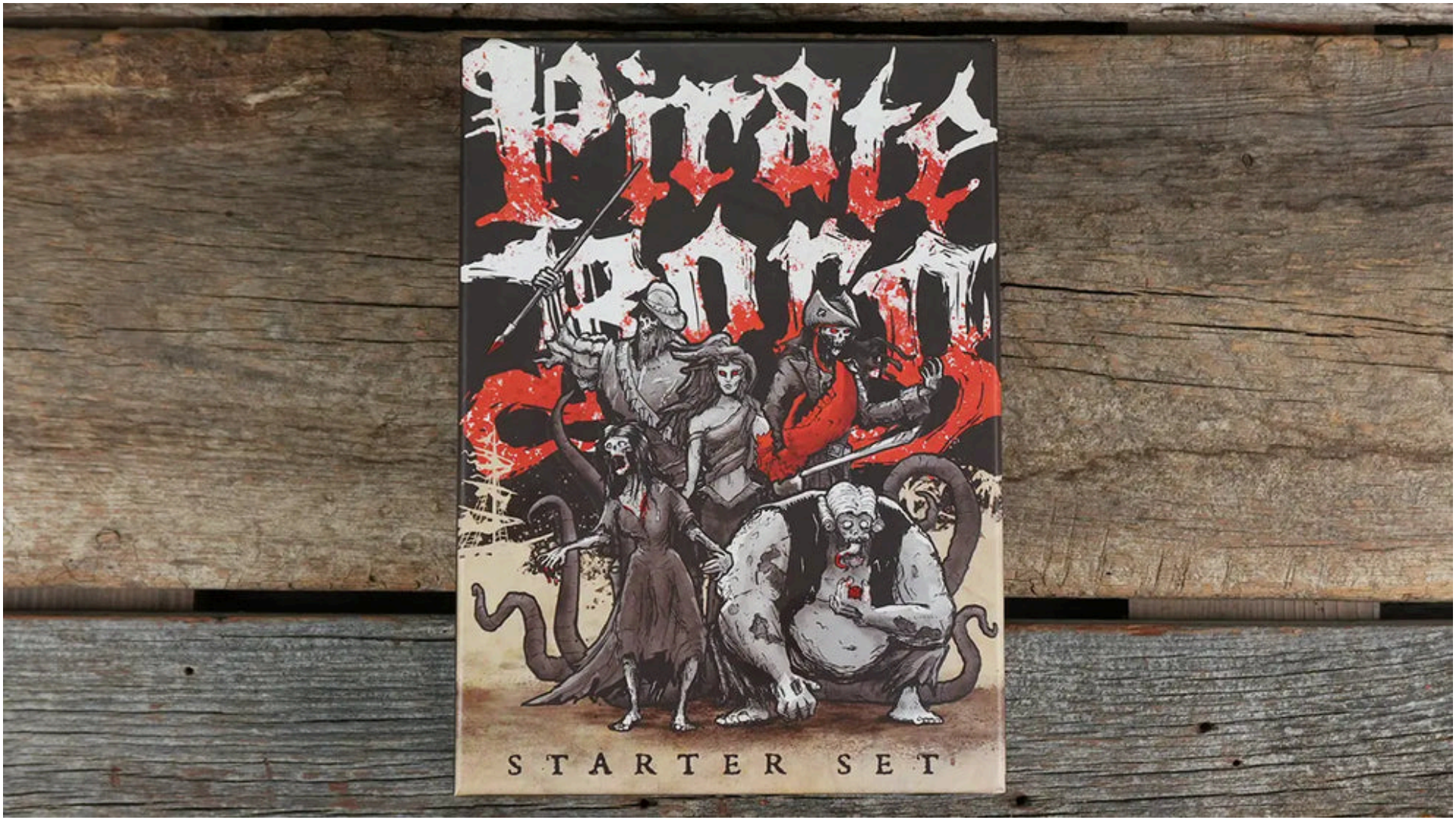
