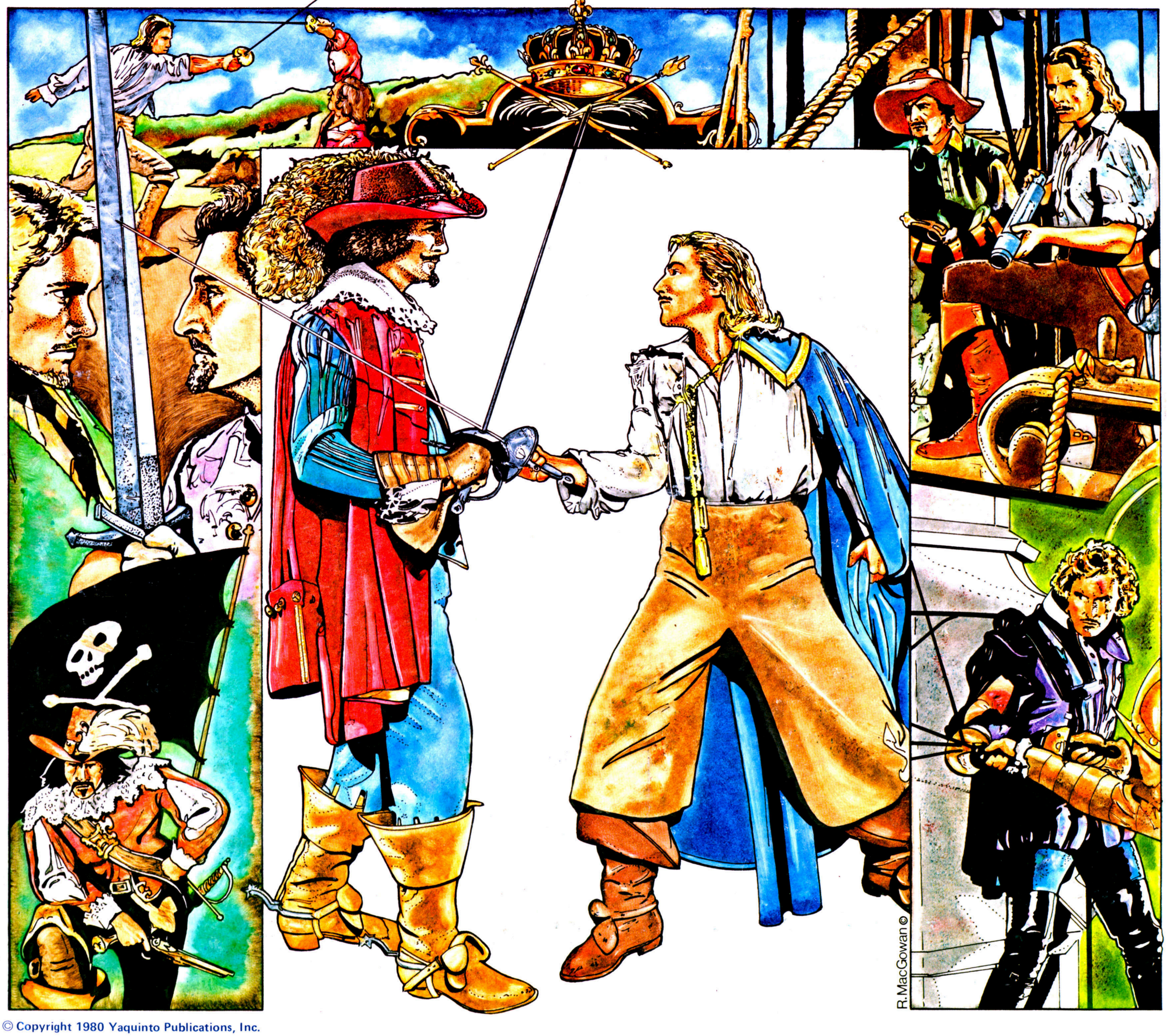
1805

Swashbuckler™

A game of Swordplay and Derring-do



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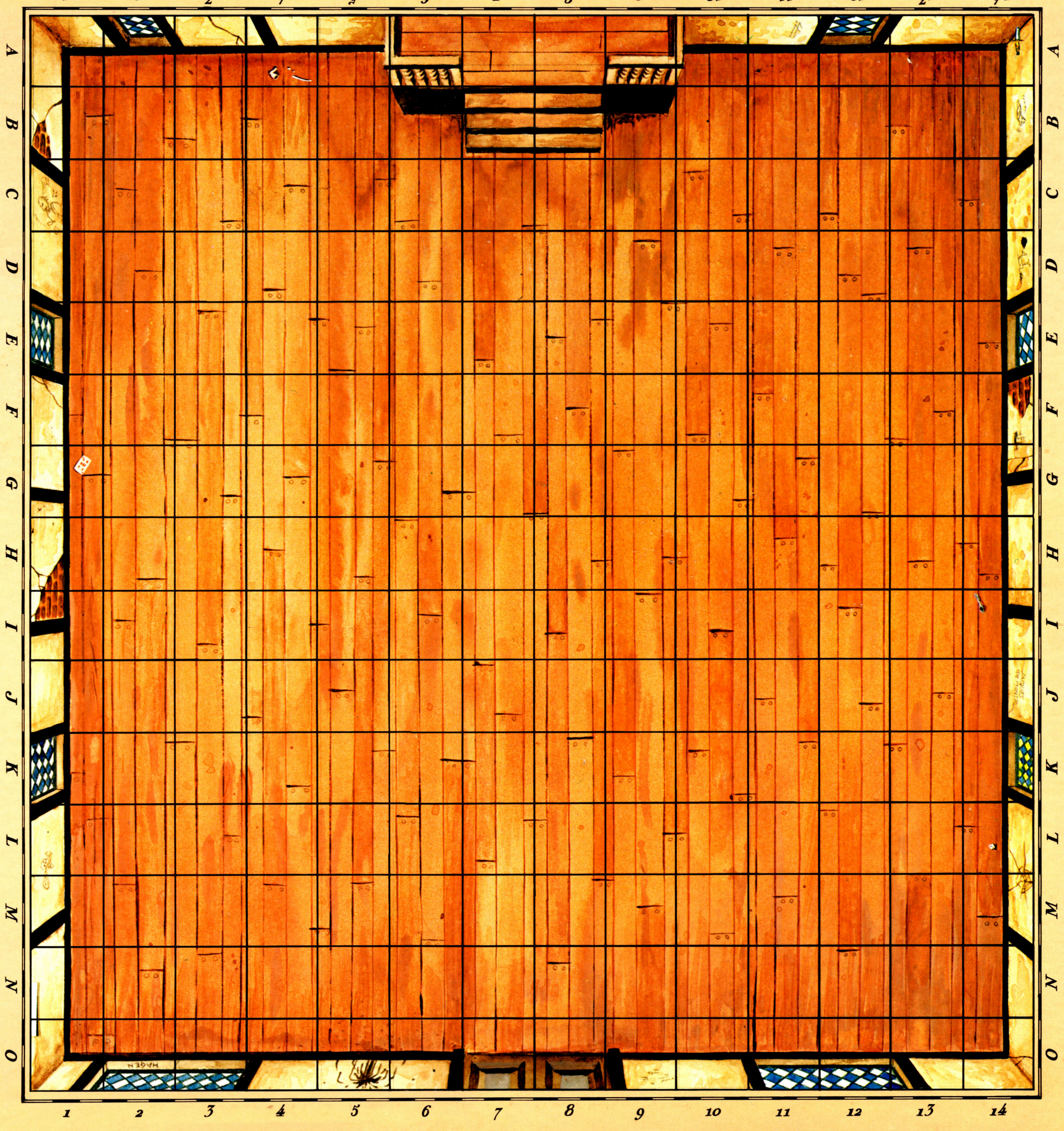
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Swashbuckler™

A game of Swordplay and Derring-do

1802



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INTRODUCTION TO THE GAME

I. GENERAL INTRODUCTION

SWASHBUCKLER is a game of skill and strategy that is based on personal combat. The rules provide a tongue-in-cheek representation of combat between opponents armed with swords and daggers in the Seventeenth century.

The game provides settings for both ship-board actions and tavern brawls. The Basic Game section has rules for the game in its simplest form. The Optional Rules are for experienced players seeking a more complex and detailed game. The rules need not be memorized, but should be carefully and thoroughly read. The most commonly needed and used game information is given on the Game Cards, Order Sheet, and Set Up Card for easy reference during play. The rules should be used as a reference for questions that arise during the playing of a game, and a Table of Contents is included for ease in locating needed rules.

