



Random Happenings

The life of a pirate is adventurous and unpredictable. The following rules describe how you can bring some of this excitement to your treasure hunts.

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These random happenings are intended for scenarios ashore, with buildings, houses, bushes and a few trees on the table. If you roll an event that uses terrain that does not exist on the table, roll again. For scenarios aboard ship you will need a different encounters chart.

At the start of each turn, after determining which player has Initiative, that player rolls a D6. If the result is 1 then roll a D66 on the Random Encounters Chart below to determine which event takes place. Once an event has occurred, no further happenings take place so do not make any more rolls.

Non-player Sailors and Turns

Some random happenings will cause non-player models to be placed on the table. Unless specified differently the player who has Initiative may place the models.

These models will move in their own turn each phase after all other players have moved. It is best you give control over them to a player who is not involved in the current battle. Otherwise they act as described in the event.

Random Encounters Chart

D66 Result

11 Disillusioned Farm Hand

A young lad approaches one of the Crews. He wants to leave his boring farm life behind to pursue a career aboard a mighty seagoing vessel.

Determine at random which side the model wants to join and place it within 4" of a Crew member. Royal Navy Crews may add one Able Seaman, Pirate Crews may add one Rogue and Privateer Crews may add one Mariner to their roster. The model either joins an existing Henchman group or forms a new group of its own. If he joins a group, he is assumed to come with whatever equipment the group has. Otherwise he wields a sword and a pistol.

If the Crew refuses to accept the service of the ambitious adventurer, he will join the opponent's crew for the rest of the battle. If he is not taken out of action, they may then add him to their crew.

12-13 Wanton Wench

Place the Wanton Wench in the middle of the table (or as close to it as possible). The Wench will move towards the nearest Sailor. Once she has reached a Sailor she will ask him to defend her honour against another randomly determined Sailor. The Sailor must then move towards the debauchee as fast as possible and attack him in close combat until either of them is taken out of action.

See page 110 of the rulebook for the profile and further special rules of the Wanton Wench.

14-15 Hang Over

The terrain is course and a hung over Sailor can easily stumble. Determine a random Sailor and roll on the following table for the effects of last night's drinking.

D6	Result
1	Soused – The Sailor falls and cannot move this turn, but he finds a necklace in the sand worth D6 doubloons.
2-5	Tipsy – The Sailor trips over a stone but keeps his balance. He may move and shoot as normal but cannot charge this turn.
6	Good constitution – The Sailor keeps his balance and may move as normal.

16 Heavy Mist

A thick blanket of sinister mist swirls across the battlefield. Due to this the Crewmen can barely see anything. Every model reduces its sight to 10". The maximum range of missile weapons is reduced to 10".

21 News from the Port

A large merchant's vessel has entered port. While in town the merchant has hired a handful of mercenaries to guard the ship and its loaded goods.

After this battle the Crew may play the Steal that Ship! scenario next, with a Royal Navy or Privateer crew as the defenders of the merchant's ship. The ship is large (22 hull points) and can be taken by the attackers per the normal rules.

22 Parrot

A random Hero finds the tamed bird sitting in a nearby bush. The crew may add the animal to its roster.

23-24 Natives

A group of 2D3 Island Natives enters the table from a random table edge. They are probably fleeing from slaveholders so they are not particularly happy to come across more foreign brigands!

The natives have a turn of their own. They are equipped with hand weapons and bows. They will always shoot at the nearest enemy Sailor and charge them when possible. See page 105 of the rulebook for their profiles and special rules.

25 Buried Chest

A random Hero stumbles across the corner of what appears to be a buried treasure chest. Roll on the stumbling table above for the Sailor (see 14-15 Hang Over). Use the 'Buried Treasure' special scenario rule from the X Marks the Spot scenario on page 81 of the rulebook to handle excavation and carrying of the treasure chest. A Crew that is in possession of the chest at the end of the game or that manages to get it off their starting table edge rolls an additional D6 for booty.



26 Rum Barrel

There is a sealed barrel standing nearby. Determine a random Hero who cannot help but to satisfy his curiosity. Roll a D6 to see what he finds.

D6	Result
1-3	Dry – The barrel is empty.
4-5	Jamaican Rum – The Hero has discovered a barrel filled with Jamaican Rum and immediately takes a swig. See page 75 for the effects of the rum.
6	Finest Spiced – The barrel contains the finest spiced rum in all the Caribbean! Imbued by the alcohol he may declare a free Heroic Action this turn.