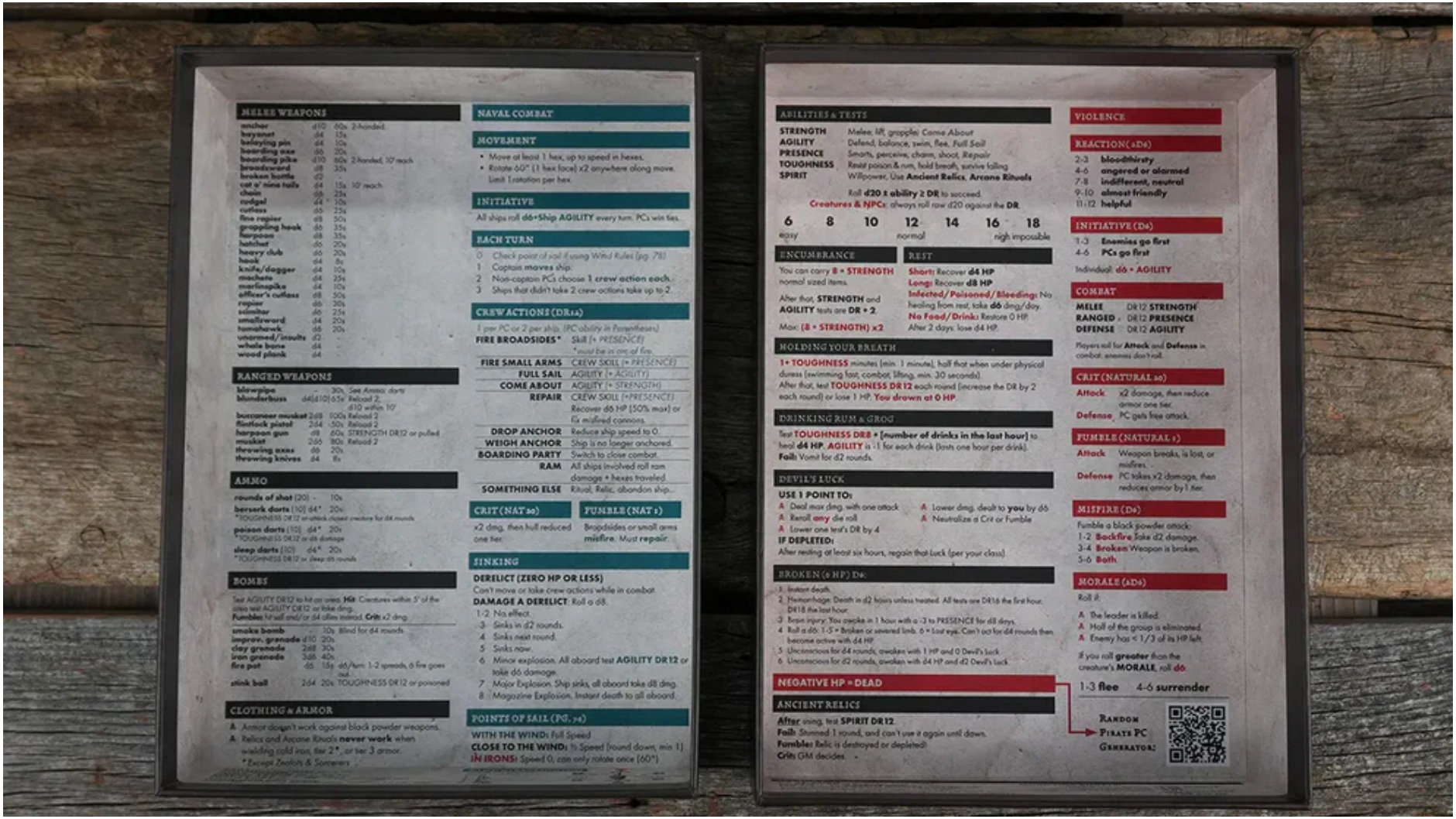
The Box Front Cover