II. THE NUMBER OF PLAYERS

SWASHBUCKLER can be played by two or more players, each player controlling from two to four Character units. The recommended maximum number of players is six, as this is the number that can comfortably gather around and observe the gameboard during play.

III. A BRIEF DESCRIPTION OF THE GAME

Each player controls two or more Character units, and uses them to accomplish the game's objectives through combat with the other players' Character units. Careful planning is essential. The players must maneuver their Character units in the most efficient way to avoid injury, while, at the same time, eliminating the other players' Character units.

IV. THE GAME EQUIPMENT

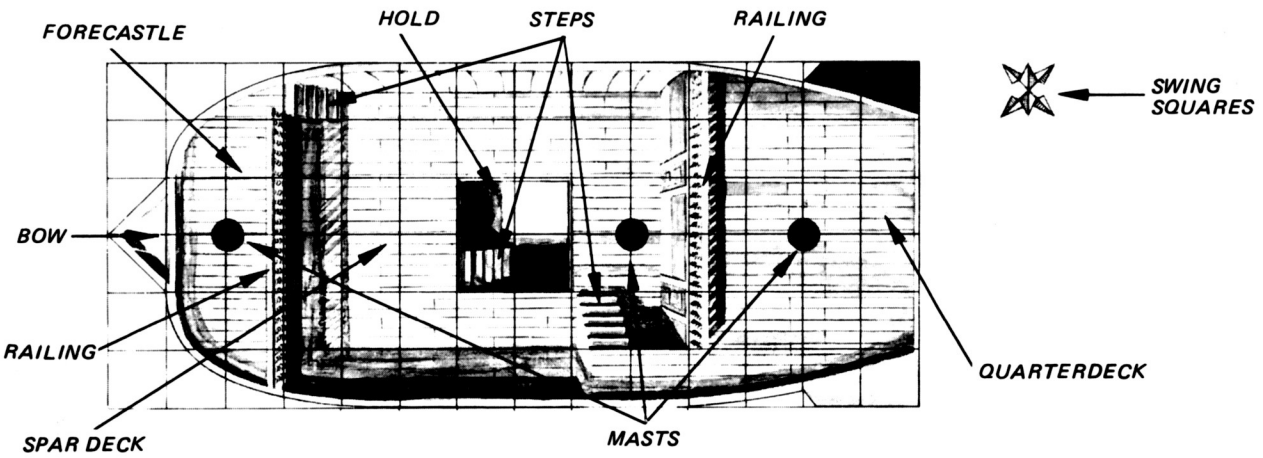
The following components are used for the play of *SWASHBUCKLER*. Please inspect them carefully, and familiarize yourself with them while reading this section of the rules. Some components require preparation before they can be used in a game, so follow the directions for preparing them.

A. THE GAMEBOARD: The gameboard consists of two playing "Areas", one on each half of the gameboard surface. The "Tavern Area" shows the floorplan of a typical tavern, Inn, or barroom. The "Ship Area" shows the deck plans of two grappled ships. One or the other of these Areas is used for an individual game, and they form the playing surfaces on which the units are placed and moved. A square grid is printed on the Areas to determine movement, facing, and the exact positions of the units. Each individual square that contains part of the floor or deck plan is used in play, and is called a "square".

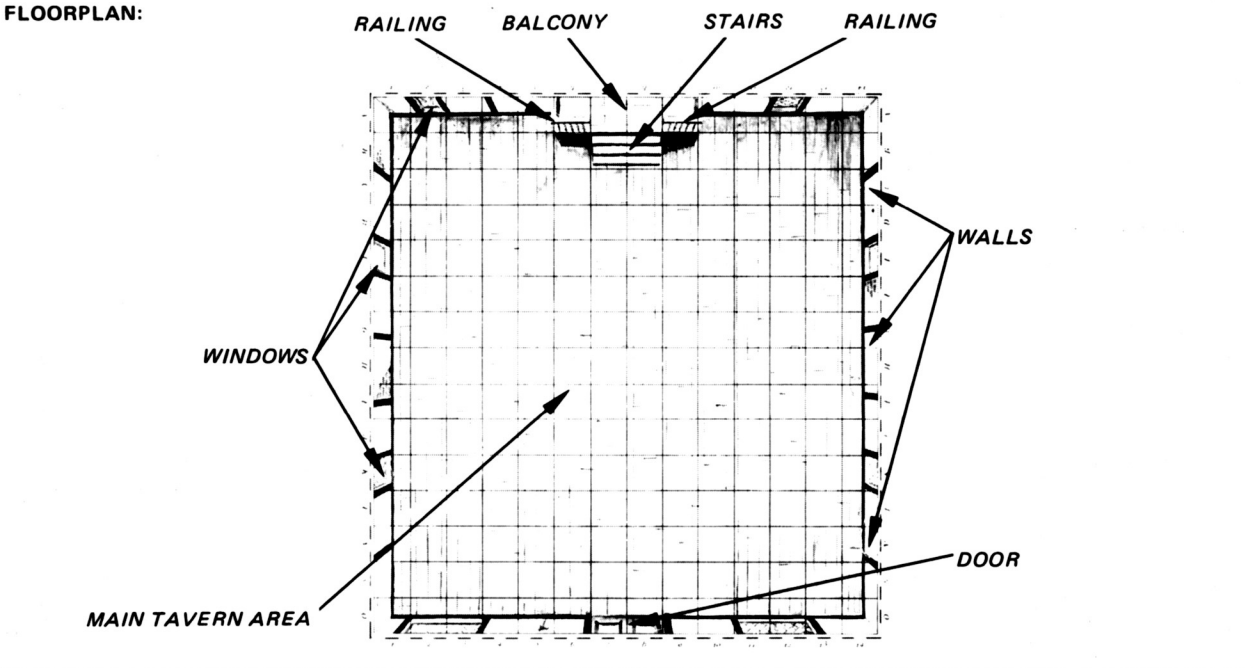
Each Area is surrounded by a system of letters and numbers. The exact identification of each square is found by crossgridding a letter and a number to give an identification such as "A-11" or "D-5".

The floor plan and deck plans also show various features that are used in play. The diagrams below point these features out:

DECK PLAN:

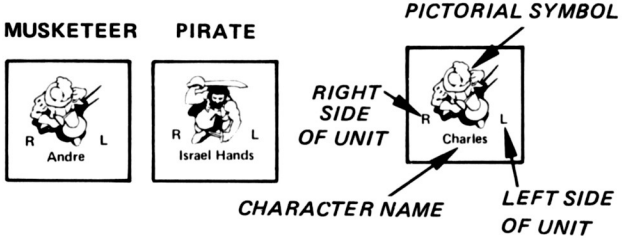


FLOORPLAN:



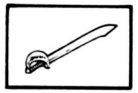
B. THE PLAYING PIECES: The game includes 95 playing pieces, which are die-cut and must be punched out of their frame for use. These playing pieces are called "units", and are described below:

1. CHARACTER UNITS: There are two types of *Character* units included in the game, "Musketeers" and "Pirates". Each Character unit has an identifying name. The eight units of each type are further divided into four colors.



2. EQUIPMENT UNITS: There are two types of *Equipment* units.

a. SWORD UNITS: May be used to represent either a rapier or a cutlass.



b. DAGGER UNITS: These represent daggers, short swords, knives, etc.

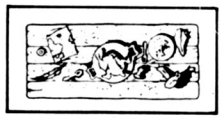


3. FURNITURE UNITS: There are seven types of *Furniture* units.

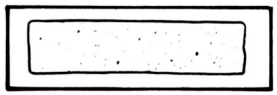
a. CHAIR UNITS: These represent wooden chairs. They are used *only* for games played in the Tavern Area.



b. TABLE UNITS: These represent wooden tables. They are used *only* for games played in the Tavern Area. They are of two different sizes, one size being two squares long, and the other size being three squares long.



c. SPAR/SHELF UNITS: These represent wooden shelves and are called Shelf units for games played in the Tavern Area. They represent wooden spars attached to ship's masts and are called Spar units for games played in the Ship Area.



d. CANNON UNITS: These represent shipboard artillery units. They are used *only* for games played in the Ship Area.

