PRIVATEERS & PIRATES

reference sheet for crews ashore, updated January 2024

MOVEMENT

adult (*without heavy equipment*)	**20 cm**
awkward civilian; woman in everyday dress; soldier in full gear; breastplate; child	**16 cm**
wooden leg; elderly; lady in heavy rich dress	**12 cm**
*character carrying something heavy and/or cumbersome: – **4 cm** character carrying something very heavy and/or very cumbersome: – **8 cm***	
good swimmer: 2D6 cm average swimmer: 1D6 cm small shallop: 10 cm	

"Slowing die" roll

*Character or group walking on foot in **difficult terrain** at any moment of the game turn have their movement reduced by the result of a die (-1D6 cm).*

*Character or group walking on foot in **very difficult terrain** at any moment of the game turn have their movement halved, **and** reduced by the result of a die (-1D6 cm).*

A character or group who walks in different terrain areas during the same game turn rolls only once.

Characters who walk in the same direction form a "group" and share the same die roll.

If the die rolls 6, the character or group is blocked by terrain for the whole game turn.

TERRAIN

TERRAIN	on foot	protect. from shooting	cannot be shot at, if:
bushes, or **high crops**	**difficult terrain** (*movement reduced by one die*)	−1 at men on foot	hidden (*crouched immobile, doing nothing*)
woods, forest	**difficult terrain** (*movement reduced by one die*)	−1 if less than 10 cm	if 10 cm or more of forest width
hard slope	**difficult terrain** (*movement reduced by one die*)	—	—
knee-high water	**very difficult terrain** (*½ movement, reduced by one die*)	—	—
house; building	**difficult terrain** (*movement reduced by one die*) *or* pass directly from one room to another in one game turn	−1 if appearing behind windows, furniture…	if hidden inside and not willing to appear

Firearms

Firearms	reloaded in		0 - 10 cm	10 - 20 cm	20 - 40 cm	**blunderbuss:** **two red dice** **swivel gun (grapeshot):** **two red dice** + **one white die**
pistol	*can shoot in movement: −1 to die roll (except if shooting in contact on foot after movement)*	*one game turn immobile*	**5 - 6**	**7** *–1 at breastplate*	—	If no red die hits, ignore the results of white dice.
blunderbuss			**5 - 6**	**6** *–1 at breastplate*	—	If at least one red die hits, all dice count.
swivel gun *with grapeshot (very heavy object)*	*shoots immobile, firmly placed on a support*	*one man: two game turns* *two men: one game turn*	**5 - 6**	**6**	**7** *–1 at breastplate*	*+1 to one die at a group*

	reloaded in		0 - 20 cm	20 - 40 cm	40 - 60 cm
flintlock musket	*shoots immobile*	*one game turn immobile*	**5 - 6**	**6**	**7** *–1 at breastplate*

Characters who were in contact with an enemy at the beginning of the game turn cannot shoot during the game turn (except with a pistol).
Characters on foot shooting in contact (or just before contact) suffer no shooting modifier caused by terrain or by their movement.
If regular troops (Marine soldiers etc.) and/or mounted characters are present, use 18th century reference sheet also.

SHOOTING MODIFIERS

These tables do not mention matchlock muskets, cavalry and mounted foot etc. See 17th or 18th C. reference sheets if need arises.

Modifiers caused by terrain — *Modifiers "caused by terrain" are not added together*

target on foot and can be seen **behind cover**: *wall, earthen bank, bushes, large opening in a wall, window, battlement, etc* *or* target in a (rather dense) **forest** *(behind no more than 10 cm of forest depth)*	**− 1**
or target on foot **behind a very narrow opening** in a strong defense	**− 2**

Modifiers caused by target — *Total of modifiers "caused by terrain" + "caused by target" cannot be worse than –2*

most firearms firing at long range at character(s) wearing a **breastplate**	**–1**
"furtive" target *(moving across the line of fire, but hidden or in contact with friends of the shooter at the beginning **and** end of game turn)*	**− 1**

Modifiers caused by shooter — *Modifiers separated by "and/or" in a same cell do not add together*

character moving while firing with **pistol**, **musketoon**, **blunderbuss** *(except if shooting before contact on foot)* *and/or* **"furtive" shooter** *(who only appears during a short time to shoot in movement)*	**− 1**
character **class 1 or 2** shooting with a firearm	**− 1**
character **on board ship** or boat, shooting at a lone target outside ship *(except at anchor or on calm waters)* *and/or* target swimming in deep water	**− 1**

*Bonus for **blunderbuss** or **swivel gun*** — *(this +1 modifier applies to one die only; but negative modifiers caused by any reason apply to all dice as usual)*

blunderbuss, or **swivel gun** loaded with grapeshot, **shooting at a group** = *three persons or foot, or more, are a "group" even if their player does not want them to.*	**+ 1** *to one die* *(applies after rolling the dice and watching their result)*

MELEE MODIFIERS

improvised weapon, tool used as weapon, big stick, firearm butt, "épée de soldat", hand hook... *and/or* character **class 2**	**− 1**
heavy two-handed tool *(smith's heavy mace, woodcutter's or carpenter's two-handed axe...)* *(not inside a building or in close order)*	*+1 (heavy) –1 (tool) = 0*
character on foot against foe attacking **across a linear obstacle** *(earthen bank, low wall, door, battlements, etc.)*	**+ 1**
character against a foe who is on **higher ground** *(hard slope, earthen bank, stairs, battlements, etc.)* *(a character who must walk up or climb an obstacle to attack is "on lower ground" till the defender is killed, recoils, or goes away)*	**− 1**

In **MELEE** the longest weapon strikes before its opponent: **long weapon > semi-long weapon> short weapon > very short weapon > bare hands.**
Result (die + modifiers) **higher than class** of enemy: hit. **Equals his/her class**: enemy character recoils. **Smaller than class**: missed.
If enemy's armour is higher than class (breastplate = armour 4) the die result should also be higher than this armour to hit him, otherwise enemy recoils.
Natural 1 die roll: missed *(even with good modifiers).* **Double natural 6 = natural 7** **Triple natural 6 in Melee**: hit *(even with bad modifiers).*
*When two opponents roll simultaneously a "hit" (or "recoil") result, the **higher class** one kills opponent (or forces opponent to recoil). If same class and one wears a **breastplate**, the best armour kills the enemy (or forces enemy to recoil). If they are same class and armour, the **highest natural die roll** (just rolled for this fight) wins. If still equal, the **highest bonus-malus** total wins.*

Embannadurioù
« **Argad !** »
Éditions