Pirates of the Dread Sea

To
Paul Chappell,
Our Dad

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"What is dead can never...aw crap"

- Reported LAST last words of Beligerous Pungeance, dead, undead, then dead again pirate lord.

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Part One

The Dread Sea and Its Peoples

The Dread Sea lies a long way beyond the safe and cosy underground Jarldoms of the Dwarfs, beyond the furthest borders of the many warring realms that make up the great empire of Men, beyond the stinking pits of the loathsome and argumentative Goblins and Orcs, and beyond even the ancient and mysterious lands of the Elves.

Once, the thousands of islands that make up the Archipelago of the Utterly Damned* were occupied by the various races of the world; indeed it appears that the races even lived side by side in harmony with each other. Legend tells of a truly cosmopolitan city, the heart of a thriving multiracial empire, long since swallowed up by the waves. Or a giant squid. Or possibly a sea dragon. What's for sure is that the souls of those who lived there never made it to Valhalla, nor The Great Gold Mountain, nor The Place With Endless Chicken and Beer, or any other of those peoples' afterlives.

This is known because the dead, or at least a good number of them, are still there, in the Dread Sea. Some on great hulking, fearsome blackened ships, sailing forever across the Dread sea, sinking any vessel they find and feasting on the flesh of the living, others marching in armies across the sea bed in an endless campaign to invade the prosperous lands of the modern races, many thousands more slowly dragging themselves around the islands of the archipelago, hoping to bump into any living soul foolish enough to have entered this cursed place, to steal their life, their body, to return themselves to life…

…of course, no one would be stupid enough to enter such a place. Would they?

The thing about the Dread Seas is, of course, that the long lost civilisation which left a somewhat problematic infestation of the undead covering significant parts of the thousands of square miles the area covers also left behind…everything else. Gold. Jewels. Learning. The secret, somewhere perhaps, of their peaceful and harmonious existence. Also, did we mention Gold?

And where there be Gold … tharr be pirates!

Of course there are easier pickings sailing along the edges of the Dread Sea as well, and sometimes even through them (if brave captains have been paid a high enough bounty to risk saving time by crossing them) and the Pirates of the Dread Sea occasionally supplement their treasures and adventuring with attacks on the merchant fleets of the races of the explored world. This is what makes them pirates to their own governments and wanted to a man (/dwarf/elf etc.). That said, many merchant Captains are little more than less-well-armed pirates themselves, and many is the Captain of any race who is willing to trade with the Pirates of the Dread sea in the ports at Chapelton, or even meet them in secret elsewhere. Their safety, in such decision making, is never certain…

*it has been, cynically, suggested that the person who coined this name did not want others to attend the Archipelago, perhaps to seek its treasures themselves. Or, alternatively, because they had been there.

Men

It is often noted by philosophers and drunkards (and the difference often comes down to little more than the style and expense of one's hat) that the Goblin word for "Brave" is the same as that for "Stupid".

Men are brave and stupid. They crave adventure and adulation, empire and respect, glory, supremacy and a life less ordinary. If men didn't invent piracy (and it is hard to be sure, as much of Goblin and Orc behaviour which is considered normal social interaction would be considered piracy by other races) then they certainly perfected the art and made it work for them. It was men who displayed the necessary cynicism and gall to declare themselves privateers, claiming bounties from the Kingdoms and Empires of men and the East Elvia Company for destroying Pirate crews whilst simultaneously preying on trade routes themselves. Men operate throughout the dread sea, both in crews made up of only their own race, but also mixed with almost every other race in every conceivable combination. There is nothing inherently good or evil about a man, which makes them incredibly untrustworthy in the eyes of the other races. The motivation of one man can no more be banked upon than what he might do next in a game of poker, and men are often brave and stupid enough that it is simply impossible to tell which they take more seriously - poker or their motives.

Of all the races in the Dread sea, men are probably the most populous and make up significant populations in the small number of settlements and in the de facto pirate capital of Chapelton. Here a brisk and highly profitable trade with the mainlands of the dwarves, elves, men and even orcs has allowed for the establishment of bars, brothels, a bank, a standing militia, and the imposing, cannon-bristled Fort which looks over the Maw, known as The Last Argument.

Indigenous Peoples

Though as far as anyone can tell (which in matters of history normally just means whatever the Elves say, as one of them was probably there) the islands of the Dread Sea have not been fully inhabited and "civilised" for many hundreds of years or even longer, they have not been entirely devoid of life all that time. Rumours abound of pockets of men, orcs and goblins, dwarves and reportedly elves living on isolated islands who have not either ever achieved or maintained contact with the greater populations of their races. Could these be the descendants of survivors of the great civilisation which once stretched across the archipelago? It seems as likely as any other explanation. These isolated groups are usually hunter gatherers and fishers, and tend to be armed with spears and bows, having never previously come into contact with races familiar with gunpowder. They are also greatly feared, as many believe that the only way they can have survived for hundreds of years surrounded by the undead is that they are some manifestation of the undead themselves, or that they possess magic which allows them to control them.

Dwarves

It is a common misconception that the vast majority of dwarves live underground mining gold all of their lives because they enjoy doing so, or because it is a cultural norm and inherently dwarvish thing to do. This is partly true, but misses the fundamental focus of dwarvish society: the gold. Dwarves mine for gold, because gold is, more often than not, found underground. If there was no gold to mine for, they simply would not do it. Mining is hard work. Some dwarves learned of another, often far easier, way of getting gold: taking it from somebody else. Through their trade and occasional wars with the other races of the world, these dwarves learned of a sea which was said to be full of gold for the taking: The Dread Sea. Though to others the name might have incurred a sense of foreboding, The Dread Sea is a perfectly normal sounding name for dwarves, given as they are to naming things with what could be considered a sense of dramatic pessimism. It is not uncommon, for example, for dwarven mining pits to be called The Eternal Tomb Of Lost Brothers and even bed-chambers to be known as The Last Resting Place but One. It is likely the type of dwarf that rolls his eyes at such pomp who also decided that rather than break his back covering himself in dust in darkness all day, he might go and have a gander at this Dread Sea and see if he can simply pinch some gold off someone else, or sail to an island where a long dead race might have left some lying around.

Once there, Dwarf pirates discovered that the towns that established themselves early in the Dread Sea – Chapelton in The Maw and Belica in the Drowning Bay – held other delights not available underground. Whilst dwarves' capacious appetite for ale was already known and infamous, mixing with the other pirates of the Dread Sea allowed Dwarves to discover a whole new world of different types of alcohol – from rum, grog and bumbo, to elven wines and other spirits and even the almost pure alcohol mixed with...something...which the orcs and goblins alternate between drinking and using to clean the decks of their ships or sterilising their wounds. Some dwarven pirates are said to even favour alcohol over gold! This is certainly apparent in the bars of Chapelton.

Dwarves are without doubt the least racist of all the known sentient creatures, being almost equally prejudicial towards absolutely anyone who isn't a dwarf, is the wrong type of dwarf, looks like they might be the wrong type of dwarf, and their own clans. Dwarves, or at least sober ones, are legendarily grumpy*, especially when referred to as grumpy by anyone else. Like many other traditional traits, this may be seen to lesser degrees in the diverse and lawless islands of the Dread Sea, though it is certainly commonly true that dwarves prefer their own company. Historically, dwarves distrust and dislike elves and are reviled by orcs and goblins. Men, they consider lazy and stupid, but then, as noted, they often aren't overly keen on other dwarves. It is highly common in traditional dwarven clans for the Jarl to sit upon an enormous Book of Wrongs, which is updated frequently and lists the enemies of the clan. Whilst effectively clanless, it is not unheard of for dwarves on the Dread seas to carry small notebooks filled with names and indiscretions themselves.

*it is an oft-remarked "fact" that 6 out of 7 dwarves aren't happy.

Elves

Elves simultaneously enjoy and suffer the blessing and curse of long life or even near immortality. Most fill their days with learning history, geography, arts, crafts and song, developing and sharing wisdom, or creating great painted canvasses, elaborate music and epic poetry.

One was known to travel the entirety of the world from east to west and south to north, returning to much excitement in his homeland as he then set about recreating every last inch of the world he had seen in miniature form out of matchsticks, which unfortunately keeps burning down before he finishes the recreation of his home village.

Some Elves, however, often youngsters of only a couple of hundred years or less, find all this, frankly, a bit boring, and the idea of hundreds of years filled with crochet and the reciting of epic poems about great historical crocheters absolutely horrifying to look forward to. The Elves travelling on the Dread Sea fall into two categories – those willing to risk life and limb in the search of adventure, and those who have been banished from their traditional homes, usually for what they considered to be "adventurous" behaviour, long before.

Though not necessarily the toughest and stoutest of opponents in melee combat, Elves make formidable sailors and pirates. Many have acquired useful skills over their many years, and most are fit and capable. Generally intelligent and educated, Elves nevertheless are very infrequently found to Captain crews or hold high ranking positions due to the significant distrust which their intelligence, learning, wisdom, skill, height and good looks often engender. To have so many gifts is considered by many, especially those that have fewer, to be the absolute definition of elvishness.

Orcs

Tall, muscular, usually armed to the teeth and often incredibly smelly, Orcs are terrifying. They would be more terrifying still if they could work together without fighting and had more brain cells than teeth. It is generally considered to everyone else's interest that they do not, and perhaps this, along with their sheer muscle, is why Orcs are very commonly hired as mercenary crew members on the Dread sea. They are also not great at maths, which makes them even more appealing as hired hands. Having no loyalty to any other race nor basic moral code does mean that Orcs are just as likely to be found working alongside a Necromancer and force of the undead as they are with one of the races of the Known World.

Orcs are, by their nature, argumentative, aggressive, violent and thuggish and as such take to piracy much like dwarves take to ale. Orc pirates don't necessarily even need the promise of loot or adventure to motivate them – they were almost certainly only going to be pillaging and fighting anyway, so they may as well head where Kings and armies are much less likely to try to stop them from doing so– The Dread Sea.

Those same qualities naturally often prevent Orcs from being able to crew ships and complete missions without numerous mutinies, changes of Captain and occasional mass murders. Orcs frequently accept their smaller, more cunning cousins Goblins in positions which the Goblins consider to be authoritative, as it usually works to the Orcs advantage to have someone who knows which way to point the ship, and has never been the case that a Goblin has been particularly difficult to swallow.

The Undead

Since man, followed by dwarves, elves, orcs, goblins and others came to the Dread Sea, there has been no shortage of corpses created. Even were it the case that the crews of Undead pirates were only made up of the reanimated remains of those that had made the Dread sea their home in recent decades, there would be plenty enough of them about to cause significant trouble. However, most of the shambling, decaying skeletons that sail the Dread sea are far, far older. They pre-exist Chapelton by hundreds, perhaps even a thousand years. For how long the undead have walked, fallen and walked again in this place, no one knows. What ended their great civilisation? Again, no one knows. When asked if the fate of their empire is known to them, even the oldest of the Elves obfuscates or claims their memory is fading. It could be that they remain restless to claim revenge against someone or something they hold responsible.

Yet the dead do not walk alone. Or not for long, at least. Despatching a stumbling, unthinking, rotting skeleton from the world is a relatively simple thing to do for most semi-skilled pirates. A hammer is often all that is required. It's stopping them from getting back up again which is the trick, and getting back up again is not a trick which the skeletons - which make up the vast majority of the undead hordes - can do alone. Without someone possessing the necessary powers to quickly reanimate them aboard ship or on the field of battle, the undead would pose no significant problem to any other pirate crew. There is always someone there – someone living, or at least giving that appearance – pulling the strings and directing the undead. Sometimes their motivation seems clear, or at least, appears to fall in line very similarly with the motivations of their enemies – find treasure, take treasure, kill anyone in the way. More often, their motivation seems to be to stop the crews made up of races from the Known World of achieving their objectives – stop them digging up the treasure, stop them exploring these islands, stop them from living here at all.

Perhaps the restless dead simply want the pirates to leave their belongings – the treasures which were theirs in a life lived scores of generations ago - alone? Or perhaps they, too, are looking for something...a greater prize than anyone has yet imagined...

Goblins and Trolls

In her renowned (by Elves, anyway) treatise on all life in the Known World, "The Lesser Species", Elf scholar Leyllyll Oriellyl describes Trolls as "very like their cousins the Orcs in smell and desirability as a travelling companion, whilst larger still and even less intelligent" and Goblins as "very like their cousins the Orcs in smell and temperament, whilst smaller and far more cunning". This is, naturally, fiercely disputed by both races, and copies of the book are routinely eaten on sight by Trolls. Although so are most other books, so it is unclear if this is a specific protest.

Trolls are, it is perhaps less controversial to say, big. They are big, tough and very, very hard to knock down. They make excellent soldiers, particularly where they are only required to move roughly forwards, breaking things and killing other things simply by dint of doing so. It was clearly, therefore, entirely unnecessary for Trolls, from an evolutionary point of view, to possess sufficient intelligence to build ships, write or read maps, navigate or know which way round a gun goes. Trolls make far better soldiers than sailors and never, ever make good officers.

Goblins are clever, though they are almost always referred to instead as cunning. This is likely because of the way in which they choose to direct their intellect. Someone who creates a cure for scurvy is clever, someone who infects a town with scurvy and charges an exorbitant price for the cure is, amongst other things, cunning. Goblins are cunning.

The Dread Sea is seen by many Goblins as a wonderful opportunity to advance themselves, and also stay alive, in a world where they are often left to exist in communities which treat them as inferior and untrustworthy. Whilst they remain inherently untrustworthy, Goblins have proven themselves invaluable to Orcs, Trolls and occasionally others on the Dread sea by being able to charter ships, read maps, and perhaps far more importantly, manipulate or satiate unruly crews so that they stop bludgeoning each other for the greater good of being able to all bludgeon someone else later.

Dread Sea Trolls

Goblins and trolls can be used as individual characters or, where a Goblin has mounted a Troll, and are acting in one another's mutual benefit (at least until the gold is being counted) they can be used in a permanent partnership - this is common across the Dread Seas and Crews made up in this way are known as the Dread Sea Trolls.

Where a Goblin and Troll are acting in partnership in a game, they are treated as a single Character in terms of Turns and Phases. On this Phase both Characters carry out their 2 Actions, however the Goblin never has to use a Move Action, as they move for free on the Troll. If the Goblin is taken Out of Action, the Troll may continue to Act alone, but cannot reload weapons. When the Troll is taken Out of Action, the Goblin runs away and both are removed from play. Additionally:

Trolls cannot Reload Guns or Cannons. A Goblin can reload for them, however.

Goblins riding Trolls cannot be attacked in melee whilst riding a Troll.

Goblins can "Hide" whilst on a Troll, meaning they are 1 harder to hit from ranged weapons.

Ratmen

There are a lot of rats across the dread sea. On islands, on wrecks and ruins, on every ship. Rats. Some are bigger than others. It came as somewhat of a surprise to the early explorers, however, when one of them not only stole the pirates cheese, but also their rum, and fired back with a flintlock pistol when they tried to chase it away. He later came back with a swarm of his friends and stole the ship too. The Ratmen of the Dread Sea are believed to be directly related to the common rat, and are often found surrounded by thousands of their lesser cousins when fighting. It is thought that at some point during the violent and dreadful history of the Dread sea, some dark magic twisted the rats aboard a ship into the first of the Ratmen, and the infestation has grown ever since. Ratmen have begun to adopt the language of men and even to wear the clothes and hats of the pirates they encounter. They have a cunning group intelligence, always working together, and have adapted very quickly to piracy. This sense

of community presents a threat to the more independently minded pirates, as the Ratmen are rumoured to have formed a great Fleet of the Black Rat which is said to have destroyed every vessel and crew it has come across, taking the supplies and weapons to bolster the fleet further. Ratmen therefore cannot join crews on their own; any crew with Ratmen must feature at least 2 Ratmen.

Skrier

When the races of the Known World first set sail on the Dread Sea, the Skrier were unheard of. Even now, there are many "back home" who would not have heard any stories of them, and some who have would dismiss them as myths, insisting they do not exist at all. This would be strongly refuted by anyone unfortunate enough to have been harpooned by one.

This part-human, part-aquatic race, named Skrier by the pirate crews for their shrill and piercing cries, are considered mysterious and alien to the pirate races of the Known World. Yet, for all that, they soon adapted to the common ways of piracy – emerging from beneath the waves to steal ships and seemingly taking to the pirate way for the same reasons as any other race – for plunder! What is done with this plunder, none yet know for sure. Rumours abound of Skrier ships disappearing whole beneath the waves to sail their bounty back to enormous underwater glimmering cities. Rumours told, inevitably, by eyewitnesses who were drunk, terrified, wearing at least one eye-patch, or all of the preceding. As yet, no Skrier has joined a crew made up of other races, and no other race has joined a Skrier crew. A mutual distrust exists, doubtless exasperated by a lack of common language between the Skrier and the races of the Known World. Some pirates have wondered what the exact relationship is between the Skrier and the indigenous peoples, and voodoo practicing people, of the Dread Sea, and if, in fact, they are the descendants of the ancient and more civilised race spoken of in legend.

Other Creatures

The Dread Sea is largely unexplored. Which is to say that it is largely unexplored by the races of the Known World – it may well have been thoroughly explored and mapped by those that already resided there, but if this is the case, the information has absolutely not been shared with the recently arrived races to the archipelago. There is a great deal yet to be discovered within the Dread Sea. Some of the creatures which have been noted so far are:

Giants: Giants exist, though incredibly rare, throughout the Known World. Giants have always been persecuted and hunted both through fear – as due simply to their size and strength they are a threat to any other race – and through a desire, particularly by men and goblins, to make giants an entertainment, keeping them as slaves. In the Dread Sea, giants have been historically rare, though within the last few years a number of giants have realised that outsiders are the norm in the dread sea, that there are no armies to conscript them into slavery, and that they have specific talents which allow them to assist or disrupt the actions of pirates by the fact that they can simply wade through the shallow water around islands and harbours, picking up and throwing cannons, treasure chests, or even enemies.

Giant Plague Rats: As mentioned previously, there are a lot of rats on the dread sea. Those that accompany their cousins the Ratmen can often grow to alarmingly large proportions. With black fur and red eyes, giant rats can be scary and dangerous. They can attack with teeth and claws, but also carry deadly diseases.

