

Pirates of the Zuiderzee



- Phase 1. Roll for wind direction. See wind table below
- Phase 2. Determine the Weather Gage order.
- Phase 3. Activate a ship as dictated by the Weather Gage order.
- Phase 4. Resolve Shooting.
- Phase 5. Resolve Boarding Actions.
- Phase 6. Mark the activated ship.
- Phase 7. Repeat phases 3 to 6 for all the ships in Weather Gage order.
- Phase 8. Remove all ship activation markers

3. ACTIVATE A SHIP ,

When activating a ship follow these steps:

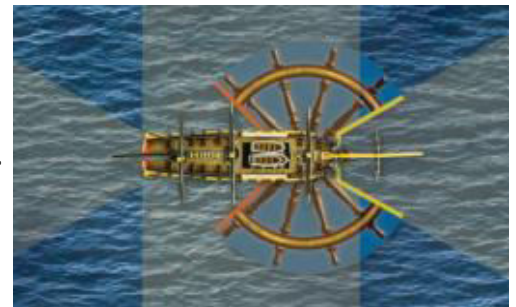
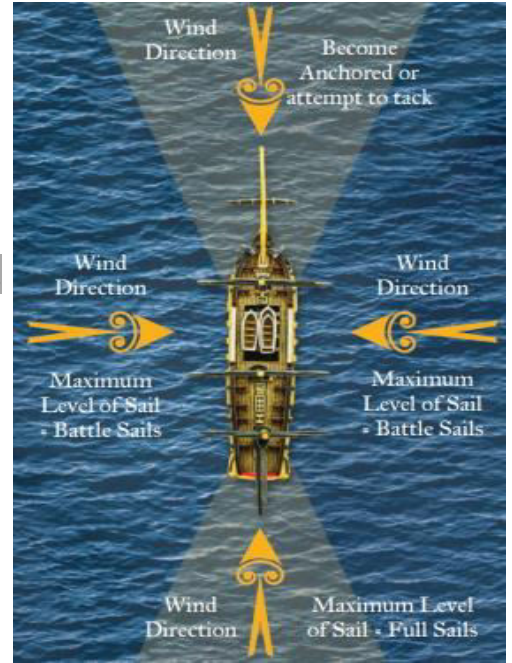
*Possible change ammunition type

- 1 Check the attitude of the wind.
2. Declare Level of Sail, A ship can utilize four Levels of Sail:
 - Full Sails: Will make 3 separate moves.
 - Battle Sails: Will make 2 separate moves.
 - Light Sails: Will make 1 move.
 - Anchored: Will make no moves; may still turn.
3. Move the number of times indicated by the Level of Sail.
 - At the end of each move, may make a turn.
 - At the end of each move, may fire some or all weapons.
 - "Fire as she bears" at -2, fire during the move.
 - At the end of the final move, may make a boarding action.

Evading collision; each ship executes an 'evading manoeuvre', where-by both ships would experience a near miss. Both ships must make a Skill Test with a +1 to the roll. This represents the determination of the crew to evade the collision. If either test succeeds, active player must move their ship past the other ship.

4. When shooting follow this procedure:

1. Each gun position chooses a target within its arc of fire. Inx®ular crews must choose the closest target to the shooting gun position. Veteran crews can choose any target when pass a Skill Test.
2. Measure the range from the gun position to the target.
3. Determine To Hit number.
4. Determine how many dice you will need to roll. Gun positions has a value on its ship card, indicating the number of D10s that you will need to use.
5. Roll the D10s to identify how many hits are achieved.







CHAIN SHOT The modifier for aiming high is only -1 for chain shot, any critical damage, roll twice on the "Crit Table High" and choose which result to apply. However, the range of all guns are halved. If not aiming high chain shots have a -2 to hit.

DOUBLE SHOT range of all guns in the gun position is now 8". All shots have a -1 to hit and all successful shots do double their damage but do not inflict critical damage.

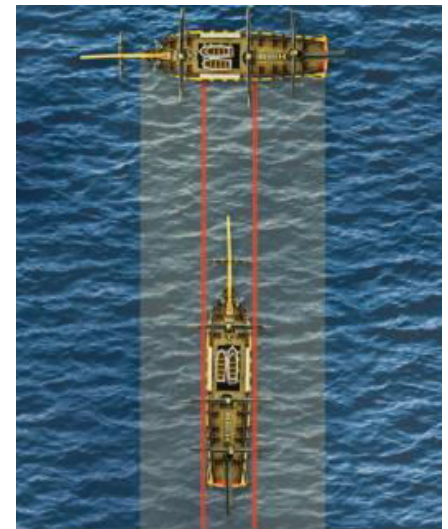
RED HOT SHOT Also known as heated shot carronades cannot fire. If any critical damage is inflicted, the target is on fire in addition to the effect rolled on the Critical Table However, if you roll a 10 on any of the to hit roll dice, that shot has been dropped and your own ship is also on fire!

