

LEGO® Pirate Wars

Introduction

LEGO® Pirate Wars is a naval miniatures war game based on minifigs and models available from LEGO®. You will need at least two LEGO® model ships and lots of extra minifigs. The game uses a six sided die (d6) to resolve combat and check for morale. The number needed for a success is referred to as the target number and a roll less than or equal to the target is a success. A roll of a six is always a failure. The ranges in the game are measured in studs so you will need to make a scale for measuring distances by joining four 1x8 plates or two chains to make a scale 32 studs long.

Minifigs

Minifigs represent various crew members and all minifigs have values Attack. Attack is the target number for the minifig in combat. Attack values for all minifigs are listed in the crew chart. A female minifig may represent any crew member with one special feature, she has an unlimited number of loaded pistols and so gets +1 to her attack. All casualties are removed by the owning player.

Weapons

Each weapon has attributes for Dice and Range. Dice is the number of d6 rolled for each attack and Range is the maximum distance that the weapon can attack.

Ships

All ships have the following attributes: Hull Factor(HF), Sail Factor(SF), Speed, and Crew. The Hull Factor is ability of the ship's structure to take damage and remain afloat. The Sail Factor is the amount of sail the ship has available to spread. The Speed of the vessel is the number of studs the ship can move in a turn. The Crew of the ship is the number of minifigs needed to completely man the ship for sailing and manning cannons. The Extras column on the Ship Chart shows the extra pirates, sailors, or marines for each ship at the start of the game.

Turn Sequence

Pirate Wars is played in turns that are broken into four phases.

1. Initiative
2. Movement
3. Tasks
4. Morale

Initiative

At the beginning of each turn, all sides roll a d6 to determine initiative for that turn. Break all ties by rerolling the initiative for the tied sides only. Initiative runs from lowest to highest roll.

Movement

Ship movement is based on the current Speed of the ship, which is subject to damage and wind direction. Wind direction is determined at the beginning of the game. Each ship must move all of its current Speed as modified for crew loss, sail loss, and heading.

A ship has three Speeds: Full, Tack, and Adrift. These speeds are based on the direction of the ship with respect to the wind. Full Speed is with the wind coming from aft to abeam and the ship moves its full current Speed. Tack Speed is when the vessel is sailing from abeam to quarter and is one half the ship's current full Speed. A ship that begins a turn within 45° of the wind, has no crew, or has no sails is adrift and will move 8 studs with the wind and turn 45° with the wind each turn until running with it.

To move a ship, place a marker next to the bow where it contacts the floor and move the ship forward until the keel just before the rudder is next to the marker. This distance is the Length of the ship shown on the Ship Data Chart. The ship continues to leap forward like this until the remaining movement is less than the length of the ship. Use a scale to measure the remaining movement of the ship.

A ship can turn up to 90° for every leap over one half its length that it makes in a turn. This is accomplished by making a normal movement leap and then swinging the bow to the desired angle while using the rudder as the pivot point. A ship that has a total move of less than one half its Length in the turn may turn up to 45°.

After all ships have moved, they can adjust their headings by Falling Off the wind. Falling Off allows each ship to turn up to 45° with the wind up to running with it and is conducted in the same order of initiative as movement.

If one ship hits another at a 45° angle or greater, then it has rammed the other ship. Whenever one ship rams another, they both go adrift and the only action either ship may take during the Task Phase is Boarding. A ship that rams another takes 1 HF in damage, 2 if the other ship is larger. The rammed ship takes damage equal to one half the current SF of the rammer, rounded up, to its HF. During Boarding, both ships are lashed together and will move adrift every turn. If the impact is at an angle of less than 45° or was made during turning, then it is not considered a ramming and no damage is done to either ship.

Tasks

All minifigs can perform only one of the following actions during the Task phase: Boarding, Firing, Moving, Reloading, and Sailing. Any minifig that is not firmly joined to some part of the ship by either hand or foot cannot perform any task except Moving. Any minifig that falls on the floor or is set down by the player has fallen overboard.

Boarding

A player may declare a Boarding attempt whenever it is in contact with another ship. The minifigs on a ship may not perform any other tasks while it is engaged in Boarding.

