





UNTITLED PIRATE GAME is a miniature-agnostic skirmish game set in an alternative fantasy Golden Age of Piracy. This game was inspired by the *Pirates of the Caribbean* movies, the *Pirate Borg* TTRPG, and skirmish games like *Frostgrave*, *Blood & Plunder*, *Legends of the High Seas*, and the *One Page Rules* catalogue.

In **UNTITLED PIRATE GAME**, two (or more) players use miniatures to represent their 'Crew' and build custom forces to represent warring factions. A Crew usually consists of a few miniatures.

To fight a battle, players first build a pirate Crew with miniatures they have on hand. Then they can equip their Crew with ranged and melee weapons, hats and armour. Some Crew can even bring along pets that give their handlers boosts on the battlefield.

Players then choose or randomly determine a Scenario, which will indicate how opposing forces are set up on the battlefield and what each player must accomplish to win. For example, a Scenario might describe a raid on an enemy ship in port for supplies or a daring rescue of a hostage. Scenarios can take place on land, on ships at sea, or a combination of both.

Instead of an I Go, You Go or Alternating Activation system, players draw numbered Initiative Coins randomly from a bag to determine the order of activations at the start of each round.

The game mechanics are designed to be simple, silly and fun, and in no way aim to adhere to historical detail.

Please note that discriminatory and hateful behaviour and language will be met with zero tolerance by the designer and playtesters of this game.

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DIY or DIE.

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General Principles

Scale

28–32-millimetre scale models on round bases.

Models and Crew

Individual miniatures are referred to as ‘friendly’ or ‘enemy’ models. When a rule applies to a model, it only applies to one individual miniature. Groups of one or more models are referred to as friendly or enemy Crew. When a rule applies to a Crew, it applies to all models within that Crew.

Dice

Measuring tape, a handful of d6 (six-sided die) in at least two colours, and one set of polyhedral dice.

Re-rolls: Pick up the type and number of dice you have to re-roll and roll again. The result of the second roll is the final result.

Modifiers

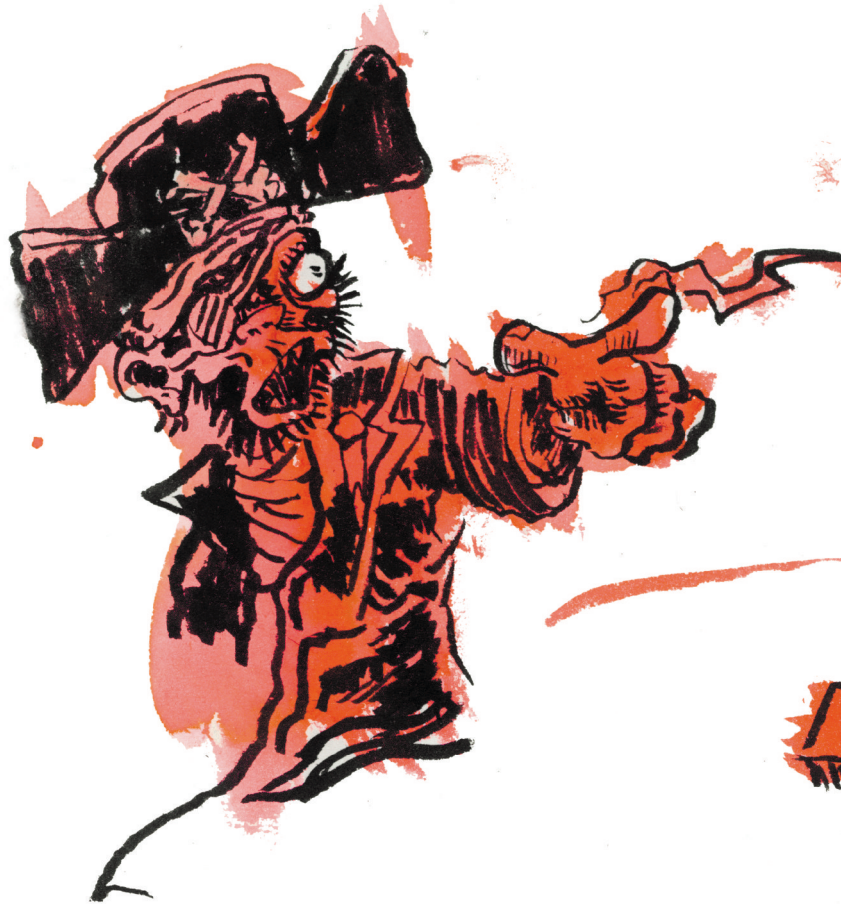
When a modifier applies to the outcome of your rolls, simply add or subtract the value from the roll, and the new value counts as the final result. An example of this is Hide Armour granting +1 Endure value (so improving a 6+ Endure value to a 5+ instead).

When a modifier applies to the number of dice you roll, simply add or subtract the number of dice in your dice pool before rolling. If adding dice, we recommend using a different coloured dice to denote the added one/s.

An example of this is a Basic Shield granting +1 Endure dice (so adding a single red dice to your blue dice pool when rolling to endure incoming hits). The model does not suffer an extra wound for failing to Endure with the extra dice, they simply have an extra chance to Endure one of the incoming hits.

Measuring Distances and Movement

Distances are measured from a model’s base in ‘inches’. When measuring the distance between two models, you always measure from/to the closest point of their bases. When measuring how far a model moves, always measure so that no part of its base moves further than the total distance.



Line of Sight

To determine line of sight, simply get down to the eye level of the miniature and check if it can see the target. If the target is visible, then the model has line of sight.

The following rules always apply to line of sight:

- Models can always see in all directions, regardless of where the miniature is facing.
- Models always ignore friendly models from their own Crew for the purpose of line of sight.
- Models may not see through non-friendly solid obstacles, including the perimeter of enemy models.
- Models always have line of sight to themselves and may target themselves (unless stated otherwise).

The Battlefield

We recommend a 3x3-foot board for 1 vs 1 games; and a 4x4-foot board for Multiplayer battles.

We recommend using ten or more pieces of terrain to keep things interesting.



Preparing Your Models and Crew

Campaign: Start with 500 Gold to recruit and equip your Crew.

Skirmish: Start with 1000 Gold to recruit and equip your Crew.

To put your Crew together, follow the instructions in the Recruiting and Equipping Your Crew section. There are limitations as to how many models you can recruit, and these are noted in Crew faction lists (e.g., 0–1 Veteran in Pirate Crews).

Model Profile

Each type of Crew member in this game comes with a profile that describes how far they can move and how successful they may be in taking certain actions.

They are as follows:

- **Name/Crew Role:** The model's name and role within their faction.

- **Crew Traits:** Rules that apply to a model, depending on their role within the Crew.
- **Move (Mv):** The distance the model may move during a Move action.
- **Endure (E):** The target number required on a single d6 to endure a hit.
- **Wounds (W):** The total number of un-endured hits a model may take before being taken Out of Action and removed from play.
- **Ranged/Melee Weapon Profiles and Traits:** Rules that apply to the weapons a model is equipped with in-game, including the range (if applicable), number of attacks, and any weapon traits.
- **Hat/Armour/Pets:** Rules that apply to the hats, armour or pets a model is equipped with in-game.
- **Skills:** Rules that apply to skills the model learns in a campaign.
- **Injuries:** Rules that apply to any injuries the model has suffered in a campaign.
- **XP:** The amount of experience points the model has earned in a campaign.

Game Basics

Game Structure

The game is structured into game rounds, player turns, and model activations:

- **Rounds:** Each round is made up of multiple player turns.
- **Turns:** Each turn is made up of a single model's activations.
- **Activations:** When a player activates a model, they may take up to two single actions or one double action.

Initiative

After both players have deployed their Crews as per the Scenario they are playing (and at the beginning of every round), the winner of a roll-off draws Initiative Coins equal to the number of the models in their Crew currently on the battlefield, then their opponent does the same.

These Initiative Coins are numbered (1–30) and drawn blindly from a bag. Each player then reveals the coins they drew and organises them from lowest to highest off the battlefield.

Turn Sequence

The player with the lowest numbered Initiative Coin takes the first turn (unless otherwise stated by the Scenario). The player picks a model that has not been activated and activates it. See *Activating Models* below for a list of actions the model may take. Once the model has activated, turn the Initiative Coin face down and place it next to the activated model as a reminder that it has completed its activation.

The player with the next lowest numbered Initiative Coin takes the next turn, and so forth until all models are activated or only non-player character (NPC) models (if used in the Scenario) are left to activate.

NPC models then activate. The winner of a roll-off activates each model.

This continues until every model has activated, at which point, Crews may need to check if they Rout (see *Rout Tests* below).

After Rout tests, the round ends, and a new round begins.

Routing

After every model on the battlefield has activated, if a Crew has lost more than half of its starting models, each of its remaining models must make a Rout test.

Rout Tests: Roll a d6 for each remaining model.

- On a 3+, the Captain continues.
- On a 4+, the Crew member continues.

To note:

- If failed, the model is immediately removed from the battlefield, and they do not roll on the Lasting Injury Table.
- If, after all players' models have completed Rout tests, no models remain on the battlefield, the game is a draw.

A player may voluntarily choose to fail a model's Rout test instead of rolling. Simply remove the model from the battlefield, and they do not roll on the Lasting Injury Table – coward.

Ending the Game

If the Scenario objectives have not been achieved after six full rounds have been played, players roll a d3 to determine how many further rounds may be played to achieve the objectives.

If the Scenario objectives have not been achieved after these further rounds, the game ends in a ceasefire and tactical retreat from both Crews (a draw).



Activating Models

When a player activates a model, they may take up to two single actions or one double action.

Single Actions

A model may take up to two different single actions during their activation. These may be performed in any order the player chooses.

Move: The model moves up to its Move value.

Aim: The model receives +1 Attack dice (d6), if it shoots with its second single action.

Shoot: The model makes a ranged attack at an enemy model within range of its weapon and line of sight.

Reload: The model reloads a ranged weapon.

Taunt: The model attempts to taunt an enemy model within 12 inches and line of sight by rolling 2d6 and adding any Taunt bonus from hats or skills.

- On a 10+, the enemy model immediately moves 3 inches directly towards the taunting model. This may cause them to fall (see Falling).

Cast Spell (Caster only): The Caster chooses a spell from the Spell List, targets an enemy within range and line of sight, and attempts to cast the spell by rolling 2d6.

- On a 7+, resolve the spell's effect on the target model/s.
- If any doubles are rolled, the spell fails, note the doubles rolled, and see the Mishaps table for what goes wrong.

Heal (Surgeon only): The Surgeon attempts to heal itself or a friendly model within 3 inches by rolling 2d6.

- On a 7+, remove up to two wounds.



Double Actions

Instead of two single actions, a model may take one double action during their activation instead.

Dash: The model moves up to twice its Move value.

Charge: The model declares a single target enemy model and moves up to its Move value + d3" towards them in an attempt to get into base contact:

- If it can get into base contact with the target, it makes a melee attack against that model. It receives +1 Attack dice (d6) for charging, which can be assigned to an equipped weapon of their choice.
- If it cannot get into base contact with the target, it moves as far as it can but not within 1 inch of an enemy model.

Challenge to a Duel (Captain only): The Captain charges an enemy Captain and, if it gets into base contact, lays down a challenge to fight to the death.

To note:

- If the challenge is declined, the enemy Captain immediately makes a Rout test. If they do not Rout, the attacking Captain makes a free melee attack against the enemy Captain with +2 Attack dice (d6) for this fight. Fight Back is skipped, Step

Back or Consolidate like normal (if the enemy Captain was taken Out of Action, gain d3 XP).

- If the challenge is accepted, remove the Captain models from the battlefield after marking their position with a token and pause the battle. Players then agree on an appropriately cinematic terrain feature to place the models back in base contact and engage in mortal combat. Do not follow usual ranged or melee combat; instead:
 1. Each Captain simultaneously makes a ranged attack with a Pistol (if equipped with one and loaded), rolls to Endure any hits, and suffers d3 wounds per hit not endured.
 2. Players then roll-off, re-rolling matching results. The loser of the roll-off subtracts their roll from the winner's roll, makes Endure rolls equal to the difference, and suffers d3 wounds per hit not endured.
 3. No Fight Back, Step Back or Consolidate.
 4. Repeat steps 2–3 until one of the Captains loses their final wound and is removed from play. If played within a campaign, they automatically suffer 63: Multiple Injuries on the Injury Table.
 5. Return the victorious Captain to their position on the battlefield and continue the battle. They gain d3 XP instead of the 1 XP for taking the enemy Captain Out of Action.





Special Movement Rules

Models may move and turn in any direction, regardless of their facing, as long as no part of their base moves further than the total Move distance.

Models can move normally up ladders, ramps, ropes and other such climbing apparatus.

Models may drop off less than 2 inches of elevation as regular movement.