NOTE: *Cannon units do not fire. They are used only for furniture.*



e. TREASURE CHEST UNITS: These represent chests full of pieces of eight, jewelry, etc. They are used *only* for games played in the Ship Area.



f. CHANDELIER UNITS: These represent hanging chandeliers. They are used *only* for games played in the Tavern Area.



g. MUG UNITS: These represent ale mugs or glasses. There are two different types, one *empty,* and the other *full.* They are used *only* for games played in the Tavern Area.

FULL MUG UNIT *EMPTY MUG UNIT*





NOTE: *There are no differences between Full and Empty Mug units in the Basic Game.*

C. PLASTIC BAGS: Two plastic bags are included for the separation and storage of the units after they are punched out. Squeeze the air out of these bags before sealing them to hold the units so that the resulting packages will be as flat as possible for storage.

D. GAME CARDS: The Game Card contains the most used charts, tables, and rules needed for playing the game.

E. RULEBOOK: This booklet contains all the rules of play for the game.

F. SET UP CARD: The Set Up Card contains the information needed for setting up games. It also includes two printed *Carpet units.* Cut the card along the dotted line, then carefully cut out the two printed Carpet units. Carpet units are used *only* for games played in the Tavern Area, and they are considered to be Furniture units.

G. ORDER SHEET CARD: The Order Sheet Card should be duplicated on a copier. The copies are used by the players during a game.

H. OTHER: The following are not included in the game, but are necessary for play:

1. Two standard six-sided dice, one white, the other colored.

2. One pencil for each player. These are used to write orders on the Order Sheets.

I. GAME EQUIPMENT STORAGE: When not in use, the plastic bags containing the units, the Game and Set Up Cards, the Rulebook, and copies of the Order Sheet can be stored in the pockets of the gameboard/game cover jacket. A couple of rubber bands around the folded jacket will hold the stored components in place when the game is not in use.

SET UP AND PREPARATION FOR PLAY

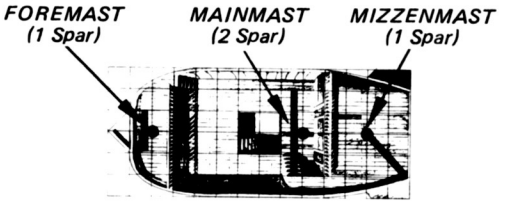
I. GAMEBOARD SET UP

The players must decide which Area will be used for the game. This decision will determine which half of the mapboard is set up for the game – the other half is not used, and can be ignored.

A. PLAYING SURFACE: *SWASHBUCKLER* can be played on any smooth level surface, but a table is best. There should be room on the table for the gameboard and all other needed game parts.

B. SHIP AREA SET UP: Games played on the Ship Area are set up as follows:

1. SPAR UNITS: Spar units are placed touching the masts. Four Spar units are placed on each ship exactly as shown below:



Squares containing Spar units are called "Spar squares".

2. CANNON UNITS: Four Cannon units are placed on each ship. They are placed two on each side of each ship, on the Forecastle, Spar Deck, or Quarterdeck. They may not be placed in Hold, Step, or Bow squares.

3. TREASURE CHEST UNITS: Place one Treasure Chest unit in a Hold square on each ship. It should not be placed in the Step squares.

C. TAVERN AREA SET UP: Games played on the Tavern Area are set up in the following order:

1. CARPET UNITS: The two Carpet units may be placed covering any squares except Stair and/or Balcony squares.

2. TABLE UNITS: The Table units may be spread around the floorplan in any squares except the Stair and/or Balcony squares.

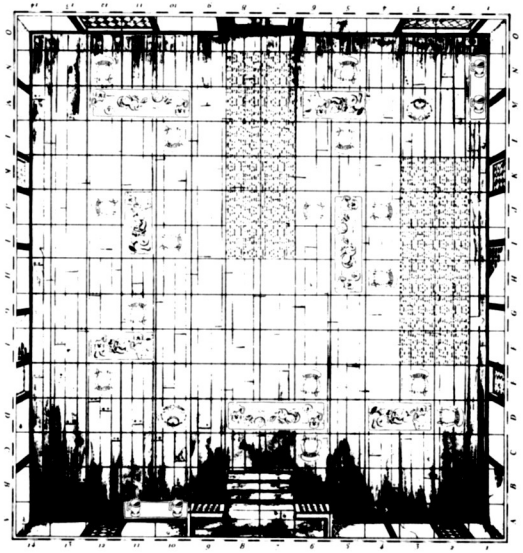
3. CHAIR UNITS: The Chair units may be placed in any squares except the Stair squares and those already containing Table units. Normally, they should be placed adjacent to Table units.

4. SHELF UNITS: The Shelf units may be placed in any Wall squares not already containing Table or Chair units. They should be stacked one on top of another from two to four units high.

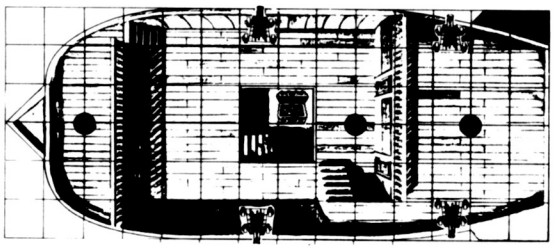
5. CHANDELIER UNITS: The two Chandelier units may be placed in any squares except Wall, Window, or Door squares.

6. MUG UNITS: The Empty Mug units may be stacked on top of Shelf or Table units. The Full Mug units must be stacked on top of Table units. There can be no more than one Mug unit of any type per square.

SAMPLE TAVERN AREA SET UP



SAMPLE SHIP AREA SET UP



II. CHARACTER SELECTION – ORDER SHEET PREPARATION

A. CHARACTER SELECTION: Each player should select an equal number of Character units to control in the game. Two Character units per player is recommeded for the first few games, until experience is gained. No player should ever try to control more than four Character units in one game. In the Basic Game, there are no differences between Pirates and Musketeers, so any may be selected. For ease in identification, each player should take Character units of one type and/or color.

1. TAVERN AREA GAMES: In games played using the Tavern Area, each player should take an equal number of Character units. In these games, all players are on their own against all of the other players, regardless of the number of players.

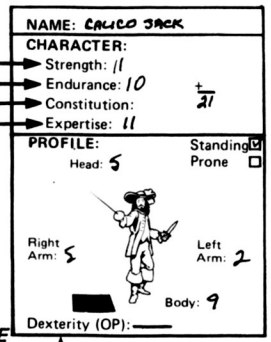
2. SHIP AREA GAMES: In games played using the Ship Area, the players are divided by any agreeable manner into *two* sides, with any number of players on each side. The number of Character units on each side must be equal, regardless of the number of players on each side. After the sides are determined, each side selects one of the ships to be their "own" or the "friendly" ship. The other ship is the "enemy" ship.

B. ORDER SHEET PREPARATION: The bottom of the Order Sheet contains a list of all Order Notations used in plotting orders on the Sheet. At the top of the Order Sheet are four *Character Columns.* Each Character Column is used to plot the orders for each Character unit that a player controls, and to record information about that Character unit. Each player should take an Order Sheet copy and fill it out as follows:

1. NAME: A player writes the names of each Character unit he controls opposite the "Name" line at the top of each Character Column. This identifies the Character unit each Character Column is used for in the game.

2. CHARACTERISTICS: Fill in the rest of each column as shown in the sample below:

STRENGTH FACTORS
ENDURANCE FACTORS
CONSTITUTION FACTORS
EXPERTISE FACTORS



CHARACTER PICTURE: *Shows Character with Sword in right hand, Dagger in left hand. All Character units are considered to be armed with one Sword and one Dagger at the start of a game.*

DEXTERITY IS EXPLAINED IN THE OPTIONAL RULES. IT PLAYS NO PART IN THE BASIC GAME WHERE ALL CHARACTER UNITS ARE RIGHT-HANDED.

3. All Character units are Standing up at the start of a game, as shown by the check ("✓") next to the Standing Box in each Character Column.

III. RANDOM CHARACTER UNIT SET UP

After the gameboard is set up and the Order Sheets have been filled out, it is time to place the Character units on the gameboard.

A. ORDER OF SET UP: Each player rolls the two dice, rolling again, if necessary, to break ties. The player rolling the smallest number has to place a Character unit first, followed in order by the players sitting to his left. Each player places one Character unit at a time until all Character units have been placed on the gameboard.

B. CHARACTER UNIT SET UP PROCEDURE: The *Character Set Up Chart* on the Set Up Card is used to determine where Character units are placed on the gameboard.

