

It's A Mad, Mad, Mad, Mad, Pirate World

BrikWar Gaming

It's A Mad, Mad, Mad, Mad, Pirate World

BrikWar Gaming

Evil Wayne
Sulliphillus

NEUGTM
New England LEGO® Users Group

BRIKWARS
BUILDING-BRICK COMBAT

The logo for BrikWars features the text "BRIKWARS" in a large, bold, black font. Below it, the tagline "BUILDING-BRICK COMBAT" is written in a smaller, all-caps font. To the right of the text is a black and white illustration of a pirate character, possibly a minifigure, holding a sword and standing on a ship's deck.

It's A Mad, Mad, Mad, Mad Pirate World
© 2006. All rights reserved.

BrikWars © 1995–2003 Mike Rayhawk.
For more information and the complete rules, please visit <http://www.brikwars.com>.

NELUG logo is the trademark of the New England LEGO Users Group.
For more information, please visit <http://www.nelug.org>.

evilwayne at gmail dot com

**Rule changes may occur and this document will be updated.
This document is version 0.9 outdating any previous version.
03.24.06 (1:30PM)**

10 9 8 7 6 5 4 3 2 1

*This work is dedicated to the fighting pirates who gave their lives
in How To Kill a Mockingbird*

(<http://www.stanford.edu/~scodary/tkam.htm>)

Isla Tortuga, 1638

The *De Vette Prostituee* was disturbingly empty for an evening.

The tavern's cheap women that normally roamed about the men like crows circling a dead animal, picking and choosing their marks with a sense of superiority, were having a rough night. Each vied for the attention—and the money—of the few men who hadn't been locked up or fled the port since the first sighting of the Spanish fleet, which was on its way to once again fight over territory for which it had little use.

But the men, the skeleton crews from a half-dozen or so ships that were scattered around the harbor, sat in the bar, some drinking heavily. Most seemed too absorbed in wondering how they were supposed to keep a ship afloat once the Spaniards finally arrived. Many lacked the funds to outfit any real escape. The high seas were not what they had once been.

The subdued air was disturbed by the dramatic door opening. An old man, dressed in a torn red-and-white striped shirt, pants filthy with dirt and dried seaweed, staggered in and violently crashed to the floor.

At first, nobody moved.

It was not uncommon for men to stumble into the bar and pass out on the floor. A guard or an attendant of the bar would shove his way through the crowd and remove the man to the outside, where all too often he would remain at closing time.

At first, it seemed no different tonight. But as the attendant turned the man's body over, he gasped so loudly that the patrons simultaneously looked in his direction.

Feeling the eyes upon him, he looked up, and with a stunned voice said, "This is Ned Land!"

"Ned Land?!?" One of the Brits shouted.

"Impossible!" shouted another, possibly Spanish. "Land isn't much older than me!"

Most of the men were on their feet at the name. They rushed forward to the man on the floor.

"It *is* Land! Look at the tattoo!" remarked the German.

Clearly enough for all to see was Ned Land's signature tattoo.

"What's happened to him?" cried the Dutch.

"He's gotten so old!" the second Englishman observed.

"Who the hell is Ned Land?" one of the men, a first mate on the French ship, asked without getting up. He was finding himself lost having only recently arrived at this small tropical island.

The prostitute standing next to him bent down, her bodice hardly containing her full bosom as she shifted the pull of gravity on it, and into his ear she whispered, "Ned was part of the Captain Jack's crew looking for the Orb of the Caribbean, a mystical jewel from the Aztec priesthood. It's supposed to be large and invaluable. They all disappeared over eight months ago."

"Who are you, the narrator?" replied the snooty French sailor.

At which the girl harrumphed, turned up her nose, and stormed away.

There was a cacophony of men shouting questions at Ned as he lay on the floor. *Where had he been? Had he found the Orb? Where was his ship, the Whiteraven? Where was the crew? What was that smell?!*

There were more, but the maze of languages and accents made it impossible to hear anything coherently.

"Shut up!" the Italian finally shouted, "He's trying to say something."

A hush passed over the cluster of men, and a small, strangled voice wavered and cracked, "We found it!"

A murmur threatened to extinguish any further conversation, but a series of sharp hushes killed it before it had a chance.

"The Orb of the Caribbean," he said, his hands, shaking and twitching, came up and formed a half-circle in the air, as if he were holding an invisible sphere. "I held it in my hands! My very own hands..."

A coughing spat over took him and his whole body seemed to seize with each torturous expulsion of air.

"Ugh," said an Englishman in back. "He looks like he's about to die."

"Where is the orb now?" one of the men closer to Land said.

"...a mystical jewel of ungodly power," Land said, finishing his statement. "And, I did mention it was the size of a watermelon, didn't I?"

"Yes, yes," the Frenchman said. "But where is the orb?"

"Captain Jack found it, where no man would have expected... but then," more coughing, each one seeming to take more of Land's life with it, "... the fog... something... the weather turned terribly bad... We were forced back into the island group."

"He *is* dying," someone, possibly the Portugese, whispered.

"Quickly, Land! Tell us where the orb is!" the Spaniard demanded.

Land coughed and twitched. With his body racked with pain, he convulsed, "After Captain Jack died, the others got the greedy eyes..."

"When did Jack die?" someone in the back said to his French counterpart. "Did I miss part of the story?"

The counterpart shrugged, annoyed, trying to listen to the old man on the floor.

"Then I took the orb, the beautiful orb..." Land started coughing again, as if the act of reaching out his hands to hold a phantom orb resurrected the pain. His breathing was becoming labored. He was now wheezing.

"I had to hide it, you see," he crackled. "I had no choice."

"Where Ned? Where did you hide such a beautiful treasure?"

"He is going to croak right now, I tell you," a voice wafted out in between Land's coughing.

"I took it and...", more coughing and now a splatter of blood.

"Oh yeah," the Spaniard said. "He's going to die alright. Any moment now."

“Shut up, you vile Spanish mongrel!”

The Spaniard made a face, but said nothing.

Land continued to cough and gag. “I hid it...”

“Yes! Yes!” several of the men said in unison, leaning in closer to Land.

“I...hid it under a giant letter K,” he gagged.

There was total silence.

“K?” Eyes darted about.

“K,” Land choked. “K for Kasey!”

“Who the heck is Kasey?” the Englishman asked to no one specifically.

“Wouldn’t that be a C?” someone asked.

“Shut up!” someone else hissed and the man scowled.

“Okay, but I think you spell Casey with a C.”

“Will you be quiet?”

“Ned!” the Frenchman said, trying to rouse Land, who was clearly fading fast.

“Ned, where is this K?”

“See?” a voice in the back said, a book suddenly present, “Right here, Casey with a C.”

Several people spoke at once, “Shut up!”

Land stirred at the yelling. “I’m not long for this world,” he whispered

“You got that right,” the Spaniard whispered none too softly.

“Ned,” the Frenchman started again. “You hid it under a K? Where is this K?”

“It’s... it’s...,” More coughing.

“This is ridiculous,” another Englishman in the back said, “He’ll be dead any second.”

Land abruptly stopped coughing. He sucked in a great volume of air and spoke quickly. “It’s forty leagues south of here. Passing the briny reef and then through the great fog bank.”