If climbing up or down without climbing apparatus, the terrain counts as Difficult terrain (Costs: 2 inches of movement for every 1 inch the character moves up/down/through).

Models may not move through enemy models at any time. Models may not move within 1 inch of enemy models unless they are taking a Charge action.

Models may move through other friendly models, as long as their action allows them to move past them completely.

Models may not move off the battlefield unless the Scenario rules give permission to do so.

Barge: Whenever a model suffers three or more wounds in melee combat, the attacker may make a free action to try to push them by rolling 2d6.

- On a 7+, they may move the model up to 3 inches in any direction. This may cause them to fall (see Falling below).

Jumping: Models may cross gaps less than 2 inches, as regular movement. A model wishing to cross gaps of 2 inches or greater or drop off elevation 2 inches or greater must attempt to Jump by rolling 2d6.

- On a 7+, the model may cross or drop the distance successfully, with it counting towards its Move.
- On a failure, it falls instead (see Falling below).

Falling: If a model is barged off an elevated position 2 inches or higher, or falls while jumping, it suffers d3 wounds for every full 2 inches it falls. Then place the model within 2 inches of the bottom, and its activation ends immediately.

Combat

Ranged Combat

1. **Declare Target and Check for Cover Terrain:** The attacker declares which defending model they are shooting at. If >50% of the defending model is in or behind cover when drawing a true line of sight, the defending model gets +1 Endure value when resolving these shots.

2. **Roll to Hit:** The attacker chooses a single-ranged weapon to fire or grenade to throw at the target and rolls a number of d6 equal to the Attack dice value of the weapon. For each result of 4 or 5, the attacker scores one hit. For each 6, the attacker scores two hits.

To note:

- If three or more 1s are rolled on a weapon with the Firearm trait, Misfire: Suffer wounds equal to the number of 1s rolled, no Endure rolls.

- If three or more 1s are rolled on the hit roll for the first model targeted with a grenade, Explosion: Place the blast marker over the model that threw the grenade; each model under the blast marker suffers d6 wounds (roll d6 separately for each model, no Endure rolls).

3. **Roll to Endure:** The defender rolls a number of d6 equal to the number of hits. For each dice that rolls equal to or above the defender's Endure value, one hit is cancelled. Each remaining hit causes one wound.

4. **Out of Action:** Models with no wounds remaining are removed from play. At the end of a round in which one or more models were taken Out of Action, remove that many of the highest numbered Initiative Coins from the game.





Melee Combat

1. Roll to Hit: The attacker rolls a number of d6 equal to the total Attack dice value of all melee weapons equipped with. For each result of 4 or 5, the attacker scores one hit. For each 6, the attacker scores two hits. Remember, if the attacking model charged, they get +1 Attack dice.

2. Roll to Endure: The defender rolls a number of d6 equal to the number of hits. For each dice that rolls equal to or above the defender's Endure value, one hit is cancelled. Each remaining hit causes one wound.

3. Out of Action: Models remaining with no wounds are removed from play as casualties. At the end of a round in which one or more models were taken Out of Action, remove that many of the highest numbered Initiative Coins from the game.

4. Fight Back: The defending model may fight back with their melee weapons (Follow Steps 1–3; this does not count as its activation). Models do not receive +1 Attack dice when fighting back.

5. Step Back or Consolidate: If neither of the models were taken Out of Action, the model that charged must move back by 1 inch. If one of the two models was taken Out of Action, the other may make a free Move of up to 3 inches in any direction, but not within 1 inch of an enemy.

Spells

Spell List

All Casters have access to these common spells.

Flame Belch: One friendly or enemy model within 12 inches and line of sight suffers d3 wounds. No Endure roll.

Gunsight: One friendly model within 12 inches and line of sight gets +2 ranged Attack dice until the end of the round.

Repel: One enemy model within 6 inches and line of sight is moved directly away from the Caster up to 3 inches. This may cause them to fall.

Saltwall: One friendly model within 12 inches and line of sight gets +2 Endure dice each time they Endure until the end of the round.

Storm Step: One friendly model within 12 inches and line of sight gets +2 inches Move until the end of the round.

Maelstrom: Place the 3-inch blast marker over a target model within 12 inches and line of sight. Every model under the blast marker suffers 1 wound and is moved directly away from the Caster up to 3 inches. This may cause them to fall. No Endure roll.





Mishaps

If the Caster rolls the same result on both dice when attempting to cast, the spell fails and something goes terribly wrong. Note the result rolled, and see the Mishaps table (below) to determine their fate.

Mishaps Table

11: You and everyone else within $d6''$ of you suddenly vomit thick black liquid and suffer $d3$ wounds each (roll separately for each model affected). No Endure rolls.

22: Hundreds of tiny crabs swarm you. They are harmless but terrify you, and you suffer -2 to Endure value for the rest of the battle.

33: Birds suddenly swoop. Your opponent makes a melee attack with two sets of Claws (total of 4 Attacks, Relentless) against the Caster.

44: A massive earthquake shakes the ground. At sea, tidal waves swell. The closest two pieces of terrain to the model become Difficult terrain and Dangerous terrain.

55: Your vision fills with water, and the world around you looks submerged and obfuscated. You lose any equipped ranged and melee weapons and may only cast spells and make melee attacks with Scrap, for the rest of the battle.

66: Invoking the spell succeeds (resolve it), but you experience pain like never before and go Out of Action at the end of your activation.



Recruiting and Equipping Your Crew

The first thing any aspiring Captain needs is a group of followers: their Crew. Most Captains are experienced leaders who have struck out on their own and seek to grow their fame and fortune.

Accompanying these renowned fighters will be a core of close allies from their law-keeping or nefarious activities — Casters, Veterans, Brutes, and Surgeons, competent and seasoned fighters in their own way.

These fighters will form the core of the Crew, creating its hierarchy and leadership. Crew numbers are often filled out with inexperienced but dangerous individuals — Cutthroats, each aiming to make a name for themselves and guarantee a place on the Crew.

Choose Your Faction

Each Crew in **UNTITLED PIRATE GAME** belongs to a faction fighting to survive in this world. Use the Crew Lists that follow, to recruit and equip your Crew. These Crew Lists will give you the necessary information about the model types available and special rules specific to that faction.

Recruit Your Crew

If playing a Campaign, start with 500 Gold to recruit and equip your Crew.

If playing a one-off Skirmish, start with 1000 Gold to recruit and equip your Crew.

Then, recruit your Captain, roll randomly for their Skill, and spend your Gold on a Crew!

Each model and their equipment (including weapons, hats, armour and pets — if you choose to buy any) costs a set amount of Gold. Each model starts with two Scrap weapons for melee combat.

As you make your choices, subtract the Gold you have spent from your total until you have bought all you can. Any unspent Gold is put into the Crew's stash and can be used later or hoarded to buy something more expensive.

Each Crew List details what models are available to you and how many of each you may recruit. Most lists include a model they must have when the Crew is created, usually representing its Captain or Cult Leader.

We recommend that the equipment you choose for your models should be represented on the models themselves to make it easier for you and your opponents to play the game. However, this is not a firm requirement, and anyone gatekeeping this is encouraged to walk the plank.



Crew Weapon Limitations

Some armaments are more limited in supply. Unless otherwise stated in the rules, each Crew may purchase a cumulative total of three weapons with the Firearm trait.

Crew Pet Limitations

Some models will keep pets as animal companions, to keep Crew in order or to terrify enemies.

At recruitment or when trading during a Campaign, certain models have or may gain the Handler (X) trait. A model with this trait may equip up to (X) pets but may only be equipped with a maximum of one pet from each section (ranged, melee or status pet). Pets can also be left behind in the Stash.

Model Weapon Limitations — Ranged

Unless otherwise stated in the rules, each model may carry up to one ranged weapon and up to five grenades at any given time.

Model Weapon Limitations — Melee

Unless otherwise stated in the rules, each model may carry:

- one two-handed weapon, or
- two one-handed weapons, or
- a single one-handed weapon and a Shield, or
- a single one-handed weapon and a Scrap weapon, or
- two Scrap weapons.

Model Minimum and Maximum Values

Models may never increase or decrease their stat values beyond the limits below due to advancement or in game modifiers. For example, if a model with a 3+ Endure value received a further +1 to Endure value due to being in cover, they would still need a 3+ to Endure.

	Mv	E	W
Minimum.	3"	7+	3
Maximum.	9"	3+	20

Crew Sheet

You'll need a Crew Sheet to record the details of your Crew. Digital Crew Sheets are available for download from the **UNTITLED PIRATE GAME** resources.

When you choose a faction, take a Crew Sheet and fill in the details of each model in the appropriate place. It is a good idea to work out the Crew and cost of each model, their weapons, and equipment on a piece of scrap paper first, as you will want to juggle the the costs of models and their equipment to get as close to the maximum permitted value of the Crew as possible. If you have any Gold left after recruiting your Crew, write this down in the space marked: Stash.

You will need to give your Crew a name, as well as name all your models. It's up to you to invent suitable names.

Your Crew is now ready. It's time to consider sobering up and heading out of port!



Factions

Pirate Crews

Ragtag crews of outlaws, adventurers and misfits, the Pirates are bound together by a shared lust for treasure and freedom. With cannons roaring and swords swinging, they thrive on chaos and camaraderie. While loyalty can be as fleeting as a sea breeze, their defiant spirit makes them a force to be reckoned with.

Number	Crew Role	Mv	E	W	Crew Traits	Gold
1	Captain	6"	4+	8	Captain, Handler (3)	50
0-1	Veteran	6"	5+	8	Handler (1), Veteran	40
0-1	Brute	6"	5+	10	Brute	40
0-1	Caster	6"	6+	6	Caster	40
0-1	Surgeon	6"	6+	6	Surgeon	30
0-7	Cutthroats	6"	6+	6	Cutthroat	20

When a Pirate Captain is recruited, they roll randomly for a Skill from the Skill Lists.

Faction Trait: Pirate Crews are resourceful and unpredictable, using dirty tricks to outwit their foes. Once per game, at the start of any round, the Captain may take a free action to declare '*Shenanigans*'. For that round, any Pirate model that rolls a natural 6 on one or more Attack dice immediately gains a single bonus action, which can only be used as a Move or Taunt (even if they have already taken a Move or Taunt action this activation).



Royal Navy Crews

Proud defenders of law and order on the high seas, the Royal Navy are a disciplined and relentless adversary. Clad in sharp uniforms and armed with precision, they serve the Crown with unwavering dedication. While their moral high ground may be debatable, their naval prowess and strategic acumen are beyond question.

Number	Crew Role	Mv	E	W	Crew Traits	Gold
1	Captain	6"	4+	8	Captain, Handler (3)	50
0-1	Lieutenant	6"	5+	8	Handler (1), Veteran	40
0-1	Bully	6"	5+	10	Brute	40
0-1	Psychic	6"	6+	6	Caster	40
0-1	Doctor	6"	6+	6	Surgeon	30
0-7	Marines	6"	6+	6	Cutthroat	20

When a Royal Navy Captain is recruited, they roll randomly for a Skill from the Skill Lists.

Faction Trait: The disciplined ranks of the Royal Navy excel in coordinated manoeuvres and defensive tactics. Once per game, at the start of any round, the Royal Navy Captain may take a free action to declare '*Hold the Line*'. Until the end of that round:

- Any Royal Navy models within 3 inches of a friendly model gain +1 Endure dice.
- Royal Navy models gain +1 ranged and melee Attack dice if they target an enemy model that has already been attacked by another Royal Navy model this round.