Each player sums up the values for the Attack for all minifigs on the ships. The smaller number is subtracted from the larger number and the player with the larger sum receives the result as a bonus. Both players roll one d6 and the player with the bonus adds it to their roll. The resulting numbers are the crew loss for the opposing player. The player who loses the least, wins the round of Boarding.

If the attacker wins, they may board the enemy ship. If the defender wins, then any surviving attackers are forced off their decks and the defender may decide to attack or flee. If they flee, they may move their ship normally in the next turn, otherwise they continue with Boarding. Boarding is carried out until one side is destroyed, surrenders, or flees.

Firing

The player states which minifig is firing which weapon and at which ship. The player must also declare whether they are firing shot or ball out of their cannons. The ship must be within the maximum range of the weapon, which is measured from the firing weapon to the target using a chain. The player must declare all attacks before rolling any dice or measuring any ranges.

Cannons must be able to establish a straight line down their bore to the waterline of the target in order to hit. Cannons that fire shot have a shorter range with a higher target number, but they only affect sails. All hits with shot cause double damage if the attacking ship has at least one cannon dead ahead or astern of the target. Cannons achieve critical hits when all three dice roll successful hits while firing ball. Roll a d6 and refer to the Critical Hit Chart for the effect. If any cannon rolls three 6's, then the cannon has exploded, destroying the cannon and its crew.

Muskets and pistols both require visible targets. Any minifig in a cabin or on the gun deck cannot be hit.

The Captain of a ship may scuttle it by firing his pistol into the powder stores at the end of the Task phase. The ship receives its full HF in damage to the hull, killing an equal number of crew and an equal number of boarders. Any ship engaged in boarding it receives one half the HF in damage applied as a ball hit.

Moving

The minifig may move to any location on the ship. Any overboard minifig may move up to eight studs by swimming, and if it starts within eight studs of a friendly ship, they may board it. Two minifigs may move a cannon from one side of a ship to the other.

Reloading

A cannon takes one round for two minifigs to reload or two rounds for one to reload. Minifigs manning cannons are indicated by facing the minifigs toward the cannon and equipping them with either a shot or a ram rod. Imperial Marines cannot reload cannons on board a ship. Muskets and pistols require 1 round to reload.

Sailing

The minifig is adjusting sails or steering the vessel. During the task phase, there must be as many crew sailing as there are remaining SF or the ship loses the extra SF, which must be reset. Place one crew at the helm and split the remaining between deck and top castles. The ship regains one SF at the end of the turn for every two crew tasked for sailing above the remaining SF. A ship may reset up to two SF per turn, but may never reset more SF than the total remaining HF of the vessel. Imperial Marines cannot sail.

Morale(Plus Sharks)

A morale check is made when any of the conditions listed in the Morale Test Chart occurs. Add the modifiers together if multiple conditions exist. The player rolls one die for each ship affected with a target number equal to the highest crews Attack plus the modifier(s) in the chart. A crew that mutinees will throw the Captain and First Mate overboard and attempt to flee. If the crew passes a morale check in the next turn, they may return to the battle, otherwise the ship is removed once it is outside cannon range of the enemy.

Any minifig that ends up in the water is likely to become shark bait. A d6 is rolled for every minifig in the water, on a 5 or 6, the minifig is eaten by sharks. The Pirate Captain will always be the last pirate minifig to be eaten.

Damage Chart

The Damage Chart is used to keep track of the amount of damage a vessel has taken. Before starting a game, you will need to cross off the extra lines on the chart to make it reflect the ship you are using. Start at the first HF and count HF's down the column until you reach the number shown in the Ship Chart for your ship. Cross off everything below this. Next, count from the first open SF at the bottom of the chart until you reach the number shown in the Ship Chart for your ship's SF. Cross off everything above this. Place the Speed shown on the Ship Chart next to the top most SF on your chart and fill in the remainder of the speed ratings next to the SF's by subtracting the Sail Loss (SL) shown in the Ship Chart. See the example of the completed chart.

Damage is marked off of a ship starting at the topmost undamaged line and crossing off one line for each hit of damage, skipping any lines already crossed off. If the damage is from a cannon firing shot, then it only crosses off SF's. If the HF drops below the SF, then the excess SF is immediately removed. Erase the lines over SF's as sails are reset. The ship loses one minifig for every HF or SF lost.