Harpies: Half-human and half-bird, Harpies are commonly found nesting around the highest points of the Dread
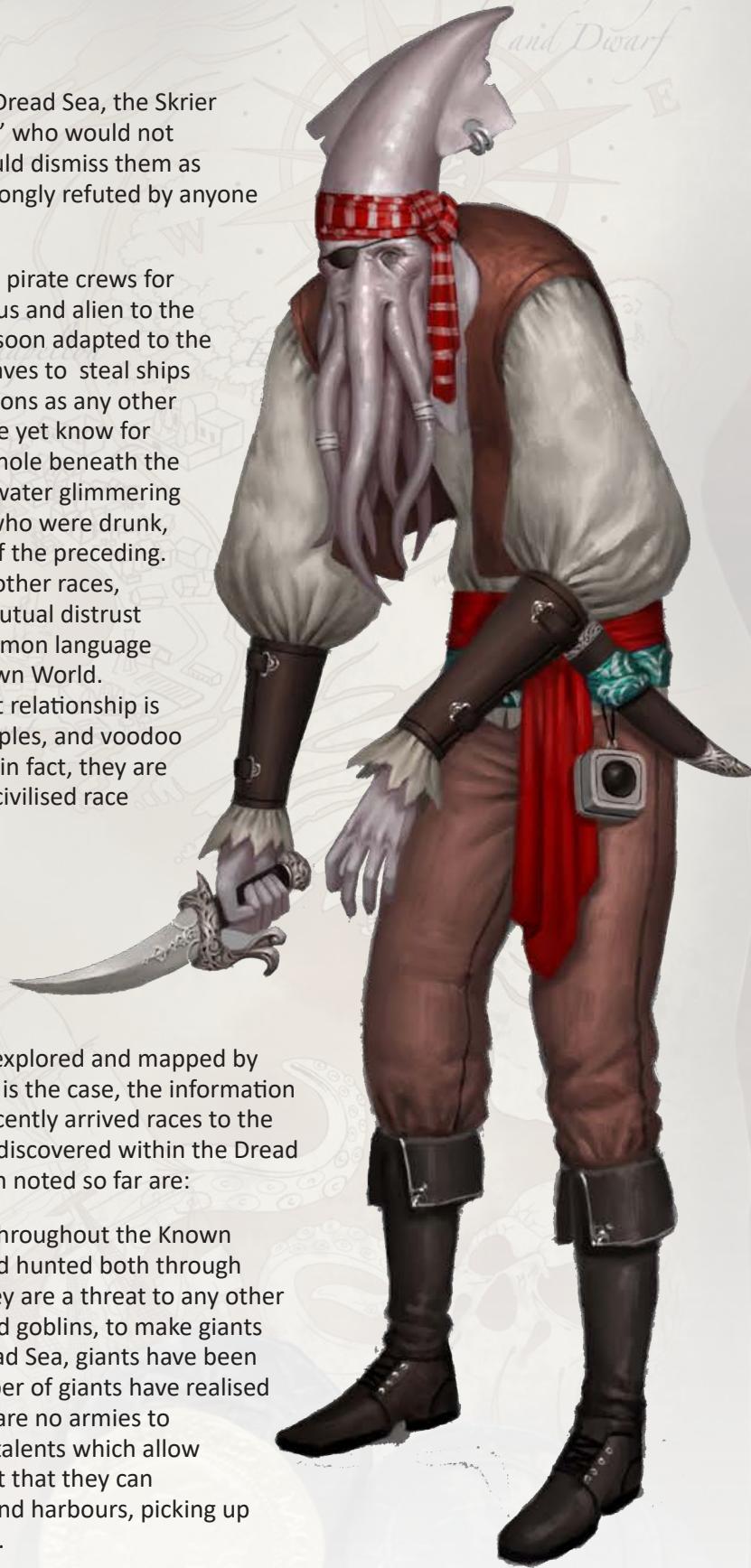
Sea – rocky outcrops, towers and lighthouses and even the masts of uninhabited ships are popular. Though bearing a great resemblance to humans, Harpies seem to act more similarly to birds, protecting their territory and gathering food. Unfortunately for the Pirates of the Dread Sea, the amount of food required for Harpies and their young make a human, elf or dwarf a particularly attractive meal.

Parrots: the parrots found on the islands around the Dread Sea are possessed with a great intelligence and have been said by some to remind some of the magical animals and birds known as familiars. Some Parrots can speak with some understanding and respond to questions. Others just tell jokes and tease the Trolls.

Merpeople: Very little is known about the mermaids and merwomen of the Dread Sea other than the fact that they are both incredibly friendly and also likely to rip you to shreds in a feeding frenzy.

Narwhals: Cousin of the unicorn, the horned whales known as narwhals are intelligent beasts which perhaps could be domesticated in the way of a horse, though this is yet to be explored.

Sea Dragons: Sea dragons are incredibly rare creatures, huge and beautiful and as capable using their wings as propulsion in the water as they are in air. Unlike dragons which live on land, sea dragons do not breathe fire – instead they are able to freeze water, people and even the air around them in icy blasts issued from their vast nostrils.

Kraken: Thankfully, reports of the Kraken existing in the Dread Sea are so rare that the creatures themselves are considered legendary, though the reports from the few survivors who have actually run into such creatures make it incredibly obvious why so few reports exist- because so few survivors do. Kraken are enormous squid or octopus like creatures with gaping maws which are said to be able to be swallow people, small boats, or even ships whole. There are reports of sailors at sea witnessing other ships sudden and unexpected demise as an enormous tentacle appeared from nowhere and smashed its way through a vessel, breaking it in half and sending it to the bottom of the sea.

Sturgeon: A sad and somewhat pathetic looking fish, common throughout the Dread Sea.

Part Two — Before Playing

Core Laws

All dice are 6 sided and referred to as D6

Unless specifically stated otherwise, 2 six-sided dice are used throughout PODS. Die are referred to as D6 and where two are rolled this is referred to as 2D6. In some cases, D3 are referred to – this means rolling a D6 but treating 1-2 as 1, 3-4 as 2 and 5-6 as 3.

Higher is Always Better, 12 is Always Best, 2 is Always Bad

When rolling, a Higher score is always better. In addition, a roll of 12 is ALWAYS a success, regardless of any modifiers, and a roll of 2, known to pirates as Snake Eyes, is always a failure. Snake Eyes often carry unique repercussions, yet even where it is not detailed that this is the case, where two "1"s are rolled - the roll is a fail.

Types of Gameplay: Campaign, Scenario, One-off

The heart of PODS lies the satisfaction of forming a Crew and building them in expertise and legend, likely losing and gaining members along the way. This is achieved through a manner of playing which we refer to as a Campaign. A Campaign is a series of interlinked games between regular players, the outcome of each encounter having a direct influence on the next. It allows for an enormous amount of customisation for your crew, and an ability for players to not just play wargames but tell stories in their games.

We would suggest that before embarking on a long campaign, players familiarise themselves with the basics of forming a crew and playing a single scenario. We suggest starting with Scenario 1, found on page 60.

Forming Your Crew

Before you can set sail on the Dread Sea in search of adventure and loot, you must assemble a Crew. Your Crew will generally consist of around 4-7 figures, though the exact number will be determined by the Gold value of the game you and your opponent choose to play. After you have picked up the basics of the game you are likely to want to build a Crew based either on the tactics that different options present, the different themes which can be used, or the models you have; whatever you personally enjoy.

For your first game, it is perhaps not so important to worry about such things – gather some suitable figures, read the following section, create your crew's Character Cards, and set sail! If you are desperate to get into the action, you can also use the Crews of Infamy as detailed from page 85 which provide basic starting statistics for the range of figures currently available from Dead Earth Games.

Allegiance and Alliance

Your Pirate Crew can be made up entirely of one race or can be a mix of several, however, except for Banished characters, the following Races do not ally with one another:

Dwarves will not ally with Elves, Orcs, Skeletons, Ratmen, Skrier or Goblins

Elves will not ally with Dwarves, Orcs, Skeletons, Ratmen, Skrier or Goblins

Orcs will not ally with Dwarves or Elves

Goblins will not ally with Dwarves or Elves

Humans from the Known World will not ally with Undead, Ratmen or Skrier

Indigenous People will not ally with Humans from the Known World

Ratmen can only ally with Orcs, Trolls, Goblins and Undead

Skrier may only ally with Orcs, Goblins and Trolls

Trolls do not ally with themselves. They might be stupid, but at least they know they're stupid. Individual Trolls tend

to join crews made up of more intelligent creatures and Troll crews tend to be led by more intelligent creatures.

A BANISHED character is a character who is no longer welcome amongst his own Race, and as such may join a crew which features any mixture of Races EXCEPT one of their own. For example, a Human Crew may also feature either Dwarves or Elves but not normally both, however, it may feature several Dwarves and ONE Elf or several Elves and ONE Dwarf if that Elf or Dwarf is Banished. When creating your Crew, you may choose to deem any Character as Banished. This should be noted on their Character Card.

There have been no known instances of banished Ratmen.

Undead

Note that playing Undead/Skeleton* Crews is quite unlike playing the living species, and as such a whole separate section of the book details how these differ, beginning on page 49. If you wish to play a Skeleton/Undead Crew, do read on to understand how basic character details work, but bear in mind Race, Rank and Role work very differently for the dead and undead.

Creating Characters

The following section of this book deals with creating some Characters for your first Crew. If you'd rather get to grips with the basics of the game first, that's fine too – you can use the ready made "Crews of Infamy" based on Dead Earth Games' own miniatures on page 85.

Each of the miniatures in your Crew represents a Character with individual Traits and Skills, not just a nameless sailor or pirate as may be seen in a mass combat or larger scale game. One of the joys of PODS is in creating these characters, putting them together as a Crew, and developing and advancing them and their equipment over a series of games.

Although it's really up to you how big or small your Crew should be, we would suggest you start with Crews of 4-7 miniatures, and this is the rough number of the Crews of Infamy which you may wish to use or practice with.

Of course you can continue to use and develop the Characters from the Crews of Infamy section of the book as well, or adapt them as you wish - one easy way of personalising a Crew quickly is to use the models and starting statistics of the Crews of Infamy but to give the Characters your own names. It's your game and your Crew.

Gold Coin Values

Everything required to form a Crew in Pirates of the Dread Sea has a value given in GC (gold coins) - from swords and pistols to Skills and Traits to the Crew members themselves. When forming a Crew, you must add together the total cost in GC to ensure it does not go over an amount agreed with your opponent. This allows players to start Campaigns or to play individual games on a relatively even playing field.

First, you must cost the Crew members themselves, then as you proceed through a Campaign you will also wish to spend Gold Coins on giving Characters Roles as well as Traits and Skills. On forming your Crew, Traits and Skills cannot be earned, and the only Roles which you must allocate for the majority of Crews are Captain and First Mate and for Undead Crews, a Necromancer (who also serves as Captain). Next your crew will need to be equipped with some form of weaponry:

Crew Members	
Race	Gold Coins
Human	53
Elf	48
Dwarf	51
Orc	56
Goblin	43
Troll	57
Giant	66
Skeleton	35
Ratmen	47
Skrier	48

Weaponry			
Weapon	Gold Coins	Weapon	Gold Coins
Blunderbuss	27	Knife/Dagger	7
Flintlock Pistol	12	Goblin Blade	7
Musket	21	Hook	7
Dwarven Blunderbuss	27	Rapier	13
Dragon Handcannon	12	Cutlass	13
Brace of Pistols	25	Scimitar	17
Bow	12	Cleaver	11
Crossbow	12	Axe	14
Nock Gun	30	Hammer	14
Throwing Knife	4	Giant Hammer	17
Club/Cosh/Blunt object	4		

Add:

- 10 pts to First Mate

- 25 pts to the Captain and

- 75 pts to any Necromancer

Statistics for the various weapons can be found on page 41 for Ranged and page 43 for Melee.

Character Cards

For each figure in your crew, you will need to create a corresponding Character Card.

Character Cards include all the information required to use the Character in a game of Pirates of the Dread Sea. Character Cards look like this:

Character Key Card

1. Name
2. Acted/Ready
3. Race
4. Rank
5. Role
6. SALT statistics
7. Weapon
8. Ready/Reload
9. Melee weapon
10. Skills and traits

Blank character cards for you to use and print will always be available for free on our website www.deadearth.co.uk *where you may also purchase high quality printed cards.*

Name

All your Crew members must have a name. You may, of course, name them whatever you wish, though the more piratical the better. Your Characters' names have no influence or impact upon the game, other than to aid players in the identification of them.

Acted/Ready

An Acted token is placed here after this Character has Acted each Turn, to remind you that they cannot Act again until the following turn.

Race

PODS is set in a world populated by all sorts of mythical and fantastical creatures who are genetically and physiologically varied, which is represented in our game rules by different basic characteristics which we refer to as SALT stats. SALT stands for Speed, Agility, Logic and Leadership and Toughness.

Rank

This is a numerical value which indicates how experienced the Character is, which in turn defines which Skills and Traits the Character is able to learn.

Role

A Character's specific job within the Crew– not all Characters will have a specific Role, but every Crew must have, for example, a Captain.

SALT Statistics

A Character's SALT stats are filled in on section 6 of the card from the information in the chart below:

Note that most Characteristics can be changed or upgraded as your Crew progress through a Campaign (a linked series of games).

The main Races basic SALT stats are as follows:

Race	Speed	Agility (lower is better)	Logic and Leadership (lower is better)	Toughness (higher is better)	Gold Coin Cost
Human (Inc. Indigenous People)	6 (3)	7	7	10	53
Elf	7 (4)	6	6	8	48
Dwarf	5 (2.5)	8	7	11	51
Orc	6 (3)	7	8	11	56
Goblin	6 (3)	7	7	7	43
Troll	5 (2.5)	9	11*	12	57
Giant	6 (6)	9	9*	13	66
Skeleton	6 (3)	8	9	6	35
Ratmen	7 (3.5)	6	8	9	47
Skrier	6 (3)	7	7	9	48
Familiar (Parrot)	12 (12)	4	n/a	5	25

*This creature does not need to pass an intelligence test to "Finish Off" an unconscious enemy, they need only move into contact and use an Action to rip off the enemy's head or grind them underfoot

Speed: The number of inches your Character can move for each of its Actions. Most Characters have 2 values for their Speed – their Primary Speed, which is usually used, and a Secondary Speed recorded in brackets after their Primary Speed. Use the Character's Primary Speed unless the rules state otherwise – Secondary Speed is used, for example, when the Character is attempting to traverse rough terrain, or swimming. Giants do not need to Swim, as they can walk through water, and can easily step over any difficult terrain – this allows hem to always move with the same Speed. Skeletons do not need to Swim, as they can walk on the seabed, however they are encumbered, and as such MUST use their Secondary Speed, as for any other type of difficult terrain.

Agility: Agility is used when a Character attempts specific particularly difficult physical actions, detailed later, such as leaping from rigging to assassinate a foe, or attempting to avoid cannon balls. The A value must be equalled or bettered on 2D6 to achieve the desired outcome.

Logic and Leadership: Logic is used when Finishing Off enemies, trying to use devices, acting quietly etc. whilst Leadership is used when receiving orders and the like. A Character's score is always the same for both Logic and Leadership. Common examples of the use of this statistic are:

Leadership: A Character must equal their L score or better it on 2D6 to be able to receive an Order from their Captain.

Logic: Skeletons, the Undead in general and some other creatures must pass a Logic test (i.e. score equal or more than their L on 2D6) to reload a weapon.

Toughness: A Character's Toughness indicates how difficult he or she will be to Knock Out, Wound or put Out of Action. The indicated number is that which must be equalled or bettered on 2 dice by their opponent to be successful in an attack.

Weapon

The two boxes under section 7 should be filled in with the name and details of the Character's ranged weapons (if they have any). More details of the weapons available to the majority of Crew members can be found on page 41

Ready/Reload

Next to ranged weapons you will find a space to place a Reload token. Whenever the Character fires a weapon, a

Reload token is placed on this space. When the weapon is Reloaded, remove the token, so that the space reads "Ready".

Melee Weapon

Details of any Melee weapon are recorded here.

Skills and Traits

The names of any Skills or Traits your character has learned are recorded here. Skills are abilities which relate to a Character's Rank and sometimes Role (if they have one), Traits are abilities acquired through gaining Rank and are dependent on a Character's Race.

Rank, Race and Role

All the Characters in your Crew have a *Rank*, *Race* and may also have a *Role*.

In addition to defining their SALT statistics, a Character's *Race* allows them to develop Traits relevant to the physical and intellectual characteristics of their species.

Their *Rank* is expressed as a Number from 1 through to 5 and indicates how experienced they are. In game, increasing in Rank gives your Character's access to new and improved Skills. There are two ways to gain Rank, the best is to win games. At the end of any game, all Characters who are still alive and active (i.e. Not Out of Action) on the Winning team , gain a Rank. In addition to this, one surviving Crew member on the losing team, chosen by the WINNING player, gains a Rank. The honourable way of doing this would be to bestow the rank on the Character who performed the best. If there are no surviving Characters on the losing crew, no rank is gained on that crew.

A Character's *Role*, on the other hand, is determined by your own choice. Not every Character in your Crew will necessarily have, or need, a Role, but those that do will perhaps be the most valuable. You may give any character in your crew any ONE of the following Roles:

Captain*: Every Crew must have a Captain and may only have one Captain at any given time. This Character represents you, the player, on the tabletop. They have more Actions than any other Character, and can give Orders to your other Characters, allowing for all sorts of surprising tactical options. It is advisable that your Captain be of greater Logic and Leadership than the Crew, and of good Logic and Leadership in general. Crews with Orc Captains are often famous, but rarely for their longevity. In Undead Crews, the Captain is always a Necromancer.

First Mate*: Your First Mate is the 2nd in command. Every Crew must have a First Mate and may only have one First Mate at any given time. If the Captain is Knocked Out, Out of Action or Killed (and only then), the First Mate can give orders to the other Characters in your Crew but *does not* receive extra Actions when doing so. A First Mate has 2 Actions, just as any other crew member.

Quartermaster: The Quartermaster is, for most Crews, the most important member of Crew on the ship, and needs to be the most trustworthy. It is the Quartermaster who is responsible for sharing out the Pirates' ill-gotten takings and perhaps, more importantly, the rum. Without a Quartermaster your crew will not be able to purchase more members or equipment. The more experienced a Quartermaster becomes, the more treasure your crew will earn and the more profitable the "sweet trade" (piracy) will be for you.

Surgeon: Not to be confused with a somewhat sad and pathetic-looking fish, a Surgeon can still be equally as useful in certain circumstances, though not as tasty. A Surgeon can attempt to keep other members of your Crew alive and fix minor injuries in between Campaign games.

Sturgeon: A sad and somewhat pathetic-looking fish. Why you would want to name one of your crew as one, I have no idea…

Boatswains and Powder Monkeys: Boatswains and Powder Monkeys make up the rest of the active crew. New crew members with no experience are referred to as Powder Monkeys and are unable to gain Skills and Traits. Once Rank 1 has been achieved the Character is considered a Boatswain and may begin to acquire Skills and Traits.

Cook: A Cook does wonders for your crew's morale, reducing the chance of desertion and mutiny. They also gain the Brawler rank for no addition points cost, as they do not tend to carry conventional weapons as a matter of course and so learn to defend themselves in other ways, and can act as a basic Surgeon at a push. Cosmetic surgery is not recommended.

For more details on how Role effects your games, see the Campaign section of this book, in Part 4.

Gaining Rank

Regardless of their Role, all your Characters begin life with no Rank or "Rank 0". As your Crew progresses through a Campaign, they will gain Rank – assuming they stay alive. Rank increases are awarded to the surviving Crew members of the *Winning* Crew of any game. Each surviving Crew member on the winning Crew increases in Rank by 1. So, after your first game, the player whose Crew won increases each surviving Crew member's Rank by one.

These Characters can now purchase Traits and Skills of that Rank, dependent on their Race and Role (if they have one). Characters on the losing Crew gain no Rank.

Occasionally, specific scenarios will detail other ways in which Characters can gain Rank increases.

Rank in Non-Campaign Games

If your dedication to the Sweet Trade is lacking, and you don't have the stones or will to enter into the full spirit of the Pirate way of life by playing a Campaign, for example you are one of those lily-livered folks who allows such things as "work", "family" or "other interests" to take up their time, you may, naturally, play a single game of PODS.

Whilst in all other respects the rules of the game and Crew creation should be the same as per a Campaign game, naturally Characters cannot accrue Rank and therefore Traits or Skills in a single game. As such players should, beforehand, agree what Rank their Crews are for the purposes of the game for example – you may agree all Characters have the same Rank, or you may agree that, for example, you may give a different rank each, 1-5, to five Characters. It's up to you. We would recommend that, after a couple of games at least, you do allow Characters to start individual games with Ranks higher than 0, as this increases the tactical depth of the game.