GRAPE SHOT The range of all guns in the gun position is now 3" (in this case the point blank modifier is not applied). Each hit inflict 4 points of damage but do no critical damage. In addition, add +2 to the to hit target of the ship's first boarding action that Turn.

				
Gun Type:	Heavy Cannon	Light Cannon	Carronade	Mortar
Max Range:	20"	14"	8"	22"
Damage:	2	1	3	1 D6
Dice Color:	Blue	Red	Black	Orange
Point blank range, If target is within 3, the total damage it inflicts is doubled (note that this is not applicable for mortars).				

Ammunition Types At the start of the game, or at the start of a ship's → activation, you can change ammunition at any or all gun positions. Any gun position changing its ammunition cannot shoot during that Turn. All shots from that gun position will use the new ammunition type until changed again. mortars never use any of these special ammunition types.

SITUATION	BASE TO HIT: 5 OR LESS ON A D10	To Hit Chart	MODIFIER
Firing more than one gun position in a Turn	First gun position fired		No modifier
	Second gun position fired		No modifier
	Third gun position fired		-1
	Fourth gun position fired		-2
Range	Target over 10" away		-2
	Point Blank Range – the target is within 3" of the gun position (Not applicable for mortars)		+2
Crew	Veteran		+2
	Inexperienced		-2
Speed	Shooting vessel is Anchored		+1
	Shooting vessel at Full Sails		-2
	Target vessel sailed more than 10" in its prev move		-1
Target size (Only use one size modifier)	Tiny		-2
	Small		-1
	Large or Extra Large		+1
Visibility Obscured/Partial Target			-2
Aiming high			-2
Fire as she bears			-2
Roll of a 1 is a critical HIT see tables below for hull or high			



A frigate shoots a broadside at the bow of a rival ship. As the target is perpendicular to the frigate, this attack is considered a raking fire. The bow rake adds an additional 1 point of damage to each successful hit.

5. Resolve Boarding Actions.

Both ships cannot be at Full Sails, and must be within 3" of each other. The active ship makes a Skill Test – if successful, both ships come to an immediate stop and become grappled. While grappled, a ship cannot shoot. Place them side-by-side, with both turning the minimum amount possible.

Immediately after the initial grapple, and at the next activation of every grappled ship, battle rages! Divide the current remaining Ship Points of each by ten (rounding up), which is the number of D10s to roll for each ship involved. Both ships aim to score equal to or less than the target number on the Boarding to Hit Table

On the first turn of boarding only, the currently activated ship adds +1
Each successful roll reduces the enemy's Ship Points by 2. A throw of 1 is reduce by 4 .The ship that took the least amount of damage is considered to be the winner of this round. If ship that took the most damage is now at less than half of its initial Ship Points, it will have to pass a Skill Test or surrender. If the Ship Points go below its Break Value, it will automatically surrender without a Skill Test. If the action is a draw, nothing further happens.

Shooting at Grappled Ships When shooting at grappled ships, apply the same amount of damage to all the grappled ships. However, a roll of 1 only inflicts normal damage and never scores critical damage.

Multiple Grapples If more than two ships are involved in a grapple, add the Ship Points of each side together. The side with the greatest total Ship Points adds +2 to the Boarding to Hit target numbers. you can attempt the grapple if you are within 3" of any ship involved in the grapple.

Repel Boarders/Disengage A grappled ship, when activated, may perform an attack , or it may attempt to disengage from the boarding instead. To disengage, a ship must pass a Skill Test which allows it to move with Light Sails on the first move. However, it will not be able to shoot this turn as its crew scramble back to their action stations. If the ship has been reduced to less than half its original Ship Points, add +2 to the Skill Test.

Colliding

apply all the effects of the Quarter Deck Hit critical damage. In addition, the ship cannot shoot or initiate grapples. Both ships take damage on chart, If the active ship travelled more than 8" in its last or current activation, add 3 to all damage. First the active ship is attacker to calculate damage, then regard the unactivated ship as the attacker.