1. As each player is required to place a Character unit on the gameboard, that player selects one of the remaining Character units and rolls the two dice.

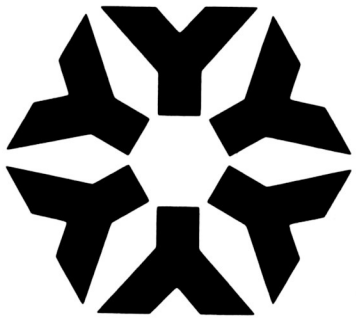
2. Crossgrid the dice roll with the Area being used for the game to find the square in which the Character unit is to be placed.

a. If the Ship Area is used, the square used is always on that player's own ship.

b. If the square is already occupied by another Character unit that was placed earlier, roll the dice again until an unoccupied square is found.

c. The Character units may be placed facing in any direction, but the direction must be determined at the time the Character unit is placed.

d. The Character units *may* be placed in squares that already contain Furniture units. Character units placed in squares containing Cannon or Table units are considered to be "on top of" these units.



THE BASIC GAME RULES

I. INTRODUCTION TO THE BASIC GAME RULES

The Basic Game Rules cover the play of *SWASHBUCKLER* in its simplest form. After reading the Basic Game Rules, new players should play a few games to familiarize themselves with the mechanics of play, and to gain experience with the game system. The Optional Rules section introduces further topics, and covers rules that provide additional flexibility and detail for advanced players of the game.

II. THE BASIC GAME SEQUENCE OF PLAY

The game starts when all set up and preparation is completed. The game is played in "Turns". Each Turn is divided into two "Phases", which are performed in the order listed below. The Basic Game lasts ten Turns. The Turn sequence is repeated over and over until the game is completed.

A. THE ORDER PLOT PHASE: The orders for each Character unit must be secretly plotted in its Character Column on the Order Sheet before any orders are executed. Players should mark on their Order Sheets in pencil to make erasing easy. After all orders are written, it is suggested that players check over their notations to be sure they are correct and legal.

1. ORDER SHEET NOTATIONS: Each Order Notation indicates that a specific order will be carried out by the Character unit at a certain time during the Turn. A complete list of the Order Notations is given at the bottom of the Order Sheet for reference when "plotting" orders. All players must learn and use the Order Notation system, so that any other player could read and understand their orders.

a. GENERAL NOTATION RULES: The orders are plotted for each Character unit in the Character Column identified with the name of the unit. The orders for each Turn are plotted on the line opposite the current Turn number.
(1) Each Character Column is divided into six "Step Columns". The Order and Rest Notations are written in these Step Columns, one per Step Column.
(2) All Step Columns for a Turn must be filled in during the Order Plot Phase with either Order or Rest Notations.

b. NOTATION LENGTHS: All individual Order Notations, regardless of the number of letters in the individual notation, are written in *one* Step Column. The "Rest" Notations (the dashes after the Order Notation letters) are plotted in succeeding Step Columns after the Order Notation, even if this requires carrying over into the following Turn.

2. NOTATION EXAMPLE: The following example shows the orders for a single Character unit plotted for one Turn (plus one Rest Notation from the "FT" order carried over into the next Turn):

R	R	WM	—	FT	—
—					

The Character unit is ordered to make a Right Turn ("R") on Step One, another Right Turn on Step Two (note that no Rest Notations are required after a Right Turn), Throw a Mug ("WM") on Step Three, make the required Rest on Step Four after Throwing the Mug, Flip a Table ("FT") on Step Five, and make the required Rests on Step Six and Step One of the following Turn.

B. THE ORDER EXECUTION AND RESOLUTION PHASE: After all orders have been plotted, the players then make the actions or movements with their Character units *exactly* as they were written during the Order Plot Phase. Each Turn is divided into six "Steps", and the Turn is resolved one Step at a time until the Sixth Step is completed. After the Sixth Step is completed, the Turn is over, and a new Turn begins with another Order Plot Phase.

1. The Order Sheets should be laid out in full view of the other players.

2. All plotted orders are carried out and resolved for one Step before moving on to the next Step.

3. During a Step, the orders are executed in the following order:

a. ACTION ORDERS: Action Orders are executed before any other types of orders. Action Orders are executed and resolved in the order that they are numbered on the Order Sheet. *For example, all Throw Mug ("WM-") Orders ("4") are executed only after all Throw Dagger ("WD-" "1"), Throw Sword ("WS-" "2"), and Wave Hat ("WH-" "3") Orders have been executed and resolved, but before any other Action Orders are executed.*

b. SWORDPLAY ORDERS: Swordplay Orders are executed after all Action Orders have been executed and resolved. Swordplay Orders are considered to be executed and resolved simultaneously.

c. MOVEMENT ORDERS: Movement Orders are executed after all Swordplay Orders have been executed and resolved. All Movement Orders are considered to be executed and resolved simultaneously.

4. ILLEGAL OR IMPOSSIBLE ORDERS: The game mechanics take care of Character units that walk into Walls, Tables, etc., so these should give no problems. Sometimes, however, Orders are given that the Character unit simply cannot execute or even try to do so. *For example, a Prone Character unit given orders to Go Prone could not possibly do so.* In these cases, the Character unit simply does nothing.

III. GENERAL GAME PROCDURES AND RULES

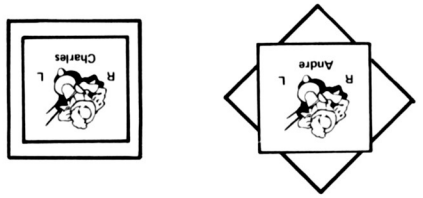
The following all play a part in a number of different places during a game.

A. CONTROLLING PLAYER DEFINITION: A player *always* performs all moves and dice rolls for the Character units listed on his Order Sheet. Thus, a player is always the "controlling" player for his own Character units.

B. CHARACTER UNIT FACING: Only Character units have "facing". Other types of units have no facing.

1. The "front" of a Character unit is the direction in which the pictorial symbol is defined to be facing, as shown in the following examples:

FRONT *FRONT*



2. Character units must at all times be facing toward a definite side or angle of the square they occupy. Be very careful with the placement of Character units with regard to their facing so that no chances for confusion exist.

NOTE: In all diagrams used in these rules an arrow is used to show the facing of a Character unit.

3. There may never be more than one Character unit in any square.

C. READING THE DICE: Two normal, six-sided dice are required to play the game, one colored and one white. Either may be rolled when a single "die roll" is called for by the rules. Both are rolled when a "dice roll" is called for by the rules. When rolled together, they are read in the order Colored die, white die to form combined numbers from "11" (lowest) to "66" (highest). *For example, if the colored die showed a "5", and the white die showed a "2", the dice number rolled is read as "52".*

D. ELEVATIONS: Different squares on the gameboard have different "elevations", or heights. These have numerical values assigned to them to differentiate their elevations, as follows:

1. SHIP AREA ELEVATIONS:
Elevation 1: Hold squares, Hold Step square.
Elevation 3: Spar Deck squares, Bow squares, Spar Deck Step squares.
Elevation 5: Quarterdeck squares, Forecastle squares.
Elevation 8: Spar squares.

Cannon units add "-1" elevation level to any square they occupy.

2. TAVERN AREA ELEVATIONS:
Elevation 1: Main Tavern Area squares, Stair squares.
Elevation 3: Balcony squares.
Elevation 3: Chandelier squares.

Upright Table units add "+1" elevation to any square they occupy.

E. DEFENSIBLE CHARACTER UNITS: A "Defensible" Character unit is one that can "see" an approaching attack, and is in position to do something about it.

1. DEFENSIBLE SQUARES: The DEFENSIBLE SQUARES — SWORDPLAY DIAGRAMS on the Game Card show a Character unit's Defensible squares. Any square shown on the diagram that contains a "S" and/or "L" is a Defensible square. Any opposing Character unit, Thrown unit, Waved Hat, Shoved unit, or Toppled unit that is in or passes through a Defensible square, in whole or in part, can be defended against by the Character unit. Any of these that is wholly in or from other squares around the Character unit cannot be defended against, and the Character unit is "Indefensible" against these.

2. INDEFENSIBLE SITUATIONS: A Character unit is "Indefensible" during a Step in which it has orders to Throw, Stand Up, Go Prone, Climb, Shove, Yank, Swing, Flip, or Topple. A Character unit is also Indefensible during a Step in which the Character unit is without a Weapon (Sword or Dagger) or is "Stunned".