The Box Inside Covers



MELEE WEAPONS

anchor	d10	60s	2-handed
bayonet	d4	15s	
belaying pin	d4	10s	
boarding axe	d6	20s	
boarding pike	d10	60s	2-handed, 10' reach
broadsword	d8	35s	
broken bottle	d2	-	
cat o' nine tails	d4	15s	10' reach
chain	d6	25s	
cudgel	d4 *	10s	
cutlass	d6	25s	
fine rapier	d8	50s	
grappling hook	d6	35s	
harpoon	d8	35s	
hatchet	d6	20s	
heavy club	d6	20s	
hook	d4	8s	
knife/dagger	d4	10s	
machete	d4	25s	
marlinspike	d4	10s	
officer's cutlass	d8	30s	
rapier	d6	30s	
scimitar	d6	25s	
shillelagh	d4	20s	
tomahawk	d6	20s	
unarmed/insults	d2	-	
whale bone	d4	-	
wood plank	d4	-	

RANGED WEAPONS

blowpipe	-	30s	See Ammo: darts
blunderbuss	d6(d10)	65s	Reload 2; d10 within 10'
buccaneer musket	2d8	100s	Reload 2
flintlock pistol	2d4	50s	Reload 2
harpoon gun	d8	60s	STRENGTH DR12 or pulled
musket	2d6	80s	Reload 2
throwing axes	d6	20s	
throwing knives	d4	8s	

AMMO

rounds of shot (20)	-	10s
berserk darts (10)	d4*	20s
*TOUGHNESS DR12 or attack closest creature for d4 rounds		
poison darts (10)	d4*	20s
*TOUGHNESS DR12 or d6 damage		
sleep darts (10)	d4*	20s
*TOUGHNESS DR12 or sleep d6 rounds		

BOMBS

Test AGILITY DR12 to hit an area. **Hit:** Creatures within 5' of the area test AGILITY DR12 or take dmg.
Fumble: hit self and/or d4 allies instead. **Crit:** x2 dmg.

smoke bomb	-	10s	Blind for d4 rounds
improv. grenade	d10	20s	
clay grenade	2d8	30s	
iron grenade	3d6	40s	
fire pot	d6	15s	d6/turn. 1-2 spreads, 6 fire goes out
stink ball	2d4	20s	TOUGHNESS DR12 or poisoned

CLOTHING & ARMOR

- **A** Armor doesn't work against black powder weapons.
- **A** Relics and Arcane Rituals **never work** when wielding cold iron, tier 2*, or tier 3 armor.

*Except Zealots & Sorcerers

NAVAL COMBAT

MOVEMENT

- Move at least 1 hex, up to speed in hexes.
- Rotate 60° (1 hex face) x2 anywhere along move. Limit 1 rotation per hex.

INITIATIVE

All ships roll **d6+Ship AGILITY** every turn. PCs win ties.

EACH TURN

0 *Check point of sail if using Wind Rules (pg. 78)*
1 Captain **moves** ship.
2 Non-captain PCs choose **1 crew action each**.
3 Ships that didn't take 2 crew actions take up to 2.

CREW ACTIONS (DR12)

1 per PC or 2 per ship. (PC ability in Parentheses)

FIRE BROADSIDES*	Skill (+ *PRESENCE*) *must be in arc of fire.
FIRE SMALL ARMS	CREW SKILL (+ *PRESENCE*)
FULL SAIL	AGILITY (+ *AGILITY*)
COME ABOUT	AGILITY (+ *STRENGTH*)
REPAIR	CREW SKILL (+*PRESENCE*). Recover d6 HP (50% max) or fix misfired cannons.
DROP ANCHOR	Reduce ship speed to 0.
WEIGH ANCHOR	Ship is no longer anchored.
BOARDING PARTY	Switch to close combat.
RAM	All ships involved roll ram damage + hexes traveled.
SOMETHING ELSE	Ritual, Relic, abandon ship...

CRIT (NAT 20)

x2 dmg, then hull reduced one tier.

FUMBLE (NAT 1)

Broadsides or small arms **misfire**. Must **repair**.

SINKING

DERELICT (ZERO HP OR LESS)
Can't move or take crew actions while in combat.
DAMAGE A DERELICT: Roll a d8.

1-2 No effect.
3 Sinks in d2 rounds.
4 Sinks next round.
5 Sinks now.
6 Minor explosion. All aboard test **AGILITY DR12** or take d6 damage.
7 Major Explosion. Ship sinks, all aboard take d8 dmg.
8 Magazine Explosion. Instant death to all aboard.

POINTS OF SAIL (PG. 76)

WITH THE WIND: Full Speed
CLOSE TO THE WIND: ½ Speed (round down, min 1)
IN IRONS: Speed 0, can only rotate once (60°)

ABILITIES & TESTS

STRENGTH	Melee, lift, grapple/ Come About
AGILITY	Defend, balance, swim, flee, *Full Sail*
PRESENCE	Smarts, perceive, charm, shoot, *Repair*
TOUGHNESS	Resist poison & rum, hold breath, survive falling
SPIRIT	Willpower, Use **Ancient Relics**, **Arcane Rituals**

Roll **d20 ≥ ability ≥ DR** to succeed.
Creatures & NPCs: always roll raw d20 against the **DR**.

6	8	10	12	14	16	18
easy			normal			nigh impossible

ENCUMBERANCE

You can carry **8 + STRENGTH** normal sized items.

After that, **STRENGTH** and **AGILITY** tests are **DR + 2**.