Piratey Characteristics

Piratey Characteristics rules are a great way of making sure the characteristics of your chosen miniature can be reflected in the rules of the game.

In addition to their Race, Role and Rank *any* character can be given as many Piratey Characteristics (PC's) as the player wishes. Piratey Characteristics all have a numerical value attached to them however, the collective value of any characters Piratey Characteristics must always equal 0. As you will notice, this can be achieved by balancing PC's which have a positive effect against PC's which have a negative impact on your character. For example, adding a Parrot to a character gives them extra Logic/Leadership, as the Parrot can see and report things to its owner, or help relay orders. A Parrot costs 10 PC pts. The Character must therefore also have a PC which costs -10 pts to be permissible, for example, an Eye Patch, which reduces the accuracy of all projectile and firearm weapons.

Parrot 10	Brave 10	Loyal 10	Swashbuckling 5	Pickpocket 15	Secretly Female/Male 10
Logic/Leadership increased by 1.	+1 to Attack rolls when Attacking	Logic and Leadership is treated as 1 better when giving an order to this character.	Gets a +1 Attack bonus if having leapt or used a rope immediately prior to the Attack.	Receives an additional 2 pts for finishing off in h2h.	Once per game this character can reveal the fact they are actually a lady* and receives a +3 to Parry.
Eye Patch -10	**Hook hand 0**	**Peg Leg -10**	**Rum Soaked -10**	**Rebellious -15**	**Coward -10**
This character must treat their rolls when trying To Hit as one lower than rolled.	The character may not use any 2 handed weapons nor be equipped with 2 items simultaneously. Hook is a melee weapon, see weapons chart	This character's speed is permanently reduced by 1.	Once per game any enemy can demand this character re-rolls a successful attack or parry roll.	Cannot receive orders.	Will always choose to disengage when winning a defensive melee, never counter attack.

unless you appear to be a lady in which case the surprise is that you are, in fact, a chap.

Parrots and Familiars

Parrots exist throughout the Dread Sea on a common basis, and are relatively often tamed to some degree to be kept as pets. Such a parrot infers the bonus as described above. In addition to this, there exist Familiars in the form of parrots.

Familiars are thought by many to be demons, but are more accurately described as enchanted creatures. Sometimes for personal use, but more frequently to be sold, familiars are animals which have been magically manipulated by wizards or sorcerers to talk, but more importantly to think and understand in a way beyond any natural ability or training. In the Known World, familiars are often cats, or occasionally monkeys and other animals. Parrots being abundant in the Dread Sea, and having the very useful ability to fly, Parrot Familiars have become the preferred pet of several daring (and affluent) captains.

Parrot Familiars cost 25 GC and start off life having the same ability as a standard parrot, but can have new Traits purchased (see page 83) like any other Crew member. When determining whether a Parrot Familiar can acquire a new Trait, use the Rank of the Character to whom they belong, as Parrot Familiars do not have Ranks of their own. . Familiars belong to a specific Character and if that Character is put Out of Action they will Flee, and take no further part in a game.

Part Three

Playing a Game

This section will explain how to play a single game of PODS. Before doing so you and your opponent will have to have assembled your Crews, as explained in the previous section. The heart of enjoying PODS and finding it a fulfilling and satisfying ongoing experience lies in Campaign play, made up of several single but linked games – though it's perfectly possible to enjoy single games too, and it is probably the best way of beginning and learning the ropes. We recommend you play a couple of quick individual games before you begin a full campaign, particularly as once you've chosen your Crew for a campaign you're stuck with them as long as they live…although if your choices haven't been great that may not be very long…

Choosing a Scenario

Before playing the game players should agree on a Scenario to play, or use a die to select one at random. Scenarios dictate the details and winning conditions of the individual game. Once your Scenario is selected, unless specified otherwise, players should take it in turns to place any pieces of terrain which they have chosen to play with on the play area. For more details of how much space you should allow for a game, and what terrain you might need, have a look at the Scenarios listed from page 60.

Setting Up

Each Scenario indicates how players should set-up their Crews on the game table.

Prior to beginning the first turn, players should also place in front of them, face up, their Character Cards and have Reload and Acted tokens at the ready. Each player is then dealt 3 Event Cards each from a shuffled deck. Players may look at their own Event Cards, in fact is advisable to try to commit to memory what you have in your hand, as you never know when they might come in useful. It is less advisable to let your opponent know what cards you have but, hey, you could always lie, you're a pirate.

The Turn Sequence

In PODS we use the term "Turn" to refer to a period of gameplay in which both players use, or have the opportunity to use, all of the Characters in their Crew. We use the term "Phase" to refer to the Actions of a single Character within a Turn.

In each Turn, each player may use or "Act with" each of their Characters (and/or Ships if these are in use) once, which constitutes the Characters' Phase -usually they are able to carry out 2 or more Actions during this Phase.

If there are other creatures able to Act, which are beyond the control of players, for example Wandering Monsters like Mermaids or Kraken, they Act ONCE per Turn AFTER all players have Acted with all of their Crew Members.

The First Turn

The first turn of the game proceeds as follows:

Some Scenarios will determine which player begins the first Turn, in all other cases both players roll 2D6 (2 six sided dice) and the higher scorer chooses whether they wish to go first or second.

The Player who has chosen or been elected to go first then chooses one of their Characters to Act with. A player may choose to Act with any Character so long as they have not already Acted that turn.

Most Characters may perform 2 Actions each Phase (and therefore each Turn) with Captains and some others being able to perform more through having learned greater skills within the course of a campaign. In your first game all your Characters except your Captain will be able to perform 2 Actions each Turn. Your Captain, so long as they are conscious, can always complete at least 3 Actions.

Once the first player has completed all their Actions with their first Character, they should place an Acted token on their Character card. The second player now chooses which of their Characters they wish to Act with. This Character's Actions are carried out in the same manner as the first, following which the player places an Acted token on their

Character Card, and play returns to the player who went first. This player then chooses another of their Characters to Act with, carries out the Actions they wish, and places a token on the relevant Character Card. Play continues in this fashion until both players have Acted with all their available Characters (i.e. those who are still conscious and capable of Acting) and have placed Acted tokens on all their Character Cards. If one player has less usable Characters than the other and does not have a Character to Act with following the usual alternating sequence, the other player completes their Actions with all their remaining Characters, in any order they choose.

Once both players have Acted with all their Characters, the first Turn is over. Both players remove all the Acted tokens from their Character Cards and play begins again in the same manner as in the first turn except that, when rolling to see who goes first, each Player adds 1 to their score for any enemy they have put Out of Action or Knocked Out so far.

Event Cards can, in general be played at any time, regardless of whose Turn or Phase it is. Most Event cards are context dependent and can only be played under certain circumstances. These will say so on the cards.

Actions

When completing their Phase, the following Actions are available to all Characters:

Move

A Character can Move in any direction as many Inches as their Primary Speed characteristic when travelling across normal terrain and as many inches as their Secondary Speed characteristic when moving across Difficult Terrain. A Character's Primary Speed is the first number on their Character Card in the S circle, the Secondary Speed the second number.

Fight

A Character that is in or comes into base to base contact with an Enemy Character may Fight them in hand to hand or "melee" combat.

Shoot

A Character armed with a loaded Firearm of other ballistic weapon (such as a bow or crossbow) may fire it.

Hide

Any character who is within an inch of any piece of terrain may Hide, making it harder for enemies to hit them with ranged weapons should the terrain interrupt their Line of Sight. For more details about Line of Sight, see the section on page 41

Aim

Any Character may choose to use an Action before they Shoot with any kind of ballistic weapon, increasing the likelihood of them hitting their target.

Watch

Instead of using all their Actions any Character armed with a loaded firearm or other ballistic weapon may "Watch". Place a Watch token next to the miniature or on their Character Card. If an enemy Character moves within the Watching Character's weapon range during the enemy's Phase, the Character may shoot at them as if it were their own Phase. Once the outcome of that shot is resolved, the normal sequence of play continues.

Reload

Powder weapons must be reloaded before they can be used again to Shoot with. To Reload a gun requires the use of one Action. A brace of Pistols (2 pistols) can be reloaded with a single Action. Certain other weapons require more than one Action to reload. If this is the case it will be detailed in the weapon's information.

Dig!/Search

If you are playing a Scenario which requires you to locate and retrieve treasure or another item, you will often need to either find it precisely by Searching (for example, searching through drawers, cupboards or wardrobes) or to Dig for it if it has been buried. Each is 1 Action, though it may be that several Actions worth of digging or searching are required to actually locate the treasure.

Recover

A Character who is Knocked Out may Recover. This uses 2 Actions, meaning that for most Characters they will not be able to do anything else if they have recovered this turn.

Resurrect

Necromancers can resurrect Undead Crew Members who have been put Out of Action. A Necromancer may use a single Action to Resurrect one Character from their own Crew who has been put Out of Action. Place the miniature representing that Crew Member anywhere within (as a default) 3" of the Necromancer. They may now Act as if they had never been put Out of Action the next time they would have been able to have a Phase. If they have Acted this turn they may not Act, if they had not Acted before being put Out of Action and then resurrected, they may still Act this turn.

Special Actions, Orders etc.

Certain Characters will be able to perform other actions. These will be detailed under the section for their Role or within a Trait or Skill. For example, Captains can always give Orders, and a Surgeon can attempt to heal an ally's wound.

Note that unless otherwise stated, an Act can be performed as many times as a Character has Actions - if a Character does not use their Actions for anything else, they may, for example, Move twice within their Activation.

Orders

Captains and, when the Captain is not available (because they are Knocked out, or Out of Action for example), First Mates, can give Orders. To attempt to give an Order, the Crew Member uses an Action and attempts to pass a Logic and Leadership test.

Healing

A Surgeon may attempt to heal a Wounded Crewmate. Surgeons can either attempt to revive Characters who are Knocked Out, or they can attempt to remove a Wound token from that Character.

Actions

Moving

Any Character can move up to their Primary Speed Characteristic in Inches, per Action when moving across Normal Terrain. Characters may move in any direction and can move "through" allies (i.e. other members of the same crew). They cannot move through enemy Characters nor through any solid form of terrain - though some, such as walls and fences, can be traversed.

If there is solid terrain in the way of a character which can be traversed, or if at any point during the movement the Character would be moving through Difficult Terrain, that Character may only move their Secondary Speed. Difficult Terrain includes:

- Bogs, mud, shallow water

- Very rocky terrain

- Hills, mountains, slopes up or down,

- Vaultable objects – any fence, wall or other piece of terrain which is neither taller or wider than the Character.

At the end of their Movement, a Character may be left facing any direction. This is the direction which they are then considered to be looking in until they next Act, and the Character is considered not to be able to see anything that happens behind them. For the avoidance of doubt, as Crew Member is consider to be facing the direction the models face or eyes are facing. To ascertain whether something is "in front of" or behind a character where this is not clear, place a straight, thin object such as a tape measure or a piece of card over the miniatures' head at a right angle to their eyes. Everything in front of this can be seen, everything behind it cannot.

Agility

In PODS it is likely characters will frequently be in positions where they will wish to jump great distances, swing on ropes or rigging and generally perform feats of athleticism, particularly during boarding actions. These are covered by Agility rolls. If a character wants to do something physical which players realistically (or realistically for a heroic character) believe could be achieved but is not covered by the rules, simply make them take an Agility test. They pass the test and are successful if they score their Agility or above. If they fail the test they are Knocked Out where the miniature stood.

Leaping

Any character may Move over a gap of 1" or less horizontally and up to their own height vertically without leaping. Leaping is NOT an Action in and of itself, that is to say, it is not additional to the Movement Action, but a part of it which can be completed if a successful test is made. A Character can attempt to leap further than 1" horizontally or further than their own height vertically, or both, by passing an agility roll (i.e. scoring equal to or more than their Agility). For every additional 1" the roll becomes 1 harder, i.e. they need to roll 1 more on the dice. So, if a Character wishes to leap a gap slightly more than 1" and their L score is 7, they must roll 7 or more to successfully leap that gap. If the gap they wish to leap is 3", they must add 2 (the gap is 2 greater than is that allowed within normal movement) to the die score required, meaning they need 9 or more to be successful). If Leaping both Vertically and Horizontally the Character must add whichever modifier is greater to the required score to be successful, not both.

When a leap is successful, place the Character where they intended to leap. When a leap is unsuccessful, the Character must pass a second Agility test or fall into whatever gap they were attempting to leap. If they pass the Agility test they remain where they are. If they fail, the miniature is placed as below and as close as possible to the edge they were leaping from on whatever surface is below the gap. Any Character may fall up to 3" without the possibility of being injured. If a Character falls more than 3" then they must pass a Toughness test, and must reduce their Toughness by 1 for each inch more than 4 they have fallen. If they fail their Toughness test then roll to see if then make a Wound Effect roll in the usual way. Any character may fall safely into water but must then swim to an edge to try to climb out. If a Character falls into a stream, then they are injured (or not) as above, and must use their Secondary Speed next time they attempt to move.

Leap/Drop Attacks

A Character may attempt to leap or drop to an area below them, or even onto an enemy Character. If a Player wishes their Character to leap or drop to a point directly below them, or below them and within a maximum of 3" horizontally, they may do so by simply passing an Agility roll if the distance dropped is 6" or less. If they wish to leap or fall further than 6" vertically, modify the Agility test by 1 for each additional inch. So, if an Elf wishes to drop from the rigging to the deck below, and the deck is 8 inches below him, he must pass his agility test modified by 2 – meaning that, as his Elf's Agility is 6, the Player needs to roll a total of 8 or more to pass the test.

If a Character Leaps onto another from above the two are immediately considered to be Fighting and engaged in melee. The Character being landed upon must now attempt to pass an Agility test. If they fail, they are knocked over, and must use an Action on their next Phase to get up before they can do anything else. As such, if the leaping Character has any Actions remaining this Turn, they may Fight immediately, and may do so with an additional +1 modifier for the force of impact if the Character they have leapt onto is still standing, and +3 if that Character has been Knocked Over.

If the Character being leapt upon was already engaged in a Fight, the Player controlling the Leaping Character may move the Character being landed upon up to 1" away from the landing spot.

Swinging on Ropes and Rigging

A Character may swing on any rope within 1 inch of them, using the rope to swing anywhere within an agreed radius (it is recommended half the length of the rope be considered the radius which can be swung on it) by passing their Agility roll. They may disembark from the rope at any point within that radius safely. Swinging on a rope and dropping from it counts as 1 Action.

All Ships masts have an abundance rigging attached to them, which can be used as ropes by cutting in strategic places, whether this is represented on the model or not. Any character can therefore swing on a rope from the point of a mast. Recommended radii for this are 4" for small ships, 6" for standard and 8" for large.

Moving in Water

All water is either Shallow, Deep or Sea. This should be defined and agreed by all players before playing. In Shallow water Characters move at their Secondary Speed- usually around half their normal speed. In Deep and Sea water only Characters with the Swim Skill can move. The difference in Deep and Sea normally only applies to Ships, which can only travel on Sea water.

Climbing Ladders and Ropes

To move a character up or down between playable areas via a ladder, section of rigging, similar climbable face or a section of rope requires 1 Movement action, regardless of the distance. Where the same ladder or rope connects several floors or layers, for example where the rigging of a ship enables access to several spars or booms, each SECTION requires one move action. A SECTION is deemed to be the distance between two PLAYABLE areas, i.e. areas where a figure can be placed. No Character can end a movement in between playable areas.

Climbing Walls and Ships

Characters may attempt to climb any surface which is less than double their height. This not only takes a Movement Action, but is also dependent on successfully passing an Agility test. If the Agility test is failed, the Action is still used, but the Character does not move and instead remains where they were.

Vaulting Objects

If a Character wishes to move over a fence, wall, or any other object which is not as tall as they are, they can do so as a part of their Movement Action, but must use their Secondary Speed for that Action (i.e this whole Movement Action is at Secondary Speed). A Character may vault any object which is as tall as they are or less tall.

Fleeing

If Engaged in melee combat with an opponent (see next section) a Character must pass an Agility test to move away from combat. If they pass the Agility test they may Move as normal. If they fail the Agility test they remain engaged but have used an Action in their attempt to break away from combat.

Hide

Any Character may attempt to Hide. This represents the Character taking advantage of any available cover to make it harder for enemies to shoot them. To Hide uses one Action. When a Character is Hidden, place a token next to the model. When enemies Shoot at this Character, they must reduce their total score rolled To Hit by 1.

Digging or Searching

In some games, digging and searching will not be necessary – the precise location of treasure may be already known, or the scenario may not call for the locating of treasure or other items. The need, or not, will be defined by the Scenario being played.

When Digging or Searching is required, each search or period of digging is 1 Action. Roll 1D6.

On the roll of a 6: the item is located and is now in the possession of the Character.

On the roll of 2-5: if the Character passes a Logic/Leadership test, they are able to locate the item. If they fail the test, the item remains buried or lost and further digging or searching is required.

On the roll of a 1: the item has not been located. Further digging or searching is required.

Note that ANYONE can search for treasure at any time, so be aware that if you are part way through conducting a search and your character is killed and then the enemy search, they are just as likely or even more likely dependent on their L, to locate the treasure.

Fighting

If a Character begins their Phase in base to base contact with an Enemy Character, or through Moving comes into base to base contact with an enemy Character, they are considered to be Engaged in a Fight. Characters cannot freely move away from a Fight if Engaged, instead they must either Attack or attempt to Flee, see above.

To Attack, the Attacking player rolls 2D6 and adds any Modifiers. Most weapons, and even some species' bare fists, will have an *Attack* Modifier. This is added to the score rolled. Additionally, the Character adds 1 to the number scored on the dice for being the Attacker, rather than the Defender. Other Modifiers may apply dependent on circumstances or Skills.

The player controlling the Defender also rolls 2D6 and adds relevant Modifiers. As the Defender, rather than the Attack modifier of the weapon or fist, the Defending Player adds the corresponding Parry Modifier.

If the total (the dice roll and any modifiers) Scored by the Defender is HIGHER than the total scored by the Attacker, they have successfully Parried the blow.

If the total scores are exactly the same, both players roll again, but this time the Attacker does not benefit from the additional +1 modifier for Attacking.

If the Attacking player rolls more than the Defending player, their Attack has successfully beaten the other Characters' defences and they now roll to see if a Wound is achieved. It is important to remember by how much the Attacker's score has beaten the Defender's, as this represents the preciseness or viciousness of the blow and as such has an impact on the likelihood and deadliness of the Wound. This is known as the Attack Difference.

The Attacking player again rolls 2D6 to see if their hit Wounds. Subtract the Attack Difference from the Defender's Toughness. If the score rolled is equal to or greater than this amount, the Defender is Wounded.

So, if a Dwarf Attacks an Orc, both armed with Cutlasses, the Dwarf player rolls 2D6 and adds 5 (+4 for the Cutlasses Attack Characteristic, and +1 for Attacking). The Orc player rolls 2D6 and adds 2 (as this is the Parry characteristic of the Cutlass). Both players roll 7 on their dice, the Dwarf a 3 and a 4, the Orc a 2 and a 5. With modifiers added this means the Dwarf player scores a total of 12 and the Orc a total of 9. This is a successful hit with an Attack Difference of 3. This means the Dwarf player now rolls again to see if they have Wounded the Orc. The Orc has a Toughness of 11, but because of the Attack Difference 3 is deducted from the Orc's Toughness, meaning the Dwarf player needs to roll 8 or better to Wound the Orc.

If EITHER player rolls double 1, their weapon is broken and cannot be used again this game unless repaired.