F. MARKING STUNS — REPLOTTING ORDERS: As a result of events resolved on the Special Attacks and Incidents Tables, Character units may be "Stunned" for one or more Steps.

1. Circle the Steps during which a Character unit will be Stunned, as shown below:

THE CHARACTER UNIT IS STUNNED FOR THREE STEPS



a. If the Stunned Character unit has a Rest Notation plotted or has already executed a plotted order on the Step in which the Stun takes place, start marking the Stuns on the following Step. Otherwise, start marking the Stuns on the same Step as the Stun takes place. Stuns may extend into later Turns, if necessary.

b. Any orders plotted in circled Steps while the Character unit is "Stunned" are ignored. The Character unit can perform no orders while Stunned.

2. After the last Step of Stun, the controlling player may replot the Orders for the Character unit for the rest of the current Turn. This must be done as soon as the Stuns are marked on the Order Sheet. If the Stuns extend into a later Turn, or end the current Turn, the player waits to plot the new orders during the Order Plot Phase of the new Turn.

G. MARKING INJURIES ON CHARACTER UNITS: Character units take four different types of injuries, Body ("B"), Head ("H"), Right Arm ("R"), and Left Arm ("L"). These are marked on the Profile parts of the Character Picture of the Character unit's Character Column, by making one mark next to the number for each injury the Character unit has taken. *For example, five Body injuries are shown marked below:*

Body: 𝍸

H. EFFECTS OF INJURIES ON CHARACTER UNITS: Injuries effect Character units as follows:

1. BODY INJURIES: If half or more of all Body injuries are marked (in the Basic Game, this would be five or more Body injuries out of the nine allowed), the Character unit may not perform any Jump, Climb, or Swing Orders, and may not enter more than one new square during any one Turn after sustaining the injuries. If the number of injuries equals the total Body number listed (always nine in the Basic Game), the Character unit is eliminated, the Character unit is inverted on the gameboard in its square, and is used no more.

2. HEAD INJURIES: If the number of injuries marked equals the total Head number listed (always five in the Basic Game), the Character unit is eliminated, and the Character unit is inverted on the gameboard in its square, and is used no more.

3. RIGHT ARM INJURIES: If the number of injuries marked equals the total Right Arm number listed (always five in the Basic Game), the Character unit is no longer able to use a Sword, or Throw units. If excess injuries are scored on the Right Arm, they are marked as Head injuries. Right-handed Character units will drop their Swords in the square if all Right Arm injuries are marked off.

4. LEFT ARM INJURIES: If the number of injuries marked equals the total Left Arm number listed (always two in the Basic Game), the Character unit is no longer able to use a Dagger with the Left Arm. If the Character unit has no Sword, the Dagger could still be used by the Right Arm. If excess injuries are marked on the Left Arm, they are marked as Head injuries. Right-handed Character units will drop their Daggers in the square if all Left Arm injuries are marked off.

I. SPECIAL ATTACKS AND INCIDENTS HIT RESOLUTION: Whenever the possibility of a "Hit" occurs, the following procedure is followed:

1. The Special Attacks and Incidents Tables on the Game Card must be consulted. Consult the section dealing with the type of Attack being resolved. *For example, if a Thrown Mug's "Hit" is being resolved, the THROWN MUG section would be consulted.*

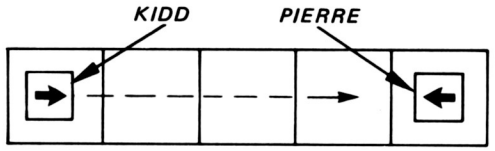
2. The player controlling the affected Character unit rolls one die and checks the CHANCE TO AVOID column to see if the Attack "Hits" the Character unit. If "Avoids" is rolled, or is automatic, the procedure ends with no results. If "Hit" is rolled, or is automatic, there will be some results to the Character unit. The results of the "Hit" on the Character unit must be checked by additional die rolling.

The player whose Character unit executed the Action Order handles all additional die rolls to determine the results of the "Hit".

3. The INJURIES IF NOT AVOIDED column is checked and one die rolled. This gives the (if any) type and quantity of injury done to the Character unit by the "Hit". Mark any injury done in the appropriate places on the Character Profile.

4. The NOT AVOIDED STEPS OF STUN column is checked next, and one die rolled again. This gives the number of Steps of "Stun" on the "Hit" Character unit.

5. The CHANCES TO FALL column is then checked, and one die rolled. This determines if the "Hit" Character unit will "fall down" ("FALLS") as a result of being "Hit", or will remain Standing ("NO FALL"). Prone units cannot "fall down", so this can be skipped for these units. If the result is "FALLS", the STEPS OF STUN IF FALLS column must be checked, and one die again rolled. This gives the number of additional Steps of "Stun" on the fallen Character unit. Once a Character unit "falls down", it is Prone until a Stand Up ("UP-") Order is plotted and executed.



6. EXAMPLE: Kidd Throws a Chair unit at Pierre. The THROWN CHAIR section of the Special Attacks and Incidents Tables is used to resolve the attack.

a. The player controlling Pierre rolls one die and consults the CHANCE TO AVOID column. A "5" is rolled, so Pierre is "Hit".

b. The HITS IF NOT AVOIDED column is now consulted by the player controlling Kidd. A "4" is rolled, so Pierre suffers injuries of "2B" (two Body injuries), which are marked in Pierre's Character Column.

c. The NOT AVOIDED STEPS OF STUN column is now consulted, and a "1" rolled on the die for one "Stun".

d. A "1" is rolled next on the CHANCES TO FALL column. The result is "Falls", so Pierre is now Prone, and should be marked as such by checking the Prone Box in Pierre's Character Column, and erasing the check in the Standing Box.

e. The STEPS OF STUN IF FALLS column is now used, and a "4" is rolled on the die. This adds two more "Stuns", for a total of three "Stuns" to be marked in Pierre's Character Column.

J. LEAVING THE PLAYING AREA: Any Character unit that leaves the playing area, either through voluntary movement or by being "shoved" is out of the game, and can be considered to be eliminated.

1. TAVERN AREA: Units may leave the playing area through Window or Door square sides.

2. SHIP AREA: Units leave the playing area if they leave the gridded area, go into a square that does not have any part of a Ship Picture in it, or end movement in a Swing square.

IV. ACTION ORDER EXECUTION AND RESOLUTION

There are fourteen possible Action Orders that may be plotted for a Character unit. The Action Orders are listed numerically ("1" through "13") in the order in which they take place during a Step, except for the "Block" Order, which applies during the entire Step. Prone Character units *may not* execute any Action Orders. Action Orders may effect friendly Character units as well as opposing Character units.

A. THROWING ORDERS: Character units that have them may be ordered to "throw" their Dagger ("WD-") or Sword ("WS-"). They may also be ordered to "throw" a convenient Chair ("WC--") or Mug ("WM-") unit.

1. THROWING ORDER POTENTIAL: Character units may be given Throwing Orders in the following circumstances:

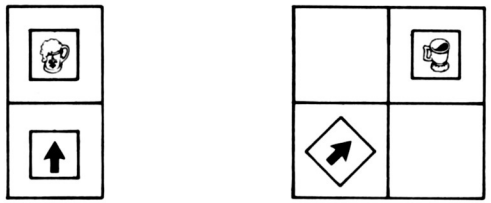
a. Character units may be ordered to throw a Sword or Dagger unit if the Character still has these available.

b. Character units may be ordered to throw a Chair unit if the Character unit occupies the same square as an *upright* Chair unit.

c. Character units may be ordered to throw a Mug (Full or Empty) unit if the Character unit occupies the same square as an *unbroken* Mug unit, or, the Character unit must be adjacent to and facing a square containing an *unbroken* Mug unit, as shown in the examples below:

ADJACENT TO AND FACING AN UNBROKEN MUG UNIT

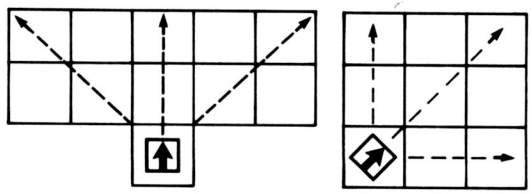
FACING A SQUARE SIDE *FACING A SQUARE ANGLE*



d. Throwing may be done against Character units at any elevation.

