85	Those pistols are a little tough to get a grip on. You unceremoniously drop the thing and it bounces a good 5 feet away, breaking a non-essential part (still functions, but -50 to fire).	Whirling around for no apparent reason, you bash your weapon against a nonaggressive surface and break a non-essential part (still functions, but -50 to fire).	You manage to pummel yourself with the unlit grenade and take 8 hits, stunned 3 rounds.
86-90	Ball falls out of the barrel, on which you slip and fall in a comic display. You are down and stunned next round (and red-faced).	Horror at your shooting ineptitude stuns you for 3 rounds.	A rotten throw causes the grenade to travel only half of the intended range.
91-95	Fingers mysteriously entangled in weapon cause you some consternation and 3 rounds of stunned extraction.	Burn yourself on the hot barrel as you fire ineffectively. You take 4 hits and are stunned 2 rounds.	Your exuberant lofting of the grenade gives you a hernia. +15 hits, and you are at -70 until cured.
96-99	While daydreaming, you put your hand in front of the barrel while firing. Lose a finger. +10 hits; 5 hits per round and stunned 3 rounds.	Very poor grip causes you to fire wildly. 20% chance you hit someone from in a 180 degree arc in front of you (roll attack w/no skill bonus). Your foolishness stuns you for 4 rounds.	A beautiful swing sends the grenade hurtling backwards. You throw exactly 180 degrees the intended direction, roll randomly for range.
100	You artfully spin the weapon in your hand and deal a point-blank attack on yourself (no skill bonus). Roll the attack and say your prayers, buddy.	You pull the trigger and empty the gun into your own foot. +20 hits; 8 hits per round. -70 to activity and stunned 3 rounds.	With a puff of smoke and a "foof", the fuse burns in fraction of a second instead of its intended duration. Panic.

OPTIONAL SHRAPNEL CRITICAL STRIKE TABLE (6.2.3.3)

	A	B	C	D	E
01-05	A grazing shot; no extra hits. Your gun just jammed . . . sorry.	You shoot off a piece of foe's equipment. +0 hits.	Hit foe's weapon, destroying it and breaking one of foe's fingers. +2 hits.	Foe is staggered by your effort. He is stunned next rnd. +6 hits.	Foe urinates in fear. +7 hits.
06-10	Just a nick . . . for +1 hit.	+2 hits.	Foe stunned next rnd. +3 hits.	Foe, impressed with your hail of fire, is stunned for 2 rnds. +7 hits.	You have initiative for the next 3 rnds. +10 hits
11-15	+3 hit.	You have initiative next rnd as foe checks for damage. +4 hits.	Hit foe's side in poorly aimed fire. +9 hits. You have the initiative.	Solid hit to shoulder blade. Foe is stunned for 4 rnds and is unable to parry for 2 rnds. He takes 2 hits/rnd. +9 hits.	Foe fumbles weapon and is unable to parry when he is stunned next rnds. +12 hits.
16-20	Foe may not attack next rnd. +4 hits.	Slash foe's side. He must parry next rnd. +5 hits.	Blows to the sides cause foe to parry for 2 rnds. +9 hits	Foe takes 3 side strikes. He is stunned for 6 rnds and bleeds, taking 4 hits/rnd. +11 hits. Add 10 to your next action.	Grazing head strikes stun foe for 3 rnds. He takes 2 hits/rnd. +13 hits. Add 25 to next attack.
21-35	You gain initiative next rnd +4 hits.	Foe must parry next rnd at -40 as the metal is too close for comfort. +6 hits.	You shatter one of foe's ribs. Foe is stunned for 2 rnds, takes 2 hits/rnd, and is knocked on his back. +11 hits.	Foe hit in hip and along both sides. He is stunned and unable to parry for 4 rnds, is at -45, and takes 2 hits/rnd. +13 hits.	Several ribs shatter in glancing blows. Foe takes 2 hits/rnd and is stunned for 2 rnds with no parry. +15 hits.
36-45	Blow to foot. Foe receives 1 hit per rnd unless armored. +5 hits.	Strikes to calf and hand give +7 hits. Foe is at -10.	Strike foe's knee and calf. Foe receives 4 hits/rnd and foe is at -40. +12 hits.	Foe doubles over with hits to the shin, thigh, and groin. He receives 5 hits/rnd, is prone for 4 rnds and permanently sterile. +15 hits.	Arm and leg strike. if armored, foe takes +12 hits, If not, he takes +17 hits and is bleeding at 4 hits/rnd, is at -40 and stunned for 10 rnd.
46-50	Glancing shots to back of foe's neck. Foe must parry next rnd at -30. +5 hits.	Strike to the back and upper arm. Foe is stunned and unable to parry for 2 rnds. Foe receives 2 hits/rnd and +8 Hits.	Strike across foe's back and buttocks — ouch. He takes 2 hits/rnd and is stunned for 3 rnds. + 13 hits.	Strikes to lower back paralyze foe's legs. He is down (at -80 to all action) and taking 4 hits/rnd.	Multiple back blows send foe flying 10 feet. Unable to parry, foe is stunned for 12 rnds. He takes 6 hits/rnd and is at -70. +19 hits.
51-55	Two strikes to foe's collar area. He is knocked back parrying at -20 next rnd. Foe receives 2 hits/rnd and +6 hits.	Foe hit in side and upper arm. +10 hits. He is stunned for 3 rnds and takes 5 hits/rnd.	Foe staggers and parries for 3 rnds after receiving minor wounds to the chest and groin. Foe receives 3 hits/rnd and +15 hits.	Major wounds to foe's chest. He and is stunned and unable to parry for 3 rnds. He takes 5 hits/rnd. +19 hits.	Foe knocked back with chest strikes. Aorta damage causes +20 hits. Lung lacerations will suffocate foe in 4 rnds. He is prone, meanwhile. +21 hits.
56-60	Two shots to foe's leg. If armored, +4 hits. If not, +10 hits. Foe is stunned for next 3 rnds.	Two strikes to the thigh and one to the forearm sadden foe. Foe receives 4 hits/rnd and +11 hits. Foe is stunned 3 rnds and unable to parry. He is at -50.	Foe stunned for 5 rnds by strikes to the calf and thigh of both legs. He is down and taking 5 hits/rnd and is at -50. +16 hits.	You lacerate foe's thigh and shatter a hip joint. He is in a week long coma taking 5 hits/rnd. +22 hits.	Both thighs and groin very severely slashed. Foe takes 10 hits/rnd, is down and stunned for 20 rnds. +23 hits. Embarrassing.
61-65	Hit along wrist. Foe receives 2 hits/rnd. Foe is stunned next rnd. +10 hits.	Blows along forearm and opposite shoulder. Arms less than useless. Foe receives 4 hits/rnd and 12 hits.	Foe drops possessions after being struck in the arms. Foe takes + 17 hits, stunned 5 rnds, -25 on actions, and bleeds. Receives 6 hits/rnd. Give up.	Foe loses hand, and arm is severely mangled. He is unable to parry for 5 rnds and is stunned for 20 rnds. Receives 6 hits/rnd. +24 hits.	You deliver ugly wounds to foe's arms and shoulders. Limbs are useless. Foe is at -60, stunned, and unable to parry for 5 rnds. +25 hits.
66	Strikes to shoulder/collar area. Foe is stunned for 5 rnds and arm is useless. Activity at -30 and foe receives 4 hits per rnd. +55 hits.	Elbow shattered with forearm left dangling. Foe receives 6 hits/rnd as foe sees this and passes out.. +20 hits.	You cut foe down at the knees. Foe is immobilized and at -100. Receives 10 hits/rnd and foe is stunned for 12 rnds.	The side of foe's head springs 3 leaks. Too late to call a plumber; he's dead. Very gory.	You expose foe's chest cavity appropriate for pre med anatomy course. He is dead. +15 to your next action.
67-70	Blow along neck, upper chest and arm. Foe knocked down stunned for 4 rnds. Foe receives 4 hits/rnd. +17 hits.	Neck and arm strikes cause 6 hits/rnd and +14 hits. Foe at -20 and stunned for 5 rnds.	Multiple strikes along the upper body Foe is stunned for 8 rnds and cannot parry for 4 rnds. Receives 2 hits/rnd and +20 hits.	Shoulder smashed. Foe spins back 10 feet. He is stunned and unable to parry for 7 rnds. Arm is useless. Receives 6 hits/rnd. +26 hits.	Muscles and tendons in foe's arm and leg are torn beyond recognition. He takes 12 hits/rnd and is down for 20 rnds. +28 hits.
71-75	Tendons in both legs are slashed. Foe is at -50 and is taking 4 hits/rnd. He is out for 2 rnds and stunned for 5 more. Too bad	Foe's leg riddled. He is at -50 with 4 hits/rnd and also stunned for 5 rnds. +17 hits.	Leg muscles and tendons slashed by strikes to calf and thigh. Foe stunned and unable to parry for 8 rnds, takes 5 hits/rnd, and is at -75. +25 hits.	Hits in the shin, knee, hip, and side, down foe in a convulsive heap. He is down for 24 rnds and at -90. He takes 8 hits/rnd. +27 hits.	Foe loses both legs to your razing assault. He is in shock, taking 14 hits/rnd, and will die anyway in 6 rnds. +30 hits.
76-80	Foe's left side and arm are perforated. Foe is at -40, stunned and unable to parry for 6 rnds. Foe takes 3 hits/rnd and +18 hits.	Foe's left arm takes multiple lacerations. Receives 3 hits/rnd and operates at -40. Foe is stunned next rnd and cannot parry. +18 hits.	Blows to both arms and chest break several indigenous bones. Foe is stunned for 12 rnds, takes 8 hits/rnd, and is unable to parry. +27 hits.	Strike destroys foe's weapon and neatly separates his arm from his bod. Foe is in shock and prone taking 8 hits/rnd. +30 hits.	Bone splintered form one shoulder to the other. Additional thigh wound. Foe is prone taking 14 hits/rnd and equipment is destroyed. +32 hits.
81-85	Foe pummeled in the side and hip. Immobilized until aided. He takes 6 hits/rnd and +20 hits.	Strikes to the side and leg. Foe experiences 9 Hits/rnd for bleeding. Stunned and unable to parry for 5 rnds before passing out from shock. +21 hits.	Several side and back wounds cause foe to parry in a stunned state for the next 13 rnds. Foe takes 9 hits/rnd and +28 hits.	Severe blows to foe's side and abdomen. Foe is stunned and unable to parry for 5 rnds. He is taking 10 hits/rnd and is at -95. +32 hits.	Witless loser charges you as you sever his spine, hand, and lacerate the side of this head. He falls in a heap, quite lifeless.
86-90	Hit foe's back and upper leg. He is bloody and knocked 10 feet away. Foe unable to parry for 5 rnds. 6 hits per rnd, and +18 hits.	Strikes blow away ear and pierce hip. Foe at -30, cannot parry for 2 rnds, stunned for 6 rnds, and takes 8 hits/rnd. +27 hits.	Foe knocked down. Strikes kill an unarmored foe. Otherwise, he is stunned, unable to parry for 12 rnds, receiving 9 hits/rnd. +30 hits.	Sent spinning, foe is struck in the spine, the kidneys, and he loses a hand. This one is history in one rnd. +33 hits.	Disemboweling stream of metal pummels foe's leg, abdomen, and chest. He lapses into unconsciousness before dying in 4 rnds. +35 hits.
91-95	Foe loses one ear, and nose is lacerated. Hearing at -50. Stunned for 10 rnds if armored or out 3 hours if not. Foe receives 5 hits/rnd and +23 hits.	Impacts to middle and upper back, and back of head. If unarmored, foe dies; otherwise, he is stunned for 10 rnds. Takes 8 hits per rnd and +25 hits.	Foe makes an excellent ventilator with holes in the leg, side, and chest. He expires in 1 rnd. +32 hits.	Several strikes take out the liver spleen, and intestines Poor slob fights for one messy rnd then drops. +34 hits.	Spinal shot induces a bizarre twist. A eries in chest and arm also severed. Foe is paralyzed and dies in 3 rnds. +40 hits.
96-99	Malicious blow to foe's face. He loses nose cheekbone and a part of his skull. Foe is in coma until revived. Receives 4 hits/rnd and +25 hits.	Foe brutalized in strikes to the side, cheek, neck, and brain. Foe dies in 2 prone rnds. Add 10 to your next attack.	Foe knocked back 15 feet without an arm, and with gashes in the neck. He is paralyzed by a broken spine and dies in 8 rnds. +35 hits.	A classic example of unanesthetized surgery. You remove a plethora of vital organs. A bit sloppy. Foe is out and dies in 3 rnds. +35 hits.	A Steady stream nails the sucker in brain, neck, heart, abdomen, and groin. Your allies within 50 feet add +10 to their next attacks. You are out of ammunition.
100	Hip is destroyed. More importantly, the head is messily separated from the shoulders. Bye.	Poor sucker is without the lower half of his body and has a hole where his eye was to boot. It was quick.	Foe takes strikes to the chest, and face. Lungs fill with blood, making breathing difficult. Poor fool expires in 3 messy rnds.	Foe hit in the heart and brain for a prompt demise. Good shot. Add +20 to your next attack	Foe bursts into a bloody pulp. Yuck.

Note: This Chart was originally intended for use with automatic weapons and explosives; it can be used with a minimum of extrapoltion for explosion criticals in <u>PIRATES</u>.

RELOADING

Matchlock and wheellock firearms require 6 Rounds to reload, while flintlock firearms require 3. Using paper cartridges (available after 1630) reduces the reload time to 4 rounds for matchlocks and wheellocks, 2 rounds for flintlocks. In particularly tense situations (being charged by cavalry), the GM may require a roll on the Misc./General column of the Static Maneuver Table to see if reloading is successful. If you fail the roll, you may roll again at the end of the next round, and so on till you are successful.

Weapon	Powder	Paper Cartridges
Matchlock	6	4
Wheellock	6	4
Flintlock	3	2

FUMBLES

Fumbles with firearms are treated as in *Arms Law* Section 6.3 (use the Bows column of the Fumbles Table) or *MERP* Table FT-2 (use the Missile Weapons column with a +25 modification) with the results adjusted to reflect the difference in mechanisms (e.g., *RM* 71-80 / *MERP* 81-86= "Match goes out/Flint breaks. You loose 2 rounds drawing a new weapon or 6 rounds relighting the match/replacing the flint). A very severe fumble could indicate that the weapon has exploded in your face (treat as a fireball), while most of the minor ones could simply indicate a dud charge.

Again, as an option, a version of the *Space Master Modern Weapons Fumble Table* is included for those players familiar with that system (see 6.2.3.2).

BLUNDERBUSSES

Double all Range OB modifiers for the blunderbuss, including the +10 for point-blank range. The blunderbuss hits hard at close range, but its effectiveness drops off quickly.

It is also possible to use the *Optional Firearm Attack Table* (6.2.3.1) above to resolve blunderbuss attacks. All criticals, rather than being Puncture criticals, are Shrapnel criticals, and are resolved on the table below.

FH FIREARM RULES (6.2.4)

Firearms are treated as crossbows for all purposes besides those listed below. Most of the information about firearms can be found on the Missile Weapons Table (2.7.2) in the Equipment section.

BLUNDERBUSSES

Blunderbusses have the Reduced Penetration and Reduced By Range limitations. That means that the attack operates normally up to 4". For each range class thereafter, the attack is split into two parts for determining BODY damage, while the attacks are added together for determining STUN. Furthermore, the damage class is reduced by one for each range class after 4". Thus at 5-8" the damage is 2x 1D6, while at 9-16" the damage is 4x 1/2D6.

GRENADES (6.2.5)

Grenades during this period are spherical shells iron, pottery, or heavy glass filled with gunpowder. The fuse is a length of match usually measured to go off after about 5 seconds. To use a grenade, light it and throw.

Pirates love grenades. They work wonderfully when tossed onto the crowded deck of an enemy ship. They are a bit risky, however. If the fuse is too short, or made poorly, you can end up blowing yourself and your shipmates to Kingdom Come.

• For *RM/MERP*, use the rules for Fireballs to determine grenade damage, or use the *Optional Grenade Attack Table* (6.2.5.1), a variation of the *Grenade Attack Table* from *Space Master*.

Grenades can be thrown in the Missile Phase or the Movement and Maneuver Phase. Two rolls are necessary to determine the effects of a grenade attack. First, the attacker states where he would like the grenade to land and rolls (1-100), adding his Thrown: Grenade OB, any range modifiers from Table (1.5.3), and any modifiers deemed appropriate by the GM. If the net result is over 100, then the grenade lands on target. If the net result is 100 or less, the grenade was not placed as desired and the *Thrown Error Chart* is consulted to determine where it did, in fact, land.

To determine the range of an error on a 100 or less roll, use the original modified roll and consult the following chart:

THROWN ERROR CHART				
Net Roll	PB	SR	MR	LR
100+	0	0	0	0
99-100	1	1	1	2
98	1	1	2	3
97	1	2	3	4
96	1	2	4	6
95	2	3	6	8
94	2	3	8	10
93	2	4	10	15
92	3	4	12	20
91	3	5	14	25
86-90	4	6	16	35
81-85	4	7	20	40
71-80	5	8	25	45
51-70	6	10	30	50
31-50	7	12	35	55
11-30	8	14	40	65
06-10	9	18	50	80
02-05	10	24	75	100
01	12	30	90	150

Next determine the direction of error: for game purposes we will assume six possible error vectors (especially handy when playing on a hex grid). An unmodified, closed 1D100 roll is made to determine direction based on range. Abbreviations are: L= Long; LR= Long and Right; LL= Long and Left; S= Short; SR= Short and Right; SL= Short and Left.

ERROR DIRECTION CHART				
1D100 Roll	Range			
	PB	SR	MR	LR
90-100	L	L	L	L
80-89	L	L	L	LR
70-79	L	L	L	LL
60-69	L	L	LR	SR
50-59	L	L	LL	SL
40-49	L	LR	SR	S
30-39	L	LL	SL	S
20-29	LR	SR	S	S
10-19	LL	SL	S	S
05-09	SR	S	S	S
03-04	SL	S	S	S
01-02	S	S	S	S
Using this data establishes the new landing and detonation point.				

OPTIONAL GRENADE ATTACK TABLE (6.2.5.1)

	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	
01-06	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	01-06
07-30	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	07-30
31-33	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	1	31-33
34-36	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	1	34-36
37-39	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	0	0	1	1	37-39
40-42	0	0	0	0	0	0	0	1	0	0	0	1	0	0	0	1	0	1	1	2	40-42
43-45	0	0	0	1	0	0	0	1	0	0	0	1	0	0	0	1	0	1	1	2	43-45
46-48	0	0	0	1	0	0	0	1	0	0	0	1	0	0	0	2	0	1	2	2A	46-48
49-51	0	0	0	1	0	0	1	1	0	0	1	1	0	0	1	2	1	1	2	3A	49-51
52-54	0	0	0	1	0	0	1	1	0	0	1	1	0	0	1	2	1	2	2	3A	52-54
55-57	0	0	1	2	0	0	1	2	0	0	1	2	0	0	1	3A	1	2	3	3A	55-57
58-60	0	0	1	2	0	0	1	2	0	0	1	2	0	0	2	3A	1	2	3A	4A	58-60
61-63	0	0	1	2	0	0	1	2	0	0	1	2	0	0	2	3A	1	2A	3A	4A	61-63
64-66	0	0	1	2	0	0	2	3	0	0	1	3	0	1	2	4A	1	3A	4A	4A	64-66
67-69	0	0	1	2	0	1	2	3	0	0	2	3	0	1	3	4A	2	3A	4A	5A	67-69
70-72	0	1	1	3	0	1	2	3	0	1	2	3A	0	1	3	5A	2A	3A	4A	5A	70-72
73-75	0	1	1	3A	1	1	2	4	0	1	2	4A	1	2	4	5A	2A	4A	5A	5A	73-75
							Maximum Result 15-25 ft Distant														
76-78	0	1	2	3A	1	1	3	4	0	1	3	4A	1	2	4	5A	2A	4A	5A	6A	76-78
79-81	0	1	2	3A	1	1	3	4A	0	1	3	5A	1	2	5	5A	2A	4A	5A	6A	79-81
82-84	0	1	2	3A	1	2	3	4A	1	1	4	5A	1	3	5A	6A	3A	5A	6A	6A	82-84
85-87	0	1	2	3A	1	2	3	4A	1	1	4A	5A	2	3	6A	6A	3A	5A	6A	7A	85-87
88-90	0	1	3A	3A	1	2	4	4A	1	2	4A	6A	2	3	6A	6A	3A	5B	6B	7B	88-90
							Maximum Result 10-15 ft Distant														
91-93	1	1	3A	3A	2	2	4	4A	1	2	5A	6A	3A	4A	6A	7A	4B	6B	7B	7B	91-93
94-96	1	2	3A	4A	2	2	4A	5A	1	2	5A	6B	3A	4A	7A	7B	4B	6B	7B	8B	94-96
97-99	1	2	3A	4A	2	3	4A	5A	1	2A	5A	7B	3A	4A	7B	7B	4B	7B	7B	8B	97-99
100-102	1	2	3A	4B	2	3	4A	5B	2	3A	6B	7B	3A	4A	7B	8B	5B	7B	8B	8B	100-102
103-105	1	2	4A	4B	3	3A	5A	5B	2A	3A	6B	7B	4B	5B	8B	8B	5B	8C	8C	9C	103-105
							Maximum Result 5-10 ft Diatant														
106-108	1	3	4B	5B	3	3A	5A	6B	2A	3A	6B	8B	4B	5B	8B	9B	6C	8C	9C	9C	106-108
109-111	2	3	4B	5B	3	3A	5B	5B	2A	3A	7B	8B	4B	5B	9B	9C	6C	9C	9C	10C	109-111
112-114	2	3	4B	5B	3A	4A	5B	6B	2A	4B	7B	9C	5B	6B	9C	10C	7C	9C	10C	10C	112-114
115-117	2	3A	5B	6B	3A	4A	6B	6C	3A	4B	8C	9C	5B	6B	10C	10C	7C	10C	10C	11C	115-117
118-120	2	4A	5B	6B	3A	4B	6B	6C	3A	4B	8C	10C	5C	7C	10C	11C	8C	10D	11D	11D	118-120
							Maximum Result for Ground Zero														

Note: All criticals are *Shrapnel.*
01-06=Failure: If Failure is rolled, roll 1D10: 01-06=Dud; 07-09=Fumble; 10=Explosion (Yo Ded).
MODIFIERS:

  +40: Ground Zero   +10: 15-25 ft Distant
  +30: 5-10 ft Distant   +35: if "touching" target when it explodes
  +20: 10-15 ft Distant

Once the grenade detonation point has been established, the effects of the detonation are resolved. What follows is the step-by-step effect resolution process:

1) Identify all potential targets. This will be anyone within the grenade's blast radius (25 ft for 17th century grenades).
2) Classify each target as being within one of the four blast radii produced by the grenade.
3) Make an effect resolution roll against each separate target on either the Fireball Attack Table or the Optional Grenade Attack Table, depending upon which system you prefer, and adding only the appropriate modifiers listed below. (Note: there is no attacker's OB factored into the effect resolution. The skill bonus only applies to the placement of the grenade.)

MODIFIERS:
+40: Ground Zero
+30: 5-10 ft Distant
+20: 10-15 ft Distant
+10: 15-25 ft Distant
+35: if "touching" target when it explodes

• For *FH*, grenades have the Explosion advantage and a modification of the Reduced Penetration limitation. They do full damage in the hex in which they explode, and one damage class less per hex outside of that. Furthermore, for each hex beyond the explosion hex, the attack is split into two parts for determining BODY damage, while the attacks are added together for determining STUN. So, in the hex in which a grenade explodes, all characters will take 2 1/2D6 of damage; one hex beyond that, 2x1D6; one hex further, 4x 1/2D6.

Throwing a grenade is the same as throwing anything else. Find the amount of extra STR you have (based on a grenade's -20) to determine the distance you can throw, and make an attack roll based on a hex's DCV of 3 (or 0 for adjacent hexes). For each point that you miss your roll by, the grenade will scatter 1" in a randomly determined direction.

FIREARM DESCRIPTIONS (6.2.6)

PISTOL

A single-handed firearm from 1-1.5 feet in length. The pistol is a favorite weapon of pirates because of its handiness in close quarters. Many pirates carry several pistols stuck into their sashes or belts. Blackbeard carries a half-dozen pistols in two bandoliers across his chest!

DUELLING PISTOL

The duelling pistol is a longer, more accurate pistol. It has a smaller bore, and thus does less damage than a regular pistol. Duelling pistols are very expensive and not as easy to carry; you will not find many pirates with duelling pistols.

CARBINE

The carbine is somewhere between a musket and a pistol. It is used primarily by cavalry troopers.

MUSKET

The standard infantry firearm. Buccaneers use extra-long flintlock muskets (***RM/MERP:*** +5 OB; ***FH:*** +1 R Mod; Cost=10 PoE) which are specially made for them in the Netherlands and then smuggled onto Hispaniola in exchange for hides, smoked meat, and ill-gotten booty.

HARQUEBUS

A very early form of matchlock musket, the harquebus was the standard infantry firearm during the early-16th century. These weapons are very heavy and require a forked stick to rest on when fired. You will not find harquebuses in general use after about 1620.

BLUNDERBUSSS

The blunderbuss is a carbine-length large-bore firearm which fires several pellets rather then a single bullet (a 17th century shotgun). It is easier to hit a target with the blunderbuss, but its effectiveness decreases rapidly with range. A favorite naval weapon, perfect for clearing crowded deck.

A NOTE ON FIREARM USE (6.2.7)

There is a temptation for the more bloodthirsty players to arm their characters with a dozen pistols and just shoot at anybody who gets in their way. This should be avoided at all costs. This is a genre of flashing blades and knives clenched in teeth, not Rambo Goes

to the Spanish Main. If your character is facing an honorable Spanish aristocrat poised in the finest Madrid fencing position, don't have him whip out a blunderbuss and blow him away! Fight him, man to man. Prove that you can go at it face to face with the best that the Pope has to offer and come out on top.

In a larger battle, like a boarding action, don't waste time reloading your pistols. Shoot them quickly and draw your cutlass. If you stand there loading them, the enemy will be on you before you have a chance to finish. If every member of your crew spends the time necessary to reload, then you might just find that your ship is the one being boarded. Use your head and try to simulate the flavor of swashbuckling adventure. GMs are encouraged to penalize players who refuse to do this by withholding experience points.

6.3 SWASHBUCKLING MANEUVERS

Pirate films are full of outrageous maneuvers. Hollywood would have us believe that pirates are forever swinging around, leaping on furniture, and fencing entire Spanish garrisons without once mussing their hair or missing a beat in their witty tirades of abuse.

How much your characters use these maneuvers depends on the type of campaign that you are playing. If you are playing a historical campaign, then tone it down a bit. The fact is, pirates really did do a lot of swinging from ship to ship — they boarded their enemies for a living. If, on the other hand, you are playing a fictional-type campaign, then the more outrageous the better. Encourage your players to try acrobatic moves; if the move sounds plausible, or if it would spice up the scene, then give the player a bonus. Particularly inventive moves should be worth some experience. Below you will find a guide to the maneuvers used by swashbuckling *Pirates!* characters and how they work in game terms. This is by no means a complete list. If you think of something flashy and daring, try it, using the systems below as a guide.

SWINGING

Both ***RM/MERP*** and *FH* use the Acrobatics skill to determine the success of a swing. If you miss your roll, you didn't land where you intended. If you really miss your roll, you may have landed on the deck 50 feet or more below your feet.

• For ***RM/MERP***, use the Maneuver/Movement Table. The number result indicates how far off target the character is. Subtract the result from 100. If the result is 0 or negative, then no problem, you made it. If the result is positive, then this is the percentage of the total distance swung that you missed by. For example, the GM determines that the swing you want to attempt, 50' from your rigging to a spar on the enemy's ship, is Extremely Hard. You roll an 84. Looking at the table, this gives a result of 30 (40 for ***MERP***). Subtracting 30 from 100, it becomes clear that you missed your target by 70% of the total distance, or 35'! Boy, are you in trouble.

• For *FH*, for each point that you fail your roll by, you miss your target hex by 1". If you miss by a distance equal to or greater than the total distance you were trying to swing, then you fall.

CURTAINS

Curtains and wall-hangings in the 17th century are made to keep out drafts. As a consequence, they are very heavy. Yanking a curtain atop a group of angry pursuers is a classic swashbuckling maneuver.

- For *RM/MERP*, use your Strength Bonus when rolling on the Light column of the Maneuver/Movement table. The numbered result is the percentage of your pursuer(s) that is covered by the curtain. A covered character must also roll on the Light column of the Maneuver/Movement Table, using his Strength Bonus, the result indicating how much of him is uncovered. This percentage is cumulative. Thus, if a character who is 100% covered gets a result of 30, then he is still 70% covered and cannot preform any other action until he is uncovered. While covered, he is considered prone for combat purposes.
- For *FH*, treat a curtain as an Area Effect attack doing 0 damage. The defender(s) is at DCV 0 because the attack is coming from an adjacent hex. You engulf one defender for every 2 points that you make your roll by. To break out of a curtain, he must make a STR vs. STR against the curtain's effective STR of 5, and can do nothing else until free. While engulfed, he is at DCV 0.

Sail-Sliding

Sail-sliding is accomplished by sticking a dagger or other sharp instrument into a sail and then 'riding' it down. In theory, the dagger allows you to control your fall.

- For *RM/MERP*, This is an acrobatics maneuver, rolled on the Hard column of the Maneuver/Movement Table. Failure indicate that you fall. A numbered result indicates the percentage of the total distance that you wanted to slide that you actually did slide.
- For *FH*, make an acrobatics roll. For every point that you make your roll by, you travel 1" straight down without a problem. If you fail your roll, then for every point that you fail your roll by, you fall 1" in an uncontrolled manner.

Rug Yanking

Rug yanking is another way to throw off your pursuers. You yank the rug from under their feet, and they fall down in a heap.

- For *RM/MERP*, use the same procedure as for Curtains, above, except you use the Medium column of the Maneuver/Movement Table, and your opponent(s) is not covered, just prone. A number result indicates the percentage of your pursuers that fall down if there is more than one, or the chance that a single pursuer will fall.
- For *FH*, Make an Area Effect attack roll vs. everyone on the rug. Again, the defenders have a 0 DCV because they are in an adjacent hex. If you fail, then you fail; nobody falls down. If you succeed, then each of your pursuers must make a DEX roll modified by the amount by which you made your attack roll, failure indicating that they fall.

Throwing Things

Pirates are an underhanded bunch. Anything that will give them an advantage in combat is o.k. by them. This includes throwing things in their opponents faces (the dirty whoresons). This type of attack does no damage, but can distract your opponent long enough for you to skewer him. The object you throw must be at least head-sized, or the substance must spread over a head-sized area.

- To determine the results of a thrown item or substance in your enemies face for *RM/MERP*, first make a roll on the Medium column of the M/M Table to see if you hit. A successful result (100+) indicates that you hit your opponent in the face. He will be stunned for a number of rounds equal to: 1 + (M/M Table result - 100)/10. Thus, if your result was 140 (wow!), your opponent would be stunned for 1 + (140 - 100)/10 or 5 rounds.

- For *FH*, make an attack roll with a R. Mod of -1. If you are using the Hit Location rules, the modifier for aiming at the head is halved (the location modifier is partially cancelled by the size of the object you are throwing). A hit blinds your foe for a number of phases equal to (the amount by which you made your attack roll)/2, minimum 1 phase.

6.4 SHIP-TO-SHIP COMBAT

Ship-to-ship combat plays an important role in both the historical and fictional activities of pirates. In *Pirates*, ship-to-ship combat can be simulated in two ways: the abstract method and the simulation.

The abstract method follows the general guidelines presented below, under Mass Combat. In this case, it is the GM who decides the general course of the battle based on the successful (or not so successful) actions of the players. He may require the players to make Gunnery rolls (if they are gunners), Sailing rolls (if they are sailhandlers), or Leadership rolls (if they are in positions of authority). Based on the outcome of these rolls, as well as the relative abilities of the ships involved, he narrates the course of the battle (as vividly as possible, of course) and decides the damage to the ships and crews. As there are no numbers involved in this method, exact damage effects do not have to be determined; instead, the GM should simply decide how many friendly and enemy crewmen are incapacitated, and generally what sort of damage each ship has sustained (e.g., in a battle between the PCs and a Spanish merchantman, if the players rolled poorly, while the GM rolls extremely well for the Spaniard, he might say, "The Spaniard's last broadside took out five of your crew, the mizzen-mast, two cannon from your port broadside, and shot up your hull pretty badly. You'd better send some men below to man the pumps. You can't tell exactly what kind of damage the Spaniard sustained because of the thick smoke, but he doesn't look too beat up.")

The simulation method can be either played out with pieces on a hex grid, miniatures on a tabletop, or more loosely with paper and pencils. The rules are presented below for both *RM/MERP* and *Fantasy Hero* unless otherwise noted.

RM/MERP SHIP CHARACTERISTICS (6.4.1)

Ships are defined by the eleven characteristics listed below (with abbreviations in parentheses):

Offensive Bonus (OB)

The OB of a ship is added to all attack rolls made from that ship. The OB represents the stability of a ship when acting as a firing platform. Generally speaking, therefore, the larger the ship, the greater its OB.

Defensive Bonus (DB)

A ship's DB is subtracted from all attacks made against it. It represents the size of the target ship, its maneuverability and ability to evade, and so forth. The smaller and faster the ship, the greater its DB.

Armor Type (AT)

A ship's AT is expressed by a letter from A to G, with A being the strongest, and G the weakest. ATs A, B and C represent stone defenses, while D to G represent various strengths of wood defenses.

HITS

A ship's Hit value is the amount of structural damage that the ship can withstand and still function. Once the damage to a ship has exceeded its Hits value, it begins to sink. A ship's Hits are roughly equivalent to its tonnage.

MOVEMENT (MOVE)

A ship's MOVE determines the number of inches that can be moved each turn when in combat, and is roughly equivalent to nautical miles per hour. Non-combat MOVE is equal to twice the combat MOVE score.

TURNING DIVISOR (TURN)

TURN is equal to the number of equally-spaced 60 degree turns that a ship can make in one turn. This number varies between 1 and 2 for 17th century sailing ships. Non-combat TURN is half combat TURN.

MAXIMUM SPEED (MAX)

The maximum sailing speed in knots. Use this to calculate sailing times between locations.

MAXIMUM GUNS (MAX GUNS)

The maximum number of guns that a ship can carry. Note that this restriction is based on the space available for guns, not their weight.

MINIMUM CREW (MIN CREW)

The minimum number of men needed to sail the ship. This number makes provisions for around-the-clock watches.

TONNAGE (TONS)

This is the total weight, in English tons, that a ship can carry. When outfitting a ship, subtract the weight of all guns, provisions, crew, and so forth to determine how much cargo a ship can carry.

COST

The cost of the ship (in pieces of eight), including hull, rigging, masts, and any equipment necessary to sail her. Note that this does not include guns, powder, shot, or provisions. These you will have to buy separately.

FANTASY HERO SHIP CHARACTERISTICS (6.4.2)

Ships are defined by the twelve characteristics listed below (with abbreviations in parentheses):

SIZE CLASS (SC)

The size class of a vehicle determines how easy it is to hit in ranged combat. Note that for almost all the ships you will encounter will be SC 4 (16 meters/hex).

STRENGTH (STR)

A vehicles STR determines how much it can carry, in terms of crew, guns, and cargo. For ships, this value is presented in English tons, which are close enough to metric tons to be considered the same. Thus a 100-ton sloop has a STR of 60.

DEFENSE (DEF)

The Def is the toughness of the materials from which the ship is constructed, and is almost always 5 for the hull and 3 for the rigging. When a ship is hit, subtract the Def from the body of the attack before determining damage.

BODY POINTS (BODY)

2/3 of this figure is hull BODY, while the remaining 1/3 is rigging BODY. This is the total amount of damage that a ship's hull can take before it begins to sink, or a ship's rigging (including masts) can take before it is useless.

DEXTERITY (DEX)

DEX determines in which order ships move. It is considered the lower of either the captain's DEX or the ship's DEX. Thus if a ship has a DEX of 15 and the captain has a DEX of 18, then the ship moves at DEX 15.

SPEED (SPD)

A ship's speed determines the number of phases that it can act in one turn. Note that almost all the ships you will encounter will be SPD 1/5, indicating that the ship can move once per one minute turn. Only very small and nimble boats will have SPDs higher than this.

MOVEMENT (MOVE)

A ship's MOVE determines the number of inches that can be moved each turn when in combat, and is roughly equivalent to nautical miles per hour. Non-combat MOVE is equal to twice the combat MOVE score.

TURNING DIVISOR (TURN)

TURN is equal to the number of equally-spaced 60 degree turns that a ship can make in one turn. This number varies between 1 and 2 for 17th century sailing ships. Non-combat TURN is half combat TURN.

MAXIMUM SPEED (MAX)

The maximum sailing speed in knots. Use this to calculate sailing times between locations.

MAXIMUM GUNS (MAX GUNS)

The maximum number of guns that a ship can carry. Note that this restriction is based on the space available for guns, not their weight.

MINIMUM CREW (MIN CREW)

The minimum number of men needed to sail the ship. This number makes provisions for around-the-clock watches.

COST

The cost of the ship (in pieces of eight), including hull, rigging, masts, and any equipment necessary to sail her. Note that this does not include guns, powder, shot, or provisions. These you will have to buy separately.

MOVEMENT (6.4.3)

Ship movement is calculated at a scale of 100ft = 1 inch, or (for *FH*) ground scale 5 inches. Each turn represents 1 minute of time.

A ship's MOVE is determined by its listed MOVE and the direction of the wind. Wind direction should be determined before the battle begins by the GM. See the diagram below for the effects of wind direction on MOVE. If a ship changes facing so that its MOVE changes, then its MOVE is recalculated based upon its new relation to the wind, up to its listed MOVE score.

Furthermore, the strength of the wind can have an effect on a ship's MOVE, as per the chart below:

Wind Strength	MOVE
None (0 kt)	0
Light (1-10 kts)	x1/2
Normal (11-25 kts)	x1
Heavy (26-40 kts)	x1
Storm (41-70)	x1/2
Hurricane (71+ kts)	0

A ship's first hex (or inch) of movement (if it has more than one) must always be into its bow hex (see Ship Facing Diagram). At this point, it may change facing (if allowed by its TURN). The only exception to this is when the ship starts the turn facing directly into the wind. In this case, a ship's entire move is comprised of a single facing change.

A ship's TURN score indicates the number of 60 degree turns that can be accomplished in a single 1 minute turn. These turns must be evenly spaced throughout the ship's movement, with any remainder taking place at the end of its move, but with never more than one turn in the same hex. For example, a ship with a MOVE of 6 and a TURN of 2 could move forward 3 hexes, turn, move another 3 hexes and turn again. No more than one 60 degree turn can take place in any one hex (unless it is preforming a 'tack' maneuver; see below).

A 'tack' is a special maneuver only available to fore-and-aft-rigged ships. When such a vessel enters a hex with the wind on its bow quarter (at an angle of 60 degrees to the bow), it may turn 2 hexsides (120 degrees) towards the wind and then beyond, but only if it is eligible to make a turn in that hex. Thus it can avoid facing into the wind altogether. See the diagram below.

RM/MERP SHIP COMBAT (6.4.4)

RM/MERP ship-to-ship combat follows the same basic procedures as *RM/MERP* character combat.

FIGHTING

Combat takes place during one minute turns. The following sequence is used for conducting ship-to-ship combat:
1) Movement Phase
2) Missile Attack Phase
3) Grappling/Boarding Phase

MOVEMENT PHASE

All ships move as per the movement rules, above. Movement is considered simultaneous. If greater accuracy is desired, you can have the opposing parties write their movement orders secretly and then execute them at the same time.

MISSILE ATTACK PHASE

All ships may fire at enemy positions as per the rules for combat, below. Again, this is considered simultaneous, so the effects of this fire are not applied until the end of the phase.

GRAPPLING/BOARDING PHASE

The crews from ships within 100 ft. (one hex or inch) of each other may attempt to grapple as per the rules for grappling, below. Ships which become grappled may conduct boarding actions against each other.

ATTACK RESOLUTION

The statistics for ships cannon are listed below. Each cannon is placed on board so as to fire from one of a ship's four facings as per the Ship Facing Diagram, above.

In order to resolve an attack, the attacker makes an attack roll (high open-ended) and adds his Offensive Bonus, subtracts the Defender's Defensive Bonus, and adds the Range Modifier; this result is the Net Attack Roll (NAR). The NAR is cross-indexed on the *RM/MERP Ship Attack Chart* (6.4.4.2) to arrive at the result of the attack.

The attacker's OB is equal to the gunner's OB with the weapon in question, plus the OB bonus for the ship or fortification where the gun is mounted. If the GM is in a particularly generous mood, he may award a bonus equal to the Master Gunner's OB - 50. Note that this bonus can be negative if your master gunner is not up to snuff.

The defender's DB is equal to his ship's DB, and nothing else.

- If the 1-100 roll is 01-05, a weapon failure occurs (roll a D100; 1-75=misfire, 76-100=explosion— resolve as per a B Gun Critical) and the attack resolution proceeds no further.

- A weapon's Net Attack Roll cannot exceed the designated threshold for the type of weapon, instead the maximum allowed result is used.

- **Net Attack Roll =**

    D100 [open-ended] + Range Modifier + Attacker's OB -Defender's DB

TACKING MANEUVER

SHIP FACING DIAGRAM
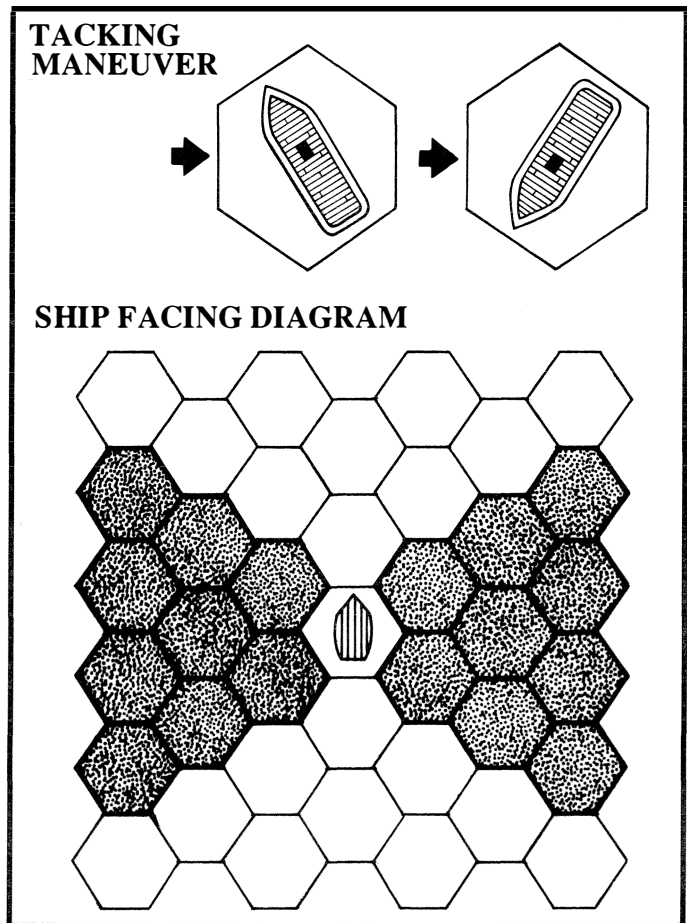
RM/MERP SHIP WEAPONS (6.4.4.1)

Weapon	Lbs.	PB	SR	MR	LR	ER	Minimum Crew	Reload Time (min)	Weight (lbs)	Cost (PoE)
Swivel Gun	1	-75	na	na	na	na	1	1/2	300	20
Saker	6	-50	-75	na	na	na	2	1/2	1400	130
Demi-Culverin	9	-20	-30	-50	na	na	3	1	3400	235
Culverin	18	0	-10	-40	na	na	3	1	4500	435
Demi-Cannon	24	+10	0	-20	-40	-50	5	1	5200	580
Cannon	32	+20	+10	0	-20	-30	5	1	6600	800

The header row above "PB SR MR LR ER" is spanned by **Range Modifier**.

Range Class	Battle Hexes
PB	1
SR	3
MR	5
LR	7
ER	10

Cannon Notes:

Lbs: Indicates the weight of each shot. 1 pound of shot (including powder) costs 1r. Thus, 1 PoE buys 8 lbs. of shot, or 8 swivel gun shots.

Min Crew: The number indicates the number of men required to man the gun. It is possible to fire the gun with fewer men, but reloading takes 50% longer for each man less than the required number.

Weight: The total weight of the gun, carriage, and equipment.

Cost: The cost, in pieces of eight, of the above.

RM/MERP SHIP ATTACK CHART (6.4.4.2)

Net Attack Roll	A	B	C	D	E	F	G	
01-05	F	F	F	F	F	F	F	01-05
05-09	0	0	0	0	0	0	0	06-09
10-14	0	0	0	0	0	1	1	10-14
15-19	0	0	0	0	1	2	2	15-19
20-25	0	0	0	1	1	3	4A	20-25
— Max. Result for Swivel Guns —								
26-31	1	1	1	1	2A	6A	7A	26-31
32-37	1	1	1A	2A	5A	9A	10A	32-37
38-43	1	2	2A	4A	8A	12A	13A	38-43
44-49	1	3A	3A	7A	11A	15A	16A	44-49
50-55	2A	5A	5A	10A	14A	18A	19B	50-55
— Max. Result for Sakers —								
56-61	3A	6A	6A	13A	17A	21B	22B	56-61
62-67	4A	8A	8A	16A	20A	24B	25B	62-67
68-73	4A	9A	9A	19A	23B	27B	28B	68-73
74-79	5A	10A	10B	21B	25B	30B	31B	74-79
80-85	5A	11A	11B	22B	27B	33B	34B	80-85
86-91	6A	12A	12B	24B	28B	34B	37C	86-91
92-97	6A	12A	13B	25B	30B	36C	40C	92-97
— Max. Result for Demi-Culverins —								
98-103	6B	13B	13C	27C	31C	37D	43D	98-103
104-109	7B	14C	14D	28D	33D	39D	46E	104-109
110-115	7C	15C	15D	30D	34D	40E	49E	110-115
— Max. Result for Culverins —								
116-121	7C	15C	16D	31D	36D	43E	53E	116-121
122-127	8C	16D	16E	33E	39E	47E	57F	122-127
128-133	8D	17D	18E	37E	43E	54E	62F	128-133
— Max. Result for Demi-Cannon —								
134-139	9D	19D	21E	42E	50E	62F	70G	134-139
140-145	18D	35D	50E	85E	95F	112G	125H	140-145
146-150	28F	50F	80F	130F	140F	165F	175F	146-150
— Max. Result for Cannon —								

The "A B C D E F G" columns are spanned by the header **Target's Armor Type (AT)**.

Key:

A= Negligible Damage
B= Light Damage
C= Moderate Damage
D= Severe Damage
E= Very Severe Damage
F= Ext. Severe Damage

2nd Roll	Location
1-3	Hull
4-6	Rigging
7-8	Crew
9-10	Guns

ATTACK RESULTS

The *Ship Attack Chart* (6.4.4.2) yields results similar to those found on character combat tables. The number result indicates the number of hits subtracted from the total of the target vessel. Once the damage to a ship has exceeded its Hits value, it begins to sink. Furthermore, some results yield a critical hit. Roll for the location of the critical, and then refer to the *Critical Result Table* (6.4.4.3), cross referring the location of the critical and its severity to find the result.

SHOT TYPES

The above assumes that the cannon are loaded with round shot. You may also load your guns with chain or grape shot.

CHAIN SHOT

Chain shot is designed to be especially effective versus rigging. It is most often comprised of two small balls connected by a length of chain. When fired, it spins and spreads out, ripping through rigging and sails. Any load of chain shot uses the range modifiers of the next smaller cannon type (i.e., Demi-Culverin uses the Saker range modifiers). However, any criticals are assumed to be rigging criticals, and are further increased in severity by one level.

GRAPE SHOT

Grape shot refers to any load made up of a group of small projectiles, be they musket shot, nails, or doubloons. The effects are the same. Grape is used exclusively against enemy crews, and it is murderously effective. Any gun firing grape shot will effect only the crew (assume all criticals are crew criticals) and will not inflict any hits on the target ship. However, Crew casualties are doubled when grape shot is used.

FANTASY HERO SHIP COMBAT (6.4.5)

Fantasy Hero ship-to-ship combat uses a modified version of the general Hero System vehicle rules.

The statistics for ships cannon are listed below. Each cannon on board is placed so as to fire from one of a ship's four facings as per the Ship Facing Diagram, above.

Cannon may be fired at the hull or the rigging. The rigging is considered a separate target which is two Size Classes smaller than the hull, and damage to it is calculated separately. The BODY of a ship's rigging is equal to 1/3 of the ship's total BODY. This number should be further divided by its Move score. When you have lost this amount of BODY from the rigging, 1 is subtracted from the ship's Move. For example, a ship with 36 BODY and a Move of 3 has 12 rigging BODY; for every 4 points of rigging BODY lost, it loses 1 from its Move. Furthermore, for every 2 BODY taken from the rigging, one sailhandler is incapacitated.

Shots aimed at the hull can also affect a ship's equipment and crew. Any critical hit (1/2 the necessary hit number, rounded down), destroys one piece of equipment (usually a gun, though this can include ship's boats, the helm, the rudder, and the like) rather than inflicting damage to the hull. Like the rigging, one crewman is incapacitated for every 2 points of BODY damage inflicted on the hull. Use a gun's listed damage if you want to calculate what its exact effects upon the crew are.

Because of the vast size and mass of the ships of this period, all damage applied to either the hull or the rigging is modified by a form of Resistant Damage Reduction. Divide the total BODY done by the attack by 1/2 *after* applying any defenses. This is the amount of actual BODY that the target takes.

The above assumes that the cannon are loaded with round shot. You may also load your guns with chain or grape shot.

Chain shot is designed to be especially effective versus rigging. It is most often comprised of two small balls connected by a length of chain. When fired, it spins and spreads out, ripping through rigging and sails. Any load of chain shot receives a +4 to its OCV vs. rigging only, but its R. Mod is reduced by 3. Chain shot affects crew normally, but has no effect against hulls or equipment.

Grape shot refers to any load made up of a group of small projectiles, be they musket shot, nails, or doubloons. The effects are the same. Grape is used exclusively against enemy crews, and it is murderously effective. Any gun firing grape shot has an OCV of +2 and has its R. Mod's reduced by 3. Thus, a Culverin would be OCV +2 and have a +2 R. Mod. Furthermore, for every 2 that the gunner makes his roll by, he hits another man. Grape shot, however, suffers from a modified form of the Reduced by Range limitation. For each GS 5 hex after the first, the damage done by the attack is halved. This means that the maximum range for grape shot is 5 GS 5 hexes when fired from a cannon, and at that range it will only do 1/2D6.

	Location			
Severity	**Hull**	**Rigging**	**Crew**	**Guns**
A	+5 Hits.	No Effect.	1 Crew killed.	1 Gun Destroyed.
B	+10 Hits.	+5 Hits.	2 Crew killed.	1 Gun & Crew Destroyed.
C	Shot enters hold and damages cargo. +10 Hits.	A spar falls to the deck. Reduce Move by 1. +10 Hits.	4 Crew killed.	Fallen rigging obscures 3 guns. They may not load or fire for 3 turns.
D	Helm damaged. Ship must maintain present course for 2 turns. +10 Hits.	Mizzenmast falls. Reduce Move by 2. +10 Hits.	8 Crew and 1 Officer killed.	1 Gun is destroyed, killing the gun's crew and the adjacent crews.
E	Rudder shot off. Ship moves in random direction each turn till repaired.	Mainmast falls. Reduce Move by 3. +15 Hits.	12 Crew and 2 Officers killed.	2 Guns and their crews destroyed.
F	Massive hole at the waterline. Ship will sink in 1D10 turns.	Mainmast falls and tears all other masts to the deck. Move is reduced to 0. +20 Hits.	20 crew, 3 Officers & the Captain killed.	Magazine explodes. +50 Hits.

CRITICAL RESULT TABLE (6.4.4.3)

Weapon	Reload Kg	OCV	RMod	Damage	STUNx	STR	(ph./min.)	Weight	Cost(PoE)
Swivel Gun	.5	-2	+2	3D6	+3	10	5/1/2	135kg	20
Saker	2.5	-3	+3	3D6+1	+3	2x10	6/1/2	635kg	130
Demi-Culverin	4	-3	+4	3 1/2D6	+4	3x10	9/1	1.6t	235
Culverin	8	-4	+5	4D6	+4	3x10	9/1	2.1t	435
Demi-Cannon	11	-4	+6	4D6+1	+5	5x10	9/1	2.4t	580
Cannon	15	-4	+6	4 1/2D6	+5	5x10	9/1	3.0t	800

Cannon Notes:

Kg: Indicates the weight of each shot. 1 kilograms of shot (including powder) costs 2r. Thus, 1 PoE buys 4 kg of shot, or 8 swivel gun shots.

