

Pirates and Privateers

"In an honest Service, there is thin Commons, low Wages, and hard Labour; in this, Plenty and Satiety, Pleasure and Ease, Liberty and Power; and who would not balance Creditor on this Side, when all the Hazard that is run for it, at worst, is only a sower Look or two at choaking. No, a merry Life and a short one shall be my Motto" —Pirate Captain Bartholomew Roberts

Introduction

The year is 1650 in the Caribbeans and the mighty Empires of France, England, Spain and the Netherlands war for islands to cultivate lucrative crops like sugar and cotton. Island nations are raided for slaves and cleared for timber and plantations. Trading between nations for the best commodities, slaves or supplies is fierce. On top of all this, privateers and pirates cruise the waters looking for booty and treasure. Law is scarce and merchants often turn pirate to make ends meet, often abandoning their trade for the freedom of the waves.

All the while the Empires continue to wrestle for dominance in the Caribbean. Alliances between Empires are scarce and quickly broken. In effect the Empires are continuously at war. However some islands have struck permanent truces, as seen on St Kitts and St Martins. No island is safe though, often passing from the hands of one Empire to another Empire on a regular basis.

Privateers

A **privateer** is a private ship (or captain) authorized by an Empire by letters of marque to attack foreign shipping. Each player starts as a merchantmen with a single ship and allegiance to their Empire. They have a letter of marque, and are able to make regular trade routes (charters), however they are also armed and ready to take advantage of any prize that comes their way. Their Empire is also out to control more islands and as a Privateer a player may attack an opposing Empire's ports in an attempt to gain them for their Empire. This also will help them to increase their access to trade goods, which they can then accept charters for.

A **Pirate** is a ship or crew that owes no allegiance to any Empire and preys solely on merchant ships and ports for booty and gold. Pirates can only trade at pirate ports and must establish a Pirate base to safely stash their treasure. Privateers may turn Pirate at any time. However once they turn Pirate they cannot go back to being a Privateer. All Empire's despise Pirates and will kill them on sight.

Players:

This game is best played with 3 or more players. If there are more than 4 players the rest of the players are pirate. The game can easily accommodate up to 8 players (4 Empire players and 4 pirate players). For games of 4 or less players all players must start off as a Privateer for an Empire, however they may turn pirate later: either by choice, if they fail their Empire Duties (explained later) or if they are bankrupt with no ships with which to get income.

Game Time and Complexity:

Pirates and Privateers can be a short game (1 to 2 hours) using the basic rules or a whole day (or more!) if the extended rules are used. The basic version is mentioned first in each section below, while extended or optional rules are mentioned afterwards.

Winning

The aim of the game is to accrue enough funds to live comfortably. To do this a player must save 10,000 gold pieces at their home port (or Pirate lair if they are a Pirate). In the case that there is only one Empire player left then that player is the winner (even if there are other Pirate players). If all players turn Pirate then there is no winner and the Pirates share victory.

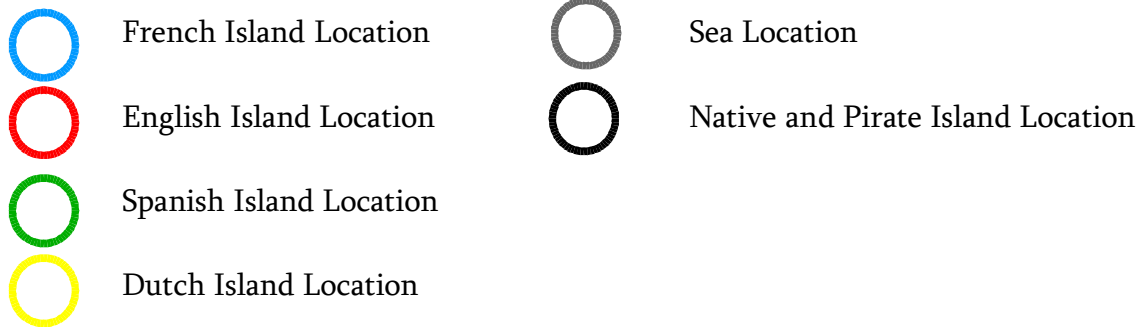
Charters

Players can make money by completing charters and receiving their commission or by stealing booty (either goods or gold) from other players. At the beginning of each round new charters may be called. A charter states the destination and the goods that that port requires. Players that own ports that supply the required goods may then bid for that charter. The player that bids the accepted price wins the charter. That player must then travel to the port that provides the goods and then travel to the destination port that requires them to gain their commission.