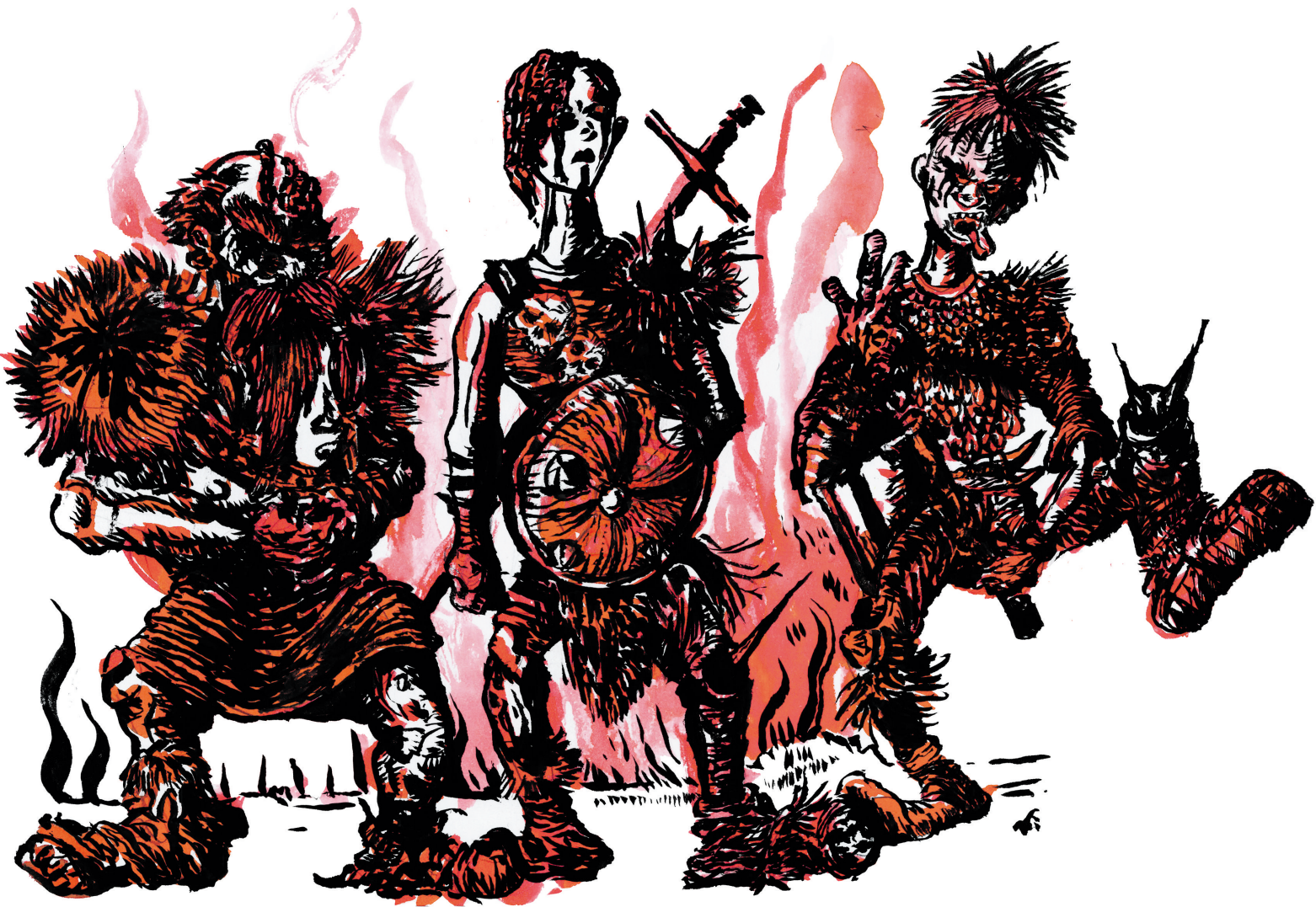
Privateer Crews

Opportunists flying under a veneer of legitimacy, Privateers blur the line between piracy and patriotism. Wielding letters of marque, they raid and plunder in the name of their sovereign; however, their true allegiance is often to their own greed. Cunning and adaptable, Privateers are the wild cards of the seas.

Number	Crew Role	Mv	E	W	Crew Traits	Gold
1	Captain	6"	4+	8	Captain, Handler (3)	50
0-1	First Mate	6"	5+	8	Handler (1), Veteran	40
0-1	Proctor	6"	5+	10	Brute	40
0-1	Priest	6"	6+	6	Caster	40
0-1	Healer	6"	6+	6	Surgeon	30
0-7	Mercenaries	6"	6+	6	Cutthroat	20

When a Privateer Captain is recruited, they roll randomly for a Skill from the Skill Lists.

Faction Trait: Privateers are driven by personal gain and will seize any opportunity for reward. Once per game, at the start of any round, the Privateer Captain may take a free action to designate a single enemy model as *'Wanted'*. All ranged and melee attacks against this model gain +1 to hit, and any model that takes the Wanted model Out of Action earns an additional d6 Gold for their Crew.



Cultist Crews

Whispered myths and ominous chants follow the Cultists; shadowy cabals devoted to more than just monstrous deities lurking beneath the waves. Twisted by forbidden magic and driven by prophecies, their motives are as murky as the abyss.

Number	Crew Role	Mv	E	W	Crew Traits	Gold
1	Captain	6"	4+	8	Captain, Handler (3)	50
0-1	Morph	6"	5+	10	Brute	40
0-1	Skyscreamer	6"	6+	6	Caster	40
0-12	Faithful	6"	6+	4	Cutthroat	15

When a Cultist Captain is recruited, they roll randomly for a Skill from the Skill Lists.

Faction Trait: Cultists draw strength from dark rituals, spreading fear and chaos. Once per game, at the start of any round, the Cultist Captain may take a free action to perform the '*Ritual of Shadows*'. Roll a d6 for each enemy model within 6 inches of the Cultist Captain:

- On a 4+, the model immediately moves 3 inches towards or away from the Cultist Captain (the Cultist Captain chooses). This may cause the model to Fall.
- On a 6, the model also suffers d3 wounds as eldritch tendrils lash out.



Crew Traits

Brute: If a Brute takes an enemy model Out of Action during a Charge, they may immediately make another free Charge action against an enemy model.

Captain: May take the Challenge to a Duel action. The Captain charges an enemy Captain and, if it gets into base contact, lays down a challenge to fight to the death.

To note:

- If the challenge is declined, the enemy Captain immediately makes a Rout test. If they do not Rout, the attacking Captain makes a free melee attack against the enemy Captain with +2 Attack dice (d6) for this fight. Fight Back is skipped, Step Back or Consolidate like normal (if the enemy Captain was taken Out of Action, gain d3 XP).
- If the challenge is accepted, remove the Captain models from the battlefield after marking their position with a token and pause the battle. Players then agree on an appropriately cinematic terrain feature to place the models back in base contact and engage in mortal combat. Do not follow usual ranged or melee combat; instead:
 1. Each Captain simultaneously makes a ranged attack with a Pistol (if equipped with one and loaded), rolls to Endure any hits, and suffers d3 wounds per hit not endured.
 2. Players then roll-off, re-rolling matching results. The loser of the roll-off subtracts their roll from the winner's roll, makes Endure rolls equal to the difference, and suffers d3 wounds per hit not endured.
 3. No Fight Back, Step Back or Consolidate.

4. Repeat steps 2–3 until one of the Captains loses their final wound and is removed from play. If played within a campaign, they automatically suffer 63: Multiple Injuries on the Injury Table.
5. Return the victorious Captain to their position on the battlefield and continue the battle. They gain d3 XP instead of the 1 XP for taking the enemy Captain Out of Action.

Caster: May take the Cast Spell action. The Caster chooses a spell from the Spell List, targets an enemy within range and line of sight, and attempts to cast the spell by rolling 2d6.

- On a 7+, resolve the spell's effect on the target model/s.
- If any doubles are rolled, the spell fails, note the doubles rolled, and see the Mishaps table for what goes wrong.

Cutthroat: May choose three numbers on a d20 when making a Called Shot with a Grenade. A Called Shot is a success on any of those chosen numbers.

Handler (X): A model with this keyword may be equipped with up to (X) pets but only a maximum of one pet from each section (ranged, melee, or status pet).

Surgeon: May take the Heal action. The Surgeon attempts to heal itself or a friendly model within 3 inches by rolling 2d6.

- On a 7+, remove up to two wounds.

Veteran: Always fights first, even when charged. If a Veteran charges another Veteran, the charging model fights first.

Skill Lists

Captains from a player's Crew start with a random Skill, and models may acquire new Skills as they gain XP and Advancements throughout a Campaign.

Skills can never be chosen, only rolled for randomly. Roll a d4 for a random Skill category, then a d6 for the Skill within that category.

1: Movement

1. **Sea Legs:** The model suffers no movement penalties for areas of Difficult terrain in water and while aboard a ship.
2. **Nimble:** The model may re-roll all failed Jumping tests. The result of the re-roll must be accepted.
3. **Stealthy:** Enemies only hit on 6s when shooting at models with this rule from over 6 inches away.
4. **Momentum:** The model may choose to make an extra move after taking the Dash action. They roll a d6 and may move up to that many inches further.
5. **Catfall:** The model never suffers wounds from Falling.
6. **Strider:** The model is adept at foraging in uncharted land and ignores movement penalties for areas of Difficult terrain on land.

2: Shooting

1. **Bullet-Time:** When using a Pistol, the model may re-roll a single Attack dice, before the opponent rolls to Endure, once per activation. The result of the re-roll must be accepted.
2. **Eagle Eye:** The shooter is an exceptional shot with their ranged weapon, so enemies do not receive the extra Endure dice for cover when being shot at with that weapon. Choose either Pistol or Musket to apply this ability to.
3. **Precise:** If the hit roll for a ranged attack made by this model is a natural 6 (when using a weapon that does not have the Blast trait), those two hits strike exposed areas, and Endure rolls cannot be made for them.
4. **Sixth Sense:** The model is exceptionally difficult to surprise. When an enemy attempts to charge them, the enemy must stop 1 inch away. The model may take an immediate free ranged attack at the fighter charging them, so long as their ranged weapon is loaded. Only a single (1) Attack dice may be rolled and, if the shot hits, the enemy cannot complete their charge. If the shot misses, the enemy completes their charge as normal.
5. **Marksman:** When using a Musket, the model may re-roll a single Attack dice, before the opponent rolls to Endure, once per activation. The result of the re-roll must be accepted.
6. **Quickdraw:** When this model is the target of a ranged attack where all Attack dice miss, they may immediately make a ranged attack back at that enemy model, so long as their ranged weapon is loaded, and they are in range.

3: Melee

1. **Brawler:** The model is especially skilled at fighting with Scrap. Scrap weapons equipped by this model lose the Fragile trait (no longer only hits on 6s).
2. **Strongman:** The model is well-muscled and may wield a two-handed weapon without suffering the -1 Endure value for doing so. They must still use two hands to wield the weapon and cannot hold more melee weapons.
3. **Sword Dancer:** The model gains +1 melee Endure dice for each Shortsword, Sword, Cutlass or Rapier (including Finely Crafted versions) they are equipped with.
4. **Guardsmen:** The model has advanced training with melee weapons and shields. When equipped with a shield, they get +2 melee Endure dice instead of the regular +1 from the shield.
5. **Furious:** When making a Charge action, unmodified hit rolls of 6 count as three hits each instead of two.
6. **Beatdown:** The model's close combat blows are so powerful that they can cleave through almost any defence. Enemy models get -1 Endure dice in melee combat with this model.

4: Smarts

1. **Fearless:** Models with this skill may re-roll their first failed Rout test per battle. They must accept the outcome of the re-roll.
2. **Ambush:** The model may be set aside before deployment. At the start of the second round, they may be deployed anywhere over 12 inches away from enemy models. If one or both players have models with Ambush who are setting up that round, draw extra coins during Initiative up to the number of models coming into play. Models that deploy via Ambush can't contest or interact with Scenario objectives on the round they deploy.
3. **Merchant:** The model is good at haggling and has several merchant and fence contacts. They subtract 10 Gold from the purchase cost of any weapons or equipment between 100–199 Gold, and 20 Gold from the purchase cost of any weapon or equipment >200 Gold.
4. **Goad:** The model always gets the +3 bonus to Taunt, as if equipped with the Fancy Tricorn, even if not equipped with one. No equipment or abilities may further improve this bonus to Taunt.
5. **Punter:** The model is a skilled gambler. A single Called Shot by a friendly model may be re-rolled once per round.
6. **Fearsome:** Anyone wishing to charge or shoot at the model must first win an opposed d6 roll unless also Fearsome or Fearless. If the test is failed, they can still make other actions, so long as they do not target the Fearsome model.



Equipment

Ranged Weapons

Weapon	Range/Traits	Attacks	Gold
Throwing Axes	6"	2	30
Pistol	12", Firearm, Reload	3	50
Blunderbuss	8", Firearm, Reload	4	60
Harpoon Gun	12", Relentless, Reload	4	80
Musket	24", Firearm, Reload	5	100

Grenades

Each model may be equipped with a maximum of five grenades.