RMod: This is the gun's ground scale 1 RMod. Remember, each hex at GS 5 is actually equal to 16 hexes at GS 1. The Range Modifiers translate to GS 5 as per the table below:

GS5 Inches	1	2	3	4	6	8	12	16	24	32	48	64
RMod	-4	-6	-7	-8	-9	-10	-11	-12	-13	-14	-15	-16

STR: The first number indicates the number of men required to man the gun. It is possible to fire the gun if the total strength of the gunners equals or exceeds the product of the two numbers (i.e a gun requiring a STR of 3x10 could be fired by 2 men each with 15 STR), but reloading takes 50% longer for each man less than the required number.

Weight: The total weight of the gun, carriage, and equipment.

Cost: The cost, in pieces of eight, of the above.

BOARDING ACTIONS (6.4.6)

GRAPPLING

After movement, when two opposing ships are in adjacent hexes (PB range), one or both of the crews may attempt to use ropes and hooks to bring the ships together in order to initiate a boarding action. This is called grappling.

You must have at least ten men to attempt to grapple, the base chance being a 75+ (non-open-ended D100) for *RM/MERP*, or an 8- for *FH*. For every 5 men over the minimum required, add 5(*RM/MERP*)/1(*FH* to your chance of grappling. The chance of successfully grappling your opponent is further modified by the relative direction that the two ships are moving. If the two ships would move away from each other in the next turn (move into each other's stern facing aspects), then there is an additional -30/-3 to the roll. The GM may further modify the grappling chance for weather, relative speeds, or whatever else he might deem appropriate.

A successful grapple will bring both vessels to a halt and allow boarding actions to begin. Note that attempts to ungrapple are preformed in the same fashion, using the same modifiers for number of men making the attempt, but not for relative direction of travel (presumably, both ships will be stationary).

BOARDING

On the turn after two or more opposing ships are grappled, boarding actions may begin. Each party can allocate men from anywhere aboard the ship. Remember, however, that if you take men from the guns, then those guns will not be able to fire. Also, if you completely strip the rigging of sailhandlers, then in the event that the two ships become ungrappled, you will not be able to move until the men are once again at their posts (at least 5 minutes). Choose your boarding party carefully.

The actual hand-to-hand conflict should be resolved in accordance with the Mass Combat rules, below. It would be suicidal to attempt to simulate a melee between hundreds of antagonists on a man-to-man level.

SHIP CONSTRUCTION AND OUTFITTING (6.4.7)

When determining how the ship is outfitted, figure the weight of the guns, the weight of the ammunition (assume 20 shots per gun), and 1 ton (English or metric) per 5 crew members (this includes provisions and water for 1 month). You should also allocate several tons to misc. stores (extra lines, spars, etc). Whatever is left over is available for cargo. Provisions cost 1 PoE for 5 men for 1 day. Thus provisions for 100 men for a month cost 600 PoE.

• Example of ship outfitting: Capt. Pierre le Sanguine has just acquired an unarmed merchant brig and wants to outfit it for pirating. A brig has a STR of 65 (*FH*, and thus can carry 200t. The first thing he will need is guns. He wants to pile on as many guns as the ship can carry, so he purchases 20 culverins for the broadsides and 4 sakers for chasers and stern guns. The culverins each weigh 4500 lbs (2.1t) and cost 435 PoE, while the sakers weigh 1400lbs (635kg) and cost 130 PoE. So far, this accounts for 47.8 Tons (44.5 t) of weight and 9,220 PoE. These guns will need shot as well. One shot for a culverin weighs 18 lbs (8 kg) and costs 2 PoE, while one shot for a saker weighs 6 lbs (2.5 kg) and costs 5r. So 20 shots for each gun will weigh a total of 3.84 Tons (3.4 t) and cost 850 PoE. Now he needs crew to sail the ship and man the guns. culverins require a crew of 3, while sakers need a crew of 2. Furthermore, the ship needs a crew of 24 to sail her. This mak s a minimum crew 92, but Pierre wants some extra men for boarding actions, so he figures on 120. This requires another 24 t for provisions which, in turn, cost 720 PoE. Pierre also allocates 20 t to misc. stores, such as spare rigging, plugs for the hull, extra spars, and so on. Altogether, Pierre's outfitting weighs 95.64 Tons (91.9t), and costs 10,790 PoE. This leaves him with about 100 t for cargo (which he hopes will be substantial).

RM/MERP SAMPLE SHIPS (6.4.7.1)											
Type	OB	DB	AT	HITS	MOVE	TURN	MAX	Max Guns	Min Crew	TONS	Cost(PoE)
Large Boat	-10	+20	G	20	4	3	8k	4	2	1.5	500
Sloop	0	+10	F	100	5	2	11k	20	6	100	3,800
Schooner	-5	+10	F	100	6	2	12k	18	8	100	4,000
Flute	0	0	F	150	3	1	7k	16	12	300	5,000
Brig	0	0	E	200	4	1	8k	24	16	200	6,600
Small Ship	+5	-5	E	400	4	1	8k	30	16	400	10,000
Large Ship	+15	-15	D	700	4	1	8k	60	24	700	15,000
Galleon	+5	-10	D	500	3	1	7k	60	24	500	20,000
Galleas	+5	-5	E	200	5	1	9k	40	60	50	15,000

FH SAMPLE SHIPS (6.4.7.2)											
Type	SC	STR	Def	BODY	DEX	SPD	MOVE	TURN	Max MAX	Min Guns	Crew	Cost(PoE)
Large Boat	2	30	4	15	18	1	4	3	8k	4	2	500
Sloop	3	60	5	20	16	1	5	2	11k	20	6	3,800
Schooner	3	60	5	20	15	1	6	2	12k	18	8	4,000
Flute	4	70	5	21	12	1	3	1	7k	16	12	5,000
Brig	4	65	5	21	13	1	4	1	8k	24	16	6,600
Small Ship	4	70	5	22	13	1	4	1	8k	30	16	10,000
Large Ship	5	75	5	23	13	1	4	1	8k	60	24	15,000
Galleon	5	75	5	23	11	1	3	1	7k	60	24	20,000
Galleas	4	50	5	18	13	1	5	1	9k	40	60	15,000

PLAYER CHARACTERS AND SHIP-TO-SHIP COMBAT (6.4.3)

The players should all have something to do during ship-to-ship combat. You can put one in charge of each broadside, another in charge of maneuver, one in charge of the boarding party, and perhaps one in charge of damage-control. The last thing you want is to have one or more of your players sitting around the table yawning. If you see this happening, give their characters something to do. Having the enemy attempt a boarding action would however. After all, would you rather have your character die duelling the nefarious Don Alonzo, the quickest blade in Spain, or expire anonymously alongside 15 other pirates from a load of Royal Navy grape shot? Having the PCs wounded is perfectly all right; but unless they do something really stupid, no-one should be killed. Even if their ship is completely pounded to junk, and all hands are incapacitated, there is still a chance that they will survive. Have them pulled out of the water by the enemy, and thrown in the brig. Escaping from a man-of-war could be an adventure in itself.

6.5 MASS COMBAT

There are many opportunities for player characters to get involved in a large battle in *Pirates* The most obvious case is a boarding action. A typical boarding action might involve 50 pirates against 100 Spaniards, for example. Obviously, this will be a long, boring mess if you try to set up the positions of all the combatants on deck plans and game-out every single combat. There is an easier way to do it, however.

Let your players determine where their characters will be during the combat. The GM confronts them with opponents, two or more ordinary seamen at a time, or one or two officers. For example, if a player wants his character to make his way to the magazine and blow up the enemy's ship, then he should have a slow combat-filled journey across the deck to the hatch, and then have to fight his way down the companionway (the stairs that lead below decks), possibly meeting the ship's captain — a lace-encrusted greasy Spanish Don world-famous for his fencing. How well the characters preform against their opponents will determine how well the rest of their forces do against the enemy.

If the player characters are wading through the enemy's ranks, slaying Spaniards left and right, then their forces should be doing the same all over the ship. If they are having a harder time of it, then the advance may be slower. And if they are being wounded, or even (Heaven forbid!) killed, then perhaps their side will be pushed back to their own ship, maybe even boarded!

You don't have to game out every single moment of the battle. Have the PCs do some fighting, then narrate the battle for a while, using how well the characters preformed as a guide for your narration. These battles can go on all day, several days in a row. Gaming out every moment would be suicide.

If the PCs forces are defeated, that does not necessarily mean that the PCs are dead. Have them wake up in a dank Inquisition prison, awaiting sentencing by the Holy Brothers. Escape episodes play a very important role in pirate fiction.

III. THE SETTING

THE WORLD

The following sections are "The West Indies & the Spanish Main", "The Indian Ocean", "The Rest of the World", and "Timeline of the Age of Piracy".

The first two sections provide detailed descriptions of places that PCs are likely to visit. "The Rest of the World" is a more general description of the places that pirates do not often see, but can nonetheless be visited by the characters. The last section is a time line for the Age of Piracy, from around 1600 to 1725, which provides two good starting places for your campaign.

7.1 USING THE MAPS

For each location listed on the maps, you will find a description in the following format:

Description: The town/island/area is described.

Background: A brief background of the area is given. This background corresponds to the Timeline as well as the information in the *History* Section (3.2).

Ruler: The name of the current ruler, if any, is given here. Note that there will often just be a title, like "Governor-General of the Dutch West India Company, based at Curaçao". It is up to the GM to determine the name and character of the area's ruler in this case. Refer to the *Game Statistics* Section (15.0) for the stats of standard character types, Colonial Governors being most often depicted by the Landowner/Courtier or Baron character types.

Customs: This section lists any customs unique to the location, if any. This allows the GM to plan the character's arrival to coincide with unusual festivals and what-not.

Notes: Any important notes, including cross-references, are included here.

In addition, any ports where Letters of Marque are available will be marked with a "§" symbol for ease of reference.

7.2 IMPROVISING ON THE MAPS

It is important to realize that the maps are anything but all-inclusive. There are hundreds of tiny islands, inlets, and harbors all through both the Caribbean and the Indian Ocean that are not shown on the maps. Furthermore, many of the lands on the maps, especially the interiors of the large continents, are unexplored.

Feel free to stick islands here and there if you like. Little tropical humps of sand are the stuff of pirate fiction. These are the places where pirates bury their loot, or maroon their captives. Ghost islands can appear and then disappear, volcanic islands can erupt and sink into the sea. As a general rule of thumb, if an island is needed in a certain place to keep the story moving, then put one there.

The further you move away from the coast, the more latitude you have in inventing new lands for the characters to explore. Invent primitive tribal kingdoms in the interior of Africa or the Americas. Make up their culture, history, customs and so forth. Many people during this era believe that El Dorado actually exists. After all, hadn't Cortes and Pizzaro found wealth beyond their wildest dreams in the previously-unknown kingdoms of the Aztecs and the Incas?

7.3 IMPROVISING ON THE BACKGROUND

You are free to begin your campaign at any time between 1600 and 1725, even earlier or later if you wish. Two suggestions are presented in the *Gamemaster's Section* (IV), one for buccaneers and one for pirates.

If you feel too constrained by history, then change it. Also, if your players are familiar with the history of the times, then they might be tempted to have their characters avoid certain places or people. For example, it is June 6th in the year 1692, and a group of characters have business in Port Royal. One of the players who is familiar with Caribbean history knows that Port Royal suffered a devastating earthquake on June 7th of that year, and so the characters make a quick exit.

To avoid this sort of thing, mix up the history a little. Have Port Royal sink into the sea a year before or after it actually did. Have the Spanish defeat Morgan at Panama, or have Blackbeard escape the Royal Navy at Ocracoke Inlet. This will keep those players who think they know it all on their toes.
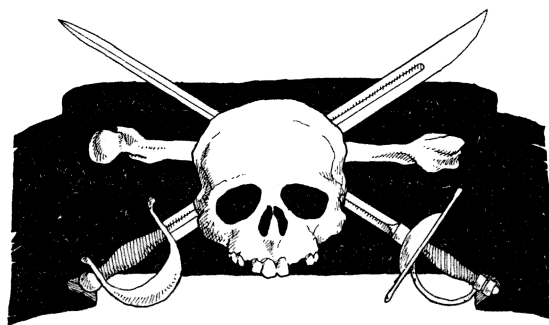
7.4 SUBORDINATE MAPS

Throughout this book you will find small maps of islands, towns, and so forth. You are encourages to make full use of these maps, but by no means should you fell constrained by them. If you need some place to look a little different to work in your adventure, then change it. These maps are there for your convenience.

8.1 THE AREA IN GENERAL

Here you will find a brief description of the West Indies.

GEOGRAPHY (8.1.1)

The islands of the Caribbean come in two varieties. Many, like those in the Bahamas, are coral formations covered in sandy soil. They are generally low, quite barren, and rest in dangerous shoal water. Their inaccessibility to larger ships (like men-of-war) make them very popular among pirates, who prefer shallow-draft vessels.

Other islands, like Hispaniola or many of the Lesser Antilles, are quite mountainous. They are surrounded by a narrow strip of beach which widens out in places to permit settlement, while the interior rises sharply to the mountains. Some are merely the very tops of mountains which rise steeply from the ocean floor.

As for the mainland, the variety of terrain is nearly infinite. Central America has areas of mountainous jungle, wide plains, deserts, and expanses of fertile arable land.

CLIMATE (8.1.2)

The climate in this region is very predictable. The temperature ranges from hot in the late fall to early spring, to very hot the rest of the year. There is a steady 15-25 knot breeze from the northeast year round. In the jungle interiors of the islands, as well as much of the mainland, the humidity is nearly unbearable. The only real variation in the weather is during the hurricane season.

Hurricane season begins in August and lasts until October. You can tell that a hurricane is approaching by the peculiar yellow-color of the skies. Then the piled clouds roll over, obscuring all daylight; then the rain. Rain so hard and dense that trying to peer through slashes the eyes. And finally, the wind. A wind that sends 30-40 foot waves before it. The best way to know that it's coming is when the rain comes before the wind.

PLANTS AND ANIMALS (8.1.3)

The West Indies and surrounding mainland are primarily areas of tropical rainforest. Some of the smaller islands, like the Bahamas, have soil that is too sandy to support this type of forest. These islands are covered by low, coarse scrub with an occasional palm swinging in the breeze.

The variety of plant life to be found in the tropical rainforests of Central and South America is staggering. The crowns of the tall, broad-leafed trees form a canopy of foliage. Their trunks are smooth and devoid of branches. Some of these trees flower on the trunk and branches, dotting the canopy with color. Below them are the smaller trees, such as palms, the leaves of which do not form a continuous mat. Many of these are covered with vines and lianas (thick rope-like stems that climb from tree to tree — these are what jungle travellers hack through with their machetes). Below this, close to the forest floor, is a layer of scrub, ferns, and herbs. The forest floor itself, if not swampy, is covered in moss and fungus.

The animal life of the tropical rain forest is the most diverse in the world. In the tree branches are the monkeys, sloths, lizards, apes, and tree-frogs. Multitudes of birds, most extremely colorful, fly from branch to branch. Insects are everywhere; great clouds of mosquitos and gnats surround any foolish enough to venture into the forest. On the forest floor, thousands of species look for food, or other animals to feed on, including the Central American jaguar, called a tiger by the first explorers and settlers.

The important crops in this area are sugar cane and tobacco. Other crops are grown for local consumption, but none so widely as those for export. Fortunes can, and are, made from these crops. It is a foolish pirate who scoffs at a hold full of tobacco.

8.2 IMPORTANT SITES

* — Leeward Islands

† — Windward Islands

‡ — Andros, Caicos, Cat Island, Crooked Island, Eleuthera, Grand Bahama, Great Abaco, Great Exuma, Great Inagua, Little Inagua, Long Island, Mariguana, New Providence, San Salvador, Turk's Island

§ — Letters of Marque available.

ACALPULCO

Description: A small town on the west coast of Mexico.

Background: Acalpulco is the terminus of annual Manila Galleons. These ships carry various cargo from the Philippines and the Far East to the New World for eventual transport to Spain. See the History section for details (3.212).

Ruler: A local mayor who answers to the Audencia of Tenochtitlán (Mexico City).

ANGUILLA *

Description: Anguilla is an island of the Bahamian type, low and flat, made up primarily of coral and limestone. The vegetation is made up of sparse dry woodlands, with some fertile soil for farming.

Background: Anguilla is settled by the English in 1650. In 1688, the island is attacked by a group of Irishmen, who then settle.

Ruler: Lieutenant Governor of the English Lesser Antilles, answerable to the Governor based at Antigua.

ANTIGUA * §

Description: Antigua is a dry island, devoid of forests and rivers. The rocky volcanic landscape rises to the west, culminating in Boggy Peak (1,330 ft.). The island is ringed by reefs and shoals.

Background: Antigua is settled by the English in 1632.

Ruler: Governor of the English Lesser Antilles, based here.

Notes: Despite the inhospitable landscape, Antigua is one of the most important English colonies in the West Indies because of its location.

Spanish Territory

British

Gulf of Mexico

Florida

Bahamas

Atlantic Ocean

Cuba

Hispañola

Jamaica

Caribbean Sea

Pacific Ocean

The Spanish Main

Unexplored

The New World
~ West Indies ~

MER DU SUD

GOLPHE DU MÉXIQUE

M E X I Q U E

LOUISIANE

FLORIDE

Presqu'Isle de la Floride

St. Augustin

CANAL DE BAHAMA

GUAXACA

CHIAPA

TABASCO

Golphe de Campeche

GOL. DE HONDURAS

HONDURAS

NICARAGUA

COSTA RICA

VERAGUA

DARIEN

Cap Gratias a Dios

Cartagene

S.te MARTHE

VENEZUELA

CARACAS

Oronoque

ISLE DE CUBA

ISLE DE LA JAMAIQUE

St. Domingue

I. de Portorico

S. Juan de Portorico

les Vierges

ISLES ANTILLES

La Martinique

La Trinité

les Caïques

CARTE DU
GOLPHE DU MÉXIQUE.
ET DES
ISLES DE L'AMÉRIQUE.
Pour servir à l'Histoire Générale des Voyages
Par M.r Bellin Ing.r de la Marine 1754.
Echelle
Lieues Marines de France

ARUBA

Description: A flat, extremely dry island known for the immense precariously-balanced boulders scattered across its landscape.

Background: Settled by the Dutch in 1634.

Ruler: Governor-General of the Dutch West India Company, based at Curaçao.

Notes: Because of the arid landscape, the plantation economy never took hold here. There are therefore very few black slaves on Aruba. Furthermore, the Spanish never got around to exterminating the Arawak population, and as a consequence the Dutch settlers and Indian natives live peacefully together. Aruba is a center of buccaneer activity, though not as lawless as Tortuga or Port Royal.

BARBADOS §

Description: Barbados is a low, flat coral island, with the exception of the north-central region, which is dominated by Mt. Hillaby (1,115 ft.). The land falls in a series of terraces to the west, while it drops sharply in the east and the south. The flora is largely tropical rainforest, with much of the remaining area given over to the cultivation of sugarcane.

Background: Barbados is settled by Capt. Henry Powell for the British in 1627, and soon becomes a thriving sugar-cane colony.

Ruler: Governor of Barbados.

BARBUDA *

Description: This is a very well wooded flat coral island.

Background: Barbuda is settled by the English in 1628. In 1680, it is granted to the Codrington family, after whom the only town is named.

Ruler: Before 1680, a Lieutenant Governor of the English Lesser Antilles, answerable to the Governor based at Antigua. After 1680, the head of the Codrington family.

BAHAMAS ‡

Description: See the *Geography* Section (8.11).

Background: In 1629, Charles I of England grants the Bahamas to one of his ministers, though the territory officially belongs to Spain. Nothing comes of this until 1648, when the first group of English settlers arrives from Bermuda. The Island of New Providence is not settled until 1656. The colony becomes officially English in 1670 by the Treaty of Madrid.

Throughout the War of the Spanish Succession, the French repeatedly bombard the English colonies in the Bahamas Islands. By the end of the war, the colonists, sick of being shot at, give up and leave their homes. These islands make a perfect base for the pirate's operations. They sit astride the main shipping routes between the West Indies, North America, and Europe; and there are hundreds of tiny keys, bays, and inlets in which a small pirate vessel can hide or careen. By 1713, he island of New Providence is the pirate's foremost base. It has an excellent harbor, fresh water, arable land, and an abandoned town that can be occupied. By 1715, there are thousands of pirates (including Capt. Edward "Blackbeard" Teach) and dozens of ships using New Providence as a base. It has become what its predecessors — Tortuga, Port Royal, and St. Mary's, to name a few — had become: lawless pits of debauchery. It doesn't last long, however. In 1718, at the urgent request of the Caribbean Governors, England dispatches a new governor to the Bahamas, Woodes Rogers, who through cunning and a free hand with royal pardons, either tames or drives off the pirates of New Providence.

Ruler: Governor of the Bahamas. After 1718, this is Woodes Rogers.

BELIZE §

Description: Belize is a coastal region of Central America. Like the rest of the region, it is primarily swamp and mountainous jungle.

Background: Although officially in Spanish territory, Belize is occupied by English logwood-cutters from 1660. These men are buccaneers and adventurers who anticipate, and rightly so, great profits from the exotic woods available in this area. Their main settlement is at St. George's Cay, a small inlet where the wood is sold and loaded into ships heading for Europe.
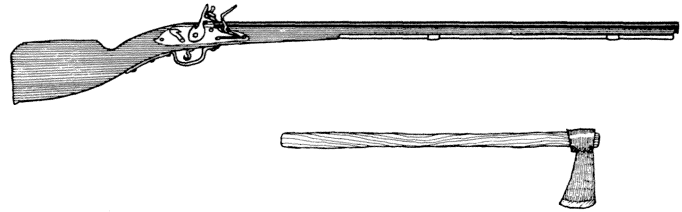
BERMUDA §

Description: Bermuda is a low coral island with very little natural drainage. Rain water must be stored for drinking. The plant life is sub-tropical forest mixed with plants and scrub.

Background: Bermuda is included as part of the Virginia Company's charter in 1612, and 60 settlers are sent to support the claim. In 1616, the first African and Indian slaves arrive to work the sugar cane, and soon outnumber the European population.

Ruler: Bermuda has its own governor. In 1692, this is Governor Isaac Richier, the man who supplies Captain Thomas Tew with his Letter of Marque against the French.

Notes: Letters of mark may be purchased here after 1690; but until 1701, only against the French. Between 1701 and 1713, they are available against the French and the Spanish.

BONAIRE

Description: The north end of Bonaire is hilly, with sparse vegetation, while the south part is flat and dry, with desert-like vegetation.

Background: Bonaire is settled by the Dutch in 1634. There is no natural water, and the crops grown there are just enough to support the local population. Bonaire's chief export is slaves, which are brought over from Africa, and sold in an enormous market.

Ruler: Governor-General of the Dutch West India Company, based at Curaçao.

CARTAGENA

Description: Cartagena is a strongly fortified Spanish harbor and naval base on the Spanish Main. The fortress of San Felipé de Barajas is one of the strongest in the West Indies.

Background: Founded in 1533, Cartagena soon became a major stopping point for the annual flotas to and from Spain, a center of the Inquisition, as well as a thriving slave market. Despite its excellent fortifications, Cartagena is sacked several times, the last and most destructive being the final great raid of the French buccaneers in 1692.

Ruler: Cartagena is ruled by a Alcalde, who in turn answers to the Audiencia of New Grenada in Panama.

Notes: An extremely wealthy city, being the loading point for all the treasure gathered on the Spanish Main and to the south.

West Indian Languages

Apache

American S.E.

Maya

Arawak

Carib

Amazon

Inca

N

0   175   350 miles
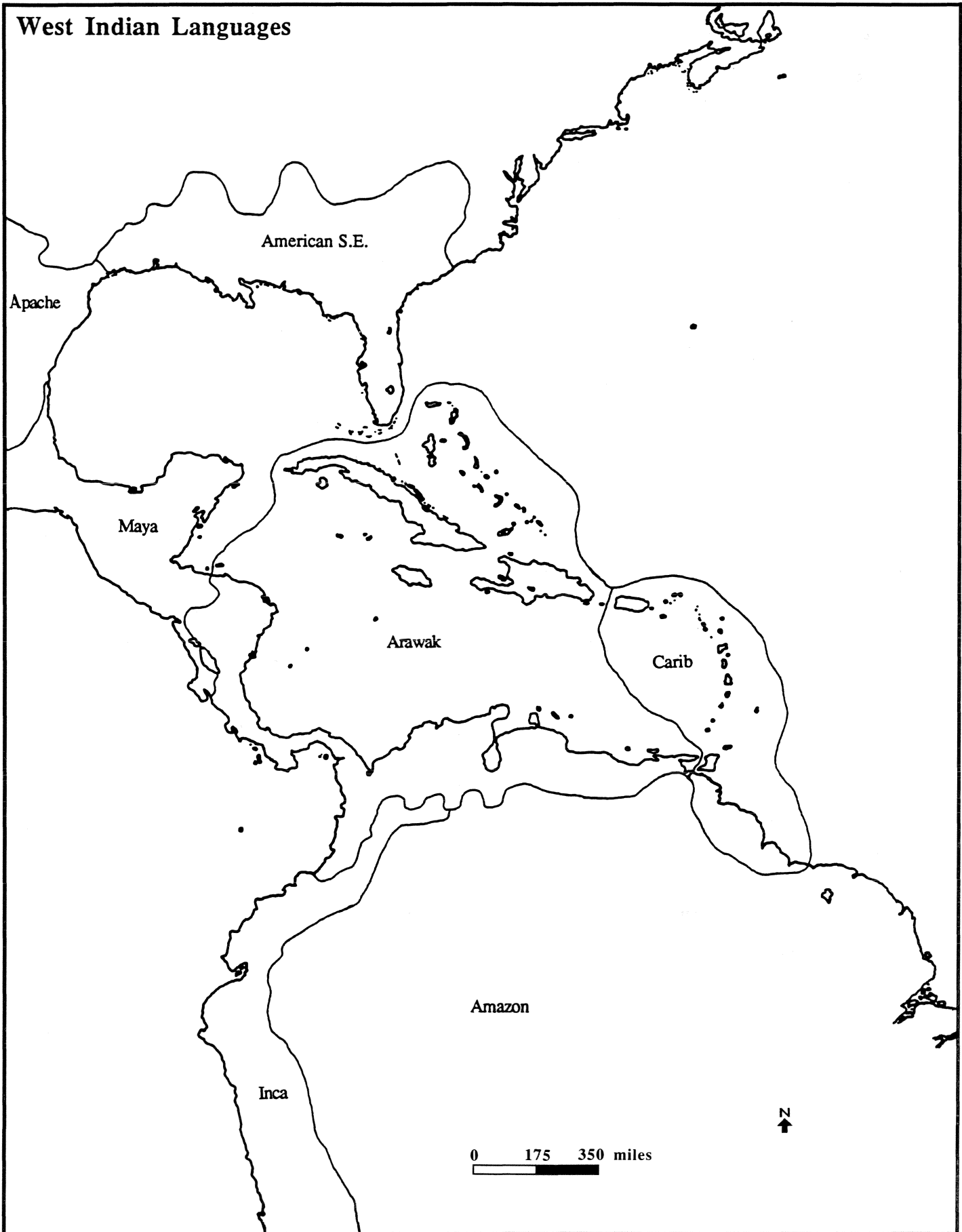
CUBA

Description: One-quarter of Cuba's area is covered by three forested mountain ranges which run in a east-west orientation. The rest of the land consists of plains and basins given over to agriculture and livestock.

Background: Cuba is first settled in 1511, and becomes the staging point for further Spanish expansion in the area. The settlements on Cuba are frequently attacked during the 16th and 17th centuries by privateers, buccaneers, and naval forces.

Ruler: Cuba is ruled by a Governor, who in turn answers to the Audiencia of New Grenada in Panama.

CURAÇAO §

Description: Curaçao boasts the finest natural harbor in the Caribbean. There is little rainfall, and soil is just fertile enough to grow sugarcane, but the harbor makes up for all of the island's shortcomings.

Background: Originally settled by the Spanish in 1527, it is captured in 1634 by the Dutch, and formally ceded in 1648 by the Treaty of Munster. The harbor is open to all nationalities, and is host to a thriving slave market. Curaçao is frequently invaded by buccaneers, and suffers English attack during the Anglo-Dutch Wars. Nonetheless, it prospers.

Ruler: Governor-General of the Dutch West India Company, based at Curaçao.

Notes: Curaçao is home to the oldest Jewish settlement in the Western Hemisphere, the Sedhardic Jews, who immigrated from Portugal in the 1500's.

DOMINICA *

Description: Dominica is a mountainous volcanic island, The north to south range only broken by a river plain. It is heavily forested, with an abundance of fresh water as well as many thermal springs. The island is surrounded by steep coastal cliffs.

Background: Though claimed by both England and France, this island is inhabited only by hostile Carib Indians throughout the period of this supplement.

DUTCH GUIANA

Description: This region of the South American coast is low and predominantly swampy.

Background: The first Dutch settlers arrive here in 1602. In 1651, they are followed by English settlers from Barbados. The territory is given to the Netherlands — in exchange for New York — in 1667 by the Treaty of Breda. In 1682, the Dutch West India Company introduces coffee, sugarcane, and a large number of African slaves to work these new crops. Many of these newly-arrived slaves escape to the interior, and retain their African tribal culture. Called the 'Bush Negroes' by the Dutch, they resist all attempts at recapture, and even raid settlements now and then.

Ruler: Governor-General of the Dutch West India Company, based at Curaçao.

FRENCH GUIANA

Description: Near the coast, French Guiana is low and swampy. Inland, it is a tangled tropical rainforest.

Background: French merchants arrive and open a trading station in 1624, and again in 1643. The territory does not become officially French until the Treaty of Breda in 1667. In 1664, the Dutch attack and occupy Cayenne, the capital, and are not expelled till 1676.

Ruler: Governor of French Guiana.

GRAND CAYMAN

Description: The largest of the Cayman Islands, Grand Cayman is a low-lying coral island covered with mangrove swamps and sparse tropical forest. The island is known for its iguanas and giant sea-turtles.

Background: The Cayman Islands are frequently visited by Spanish, French, and English ships for provisioning, but are not officially claimed or settled till 1670 when the English arrive in force.

Ruler: The English Governor of the Cayman Islands.

Notes: These Islands are one of the favorite haunts of English buccaneers, being on a major Spanish shipping route. The island's major industries are shipbuilding and turtle-fishing.

GRENADA †

Description: Grenada is a volcanic island, with a thickly-forested ridge of mountains running from north to south down the center, the highest peak being 2,757 ft. The south coasts is broken by numerous bays and inlets. The island is very well watered, with natural springs and rivers.

Background: In 1650, the island is purchased by the French governor of Martinique, but only attracts a few settlers. The crown of France claims the island for itself in 1672.

Ruler: A Lieutenant Governor of the French Lesser Antilles, answerable to the Governor based at Martinique.

GUADELOUPE *

Description: Guadeloupe is a thickly-forested and mountainous island culminating in the dormant-volcano peak of Soufrière.

Background: Spain's attempts at colonization during the 16th century were repulsed by the hostile Carib Indians. In 1626, the Spanish are finally successful in establishing a settlement on the coast, but are soon driven off — not by the Caribs, but by the French, who have a trading station nearby. The french colony is officially founded in 1635, and incorporated in 1674.

Ruler: A Lieutenant Governor of the French Lesser Antilles, answerable to the Governor based at Martinique.

Notes: Hostile Caribs inhabit the interior.

HISPANIOLA

Description: Hispaniola is made up of an alternating series of mountainous ridges, long valleys, and flat plains. The mountainous areas are heavily forested, while some agriculture (especially sugarcane) is practices on the plains. Cattle, swine, and goats run wild over the island. The coasts have relatively few good anchorages.

Background: Because of a population thinned by the gold-frenzied exodus to the mainland, the western end of the island is evacuated by the Spanish in 1605, and immediately occupied by French buccaneers. The French establish the town of Port-de-Paix in 1644, and the area is formally ceded to France in 1697 by the Treaty of Ryswick.

Ruler: (French) Governor of St. Domingue: 1630's-1640: Anthony Hilton; 1640-1652: Jean Le Vasseur; 1652-1654: Chevalier de Fontenay. (Spanish) Hispaniola is ruled by a Governor, who in turn answers to the Audiencia of New Grenada in Panama.

Notes: For the history of buccaneer occupation, see Tortuga, below.

JAMAICA §

Description: The coastal lowlands of Jamaica rise to a broad limestone plateau, which in turn rises to a thickly-forested central mountain region known as the 'Cockpit Country'.

Background: In 1655, an English squadron from Barbados, having failed to take Santo Domingo, lands in what is now Kingston Harbor, and puts to rout the few Spanish settlers still living there. By 1658, the last of the Spanish guerrilla bands are driven from Jamaica, and the serious cultivation of sugarcane begins. By 1660, with its economy of sugarcane cultivation and rum pr duction supplanted by the profits of buccaneering, Jamaica is a veritable boom-town. See Port Royal for more on Jamaica and buccaneering.

Ruler: Governor of Jamaica. Thomas Windsor 1661; Thomas Modyford (Lt. Governor: Edward Morgan — Henry's uncle— till 1665)1661-1671; John White 1671-1692.

Notes: From the 2nd half of the 17th century on, escaped slaves (known as 'maroons') raid settlements from their hiding places in Cockpit Country.

MARIE GALANT *

Description: Marie Galant is a round coral and limestone island devoted to the production of sugarcane.

Background: Marie Galant is settled by the French in 1648.

Ruler: A Lieutenant Governor of the French Lesser Antilles, answerable to the Governor based at Martinique.

MARTINIQUE†§

Description: Martinique is made up of mountainous rainforest averaging more than 3,000 ft above sea level. Its highest peak, Montagne Pelée (4,583 ft.) is an active volcano, its smoke being visible far out to sea. The only level area on the island, a limestone plain, is in the south west.

Background: Martinique is settled by the French in 1635, and formally ceded to them in 1674.

Ruler: Governor of the French Lesser Antilles, based here.

MONTSERRAT *

Description: This is a volcanic island divided into three roughly equal-sized forest-covered hill masses.

Background: Montserrat is first inhabited by English and Irish settlers from St. Christophers in 1632. In 1664, the first slaves arrive to work the tobacco and indigo crops, which are later replaced by sugarcane and cotton. The island is taken briefly from England by France in 1664, and again in 1667.

Ruler: A Lieutenant Governor of the English Lesser Antilles, answerable to the Governor based at Antigua.

Notes: The Carib Indians raid settlements from their bases in the interior.

MOSQUITO COAST

Description: As its name implies, the Mosquito Coast is low mixed swamp and jungle, horribly infested with mosquitos.

Background: This area is officially within the boundaries of Spanish territory, but is occupied by English buccaneers in alliance with the local Moskito Indians. The English later establish a protectorate for this friendly tribe.

Notes: The Moskitos hate the Spanish, and will help anyone interested in doing them harm.

NEVIS *

Description: Surrounded by coral reefs, this circular island consists of a single heavily-forested mountain, Nevis Peak (3,232 ft.), and is consequently well-drained by rivers.

Background: Nevis is settled by the English in 1628.

Ruler: A Lieutenant Governor of the English Lesser Antilles, answerable to the Governor based at Antigua.

NOMBRE DE DIOS & PORTO BELLO

Description: These towns are close together on the marshy east coast of the Panama Isthmus. Porto Bello is heavily fortified.

Background: Porto Bello replaced Nombre de Dios as the terminus of the annual Panama treasure mule-train in 1597, and unless you are playing an Elizabethan campaign, will be the the only one of the two you will likely visit. Porto Bello is known as the busiest town in the West Indies because of the heavy traffic it sees. Both towns, though well-defended, are sacked several times by privateers, and later, buccaneers.

Ruler: A local mayor who answers to the Audencia of Tenochtitlán (Mexico City).

Customs: When the treasure fleet puts in, there begins a fair which lasts through their departure. Merchants come from all over the empire, cheating and being cheated by the exorbitant prices. During the fair, every possible living space is occupied, and visitors are forced to sleep in what often amounts to little more than a box.

Notes: This region has a reputation for being extremely unhealthy. Hundreds die of tropical fevers each year.

PANAMA

Description: Panama is a huge fortified city on the Pacific side of the Isthmus of Panama. It was built on a peninsula which extends into an excellent harbor, while the landward side, outside the walls, is further protected by a marshy stretch of land.

Background: Panama was founded soon after the Spaniards arrive on the mainland early in the 16th century, and became the collection point for all treasure on its way to Spain from Peru and other parts of the Pacific coast.

The most significant event in Panama's history is the attack by Henry Morgan and the buccaneers. In 1671, Morgan is authorized by the Governor of Jamaica, Thomas Modyford, to attack whatever settlement he sees fit. So, after a council of the captains under his command, he chooses Panama as his target.

With 36 ships and over 2,000 men, the largest buccaneer force ever assembled, Morgan sets out for Panama. After a bitter assault on the castle of San Lorenzo at the mouth of the Chagres River, he leaves the ships and a small contingent of men on the east side of the isthmus and sets out on foot.

The trip across the isthmus is not an easy one. Expecting to get food at the villages along the way, Morgan instructs his men to take only scanty provisions, and instead take as much ammunition as they can carry. They find the villages along the way burnt and abandoned, however; and for seven miserable days the buccaneers hack their way through the jungle with empty bellies. Alligators and poisonous snakes take their toll, and mosquitos plague the buccaneers from the start.

When they finally come out of the jungle and onto the mossy plain before Panama, they find a welcome sight: a large number of cattle grazing on the plain. They soon slaughter their share, and bed down for the night.

CARTE DE L'ISLE DE LA JAMAÏQUE, Par le S. Bellin, Ingénieur de la Marine 1768.

PIRATES
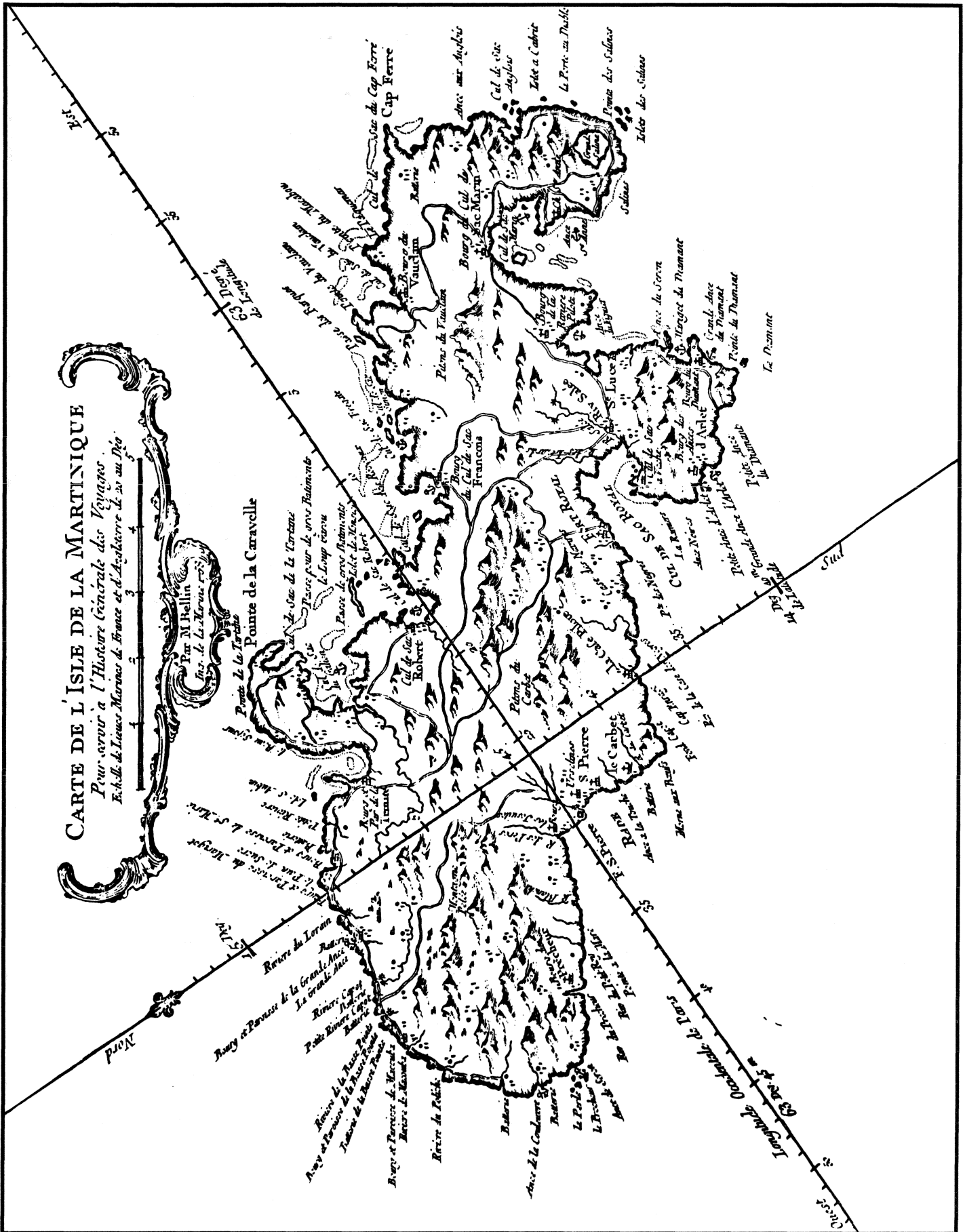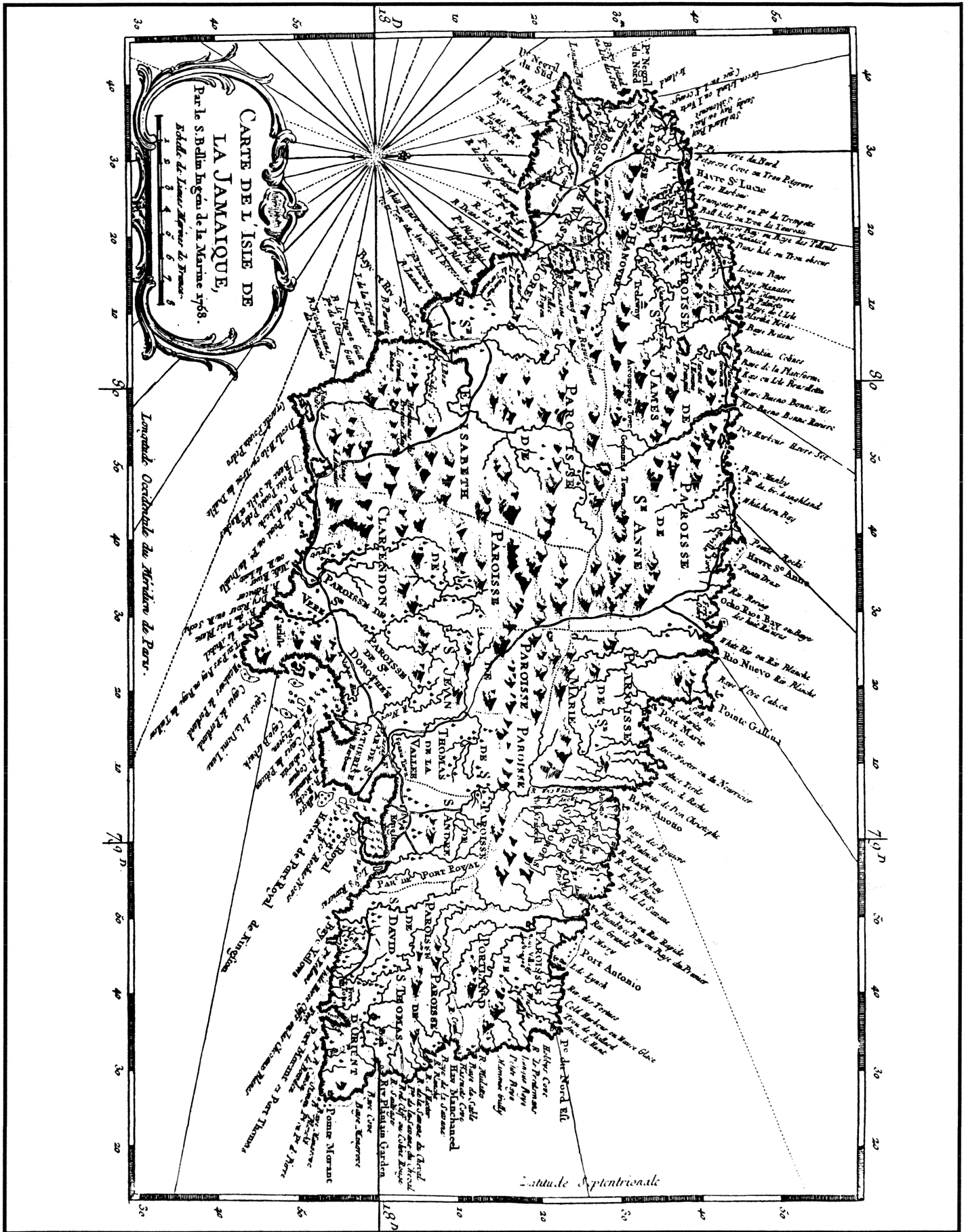
The morning reveals the Spanish forces. 600 cavalry and 2,100 foot under Panama's Viceroy, Don Pérez de Guzman, stand arrayed in battle formation. Furthermore, the Spanish have a secret weapon: a heard of oxen and bulls which Don Pérez plans to stampede into the buccaneers. Things do not go his way from the start. First, many of his men desert in the face of such a formidable force. Second, the oxen-stampede starts off well enough, but upon hearing the scattered shots of the buccaneers, the oxen turn and charge the Spanish ranks, scattering them. And third, Don Pérez's cavalry charge, which was intended to finish the buccaneers off, gets bogged-down in the marshy ground and is slaughtered by Morgan's forces.

At around three o'clock that afternoon, Morgan and his men enter Panama. The city is burned, looted, and the inhabitants are tortured and killed. When the buccaneers finally leave, 20 days later, Panama is nothing more than an empty shell.

Ruler: Panama is ruled by the Viceroy of New Spain. In 1671, this is Don Pérez de Guzman.

PORT ROYAL (JAMAICA) §

Description: Port Royal is situated on one of the best natural harbors in the Caribbean. See below for further description.

Background: When the English fleet leaves Jamaica in 1655, about a month after having captured it, they leave behind 12 small warships and a garrison of about 6,000 men, comprised of the most undesirable ruffians from the island of Barbados. They fortify the harbor and name the new settlement Cagway, but soon after change the name to Port Royal. By 1658, Port Royal is well on its way to becoming the foremost buccaneer haven in the West Indies.

Port Royal soon earns the distinction of being "the wickedest town on Earth". Its waterside bristles with wharves, while sail lofts, carpentry stalls, grog shops, and brothels stand bunched together on the narrow streets, all there to cater to the needs of the buccaneers. Piles of Spanish loot are sold openly in the marketplace's, and rowdy groups of drunken buccaneers roam the streets, letting off pistol shots and forcing any they come across to drink a mug of rum.

In 1692, on the particularly hot and sultry day of June 7, Port Royal is hit by a catastrophic earthquake. One third of the town sinks into the sea, and 2,000 people are swallowed up by fissures in the earth or crushed under falling buildings. The town never recovers.

Ruler: Governor of Jamaica. Thomas Windsor 1661; Thomas Modyford (Lt. Governor: Edward Morgan — Henry's uncle— till 1665)1661-1671; John White 1671-1692

Notes: Letters of Marque are available from Thomas Windsor and Thomas Modyford, but not John White.

PUERTO RICO

Description: Puerto Rico is made up of three geographical regions: the forested mountainous interior, the northern plateau, and the cultivated coastal plains.

Background: Puerto Rico is part of the original Spanish settlement of the West Indies in 1508. In the late 1500's, English and Dutch privateers attack this island several times, prompting the Spanish to fortify the harbor of San Juan heavily.

Ruler: Puerto Rico is ruled by a Governor, who in turn answers to the Audiencia of New Grenada in Panama.

ST. BARTHELEMY *

Description: Also known as St. Bart's, this island is both mountainous and fertile, despite its poor rainfall.

Background: St. Bart's is settled by the French in 1648.

Ruler: A Lieutenant Governor of the French Lesser Antilles, answerable to the Governor based at Martinique.

Notes: Because the lack of rain does not allow the growing of plantation crops, slaves are never brought here in great numbers; the population is almost entirely European.

ST. CHRISTOPHER *

Description: St. Christopher, called St. Kitts by the English, is a well-watered island with forested mountains running down the middle.

Background: In 1623, an Englishman, Thomas Warner, determines that in order to secure a reliable supply of tobacco for trade, he will have to grow it himself. So, after one aborted attempt to establish a colony on the mainland, he returns to the Caribbean and lands on St. Christophers. Within the year, a French privateer, Captain Pierre Belain, comes into the harbor at St. Kitts in order to repair his damaged ship. He is not only welcomed, but invited to stay. By the end of the year, the English and French settlers have driven the rest of the Caribs from the island, and divided it between them. Thus, the first non-Spanish colony in the West Indies is established, setting a deadly precedent for Spain.

Ruler: A Lieutenant Governor of the English Lesser Antilles, answerable to the Governor based at Antigua; and a Lieutenant Governor of the French Lesser Antilles, answerable to the Governor based at Martinique.

ST. EUSTATIUS *

Description: St. Eustatius is a thickly-forested and mountainous island with good harbor facilities.

Background: The island is settled by the Dutch in 1632, and formally confirmed to the Netherlands in 1648 by the Treaty of Munster.

Ruler: The Governor-General of the Dutch Lesser Antilles, based here.

ST. LUCIA †

Description: St. Lucia is a mountainous and forested island, though a great deal of the forest has been cleared for planting.

Background: In 1605, and then again in 1638, attempts at colonizing this island fail due to the fierce Carib population. In 1650, a determined group of French settlers move to St. Lucia, and hold out long enough to force a treaty with the Caribs in 1660. The island is captured by the English in 1664, recaptured by the French, and taken back by the English. This cycle shows no signs of letting-up.

Ruler: Disputed.

Notes: The three hostile factions on St. Lucia — the French, English, and Caribs — make this a potentially dangerous place to visit.

St. Martin *

Description: St. Martin is a hilly, forested island, with several large natural salt lakes and many sugarcane plantations.

Background: Because of its natural salt deposits, St. Martin has been disputed by the Spanish and Dutch since the 1st quarter of the 17th century. It is finally settled by the Dutch in 1648, and then occupied by the French that same year. A partition treaty is signed, and officially recognized by the Treaty of Munster.

Ruler: The Governor-General of the Dutch Lesser Antilles, based at St. Eustatius.

St. Thomas (Virgin Islands) §

Description: St. Thomas is a semi-arid island, with rugged volcanic hills and very little natural vegetation.

Background: St. Thomas has changed hands many times during its short history. The island is first inhabited by the Dutch in 1657. In 1666, a force of English buccaneers make the island their home. The island passes into the hands of the Danish West India Company in 1672, but shortly thereafter, in 1674, is acquired by the King of Denmark. He declares the port and town of Charlotte Amalie to be open to all; and, because Denmark has no navy in the West Indies, empowers his governor to issue Letters of Marque at his own discretion. This attracts the mainly Dutch Brandenburg Company to invest heavily in the island, as well as a good number of buccaneers. By 1680, St. Thomas is one of the leading producers of sugarcane in the area, as well as a thriving market for buccaneer loot.

Ruler: Governor of the Danish West Indies.

Notes: Letters of Marque are available here on the usual terms.

St. Vincent †

Description: St. Vincent is characterized a ridge of heavily-forested mountains running from North to South down the middle of the island. The highest peak, Mt. Soufrière, is an active volcano.

Background: This island is disputed by England and France, although occupied only by hostile Carib Indians through the period covered by this supplement.

Notes: The Caribs are very hostile; they'll eat you if you give them a chance.

Saba *

Description: Saba is actually just the top of an extinct volcano, Mt. Scenery. The island is surrounded by sea-cliffs.

Background: The island is settled by the Dutch in 1632, and formally confirmed to the Netherlands in 1648 by the Treaty of Munster. It is never an important settlement because of its inaccessibility, but often serves as a buccaneer stronghold for the same reason.

Ruler: The Governor-General of the Dutch Lesser Antilles, based at St. Eustatius.

Trinidad & Tobago

Description: Geographically, these islands are an extension of the South American mainland, having an essentially flat landscape broken by small mountain ranges. They are very hot, humid, and covered with jungle.

Background: Trinidad is a largely ignored Spanish possession, while Tobago is settled by the French in 1677.

Tortuga (Hispaniola) §

Description: Tortuga is a hump-backed forested island off the north coast of Hispaniola. The south side of Tortuga, except for the excellent harbor, is covered by dense mangrove swamps.

Background: The island of Tortuga is first visited in the 1630's by an English buccaneer named Anthony Hilton. There he finds an excellent harbor overlooked by a flat-topped mountain. Realizing the potential for such a place, he establishes a camp for the purpose of supplying, repairing, and trading with the vessels of the buccaneers. After a few years, in 1640, a new leader comes to Tortuga. His name is Jean Le Vasseur. He is more ambitious than his predecessor, and immediately sets about building a fort, Fort de Rocher (Rock Fort), atop the hill overlooking the harbor, called Basse-Terre by the primarily French settlers. For 12 years he reigns as a buccaneer king, taking a percentage of all booty brought into the harbor, and charging a tax on all hides brought over from the mainland for trade. He is killed in 1652 by one of his lieutenants, and a new chief, the Chevalier de Fontenay, takes his place.