“The great fog bank?” the Spaniard said with a bit of fear. “You don’t mean...”

Land was nodding as best he could. “The Collier de la Mort,” and he began a coughing frenzy.

Several of the men straighten at the name of the infamous island chain. Eyes darted about at each other as a murmur passed through the crowd.

“But...” the Frenchman said nervously, “that area is cursed!”

“Ha!” Land laughed, but it came out more as a twisted cough. “It was the only place for the orb to be and there it remains.” He started coughing more blood again.

“Under this giant letter K?” the Englishman said with much skepticism.

“Yes,” Land said, but he was fading. “Under the K for Kasey,” he said, his voice trailing off.

Land seemed to exhale one last time and stopped moving.

“I think he’s dead,” the Frenchman said.

Several men made the sign of the cross.

Then, slowly, those who were kneeling, stooping, or sitting stood up. The room was quiet except for the creaking of floorboards as the men shifted their positions around.

“Well,” the Englishman spoke. “That area is quite distasteful.”

“That’s right,” his mate chimed in. “Ships get lost there all the time.”

The Frenchman opined, “Yes, the fog is quite dangerous.”

The men were formed into a rough circle around Land's body. But with each step to shift their weight, they expanded the circle ever so slightly.

"That orb is supposed to be beyond wealth," the Spaniard said.

"And under a K?" the scowling man asked. "I still say Casey is spelled with a C."

The Frenchman was inching towards the doorway.

"It's not like having the orb wouldn't be worthwhile. It's just that I value my life a bit more."

"Oh, me, too," several of the men said at once, eager to agree.

"And such a treacherous journey just to get there," the Englishman offered.

"Yes, yes," the Spaniard agreed. "Where would we find such hearty mates for a voyage, anyway?" And he laughed, but it a false laugh.

"And there's no guarantee that Land is telling the truth anyway."

Several men again nodded and grumbled agreement, "Yes, yes! He was so delusional. It's surely to be a fool's errand. It would take you all night to get there only to find nothing."

There was a pause in the banter, and it grew quiet as each seemed to contemplate the events of the night.

"Well," the Frenchman yawned and stretched, breaking the pensive mood. "I guess I should turn in. It's getting late." He turned towards the door and several of the other men suddenly yawned, stretched and grumbled similar intents.

Several of the prostitutes looked at each other with puzzlement.

One looked up at the clock and noted it was only 8:30.

As the Frenchman grabbed the door, he turned slightly to survey the room.

The world seemed to freeze in that moment.

He gazed upon the cluster of multicultural men and they at him.

They stood still, staring at each other, as if holding their gaze turned them to stone.

No one breathed. No one moved. The Frenchman thought he could hear a fly buzzing around his head.

Time slowed and then seemed to stand still. An eternity as they fixed in each other's gaze.

Suddenly the fly landed on his temple and, without thinking, he reached up to shoo it away.

And with that gesture, the spell was broken.

The cluster of men charged at the door and the Frenchmen, still occupied with the fly, was pushed to the ground as several men crashed into him, which in turn pulled them all to the ground.

Then there were feet, shoes and heavy boots on his hands and near his face as a parade of pirates ran over the fallen to get to the harbor.

The Rules

Object of the Game

To find the Orb of the Caribbean and get out of the Collier de la Mort island chain alive and intact with it safely aboard.

Setup

Each player gets a ship of Imperial Flagship size. A 13-wide hull with 1 center section. Or a 16-wide hull with *no* center section.

The following equipment:

- 5 Regular pirates
- 2 Regular cannons
- 4 Swords
- 3 Pistols
- 2 Rifles
- 2 Knives
- 2 Lengths of rope
- 1 Length of chain
- 1 Rowboat
- 1 Barrel of Gunpowder
- +50 CP

Spirit of the Game Rules are in effect here. You are advised to spend your CP within the Spirit of the Game. Failure to do so will result in endless teasing and you'll probably end up crying which just makes everyone uncomfortable (see, *The Retard Tingles*).

Allowed modifications to the ship or rowboat are somewhat limited. You can enhance armor values, speed and weapons, but you cannot modify the ship itself. That is, you can't add things such as an intricate series of boarding ramps, or some elaborate chain-shot capture system, or a catapult system or anything that is out of the Spirit of the Game here. Remember that you're supposed to be a skeleton crew racing off to Treasure Island. You didn't have time to stop by the local gadgeteer to trick out your ride.

The basic stats for the starting equipment are:

Starting Pirate Ship[†] × 1

Size:	20
Mass:	40
AV/HP:	2d10/198*
Power:	15
Movement:	10"
Cargo Cap:	30

[†]The Pirate Ship is modeled after set 6271, *The Imperial Flagship*.

*AV is translated into HP for this game and applied in sections to the ship. This number reflects the *total* HP for the whole ship.

Starting Pirates × 5

Move:	5"
Armor:	4
Skill:	1d6
Cost:	4
Specialty:	None
Ratio:	None

Starting Equipment

Weapon	CP	Range	UR	Max Payload	Damage	-CMP"
Pirate Cannon × 2	5	16"	6	Cannonball (MkI)	—	-3"
Cannonball × 6	1			—	1d10+3	-3"
Knife × 2	2	CC	2	—	1d6	—
Flintlock × 3	3	6"	3	—	1d6, Slow	—
Musket × 2	4	12" (2H)	5	—	1d6, Slow	—
Saber × 4	2	CC	2	—	1d6+1	—
Chain × 1	2	CC	3	—	1d6 Stun	—
Rope × 2	1	CC	3	—	—	—
Gunpowerd Barrel × 1	3	— (2H)	—	—	—	-3"

Starting Position

At the start of the game, ships will be staggered by a random die roll. As the ship travel through the fog bank, they loose all sense of bearing and are shocked to find themselves almost upon each other when they finally exit.

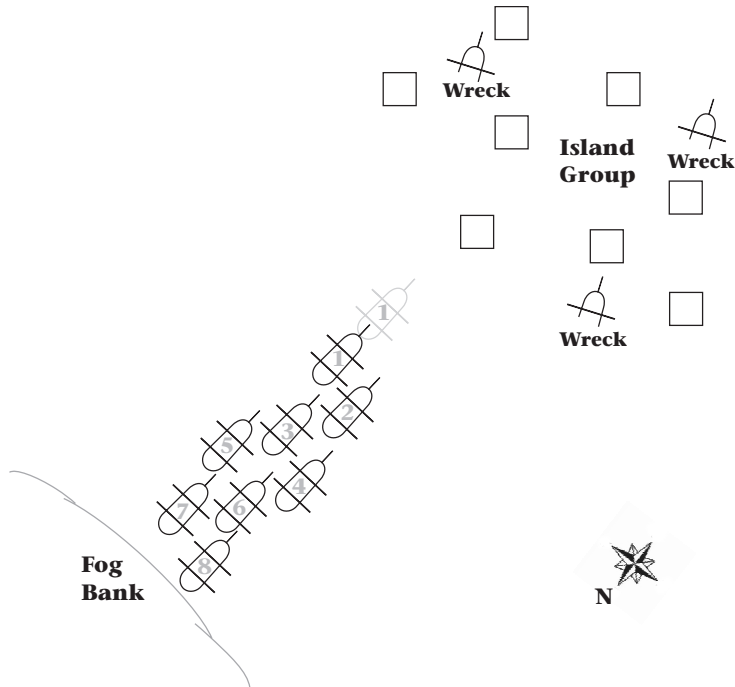
Each player will jockey for position with a simple 1d6 die roll, with the highest roller choosing where they wish to start and then next highest roller on down.

