

LEGENDS OF THE HIGH SEAS

Campaign Ship Rules

SHIP SELECTION

A player may select one of the following ships for the campaign.

Small Ship #1

This ship is what the rulebook offers.

- ☒ 2 Light Cannons (3-6Lb.)
- ☒ 20 Shipwright Points (15 if replacement ship)
- ☒ Roll 1D6+4 to determine Hull points
- ☒ Min. Deckhands: 3

Small Ship #2

This ship is an up-gunned version of the basic starting ship.

- ☒ 2 Medium Cannons (8-9Lb.)
- ☒ No Shipwright Points
- ☒ Roll 1D6+4 to determine Hull points
- ☒ Min. Deckhands: 3

Medium Ship #1

A larger ship, but undergunned.

- ☒ 2 Light Cannons (3-6Lb.)
- ☒ No Shipwright Points
- ☒ Roll 1D6+12 to determine Hull points
- ☒ Min. Deckhands: 5

Replacing Lost Ships

If a player loses his ship, it may only be replaced by Small Ship #1. In addition, replacement ships come with only 15 Shipwright Points.

HEROIC ACTIONS AT SEA

The LotHS ruleset does not have heroic actions for sea captains. The following rules are supplemental to allow for ship captains to behave heroically while at sea.

Captain Only

Only the captain of the ship may call any of the seaborne heroic actions. If the captain is lost, or has used all of his Fame Points, no seaborne heroic actions may be used.

Seaborne Heroic Actions

Hard to Starboard! Hard to Port!

At the start of his Movement Phase, the ship captain determines that it is critical to order the ship to be immediately turned, either in an attempt to gain a tactical advantage or possibly avoid a collision. The ship immediately executes a turn before moving the minimum distance. The turn must be exactly 45 degrees, either to port or starboard. This turn does count towards the maximum number of turns that a ship may make. The ship must move the minimum distance before making another turn.

Belay That!

At the start of the Movement Phase in which he possesses the initiative, the ship captain may declare that a specific ship on the other side must move first. That ship will immediately complete its ship and crew movement. Then the side with initiative will complete all ship and crew movement, followed by the other ships on the side that moves second this turn. *Belay That!* does not cause any other initiative changes in the other phases of the turn.

ADDITIONAL HIRED HANDS

These hired hands differ from traditional hired hands in two ways. First of all, they are henchmen in every sense of the word. They do not gain experience as Heroes like other hired hands. Secondly, they do not have a retainer to be paid following each scenario.

0-1 Powder Monkey

10 Gold Doubloons

Powder Monkeys are young boys that are enlisted into crews to learn the ways of the sea. Many become professional sailors as they grow older and experienced. Often, powder monkeys are orphans or from families with desperate financial situations. Their job aboard ship is to continually bring gun powder to the gun crews during battle.

Special Rules:

- ☒ **Armament:** Powder Monkeys may not be armed with muskets, grenades, blunderbuss or any two-handed weapons.
- ☒ **Powder Monkey:** May serve as a crewmember on up to two guns without either gun suffering the effects of missing one crewman.

Sh	F	St	D	A	W	C	Fa	Fo
6+	1	1	2	1	1	2	-	-

0-1 Boatswain

10 Gold Doubloons

Boatswains (or Bo'suns as they are often called) are responsible aboard the vessel for the upkeep of the rigging, the hundreds of lines and cables throughout the ship which keep the sails operating properly. They are experts at moving throughout the ship's maze of ropes, swinging from one yardarm to another to ensure the overall soundness of the rigging.

Special Rules:

- ☒ **Armament:** A Boatswain may not be armed with muskets, grenades, blunderbuss or any two-handed weapons.
- ☒ **Expert Rigger:** Boatswains are highly trained in using their ropes, as they are the ones who maintain the complex network of rigging throughout the ship. They may re-roll failed Swinging Tests or the swing distances, and Climbing Tests.
- ☒ **At Home on Deck:** Boatswains may move about on deck without treating it as difficult terrain.

Sh	F	St	D	A	W	C	Fa	Fo
5+	3	3	3	1	1	3	-	-

0-3 Impressed Seaman

4 Gold Doubloons

Impressed Seamen are the victims of a nation's Impressment Laws that empower their sea captains to forcefully conscript men into the navy.

Special Rules:

- ☒ **Impressed:** May only be used by Naval Crews.
- ☒ **Numbers:** At the beginning of a scenario, the number of Impressed Seamen must be less than the number of Able Seamen. Excess Impressed Seamen are permanently lost.
- ☒ **Not Loyal:** Will automatically fail all rout tests that he is required to make.

Sh	F	St	D	A	W	C	Fa	Fo
5+	2	3	3	1	1	2	-	-

Note: These hired hands are not necessarily for this campaign, I just thought you may be interested in some additional ideas for now and then..