Fontenay is as ruthless as his predecessor, but only rules for 2 years as a result of a Spanish attack in 1654 which successfully takes the now-thriving town. The Spanish, having driven away the buccaneers, go on their way. No sooner have they left, however, than the buccaneers come swarming back over from the mainland and re-occupy their island, stronger than ever.

In 1665, Bertrand d'Ogeron is dispatched to Tortuga as the new Governor. He is determined to tame the buccaneers. To accomplish this, he ships over dozens of harlots from Paris for the buccaneers to marry. Within a few years, with their new families to think of, the Tortuga buccaneers have all but given up their sea-roving ways.

Ruler: 1630's-1640: Anthony Hilton; 1640-1652: Jean Le Vasseur; 1652-1654: Chevalier de Fontenay.

Notes: Between 1630 and 1655, Tortuga is the base of choice for buccaneers. Letters of Marque are plentiful and freely available from the colony's governor.

Vera Cruz

Description: The town of Vera Cruz was originally built on a low, flat, sandy beach, but because of the unhealthful environment, it is moved inland a short distance in 1599.

Background: Vera Cruz is the terminus of the annual convoys from Spain, and the most important Spanish port on the Gulf of Mexico. It is attacked several times by privateers and buccaneers throughout this period.

Ruler: A local mayor who answers to the Audencia of Tenochtitlán (Mexico City).

The Virgin Islands

Description: The Virgin Islands are very hilly, with soil that is not very fertile. They are covered by only sparse woodland and scrub, except for the highlands, which have some forest.

Background: In 1555, the Spanish defeat the Caribs and claim the Virgin Islands for Spain, but do not settle in any numbers. By 1625, there are English and French farmers on St. Croix, and the island becomes a haven for buccaneers. In 1650, Spain evicts the settlers from the islands, but the French move back later the same year. St. Croix is given to the Knights of Malta in 1653, and they in turn sell it to the French West India Company. The Dutch buccaneers living on Tortola are evicted by the English in 1666, who then settle, while Denmark claims St. Thomas and St. John.

Ruler: Varies.

Notes: See St. Thomas for more on that island.

CARTE DE
L'ISLE DE SAINTE LUCIE,
Pour servir à l'Histoire Générale des Voyages.
Par M.r B. Ing. de la Marine 1763.

Lieues communes de France.

Nord

63 Deg. 30 M. de Longitude

45 Min. de Latitude

13 Degré

TERRE PLATE

BASSE TERRE

LA CABESTERRE

East Indian Languages

Arabic

Tribal Languages

Swahili

Arabic

Malagasy

Southern Arabic

Arabic

Indian

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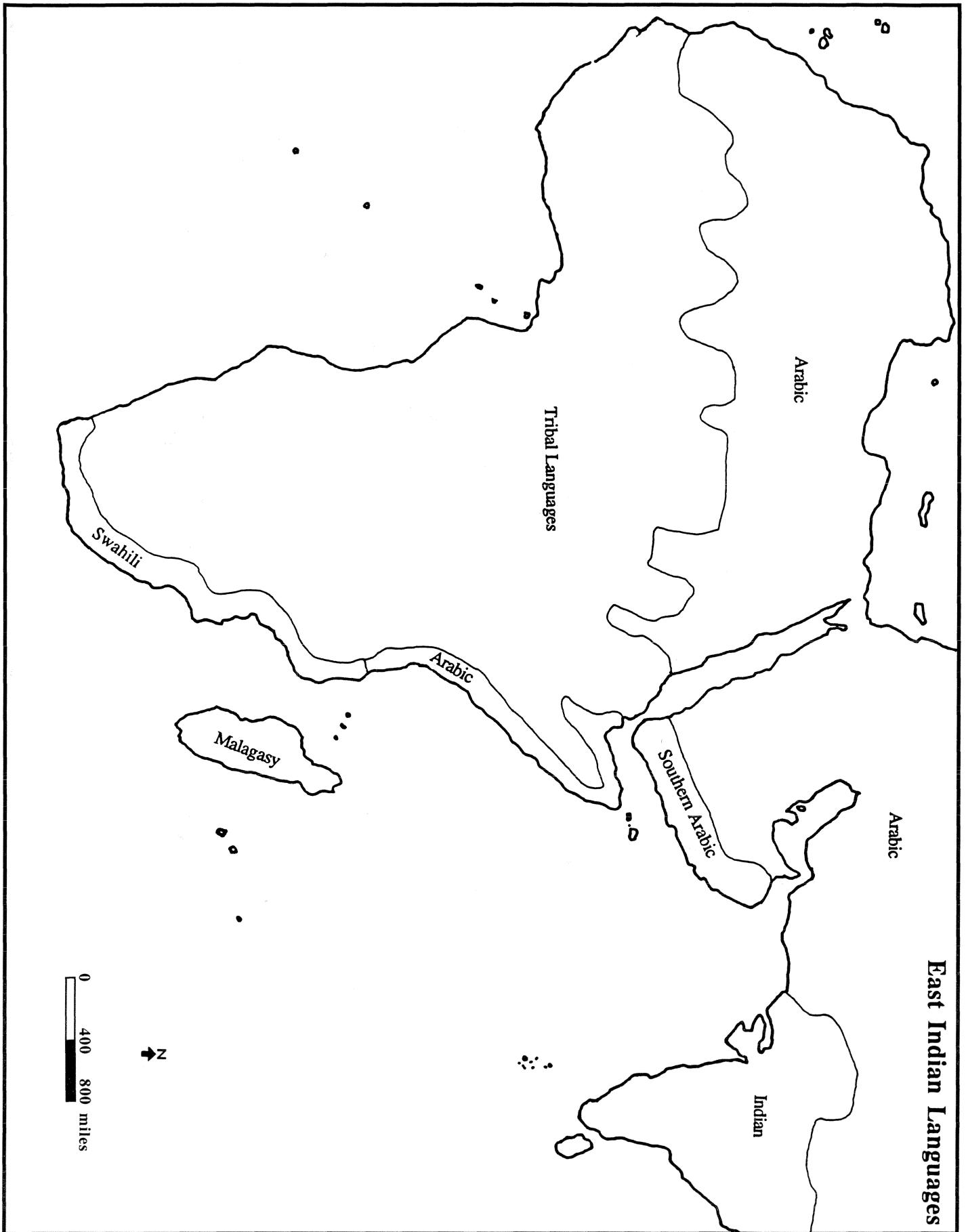
9.0
AFRICA AND THE INDIAN OCEAN

9.1 THE AREA IN GENERAL

This section covers a lot of area. I t is not possible to describe the geography, climate, and wildlife of the entire region with any degree of accuracy. A general guide is given below. If you need more specific information, look in an encyclopedia or atlas. Any atlas worth its salt will show mountain ranges, rivers, forests, plains, weather patterns, and so forth.

GEOGRAPHY (9.1.1)

One place that the characters are very likely to go, and which consequently warrants a brief description, is Madagascar. The geography of Madagascar is also fairly representative of the whole region. Madagascar is the world's fourth largest island. The east side of the island sises sharply from the sea and levels-off to a narrow plateau that runs up to the mountains. The mountain range runs the entire length of the island, one of the peaks reaching as high as 9,500 feet. The mountain range is broken in places by deeply-forested valleys, which allow passage from one side of the island to the other. Numerous rivers flow down the mountains, through the rainforest, and then over cliff faces into the ocean below.

To the west of the mountains, rolling grasslands slope gently towards the sea. These plains are dotted with an occasional clump of trees, as well as small woods. Wide, slower-moving rivers wind their way towards the Mozambique channel.

The coasts of Madagascar offer numerous bays, inlets, and harbors suitable as anchorages, making it a popular stopover for ships heading towards India and the Orient. It also makes it a perfect base of operations for pirates preying on the Indian Ocean trade.

CLIMATE (9.1.2)

Like the West Indies, the temperature in this region ranges from hot in the cool months (these depend on which side of the equator you are on), to very hot in the warmer months.

The weather patterns vary over this region. Above the equator, the Indian Ocean is subject to monsoon season, which lasts through May and June. During this time, and the months directly preceding and following, the winds are from the south, blowing inland. They carry with them heavy rains and an occasional violent storm. During the winter and most of the rest of the year, the winds are predominantly from the north, blowing cold and dry throughout the region.

Below the equator, the weather is less predictable. There are storms periodically, and the area off the east coast of Madagascar sees the occasional hurricane. The rainy season, unlike above the equator, is from November to April. This is the time that you are most likely to see a storm or hurricane. The rest of the time, the breezes are generally warm and moderate — perfect for pirating.

PLANTS AND ANIMALS (9.1.3)

The Slave Coast of Africa and the eastern side of Madagascar, as well as the west coast of India, is characterized by the same kind of tropical rainforest found in the West Indies and surrounding areas. The other regions of in this area, most notably East Africa, the west coast of Madagascar, and much of India, are largely made up of grasslands.

Tropical grasslands lie between the tropical rainforests and the desert. Small clusters of tough trees and scrub dot the plains. The height of the dry grass is determined by the annual rainfall, which usually comes in the spring or early summer months. A variety a wildlife survives in this inhospitable landscape, moving from one waterhole to the next, always watching for the ever-present predators.

9.2 IMPORTANT SITES

* — Accra (F, P, B, D), Axim (D), Cape Coast Castle (B), Christianborg (Da), Commenda (B), Cormantin (D), Dixcove (B), Elmina (D), Fernando Po (P, S), Mouri (D), Prince's Town (Br), Principe (P), Sao Tome (P), Shama (D), Takoradi (D), Whydah (D, B, Br)

† — Comoro Islands, Mauritius, Port Dauphin, Ranter Bay, St. Augustine Bay, St. Denis, St. Mary's Island

‡ — Bunce Island (B), Cacheu (P), Freetown (B), Gambia (B), Gorée (B, Br, F), James Island (B), St. Louis (F)

D=Dutch, B=British, F=French, P=Portuguese, Da=Danish, S=Spanish, Br=Brandenburger

§ — Letters of Marque available.

ADEN

Description: Aden is a fortified town and harbor, very Arabic in style and flavor.

Background: A major Arab harbor at the entrance to the Red Sea, Aden resisted a Portuguese attack in 1513. This port is controlled by the Ottomans.

Ruler: Sultan of the Ottoman Empire

ARGUIN

Description: Arguin is located in a very arid wasteland.

Background: Arguin is a Brandenburger (German) trading post.

ASCENSION ISLAND

Description: This is a small rocky and barren volcanic island. The only vegetation is atop Green Mountain, the island highest point.

Background: Although an English possession, Ascension Island is uninhabited.

Notes: Only visit here if you are desperate. There are no indigenous mammals for food, and very little natural water.

BASSEIN (BAÇAIN)

Description: A large Indian port city.

Background: Bassein was established in 1526. It is the economic capital of the Portuguese trading province on the north-west coast of India. This city is attacked frequently by the Mughals, but never taken from the Hindu residents or their Portuguese allies.

Ruler: Governor-General of the Portuguese East at Goa.

Notes: Bassein is famous throughout the region for its ship-building industry.

The Indian Ocean

Empire of China

Turkish Empire

Baghdad

Persia

Arabia

Socotra

India

Laccadive Islands

Andaman Islands

The Indian Ocean

Maldive Islands

East Africa

Zanzibar

Seychelles

Comoro Islands

Mozambique

Madagascar

BANDAR ABBAS (GOMBROON)

Description: A poor port, being shallow and badly sheltered.

Background: The Dutch and English East India Companies, in alliance with Shah Abbas I, establish factories here after the fall of Ormuz in 1622. This port is the successor to the Persian trade formally monopolized by the Portuguese.

Ruler: Shah Abbas I.

BENGUELA

Description: Benguela is a large settlement surrounding the fortress of Saõ Filipe. It is situated in a region of fertile plains.

Background: Founded in 1617, this soon becomes the largest Portuguese slaving station in Angola, and the center of Portuguese expansion in Africa.

Ruler: Governor-General of the Portuguese East at Goa.

BOMBAY

Description: This is a large and thriving city constructed on an island.

Background: The first trading station is established by the Portuguese in the 1500's. In 1626, Bombay is attacked and sacked by a combined English and Dutch force. The English acquire this fortified settlement from the Portuguese in 1661 by treaty. In 1668, Bombay is given to the English East India Company.

Ruler: After 1685, Captain-General and Admiral Sir John Child.

CANARY ISLANDS

Description: The Canaries are subtropical islands which are the result of volcanic activity.

Background: There is a sparse Spanish settlement in the Canaries, established in the 15th century. The islands are attacked by privateers several times during this period.

Notes: These are an important weigh-station between Spain and the New World.

CAPE OF GOOD HOPE

Description: The coastal region of the Cape supports maritime vegetation and animal life, while the interior ranges from semi-arid to arid.

Background: A settlement is established in 1652 by the Dutch East India Company for victualizing ships moving to or from the East.

Ruler: Governor-General of the Dutch East India Company based at Batavia, Java.

CAPE VERDE ISLANDS

Description: All of the islands are volcanic in origin. Some of them are craggy and deeply-furrowed by erosion, while others are relatively flat. In either case, there is no natural water, and very little rain.

Background: A sparse Portuguese settlement is established in the 15th century for the purpose of trading slaves. The main town of Ribiera Grande is attacked in 1541 and 1585 by pirates, again in 1585 by the English, and yet again in 1712 by the French, before it is eventually abandoned.

COCHIN

Description: Cochin is one of the safest ports on the west-Indian coast.

Background: This is the first European settlement in India, established by the Portuguese in 1502. It soon becomes the principal harbor of Malabar. It is taken from the Portuguese by the Dutch in 1663.

Ruler: Before 1663, Governor-General of the Portuguese East at Goa. After 1663, Governor-General of the Dutch East India Company based at Batavia, Java.

COLOMBO

Description: Colombo is a heavily fortified harbor and trading station.

Background: The principal harbor of Ceylon, Colombo is taken from the Portuguese by the Dutch in 1656.

Ruler: After 1656, Governor-General of the Dutch East India Company based at Batavia, Java.

DIU

Description: Diu is a heavily-fortified island town.

Background: Diu was acquired by the Portuguese after a siege in 1535.

Ruler: Governor-General of the Portuguese East at Goa.

GOA

Description: Goa has one of the finest anchorages in the region. It is located in a major agricultural region.

Background: Goa is the administrative, commercial, and spiritual center of the Portuguese in the East. It was captured in 1510, and has since become a town of great importance.

Ruler: Governor-General of the Portuguese East.

Notes: The mummified body of St. Francis Xavier, a holy relic, lies in the Basilica here.

GOLD COAST/SLAVE COAST *

Description: This is an extremely inhospitable coast, with no natural harbors. Ships are forced to anchor off-shore, in the open ocean. The various settlements are often fortified as well as garrisoned.

Background: The Portuguese establish settlements here as early as 1481. By 1600, the gold has run out, but every major power has slaving stations here. Throughout the late 17th and early 18th centuries, pirates sack the slave stations here while on their way to the rich hunting of the Indian Ocean.

Ruler: Varies.

KANDY

Description: A thriving Indian market city.

Background: Kandy is the capital of the Sinhalese Kings of Ceylon, who preserve their independence from the Mughals throughout this era. Ceylon is effectively controlled by the Dutch after around 1620. It is also a center of the Ceylon tea trade.

Ruler: Sinhalese King/Governor-General of the Dutch East India Company based at Batavia, Java.

LUANDA

Description: Luanda is a large trading settlement dominated by the fortress of Saõ Miguel.

Background: In 1627, Luanda becomes the administrative capital for the colony of Angola, and a principal port for exportation of slaves from Angola to Brazil. It was founded by the Portuguese in 1576.

Ruler: Governor-General of the Portuguese East at Goa.

MADAGASCAR & VICINITY †

Description: See the *Geography* Section (9.2), above.

Background: Soon after Captain Thomas Tew's famous voyage, it becomes apparent to an ex-pirate named Adam Baldridge that a considerable profit can be made by providing this new group of pirates with supplies. To this end he establishes a fortified trading post on St. Mary's island, off the coast of Madagascar. In fact, even before Tew's voyage, the few pirates who ply the Indian Ocean often make use of Madagascar to victualize and water their ships. But now Baldridge sets up a regular business. He trades supplies brought to him by American merchants — gunpowder and shot, sailcloth, tobacco, rum, etc. — in exchange for the luxury goods — silks, spices, ivory, and so on — captured by the pirates, and makes a very healthy profit thereby. Soon the little island of St. Mary's has become a bustling pirate town, overlooked by the guns of Baldridge's fort. He is forced to flee St. Mary's in 1697 by the natives of the island, but by this time he is a rich man. He retires to New York and lives to a ripe old age.

Madagascar, during the last quarter of the 17th century, sees pirate havens spring up on St. Mary's island , Ranter Bay, Johanna Island (in the Comoros), Port Dauphin, the Bay of St. Augustine, and Diego Suarez, to name a few. It becomes a major stop on the 'Pirate Round'; that is, from the colonies of America, around the Cape of Good Hope, into the Indian Ocean for hunting, and back again to sell the plunder. This route is employed by all the great pirates of the Indian Ocean, including Capt. William Kidd, Capt. "Long Ben" Every, Capt. Thomas Tew, Capt. Edward Low, Capt. John Taylor, Capt. Bartholomew "Black Bart" Roberts, as well as too many others to mention here.

Between the years 1701 and 1720, Madagascar is almost abandoned. This is due to the presence of a Royal Navy squadron in the region, the War of the Spanish Succession (which gave many pirates jobs as legitimate privateers), and the new pirate base of New Providence Island in the West Indies. When Woodes Rogers arrives to tame the pirates of New Providence — between 1718 and 1720 — many return to the Indian Ocean.

In 1720, a retired pirate, John Plantain, sets up an operation similar to Baldridge's at Ranter's Bay, north of St. Mary's on the coast of Madagascar. He, however, is not content to just trade with the pirates stopping at Madagascar, but actually undertakes the conquest of the whole island. And sometime in the mid-1720's, he achieves his goal after an 18-month long siege against Port Dauphin, another pirate base on the southern coast of the island. Soon after, Plantain, having made too many enemies among the native population, is forced to flee Madagascar with the hold of his sloop full of plunder. No-one is sure where he ends up.

MADRAS

Description: Madras is a large trading settlement surrounding Fort St. George.

Background: Madras is the principal English trading station on the Coromandel Coast, dealing primarily in cotton fabrics. This fortified harbor was occupied in 1640 by a treaty with the local ruler.

Ruler: After 1685, Captain-General and Admiral Sir John Child, based in Bombay.

MALDIVES

Description: The Maldives are a chain of nearly 1,800 small coral islands and sand bars grouped in clusters, or atolls. They are all low-lying and surrounded by reefs.

Background: In 1558, the Portuguese establish a station in Male, the capital of the Maldives. They are expelled in 1573 by local forces. In the 17th century, the sultanate of the Maldives comes under the protection of the Dutch rulers of Ceylon.

Ruler: Sultan of the Maldives.

Notes: These islands make a good place to hide or set an ambush, but the reefs are very dangerous and uncharted. Use caution when travelling in or through the Maldives.

MAURITIUS

Description: Mauritius is the largest of a group of volcanic islands which are surrounded by coral reefs. It has a central plateau bordered by small mountains. The land is fertile and well-watered, and after 1721, devoted to the production of sugarcane.

Background: The islands are claimed by the Dutch in 1598, but two separate attempts to colonize the island — one from 1638 to 1658, the other from 1664 to 1710 — fail. The islands are frequently used by pirates until 1721, when the French East India Company takes control and settles at Port Louis.

MOCHA

Description: Mocha lies at the head of a shallow bay, between two headlands. The anchorage is 1 1/2 miles offshore, in unprotected waters.

Background: Mocha is the harbor for the city of Beit el Fakih, and the marketing center for Arabian coffee. Mocha is also a center for the trade with India, exchanging coffee and myrrh for finished metals. The British and Dutch establish trading stations here in 1614, and both the French and the Danes have interests here for brief periods.

Notes: The richly-laden ships of the Great Mughal make frequent trips to and from this port.

MOMBASSA

Description: Mombassa is a trading settlement on a coralline island in the center of a small bay. It is strongly defended by Fort Jesus on the east side of the island. The town has a strongly oriental flavor, due to the presence of numerous Arab traders.

Background: Mombassa is a major Portuguese trading harbor until their defeat and expulsion by forces of Imam of Oman in 1698.

Ruler: Before 1698, Governor-General of the Portuguese East at Goa.
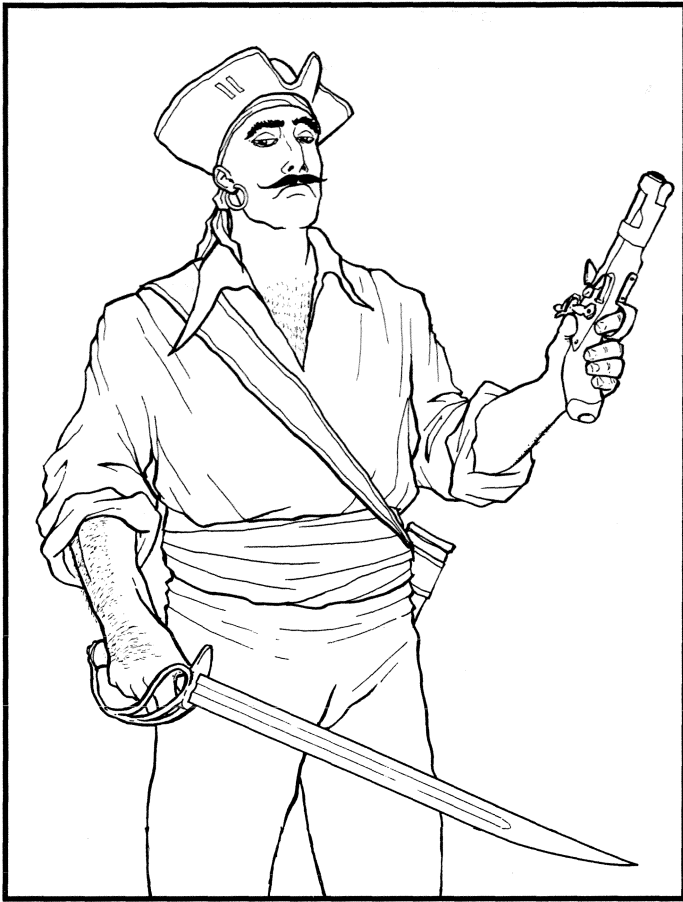
MOZAMBIQUE

Description: Mozambique is a town on a small coral island at the mouth of the Mossuril Bay. There are extremely good harbor facilities here.

Background: Mozambique is Portuguese town and factory which repels repeated Dutch attacks throughout the early 17th century. It is the capital of Portuguese East Africa, and the center of the east coast slave trade.

Ruler: Governor-General of the Portuguese East at Goa.

NEGAPATAM

Description: Negapatam is a small trading station on the east coast of India.

Background: Negapatam is established by the Portuguese in the 1500's, and then taken by the Dutch in the 1660's. It is the principal Dutch trading station on the Coromandel Coast, but declines in importance after the establishment of Madras.

Ruler: Governor-General of the Dutch East India Company based at Batavia, Java.

ORMUZ

Description: Ormuz is a mostly-barren hilly island 5 miles off the coast of Persia.

Background: Ormuz is captured by the Portuguese in 1514, who then build a strong fort. In 1622, they are expelled by Shah Abbas with the help of the English fleet. The primary port for the Persian trade moves to Bandar Abbas.

Ruler: before 1622, Governor-General of the Portuguese East at Goa.

PONDICHERRY

Description: Pondicherry is a thriving trading community on the Coromandel Coast.

Background: After its establishment in 1674 by treaty with a local ruler, Pondicherry becomes the principal French trading station in India.

ST. HELENA

Description: On the east, north, and west coasts, 450-2000 foot cliffs rise from the sea. The mountains form a semi-circular rim north of a sandy bay. The only landing place is the leeward side of James Bay. St. Helena is rocky and barren near the coast, with more foliage inland.

Background: In 1659, the English East India Company takes possession of St. Helena, but it is never heavily settled.

Notes: St. Helena is a popular stopping place for ships coming to and going from the East.

SOFALA

Description: Sofala is a trading station and factory located on the coastal lowlands of East Africa.

Background: Both Portuguese and Arab, Sofala's main function is the buying and selling of gold.

Ruler: Governor-General of the Portuguese East at Goa.

SURAT

Description: Surat is a large Indian city.

Background: This town is burned by the Portuguese in 1512 and 1530. In 1573, it is conquered by the Mughals, and soon becomes the emporium of India, primarily exporting cloth and gold. In 1612, the English East India Company establishes its first Indian trading station at Surat.

Ruler: The Great Mughal of India. For the trading station, after 1685, Captain-General and Admiral Sir John Child, based in Bombay.

TELLICHERRY

Description: Tellicherry is a trading station on the Coromandel Coast. After 1708, it is fortified.

Background: Established in 1683, Tellicherry quickly becomes the principal English trading station on the Malabar Coast.

Ruler: After 1685, Captain-General and Admiral Sir John Child, based in Bombay.

WINDWARD COAST ‡

Description: An arid to semi-arid region of West Africa.

Background: Numerous fortified trading stations are established here during the 17th century for the purpose of trading slaves and ivory. Throughout the late 17th and early 18th centuries, pirates sack the slave stations here while on their way to the rich hunting of the Indian Ocean.

ZANZIBAR

Description: This settlement is located on the west side of the island of Zanzibar. Behind the island there is a well-protected harbor.

Background: Zanzibar is a Portuguese island, town, and factory from the early 16th century, and an important slaving station.

Ruler: Governor-General of the Portuguese East at Goa.

Notes: Like Mombassa, the town has a strongly oriental flavor, due to the presence of numerous Arab traders.

Given here are brief descriptions of places that the characters can, but are not likely to, visit. It is important to remember that till 1670, buccaneering is accepted in the waters of the New World, but is by no means tolerated elsewhere. The nations of Europe agree that whatever happens in the colonies should have no bearing on the state of affairs in Europe; if this were not the case, Europe would see even more wars than it already does.

As for piracy, it is not accepted anywhere, but the chances of being caught increase dramatically the closer to civilization you get. In Europe, it is certain that you will eventually be seen and recognized by someone who is familiar with your career — especially if you swagger into town with a sack full of booty.

The other areas described here are not necessarily to be avoided, but don't have much to offer in terms of easy prey. There is little sense in prowling the waters off of Australia when there is no valuable cargo coming out of that area. Furthermore, there is no place where you can exchange your loot for the things you need: powder, shot, rum, tobacco, water, and food (in order of importance).

All things considered, your best bet is to stick to the West Indies or the Indian Ocean. There is plenty of booty to be had, as well as facilities for refitting, provisioning, entertainment, and selling your plunder.

Note that due the vast areas represented by each section below, the description will only include very general geographical and climatic conditions. For specific information on geography, flora, fauna, climate, etc., consult an atlas or encyclopedia.

AFRICA

Description: Away from the coasts, Africa is a wild country. The climate varies between extremely hot and arid in the Desert, to hot and arid in the grasslands, to extremely hot and humid in the tropical rainforests and jungles. The topography ranges from plains that are level as far as the eye can see, to rugged mountains capped in snow year round. Apart from those on the coasts and within the kingdoms, large settlements are scarce. Much of the population belongs to various tribal groups which are either nomadic or live in small villages. By European standards, the people are generally primitive, except for the Arab populations of North Africa and their outposts along the coasts.

Background: Three events mark this period in African History. These are the emergence of Black-African kingdoms, the spread of Islam, and the slave trade.

The emergence of powerful Black-African kingdoms out of the iron-working agriculturalists and cattle-keepers directly results from the growth of large trading communities. This is especially true in the Sudan, where trade with North African Arab states brings considerable wealth and growth to the region. The Songhai Empire in the Western Sudan and the Hausa States in the Central Sudan are the best examples of this. On a smaller scale, this process is taking place in the south as well. Central Africa sees the rise of several Bantu-speaking states, most notably the Lunda, the Luba, and the Kongo.

The spread of Islam starts in North Africa, which is fully Islamised well before the period of this supplement. Not only does Islam spread south to the Sudanic lands, but down the east coast as well, reaching as far south as Zimbambwe. Several conflicts arise as a result of this expansion, most notably between Christian Ethiopia and the coastal Muslim states.

The slave trade has an enormous impact on Africa. Starting with the Portuguese in West Africa, the trade moves south as far as Angola, and spreads to the east coast as well. Every colonial power has numerous trading stations and 'factories' devoted to this awful trade. Millions of Africans are transported not only to the New World, but to the Arab states as well. The A ican tribes and kingdoms which do not participate in — and reap the profits of — this trade are soon eliminated by their neighbors.

Ruler: North Africa and Egypt are ruled by the Ottoman Empire. The rest of Africa depends on the location.

Notes: Africa offers many opportunities for adventure. The interior is almost entirely unknown to Europeans, and holds many riches and dangers. GMs are free to do anything they wish with the interior of Africa. Lost civilizations, tribes of semi-intelligent apes, fell beasts, and magical lands are all thought to exist on the Dark Continent.

ARABIA & THE NEAR EAST

Description: A very large portion of this area is very arid and very hot. Agriculture is primarily restricted to around rivers and on the coasts, with the grazing of livestock being the primary source of food around the semi-arid plains and hills. With the exception of the Arabian Peninsula, this area is very mountainous. There are many large settlements, the largest being Istambul, Domascus, Cairo, and Baghdad.

The Known World

Background: This area is dominated by two very large and powerful empires, the Turkish Ottoman Empire and the Persian Safavid Empire.

Through the 16th century and into the mid-17th, the Ottomans conquer most of North Africa, Iraq, Arabia, and Eastern Europe. In 1529, they even lay siege to Vienna, bastion of the Holy Roman Empire. The Muslim world undergoes a renaissance in art, science, architecture, and trade. The huge Ottoman army is well-disciplined, well-trained, and courageous to a fault. The only thing that prevents the Ottomans from over-running all of Europe is the fact that they also have the Safavids to worry about in the east. As soon as they bring their enormous resources to bear on one front, their enemies on the other attack.

The Safavids control all of Persia, from the mountainous region east of the Tigris, to the edge of Afghanistan and the Mughal Empire. Their primary enemy is the Ottoman Empire, from whom they gain a great deal of territory during the reign of Abbas I (1587-1629). Theirs is a very wealthy empire, controlling the overland trade routes from China and India.

The Barbary Corsairs have been practicing piracy in the Mediterranean for centuries. In the 17th century, from their bases at Salee, Algiers, and Tunis, they begin to expand their operations to include the Atlantic. The Ottomans, who are the official rulers of these areas, encourage this piracy, as it is primarily directed against Christians. In 1605, a renegade European shows the Corsairs modern shipbuilding and sailing techniques, making them even more effective. The Corsairs sell Christian prisoners as slaves, much to the outrage of European governments. Throughout this period, their bases are subject to bombardment by the Spanish, their deadly enemies.

During the 17th century, however, all this begins to change. These empires are land-based, and the civilized world is entering a period characterized by the dominance of sea-power. The Indian Ocean trade established by the Portuguese, and then taken-up by the other nations of Europe, cripples these empires economically. The Ottoman empire, after over 100 years of continual warfare, finds its ruling military class badly depleted. After Abbas I, the Safavid sultans are generally weak-willed, causing even further decay.

Ruler: Sultan of the Ottoman Empire; Safavid Shah of Persia.

Notes: Christians are not generally welcome in these lands, and pirates can expect all sorts of imaginative torture. These areas do offer a great opportunity for adventure à la The Arabian Nights, however. It is highly likely that any pirates working in the Indian Ocean will come in contact with these groups at some time in their careers, as piracy against Muslims (the infidel dogs) was not really considered piracy.

There are also adventure opportunities among the Barbary corsairs, though they are generally reluctant to take Christians on as crew. Anyone with specific skills, like navigation, surgery, shipbuilding, or captaincy skills will probably be a welcome addition to a Barbar crew, however. But remember, this is a period of extreme religious intolerance; Muslims hate Christians and Christians, whether Catholic or Protestant, hate Muslims. They won't trust you, and you certainly shouldn't trust them.

EUROPE

Description: Europe is an area of temperate forest and cultivated lands. It is extremely well-watered and fertile. The Alps and the Pyrenees are the main mountain ranges of Europe, both having areas that are snow-bound year-round. The climate is temperate, with warm summers and cold winters. There are many large cities in every country of Europe.

Background: For the History of Europe during the 16th and 17th centuries, see the *History* Section (3.2).

Ruler: Europe is divided into numerous monarchies, from the tiny princedoms of Germany and Italy, to the great kingdoms of Spain, France, England, Portugal, and the Hapsburg lands.

Notes: Europe is perhaps the most dangerous place for your characters to be. Even if they are lawful privateers, operating with Letters of Marque, political expediency sometimes results in the execution of essentially law-abiding citizens; and, if you happen to be right under the nose of the monarch in question, so much the easier for them to use you as political pawns. At least the remoteness of the colonies offers some protection from the shifting political winds.

Furthermore, it is not the lure of treasure alone that causes men to turn to a life of buccaneering or piracy. The 17th century is extremely restricted socially, with tremendous stratification between the classes. A life of piracy is the only one in which all men are considered equal — regardless of birth, skin color, or religion— and where every decision is made democratically. The treasure is just a fringe benefit, the sole purpose of which is to purchase pleasure in the form of drink, gambling, and women. A relatively small proportion of all pirates retire with a full purse.

FAR EAST

Description: The Far East includes China, Japan, Korea, and South-East Asia. This is an area of temperate forest to the north, and tropical forest to the south. The land is by-and-large well-watered, and much of it is cultivated. A good deal of this area is mountainous or hilly, especially in Tibet, southern China, Korea, and South-East Asia. There are numerous large settlements — too many to mention here. The population of these areas outnumbers the combined populations of Christian Europe and the Muslim Near East.

Background: In China, this era sees the collapse of the Ming dynasty in 1644 due to an apathetic emperor and abusive bureaucracy. The Manchus invade, and by 1652 almost all of China is in their control, as well as Mongolia, Korea, and Taiwan. For the next century a succession of very able rulers, as well as a healthy and respectful relationship between the old bureaucracy and their new rulers, gives China a period of peace and prosperity. A vigorous European trade in tea, silk, and ceramics helps to invigorate the economy, as Spanish and Portuguese silver flows in through their port at Macao.

Japan, meanwhile, starts this era in a sate of civil war which has been going on for a century. In 1590, the country is united under the Shogun. This begins an era of isolation from the rest of the world, but also one of extreme prosperity. The Japanese invade Korea twice in the 1590's, causing a great deal of destruction, eventually being ousted by Chinese forces sent to help the Koreans. In 1639, the port of Nagasaki, the only port where Europeans are allowed to trade, is closed to all but the Dutch East India Company.

South-East Asia, meanwhile, is made up of a number of sophisticated kingdoms, most notably those of Arakan (west of Burma), Burma, Siam (modern Cambodia), Luang Prabang (Laos), and Annam (Vietnam). These kingdoms undergo minor changes of fortune during this period, but are essentially disinterested in European trade. Portuguese adventurers hire themselves out as mercenaries to the various governments in the region; and, along with the Dutch, become such an annoyance that the French are asked to intervene. Louis XIV takes so vigorously to the opportunity to establish a foothold, that all French troops have to be forcibly removed in the late 17th century.

Ruler: China: Ming Emperor till 1644, then Manchu Emperor. Japan: Shogun. S.E. Asia: Various Monarchs.

Notes: The problem with pursuing a piratical career in these areas is twofold. First, there is no base that pirates can use; no where to purchase powder, shot, rum, tobacco, or other manufactured goods essential to maintaining a ship. Second, the governments of these nations are very strong, and while they might not have modern ships, their armies are vast and trained to die upon command. Don't be surprised if you find an army of several thousand responding to what you consider some harmless piracy. In addition, these nations' trading partners, especially the Dutch, might be asked to help in your extermination.

NORTH AMERICA

Description: North America has every conceivable type of terrain, including swamp, forest, plains, desert, mountains, jungle, and tundra. The climate ranges from tropical in the south to arctic in the north. The indigenous peoples, the American Indians, are primitive by European standards, living in villages or nomadic groups. The colonies of North America — the English colonies, French Canada, the Spanish South-West and Florida, and Dutch New Amsterdam (New York after 1664) — range in settlement from relatively dense in the North-East, to extremely sparse in the Spanish South-West. There are several growing cities of note, including Boston, Philadelphia, New Amsterdam/York, Jamestown, Quebec, Montréal, and New Orleans.

Background: With Spain's great successes in Central and South America, there was little incentive for them to colonize North America. There are not any wealthy civilizations to plunder, nor is there any easily-accessible material wealth to be had, such as gold and gems. The other nations of Europe, getting into the colonization game over a century after Spain and Portugal, are anxious to get whatever they can.

The French, because of problems in Europe, have been unable to truly exploit their claims in Canada, and this region is consequently sparsely-populated. The colonization effort is based on a series of forts, which defend against not only the hostile Indian tribes in the area, but also the British and Dutch. These forts are not truly intended to promote colonization, but rather to protect the immensely profitable fur trade. French Canada resembles the Spanish colonies in its concern for financial matters over colonization, and is still very much a frontier.

The Dutch colonization effort has been confined to the area around New Amsterdam and what is now upper-state New York. They are allied with the Iraquois Indians, who they use to harry the French in Canada. The prize is a monopoly on the fur trade, which the Netherlands wants very badly. In 1664, English forces drive the Dutch from New Amsterdam, and in return confirm Guiana to them by the Treaty of Breda.

England wastes no time in its efforts at colonization. The government is very liberal about handing out charters to establish new colonies, believing that anything which increases the territory of England is a good policy. Many dissident groups,

including English Catholics and other religious minorities, pack up and move to the New World to escape persecution. Many English criminals are given the choice of prison, execution, or the colonies. And finally, many Royalists move to North America after their defeat in the English Civil War. By the end of the 17th century, the population of the eleven colonies (Georgia is not yet a colony, the Carolinas are not separated, and Maine is part of Massachusetts) is almost one third as populous as England herself.

Ruler: Chartered colonies each have a governor.

Notes: Your characters are very likely to visit the colonies of North America, whether to provision, sell plunder, or try to get Letters of Marque from corrupt governors. The colonies of New York, Massachusetts, and Rhode Island are particularly hospitable to buccaneers and pirates. Many exciting wilderness adventures can be had in the vast unexplored interior of North America, whether it be the dense forests of Canada, the inhospitable deserts of the South-West, or the steamy swamps of Louisiana.

OCEANIA & THE PACIFIC

Description: This region includes Australia, New Zealand, the Malay Archipelago, the Philippines, and the Pacific Basin. Except for New Zealand and southern Australia, these regions are tropical in nature. The topography, except for much of Australia, is mountainous and largely covered with rainforest. The interior of Australia varies from arid to semi-arid, while the south and New Zealand are temperate. The indigenous peoples are primitive by European standards, and large settlements are rare.

Background: The Maylay Archipelago was discovered by the Portuguese early in the 15th century. Settlements were soon established to take advantage of the spice trade, the most important being at Malacca and Timor. Meanwhile, the Spanish established themselves in the Philippines, and devised a route between Manila and Aculpulco to take advantage of the silk trade.

It is not until the 17th century, with the incursion of the Dutch East India Company into these waters, that the true potential of the spice trade is realized. The settlements of the Dutch are not colonization efforts; they are solely intended for profit. They soon expel the Portuguese from the Malayan Archipelago. Throughout the rest of Asia, the Dutch trade as the other Europeans do, within the rules laid down by the local monarchs (though they are much better at it than their rivals). But in the Malayan Archipelago, whether it be through the use of force, blackmail, or economic sanctions, they always get their way.

The other areas covered by this section, with the exception of the west coast of Australia, are not discovered until well after the period covered by this supplement.

Ruler: Within the Malayan Archipelago, the Governor-General of the Dutch East India Company. Elsewhere, local monarchs or the governors of the various European trading communities.

Notes: The same reasons that the rest of Asia is not often visited by pirates apply here. Furthermore, the ships of the Dutch East India Company — huge 700 ton merchantmen sporting up to 54 cannon — are a force to be reckoned with. The Dutch will go to almost any length to protect their trade in this region, so if you must come here, be careful.

SOUTH AMERICA

Description: This section will discuss the regions of South America not already discussed elsewhere. These include Peru, Brazil, Chile, and points further south.

Most of South America is tropical, with the entire Amazon River basin being thick tropical rainforest. Much of the rest is semi-arid grassland, with some desert areas on the west coast. The Andes run down the West of South America, and much of the rest is hilly. There are numerous large settlements in South America, especially on the West Coast. The indigenous peoples range from highly sophisticated in the case of the Incas, to primitive in the case of the Indians of the Amazon jungle.

Background: South America is divided between Spain in the west and Portugal in the east. The Spanish under Pizarro conquered the Incas in 1533, and established for themselves the richest colony that the world had ever seen. Silver flows out of the Vice-Royalty of Peru like water. Later conquests pushed even further south, until nearly the entire west coast was colonized. The treatment of the conquered Indians is brutal, and they hate the Spanish for it.

Because of their many concerns in the East, Portugal is slow in colonizing Brazil. When the full potential of this colony as a producer of sugar is realized, however, they waste no time. Slaves are shipped from the Guinea coast of Africa in vast numbers, and Portugal is soon the foremost sugar-producer in the world. Gold is discovered in the 1690's, making the colony even more prosperous. The Portuguese have not pushed very far inland, and as a result, most of the continent is still unexplored. The hostile Indian tribes of the interior are greatly feared for their poisoned arrows, cannibalism, and head-shrinking practices.

Ruler: Spanish South America: the Viceroy of Peru, at Lima. Brazil: the Viceroy of Brazil, at Bahia.

Notes: For pirates willing to go a little out of their way, South America offers some rich pickings. Peru especially is extraordinarily wealthy. Several piratical journeys have been undertaken in the 'South Seas', many of them highly profitable.

The problem with plundering the towns and shipping of the west coast of South America is its inaccessibility. To get there, you either have to sail through the straights of Magellen, off the southern tip of the continent, or you have to journey across the Isthmus of Panama on foot, and build a ship on the Pacific side.

The straights of Magellen are treacherous to say the least, with high winds, rough seas, and dangerous shore-lines. Furthermore, the journey is an extremely long one, taking weeks to get to the civilized coast of Peru. When you're finished with plundering the poor Spaniards, you've got to get your treasure home somehow. The Straights are not easily navigated going either direction, but are nearly impossible going east. This means that you either have to cross the Isthmus of Panama on foot (see below), or circumnavigate the globe. Many pirates and privateers, including Sir Francis Drake, took this route to get home.

Crossing the isthmus on foot is dangerous. This is the heart of Spain's New World empire, and to avoid detection it is necessary to travel through dangerous Indian-infested jungle carrying all of your gear and equipment, including your cannon. Once on the Pacific coast, you have to either build a small ship, or capture one. Neither of these tasks is easy. And once you've gotten all the plunder you want, then you still have to get it back across to the Caribbean, presumably by carrying it.

All in all, you are better off sticking to the Caribbean. But if things have gotten very hot for you there, then a vacation in the South Seas might be just what the doctor ordered.

TIMELINE FOR THE AGE OF PIRATES

11.1 THE LATE 15TH AND 16TH CENTURIES

The 16th century is presented for background. If you want your campaign to start in the 16th century, then see *The Elizabethan Campaign*, Section (3.2.3).

1481: Portuguese begin settlement of the East.

1492: Columbus lands in the Bahamas.

1493: Pope Alexander VI issues the bull giving Spain half the world, and Portugal the other half. Spain colonizes Hispaniola and Cuba.

1510: Spain colonizes the West Indian mainland.

1519: Charles V becomes King of Spain and the Holy Roman Empire.

1520: Cortes finishes the conquest of the Aztecs in Mexico begun in 1519.

1526: Mughal Empire founded in India.

1529: Vienna sieged by the Ottomans.

1533: Pizarro finishes the conquest of the Inca in Peru begun in 1531.

1535: Lima founded as capital of Peru. French Canada settled.

1539: Conquest of New Grenada (begun in 1536) complete.

1542: Conquest of Guatemala (begun in 1523) complete.

1551: Philip II becomes King of Spain. Philip's brother Ferdinand becomes Holy Roman Emperor.

1554: François 'Pie de Palo (Peg-leg)' Le Clerc sacks Santiago de Cuba.

1558: Conquest of Chile (begun in 1540) complete.

1562: Hawkins' first trip to the West Indies.

1564: Annual treasure-fleet schedule implemented. Philippines settled by Spain.

1569: Hawkins' second trip to the West Indies.

1572: Dutch rebellion against Spain begins.

1577: Drake begins his circumnavigation, finishes in 1580.

1580: Spain conquers Portugal.

1588: England defeats the Spanish Armada.

1590: Japanese civil wars end.

1598: Henry IV issues the Edict of Nantes.

11.2 THE 17TH AND EARLY 18TH CENTURIES

1600: English East India Company founded.

1602: Dutch East India Company receives its charter.

1604: French East India Company founded.

1606: Philip II bans the production of tobacco in Caracas.

1607: Virginia Company founds Jamestown.

1608: Telescope invented.

1609: Effective independence of the Netherlands.

1618: The Thirty Years War begins.

1619: England begins shipping criminals to the colonies. Dutch East India Company establishes its headquarters at Batavia, Java.

1620: Mayflower lands in Massachusetts Bay.

1621: War breaks out between Spain and the Netherlands.

1623: St. Christophers settled by the English and French. First non-Iberian colony in the West Indies.

1640: Jean Le Vasseur settles Tortuga. Portugal gains independence from Spain.

1642: English Civil War begins.

1644: Chinese Ming Dynasty falls to the Manchus.

1648: Spanish-Netherlands wars end. Netherlands officially recognized by the Treaty of Westphalia. Thirty Years War ends.

1649: English Civil War ends; Charles I of England executed.

1651: English Navigation Acts issued.

1652: Cape of Good Hope settled by the Dutch East India Company. Manchus control almost all of China. First Anglo-Dutch War.

1655: The English conquer Jamaica. Port Royal founded.

1658: Oliver Cromwell dies; Charles II takes the throne of England.

1660: RECOMMENDED BUCCANEER CAMPAIG START

1664: New Amsterdam falls the the English; renamed New York.

1665: Second Anglo-Dutch War begins; ends 1667.

1670: Treaty between England and Spain outlaws English buccaneering.

1671: Henry Morgan sacks Panama; last great English buccaneer raid.

1672: War breaks out between France and the Netherlands. Third Anglo-Dutch War begins; ends 1673.

1678: Franco-Dutch wars end.

1685: Edict of Nantes revoked by Louis XIV. English East India Company begins trade with China. Adam Baldridge establishes a pirate base at St. Mary's Island, Madagascar.

1689: England's new king, William of Orange, allies with Spain, several German states, & the Netherlands against France.

1692: Port Royal destroyed by earthquake.

1693: Captain Thomas Tew captures a ship of the Great Mughal. Indian Ocean piracy begins in earnest.

1696: French buccaneers plunder Cartagena. Last of the buccaneer raids.

1697: Treaty of Ryswick outlaws buccaneering for every nation. Adam Baldridge leaves St. Mary's.

1701: Royal Navy squadron clears the Indian Ocean of pirates. The War of the Spanish Succession begins. Letters of Marque against Spain once again available.

1713: The War of the Spanish Succession ends. New Providence occupied by pirates.

1715: RECOMMENDED PIRATE CAMPAIGN START

1718: Woodes Rogers becomes governor of New Providence. Piracy move to back to the Indian Ocean. Blackbeard killed.

1720 John Plantain establishes a pirate base at Ranter Bay, Madagascar.

1722: 'Black Bart' Roberts and 54 crewmen are hanged for piracy at Cape Coast Castle.

1726: John Plantain flees Madagascar after having conquered the entire island.

12.0

PLAYING THE CAMPAIGN

12.1 THE FLAVOR OF SWASHBUCKLING ADVENTURE

Below are some hints on simulating the flavor of swashbuckling fiction and film. These should be mentioned to the players before play begins, so they'll know what to expect from the campaign.

Hint 1: Swashbucklers are flashy. Encourage your players to try outrageous acrobatics by awarding experience points for particularly clever maneuvers. Why simply charge up to an opponent and engage him in combat, when you can vault over a gunwale and swing on some rigging, maybe even getting a bonus to your OB or OCV for dazzling the poor sucker? The players should have their characters climb, swing, jump, tumble, and flip at every opportunity. Swordplay should be flashy, too. Without a lot of armor, it's not possible to simply stand back and trade shots like it is in a fantasy game. Players will have to use their brains — try to anticipate their opponents' moves, and surprise them with some of their own. They should use disarms, ripostes, parries, and feints. And what would swashbuckling adventure be without the constant flow of insults and witticisms? Again, encourage your players to rail at their opponents. A really clever insult might give a bonus to their OB or OCV, or maybe be worth some experience.

Hint 2: It is important to stress the fact that during this era, captives are regularly ransomed for great sums of money, while dead men aren't worth squat. If a character can disarm his foe rather than kill him, so much the better. Pirates have a reputation for wanton violence and cruelty which isn't really deserved. True, some pirates are more interested in revenge than loot, but the majority will jump at any chance to make a doubloon. Piracy is a business, and it makes good financial sense to ransom prisoners rather than killing them. Of course, if the main attraction for your players to this sort adventure is the opportunity to go on a killing spree, then too bad for them. They're missing the chance at a hefty amount of booty.

Hint 3: The name of the game is adventure. Treasure is the means, not the ends. Pirates get their hands on a lot of loot, but they spend it even faster. A typical pirate can spend as much money in a week of carousing as the average laborer earns in a lifetime. Characters should live fast and hard, not try to amass a fortune and retire. It may be necessary to enforce this aspect of pirate psychology by setting a ludicrously-high cost of living standard for characters when they are in port. If players insist on having their characters save their money, then point out that saving money in the colonies of the 17th century is not as easy as it is today. They can't very well carry around 100 lbs of gold and silver everywhere they go. And a bank, if they can find one, might not be there when they return. It is possible for them to bury their treasure, but there is always the danger that someone might see them bury it, or that the place that they buried it is occupied when they get back. All in all, they are better off investing in their own ship, or just spending it.

12.2 ADVENTURES

Adventures in *Pirates* revolve around the theme of plunder. The ultimate goal of any adventure is a vast amount of treasure. However, it is the process of getting treasure, and the lifestyle of the pirate, that is truly important, not the treasure itself.

There are variations on this theme, of course. The characters might be captives of pirates, forced to cooperate in their nefarious schemes, and consequently be secretly trying to prevent them from successfully reaching their goal. One or more of the characters might have an ultimate goal beyond that of just acquiring a lot of money, like getting revenge, or restoring a lost estate. Whatever the case, treasure is the motivation, while adventure is the result.

Below are the most common forms that these adventures take, historically and fictionally.

CAPTURING MERCHANTMEN

This is the most common piratical activity by far. The characters prowl the shipping lanes, spot a sail on the horizon, give chase, and attack. This is a good way to start off more complex adventures. A prisoner might know the whereabouts of fantastic riches, a treasure map can be found among the captain's charts, or a captured noble can be held for ransom.

SACKING TOWNS

The second most common way for a pirate to acquire money is to sack a town. This can be a very complicated, as most colonial towns are defended by fortifications. Trying to get into a fort to open the gates for the rest of the crew can be an adventure in itself. Or maybe the town is completely deserted when the characters get there, and they have to figure out where everyone has gone with the treasure.