Wounds and Out-of-Action

When a Wound is scored in PODS, it does not automatically cause the target to be killed or even Knocked Out, instead a Wound Effect Roll is made. If a Character has been successfully Hit and Wounded, the attacking player once again rolls 2D6 and refers to the following Chart:

2   A flesh wound. There is no effect on the Character.

3-5   The Character is Wounded. Place a Wound token on their Character card.

6-8   The Character is Knocked Out.

7-11   The Character is both Wounded and Knocked Out.

12   The Character is Out of Action. Remove both the miniature and the Character Card representing them from play, they will play no further part in this game.

Wounded

A Character who is Wounded can carry on the fight but is more likely to be Knocked Out or even put Out of Action in future. Place a Wounded token on their card. If the Character is Wounded again, the Attacking player adds 1 to the dice score when making a Wound Effect Roll. A Character may amass any number of Wounds. For each, add a token to their card, and 1 to the score of the dice when making a Wound Effect Roll.
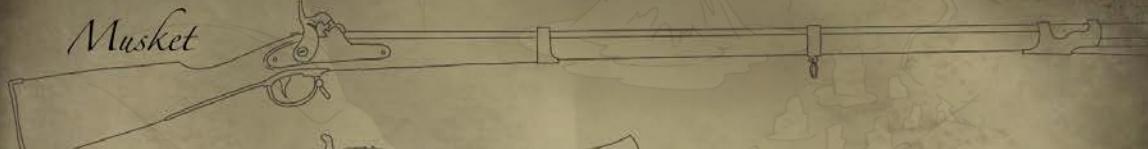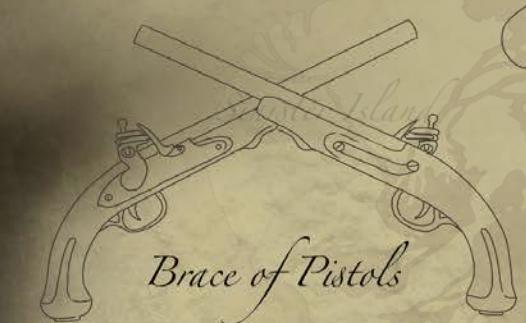
Ranged Weapons
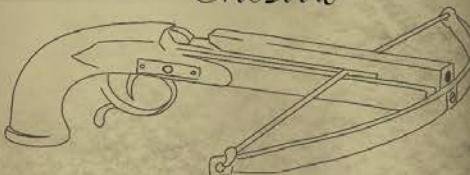
Blunderbus

Flintlock Pistol

Musket

Dwarf Blunderbus
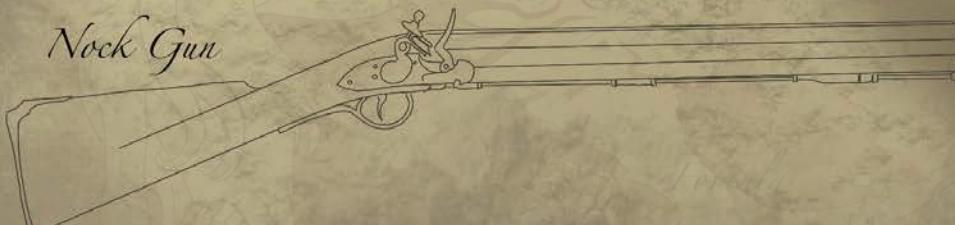
Dragon Cannon

Brace of Pistols

Crossbow

Short Bow

Nock Gun

Knocked Out

A Character who is Knocked Out is unconscious. They can do nothing until they Recover. Either place the miniature on its side or place a marker next to it indicate it is Knocked Out, and turn the Character Card to the side. The next time the player chooses to Act with this character, they can do nothing except use 2 Actions to Recover. This does not mean they have to, but that they can do nothing else.

Push

Regardless of any other effect of beating an enemy in melee, the winning Character may also always choose to push the enemy 1" backwards (i.e. directly away from the Pushing character). If this would cause the enemy to fall then first resolve the outcome of the Wound they have suffered, then treat them as if they have failed a Leaping Action (page 31). If the Push is blocked by another Character it cannot be carried out.

Out of Action

A Character who is Out Of Action (OOA) is removed from the game and takes no further part in play. Discard their Character Card. This does not necessarily mean that the Character is dead, and if you are playing a Campaign, they may yet recover and buckle swash for many games to come, but they will play no further part in this game.

Finishing Off

Knocked Out Characters can do nothing to defend themselves and are therefore easily Finished Off. To Finish Off a Knocked Out enemy, an enemy Character must be in contact with them and pass a Logic and Leadership Test (i.e roll their "L" score or Better on 2D6). If they fail the roll they have made a stupid mistake and the Character remains unconscious. If they pass it, the previously Knocked Out Character is now Out of Action. Big creatures like Trolls and Giants do not even need to do this, they must do nothing other than be in base to base contact with the enemy and use one Action to finish them off, crushing them under their enormous feet or biting their head off. Note that Finishing Off an enemy can only be ensured in melee. There is no way to be sure a firearm will be successful.

Shooting

Any Character armed with a firearm, ballistic weapon or manning a Canon may attempt to shoot with it, if it is loaded. All Characters start each game with any and all firearms in their possession loaded. Many Characters also carry items which can be thrown such as knives, bombs or even bottles. The rules for thrown weapons are the same as for weapons which are "fired" or "shot". We will use the term "shoot" to cover all these activities.

To shoot an enemy, the target must be:

in Range and

in Line of Sight - the Character shooting must be able to "see" the Character being shot at.

The Range is determined by the weapon itself. Many weapons have a Short range and a Long range, with a different To Hit score being required for each. See the Chart on page 41.

If the shooting Character can "see" their target (i.e. if when you look from the position of the firing model towards the target model, you can see them) but there is an object of any kind in between, the target is considered to be in some degree of cover. This means they are harder To Hit, and the score required to hit is increased by 1. If the target is within 1"of the cover in question, the character is in Hard Cover and the score required To Hit is increased by a further 1. If the target is obscured by an Allied Crew Member, you may shoot through them. If the target is obscured by an enemy Character, you must choose whether to target them instead or take another course of action, as they cannot be shot through.

Once you have established the score needed to Hit, roll 2D6. On the roll of a double one, the weapon is broken and cannot be used again unless repaired. If the score is equal to or greater than that required, you have Hit the target. As with hand to hand combat, the difference the score required and that achieved – the Attack Difference, must be remembered as it is added to the next dice roll. This represents how good a shot has been achieved, with a basic hit perhaps representing a hit to a limb or a glancing graze, and a higher score representing a hit to the head or heart.

Once you have established that a target has been hit, the shooting player then rolls to see if they have Wounded the target. To Wound a target works in exactly the same way as in melee combat. You must score equal to or greater than the target's Toughness on 2D6 applying both the Attack Difference and any other modifiers. Should the target indeed be wounded, refer to the chart on page 35 to see the impact of the Wound.

Aiming

Any Character with a ranged weapon may use an Action to Aim their weapon before Shooting with it. To Aim, a Character must also be able to Shoot within the same Phase (i.e. they must have a loaded weapon and a further Action available to them). Aiming adds 1 to the total score rolled To Hit when that Character fires. With the addition of learned Traits or Skills, or with certain weapons, Aiming may have further advantageous effects.

Reloading

Ranged weapons, once used, must be Reloaded before they can be used again. When a Ranged weapon has been shot with, a Reload token is placed over the circle slot which otherwise reads "Ready" adjacent to the weapon's details on the Character Card, indicating that it must be reloaded prior to further use. To Reload a weapon is an Action. Once this Action has been carried out, remove the Reload token. A brace of pistols counts as one weapon for the purposes of Reloading, and some weapons take more than one Action to reload (e.g. the Nock gun). This will be detailed within the weapon's statistics.

If a Character has more than one firearm there will be a Ready/Reload space on their character card for each weapon.

Standard Firearms and Ranged Weapons

Most weapons have 2 ranges, Short and Long, as you can see on the chart below:

	Short Range				Long Range				Gold Unit Cost
	Range	To Hit	TM	W	Range	To Hit	TM	W	
Blunderbuss	0-6	6+	+4	+2	6-12	7+	+3	1	27
Flintlock Pistol	0-8	6+	+2	-	-		-		12
Musket	0-8	7+	+2	+1	8-16	8+	+1	-	21
Dwarven Blunderbuss	0-4	6+	+4	+3	4-8	8+	+3	2	27
Dragon (Hand Cannon)	0-4	6+	+3	+1	-	-	-	-	12
Cannon	0-12	7+	+6	+5	12-36	8+	+4	3	25
Brace of Pistols (may fire both as one action and reload both as one action)	0-8	7+/8+*	+2 X Per pistol*	-	-	-	-	-	25
Bow	0-8	8+	+1	-	8-16	8+	-	-	12
Crossbow	0-6	6+	+1	-	6-12	7+	-	-	12
Nock Gun **	0-4	6+	+4	+3	4-8	7+	+3	2	30
Throwing Knife	0-4	7+	+1	-					4
Bomb	0-4	9+***	+3	+1					7
Harpoon****	0-6	6+	+1	+1	6-12	7+	+1	+1	27

Characters armed with a Brace of Pistols may use both as One Action. They must choose whether to fire both pistols individually, in which case they require 7+ to hit and have a TM of +2, or fire both pistols at the same time, in which case they need 8+ To Hit but the TM is +4

**Nock Guns hit the target and any other enemy within 2" in a single shot action, and require 2 actions to reload.*

***See special rules for bombs, following below*

****A target hit by a Harpoon can be pulled up to D6 inches in the direction of the Shooter. If they are still conscious when this happens, they must pass an Agility test to stay on their feet. If this is failed they have been pulled over and must use an Action to get back up again before doing anything else.*

Range

The Maximum possible range a Character can shoot is the higher number in the Long Range bracket, in inches. You may check ranges at any time and do not have to have stated your intention to shoot prior to doing so. If you wish to shoot and have ascertained that the Target is in range, next check that they are in Line of Sight.

To Hit

The score needed on 2D6 to Hit a target, subject to any modifiers.

TM – Toughness Modifier

Add this number to the score rolled on 2D6 when you are rolling to Wound the enemy Character, during which roll the intention is to equal or beat the Toughness score of the target.

Wound Modifier

Some powerful weapons – of all types, melee, projectile and firearm - also have a Wound modifier, signified by a number in the W column on the Firearms and Ranged Weapons Chart. This number is added to the Dice roll when establishing whether the targeted Character is Knocked Out, Wounded or Out of Action. As such, these weapons are more likely to Wound, Knock Out and put OOA the target Character, and cannot only cause a flesh wound.

Bombs

Unlike all other ranged weapons, bombs do not need to be thrown at a specific person, but can be thrown at any spot the thrower can see. They can Wound any Character within 2" of that spot, assuming the Hit roll is successful. Roll to see whether Characters are wounded separately, stating clearly which Character you are rolling for before doing so. On the roll of a Double 1, the Bomb goes off in the thrower's hands and is very likely to kill them, as such a roll carries a +7 Attack Difference.

Cannons

When on land ONLY, and used by a Crew Member, Cannon require 2 Actions to Reload as well as 2 Actions to fire. It is possible for one Character to reload the canon and another Character to fire it both within the same turn by working as a team, however, a Cannon may still not be reloaded or fired more than once per Turn. Cannon are often static but a Character can change the direction a Cannon is facing at the cost of one Action. If on wheels a Cannon can be pushed one inch per use of an Action (so, if two characters are in contact with the cannon, each could use 2 actions to push the canon 1" each up to a total of 4").

Trolls can carry cannons; however they are not intelligent enough to fire them. A solution to this is sometimes employed by perching a Goblin on the Trolls shoulder to fire the canon.

When deployed on a Ship, cannons function differently. See the section on Boats and Ships beginning on page 53.

Melee Weapons

Hook

Dagger

Goblin Blade

Rapier

Cutlass

Scimitar

Cleaver

Axe

Hammer
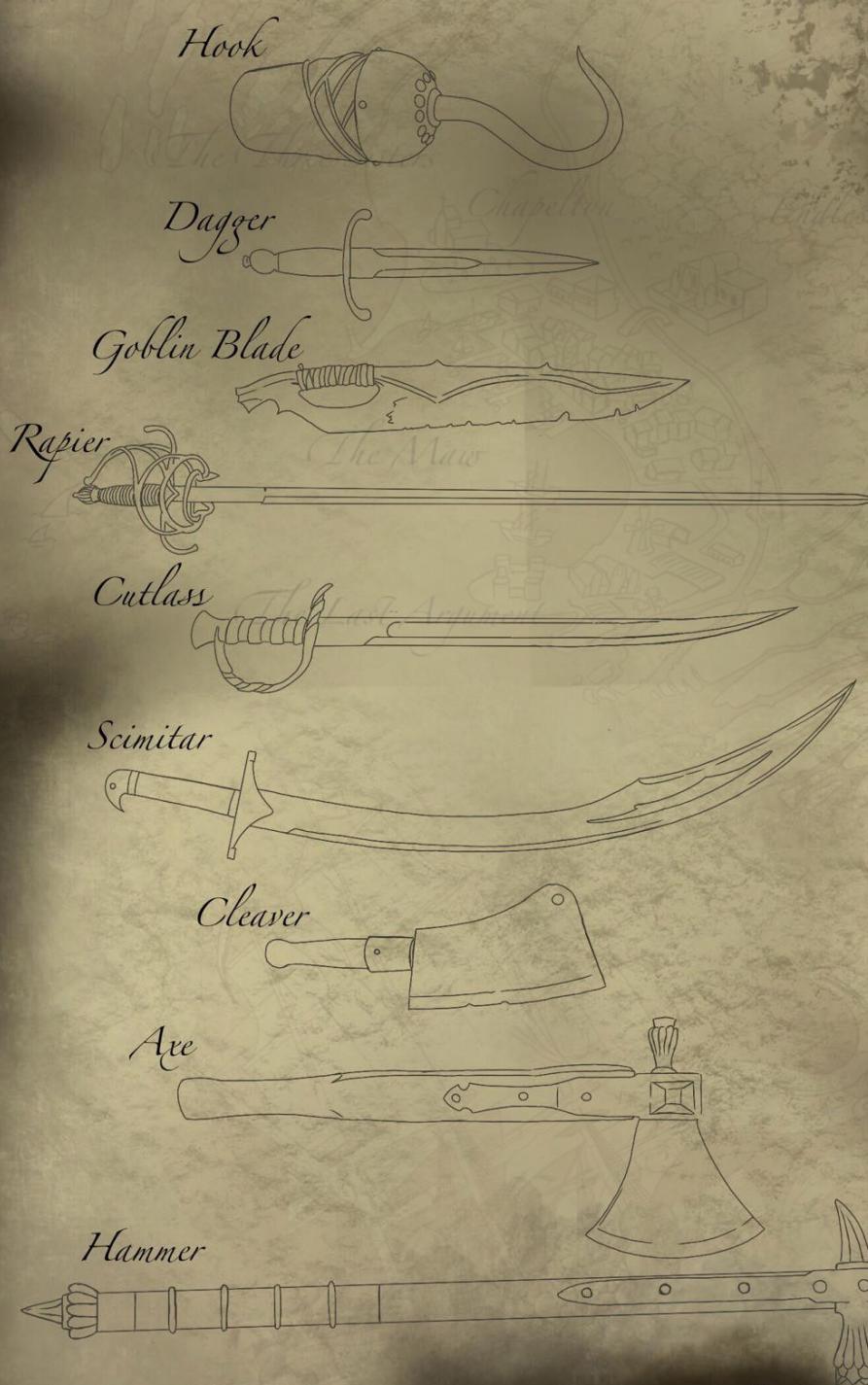
Any character may engage in melee combat without a weapon, simply using their fists. Details of the impact of weapons and fists are listed on the chart below alongside weapons.

Attack: add this number to the score rolled on 2D6 when this Character is performing an Attack.

Parry: add this number to the score rolled on 2D6 when defending and attempting to Parry an attack, i.e.. when this Character is being Attacked.

Special: details any Special effects this weapon causes.

Most melee weapons can be used by any Character race or role. Where there are exceptions to this – where weapons can only be used by a certain race or role, or where they cannot be used by certain races or roles, this will be noted under the Special column.

Toughness Modifier (TM): add this number to that scored on 2D6 when rolling to see if a Character who has been successfully Hit is Wounded.

Wound Modifier (WM): add this number to that scored on 2D6 when rolling to see the impact on a Wounded Character.

Name	Attack	Parry	Special	TM	WM	GCC
Fists -						
Human	+1	+1	-	-	-	
Elf	-	-	-	-	-	
Dwarf	+2	-	-	-	-	
Orc	+2	-	-	-	-	
Goblin	-	+2	-	-	-	
Troll	+5	+5	-	3	2	
Giant	+7	+7	-	4	3	
Skeleton	-	-	-	-	-	
Ratmen	+2	+1	-	-	-	
Skrier	-	-	-	-	-	
Club or Cosh	+2	-	-	1	-	4
Goblin Blade	+1	-	Always knocks out/cannot wound or OOA Goblin only	2	See special	7
Knife/Dagger	+2	+1		2	-	7
Hook	+1	+3		2		7
Rapier	+3	+3	-	2	1	13
Cutlass	+4	+2	-	2	1	13
Scimitar	+3	+2		3	2	17
Cleaver	+4	-		2	1	11
Axe	+4	+1		3	2	14
Hammer	+3	+1		2	2	14
Giant Hammer	+4	-		2	3	17
Mace	+3	+2		2	1	11
Death's Kiss - Necromancer's Blade	+1	-	This character is killed immediately and becomes Undead. They are now Undead and under the control of the Necromancer, effectively becoming a member of that Crew until the end of this game (when they return to their own crew).	-	N/A	Included with cost of Necromancer
Giant Club	+6	-	Troll/Giant only	4	4	22
Narwhal Tusk	+3	+1	Anyone defeated with a narwhal tusk can be pinned to the ground with it and cannot move until successfully passing a Logic and Leadership test. The attacker can leave the tusk pinning the enemy to the ground, if they wish.	1	1	14
Buckler	-	+1	A buckler's parry rating can be added to the Parry rating of any other single handed weapon the Character is equipped with.	-	-	3

Orders

Captains can always use one of their Actions to give an Order. They may make as many attempts to give an order as they have Actions available in their phase (so, usually, 3) but they may only successfully give one Order. By giving an Order, the Captain can make another Character carry out an Action within the Captain's phase. This can be done whether that Character has carried out their own Phase this Turn or not.

To give an Order, the player must carry out a Logic/Leadership test for the RECEIVING Character. In this instance it makes no difference what the Captain's L is. If the test is successful, that Character may immediately carry out another Action. If it is failed, the Captain's phase continues.

If the Captain is Knocked Out or Out of Action, the Crew's First Mate may give an Order to any other Character.

Knocked Out Characters cannot be given Orders.

Other Actions

Other Actions are available to certain Characters dependent on their Role, Skill or Traits. These will be detailed under the relevant corresponding section, but like all the Actions detailed above, involve a Character using one or more of their available Actions for that phase.

Treasure

Treasure is, by and large, what it's all about. In standard games, all crews are fighting for the same treasure. Treasure can take the form of Gold Coins – the standard currency of the Dread Sea, Pieces of Six, and Legendary Items. All treasures are found in Chests. We recommend the purpose made chests from Dead Earth Games, as these have the numbers 1-6 engraved in the base, however, you can of course paint these numbers onto any treasure chests you have available, or anything else to represent treasure.

More details are given in the Scenarios section of this book. To claim ownership of a Treasure, a player must move a character into contact with the Chest. They now have possession of the Treasure and may look at the number of the underside of the treasure Chest and in the scenario description to see to what the number corresponds. Whether they reveal to other players what is said on the underside of the Chest is entirely up to them, as is their choice as to whether to be honest or not whilst doing so. I mean, you are pirates, after all.