2. THROWING ORDER EXECUTION: All Dagger, Sword, Chair, and Mug units may be thrown in any of three straight lines formed by the square grid pattern from the front of the Character unit ordered to do so. These three directions are shown in the diagrams below:

FACING A SQUARE SIDE *FACING A SQUARE ANGLE*



a. The controlling player selects in which of the three directions the unit will be thrown when the time comes to actually execute the order.

b. To execute a Throwing order, the thrown unit is moved through the squares on the gameboard. If a Sword or Dagger unit is thrown, place one of these units on the gameboard and circle it on the Character Picture on the Order Sheet to show that the Character unit no longer has a Sword or Dagger.

c. Sword, Dagger, and Mug units will travel any distance until a Character unit is hit, a Wall square side is reached (at which time the unit is considered to hit the wall and fall to the floor), or the unit leaves the playing area – the unit will leave the playing area if it goes "through" the door or a window in the Tavern Area.

d. Chair units are moved the same as the other Thrown units, except that they will fall to the floor after moving six squares if nothing is hit or the Area is not left.

e. After once being thrown, Chair units are considered to be no longer *upright,* but are assumed to be upside-down and broken. Once thrown, Mug units are also considered to be broken. Both Chair and Mug units should be placed inverted (white side up) in the last square moved to, and cannot be thrown again. Sword and Dagger units should be left face up in the last square they are moved to, and can be picked up latter by Character units and used again.

f. If more than one Character unit is ordered to Throw the same Mug unit, the Character unit with the larger Expertise Factor will be the one allowed to execute the Order. If the Expertise Factors are equal (as they always are in the Basic Game), a die roll should be used to see which is allowed to execute the order, with the higher roll getting the Mug unit.

3. THROWING ORDER RESOLUTION: Unless a Thrown unit enters a square occupied by a Character unit, no resolution is required. If a Thrown unit does enter a square occupied by a Character unit, it may "Hit" the Character unit, and this possible "Hit" must be resolved. If the Character unit "Avoids" the thrown unit, the thrown unit should continue to be moved, and could possibly "Hit" another Character unit later in the movement. If the Character unit is "Hit", the "Hit" must be resolved on the appropriate section of the Special Attacks and Incidents Tables, as explained in section **III.I.**

B. WAVE HAT ORDERS: All Character units are assumed to always have a hat available. Waving this hat may temporarily blind ("Stun", in game terms) another Character unit or units.

1. WAVE HAT ORDER POTENTIAL: Character units may be given Wave Hat ("WH-") orders at any time when Action Orders can be given.

2. WAVE HAT ORDER EXECUTION: The Wave Hat order affects all Defensible squares adjacent to the Character unit. It can affect more than one Character unit if more than one is present in these Defensible squares. The hat is considered to remain usable over and over again, so the order can be given any number of times for the same Character unit.

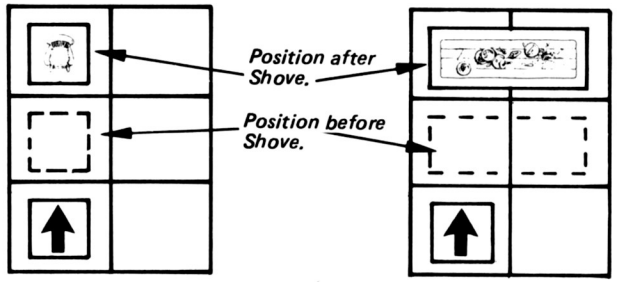
3. WAVE HAT ORDER RESOLUTION: Unless a Character unit occupies a square covered by the Hat-Waving Character unit's Defensible squares, no resolution is required. If one or more Character units do occupy these squares, they may be "Hit" by the Waved Hat, and this possible "Hit" must be resolved. If the Character unit "Avoids" the Waved Hat, there are no effects. If a Character unit or units are "Hit", these "Hits" must be resolved on the WAVED HAT section of the Special Attacks and Incidents Tables, as explained in section **III.I.**

C. SHOVING ORDERS: Character units may be ordered to "shove" convenient Chair or Table units.

1. SHOVING ORDER POTENTIAL: Character units may be given Shoving Orders if the Character unit is adjacent to and facing a square containing an *upright* Chair ("VC-") or Table ("VT-") unit.

2. SHOVING ORDER EXECUTION: When "shoved", the Chair or Table unit is moved one square directly away from the shoving Character unit, in the direction which the Character unit faces.

SHOVED CHAIR UNIT *SHOVED TABLE UNIT*



a. A "shoved" Chair unit will enter one new square and affect only a Character unit in that square.

b. A "shoved" Table unit, depending on its size, will enter two or three new squares, and will affect any Character unit or units in those squares.

c. A "shoved" Table unit will also affect any Character unit or units that may be on top of it when it is "shoved". The Character unit on top of the Table unit will be moved with the Table unit.

d. Shoved Table and Chair units remain *upright,* and can be used again.

e. If an attempt is made to Shove a Table or Chair unit into a square side or angle that is a Wall, or contains Railing or Steps, or if the new square has a higher elevation than the current square, the Shove can not be made. Table and Chair units can be "shoved" through door or window square sides.

f. If more than one Character unit is ordered to Shove the same Chair or Table unit, the Character unit with the largest Strength Factor will be the one allowed to execute the Order. If the Strength Factors are equal (as they always are in the Basic Game), a die roll should be used to see which is allowed to execute the order, with the higher roll doing so.

3. SHOVING ORDER RESOLUTION: Unless a Shoved unit enters a square occupied by a Character unit and/or has a Character unit or units on top of it, no resolution is required. If a Shoved unit does enter a square occupied by a Character unit and/or if there is a Character unit or units on top of the Shoved

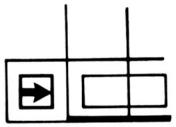
unit, the Character units may be "Hit", and these "Hits" must be resolved. If a Character unit is "Hit", the "Hit" must be resolved on the appropriate section of the Special Attacks and Incidents Tables, as explained in section **III.I.**

a. If a Character unit "Avoids" a Shoved Chair unit, the Character unit remains in the square with the Chair unit.

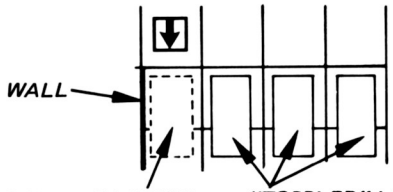
b. A Prone Character unit automatically "Avoids" a Shoved Table unit. A Character unit that is Standing is always "Hit" by a Shoved Table unit. A Character unit on top of a Table unit is always "Hit".

D. TOPPLE SHELF ORDERS: Character units may be ordered to "topple" (Push over) convenient Shelf units ("WT--").

1. TOPPLE ORDER POTENTIAL: Character units may be given Topple orders if adjacent to and facing a square containing *upright* Shelf units. It is possible to order a Character unit to "topple" Shelves on himself, but, normally, the Character unit should be placed adjacent to the Shelf square as shown in the diagram below:



2. TOPPLE ORDER EXECUTION: When "toppled", the Shelf units are unstacked and placed, one Shelf unit per square, on the squares leading away from the wall square where they were originally stacked. The diagram below shows how three stacked Shelf units are placed after being "toppled".



a. Any Character unit or units in the squares where the "toppled" Shelf units "fall" may be affected.

b. After once being toppled, Shelf units are considered to be broken, and no longer *upright.* They may not be moved or toppled again, but should be placed inverted in their squares.

c. All Mug units that were stacked on the Shelf units are broken, and should be placed inverted in the squares with the Shelf unit they were stacked with. They cannot be thrown.

d. More than one Character unit can Topple Shelves at the same time.

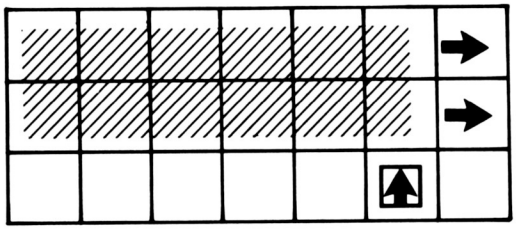
3. TOPPLE ORDER RESOLUTION: Unless a Toppled Shelf unit enters a square occupied by a Character unit, no resolution is necessary or required. If a Toppled Shelf unit does enter a square or squares occupied by a Character unit or units, the Character units may be "Hit", and these "Hits" must be resovled. If a Character unit or units is "Hit", the effects of the "Hit" must be resolved on the TOPPLE SHELF section of the Special Attacks and Incidents Tables, as explained in section **III.I.**

E. YANK CARPET ORDERS: Character units may be ordered to "yank" convenient Carpet units ("Y--").

1. YANK ORDER POTENTIAL: Character units may be given Yank orders if adjacent to and facing a square containing a Carpet unit, but not actually in a square containing part of that same Carpet unit.