THE MULE TRAIN

A very dangerous, but potentially very profitable way to get some booty is to sack a mule train. These cross the Isthmus from Panama to Porto Bello loaded down with treasure, usually in November and December. There are numerous dangers associated with this, however. First, this region is heavily patrolled by Spanish cavalry. Second, the mule trains are always heavily guarded. And third, this is a dangerous area to begin with; there are hostile Indians and dense jungles filled with all sorts of natural hazards.
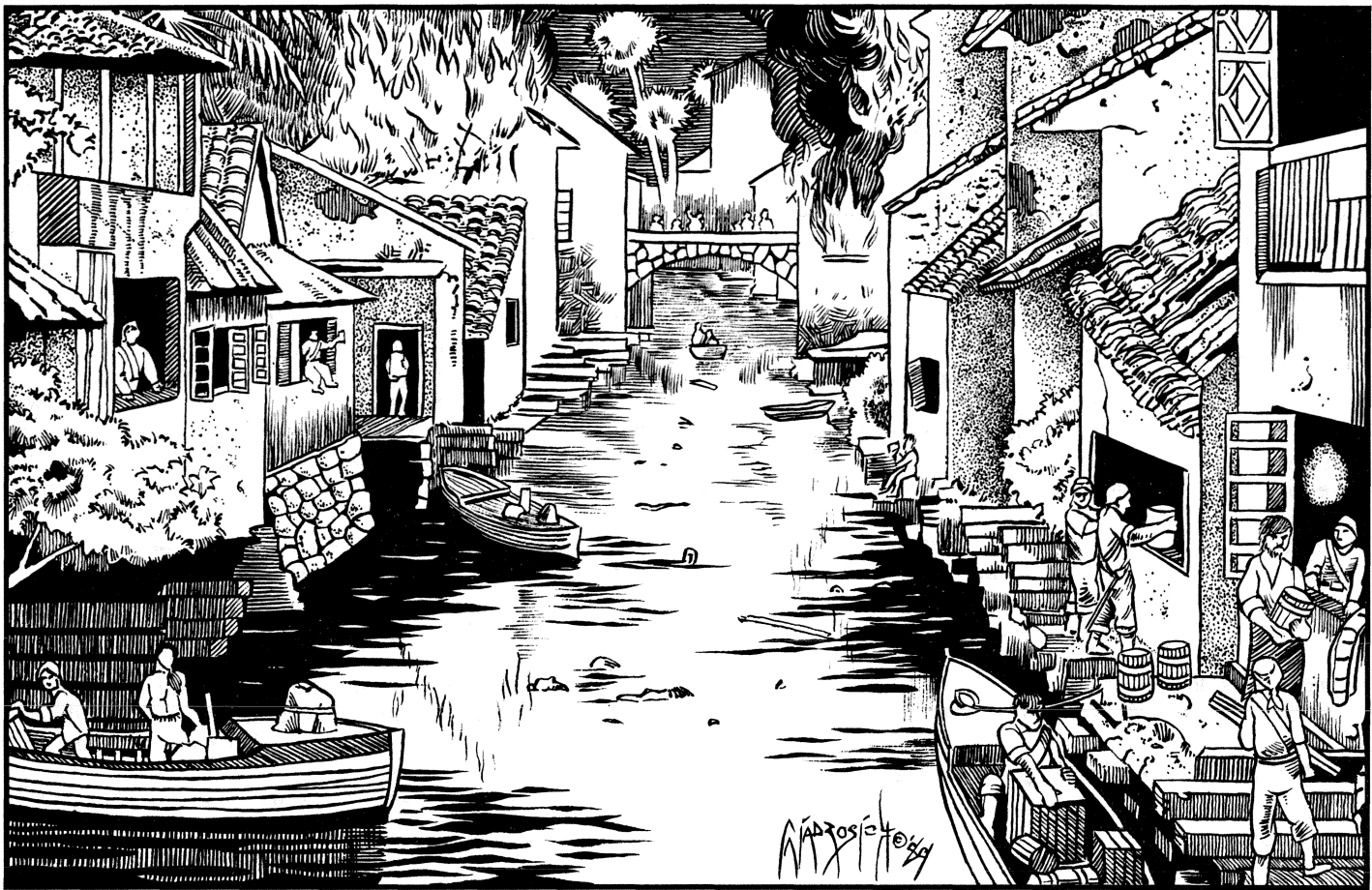
BURIED TREASURE

Although there is only one recorded instance of this actually happening, it has become a standard of pirate fiction. A yellowed parchment is found, scrawled with mysterious symbols and unclear landscapes. Maybe it is only half a map, and the other half has to be found. Or maybe the map is damaged, and the characters have to fill in the blanks. And who knows what dangers await those who seek this treasure? A Spanish town might have been built on the spot where the treasure was buried, or elaborate traps might have been constructed to keep out interlopers.

EXPLORATION

Cortes found the Aztecs, Pizarro found the Incas; there just has to be another Indian civilization dripping with gold somewhere. It might be the fabled El Dorado, in the Amazon jungle. It might be in the interior of North America. Or maybe its the fountain of youth that the characters are after. Think of how much that stuff would sell for if it were bottled. Whatever the goal, regardless of whether or not it is just a wild goose-chase, exploring the wilderness can be an adventure in itself.

RESCUE PRISONERS

The PCs companions, maybe even their captain, have been captured by the Spanish, and are being sent to the heavily-fortified headquarters of the Inquisition in Cartagena. Are they going to just let them undergo the tortures of the damned in those dank dens of pain? Or perhaps its not the players' companions, but a romantic interest that has been carried off by the smooth-talking greasy Spanish aristocrat, Don what's-his-name.

SMUGGLING

Many nations restrict trade to and from their colonies. This is true of all Spanish colonies throughout this period, and English colonies after the institution of the Navigation Acts in 1651. Unfortunately for the inhabitants of these colonies, this means that they are forced to buy goods at whatever prices their nation sees fit to set, and sell at prices less than they could get if their goods where available on the open market. Daring PCs can make a respectable profit by slipping past customs agents and exchanging badly needed manufactured goods for whatever a colony might have to trade, usually things like cotton, tobacco, and sugar.

CAREENING

This process must be repeated every few months, or a ship will suffer a drastic reduction in speed; see the *Ship Maintenance* Section (5.6). While in this position, a vessel and its crew are extremely vulnerable to attack. So, while the PCs are careening their ship, a man-of-war sails into the harbor. Or maybe the danger comes from inland, in the form of a hostile Indian tribe or local militia.

BEGINNING THE ADVENTURE (12.2.1)

There are a number of things which have to be determined before the adventure even begins. The first, of course, is the plot and adventure type. Some adventure types are given above, but this list is by no means all-inclusive.

Next, after the players have created their characters, its a good idea to have one character who is central to the story. This will often be the Leading Man (if you're using the Fictional Campaign

variety), but it can really be anybody. Even in a historical campaign, it is a good idea to have one character who is personally motivated to undertake the adventure. The reason can be anything, but some examples would be: a bankrupt noble who is desperate for money to save his estates; a character who needs money to ransom a loved one, or who is on a mission to rescue a loved one; a character who has an intense personal hatred of the villain, and is on a mission of revenge. It is not difficult to adapt the particulars of any adventure to give one character an intense personal reason for accomplishing the task at hand.

At this point the relationships between the characters should be determined, including a reason that they would all be together on this adventure. This can be as simple as saying that they are all crew members on the same ship, or as complicated as having them all be the bastard children of the same nobleman. Whatever the case may be, it is a good idea if they all in one way or another are after the same thing. That is not to say that their plights and personalities have to be identical, but it is conceivable that they all have a common enemy, for example.

And this brings us to the last point: the enemy. Give the players someone to hate. Have him capture the characters and do things that affect them very deeply. For example, the villain might disfigure the dashing Leading Man, or torture and kill a favorite NPC. Have him steal family heirlooms, like signet rings and fancy rapiers, and spit in the characters faces. Unite the characters in their common hatred, and give them a reason to stick together.

PLAYING THE ADVENTURE (12.2.2)

Adventures come in two varieties — the simple adventure, and the episodic adventure.

SIMPLE ADVENTURES

The first type, the simple adventure, is the easiest to run. It is a short adventure with a simple goal. Examples would be: capturing a Spanish merchantman and making off with the loot, or sacking a town for the same reason. This type of adventure can generally be played in one or two sessions. It is characterized by an immediately visible and attainable goal, most often treasure.

This type of adventure is a good way to introduce your players to *Pirates*, or makes a good filler between involved episodic adventures. A good analogy would be a TV series. Each week the same characters have something new that they have to do, but nothing ever seems to change very much from week to week.

THE EPISODIC ADVENTURE

The second type, the episodic adventure, is played out one episode at a time (thus the name). In the first episode, the characters are assembled, and the ultimate goal is defined, as well as the immediate goal necessary to continue towards the ultimate goal. There are opportunities for role playing and combat, and the immediate goal is achieved.

In the second and subsequent episodes, the pattern is repeated. An immediate goal that will move the characters towards the ultimate goal is revealed, there are opportunities for role playing and combat, and the immediate goal is achieved. Each one of these episodes should have a minor climax, with the last being climactic all the way through. Eventually the ultimate goal is reached, and the characters can pat themselves on the back.

This type of adventure makes up the meat of role playing. Where the short adventure is like a TV series, the episodic adventure is like a film or a novel. The characters develop, situations and relationships change, some characters may die, while other new characters enter the scene.

There are some things that you should remember. First, never let your players lose sight of the ultimate goal. If they do, you might find their characters wandering off in all sorts of directions. If the ultimate goal is clear, and right in front of their faces, they may stray from the tra k a little, but they won't lose sight of it all together. And second, remain flexible. If your players exhibit an interest in something, try to work it into the adventure, or have the same type of thing come up again. On the other hand, if your players exhibit a complete lack of enthusiasm for some type of action, then try to cut it from future episodes.

For example, maybe your characters show particular enthusiasm during a sea-fight. If you haven't planned for more ship-to-ship combat during the adventure, maybe you ought to throw some in. Have the villain escape by ship, so the climactic battle takes place at sea. But if, for example, you play-out a storm at sea, with the characters having to make repairs, jury-rig the spars, replace the shattered rutter, and so forth, and they seem bored, then just narrate the remainder of the ocean voyages from then on.

12.3 GAMEMASTERING

The best advice for running a *Pirates* campaign is make it like a Eroll Flynn movie. These films are big, bigger than life. The action is fast and furious. Describe everything, from the vivid greens and steamy atmosphere of the jungle, to the grandeur of the pounding ocean. Ship battles should be filled with the acrid stench of gun smoke, the screams of dying men, the roar of the cannon as they pound opposing ships to splinters.

Give the players a breather between the big scenes, but keep the action moving. If you don't have anything planned for a particular ocean voyage, then just narrate a bit and keep moving. If you describe things in terms of cinematic techniques, then your players won't get confused. For example: "After you load the plunder from the Spanish merchantman aboard the *Vengeance* , the captain barks some orders at you, the grappling lines are cut, and the ship gets under way. Fade to a scene of the *Vengeance* gracefully cutting the aqua waters of the Caribbean. After four days, you drop anchor in Port Royal" In this way you keep story's flavor alive, without bogging down the action.

And last, as mentioned in the *Flavor of Swashbuckling Adventure* Section (12.1), make the action flashy. If a player comes up with an inventive maneuver that you feel is appropriate to the situation, give him a bonus. Remember, this is adventure, not an exercise in statistics and probabilities. So what if it's physically improbable? If it helps the story, and adds to the flavor, then don't worry about the character's stats and the situation modifiers. Keep things moving, visual, and fun.

12.4 RANDOM ENCOUNTERS (optional)

By and large, it is a good idea for the GM to determine when and what type of encounter is needed to further the plot of the adventure. If the players seem bored, give them something to confront; if they seem intent upon what they're doing, don't interrupt them needlessly. To this end, it is useful to have a few encounters written-up before you begin play that are not directly related or essential to the plot. That way you can spice things up quickly, without having to spend a lot of time searching for statistics.

There are times, however, when the GM doesn't have the time to prepare material that just *might* be useful, or when you simply run out of ideas. If that is the case, then you can use the table below. Most of the encounters are somewhat vague, giving the GM the leeway to make them fit the circumstances of the adventure.

OPTIONAL RANDOM ENCOUNTER TABLE (12.4.1)

Encounters	West Indies Coastal Waters	West Indies Open Ocean	Indian Ocean Coastal Waters	Indian Ocean Open Ocean	Forest/ Jungle	Marsh/ Swamp	Plains	Mountains
Chance (%)	30%	20%	20%	10%	25%	20%	15%	20%
Distance (miles)	5	20	10	25	3	3	5	4
Time (hours)	6	12	6	12	4	4	4	6
Natural Hazards †	01-25	01-20	01-25	01-20	01-15	01-30	01-10	01-15
Sites & Things §	26-30	21-22	26-30	21-22	16-18	31-32	11-13	16-18
Animals								
Squid*	31	23	31	23	—	—	—	—
Rays*	32-33	24-25	32-33	24-25	—	—	—	—
Sea Turtle	34-35	26-27	34-35	26-27	—	—	—	—
Sharks*	36-41	28-30	36-41	28-30	—	—	—	—
Whales*	42	31-35	42	31-35	—	—	—	—
Piranha	—	—	—	—	19	33	—	—
Alligator/Crocodile*	43	—	43	—	—	34-42	—	—
Lizards*	—	—	—	—	20-24	43-45	—	—
Snakes*	44	—	44	—	25-28	46-52	14	19-20
Bears*	—	—	—	—	29	—	—	21-23
Cats*	—	—	—	—	30-32	53	15-17	24-25
Dogs*	—	—	—	—	33-36	54-55	18-19	26-30
Other AnimalsΩ	45-65	36-55	45-65	36-55	37-60	56-80	20-40	31-60
Local Men								
Bandits/Brigands/Thieves	—	—	—	—	61-63	81-82	41	61-64
Common Folk	—	—	—	—	64-79	83-85	42-61	65-85
Merchants	—	—	—	—	80-84	86-87	62-69	86
Military Unit	—	—	—	—	85-86	88	70-71	87
Nobles	—	—	—	—	87	—	72	88
Large Patrol	—	—	—	—	88	—	73-74	89
Small Patrol	—	—	—	—	89-91	89	75-80	90-96
Spies	—	—	—	—	92	—	81	—
Other Individualsπ	—	—	—	—	93-00	90-00	82-00	97-00
Ships△								
Fishing Vessel	66-72	56-65	66-75	56-65	—	—	—	—
Man-o-war	73-76	66-71	76-78	66-69	—	—	—	—
Merchantman	77-86	72-91	79-91	70-95	—	—	—	—
Patrol Craft	87-91	92	92-93	—	—	—	—	—
Pirate/Buccaneer	92-94	93-95	94-96	96-97	—	—	—	—
Privateer	95-97	96-98	97-99	98-99	—	—	—	—
Smuggler	98-00	99-00	00	00	—	—	—	—

Use of this Table and Codes: The GM should determine the group's location and the appropriate column and then roll for a possible encounter. The period of time covered by an encounter is either the **Time** given on the table **or** the time it takes for the group to cover the **Distance** given on the table, whichever is shorter. If an encounter roll is less then or equal to the **Chance** of Encounter on the given table, a second roll of (1-100) is made to determine the nature of the encounter.

An encounter does not always require a fight or similar activity; a group can avoid or placate some of the above dangers/meetings with proper action or good maneuver rolls. The table only gives the GM a guide for encounters with unusual or potentially dangerous sites or creatures.

†— At sea: rocks, squall, sudden gust of wind, whirlpool, etc.; On land: avalanche, rock slide, flash flood, grass fire, falling tree, quicksand, etc.

§— At sea: islet, abandoned boat/ship, flotsam, underwater wreck, etc.; On land: mine/quarry, cave/cavern/lair, burial site, settlement/camp, ruin, etc.

*— Choose or roll randomly for type.

Ω— At sea: dolphins, porpoises, eels, fish, octopi, jellyfish, etc.; On land: deer, antelope, elk, rodents, rabbit, simians, etc. See the *RM/MERP* & *Fantasy Hero* Animal Statistics Tables (14.3.1.1 & 14.3.2.1) for suggested animal types.

π— Other individuals could be almost anybody but probably not someone very famous or powerful. They might include merchants, minstrels, unemployed soldiers, messengers, monks, etc.

△— See the Nationality Tables, below.

WEST INDIES SHIP NATIONALITY TABLE

Roll	Nationality
01-35	Spanish
36-55	English
56-70	Dutch
71-85	French
85-90	Portuguese
91-93	Italian
94-96	Danish
97-00	Misc.

INDIAN OCEAN SHIP NATIONALITY TABLE

Roll	Nationality
01-25	English
26-50	Dutch
51-70	Portuguese
71-85	French
86-90	Spanish
91-95	Indian
96-98	Arab
99-00	Misc.

USING THESE RULES IN OTHER CAMPAIGNS

There are a lot of elements in *Pirates* that are applicable to any setting. Piracy has been around since the dawn of time, and still exists today. Feel free to use bits and pieces of these rules for your own campaign.

13.1 PIECEMEAL

You can use these rules 'piecemeal' by only using the sections you like, or those that you think are appropriate for your campaign. Some ideas are given below, with each section being discussed separately.

CHARACTER CREATION

These sections differ from *RM/MERP* and *FH* character creation primarily in the use of power levels. Power levels can be used in any genre to simulate the notion of the Leading Man. In fact, most fiction and film uses this concept, regardless of the genre. Almost all fantasy fiction features this, with one character being central to the story, while his companions are there to help him on his way.

The other aspect of *Pirates* character creation that you might find useful in other campaigns is the notion of the highly-restricted magic-user, the Witch and the Shaman. For any campaign that wishes to stress combat over magic, these rules can help.

For *FH*, there are also a couple of new skills that you can use in other campaigns if you wish. Status especially is something that is pretty much ignored in *FH*, but was very important in medieval society.

THE PEOPLE OF THE 17TH CENTURY

It is unlikely that you will want to apply this to any group of people in your campaign, but not out of the question. The democratic lifestyles of the buccaneers and pirates could be applied to a group of fantasy outlaws. Also, the section on the *Character of the Swashbuckler* (4.1) could very easily be used by a group of fantasy PCs.

SHIPS & SAILING

If you want to add ships to your fantasy campaign, then by all means go ahead. They should be smaller, slower, less maneuverable, and less durable, however. A magic-user would certainly come in handy on a ship; you would never have to worry about weather, wind, or navigation.

COMBAT

Adding firearms to your fantasy campaign can cause a lot of problems. They can be used to counterbalance the power of magic-using characters, but even the most innocuous fire spell could prove disastrous to a character carrying a supply of gunpowder. If you do allow firearms in your fantasy campaign, then they should be of the matchlock variety, with slightly higher fumble/misfire numbers to reflect the instability of early gunpowder.

For *FH*, fencing packages might be taught in some of the more sophisticated cities, especially if firearms have reduced the amount of armor worn by most soldiers in that area. But remember, fencing weapons don't stand up well against heavier weapons, and don't do enough damage to get through heavy armor. If you come up against an ogre in full plate carrying a two-handed axe, run.

THE SETTING

IN YOUR OWN FANTASY WORLD

The setting for *Pirates* can easily be supplanted into your fantasy world. Just choose an area with a tropical climate, lots of little islands, and a couple of Aztec/Inca-type civilizations, and you're ready to go. Make one of your northern kingdoms Spain-like, with the aforementioned civilizations under their boot-heals, and gobs of gold, silver, and gems being transported to this northern kingdom by sea. Just imagine what medieval Europe would have been like if the Americas had been half as far away as they are. See Section 13.3 for using *Pirates* with ICE's *Shadow World*.

ADDING FANTASY MAGIC AND MONSTERS

Or, alternately, add fantasy magic and monsters to your *Pirates* campaign. This could easily turn into a mess, but could also be a lot of fun. You will have to think hard about how magic and technology would work together, not to mention the attitudes of the various faiths towards magic-using characters. A ship's powder magazines would have to have a force-field around them at all times, weather-prediction and control would drastically alter sea-fighting tactics, and a Dragon could turn any ship into a cinder in moments. These are just a few of the things you will have to consider very carefully before mixing 17th century technology and fantasy.

SCIENCE-FICTION PIRATE CAMPAIGN

Another alternative is the science-fiction pirate campaign. Instead of islands, there are planets; instead of the Incas and Aztecs, there are slightly more primitive, though extremely wealthy, galactic empires. Spain could be represented by a huge multiplanetary corporation that has monopolized the wealth of these primitive galactic empires. Boarding-actions would use transporters, cutlasses would be replaced by laser-swords, and blasters are one-shot weapons that take a while to reload. The characters are outcast members of small planetary federations that just want their piece of the pie.
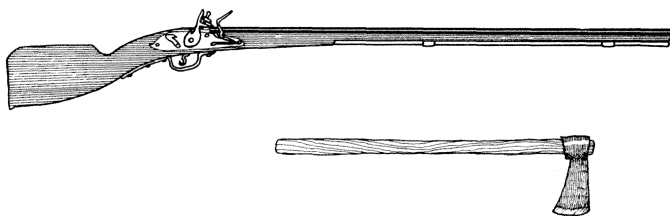
PLAYING THE CAMPAIGN

The advice for adventure creation and playing is applicable to any campaign setting, regardless of genre.

SCENARIOS

The scenarios would take very little to be converted to a piratical campaign set in a fantasy world. They are not particularly appropriate to other campaign types, though with a little work they could be adapted to *Justice Inc.* or *Danger International* modern pirate campaigns — or a *Space Master/Star Hero* pirate campaign, for that matter.

13.2 CROSSOVERS

A crossover adventure is one in which characters from one campaign genre cross over in to the *Pirates* universe, via time machine, magic portal, or whatever. Each of the genres is discussed below, along with some of the means possible for moving between campaigns.

OTHER FANTASY CAMPAIGNS

The way that fantasy characters can travel to the *Pirates* universe, or visa versa, is through a magic portal, or via teleportation.

Finding a magic portal can be a quest in itself. Fantasy characters might encounter someone who has been to 17th century Earth, or maybe they are hired by a powerful mage to go there and get something for him. Whatever the case may be, fantasy characters are sure to have an interesting time in the world of *Pirates* The Inquisition is sure to take an interest in the characters if they hear of them, as will the Puritans of North America.

As for *Pirates* characters in a fantasy setting, nothing could be easier. They stumble across a tribe in the jungles of the Amazon Basin who have seen the Gate of Heaven. The pirates, always willing to try a new scam, jump through and start plundering the shipping of these primitive lands, and transporting it back through the portal. Their first encounters with magic, not to mention fell beasts, are sure to be enlightening.

CHAMPIONS, STAR HERO & SPACE MASTER

These two genres don't mix well with *Pirates Champions, Star Hero* and *Space Master* characters are just too powerful for anything that this age could throw at them. Pirate characters won't even have magic to even-up the odds. It might be fun to see how well Thunderman stands up to a broadside from a man-of-war, or how many Spaniards one man with a plasma rifle and a personal deflector-field can take out, but it's not really much of a challenge.

Of course, *Space Master* or *Star Hero* characters might crash-land on a *Pirates* world, with all their technology reduced to worthless junk. Or some variation of the Prime Directive could compel them to don period clothing and hide their blasters under their doublets. Time-travelling superheroes could find that their powers are reduced, or don't work at all, on this world. In these cases, it might require a full mini-series for the characters to find a way back.

Whatever the case, it is not recommended that you send full-power fully-outfitted *Champions, Star Hero* or *Space Master* characters to this environment, except as an amusing diversion from the usual.

JUSTICE INC. & DANGER INTERNATIONAL

These two genres work better than the above. There are two ways that *JI/DI* characters could find themselves in a *Pirates* environment — time travel, and the Lost Worlds Romance.

The first, time travel, plunges our intrepid explorers into the 17th century. They and their time machine are captured by the Inquisition or a group of terrifically nasty and cruel pirates. What happens next is up to you. Maybe they escape, but leave their time machine behind. Now they have to find a way to retrieve their time machine without getting caught. Maybe, having escaped, they find that their time machine is bound for Lima, to be examined by the Inquisitor-General of the West Indies. Perhaps they must team-up with a pirate crew to try to intercept their machine. Whatever the case, the struggle to get home makes for a perfect ultimate goal in a series of episodic adventures.

The Lost World Romance involves a part of this earth or an alternate dimension, some place accessible to the characters, where pirates exist alongside dinosaurs, primitive tribes of prehistoric men, and all sorts people and creatures from Earth's history. This is a land-that-time-forgot type place. It could be a volcanic region at one of the ice-bound poles, a lost valley in the heart of Africa or South America, the hollow interior of the Earth, an alternate dimension, wherever. The theory is that at different times during Earth's past — including the 17th century — creatures and peoples from Earth wandered into this place, and have been there ever since. Your characters are intrepid explorers who get stuck there somehow. When the ammo starts running low, you're in trouble. Like above, the desire to get home is the unifying element in a campaign of this type.

13.3 SHADOW WORLD

Shadow World, being made up primarily of scattered continents and islands, has a lot of potential as an environment for a fantasy *Pirates* campaign.

One possible location for a piratical fantasy campaign is the gulf formed by the S.E. part of the continent of Emer and the N. part of the continent of Falias. This is a tropical region, with many small islands, bays and inlets perfect for piratical activity. To date, this area has not been defined by the ICE staff responsible for that sort of thing, and so could contain just about any sort of civilizations you wish.

Perhaps a large, populous, and relatively advanced feudal society from S.E. Falias or N.W. Govon has recently (in the last 100 years) discovered one or more primitive but extremely wealthy civilizations in lands bordering the aforementioned bay. This nation has begun a program of conquest, colonization and exploitation in this region, transporting vast amounts of gold, silver, gems, and other valuable commodities back to their home country by sea. The other feudal societies nearby are extremely jealous of this new wealth, and are encouraging private citizens (the characters) to plunder the ships of this conquering power. There is no gunpowder, but magic users (especially fire mages) are commonly employed on the ships of both sides, and receive a handsome share of the profits/spoils as a result. Primitive fencing techniques have been developed, as the heat and danger of drowning have all but done away with armor in this region. Ship-building and sailing techniques have advanced by leaps and bounds as a result of the fierce competition for this area's riches.

Of course, this is just a suggestion for using *Pirates* and *Shadow World* together. You are free to place a campaign of this sort anywhere you wish; there are other areas that are just as suitable to this sort of adventure. The background, however, should pretty much stick close to that mentioned above, unless you want to change the flavor of the adventure considerably.

GAME STATISTICS

In this section you will find the statistics for standard NPCs, as well as rules for treasure.

14.1 STANDARD CHARACTER TYPES

Below you will find descriptions of standard character types, as well as statistics for *FH* and *RM/MERP*. Many of these offer a range of skills to choose from. By simply adding or subtracting skills, giving them better or more weapons, or adjusting their stats up or down, almost any NPC can be generated from these descriptions. Note that before 1640, almost all firearms will be matchlocks, except those carried by the wealthier characters, which will be wheellocks. Furthermore, after 1660, armor will be rare except for the occasional Buff Coat.

THUGS

The Thug relies on brawn rather than brains. He is characterized by an ego bigger than his abilities. Thugs like to operate in groups, where they can more effectively intimidate those unable to defend themselves. Thugs can be found starting bar brawls, bullying the weak, mugging old people, and so on. Although this might seem to describe pirates fairly accurately, it is unlikely that you will find the lower levels of this type of character among a pirate crew; those unable to back up their words with actions don't last long in the pirate business. Thugs come in four levels of ability, largely dependant on physical size.

ROGUE

Rogues include thieves, swindlers, cut-purses, and spies. They are more nimble and clever than ruffians, and generally prefer working alone. Any pirate crew is likely to have a few Rogues in its ranks, as their smarts are a valued commodity. The rogue transcends class restrictions; there are Rogues in the gutter, as well as in the palace. Ambassadors and spies sometimes fall into this category. There are four levels of Rogue presented here, from the typical cut-purse to the master thief or spy.

SOLDIERS & SAILORS

There are four levels of Soldiers & Sailors in *Pirates!* They range from the poorly-trained poorly equipped green soldier, to the highly-trained well-equipped elite. These classifications are very handy types, as almost any large force can be quickly defined by type. Sailors on merchantmen generally range from green to average; while sailors on men-of-war range from average to crack; and sailors on pirate vessels range from crack to elite. If a merchantman or man-of-war has a contingent of marines on board, they will generally be one level higher than the rest of the crew.

MERCHANT

The Merchant is a very common character type in the colonies. He is generally well-off, clever, and a little shifty. This type can prove very handy to the PCs, as he will be the one purchasing their non-monetary plunder, such as bales of silk or bushels of tobacco. Merchants might be found in positions of power, such as a colonial governor, if they are particularly resourceful.
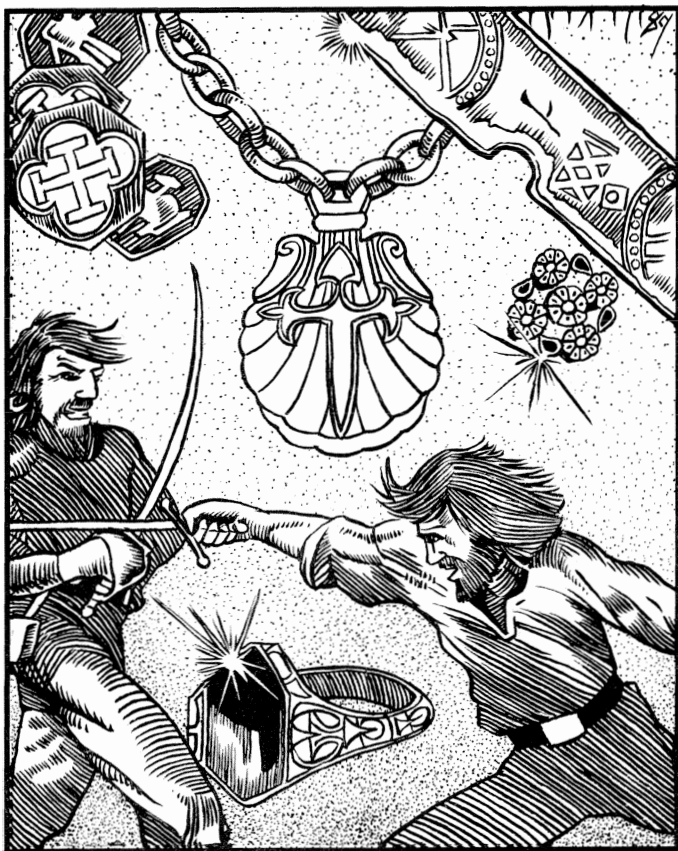
ROLEMASTER/MERP STANDARD CHARACTER STATISTICS

Skills are listed below the Statistics Table by character type. A "•" indicates each different individual uses one of the alternatives listed. When the statistics are for two character types (e.g., Soldier/Sailor, Priest/Scholar), then any differences between the two will be separated by a slash (/). Also, see the Notes below for an explanation of the abbreviations used in the table.

NAME	Lvl	Hits	AT	DB	Sh	Gr	Melee OB(s)	Missile OB(s)	Arm MM	NoA MM	UnA	Cl	Rd	Sw	S&H	Per
Thugs																
Ruffians	3	45	1	0	N	N	23cl,cu•18da	—	5	5	+7	+10	+10	+5	+24	+17
Toughs	4	60	1	5	N	N	30cl,cu•25da	—	5	5	+10	+10	+10	+5	+28	+23
Goons	5	70	1	5	N	N	48cl,cu•35da	25ps	5	10	+18	+10	+10	+5	+35	+30
Enforcers	6	80	1	10	N	N	60cl,cu•50da	40ps	10	10	+25	+15	+15	+5	+38	+33
Rogues																
Poor	2	30	1	0	N	N	17cl,cu•20da	—	5	5	+8	+20	+5	+5	+31	+26
Average	4	40	1	5	N	N	25cl,cu•30da	—	5	5	+15	+20	+5	+5	+35	+30
Good	5	50	1	10	N	N	40cl,ra•45da	25ps	10	10	+25	+25	+5	+10	+37	+33
Master	6	60	1	10	N	N	55cu,ra•60da	40ps	10	10	+30	+25	+15	+10	+40	+35
Merchant	5	35	1	0	N	N	25ss	25ps	10	10	+10	+10	+25	—	+14	+40
Priest/Scholar	3	30	1	0	N	N	0cl	—	5	5	+5	—	+15	—	—	+15
Tribal Warrior	4	65	1	5	N	N	45sp,ha	25ja,sb	15	15	+8	+15	+10	+20	+30	+35
Soldiers/Sailors:																
Green	3	50	5•1	0	N	N	35pi,cu	18mu,ps	10	10	+8	+10	+5	+15	—	+31
Average	4	65	5•1	5	N	N	43pi,cu	23mu,ps	15	15	+8	+10	+5	+15	—	+31
Crack	5	75	5•1	5	N	L/N	60pi,ls,cu	40mu,ps	15	15	+25	+15	+30	+15	+21	+31
Elite	6	80	5•1	10	N	L/N	75pi,ls,cu	50mu,ps	20	20	+30	+15	+35	+15	+21	+35
Gentlemen/Nobles:																
Courtier	3	40	1	0	N	N	23ss	23ps	5	5	—	+5	+21	—	+5	+23
Military	8	80	17•1	10	Y	A•L/N	80ra,ls	60ps	25	20	+25	—	+35	+10	—	+40
Baron	7	70	17or 1	10	Y	A•L/N	70ra	55ps	30	15	+15	—	+30	+10	—	+40

SKILLS: *(Bonuses for Unarmed Combat, Climbing, Riding, Swimming, Stalking&Hiding, and Perception are given in the table)*

THUGS:

Ruffians: Track +15; Ambush +15; Streetwise +5

Toughs: Track +15; Ambush +15; Streetwise +8

Goons: Track +20; Ambush +20; Streetwise +10; Gambling +5

Enforcers: Track +25; Ambush +25; Streetwise +15; Gambling +10

ROGUES:

Poor: Track +5; Ambush +10; Specialty +29; Streetwise +15

Average: Track +5; Ambush +10; Specialty +33; Streetwise +18; Disguise +5

Good: Track +10; Ambush +15; Specialty +35; Streetwise +20; Disguise +10; Language [4/2]; Acting +20

Master: Track +10; Ambush +25; Specialty +40; Streetwise +25; Disguise +15; Language [4/2]; Acting +23

Merchant: Trading +65; Conversation +55; Gambling +45; Streetwise +20; Sailing +10; Language [5/3]; Language [4/2]

Priest/Scholar: Language [5/3]; Latin [5/3]; Read & Write Latin; Medical +45; Deduction +50; 2 Lore Skills (Choice) at +50 each

Tribal Warrior: Ambush +35; Tracking +40; Rowing +25 or Riding +25

SOLDIERS/SAILORS:

Green: Ambush +10; —/Sailing +5 ,Cannon +5 & Rope Mastery +5

Average: Ambush +10;—/Sailing +10, Cannon +5 & Rope Mastery +5

Crack: Ambush +20; Track +5/Sailing +15, Cannon +15 & Rope Mastery +10; Language [4/2]

Elite: Ambush +30; Track +5/Sailing +20, Cannon +20 & Rope Mastery +5; Tactics +15; Language [4/2]

GENTLEMEN/NOBLES:

Courtier: Hawking +25; Courtier +58; Language [5/3]; Read & Write one Language; Administration +15

Military: Ambush +25; Tactics +35; Leadership +30; Military Organization +20; Language [5/3]; (Ship Captain) Navigation +20; Sailing +35; Courtier +10

Baron: Hunting +25; Courtier +58; Public Speaking +55; Administration +25; Language [5/3]; Read & Write one Language; Diplomacy +25; Leadership +25

NOTES ON RM/MERP STATISTICS

CODES: The statistics given describe each character type. Some of the codes are self-explanatory **Lvl** (level), **Hits, Sh** (shield;Mg=MainGauche), and **Arm MM** (movement and maneuver bonus while armored), **NoA MM** (movement and maneuver bonus while not armored). The more complex codes are listed below

AT (Armor Type): The number is the equivalent *Rolemaster* armor type; for *MERP* (1 = No Armor, 5 = Soft leather, 17 = Plate); a 5 indicates a Soft Leather Buff Coat, while a 17 indicates a Plate Breastplate.

DB (Defensive Bonus): Note defensive bonuses include stats and shield.

Gr (Greaves) "A" and "L" are used to indicate arm and leg greaves respectively; "N" means no greaves.

OBs (Offensive Bonuses) Weapon abbreviations follow OB's: cl— club, cu—cutlass, da—dagger, pi—pike, mu—musket, ps—pistol, ls— longsword, ss—smallsword, ra—rapier, sp—spear, ha—hand axe, ja—javelin, sb—short bow, th—thrown, la—large axe.

Skill Bonuses: The skill bonuses given in the table are: Unarmed Combat, Strikes (UnA); Climbing (Cl); Riding (Rd); Swimming (Sw); Stalking&Hiding (S&H); and Perception (Per).

Languages: The numbers in Brackets, [*RM/MERP*], indicate spoken level.

GENTLEMAN/NOBLE

Like the soldier character type above, Gentlemen/Nobles come in three varieties. The first is the Landowner/Courtier, a low-level gentleman moderately well-educated in the skills necessary to run their property or affairs. These make up the bulk of colonial planters and bureaucrats. The second type is the Martial Gentleman, a member of that class who has devoted his life to military service. These comprise the officers and garrison commanders in the colonies, as well as ship's officers and captains. The third type is the Baron, a noble well versed in diplomacy, economics, and arms. This type will probably make up the PCs major antagonist. This includes the holders of important colonial posts (Viceroy of New Spain, for example), as well as diplomats on special missions for their monarch.

PRIEST/SCHOLAR

The Priest/Scholar is distinguished by his learning. He will generally speak several languages, be acquainted with arcane texts, maybe even have some practical scientific knowledge as well. He can be very useful to the PCs as a source of knowledge. Note that high-level churchmen, though undoubtably well-educated, are likely to fall into one of the noble classifications rather than this one.

INDIAN/AFRICAN WARRIOR

This represents either native American Indians, African tribal warriors, or recently-transported African Slaves. There are a number of choices to be made in terms of weapons, movement skills, and so on. Use your judgement and knowledge of the terrain that the tribe inhabits to make these choices. Note that it is very possible that a tribal warrior would be found on a pirate vessel, as many escaped slaves — both African and Indian — took to piracy in revenge for the brutality of their Spanish masters.

FANTASY HERO STANDARD CHARACTER STATISTICS

Note: *Any number in parentheses () indicates a skill roll, while any number in brackets [] indicates a level.*

THUG:RUFFIAN

STR	DEX	CON	BODY	INT	EGO	PRE	COM	PD	ED	SPD	REC	END	STUN
13	11	10	10	10	10	10	10	4	2	2	5	20	23

SKILLS:
Fam. Melee
Fam. Firearms
PS: (as appropriate) (11-)
Streetwise (11-)

WEAPONS/ARMOR:
Club or Cutlass
Dagger
No Armor

THUG:TOUGH

STR	DEX	CON	BODY	INT	EGO	PRE	COM	PD	ED	SPD	REC	END	STUN
15	14	13	12	10	10	13	10	5	3	3	6	26	27

SKILLS:
Fam. Melee
Fam. Firearms
PS: (as appropriate) (11-)
Streetwise (12-)
+1 level w/weapon type

WEAPONS/ARMOR:
Club or Cutlass
Dagger
No Armor

THUG:GOON

STR	DEX	CON	BODY	INT	EGO	PRE	COM	PD	ED	SPD	REC	END	STUN
18	14	15	13	10	10	15	10	6	4	3	7	30	29

SKILLS:
Fam. Melee
Fam. Firearms
PS: (as appropriate) (12-)
Streetwise (12-)
+1 level w/weapon class
Gambling (11-)

WEAPONS/ARMOR:
Club or Cutlass
Dagger
No Armor

THUG:ENFORCER

STR	DEX	CON	BODY	INT	EGO	PRE	COM	PD	ED	SPD	REC	END	STUN
20	18	18	15	10	10	18	10	6	5	4	8	36	34

SKILLS:
Fam. Melee
Fam. Firearms
PS: (as appropriate) (11-)
Streetwise (13-)
+2 levels w/weapon class
Gambling (11-)

WEAPONS/ARMOR:
Club or Cutlass
Dagger
No Armor

ROGUE:POOR

STR	DEX	CON	BODY	INT	EGO	PRE	COM	PD	ED	SPD	REC	END	STUN
10	13	9	8	13	10	8	10	2	2	3	4	18	17

SKILLS:
Fam. One Melee Weapon Class
Stealth (12-)
KS: Local Area (11-)
Streetwise (11-)

One of:
+1 level w/weapon class
Riding (12-)
+1" Running

WEAPONS/ARMOR:
Club, Cutlass, or Rapier
Dagger
No Armor

OPTIONS:

(a) Spy
Disguise (11-)
KS: One Culture (11-)

(b) Thief
Pickpocket (12-)
Fam. Lockpicking (8-)

(c) Minstrel
PS: Musician (11-)
Stealth +1
Fam. Pickpocket (8-)

ROGUE:AVERAGE

STR	DEX	CON	BODY	INT	EGO	PRE	COM	PD	ED	SPD	REC	END	STUN
10	14	10	8	15	11	10	10	3	2	3	5	18	20

SKILLS:
Fam. One Melee Weapon Class
Stealth (12-)
KS: Local Area (11-)
Streetwise (12-)

One of:
+1 level w/weapon class
Riding (12-)
+1" Running

WEAPONS/ARMOR:
Club, Cutlass, or Rapier
Dagger
No Armor

OPTIONS:

(a) Spy
Disguise (11-)
KS: One Culture (12-)

(b) Thief
Pickpocket (12-)
Lockpicking (12-)
Climbing (11-)

(c) Minstrel
PS: Musician (11-)
Stealth +1
Pickpocket (12-)

ROGUE:GOOD

STR	DEX	CON	BODY	INT	EGO	PRE	COM	PD	ED	SPD	REC	END	STUN
10	18	12	8	18	13	13	10	4	3	3	5	24	20

SKILLS:
Fam. One Melee Weapon Class
Stealth (13-)
KS: Local Area (12-)
Streetwise (12-)
Conversation (12-)
+1 level w/weapon class

One of:
+1 level w/weapon class
Riding (13-)
+1" Running

WEAPONS/ARMOR:
Club, Cutlass, or Ra ier
Dagger
No Armor

OPTIONS:

(a) Spy
Disguise (12-)
KS: One Culture (12-)
Concealment (12-)

(b) Thief
Pickpocket (13-)
Lockpicking (13-)
Climbing (12-)

(c) Minstrel
PS: Musician (12-)
Stealth +1
Pickpocket (13-)
Courtier (12-)

ROGUE:MASTER

STR	DEX	CON	BODY	INT	EGO	PRE	COM	PD	ED	SPD	REC	END	STUN
10	20	13	8	18	15	18	10	5	3	4	6	26	25

SKILLS:
Fam. One Melee Weapon Class
Stealth (14-)
KS: Local Area (13-)
Streetwise (13-)
Conversation (13-)
+1 level w/weapon class

One of:
+1 level w/weapon class
Riding (13-)
+1" Running

WEAPONS/ARMOR:
Club, Cutlass, or Rapier
Dagger
No Armor

OPTIONS:

(a) Spy
Disguise (13-)
KS: One Culture (13-)
Concealment (13-)

(b) Thief
Pickpocket (12-)
Lockpicking (13-)
Climbing (13-)

(c) Minstrel
PS: Musician (13-)
Stealth +1
Pickpocket (13-)
Courtier (13-)

MERCHANT

STR	DEX	CON	BODY	INT	EGO	PRE	COM	PD	ED	SPD	REC	END	STUN
11	10	10	10	16	13	18	10	2	2	2	4	20	21

SKILLS:
Fam. Swords
Trading (15-)
Conversation (13-)
Gambling (11-)
LS: as appropriate [3]
LS: as appropriate [2]

WEAPONS/ARMOR:
Smallsword

One of:
Courtier (13-)
Streetwise (13-)

One of:
KS: One Area (12-)
KS: One Culture (12-)
KS: Special Goods (12-)

One of:
Riding (11-)
Sailing: One Type (11-)
PS: One Craft (11-)

SOLDIER/SAILOR: GREEN

STR	DEX	CON	BODY	INT	EGO	PRE	COM	PD	ED	SPD	REC	END	STUN
10	10	10	10	10	10	10	10	2	2	2	4	20	20

SKILLS:
Fam. Specific Weapon
PS: Soldier/Sailor (11-)
Fam. Tactics/Sailing: One Ship Type

WEAPONS/ARMOR:
Musket or Pike (Soldier)
Cutlass or Boarding Pike (Sailor)
No Armor (Both)

SOLDIER/SAILOR: AVERAGE

STR	DEX	CON	BODY	INT	EGO	PRE	COM	PD	ED	SPD	REC	END	STUN
10	11	13	10	10	10	10	10	3	3	2	5	26	23

SKILLS:
Fam. Firearms/Cannon
Fam. Melee Weapons
+1 level One Melee Weapon Group
A Combat Skill (Climbing, Breakfall, etc.)
PS: Soldier/Sailor (11-)
Fam. Tactics/Sailing: One Ship Type

WEAPONS/ARMOR:
Musket or Pike (Soldier)
Cutlass or Boarding Pike (Sailor)
No Armor (Both)

SOLDIER/SAILOR: CRACK

STR	DEX	CON	BODY	INT	EGO	PRE	COM	PD	ED	SPD	REC	END	STUN
13	14	13	10	13	11	13	10	5	3	3	6	26	26

SKILLS:
Fam. Firearms/Cannon
Fam. Melee Weapons
+1 level One Melee Weapon Group
A Combat Skill (Climbing, Breakfall, etc.)
PS: Soldier/Sailor (12-)
Tactics (11-)/Sailing: One Ship Type (11-)

WEAPONS/ARMOR:
Musket or Pike, & Sword (Soldier)
Cutlass or Boarding Pike, & Pistol (Sailor)

Buff Coat (Soldier)
No Armor (Sailor)

SOLDIER/SAILOR: ELITE

STR	DEX	CON	BODY	INT	EGO	PRE	COM	PD	ED	SPD	REC	END	STUN
15	18	15	12	15	14	15	10	6	4	3	6	30	28

SKILLS:
Fam. Firearms/Cannon
Fam. Melee Weapons
+1 level One Melee Weapon Group
+1 level One Weapon Type
Brawling (+1D6) H-T-H
Tactics (11-)/Sailing: One Ship Type (11-)
A Combat Skill (Climbing, Breakfall, etc.)
PS: Soldier/Sailor (12-)

WEAPONS/ARMOR:
Musket or Pike, & Sword (Soldier)
Cutlass or Boarding Pike, & Pistol (Sailor)

Buff Coat & Helmet (Soldier)
No Armor (Sailor)

GENTLEMAN/NOBLE: LANDOWNER/COURTIER

STR	DEX	CON	BODY	INT	EGO	PRE	COM	PD	ED	SPD	REC	END	STUN
11	11	10	10	13	10	13	10/14	2	2	2	4	20	21

SKILLS:
Fam. Swords
Fam. Firearms
LS: Choice [3]
Literacy: One Language
Courtier (12-)
KS: Administration (11-)
KS: Local Area (11-)
Riding (11-)

WEAPONS/ARMOR:
Smallsword
Pistol (Not usually carried)
No Armor

One of:
KS: One Hobby
COM 14

GENTLEMAN/NOBLE: MARTIAL

STR	DEX	CON	BODY	INT	EGO	PRE	COM	PD	ED	SPD	REC	END	STUN
15	18	18	13	20	14	15	10	6	4	4	8	36	33

SKILLS:
Fencing Pkg: Choice
Fam. Firearms
+1 level Firearms
+3 levels Fencing
Tactics (13-) / Sailing:Three Ship Types (13-)
LS: Choice [3]
Literacy: One Language
PS: Commander (12-)

WEAPONS/ARMOR:
Rapier & Main Gauche
2 Pistols
Buff Coat, Breastplate, Helmet, Chausses, Gauntlets

Riding (13-)/Navigation(13-)
Courtier (11-)
KS: One Area (12-)

GENTLEMAN/NOBLE: BARON

STR	DEX	CON	BODY	INT	EGO	PRE	COM	PD	ED	SPD	REC	END	STUN
13	14	10	10	20	15	15/18	10	5	2	3	6	20	22

SKILLS:
Fencing Pkg: Choice
Fam. Firearms
+1 level Fencing
KS: Administration (11-)
Conversation (12-)
LS: Choice [3]
Literacy: One Language
PS: Lord of the Realm (12-)
Perk: Status [3+]

WEAPONS/ARMOR:
Rapier & Main Gauche
2 Pistols
Buff Coat, Breastplate, Helmet, Chausses, Gauntlets

Riding (11-)
Courtier (12-)
KS: One Area (11-)

One of:
Oratory (12-)
Well Connected
PRE 18

One of:
KS:Ladies o/t Court (11-)
KS:Court Customs (11-)

PRIEST/SCHOLAR

STR	DEX	CON	BODY	INT	EGO	PRE	COM	PD	ED	SPD	REC	END	STUN
10	11	10	10	18	13	13	10	2	2	2	4	20	20

SKILLS:
Deduction (13-)
LS: Choice [3]
LS: Latin [3]
Literacy: One Language
Literacy: Latin
Scholar
KS: Theology/Philosophy

WEAPONS/ARMOR:
None

One of:
KS: Scripture (12-)
KS: Church History (12-)
KS: Choice (12-)

One of:
LS: Choice [2] & Literacy
Medical (12-)
PS: Priest (12-)

One of:
Fam. Swords
Fam. Riding (8-)
Fam. KS: Choice (8-)

INDIAN/AFRICAN WARRIOR

STR	DEX	CON	BODY	INT	EGO	PRE	COM	PD	ED	SPD	REC	END	STUN
10	12	13	11	10	10	10	10	4	3	3	5	26	23

SKILLS:
Fam. Javelin/Bow
Fam. Spear/Hand Axe/Dagger
+1 level One Weapon Group
A Combat Skill (Climbing, Breakfall, etc.)
PS: Tribal Warrior (11-)
KS: Local Area (11-)

WEAPONS/ARMOR:
Javelin/Bow
Melee Weapon: Choice
No Armor

One of:
Canoeing (11-)
+1" Running
Riding (12-)

14.2 NPCS

In this section you will find description of some of the people that were active during the age of *Pirates*.

BUCCANEERS (14.2.1)

Here are some of the pleasant individuals that buccaneering characters may be fortunate enough to run across during their travels.

HENRY MORGAN

Background: Henry Morgan is indisputably the greatest buccaneer leader of all time. He arrived in the Caribbean in 1654, possibly as an indentured servant, and soon made his way to Jamaica. At that time, Jamaica had just been taken from the Spanish. The English government, fearing that it would be recaptured, was trying to encourage privateers to make it their base by giving out Letters of Marque to almost anyone who wanted them.

Though only a mediocre sailor, Henry Morgan soon distinguished himself as a leader of men. By 1664, he is a buccaneer leader, commanding several ships on raiding expeditions throughout the West Indies. The amount of plunder that he pulls in over the years is staggering; Port Royal is awash with Pieces of Eight. In 1671, he leads an expedition of dozens of ships and thousands of men against Panama, treasure warehouse of the Spanish West Indies. Though outnumbered, the buccaneers take Panama, and Henry Morgan returns to Port Royal a wealthy man.

Morgan is knighted in 1674 and made Lieutenant-Governor of Jamaica, with the express instructions that he is to return and hunt down his old comrades. He is very good at it. In 1688, Morgan dies of excessive drinking and eating, bloated and despondent.

Personality: Henry Morgan has a fiery way about him. When he speaks, even the most outrageous plan seems to make a great amount of sense. Esquemeling, the great buccaneer chronicaller, says of Morgan: "(he) infused such spirits into his men as were able to put every one of them instantly upon new designs."

But he is not a happy man. He professes to want nothing more than to make his fortune and settle down; but after a few months ashore, he is off on another expedition. When finally forced to give up his buccaneering ways, he eats and drinks himself into oblivion.

Appearance: Morgan is not a large man, but strong and lean, with sensuous lips, a swarthy complexion, and a large nose. His expression is generally one of arrogance. Towards the end of his life, he becomes very fat.

Notes: Characters can sail with Henry Morgan on one of his raids, but had best be prepared to give up any freedom of action that they may have. He makes all the decisions. Between 1674 and 1682, Morgan is a buccaneer-hunter, and a very good one. It is possible that the characters will be hunted by Henry Morgan, in which case it might be time for a career change.

Equipment: Morgan carries a +5 OB/+2 RMod musket, a brace of good quality pistols (misfire 02-/18+; never explode), and a +5 OB/+1(+2 total) OCV rapier.

ROCK BRASILIANO

Background: Information about Rock Brasiliano is sketchy at best. He was born a Dutchman and got his name from a long residence in Brazil. Judging from Esquemeling's accounts, he seems to have been active as a buccaneer sometime between 1650 and 1670.

Esquemeling relates one tale that sheds some light on Brasiliano's character. It seems that he and his companions are captured by the Spanish and imprisoned somewhere in Campeche. Brasiliano writes a letter to the Governor, purporting to be from some compatriots lurking off shore, and has it smuggled out of the prison. The letter advises the Governor that he should take care of how he treats his prisoners, because if they are harmed, no quarter will ever be given to any Spanish prisoners that should fall into their hands—meaning, of course, the Governor himself. The Governor, having extracted lame promises that they will give up buccaneering, releases his prisoners.

Personality: Rock Brasiliano hates the Spanish, possible as a result of what his homeland (the Netherlands) has gone through at their hands. He is notorious for his ferocity and his cruelty to Spanish prisoners. It is even reported that he has roasted Spanish prisoners alive on a wooden spit.

Appearance: Rock Brasiliano has a pug nose, deep-set eyes, greasy hair parted in the middle, a long moustache, and a distinct under-bite. He resembles nothing more than an ill-tempered bull-dog. He is short and stocky of stature, with a tendency towards pudginess. All in all, a fearsome appearance.

Notes: Advise the characters to do everything in their power not to get on this man's bad side.

Equipment: Rock carries a cutlass and a brace of pistols. Unlike Henry Morgan, he is a casual dresser.

BARTHOLOMEW PORTUGUES

Background: Again, the only information about this buccaneer comes from Esquemeling's famous book. Never accurate about dates, it can only be determined in the most general way from this account that Bartholomew Portugues operated at about the same time as Rock Brasiliano, from about 1650 to 1670.

Portugues (he gets his name from his country of origin) is one of the wiliest buccaneers around. On one occasion, having been captured by the Spanish, he escaped by stabbing the guard on night watch, tying two empty wine-jugs around himself, and jumping off the Spanish ship. By morning, he had drifted well away from his captors. He met up with another buccaneer vessel after two weeks of travelling down the coast of Mexico, and was back on his way.

It is not known for certain, but it is believed that Bartholomew Portugues operates primarily in the waters off Campeche, Mexico.

Personality: Portugues is not so much bloodthirsty as he is clever and deceitful. With one eye always on the bottom-line, he seldom acts without a purpose.

Appearance: Bartholomew Portugues is thin and wiry, though very strong. He has a narrow aquiline face, dominated by narrow, shifty eyes. He sports a long curled moustache. Portugues dresses well, but not flamboyantly.

Notes: If the characters should team up with this buccaneer for an expedition, or serve under him, advise them to keep a close eye on him.