Player's can complete commissions in any order and may take multiple charters at any one time. However, the longer the player takes to complete a charter the less commission they will receive on completing it. A player risks losing their newly acquired gold to other Privateers or Pirates unless they return it safely to their home port. However if their home port is taken by another Empire they lose their banked gold as well.

The Caribbean Map

The coloured circles represent where ship pieces may sit on the board. Ship pieces can follow connecting lines between circles, but must always end up on a circle at the end of their move. Grey circles represent sea locations. Coloured circles represent island ports. Each colour denotes the Empire they were originally controlled by at the start of the game. Black circles represent island locations that are in the hands of the Natives and Pirates.



Island and Sea Locations

Each island location represents a port where ships can sell goods and trade. Locations at sea represent a location where a ship comes to rest. Note that some directions are not so easy to travel in as the prevailing wind comes from the West. Locations can hold any number of ships at any one time. The risk of sharing an occupied location is that it might engage your ship in combat, especially if it turns out to be a Pirate!

Native/Pirate Locations

Native island ports that are not owned by any Empire or Pirate gang are hostile to Empire visitors. They will however let Pirates dock there and will trade with them (see Turning Pirate). Any Empire ship that enters an uncontrolled Native port will be fired upon. The Attack Roll (or Defence Roll if the port is attacked first) is made by any Pirate Player (or any other Player if there are no Pirates). Native ports will resist being taken over by Empires but will accept Pirates to freely set up their bases. Native ports can be fortified like any other port location.

Ships:

For the basic game each Player has only one ship, in an extended game it is recommended that 4 ships is the maximum a Player can control at any one time. Excess ships gained through battle or conquest must either be boarded (take over) or scuttled (sunk). In an extended game ships may also be sold off at any port for half their purchase value. The only case where a Player may have more than 4 ships is during the heat of combat. However when combat has been resolved any excess ships must be sold or scuttled.

Ship movement:

In the basic game ships can move up to 5 locations per turn, while in the extended version they may only move up to the limit specified by their ship type (see later on). Once a destination is reached the ship may not move any further, in other words no further movement is possible in that turn once that ship has come to rest. For example A French sloop in the basic game moves from Grenada to Martinique in 3 moves, although they have 2 moves left (out of 5 possible) they have come to rest at that port as that was their destination. They may then perform one of several Actions.

Actions:

A ship has a number of possible actions: they may attack (see Combat), load cargo or unload cargo at a port location. Every turn a Player may move their ship (or ships in the extended game) once and perform one of these actions.

Combat

There are two forms of combat in Privateers: ship and port combat. Both forms use dice to resolve the outcome. Both combatants roll one die, first the attacker rolls their dice (called the Attacking Dice) and then the defender (called the Defending Dice). The highest roll wins (note that the dice rolls can be modified according to the conditions and who is fighting), however a tie means that neither player wins. Marine/Pirate Gang units always attack or defend first before any Ship or Port and are also killed before any Ship or Port is conquered. Any Marine/Pirate units left on a ship or port must be killed before that ship or port can be conquered. Combat continues until all of the attacking units have rolled their Attacking dice.

Fleeing:

At any time during combat, a ship combatant can choose to flee that location and may move to an adjacent sea location (they may not flee into a neighbouring port). However the other combatant gets a free Attack Roll and the fleeing ship gets no bonuses normally due to them from ship type, Empire type etc.

Ship to ship combat: When a ship engages another ship in combat (regardless of if it is on an island or sea location) both ships remain on that location until combat is resolved. The winner can take all the booty and gold on the conquered ship (if they so choose), the loser can then flee to a neighbouring location. Alternatively the winner has the choice of killing the crew and taking the ship as well, or the winner can kill the crew and sink the ship. However this kind of activity is frowned upon and can lead to nasty vendetta's! A Player is considered to have conquered the other player once they win the combat.

Ship combat is modified according by the following:

- The type of ship (schooner/sloop/ketch, galleon or frigate).
- The Empire the ship has allegiance to.
- The number of marine/pirate squads/gangs on board.

