

Letters of Marque/Lettre du Course
Privateer/Corsair

Liberty, Equality, and Fraternity

Shares

Group Combat

Roll 1d20 and add your commands agility+intelligence. This your group initiative. The group with the highest initiative acts first. You can delay your action just like normal combat.

Sum up the defender's mental and physical health, divide by 2, and divide by the number of defenders. This is the defender average life.

Sum up the attack force's attacking attributes. This is the attacker bonus.

Roll 1d20 and multiply by $\frac{1}{2}$ of the attacking force. Add attacker bonus. This is the attack power.

Roll 1d20 and multiply by the defending force (capped at $\frac{1}{2}$ the attacking force). This is the defense power.

Subtract the defense power from the attack power. Divide the result by the defender average life, round up. This is the number of casualties. Half of the casualties are dead, and the other half are wounded/unconscious. Casualties are removed at the end of each round.

Group Combat Actions

Group combat occurs in tactical spaces. The size of these spaces varies based on the size of the forces involved. A battle with twenty participants might have spaces of about 20m. A battle with two thousand participants might have 2km spaces. If two forces are in the same tactical space, they are engaged. If they are not in adjacent tactical spaces, then the battle is over.

You can pursue a force even if they are not adjacent. The pursuit continues until the fleeing force stops, or the pursuing force stops. Terrain (like an impassable river or ocean) or timing (night fall) can end a pursuit.

Engage: This is a movement action. If you are adjacent to another force, you can move into the same tactical space. You are now engaged. You can attack them and they can attack you.

Charge: This is a movement action, similar to engage. The difference is that you can reduce your next defense power (capped at 2 times your attacking force) and use that amount as a bonus on your next attack. If your opponent does not attack you on their next action, the defense power penalty goes away.

Attack: You attack a force with which you are currently engaged. Use the group combat resolution rules above.

Disengage: This is a movement action. You are moving out of the same tactical space as your opponent. Your opponent can still attack you on their next turn.

Retreat: This is a movement action. You can do this if you are not in the same tactical space as your opponent. You move one more tactical space away.

Rout: This is a movement action. If you are engaged, and you want to abandon the field, you can rout. This will move you 2 tactical spaces away from your opponent. Your opponent can attack you on their next 2 turns, each time with a +2 to their die roll. After a rout, your force will need to be gathered before it can act as a group again. You can gather 10% of your force each day, capped at 70%.

Ships

For ease of use: http://strategywiki.org/wiki/World_of_Pirates/Ship_Classes

Ship	Cannons		Crew		Cargo		Speed (Knots)		Cost in Gold w/Cannons	
Sloop	2	4	8	10	10	12	13.1	13.2	520	920
Pinnace	4	7	25	31	20	29	11.3	11.6	1130	2030
Barque	6	15	40	58	34	43	12.1	12.4	1800	3540
Fluyt	10	19	60	87	100	118	11.1	11.5	3800	5910
Merchant	16	27	100	133	168	201	10.4	11.2	6280	9390
Frigate	26	39	110	175	40	70	11.2	11.6	5020	8230
Fast Galleon	20	50	140	200	86	116	10.7	11.5	5520	11120
Merchant Galleon	26	43	210	278	242	327	10	10.4	10060	14880
War Galleon	34	80	280	352	110	156	9.1	9.9	9080	17040

Cost Formula: Max Cannons x 20 + Crew x 10 + Cargo x 20 + Speed Increase x 1000

The minimum crew is the default max crew, divided by ten, rounded up. Below this threshold, the ship moves at half speed. If there is less than half the minimum crew, the ship moves at one-quarter speed.

Ship Combat

Ship combat covers the battle between ships. For the people on the ships, use group combat. Ship combat is simplified to give a feel for actual combat, but make it easy to use in any setting.

Ship combat speed is double their speed in knots.

You do not need to track headings. To turn 180 degrees, it takes between 3 and 11 (30 minus combat speed rounded up) combat actions. This is the time between firing with different sides of the ship.

Half of a ship's cannons will be on each side. It takes three standard actions to prepare a cannon: pick up the cannon ball, load the cannon, move the cannon forward.

A ship's mental health is equal to (maximum cannons + ½ maximum crew + maximum cargo).

A ship's physical health is equal to mental health x 2.

If a ship's mental health drops to 0, it cannot move or turn. A disabled ship continues to take 10 points of damage every round. When a ship's physical health reaches 0, it sinks the following round.

Every 20 points of damage from cannons destroys 1 cannon.

A ton of lumber, and two hours, can be used to repair 20 points of mental health.

To fire a broadside: Roll 1d20. Subtract 1 for every 20m to the target. Multiply the result by the

number of loaded cannons on that side of the ship. Apply that damage to the target ship.

Common Costs

New Cannon, 100 gold
Cannonball and Powder, 1 gold
Single-Shot Pistol (+10 Damage, 1 action to reload), 5 gold
Single-Shot Rifle (+10 Attack, 1 action to reload), 10 gold
Pistol/Rifle Shot, 5 copper
Crewman, 1 silver/day + food (1 lb flour)
Pint of Rum, 5 copper
Sword, 2 gold
Breastplate and Helm (-5 Damage from Strength), 10 gold

Commodities (per ton)

Sugar, 50 gold
Flour, 40 gold
Wheat, 35 gold
Cloth, 25 gold
Rum (240 gallons), 96 gold
Lumber, 20 gold
Gold, 28000 gold
Silver, 2800 gold
Copper, 280 gold