Equipment: Portugues carries a heavy cutlass (treat as a broadsword) and a brace of pistols.

FRANCIS L'OLLONOIS

Background: Francis L'Ollonois is undoubtedly the most bloodthirsty buccaneer that ever was. Again, the dates are vague, but it seems that he operates earlier than his compatriots, possible in the 1650's. At any rate, Esquemeling states that he is one of, if not the, first to mount a raid on a Spanish settlement. After one expedition, having returned to his base on Hispaniola, L'Ollonois' total take exceeds 350,000 Pieces of Eight. Each of his 600-650 men receives about 550 PoE, a small fortune. Of course, after a few weeks in Tortuga, "they made shift to lose and spend the riches they had got in much less time than they were purchased by robbing." (Esquemeling).

L'Ollonois came to the West Indies as an indentured servant. It is not known how long he spent in that role, but after just a few expeditions against the Spanish, he is captain of his own ship.

His cruelty knows no bounds. He once was heard to boast that he had never let a Spanish prisoner live. He starves them to death, rips out their tongues when they won't tell him what he wants to know, and lines them up so that he can personally behead each and every one. He is most famous for an incident which takes place on the mainland of Mexico. Having failed to give L'Ollonois the answer he wants to hear, an unsuspecting prisoner has his chest slashed open with a cutlass, and his heart torn out before his eyes. L'Ollonois bites into the still-beating heart, and then force-feeds it to another Spanish prisoner.

Eventually, L'Ollonois is captured by a tribe of hostile Indians, who tear him limb-from-limb, and burn his remains.

Personality: There is not much that can be said for this man's personality. He is demonic. What terrible series of events could have shaped a man who is so completely bloodthirsty, and yet such a competent leader, can only be guessed at.
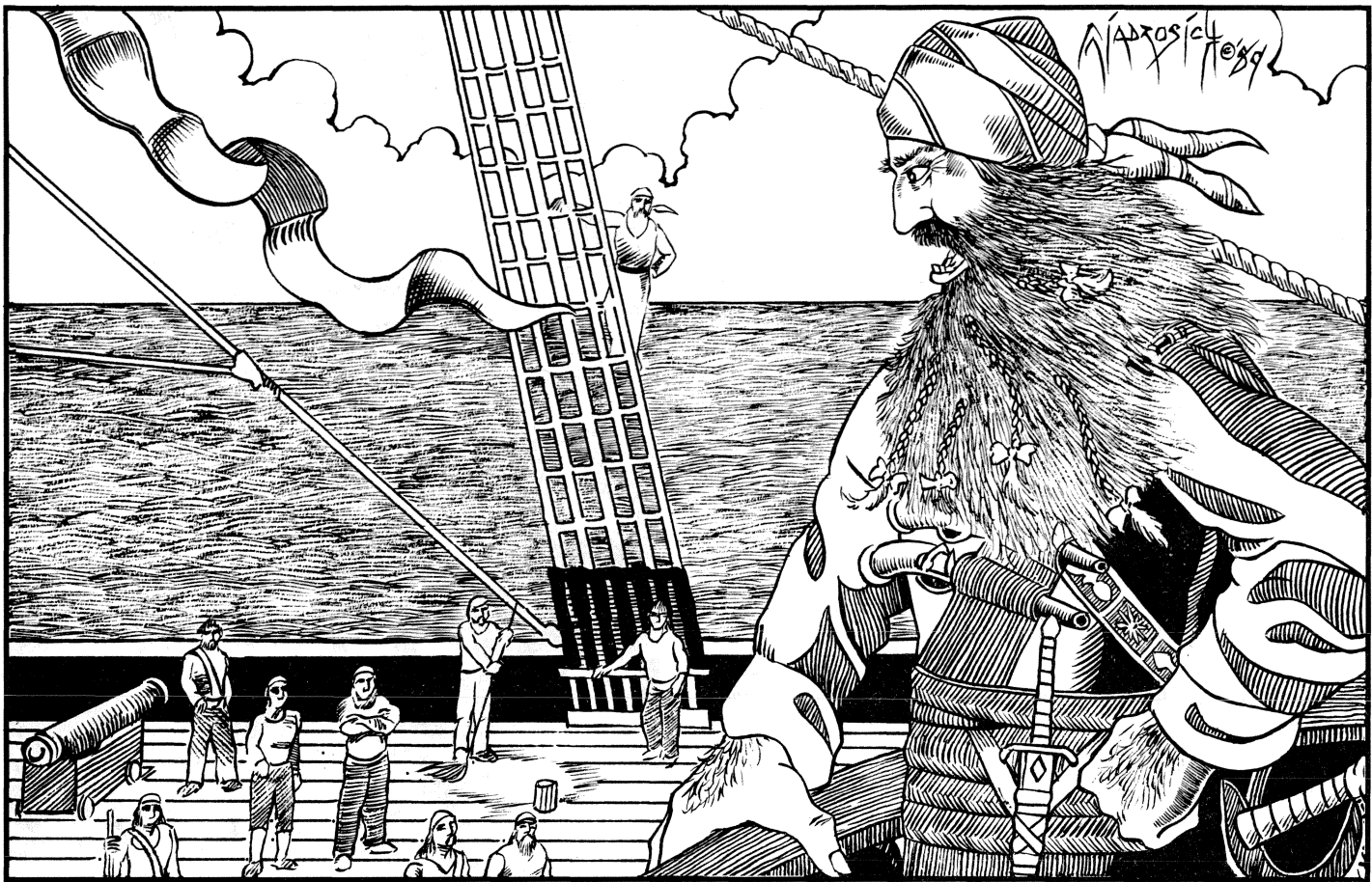
Appearance: L'Ollonois has a frightening appearance. He is thin, with a cruel, thin mouth set into a perpetual sneer. His eyes are dark and narrow, his brow almost continually clouded. He has a thin moustache and a narrow tuft of hair beneath his lower-lip.

Notes: Watch out.

Equipment: Like most buccaneers, L'Ollonois carries a cutlass and a brace of pistols. His pistols are of exceptional quality (+5 OB/0 RMod). His clothing is a patchwork of pieces taken off Spanish captives.

PIRATES (14.2.2)

EDWARD 'BLACKBEARD' TEACH

Background: Blackbeard comes onto the scene after the War of the Spanish Succession. During the war, he served aboard an English privateer in the Caribbean. Like many privateers, he found himself out of work at the conclusion of hostilities. And, also like many privateers, he drifted to New Providence Island and started a life of piracy.

In 1716, he gets his first ship, a captured French merchantman, and begins his career in earnest. Blackbeard burns every ship that he takes, but only after putting the crew ashore. His reputation for ferocity is an assumed one. He believes that if people think he is a monster, they are more likely to surrender; and he is right.

He is eccentric, however. It is said that he has bigamously married 14 women, some of whom he has given to his crew when he has finished with them. Once he shot and crippled his navigator, Israel Hands. When asked why, he replied that if he did not now and then kill one of his crew, they would forget who he was.

In 1718, Blackbeard is killed by Lt. Maynard of the Royal Navy in Okracoke Inlet, South Carolina, after a fierce battle. Blackbeard sustains 25 wounds, 5 of them pistol shots to the body, and 1 a sword-cut that slits his throat, before he falls.

Personality: Blackbeard is a bull-tempered man. He never speaks; he roars. He is terrifically brave, and completely wild in his behavior. He is impetuous, violent and desperately competitive. He delights in thinking up new diversions for himself and his crew, many of which enter the realm of the bizarre. He is also, like so many of his contemporaries, an alcoholic. It would be a fatal mistake, however, to call him crazy or stupid. He is a clever leader, and his use of reputation deserves admiration.

Appearance: Blackbeard's appearance is, of course, dominated by his beard. It is thick, matted, shaggy, and long. It covers most of his face, with the exception of his wild eyes. He delights in braiding ribbons and slow-match into his beard, which he lights before entering battle. Smoke surrounds his head, giving him a truly satanic look.

He is a huge man of around 6'5" and 250 pounds, and is tremendously strong.

Notes: Working with Blackbeard is a risky proposition. He is entirely unpredictable, and very dangerous.

Equipment: Blackbeard carries a heavy cutlass (treat as a broadsword), a long wicked dagger, and three brace (6) of high quality (+5 OB/0 RMod) pistols across his chest at all times.

HENRY 'LONG BEN' EVERY

Background: Long Ben began his career aboard a slave ship working for the Governor of Bermuda along Africa's Guinea Coast. In the spring of 1694, he signs aboard a French privateer, and soon convinces the crew (which had not been paid in 8 months) to mutiny. This begins the one of the most successful pirate careers in history.

For two years, Long Ben Every plunders the shipping of the Indian Ocean, sometimes joining with other pirates for a particular venture, sometimes working alone. He makes his base at Madagascar, like so many of the pirates at the time, and the island is piled high with plunder.

In 1695, while prowling the waters of the Red Sea, Every spots two Indian ships of the Great Mughal, one huge vessel escorted by a smaller one. He gives chase, and after a long fight, succeeds in capturing both vessels. The haul is fantastic. Each share amounts to over 5,000 PoE, perhaps the richest ever. Every and his crew sail to the West Indies with the aim of retiring. Many, including Every, purchase small sloops so that they can slip back into England undetected. Most of them are caught as a result of their bragging and liberal spending habits, but not Every. No-one is sure where he ends up, but the most probable account states that he retires in Ireland as a squire.

Personality: Every is as cool as a cucumber. He is good-tempered, daring, and quiet, though he can be insolent at times. He is a man of prodigious knowledge, and is said to apply mathematics to almost any problem that presents itself.

Appearance: Long Ben is an average-sized man, with a tendency towards pudginess, and a good-natured, perhaps even jolly face. He is an immaculate dresser, and could easily pass himself off as nobility.

Notes: Long Ben could make a valuable ally for the characters, though his gentle, aristocratic, and insolent manner could make him difficult to work with.

Equipment: Long Ben carries a +5 OB/+1 (+2 total) OCV rapier, 2 good quality Pistols (misfire 02-/18+; never explode), and a musket. His clothes are tasteful and immaculate.

ANNE BONNY

Background: See the *Role of Women* Section (4.5) for the history of Anne Bonny.

Personality: Anne Bonny is restless. She is completely disenchanted with restrictive 17th century morality, and is willing to risk anything to free herself from it. Otherwise, she is a charming companion, with a lively wit and lust for life.

Appearance: Anne Bonny conceals her gender under baggy seaman's clothing. She is a very attractive woman, with bright red hair and a ruddy complexion.

Notes: Anne Bonny is the perfect model for female PCs. She is smart, quick, brave, and dangerous.

Equipment: Anne Bonny carries a cutlass, a brace of pistols, and a boarding axe.
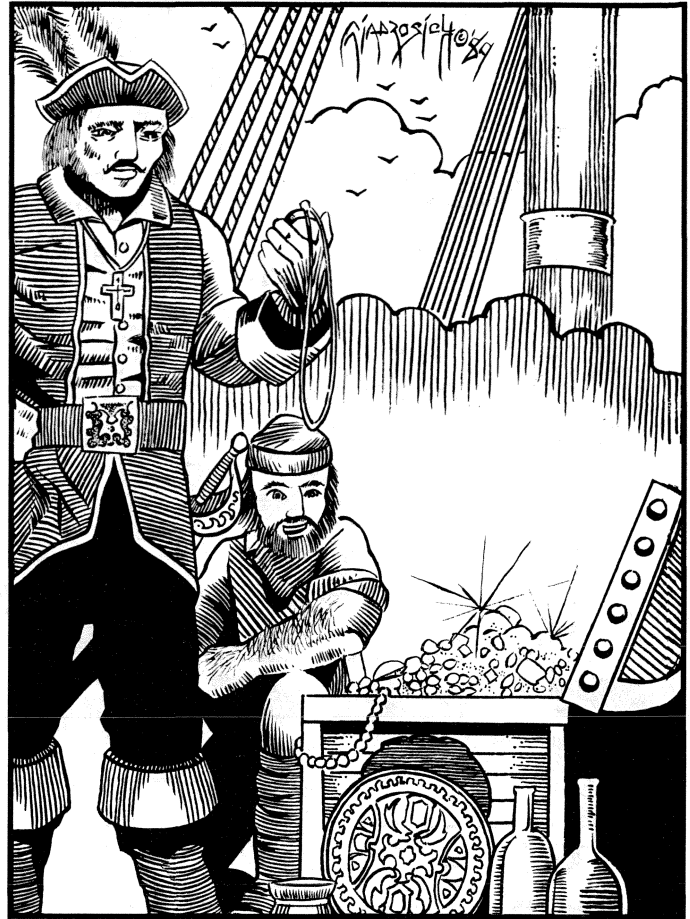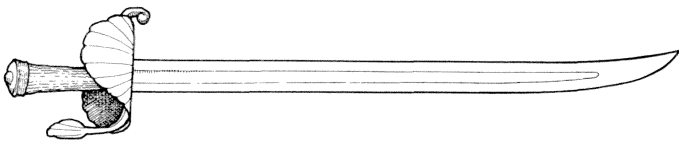
BARTHOLOMEW 'BLACK BART' ROBERTS

Background: Black Bart started his career as a common seaman aboard various honest trading and privateering vessels. Because of his talent as a navigator and a leader of men, he was soon a ship's officer. This was not his ambition, however. Roberts wanted to command his own ship, regardless of what kind of ship it was; but because he was not born a gentleman, no matter how talented he might be, he could not hope to ever achieve his goal. Then, in 1719, fortune struck.

The vessel that Roberts was working on at the time, a slave ship, was attacked and captured by pirates. Roberts, because of his abilities, was forced to join the pirate crew. Soon after, the pirate's captain was killed in an ambush, and Roberts was elected captain. Though tempted to turn down the offer, he realized that this was probably the only way that he would ever command his own vessel. This begins a 3 year career that ended the age of piracy in a blaze of glory.

Roberts takes over 400 ships in his short career, from the coasts of Africa to the banks of Newfoundland. Some of his exploits are legendary. In Brazil, Roberts sails into the middle of a Portuguese merchant fleet consisting of 42 merchantmen and 2 men-of-war. He boards the richest of the ships, removes its cargo, and sails away. Later that year, in Trepassi Harbor, he repeats his performance by sailing into the midst of 22 merchantmen, and spends the afternoon relieving them of their richest cargos.

In 1722, two Royal Navy men-of-war that have been pursuing Roberts for months catch up with him. Terribly out-gunned, Roberts nonetheless gives the order to attack. He is killed by the first broadside, and the rest of his crew surrenders. Most of them are hung at Cape Coast Castle that same year, an event which rocks the pirate community to its core.

Personality: Roberts is, more than anything else, smart. He is referred to as 'pistol-proof', meaning that he is an expert at command, sailing, and naval tactics. He prefers tea to rum, and is somewhat disgusted with the drunkenness and lack of discipline in his crew. He is a bit arrogant, considering himself above pirates in general as a result of his training and smarts. His daring is also legendary.

Appearance: Roberts is somewhat short of stature, but lean and strong. He is a rich and immaculate dresser, being known for his red damask waistcoat and matching breeches, his tri-corner hat festooned with red feathers, and a gold chain around his neck with a diamond cross dangling from it.

Notes: Roberts can make a valuable ally. He is trustworthy, extremely smart, and very resourceful.

Equipment: Roberts carries 4 good quality Pistols (misfire 18+; never explode) and a rapier.

'CALICO' JACK RACKAM

Background: 'Calico' Jack Rackam's origin is uncertain. He first comes onto the scene as Charles Vane's quartermaster in 1717. After Vane refuses to engage a heavily-armed merchantman, Rackam deposes him as captain and takes over.

Rackam is never extraordinarily successful, but is typical of the West-Indian pirates at this time. He is best known for his romance with the female pirate Anne Bonny.

Personality: Calico Jack is the quintessential pirate. He is brave to the point of foolhardiness, and an accomplished sailor, though not very bright. He is a braggart, a drunkard, and a fearsome fighter.

Appearance: Rackam gets the name 'Calico' from his habit of wearing gaudy clothing of that material. He is handsome in a cruel swaggering way, and lean and strong of body.

Notes: Calico Jack Rackam is a typical pirate. If you are running a historical pirate campaign, encourage your players to model their character's appearance and behavior on this fiend.

Equipment: Rackam carries a cutlass and a brace of pistols.

WILLIAM KIDD

Background: William Kidd's piratical career does not begin until he is in his 40's. The details of early life are not well-documented, but it is known that up to this time he has served as a merchant captain out of New York, and participated in privateering ventures against the French in the West Indies. He married well, acquiring a good deal of valuable New York property in the process. His fall from good fortune is a tale of a basically good man forced into circumstances largely beyond his control.

In the summer of 1695, at a time when Red Sea piracy has reached disturbing proportions, Kidd is convinced to undertake an expedition into those waters for the purpose of putting an end to the 'sweet trade', and bringing home a good deal of booty for his financial backers in the process. He is issued Letters of Marque which permit him to prey on both French and suspected pirate vessels.

This voyage is almost certainly doomed from the start. The terms of his agreement and his commissions are such that he must achieve a certain amount of success for his powerful backers, or be branded a pirate. French and pirate vessels are not the richest prizes around, and it would take an extraordinary amount of luck to come home showing a significant profit. If this were not bad enough, on his way out of London his ship, the *Adventure Galley*, is boarded by a Royal Navy press gang, and most of his experienced crew is hauled away. He has to draw upon the dregs of the waterfront to fill out his ship's company.

After a series of setbacks in the Red Sea, Kidd's mutinous crew and his own fear of failing his backers forces him to turn pirate, though in his mind Kidd clings to the fiction that he has legal commissions to carry out his business. He achieves a small measure of success, although overall he lacks the drive necessary to be anything more than a mediocre pirate. In the end, he returns to New York, still hoping to be pardoned or to have his actions accepted under the terms of his Letters of Marque. It is not to be. After a lengthy sham trial in London, Kidd is hanged for not having the good sense to refuse an offer from powerful friends.

Personality: Up until his fateful voyage, Kidd is a mild-mannered family man of some means. He is, on the whole, unexceptional. As his doomed venture drags on, however, he becomes more and more deluded and paranoid; by the time he surrenders in New York, he is living in a fantasy world of his own creation.

Appearance: Kidd looks like one would expect a successful, middle-aged merchant captain to look. He is short, somewhat heavy, attired in functional yet moderately affluent clothing. Again, an unremarkable man of his day.

Notes: God help any characters unfortunate enough to end up on Kidd's ill-fated crew.

Equipment: Kidd carries a cutlass and a brace of good-quality (+5 OB/0 RMod) pistols.

RM/MERP NPC STATISTICS

NAME	Lvl	Hits	AT	DB	Sh	Gr	Melee OB(s)	Missile OB(s)	Arm MM	NoA MM	UnA	Cl	Rd	Sw	S&H	Per
Historical Buccaneers																
Henry Morgan	8	80	1	10	Mg	N	80ra	60mu,ps	25	20	+25	—	+35	+10	—	+40
Rock Brasiliano	6	80	1	10	N	N	75cu	50mu,ps	20	20	+30	+15	+35	+15	+21	+35
Bartholomew Portugues	6	80	1	10	N	N	75cu	50mu,ps	20	20	+30	+15	+35	+15	+21	+35
Francis L'Ollonois	6	80	1	10	N	N	75cu	50mu,ps	20	20	+30	+15	+35	+15	+21	+35
Historical Pirates																
Edward 'Blackbeard' Teach	6	80	1	10	N	N	75cu	50mu,ps	20	20	+30	+15	+35	+15	+21	+35
Henry 'Long Ben' Every	7	70	1	10	Mg	N	70ra	55ps	30	15	+15	—	+30	+10	—	+40
Anne Bonny	5	75	1	5	N	N	60cu	40mu,ps	15	15	+25	+15	+30	+15	+21	+31
Bartholomew 'Black Bart' Roberts	8	80	1	10	Mg	N	80ra	60ps	25	20	+25	—	+35	+10	—	+40
'Calico' Jack Rackam	6	80	1	10	N	N	75cu	50mu,ps	20	20	+30	+15	+35	+15	+21	+35
William Kidd	5	75	1	5	N	N	60cu	40mu,ps	15	15	+25	+15	+30	+15	+21	+31
Pirates & Buccaneers from Fiction																
Long John Silver	6	80	1	10	N	N	75cu	50mu,ps	20	20	+30	+15	+35	+15	+21	+35
Israel Hands	5	75	1	5	N	N	60cu	40th,ps	15	15	+25	+15	+30	+15	+21	+31
Captain Peter Blood	8	80	1	10	Mg	N	120ra	80ps	25	20	+25	—	+35	+10	—	+40
Typical NPC Crew																
Captain Pierre Le Sanguine	8	80	1	10	Mg	N	80ra	60ps	25	20	+25	—	+35	+10	—	+40
'Smily' Roberts	6	80	1	10	N	N	75cu	50mu,ps	20	20	+30	+15	+35	+15	+21	+35
'Dutch' Van Kelp	5	75	1	5	N	N	60la	40mu,ps	15	15	+25	+15	+30	+15	+21	+31
Eustice 'The Saw' Smythe-Burroughs	3	30	1	0	N	N	0cl	—	5	5	+5	—	+15	—	—	+15
'Salmagundi' Samuals	4	65	1	5	N	N	43cu	23mu	15	15	+8	+10	+5	+15	—	+31

HISTORICAL BUCCANEERS:

Henry Morgan: Ambush +25; Tactics +45; Leadership +60; Military Organization +40; French [5/3]; Read & Write English & French; Navigation +20; Sailing +30; Courtier +10

Rock Brasiliano: Ambush +30; Sailing +50; Navigation +25; Cannon +40, Rope Mastery +30; Tactics +15; English [4/2] (Dutch Native)

Bartholomew Portugues: Sailing +20; Navigation +15; Cannon +35; Rope Mastery +20; Tactics +15; English [4/2] (Portuguese Native)

Francis L'Ollonois: Ambush +30; Sailing +45; Navigation +20; Cannon +20; Rope Mastery +5; Tactics +15; Spanish [4/2] (French Native)

HISTORICAL PIRATES:

Edward 'Blackbeard' Teach: Ambush +30; Sailing +40; Navigation +25; Cannon +45; Rope Mastery +15; Tactics +15; French [4/2]

Henry 'Long Ben' Every: Sailing +35; Navigation +50; Courtier +58; Leadership +45; Mathematics +25; French [5/3]; Read & Write English; Diplomacy +25

Anne Bonny: Ambush +20; Sailing +20; Cannon +20; Rope Mastery +15; Disguise +25

Bartholomew 'Black Bart' Roberts: Ambush +25; Tactics +50; Leadership +45; Military Org. +20; Spanish [5/3]; Navigation +60; Sailing +55; Courtier +10

'Calico' Jack Rackam: Ambush +30; Sailing +25; Cannon +25; Rope Mastery +20; Tactics +15

William Kidd: Ambush +20; Sailing +20; Cannon +15; Rope Mastery +20; Navigation +30

PIRATES & BUCCANEERS FROM FICTION:

Long John Silver: Ambush +30; Sailing +25; Cannon +20; Rope Mastery +5; Tactics +15; Leadership +40; Acting +55; Cookery +30

Israel Hands: Ambush +20; Sailing +15; Cannon +15; Rope Mastery +25

Captain Peter Blood: Ambush +45; Tactics +65; Leadership +60; Military Organization +20; French [5/3]; Navigation +40; Sailing +55; Courtier +55; Acrobatics +65; Read & Write English; First Aid +35

TYPICAL NPC CREW:

Captain Pierre Le Sanguine: Ambush +25; Tactics +35; Leadership +30; English [5/3] (French Native); Navig. +30; Sailing +45; Courtier +10; Acrobatics +40

'Smily' Roberts: Ambush +30; Sailing +20, Cannon +20; Rope Mastery +35; Tactics +15; Gambling +25

'Dutch' Van Kelp: Ambush +20; Sailing +15, Cannon +35; Rope Mastery +10; English [4/2] (Dutch Native)

Eustice 'The Saw' Smythe-Burroughs: Spanish [5/3]; Latin [5/3]; Read & Write Latin; Medical +45; Deduction +50; Herb Lore +50

'Salmagundi' Samuals: Ambush +10; Sailing +10; Cannon +5; Rope Mastery +5; Cookery +30; Trading +20

FH NPC STATISTICS

BUCCANEERS

HENRY MORGAN

STR	DEX	CON	BODY	INT	EGO	PRE	COM	PD	ED	SPD	REC	END	STUN
15	18	15	13	20	14	20	10	6	4	4	8	36	33

SKILLS:
Fencing Pkg: French Style
Fam. Firearms
+1 level Firearms
+3 levels Fencing
Sailing: Boats, Fore-and-aft-rigged, Square-rigged (11-)
Tactics (13-)
LS: French [3]
Literacy: English & French
PS: Commander (14-)

WEAPONS/ARMOR:
+1 Rapier
2 good quality Pistols (misfire 18+; never explode)
+2 RMod Musket

Oratory (12-)
Navigation (11-)
Courtier (11-)
KS: Spanish Main (12-)

ROCK BRASILIANO

STR	DEX	CON	BODY	INT	EGO	PRE	COM	PD	ED	SPD	REC	END	STUN
15	18	15	12	15	14	15	8	6	4	3	6	30	28

SKILLS:
Fam. Firearms & Cannon
Fam. Melee Weapons
+2 levels Cutlass
+1 level Firearms
+1 level Cannon
Brawling (+1D6) H-T-H
Sailing: Boats, Fore-and-aft-rigged, Square-rigged (12-)
LS: English [3] (Dutch Native)
PS: Sailor (12-)
KS: Spanish Main (12-)
Navigation (11-)

WEAPONS/ARMOR:
2 Pistols
Cutlass

BARTHOLOMEW PORTUGUES

STR	DEX	CON	BODY	INT	EGO	PRE	COM	PD	ED	SPD	REC	END	STUN
17	18	13	12	18	14	15	10	6	4	3	6	30	28

SKILLS:
Fam. Firearms & Cannon
Fam. Melee Weapons
+1 level Cutlass
+2 level Firearms
+1 level Cannon
Brawling (+1D6) H-T-H
Sailing: Boats, Fore-and-aft-rigged, Square-rigged (11-)
LS: English [3] (Portuguese Native)
PS: Sailor (12-)
Conversation (12-)
KS: Spanish Main (12-)
Fam. Navigation (8-)

WEAPONS/ARMOR:
2 Pistols
Heavy Cutlass (1D6+1, STR Min 12)

FRANCIS L'OLLONOIS

STR	DEX	CON	BODY	INT	EGO	PRE	COM	PD	ED	SPD	REC	END	STUN
15	18	15	12	13	18	15	10	6	4	3	6	30	28

SKILLS:
Fam. Firearms & Cannon
Fam. Melee Weapons
+3 levels Cutlass
+1 level Firearms
Brawling (+1D6) H-T-H
Sailing: Boats, Fore-and-aft-rigged, Square-rigged (12-)
LS: Spanish [2] (French Native)
PS: Sailor (12-)
KS: Spanish Main (12-)
Navigation (11-)

WEAPONS/ARMOR:
2x 0 RMod Pistols
Cutlass

PIRATES

EDWARD 'BLACKBEARD' TEACH

STR	DEX	CON	BODY	INT	EGO	PRE	COM	PD	ED	SPD	REC	END	STUN
23	14	18	16	13	14	18	8	8	6	3	9	36	37

SKILLS:
Fam. Firearms & Cannon
Fam. Melee Weapons
+2 levels All Combat
Brawling (+1D6) H-T-H
Sailing: Boats, Fore-and-aft-rigged, Square-rigged (12-)
PS: Sailor (12-)
KS: Spanish Main (12-)
Navigation (11-)

WEAPONS/ARMOR:
6x 0 RMod Pistols
Heavy Cutlass (1D6+1, STR Min 12)

HENRY 'LONG BEN' EVERY

STR	DEX	CON	BODY	INT	EGO	PRE	COM	PD	ED	SPD	REC	END	STUN
13	18	13	10	20	15	18	10	5	3	3	6	26	24

SKILLS:
Fencing Pkg: French Style
Fam. Firearms
+1 level Fencing
KS: Mathematics (11-)
Conversation (12-)
LS: French [3]
Literacy: English
PS: Commander (12-)
Sailing: Square-rigged (12-)
KS: Africa & Indian Ocean (11-)
Oratory (12-)
Navigation (13-)

WEAPONS/ARMOR:
+1 Rapier & Main Gauche
2 good quality Pistols (misfire 18+; never explode)
Musket

ANNE BONNY

STR	DEX	CON	BODY	INT	EGO	PRE	COM	PD	ED	SPD	REC	END	STUN
13	14	13	10	13	11	18	18	5	3	3	6	26	26

SKILLS:
Fam. Firearms & Cannon
Fam. Melee Weapons
+1 level Cutlass
Disguise (11-)
PS: Sailor (12-)
Sailing: Fore-and-aft-rigged (11-)

WEAPONS/ARMOR:
2 Pistols
Cutlass
Boarding Axe

BARTHOLOMEW 'BLACK BART' ROBERTS

STR	DEX	CON	BODY	INT	EGO	PRE	COM	PD	ED	SPD	REC	END	STUN
13	18	15	11	20	14	15	10	6	4	4	8	36	33

SKILLS:
Fencing Pkg: French Style
Fam. Firearms
+1 level Firearms
+2 levels Fencing
Tactics (14-)
Sailing: Square-rigged (14-)
LS: Spanish [3]
Navigation (14-)
Literacy: English
PS: Commander (13-)
KS: Atlantic (12-)

WEAPONS/ARMOR:
Rapier & Main Gauche
4 good quality Pistols (misfire 18+; never explode)

'CALICO' JACK RACKAM

STR	DEX	CON	BODY	INT	EGO	PRE	COM	PD	ED	SPD	REC	END	STUN
15	18	15	12	11	11	15	15	6	4	3	6	30	28

SKILLS:
Fam. Firearms & Cannon
Fam. Melee Weapons
+1 level Cutlass
+1 level Firearms
Brawling (+1D6) H-T-H
Sailing: Boats, Fore-and-aft-rigged, Square-rigged (12-)
KS: Spanish Main (12-)
PS: Sailor (12-)

WEAPONS/ARMOR:
2 Pistols
Cutlass

WILLIAM KIDD

STR	DEX	CON	BODY	INT	EGO	PRE	COM	PD	ED	SPD	REC	END	STUN
13	14	13	10	13	11	13	10	5	3	3	6	26	26

SKILLS:
Fam. Firearms & Cannon
Fam. Melee Weapons
+1 level Cutlass
PS: Sailor (11-)
Sailing: Square-rigged (11-)
KS: Indian Ocean (11-)
Navigation (12-)

WEAPONS/ARMOR:
2x 0 RMod Pistols
Cutlass

PIRATES & BUCCANEERS FROM FICTION (14.2.3)

LONG JOHN SILVER

Background: Long John Silver is, of course, the colorful villain of Robert Louis Stevenson's classic pirate tale *Treasure Island*. Little information is given about his career before the events chronicalled in Stevenson's tale. He served aboard a pirate vessel commanded by Captain Flint, alongside such cut-throats as Pew (now Blind Pew), Black Dog, and Israel Hands (see below). Late in his career he lost a leg, and cashed in his shares of pirate booty to start a sea-side inn in England.

In *Treasure Island*, Silver commands a faction of mutinous ex-pirates who hire on a ship going in search of Flint's buried riches. By using his considerable charm, Silver nearly succeeds in deposing the rightful masters of the little vessel. You'll have to read this classic (and well you should) to find out how things turn out for old Long John.

Personality: Silver is incapable of telling the truth, for he is never sure what the truth is. He is the ultimate opportunist. If things are going against him, he switches sides, but with one eye always on the possibility of betraying his new comrades and thus gaining the upper hand. His considerable skill at deceit enables him to talk anyone into almost anything.

Appearance: Silver is the quintessential pirate. He is missing one leg, but manages to hobble along on his crutch with little trouble. He is remarkably strong, and even with one leg missing is a formidable opponent in combat. Silver has a parrot (Capt. Flint) which perches on his shoulder and spews forth an unending stream of colorful pirate slang.

Notes: Though a very tough opponent physically, Silver's primary weapon is his tongue. If you use Silver, or someone like him, in your campaign, then by all means avoid telling the truth.

Equipment: Long John carries a musket and a cutlass.

ISRAEL HANDS

Background: Israel Hands is another character from R.L. Stevenson's *Treasure Island*. Stevenson modelled him on a real-life pirate of the same name, who was Blackbeard's quartermaster. Hands is Long John Silvers right hand man, having served with him aboard Flint's ship. He kills one of his compatriots in a knife duel, and is then killed by Jim Hawkins, the protagonist of the story.

Personality: Hands is an uncouth, greedy, back-stabbing, drunkard. He cares nothing for the circumstances of others, and would just as soon kill you as spit on you. All in all, a nasty customer.

Appearance: Hands looks like you would expect a pirate underling to look like. He wears baggy canvas seaman's pants, a loose cotton shirt, a wide sash, and a bright scarf tied around his head. He is a big man, covered from head to toe with ugly jagged scars.

Notes: Hands is included here as an example of the typical pirate troublemaker underling— mean, spiteful, and traitorous. Putting him, or someone like him, aboard the PC's ship should keep them on their toes.

Equipment: Hands carries a normal musket, cutlass, and several knives which he can use for fighting or throwing.

CAPTAIN PETER BLOOD

Background: Captain Blood is the hero of Raphael Sabatini's famous series of adventure books. A Irish doctor living in England during the Duke of Manmouth's ill-fated rebellion, Peter Blood is sent to the Indies as an indentured servant for aiding a rebel. Eventually he escapes with his companions, and begins a long career of plundering, aimed exclusively against the ships and settlements of Spain. He uses Tortuga as his base throughout the 1680's. His adventures are many and varied, and are always characterized by his use of brains over brawn, flair over brute force.

Personality: Peter Blood is a scoundrel, but in the good sense of the word. He is educated, charismatic, and has a good sense of humor. He also feels a sense of duty towards his homeland, England (though not towards its king), and carries out his adventures with chivalrous confidence.

Appearance: Captain Blood's appearance has nothing to do with historical pirates. He is lean, graceful, handsome, and dashing to the core of his being. His dress is made up of captured Spanish finery which, of course, fits as though it were hand tailored for him. His winning smile and ready wit make him the object of every woman's desires.

Notes: Captain Blood is *the* Leading Man, and in large part the inspiration for this campaign supplement. The books by Raphael Sabatini should be considered required reading for anyone who wants to get serious enjoyment from this product. The film Captain Blood starring Errol Flynn is a classic that should not be missed.

Equipment: Captain Peter Blood carries a rapier and main gauche and a brace of normal pistols. With moves like his you don't need fancy equipment.
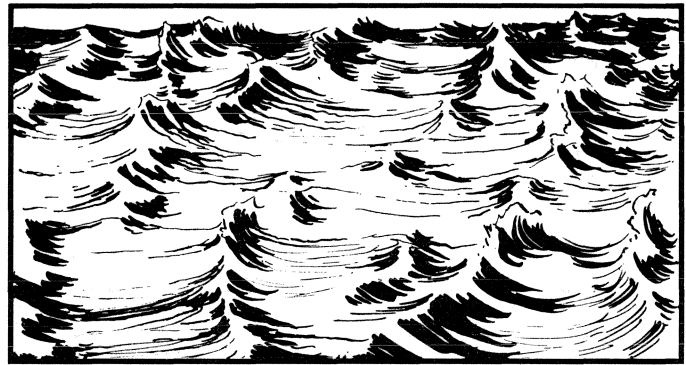
PIRATES & BUCCANEERS FROM FICTION													
LONG JOHN SILVER													
STR	DEX	CON	BODY	INT	EGO	PRE	COM	PD	ED	SPD	REC	END	STUN
15	18	15	12	18	14	20	8	6	4	3	6	30	28

SKILLS:
Fam. Firearms & Cannon
Fam. Melee Weapons
+1 level Cutlass
+1 level Firearms
Brawling (+1D6) H-T-H
Fam. Sailing: Boats, Fore-and-aft-rigged, Square-rigged (8-)
Oratory (13-)
PS: Sea Cook (12-)

WEAPONS/ARMOR:
Musket
Cutlass

DISADVANTAGES:
Missing one leg
-2" Running

ISRAEL HANDS													
STR	DEX	CON	BODY	INT	EGO	PRE	COM	PD	ED	SPD	REC	END	STUN
15	14	13	10	10	11	13	10	5	3	3	6	26	26

SKILLS:
Fam. Firearms & Cannon
Fam. Melee Weapons
Fam. Thrown Weapons
+2 levels Thrown Weapons
Climbing (12-)
PS: Sailhandler (12-)
Fam. Sailing: Boats, Fore-and-aft-rigged, Square-rigged (8-)

WEAPONS/ARMOR:
Musket
Cutlass
Throwing Knife

CAPTAIN PETER BLOOD													
STR	DEX	CON	BODY	INT	EGO	PRE	COM	PD	ED	SPD	REC	END	STUN
15	20	18	13	20	14	18	18	6	4	4	8	36	33

SKILLS:
Fencing Pkg: French Style
Fam. Firearms
+2 level Firearms
+5 levels Fencing
Sailing: Boats, Fore-and-aft-rigged, Square-rigged (13-)
LS: French [3]
Literacy: English
PS: Doctor (12-)
Medical (13-)
Acrobatics (13-)

WEAPONS/ARMOR:
Rapier & Main Gauche
2 Pistols

Navigation(13-)
Courtier (14-)
KS: Medicine (12-)
Oratory (13-)

TYPICAL NPC CREW (14.2.4)

CAPTAIN PIERRE LE SANGUINE

Background: Little is known of Le Sanguine's early history. Born of aristocratic Huguenot parents, he was forced to flee France for unknown reasons, perhaps plotting against Louis IVX. He tried his hand at honest planting on the island of Hispaniola, but, like so many of his countrymen, was soon drawn by the lure of easy Spanish gold. Soon after, he was in command of his own ship.

Le Sanguine is now recognized as a very promising talent among the buccaneers of Tortuga.

Personality: One word perfectly summarizes Le Sanguine's personality: flamboyance. His mannerisms are a parody of the most extreme French aristocratic behavior. This is primarily a convenient veneer, however. His plans are meticulously laid out, and in combat his rapier is one of the deadliest on the Spanish Main.

Appearance: Le Sanguine dresses as a French aristocrat ought to dress. Not an inch of his body is bare of lace, silk, or velvet. Rings adorn his fingers, and the heels of his shoes are ruby red. He is tall and thin, with an elaborate wig of curls which cascades down his shoulders.

Notes: Le Sanguine can be used as a typical NPC captain, and makes a good model for PC pirates.

Equipment: Pierre Le Sanguine carries a rapier, and 2 normal pistols.

'SMILY' ROBERTS

Background: Like so many of the men that follow the 'sweet trade', Roberts began his career aboard a Royal Navy man-o-war commanded by a brutal captain with delusions of godhood. 'Smily' decided that that was not the life for him, and jumped ship when anchored in some balmy tropical port. It was not long before his name was synonymous with butchery on the seas of the Caribbean.

Personality: Roberts is a man of few words, and those words are invariably nasty. His casual attitudes towards the deaths of friend and foe alike have led to the belief that he is a man without a soul. Whatever the truth may be, there is no doubt that this is a man to steer clear of.

Appearance: 'Smily's' appearance is dominated by the feature responsible for his uncharacteristic nickname: a jagged facial scar running from ear to ear, giving him a permanent satanic grin.

Notes: 'Smily' is a nasty customer, but not unique among the pirate brotherhood. He makes a very convincing Sailmaster.

Equipment: Smily carries a musket, pistol, and cutlass.

'DUTCH' VAN KELP

Background: As the name implies, 'Dutch' Van Kelp was born in the Netherlands, where the hatred of the Spanish is a national pastime. At a young age, he joined the vast Dutch merchant fleet and sailed the world in quest of profit. He found the life of a merchant sailor somewhat dull, and jumped ship in the Antilles to join the growing number of Dutch sailors waging their own private war on Spain.

Personality: 'Dutch' is a jovial, loud, and good-natured man, as long as you're not Spanish. Like most of his brethren, he likes nothing better than getting roaring drunk and "bustin' a few dago heads."

Appearance: 'Dutch' is fat, bald, and hairy, as well as enormously strong. He resembles nothing so much as a huge gorilla. He prefers a battle axe over the more traditional pirate weapons.

Notes: 'Dutch' is an example of a generic master gunner.

Equipment: 'Dutch' carries a musket and a large two-headed axe.

EUSTICE 'THE SAW' SMYTHE-BURROUGHS

Background: Eustice Smythe-Burroughs was born and raised in England, the fifth son of a well-to-do London family. His prospects for inheritance and social advancement being negligible, he decided on a career in the Royal Navy. On his first journey, the ship's surgeon saw considerable medical talent in young Smythe-Burroughs, and convinced his superiors to finance his training as a medical professional. After getting his degree, he spent many happy years as a naval officer aboard an insignificant little patrol vessel in the Indies. Unfortunately for Smythe-Burroughs, this little vessel tangled with a larger and better-armed pirate vessel some years ago. The pirates were in need of a surgeon, so 'The Saw', as he is now affectionally called, was 'volunteered'. Since then, he has taken to excessive drinking in order to endure the horrors of life as a pirate and enemy of the state.

Personality: 'The Saw' is extremely pleasant and well-mannered, even to his pirate masters, so long as he has a couple of drinks in him. When sober, he is a nervous jittery wreck.

Appearance: 'The Saw' is a middle-aged, somewhat heavy-set man, with a ruddy complexion. His dress is sober and dignified, though his periwig can occasionally be seen to be somewhat skewed.

Notes: 'The Saw' is a typical ship's surgeon.

Equipment: 'The Saw' carries no weapons, just his medical bag containing a variety of sharp instruments, ointments, and medicines.

'SALMAGUNDI' SAMUALS

Background: No one is sure of the extent of Samuals' experience. According to him, he has participated in every major sea-fight in the last seventy-five years, and has seen every inch of the globe. Even if only 10% of his tales are true, he is perhaps the most widely travelled seaman on earth. Due to old age and poor health, old 'Salmagundi' is now confined to the ship's galley, where he "prepares the finest fare this side of France".

Personality: Samuals never shuts up. When he really gets rolling, he can hold an entire crew enthralled with his tales for hours, a very handy trait for any captain that he is serving under. It is rumored that even Death will fail to shut Samuals up, though he shows no inclination to test that theory anytime soon.

Appearance: Samuals is old and bent in ways that no man was ever meant to be bent. Despite this, he hops around with more energy than a man 1/4 his age, whatever that may be. He has long since lost all his teeth, and his face and body are covered with old scars, each with its own tale.

Notes: Samuals is a typical colorful sea-cook, and could be a valuable source of information to player characters.

Equipment: 'Salmagundi' carries a pistol and a cutlass, mostly for old time's sake.

TYPICAL NPC CREW													
CAPTAIN PIERRE LE SANGUINE													
STR	DEX	CON	BODY	INT	EGO	PRE	COM	PD	ED	SPD	REC	END	STUN
16	18	15	13	18	14	15	13	6	4	4	8	36	33

SKILLS:
Fencing Pkg: French Style
Fam. Firearms
+1 level Firearms
+2 levels Fencing
Sailing: Boats, Fore-and-aft-rigged, Square-rigged (12-)
LS: English [3] (French Native)
Literacy: French
PS: Commander (12-)
Acrobatics (13-)

WEAPONS/ARMOR:
Rapier & Main Gauche
2 Pistols

Navigation(12-)
Courtier (11-)
KS: Spanish Main (12-)

'SMILY' ROBERTS													
STR	DEX	CON	BODY	INT	EGO	PRE	COM	PD	ED	SPD	REC	END	STUN
15	18	15	12	15	14	15	10	6	4	3	6	30	28

SKILLS:
Fam. Firearms & Cannon
Fam. Melee Weapons
+1 level One Melee Weapon Group
+1 level One Weapon Type
Brawling (+1D6) H-T-H
Fam. Sailing: Boats, Fore-and-aft-rigged, Square-rigged (8-)
Climbing (12-)
PS: Sailhandler (11-)
Gambling (11-)

WEAPONS/ARMOR:
Musket
Cutlass
Pistol

'DUTCH' VAN KELP													
STR	DEX	CON	BODY	INT	EGO	PRE	COM	PD	ED	SPD	REC	END	STUN
19	14	17	15	10	10	10	10	7	5	3	7	34	35

SKILLS:
Fam. Firearms & Cannon
Fam. Melee Weapons
+1 level Cannon
+1 level Melee Weapons
Brawling (+1D6) H-T-H
PS: Ship's Gunner (12-)
Fam. Sailing: Boats, Fore-and-aft-rigged, Square-rigged (8-)

WEAPONS/ARMOR:
Musket
Large Axe

EUSTICE 'THE SAW' SMYTHE-BURROUGHS

STR	DEX	CON	BODY	INT	EGO	PRE	COM	PD	ED	SPD	REC	END	STUN
10	11	10	10	18	13	10	10	2	2	2	4	20	20

SKILLS:
Deduction (13-)
LS: Spanish [3]
LS: Latin [3]
Literacy: English
Literacy: Latin
Scholar
KS: Medicine
Medical (12-)
PS: Ship's Surgeon (12-)
KS: Misc. Useless Topics (12-)

WEAPONS/ARMOR:
None

'SALMAGUNDI' SAMUALS

STR	DEX	CON	BODY	INT	EGO	PRE	COM	PD	ED	SPD	REC	END	STUN
10	11	13	10	10	10	10	10	3	3	2	5	26	23

SKILLS:
Fam. Firearms
Fam. Melee Weapons
+1 level Cutlass
Brawling (+1D6) H-T-H
PS: Ship's Cook (11-)
Fam. Sailing: Square-rigged (8-)
KS: Foul Sailor's Oaths (13-)

WEAPONS/ARMOR:
Pistol
Cutlass
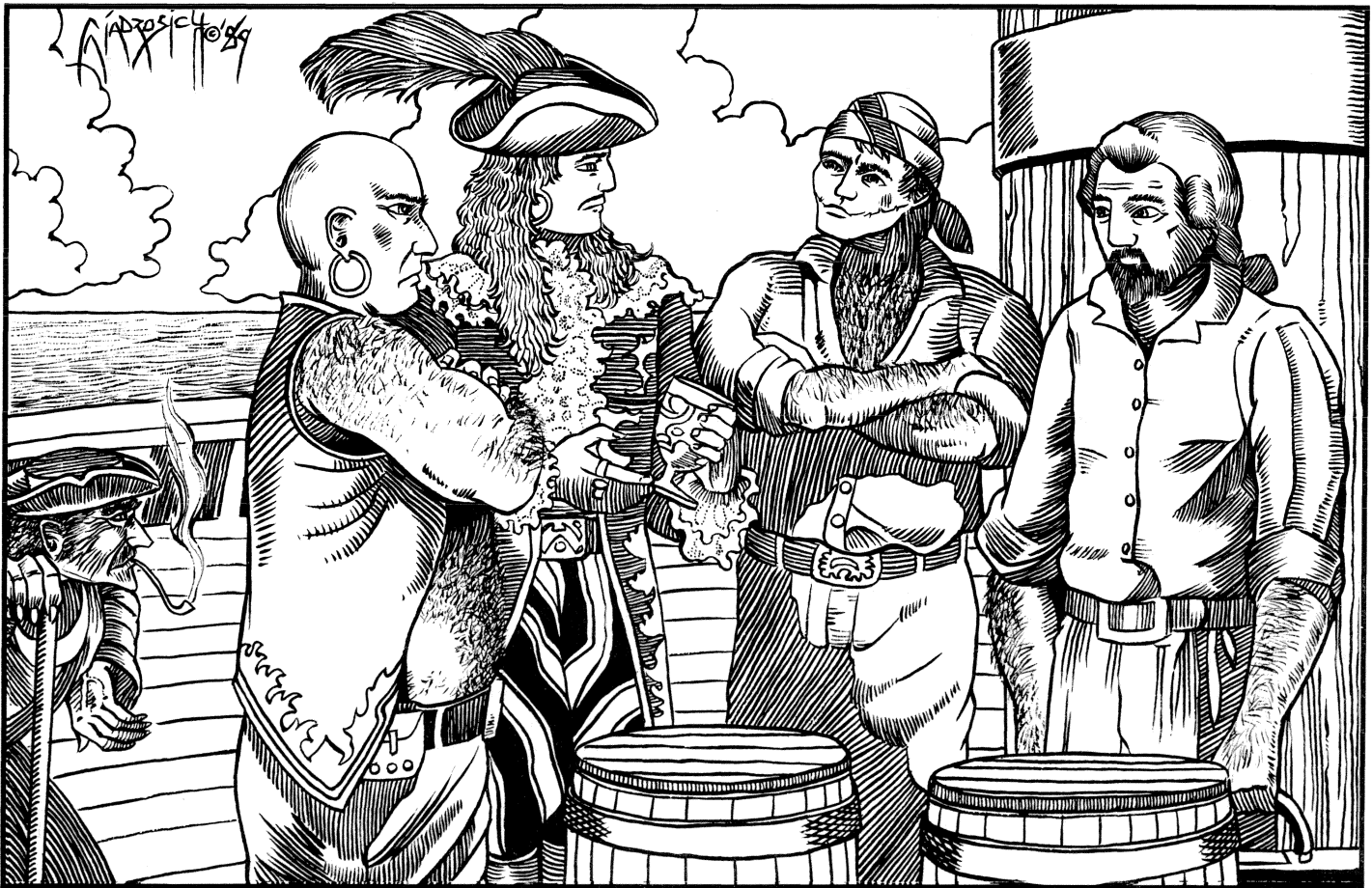
14.3 ANIMALS

Not all of the challenges that the characters are likely to face will be human. The wilderness of the 17th century is far from tame, and the nature of many exotic beasts is yet unknown.

ROLEMASTER ANIMAL STATISTICS (14.3.1)

Note that due to space considerations the information below is necessarily somewhat sketchy. For more det iled animal encounters, refer to *Creatures & Treasures*.

KEY TO THE STATISTICS & CODES

LEVEL (LVL):

This number represents the average level of a creature of this type. It is not carved in stone. If you need a slightly tougher or slightly weaker creature, then by all means feel free to adjust the level up or down some.

BASE RATE

A creature's base movement rate is the distance which the creature may normally move each round at a "walking" pace.

MAX PACE

The pace given in the statistics is the maximum allowed pace for the given animal. The chart below outlines the movement rate/pace multiplier, normal maneuver difficulty, and exhaustion point cost for each pace.

PACE CHART				
Code	Pace	Movement Rate/Pace Multiplier	Normal Maneuver Difficulty	Exhaustion Pt. Cost
Walk	Walk	1x	none	1/30 rnd
Jog	Fast walk/Jog	1.5x	routine	1/6 rnd
Run	Run	2x	easy	1/2 rnd
Spt	Sprint/Fast Run	3x	light	5/ rnd
FSpt	Fast Sprint	4x	medium	25/ rnd
Dash	Dash	5x	hard	40/ rnd

MM BONUS

The Movement and Maneuver Bonus is used if the Gamemaster requires a maneuver roll to move at paces greater than a walk. The GM should first total the Maneuver roll and the MM Bonus; and then he should obtain the result from the Moving Maneuver Table by cross-indexing this total and the normal maneuver difficulty for the given pace (see the Pace Chart above for suggested difficulties). The result is the percentage of the creature's movement rate which is actually covered.

Distance Moved
= Base Rate x Pace Multiplier
x (Maneuver Roll Result/100)

SPEED (MS/AQ)

A creature's speed is given in terms of "Movement Speed/Attack Quickness". Movement Speed helps determine a creature's "Base Defensive Bonus", while Attack Quickness determines a creatures "first swing points". Both factors can be used to determine a creature's Defensive Bonus (DB) in various tactical situations. The DBs given already include the Base DB, but they do not include the modifications for Charge/Lunge or Flee/Evade.

SPEED CHART				
		Defensive Bonus Modifications		(AQ) First Swing Pt.
Code	Rate	(MS) Base	(MS) Flee/ Evade	(AQ) Charge/ Lunge
IN	Inching	-25	0	0	5
CR	Creeping	-20	0	0	10
VS	Very Slow	-10	0	0	20
SL	Slow	0	0	0	50
MD	Medium	10	5	-5	85
MF	Moderately Fast	20	10	-10	97
FA	Fast	30	15	-15	101
VF	Very Fast	40	20	-20	110
BF	Blindingly Fast	50	25	-20	120

SIZE

This is the size of the given type of creature: "T"=Tiny, "S"=Small, "M"= Medium, "L"=Large, and "H"=Huge. This is merely an approximation of the creature's size with Medium being approximately man-sized.

CRIT

This statistic indicates how critical strikes inflicted **on** the given type of creature are resolved. In some cases more than one of these codes apply:

—	Use normal critical procedure
I	Decrease critical severity by one ('A'- modify by -20, 'B' becomes an 'A', 'C' becomes a 'B', etc.).
II	Decrease critical severity by two ('A'- modify by -50, 'B'- modify by -20 on the 'A' column, 'C' becomes an 'A', etc.).
LA	Use Large Creatures Criticals.
SL	Use Super Large Creature Criticals.

BASE HITS

A creature's Base Hits is the number of concussion hits which an average creature of the given type can absorb before becoming unconscious. If the GM wishes, he may adjust this number up or down to simulate creatures slightly stronger or weaker than the norm.

