

Pirate Skirmish Rules.

Written by Hutch

A deck of cards is made consisting of one red and one black playing card representing each figure This deck is shuffled together with a joker (re-shuffle card) and one picture card per artillery piece. When a card is drawn all figures of the corresponding number are activated and may perform one of the listed actions.

Actions:

Move	Aim	Fire	Move & Fire	Reload	Melee	Move & Melee
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Initial Skill Levels:

Non Combatants/Slaves		Soldiers/Pirates		Hero / Captain	
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Lead Characters (Heroes and Captains) have a number of trait cards equal to their initial Skill level.

Movement:

Movement: $2d6 + \text{Skill} \pm \text{Modifiers} = \text{Distance in inches.}$
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Crawling	1/2 Move	Crossing Difficult Ground (Not Natives)	-2"
Gaming Heavy Object	-4"	Stand Up / go Prone	-4"
Open / Close Door	-2"	Change / Pick Up Weapon	-3"
Climb Obstacle	-4"	Swim	-4"
Per Wound	-1"	Row	As Normal Move

Certain Character Traits and Wounds may also effect movement

Aim:

Firer nominates a 3" area of aim (i.e. a door or window) and aligns the figure in that direction. When that character is next activated it may fire an aimed shot. If the Joker card is drawn, the aiming character is shot at and suffers any hit other then a no effect, is attacked in melee or moves for any reason then the aim is lost.

Fire:

Shooting: $1d6 + \text{Skill} + \text{Weapon Range Factor} \pm \text{Modifiers} = \text{Result}$
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Weapon Range Factors:

Modifiers:

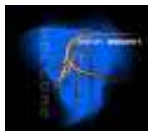
	6"	12"	24"	48"	Reload
Pistol	4	3			4
Musketoons	5	4	2		4
Musket	6	5	4	2	4
Blunderbuss	8	3			4
Bow	4	3	2		1
Spear	3	2			
Throwing Weapon	3				
Improvised	1				

Firing Mounted	-1
Firing After Moving	-2
Using Secondary Hand	-1
Firing Through / into Light Cover (5" LoS)	-1
Firing Through / into Dense Cover (5" LoS)	-2
Target Behind Hard Cover (i.e. Wall)	-3
Prone Target Over 12"	-2
Prone Target Under 6"	+1
Aimed Shot	+2

Certain Character Trait and Wound cards may also have Modifiers,

Reload:

Cross off one reload box for weapon being reloaded.



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Melee Rules:

Every Character has an area of influence of 1" and can attack anyone crossing that area in melee. Some weapons are more effective when the figure has not moved i.e. pikes, and some have better advantages when used by moving attackers i.e. swords

Initiative:

Initiative: $1d6 + \text{Skill} +/- \text{Modifiers}$. Higher score attacks first. Combat is simultaneous if the initiatives are drawn.

Modifiers:

Prone	-3	Foot Pike if Stationary	+3
Using Glaive / Halberd	-1	Boarding Pike in Close Terrain	-3
Boarding Pike if Moved	-2	Foot Pike in Close Terrain	-4
Boarding pike Stationary	+2	Attacked in the Rear	-1
Foot Pike if Moved	-3	Moved to Attack (Not Pike)	+ 1

Certain Character Traits and Wounds Cards may also affect initiative.

Melee:

Melee: $1d6 + \text{Skill} + \text{Weapon Factor} +/- \text{Modifiers} = \text{Result}$.

Weapon Factors:

Glaive / Halberd	5
Axe / Sword / Cutlass	4
Pistol (If Loaded)	4
Spear / Bayonet	3
Knife / Hook / Club	2
Improvised	0
Unarmed	-1
Pike (Winning Initiative)	3
Pike (Losing Initiative)	1

Modifiers:

Won Initiative	+1
Additional Melee Weapon (Pistol if loaded)	+1
Moved to Attack	+1
Target Prone	+3
Per additional Friend in same Combat	+1(Max +3)
Panicked	-1
Target in or Behind Cover	-1
Using Secondary Hand	-1
Prone	-2

Certain Character Trait and Wound cards may also affect Melee.

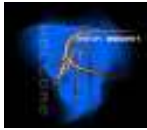
Results:

Both Shooting and Melee use the same chart to determine the amount of cards drawn from their respective decks. With Shooting only one card of those drawn is applied to the target. The exception to this is Blunderbuss shots that apply all cards drawn. In Melee all cards drawn are applied.

<5	No Effect / Miss	14- 16	3 Cards + Moral Test
6-9	Moral Test	17-20	4 Cards + Moral Test
10-11	1 Card + Moral Test	21 <	Dead
12-13	2 Cards + Moral Test		

Morale:

Morale: $1d6 + \text{Skill} +/- \text{Modifiers} - \text{Result}$.



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Modifiers:

No Enemy in LoS	+2
Leader in LoS	+2
Colours in LoS	+1
More then 24" from Nearest Enemy	+1

Prone in Hiding	+ 1
Prone through Injury	-2
Leader Not in LoS	-1
Per Wound	-1

Some Character Traits and Wound Cards may also affect Morale.

	Shooting
<0	As below unless enemy within 6" in which case surrender and change sides.
1	Panicked and flee 3d6"
2	Panicked and flee 2d6"
3	Flee 2d6"
4<	Okay / rallied

	Melee
	Surrender and change sides-
	Panicked and flee 3d6"
	Panicked and flee 2d6" Opponent follows up 2d6". If contact made fight again now.
	Retreat 2d6"
	Okay /rallied

If panicked a Morale test must be passed before the character may move towards an enemy.

Dropped Weapons:

All dropped weapons become unloaded regardless of whether loaded or not prior to being dropped.