Player may add points to their die roll to increase their potential standing by spending CP points. For every 5 CP a player spends, they may add +1 to their die roll.

CP for this purpose must be declared before the rolling begins.

Collier de la Mort

The island chain, known as the *Collier de la Mort* is surrounded by a fog embankment. Strange and bizzare tales surrouknd this island group and for good reason! Many a ship has been lost with the area. The crews never to return.



Starting Setup Diagram for illustrative purposes. Players can jockey for opening positions.

The island group has never been fully mapped and therefore can contain any number of islands and/or shipwrecks.

For game purposes, the island group will be completely random. Players are encouraged to build up any kind of island on a 16×16 plate (island plate if possible, but not necessary). Players are encouraged to keep the *Spirit of the Game* in mind when designing islands.

Players may incorporate any type of danger; animals, natives, other pirates, etc and treasure chests on their island(s). However actual treasure should not be placed. A random table will be provided for treasure.

The Schrodinger's Cat Island Setup

At the start of play, each island will be given a number based on the total number of island brought to the game. If 12 islands are brought, then all islands will be assigned a number from 1 to 12.

Blank 16×16 plates will be placed where islands and shipwrecks are to be located on the gaming surface. These represent the islands, but because they are obscured by fog, it is impossible to see what they are.

When a ship comes within 10" of an island, that player rolls a $1dx$, where x is the number total islands. In our example of 12, player-brought islands, a $1d12$ would be rolled and the resulting number would be the island placed.

If an island number is rolled that is already placed, the player will simply reroll the die until a non-placed island is rolled.

Island Encounters

Whenever players make landfall, there is a chance the local wildlife will be disturbed and attack. (Remember this isn't called The Collier de la Mort for nothing.)

Each time a player makes a landing on an island, even if it is the same island twice, then the player rolls 2d6 and consults the Random Wildlife chart. One die is designated for the chart, one die for the number of animals disturbed.

These creature are then placed within 6" of the player's units by the GM or by the player who's turn came previously.

Sealife Encounters

The Collier de la Mort is positively infested with sharks and other dangerous sealife.

Any time a unit falls into the water, including rowboat launches, the player must roll 2d6 each turn for each unit that is in water and then consult the Random Sealife Chart. One die is designated for the chart, one die for the number of sea creatures that show up.

Sharks will attack on the turn following their arrival as they circle first. All other life will attack or help on the same turn. However, sharks will attack other life form randomly (1d6 odds/evens).

Mermaids may or may not be helpful. When a mermaid is encountered, the player should roll a 1d6. An even number indicates a helpful mermaid, an odd number indicates a mean mermaid.

Helpful mermaids will rescue a single unit, returning him to his ship, rowboat or land depending on which is closer. The mermaid will then disappear.

Random Wildlife (1d6)	
Roll	Animal
1	Nothing
2	Bear
3	Crocodile
4	Elephant
5	Birds
6	Monkey

Random Sealife (1d6)	
Roll	Animal
1	Nothing
2	Octopus
3	Shark
4	Shark
5	Shark
6	Mermaid

Mean mermaids will attack or attack any creature attacking them.

Wild sealife will also attack rowboats if possible. However, rowboats using the Debarkation rule do not need to roll for Random Sealife encounters.

Wind and Travel

Ships travel at their base speed of 10" plus or minus any wind variations. At the top of the round, one player or the GM will throw a 1d4 and consult the Wind Change table to determine if there is any change in the wind.

If there is no change, then the wind speed and direction remains the same from the previous turn. Wind will not naturally change direction until the top of the next round. There may be unnatural ways for wind to change direction.

If a change is indicated, positive or negative, the GM will then roll a 1d8 on the Direction Change table. This will be the direction of the wind for this round. It may stay the same.

After determining the direction, the GM then rolls a 1d6 to determine the strength of the change in the wind. This number will be added or subtracted to the current wind strength to get the Target Strength number.

The GM should write down the number of the change, on the Wind Strength chart (at the end of this document). This is not necessarily the changed strength for the wind for this round.

The GM now rolls another 1d6.

This is the actual change for this turn. The result of this die roll cannot exceed the Target Wind number. If it is over the Target Wind number then any excess is ignored and the Target Wind is now the Actual Wind.

Example:

Wind starts at 2" from the North.

At the top of the turn the GM rolls both the 1d4 and the 1d8 at the same time. On the 1d4 he gets a 2. This means there's a positive change to the wind. The 1d8 shows a 6, so the wind is now blowing from the Southwest.

Wind Change (1d4)	
Die Roll	Result
1	No Change
2	Positive Change
3	No Change
4	Negative Change

Direction Change (1d8)	
Die Roll	Result
1	North
2	Northeast
3	East
4	Southeast
5	South
6	Southwest
7	West
8	Northwest

Wind Strength Sheet

Round	Direction	Wind Strength	Target Strength
1.	N	2"	<div style="border: 1px solid black; width: 30px; height: 30px; display: flex; align-items: center; justify-content: center;"> 5 <div style="width: 20px; height: 20px; border: 1px solid black; background: linear-gradient(to top right, transparent 49%, black 49%, black 51%, transparent 51%);"></div> </div>
2.	SW	4"	<div style="border: 1px solid black; width: 30px; height: 30px; display: flex; align-items: center; justify-content: center;"> 3 <div style="width: 20px; height: 20px; border: 1px solid black; background: linear-gradient(to top right, transparent 49%, black 49%, black 51%, transparent 51%);"></div> </div>
3.	SW	7"	<div style="border: 1px solid black; width: 30px; height: 30px; display: flex; align-items: center; justify-content: center;"> <div style="width: 20px; height: 20px; border: 1px solid black; background: linear-gradient(to top right, transparent 49%, black 49%, black 51%, transparent 51%);"></div> </div>
4.			<div style="border: 1px solid black; width: 30px; height: 30px; display: flex; align-items: center; justify-content: center;"> <div style="width: 20px; height: 20px; border: 1px solid black; background: linear-gradient(to top right, transparent 49%, black 49%, black 51%, transparent 51%);"></div> </div>

Remaining Target Strength from previous round added in the next round.

Recording the Wind Strength changes. A blank Wind Strength Sheet can be found at the end of this document.

The GM then rolls a 1d6 for the Target Wind number. He gets a 5. If there are no further changes to the wind, he will eventually add all 5 points to the current wind strength to make it 7".

Now the GM rolls another 1d6 to determine what the wind strength will be for this turn. He rolls a 2. He then adds 2" to the current wind of 2" to get 4". The wind is now 4" from the South.

At the top of the next round, he rolls the 1d4 and the 1d8. He gets a 1 and an 8. Consulting the Wind Change table, we see that a 1 means No Change to the wind—he can ignore the d8 result. But, because he still has 3 unused points from the previous round he must now roll a 1d6 again. This will determine how many of the *remaining* points he will add to the current Wind Strength.

The result is 6.

As there are only 3 points left, he ignores anything over 3 and add all the remaining points to the wind strength.