Ship to port: When a ship attacks a port the crew of the ship are attempting to take control of the port. The port is only conquered once all the marine/pirate units of the enemy have been removed from that port location. If they fail to conquer the port then the ship must retreat from the port location, If they succeed then they gain control of the port and that island port card is passed to the winning player, along with any booty that may be at that location(if it was a Home Port for example),

A port may also attack a ship that is at that port location. In this case the port is attempting to confiscate the goods and/or gold from the ship, or if they choose the port can kill all the crew and sink the ship and lose what goods are on board. If however the port fails the attack the ship remains in port unharmed.

Port combat is modified according by the following:

- If the Port has been fortified.
- The Empire the port has allegiance to.
- The number of marine/pirate squads/gangs in port.

Types of Ships

There are essentially three types of ships: schooners, galleons and frigates. Each ship has a certain capacity that it can carry of cannons, goods, gold or crew. As the capacity increases so does the cost of the ship. For the purposes of this game there are five types of 17th century vessels available for players to buy:

Sloop: A small, one-masted, fore and aft masted vessel.

Schooner: A small two masted, fore and aft masted vessel.

Ketch: A medium two masted, fore and aft masted vessel, with mizzen mast.

Galleon: A medium three masted, fore and aft masted vessel.

Frigate: A medium three masted vessel, with square rigging.

Cannons:

The more cannons a ship has the more chance it has of hitting another ship or doing damage to a port. Therefore the bigger the ship the more of a bonus to hit it will do. A sloop, schooner and ketch can have up to 8 cannons and therefore have no bonus to hit, a galleon can have up to 36 and the frigate up to 60 cannons. Thus a galleon has a +1 bonus to their combat dice roll and the frigate +2 to their combat dice roll.

Goods, gold and crew capacity:

A ship can only carry so much, be it gold, goods or men. In Pirates and Privateers men, goods and gold are counted in units. A squad of marines count as 1 unit, a gang of pirates count as 1 unit also. 1000 gold pieces counts as 1 unit and 1 charter of goods counts as a unit. The bigger the ship obviously the more it can carry. The sloop can only carry their own crew and one charter of goods OR 1 unit of marines/pirates OR 1000 gold pieces. The schooner can carry 2, the ketch 3 and so on. Note that the crew of a ship do not count when it comes to assessing capacity.

Ship Cost:

A player can buy ships from any one of their ports on their turn. In the basic game they may own only 1 ship and whatever ship that is can move up to 5 locations. In the extended game a Player may not own more than 4 ships at any one time and the number of moves is dictated by the type of ship (as shown in the Moves column below).

Ships	Ship Die bonus	Capacity	Moves (optional)	Cost
Sloop	-	1	5	100
Schooner	-	2	5	200
Ketch	-	3	4	300
Galleon	+1	4	3	500
Frigate	+2	5	3	1000

Marines or Pirates:

For each marine squad or pirate gang on board the ship or at port the player gets to roll an extra die when it comes to their Combat roll. Marine/Pirate units always roll first, before ships or ports and may only roll once per unit. Marines or pirate gangs are the first to die in each combat situation therefore for each die roll that a player fails they lose a marine or pirate unit

before any Ship or Port is lost. A Player may buy new marine/pirate units for 100 gold on their turn and place them at any one of the island ports that they control, however they must have funds on board the ship at their port or funds at their home port before they may buy them.

Port Fortifications:

Fortifications include walls around the port town with mounted cannons to attack ships with. In the extended version some ports are already fortified at the start of the game, such as Roseau, Santa Domingo, San Juan and Porlamar (Fortifications are represented by a Fort piece that is placed at the ports concerned).

Players may upgrade port towns if they so wish by purchasing fortifications. These take 2 turns to build and cost 1000 gold to complete. Once complete a fortification adds +1 to that ports attacking or defence die of the port AS WELL AS to all marine/pirate units at that port location.

An example of ship to ship combat:

Player A: Has a galleon and attacks player B who has a Ketch. Player A has no marines while Player B has 1 marine on ship. Player A rolls one attack dice and adds 1 to her roll for having a galleon. She rolls a 4 adds 1 to make 5. Player B defends and rolls for their marine squad first and rolls a 3, this is a loss and thus Player B loses his marine squad. Player A rolls again for her galleon and rolls a 3 adds 1 to make 4, Player B then defends with his Ketch which has no bonus and rolls a 5 and wins. This ends Player A's attack and thus she returns her galleon to its original position while Player B's Ketch stays where it is.