2. YANK ORDER EXECUTION: When "yanked", the Carpet unit is moved one square to the right or left of the Character unit, at the controlling player's choice, as shown in the diagram below:

CARPET YANKED TO RIGHT



a. A "yanked" Carpet unit will affect only Character units that are in a square originally covered by the Carpet unit. It will not affect Character units in squares into which the Carpet unit is "yanked". All Character and Furniture units on top of the Carpet unit will move with it when it is "yanked".

b. The Carpet unit may be "yanked" again and again during the course of a game.

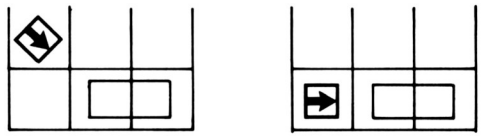
c. Carpets, of course, will "bunch up" and be folded against a Wall, Railing, or higher elevation square. If "yanked" into such obstacles, consider that it is folded and has not advanced beyond the barrier.

d. If more than one Character unit is ordered to Yank the same Carpet unit, the Character unit with the largest Strength Factor will be the one allowed to execute the order. Break ties (as there always are in the Basic Game) with a die roll.

3. YANK ORDER RESOLUTION: Unless a Character unit occupies a Carpet unit square, no resolution is required. If a Character unit or units does occupy a Carpet square or squares, they are always "Hit", and they must be resolved on the CHARAC-TER ON YANKED CARPET section of the Special Attacks and Incidents Tables, as explained in **III.I.**

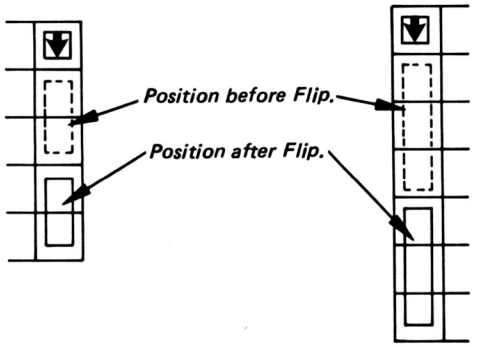
F. FLIP TABLE ORDERS: Character units may be ordered to "flip" ("FT--") convenient Table units.

1. FLIPPING ORDER POTENTIAL: Character units may be given Flipping Orders if the Character unit is adjacent to and directly facing a square containing the *end* of an *upright* Table unit, as shown in the diagrams below:



2. FLIPPING ORDER EXECUTION: When "flipped", the Table unit is pivoted on its opposite *end,* and moves into a number of new squares equal to the size of the Table unit, as shown in the diagrams below:

TWO SQUARE TABLE UNIT THREE SQUARE TABLE UNIT



a. A "flipped" Table unit, depending on its size, will enter two or three new squares, and will affect any Character unit or units in those squares. It will "lean" against a Wall, Railing, or higher elevation square. If "flipped" into such obstacles, consider it to be leaning, broken, and not advanced beyond the barrier.

b. A "flipped" Table unit will also affect any Character unit or units that may be on top of the Table unit when it is "flipped". Any Character unit on top of a "flipped" Table unit will move into a new square with the Table unit.

c. After once being "flipped", a Table unit is considered to be broken, and no longer *upright.* It may not be flipped or shoved again, but should be placed inverted in its squares.

d. If more than one Character unit is ordered to Flip the same Table unit from opposite *ends* of the Table unit, the Table unit is not flipped, but remains in place. If the Character units are both at the same *end* of the Table unit, the Character unit with the largest Strength Factor will be the one allowed to execute the order. Break ties (as there always are in the Basic Game) with a die roll.

3. FLIPPING ORDER RESOLUTION: Unless a Flipped Table unit enters a square occupied by a Character unit or units and/or has a Character unit or units on top of it, no resolution is required. If a Flipped Table unit does enter squares occupied by Character units and/or if there is a Character unit or units on top of the Flipped Table unit, the Character units are always "Hit", and this must be resolved on the CHARACTER ON SHOVED OR FLIPPED TABLE section of the Special Attacks and Incidents Tables, as explained in **III.I.**

G. PICK UP ORDERS: Character units may be ordered to "pick up" Sword ("PS-"), Dagger ("PD-"), or Treasure Chest ("PC--") units.

1. PICK UP ORDER POTENTIAL: Character units may be ordered to Pick Up a Sword, Dagger, or Treasure Chest unit if the Character unit occupies the same square as the unit to be Picked Up. In addition, a Character unit already carrying a Treasure Chest unit may be ordered to put it down by using the same Order ("PC--").

a. Only a Character unit that is lacking a Sword and/or Dagger unit (these are circled on the Character Picture on the Order Sheet) is permitted to Pick Up one of these to replace what is missing. No Character unit may have more than one Sword and one Dagger available at any one time.

b. Any Character unit may Pick Up a Treasure Chest unit.

c. Sword and Dagger units may be Picked Up from those that have been thrown, or those on eliminated Character units.

2. PICK UP ORDER EXECUTION: Once a Pick Up is made, the Character unit is considered to be carrying the picked up unit on his person.

a. When a Sword or Dagger unit is Picked Up, the circle on the Character Picture should be erased to show that it has been replaced. Once Picked Up, the Sword or Dagger can be used normally.

b. After a Treasure Chest unit has been Picked Up, the Character unit is considered to be holding and "carrying" it until it is "put down" or the Character unit is eliminated.

c. With the exception of an order to "Put Down" the Treasure Chest unit, a Character unit "carrying" a Treasure Chest unit may execute no Action or Swordplay Orders. They also may not execute any Climb, Jump, Step Forward and Kick, or Swing Orders while carrying a Treasure Chest unit.

d. No Character unit may carry more than one Treasure Chest unit at a time.

H. BLOCK ORDERS: Character units may be ordered to "Block". This is a defensive action (ducking, jumping aside, etc.) against other Action Orders. Against Defensible squares, a Character unit with Block Orders will automatically "Avoid" Actions by other Character units that it is possible to "Avoid" (Thrown Chairs, Mugs, Swords, and Daggers, Waved Hats, Shoved Chairs, and Toppled Shelves). Block Orders *do not* Parry Offensive Swordplay Orders.

V. SWORDPLAY ORDER EXECUTION AND RESOLUTION

The Swordplay Orders allow the Character units to attack each other with their Swords and Daggers. These Swordplay Orders are considered to be taking place simultaneously, but can be resolved in any convenient order. During a Step, no Swordplay Orders are executed until all Action Orders have been executed and resolved. Swordplay Orders may be given to Standing or Prone Character units. Swordplay Orders apply against all friendly and/or opposing Character units in the squares shown on the DEFENSIBLE SQUARES – SWORDPLAY DIAGRAMS shown on the Game Card.

A. OFFENSIVE SWORDPLAY ORDERS: Character units may be ordered to "attack" by using these Offensive Swordplay Orders.

1. LUNGE, STAB, AND RUNNING LUNGE ORDERS: These Swordplay Orders will affect only units in the square lettered "L" on the DEFENSIBLE SQUARES – SWORDPLAY DIAGRAMS. For the Running Lunge Order, the Character unit is moved forward one square before the Lunge is made. The Stab Order is used only with the Dagger, and only if the Character unit has no Sword.

2. SLASH ORDERS: A Slash Swordplay Order will affect units in the squares lettered "S" on the DEFENSIBLE SQUARES – SWORDPLAY DIAGRAMS. A Slash must be resolved separately against all Character units in the "S" squares. A Sword is required to execute this order.

3. Prone units may not execute Offensive Swordplay Orders.

B. DEFENSIVE SWORDPLAY ORDERS: Character units may be ordered to "defend" by using these Defensive Swordplay Orders.

1. PARRY ORDERS: A Parry Swordplay Order will affect any Character unit in a Defensible square ("S") that is using an Offensive Swordplay Order against the parrying Character unit. The "parried" Offensive Swordplay Order automatically has no result. Both Standing and Prone units may execute Parry Orders.