The Wind Strength is now 7" and, because there was no new change, it is still blowing from the Southwest.

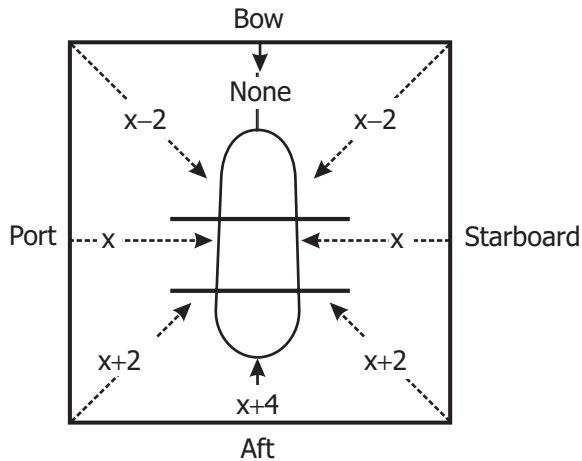
For simplicity, wind can only strike a ship from one of the 8 compass headings. If your ship is moving between compass headings, the directions that affects the greater part of your ship is used. If this is indeterminate, then the direction that gives you the *least* bonus will be used, including heading straight into the wind.

Moving In and Out of Favorable Winds

If the player moves his ship into or away from favorable winds, then movement penalties and bonuses from wind come into play.

Players take positive and negative effects of wind as their ships pass through them when coming about in a turn.

Every time a ship hits a more favorable wind point, players add an inch to their movement for that turn. Every time it turns to a less favorable wind, an inch is subtracted for that turn. Players may not exceed the total movement of positive and/or negative factors within a turn.



How Wind Affects Your Ship. For simplicity, wind can only strike a ship from one of the 8 compass directions. A larger version of this chart can be found at the end of this document.

Example 1

The Wind is blowing at 6" from the North.

A ship traveling SW has a +2" bonus from the wind and starts the turn with 16" of movement.

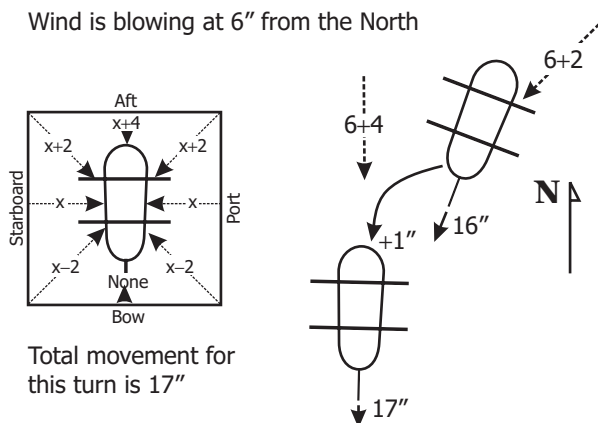
The player wants to come about directly South. As he started his turn facing SW, he only gets to add +1" to his movement on this turn, thus his total movement is 17" and not 20". On his next turn he may start with 20" if the wind is still blowing from the North at 6".

Example 2:

The Wind is blowing at 6" from the North.

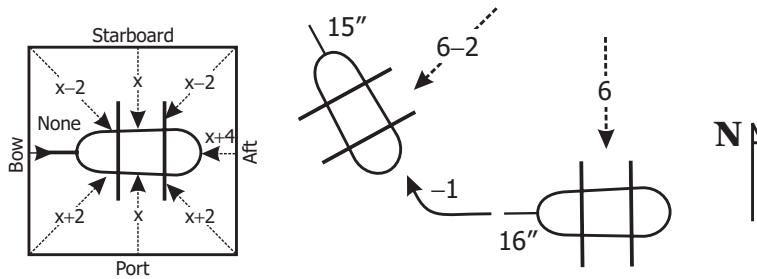
A ship, traveling NE will be moving 8" at the start of the turn. The player wishes to come about to a SE facing.

The ship travels through 2 compass changes, 1 negative and 1 positive. Thus, he



Turning Example 2. This player moves from a SE facing to full S. Here, the player only pass through 1 compass headings. But does not receive the full MR bonus until the following turn.

Wind is blowing at 6" from the North



Total movement for this turn is 15"

Turning Example 3. This ship, although passing into a -2" wind, only takes -1" this turn. On the following turn, this player starts with a -2" MR if the wind is unchanged.

subtracts -1" and then adds +1"—a wash—and the ship travels 8" and come to a SE facing.

Example 3:

The Wind is blowing at 6" from the North.

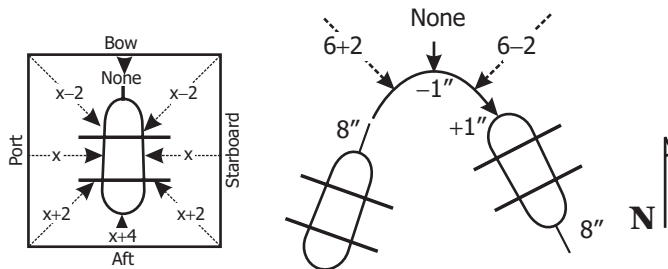
A ship traveling West, parallel to the wind has +6, the actual speed of the wind, added to its movement for a total of 16".

He then wishes to come about to NW, heading slightly into the wind. This is one compass change for -1" for this turn. Thus his total movement for this turn is 15". On his next turn, if the wind is unchanged, his total movement would be 14" if he continues along the same heading.

Debarkation

This game will involve multiple island landings. Because this is rarely done by beaching your entire vessel on the shoreline, you may be required to launch your rowboats. In the interest of saving time, this potentially cumbersome maneuver will

Wind is blowing at 6" from the North



Total movement for this turn is 8"

Turning Example 1. This ship turns through two distinct compass headings, N and NE. The player takes both a negative and positive MR change in this turn.

be completed in a single turn. The time from announcement to landfall will be a single turn.

To make use of this rule, there are some conditions.

1. Players must make the announcement they are making a landfall at the beginning of their turn.
2. Ships must be within 10" of any island they wish to make a landing upon when announced.
3. All passengers in must be announced and actually fit with the rowboat weight limit, etc.
4. The rowboat and passengers can then be placed on the island shore. Units can be standing on land, out of the boat.
5. The location of this landing must be within a 10-degree cone starting at the center of the launching vessel.

At the start of the next turn, you may move freely about. These rule also apply in reverse for pickup of units leaving an island.

You may, at any time, launch a rowboat with units in normal fashion. This is simply done as every other normal action that is taken in game.

Debarkation only applies to launch and recovery of boats to and fro an island or its ilk under these special conditions in an effort to streamline game play.

Player Ship Armor

The players ship's armor (AV) is converted to hit points (HP) for this game.