An example of ship to port combat:

Player A: Has a Frigate and 2 marines and attacks Player B's port which has one fort and 1 marine. Player A rolls for her first unit of Marines and rolls a 3. Player B responds with his marine squad and rolls a 4 and adds 1 for the Fort makes 5, thus Player A loses her first marine squad. Player A then rolls for her second squad of marines and rolls a 2, Player B rolls a 6 + 1 = 7 for his marine and thus Player A loses her second marine squad! Player A then rolls for her Frigate and rolls a 3 and adds 2 for the Frigate bonus making a total Attack Roll of 5. Player B rolls a 3 and adds 1 for his marines making 4 for his Defence Roll. Thus Player B loses his marine squad. Combat ends for that turn as Player A has attacked once with all her units.

Empires

Each Empire or Pirate faction is represented by a Flag. The blue flag stands for France, the red for England, the green for Spain and the yellow for the Netherlands. The black Flags with different symbols on them stand as Pirate standards. These flags are placed on an island location designating the Home port or Pirate base of that Player.

In the extended game each Empire has it's own innate ability: the French get a +1 adjustment on all their Defence Rolls, the English get +1 on all their Attack Rolls, the Spanish start with 4 Fortifications as well as the most commodities and the Dutch always get the asking price when they complete a Charter. Pirate factions do not get any innate bonuses.

Gold

The standard currency of the time is gold guineas. Each player starts with 1000 guineas to buy ship(s) and men with. Whenever an Empire is required to pay gold the bank will fund the cost (in effect the bank IS the Empire concerned). If the bank ever runs out of gold then the Empire will not be able to fund that Duty card or other occurrence. It is important to note that the Empire's funds and the Player's funds are NOT the same thing!

Goods/Commodities

As mentioned before, most island ports supply certain goods or commodities. Each commodity has a typical value, which may vary according to circumstance. The commodities and their corresponding asking price are listed below:

Commodity	Asking Price
Aloe	750
Arrowroot	100
Cattle	750
Cocoa	200
Coffee	250
Copper	1500
Cotton	1000
Fish	100
Fruit	200
Gold	10000
Indigo	1000
Oils	500
Pearls	3000
Rum	250
Salt	750
Slaves	500
Spice	2000
Sugar	1000
Tobacco	500
Vege	100
Wood	100

Duty Cards

Each turn an Empire player may pick up a Duty card. This card represents the interests of their Empire. While processing the Duty card the player is referred to as the Duty Player. Most Duty cards are Charters which are placed on the combined Charter board, however private Empire charters go onto an individual Player's Duty board. The Duty board only holds 2 duty cards. As players fulfil their private duties the Duty cards are placed in the Duty card discard pile.

In the basic game a player may take a Duty card as they see fit, however in the extended game each Empire player MUST take a Duty card each turn! If a Player has failed to complete their private duties by the time a third private Duty is drawn then the Empire will deem that the Player has turned Pirate (refer to the Turning Pirate section below). If the Duty card is not able to be resolved as the conditions cannot be met (such as there are no Marines left, no Pirate Players etc) then the Duty is discarded.

The Duty cards may include one of the following activities that the player must perform:

– **Commission a Charter:**

- 1) The Duty Player shuffles all their island port cards and draws one at random.
- 2) The Duty Player then shuffles the commodity card deck and draws one at random. If no one has that Commodity then the Charter is discarded, similarly if the port itself can supply that Commodity the Charter is also discarded. If the Commodity can be obtained then the Charter card is placed on the Duty card discard pile, the island port card is then placed on the first Charter Board port slot, the Commodity card in the adjacent Charter Board Commodity slot and any existing Charters are shifted to the next slot. The board only holds 8 Charters so the ninth Charter is returned to the appropriate decks: the Charter card is returned to the discard pile of the Duty deck, the Commodity card to the discard pile of the Commodity deck and the Port card to the player that controls that island port.
- 3) Bidding now commences for that Charter. Players who have the commodity listed on their island port cards that match the commodity required by the Charter may bid for that commission. They may ask any price they wish (although the commodity card itself will have a recommended asking price). The Duty Player must accept at least one bid from another player. Failure to get or accept any bid will mean that the Duty Player must take the charter themselves, but they gain no commission from it. Whoever wins the bid is called the "Chartered Player". To keep track of the accepted commission the Chartered Player places the appropriate Ship Commission marker and the equivalent gold is placed (from the bank) on the Charter board and moved with the Charter as it is moved. This gold will return to the bank if the Charter fails to be completed (i.e. it falls off the Charter board).

