

EDGE'S MAN O'WAR PIRATE FLEET V0.3



Changelog:

V0.1

- Core fleet design

V0.2

- Flesh out details
- Factor in balance
- Finalize Special Rules

V0.3

- Fleet List
- Card Section
- Fleet Composition Box
- Project File for Fleet List

Proposed Enhancements for Future Versions:

- Captain Special Rules for Independent Ships
- Finalize and input all of the Dwarf Ironclad Information
- Dwarf Ironclad Card Section
- Pirate Painting Guide
- Making Rumrunner Models
- Minor Visual changes to Project File

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PIRATE FLEET

For as long as there has been mercantile trading, pirates and privateers have worked for nationalities and themselves to profit by plundering the hard work of others. Pirate Fleets are characterized by the individual captains that come together for mutual profit and gain. This amalgam of skill and brutality allows for the Pirate Fleet to be a versatile opponent indeed.

PIRATE FLEET

A Pirate Fleet may consist of:

Men O'War: 1+

The fleet must have at least one Galleon to be your Admiral's Flagship.

A Pirate Fleet cannot have more Galleons than it has Ship of the Line Squadrons. The Admirals' ship does not count towards this total.

Cost: 150 per Galleon.

Ships of the Line Squadrons: 2+

At least one squadron of three Wargalleys.

Cost: 150 points per squadron.

At least one squadron of three Rumrunners.

Cost: 150 points per squadron.

Independents: 1+

May have one Pirate Wolfship per Galleon.

Cost: 100 points per ship.

May have one Pirate Corsair per Galleon.

Cost: 100 points per ship.

May have one Dwarf Ironclad.

Cost: 150 points per ship.

Wizard: 1

Cost: Variable—See *Wizards and Magic*.

Admiral: 1

Cost: Free.

Men O'War Cards: 1+

Cost: 1st card free with the Admiral, subsequent cards at 25 points per card

MEN O'WAR

The Pirate Fleets use the following Men O'War.

GALLEON

Ideal for quick raids with cavernous bays for storing illicit goods, the Pirate Galleon is the pride of any Pirate Admiral's fleet. The arsenals brought to bear upon any who are foolish enough to challenge the admiral in open hostilities are tremendous both in power and volume. Many an admiral has brought low the guards of merchant fleets, regardless of their origin, with this vessel.

SHIPS OF THE LINE

The Pirate Fleets use the following Ships of the Line.

WARGALLEYS

Salvaged vessels from naval battles or modified merchant ships become the staple of a Pirate Admiral's fleet. The easiest of pirate vessels to come by, scores of these may find themselves under the orders of one captain.

RUMRUNNERS

With blockades from the Imperial Armada, Pirate Admirals must use quick and versatile craft to penetrate and deliver their smuggled goods to key locations. To this end, the broadside cannons and fast sails of the Pirate Rumrunner make it necessary for any Pirate Admiral to have a few of these quick ships around.

INDEPENDENTS

The Pirate Fleets has the following Independents.

WOLFSHIP

Whenever a pirate captain manages to snag one of these out from under the Imperial Armada's nose, many drinks are had recounting the story of the bold (foolish?) crew. A boon to any admiral's fleet, these fast ships go about the battle finishing weakened foes.

CORSAIR

Often re-crewed after dispatching a merchant fleet's escort, the broadside batteries of a Corsair are perfect for weakening any foe to allow the smaller ships to rush in and finish the job. Their speed and arsenal make them perfectly designed for long range raiding.

DWARF IRONCLAD

On a rare occasion, a dwarf captain will become jaded enough against a particular race and take to falling in with a seedy lot in order to gain vengeance. It is not unheard of for a Dwarf crew to offer services and temporary allegiances to a Pirate Admiral in exchange for help to sack a certain port or hit a particular merchant who may have reneged on a deal with the Clans. Regardless of the reason, the relentless fighting tenacity of the Dwarf Ironclads can be seen among the fleets of a Pirate Admiral. Follow all applicable rules to the Ironclad from the Dwarf Fleets section of the Man O'War Rulebook.