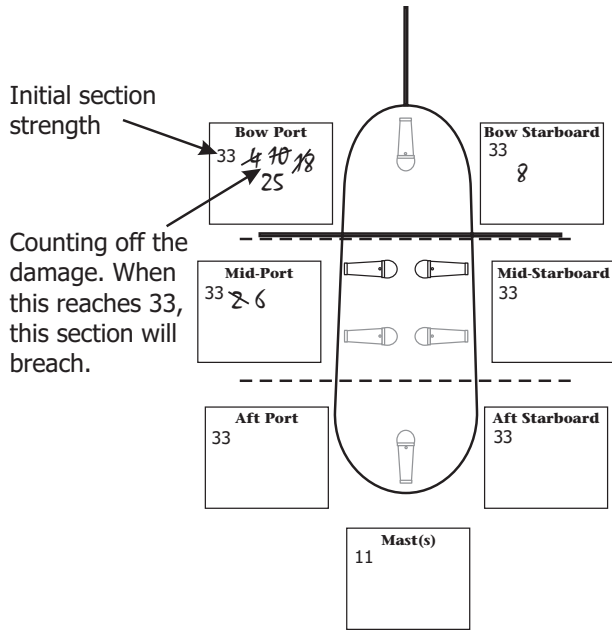
Each ship is divided into 6 sections, detailing Bow, Mid- and Aft for both Port and Starboard. Each of these section has 33 HP.

The ship's mast is also considered a section unto itself, for 11 HP.

In this way, players may attack and defend areas of their vessel that have been weakened by any assault.

Once a section is reduced to below 0 HP, the ship start taking on massive amounts of water and will be sunk within 3 turns. If more than one section is breached, then the ship will sink 1 turn faster for each section breached. If more than 3 sections are breached at once, the ship immediately sinks with no chance for the player to move units to safety. Only units already in a rowboat or similar floatation will have a chance to survive.

Furthermore, once a section sustains 80% hull damage, you begin to potentially take damage from water. At the start of the turn, roll a 1d12 for any sections that are at or above 80% damage. A result of 1–6 means that section will receive 1 additional point of damage.



Tracking Ship Damage. A larger, more useful version of this chart is available at the end of this document.

The Ghost Ship

There are rumors of many a ghost ship in these waters. Stories of lost souls who still ply the waters in search of victims.

Ghost Ship Appearance:

At the start of each person's turn, EXCEPT THE FIRST TURN, a 1d10 is rolled. On a 10, the Ghost Ship shows up within 10" of the player whose roll it is.

The first round of rolls for the Ghost Ship proceeds normally. After that, a +1 is added, each turn to the die roll for the Ghost Ship. Subsequently, for each round of rolls, another +1 is added to the die roll, per turn after that until it actually appears.

- Round 1 = No Roll
- Round 2 = Normal Roll
- Round 3 = +1
- Round 4 = +2
- Round 5 = +3
- And so forth.

The Ghost Ship will have:

- 4 cannons: 2 port, 2 starboard

The Ghost Ship[†] × 1

Size:	20
Mass:	40
AV/HP:	2d10/198*
Power:	15
Movement:	12"
Cargo Cap:	30

[†]The Ghost Ship is also modeled after set 6271, *The Imperial Flagship*.

*AV is translated into HP for this game and applied in sections to the ship. This number reflects the *total* HP for the whole ship.

Ghost Ship Equipment

Weapon	CP	Range	UR	Max Payload	Damage	-CMP"
Pirate Cannon × 4	5	16"	6	Cannonball (Mkl)	—	-3"
Cannonball × Unlimited	1			—	1d10+3	-3"
Knife × 8	2	CC	2	—	1d6	—
Flintlock × 6	3	6"	3	—	1d6, Slow	—
Musket × 4	4	12" (2H)	5	—	1d6, Slow	—
Saber × 10	2	CC	2	—	1d6+1	—
Gunpowder Barrel × 2	3	— (2H)	—	—	—	-3"

Ghost Captain × 1

Move:	5"
Armor:	1d10+3
Skill:	1d10+2
Cost:	11
Specialty:	None
Ratio:	None

Ghost Pirates × 10

Move:	5"
Armor:	4
Skill:	1d6
Cost:	4
Specialty:	None
Ratio:	None

- 10 pirates; 1 Captain (hero)
- 10+ swords
- 6+ pistols
- 4+ rifles

The ship ignores wind penalties, but also would get no bonuses from favorable winds. The Ghost Ship does not require crew to move or fire cannons. All weapons load times are the same as normal ships (this includes any personal weapons the Ghost Pirates use). Furthermore, The Ghost Ship will also follow these rules:

1. It will move towards and attack whatever ship attacks it.
2. It will move towards and attack whatever ship is closest.
3. It will always try to move so it presents the most amount of weapons against an enemy.

4. If unable to shoot, or during a reload, the Ghost Ship will attempt to close to boarding distance.
5. It will automatically board as many Ghost Pirates as it can whenever it can, even if it can still fire cannons.
6. The Ghost Ship will automatically break off any encounter to pursue and attack any vessel that is in current possession of the Orb of the Caribbean.

While the Ghost Ship can ignore movement penalties (taking out its sails won't matter—they're probably tattered anyway), it *can* be sunk. The Ghost Ship takes hull damage normally—its cannons can be hit and its crew killed for that round.

However, once sunk, player restart rolling 1d10 again wherever it was left off for it to come back!

So if we get to adding +4 to the die roll when the Ghost Ship appeared, we then start at +4 again.

The Ghost Ship *always* returns at its initial strength.

Boarding

The Ghost Ship Crew should be able to board other ships (or islands) if it is within 10" of the side of ship—measured center to center. Ghost Crew simply appear on the deck of the opposing ship, within 2" of the boarding side from the Ghost Ship itself. Once on-board they then act as normal pirates and can go anywhere on the ship.

Ghost Pirates take normal damage but they cannot die. They only simply returned to their ship, wherein they can attack again on the next turn.

It can make getting out of range of the Ghost Ship an imperative!

A ship must move at least 20" away from the Ghost Ship for all Ghost Pirates to be returned to their ship. If a ship moves at least 11" from the Ghost Ship, no new Ghost Pirates may appear, however any borders already on board may still act normally (i.e., they have no restriction on how far they may travel on your ship—Ghost Pirates can be more than 20" from their ship and still move about).

The Light of God

Once the Ghost Ship is involved in any combat action (i.e., firing cannons, boarding ships, making nasty faces) on the *next following* round, a 1d10 is rolled at the top of the Ghost Ship's turn.

On a natural 1, there is a break in the hazy cloud cover and an errant beam of sunlight, reflecting off the sea foam, strikes the Ghost Ship and it disappears in a swanky, swirling special effect.

Any and all boarders also vanish regardless of where they are and what action they may be doing.

Once the Ghost Ship disappears, players being immediately rerolling under the same rules for the appearance after sinking the Ghost Ship.

In the unlikely event the Ghost Ship disappears or is sunk after the die rolling reached +10, the adding count will begin again at +1.

Voodoo

For the purposes of the game, any character can be a voodoo priest. Unfortunately, they do not come cheap! All of the spells and cantrips that are available for the game are spelled out in the attached tome. A player can purchase their use as usual per the SP rules. That is:

A single spell can be purchased for 3 CP per SP. If there is a particular spell that a player wants to have that costs 3SP to cast, it can be purchased for a single trooper for 9 CP.

An indexed list of spells can be purchased, for 2 CP per spell and 3 CP per SP. For example, if there are a list of three 2-SP spells that a player wants their priest to have, then they can be purchased for $(2 + 2 + 2 + (3 \times 2)) = 12$ CP.