Once that Character has possession of the Chest, it moves along side their miniature until/unless the Player decides to leave it somewhere. Unless stated in the scenario, this does not impact the Characters movement (as the Chest is representative of the Treasure, rather than necessarily indicating that the Character is literally carrying a Chest)

In some scenarios, Treasure must be Searched for or dug up. See Digging or Searching for Treasure in the Movement section of the book. If this is the case, a Character must first move into contact with the Chest, as above.

Bounties

Finding Treasure is, of course, not the only way to acquire wealth on the Dread Sea. Nearly everyone encountered on the Dread Sea is a pirate/buccaneer or otherwise wanted felon by AT LEAST one of the many Kingdoms/Republics/Federations and Empires beyond the Dread Sea. As such, Crews are awarded with 10 Gold for every ENEMY (i.e. a pirate controlled by another player) they put Out of Action in a game, regardless of who wins or loses. Bounties may vary in specific scenarios, and Monsters have separate bounties to Enemy Crews. See the details of individual Monsters for more information.

Pieces of Six

In addition to the Gold Coins that make up the majority of the treasure which Crews are fighting over, Crews will frequently uncover valuable and magically charmed Pieces of Six. These ancient gold coins from the forgotten Empire are not only valuable but impart upon their owner great fortune. When a Treasure is located that contains a Piece of Six, the player should take a Piece of Six token and put it to one side. This token allows the player to replace any single die roll in the game with a six (whether their own roll or someone else's) at any time (but as soon as possible after the dice are thrown, and certainly before any other Action takes place). Players may acquire numerous Pieces of Six within a game, which could allow them to swap both dice in a 2D6 roll with sixes. This could have significant consequences and result in the death of Characters!

Event Cards

Each player starts the game with 3 Event Cards, dealt randomly face down from a shuffled deck. If at the beginning of any Turn they find themselves with less than 3 cards they may draw one Event Card from the top of the deck. A Player may never have more than 3 Event Cards.

Event cards do not have to be played whilst the player is carrying out Phases or Actions with their own Crew. Most Event cards in fact have the effect of disrupting a player attempting to perform an Action and as such should be played during the OTHER player's Phase. Cards will normally detail when they should be played. For example, the card "Pardon Cap'n" stops a Character from receiving an Order. This should be played as soon as an Order appears to have been successfully given i.e. when the L roll is successfully passed and the player is therefore about to carry out the result of the Order.

In principle, Event Cards can be played at any time, but of course, most being very context dependent, there would often simply be no point in playing many cards a lot of the time. If playing certain Scenarios, Players may be advised to remove certain cards from the available deck, and if playing your own scenarios can agree to remove certain cards. For example, there are cards which refer specially to Wandering Monsters and Ships. It is entirely up to Players if these should be included in the Deck if the Scenario does not involve Wandering Monsters or Ships, as they will serve no purpose other than to frustrate the player's ability to have more useful cards in their hand.

The Core Deck of Event Cards is described in detail below. If there is any ambiguity in how a card works, refer to the full text here:

2 skulls, an empty rum bottle and an infestation of cockroaches: rather than what is written on the treasure card, THIS is the contents of the chest just opened.   CANNOT BE USED ON MAIN TREASURE/SCENARIO QUEST ITEM

A Mighty Wind: Your ship may move an extra 2" inches per action this phase.

Because They ARRR!: All players must talk like a pirate. The first person who speaks in their normal voice may only use one Action on their next Activation.

Bonus Treasure: Add a treasure chest to the table anywhere at least 12" from any Character. The contents of this chest are always rolled for randomly, see appendix 1.

Butterfingers: This character drops their weapon (any 1 weapon) and cannot use it again until they use an Action to pick it up again.

Change of Wind: The Wind Direction Changes. Roll a D6. On the roll of 1-2 the wind direction shifts 1 compass point clockwise. On the roll of 3-4 the wind shifts 1 compass point counter-clockwise. On the roll of a 5-6 the wind direction shifts 2 compass points, so that it is not blowing in the opposite direction to that which it was before.

Note: this card only affects play when using Active Ships.

I Always Carry A Spare: when a Character's weapon break, they may immediately replace it with another, effectively meaning the break of weapon has no effect in game.

Inspirational Singing: Sing a Sea Shanty to your Character. They may perform an additional Action this Phase.

Instant Reload: Play this card to instantly reload a weapon, removing the Reload token from any Character, at any time.

Octopus Attack!: A tentacle grabs any character within 2" of the sea and pulls them in. Move the Character into the sea, they must move as per this terrain type next phase.

Parrot Poo: A parrot poos in your eye. You cannot see and miss your shot entirely and must reload before firing again.

Pardon Cap'n? : This character cannot hear the Order given, and instead of carrying it out, moves their speed towards the Captain to ask them to speak up.

Sacrifice: As a Character successfully passes their "L" test to Finish Off another Character, their victim reveals that they have a lit bomb in their hand, which goes off immediately, putting both Characters Out of Action

Sea Legs: Any single Character on land falls over. They must use an Action to stand up before they can do anything else.

Slip: When a Character passes an Agility roll, play this Card to change the roll to a fail.

The Best Laid Plans: Play immediately after any other Event Card has been played. Disregard the previous card.

Treasure Map: This player playing this card draws a Legendary Item card and may view it. The player then informs all players that this treasure will be found in any Treasure Chest of their choice in play which has yet to be opened and is at least 12" from any of their own Crew.

Voodont Doll: This Character uses the lose of a single limb. This means the character either cannot use a single weapon because an arm has been injured, or the Character may only travel at their half-speed for D3 turns due to a leg injury. The choice is that of the Player playing this card.

Wet Powder: Choose any weapon. This weapon cannot be fired until an Action is used to replace the powder.

Event cards will always be available to download and print out at home for free from www.deadearth.co.uk *where you will also, alternatively, be able to purchase professionally printed high quality cards as a deck.*

Undead Crews

BATTLE BRUSH STUDIOS

Undead crews are quite unlike all the other crews in PODS. The Undead do not really think or feel. They are risen from the dead by magic to achieve the aims of those who have performed such dark arts as to raise them.

Most Undead are Skeletons and these rules apply to Skeleton crews.

The Undead do not take on Roles, as other Crews do, but can still accrue Rank and gain Traits as a result of acquired experience. The biggest difference for the Undead in a game, however, is that once they have been successfully put Out of Action, they can still return to the game if Resurrected. Conversely, they are much more likely to NEED to be resurrected than most other crews. If an Undead Crew win a game, all those that are still in play (i.e not OOA) gain a Rank.

Reloading

The Undead are also unable to complete some complex Actions: they must pass a Logic and Leadership test to Reload firearms and for other tasks as detailed where relevant.

The Necromancer

All Undead Crews must a have a Necromancer and the Necromancer is treated (except where stated otherwise) as the Crew's Captain. Necromancer's are Indigenous Peoples and as such have the SALT characteristics of a Human. The Necromancer may give Orders and may resurrect the Undead. As a Necromancer gains Rank, he or she is able to gain incredibly powerful Skills, which can allow her to boost her Crew. Undead Crews DO NOT have a First Mate (or anyone in any other Role for that matter) and as such, if the Necromancer is OOA, no one can give Orders. Although, to be fair, if your Necromancer is out of Action, you've got bigger fish to fry.

Undead "Out of Action"

When a Skeleton is wounded in either melee or they are shot, there is no need to roll for the impact of the shot – they are destroyed. Remove the figure from the table for now. However, this does not mean that they are necessarily Out of Action in the way that other races would be. If the Necromancer Resurrects them, they are replaced on the game table and able to carry on as if nothing happened.

Resurrection

As one of their Actions, a Necromancer may always attempt to Resurrect a fallen Undead Crew member. To do so, an Undead member of their Crew must have been put Out of Action. If this is the case, the Necromancer must pass a Logic and Leadership test to resurrect them. If this is passed, the Crew member is Resurrected and their figure is placed within 3 inches of the Necromancer. A Resurrected Skeleton may not Act on the same turn they are Resurrected. If the test is failed, the Crew member remains Out of Action. If the Necromancer rolls a double 1, the Skeleton may not be resurrected this game and is treated as Out of Action until the end of the game.

Boats and Ships

Ships can serve one of two different purposes in Pirates of the Dread Sea.

Firstly they can form an active part in game as the setting or terrain, but in which they do not move or Act. This might involves a scenario where a ship or a number of ships are at anchor are being attacked or searched for treasure, where there is either no Crew controlling the ships or no immediate ability to, or advantage in, putting them to sail.

Secondly ships (and boats) can be used as actively involved, meaning they can move, and if armed they can be involved in combat. When sea vessels are being used in this way, they are referred to as being "Active" (i.e., they can Act, just like Characters).

Active Ships and Boats

Throughout this section we will use the term Active Ships to refer to Active Ships and Boats.

Active Ships in Pirates of the Dread Sea act very similarly to Characters. They may be used once per turn and the player uses them instead of a Crew Member in one of their Phases. An Active Ship has 2 Actions, just like a Crew Member, but can only perform the following Actions:

- Move

- Shoot (if armed with Cannon)

- Reload

- Repair

Sea vessels in Pirates of the Dread Sea fall into four broad categories: *Boats, Small, Medium* and *Large* ships.

Boats are either rowing or sailing vessels under 8" in length and unarmed. If thy are a rowing boat, they can move in any direction, if they are a sailing boat, they follow the same movement rules as Ships

Small ships are above 8" and under 12" in length and may carry cannons..

Medium ships are 12"-18" in length and carry cannons, and may carry swivel guns.

Large ships are 18"+ in length and carry cannons, and may carry swivel guns.

Like Characters, Ships have a Card which details whether they have Acted or not, and if Cannons are ready or need Reloading. In addition to this, Ships should also have their Damage recorded on their cards.

Ships and boats can only be harmed by Cannons and have a number of Damage Characteristics. The amount of Damage to either Disarm, Stop or Destroy a ship is equivalent to the number of successful hits from a Cannon which the ship can sustain before the ship is Disarmed, Stopped or Destroyed.

In most games of Pirates of the Dread Sea, the destruction of an enemy ship is unlikely to serve much purpose. It is usually much more useful to stop an enemy ship, so that it can be captured or looted, or disarm it to stop it from posing any further threat. Boats, conversely, may make very attractive targets for destruction as they carry either enemies, loot or both from ship to shore.

	Maximum Speed	Maximum Cannons	Maximum Cannon Size	Toughness	Disarm Damage	Stop Damage	Destroy Damage	Turn
Boat	Rowing: 10 Sail:20/10/5	0	n/a	7	-	2	4	Any
Small ship	20/10/5	4	Small	8	4	8	12	2/5
Medium ship	16/8/4	8/4*	Small/ Medium	9	8	12	16	1/4
Large ship	12/6/3	12	Large	10	12	16	20	1/6

- Medium sized ships may carry either 8 Small Cannons or 4 Medium Cannons

- The total number of cannons is just that: the total. This usually means that half that number would be available on each broadside of a ship, though some ships also have cannons arranged to fire fore or aft.

	To Hit, Short Range 0-12	To Hit, Long Range, 12-48	SM
Small Cannon 4-8lb	6	7	-
Medium Cannon 8-12lb	6	7	+1
Large Cannon 12-18lb	7	8	+3

Moving

Boats and ships may move their Maximum speed if the wind is behind them, half their maximum speed if they are travelling across the wind, and a quarter of their maximum speed if travelling against the wind, as per the chart above. Ships are always able to move at the Speed they start their Phase at – Speed does not change with the direction during a Phase.

Ships may turn 1 inch per 3, 4 or 5 inches moved forwards dependent on their size, as detailed in the Turn column of the Ships' Characteristics. If a Ship is to turn, then they should be moved in the increments of 3,4 or 5 inches for which they can turn.. To Turn, for each part of a forward move, measure 1 inch from the bow of the ship and move the bow to this point. This should be done AFTER each part forward movement. So, for example, a Medium ship is travelling across the wind may move 4 inches forward, then turn their bow 1 inch, move a further 4 inches, and finally turn their bow by another inch. Rowing Boats may turn in any direction at any time, and can move backwards. Their movement is also not affected by the wind. Sailing boats move in the same way as Small Ships.

Wind

Unless stated otherwise by the Scenario, the direction that the wind is blowing at the beginning of a game should be determined randomly. If you have a four sided die to hand, use this, if not, use a D6 and re-roll the roll of a five or a 6. On the roll of a 1, the wind is blowing towards the North, a 2 towards the East, a 3 towards the South and a 4 towards the West. Wind direction can only be changed through the use of the Change of Wind event card.

Shooting

Each phase an Active Ship may shoot with any and all Cannons which are loaded. Regardless of how many Cannons are fired, this is 1 Action. In most circumstances, Ships Cannons are only used to fire at other Ships and Boats, however, if a Cannon is equipped with Grapeshot, it may fire at Crew Members (see the section on special ammunition, below). As when shooting other weapons, a Ship must be able to draw a Line of Sight to it's target and it's target must be in range. If there is line-of-sight between the firing Cannon and part of the target, the Cannon may fire. Firing Cannons is similar to firing any other type of weapon. First, roll 2D6 To Hit. If the shot is successful, then roll 2D6, add any modifiers, including the Attack Difference. If the total is equal to, or more than the Toughness of the target, the target takes 1 Damage.

Reloading

As with Shooting, Reloading cannons is one Action, regardless of how many were fired

Damage

Each time a Ship or Boat is damaged, the Damage accumulates towards an effect, as detailed in the Ship chart. The first of these is that the Ship becomes Disarmed. This means that once the Ship has taken as much damage as is detailed in the Disarm Damage column, the Ship cannot fire any of its Cannon again until it has performed a Repair Action on the Cannon. The second effect is that the Ship becomes immobilised, meaning the Ship cannot move until it has been repaired. The 3rd effect is that the Ship is Destroyed. A Destroyed Ship is equivalent to an Out of Action Character. It takes no further part in this game, though may be repairable or salvageable in the long term.

Repair

An Active Ship can use an Action to reduce it's Damage by 1. It may use both Actions to reduce it's Damage by 3. If by Repairing, the Ships total Damage received is now less than the threshold to Disarm or Immobilise the Ship, this effect is reversed and the Ship may either move or shoot again as relevant.

Crew on Destroyed Ships

Any Crew on a Destroyed Ship or Boat are immediately Out of Action unless they have the Swim ability, in which case they should be placed on the tabletop in any of the space the ship was previously covering chosen by the player whose crew that Crew Member belongs to.

Specialist Ammunition

It is possible, from time to time, to purchase or even find specialist ammunition for Ships in the form of Grapeshot and Chainshot. Once purchased, this ammunition is always available to your Ship along with standard shells. If you have this type of ammunition, you must state before firing which type of ammunition you are using.

Grapeshot: Firing Grapeshot allows you to target the Crew of a Ship, rather than the vessel itself. However, it is still very inaccurate and the To Hit score required is increased by 2. If a hit with Grapeshot is successful, the other player (i.e. the player whose Crew has been hit) chooses which of their Crew has been hit if more than 1 is available. If Crew are hit then the TM is treated as 1 and the W as 3.

Chainshot: Chainshot is used for destroying the Sails of vessels and immobilising them more quickly. When using Chainshot the target Ships is temporarily immobilised if any shot successfully hits – meaning that the target Ship cannot move on their next phase. However, no Damage is caused.

Part 4: Campaigns

A Campaign is a series of interlinked games where players continue to use the same Crew, who will have had the opportunity to increase their experience, acquiring Skills and Traits, and perhaps taking on a Role and accrued resources such as gold, pieces of six and Legendary Items.

More than that a Campaign is a story. It is the ongoing adventure of a crew of Characters you have created and shows their develop in Skills and Traits acquired by experience whilst adventuring.

During a Campaign, Crew Members will progress (assuming they survive) in terms of their Skills and Traits, and may also acquire new equipment and items. A Campaign can also be used as a way of telling a specific story the player has created, with each game being a chapter of the narrative. To play a Campaign, either agree a complete Campaign structure – a pre-determined series of games that link into an overall narrative, or simply play a game and then play another, and keep going until eventually one Crew another is so wealthy they wish to retire, or, perhaps more likely, are all dead.

Either way, assemble your Crews as normal and choose a Scenario to begin (Scenario 1 has been designed as an ideal starting point for any Campaign). Play the first Scenario game by the rules as described in previous sections, making a note of how much treasure has been found and bounties acquired by each side, who wins, and who was put Out of Action during the game. Once your first Scenario has been played, move on to the section "In Between Games" beginning on page 77 to determine what happens next.

Scenarios

A Scenario sets the scene and the conditions of play for a game. Players are able, and are indeed encouraged, to create their own Scenarios once they have played PODS for a while, but the Scenarios in the following pages should give an idea of how to play either single, quick games or construct simple additions to Campaigns.

Scatter Terrain

Regardless of the Scenario, PODS is a Skirmish game and we have already discussed Line of Sight earlier in the rules. Without anything to hide behind, games of PODS can turn into very brief bloodbaths. As fun as these can obviously be, they might get in the way of progressing the story if everyone is dead before any treasure is located. As such we recommend building a stockpile of Scatter Terrain. Scatter terrain generally consists of objects which might be found regardless of the setting, which Crew Members can use as Cover. Examples include chests, barrels, shipwreck pieces, ruins of buildings, fences, rocks etc.

If in doubt about how much Scatter Terrain to include in a Scenario, both players should roll a D3 and add 3 to the total score for play areas of 3" x 3" or less. If you are playing on a slightly larger area, have one player roll a D6, if playing on a 4"x6" area or above, have both players rolls a D6.

Scenario One: Tharr Be Treasure

This scenario is intended to cover the basics and core of what PODS is about: fighting over treasure. It is an introductory scenario which should be used to learn the game but can also be used for one-off games and inserted at almost any time into a Campaign. The same basic scenario can also be used numerous times to make up the bulk of any campaign as it allows significant variation.

1. Choose Your Crews

Players should choose their crews. If you want to dive straight into the game then use one of the Crews of Infamy as described on page 85. Otherwise, agree a Gold Value for your crew and select the Characters and their equipment you would like to use.

2. Set up Scenery and Treasure

For 2 Crews this Scenario is played on a roughly 3' x 3' play area. Choose whether this area has any water on it, though it should be mostly land; an island is fine. There are no Active Ships in this scenario, though if using an island you may wish to place boats by the start areas of each crew, or have boats represent their start areas on table.

Across that area are hidden D3+2 treasures.

You may arrange scenery, such as buildings, wooded areas or piles of crates across the area in one of three ways: Firstly, a player suggesting the scenario as part of the campaign may arrange scenery to fit in with the story of that campaign. Secondly, players may agree a number of terrain pieces in which to play across and take it in turns to place them on the play area. Finally, and this method should be used as the default if there has not been any prior discussion, players may roll a D6 to determine how many pieces of terrain to play across. In addition to these specific pieces of terrain at least half a dozen pieces of Scatter Terrain should be placed on the play area, players taking turns to add them.

Once all terrain has been placed players take it in turns to place treasure chests, selected blindly as from a hat, up to the number indicated by the die.

Once all terrain and treasure are placed, the player who either placed the LEAST treasure chests if there is an odd number, or who placed the LAST treasure token if there is an even number, decides where their Crew will start the game. Each Crew must begin within 6" of an edge of the play area and at least 12" from any treasure (if this is impossible, it may be necessary to slightly move treasures). All Crew members must start within 2" of another friendly Crew member. Once a Start area has been chosen, the other player chooses one on the opposite side of the play area and must also start within 6" the edge of the play area. They must also attempt to start at least 12" away from any treasure. If this is not possible they must start as far as is possible from the nearest treasure.