Grenade	Range/Traits	Attacks	Gold
Scrap Grenade	6", Blast, Called Shot, Limited	1	10
Iron Grenade	6", Blast, Called Shot, Limited	3	30

Melee Weapons

Weapon	Traits	Attacks	Gold
Scrap Weapon	Fragile	1	--
Dagger	--	1	5
Bite, Claws	--	2	15
Club	Blunt	2	20
Hook, Shortsword, Axe	Parry	2	20
Pincer, Tentacles, Machete	Relentless	2	30
Spear, Trident, Sword	Parry	3	30
Finely Crafted Sword	Parry, Relentless	3	40
Two-Handed Weapon	Blunt, Two-Handed	5	40



Hats

Equipment — Hats

	Special Rules	Gold
Bicorne	+1 to Taunt	5
Plain Tricorne	+2 to Taunt	10
Fancy Tricorne	+3 to Taunt	15
Decorative Headdress	+3 to Taunt	15
Metal-Lined Hat	+1 Endure dice	50

Armour

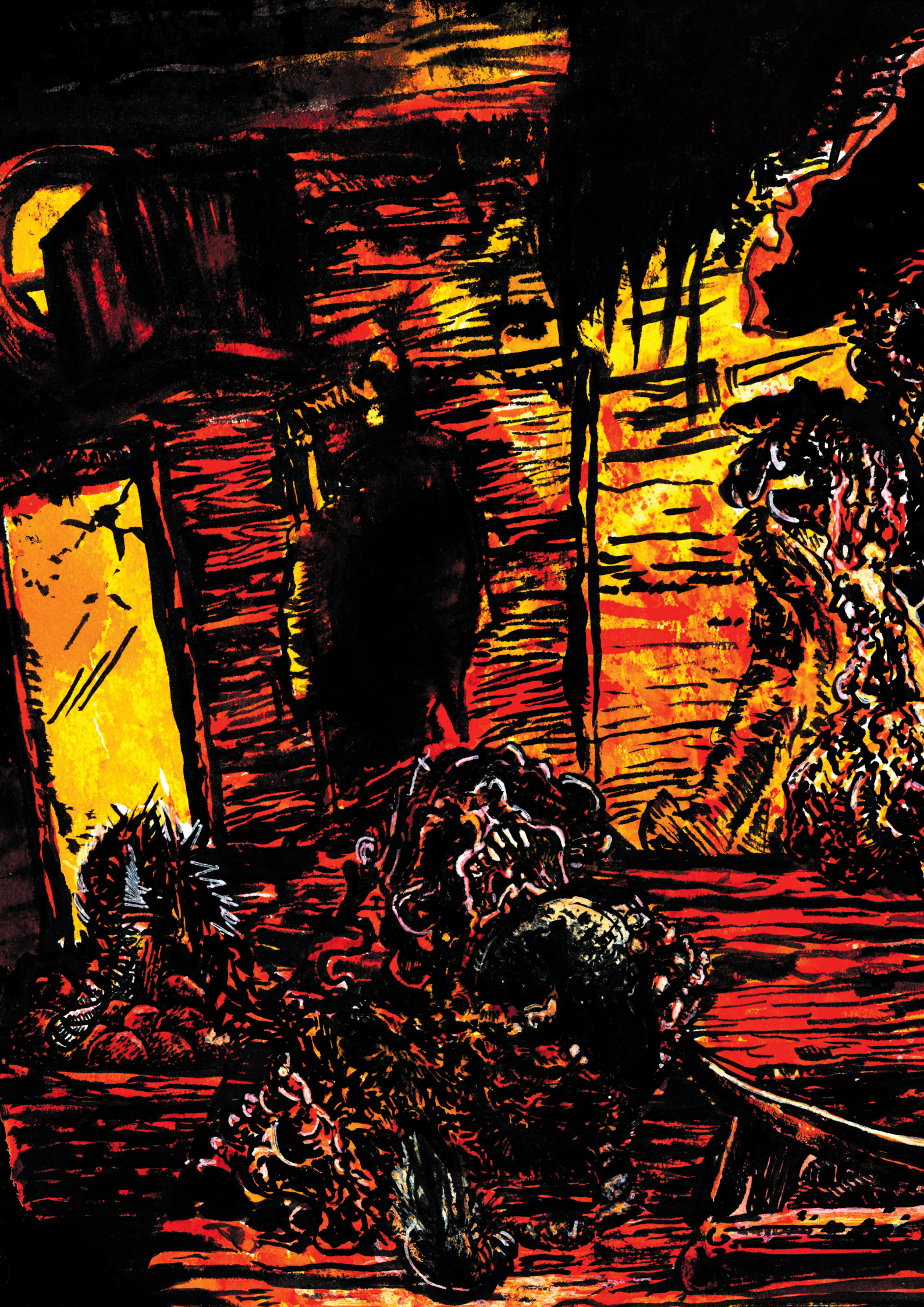
Equipment — Armour

	Special Rules	Gold
Basic Shield	+1 Endure dice	20
Hide Armour	+1 Endure value (max of 3+)	50
Chain Shirt	+2 Endure value (max of 3+)	100

Pets

All pets move with their handler and cannot be targeted by ranged or melee attacks, spells, or healing.

Pets	Special Rules	Gold
Parrot (Ranged)	+1 Ranged Attack dice	30
Vulture (Ranged)	+2 Ranged Attack dice	60
Monkey (Melee)	+1 Melee Attack dice	30
Walrus (Melee)	+2 Wounds	40
Octopus (Melee)	+2 Melee Attack dice	60
Snake (Status)	+1 Endure value (max of 3+)	40
Giant Komodo (Status)	+1 Move, +3 Wounds	80
Hippo (Status)	+2 Move, +5 Wounds	150
Giant Crab (Status)	+3 Move, +10 Wounds	500





BEST IN
GUARANTEED
NO GOLD
BACK!



Weapon Traits

Blast: When making a ranged attack with a weapon or grenade that has the Blast rule, a model may place the 3-inch blast marker so that the central hole is over the targeted point on the battlefield or model.

To note:

- Roll the relevant number of ranged Attack dice for each model under the marker.
- If three or more 1s are rolled on the hit roll for the first model targeted with a grenade, Explosion: Place the blast marker over the model that threw the grenade; each model under the blast marker suffers d6 wounds (roll d6 separately for each model, no Endure rolls).

Blunt: Blunt weapons cannot be parried by weapons with the Parry trait.

Called Shot: Before rolling to hit with a grenade, instead of using the grenade as normal, you may elect to try a Called Shot. Select a number from 1–20 aloud and then roll a single d20. If you roll the chosen number, the model tosses the grenade into the target's mouth, exploding them from within and taking them Out of Action immediately. If you do not roll the chosen number, the Grenade is wasted.

Firearm: Maximum three weapons with Firearm per Crew.

Fragile: Fragile weapons only hit on a natural 6 (the 6 still count as two hits).

Limited: Each time a grenade with this rule is used to make a ranged attack, delete one instance of that grenade from the model's character card.

Parry: If an attack against a model with one or more Parry weapons rolls a natural 1, the attacker suffers one automatic wound.

Relentless: A natural 5 or 6 on a Relentless weapon deals two hits (instead of just a natural 6).

Reload: If a ranged attack is made with this weapon, it cannot be made again until a Reload action has been taken.

Two-Handed: Equipped model gets -1 Endure value.

Scenarios

Terrain Consideration

When setting up terrain, players must agree on what terrain-type rules each piece of terrain follows. This will make sure that you do not have any disagreements or 'gotcha' moments during your game, and things can proceed smoothly. Each piece of terrain may count as multiple-terrain types, and you may also add other conditions to further customise your terrain rules. We recommend you use at least ten pieces of terrain, although using more can be more interesting.

Open Terrain: Most terrain is considered Open (including crossing small obstacles up to the knee height of the moving model), and models may move freely through it without penalty.

Cover Terrain: Terrain features that models can hide in or behind, or that could stop projectiles, count as Cover terrain. If >50% of the target model is in or behind cover when drawing a true line of sight for a ranged attack against them, the target model gets +1 Endure dice.

Difficult Terrain (such as shallow water, rock beds, swamps, barbed wire etc.): Costs 2 inches of movement for every 1 inch the character moves through it.

Dangerous Terrain (such as deep water, raging fires, areas covered in poisonous gas): If a model is activated while in, moves into contact with or through Dangerous terrain, then it must take a Dangerous terrain test. To take a Dangerous terrain test, roll a d6 and, if the result on the dice is a 1–3, the model suffers d3 wounds.

Some terrain is both Difficult and Dangerous, such as poisonous gas in shallow water.

Scenarios: 1 vs 1 and Multiplayer Battles

Scenarios tend to use all available models in a Crew and see Crews pitted against one another in a variety of situations, from escorting a Fancyman out of port, to capturing a prize ship and, of course, hunting for treasure. Scenarios presented here are just a few of the ways you can field your Crew, and we encourage you to create your own and share them with the community.

Each Scenario includes the following information:

Introduction: How and why the Crews find themselves here.

Location: Recommended terrain that should be used on the tabletop.

Crews: Whether the Scenario requires an attacker and a defender, and any restrictions applied to the Crews taking part.

Deployment: How to set up your models before the encounter begins.

Objectives: What to achieve and how to end the battle and/or determine the winner.

Special Rules: How to claim objectives, and optional rules for assigning Difficult terrain and Dangerous terrain.

Rewards and XP: The consequences of winning and losing the Scenario when playing in a campaign are given here; most Crews will earn Gold and gain XP. In one-off (skirmish) games, the only consequence is victory and bragging rights!

Choosing a Scenario

Instead of choosing your next Scenario, roll the dice and let fate steer your ship.

For 1 vs 1 games: Roll a d10 and apply the result —

1. Skirmish
2. Treasure Hunt
3. Thieves in the Night
4. Hostage Rescue
5. Shipwreck Salvage
6. Market Mayhem
7. Escort the Fancyman
8. Island Ambush
9. Mutiny in the Shallows
10. Prison Break

For Multiplayer battles: Roll a d4 and apply the result —

1. The Final Ritual
2. The Dead Village
3. The Cannonball Catastrophe
4. The Giant Crab Escape

I: Skirmish

While scouring the wilderness for provisions, two rival Crews cross paths. On rare occasions, such encounters pass with only tense glances and muttered curses, but not today. A mocking taunt cuts through the air like the crack of a flintlock, followed by an answering snarl. Words turn to steel as swords flash in the sunlight, and the uneasy peace shatters into a furious melee.

Location

A 3x3-foot board representing a town or a lush jungle island, with scatter terrain providing plenty of cover.

Crews

Full Crew. No attacker or defender.

Deployment

The winner of a roll-off or the player with the lower Crew rating chooses a table edge to deploy on. The other player takes the opposite table edge. Crews may deploy up to 3 inches in from anywhere on their table edge.

Objectives

The game ends when all models from one Crew have routed or been wiped out.

Special Rules

- (Optional) Nominate Difficult and/or Dangerous terrain.

Rewards

- Winner — d6x10 Gold.
- Loser — d3x10 Gold.
- Draw — Each player gets d3x10 Gold.

XP

- Each model gains +1 XP point for every enemy model they put Out of Action.
- Each model gains +1 XP for surviving the battle and any Lasting Injuries.
- The Captain of the victorious Crew gains +1 additional XP.



2: Treasure Hunt

The rumours were true — a hidden cache of riches lies buried on this very island! Rival Crews arrive simultaneously, eager to claim the loot. With shovels in hand and weapons at the ready, the race for gold quickly devolves into a struggle for survival.

Location

A 3x3-foot board representing a small island with various terrain features such as trees, rocks, and shallow water. Each player places three treasure tokens within 2 inches from the centreline of the board to represent potential treasure sites.

Crews

Full Crew. No attacker or defender.

Deployment

The winner of a roll-off or the player with the lower Crew rating chooses a table edge to deploy on. The other player takes the opposite table edge. Crews may deploy up to 3 inches in from the centre of their table edge.

Objectives

Each Crew must locate and recover the treasure. Any model in base contact with a treasure token may spend a single action to search it. Roll a d6:

- On a 1, the treasure is trapped! The model attempts to Endure d6 hits from a spiked trap.
- On a 2–5, the treasure is a decoy. Remove it from the board.
- On a 6 (or if the last remaining token), the treasure is found! Replace the token with a small treasure chest if available.

The game ends when one Crew carries the treasure chest off the centre of their table edge or when one Crew is wiped out.

Special Rules

- The model carrying the treasure chest has their Move stat reduced by half, can only take the Dash action (and Fight Back if Charged), cannot Endure when shot, and only drops the treasure if taken Out of Action.
- Any model moving over the treasure can pick it up as a free action.
- (Optional) Nominate Difficult and/or Dangerous terrain.

Rewards

- Winner — 2d6x10 Gold.
- Loser — d6x10 Gold.
- Draw — Each player gets d6x10 Gold.

XP

- Each model gains +1 XP for every enemy model they put Out of Action.
- Each model gains +1 XP for surviving the battle and any Lasting Injuries.
- The Captain of the victorious Crew gains +1 additional XP.
- The model that carried the treasure chest off the board gains +1 additional XP.



3: Thieves in the Night

A treasure fleet is rumoured to be departing from port soon, and your Crew decides it's a prime opportunity to do a little plundering. Who knows, maybe you could commandeer this beauty for yourselves, while the Crew's guard is down!

Location

A 3x3-foot board with a dock with a ship at the end of it. If you do not have a dock or ship, use a template to represent the dock and the ship. To represent the port, place any number of buildings around the dock.

Crews

Full Crew. The winner of a roll-off chooses who will be the attacker.

Deployment

The attacker deploys on the opposite side of the table to the dock and ship, up to 3 inches in from the table edge. The defender deploys within 1 inch of the dock and may choose to deploy on the dock or the ship.