Alternatively, Voodoo Aspect SP can be purchased at a rate of 5 CP per SP. These SP can be used for any of the spells in the tome. If a player wants a priest who can cast any spell that costs 3SP or less, they can purchase the 3SP for $(3 \times 5) = 15$ CP. To be able to cast any spell in the book, a player would have to spend 25 CP.

There are two other restrictions that play into the voodoo priest:

1. No voodoo priest may have more than 5 SP
2. All spells require either a verbal incantation or a manual gesture; in most cases, both of these are required.

Note that binding and gagging is therefore an effective way to disable a voodoo priest. In general, stronger spells may require some additional components to entice the spirits to cause the desired effect. In some cases these components are relatively simple: dirt, a feather, or a piece of cloth. In other instances specific ingredients may be harder to come by: chicken blood, rum, or a specific ground root. All components will be available in the game, though in some cases the priest may not begin with them.

For an additional 5 CP, a player may purchase a simple vodun pouch, which contains some of the simpler components used in many spells. A vodun pouch will contain a piece of cloth, a piece of coal, a knife, a short length of rope, and a small vial of rum. Again, all of these components will be available throughout the game, so their purchase is not required.

Note that voodoo priests may use any other weapon, though their appearance is usually a dead giveaway to their true nature. They tend to have blanched lips as the spirits oft times feed off the iron in their blood, and their eyes are often milkier than one might prefer. A voodoo priest in a crew must also be announced ahead of time, as the reputations of such powerful magik users usually precedes them into a conflict.

In short, voodoo priests are expensive, but powerful. Not overly so, but enough that they may be important components in your piratical endeavors. Or they may be easy targets.

Appendix

Voodoo Spells List

Nomen	Range	Dura- tion	Sp Cost	Requires	Effect	Notes
Kindle Ember	Touch	Instant	1	V, G, Piece of Coal	See notes	Creates a small burning ember that will smolder for the rest of the game—can ignite flammable materials in contact
Mend	Touch	Instant	1	V, G, Fabric/ Rope/Skin in Range	See notes	Will repair a small 1" square section of fabric. This can also be used to repair 1d4 HP/AV damage suffered from a puncture, slash, etc
Thunder- clap	Touch	Instant	1	V, G	See notes	Creates a loud thunderclap originating at the directed location. Anyone failing a skill contest will suffer a -2 to skill for the one turn
Lightning Flash	Touch	Instant	1	G	See notes	Creates a bright flash of light. Anyone looking at the flash and failing a skill contest will suffer a -2 to hit penalty for the one turn
Unravel	1d6"	Instant	2	G, Knife, Fabric/Rope/ Etc. in Range	See notes	Unravels a 1 square inch area of fabric—this will disrobe a target, damage a sail accordingly, etc
Detect Iron	1d6" radius	Instant	2	V, G, Piece of Wood, Iron in Range	See notes	Will allow the caster to locate iron within the range (<i>note:</i> radius) even if it is buried, concealed, in a container, etc
Detect Water	1d6" radius	Instant	2	V, G, Piece of Wood, Water in Range	See notes	Will allow the caster to locate water within the range (<i>note:</i> radius) even if it is buried, concealed, in a container, etc
Dampen	1d6 inches	Instant	2	V, G, small container	See notes	A heavy dew forms on the target
Dry	1d6 inches	Instant	2	V, moisture in range	See notes	Any moisture on the target evaporates
Spill	1d6 inches	Instant	2	V, container with contents in range	See notes	A container is knocked over. It doesn't move otherwise, just falls into a <i>pouring</i> or <i>dumping</i> position

Nomen	Range	Duration	Sp Cost	Requires	Effect	Notes
Wilt	1d6"	Instant	2	V, G, plant in range	See notes	Plant will wither and wilt, becoming insubstantial in terms of obstacle. Can be used in a 1d6 radius, directed 1d6, or via touch for same cost
Stumble	2d6"	Instant	3	G, target in range	-1d6 to move	Target finds him/herself tripping while moving, decreasing their overall movement. Note that for purposes of movement penalties to firing, etc full movement is considered to have taken place
Heat Iron	1d6"	1d6 turns	3	V, G, Iron in Range	See notes	Heat Iron to the Boiling Point of Water for the Duration. Can be used to affect a 1d6 in radius for an extra SP point
Tap	2d6"	Instant	3	G, target in range	-1d6 skill	A ghostly tap on the shoulder for the intended victim
Weeping Plants	1d6"	1d6 turns	3	V, G, Plants in Range	See notes	Plants affected by this will produce water at a rate of a cup a turn. Can be used to affect a 1d6 in radius for an extra SP point
Heal	1d6"	Instant	3	V or G, wounded in range	+1d6 HP/AV	This is why male nurses were invented
Sticky/Slippery	1d6"	1d6 turns	3	V, G, surface in range	+/- 1d6 to move	A 4 × 4 area can be made either sticky or slippery
Divination	1d6" radus	Instant	3	V, G, knife, vine root	See notes	Allows the caster to <i>know</i> an answer to a question as long as the solution is within range. E.g., which barrel in the stack holds the desired item? Can be fought with a Stupendous Feat Roll-off
Whisper	2d6"	Instant	3	V	See notes	A quiet whisper, ala the <i>Lost</i> jungle whispers, are directed at the target. Information can be conveyed this way, or a simple distrating effect; -1 to skill if the target fails a skill contest
Sneeze	2d6"	Instant	3	G	See notes	Produces a sneeze at the target location. Troopers within 2" of the sneeze suffer a -2 penalty to skill if they fail a skill contest
Extinguish	2d6"	Instant	3	V, flame or fire in range	See notes	Removes one flame piece of fire