Max: **(8 + STRENGTH) x2**

REST

Short: Recover **d4 HP**
Long: Recover **d8 HP**
Infected/Poisoned/Bleeding: No healing from rest, take **d6** dmg/day.
No Food/Drink: Restore 0 HP.
After 2 days: lose d4 HP.

HOLDING YOUR BREATH

1+ TOUGHNESS minutes (min. 1 minute), half that when under physical duress (swimming fast, combat, lifting, min. 30 seconds).
After that, test **TOUGHNESS DR12** each round (increase the DR by 2 each round) or lose 1 HP. **You drown at 0 HP.**

DRINKING RUM & GROG

Test **TOUGHNESS DR8 + [number of drinks in the last hour]** to heal **d4 HP**. **AGILITY** is -1 for each drink (lasts one hour per drink).
Fail: Vomit for d2 rounds.

DEVIL'S LUCK

USE 1 POINT TO:

- **A** Deal max dmg. with one attack
- **A** Reroll **any** die roll
- **A** Lower one test's DR by 4
- **A** Lower dmg. dealt to **you** by d6
- **A** Neutralize a Crit or Fumble

IF DEPLETED:
After resting at least six hours, regain that Luck (per your class)

BROKEN (≤ HP) D6:

1. Instant death.
2. Hemorrhage: Death in d2 hours unless treated. All tests are DR16 the first hour. DR18 the last hour.
3. Brain injury: You croake in 1 hour with a -3 to PRESENCE for d8 days.
4. Roll a d6: 1-5 = Broken or severed limb. 6 = Lost eye. Can't act for d4 rounds then become active with d4 HP.
5. Unconscious for d4 rounds, awaken with 1 HP and 0 Devil's Luck.
6. Unconscious for d2 rounds, awaken with d4 HP and d2 Devil's Luck.

NEGATIVE HP = DEAD

ANCIENT RELICS

After using, test **SPIRIT DR12**.
Fail: Stunned 1 round, and can't use it again until dawn.
Fumble: Relic is destroyed or depleted!
Crit: GM decides.

VIOLENCE

REACTION (2D6)

2-3	**bloodthirsty**
4-6	**angered or alarmed**
7-8	**indifferent, neutral**
9-10	**almost friendly**
11-12	**helpful**

INITIATIVE (D6)

1-3 **Enemies go first**
4-6 **PCs go first**

Individual: **d6 + AGILITY**

COMBAT

MELEE	DR12 **STRENGTH**
RANGED	DR12 **PRESENCE**
DEFENSE	DR12 **AGILITY**

Players roll for **Attack** and **Defense** in combat. enemies don't roll.

CRIT (NATURAL 20)

Attack: x2 damage, then reduce armor one tier.
Defense: PC gets free attack.

FUMBLE (NATURAL 1)

Attack: Weapon breaks, is lost, or misfires.
Defense: PC takes x2 damage, then reduces armor by 1 tier.

MISFIRE (D6)

Fumble a black powder attack:
1-2 **Backfire** Take d2 damage.
3-4 **Broken** Weapon is broken.
5-6 **Both**.

MORALE (2D6)

Roll if:

- **A** The leader is killed.
- **A** Half of the group is eliminated.
- **A** Enemy has < 1/3 of its HP left.

If you roll **greater** than the creature's **MORALE**, roll **d6**.