The attacker gets the first model activation. After that, activation order is determined by each player drawing Initiative Coins equal to the number of models in their Crew, as described in the Initiative section.

Objectives

The attacker wins if they have more models than the defender standing on or within 3 inches of the ship at the end of the defender's final activation in a round. At this point, the defender is presumed overwhelmed by the attackers and immediately 'voluntarily' Routs all their models.

The defender wins if they can repel the attackers by causing them either to Rout all their models or by taking them all Out of Action.

Special Rules

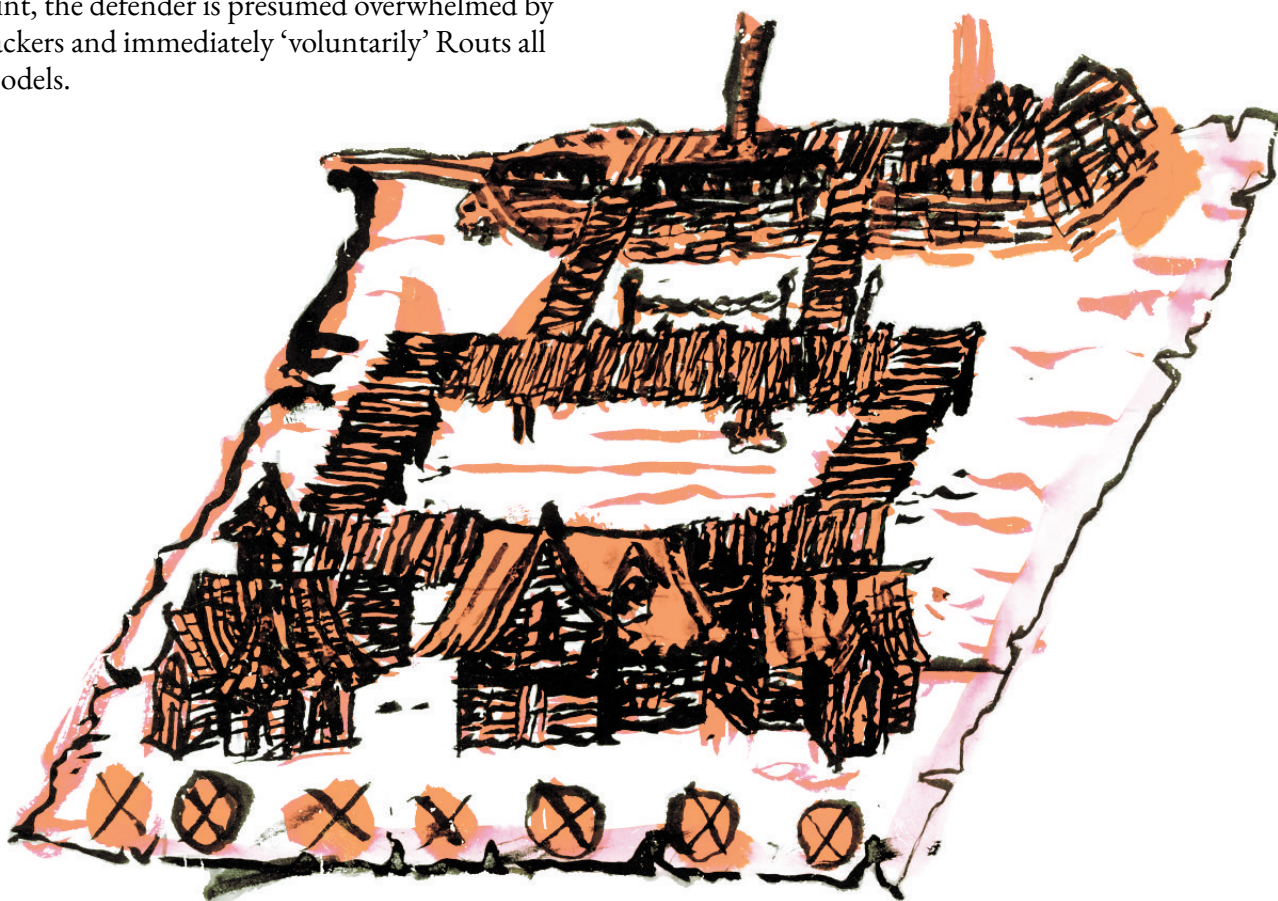
- The defenders will not allow the attackers to take their cargo or their ship without a fight and automatically pass all Rout tests. The defenders may voluntarily Rout after more than half of their Crew is taken Out of Action.
- (Optional) Nominate Difficult and/or Dangerous terrain.

Rewards

- Winner — d6x10 Gold.
- Loser — d3x10 Gold.
- Draw — Each player gets d3x10 Gold.

XP

- Each model gains +1 XP point for every enemy model they put Out of Action.
- Each model gains +1 XP for surviving the battle and any Lasting Injuries.
- The Captain of the victorious Crew gains +1 additional XP.



4: Hostage Rescue

A daring pirate raid saw a high-ranking Royal Navy officer taken hostage, sparking a fierce battle as the Navy Crew launched a desperate rescue mission. The clash ended in mutual annihilation, with both sides wiped out and the hostage left stranded amid the wreckage. Now, rival Pirate Crews race to the scene, each eager to claim the valuable prisoner — whether to ransom him, use him as leverage, or simply see him hang. The question is: who will take the prize and live to tell the tale?

Location

A 3x3-foot board representing a coastal town or pirate den, with a central building or cage where the VIP is held.

Crews

Full Crew. No attacker or defender.

Deployment

The winner of a roll-off or the player with the lower Crew rating chooses a table edge to deploy on. The other player takes the opposite table edge. Crews may deploy up to 3 inches in from anywhere on their table edge.

Objectives

Each Crew must reach the VIP and escort them off their table edge.

The game ends when a Crew successfully escorts the VIP off their table edge or when one Crew is wiped out.

Special Rules

- Any model in base contact with the VIP may spend a single Move action to move together. The VIP moves with their escorting model and stops if their escort is taken Out of Action.
- The VIP moves a maximum of 4 inches when being escorted, can only move once per round, and cannot take other actions.
- (Optional) Nominate Difficult and/or Dangerous terrain.

Rewards

- Winner — 3d6x10 Gold.
- Lose — d6x10 Gold.
- Draw — Each player gets d6x10 Gold.

XP

- Each model gains +1 XP for every enemy model they put Out of Action.
- Each model gains +1 XP for surviving the battle and any Lasting Injuries.
- The Captain of the victorious Crew gains +1 additional XP.
- The model that escorts the VIP off the board gains +2 XP.



5: Shipwreck Salvage

A mighty storm dashed a merchant vessel onto the rocks, and its hold is bursting with valuable cargo. Rival Crews race to claim the spoils before the tide washes it away.

Location

A 3x3-foot board with a beached shipwreck at the centre, surrounded by shallow water and rocky outcrops. Place six cargo tokens within and around the shipwreck.

Crews

Full Crew. No attacker or defender.

Deployment

The winner of a roll-off or the player with the lower Crew rating chooses a table edge to deploy on. The other player takes the opposite table edge. Crews may deploy up to 3 inches in from anywhere on their table edge.

Objectives

Models in base contact with a cargo token can spend a single action to pick it up and are aiming to carry them off the Crew's table edge. Cargo tokens are dropped if the model is taken Out of Action. A model may not return to the battle after carrying cargo off the table.

The game ends when all cargo tokens are carried off the board or when one Crew is wiped out (any remaining cargo tokens are gathered by the surviving Crew).

Special Rules

- Models carrying cargo tokens have their Move stat reduced by half.
- (Optional) Nominate Difficult and/or Dangerous terrain.

Rewards

Starting with the player with more cargo tokens (or, if tied, the winner of a roll-off), each player rolls a d6 on the cargo table (below) for each cargo token removed from the table. Each result (apart from 1) is unique. If you discover a duplicate, it counts as 1 instead.

1. Faded metal scraps. Can be sold for 10 Gold after the Scenario.
2. Shiny metal scraps. Can be sold for 30 Gold after the Scenario.
3. A Finely Crafted Sword or Cutlass worth 40 Gold. Add this to your Crew Stash.
4. A cage with the player's choice of a Parrot, Monkey or Snake. Add this to your Crew Stash.
5. A Pistol worth 50 Gold. Add this to your Crew Stash.
6. A ledger detailing the whereabouts of a rival Crew's hideout. This can be sold for 100 Gold or presented to an arbitrator for campaign shenanigans.

XP

- Each model gains +1 XP for every enemy model they put Out of Action.
- Each model gains +1 XP for surviving the battle and any Lasting Injuries.
- The Captain of the victorious Crew gains +1 additional XP.
- Each model gains +1 XP per cargo token they recover.



6: Market Mayhem

A quiet day at the port market erupts into chaos as rival Crews clash over a shipment of valuable goods. Merchants scatter, but some might intervene — or take advantage of the confusion.

Location

A 3x3-foot board representing a town square that is lined by buildings, and with a bustling port market in the middle. Scattered terrain includes stalls, crates, barrels, and narrow alleyways. Mark ten different stalls or scatter terrain, each with a loot token and place an NPC merchant next to it.

Crews

Full Crew. No attacker or defender.

Deployment

The winner of a roll-off or the player with the lower Crew rating chooses a table edge to deploy on. The other player takes the opposite table edge. Crews may deploy up to 3 inches in from anywhere on their table edge.

Objectives

Models can plunder market stalls with a loot token by spending a single action in base contact. Roll a d6: On a 3+, the stall yields valuable loot; remove the token and mark the model as carrying loot.

There is no limit to the amount of loot a model may carry, but they may not leave the board. If a model is taken Out of Action or Routs, all loot carried is dropped and can be picked up by other models who move over the dropped loot token/s.

The game ends when a single model is carrying five or more loot tokens at the end of a round or when one Crew is wiped out.

Special Rules

- The Merchants — Move 4", Endure 6+, Wounds 4, equipped with two Scrap weapons (1A each, Fragile) react aggressively to the looting taking place. They activate in the NPC phase (after all Crew models), in order of closest to farthest from the player who took the first turn this round. Roll-off to activate each one.
- Models carrying one or more loot tokens have their Move stat reduced by half.
- (Optional) Nominate Difficult and/or Dangerous terrain.

Rewards

- Each Crew gets d6x10 Gold, plus 10 Gold for each loot token.

XP

- Each model gains +1 XP for every enemy model or NPC they put Out of Action.
- Each model gains +1 XP for surviving the battle and any Lasting Injuries.
- The Captain of the victorious Crew gains +1 additional XP.
- Models carrying loot at the end of the game gain +1 XP.



7: Escort the Fancyman

A wealthy merchant is hiring protection to evade a relentless search party. The stakes are high — get the merchant to safety and be rewarded, or risk losing this payday.

Location

A 3x3-foot board representing a town, port or beach.

Crews

Full Crew. The winner of a roll-off chooses who will be the attacker (Search Party) and defender (Escort) and selects a small terrain piece in a board corner as the extraction point.

Deployment

The attacker deploys within 3 inches of the centre of the board. The defender deploys within the corner opposite the extraction point, including a unique model: the Fancyman.

The defender activates first. After that, activation order is determined by each player drawing Initiative Coins equal to the number of models in their Crew, as described in the Initiative section.

Objectives

The attacker is attempting to take the Fancyman Out of Action. The defender is attempting to escort the Fancyman to the extraction point.

The game ends when the Fancyman is extracted or taken Out of Action. The Fancyman may be the last model standing in the defender's Crew.

Special Rules

- The Fancyman — Move 4", Endure 4+, Wounds 10, equipped with two Scrap weapons (1A each, Fragile) can only Dash, Fight Back, never Routs, and counts as part of their Crew for this battle.
- At the end of the round that the Fancyman reaches the extraction point (and each subsequent round that they are in contact with the extraction point), roll 2d6.
 - On a 9+, the Fancyman is extracted. On a result lower than a 9, add a cumulative +1 to each subsequent extraction roll.

Rewards

- Winner — d6x10 Gold.
- Loser — d3x10 Gold.
- Draw — Each player gains d3x10 Gold.

XP

- Each model gains +1 XP for every enemy model they put Out of Action.
- Each model gains +1 XP for surviving the battle and any Lasting Injuries.
- The Captain of the victorious Crew gains +1 additional XP.
- If a model takes the Fancyman Out of Action, they gain +2 XP.



8: Island Ambush

A Crew thought they had the perfect hideout on a remote island, but their enemies have discovered them. Now they must defend their stash from an ambushing force — or die trying.

Location

A 3x3-foot board featuring a small jungle island with a central cave or makeshift fort.

Crews

The winner of a roll-off chooses who will be the attacker. The defender starts with 50% of their models on the board. The rest of their Crew arrives from any board edges, as reinforcements at the start of round three.

Deployment

The attacker deploys within 6 inches of the table edges.

