

NAME	SKILL	DAM	CRIT	RANGE	ENCUM	PRICE	RARITY	SPECIAL
Boarding Axe	Melee	+3	3	Eng	2	50	1	
Cutlass	Melee	+3	2	Eng	2	100	2	Defensive 1
Dagger	Melee	+1	3	Eng	1	20	1	
Hook	Melee	+1	3	Eng	1	50	2	Vicious 1, Ensnare 1
Blunderbuss	Ranged	6	3	Short	4	300	4	Blast 3, Knockdown, Limited Ammo 1
Bomb	Ranged	6	4	Short	1	75	4	Blast 3, Limited Ammo 1
Flintlock Pistol	Ranged	6	2	Short	2	200	3	Pierce 2, Limited Ammo 1
Musket	Ranged	8	2	Long	4	400	4	Pierce 2, Limited Ammo 1
Stink Pot	Ranged	6	5	Short	1	75	4	Blast 3, Stun Damage, Disorient 1, Limited Ammo 1

Pirate Weapons

Boarding Axe: A small axe or hatchet that can be used as a tool and a weapon. It grants ■ on Athletics checks to board a ship.

Cutlass: A short, broad sabre used in naval combat. It is well-suited for fighting in close confines.

Dagger: The standard eating implement as well as a weapon of last resort. Almost everybody carries one.

Hook: Either an implement for handling cargo or a replacement hand. In the latter case, you may choose to use Brawl instead of Melee.

Blunderbuss: A shotgun-like firearm. It is only effective at short ranges and quite popular for boarding actions.

Bomb: This is the classical cartoon bomb – a black sphere with a burning fuse.

Flintlock Pistol: The typical pirate pistol. It requires some time to reload, so many pirates will carry more than one.

Musket: A heavier firearm that also relies on a flintlock mechanism. It is muzzle-loaded and does not have a rifled barrel.

Stink Pot: A thrown grenade that contains all kinds of nasty chemicals and produces a great stinking cloud.

Ships

The ships listed here are all from the Golden Age of Piracy (17th century) and are reasonably “realistic” while still abstract enough to allow for easy and fun play. You can use these ships with the normal vehicle rules, however, there is one optional rule (“masts”) added to the maximum speed area of the stat blocks.

There are as many max speed values as the ship has masts. When the first mast is lost, reduce the max speed to the next number. When all masts are lost, max speed is 0. Should the ship be faster than the current maximum speed due to sudden critical damage, the speed is automatically reduced by one per turn. If you do not use the customized critical hit table from this book simply assume the maximum number of masts for your ship.

Sloop

This small ship is highly maneuverable and fast, which makes it a favorite of pirate crews. It has a single mast

Silhouette	Max Speed	Handling
3	4	0

Defense	Armor	HT Thresh	SS Thresh
0	3	30	20

Control Skill: Operating

Complement: 20 crew

Passenger Capacity: 5

Price/Rarity: 50'000 / 6

Consumables: 3 month

Encumbrance Capacity: 75

Weapons:

- 4 starboard and 4 port 9-pounder cannons (Fire Arc: Startboard or Port, Damage: 4, Critical 5, Range: Medium)
- 4 starboard and 4 port 24 pounder cannons (Fire Arc: Startboard or Port, Damage: 6, Critical 3, Range: Long)
- 1 front-mounted 9-pounder cannon (Fire Arc: Forward, Damage: 4, Critical 5, Range: Medium)

Two-Masted Schooner

These ships are slightly slower than sloops but can carry a few more guns. However, they are more often used for coastal passenger transport and fishing.

Silhouette	Max Speed	Handling
4	4/2	-1

Defense	Armor	HT Thresh	SS Thresh
0	3	40	30

Control Skill: Operating

Complement: 20 crew

Passenger Capacity: 10

Price/Rarity: 70'000 / 6

Consumables: 3 month

Encumbrance Capacity: 100

Weapons: Many schooners are unarmed, however they can be equipped with the cannons listed below.

- 8 starboard and 8 port 9-pounder cannons (Fire Arc: Startboard or Port, Damage: 4, Critical 5, Range: Medium)
- 4 starboard and 4 port 24 pounder cannons (Fire Arc: Startboard or Port, Damage: 6, Critical 3, Range: Long)
- 1 front-mounted 12-pounder cannon (Fire Arc: Forward, Damage: 5, Critical 4, Range: Medium)

Three-Masted Frigate

This is the ship from the core rule-book, updated to work with the new critical hit table and to better fit in with the other ships.

Silhouette	Max Speed	Handling
5	3/2/1	-2

Defense	Armor	HT Thresh	SS Thresh
0	3	60	45

Control Skill: Operating

Complement: 60 crew

Passenger Capacity: 200 (troops)

Price/Rarity: 300'000 / 8

Consumables: 3 month

Encumbrance Capacity: 200

Weapons:

- 4 starboard and 4 port 9-pounder cannons (Fire Arc: Startboard or Port, Damage: 4, Critical 5, Range: Medium)
- 15 starboard and 15 port 24-pounder cannons (Fire Arc: Startboard or Port, Damage: 6, Critical 3, Range: Long)
- 2 front-mounted 12-pounder cannon (Fire Arc: Forward, Damage: 5, Critical 4, Range: Medium)

Three-Masted Galleon

A heavily armed transport ship that was actually quite fast for its size. Primarily but not exclusively employed by the Spanish.