When a ship reaches 0 HF, it sinks and is removed from play at the end of that phase. One half of the remaining crew dies and the rest end up in the water. The Captain of an Imperial vessel always goes down with his ship, the Pirate Captain always ends up as shark bait.

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Lego® Pirate Wars

Ship Data Chart

Ship	HF	SF	Crew	Speed	Length	SL	Cannons	Extra Figures
Black Seas Barracuda	6	7	17	56	48	8	4	16 pirates
Carribbean Clipper	4	4	8	48	32	12	4	8 marines, 1 Lieutenant
Imperial Flagship	4	5	11	60	32	12	2	8 marines and 1 lieutenant
Renegade Runner	3	3	7	48	24	16	1	8 pirates
Skull's Eye Schooner	6	8	18	64	48	8	4	16 pirates
Renegade Runner Mod.	3	4	10	64	24	16	2	4 pirates
Red Beard's Runner	5	7	15	70	40	10	3	8 pirates
Brickbeard's Bounty	5	7	15	70	40	10	3	8 pirates
Imperial Flagship(large)	7	10	28	80	56	8	8	8 Marines and 1 lieutenant
Black Pearl	5	7	15	70	40	10	3	8 pirates
Queen Anne's Revenge	6	9	19	72	48	8	4	8 pirates

Critical Hit Chart

Roll	Effect
1	The rudder is destroyed, ship goes permanently adrift.
2,3	A cannon and it's crew are destroyed.
4	A mast is sheared, ship goes adrift for 1 turn.
5	The Captain is killed.
6	The powder stores hit, ship suffers 3 hits to its HF.

Morale Chart

Cause	Mod.	Effect of Failure
Ship is adrift	-1	Abandon ship or surrender.
Lost in boarding	-2	Surrender to enemy.
Captain is dead	-2	Ship flees.
One half of crew is lost	-2	Crew mutinies and flees.
Imp. Lieutenant boards	Auto	All female pirates surrender.

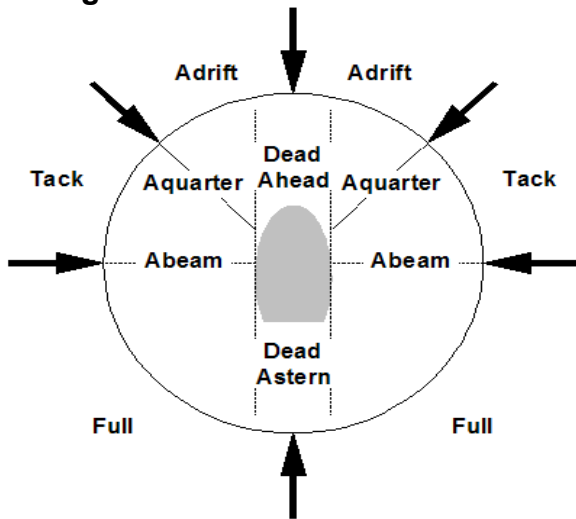
Minifig Chart

Minifig	Melee	Attack
Captain, Lieutenant	4	5
Marine	3	4
Pirate	1	3
Imperial Sailor	1	2

Weapons Chart

Weapon	Dice	Range	Target
Musket	1	4	Attack
Cannon, Shot	3	8	3
Cannon, Ball	3	12	2
Cannon, Lt Shot	2	6	3
Cannon, Lt Ball	2	9	2

Heading Chart



Damage Chart

Hits	SF	SF	HF	SF	HF	SF	HF	SF	HF
Speed	60	48		36		24		12	

- Fill in ship name (Imperial Flag Ship).
- Count HF down from first HF, cross off everything below this (HF of 4).
- Count SF up from lowest remaining SF, cross of everything above this (SF of 5).
- Put Speed on line next to top remaining SF. Subtract Sail Loss from speed and enter result on the next SF line, continue until chart is complete (Speed is 60, Sail Loss is 12).

Hits	SF	SF	SF	SF	SF	SF	HF	SF	HF	SF	HF	SF	HF	SF	HF	SF	HF	SF	HF	SF	HF	SF	HF
Speed																							