The defender deploys within 6 inches of the central fort or cave.

Objectives

The defender wins if they repel the attackers for six rounds or wipes out the attackers.

The attacker wins if they secure the central area by having more models within 6 inches of the fort/cave at the end of round six or wipe out the defending Crew.

Special Rules

- (Optional) Nominate Difficult and/or Dangerous terrain.

Rewards

- Winner — 2d6x10 Gold.
- Loser — d6x10 Gold.

XP

- Each model gains +1 XP for every enemy model they put Out of Action.
- Each model gains +1 XP for surviving the battle and any Lasting Injuries.
- The Captain of the victorious Crew gains +1 additional XP.



9: Mutiny in the Shallows

Two Crews launch a surprise ambush on an anchored Royal Navy vessel in desperate need of repairs, but instead of working together, they turn on each other to claim the ship for themselves. As chaos erupts on deck, the remaining Royal Navy Crew do what they can to protect their ship.

Location

A 3x3-foot board representing a large ship docked in shallow water. Terrain includes multiple decks, if possible.

Crews

Full Crew. No attacker or defender.

Deployment

The winner of a roll-off deploys their entire Crew at the base of the bow (front) or stern (rear), and the other player deploys at the opposite end.

Each player sets up two Royal Navy Marines on a lower deck and one Royal Navy Marine on the main deck.

Objectives

Gain control of the ship by having more models alive and standing on the deck than the opposing Crew at the end of round six.

Special Rules

- Marines — Move 6", Endure 6+, Wounds 6, equipped with two Axes (2A each, Parry), two Scrap Grenades (6", Blast, Called Shot, Limited) on the main deck activate during the NPC phase after

both Crews have activated. Roll-off to activate each one.

- Once a Marine on the main deck is attacked for the first time in ranged or melee combat, Marines on lower decks will immediately make a free Move towards the upper decks and then activate again during the NPC phase as above.
- The ship starts taking on water from the start of round four, and the main deck becomes Difficult terrain.

Rewards

- Winner — 2d6x10 Gold, and alerts the arbitrator to their new possession, for campaign shenanigans.
- Loser — d6x10 Gold.

XP

- Each model gains +1 XP for every enemy model they put Out of Action.
- Each model gains +1 XP for surviving the battle and any Lasting Injuries.
- The Captain of the victorious Crew gains +1 additional XP.



10: Prison Break

One Crew's Captain has been captured and is held in a fortified town. The Crew must stage a daring rescue while the opposing Crew defends the prison.

Location

A 3x3-foot board featuring a fortified town with a central prison building. Scatter terrain includes barricades, buildings and narrow alleys.

Crews

The winner of a roll-off chooses who will be the attacker. The attacker begins with one less model, as their Captain is the prisoner. The defender brings their full Crew.

Deployment

Attacker deploys within 3 inches of a chosen table edge. Defender deploys within 3 inches of the prison.

Objectives

The attacker must reach the prison and attempt to free their Captain, and they win if the Captain escapes off any board edge.

The defender may not harm the Captain until he is freed. The defenders win if they keep the Captain imprisoned for six rounds or kill the Captain once freed.

Special Rules

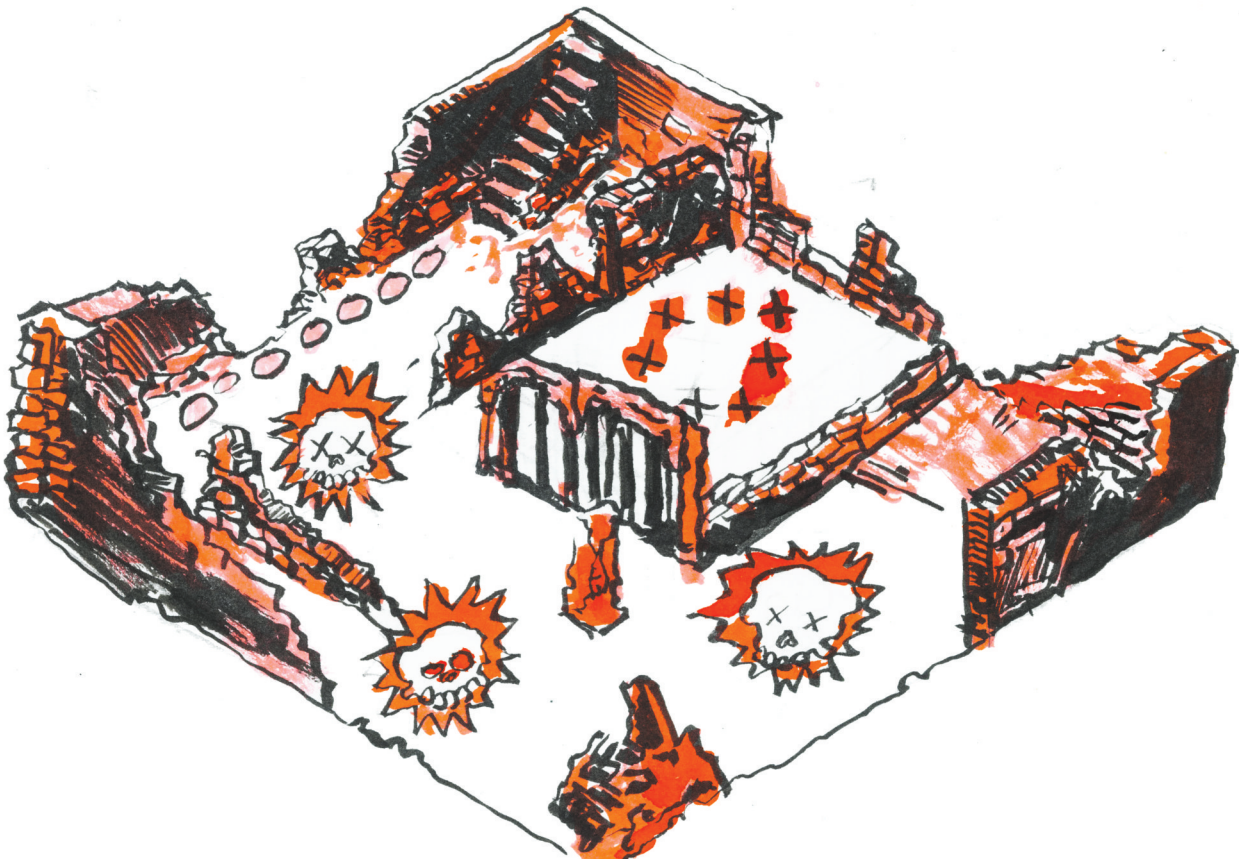
- Any attacking Crew member may take double action at any wall of the prison building to free their Captain. Roll 2d6, needing a 9+ to break through the wall. If the roll fails, add a cumulative +1 in each subsequent break-through roll made by any model.
- The Captain rejoins the Crew upon release and activates like normal (draw an Initiative Coin).
- (Optional) Nominate Difficult and/or Dangerous terrain.

Rewards

- Winner — 2d6x10 Gold.
- Loser — d6x10 Gold.

XP

- Each model gains +1 XP for every enemy model they put Out of Action.
- Each model gains +1 XP for surviving the battle and any Lasting Injuries.
- The Captain of the victorious Crew gains +1 additional XP.
- The attacking model that frees the Captain gains +1 XP.
- The defending model that takes the attacker's Captain Out of Action gains +1 XP.







Multiplayer 1: The Final Ritual

After the sudden disappearance of their Captains, rival Crews have followed the ominous lights and guttural chanting to a remote island temple, signalling a dark ritual that could unleash horrors upon the seas. Can these uneasy allies work together to save their Captains, or will the Cult claim victory through their division?

Location

A 4x4-foot board with a ruined temple at the centre (Difficult terrain), surrounded by four totems or equivalent acting as a magical barrier to the temple and scattered jungle terrain. The Captains from each Crew are held captive on a central altar at the top of the temple.

Place five Cultist Faithful scattered on the temple and one Cultist Captain by the altar.

Crews

Each player brings their choice of three models from their Crew.

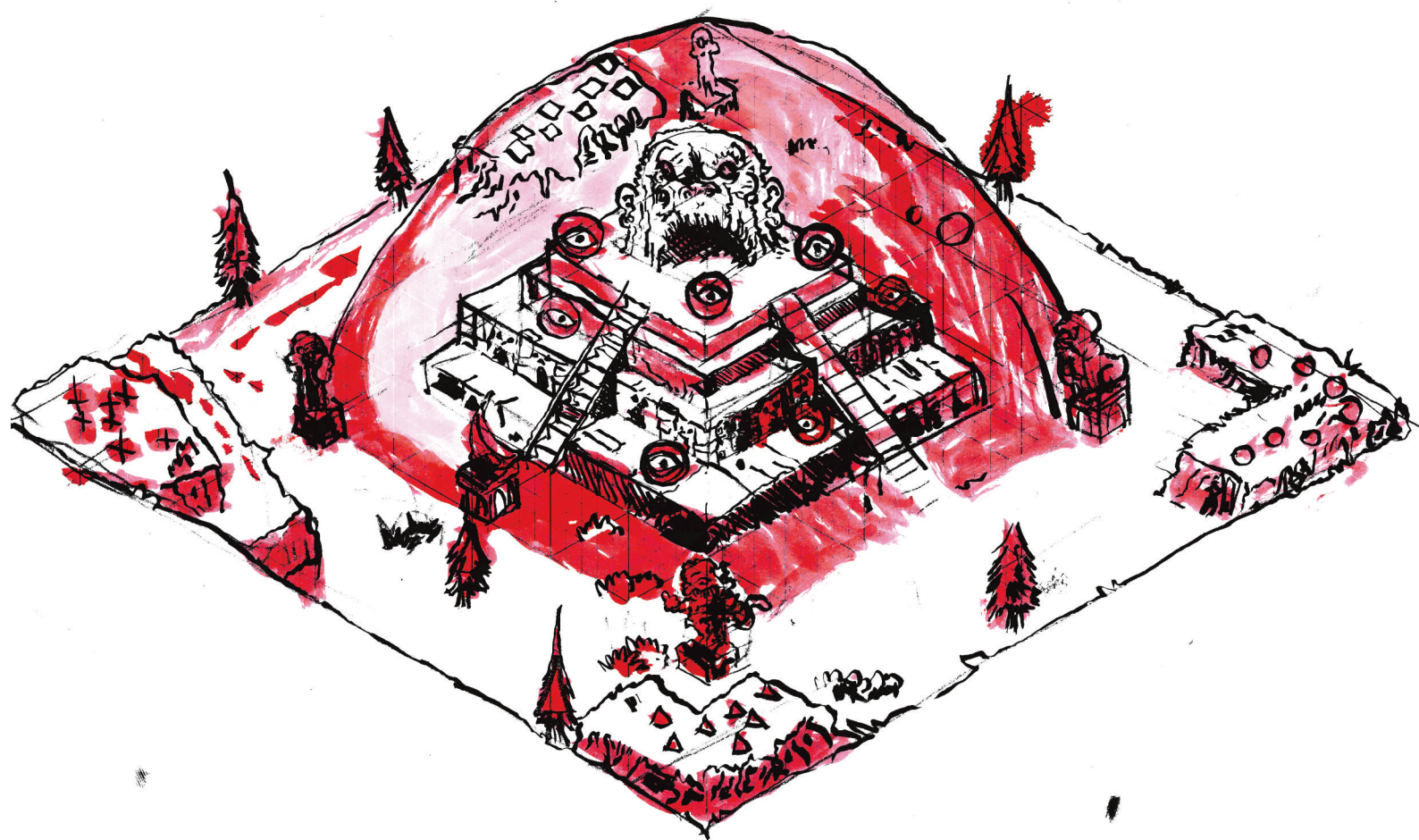
Deployment

Divide the board into four deployment zones in each corner. The winner of a roll-off chooses and deploys their Crew within 6 inches of a table corner, then players choose and deploy in clockwise order from the winner.

Objectives

Crews work together to disable the magical barrier, defeat the Cultists, stop the ritual and save their Captains. However, once the barrier is down, Crews compete to be the last Crew standing.





Special Rules

- Players share activation order using a single pool of Initiative Coins. Each Coin may be used to activate up to four members of the same Crew.
- **Disabling the Magical Barrier:** Models may attack totems using their ranged and melee weapons. Each totem is removed from play once it has suffered ten or more wounds. No models can move past any part of the magical barrier until all four sections are deactivated.
- **Defeating the Cultists:** Cultists — Move 6", Endure 6+, Wounds 4, equipped with two Scrap weapons (1A each, Fragile) react aggressively to the Crews once the first barrier has been deactivated and can move through the barrier. They are activated in the NPC phase (after all Crew models have activated) by the player who took the first turn this round.
- **Stopping the Ritual:** At the central altar, players must defeat the Cultist Captain to stop the ritual. The Cultist Captain is busy invoking a dark entity, and they may only be targeted once all other Cultists are Out of Action, plus they always attack the closest Crew model. They are activated in the NPC phase by the player who took the first turn this round.