AT

The first number is the creature's *Rolemaster* Armor Type. *MERP* players should use the armor descriptions in the *MERP* rule book to determine the equivalent *MERP* Armor Type.

1	=	Skin/Cloth
3	=	Light Hide
4	=	Heavy Hide
7	=	Reinforced Leather Coat
8	=	Rein. Full-lgth. Lth. Coat
12	=	Full-Hide Plate

DB

The number in parentheses is the creature's Defensive Bonus. It is given for the average quickness of a creature of that type and may need to be adjusted for exceptional cases.

ATTACKS

These statistics indicate how a creature attacks using the *Rolemaster* tables. Usually a number of attacks are given for each creature, separated by slashes, "/". Each creature usually initiates combat using one of these attacks as indicated. During later rounds, the same or other attacks may be used depending upon the situation or success of earlier attacks.

Each attack is usually described by the following statistics:

1) Offensive Bonus— The first number given is the OB for that attack.

2) Attack Type— The letter codes which follow the OB indicate the attack type.

The first letter indicates the size of the attack:

T=Tiny S=Small M=Medium L=Large H=Huge

Tiny attacks are resolved on the Tiny Animal Attack Table regardless of attack type. Tiny attack types are included for GMs who wish to create "Monsters" by increasing an animal's size.

The next two or three letters indicate the type of attack:

Ba	=	Bash/Ram/Butt/Knock Down/Slug
Bi	=	Bite
Cl	=	Claw/Talon
Cr	=	Crush/Fall
Gr	=	Grapple/Grasp/Envelop/Swallow
Ho	=	Horn/Tusk
Pi	=	Pincher/Beak
SBolt	=	Shock Bolt (Elemental Spell Attack)
St	=	Stinger
Ts	=	Trample/Stomp
wp	=	Whip (Weapon Attack)

3) Additional Information—Finally, the last code gives additional information concerning the attack pattern, number of attacks, damage, etc. Codes in parentheses indicate special attributes of that particular attack, while the other codes indicate the creature's overall attack pattern.

Nothing—If no code outside parentheses is given after the attack type, that attack is an option available for the creature if it is appropriate for the situation (as determined by the GM).

#—This number, #, is the percent chance of this particular attack being used. All of these numbers for a creature's attacks will add up to 100, so that one roll can be made to determine which attack will be used.

†—If the attack given on the left has obtained a non-Tiny critical, this attack occurs in the **same** round of combat as the attack which obtained that critical.

§—If the attack on the left has obtained a non-Tiny critical, this attack will occur in the **next** round of combat as the attack which obtained that critical.

(#)—If this number, #, of creatures attacks as a group, this attack may be used. For example, (12) indicates that if 12 of these creatures attack as a group they may use the given attack.

#—This number, above the attack code, indicates that this attack is special. Refer to the notes at the end of the table.

ENC.

This is the size range of a typical pack of the creatures when encountered in their lair. A pack will often contain a wide range of levels/ages (including some young). Often only a patrol will be encountered away from the creature's lair. A Gamemaster should vary the number encountered based upon the game situation and location of the encounter.

OUTLOOK

This code is meant to be a general measure of the creature's outlook (i.e., attitude, demeanor, reaction/behavior pattern).

Aggres. = Aggressive and will attack if provoked or hungry.
Bellig. = Belligerent, often attacks without provocation.
Jumpy = Normally bolts at any sign of other creatures.
Normal = Watches and is wary of other creatures, will sometimes attack if hungry.
Passive = Ignores presence of other creatures unless threatened.
Timid = Skittish around other creatures, runs at slightest hint of danger.

These descriptions are merely guidelines which the GM should modify based upon the situation, the actions of the characters, and reaction rolls.

FANTASY HERO ANIMAL STATISTICS (14.3.2)

Note that due space considerations mean the information below is necessarily somewhat sketchy. For more detailed animal encounters, refer to the *Hero Bestiary*.

CHARACTERISTICS

Animal characteristics are treated as Character characteristics for all purposes.

NOTES AND COMBAT MANEUVERS

The notes are largely explained at the end of the FH Animal Statistics Table. Two exceptions are detailed below:

COMBAT MANEUVERS

Animals are capable of performing some combat maneuvers which characters are not. The abbreviations on the Animal Statistics Table are explained here:

Maneuver	OCV	DCV	Damage	Notes
Bi (Bite)	+0	+0	x1 K	
Cl (Claw)	+0	+0	x1 K	
Do (Dodge)	+0	+3	—	vs. H-T-H only
Gr (Grab)	+0	-2	x1 N	continues ea. phase
Go (Gore)	+0	+0	x1 K	
Ki (Kick/Strike)	+0	+0	x1 N	
MB (Move-By)	-2	-2	1/2 Dam.	animal keeps moving +V/5
MT (Move-Through)	-1/5"	-3/5"	Dam.+V/3	animal takes 1/2 Dam.
Ra (Rake)	+4	0	x1 K	victim must have been hit already; is 0 DCV
Sh (Shock)	+0	+0	x1 NE	applies if animal hits or is hit
Tr (Trample)	-2	-2	x1*	
Ti (Trip)	-2	0	x1 N	victim makes DEX roll to avoid falling

Key		
K— Killing Attack		V — Velocity
N— Normal Attack		Dam. — Damage
E— Energy Attack		* — Autofire

SIZE INCREASE (SI)

Each level of Size Increase makes the creature +15 STR, +5 BODY, x2 reach (2" for the first level), x8 mass (approximately— additional levels of Size Increase beyond the first do not have such a multiplicative effect on the animal's mass). Each level of Size Increase also gives any attacker against the animal a +2 RMod on all ranged attacks or perception rolls against the creature.

SIZE DECREASE (SD)

Each level of Size Decrease makes the creature -15 STR, x1/2 height, and x1/8 mass. Also, each level of Size Decrease will add -2 to the RMod of any ranged attacks or perception rolls against the creature.

VENOM

With this attack, the creature injects a toxin into the victim. The toxin effects the victims STR, CON, and BODY, with neither PD nor ED nor armor coming off the damage.

ROLEMASTER/MERP ANIMAL STATISTICS

	LVL	Base Rate	Max Pace/ MM Bonus	Speed MS/AQ	Size/ Crit	Hits	AT (DB)	Attacks	# Enc.	Outlook
Water Creatures										
Eels										
Electric	2	60	Spt/20	MF/FA	L/—	60	3(20)	80SBolt60/40MBi20/Both20[1]	1-2	Aggres.
Moray	3	80	FSpt/40	FA/VF	M/—	50	3(40)	60MBi100	1-2	Belligerent
Fish										
Small	0	50	Spt/40	FA/FA	S/—	8	1(50)	0TPi100/10SPi(6)	1-100	Passive
Medium	1	70	Spt/30	FA/FA	M/—	20	3(30)	30SPi100/40MPi(3)	1-20	Normal
Large	3	90	Spt/20	FA/FA	L/—	35	4(20)	50MPi100	1-5	Normal
Mammals										
Baleen Whale	10	100	Spt/10	MF/MF	H/SL	700	8(50)	80HGr50/75HBa50	2-10	Passive
Dolphin	8	80	FSpt/40	VF/FA	L/—	80	1(40)	50MBa80/40MBi20	20-100	Normal
Killer Whale	9	100	FSpt/25	VF/VF	H/LA	450	8(20)	100LBa30/110HBi70/150HGr§	1-5	Belligerent
Narwhal	7	90	Spt/30	MF/FA	L/LA	300	8(50)	80HHo60/60LBi20/50LBa20	2-10	Normal
Porpoise	7	80	FSpt/35	VF/FA	L/—	85	1(40)	60MBi100	2-20	Normal
Man-o-War	3	20	Run/0	VS/SL	L/I	40	1(10)	50LGr100/Poison†/Special[2]	1-5	Passive
Piranha	0	70	FSpt/30	VF/VF	S/—	10	1(40)	30TPi100/40SPi(6)/70MPi(20)	1-100	Aggres.
Rays										
Electric	3	40	Run/10	SL/MD	L/—	50	1(30)	60SBolt60/50MBa20/Both20[3]	1-2	Normal
Manta	3	50	Run/20	MD/MD	M/—	40	1(40)	40SBa100	1-10	Normal
Sawfish	4	70	Spt/20	FA/MD	L/I	120	1(30)	70LCl60/50MBa40	1-2	Normal
Sting	3	60	Run/20	MD/FA	M/—	45	1(40)	80wp100/60MSt†/Poison†[4]	1-2	Normal
Sharks										
Small	2	80	FSpt/30	FA/VF	M/—	90	4(40)	60MBi100	1-20	Aggres.
Large	5	100	FSpt/20	FA/FA	L/—	180	4(20)	100LBi100	1-10	Belligerent
Squid/Octopi										
Small	1	40	Run/30	MF/MF	S/—	20	1(50)	40SGr100/30TPi†	1-2	Normal
Medium	3	60	Run/20	MF/MF	M/—	40	1(30)	60MGr100/40SPi†	1-2	Normal
Large	6	80	Run/10	MD/MF	L/II	70	1(30)	80LGr100/60MPi†	1-2	Normal
Giant	9	100	Run/10	MD/MD	H/LA	100	1(20)	100HGr100/80LPi†	1-2	Belligerent
Sword/Sailfish	4	150	Dash/20	VF/FA	L/—	95	1(30)	90LHo70/50MBa30	1-2	Normal
Reptiles & Amphibians										
Alligators/Crocodiles/ Caimans										
Small	1	40	Run/20	MD/MD	M/—	85	7(20)	50MBi100/30SGr§/Special[5]	1-10	Aggres.
Large	3	50	Run/10	MD/MD	L/—	120	7(10)	80LBi100/80MGr§/Special[5]	1-10	Aggres.
Gila Monster	1	15	Run/0	SL/MD	S/—	25	3(30)	20SCl30/10SBi70/Poison[6]	1-2	Normal
Komodo Dragon	5	50	Spt/10	MD/FA	L/II	110	7(30)	60LBi50/60MBa50/90LCl§	1-2	Aggres.
Snakes										
Anaconda	5	30	Run/0	VS/MD	L/I	95	3(0)	70MBi30/70LGr60/100HGr§	1-2	Aggres.
Boa/Python	3	30	Run/0	VS/MD	L/I	85	3(0)	70MBi30/60MGr70/90LGr§	1-2	Aggres.
Cobra	2	40	Spt/20	SL/VF	S/—	20	1(40)	30SSt100/Poison†[7]	1-2	Aggres.
Pit Viper	2	40	Spt/20	SL/BF	S/—	20	1(40)	40SSt100/Poison†[8]	1-2	Aggres.
Sea Snakes	1	30	Run/10	SL/FA	S/—	10	1(40)	30TSt100/Poison†[9]	1-2	Normal
Viper	1	40	Spt/10	SL/VF	S/—	15	1(30)	20SSt100/Poison†[8]	1-2	Normal
Turtles										
Small	0	30	Run/10	SL/SL	S/—	30	12(20)	20SPi90/30TBa10	1-2	Passive
Large	2	40	Run/10	MD/MD	M/—	90	12(0)	20MBi100	1-2	Passive
Carnivorous Mammals										
Bears										
Small	5	80	Spt/20	MF/MF	L/—	150	8(20)	60LGr60/50LCl†/50MBi§/ 70MBa40	1-5	Aggres.
Large	10	90	Spt/10	MF/MF	L/I	230	8(30)	85LGr60/65LCl†/70MBi§/ 90MBa40	1-5	Aggres.
Cats										
Small	3	110	Dash/40	VF/VF	S/—	60	3(60)	30MCl30/20SBi30/Both40	1-2	Aggres.
Large	5	100	Dash/30	FA/MF	M/—	100	3(40)	40MCl40/60MBa60/60MBi§	1-2	Aggres.
Cheetah	3	180	Dash/30	BF/VF	M/—	70	3(50)	60MBa100/70MBi§/60MCl†	1-2	Aggres.
Dogs										
Small	2	100	Dash/30	FA/FA	S/—	45	3(50)	50SBi100	1-10	Aggres.
Large	4	120	Dash/20	VF/FA	M/—	65	3(40)	45MBi100	2-20	Aggres.
Jaguar	6	100	Dash/30	FA/MF	M/—	120	3(40)	50MCl50/50MBa50/60MBi§	1-2	Aggres.
Lion	5	100	Dash/30	FA/MF	L/—	150	4(20)	85LCl100/85LBi†/120LCl§	2-10	Aggres.
Tiger	5	100	FSpt/30	FA/VF	L/—	150	4(30)	75LCl40/90MBa60/110LBi§	1-2	Normal
Wolf	3	110	Dash/20	FA/FA	M/—	110	3(30)	65MBi100	2-20	Aggres.
Wolverine	2	60	Spt/30	FA/VF	S/—	45	3(50)	50MBi40/45MCl10/Both50	1-2	Belligerent

	LVL	Base Rate	Max Pace/MM Bonus	Speed MS/AQ	Size/Crit	Hits	AT (DB)	Attacks	# Enc.	Outlook
Herbivorous Mammals										
Antelope-like Animals										
Small	1	110*	Dash/40	VF/FA	M/—	55	3(40)	20SHo80/20STs20	5-500	Jumpy
Large	2	130	Dash/30	VF/FA	M/—	75	3(30)	30MHo90/30MTs10	2-200	Timid
Buffalo/Bull	4	90	Dash/10	MF/MF	L/—	150	4(10)	50MHo50/60LBa50/70LTs§	1-50	Aggres.
Deer	2	130	Dash/30	VF/FA	M/—	70	3(40)	20MHo90/20MTs10	2-20	Timid
Elk	4	110	Dash/10	FA/MF	L/—	190	3(35)	65LHo50/50LBa50/60LTs†	4-40	Normal
Giraffe	2	110	Dash/20	FA/MF	L/—	85	3(30)	30LTs100	2-10	Timid
Moose	3	120	Dash/10	FA/MF	L/—	180	4(20)	55LBa100/60LTs†	1-2	Normal
Rabbit	1	100	Dash/40	VF/FA	T/—	10	1(50)	0TBi100/10SBa(6)	1-10	Jumpy
Rodents										
Small	0	20	FSpt/20	MD/MF	S/—	8	1(30)	20TBi100/20SBi(6)	2-20	Timid
Large	1	30	FSpt/10	MD/MF	S/—	15	1(20)	10SBi100/20TBi	2-20	Timid
Sheep	2	110	Dash/50	FA/FA	M/—	45	3(40)	60MBa100/50MTs§	1-10	Normal
Simians										
Baboon	3	50	Spt/40	MD/FA	M/—	50	3(30)	40SBi40/40MGr60/60SBi†	2-20	Normal
Chimpanzee	4	60	Spt/30	MD/FA	M/—	65	3(30)	45SBi30/50MGr70/70SBi†	2-20	Normal
Gorilla	5	70	Spt/20	MD/FA	L/—	100	3(20)	50MBi20/60LGr80/70MBi†	1-10	Normal
Zebra	3	110	Dash/30	FA/FA	L/—	120	3(30)	40MCr50/30MBa50/30MTs§	2-20	Normal

	LVL	Base Rate	Max Pace/MM Bonus	Speed MS/AQ	Size/Crit	Hits	AT (DB)	Attacks: Carrying Stationary(Charging)	Riding Capacity	Bonus
Riding & Draft Animals										
Camels										
Bactrian	3	50	Spt/10	SL/MD	L/—	140	3(10)	40MBi100(30MBa100/40LTs†)	450 lb	-15
Dromedary	4	90	FSpt/20	MF/MF	L/—	130	3(30)	30MBi100(40MBa100/40MTs†)	225 lb	0
Elephant	7	120	Spt/10	FA/FA	H/LA	350	12(20)	75HHo70/60LGr30/90MCr§ (75HBa100/75HTs†)	1000 lb	-10
Horses/Donkeys/Mules										
Donkey	3	60	FSpt/40	MD/MF	M/—	90	3(40)	40SCr60/40SBi40 (10MBa100/20STs†)	300 lb	-10
Mule	4	90	Dash/20	MF/FA	M/—	110	3(30)	40MCr60/40MTs§/30MBi40 (30MBa100/40MTs†)	450 lb	-10
Quarterhorse	3	110	Dash/30	FA/FA	L/—	110	3(30)	30MCr70/40MTs§/30MBi30 (30MBa100/40MTs†)	300 lb	0
Thoroughbred	4	120	Dash/20	VF/FA	L/—	100	3(20)	20MCr60/30MTs§/20MBi40 (20MBa100/30MTs†)	200 lb	-5
Warhorse	5	90	Dash/30	MF/FA	L/—	140	3(30)	50MCr50/50MTs§/40MBi50 (40LBa100/50MTs†)	350 lb	+15
Llama/Alpaca	3	100	FSpt/30	MF/MF	M/—	60	3(20)	20SBi100(20MBa100/40MTs†)	350 lb	0
Ox	3	60	FSpt/20	MD/MD	L/—	120	3(20)	50MHo100/50LTs§ (40MBa100/50MTs†)	400 lb	0

Notes:
1— The "SBolt" attack can occur when struck, when it strikes, or it can be discharged, affecting all in a 5' radius (usable once every minute).
2— 275' long tentacles inject a third level muscle poison; its special attack is digestion if if trapped and paralyzed.
3— Both attacks can occur only if Ba is successful; "SBolt" has the same effect as for Electric Eel, above.
4— Tail injects 2nd level nerve poison.
5— If Gr is successful, will try to drag victim underwater to drown it.
6— Bite deposits a 3rd level nerve poison; any crit. is accompanied by a grappling crit of one less severity level.
7— Bite injects a 4th level nerve poison.
8— Bite injects a 2nd level muscle poison.
9— Bite injects a 6th level nerve poison.

Soon after the drug is injected (at the end of a time period listed for the drug, an "interval"), the victim takes the effect of the drug. At each interval thereafter (intervals are listed on the venom table below), up to the number of intervals listed, the process is repeated. At each interval, roll 1D6 for each the victim's STR, CON, and BODY, and subtract the result from his scores. Damage to the victim's STR reduces his bodily strength (ability to do damage, carry things, etc.), but doesn't reduce PD, REC, or STUN; damage to CON reduces a character's ability to resist being stunned, but doesn't reduce ED, REC, END, or STUN; damage to BODY acts as normal killing damage to the character.

When the number of intervals is met, the poison has run its course and the victim stops taking damage— of course, he may already be dead.

Victims recover their Characteristics at a rate of their REC score per month. Venom-using animals must strike an unarmored area unless the venom atta k is used in concert with a killing-damage attack which can penetrate armor.

VENOM TABLE		
Type of Venom	**# of Intervals**	**Interval**
Weak Venom (WV)	1	20 Minutes
Strong Venom (SV)	2	20 Minutes
Lethal Venom (LV)	4	20 Minutes

FANTASY HERO ANIMAL STATISTICS

	STR	DEX	CON	BOD	PRE	tPD	rPD	tED	rED	SPD	REC	STN	OCV	DCV	DAM	MOVE	NOTES/MANs
Water Creatures																	
Eels																	
Electric	8	15	8	8	10	4	0	6	0	3	6	18	5	5	1/2D6	6"s	1/Bi,Sh
Moray	3	18	8	9	13	4	0	3	0	4	5	16	8	8	1D6	7"s	Bi
Fish																	
Small	-28	17	3	1	3	1	0	1	0	3	2	3	6	6	(1 pip)	5"s	SD3/Bi
Medium	-13	14	5	4	5	2	0	1	0	3	3	7	5	5	1 pip	7"s	SD1/Bi
Large	3	11	18	7	8	4	1	2	0	3	5	15	4	4	2x1 pip	9"s	Bi
Mammals																	
Baleen Whale	75	15	45	51	60	30	8	26	6	2	24	112	5	5	(16D6)	8"s	SI6/MT
Dolphin	20	15	18	10	10	15	1	8	0	3	10	29	5	5	2x1 pip	8"s	Bi,MT
Killer Whale	40	18	30	35	40	25	5	18	3	4	14	70	8	6	2x1 1/2D6	8"s	SI3/Bi,MT
Narwhal	40	15	28	25	25	18	2	11	1	3	14	54	5	5	2x1D6+1	9"s	SI3/Go, MT
Porpoise	20	17	15	8	10	13	1	6	0	3	9	26	6	6	2x1 pip	8"s	Bi,MT
Man-o-War	-3	8	11	9	8	0	0	0	0	2	2	14	3	3	(3D6)E	2"s	SI1,6/Sh
Piranha	-20	18	3	2	8	2	0	1	0	4	4	6	8	6	1/2D6	8"s	SD2/Bi
Rays																	
Electric	10	11	15	9	15	7	0	3	0	4	6	27	5	4	(3D6)E	4"s	1/Sh
Manta	25	13	13	13	20	11	1	6	0	3	10	20	5	4	(5D6)	6"s	SI1/MT
Sawfish	30	14	18	15	23	12	1	8	0	3	12	35	6	5	2x2D6	8"s	SI1/Go
Sting	15	14	15	10	13	8	0	5	0	3	9	26	7	5	2x1D6+1	6"s	LV/Go
Sharks																	Bi,MB
Small	15	14	13	8	18	7	2	5	1	3	11	23	5	5	1D6	9"s	5
Large	30	18	25	27	28	16	4	17	5	4	15	55	6	6	4x1D6	13"s	SI1/5
Squid/Octopi																	Bi,Gr
Small	5	18	8	3	10	2	0	1	0	4	4	18	7	6	1 pip	4"s	SD1,2
Medium	15	18	15	8	15	7	0	3	0	4	8	24	8	6	1/2D6	6"s	3
Large	20	15	23	20	20	15	3	8	1	4	9	42	8	5	2x1/2D6	8"s	SI1,7
Giant	35	15	30	30	30	32	5	19	3	4	11	63	8	5	4x1/2D6	8"s	SI2,4
Sword/Sailfish	13	17	13	14	10	8	0	6	0	3	8	28	7	6	2x1/2D6	13"s	Go,MT
Reptiles & Amphibians																	
Alligators/Crocodiles/Caimans																	Bi,Ki,Ti
Small	18	15	18	13	20	14	4	10	2	3	16	31	9	5	3x1D6	4"/8"s	
Large	23	15	20	15	23	17	5	11	2	3	18	40	9	5	3x1D6	6"/12"s	
Gila Monster	5	9	9	5	10	7	1	3	0	3	3	13	3	3	1/2D6	2"	SD1/Bi
Komodo Dragon	20	13	13	16	15	11	2	6	1	3	7	33	6	4	1D6+1	5"/3"s	SI1/Bi
Snakes																	
Anaconda	20	18	15	14	20	10	1	8	1	3	8	35	6	6	(5D6)	1"	8/Gr
Boa/Python	13	18	13	8	18	8	0	4	0	3	6	22	6	6	(4D6)	1"	8/Gr
Cobra	5	15	6	2	10	1	0	1	0	3	2	8	5	5	2x1 pip	3"	+2Pr, LV/Bi
Pit Viper	5	20	6	2	15	1	0	1	0	4	2	8	8	7	1/2D6	3"	+2Pr, SV/Bi
Sea Snakes	3	14	3	1	10	1	0	1	0	3	2	5	5	5	1 pip	1"	SV/Bi
Viper	3	18	5	2	13	1	0	1	0	4	2	7	7	6	2x1 pip	3"	+1Pr, SV/Bi
Turtles																	
Small	-15	9	7	2	5	7	4	6	4	2	2	6	3	3	1 pip	3"	SD2,9/Bi
Large	3	10	11	4	8	13	6	9	6	2	3	12	3	3	1/2D6	4"	SD1,9/Bi
Carnivorous Mammals																	
Bears																	Bi,Cl,Gr
Small	23	15	18	12	20	11	2	7	1	3	10	33	6	5	2x1D6	4"	+2Pr
Large	33	20	23	22	35	16	3	11	2	3	14	55	9	7	2x1 1/2D6	5"	
Cats																	Bi,Cl,Do, Gr,Ki,Ra
Small	8	18	13	6	13	4	0	2	0	4	5	17	7	6	2x1D6-1	12"	SD1
Large	20	21	18	12	20	10	1	7	0	5	8	31	8	7	2x1D6+1	12"	
Cheetah	15	24	18	8	15	7	0	4	0	5	7	25	9	8	2x1/2D6	19"	Bi,Cl,Do, Gr,Ki,Ra
Dogs																	
Small	0	11	5	4	5	1	0	0	0	3	3	7	4	4	1 pip	6"	Bi,Do
Large	13	15	13	8	13	4	0	2	0	3	6	22	5	5	2x1/2D6	7"	Bi,Do
Jaguar	20	21	18	12	20	9	1	7	0	5	8	40	9	7	2x1D6+1	12"	Bi,Cl,Do, Gr,Ki,Ra
Lion	23	20	20	14	20	11	1	8	0	4	9	41	10	7	3x1D6	16"	+3Pr/Bi, Cl,Do,Gr, Ki,Ra
Tiger	25	20	23	18	25	14	2	10	1	4	10	43	8	7	2x1 1/2D6	15"	Bi,Cl,Do, Gr,Ki,Ra
Wolf	10	18	15	10	15	8	2	4	1	4	6	23	7	6	2x1/2D6	7"	Bi,Do
Wolverine	15	15	9	9	18	7	0	3	0	4	8	22	7	5	2x1/2D6	8"	+1Pr,SD1/Bi,Do

	STR	DEX	CON	BOD	PRE	tPD	rPD	tED	rED	SPD	REC	STN	OCV	DCV	DAM	MOVE	NOTES/MANs
Herbivorous Mammals																	
Antelope-like Animals																	Do,Go,Ki, MB
Small	8	18	13	8	13	5	0	3	0	4	12	19	7	6	2x1/2D6	17"	
Large	18	15	18	14	15	8	0	5	0	3	14	32	6	5	2x1D6	12"	
Buffalo/Bull	35	18	28	23	20	18	3	13	3	3	15	55	9	6	3x1D6	15"	Go,Ki,MB MT,Tr
Deer	15	14	15	10	8	7	0	3	0	3	9	26	5	5	1D6+1	12"	Do,Ki,Go, MB
Elk	25	15	23	18	23	13	1	9	0	3	12	43	5	5	2x1D6+1	14"	Do,Go,Ki, MB,MT
Giraffe	30	15	23	18	20	9	3	8	3	3	11	45	8	5	(9D6)	14"	SI2/Ki,Tr
Moose	33	11	25	22	25	16	2	10	0	3	12	39	4	4	2x1 1/2D6	12"	SI1/Go,Ki, MB,MT
Rabbit	-18	17	3	2	3	2	0	1	0	3	3	4	6	6	1 pip	9"	SD2/Bi
Rodents																	Bi
Small	-25	11	1	1	3	1	0	1	0	3	1	2	4	4	1 pip	2"	SD3
Large	-15	11	3	3	3	2	0	1	0	3	3	5	4	4	2x1 pip	5"	
Sheep	10	11	10	10	10	5	0	2	0	3	4	20	2	2	(2D6)	6"	MB,MT
Simians																	Bi,Gr,Ki
Baboon	15	14	10	6	13	6	0	3	0	3	5	19	5	5	2x1/2D6	4"	
Chimpanzee	20	15	15	8	15	6	0	3	0	3	7	26	5	5	2x1/2D6	4"	+2Pr
Gorilla	28	18	20	14	20	10	1	7	0	3	10	38	6	6	2x1D6-1	5"	+3Pr
Monkey	10	11	8	6	8	4	0	2	0	2	4	15	4	4	1/2D6	4"	
Zebra	20	11	8	11	5	9	1	3	1	2	6	25	4	4	(4D6)	12"	+2Pr/Bi, Ki,Tr
Riding & Draft Animals																	
Camels																	Bi,Ki,Tr
Bactrian	28	15	20	21	15	10	2	6	1	3	10	45	5	5	2x1D6	5"	SI1
Dromedary	25	17	23	16	15	8	2	6	1	3	12	41	6	6	2x1D6	8"	SI1
Elephant	45	15	30	34	30	24	5	16	4	3	15	72	10	5	2x2D6	12"	SI4,10/Go, Gr,MT,Tr
Horses/Donkeys/Mules																	Bi,Ki,Tr
Donkey	18	15	18	14	10	6	2	5	1	3	17	32	7	5	(5 1/2D6)	14"	+1Pr
Mule	23	11	10	13	5	10	1	2	1	2	16	30	5	4	2x1 1/2D6	8"	+2Pr
Quarterhorse	23	22	10	13	5	11	1	3	1	2	8	30	4	4	(4 1/2D6)	18"	
Thoroughbred	20	13	13	12	5	9	1	4	1	3	12	29	4	4	(4D6)	20"	
Warhorse	25	15	20	16	3	7	2	5	1	3	11	39	7	4	(8D6)	18"	SI1, +1Pr
Llama/Alpaca	10	11	10	8	8	3	0	3	1	3	6	18	4	4	1/2D6	3"	Ki,MB
Ox	35	18	28	23	20	18	3	13	3	3	15	55	9	6	3x1D6	15"	SI1, +1Pr/ Go,Ki,MB MT,Tr

Notes:
1: (6D6) Electrical Blast in own hex
2: +5 STR, Grab only; ink cloud, as Darkness, 1" radius
3: +10 STR, Grab only; ink cloud, as Darkness, 5" radius
4: +15 STR, Grab only; ink cloud, as Darkness, 12" radius
5: Berserks (11-, recover 8-) in the presence of blood
6: 45" poisonous tentacles inflict an additional (3D6) damage against exposed flesh (Def 0) or on any attack that does BODY
7: +13 STR, Grab only; ink cloud, as Darkness, 8" radius
8: First attack will be a Grab with constriction damage on every phase thereafter until snake or victim is dead
9: Resistant Defense provided by shell; on top only, activates on a 14-
10: Can use only half STR with grab maneuver (2" trunk)

Key:
WV: Weak Venom
SV: Strong Venom
LV: Lethal Venom
SI#: Size Increase & levels
SD#: Size Decrease & levels
+#Pr: Bonus dice added to offensive PRE only

14.4 TREASURES

It is recommended that all treasure be of a non-magical nature in a *Pirates* campaign. Some suggestion are given below.

MELEE WEAPONS (14.4.1)

Quality can have a tremendous effect on a weapon's performance. One way to simulate this is by using the weapon breakage rules. High-quality weapons will have a much lower chance of breaking than average quality weapons. For example, a typical rapier has a Strength of 30 and a Breakage Factor of 100+ (*RM/MERP*), or Def of 5 and 4 BODY (*FH*), while a rapier of high-quality Toledo steel might have a Strength of 50 and a BF of 130+ (*RM/MERP*), or Def of 6 and 6 BODY (*FH*).

Also, the performance of fencing weapons can be affected by their balance, a direct result of quality. A well-balanced weapon might afford the user a +5 OB or +1 OCV, while an extremely well-balanced weapon might give the user up to +15 OB or +2 OCV.

Special weapons are also available. Who will forget the rapier D'Artagnan was given by the Duke of Buckingham in the movie *The Three Musketeers*, the one with the blade that slides out of the pommel like a stiletto? Furthermore, all sorts of melee weapon/firearm combinations are tried during this period, including pistol/axes, pistol/hunting swords (treat the sword as a cutlass; the pistol has half the range of a regular pistol, with a -5 OB against all armor types, or a -2 R Mod for *FH*), and pistols with spring-loaded bayonets (treat as a dagger). These weapons are very rare, and don't work very well, but would certainly appeal to the twisted sensibilities of a pirate.

FIREARMS (14.4.2)

Like melee weapons, the effectiveness of firearms is greatly affected by quality. Furthermore, rifling was just coming into wide-spread use, and could greatly increase a weapon's accuracy. To reflect this, increase the OB/OCV as for Melee Weapon quality, above. Rifling has the effect of adding 10 feet to each range class (*RM/MERP*), or adding +1 OCV to the R Mod (*FH*). Rifled weapons are more difficult to reload, however, requiring 1 additional Round or Phase.

Another variation on the firearm took the form of multiple barrels. The mechanisms differed, but the effect was the same. Pistols and muskets with up to six barrels were produced, though the barrels had to be turned manually for each shot (requires 1 Round or Phase). The problem with these firearms is breakage. The rotating barrel means that some gas is bound to escape each time the gun is fired, which leads to erosion on the mechanism. Eventually, it will just explode. To simulate this, increase the fumble number by five, and increase by one more for every month or so of active use (*RM/MERP*); or decrease the misfire number to 16, and increase the explosion numbers to 17-18 (*FH*).

High quality weapons can be simulated by reducing the misfire/explosion numbers of those weapons.

ARMOR (14.4.3)

Armor is not generally worn during this period, especially by seamen, but if you want to include armor as part of a treasure, then here's how. The big factor that affects armor is, again, quality. Special armor simply provides the same protection, but is lighter. For *RM/MERP*, knock off a couple of pounds from the weight, and reduce the penalties to Maneuvers, Missiles, and QU. For *FH*, just knock a few kilograms off the weight.

MAGICAL TREASURES (14.4.4)

If you are using magic in your campaign, then a few magical treasures might be in order. Neither Witchcraft nor Shamanism places much of an emphasis on magic items; they are mostly concerned with rituals. There are two sorts of magical items that you might come across: the charm and herbs.

Charms are low-power magic items which usually take the form of little carved figures or sacks of dried herbs. They are generally worn about the neck, though simply having one in your possession might be enough for it to work. For *RM/MERP*, a charm acts as a *Protections* spell, giving a bonus to either the character's DB, RR vs. poisons, diseases, or spells. This bonus is generally small, somewhere in the realm of +5 or 10. For *FH*, a charm acts as Immunity(1, 2, or 3), a bonus to DCV (max +2), Mental Defense (max 5 pt.s), or Dispel (max 2D6).

Herbs are treated exactly as in *RM/MERP*. For *FH*, healing herbs, when applied to a wound or ingested regularly, give a bonus to a character's REC (up to 3x the normal REC), and consequently speed-up healing times. They can also be used to counteract the effects of fevers as described in Section 5.5.3. The ingestion of particular herbs can reduce the number of points that are lost to statistics because of a fever, or actually restore points (up to 3 per dose, or 1/2D6).

MISCELLANEOUS ITEMS (14.4.5)

Other items can qualify as treasure as well. How about a telescope with x15 magnification, or a rutter that is so accurate that it imparts a +15/+2 bonus to all navigation rolls? Anything that is used in conjunction with rolls of any kind can be of extremely high-quality, and consequently give a bonus to that roll. Just think about what skills your players are using a lot, and give them something that will help. They won't miss magic items so much if you are creative.

SAMPLE TREASURES (14.4.6)

RAPIER OF VISCOUNT HENRI DU PONTLIEU

This fine rapier of Toledo steel was crafted exclusively for the Viscount, a notorious duellist, by the personal armorer of King Philip himself. Its balance, weight, and durability are unmatched in Europe. Furthermore, the hilt is gilded and encrusted in precious stones. The value of this wea on is thought to be at least 200 PoE. Unfortunately for the Viscount, this fine weapon was recently appropriated by the captain of a buccaneering vessel, who was forward enough board the personal frigate of the aforementioned gentleman uninvited. Its current whereabouts are unknown.

Fantasy Hero: Rapier, +2 OCV, 1D6 Damage, STR Min 6, Def 7

Rolemaster: Rapier, +10 OB, Strength 55, BF 135+, Weight 2 lb.

Swiss Wheellock Duelling Pistols

This set of 2 precision duelling pistols were presented to the Holy Roman Emperor as a gift from the people of Hanover. The mechanisms are completely contained within the body of the pistols, making them immune to water damage. The pistols are inlaid in silver along their entire length, and said to be worth 500 PoE. During the Thirty Years War, they somehow fell into the hands of a notorious mercenary captain, and were consequently brought to the New World when he was forced to flee Europe. Their current location is not known.

Fantasy Hero: Duelling Pistols, +1 RMod, 1D6+1 Damage, STUNx +1, STR Min 10, To Hit of 18=Misfire, never explode.

Rolemaster: Duelling Pistols, PB=10', SR=60', MR=120', LR=275', +5 OB, Weight 2 lb., Fumble 05-, never explode.

Incan Medicinal Herbs

These rare medicinal herbs, when applied to a wound, help prevent infection and aid in rapid healing. These herbs are only available some places in Peru, and only at great risk; the Inquisition has declared them the medicine of Satan. Finding an Indian who is willing to sell some of these herbs is risky, and the price can be as high as 50 PoE per dose.

Fantasy Hero: Application of these herbs to a wound increases the characters REC by a factor of 3 (x3) for the purpose of healing that specific wound only. The herbs must be re-applied daily for this effect to continue.

Rolemaster: Treat this herb as Yavethalion, but form/prep is Leaf/apply.

Bantu Ward Charm

This small ivory figurine, when grasped tightly, will ward most minor magic spells, curses, and so on. Thousands of small charms just like this one have made their way to the New World aboard the slave ships.

Fantasy Hero: 2D6 Dispel, No Magic Roll, No END.
Rolemaster: *Protections*, +10 RR vs. Spells.
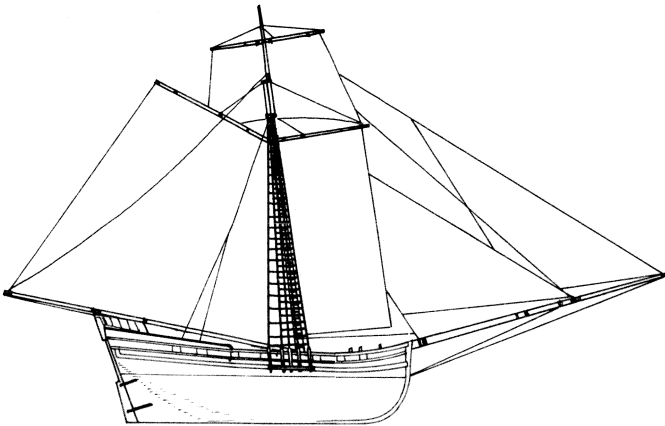
Personal Rutter of Sir Francis Drake

This set of books, written by the famous Sir Francis himself, contains charts, sketches, piloting notes, and so forth for a good deal of the earth's surface. Despite the fact that they are somewhat out of date, the detail and accuracy of these books makes navigation in the areas described tremendously simple. The value of these works is at least 500 PoE.

Fantasy Hero: On a 14- (representing the fact that these works do not cover all of the earth's surface), this rutter gives a +2 to any trying to navigate if they have the Navigation skill. These books impart Fam. Navigation (8-) to any without that skill who have them in their possession.

Rolemaster: There is a 90% chance (representing the fact that these works do not cover all of the earth's surface) that using these works for navigation reduces the difficulty of all rolls by 2 levels (*Absurd* becomes *Extremely Hard*, *Sheer Folly* becomes *Very Hard*, *Extremely Hard* becomes Hard, etc.).

In this section you will find three full length scenarios. The first is a short introductory scenario, the second a full-length buccaneer adventure, and the third a full-length pirate adventure.

15.1 SCENARIO ONE: THE STRAGGLER

This is a simple scenario which can be used with any campaign type — fictional, historical, buccaneer, or pirate. It can be used to introduce newly-created characters to each other, or as a jumping-off point for a more involved adventure.

PREMISE

The annual Spanish plate fleet is on its way home. Its course will take it right past the character's base (buccaneers: Jamaica or Tortuga; pirates: New Providence). Although the main fleet is too well-guarded for the PCs small vessel, there are always stragglers ripe for the picking.

GETTING THE HEROES INTO THE ADVENTURE

If the characters are already pirates (or buccaneers), then this shouldn't be a problem. Just have them taken on the same ship as crew. If one or more of the characters are not pirates, then you will have to devise a way for them to get aboard a pirate vessel.

While on honest business in Tortuga, Port Royal, or New Providence the character(s) is shanghaied by pirates; that is, knocked over the head and carried aboard for the purpose of filling-out the crew. He wakes up with a heaving deck under him and no land in sight. Pirates do not often use this method of recruitment, but if desperate, they are beneath nothing.

Alternatively, the ship that the character(s) is on is captured by pirates on their way to intercept the plate fleet, or taken by the mutinous crew who then decide to turn pirate and intercept the plate fleet.

Whatever device you use, after a short session of purely narrative role playing, all the characters should be assembled on the same ship and heading for the plate fleet's location. Note that it is unlikely that the PCs will occupy any positions of authority aboard the ship. In order to familiarize the players with the mechanics of *Pirates*, it might be a good idea for each player to play an NPC in addition to his own character, such as the pilot or captain.
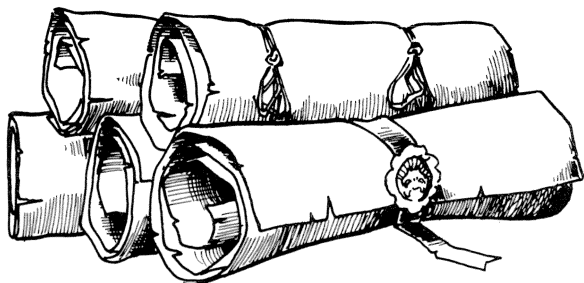
PLAYING THE ADVENTURE

The purpose of this adventure is to introduce the players to the new systems found in this supplement. For this reason, it is suggested that you make the initial voyage to the plate fleet's location as accurate a simulation as possible. If you want to gloss over future ocean voyages, then go right ahead.

First, you will have to tell the players where their characters think the plate fleet is most likely to be (based on general information of past schedules, etc.), what direction it is going, and at what speed. Then, judging from the character's plotted interception course, as well as a few Navigation rolls made along the way, you should be able to determine if and when they will first spot the fleet. If they are completely bungling the navigation, feel free to offer suggestions (make it perfectly clear, however, that this is unlikely to happen in the future).

If you like, you can make the voyage a little more involved by throwing in a tropical storm. You can either narrate the events during the storm, or directly involve the characters by having them jury-rig equipment, save comrades who have fallen overboard, and so on. The storm should leave the vessel slightly battered, but essentially intact.

Eventually, the characters should spot a straggler. Their object now is to close as quickly as possible, attack, and leave before the main fleet can come to the rescue. As the galleon has more and larger guns than the pirate's vessel, the only sensible tactic is close and board the galleon right away.

Be as vivid as you can in your narration of the battle. Describe the thick black smoke, spars crashing to the deck, the screams of dying men, and the shuddering of the deck as the galleon's cannon tear into the hull of the small pirate vessel. You can make the battle more immediate by wounding some of the PCs, though killing them out right would be a little cut-throat.

The boarding action should not last long. Use your judgement, but if you see your players yawning, then maybe it's time for the Spanish crew to surrender.

Once the treasure is loaded aboard the pirate vessel, and the ship is under way, then the adventure is essentially over. You can extend the adventure by having fights break out over the distribution of the treasure, gaming the carousing once the characters are back in port, or whatever. If you and/or your players are anxious for the PCs to have their own ship, then it is possible to have the captain die in the battle. The leading man (if there is one) can be elected as the new captain, and he in turn can appoint the rest of the PCs as his officers (quartermaster, chief gunner, pilot, etc.).

Below you will find the stats for the two vessels involved, as well as some of the major NPCs. Fell free to use these as a guide for your own campaign, or supplant them whole into your own world.

SCENARIO STATISTICS

NPCs—
The Typical NPC Crew from 14.2.4 can add a lot of color to this adventure, but if you'd rather keep the pirate crew simple, then just use Crack Sailors for all but the captain, who should be an Elite Sailor. Alternately, you can use one of the Historical Buccaneers or Pirates described in 14.2.1 and 14.2.2 as the captain of this venture.

THE STRAGGLER

Culverin (4,500 lbs.)   Demi-Cannon (4,000 lbs.)

CHARACTER'S SLOOP

Demi Culverin (3,400 lbs.)
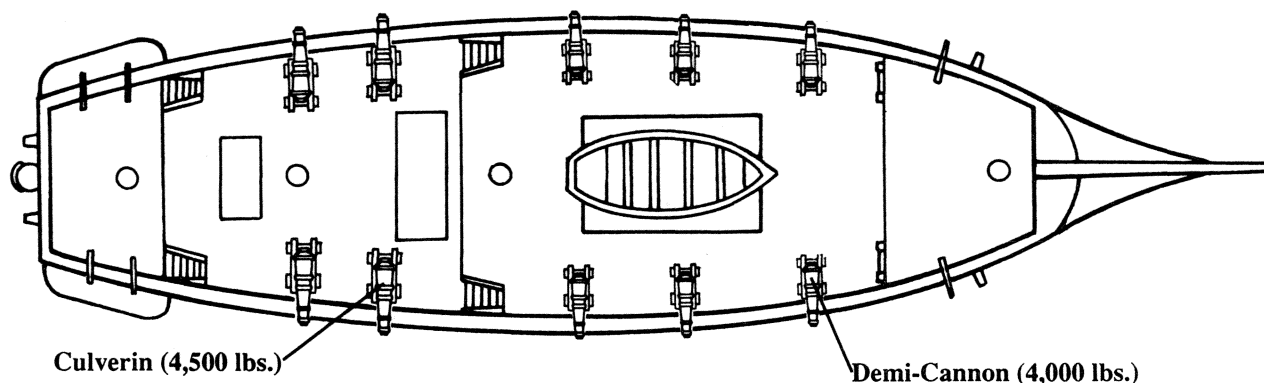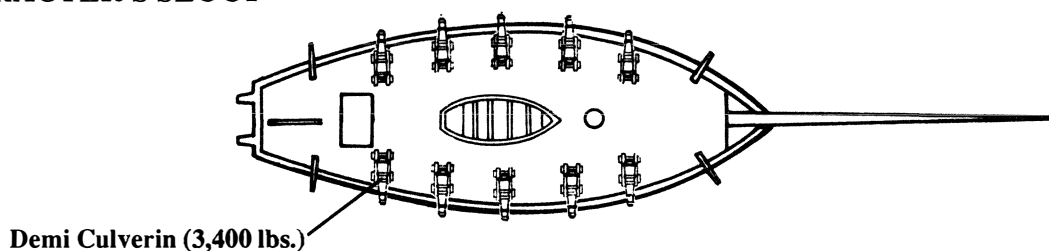
Pirate Crew: 50 Crack Sailors; either the Typical NPC Crew as officers, or a few Elite Sailors.

Spanish Crew: 75 Green Sailors, 25 Average Sailors; a few Crack Sailors as officers.

Don Alfons de Greezo (Ship's Captain): See 15.7 & 15.8.

SHIPS—

Character's Ship: Large Sloop armed with 10 demi-culverins (5 per broadside), 2 sakers in the stern, 2 swivel guns on the stern rail (in the stern), and 2 swivel guns as chasers (in the bow).

Spanish Ship: Galleon armed with 10 demi-canon (5 per broadside), 10 culverins (5 per broadside), 2 demi-culverins in the stern, 2 demi-culverins as chaser (in the bow), 4 swivel guns on the poop rail (2 per broadside), and 2 swivel guns on the fo'c'sal rail (1 per broadside).

TREASURE—

Just how much treasure you give to the characters is up to you. Realistically, there would probably be 20,000 PoE in ready cash and ingots, and perhaps another 10-20,000 in merchandise (silk from Manila via Aculpulco, tobacco, sugar, cotton, etc.) which will have to be sold before the final share-out. You can thrown in some bonus items for the characters, like the captain's +5 OB/+1 OCV rapier, the mate's pair of fine wheellock pistols (PB=10', SR=50', MR=100', LR=225' or 0 RMod; pistols never explode), the navigator's rutter describing many Spanish ports in detail, the surgeon's medicine chest containing many rare Indian herbs, and so on.

15.2 SCENARIO TWO: SACK OF THE TREASURE TOWN

The "Sack of the Treasure Town" is a simple scenario which, like "The Straggler", can be used to introduce new players to *Pirates*, as a jumping-off point for a more involved adventure, or as a break from your regular campaign.
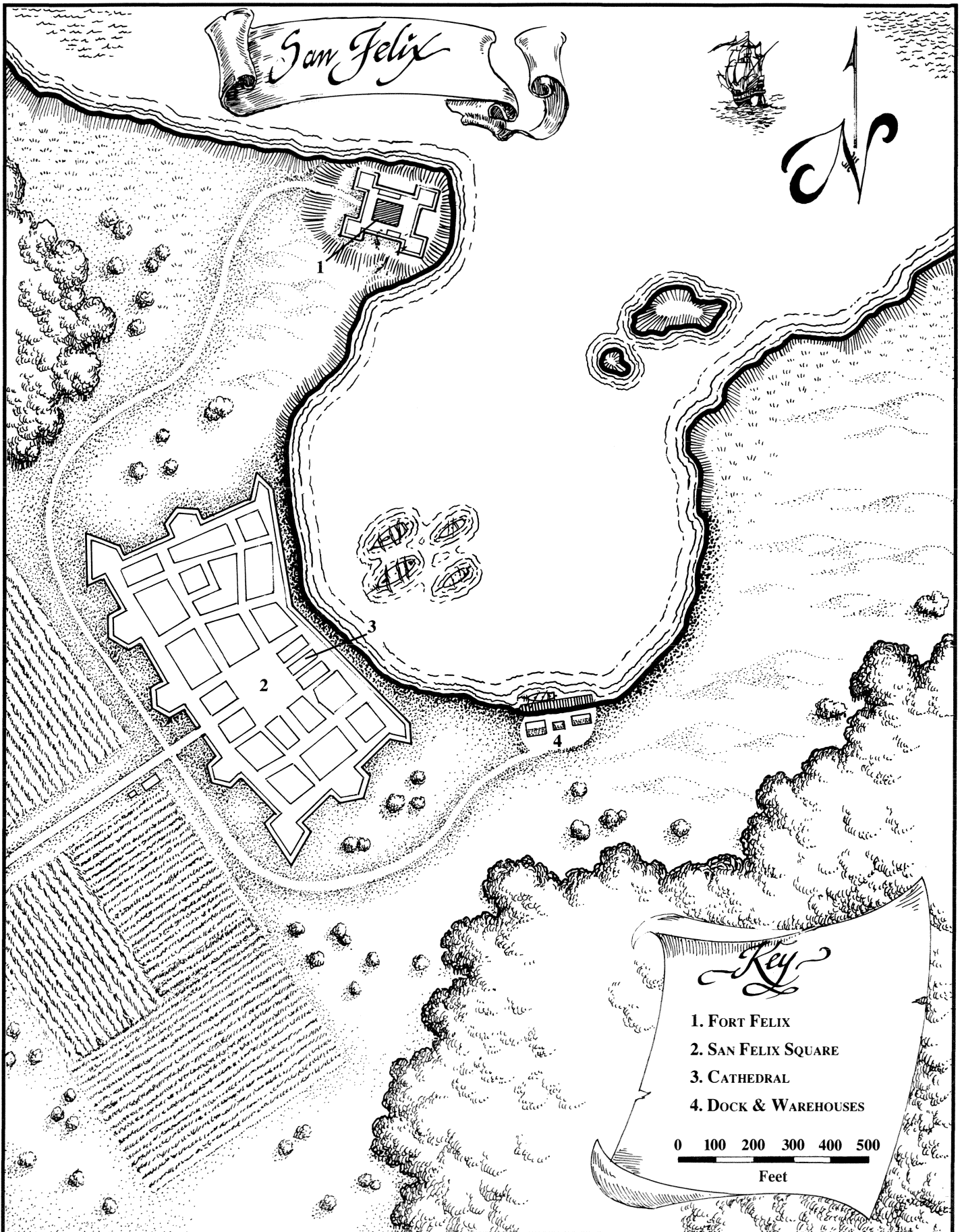
PREMISE

It is rumored that a small town on the Spanish Main is due to be visited by the annual mule-train from Caracas bearing that area's wealth to Porto Bello for shipment to Spain.
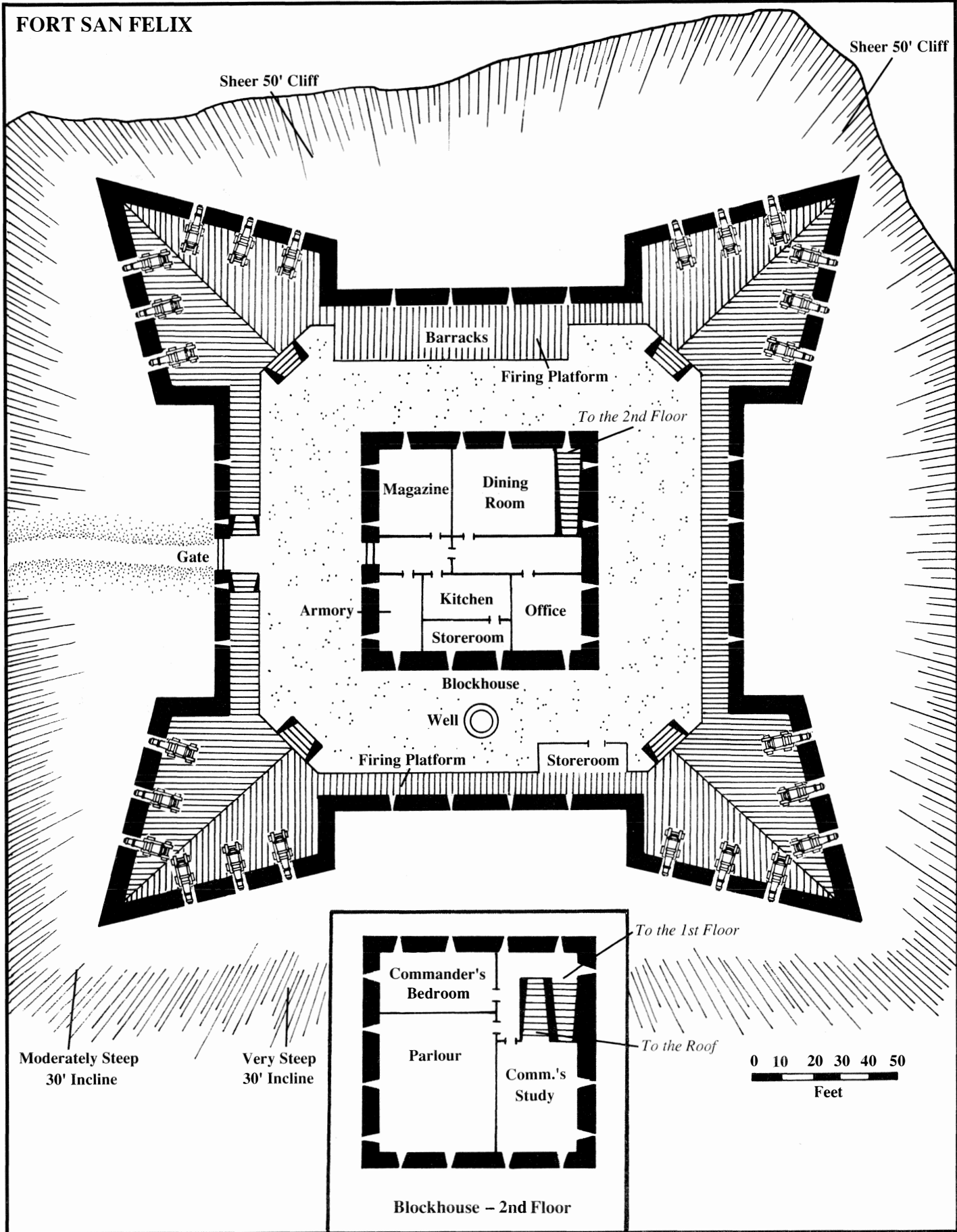
GETTING THE CHARACTERS INVOLVED

See "The Straggler" for ideas on how to get the characters involved in this adventure. Sacking towns along the Spanish Main is one of the principal activities of the buccaneers, and so should not present much of a problem in terms of getting the characters interested.