ATTACKER'S SIZE	TARGET'S SIZE			
	Extra Large	Large	Medium	Small
Small	3	4	6	8
Medium	5	6	10	10
Large	8	10	12	10
Extra Large	12	14	16	14
Terrain	30	26	20	16

Crew Level	SKILL TEST Required Score D6	Boarding To Hit Table
Inexperienced	6	4 or less
Regular	5 or 6	5 or less
Veteran	4,5 or 6	6 or less



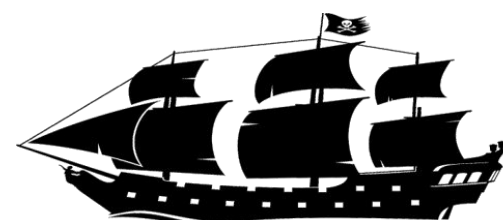
6 score	Result	CRITICAL TABLE – HULL
1	Quarter Deck Hit	The quarter deck is a ship's nerve center, where command and control orders are given to the vessel and morale is maintained. No change of direction or Level of Sail change can be made next activation without passing a Skill Test. If failed, the ship continues to move straight at its current Level of Sail and all of its shooting suffers a penalty of -1 to hit.
2	Gun Deck Hit	A gun position has been damaged by enemy fire, or the gun crew has been temporarily disabled. The ship will fire two fewer cannons of each type (including mortars) from that gun position (to a minimum of zero).
3	Rudder/Steering Hit	Either the helmsman has been hit or the rudder is jammed. At the next activation, roll a D3. On a roll of 1, the ship will change its direction to the full extent of its turn arc to the left at the end of each movement. On the roll of 2, the ship cannot make any changes of direction this Turn. On a roll of 3, the ship will change its direction to the full extent of its turn arc to the right at the end of each movement.
4	Crew Hit	Crews are particularly vulnerable to incoming fire of all sorts. If enough sailors are disabled or key officers wounded or killed morale and order can collapse. Until the end of the next activation, the ship will automatically fail all Skill Tests it performs.
5	Extra Damage to Structure	The ship's hull and superstructure take a hammering! Roll a D3 and add the result to the total damage taken.
6	Fire on Board!	The shot has sparked a fire on board! Place a piece of fiery cotton wool on the damaged ship to represent it now being ablaze! See Ships on Fire below for the effects of this critical damage.

Place a token next to the ship. Remove token at the end of the ship's next activation.

D6 score	Result	CRITICAL TABLE – HIGH
1	Quarter Deck Hit	The quarter deck is a ship's nerve center, where command and control orders are given to the vessel and morale is maintained. No change of direction or Level of Sail change can be made next activation without passing a Skill Test. If failed, the ship continues to move straight at its current Level of Sail and all of its shooting suffers a penalty of -1 to hit.
2	Sails Hit	Sails are the engine of the ship, without them it drift helplessly. For its next activation the Rate of Knots for this ship is reduced by 2.
3	Crew Hit	Crews are particularly vulnerable to incoming fire of all sorts. If enough sailors are disabled or key officers wounded or killed morale and order can collapse. Until the end of the next activation, the ship will automatically fail all Skill Tests it performs.
4	Substantial Damage to the Upper Decks	The ship's yards and upper structure are devastated! Roll a D6 and add the result to the total damage taken.
5	Fire on Board!	The shot has sparked a fire on board! Place a piece of fiery cotton wool on the damaged ship to represent it now being ablaze! See Ships on Fire on page 26 for the effects of this critical damage
6	Mast Hit	One of the masts has been critically hit, badly reducing the effects of its sails – without them you are drifting and helpless. Take additional damage equal to 25% of the original Ship Points (rounding up). The first Mast Hit reduces the current maximum Level of Sail of Small ships to Light Sails. The second hit reduces it to Anchored. For Medium or larger ships, every Mast Hit reduces the maximum Level of Sail by a by another Level of Sails, cumulatively. Place a Mast Hit token on the ship card. This cannot be repaired and remains in play for the rest of the game.

Ships on Fire Ships can catch fire due to critical damage or by sailing within 1" of another ship that is already ablaze. the ship takes D3 damage if Tiny or Small, D6 if Medium, and D10 if Large or Extra Large. At the start of every subsequent activation, the crew must pass a Skill Test to put out the fire. If it fails, an extra damage. Additionally, if the unmodified result of the Skill Test is a 1, the fire has reached the ammunition's magazine and the ship explodes! Remove it from play. Any ship within 4" of the explosion suffers D10 damage. You can choose to gain a +2 modifier to the Skill Test. If you take this modifier, the ship cannot then make any change in Level of Sail, change of direction, or shooting this activation. However, as the crew are taking extra precautions, the ship will not explode on the roll of a 1.