- **Success:** If the ritual is stopped, Captains are considered saved, may take activations, and the Crews now compete to be the last Crew standing beyond eight rounds.
- **Failure:** If the ritual is not stopped by the end of round eight, the Captains are slaughtered and a dark entity emerges, forcing an immediate retreat.

Rewards

- **Winner/Success** — Each player gains 2d6x10 Gold and a treasure from the ruined temple (see Arbitrator).
- **Losers/Failure** — All Captains are Dead, and all surviving models suffer a Lasting Injury.

XP

- Each model gains +1 XP for every enemy Crew or Cultist model they put Out of Action.
- Each model gains +1 XP for surviving the battle and any Lasting Injuries.
- The model that takes the Cultist Captain Out of Action gains +2 XP.

Multiplayer 2: The Dead Village

A once-thriving settlement has been destroyed by ... something big! Rival Crews search for survivors, loot, and information on what caused the devastation, while fending off an uneasy feeling that whatever caused the damage is still lurking in the area. Of course, with no authorities left to intervene, it's also the perfect opportunity for Crews to settle old scores or eliminate the competition.

Location

A 4x4-foot board featuring a ruined village with scattered debris. All ruined houses count as Difficult terrain. Place a single investigation token (representing survivors and valuable items) in eight different houses.

Crews

Each player brings their Captain and their choice of three other models from their Crew.

Deployment

Divide the board into quadrants. The winner of a roll-off chooses and deploys their Crew within 6 inches of a table corner, then players choose and deploy in clockwise order from the winner.

Objectives

Investigate the village and be the last Crew standing! The game ends after eight rounds or when only one Crew remains.

Special Rules

- Models can interact with investigation tokens by spending a single action. Roll a d6:
 - **1–2: Monster ambush!** The model suffers d6 hits from something in the shadows and may Endure as normal. Each remaining hit causes one wound.

- **3–4: Dangerous terrain!** Mark the house as Difficult terrain and Dangerous terrain, and the model immediately makes a Dangerous terrain test (roll a d6, and on a 1–3, the model suffers d3 wounds, no Endure).
- **5–6: A survivor or valuable item** (see Arbitrator).

Rewards

- Winner — 2d6x10 Gold and a rare map leading to a future campaign Scenario (see Arbitrator).
- Draw/Other Crews — Gain 2d6x10 Gold.

XP

- Each model gains +1 XP for every enemy model they put Out of Action.
- Each model gains +1 XP for surviving the battle and any Lasting Injuries.
- The Captain of the victorious Crew gains +1 additional XP.
- Each model that finds a survivor or valuable item gains +3 XP.



Multiplayer 3: The Cannonball Catastrophe

An abandoned fortress houses a cache of experimental cannonballs that explode, bounce and even teleport! Rival Crews aim to secure these dangerous munitions while dodging their unpredictable effects and an increasingly unstable setting.

Location

A 4x4-foot board featuring a crumbling town or fortress with ruined walls, scattered rubble, and a central stockpile of ten tokens representing Experimental Cannonballs.

Crews

Each player brings their Captain and their choice of three other models from their Crew.

Deployment

Divide the board into quadrants. The winner of a roll-off (and then each player clockwise) chooses and deploys within 6 inches of a table corner.

Objectives

Models who pick up a cannonball are aiming to escape from any board edge.

The game ends after eight rounds, and the Crew/s with the most cannonballs carried off the board wins.

Special Rules

- Any model in base contact with a cannonball token may spend a single action to pick it up.
- Each time a token is picked up, roll a d6:
 - **1:** The cannonball explodes! Place a 3-inch blast marker over the model, then each model under the blast marker takes d6+2 wounds with no Endure roll.

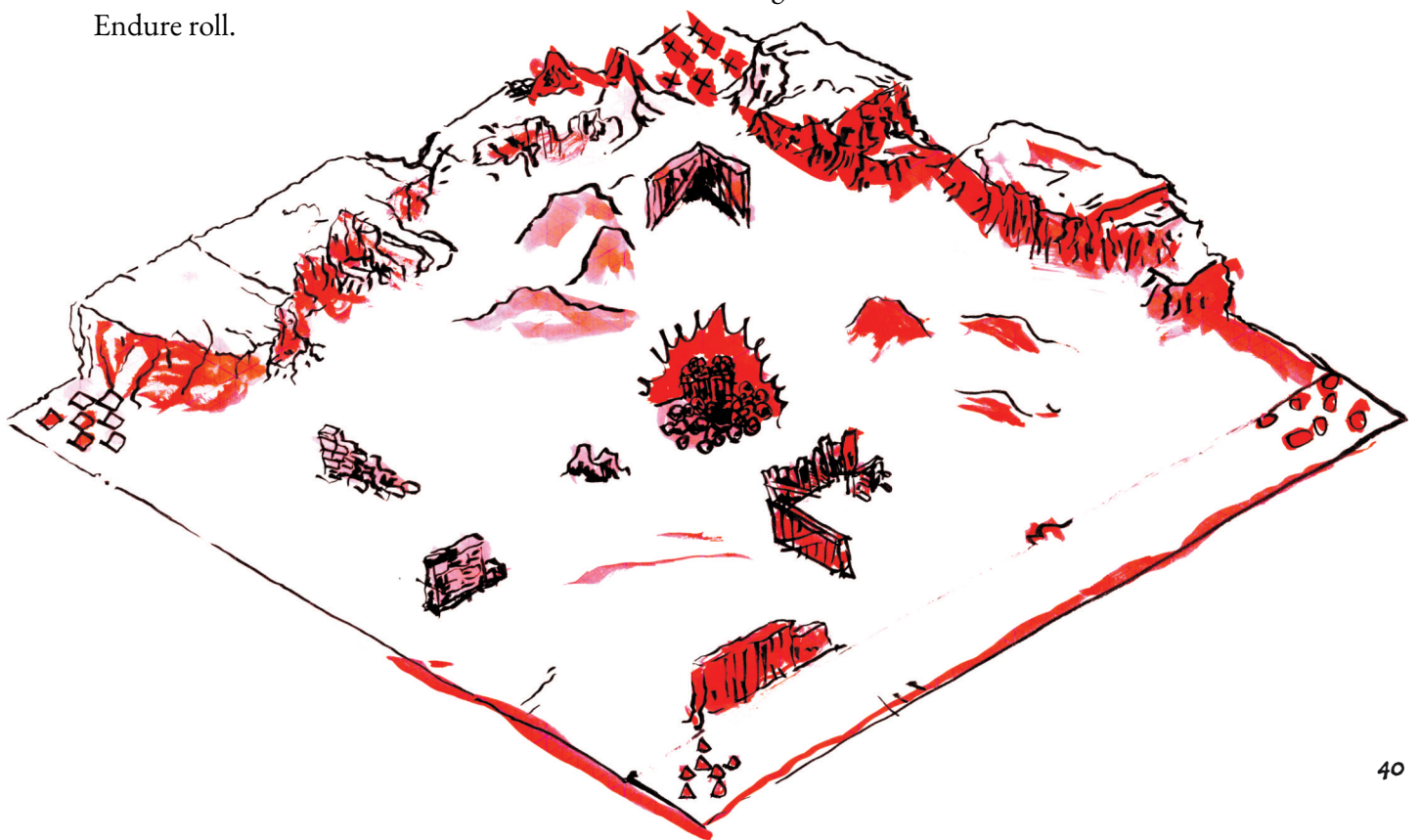
- **2:** The cannonball teleports the model 2d6" in a random direction. If teleported off the board, the model counts as securing the cannonball.
- **3:** The cannonball bounces wildly — scatter it 2d6".
- **4–6:** No effect — safe for now!
- If a model is taken Out of Action or Routs while carrying a cannonball, the cannonball token is dropped and can be picked up by other models in base contact as a single action.
- A model who carries a cannonball off the board may not return to the battle.

Rewards

- Winner — The winning Crew/s share 2d6x10 Gold and gain a unique Experimental Cannonball (see Arbitrator).
- Losers/Failure — Other Crews gain d6x5 Gold for their efforts.

XP

- Each model gains +1 XP for every enemy model they put Out of Action.
- Each model gains +1 XP for surviving the battle and any Lasting Injuries.
- The Captain of the victorious Crew gains +1 additional XP.
- If a model carried a cannonball off the board, they gain +1 XP.



Multiplayer 4: The Giant Crab Escape

The island market is in an uproar — the rogue Ogre with a huge bounty on his head, Captain Von Cutter, has kidnapped the tavern's chef, stolen a massive, prize-winning crab (rumoured to bring endless fortune when cooked) and is wreaking havoc! Rival Crews scramble to restrain the crab, subdue Von Cutter and save the chef before they escape into the sea.

Location

A 4x4-foot board representing a bustling town or island market with crates, stalls, overturned tables, and narrow alleys. Place Von Cutter and the Giant Crab (or any large model on an 80-100 millimetre base) at the centre of the board.

Crews

Each player brings their Captain and their choice of three other models from their Crew.

Deployment

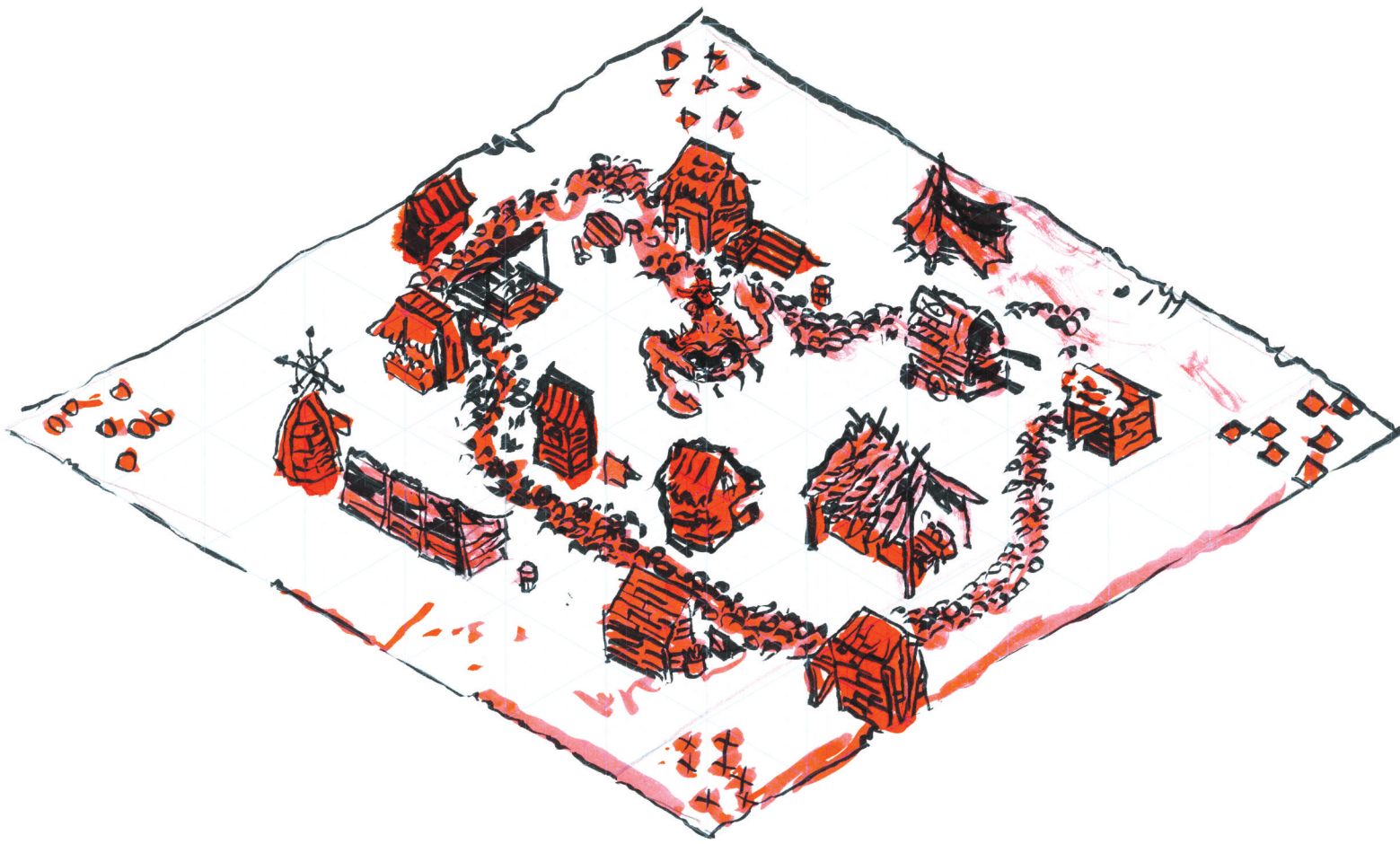
The winner of a roll-off chooses and deploys their Crew within 6 inches of a table corner, then the other players do the same in clockwise order from the winner.