PLAYING THE ADVENTURE

If this is the first time that your players have played *Pirates*, then it is advisable that you have them go through the procedures for getting from their starting point to their destination; that is, navigation, sailing, etc. If you want to introduce them to ship-to-ship combat, then you can have their characters encounter a Spanish patrol craft near their destination.

San Felix

Key

1. Fort Felix
2. San Felix Square
3. Cathedral
4. Dock & Warehouses

0   100   200   300   400   500
Feet

FORT SAN FELIX

Sheer 50' Cliff

Sheer 50' Cliff

Sheer 50' Cliff

Barracks

Firing Platform

To the 2nd Floor

Magazine

Dining Room

Gate

Armory

Kitchen

Office

Storeroom

Blockhouse

Well

Firing Platform

Storeroom

To the 1st Floor

Commander's Bedroom

To the Roof

Parlour

Comm.'s Study

Moderately Steep 30' Incline

Very Steep 30' Incline

0 10 20 30 40 50

Feet

Blockhouse – 2nd Floor

Once the characters get to the San Félix, they will have to formulate a plan for attacking the town. Fort San Félix must be neutralized; if they leave the fort in Spanish hands, their ship will be blown out of the water before it even gets into the harbor. There are several options for attacking the fort. The characters can bombard it from the water, but its large guns and stout walls make this option a difficult one. They can try an overland attack, but, again, this will be difficult and be very expensive in terms of pirate lives. Perhaps the best method would be one involving some sort of ruse to lure the garrison out the fort's protective walls, or sneaking in and opening the gates, blowing the magazine, etc.

Once the fort has been taken out, the town must be taken. Though walled and defended, this shouldn't be all that difficult. The town's walls are manned by the citizen's militia, a poorly-armed, poorly-trained, and poorly-commanded rabble. The militia will probably surrender very quickly unless the pirates make a major mistake. At some point, the characters should have an opportunity to face the leaders of the citizen's militia, a small band of grandees led by the notorious Don Pedro Luis de Montoya. There should be the same number of grandees, including Montoya, as there are player characters (what a coincidence).

The final part of the adventure involves those activities that pirates love best: drinking, pillaging, raping, gambling, and killing the defenseless. If you feel that the adventure has gone too easily, then a Spanish squadron can arrive while the majority of the crew is in a stupor after their revels. Or maybe a huge band of hostile head-hunting Indians will attack the town, making it necessary for the pirates to band together with the citizens to drive them off.

SCENARIO STATISTICS

NPCs—

Pirate Crew: 70 Crack Sailors; either the Typical NPC Crew (14.2.4) or a few Elite Sailors as officers.

Fort San Félix Garrison: 40 Green Soldiers, 30 Average Soldiers; 5 Crack Soldiers as officers.

San Félix Citizen's Militia: 100 Green Soldiers; (# of PCs) x Elite Soldiers as officers (Grandees).

Don Pedro Luis de Montoya: See 15.7 & 15.8.

SHIPS & FORTIFICATIONS—

Character's Ship: Large Sloop armed with 10 demi-culverins (5 per broadside), 2 sakers in the stern, 2 swivel guns on the stern rail (in the stern), and 2 swivel guns as chasers (in the bow).

Fort San Félix: AT B, 750 Hits (*RM/MERP*) or Def 8, BODY 15, Resistant Damage Reduction (*FH*); armed with 24 demi-cannon (6 per facing).

San Félix Town Fortifications: AT B, 600 Hits (*RM/MERP*) or Def 8, BODY 14, Resistant Damage Reduction (*FH*); no cannon.

Ship in San Félix Harbor: 1 Merchantman (8 culverins), 1 Brig (4 demi-culverins), 1 Schooner (6 sakers), and 2 fishing sloops (no cannon). All crews are ashore and are included in the Citizen's Militia.

TREASURE—

From the Town: A thorough sacking of the town will yield about 10,000 PoE in valuables and merchandise. You can also include items like those mentioned in "The Straggler", above, if you wish.

From the Docks & Warehouses: The cargo from the mule train is being kept under guard (you can either have them flee or put up a spirited resistance; it's up to you) in one of the warehouses by the docks. There is about 5,000 PoE in pearls, 5,000 PoE in silver, and 10,000 PoE in gold ingots.

From the Ships in the Harbor: The ships in the harbor yield up about 30 tons of assorted merchandise, worth some 1,500 PoE.

15.3 SCENARIO THREE: THE TREASURE OF PEGLEG LE CLERC

This is a full-fledged episodic buccaneer adventure. The events take place in the year 1660, but it is possible to adapt this adventure to a pirate campaign by changing a few of the pertinent facts.

PREMISE

The characters hear of a way to find the fabled treasure of François 'Pegleg' Le Clerc. As they proceed to unravel the mystery of its whereabouts, they realize that this task is not so much difficult, as it is nearly impossible.

GETTING THE CHARACTERS INVOLVED

Have the characters all be in the same location, either Tortuga or Port Royal. During the course of their revels, they come across Blind Jaques, an ancient ex-privateer who now spends his days in the taverns of this lawless port, telling wild stories about the early years of buccaneering. No-one knows his exact age, but from his descriptions of people and events it can be deduced that he is well past his ninetieth year.
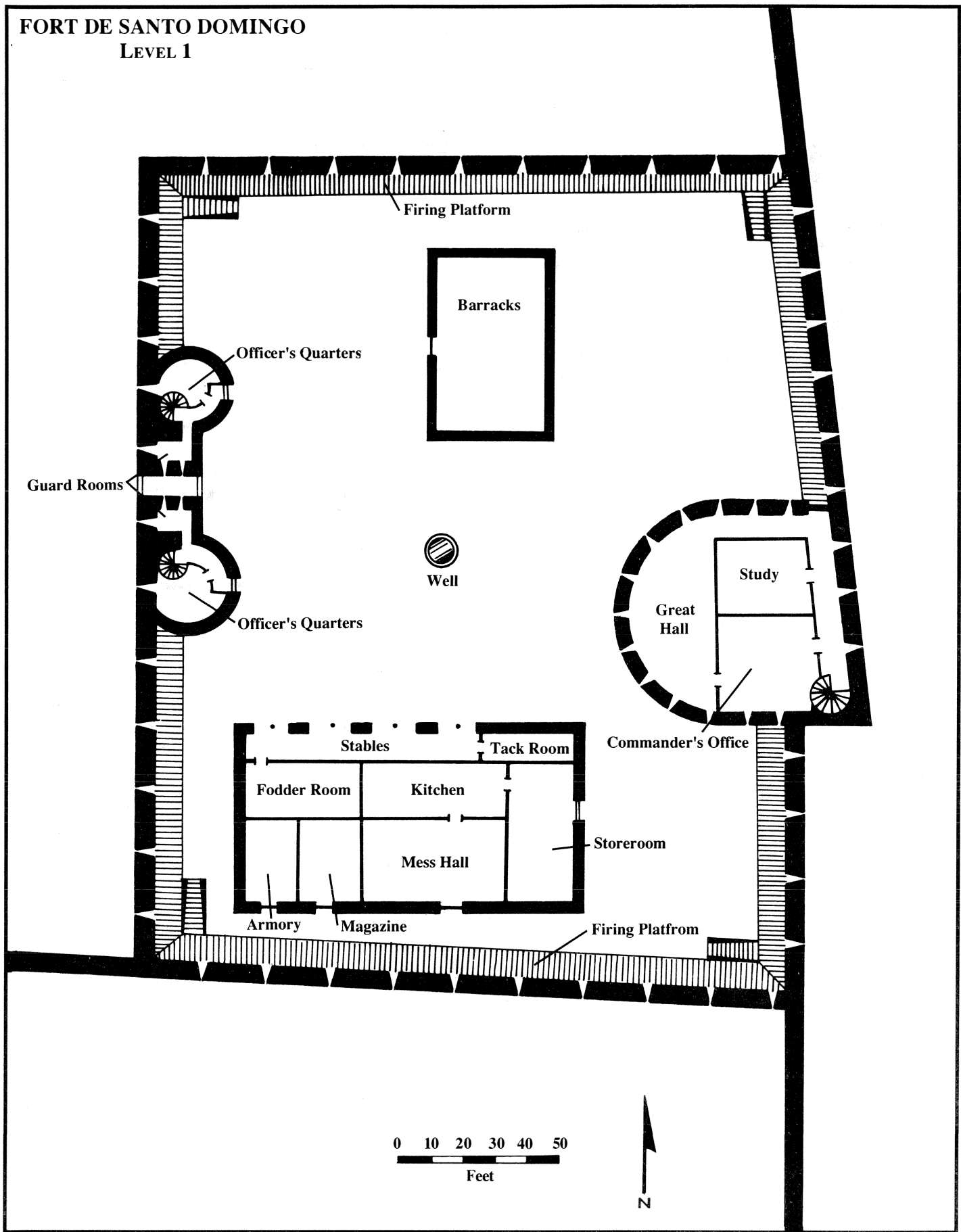
One story in particular catches the characters attention. Blind Jaques claims to have known the legendary privateer François Le Clerc (Pegleg to his friends), long after Le Clerc had been thought dead. Blind Jaques was in the Spanish prison at Santo Domingo, Hispaniola at that time. The man in the cell next to his claimed to be Pegleg Le Clerc, and said that he had been there for 25 years. Le Clerc was dying, and in order that his treasure not be lost, he made a map and hid it behind a loose stone on the prison's west wall. He told Blind Jaques, so that he could one day find the treasure and return it to Le Clerc's family in France. Blind Jaques had his eyes put out by the inquisition, and was released, but no-one would believe his tale. For the price of a drink, Blind Jaques will tell the characters in which cell and on what floor of the prison the map is located.

Telling this tale in the classic pirate drawl is a nice touch ("Aaar, mateys. Let me tell 'ee the story of that whoreson Pegleg Le Clerc, and may the devil hisself damn me if every word aint true, aaar!"). If you're not up to it, then just give them the facts.

Some background is in order here. François Pegleg Le Clerc was an actual privateer who operated in the waters of the Spanish Main in the 1550's. The rest is nonsense. It is true that he took in a fantastic haul, but the record does not show what became of it. Most likely it was spent in a matter of weeks at quayside taverns and brothels.
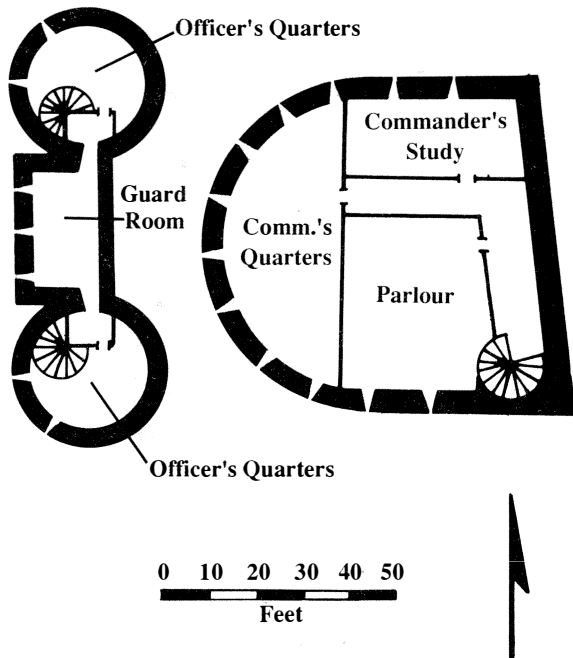
Getting one of the characters personally involved is not difficult. Perhaps François Le Clerc is one of the character's grandfather, or one of the PCs has a personal grudge against the garrison commander at Santo Domingo, the infamous pirate hunter Don Alonzo Xavier Pedro de Avilés (see below). Perhaps one of the PCs has a friend being held in the prison at Santo Domingo, and can use this as an excuse to effect a rescue. Whatever the case may be, having one of the characters (most often the Leading Man) personally involved can help keep the action moving.
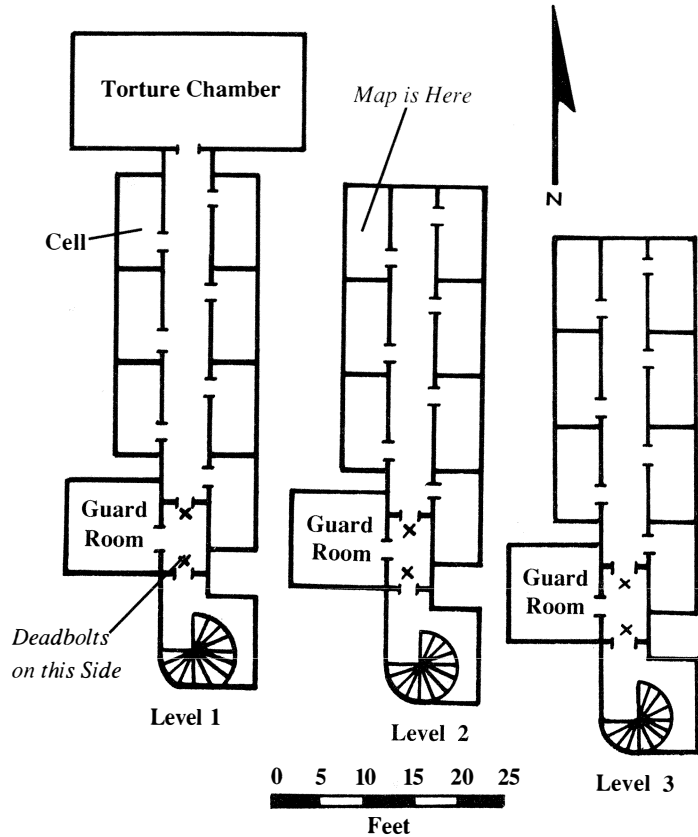
FORT DE SANTO DOMINGO
LEVEL 1

Firing Platform

Barracks

Officer's Quarters

Guard Rooms

Officer's Quarters

Well

Study

Great Hall

Commander's Office

Stables

Tack Room

Fodder Room

Kitchen

Storeroom

Mess Hall

Armory

Magazine

Firing Platfrom

0 10 20 30 40 50
Feet

N

FORT DE SANTO DOMINGO

LEVEL 2

Officer's Quarters

Guard Room

Commander's Study

Comm.'s Quarters

Parlour

Officer's Quarters

0 10 20 30 40 50
Feet

DUNGEON LEVELS

Torture Chamber

Map is Here

N

Cell

Guard Room

Deadbolts on this Side

Level 1

Guard Room

Level 2

Guard Room

Level 3

0   5   10   15   20   25
Feet

PROGRESS OF THE ADVENTURE

Below is the proposed course of events for this adventure. It is broken down into episodes. You can eliminate bits here and there to shorten the adventure, or add bits to lengthen it.

EPISODE ONE

This is the episode during which the characters are assembled and Blind Jaques tells his story. For the price of a drink, Blind Jaques tells the characters that Le Clerc's cell was on the second level of the dungeon in Fort Santo Domingo, the third from the left.

If the characters already have a ship and crew, perhaps as a result of Scenario One, then they can leave as soon as the ship is provisioned. They may want to procure a Letter of Marque from the Governor (Port Royal: Thomas Windsor; Tortuga: GMs choice) so that their enterprise is a legal one, though it is probably a good idea that they not reveal their ultimate goal. If they do not have a ship, then they will have to convince a buccaneer captain to undertake this enterprise.

This might not be easy, however. Everyone has heard Blind Jaques' crazy story; but even if it were to be believed, how could anyone break into a Spanish dungeon? The characters will either have to lie about their destination, or somehow convince the captain that this incredible feat is possible.

At any rate, the trip to Hispaniola, unless you want it otherwise, should be short and uneventful. The town, harbor, and prison are shown below, along with a key to the various locations. Although it is possible to assault the fort, the character's best bet is to try to sneak in under cover of darkness. Let them devise their own plan. If they ask for volunteers to accompany them, only a handful should come forward; pirates may be brave, but they aren't necessarily crazy.

The commander of the garrison is Don Alonzo Xavier Pedro de Avilés, a haughty lace-trimmed Spaniard with a reputation as a devious, ruthless, and wickedly clever pirate-hunter. At some point during the break-in the characters should come across this arch-fiend and fence him. A contingent of guards will intervene if it looks like he is losing the fight, but he probably won't lose. He should berate the characters with insults of the most demeaning nature during the duel. The object is to get your player's blood to boil; if it doesn't seem to be working, then Don Alonzo do something really nasty, like cut off a character's hand. That should get their attention.

EPISODE TWO

Assuming the characters now have the map, it is a simple matter to proceed to the location indicated and dig up the treasure. Right.

The location on the map is on the island of Dominica, in the Lesser Antilles. The characters should know that this island is inhabited by a tribe of cannibalistic Carib Indians. It seems that Le Clerc didn't want to make it easy to get his treasure.

The trip to Dominica should be an uneventful one. Wherever the characters decide to land, it should be just deep enough to admit their small vessel. The reason for this will be made plain shortly. Once they have reached the island, they now have to journey inland through dense, steamy, insect-ridden jungle to the location on the map. Again, volunteers, if any, will be few. The trip through the jungle is fraught with perils. Indians will strike suddenly from the brush, and then disappear. Natural dangers, like piranha-infested streams that the characters have to cross, are everywhere. The trip is only about 10 miles, but it will take between 6 and 8 hours. When the party finally gets to the tower, they should be exhausted and wounded.

What they find, peering through the dense foliage, is a Carib village that has been constructed around Le Clerc's tower. The canopy almost completely covers the clearing that the village is in, making it a dark and gloomy place. Dark stains on the surface of the tower hint at deadly rituals practiced by these primitive people. It is now up to the characters to find a way to get to the tower and dig up the treasure without becoming a meal. Perhaps a diversion is in order, or some kind of infiltration. Again, give the players some time to come up with a plan.

If the characters are captured, then they will be tied to the tower until the time is right for the sacrifice, perhaps in a day or two. They will have to devise an escape plan. If all else fails, you can have a contingent of buccaneers show up to save the day. This sort of obvious contrivance should only be used as a last resort, but it beats creating a whole new batch of characters and starting over.

The treasure is indeed beneath the tower, and amounts to a small fortune in gold doubloons, pieces of eight, jewel-incrusted crucifixes, and so on. Each share should amount to about 300 pieces of eight (remember, the captain and officers receive more shares than the average crewman).

EPISODE THREE

When the party finally gets back to the ship with their loot, they discover that their problems are not over. A Spanish man-of-war, the Santa Maria de la Rosa, is anchored just outside the harbor. The waters in the harbor are too shallow for it to enter (remember?), so they are waiting the pirates out. Aboard is the nefarious Don

Alonzo, who will shout as many insults as he can across the water. The man-of-war is too big to attack, and there is no other way out of the harbor. On land the Caribs are anxiously awaiting the character's return with grumbling bellies. Things do look grim for our intrepid adventurers.

SCENARIO STATISTICS

NPCs —

Buccaneer Officers: Use the Typical NPC Crew from 14.2.4.

Buccaneer Crew: 70 Crack Sailors, armed to the teeth.

Don Alonzo Xavier Pedro de Avilés: See 15.7 & 15.8.

Fort Santo Domingo Garrison: An unlimited number of Average Soldiers; a few Crack Soldiers as officers.

Carib Indians: An unlimited number of Tribal Warriors, armed with Short Bows and Spears. You can have their weapons poisoned if you are in a particularly ugly mood.

Santa Maria de la Rosa Crew: 50 Green Sailors, 50 Average Sailors; a few Crack Sailors as officers.

Marine Contingent Aboard the Santa Maria de la Rosa : 20 Crack Soldiers; a few Elite Soldiers as officers.

SHIPS & FORTIFICATIONS—

Character's Ship: Large Sloop armed with 10 demi-culverins (5 per broadside), 2 sakers in the stern, 2 swivel guns on the stern rail, and 2 swivel guns as chasers (in the bow); or whatever they already have.

Fort Santo Domingo: AT A, 750 Hits (RM/MERP) or Def 9, BODY 16, Resistant Damage Reduction (FH); 12 cannon, 12 demi-cannon.

Santa Maria de la Rosa : Small Man-of-War armed with 20 demi-cannon (10 per broadside), 2 demi-culverins in the stern, 2 swivel guns on the poop rail (in the stern), 2 swivel guns on the forecastle rail (in the bow), and 2 sakers as chasers (in the bow).
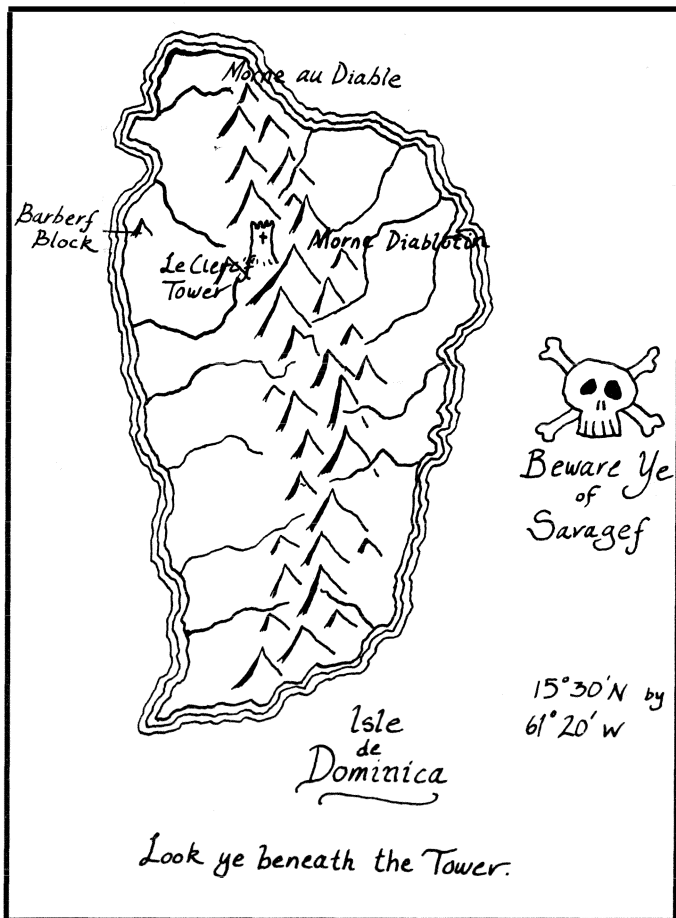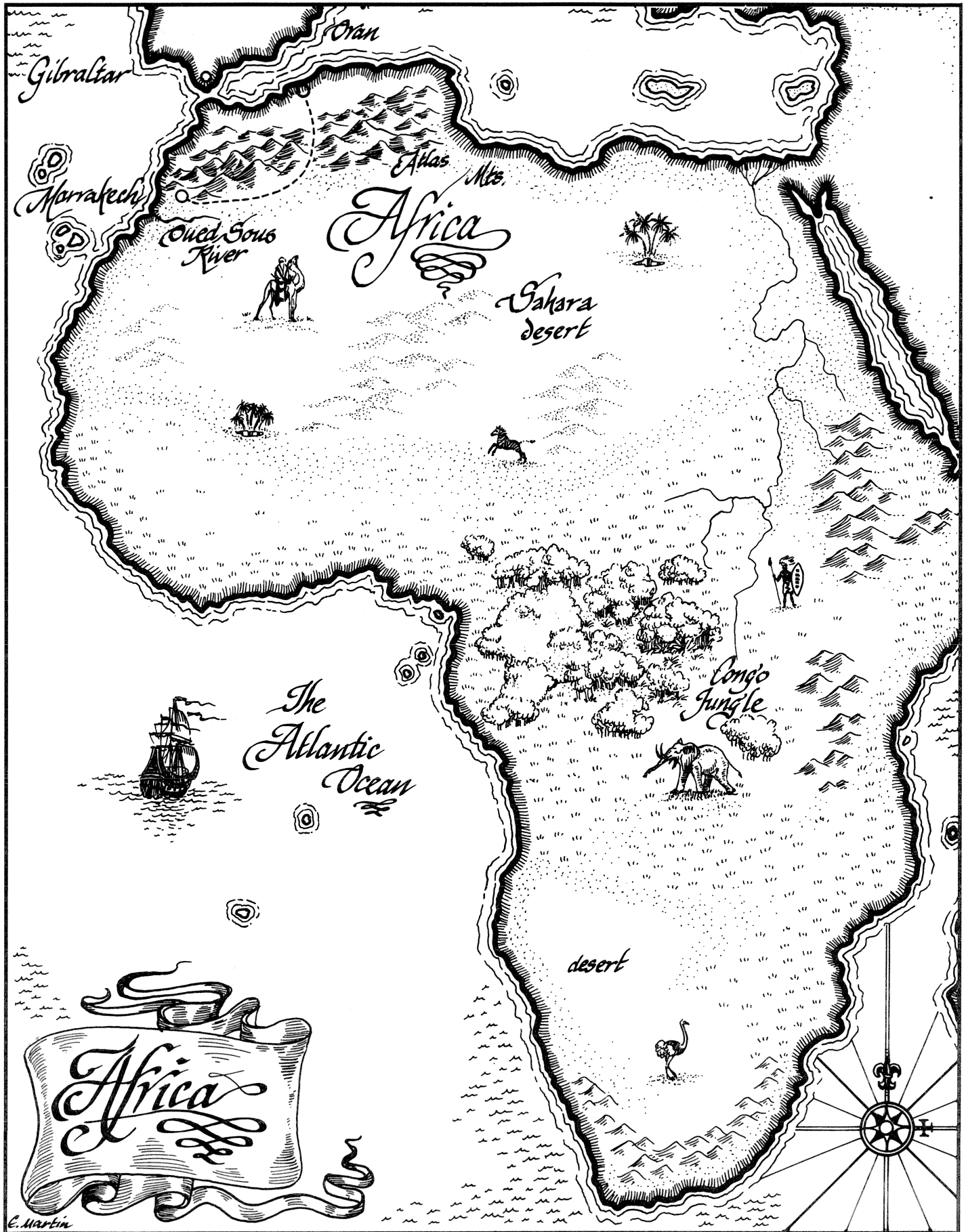
LE CLERC'S TREASURE—

50,000 PoE in assorted coins, ingots, gems, jewels, plate, and so forth. If you wish, you can throw in some items like those described in 14.4; but remember, this treasure has been sitting here for almost 100 years, and not many items will still be usable.

HOW THIS RELATES TO PLAYING THE CAMPAIGN

The *Playing the Campaign* Section (12.0) outlines the features that make up a good adventure. This adventure follows those guidelines closely. In the first episode, a focal player is chosen and the characters are assembled (see *Getting the Characters Involved*). Then the ultimate goal is defined (finding Le Clerc's treasure and getting it home), as well as the immediate goal that will get them closer to the ultimate goal (get Le Clerc's map). Plenty of opportunities for combat and role playing are present during the episode.

The next episode follows the same pattern. An immediate goal (getting to Le Clerc's tower) is again defined. The last episode also has an immediate goal (getting the treasure home) which, at this point, is the same as the ultimate goal. Throughout, as in the first episode, there are opportunities for role playing and combat.

Morne au Diable

Barbers Block

Le Clerc's Tower

Morne Diablotin

Beware Ye of Savages

15°30'N by 61°20'W

Isle de Dominica

Look ye beneath the Tower.

Gibraltar

Oran

Marrakech

Oued Sous River

Atlas Mts.

Africa

Sahara desert

The Atlantic Ocean

Congo Jungle

desert

Africa

E. Martin

15.4 SCENARIO FOUR: THE SULTAN'S TROVE

Below is an episodic pirate adventure. The events take place in the year 1715 (the recommended starting date for a pirate campaign); but, with a few changes, this adventure can easily be adapted to a buccaneer campaign.

PREMISE

The characters are enlisted to aid a traitorous Barbary Corsair in plundering his compatriot's stronghold. The simple act of getting there turns into a trial, and their employer is not all that he seems.

GETTING THE CHARACTERS INVOVLED

The characters, while careening their ship on the beach of their current Madagascar hide-out, are surprised to see a small Arab vessel sail sail into the harbor. They are surprised because this is the sort of vessel that they routinely plunder. The vessel anchors, and a single individual in a white robe and turban rows towards the beach. He claims to be Musef el-Biq, a minor captain among the Barbary Corsairs. He has a purse full of gold which (he says) is just the tip of the iceberg for any daring enough to join him in an expedition against his former sultan. If questioned as to what prevents the characters from simply relieving him of his gold and throwing in the sea, he will reply that the characters would have to be fools to pass up a chance for such riches.

How you manage to get all the characters assembled in the same place is up to you. This does not have to be Madagascar, but should be somewhere near Africa. See *Scenario One* for suggestions.

Most, if not all, of the PCs companions should be disinterested in this venture. Not even pirates like to deal with heathens, and what Christian in his right mind would trust an infidel? If there only a few PCs, then it might not be a bad idea to have a few NPCs volunteer to go along in addition to El-Biq's 3 crew members, but no more than a few, certainly.

As for getting the PCs personally involved, here are two suggestions. First, any religious PCs will be more than interested in dealing a blow to a sultan of the Barbary Corsairs, vassal of the Ottoman Empire and enemy of Christianity. Or second, the sultan in question could be a personal enemy of one or more of the characters. Perhaps he is responsible for the death or enslavement of a friend or loved one; the Barbary Corsairs raid as far as Ireland in their search for Christian slaves, and it is entirely possible that a family member has suffered this fate.

Whatever the case may be, it is a good idea for at least one of the characters to have a personal reason (beyond greed) for undertaking this mission. The end result should be the PCs, and maybe a few NPCs, being gung-ho about getting started.

PROGRESS OF THE AVENTURE

Like Scenario Two, above, this adventure is broken down into a number of episodes. You can add or subtract parts of the adventure to lengthen or shorten it as you see fit.

EPISODE ONE

This is the part of the adventure when all the characters are assembled, and the events in Getting the Characters Involved occur. El-Biq plans to raid the vault at Oran, on the north coast of Africa (the Barbary Coast), which is controlled by Sultan Mohammed Ali Ben Farouk, a notoriously wicked corsair king. Farouk is a miser, and his vault supposedly contains the accumulated wealth of three generations of corsairs.

There are two problems with this plan, however. First, the city of Oran is heavily defended against sea attack by a European-designed fortress sporting over a hundred guns. Furthermore, the

harbor is likely to contain several of Farouk's ships. Second, getting into the Mediterranean means sailing under the British guns at Gibraltar, and the British are likely to fire on any vessel which looks in the least suspicious. Being out of range doesn't help, because they keep several warships handy for such a case.

El-Biq's plan is this: rather than face these dangers, the party will sail around the Cape of Good Hope (in El-Biq's small sloop), up the west coast of Africa, up the Oued Sous river, and debark in Morocco. From there, they will join a caravan and make their way overland, bypassing the Straights of Gibraltar and the fortifications at Oran. This will take a while longer, but will save aggravation. They will then get into the fortress through a secret passage in the rear, something for which Farouk is totally unprepared.

Narrate the journey up to the point at which the characters disembark. You can add some close calls if you want, like a passing English man-of-war, but the voyage should be more-or-less uneventful. At a small village, the characters exchange El-Biq's ship for some camels, and head north to rendezvous with the caravan from Marrakech. It would be wise for them to don native clothing, but let them think of this themselves. The journey is underway.

EPISODE TWO

One night, after having travelled with the caravan for a few days, Arab raiders on horse-back sweep down out of the hills onto the camp site. There will be a fierce battle, the result of which will either be that the raiders are driven off, or that the characters are captured. If they are captured, then they will be tied up, and the raiders will pilfer the caravan. If the characters are then found to be Christians, all sorts of imaginative tortures will be thought up by the raiders, who will then give the characters time to think about it before actually doing anything. This, of course, also gives the characters time to escape. Or, alternately, the raiders might just leave the party in the desert with no camels or provisions. Simply put, the characters will be in a fix. Make it as bad as you like, but don't make it so hopeless that the players give up on their goal.

EPISODE THREE

This episode begins when the characters arrive at Oran. The fortress is shown below. El-Biq will lead the characters past the sentries (there can be some close calls here if you like) and to a secret door set into the rear of the fortress. He has a key to this door, which might strike the players as odd (and well it should); and if asked about it, El-Biq will make up some lame excuse (use your imagination).

He will lead the characters through a maze of narrow corridors which, unless the characters have a light-source, will be pitch-black (e.g., they won't be able to easily find their way back). Again, the characters may wonder how it is that El-Biq knows his way around so well.

Eventually the party will emerge into a large room occupied by a richly-robed Arab (Mohammed Ali Ben Farouk) and a bunch of guards. There should be about two guards per character. The guards won't ask any questions, but will attack immediately. During the ensuing scuffle, if one of the PCs doesn't kill him, then El-Biq will take-out Farouk. At this point, regardless of how the battle is going, a whole new batch of guards will enter the room (lots of them), and El-Biq will order them to take the PCs prisoner. For, as you might of suspected, El-Biq is an imposter. He is not a minor Corsair captain, but the younger brother of Mohammed Ali Ben Farouk, Musef Ben Farouk. Having jealously coveted his brothers throne for years, he devised this plan to do away with him without involving anyone from Oran, who might well have been a spy. He also will feel no remorse when he does away with our intrepid adventurers.
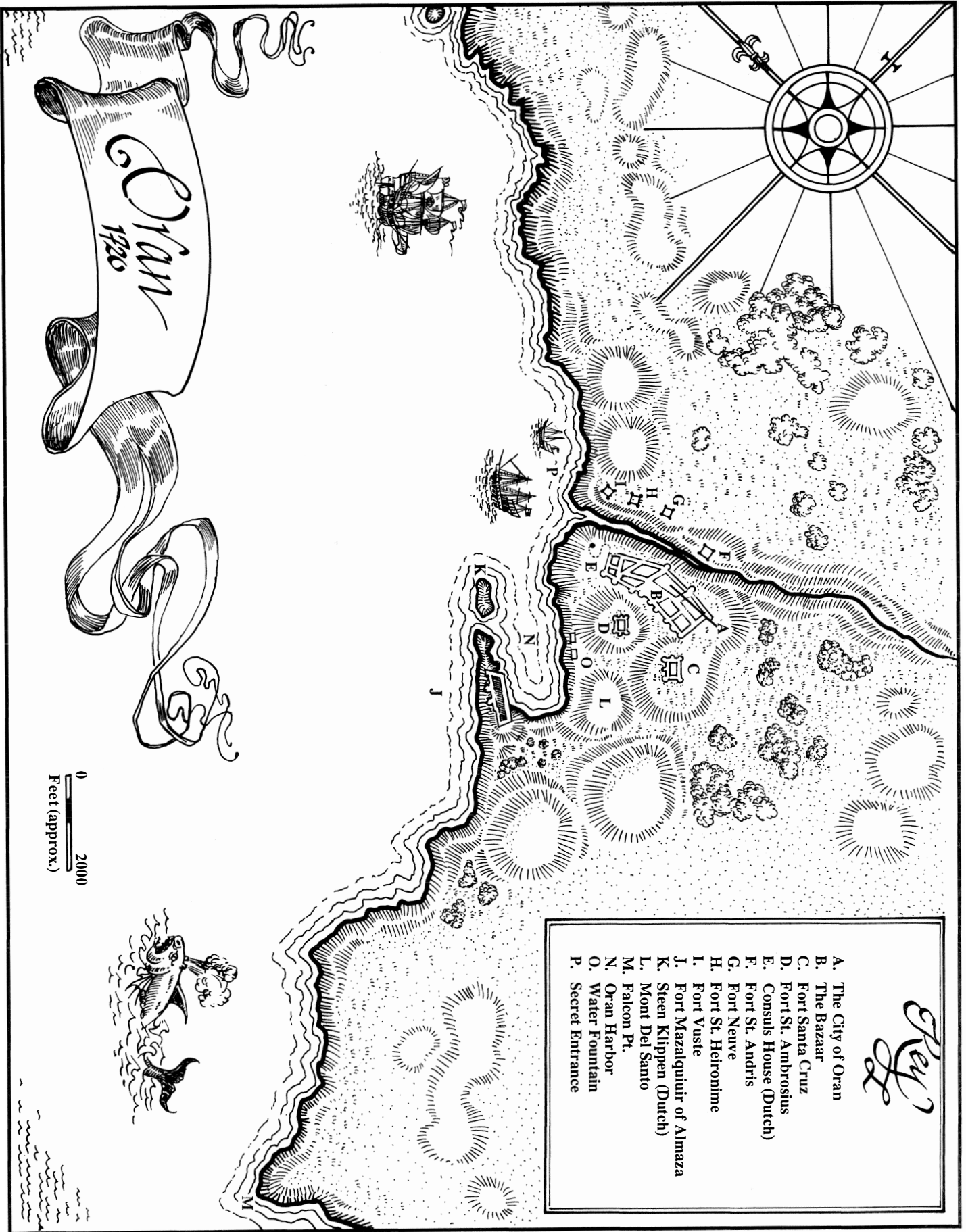
Oran
1720

A. The City of Oran
B. The Bazaar
C. Fort Santa Cruz
D. Fort St. Ambrosius
E. Consuls House (Dutch)
F. Fort St. Andris
G. Fort Neuve
H. Fort St. Heironime
I. Fort Vuste
J. Fort Mazalquiuir of Almaza
K. Steen Klippen (Dutch)
L. Mont Del Santo
M. Falcon Pt.
N. Oran Harbor
O. Water Fountain
P. Secret Entrance

Feet (approx.)
0
2000

The characters are free to try to fight their way out, but it should only work if they are extremely clever and skillful. Otherwise, they should be captured and locked in the dungeon.

EPISODE FOUR

The last episode consists of the character's escape. They may even want to go after the treasure, which, incidentally, really does exist. Something else that you might like to throw in is the vast number of Christian slaves (including harem girls) who would be eternally grateful for being rescued, and might even help the characters get away. Let them devise their own plan for escape, but if they seem despondent, then give them an opening or two (e.g., a sleeping guard, a sympathetic Christian harem girl). They can either escape across the desert, which is very risky; or they can try to steal a small ship, which is also risky. However they manage it, they will be pursued, for the new sultan doesn't want the Ottomans discovering what he's done. Make sure that Musef is in the pursuing party, and making plenty of derogatory comments about Christian bravery, so the players get salt rubbed in their wounds.

SCENARIO STATISTICS

NPCS—

Pirate Crew: 70 Crack Sailors, armed to the teeth (only 1-2, if any, will accompany the characters).

Musef El-Biq: See 15.7 & 15.8.

El-Biq's Crew: 3 Average Sailors, armed with scimitars and daggers. Do not speak English.

Arab Raiders: (2-3 per PC) Average Soldiers w/ Riding Skill, armed with muskets, scimitars and daggers. Do not speak English.

Arab Guards/Barbary Corsairs: An unlimited number of Average Soldiers/Sailors, armed with scimitars and daggers, as well as a few Crack Soldiers as officers. Do not speak English.

Mohammed Ali Ben Farouk: See 15.7 & 15.8.

SHIPS & FORTIFICATIONS—

El-Biq's Ship: Small Sloop (Arab in appearance, but with the same basic stats) armed with 2 swivel guns (1 per broadside).

Walls of Oran: AT B, 600 Hits (*RM/MERP*) or Def 8, BODY 13, Resistant Damage Reduction (*FH*); no cannon.

Fort Santa Cruz: AT B, 700 Hits (*RM/MERP*) or Def 8, BODY 15, Resistant Damage Reduction (*FH*); 32 culverins.

Fort San Ambrosius: AT B, 650 Hits (*RM/MERP*) or Def 8, BODY 14, Resistant Damage Reduction (*FH*); 24 culverins.

Fort San Andris, Fort Neuve, Fort San Heironime, Fort Vuste: AT B, 550 Hits (*RM/MERP*) or Def 8, BODY 12, Resistant Damage Reduction (*FH*); 12 culverins each.

Fort Mazalquiuir of Almaza: AT A, 800 Hits (*RM/MERP*) or Def 9, BODY 16, Resistant Damage Reduction (*FH*); 24 culverins, 12 demi-cannon, 12 cannon.

Barbary Corsairs: 4 Schooners (Arab in appearance, but with the same basic stats) armed with 8 demi-culverins (4 per broadside), and 2 swivel guns as chasers (in the bow).

TREASURE—

The treasure in the vault of Oran is immense. There is no way that the characters could carry away even a fraction of it by themselves. They should be able to each grab about 1,000 PoE worth of coins and gems should they somehow manage to get into the vault, but no more than this certainly.

HOW THIS RELATES TO PLAYING THE CAMPAIGN

This adventure follows the same general outline discussed in *Scenario Two*. See the section of the same name for details.

15.5 SCENARIO FIVE: RENDEZVOUS IN MARACAIBO

(by Kevin Scrivner)

Below is an episodic buccaneer adventure. Because of the setting, this adventure is more-or-less restricted to use with a Buccaneer Campaign.

PREMISE

The characters are contracted to smuggle a cargo to a beleaguered Spanish town. The progress of this seemingly straightforward mission goes from bad to worse, till the characters will consider themselves fortunate just to get out alive.
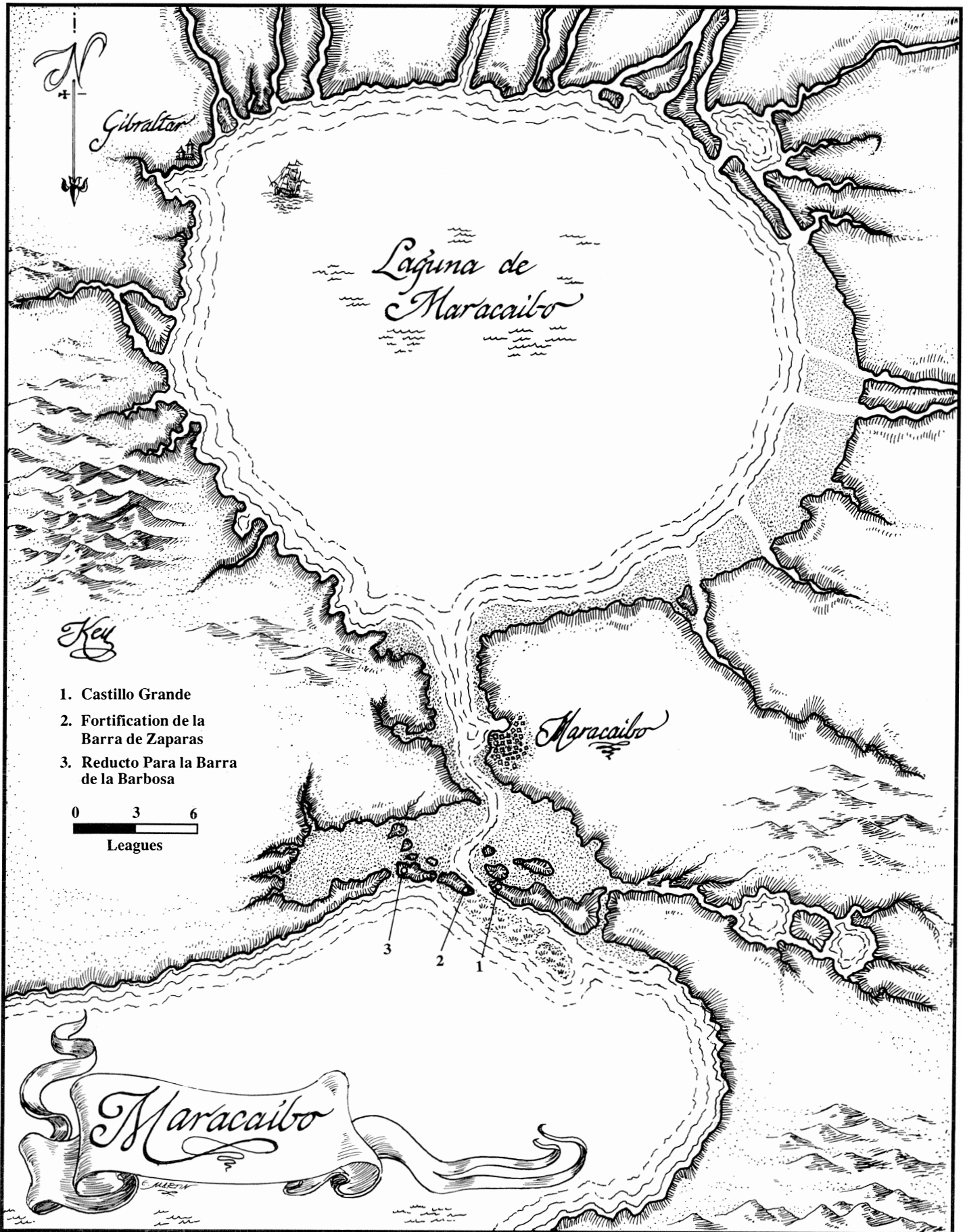
BACKGROUND

Between 1657 and 1664 no Spanish ships sailed for the New World. Desperate for European goods, the Spanish colonies furtively traded with the upstart English, French and Dutch colonies they had sworn to destroy. This contraband trade helped make Port Royal the richest city in the New World and ensured the survival of Jamaica as a British colony. It was a small step from smuggler to buccaneer, and the Spanish often traded today with tomorrow's raider.

Rendezvous in Maracaibo is set in 1662. Charles II rules England. Lord Thomas Windsor is Jamaica's first civilian governor. The Spanish guerillas routed four years ago are waiting in Cuba, eager to stage an invasion. Commodore Christopher Myngs, called "El Diablo" by the Spanish, is in charge of the Island's defense. His fleet consists of one Royal Navy frigate but he is recruiting privateers for a raid on Santiago de Cuba later this year. Port Royal has a population of about 4,000 and has one tavern for every 10 inhabitants. Profits from the royal monopoly on brandy sales are paying for the enlargements of Fort Charles and the construction of Forts James and Carlisle. Trade with non-British colonies is forbidden but customs agents will look the other way as long as the Crown gets its cut of the profits.

GETTING THE CHARACTERS INVOLVED

The players are contacted by William "Barbados Bill" Abernathy, trader, smuggler and buyer of stolen goods. Abernathy says he has learned that the mayor of Maracaibo, a Spanish Main city in what is now Venezuela, will pay top price for a shipment of British wool and cloth. The trader has such a cargo, exported illegally from England, but has no one to deliver it. If the players have a ship, Abernathy will give them half the profits. If the players don't have a ship, Abernathy will outfit a schooner for them. He will give them 40 percent of the profits after deducting expenses. In either case, Abernathy will accompany the adventurers.

Maracaibo, located on the northwest edge of a huge coastal lake, is a difficult place to get into. The narrow entrance to the lake is further narrowed by two islands, upon one of which is a fort (Castillo Grande), the other a redoubt (Reducto para la barra de la Barbosa). In spite of this, French filibusters have raided Maracaibo several times. The smaller town of Gibraltar, on the eastern shore of the lake, has also been hit by French pirates. Abernathy plans to meet his Spanish contacts in the Gulf of Venezuela which leads in Lake Maracaibo, out of range of the fort.

Key

1. Castillo Grande
2. Fortification de la Barra de Zaparas
3. Reducto Para la Barra de la Barbosa

0 3 6
Leagues

Gibraltar

Laguna de Maracaibo

Maracaibo

Maracaibo

PROGRESS OF THE ADVENTURE

EPISODE ONE

During the course of outfitting the ship and selecting NPC crewmen, word of what the characters are up to will leak out. One of them will be befriended by Jean Marie, a buxom barmaid at the Silver Tiger, the tavern which serves as Barbados Bill's headquarters. She is an informant for the French filibusters of Tortuga and keeps them abreast of British shipping by homing pigeon. Jean Marie will attempt to learn the characters' cargo, their departure date and other useful details. Her excessive interest in their itinerary, her French accent, and the fact that she keeps pigeons on her roof should make at least some of the PCs suspicious. Unfortunately, Jean Marie will develop a genuine affection for the character she has been pumping for information and will join the crew disguised as a man.

During the journey to Maracaibo, the characters will see a sail on the horizon. It is the French pirate Pierre le Grand, responding to Jean Marie's messages. If the players make good Sailing and Navigation rolls, they should be able to outrun the pirate. Jean Marie, overcome with remorse, will reveal her presence to the character she has a crush on. This is sure to cause the PCs and Abernathy some consternation, and hiding her sex from the rest of the crew will become increasingly difficult. If the superstitious crew discovers a woman is aboard they may insist she be tossed over the side.

EPISODE TWO

As the ship comes within sight of the Spanish Main the crew will become increasingly restless. A group of sailors led by one Samual Johnston will approach the quartermaster and suggest that the expedition raid the Spanish instead of trading with them. While this may appeal to the player characters' piratical instincts there are several good reasons for sticking to the original plan. First, the Spanish are expecting them. Abernathy has arranged a series of signals for his contacts, and if these aren't given Maracaibo will prepare to defend itself. Second, the Characters' single ship probably won't be able to take out the fort, at least not without receiving major damage. Third, Abernathy will oppose a raid and going against his wishes as owner of the ship will constitute mutiny (if the characters own the ship, then explain that they are duty-bound to stick to their original contract by English law). Jamaican officials who wink at smuggling will not look lightly on the seizing of a British ship. Abernathy will make these reasons clear. If the players agree with him they will have to act decisively to avert mutiny. If they agree with Sam Johnston and his friends they will have to subdue Abernathy and his supporters.

EPISODE THREE

In either case, the characters will want to wait until dusk to enter the gulf. If they are trading, Abernathy will run up a Spanish flag and signal his contacts with two lanterns. A small fleet of canoes and barges will come out to exchange fine wood, cash and tobacco for wool. Haggling over the price and transferring the goods will take most of the night. If the players choose to have their characters sack the city, the fort will put up a stout defense. If the characters succeed in reaching the city they will find that the citizens have fled into the countryside with their valuables.

Unknown to Abernathy, one of his contacts is a spy for the governor. The governor has quietly assembled a flotilla to trap the would-be smugglers in Lake Maracaibo. His spies, in the meantime, have been trying to gather enough evidence to hang the mayor. The flotilla, numbering two or three ships, will arrive shortly before dawn, while the player characters are either loading goods or sacking the city. It is commanded by Don Panfilo de Campeche, a corpulent martial gentleman whose major attributes are arrogance and a vehement hatred of buccaneers. His men call him Don Gordo behind his back. The ships are similar in size to the characters'. This, after all, is a makeshift colonial force, not the Spanish navy. If the characters are busy sacking Maracaibo, Don Gordo will send a force to retake the fort, trapping the players in Lake Maracaibo.

If the characters are smuggling, they will have more warning of Don Gordo's approach. The Spanish smugglers will be as surprised as they are and might join the buccaneers rather than face the governor's wrath. The mayor will betray the characters to save his own skin, ordering the fort to fire on the buccaneers even though they are (hopefully) out of range. Because it is still dark, the players have a few minutes to plan.

If the characters are sacking Maracaibo they may not notice Don Gordo until his men take the fort. Escape will be more difficult, but the players will have more time to plan. Don Gordo, knowing the buccaneers are trapped, won't bother to send his ships into the lake. The buccaneers will have to come to him eventually.

EPISODE FOUR

There are several way the characters can escape. With their new Spanish crew and new Spanish flags they might try to brazen their way out, sailing peacefully past the flotilla. They could rush the Spanish ships and sail between them. Don Gordo will allow this, realizing too late that firing at the buccaneers will endanger his own ships. They could sneak up to the flotilla in canoes and attempt to board the ships. Buccaneers trapped within the lake might want to attack the fort from the landward side. Trapped buccaneers will also have time to convert one of the barges into a fire ship that would be used to ram the nearest Spanish vessel. In any scenario, however, the characters should have the opportunity to confront Don Gordo in some manner, even if its merely to laugh at his curses as they escape onto the open sea.