Silhouette	Max Speed	Handling
6	3/2/1	-3

Defense	Armor	HT Thresh	SS Thresh
0	3	70	50

Control Skill: Operating

Complement: 60 crew

Passenger Capacity: 200 (Troops)

Price/Rarity: 300'000 / 8

Consumables: 4 month

Encumbrance Capacity: 350

Weapons:

- 12 starboard and 12 port 9-pounder cannons (Fire Arc: Startboard or Port, Damage: 4, Critical 5, Range: Medium)
- 24 starboard and 24 port 24-pounder cannons (Fire Arc: Startboard or Port, Damage: 6, Critical 3, Range: Long)
- 1 front-mounted 12-pounder cannon (Fire Arc: Forward, Damage: 5, Critical 4, Range: Medium)
- 1 aft-mounted 12-pounder cannon (Fire Arc: Aft, Damage: 5, Critical 4, Range: Medium)

Three-Masted Carrack

The heavier predecessor of the galleon is still in use as a transport but is underarmed due to its single gun deck. As a result, a carrack is often escorted by one of more galleons.

Silhouette	Max Speed	Handling
7	2/1/1	-4

Defense	Armor	HT Thresh	SS Thresh
0	3	80	50

Control Skill: Operating

Complement: 80 crew

Passenger Capacity: 200 (Troops)

Price/Rarity: 500'000 / 8

Consumables: 4 month

Encumbrance Capacity: 500

Weapons:

- 4 starboard and 4 port 9-pounder cannons (Fire Arc: Startboard or Port, Damage: 4, Critical 5, Range: Medium)
- 4 starboard and 4 port 24-pounder cannons (Fire Arc: Startboard or Port, Damage: 6, Critical 3, Range: Long)
- 1 aft-mounted 12-pounder cannon (Fire Arc: Aft, Damage: 5, Critical 4, Range: Medium)

Unique Ship Features

Each ship in the Golden Age of Piracy is a custom-built vehicle and therefore, no two are exactly the same. Also, ships tend to develop their own personality over time. The table below has some unique ship features you can apply to a vessel.

D10	Unique Feature
1	The ship is covered in carvings, each of which seems to tell its own tale.
2	The ship makes disturbing sounds at inexplicable times.
3	There are rumors of a ghost on board that is sometimes benevolent and sometimes outright evil.
4	There is a spiked caged hanging from the main mast to punish mutineers.

5	The captain's cabin has a huge built-in organ.
6	Very strange, almost intelligent rats with greenish fur plague the ship.
7	The ship is covered in barnacles as if it had been submerged for some time.
8	The figurehead is said to talk to sailors on watch on nights of full moon.
9	Some of the rigging consists of chains.
10	The wood of the ship is very smooth and elegant. It is not one of the common types of timber.

Naval Combat

Naval combat is essentially the same as vehicle combat in the core rule book. However, there are two small changes I suggest to create a more authentic feeling. First, there is a different critical hit table that reflects the

nature of sailing ships. Second, there is the effect of wind on the speed of a ship.

Critical Hits: The alternative critical hit table takes into account that ships rely heavily on the integrity of their masts, already have a super-poor handling and do not evaporate.

Wind: Regardless of current speed, ships cannot move directly against the wind. When they move 45-90° angled from the wind, they automatically lose 1 speed per turn (which can be offset through an accelerate maneuver). Moving directly with the wind automatically increases the speed by one until maximum speed is reached. Any other direction has no special effect. This extra acceleration has no effect on system strain. So if you accelerate by one through a maneuver and also sail directly with the wind, you do not suffer 1 system strain like you would when you accelerate by 2 with a maneuver.

D100	Severity	Result
01-18	◆	Rattled: The ship suffers 3 system strain. Crew in the area that was damaged also suffers 3 strain (GM's call)
19-36	◆	Shrapnel Spray: Each person in the area that was damaged (GM's call) must make a Hard (◆◆◆) Resilience or Vigilance check or suffer 1 wound plus one additional wound per ✕. 🌀🌀🌀 or 🌀 can be used to inflict a critical injury.
37-54	◆	Rigging Damaged: The ship suffers 3 system strain. Additionally, maximum speed is reduced by 1 until the crew reattaches the sails as an action. This requires an Average (◆◆) Leadership check from an officer.
55-63	◆◆	Rudder Damaged: All Operating checks are upgraded once.
64-99	◆◆	Mast Hit: The ship's speed is reduced to the level of one mast less for its class.
100-126	◆◆◆	Cannons Disabled: The cannons in the most logical firing arc (GM's call) are disabled and cannot be fired.
127-144	◆◆◆◆	Fire: The ship catches fire and all occupants suffer damage as described in the core rulebook on page 111. The fire can be put out with Average (◆◆) Cool or Athletics checks – one per level of silhouette of the ship.
145-153	◆◆◆◆	Sinking: The ship starts to sink, can no longer maneuver and must be abandoned within 10 minutes.
154+	◆◆◆◆	Magazine Explosion: Each person on board must make a Daunting (◆◆◆◆) Resilience or Vigilance check or suffer 5 wound plus one additional wound per ✕. 🌀🌀 or 🌀 can be used to inflict a critical injury at +20. The ship starts to sink, can no longer maneuver and must be abandoned within 5 minutes.