Objectives

Crews work together to restrain and subdue Von Cutter and the Giant Crab before they escape the board. Once Von Cutter and the Giant Crab are subdued, the Crews may choose to call a truce and share their earnings or fight to the death to claim the rights to Von Cutter's bounty and the delicious crab meat.

The game ends after eight rounds.





Special Rules

- Von Cutter and the Giant Crab — Move 8”, Endure 4+, Wounds 20, Spear & Crushing Claws (Attacks 7, Parry).
- Models may take the Restrain double action during this Scenario. The model moves up to its Move value and 1 inch away from Von Cutter and the Giant Crab and rolls 2d6:
 - On a 2–6, they fail to restrain and clumsily attack Von Cutter and the Giant Crab. Resolve melee combat against Von Cutter and the Giant Crab, then the attacking model is knocked back d6 inches.
 - On a 7+, add 1 to a restrain counter (use a d8). If the restrain counter reads 8 or more, Von Cutter and the Giant Crab count as restrained.
 - At the start of each round, the restrain counter is reset to 0.
- After all player models have finished their activations:
 - If Von Cutter and the Giant Crab ARE NOT restrained, they move 8 inches towards the nearest board edge to try to escape.
 - If this move takes them into base contact with any models, those models are knocked back d6”.
 - If this move takes them into base contact with terrain, the terrain is destroyed and removed from the board.

- If Von Cutter and the Giant Crab ARE restrained, they do not take any actions.
- If Von Cutter and the Giant Crab move wholly off a board edge, they escape, and all Crews lose. Any other result is success.

Rewards

- Winner/Success — If the spoils were shared, Crews gain 2d6x10 Gold each and share the best meal they have ever eaten, cooked by the eternally grateful chef they saved. If only one Crew is left standing, they see the Arbitrator for their winnings.
- Losers/Failure — Von Cutter and the Giant Crab escape! Each Crew earns a measly d3x10 Gold for salvaging scraps.

XP

- Each model gains +1 XP for every enemy model they put Out of Action.
- Each model gains +1 XP for surviving the battle and any Lasting Injuries.
- The Captain of the victorious Crew gains +1 additional XP.
- Each model gains +1 XP if they successfully defeated Von Cutter and the Giant Crab.





Campaign

In **UNTITLED PIRATE GAME**, a campaign turns one-off skirmishes into a grand saga of swash-buckling adventures, growing Crews, and escalating chaos. Grab your dice, rally your Crew, and set sail for a series of unforgettable clashes!

Starting Your Campaign

To begin, two or more players create their Crews by following the Recruiting and Equipping Your Crew rules.

Once your Crews are ready, randomly determine a Campaign Scenario for each game:

- **1:1 battles:** Roll a d10 or choose from a range of unique head-to-head encounters in the Scenarios section.
- **Multiplayer battles:** Roll a d4 or select one of the Multiplayer Scenarios.
- Future releases will also introduce a cooperative (Co-op) mode where Crews join forces to battle a greater threat.

Games can be played on a schedule that works for your group — weekly, fortnightly or whenever adventure calls!

For 1 vs 1 and Multiplayer battle campaigns, we recommend the following Campaign Structure:

- Three 1:1 battles,
- a mid-point Multiplayer,
- three more 1:1 battles, and
- a Multiplayer finale.

At the end of each game, the players work out how much Gold their Crews have gained and how much experience their models have earned.

Gold is awarded to the Crew as plunder. This represents models getting paid for their duties and can be used for buying weapons, equipment, and recruiting new models.

Experience is measured through XP points, which models gain for surviving games, defeating enemy Crews, and achieving special objectives in Scenarios. When models gain enough experience, they earn an ‘advancement’. This may improve one of their fighting statistics or grant them a special skill to improve their performance in the following games.

Crew Value

Each Crew has a Crew Value rating, which measures the notoriety and success of the Crew. The rating includes the value of the models in the Crew, their weapons and equipment, and advancements they make.

The Crew Value changes from game to game, as surviving models gain XP points and advancements, others are killed, and new ones join the Crew.

Differences in Crew Value are also used to calculate Underdog Bonuses, which supports Crews to catch up in XP and Crew Value.

Underdog Bonuses

When one Crew fights another with a much-higher Crew Value, they will be at a disadvantage. Depending on the difference between Crew Values, re-rolls, and experience bonuses are granted (below).

Re-rolls can be used to re-roll dice once (re-roll all the dice used for that roll), on behalf of one of your own models during the game. The new result must be accepted, regardless of how many Underdog re-rolls you have.

The XP bonus shows how many extra XP points are earned for each surviving Crew member of the Underdog Crew, regardless of who won.

Difference	Re-rolls	XP Bonus
0–50	0	None
51–100	1	+1
101–150	2	+2
151+	3	+3

Disbanding

You may disband your Crew at the end of any post-battle sequence and start again with a new Crew. All XP, models, weapons, equipment, and bonuses from the old Crew are lost.

Similarly, you may choose to dismiss any model except your Captain at the end of any post-battle sequence, but you may not dismiss more than half the current members at one time. All XP, weapons, equipment, and bonuses from the dismissed model are lost.

Lasting Injuries

During a game, models will be taken Out of Action and removed from play. In a campaign, it is important to find out what exactly happens to these models taken Out of Action, as they may make a full recovery, carry a persistent serious injury or suffer from fatal wounds.

Roll a d66: Grab two d6 in different colours and choose one dice to represent the tens digit and the other to represent the ones digit. Roll both at the same time then note the corresponding injury for your model, using the Injury Table (below). For example: If the tens dice shows 5 and the ones dice shows 2, the result is 52: Chest Wound.

Dead Crew Members

Sometimes a model is killed outright. All their weapons and equipment are lost — they may NOT be reallocated to the Crew Stash or other models.

If the Captain of the Crew is killed, all their weapons and equipment are lost — they may NOT be reallocated to the Crew Stash or other models. Then, the Crew member with the next highest XP value assumes command.

- They gain the Captain and Handler (3) traits but lose other Crew traits from their former Crew role.
- In the case of a tie of XP, you may choose which one takes control of the Crew.
- You may not hire a new leader for a Crew.

Post-Game Sequence

1. **Lasting Injuries:** Determine the severity of injuries for each model who was taken Out of Action and removed from play as a casualty.
2. **Gain XP and Advance:** Surviving models gain XP points for surviving encounters and achieving objectives, as specified in each Scenario. When they gain enough XP, they may make an Advancement.
3. **Check for Mutiny:** If any other Crew member now has a higher XP value than the Captain, roll on the Mutiny Table.
4. **Collect Gold:** The Crew earned Gold as described in the Rewards section in each Scenario.
5. **Trading:** Hire extra Crew (up to faction limits) and buy new weapons or equipment while in port.
6. **Calculate Crew Value:** Update the Crew Value and get ready to play again.

Lasting Injury Table

11: Survives Against All Odds

The model survives and rejoins their Crew, gaining d3 XP.

12: Put on Trial

The model is caught by local authorities and has been put on trial for their acts of debauchery and violence. Roll a d6 and consult the table below:

- **1 — Hanged:** The model is sentenced to death at the gallows. Remove them from the Crew roster or play the Hostage Rescue or Prison Break Scenario to try and rescue the condemned model.
- **2–5 — Fined:** The Crew must pay a fine of d6x10 Coin for the release of their mate. If they cannot or will not pay up, the model must miss the next d3 games of the Campaign as they sit in prison.
- **6 — Pardoned:** The model is pardoned of all charges and is released back to their Crew.

13–14: Hardened

The model survives and becomes inured to the perils of the high sea. They gain +1 Wound. If they have already been Hardened, they Survive Against All Odds (11) instead.

15: Captured

The model regains consciousness and finds themselves held captive by the enemy Crew. They may be ransomed at a price set by the captor, exchanged for one of the captor's own Crew who is being held captive or handed to authorities. Players may also choose to play the Prison Break Scenario to rescue the captured model.

Captives who are exchanged or ransomed retain all their weapons and equipment. If they are handed to authorities, they must be Put on Trial (12).

16: Bitter Enmity

The model makes a full physical recovery but bears some psychological wounds from their experience. They hate the Crew who caused their injuries. If they meet again, the Crew of the model who was injured may pass any Rout tests taken during the battle.

21–36: Full Recovery

The model was knocked unconscious and makes a full recovery.

41: Deep Wound

The model has suffered a serious wound and must miss the next d3 games while recovering.

42: Hand Injury

The model's hand is badly injured. They may only be equipped with a single one-handed weapon from now on.

43: The Shakes

The model's experience has left them jittery. -1 Endure dice in melee combat.

44: Old Battle Wound

The model survives, but their wound may prevent them from fighting. Roll a d6 at the start of each subsequent game; on a roll of 1, this model cannot partake.

45–46: Blinded

The model survives but loses sight in one eye. -1 Endure dice in ranged combat.

If this model is subsequently blinded in their remaining good eye, they must retire from the Crew and donate their weapons and equipment to the Crew's Stash.

51–52: Chest Wound

The model has been badly wounded in the chest. -1 Endure value.

53–54: Leg Wound

The model's leg is broken or shot through. They may never take the Dash action.

55–56: Arm Wound

Roll a d6:

- **1–3 — Severe arm wound:** Must be amputated and replaced with a hook (no cost). They may only use a single one-handed weapon in their other hand. If they suffer another severe arm wound, they may only be equipped with two hooks.
- **4–6 — Light wound:** They miss the next game.

61–62: Smashed Leg

Roll a d6:

- **1–3 — Amputation:** -1 movement due to amputation and replaced with a peg leg. If they suffer another leg amputation, they must be removed from the crew.
- **4–6 — Light wound:** They miss the next game.

63: Multiple Injuries

The model is not dead but has suffered many horrible wounds. Roll three times on the Lasting Injury Table, re-rolling any Dead, Captured, Put on Trial, Full Recovery, Survives Against All Odds, and further Multiple Injuries results.

64–65: Robbed

The model manages to escape with their life, but their weapons and equipment are lost.

66: Dead

The model is dead, and their body is returned to the sea. All weapons and equipment they carried are lost. Remove them from the Crew's roster and pour one out for them.

Gaining XP and Advancements

Every 5 XP points accumulated by a model in your Crew earns them an advance roll on the Advancement Table (below). Roll 2d6 to see how your salty sea-dog grows stronger.

Remember, no stat may exceed the model maximum values, nor drop below the minimum (see below). If an advancement would take a characteristic over the model maximum value, roll again.

Advancement Table

2: Learnt a Trick

Roll for a random skill table then roll for a random skill.

3: Sea Legs

Improve either Move, Endure or Wounds by +1.

4–5: Quick on Your Feet

Improve Move by +1.

6–7: Fortune’s Fickle Favor

Improve one stat by +1, but another stat drops by -1.

8–9: Iron Constitution

Improve Wounds by +1.

10: Sharp Eyes, Quick Hands

Improve Endure by +1.

11: Proven Worthy

Improve one stat of your choice by +1.

12: Master of Your Craft

Choose a skill table and roll for a random skill.

Model Minimum and Maximum Values

	Mv	E	W
Minimum.	3”	7+	20
Maximum.	9”	3+	3

Mutiny

During a campaign, it is possible for members of the Crew to gain more XP than the Captain. Naturally, this will cause some friction within the Crew and could contribute towards Mutiny.

After applying Injuries, XP, and Advancements, you must check the XP values of all Crew members. If another model has higher XP than the Captain, roll 2d6 and add the difference in XP. If the result is 10+, the Crew has mutinied.

- The Captain is removed from their position, forced to walk the plank, marooned or slipped away while in port; the Crew has had enough of them.
- They are removed from the roster, along with their weapons and equipment.

- Then, the Crew member with the highest XP value assumes command. They gain the Captain and Handler (3) traits but lose other Crew traits from their former Crew role.
- In the case of a tie of XP, you may choose which one takes control of the Crew.
- Note: You may not recruit a new leader for a Crew.

This is all done before the next game is played and represents the Crew signing a new set of articles under the new Captain.

Collect Gold

The Crew earns Gold and other loot as described in the Rewards section in each Scenario, which goes to the Crew’s Stash.

Trading

Captains may hire extra Crew (up to faction limits – see Crew lists) and buy new weapons or equipment while in port, using Gold from the Crew’s Stash.

You may buy additional equipment between battles or acquire new weapons during a campaign, and freely change the equipment, weapons and armour of your models unless otherwise noted in their Crew List entry. You must still adhere to the limitations above when it comes to changing the weapons and equipment of your models.

Weapons and equipment may never be sold. ’tis treasure.

Calculate Crew Value

Update the final Crew Value and get ready to play again soon.