PIRATE SPECIAL RULES

MOVEMENT

Under sail, Pirate ships can move 9" with the wind behind them and 6" when the wind is coming from the side. If they start a Battle Phase moving against the wind they are better

moving under oars. Under oars, Pirate ships can move 4". They can use half this movement allowance to turn ninety degrees on the spot or all of it to turn 180 degrees on the spot.

Alternatively, they can choose to move 6" in a straight line making no turns of any sort.

RAMMING

Any oared Pirate vessel with a ram may make a ramming attack. See the Fleet List for the damage inflicted by each type of ship.

RE-CREW

Any successful boarding action that yields a captured ship of a human race (Brettonian or Imperial vessels) may be re-crewed and used by the Pirate Fleet player in the next Battle Phase. Ships of the Line require one crew counter to use while, due to their size, Men O'War require two crew counters to get under way. If one of the crew counters is lost later, the ship may be used normally as per the rules of lost crew.

PIRATE MAN O'WAR

CREW

4+

5

4+

MOVE

SAIL 9"

WIND BEHIND 9"

FORECASTLE

4

5

4+

4+

5

4+

FORECASTLE

2

3

4+

4+

5

4+

BOWS 4+

5

4+

4

5

4+

BELOW WATERLINE

4+

6

WEAPONS

Cannons: 4 firing broadside.

All cannons may repel borders.

PIRATE INDEPENDENT

CREW

5+

5

5+

MOVE

SAIL 9"

WIND BEHIND 9"

FORECASTLE

4

5, 6

5+

5+

5

5+

FORECASTLE

2

3

5+

5+

5

5+

BOWS 4+

5

4+

4

5

4+

BELOW WATERLINE

4+

4

WEAPONS

Cannons: 3 firing broadside.

All cannons may repel borders.

PIRATE INDEPENDENT

CREW

5+

5

5+

MOVE

SAIL 6"

WIND BEHIND 9"

OARS 4"

NO TURNS 6"

FORECASTLE

4

5

5+

5+

5

5+

FORECASTLE

2

3

5+

5+

5

5+

BOWS 4+

5

4+

4

5

4+

BELOW WATERLINE

4+

4

WEAPONS

Cannons: 3 firing ahead, 1 broadside.

Cannons may repel borders.

PIRATE SHIP OF THE LINE

CREW

4+

5

4+

MOVE

SAIL 6"

WIND BEHIND 9"

OARS 4"

NO TURNS 6"

FORECASTLE

5

6

5+

5+

5

5+

FORECASTLE

2

3

5+

5+

5

5+

BOWS 4+

5

4+

4

5

4+

BELOW WATERLINE

5+

2

WEAPONS

Cannon: 1 firing ahead.

Cannon may repel borders.

PIRATE SHIP OF THE LINE

CREW

4+

5

4+

MOVE

SAIL 9"

WIND BEHIND 9"

FORECASTLE

5

6

5+

5+

5

5+

FORECASTLE

2

3

5+

5+

5

5+

BOWS 4+

5

4+

4

5

4+

BELOW WATERLINE

5+

2

WEAPONS

Cannon: 1 firing broadside.

Cannon may repel borders.

PIRATE INDEPENDENT

CREW

5+

5

5+

MOVE

SAIL 6"

WIND BEHIND 9"

OARS 4"

NO TURNS 6"

FORECASTLE

4

5

5+

5+

5

5+

FORECASTLE

2

3

5+

5+

5

5+

BOWS 4+

5

4+

4

5

4+

BELOW WATERLINE

4+

4

WEAPONS

Cannons: 3 firing ahead, 1 broadside.

Cannons may repel borders.

Follow all rules from the Dwarf Fleet Section of the Man O'War Rulebook. This includes race specific rules including movement, Dwarf Magic Resistance, and Engineering Repair roles. More detailed Ironclad section to come in future updates.