SEQUENCE OF PLAY

(p.25)
Morale & Motivation
Shooting
Ship Movement
Figure Movement
Hand-to-Hand Combat

MORALE & MOTIVATION

(p.27)

MORALE
- Greed higher than Fear-2 = OK
- Fear higher than Greed+1 = No advance
- Fear higher than Greed+3 = No shooting
- Fear 10+ = Flee

MOTIVATION
7+ to succeed
- Encouragement: +1 Own Greed
- Exhortation: -1 Own Fear
- Intimidation: +1 Opponent Fear
- Manipulation: +1 Opponent Greed

SHOOTING

(p.29)

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Range</th>
<th>Notes</th>
</tr>
</thead>
<tbody>
<tr>
<td>Bow</td>
<td>12”</td>
<td>2 shots per turn, -1 beyond 6”</td>
</tr>
<tr>
<td>Crossbow</td>
<td>12”</td>
<td></td>
</tr>
<tr>
<td>Arquebus</td>
<td>6”</td>
<td>12” if used by Sharpshooter</td>
</tr>
<tr>
<td>Musket</td>
<td>8”</td>
<td>12” if used by Sharpshooter</td>
</tr>
<tr>
<td>Blunderbuss etc.</td>
<td>6”</td>
<td>+2 within 2”, -1 beyond 4”</td>
</tr>
<tr>
<td>Volley gun etc.</td>
<td>6”</td>
<td>Up to 3 targets, +1 within 2”, -1 beyond 4”</td>
</tr>
<tr>
<td>Knife</td>
<td>2”</td>
<td>Cutthroats only, -1 v armour</td>
</tr>
<tr>
<td>Pistol</td>
<td>2”</td>
<td></td>
</tr>
<tr>
<td>Grenade, stinkpot</td>
<td>3”</td>
<td>Dice to hit all figures within 1” of target</td>
</tr>
<tr>
<td>Horoku</td>
<td>6”</td>
<td>Dice to hit all figures within 1” of target</td>
</tr>
<tr>
<td>Swivel gun</td>
<td>8”</td>
<td>Up to 4 targets, +2 within 2”, -1 beyond 4”</td>
</tr>
<tr>
<td>Light cannon</td>
<td>24”</td>
<td>Can hit all in line of fire, needs to reload</td>
</tr>
<tr>
<td>Heavy cannon</td>
<td>32”</td>
<td>Can hit all in line of fire, needs to reload</td>
</tr>
</tbody>
</table>

SHOOTING AT SHIPS

(p.32)
- 5+ to hit up to 2”; 7+ up to 8”; 9+ over 8”.
- -2 firing light cannon at ships.

THROW D10 FOR DAMAGE:
- 3 or less = Light damage
- 4 = Pieces of Ei...!
- 5 = The grog!
- 6 = Sweeping the deck
- 7 = Gun dismounted
- 8 = Dismasted
- 9 = Sunk
- 10 = Magazine hit

SHIP MOVEMENT

(p.38)

SAILING INTO WIND
- Boats, galleys, pre-1620 ships: 15 degrees
- Other ships: 30 degrees
- Sloops: 45 degrees

DISTANCES
- Main move under sail: 6”
- Main move under oars:
  - Galley: 4”
  - Boat: 3”
  - Sloop, towed ship: 2”
  - Secondary move: 3”

DIRECTION CHANGES:
- Sailing ship or galley: 15 degrees
- Boat, sloop, any under oars: 30 degrees

FIGURE MOVEMENT

(p.36)
- On foot: 4”
- Mounted: 8”
- Manhandled cannon: 2”
- Fall back: 1”

HAND-TO-HAND COMBAT

(p.37)
Throw a D10 and compare scores:
- 4+ less than opponent = Killed
- 2 or 3 less = Fall back

MODIFIERS
- -2 if fighting more than 1 opponent
- -1 if opponent armoured (unless with axe)
- +1 Giant, officer, Swashbuckler
- +1 opponent trying to board or cross obstacle
- +2 on a horse, unless v pike or obstacle
- +1 if using sword
- +2 if using pike or halberd in 1st turn
- +2/+1 firepike in 1st/2nd turn