If the characters are captured they will be held in Maracaibo until the flotilla can take them to the Inquisition in Mexico. Don Gordo will taunt them and generally try to make their lives even more miserable. Their attempted escape should coincide with a raid on the city by le Grand, who has been joined by several other filibuster captains. If the characters get away from Maracaibo on their own they will again be followed by le Grand's ship. Le Grand might catch up with them this time, depending upon how easily they escaped from Maracaibo and whether the GM is in a bad mood. The attack, if it comes, will occur within earshot of Port Royal. Le Grand, if defeated or driven off by English ships, will claim he didn't realize the characters were fellow Brothers of the Coast.

AFTERMATH

The players' decisions during the scenario will determine its conclusion. If they successfully pulled off the smuggling caper they will take their goods to Port Royal to be auctioned to the highest bidder. They will have won reputations as daring raiders and may be contacted by Commodore Myngs about a privateering commission. If the adventurers mutinied and sacked Maracaibo they will want to take their booty to Tortuga for disposal and should avoid British ports for a while. If they are rescued by le Grand he will insist on taking the loot to Tortuga and on loading all or most of it on his ships. He will then attempt to sneak off, stranding the characters empty-handed in the ruins of Maracaibo. A follow-up adventure would have the characters hunting the double-dealing Frenchman. In addition, Don Gordo will take the characters' escape as a personal insult and will hunt them fanatically.

NPCs—

'Barbados Bill" Abernathy: See 15.7 & 15.8.

Jean Marie: See 15.7 & 15.8.

Pierre le Grand: See 15.7 & 15.8.

Don Panfilo de Campeche ("Don Gordo"): See 15.7 & 15.8.

Player's Crew: 50 Crack Sailors.

Le Grand's Crew: 75 Crack Sailors.

Spanish Fort Garrison: 25 Green Soldiers, 35 Average Soldiers; 3 Crack Soldiers as Officers.

Flotilla Crew: (per ship) 30 Green Sailors, 40 Average Sailors; 4 Crack Sailors as Officers.

SHIPS & FORTS—

Players' Ship: Schooner mounting 10 demi-culverins (5 per broadside), 2 Swivel guns on the bow rail, and 4 swivel guns on the stern rail (2 per broadside), or whatever they already have.

Le Grand's Ship: Large Sloop mounting 12 demi-culverins (6 per broadside), 2 sakers as stern guns, 2 Swivel guns on the bow rail, and 4 swivel guns on the stern rail (2 per broadside).

Castillo Grande: AT B, 750 Hits (*RM/MERP*) or Def 8, BODY 15, Resistant Damage Reduction (*FH*); armed with 24 demi-cannon.

Fortification de la barra de Zaparas: AT B, 600 Hits (*RM/MERP*) or Def 8, BODY 13, Resistant Damage Reduction (*FH*); armed with 12 culverins.

Reducto para la barra de la Barbosa: AT C, 400 Hits (*RM/MERP*) or Def 7, BODY 12, Resistant Damage Reduction (*FH*); Armed with 8 demi-culverins.

Flotilla Ships: 2-3 Small brigs mounting (each) 8 demi-culverins (4 per broadside), 2 swivel guns on the stern rail and 2 swivel guns on the bow rail.

TREASURE—

From the sale of goods traded: The total value of the character's percentage of the goods should amount to about 25,000 PoE. Remember, this has to be divided among the crew as per whatever articles have been adopted for this voyage.

From the sack of Maracaibo: Not much loot should come from this unwise course of action. Give the characters just enough to whet their appetites, maybe about 50 PoE per character.

15.6 SCENARIO SIX: SARGASSO SEA

(by Kevin Scrivner)

"Sargasso Sea" is an open-ended Lost Worlds adventure that can occur during either the Buccaneer or the Pirate era. The players can start anywhere off the Atlantic coast of the Americas. A Priest/Scholar character would be very useful in this scenario.

PREMISE

Blown off course by a storm, the characters encounter a vast area of thick, floating weed.

THE ISLAND

The island is composed of thick, floating weed. The weed is tough enough to support a man's weight and has become a graveyard of ships. Surrounding the Characters' ship are Viking ships, Carib canoes, Dutch merchantmen, medieval Basque and French fishing vessels and century-old Spanish galleons. An eerie mist hangs over the weed and deadens sounds from the outside. The characters have eight to 24 hours (Game Master's option) to repair their battered craft before it becomes permanently entangled. The surrounding ships provide plenty of materials. Of course, things won't be quite that easy.

DANGERS AND TREASURES

ARABIAN DHOW—

Its cargo of silks and spices has long since rotted. An ancient lead chest contains a fortune in gems and a sealed bottle filled with a greenish liquor. On the bottle's seal are the Hebrew words, "Solomon ben David." If this bottle is opened an *Arabian Nights* variety genie will billow out. The genie will address the players in Arabic but also speaks Hebrew and Greek. It will ask the players how they prefer to die. Then it will say that during the first part of its captivity it vowed to reward the man who released it but became tired of waiting and vowed to slay him instead. What it's not telling them is that it must grant the first three requests its rescuer makes. Telling the genie how they want to be killed would be request No. 1 but the characters can get around this by a clever or indirect reply. If the characters manage to force the genie to give them their wishes it will try to fulfill them in the most inconvenient way possible. For instance, if the players tell the genie to help them escape it might transport them without the rest of their crew or the ship, or it might deposit the buccaneers and their ship in the nearest Spanish harbor.

THE SANTA CHRISTINA—

This Spanish treasure galleon has a hold filled with gold and silver from the Mexican conquest. It is also infested with small carnivorous crabs. The hull is so weakened by their burrowing that excessive activity on board could sink the ship.

VIKING KNORR—

It contains rusted weapons, rotting fishing gear, a leather map of "Vinland" that Danish-speaking characters might decipher, and containers of potent wine. All together, the containers hold about 50 gallons.

DUTCH MERCHANTMAN—

Although antique in style, this vessel is in amazingly good repair. The sails are trimmed, the decks are swabbed, as if the ship were ready to sail at any moment. There is no one on board but characters who spend any length of time there will hear the faint, whispering voices of the phantom crew. The ship has an excellent rutter and navigation instruments but characters who try to take them will be confronted by the captain, the infamous Flying Dutchman. He will allow the buccaneers to leave unharmed as long as they don't try to remove anything from his ship. The players might try to escape the weed by remaining on board until the craft lifts off on its endless tour of the Seven Seas. Getting off again, however, is an adventure in itself.
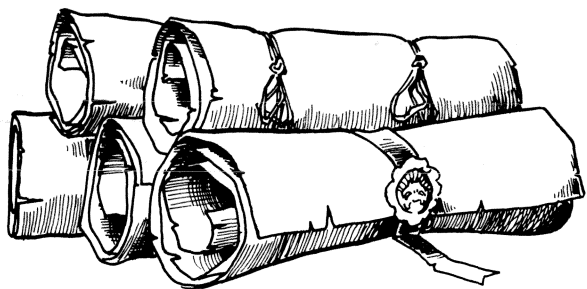
THE SEAL—

An English brig of recent make. The foremast and ship's boats are missing but the hull is sound. No food or water is on board. The corpses of several officers, including the captain, litter the quarter-deck. The Seal's log indicates it became entangled one month ago while sailing from Jamaica to Boston and recounts a grisly tale of madness, mutiny and murder. Its cargo of cotton, dyewoods and indigo is still intact. The Boston Merchants' Guild will pay the equivalent of two Escudo for information about the Seal's disappearance. It will pay considerably more for a salvaged cargo or returned ship.

KRAKEN'S FIELD—

Toward the center of the graveyard of ships is an open area of weed that is thinner than the rest. Characters who fall through will be attacked by a giant squid.

MERMEN'S VILLAGE—

This is located on the far side of the weed. Ceremonial huts surround the pit. The village is decorated with shells and human bones. A hole in the floor of each hut allows access from the water. The Merpeople have sea-green eyes and golden brown skins that blend in with the sargasso weed. Women have fish tails and large, hypnotic eyes; men have flippered feet and webbed fingers. During the adventure, mermaids will attempt to entice lone sailors away from the rest of the crew. Captured men will be fed to the Kraken. Eventually the mermen will attack the characters' ship. They are armed with nets and tridents but their favorite technique is to reach through the weed and yank a man into the water. Characters captured by the mermen should have a chance to escape; the mermen will preform a lengthy ritual before they feed the Kraken.

WAYS TO ESCAPE

Once the adventurers' ship is repaired they will need to tow it with the ship's boats until it is clear of the weed. There are several things the characters can do if their ship is firmly stuck in the weed. They could carry the ship's boats to the edge of the weed and attempt to row away. They could cannibalize their own ship and others for parts and build a new ship. Of course, it too would be in danger of getting stuck. A judiciously placed broadside might tear one of the other ships loose from the weed, or shake the characters' own vessel loose. Such a broadside might also attract unwanted attention from the Kraken. Any ship the players substitute for their own, except the Seal, will begin to deteriorate within hours after leaving the Sargosso Sea. If they have enough line, the buccaneers might fasten lines to the Dutchman's vessel in hopes of being towed when the ghost ship flies away. They had better be prepared to cut the lines quickly, however, because the Flying Dutchman's incredible speed will sink their ship. If the adventurers are stranded in the weed for a long time, food shouldn't be a problem. There are plenty of crabs (heh, heh) as well as shrimp and camouflaged fish. Finding fresh water will be a problem, however.

AFTERMATH

In the unlikely event that the buccaneers wish to return to the Sargasso Sea, the floating mat of weed will never be in the same place twice. If they manage to find it again, some of the older ships will have finally sunk and will have been replaced by newer vessels. The characters' escape should be even more difficult the second time around.

SCENARIO STATISTICS

NPCs—

Buccaneer Crew: 70 Crack Sailors.

The Flying Dutchman: See 15.7 & 15.8.

Merpeople: An unlimited number. See 15.7 & 15.8.

Genie: See 15.7 & 15.8. It is very religious and can be intimidated by a courageous Priest/Scholar, whether he be Christian, Jew or Moslem. It fears holy items, particularly Jewish ones. Also, it is talkative after thousands of years in captivity, and clever players can keep it gabbing for hours.

SHIPS—

Arabian Dhow: Treat as a Small Sloop, no cannon.

Santa Christina: Galleon with 60 assorted cannon.

Viking Knorr: Treat as a small Galley with a single, square-rigged sail. The players had better have excellent Sailing rolls if they try to escape in this craft.

Flying Dutchman: It looks similar to a Schooner, but its performance is supernatural.

Seal: Lightly-armed brig.

Medieval Fishing Vessels: These are the size of Small Sloops but perform like Flutes.

TREASURE—

From the Arabian Dhow: A chest of gems worth 10,000 PoE.

From the Santa Christina: 100 gold ingots worth 1,500 PoE each, 500 silver ingots worth 100 PoE each, and misc. pieces of Aztec jewelry and artwork worth a total of 20,000 PoE. The GM should decide how much treasure he is willing to let the characters carry away before the galleon falls apart and sinks.

From the Viking Knorr: 50 gallons of wine worth about 35 PoE.

From the Seal: 40 t. of cotton, 50 t. of dyewoods, and 10 t. of Indigo worth a total of 10,000 PoE.

ROLEMASTER/MERP SCENARIO NPC STATISTICS (15.7)

NAME	Lvl	Hits	AT	DB	Sh	Gr	Melee OB(s)	Missile OB(s)	Arm MM	NoA MMUnA	Cl	Rd	Sw	S&H	Per
Don Alfons de Greezo	8	80	1	10	Mg	N	70ra	70ps	25	20 +25	—	+25	+20	—	+40
Don Pedro Luis de Montoya	8	80	17	10	Mg	A•L	80ls	60ps	25	20 +25	—	+35	+10	—	+40
Don Alonzo Xavier Pedro de Avilés	10	90	17	15	Mg	A•L	100ls	80ps	30	20 +25	—	+55	+10	—	+50
Musef El-Biq	8	85	1	10	N	N	85cu	55ps	25	25 +30	—	+50	+10	—	+45
Mohammed Ali Ben Farouk	7	70	1	10	N	N	70cu	65ps	20	20 +20	—	+40	+10	—	+50
'Barbados Bill' Abernathy	5	35	1	0	N	N	25ss	25ps,mu	10	10 +10	+10	+25	—	+14	+45
Jean Marie	5	50	1	10	N	N	40ra•45da	25ps	10	15 +15	+25	+5	+10	+37	+40
Pierre Le Grand	6	85	1	10	N	N	75cu	50mu,ps	20	25 +30	+15	+35	+15	+21	+45
Don Panfilo de Campeche	8	100	17	10	Mg	A•L	80ls	60ps	28	20 +30	—	+35	+10	—	+40
The Flying Dutchman	6	80*	20	20	N	A•L	75cu	None	20	20 +30	+15	+35	+15	+90	+50
Merpeople	5	65	3	5	N	N	45sp,bo	25ja	15	15 +8	+15	+10	+70	+30	+35

	LVL	Base Rate	Max Pace/ MM Bonus	Speed MS/AQ	Size/ Crit	Hits	AT (DB)	Attacks	# Enc.	Outlook
Genie	5	150*	Dash/40	VF/VF	M/I	80	4(60)	90Msw(Rank 2)/Special	1	Playful

SKILLS:

(Bonuses for Unarmed Combat, Climbing, Riding, Swimming, Stalking&Hiding, and Perception are given in the table)

Don Alfons de Greezo: Ambush +25; Tactics +35; Leadership +30; Military Organization +20; English [5/3]; Navigation +20; Sailing +35; Courtier +10

Don Pedro Luis de Montoya: Ambush +25; Tactics +35; Leadership +30; Military Organization +20; English [5/3]; Courtier +10

Don Alonzo Xavier Pedro de Avilés: Ambush +25; Tactics +40; Leadership +35; Military Organization +20; English [5/3]; Navigation +20; Sailing +45; Courtier +10

Musef El-Biq: Ambush +30; Tactics +35; Leadership +25; Military Organization +20; English [5/3]; Navigation +10; Sailing +25; Courtier +10

Mohammed Ali Ben Farouk: Hunting +25; Courtier +58; Public Speaking +55; Administration +25; English [5/3]; Read & Write Arabic; Diplomacy +25; Leadership +25

'Barbados Bill' Abernathy: Trading +65; Conversation +55; Gambling +45; Streetwise +20; Sailing +10; Spanish [5/3]; French [4/2]

Jean Marie: Track +10; Ambush +15; Seduction +35; Streetwise +20; Disguise +20; Language [4/2]; Acting +25

Pierre Le Grand: Ambush +30; Sailing +40, Cannon +20; Rope Mastery +5; Tactics +15; English [4/2]

Don Panfilo de Campeche: Ambush +25; Tactics +35; Leadership +30; Military Organization +20; English [5/3]; Courtier +10

The Flying Dutchman: Ambush +30; Sailing +50, Cannon +20; Rope Mastery +5; Tactics +15

Merpeople: Ambush +35; Tracking +40

NOTES ON RM/MERP STATISTICS

CODES: The statistics given describe each character type. Some of the codes are self-explanatory **Lvl** (level), **Hits, Sh** (shield; Mg=Main Gauche), and **Arm MM** (movement and maneuver bonus while armored), **NoA MM** (movement and maneuver bonus while not armored). The more complex codes are listed below

AT (Armor Type): The number is the equivalent *Rolemaster* armor type; for *MERP* (1 = No Armor, 5 = Soft leather, 17 = Plate); a 5 indicates a Soft Leather Buff Coat, while a 17 indicates a Plate Breastplate.

DB (Defensive Bonus): Note defensive bonuses include stats and shield.

Gr (Greves) "A" and "L" are used to indicate arm and leg greaves respectively; "N" means no greaves.

OB's (Offensive Bonuses) Weapon abbreviations follow OB's: bo—bola (mermen's net), cl— club, cu—cutlass, da—dagger, pi—pike, mu—musket, ps—pistol, ls—longsword, ss—smallsword, ra—rapier, sp—spear, ha—hand axe, ja—javelin, sb—short bow, th—thrown, la—large axe.

Skill Bonuses: The skill bonuses given in the table are: Unarmed Combat, Strikes (UnA); Climbing (Cl); Riding (Rd); Swimming (Sw); Stalking&Hiding (S&H); and Perception (Per).

Languages: The numbers in Brackets, [*RM/MERP*], indicate spoken level.

*: The Flying Dutchman recovers 1 Hit per minute.

NOTES ON GENIE STATISTICS (See 14.3 *Animals* for general information on statistics)
* = ight
Msw= Martial Arts Sweeps and hrows
Special= This indicates the Genie's wish-granting ability which, when interpreted correctly, can be a powerful weapon.

FANTASY HERO SCENARIO NPC STATISTICS (15.8)

Note: *Any number in parentheses () indicates a skill roll, while any number in brackets [] indicates a level.*

DON ALFONS DE GREEZO

STR	DEX	CON	BODY	INT	EGO	PRE	COM	PD	ED	SPD	REC	END	STUN
15	20	15	11	15	14	15	10	6	4	4	8	30	32

SKILLS:
Fencing Pkg: Spanish Style
Fam. Firearms
+1 level Firearms
+3 levels Fencing
Sailing:Three Ship Types (13-)
LS: English [3]
Literacy: Spanish
PS: Commander (12-)

WEAPONS/ARMOR:
Rapier & Main Gauche
1 Pistol
Buff Coat, Breastplate, Helmet, Chausses, Gauntlets (-3 DCV/DEX)

Navigation(13-)
Courtier (11-)
KS: Spanish Caribbean (12-)

DON PEDRO LUIS DE MONTOYA

STR	DEX	CON	BODY	INT	EGO	PRE	COM	PD	ED	SPD	REC	END	STUN
18	14	18	15	15	14	15	10	7	5	3	8	36	35

SKILLS:
Fencing Pkg: Spanish Style
Fam. Firearms
+3 level Firearms
+1 levels Fencing
Tactics (13-)
LS: English [3]
Literacy: Spanish
PS: Commander (12-)

WEAPONS/ARMOR:
Longsword & Main Gauche
2 Pistols
Full Plate (-4 DCV/DEX)

Riding (13-)
Courtier (11-)
KS: Spanish Main (12-)

DON ALONZO XAVIER PEDRO DE AVILÉS

STR	DEX	CON	BODY	INT	EGO	PRE	COM	PD	ED	SPD	REC	END	STUN
15	20	18	15	20	14	15	10	7	5	4	8	36	35

SKILLS:
Fencing Pkg: French Style
Fam. Firearms
+2 level Firearms
+4 levels Fencing
Tactics (13-)
Sailing:Three Ship Types (13-)
LS: English [3]
Literacy: Spanish
PS: Commander (13-)

WEAPONS/ARMOR:
Longsword & Main Gauche
2 Pistols
Full Plate (-4 DCV/DEX)

Navigation(13-)
Riding (13-)
Courtier (12-)
KS: Spanish Caribbean(12-)

MUSEF EL-BIQ

STR	DEX	CON	BODY	INT	EGO	PRE	COM	PD	ED	SPD	REC	END	STUN
15	18	18	13	20	14	18	10	6	4	4	8	36	33

SKILLS:
Fam. Swords
Fam. Firearms
+4 levels Swords
Tactics (13-)
LS: English [3]
Literacy: Arabic
PS: Commander (12-)
Navigation(13-)

WEAPONS/ARMOR:
Heavy Scimitar (Broadsword)
2 Pistols
No Armor

Riding (13-)
Courtier (11-)
KS: Barbary Coast(12-)

MOHAMMED ALI BEN FAROUK

STR	DEX	CON	BODY	INT	EGO	PRE	COM	PD	ED	SPD	REC	END	STUN
13	14	10	10	20	15	15/18	10	5	2	3	6	20	22

SKILLS:
Fam. Swords
Fam. Firearms
+2 level Swords
KS: Administration (11-)
Conversation (12-)
LS: English [3]
Literacy: Arabic
PS: Sultan of Barbary (12-)
Perk: Status [4]
Oratory (12-)

WEAPONS/ARMOR:
Scimitar (Cutlass)
2 Pistols
No Armor

Riding (11-)
Courtier (12-)
KS: Barbary Coast (11-)
Well Connected

'BARBADOS BILL' ABERNATHY

STR	DEX	CON	BODY	INT	EGO	PRE	COM	PD	ED	SPD	REC	END	STUN
11	10	10	10	16	13	18	10	2	2	2	4	20	21

SKILLS:
Fam. Swords
Fam. Firearms
Trading (15-)
Conversation (13-)
Gambling (11-)
LS: Spanish [3]
LS: French [2]
KS: Caribbean (12-)
Streetwise (13-)
Sailing: One Type (11-)

WEAPONS/ARMOR:
Smallsword
2 Pistols
No Armor

JEAN MARIE

STR	DEX	CON	BODY	INT	EGO	PRE	COM	PD	ED	SPD	REC	END	STUN
10	18	12	8	18	13	13	18	4	3	3	5	24	20

SKILLS:
Fam. Swords
Stealth (13-)
KS: Port Royal (12-)
Streetwise (12-)
Conversation (12-)
+2 level Swords
Disguise (12-)
KS: One Culture (12-)
Concealment (12-)
Courtier (12-)

WEAPONS/ARMOR:
Rapier
Dagger
No Armor

PIERRE LE GRAND

STR	DEX	CON	BODY	INT	EGO	PRE	COM	PD	ED	SPD	REC	END	STUN
16	18	15	13	15	14	15	10	6	4	3	6	30	30

SKILLS:
Fam. Firearms & Cannon
Fam. Melee Weapons
+1 level Pistols
+1 level Swords
Brawling (+1D6) H-T-H
Sailing: One Ship Type (12-)
Navigation (11-)
PS: Sailor (12-)

WEAPONS/ARMOR:
Cutlass
4 Pistols
No Armor

DON PANFILO DE CAMPECHE

STR	DEX	CON	BODY	INT	EGO	PRE	COM	PD	ED	SPD	REC	END	STUN
18	15	20	18	15	14	15	8	6	4	3	8	40	40

SKILLS:
Fencing Pkg: Cavalry Style
Fam. Firearms
+1 level Firearms
+3 levels Fencing
Tactics (13-)
LS: English [3]
Literacy: Spanish
PS: Commander (12-)

WEAPONS/ARMOR:
Broadsword
2 Pistols
Full Plate

Riding (13-)
Courtier (11-)
KS: One Area (12-)

THE FLYING DUTCHMAN

STR	DEX	CON	BODY	INT	EGO	PRE	COM	PD	ED	SPD	REC	END	STUN
15	18	0	20	15	14	15	10	8*	8*	3	0	0	0

SKILLS:
Fam. Firearms & Cannon
Fam. Melee Weapons
+2 levels Cutlass
Sailing: One Ship Type (11-)
Navigation (16-)
KS: The Seven Seas (17-)
PS: Soldier/Sailor (12-)
Automaton

WEAPONS/ARMOR:
Cutlass

No Armor
*= Fully Resistant

MERPEOPLE

STR	DEX	CON	BODY	INT	EGO	PRE	COM	PD	ED	SPD	REC	END	STUN
10	12	15	12	10	10	10	10	4	3	3	5	30	25

SKILLS:
Fam. Net
Fam. Trident
+2 levels Trident
Swimming (5")
PS: Tribal Warrior (11-)
KS: Sargasso Sea (13-)
Water Breathing

WEAPONS/ARMOR:
Net
Trident
2 PD/1 ED Hide

GENIE

STR	DEX	CON	BODY	INT	EGO	PRE	COM	PD	ED	SPD	REC	END	STUN
30	23	25	15	18	20	35	0	12	12	5	20	50	48

ABILITIES:
50% Damage Reduction, Energy, Resistant
75% Damage Reduction, Physical, Resistant
10" Flight
Can Grant 3 Wishes
Throw [+0 OCV; -1 DCV; (6D6); Grab, can cancel]

WEAPONS/ARMOR:
None

15.9 ADVENTURE IDEAS

TIMELINE ADVENTURES

The timeline is full of possibilities for adventure. Just find an interesting event, and have the characters there. You shouldn't let them alter things too much, but participating could make for some exciting role playing. Here are some example:

The Sack of Panama (1671): Have the characters participate in Morgan's attack on Panama. The real-life story reads like an adventure novel, and could easily be made into a *Pirates!* adventure. Read *Henry Morgan* in the *NPCs* Section (14.2), and *Panama* in *The West Indies* Section (8.0).

Arrival of the Royal Navy to the Indian Ocean (1701): The characters could get caught in the Royal Navy sweep of the Indian Ocean and bombardment of the pirate bases on Madagascar. They would be chased from one place to the next, desperately trying to stay one step ahead of the Royal Navy men-of-war. Read *The Golden Age of Piracy* in the *History* Section (3.2).

VOODOO

You can add a horror/fantasy element to your campaign by introducing Voodoo bocors (shamen), evil loas (spirits), zombies, ghost ships, and all sorts of spooky happenings.

If you really want to go crazy, then maybe some super-powerful necromancer has emerged in the interior of Hispaniola or Jamaica, and has begun his bid for domination of the West Indies through his legions of undead. The characters would have to find the source of his power, no doubt a demon, and destroy it before he takes over everything. This could lead the players from place to place, looking for artifacts and friendly shamans to aid them in their quest.

If you decide to try something like this, then have all the major events take place well away from civilization, and out of sight of the authorities. No-one should believe the characters during or after these bizarre happenings.

LOST WORLDS

Just as modern adventurers can find lost world inhabited by pirates, so can *Pirates* characters find lost world inhabited by peoples older than themselves.

How about a valley in the heart of Antarctica which contains Romans, Crusaders, dinosaurs, and cave-men. Think of the Land That Time Forgot, but instead of philanthropistic archaeologists, you have plunder-happy pirates. Put a   ir-sized inland sea in the middle of the valley, and see how long the Roman shipping lasts. How well would a Tyrannosaurus Rex stand up to a broadside? This is your chance to find out.

Of course, the ultimate goal of this sort of adventure, no matter how much plunder the characters are hauling-in, is to get out of wherever they are. See the *Crossovers* Section (13.2) for more.
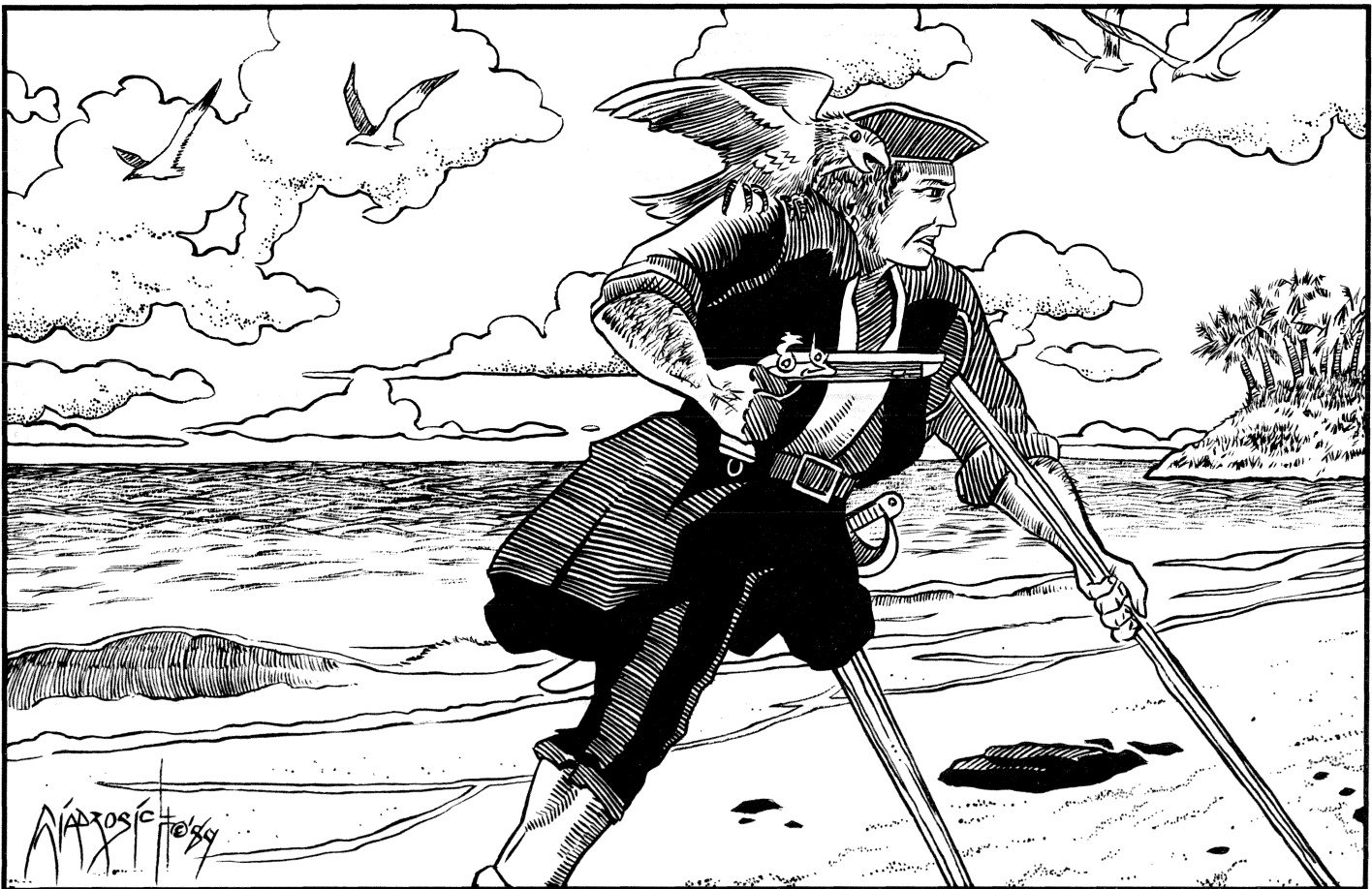
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APPENDIX

GLOSSARY OF SEA TERMS

Aback: Said of sails when they are facing the wind, and forward progress has stopped.

Beak-Head: A small raised platform over the bow.

Beat: To sail against the wind. See Tack.

Belaying Pin: A cylindrical piece of wood, about a foot and a half long, used to secure lines.

Bight: A loop in the body of a rope.

Binnacle: A wooden box at the tiller, holding the compass, log glasses, and lights for night reading.

Boom: The lower yard on a fore-and-aft-rigged vessel.

Brail up: To furl a sail by tying it securely to a yard, boom, or mast.

Brig: A small two-masted ship.

Brigantine: A small two-masted ship, the sternmost mast rigged fore-and-aft.

Bulkhead: Any of the partitions throughout a ship.

Cap: A large block of wood which connects the base of an upper mast to the base of a lower one.

Capstan: An upright circular winch turned by handbars which is used for heavy work, such as lifting the anchor.

Caulk: Strands of oakum or rope driven into a ships seams and then covered with pitch to prevent leaking.

Dinghy: A ship's boat which lacks sails.

Drive: To be carried by the wind or current

Forecastle (Fo'c'sal): The raised part of the deck found in the bow of large ships.

Fore-and-Aft-Rigged: The inside edge of the sail is secured to the mast while its lower edge is secured to the boom.

Frigate: A small fast-sailing man-of-war with a single gun deck.

Gaff-Rigged: A type of fore-and-aft rig where the upper edge of the sail is attached to a gaff.

Galleas: An attempt to make the Galley more sea-worthy by adding more sail and raising the hull.

Galleon: A large four-masted Spanish ship, very seaworthy, but slow and unmaneuverable.

Galley: A vessel which is solely or primarily oar-driven.

Grapnel: A light anchor with sharp flukes which is used to hook and secure an enemy ship when boarding.

Halyard: A line used to hoist the sail on fore-and-aft-rigged vessels.

Kedge: A small anchor thrown out in addition to the main anchor, to keep a vessel oriented in the right direction.

Ketch: A small fore-and-aft-rigged two-masted vessel.

Lanteen Sail: A triangular sail slung on a long yard.

Lie To/Heave To: To set the sails so as to counteract each other and hold the vessel stationary.

Linstock: A long metal stick used to hold the gunner's match for firing.

Match: A slow-burning length of cord used for firing cannon and matchlock muskets.

Mizzen: The sternmost mast of a two- of three-masted vessel.

Orlop: The deck below the gundeck where small stores are kept.

Pinnace: A ship's boat which is usually equipped with eight oars and a single sail.

Poop: The raised part of the deck, over the quarterdeck, found in the stern of large ships.

Priming-Iron: A thin rod which is pushed through a cannon's touchhole to pierce the powder bag for firing.

Quarter: At an angle to the ship.

Quarterdeck: The raised part of the deck found in the stern.

Raking Fire: To fire down a ship's length, either from the bow or stern.

Rammer: A wooden cylinder on a shaft which is used to ram the powder bag down the cannon barrel.

Ratlines: The rope ladders which run up the mast so that the sailhandlers can work on the yards.

Reef: To reduce sail by hauling part of it up the yard (square-rigged), or lowering part onto the boom (fore-and-aft-rigged).

Row and Tow: To move a ship in calm wind by towing it with small boats.

Schooner: A two-master fore-and-aft-rigged vessel, the forward of the two masts being the shorter of the two.

Scupper: A channel cut through the ship's side at the deckline, to drain off water.

Sheet: A line used to adjust the trim of the sails.

Shot-Plug: A conical piece of wood which is hammered into a hole caused by enemy fire to stop leaking.

Shroud: A rope which runs from the masthead to the side of a ship to steady the mast.

Sloop: A single-masted fore-and-aft-rigged sailing vessel.

Sponge: A cylindrical piece of wood, covered in lambskin, which is used to clean out a cannon after firing.

Square-Rigged: A vessel which makes use of rectangular sails set before the mast, whose normal position is across the ship's width.

Stay: A strong line which runs from the masthead either fore or aft, to steady the mast.

Steerage: The fore part of the stern cabin, below the quarterdeck.

Stern Chaser: A small cannon placed in the stern to fire on pursuers.

Stretch: To run before the wind under full sail.

Studding Sail: A light sail attached to the lower edge of a normal sail to catch the wind in light breezes.

Tack: To set the sails at an angle to the wind, in order to make way against the wind. This is repeated in opposite directions in order to sail directly into the wind.

Taffrail: The carved upper works of a ship's stern.

Wad: A ball of rope yarn, tow, or hay which is pressed down a cannon, musket, or pistol's barrel to keep the ball and charge in place.

Waist: The middle deck which is lower than the forecastle in the bow and the quarterdeck in the stern.

Wear: To reach the opposite tack by turning away from the wind and making a three-quarter circle.

Yard(arm): The crosspiece on the mast from which square sails hang.

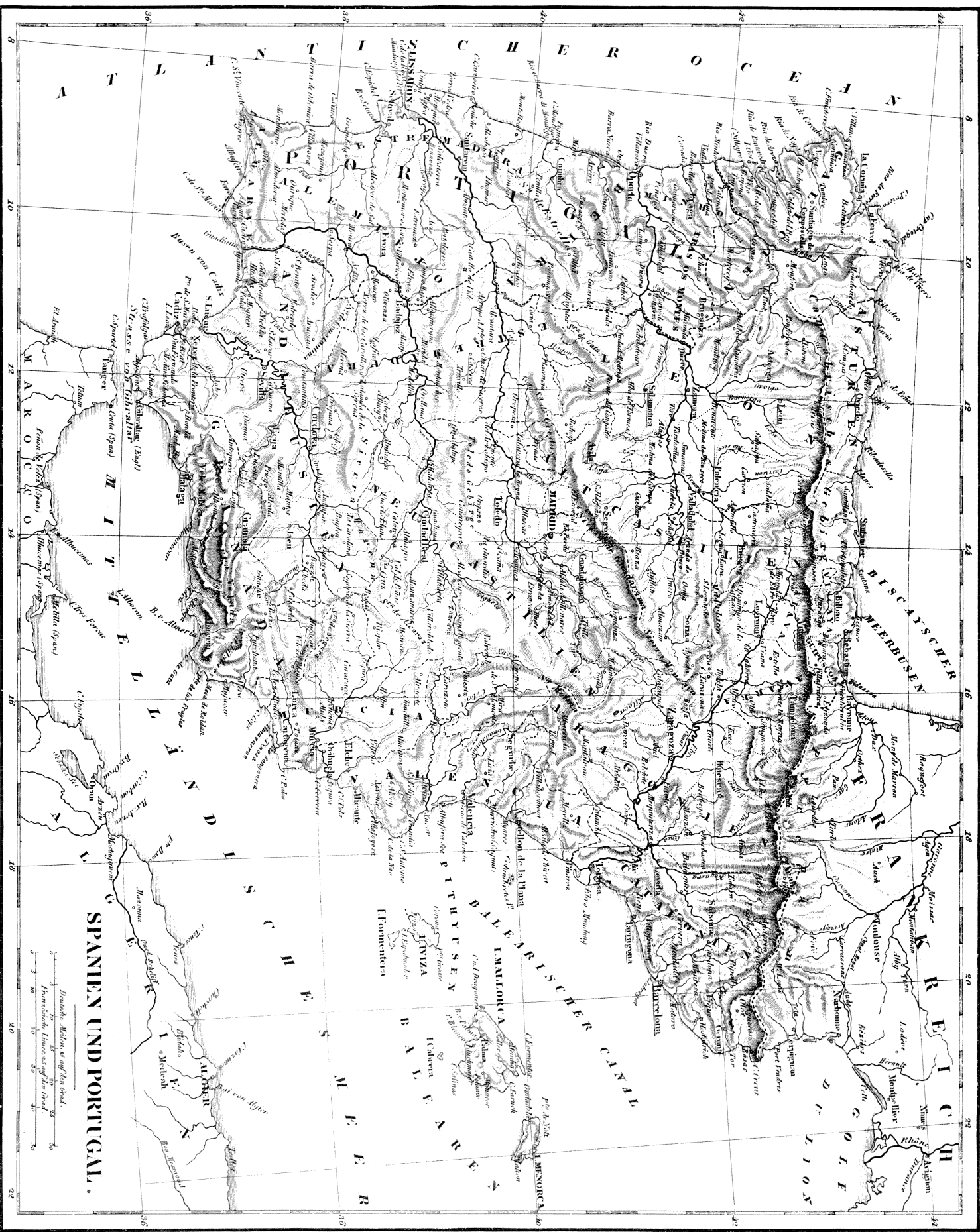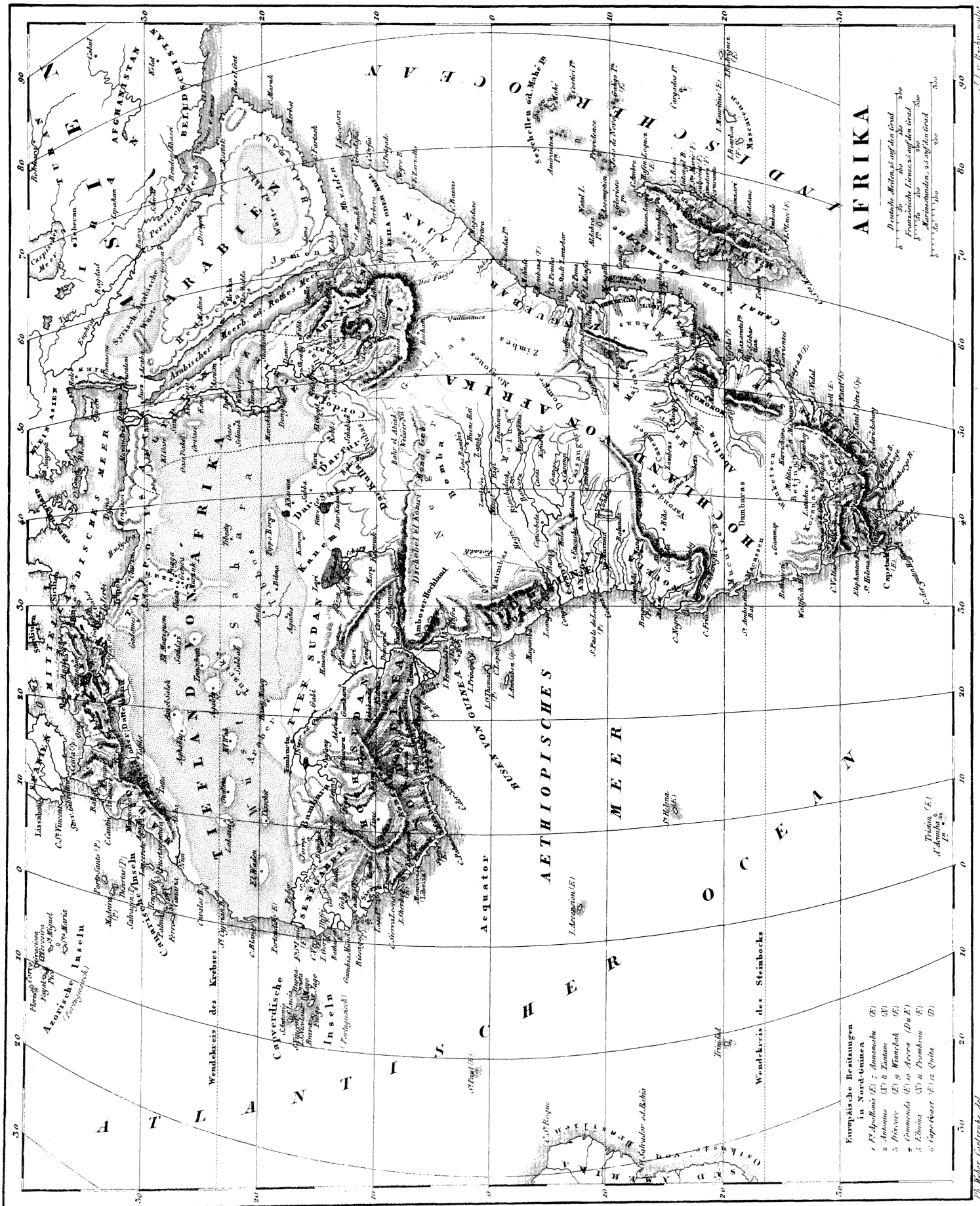**Yawl:** A small ship's boat with a single sail and six oars.

CARTE DE L'ISLE DE LA GRENADE,

Pour servir à l'Histoire Générale des Voyages. Par M.B Ing.^r de la M.^e 1758.

Echelle de 3 Lieues communes de France.

1   2   3

Cap David

Grande Ance des Sauteurs

Bourg et Paroisse des Sauteurs

Ance David

Levera

Saline de Levera

Cap de la Grenade

Ance du Quesne

PAROISSE DES SAUTEURS

Ance aux Ecrevisses

Bourg et Paroisse du Grand Pauvre

PAR.^{se} DU

Islet d'Antoine

Ravine Gauher

Islet de la Conférence

la Grosse Pointe

R. de Maran

GRAND PAUVRE

R. Semen

Bourg et Paroisse de l'Ance Goyave

PAROISSE

DU V.^{ge} de Rivière

l.^e Mabeya

Ance des Palmistes

DU

Gr. Ance de la Conférence

P.^{te} de la G.^{de} Rivière

l.^e Grand Roy

PAROISSE

l.^e Marigot

GRAND

l'Ance Noire

DE

Pointe de l'Ance Noire

L'ANCE GOYAVE

La Baye

Petit Havre

MARQUIS

Beau Sejour

I. du Marquis

Pointe de la Citerne ou de Bois Maurice

PAROISSE

Paroisse du Grand Marquis

Ance Grand Mâle

Grand Bacolet

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DE LA

DU

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R. Moncret

Ville et I^t Royal

le Crochet

Rade Banc

MAIGRIN

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le Requiem

Banc

BASSE

Bacolet

Boury et Paroisse du Maigrin

TERRE

Petit Marquis

Salines

Cul de Sac de la R.^e du Chemin

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Ance Cacueme

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I. Calueny

les Pirogues

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Pour servir à l'Histoire Générale des Voyages.
Par M. B. Ing.ʳ de la Mar.ᵉ
1758.

ISLE DE MARI-GALANTE

ISLES DES SAINTES
Terre d'Enhaut
Terre d'Enbas

GRANDE TERRE
BASSE TERRE
CUL DE SAC

La Petite Terre

Echelle
de Lieues communes de France.
1 2 3 4 5

Port Louis
St. François Paroisse
Le Moule
Ste. Anne Paroisse
Les Abimes
Port de la Pointe à Pitre
Bourg St. de la Pointe à Pitre
Le Petit Cul de Sac
Les Trois Rivières
Bourg de la Basse Terre
Vieux Habitans
Le Bouillante
Pointe Noire
Isle à Goyave
Isle à Cabrit
Isle Blanche
Ilet à Cosson

CARTE DU LAC DE MEXICO,
ET DE SES ENVIRONS
Lors de la Conqueſte des Eſpagnols.
Pour ſervir a l'Histoire Generale des Voyages.
Echelle de Quatre Liües.

CARTE DE
DE L'ISLE St CHRISTOPHE
Pour servir à l'Histoire Gén.le des Voyages
Par M.B. Ing.r de la Marine.

Echelle de 2 Lieues Communes de France.

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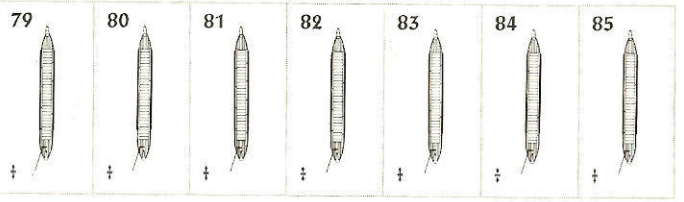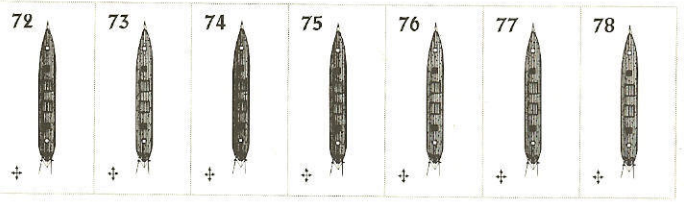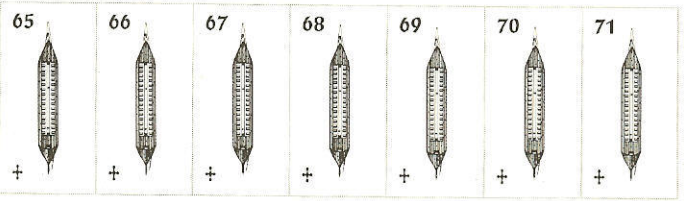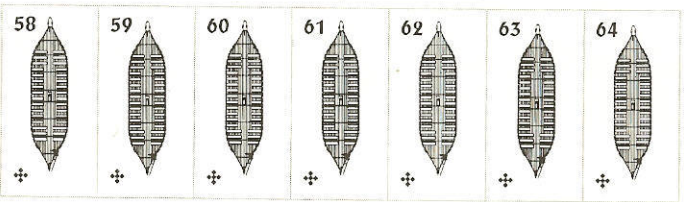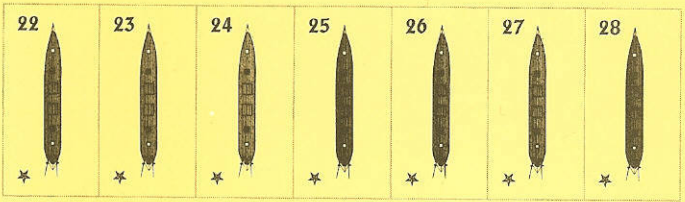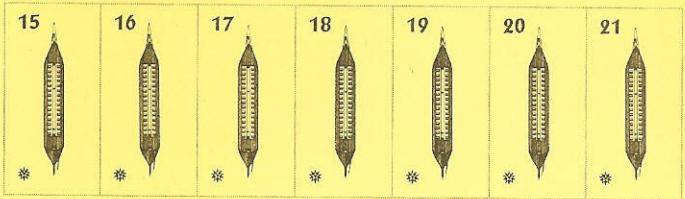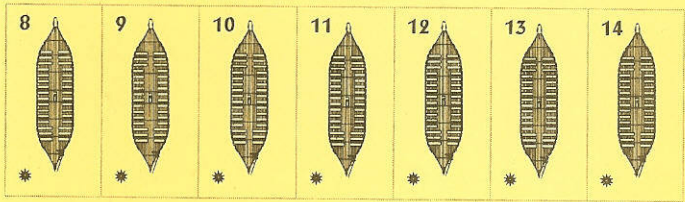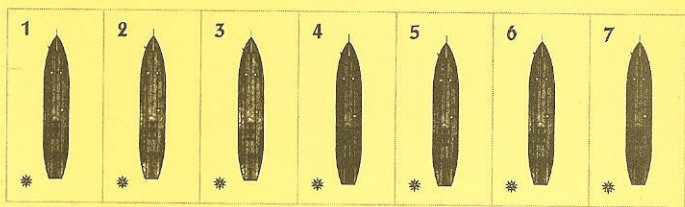
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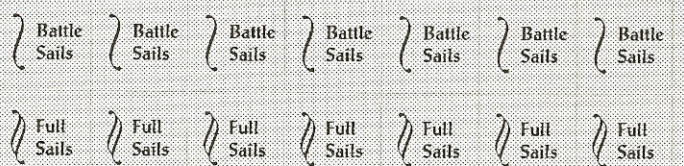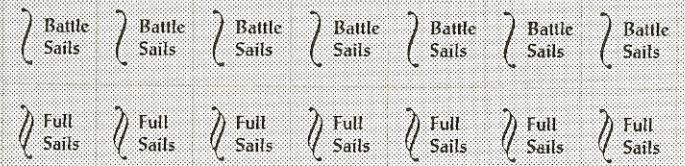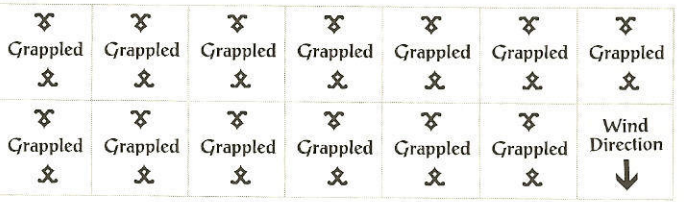   **Street Address:** _____
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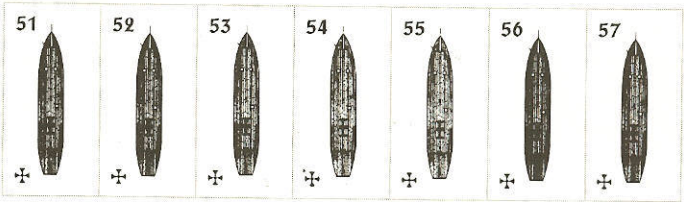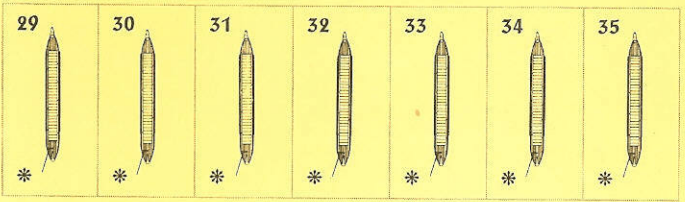
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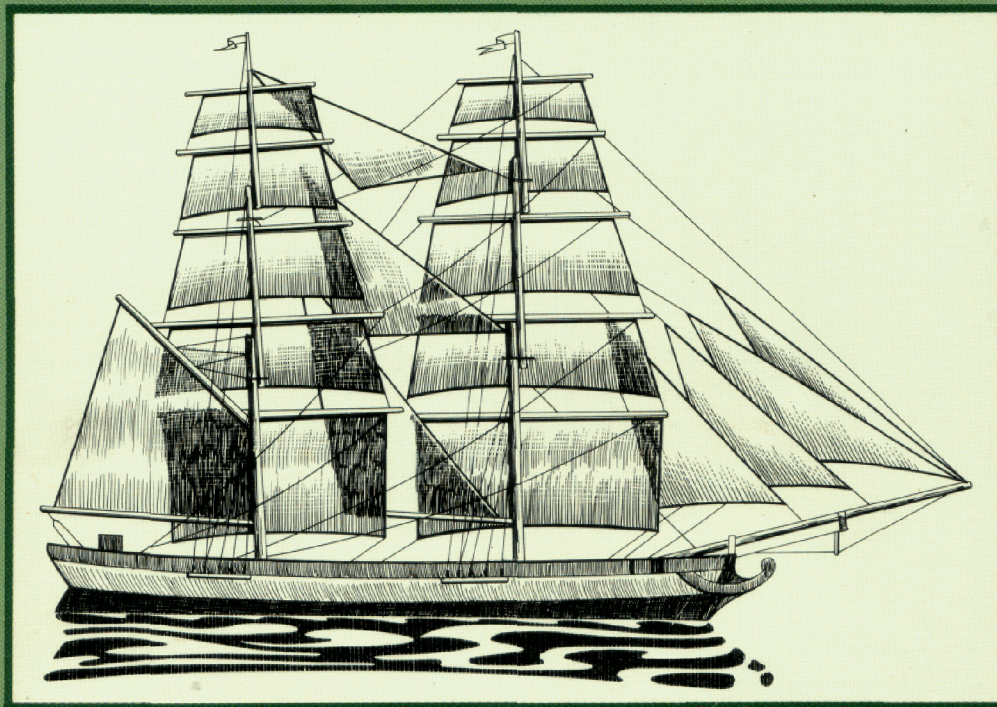
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