3. Playing the Scenario

Both players roll 2D6 and the highest scorer chooses whether they wish for one of their own Crew to Act first or whether to force their opponent to go first. Play then proceeds as described in Part 3. It takes 1 Action to open/empty/search through a treasure chest in this game. A treasure is not safely claimed until it is returned to a Start

Tharr be treasure about, me hearties!

I heard from a friend, who heard from the barkeep, who heard from the guard that a prisoner who he slipped a little rum to let him knows the PRECISE locations of a large amount of booty that could set this crew on its way...trouble is that their barkeep has loose lips...as, as it comes to it, does my friend, and it's possibly not the case that we're the only crew that will be out seeking this treasure. Load your pistols and sharpen your swords then...

Area. Until then, the Character carrying it can be Knocked Out or put OOA, at which point the treasure may be claimed by anyone in base to base contact with the figure. Once the treasure has been returned to the Start Area, the Crew may use any Pieces of 6 acquired immediately or as soon as they wish to do so.

4. Winning and Losing

The game concludes when all Treasures have been returned to either Start area or one Crew has had all their members put OOA. As soon as either of these occurs, the game is finished. The usual Bounties of 10 Gold coins are awarded to the opposing Crew for any Pirate they successfully put OOA; add this to the amount of any gold acquired. The Crew with the most Gold altogether wins the game.

Treasure Values for this Scenario:

- Chest 1 – Some rags and an empty bottle
- Chest 2 – 10 Gold and 1 Piece of 6
- Chest 3 – 2 pieces of Six
- Chest 4 – 20 Gold
- Chest 5 – 20 Gold and 1 Piece of 6
- Chest 6 – A Legendary Item

Scenario 2: The Quest for *That Specific Thing*

This is a quick playing scenario, ideal as a brief intro to the game, a quick second or third game snuck in before someone has to get the last ship home, or as a means for Crews to acquire an item which is important to a wider quest or Campaign you have created. For example: The Quest for That Specific Thing is the first quest in the example Campaign "Killing the Dead", as it allows one of the crews to acquire Bonesbane, a weapon which kills the Undead and stops them from being resurrected. When writing your own Campaigns, this Scenario can always be used early on to provide things which are required by the overall narrative.

1. **Prepare your Crews:**

   If the first game in a Campaign:

   Choose Your Crews
   Players should choose their crews. If you want to dive straight into the game then use one of the Crews of Infamy as described on page 85. Otherwise, agree a **Gold Value** for your crew and select the Characters and their equipment you would like to use.

   If not the first game in a Campaign:

   Complete all **Inbetween Game** actions and inform your opponent of changes to your Crew, their equipment, skills and traits. Update your Character Cards accordingly.

2. **Set up Scenery and Treasure**

   This game has one primary treasure and its location is known to both crews at the beginning of the game. Additional treasure chests all contain Pieces of Six which Crews may decide are worth procuring or not in order to win the day.
   Choosing the Main Treasure: Players may choose a specific item from the Legendary Items if it fits in their campaign to do so. *For example, this Scenario could be used to acquire the item Bonesbane in a campaign which ultimately requires the killing of an Undead Character.* Where this is not the case, shuffle the Legendary Items deck and deal a single item, face up, for both players to see.

   The play area is 3' x 3' and can be played on land or on an island. 4-6 pieces of larger terrain such as buildings or woods should be deployed. Either the scenario designed by a player for the campaign sets out how many terrain pieces are deployed or roll 1D6, on a:

   > 1 or 2 = 4
   > 3 or 4 = 5
   > 5 or 6 = 6

   Players should roll 2D6, with the higher scorer placing the first terrain piece and players then taking it in turns to place them until they are all placed.

   In addition to this around half a dozen smaller pieces of Scatter Terrain should be placed on the play area, with players continuing to take it in turns to place them.

   Once all terrain pieces are set the Main Treasure chest should be placed by whichever player would otherwise be due to next place a terrain piece. The Main Treasure should be represented by Treasure Chest 1. It is advisable that the Main Treasure should be placed relatively near the centre of the play area. It cannot be placed within 12" of any play area edge.

   Once this is done, take three further Treasure Chests at random, without looking at their bases/number, and take it in turns to place them on the table, keeping them at least 12" from at least one table edge.

Once all terrain and treasure are placed the player who DID NOT place the main treasure decides where their Crew will start the game. They must begin within 6" of an edge of the play area and at least 12" from any treasure (if this is impossible it may be necessary to slightly move treasures). All Crew members must start within 2" of another friendly

Crew member. Once a start area has been chosen the other player chooses one on the opposite side of the play area and must also start within 6" of the edge of the play area. They must also attempt to start at least 12" away from any treasure. If this is not possible they must start as far as is possible from the nearest treasure. Their Crew should deploy in the same fashion as the first, within 2" of a friendly crew member.

3. **Playing the Scenario**

Both players roll 2D6 and the highest scorer chooses whether they wish for one of their own Crew to Act first or whether to force their opponent to go first. Play then proceeds as described in Part 3. It takes 1 Action to open/empty a treasure chest in this game. Once the Main Treasure is claimed the Crew who have claimed it must seek to return it safely to their Start Area. Only once the item has been carried into this area is it considered claimed and that Crew win the game. The other chests contain:

2 – A piece of 6
3 – A piece of 6 and 10 gold
4 – 2 pieces of 6
5 – 2 Pieces of 6 and 20 Gold
6 – A Piece of 6 and a Legendary Item (not the Main Treasure)

4. **Winning and Losing**

Gold is awarded from Bounties for removing enemy Crew members from play in the normal way, however the Winner of the Scenario is the Crew who successfully return the item in question to their Start Area.

Scenario 3: The Mermaid's Treasure

In this scenario both crews are seeking the same main treasure, but it is guarded by Wandering Monsters. Although the scenario has been written with Mermaids in mind, it could be easily adapted to better suit other types of Wandering Monster, depending on what you have available.

1. **Prepare your crews** – see guidance in Scenario 2 for more detail

2. **Set up Scenery and Treasure**

   This game has one primary treasure and its location is known to both crews at the beginning of the game. This treasure is guarded by Mermaids.
   Additional treasure chests all contain Pieces of Six which Crews may decide are worth procuring or not in order to win the day.

   Main Treasure: The main treasure in this scenario is *Mermaid's Gift*.

   The play area is 3' x 3' and can be played on an island or a series of islands. There must be a portion of water on the play area. 0-2 pieces of larger terrain such as buildings or woods should be deployed: either determined by the campaign, agreed by players or roll 1D6. On a :

   > 1 or 2 = 0
   > 3 or 4 = 1
   > 5 or 6 = 2

   Players should roll 2D6, with the higher scorer placing the first terrain piece, and players then taking it in turns to place them until they are all placed.

   In addition to this a few smaller pieces of Scatter Terrain should be placed on the play area, with players continuing to take it in turns to place them. If players haven't agreed on a number simply place D6 Scatter Terrain pieces, re-rolling 1's.

   Once all terrain pieces are set, the Main Treasure chest should be placed by whichever player would otherwise be due to next place a terrain piece. The Main Treasure should be represented by Treasure Chest and must be placed either in shallow water or within 1" of shallow water. The other player now places 2 Mermaids within 2" of the Main Treasure.

   Once this is done, take D3 further Treasure Chests and take it in turns to place them on the table, keeping them at least 12" from at least one table edge.

3. **Playing the Scenario**

   Once all terrain and treasure chests are placed, the player who DID NOT place the main treasure decides where their Crew will start the game. They must begin within 6" of an edge of the play area and at least 12" from treasure (if this is impossible, it may be necessary to slightly move treasures). All Crew members must start within 2" of another friendly Crew member. Once a Start area has been chosen, the other player chooses one on the opposite side of the play area and must also start within 6" the edge of the play area. They must also attempt to start at least 12" away from any treasure, however, if this is not possible, they must start as far as is possible from the nearest treasure. Their crew must also deploy within 2" of the nearest friendly crew member.

   Mermaids act as described on page 72.

4. **Winning and Losing**

   The winning crew in this Scenario is the crew which successfully returns *Mermaid's Gift* to their Starting Area regardless of Gold acquired through any means.

Scenario 4: The Bounty

Word has come from "back home". It seems the whereabouts of some wanted criminals has been narrowed down to the Dread Sea and a high bounty is now on offer for anyone who will bring the Pirate in question to justice – preferably by killing them (justice being an entirely relative term).

Both Crews seek to take out a specific individual on the other crew.

1. **Prepare your Crews**: Do this in the usual manner.
2. **Set up the scenario.** Familiarise yourselves with one another's Crews and choose one opposing Crew member as your target. Write the name of the target Character down on a piece of paper and keep this out of sight of your opponent.
3. **Set up Terrain** This scenario can really be played on any kind of set up – from both Crews starting on their own vessels to a crowded townscape. If you are still new to PODS and uncertain how best to set up a game, use one of the following set-ups for guidance:

   A: Two Ships : Play takes place, or at least begins, at sea. Play on as large an area as you can create up to a maximum of 6' x 4'. Place an island in the middle of the sea with D3 buildings on it and a couple of rowing boats on the shoreline, if you have wharfs available then put one each at opposite sides of the island. Toss a coin to determine which player decides where their Crew begins. All Crew members begin on a Ship which can be placed anywhere within 6" of a table edge. Once the first player has set up their ship, the second player must set up theirs within 6" of the opposite table edge.

   Variations: if you enjoy this scenario and set-up but have played it a couple of times, why not try mixing things up a bit? Place a Treasure Chest containing a Legendary Item in one of the buildings on the island, or even on a smaller island protected by mermaids. Or even split the deployment of Crew between the ships and the shore of the Island – this would involve some risk if you can't guess which of your Crew the enemy is targeting!

   B: Village Warfare

   Play takes place in a small village. Set up 3+D3 buildings on a 3' x 3' area, either all or mainly land, taking it in turns to place buildings in the normal manner. Toss a coin to determine who sets up first. This player sets up all their crew within 6" of one of the table edges and all Crew members within 2" of at least one other Crew member. The other player sets up their Crew within 6" of the table edge opposite, again, with all Crew member within 2" of at least one other friendly Crew member.

   Variations: If you have enjoyed this scenario a few times, why not consider making some changes? You could start some Crew member in buildings in the village, as opposed to all starting in the same place, which could add an interesting chase/hide element to the game. Or consider placing Treasure chests in any buildings – high value loot could change any game.

4. **Playing the Scenario**

   Once terrain has been set up, randomly determine who should Act first, either by rolling dice or tossing a coin. Players then proceed to Act in the usual manner, except, of course, that the game continues regardless of whether treasure has been claimed or not, until one of the targets has been put OOA.

5. **Winning and Losing:** The game is won by the Crew that successfully puts their target Out of Action. As soon as this is achieved the game ends, and they receive an additional 30 GC. Though all Gold from treasure and putting any other Characters' Out of Action are counted up and added to the Crews total amount of gold as normal, it is not the total amount of gold that determines the winner of the game, but the FIRST Crew to put their target OOA.

Scenario 5: Maps

Rumours always abound across the Dread Sea of great treasures of untold wealth. The Gold of Ardundir, the wreck of the Halcyon, the Immortal Statue of Well Endowed Geoff...most are dismissed as rumour or myth. Your Crew have, however, noticed on their recent travels a concentration of chatter about a specific Legendary Item. Unfortunately, the stories don't particularly match up as to the location of this treasure. In fact, they downright contradict each other. Undeterred, your Crew pitch up at one suggested location, only to find another Crew is already there!

1. **Prepare your Crews**: Do this in the usual manner, as described in previous scenarios.
2. **Set up the scenario.** This game is played across a number of islands. We recommend between 3 and 5 but if you would like to play a bigger game – why not! The bigger the table, the longer the game will be, but we suggest that given islands and sailing are involved, this scenario will work best with a table size of at least 4'x6'. This scenario can be played on game mats with set island positions. If not, players should take it in turns to place the islands, with none being within 12"of the short table edges. Crews start the game at opposite ends of the table, starting on the shorter table edges and with the player who placed an Island second choosing which end their Crew start from. Crews start in a Ship.
Place one Treasure Chest on each island and agree a Number (or name, if you'd rather) for each island to be known by.
3. **Set up Terrain**. Islands can be small or large, if the islands are big, consider placing the usual Scatter terrain and maybe a single building on them.
4. **Playing the Scenario**
Both Crews are ultimately seeking the Legendary Treasure. When a Crew Member comes into base to base contact with a treasure chest, roll 1D6 against this chart:
1   This chest contains nothing of value.

2-5 If you are the first Crew to open a Chest and roll 2-5: This chest contains a map, confirming the location of the Legendary Treasure. Keep this secret. You may look at all remaining treasure chests to see their number.
Of the remaining treasure Chests, determine randomly which is the location of the Legendary Treasure, for example by rolling a die and re-rolling any irrelevant (already used) number. Put the deciding die aside (for example under an upturned mug) so that the other player can confirm that this is where the treasure is should they also find a map.

   If you are not the first Crew to open a Chest and roll 2-5: This chest also contains a map containing the location of the Legendary Treasure – you may now view the die or dice set aside by the first crew.

6   You have located the Legendary Treasure by luck!

Once the rough location of the treasure has been ascertained, any Crew Member may Search for the Treasure as described in the Digging and Searching section.

5. **Winning and Losing:** The Crew that gets the Legendary Treasure on their Ship, wins.

Scenario 6: The Bar Brawl

1. **Prepare your Crews**: Create your crews in the usual way.
2. **Set up the scenario.** This game takes place in one large building. Use the largest building you have access to, preferably with many rooms and doors.
3. **Set up Terrain** Populate the building as best you can like a bar.
4. **Playing the Scenario** This is a simple bar fight. The objective is to put as many enemies Out of Action as possible.
5. **Winning and Losing:** The game is won when a Crew cannot Act other than to attempt to roll to Recover, that is to say that all their Characters are either OOA or Knocked Out when it would otherwise be that Crew's phase. In addition to the normal bounties, the winning Crew are awarded 50 GC (to leave and never return).

Example Campaign: Killing the Dead pt 1

As mentioned elsewhere, a Campaign is simply a series of interconnected games with a story behind them. In this example, we're going to use the basic Scenarios above to play a Campaign, but add a narrative, or story:

It's a typically busy and rowdy night in *The Beheaded King* – the popular Chapelton Inn. A particularly well lubricated stranger, with an open purse and mouth to match, mentions a recent trip he participated in where he and his Crew came across the Legendary Item Bonesbane, but were paid by its current owner to leave them be or face a terrible curse. He is mocked, teased and cajoled by the other inhabitants of the bar until he foolishly waves a map around for all to see...

Scenario 1: The Bar Brawl. Play the Bar Brawl as described above, except that the winning Crew now has an Advantage.

The map now located, the Crew set off excitedly to locate the legendary weapon, Bonesbane. For some, owning that weapon means they no longer need fear the dead and can exert control over the Dread Sea like never before. For others, it means they will possess a very rare and, therefore valuable, thing.

Scenario 2: Maps. Play the Maps scenario as described, except the Crew with the Advantage roll to establish the location for the treasure, as if they had rolled a 2-5, from the beginning of the game.

While the Crew who now know the location of Bonesbane are celebrating, they perhaps forget the extraordinary skills of the local parrots, one of whom, declined of both rum and mutton stew, immediately flies off to tell the other crew the location of Bonesbane, allowing them to meet their enemies on an equal footing.

Scenario 3: The Quest for *Bonesbane*

Play the Scenario, "The Quest for that Specific Thing" where the Specific thing is Bonesbane.

Once Bonesbane has been located, if you have enjoyed playing the campaign so far, refer to the website or Facebook group for the next Chapter of Killing The Dead!

Flora and Fauna of the Dread Sea

Flora

As yet little aggressive, or at least deadly, flora has been discovered in the Dread Sea. The majority of that which has, has been vines and ivy, with the occasional "fly"-trap like plant snapping up something substantially bigger than a fly. You can bet that in the future even the plants will become a problem though, as the cynics (or dwarves as they like to refer to themselves) point out, the main reason we don't know much about carnivorous plants is that they are carnivorous.

Fauna

As if it were not enough that the Pirate crews of the Dread Sea frequently find themselves in competition, or even open conflict, with one another, they also have to contend with what scholars from a safe distance (generally a university several thousand miles away) tend to refer to as *"the fauna"*.

The wildlife of the Dread seas is extensive and not fully understood, nor even considered "discovered" to any of the races of the Known World. Ranging from shiny and frankly, delicious, shellfish to fearsome and probably less delicious (although no one has yet claimed to have eaten one) sea dragons, there are many creatures across the Dread Sea that put Pirates in peril. Those with enough intelligence or intuition to act against pirates - and therefore have an effect in games - are known as Wandering Monsters.

Wandering Monsters

Most Wandering Monsters will "Activate" - usually meaning they will Move or Attack - at the end of a Turn, i.e.. after all players have Acted with all the members of their Crews, if any Crew Member is within a certain distance of them (if a Monster activates in a different manner to this, this will be explained in their section). Dependant on the Monster, this can be when they are likely to have heard a crew member, or seen them, and sometimes there will be different requirements for a Monster to act if it is possible that both have occurred. For a Monster to Activate, they must ALWAYS pass an L test. If they fail, they always do nothing. On the whole, Monsters would be controlled (their behaviours acted out) by the player against whom they are least likely to act, though as we expect you all to behave as gentlemen when playing our game, who moves the Monsters should not matter too much.

Wondering Monsters

Wondering Monsters are too caught up in their own philosophical mental excursions and frequent existential crises to bother players.

Sequence

Once all players have finished Acting with ALL their Characters in a turn:

Establish if any Characters are within the Activation range of a Monster.

If not: the Monster does nothing.

If so: the nearest Monster to any Character performs an L check as to whether or not they will Act. Their specific actions depend on the Monster type.

Once the Action and any outcome from it have been concluded, the Monster who has not yet Acted who is next nearest to a Character is Activated, and so on until all Monster's on the table have been Activated.

Mermaids and Sirens

Unlike other Monsters, Mermaids (or Sirens) are not activated by passing a test of their own L, but by that of their potential Victims. Any Character who is within 12", the Activation range of a Mermaid, at the end of their Phase must attempt to pass an L test to avoid the temptation of the creature. If the test is failed the Character must immediately use as many Actions as they would have on their *next* Activation to Move as far as possible towards the Mermaid. If they come within 3" of any Mermaid, the Mermaid Attacks them.

The Character has now Acted for their next turn, and unless given an Order may do nothing else.

Mermaids will always pursue enemies and protect their territory, so if, at the end of a Turn, ANY character is in the water and within 12" of a Mermaid, they will move and Attack that Character., unless they have already Acted against another Character.

Mermaids are "armed" with claws and jaws and a poison kiss. They will always attempt to use Poison Kiss unless their target is already paralysed.

Weapon	Attack Modifier	Parry Modifier	Special	TM	WM
Claws and Jaws	+2	+1	AM changes to +4 against a Paralyzed target	-	-
Poison Kiss	-	-	Paralyzes the victim, meaning they cannot Act on their next phase if Wounded	-	-

Harpies

Harpies follow boats or ships and will attack them as soon as they become aware of any treasure aboard. On the first turn of the game, Harpies will move towards the nearest boat or ship to them, but only up to 8" away from it (unless there is already treasure aboard, in which case they will move as close as possible). On following turns, Harpies will do one of the following actions, completing whichever is the first relevant action:

- Attack a character that they are in contact with.
- Move to attack the nearest crew member or towards treasure on any boat or ship that has treasure aboard.
- Move to attack the nearest crew member or towards treasure if there is treasure within 12".
- Move towards any ship which has moved this turn if the nearest ship to them has not moved.
- Move towards the nearest ship to them.