31 Carpenter Hired Hand

Determine at random which side the carpenter accosts, that crew may hire him for no recruitment fee. After the battle, the Retainer must be paid as normal.

32 Curious Bloom

An unusual specimen of vegetation catches a Sailor's eye in the heat of battle. A random Hero must roll on the following table.

D6	Result
1-2	Intoxicating Scent – The Hero takes a smell at the flower and becomes dazed. He cannot move or shoot this turn but will fight back when charged with a –1 modifier to see who wins the battle.
3	Worthless Beauty – The vegetation looks splendid but has no further effects.
4-6	Healing Herbs – The Hero finds some healing herbs. Use the rules for Medicinal Herbs.

33-34 Greedy Find

The life of the average henchman is fraught with daily dilemmas. One of the crew's henchmen chances upon a precious gem embedded in a monument. Determine which crew makes the find, and then randomly select the henchman who prized it free. On a successful Courage test the gem is handed over to the crew leader and 2D6+10 doubloons are added to their stash. On a failed test the henchman embezzles the fruits of his find and is relieved of duty before the next battle for his folly. Strike him from the crew's roster.

35 Sudden Burning

Suddenly, one of the buildings or forest sections (chosen at random) bursts into flames, ignited by smouldering embers from a fire thought to have been extinguished. Any Sailors inside take a Strength 3 hit unless they move outside in that turn and any Sailors within 2" of the terrain piece take a Strength 2 hit from the smoke and heat unless they move further away as well. For the rest of the game, due to the intense flames anyone who wishes to enter the building/forest must first pass a Courage test exactly as if they wished to charge an enemy with the Fearsome Reputation skill.

36 Head Hunter

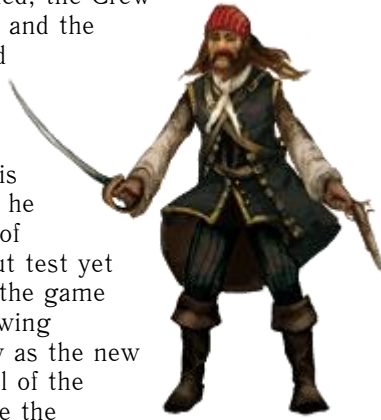
A Bounty Hunter steps forward from behind a near tree. He is hunting a Hero of your Crew and determined to collect the bounty! Place the model within 4" of a random Hero. He offers to spare the Hero and accept a fee equal to the bounty, which stands at 15 doubloons. If the Crew pays the money the Bounty Hunter will leave. Otherwise he will join the opposing player's Crew for the remainder of the battle and will leave the Crew thereafter.

41-42 Soupy Fog

A fog rolls in. It is thick as pea soup. Sailors can only see 2D6" (roll once for the distance all models can see; do not roll individually for each model). Re-roll at the start of each turn to see what the visibility is for that turn. The fog lasts for the rest of the game.

43 *Return of the Captain*

The former captain of a randomly determined Crew approaches the Sailors to reclaim his place. Make an immediate Mutiny! test. If the test is passed, the old captain is chased away never to be seen again. If the test is failed, the Crew accepts his new leader and the current Captain is fired – literally! The current Crew’s leader must be stricken from the roster sheet. If he is still on the table – i.e. he hasn’t been taken out of action or failed his Rout test yet – he is removed from the game immediately. The following Captain joins the Crew as the new leader. Place the model of the returned Captain where the sacked one stood.



Note that the Mutiny! test benefits from the usual modifiers such as Archetypes or Shore Leave.

Captain

S	F	St	D	A	W	C	FA	FT
4+	4	3	4	1	2	4	2	2

Equipment: Sword, two Pistols, Parrot

Skills & Injuries: Hardened

Archetype: Bold

Experience: 15

44-45 *Sling Trap*

A careless Sailor has fallen victim to a perfectly concealed sling device. One randomly determined model standing within 4” of a tree is dragged up the tree, but manages to untie itself. Unless the Sailor has learned either the Nimble or Scout skill, he may not move this turn.

46 *Tempest*

The tempest lasts for D3 turns. While it lasts only models that start their turn below a roof may use blackpowder weapons and grenades. If they ever move into the rain they have to spend a subsequent turn drying and cleaning their weapons before using them.

51 *Shady Monger*

A dodgy merchant approaches one of the crews and makes some attractive offers...