Note: If the "Anything!" Commodity card is drawn, the Duty Player may accept a bid for any good at all. There is no asking price thus the Dutch player has no advantage.

- 4) The Chartered Player must then travel to the port that has the required Commodity. Once they get there the

Commodity card is removed from the Charter board and placed on the Chartered Player's appropriate ship board. That Commodity is deemed to FILL the free capacity of that ship. If a Chartered player makes it to the Chartered port with at least 1 unit of the commissioned goods then the Empire will pay the agreed commission for EACH unit that is delivered. The exception to this are the Dutch who always get the asking price for their charter goods, even if they bid lowest in the original bid!

If the charter was in the penalty section of the Charter board then the commission will be reduced as specified on the Charter board (typically halved).

The gold is then given to the Chartered Player and placed on the ship card that delivered that cargo.

It is important to note that as soon as the Duty Player accepts a Charter the commissioning Empire CANNOT attack the ship with that commission until they have delivered the cargo, accepted payment and left port!

5) The port card is then returned to the owner of that port and the commodity card is returned to the commodity deck.

– **Deliver marines:**

1) A squad of marines is placed on one of your ships that is in port (if no ship is in port then the next port controlled by your Empire).

2) Shuffle your island port cards and draw one at random. Place this on your Duty board along with the “Deliver Marines” Duty card.

3) Once the marines have been safely delivered to the above port the player receives 500 gold from their Empire (i.e. the bank). The marines will help in defence and attacks along the way.

– **Deliver Jewels:**

1) 10,000 gold worth of jewels is placed on one of your ships that is in port (if no ship is in port then the next port controlled by your Empire).

2) Shuffle your island port cards and draw one at random. Place this on your Duty board along with the “Deliver Jewels” Duty card.

3) Once the jewels have been safely delivered to the above port the Duty player receives 1000 gold from their Empire (i.e. the bank).

– **Fortify Port:**

The Duty Player's Empire has commissioned that a port be fortified.

1) Shuffle your island port cards and draw one at random. Place this on your Duty board along with the “Fortify Port” Duty card.

2) Once any of the Duty Player's ships have made it to the above port and remained at that port for 2 turns the Duty player receives 250 gold from their Empire and that port gets a Fortification piece.

– **Conquer Port:**

The Duty Player's Empire has commissioned that an enemy port must be attacked and conquered for Duty and Empire.

1) Place the “Conquer Port” Duty card on your private Duty board.

2) Once any of the Duty Player's ships have made it to any of an opposing Empire's ports and successfully conquered that port the Duty player receives 2000 gold from their Empire.

– **Conquer Pirate Base:**

The Duty Player's Empire has commissioned that a Pirate port must be attacked and conquered for Duty and Empire.

1) Place the “Conquer Pirate Base” Duty card on your private Duty board.

2) Once any of the Duty Player's ships have made it to a Pirate Base and successfully conquered that port the player receives 2000 gold from their Empire.

– **Attack Fleet:**

The Duty Player's Empire has commissioned that an enemy Empire ship must be attacked and conquered for Duty and Empire.

1) Place the “Attack Fleet” Duty card on your private Duty board.

2) Once any of the Duty Player's ships have successfully attacked an opposing Empire ship the Duty player receives 500 gold from their Empire.

– **Attack Pirates:**

The Duty Player's Empire has commissioned that a Pirate ship must be attacked and conquered for Duty and Empire.

1) Place the “Attack Pirate” Duty card on your private Duty board.

2) Once any of the Duty Player's ships have successfully attacked a Pirate ship the Duty player receives 500 gold from their Empire.

Turning Pirate

A Player may turn Pirate at any time. Alternatively they may be forced to become pirate if they have failed to fulfil their Empire Duties (i.e. had gained 3 or more unsolved Duty cards) or if they have gone bankrupt with no ships. Once a Player turns pirate they may NOT return to being a Privateer. If a Pirate ship ever returns to a port of their old Empire, that port will always attack them! (Including any marines that are located there). Other Empires may or may not attack visiting Pirate ships at their discretion.