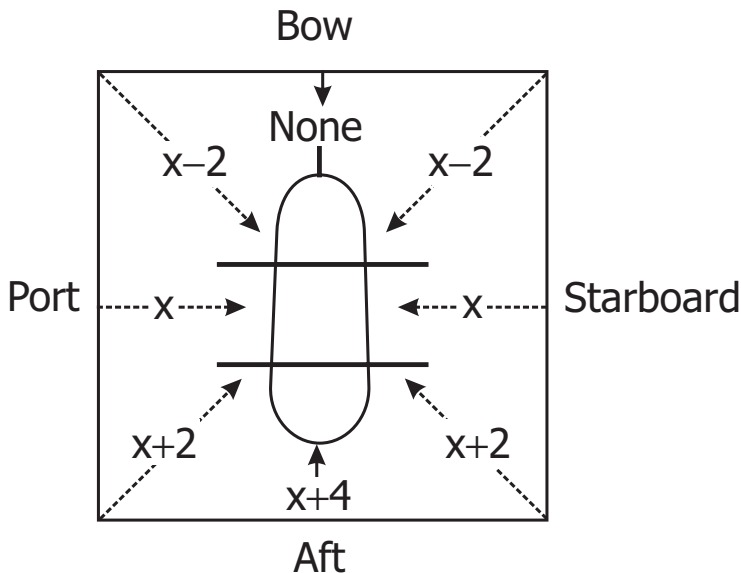
Nomen	Range	Dura- tion	Sp Cost	Requires	Effect	Notes
Ravenspeak	2d6"	1d6 turns	4	V, feather	See notes	Allows the caster to know something within the range if it could be answered from the perspective of a raven, line of sight, etc
Smoke	1d6" radius	1d6 turns	4	V, G, flame or ember	no line of sight	Creates a cloud of smoke that obscures vision. It does not impact breathing, damage, etc, just vision
Mute	2d6"	1d6 turns	4	G, Piece of Cloth	(no speaking)	Target cannot speak aloud. They can move their mouth, but no sound comes out
Silence	1d6"	1d6 turns	4	G, Piece of Cloth	(silence)	Creates an area of complete and muffled silence—For an extra SP the effect can be extended to a 1d6 inch radius
Influence Wind	1d6"	1d6 turns	4	V, G, knife, feather	See notes	Can influence the wind by 1" in any direction. Note that this is only a local effect
Dispel Spell	1d6"	Instant	4	V or G	See notes	Dispells the effect of magic in the target area. If both V and G are available it's performed at +1 to succeed. For an extra SP can be used against a 1d6 inch radius
Fatigue	2d6"	1d6 turns	4	G, Piece of Rope	-2 move, -2 skill	Target suffers extreme exhaustion on a failed skill contest. Note that a roll of 6 on each turn also allows the target to shed the fatigue
Nausea	2d6"	1d6 turns	5	V, G, Chicken Blood	-2 to skill	Intense Nausea distracts and debilitates target
Blind	1d6"	1d6 turns	5	V, G, Piece of Black Cloth, Nightshade Root	-5 to hit	Blindness by <i>stealing the eyes</i>
Cloud Vision	2d6"	1d6 turns	5	V, G, Loose Dirt	-2 to hit	Clouded vision by creating obstructions in the eyes
Nearsight	2d6"	1d6 turns	5	V, G, Piece of glass	-3 to hit beyond 5"	Imbues target with nearsightedness. Target may overcome effect by rolling a 6 at the end of each turn
Euphor	1d6"	1d6 turns	5	V, G, Alcohol	+1 move, +2 skill	Self-explanatory; No saving throws
Wasting	1d6"	2d6 turns	5	V, G, Piece of Meat	cum. -1 HP/AV/trn	The target suffers a cumulative -1 HP/AV each turn, for the duration. At the end of the duration the health is restored completely

Nomen	Range	Duration	Sp Cost	Requires	Effect	Notes
Hide Object	Touch	2d6 turns	5	V, G	See notes	Targetted object becomes has <i>stealth</i> , in that it becomes invisible with even partial cover
Direct Wind	2d6" radius	1d6 turns	5	V, G, knife, feather, flame	See notes	Can effect the wind by 2" in any direction.
Bind	1d6"	1d6 turns	5	V, G, Piece of Rope	(paralyzes)	Paralyzes target (saving throw as per skill contest)
Sleep	1d6	1d6 turns	5	V, G, Nightshade Root, Container of Liquid	(unconscious)	Target becomes unconscious. Target can wake up on a roll of 5 or 6, or at the expiration of the duration

Wind Charts

Wind Change (1d4)	
Die Roll	Result
1	No Change
2	Positive Change
3	No Change
4	Negative Change

Direction Change (1d8)	
Die Roll	Result
1	North
2	Northeast
3	East
4	Southeast
5	South
6	Southwest
7	West
8	Northwest



Wind Strength Sheet

Round	Direction	Wind Strength	Target Strength	Round	Direction	Wind Strength	Target Strength
1.	N	2"	<input type="checkbox"/>	26.			<input type="checkbox"/>
2.			<input type="checkbox"/>	27.			<input type="checkbox"/>
3.			<input type="checkbox"/>	28.			<input type="checkbox"/>
4.			<input type="checkbox"/>	29.			<input type="checkbox"/>
5.			<input type="checkbox"/>	30.			<input type="checkbox"/>
6.			<input type="checkbox"/>	31.			<input type="checkbox"/>
7.			<input type="checkbox"/>	32.			<input type="checkbox"/>
8.			<input type="checkbox"/>	33.			<input type="checkbox"/>
9.			<input type="checkbox"/>	34.			<input type="checkbox"/>
10.			<input type="checkbox"/>	35.			<input type="checkbox"/>
11.			<input type="checkbox"/>	36.			<input type="checkbox"/>
12.			<input type="checkbox"/>	37.			<input type="checkbox"/>
13.			<input type="checkbox"/>	38.			<input type="checkbox"/>
14.			<input type="checkbox"/>	39.			<input type="checkbox"/>
15.			<input type="checkbox"/>	40.			<input type="checkbox"/>
16.			<input type="checkbox"/>	41.			<input type="checkbox"/>
17.			<input type="checkbox"/>	42.			<input type="checkbox"/>
18.			<input type="checkbox"/>	43.			<input type="checkbox"/>
19.			<input type="checkbox"/>	44.			<input type="checkbox"/>
20.			<input type="checkbox"/>	45.			<input type="checkbox"/>
21.			<input type="checkbox"/>	46.			<input type="checkbox"/>
22.			<input type="checkbox"/>	47.			<input type="checkbox"/>
23.			<input type="checkbox"/>	48.			<input type="checkbox"/>
24.			<input type="checkbox"/>	49.			<input type="checkbox"/>
25.			<input type="checkbox"/>	50.			<input type="checkbox"/>

Player Starting Equipment

Starting Pirate Ship[†] × 1

Size:	20
Mass:	40
AV/HP:	2d10/198*
Power:	15
Movement:	10"
Cargo Cap:	30

[†]The Pirate Ship is modeled after set 6271, *The Imperial Flagship*.

*AV is translated into HP for this game and applied in sections to the ship. This number reflects the *total* HP for the whole ship.

Starting Pirates × 5

Move:	5"
Armor:	4
Skill:	1d6
Cost:	4
Specialty:	None
Ratio:	None

Starting Equipment

Weapon	CP	Range	UR	Max Payload	Damage	-CMP"
Pirate Cannon × 2	5	16"	6	Cannonball (MkI)	—	-3"
Cannonball × 6	1			—	1d10+3	-3"
Knife × 2	2	CC	2	—	1d6	—
Flintlock × 3	3	6"	3	—	1d6, Slow	—
Musket × 2	4	12" (2H)	5	—	1d6, Slow	—
Saber × 4	2	CC	2	—	1d6+1	—
Chain × 1	2	CC	3	—	1d6 Stun	—
Rope × 2	1	CC	3	—	—	—
Gunpowerd Barrel × 1	3	— (2H)	—	—	—	-3"

The Ghost Ship

The Ghost Ship[†] × 1

Size:	20
Mass:	40
AV/HP:	2d10/198*
Power:	15
Movement:	12"
Cargo Cap:	30

[†]The Ghost Ship is also modeled after set 6271, *The Imperial Flagship*.

*AV is translated into HP for this game and applied in sections to the ship. This number reflects the *total* HP for the whole ship.