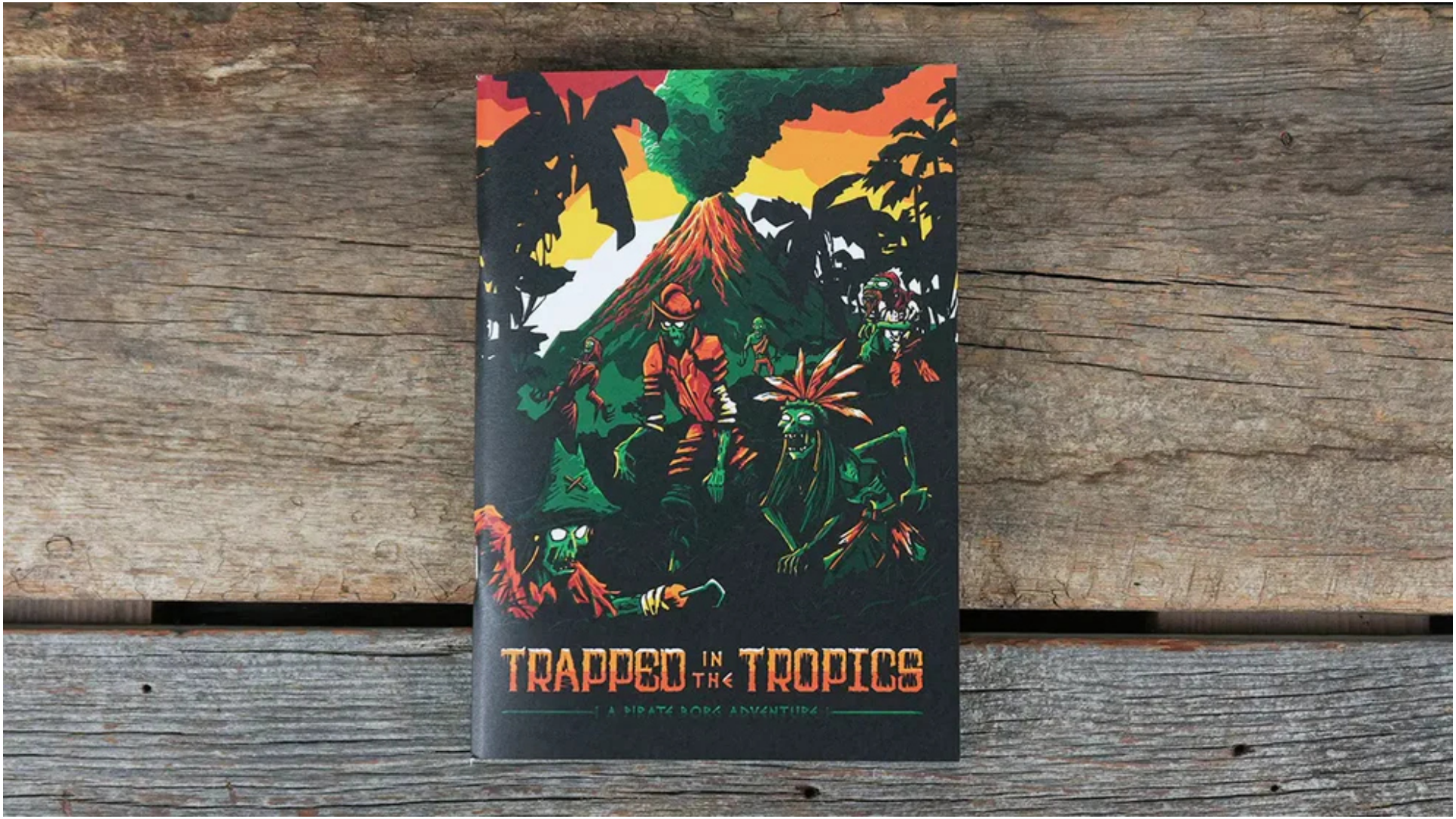
1-3 flee **4-6 surrender**

RANDOM PIRATE PC GENERATOR:

Poster Map

Player's Guide

Adventure Book



Poster Map

Player's Guidebook
STARTING THE ADVENTURE
starting
THOSE LEFT A DEFECTIVE
the first combat
W BATTLE MAP COMBAT
ENTER THE UNDEAD
DON'T ROLL FOR INITIATIVE
REDCOATS
4 REDCOAT SOLDIERS
4 REDCOAT GUNNERS
1 REDCOAT OFFICER
ZOMBIES
4 "DECK GHOUL" ZOMBIES
4 "CHAIN BARREL" ZOMBIES
BALANCING ENCOUNTERS
NOW WHAT?
redcoat offi
REDCOAT GUNNER
"The Deck Ghoul"
"The Grog Barrel"

Poster Map

ST. MARTEN
Gibbet Town Locations
500 ft
"Gibbet Town"
St. Martin

Poster Map

Poster Map

Tokens

NIGHTFALL
8PM - 12AM
MIDNIGHT
12AM - 4AM
SUNRISE
4AM - 8AM
SUNSET
4PM - 8PM
MORNING
8AM - 12PM
antediluvian
crustacean
Back-2
Front-1

Cards

FLUYT
SLOOP
"The Grog Barrel"
HP 20
Morale –
No Armor
A Bilge-Vomit d6 + TOUGHNESS DR12 or become poisoned
A Slam d10
A Bite d8 + Zombie Infection
Fat and Slow DR10 to hit.
Zombies do not breathe air. Anyone bitten by a zombie loses Toughness DR8 or dies within two-days before rising as a zombie. A zombie that eats flesh recovers d4 HP (d8 if it's a brain).

Dice

Character Sheets