Determine at random which side the monger makes the offers. If the crew pays 2D6 doubloons, roll on the following table to see what the monger has in store. If they do not accept these offers, the monger will turn to the opposing Crew for 2D6 doubloons more and then disappear.

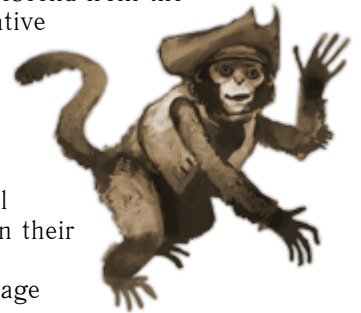
D6	Result
1	Treasure Map – The monger offers a Treasure Map for 25 doubloons. When rolling for the effects of the map the player may modify the result by +1/-1.
2-3	Animal Breeder – The monger has a pet Parrot (10 doubloons) and two Monkeys (6 doubloons each) for sale.
4-5	Wholesale – The monger has amassed a horde of equipment. When searching for rare items after the battle, the crew adds 2 to all rarity rolls.
6	Surgical Instruments – The monger offers a set of instruments that allow their owner to fulfil the task of a surgeon. After each battle one Hero may roll on the Treatment table as if he had visited the Apothecary (page 76). On a roll of 1, however, the instruments break and are now useless. The Surgical Instruments cost 25 doubloons.

52 *Surgeon Hired Hand*

Determine at random which side the surgeon accosts. That crew may hire him for no recruitment fee. After the battle, the Retainer must be paid as normal.

53-54 *Wild Monkeys*

A tribe of angry monkeys descend from the trees! The player with Initiative places D3 monkeys within 6” of a randomly determined table edge. They will remain passive until a Crewman moves within 6” of them. They will then charge the Crewman in their own turn. Use the monkey profile from the rulebook (page 75).



55-56 *High Winds*

Powerful gusts of wind blast through the area, scattering debris and knocking down anything that is not firmly anchored to the ground. All Crewmen now suffer a -1 penalty on all rolls on the Jumping, Climbing, Swinging and Swimming Tables. The Winds last for D6 turns.

61-62 *Old Well*

The crumbling ruins of a well, surprises a passer by. A random Sailor takes a single Strength 3 hit. Down the well he finds the equipment of an unlucky predecessor who fell and broke his neck. If the model was not taken out of action due to the fall, roll a D6 to determine what it finds.

D6 Result

- 1 A sword
- 2 A small pouch containing 2D6 doubloons
- 3 A leather vest
- 4 A metal cuirass
- 5 A treasure map
- 6 A double barrelled pistol

Unless the Sailor rolls a 6 on the Climbing Table in one of the subsequent Moving phases, he is stuck in the well and cannot rejoin the game. He will count as being out of action for Rout purposes, but will rejoin his crew after the game with no other untoward effects. If he passes the test, he can climb out, appearing inside a randomly determined building.

Note that a player can decide to let the Sailor stay in the well if he wishes. A Sailor remaining in the well cannot be attacked or shot at. He is completely out of sight. He cannot perform any action in the well except for climbing.

63 Cook Hired Hand

Determine at random which side the cook accosts, that crew may hire him for no recruitment fee. After the battle, the Retainer must be paid as normal.

64-65 Tragic Romance

The Captain of a randomly determined Crew can't believe his eyes as one of your henchmen turns out to be a woman in disguise. The former spouse of the Captain was thought to have died in a previous boarding action but as it seems she was kidnapped – or did she leave freely?

Determine a random henchman to be the long lost female companion of the enemy Captain. The Sailor becomes a Hero as if 'the cabin boy did good!' had been rolled. Instead of gaining the Fame point, however, she is subject to the following special rule.

Mistress in Distress:

Whenever a Hero from the Crew of the determined Captain takes the lady out of action in close combat, instead of rolling for Serious Injuries, roll a D6: on a 1 or 2 she dies permanently. On a 3+ she is knocked unconscious and taken back to her spouse. Add the model to the roster of the new Crew and strike her from the former roster. If you roll a 6, she not only joins the new Crew but also loses this special rule, thus staying with them permanently. As long as she is still subject to this rule, she can be recaptured by the other Crew in the same way.



66 Treasure Map

A random Hero finds a treasure map in a bottle. The prospect of future wealth will allow the Crew to subtract -1 from their next mutiny test. Play the X Marks the Spot scenario next.

