

Quick Reference Sheet for Pirate Skirmishes using PIG WARS by Tod Kershner

Turn Sequence

1. A Card/Chip is drawn, that player in turn:
 2. Player rallies any troops, checks to make sure if any figures are *out of command*.
 3. Individual figures can do one action (move, shoot, reload, etc.)
 4. Resolve shooting / Any in contact Melee.
 5. Morale checks if needed.
- Repeat

Movement

Close Order Foot: D6+6" Guns: D6+6"
 Loose Order Foot: D6+8" Wagons/Carts: D6+5"
 Mounted: D6+10" Mule/Bearer: D6+8"

Charging: Add 1d6 to the above numbers. Chargers must rest 1 turn before charging again.

Crossing Linear Obstacle/Rough Terrain: -D6"

Shooting

Shooter rolls D12 + level of figure and if hit is scored the target may "save" according to his protection.

Weapon	Range	Protection	Save
Spear	3/6	Open	10-12
Bow	6/12	Leader/Officer	8-12
Pistol	6/12	Partial Cover	6-12
Musket	12/24	Full Cover	4-12
Blunderbus	6/12		
Cannon	18/36	Cannons roll 4 Dice for Short 2 Dice for Long	

Short Range: Hit 7-12 Long Range: Hit 10-12

Close order Foot: +1 to hit +1 to be hit

Melee Procedure

Both players roll D12 and add level of figure + weapon + tactical factor. Highest adjusted roll kills if equal to or larger than victory margin. Ties are continuing melees. Rolls cannot be adjusted below 1 or above 12.

Weapon	Factor	Tac Factors	Victory margins
improvised	0	Mt. vs Foot +1	vs Captain: 4
Spear/club	1	Charging +1*	vs 1st Mate: 3
Single hand		Vs flank +1	vs Double
edged/Bayonet	2	Vs. uphill -1	Weapon: 2
Double hand		Vs. obstacle -1	Vs Crewman: 1
edged	3	Each wound -1	
Unfired pistol	3/0	Two wpns +1	
Pike	3/1		

* First round of melee only. Mounted must move 1/2 of allowance to get bonus. Foot must move at least 2 inches.

/ First number for first round only. Second number thereafter. A pistol used in melee must be reloaded to use again.

Morale Check

When leader is killed or captured, or lose 25% of unit in a turn, check morale.

Morale procedure: Roll d12, add/subtract modifiers below, and compare to the morale chart

Modifiers

- 1 each 25% of unit lost
- 3 leader killed/captured
- +2 leader in combat or leading

Morale Chart

Roll	Elt	Vet	Ave	Grn
2	fb	rt	rt	rt
3	fb	fb	rt	rt
4	ne	fb	fb	rt
5	ne	ne	fb	rt
6	ne	ne	ne	fb
7	ne	ne	ne	fb
8+	ne	ne	ne	ne

Key: fb: figures fall back 1 and 1/2 move losing any formation, facing away from the enemy, may not charge on next turn but may move normally and need not rally.

rt: same as fallback except figures must rally or they keep falling back. Once off board they are lost.

ne: no effect.

Note: in many situations some figures in a unit will fallback and/or rout while other, higher ranking figures in the same unit carry on.

Any figure within 4" of a leader is rated one level higher. Any figure that cannot see his leader is down one level. Any figure outside leader's command radius automatically routs.

Rally procedure: Roll d12.

Elites:	4+
Veterans:	6+
Average:	8+
Green:	10+

figures that don't rally rout move again toward the board edge during their movement phase.

Leader combat: if a leader is hit, he only dies if the roll was a natural 12, otherwise, he receives one hit. 3 hits equals elimination.