Move to attack means that the Harpy will use as many Actions as are required to get into contact with a crew member, and IF they have any Actions remaining will Attack (Harpies, like most creatures, having 2 Actions). Move towards means the Harpy will get as close as possible to the treasure aboard a ship or boat that has treasure, or as close as possible but leaving an 8" gap to the ship or boat they are otherwise pursuing.
Harpies are armed with Claws and Beak.

Giant Plague Rats
Giant Plague Rats are generally easy to dispose of, but if they bite, they can be deadly. Giant Plague Rats will seek easy targets to feast upon.

On the first turn of a game, any Giant Plague Rat moves in a completely random direction. Spin a rum bottle, or a pencil if for some reason you don't have a rum bottle to hand, and the Rat moves 2D6 inches in the direction pointed to by the neck or lead. Once there, check to see if there are any Characters within 12". Following this, for the second action and on all further turns, the rat acts as follows, completing whatever is the first relevant action:

- Attack a character they are in contact with.
- Move to attack any Character within 12" that is Knocked Out or paralyzed
- Move to attack any Character within 12" that is Wounded
- Move to attack any Character within 6"
- Move randomly as described above

If only the last applies, this means the Giant Plague Rat moves randomly twice, and may move back to where they started. Random.

Giant Plague Rats are armed with Rat Bites.

Weapon	Attack Modifier	Parry Modifier	Special	TM	WM
Claws and Beak	+2	+1	If the Harpy has an Action remaining following a successful Wound, they may carry the target with them if they move, and may drop them during that move. If dropped, treat them as having fallen D6 inches.	-	-
Rat Bites	+1	+2	Plague. If wounded do not roll on the Wound chart but: This Character gains 1 Wound immediately and another at the beginning of their every subsequent phase	-	-

Race	Speed	Agility (lower is better)	Logic and Leadership (lower is better)	Toughness (higher is better)	Bounty Paid for Killing
Mermaids	6 (3)	7	7	10	20
Harpy	8 (8)	6	8	10	25
Giant Plague Rat	6	4	10	6	5

In Between Games

Following each individual game of PODS, Crews generally retire, dragging any members put Out of Action during the game with them, to the safety of a base, where they can regroup and prepare for their next adventure. If they have done well, this will mean spending their earned gold on acquiring new skills, traits and equipment for the crew. Where things have gone less well, this may mean having to spend Gold Coins on Crew members recovering from minor Wounds (or not), new Crew Members being recruited, and more serious Wounds being healed. Often, Crew will find that they may be balancing maintaining and improving.

Bases

All Pirate Crews have a base, whether this be an Inn, a Ship, a campsite or on an outcrop. The Base is where the Crew retire to and recuperate, and also where they learn and upgrade their skills. In reality, Bases exist out of game, but this should not put players off creating them, either in their minds or in the form of dioramas.

Rank

Immediately after a game has finished, any Character who is still active, i.e. not Out of Action, on the winning Crew immediately goes up one Rank. This should be recorded on their Character card before any further matters are dealt with. Unless otherwise stated in the specifics of a scenario, Characters who are Knocked out at the end of the game are treated as Active, they are not Out of Action. Characters can achieve a maximum Rank of 5.

Out of Action Crew Members

For any Crew Member who was put Out of Action during the game, the player must make a dice roll to see if that Character survives, dies or is injured. For each Character put Out of Action roll 2D6 and refer to the following table:

Out of Action Recovery Table		
Dice Roll (2D6)	**Result**	
1	You've lost a D6, check under the table	
2	The Crew member dies from their wound. They are dead. Forever. Gone. Dead.	
3 to 5	Minor Injury: this Crew Member cannot take part in the next game unless their wound is healed for 15 gold	
6 to 8	Major Injury: this Crew Member cannot take part in the next 2 games unless their wound is healed for 35 gold	
9 to 11	Permanent Injury: this Crew member can carry on participating in games but one of their SALT statistics is permanently reduced Roll a further D6, on:	
	1	Two traits are reduced by 1. Roll again:
		1 to 2 S and A are reduced by 1
		3 to 4 A and L are reduced by 1
		5 to 6 L and T are reduced by 1
	2	S is reduced by 1
	3	A is reduced by 2
	4	L is reduced by 1
	5	T is reduced by 1
	6	Roll 1D6 again. If a 6 is rolled the Wound is cured, otherwise the roll counts as above.
12	The Crew Member makes a complete recovery and may continue as before with no lasting impediment or ill effect.	

If playing a competitive Campaign, it is naturally important that such crucial rolls take place in front of the other player, or if not, then an impartial observer.

Minor and Major Injuries

Minor and Major injuries can be treated if any Character on your crew has the requisite trait to do so. If not, the injury can be removed by paying the required amount in gold to a surgeon based on one of the islands of the Dread sea or on another Crew – in most cases this can be done in between any games without having to pay any mind to the actual travel involved, rather it is assumed that it would have been possible to visit a surgeon in between games. Any Character may only have ONE injury of each type healed per Inbetween game period.

Mutiny and Captaincy

Pirate Crews are, by and large, democratic affairs, and failing Captains are replaced. When your Crew has lost a game, you must check to see whether they still have faith in their Captain. To do this, first roll against the Captain's Logic and Leadership (L). If he passes this test, he retains the confidence of the Crew. If he Fails this roll, the Crew then vote as to whether or not to replace their Captain. For each Character, roll 2D6. Those that score lower than the Captain's roll vote with him, those who roll equal or higher vote against him.

If fewer Crew vote against the Captain or the vote is tied, the Captain retains his position. If a greater number of Crew vote against the Captain than for him, he is replaced.

Appointing a new Captain

All Crew members except the outgoing Captain are considered eligible to become the Crew's Captain. For each Character who is eligible, roll a "L" test. Of those that pass, the Character that passes by THE MOST becomes Captain. This does not necessarily mean the highest scoring, but the Character whose roll exceeds their L by the most. If NO Characters pass their L tests, then the former Captain resumes control of the Crew but the crew become Discontent, and cannot be given Orders until a new Captain is appointed. If their Crew has become Discontent, a Captain permanently loses 1 to their L score.

Losing Captaincy

Any Character who has been a Captain but loses that status loses any of the Skills which are unique to Captains (Fate Maker, Infamous, Studied, Inspirational, Admiral) but retains their Rank and Traits. They may be given another Role at any time Inbetween Games. If the new Captain of a Crew does not have sufficient L rating to keep the size of the crew under their control – i.e. their L is less than the number of Characters in the Crew, Characters must be expelled until the number is equal to the Captain's L rating.

Spending Gold

Once any change to the health and/or leadership of your crew are established, the Player is free to spend their ill-gotten gains on upgrading their Crew by purchasing Skills or Traits for them.

Traders: In between games, Crews meet with traders to replenish supplies of food, water, rum and other essentials. These costs are managed by the Quartermaster and the player need not worry about them. Traders often, however, have more interesting fare with them. Inbetween games, each player may draw D3 cards from the Legendary Items deck and may choose to purchase those items or not, should they have sufficient Gold to do so.

Hiring New Crew Members: If your Crew has sufficient Gold, you may add any number of new Characters to your Crew, creating them in the same manner as your original Crew members.

Purchasing Skills or Traits: In between games Gold can be spent on upgrading Crew Members' Skills and Traits. Any amount of GC can be spent on any individual Crew Member, but remember they can only receive Skills or Traits in line with their current Rank or a Rank below.

Mercenaries

Mercenaries with unique or extraordinary skills may become available to Captains in specifics scenarios or Campaigns. Mercenaries often already have extensive and sometimes unique skills and traits. They cannot be upgraded and can only be retained by any Crew by being paid a specified fee every game.

Legendary Items

LEGENDARY ITEM

Legendary Weapons can be acquired in two ways: they can be found as treasure in specific Scenario games, or they can sometimes be purchased in between games from land-based Quartermasters:

Bonesbane: Bonesbane can be either a knife or a sword. If you wish to equip a Character armed with a sword already, that sword becomes Bonesbane. If you wish to equip a Character whom is equipped with a knife or dagger or does not physically appear to be equipped with a knife, then Bonesbane can be a dagger (daggers are always concealable). Bonesbane does not alter the normal characteristics of the blade (if Bonesblade is considered a unique dagger then its characteristics are of a dagger), EXCEPT: any UNDEAD Character put OOA by Bonesblade cannot be resurrected this game.

Blades of Anguish: the blades of anguish are a pair of matching swords. They should, by preferences be given to a Character already armed with 2 swords, but if none is available, they can only be given to a character who is at least already armed with a sword. The Blades of Anguish retain all the characteristics of the original swords but ALSO: on the roll of a natural 12 (i.e 2 x 6s) the enemy is immediately put OOA. No comebacks, no arguments, not even Event Cards. They are utterly dead.

Enchanted Coin: When attacked by any other Character in melee (not wandering monsters) this Character can force a flip of their Enchanted Coin. Use any real coin with identifiable Heads and Tails. The owner of the Enchanted Coin flips the Coin and the attacking Character guesses. If the attacking Character is correct, play continues as normal AND that Character now owns the Enchanted Coin. If the defending Character wins the coin toss, the other Character loses their attack Action but the winner of the Coin toss may now attack them without using any Action of their own.

Mermaid's Gift: A small musical instrument similar to a flute or ocarina, fashioned from a single shell. This item can be added to any Character on a Crew – add it to their Character card. It may only be used by the Character it is given to. The Character possessing this item may use an Action to play it. They select an Enemy Character who has not yet Acted this Turn and roll an L test. If they pass, that Character must immediately use as many Actions as necessary to move as far as possible towards the player of Mermaid's Gift. If one Action brings them into contact with the player, they may still Act on their own Phase this Turn. If they use both Actions moving, they may not carry out a Phase this turn and have Acted.

Old Bartholemew's Effective Invisibility Potion: A Character equipped with this flask can use an Action to take a sip from it, becoming invisible when Hidden. They cannot be shot at or engaged in melee combat if Hidden. The flask magically refills itself, but slowly. As such the potion can either be kept and used once a game, or can be used as many times as you like in a single game, but is then used up and discarded.

Prestige Ring: The wearer of this ring can use an Action to summon an exact replica of themselves on the tabletop. When this Character Acts, the player may Move both doppelgängers as if they are unique Characters, however, as soon as either of them either performs an Action which is not Move OR is successfully Hit by an enemy shot, or engaged in melee combat, the player must then declare which is the REAL character, and continue acting with this one only, removing the other from play.

Sleepy Mungvarian Nose Flute: Any Character equipped with this rare and esoteric instrument (no-one even knows where Mungaria is) may use an Action to Play it, putting any Enemy Character OR Wandering Monster to sleep. Roll an L test. If the test is failed, the target may use one less Action than they are normally allowed on their next Phase. If the test is passed the Character loses all the Actions they would ordinarily be able to perform on their next Phase. If the roll is a 12, the Character loses all the Actions they would normally have on their next phase AND cannot Act at all until successfully passing an L test on subsequent phases.

Smooth Pistols: Smooth Pistols can be given to any Character carrying a brace or several braces of pistols. When firing, the roll of any double allows the character to swiftly reload their pistols - they are considered to be reloaded immediately. On the roll of a double 6 the firer may immediately reload AND take another shot if they wish.

Silence: A magical ring which stills all sound when activated. A Character may use 2 Actions to Activate silence. Until the Character possessing Silence Acts again, no Orders can be given or received.

Superior Throwing Knives: Replace the Throwing Knives of any Character with these, which have a longer range of 6".

Superior Dragon: Replace the Dragon of any Character with this, which has a longer range of up to 6".

The "Ole Switcheroo" Cloak: The wearer of this Cloak can use 2 Actions to immediately switch places with any other Crew Member on their own Crew.

True Love Waits: This magical locket always keeps the wearers true love close to their heart and their mind clear. They ignore any temptations to move towards Mermaids/Sirens.

Watched Over by the Fates: WobtF is an amulet which protects the user from the efforts of others to manipulate their fate. It's wearer cannot be effected by Event Cards.

Skills

Skills are extra abilities which can be given to Characters who have been given a Role as well as achieving a specific rank. Any Character who has achieved Rank 1 may be given a Role at the cost in GC detailed below. All Characters who have achieved Rank 1 are automatically considered boatswains. Characters may change role throughout a campaign, particularly if Captaincy changes. If a Character changes Roles, they retain all the Skills and Traits they have acquired up to that point, but lose their Rank, and as such may only acquire new Skills and Traits of Rank 1 until they gain more ranks again. The exception is Skills gained through Captaincy. A Character who loses their Captaincy also loses the Skills associated with Captaincy, permanently (unless they become a Captain again).

Role: Rank:	Captain	First Mate	Quartermaster	Surgeon	Chef	Boatswains	GC
1	Fate Maker	Second in Command	Account Keeper	Field Surgeon	Feeder	Lucky	10
2	Infamous	Fate Changer	Connected	Smelling Salts	Culinary Improviser	Loyal	15
3	Studied	Officer and a Gentleman	Commissioned	Minor Surgeon	Field Surgeon	Skilled: Melee/ Firearm	20
4	Inspirational	Experienced	Haggler	Major Surgeon	Smelling Salts	Experienced	25
5	Admiral	Veteran	Investor	Miracle Worker	Exceptional Chef	Veteran	30

Account Keeper: The entire crew earns an extra 5% GC on Loot found/retrieved in game (not on Bounties).

Admiral: This experienced Sea-dog may run a crew of ANY size. They have 4 Actions per Phase and may use ANY number of Actions to attempt to give Orders.

Commissioned: The entire crew earns an extra 10% on BOUNTIES recovered.

Connected: When finding or purchasing Legendary Items, the player to whose Crew this Quartermaster belongs may return one card to the deck and draw again.

Culinary Improviser: A Crew with a Chef with this Skill receive an additional 10 gold for all Monsters or Creatures killed, as the Chef saves money by knocking them up into a tasty treat. Mmm…tentacles.

Experienced: This Character may increase any of their SALT characteristics by 1.

Exceptional Chef: This Chef keeps the Crew happy all the time. All Crew members rolls are increased by 1 when attempting to pass an L test when receiving an Order.

Fate Changer: This Character allows their Crew to start the game with a(n additional) Piece of Six.

Fate Maker: As Fate Changer, except this Skill is dependent on being the current Captain of a Crew and is lost if Captaincy is lost.

Feeder: Any Crew which includes a Character with this Skill adds +1 to the score rolled by a Captain when attempting to pass an L test to retain their Captaincy and quell a mutiny…

Field Surgeon: May use one Action to remove 1 Wound from Character within an inch.

Haggler: The Crew to whom this Quartermaster belongs pay 10% less when purchasing weapons or other equipment.

Infamous: Any enemy wishing to attack this character in melee must first pass an L test, otherwise they cannot attack (but have still used the action).

Inspirational: This Captain may use their OWN L when giving an Order, rather than that of the Crew member receiving the order.

Investor: Receives a total 10% bonus on all Loot recovered in games (player receives 10% more GC after games).

Loyal: This Character may re-roll any failed L test when attempting to receive an Order (only).

Lucky: The first time a successful Wound roll is made against this Character, they may force the enemy to re-roll it.

Major Surgeon: Inbetween games any Crew which has a Surgeon with this Skill can remove a Major Injury from a Character for free.

Minor Surgeon: Inbetween games any Crew which has a Surgeon with this Skill can remove a Minor Injury from a Character for free.

Miracle Worker: Inbetween games, any Crew which has a Surgeon with this Skill may re-roll any rolls which result in a Character being "Dead".

Officer and a Gentleman: Whenever a Crew member within 6" is about to be Shot by an enemy, this Character can elect to have been hit instead, having leapt in front of the bullet. Move the First Mate into the line of fire in the most direct passage and compete the effects of the shot against them rather than the intended target.

Second in Command: If the Captain of this Crew is OOA or KO, the First Mate may use 3 actions per phase.

Skilled: This Character adds +1 when Attacking in EITHER melee or when shooting.

Smelling Salts: May use one Action to immediately place a Knocked Out Character within 1" back on their feet.

Studied: This Character's L is improved by 1.

Veteran – must already have Experienced : This Character may increase a second SALT characteristic by 1.

Traits

Traits are available to Crew Members in much the same way as Skills, but rather than based on their Role and combat experience, Traits are related to the natural physiology and culture of the race a Crew Member belongs to. A Character must be of the relevant Rank to gain a Trait, and the player must have the required Gold Coins to pay for it. Where more than one Trait is available for a Character of a specific Rank, they may gain all Traits but must do so one at a time (i.e. one in each period in-between games) and pay the GC value each time.

Traits

Race: Rank:	Human	Dwarf	Orc	Elf	Goblin	Undead	Troll	Necro-mancer	Ratmen	Skrier	Parrots	GC
1	Counter, Swingin' the Riggin', Drunk	Pace, Drunk	Unmovable	Blade Dancer, Pace	Swingin' in the Riggin', Drunk	Unmovable, Bony	Snacker	Resurrect level 2	Triptail	Swim	Scout	10
2	Blade Assassin, Knife Thrower	Guard	Tougher	Blade Assassin, Counter	Sneak	Terrifying	Stoic	Resurrect level 3	Sneak, Pack	Terrifying	Distract	15
3	Blade Dancer	Tougher	Blade Dancer	Sneak	Wise	Counter	Unmovable	Voodoo	Swarm	Drowner	Attack	20
4	Pace	Stoic	Pace	Wise	Thief	Learner	Tougher	Raise the Dead	Snacker, Swim	Slumber	Guard Treasure	25
5	Tougher, Thief	Wise	Snacker	Ancient	Cut Throat	Blade Dancer	Ancient	Immortal	Pace, Plague Carrier	Ancient	Revive	30

Ancient: When the result of any dice roll would otherwise put this Character Out of Action in a game, this Character may choose to re-roll one die so long as the original score was anything but a 1.

Attack: This Parrot Familiar can Attack in melee. For this purpose they have an Attack of +1.

Blade Dancer: This Character, if wielding 2 swords, can attack with each one once individually per Action.

Blade Assassin: If this Character rolls a Natural 12 (two 6s without any modifiers applied) when attacking with a sword, knife or bladed weapon, they instantly put the enemy Character OOA, regardless of any defensive roll.

Bony: This Character does not replenish any Wounds to Characters with the Snacker ability.

Counter: If this Character defends against a melee attack with a Parry score of 6 or more, they may immediately attack as if it were their own Attack Phase.

Cut-Throat: This Character can Finish Off an enemy without the need to pass a test of any kind, using an Action to do so.

Distract: This Parrot Familiar can swoop on enemies, clawing at them. Unless the target passes an L test, they may only perform 1 Action on their next Phase.

Drowner: This Character can breathe underwater, making it easy for them to attempt to drown an enemy. If either character (attacker or defender) is within 1" of water whilst engaged in combat, i.e. in base to base contact, this Character can add +2 to their Attacks.

Drunk: Before this Character Acts they must pass an L test. If they Pass, they may complete 3 Actions this turn. If they fail, they may not do anything this turn.

Guard: This is an Action which replaces the Watch ability. This Character perform any Action (i.e. Move, Shoot etc.) out of the usual Turn sequence when an Enemy moves within 12" of them.

Guard Treasure: When placed within 2" of a treasure, the Parrot may Attack any enemy who moves within 2" of them, at any time and on any Character's Phase.

