

Debauchery, Rum and Bloodletting

Movement

3" per impulse in good going, 2" per impulse in badgoing. -1" per wound.

Rates of Fire

Muzzle loading pistol	1 shot per phase, place 4 reload markers after firing
Boat's gun, blunderbus	1 shot per phase, place 4 reload markers after firing
Muzzle loading musket	1 shot per phase, place 4 reload markers after firing
Thrown weapons	1 shot per impulse

Notes – remove one reload market per impulse. Any aim markers are lost after reloading. Muskets may be tap loaded. This allows a figure to remove 2 reload markers per impulse.

Initiative

D6 ± modifiers

Per wound	-1
Surprised	-4

Shooting

Armed with long barrelled weapon	-2
Aimed shot	+4

Hand to Hand

Armed with pistol or long weapon in open space	0
Armed with long weapon in confined space	-4
Armed with other close combat weapon	-2



Notes – Long weapons includes muskets

Shooting

$$\text{Skill} + \text{Weapon/Range factor} \pm \text{modifiers} + \text{D6} = \text{Result}$$

Weapon	6"	12"	24"	48"
Pistol	4	2	-	-
Blunderbus	8	4	-	-
Musket	4	3	2	-
Thrown knives, etc	3	-	-	-

Modifiers

Surprise target	-1	Tap loaded weapon	-1
Target in cover	-2	Firer moved two or more impulses	-2
Partially obscured	-1	Firing after target ran from HTH	-1
Per wound	-1		

Hand to Hand

$$\text{Skill} \pm \text{modifiers} + \text{D6} = \text{result}$$

Pistol (loaded)	+4
Sword	+4
Knife, unarmed	+2
Per wound	-1
More than one opponent	-2
Surprise (first round)	+1

Combat Results

<6	No effect
7-8	Morale test
9-11	Type 1 hit
12-13	Type 2 hit
14+	Type 3 hit

Type 1 Hit		Type 2 Hit		Type 3 Hit	
1-3	1 wound	1-2	1 wound	1	1 wound
4-5	2 wounds	3-4	2 wounds	2	2 wounds
6	Dead	5-6	Dead	3-6	Dead

Morale

$$\text{D6} \pm \text{modifiers}$$

-1	per morale marker	-1	if 50% of group lost, out of sight
-1	per wound	-1	if under fire or HTH from more than one opponent
-1	leader dead, out of sight		

Result

-1 or less	2 M Goes to ground under fire
0-2	1 M Goes to ground under fire
3+	Passes test OK

A figure with morale markers can only move to cover, or away from the enemy.
1 Morale marker is removed at the end of each turn, after the turn it was placed.

Debauchery Points

Each Wound on opposing pirate	1 point
Each drink	1 point
Successfully getting gold treasure off opposite edge of table	10 point

Note – roll a D6 for every drink. If the number rolled is equal to or less than the number of drinks consumed, then pirate suffers a –1 to all skill modifiers. When all skills reach 0 or less, pirate passes out.