Ghost Ship Equipment

Weapon	CP	Range	UR	Max Payload	Damage	-CMP"
Pirate Cannon × 4	5	16"	6	Cannonball (Mkl)	—	-3"
Cannonball × Unlimited	1			—	1d10+3	-3"
Knife × 8	2	CC	2	—	1d6	—
Flintlock × 6	3	6"	3	—	1d6, Slow	—
Musket × 4	4	12" (2H)	5	—	1d6, Slow	—
Saber × 10	2	CC	2	—	1d6+1	—
Gunpowder Barrel × 2	3	— (2H)	—	—	—	-3"

Ghost Pirates × 10

Move:	5"
Armor:	4
Skill:	1d6
Cost:	4
Specialty:	None
Ratio:	None

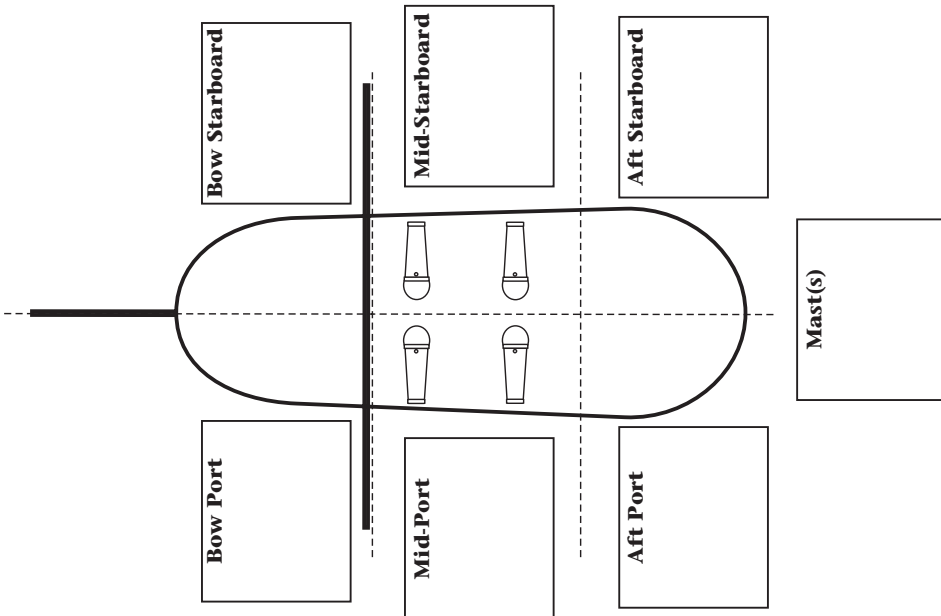
Ghost Captain × 1

Move:	5"
Armor:	1d10+3
Skill:	1d10+2
Cost:	11
Specialty:	None
Ratio:	None

Whiteraven (The Ghost Ship)
 Movement: 12" (Fixed)
 Size: 20
 Mass: 40
 Power: 15

- Cargo (30" Max)**
- 4 Pirate Cannons
 - Unlimited Cannonballs
 - 10 Sabers
 - 6 Pistols
 - 4 Rifles
 - 4 Knives
 - 2 Barrels of gunpowder

- Movement Rules**
- The Ghost Ship will follow these rule whenever possible:
1. It will move towards and attack whatever ship attacks it.
 2. It will move towards and attack whatever ship is closest.
 3. It will always try to move so it presents the most amount of weapons against an enemy.
 4. If unable to shoot, or during a reload, the Ghost Ship will attempt to close to boarding distance.
 5. It will automatically board as many Ghost Pirates as it can whenever it can, even if it can still fire cannons.
 6. The Ghost Ship will automatically break off any encounter to pursue and attack any vessel that is in current possession of the Orb of the Caribbean.
- The Ghost Ship does not require crew to move or fire cannons.
 - All weapons load times are the same as normal ships (this includes any personal weapons the Ghost Pirates use).
 - The Ghost Ship moves at a fixed 12" and is unaffected by wind or weather. (i.e., it gets no penalty for running into the wind, but it also gets no bonus from a favorable wind).



Roll	Item	Roll	Item	Roll	Item	Roll	Item
01	200 Gold	26	4 Cups	51	Dirt	76	Greek Fire (1 Use)
02	Coal (1 Use)	27	Meat (1 Use)	52	1d6 Cannonballs [C]	77	8 Flintlock Pistols
03	12 Gold	28	1d4 Cobras	53	150 Gold	78	25 Gold
04	1 Gem	29	Length of Rope	54	Rowboat	79	Length of Rope
05	2 Muskets	30	Shield	55	Longbow (12 Arrows)	80	Enchanted Gem (+1 SP)
06	Feathers	31	Katana	56	Nightshade Root (2 Use)	81	Random Voodoo Spell
07	Battle Axe	32	Random Voodoo Spell	57	1d4 Muskets	82	10 Gold
08	1d4 Pirates	33	1d6 Pirates	58	Spear	83	Vine Root (2 Uses)
09	Spear	34	Trident	59	Random Voodoo Spell	84	1d4 Mortor Shot [C]
10	The Pirate Wench (U)	35	Enchanted Gem (+1 SP)	60	Voodoo Idol (U)	85	Shield
11	1d8 Cannonballs [C]	36	1d4 Mortor Shot [C]	61	Golden Broadsword	86	Voodoo Priestess (U)
12	ChainShot [C]	37	1d6 Cannonballs [C]	62	1d4 Pirates	87	1 Shiny Bone
13	Random Voodoo Spell	38	Mortor Cannon [C] 3 shots	63	Chain	88	1d4 Flintlocks
14	Longbow (12 Arrows)	39	Book of 2d6 Spells	64	1d4 Cannonballs [C]	89	1d6 Sabers
15	Black Cloth	40	Canister Shot [C]	65	Chest Plate Armor	90	GrapeShot [C]
16	Greek Fire (2 Use)	41	Rowboat	66	4 Sabers	91	Trident
17	150 Gold	42	A Chicken	67	Amulet (+2 SP)	92	Rowboat
18	Random Voodoo Spell	43	100 Gold	68	Random Voodoo Spell	93	Battle Axe
19	90 Gold	44	Random Voodoo Spell	69	25 Gold	94	Random Voodoo Spell
20	2 Use Map (U)	45	Vine Root (1 Use)	70	Carcass Shot [C]	95	1d8 Pirates
21	Chain	46	Amulet (+2 SP)	71	1d4 Mortor Shot	96	Book of 2d6 Spells
22	Rowboat	47	Plague Rats (U)	72	500 Gold	97	Coal (2 Uses)
23	1d6 Cannonballs [C]	48	1d4 Cannonballs [C]	73	Chicken Blood	98	1d4 Cannonballs [C]
24	Random Voodoo Spell	49	Enchanted Gem (+1 SP)	74	Flame Arrows (12)	99	Poison Arrows (12)
25	Nightshade Root (1 Use)	50	4 Use Map (U)	75	Incendiary Shot [C]	00	Talisman (U)

Key

(U) Unique Item. Item is crossed off the list once recovered

[C] Cannon Item. This item affects players cannons. This can be found multiple times.

Pirate Wench: Joins player. Adds -2 to all attack/defense roll for all units under the player's control.

She will not leave and cannot be given away or left behind. Can be killed.

Maps: Use number indicates how many islands player can "know". Player can choose what islands get placed and when until limit reached.

Plague Rats: Infect all units on island with plague. 1d6 attack.

Voodoo Priestess: Has 1d6 Random Voodoo Spells; Will join player.

Voodoo Idol: Wards off all Voodoo spells in a 6" radius.

Talisman: Confuses Ghost Pirates and keeps them at bay. *Unless* you have the Orb. Then Ghost Pirates fight at -2.