Immortal: This Character cannot die from any mortal injuries. Except where stated expressly otherwise, this Character re-rolls any roll of a 2 on the Out Of Action Recovery table.

Knife Thrower: This character has concealed blades all over their body and is able to grab another ready to throw instantaneously, without needing to "reload".

Learner: May reload weapons without passing an L test.

Pace: Increase S characteristic by 1.

Pack: All Characters in a crew which have this Skill may move in the same Phase. They may ONLY move, not use any other Action, and their Phases are all treated as completed. They may still Move as many times as they have Actions.

Plague Carrier: If this Character beats an enemy Character in Melee using only their claws/teeth, that Character is OOA, no ifs, no buts.

Raise the Dead: This Necromancer can raise an additional Skeleton to their force for any ENEMY Characters put out of Action this game. The Skeleton does not remain a permanent member of their Crew, they only last until the end of this Game.

Resurrect level 2: This Character can Resurrect Undead Crew members up to 6 inches away from where the Necromancer is standing.

Resurrect level 3: This Character can Resurrect Undead Crew members up to 9 inches away from where the Necromancer is standing.

Revive: This Parrot Familiar can revive the Character to whom they belong from being Knocked Out as long as the Familiar is within 3" of that Character.

Scout: This Parrot Familiar can identify the contents of a Treasure Chest it is within 1" of. Only the Player controlling the Crew to whom the Parrot is attached knows the contents.

Slumber: This Character may choose to do nothing 1 turn, and benefit from being able to perform 3 Actions the following turn.

Snacker: When finishing off an enemy, this Character can remove a single wound they have sustained by gaining sustenance from the flesh of their victim.

Sneak: This Character gains +1 to their Attack roll in melee if the Character they are attacking is facing in another direction.

Stoic: When this Character would be put Out Of Action for the FIRST TIME in a game, roll an L test. If it passed, make the Impact roll again.

Swarm: on passing a Logic and Leadership test, this Ratman can send a swarm of rats to cover any enemy within 4", pestering them and causing them to lose one Action the next time they Act, having to brush them off.

Swingin' in the Riggin': The ability to move from anywhere on a Ship, to anywhere else on a Ship, by grabbing/cutting/swinging on exactly the correct piece of rope. If this Character begins their turn, or within a Movement Action, within 1" of any rope or rigging on a ship, they may swing to any other place on that ship using 1 Action.

Swim: This Character can use their primary Speed when moving in water.

Terrifying: When attacked by this Character, the defender reduces their Parry score by 1.

Thief: When this Character successfully puts another Out of Action, in addition to the Bounty usually received, they also take D6 gold from the deceased's pockets or purse (this gold is considered the pirates personal stash, it is not deducted from the other Crew).

Tougher: Increase this Character's Toughness by 1.

Triptail: If this Character Wounds another in melee combat, the target also falls over, and must use 1 Action to get back up.

Unmovable: This Character can break away from melee combat freely and without their opponent being given an attack against them.

Wise: Increase this Character's L by 1.

Crews of Infamy

One of the joys of Pirates of the dread Sea is to create a Crew of your own and see them through many adventures. However, there's plenty of time for that, and players may find it easier to start with / work with some characters who have already established themselves in the pirating world. Alternatively, players may simply wish to extend and expand upon the stories of these Legends of the Dread Sea.

Crews of Infamy are Crews who have travelled the Dread Sea and built up reputations through acts of derring-do or Dread. Some of them have unique skills and abilities and they do not always adhere strictly to the rules of character development set out for ordinary Crews. As such, it should be agreed in advance of any game whether players are permitted to use Crews of Infamy or not.

Captain Thornback's Crew

CAPTAIN			THORNBACK
HUMAN			
6/3	7	7	10

BRACE OF PISTOLS	0-8' 6+	SM +2	Ready
BRACE OF PISTOLS[2]	0-8' 6+	SM +2	Ready

	A	P	SM	W
CUTLASS	+4	+2	+2	1

FATE CHANGER

Captain Thornback is a ruthless killer beholden to no-one and a champion of the downtrodden seeking to right the wrongs of law and society, depending on whom you ask, what day of the week it is, and whether or not Thornback has enough money in her chest to keep her and her crew in rum.

She is described as articulate by elves and as tricksy by goblins. She is not known to have ever broken the terms of a deal, but has been known to deliver something quite unexpected to the other party, pointing out some "different understanding" of a word or phrase. She is not often described as trustworthy, at least by those who have attempted to work with or against her.

That said, Thornback inspires immense loyalty in her crewmates and admirers through her occasional benevolent actions towards unfortunates. Like many of the pirates of the Dread Sea, Thornback holds no truck in slavery and it has been rumoured that she has purchased slaves and servants from nobles only to execute those self-same nobles moments later, reclaiming her coin and asking the victims how (and presumably, if) they would like to live. Many of Thornback's crew have been "liberated" in this, or a similar, way.

D. "DIGS" GRAVES			
HUMAN			
6/3	7 A	7 Z	10

PISTOL	0-8'	SM	
	6+	+2	Ready
			Ready

	A	P	SM	W
CUTLASS (X2)	+4	+2	+2	1

BLADE DANCER

Digs no longer digs graves. Other men do this for him. Frequently a short period before they fall into them. In truth, Digs never really did dig very many graves, it was much more often the case that his actions necessitated their digging. A quiet man, known for preferring others to keep quiet and very happy to enable them to find this easier on a permanent basis, Digs' motivation would be hard to ascertain were it not for his unflinching, unquestioning loyalty to Capt. Thornback

JOKES			
HUMAN			
6/3	7 A	7 Z	10

	0-4		4-8		
	SM	W	SM	W	Ready
NOCK GUN	6+ +4	3	7+ +3	2	Ready

	A	P	SM	W
CUTLASS	+4	+4	+2	1

Jokes finds life hilarious. And death. And various other events of great or little significance which others either don't find amusing because they are perfectly ordinary, or because they are gruesome and terrifying. It is often assumed that what Jokes says are jokes, though frequently this is just a way of admitting that no-one really understands what she is talking about.

"A fine wind may or may not visit those who seek it, but those who seek nothing but a heap of beans will find it all the same," she once informed a naval Captain upon her arrest, shortly before biting off his nose, laughing hysterically, and leaping into the sea, her arms and legs bound, before disappearing for several months, emerging eventually amongst Thornback's crew.

BAD ANNIE

HUMAN

6/3	7	7	10

PISTOL	0-8' 6+	SM +2	Ready
THROWING KNIFE	0-4' 7+	SM +1	Ready

	A	P	SM
KNIFE	+2	+1	+2
HOOK	+1	+3	+2

HOOK, BLADE ASSASSIN, KNIFE THROWER

Rumoured to have been the daughter of a noble family, her father and older brother betrayed and killed – Annie is said to have sought a life of adventure and ruthless killing in revenge. Whether or not there is any truth in such rumours, Annie appears happy to let them circulate, and has proven on numerous occasions that she is not beyond killing for personal reasons or to make a point. Alongside her Captain, Thornback, Annie has also been known to act in the interests of the unfortunate without seeking remuneration.

Some argue that we should not be fooled, however, into thinking that Annie's motives are fuelled only by revenge, a sense of justice, or a combination of the two. Annie is a pirate and her motives, by and large appear to be to further the wealth and prosperity of Annie.

JUAN DE SILVA

HUMAN

5/2.5	7	7	10

BRACE OF PISTOLS	0-8' 6+	SM +2	Ready
2ND PISTOL			Ready

	A	P	SM	W
CUTLASS	+4	+2	+2	1

PEG LEG, CHEF

Juan De Silva is fond of telling stories. Many others are fond of telling stories about Juan De Silva. For many years employed as the cook or chef, having lost part of his leg as an active pirate in his younger days, the exact details of how Juan acquired this injury are steeped in myth and legend. Listen to a story of any of the most legendary pirates of the Dread sea and Juan's name is likely to come up. Sometimes as a hero, sometimes a co-conspirator in a great plot, and at every age and in every location from being a Cabin Boy in Chapeltown in the earliest days of it's foundation to being a pirate captain off Sinister Island in great battles against the Undead – apparently Juan was there.

Whether or not his current crew mates know or trust Juan any better than those that may have known him in the past is not clear. Many a well-soaked sailor will tell you that Juan is the only surviving member of a crew that once had to abandon and bury a treasure almost unimaginable in it's worth. Juan will simply laugh, and ask why, if this were the case, he was not on his way there now, to dig it up. Which often results in other pirates following him around for months at a time.

Brandt Brandston's Crew

BRANDT			BRANDTSON
DWARF			
5/2.5	8	7	11

DRAGON	0-4	SM	W	
	6	+3	+1	Ready
				Ready

CUTLASS	A	P	SM	W
	+4	+2	+2	+1
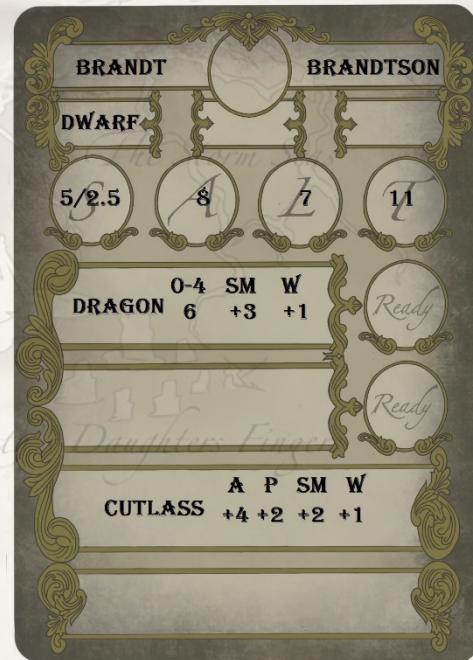
One of the most famous and/or infamous dwarf pirates ever to have taken to the Dread Sea, Brandt Brandtson is known as unpredictable and a mercenary. He attracts similar characters to his crew. Frequently ruthless both in terms of despatching enemies and in firing or even sacrificing his own crew members through reckless yet daring (and frequently, successful) raids of piracy, it is said that Brandtson fears no man nor beast, and certainly has lead his ship Harmony into many attacks on vessels greater both in size and armament, and lived to tell the tale.

Brandt may be incredibly wealthy - it is certainly thought that he should be - yet this seems to have diminished his desire for piracy not one jot.

ERIK			
DWARF			
5/2.5	8	7	11

	0-4		4-8		
DWARVEN	SM	W	SM	W	
BLUNDERBUSS	6+ +4	+3	8+ +3	+2	Ready
					Ready

Educated and thoughtful, Erik initially travelled to the Dread Sea with the intention of chronicling its flora and fauna, with a mind to publishing articles at home in the Known World. As happens, frankly, more frequently than not, his vessel was attacked by pirates. Erik, not previously used to fighting, found himself fleeing for his life. As he ran, a crewman threw a weapon towards him. Erik grasped it with both hands, and without a second thought, fired it at the nearest pirate. His scientific mind found it easy to reload the device and he fired again. "This is exciting," he thought. And he's never really looked back. Erik lives for discovery and adventure. And also a little bit for shooting people.

BONNIE

DWARF

5/2.5	8	7	11

BRACE OF PISTOLS	0-8' 6+	SM +2	Ready
			Ready

Unlike many of her frequent crewmates, Bonnie did not flee boredom in the Known World or run away seeking her fortune. Bonnie was born on the sea and has never known another life. As such, her knowledge of everything from sailing to fighting has been ingrained from her early years. A crack shot with her pistols, Bonnie favours remaining at a distance rather than entering into melee.

SVEN

DWARF

5/2.5	8	7	11

DRAGON	0-4 6	SM +3	W +1	Ready
				Ready

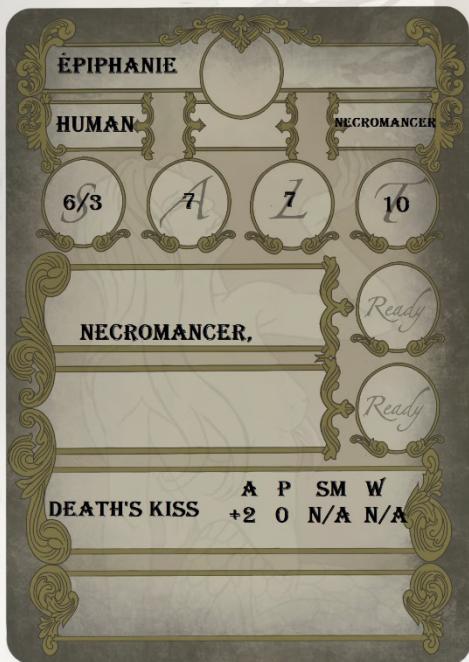|	A	P	SM	W
CUTLASS	+4	+2	+2	+1

As mad as a box of crabs and twice as dangerous when rattled, Sven is clearly very angry about something. Whilst others might shoot first and ask questions later, Sven is much more likely to shoot first, then punch, kick, stab and quite possibly behead before it ever occurs to him to ask a question. Perhaps if he remembered to, he wouldn't be so angry all the time. Who knows?

PEEVO

	5/2.5	8	7	11

	0-4	SM	W
BOTTLE	6+	+1	-

Ready

Ready

	A	P	SM	W
BEER MUG	+2	+1	-	-

DRUNK

Peevo can either be an incredibly productive asset to his Crew or a complete liability and waste of space, depending on how much he's had to drink. That isn't to say that Peevo should be kept sober, quite the contrary – a sober Peevo is sullen and unmotivated – the trick for the rest of the crew is trying to ensure that Peevo is, as they put it, the right amount of drunk. When he is, he can be a whirling dervish, dashing to collect treasure and despatching foes on the way. When he is not, he tends to sit on the floor and keep drinking, hoping to regain his literal and metaphorical balance.

Epiphanie's Undead Crew

ÉPIPHANIE

HUMAN → NECROMANCER

	6/3	7	7	10

NECROMANCER,

Ready

Ready

	A	P	SM	W
DEATH'S KISS	+2	0	N/A	N/A

BATTLE BRUSH STUDIOS

Believed to be a native of one of the many islands of the Dread Seas, Epiphanie is one of the powerful Necromancers-one who is able to manipulate and control the dead. Whilst many Necromancers are motivated seemingly only a bloodlust or a desire for power – and others simply by a will to maintain control over their own mysterious territory, Epiphanie is quite different. She seems just as motivated as the pirate Captains from the Known World to discover riches and treasures, in particular she is often to be found seeking rare magical objects, which her enemies fear can only make her more powerful still. Already, she carries a terrifying weapon capable of controlling dead mortals!

EXITUS

SKELETON

| 6/3 | 8 | 9 | 6 |

| PISTOL | 0-8' 6+ | SM +2 | Ready |
| | | | Ready |

| | A | P | SM | W |
| CUTLASS (X2) | +4 | +2 | +2 | 1 |

Perhaps once great men and women, perhaps nothing more than thieves and murderers, perhaps even Epiphanie's friends, families or even lovers, her crew have been nothing resembling human for longer than anyone who has encountered them has known. Time and again they fight and die at the will and whim of their mistress. Is this loyalty? Do these once-men have any will of their own, any ability to show loyalty? These questions are rarely asked by those who find their terrifying forms facing them in combat on land or sea! Instead, far better to rush to arms and destroy the dead…only to stare in desperation as they are raised once again!

TOD

SKELETON

| 6/3 | 8 | 9 | 6 |

| PISTOL | 0-8' 6+ | SM +2 | Ready |
| | | | Ready |

| | A | P | SM | W |
| CUTLASS | +4 | +2 | +2 | 1 |

MUERTE

SKELETON

6/3	8	9	6

Ready

Ready

	A	P	SM	W
CUTLASS	+4	+2	+2	+1

NAVE

SKELETON

6/3	8	9	6

PISTOL	0-8'	SM	
	6+	+2	

Ready

Ready

	A	P	SM	W
CUTLASS	+4	+2	+2	+1
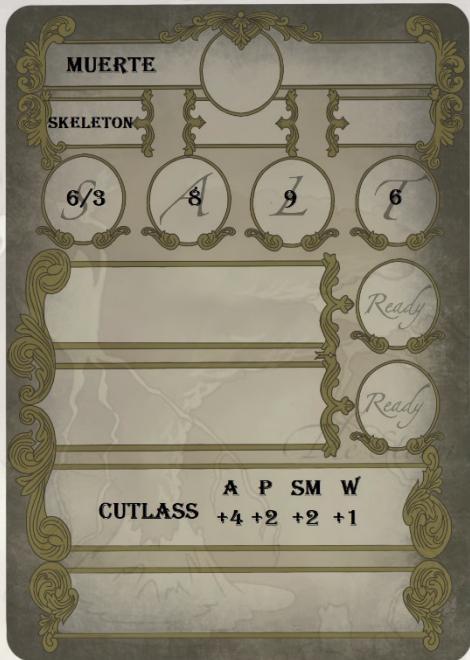
Appendix One – Random Loot Tables

Use these tables for any scenario of your own creation, scenarios where random treasures are required or to replace the treasure in Scenarios you have already played.

Before the game begins, roll 2D6 to determine which chart will be used for the rest of the game, then, each time a chest is opened, roll a single D6 to determine the treasure located on that occasion.

First die: Second die:	2	3	4	5	6
2	a	w	e	r	T
3	y	u	i	o	P
4	a	s	a	w	e
5	r	T	y	u	i
6	o	p	a	s	a

	Chart A Loot Items
1	Legendary Item
2	Rats!
3	30 gold!
4	Nothing at all
5	10 Gold
6	1 Piece of 6

	Chart W Loot Items
1	10 Gold and a Piece of 6
2	20 Gold and a Piece of 6
3	A Piece of 6
4	A Piece of 6
5	10 Gold
6	20 Gold

	Chart E Loot Items
1	Nothing at all
2	10 Gold and a Piece of 6
3	30 Gold
4	A Piece of 6
5	40 gold
6	20 Gold and a Piece of 6

	Chart R Loot Items
1	20 Gold and a Piece of 6
2	Rats!
3	10 Gold and a Piece of 6
4	A legendary item
5	2 pieces of 6
6	A Piece of 6

	Chart T Loot Items
1	40 gold
2	20 Gold and a Piece of 6
3	30 gold
4	10 Gold and a Piece of 6
5	A Piece of 6
6	50 gold

	Chart Y Loot Items
1	A legendary item
2	30 gold
3	20 Gold and a Piece of 6
4	A Piece of 6
5	10 Gold and a Piece of 6
6	40 gold

	Chart U Loot Items			Chart I Loot Items			Chart O Loot Items
1	60 Gold	1	Rats	1	A piece of six and 10 gold
2	50 Gold	2	Rats	2	A piece of six and 20 gold
3	40 Gold	3	A Legendary Item, a Piece of Six and 30 Gold	3	A piece of 6 and 30 gold
4	A piece of 6	4	Rats	4	A piece of 6 and 40 gold
5	A Legendary Item	5	Rats	5	A piece of 6 and fifty gold
6	A Legendary Item and a Piece of 6	6	A piece of 6 and 20 Gold	6	A piece of six and sixty gold

	Chart P Loot Items			Chart A Loot Items			Chart S Loot Items
1	40 Gold	1	10 Gold and a Piece of Six	1	10 Gold
2	50 Gold	2	10 Gold and 2 Pieces of Six	2	20 Gold
3	60 Gold	3	20 Gold and a Legendary Item	3	30 Gold
4	A piece of 6	4	30 Gold	4	40 Gold
5	A Legendary Item	5	40 Gold	5	Nothing at all
6	A Piece of 6 and a Legendary Item	6	2 Pieces of Six	6	Rats