2D6	Result	WIND Table
2	Becalmed!	Reduce the Rate of Knots for all ships by 2 for this turn only.
3	Winds of Change.	Move the arrow 1 D4 steps clockwise
4-10	No change in wind direction this turn.	
11	Winds of Change.	Move the arrow 1 D4 steps anti-clockwise.
12	Wind swell.	Add 1 to the Rate of Knots for all ships for this turn only



Created by IceWolFF

Create your own Fleet of Schips.

Ship Type	Size	Broadside	Stern	Bow	Ship Points	Turn Angle	Rate of Knots	Break Value	Points
1st Rate (max 2)	XL	4H-3L-3C	1H	2H	104	Yellow	3	35	450
2nd Rate (max 1)	XL	4H-3L-2C	1L	2H	96	Yellow	3	32	400
Large 3rd Rate	L	3H-2L-2C	1L	1H	74	Red	4	25	280
Small 3rd Rate	L	3H-2L-1C	-	1H	64	Red	4	22	250
4th Rate (max 1)	M	2H-2L-1C	-	1L	44	Red	4	15	190
5th Rate	M	2H-1L-1C	-	1L	36	Red	5	12	150
6th Rate	M	1H-1L-1C	-	-	28	Red	5	10	120

Ship Type	Size	Broadside	Stern	Bow	Ship Points	Turn Angle	Rate of Knots	Break Value	Points
Large Merchant	L	2H-2L	-	-	44	Yellow	3	15	90
Small Merchant	M	1H-1L	-	-	28	Yellow	3	10	40
Brig	S	2H	-	-	20	Red	5	7	80
Sloop	S	1H-1L	-	-	16	Red	6	6	60
Cutter	S	2L	-	-	12	Red	6	4	50

Land Fortifications.

Crew your boat

INEXPERIENCED CREW : After choosing upgrades subtract 20% of the final point cost of the ship .

REGULAR CREW : After choosing upgrades, add nothing to cost ship.

VETERAN CREW : After choosing upgrades add 20% of the final point cost of the ship.

(rounding up to the closest ten).

Ship Upgrades

Ship Size:	Extra Large	Large	Medium	Small	Tiny
Maximum Upgrades per ship	4	3	2	1	0

				Points	Value	
Shore Gun Emplacement	M	-	1H	10	4	40
Shore Mortar Emplacement	M	-	1M	10	4	50
Martello Tower	L	-	3H-3L	150	50	250
Shore Fortress	XL	-	5H-4L	200	67	400
Floating Battery	M	1H-1L	-	20	7	50

UPGRADE	EFFECT	POINTS
Boarding Nets	Opponents suffer a -1 penalty to all grappling attempts directed against this ship.	10
Grappling Hooks	Add +1 to the Skill Test to grapple an opponent.	20
Grenades	Add +1 to the target number on all boarding actions.	30
Lucky	Once per game, re-roll all the dice in a single Skill Test, shooting attack or boarding action, even successful ones. You must accept the second result.	30
Master Carpenter	+1 to the Skill Test roll to repair damage.	20
Master Caulker	When attempting to repair damage, repair an extra 2 points (even if the Skill Test is failed).	20
Master Gunner	The first time this ship shoots in the game, it can re-roll any misses.	30
Over Gunned	Add +1H, +1L, to each broadside. Not available to unrated ships (those on page 73).	100
More Carronades	Add +1C to each broadsides.	50
Privateer	+2 to grapple attempts and roll 2 extra D10s, and gain +2 to hit, in boarding actions against merchant ships.	10
Sharpshooters	When using musket fire, you may re-roll the Skill Test.	20
Ship's Surgeon	For each hit suffered during a boarding action, make a Skill Test. On a success, take no damage for that hit.	30
Streamlined Hull	Add 1" to the ship's Rate of Knots the first time it moves per activation.	30
Sturdy	Add 20 Ship Points to the current total.	60
Swivel Guns	Before the first round of a boarding action, make a successful Skill Test to inflict 4 damage on the enemy before any further action takes place.	30
Trained Marines	Add +1 to the to hit target number on all boarding actions.	30