Once a player turns Pirate the following things happen:

- 1) The Player must pick one of their ships as their Pirate vessel*. Any goods or gold on board becomes the booty of the Pirate player. However, the Pirate Player must roll a die for each Marine unit on their Pirate ship, a roll of a 5 or 6 means they become a Pirate gang otherwise they are made to walk the plank. All other ships, marines, goods and gold are returned to the closest port of that Empire. All gold accrued at the Pirate players home port is returned to the bank.
**In the case that the Player has no Pirate Vessel then that player may roll each turn for a ship: a roll of a 4,5 or 6 will mean that they get a random ship. Roll another dice to decide the type of ship:*
 1 or 2 = Schooner
 3 or 4 = Ketch
 5 = Galleon
 6 = Frigate
- 2) The player removes all private Duty cards and places them back in the Duty deck.
- 3) The player may no longer pick up Duty cards on their turn.
- 4) The player may not pick up Charters, they may only attack ships and ports to gain booty.
- 5) The Pirate player no longer gains the innate Empire bonus.
- 6) Pirates may only sell stolen booty at Native/Pirate ports, but will only get ½ the asking price.
- 7) In order to protect their loot they must establish a Pirate base. They can do this by attacking an existing port and successfully taking it over or by travelling to a Native/Pirate island and placing their flag there.
- 8) Once a Pirate base has been established the call of freedom, debauchery and villainy calls up one new Pirate band on that location each turn!

Game pieces:

Please check that you have all the following game pieces:

- 1) 1 Map Board.
- 2) 1 Charter Board (often split in two for ease of use).
- 3) 4 Empire Flags and 4 Pirate Flags.
- 4) 4 private Duty Boards.
- 5) 8 Expanded Ship boards and 8 Single Ship boards.
- 6) 12 Fort pieces.
- 7) 20 Duty cards.
- 8) 36 Empire Ship and 32 Pirate Ship pieces.
- 9) 34 Island Port cards.
- 10) 48 marine and 48 pirate units.
- 11) 74 Commodity cards.
- 12) Gold piece counters.

Setting up a game:

- 1) The Map Board and Charter Boards are placed in the centre where everyone can see them. Each player receives their own Duty Board and Ship Boards.
- 2) Each card deck is shuffled and placed in the centre of the table in everyone's reach.
- 3) In the Extended game - fortifications are placed on Roseau, Santa Domingo, San Juan and Porlamar.
- 4) Each Player rolls a dice. The highest roll starts. That Player may then choose which Empire or Pirate gang they wish to be. In clockwise order each Player then chooses what faction they wish to be.
- 5) As each Player chooses what they will be they collect the following:
 - 1 Flag of the faction they have chosen
 - 1000 gold pieces
- 6) Starting with the last Player in anti-clockwise fashion - each faction gets to place their flag on an island port of their choice that their Empire controls (Pirates may only choose Native/Pirate island ports).
- 7) The game then follows normal turns starting with the first player except for the very first round of play where NO Duty card is drawn – each Empire player starts with a Charter (i.e. skip step 1 and presume that every player has drawn a Charter Duty card).

A Player's turn:

Each turn a player does the following:

- 1) If that Player is a Privateer they may draw a Duty card (if the Duty card deck is empty shuffle the Duty card discard pile). If the extended rules are in play then each Empire Player MUST draw a Duty card!
- 2) If the Duty card is a Charter then follow the rules for the Charter cards (above), otherwise place the Duty card on the private Duty card board and follow the rules for the Duty card (see the Duty card section).
- 3) The Player may then purchase as many ships, fortifications or marine/pirate units that they can afford. Marines and ships may be bought at the Home Port using stashed funds of that Player or at any Port they control if they have the funds available from a ship docked at that Port.

- 4) The Player may then their ships once. In the extended rules a player may move each of their ships once (as many moves that it can make). Movement stops as soon as the ship takes an action (such as engaging in combat) and cannot be resumed afterwards.
- 5) Each ship the Player possesses may then take one action: be it attacking a ship or port, loading a commodity on board or unloading a commodity and receiving payment.

Ending the Game:

The first Player to accrue 10,000 gold at their home port wins the game.