2. PARRY AND LUNGE ORDERS: This is the same as a Parry Swordplay Order, but the Character unit immediately follows up the "parry" with a Lunge Order. A Character unit must have a Sword to execute this order, and must be Standing. If no "Parry" occurs, the Lunge is not made.

C. RESOLVING SWORDPLAY ORDERS: Offensive Swordplay Orders are resolved only if a Character unit or units is in a Swordplay square of the attacking Character unit. If the Offensive Swordplay Order is Parried, it has no result. The Sword and Dagger Attack Table is used to resolve all unparried Offensive Swordplay Orders, using the following procedure:

1. The Expertise Factors of the Attacking (has Offensive Swordplay Orders) and Defending (Character unit under attack) Character units are compared and the column of the Sword and Dagger Attack Table showing this difference is used.

a. In the Basic Game, all Expertise Factors are equal, so the "0" column is always used if the Defending Character unit is Defensible.

b. If the Defending Character unit is Indefensible, figure the Defending Character unit's Expertise Factor as "0". Since, in the Basic Game, the Attacking Character unit's Expertise Factor is always "11", this means that the "+10 to +15" column is always used if the Defending Character unit is Indefensible.

c. If the Defending Character unit is armed only with a Dagger, and the Attacker is in a Defensible square, roll one die. If a "1", "2", or "3" is rolled, the Defender is Defensible. If a "4", "5", or "6" is rolled, the Defender is Indefensible.

2. The column may be shifted to the right or left to another column, depending on the circumstances.

a. PARRY AND LUNGE: Move four columns to the right ("+") if the Attacking Character unit already successfully "parried" the Offensive Sword Order of the opposing Character unit. *For example, this would move the column to be used from "0" to "+10 to +15".*

b. RUNNING LUNGE: Move three columns to the right if the attacker has this order.

c. DEFENDER HAS ½ BODY INJURIES: Move three columns to the right if the Defending Character unit already has at least one-half the total number of Body injuries (in the Basic Game, this is always five or more Body injuries).

d. ATTACKER HAS ½ BODY INJURIES: Move three columns to the left ("-") if the Attacking Character unit already has at least one-half the total number of Body injuries.

e. SLASH: If the Attacking Character unit has Slash Orders, move three columns to the left.

f. LUNGE AT HIGHER ELEVATION DEFENDER: Move two columns to the left if the Defending Character unit is one or two elevation levels higher than the Attacking Character unit. Swordplay Orders are ineffective against Character units that are three or more elevation levels higher or lower than the unit with the orders.

g. SLASH AT HIGHER ELEVATION DEFENDER: Move four columns to the left if the Defending Character unit is one or two elevation levels higher than the Attacking Character unit. Swordplay Orders are ineffective against Character units that are three or more elevation levels higher or lower than the unit with the orders.

3. Once the correct column to be used is determined, the two dice are rolled. The column used is crossgridded with the number rolled to determine the injuries (if any) scored on the Defending Character unit. Add "30" to the number rolled on the dice (ie. "36" would become "66") if the Defending Character unit is indefensible.

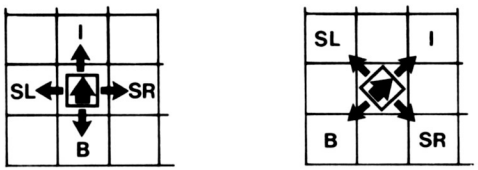
4. Mark any injuries in the Character Column of the Defending Character unit.

VI. MOVEMENT ORDER EXECUTION AND RESOLUTION

The Movement Orders are used to actually move the Character units across the gameboard. These Movement Orders are considered to be taking place simultaneously, but can be carried out in any convenient order. During a Step, no Movement Orders are executed until all Swordplay Orders have been executed and resolved.

A. STANDING MOVEMENT ORDERS: Standing Character units may be ordered to move one square in any of four different directions, as shown in the diagrams below:

FACING A SQUARE SIDE *FACING A SQUARE ANGLE*



NOTE: In all of these movements the Character unit keeps the same facing.

1. These orders cannot cause an elevation change unless using Stair or Step squares.

2. Any Character unit using these orders to enter an *upright* Table square must have a "Hit" resolved the same as if the Table had been "shoved" into the Character unit.

3. Any Character unit using these orders to enter a Cannon square or trying to pass through a Wall or Railing square side, or move into a higher elevation square will be unable to move, and will suffer one "Stun" for the following Step.

4. Character units may "walk under" Chandelier or Spar units.

B. PRONE MOVEMENT ORDERS: Prone Character units may be ordered to move in the same directions as Standing Character units. All these Orders start with the letter "C" (for "crawl"). *For example, the Order Notation "CSL--" would be an order for the Prone Character unit to "crawl" one square to the left.*

1. These orders cannot cause an elevation change unless using Stair or Step squares.

2. Any Character unit using these orders to enter a Cannon square or trying to pass through a Wall or Railing square side, or move into a higher elevation square will be unable to move, and will suffer one "Stun" for the following Step.

C. ELEVATION CHANGE ORDERS: Standing Character units may be ordered to change their elevation during movement. This can be done in one of two ways, depending on the elevation differences between the squares.

1. JUMP MOVEMENT ORDERS: Standing Character units may be ordered to move in the same four directions as in Standing Movement, but they will "Jump" up or down one elevation level while doing so. All Jump Orders start with the letter "J" (for "Jump"). *For example, the Order Notation "JB--" would be an order for the Character unit to "jump" back one square into a square that is one elevation level higher or lower than the original square occupied.* Jump Orders cannot be used for a change of more than one elevation level.

2. CLIMB MOVEMENT ORDERS: Standing Character units may be ordered to move directly forward while "climbing" up or down two or more elevation levels. *For example, Climb Orders ("A--") could be used to "climb up" from a Spar Deck square to a Quarterdeck square.*

a. Except when Masts are "climbed", the Character unit is always moved forward on square.

b. When Climbing up or down a Mast, the Character unit remains in its original square, but changes elevation.
(1) A Mast may only be "climbed" when the Character unit both faces the Mast *and* is in a square containing a Spar unit.
(2) Movement is not possible through a square angle that contains a Mast.

c. The number of Rest Orders required to be listed after a Climb Order equals the change in elevation levels of the move. *For example, a "climb" from a Spar Deck square (Elevation "3") to a Spar square (Elevation "8") would require five Rest Orders after the Climb Order ("A----").*

D. DIRECTION CHANGE MOVEMENT ORDERS: Standing or Prone Character units may be ordered to change the direction in which they are facing. An "R" Order calls for the Character unit to be turned 45 degrees to the right. An "L" Order calls for the Character unit to be turned 45 degrees to the left. Note that no Rest Orders are required after these orders.

ONE RIGHT TURN ("R") ORDER

ORIGINAL FACING *FINAL FACING*



E. ATTITUDE CHANGE ORDERS: Character units may be ordered to change their attitude from Standing Up to Prone or from Prone to Standing Up.

1. Standing Character units may be ordered to Go Prone ("PR-"). As when a Character unit "falls", this is indicated by checking the Prone Box and erasing the check in the Standing Box in the unit's Character Column when the Order is executed.

2. Prone Character units may be ordered to Stand Up ("UP-").

a. The fact that a Character unit is Standing Up is indicated when the Order is executed by checking the Standing Box and erasing the check in the Prone Box in the unit's Character Column.

b. Character units that attempt to Stand Up in a square containing an *upright* Table unit are considered to hit their heads, and remain Prone and roll one die for the number of Stuns using the STEPS OF STUN IF FALLS Column of the SHOVED OR FLIPPED TABLE section of the Special Attacks and Incidents Tables.

3. Character units make no facing change while Standing Up or Going Prone.

F. SWING MOVEMENT ORDERS: Standing Character units may be ordered to "swing" from Chandelier units or ship's ropes.

1. TAVERN AREA SWING MOVEMENT: In the Tavern Area, swinging is permitted only from Chandelier units. A Character unit may be given Swing Orders only if the Character unit is adjacent to and facing a Chandelier square or in a Chandelier square, and no more than one elevation level different from the Chandelier unit (Elevation Level "3").

2. SHIP AREA SWING MOVEMENT: Since ropes are considered to be everywhere on a ship, in the Ship Area swinging is permitted from any square containing part of a ship's picture. Swing Movement is the only way to move Character figures from ship to ship, and this is only possible through the Swing squares located between the ship pictures.

3. SWING DISTANCES: The distance a Character unit may be ordered to "swing" depends on the elevation levels of the square the Character unit occupies and the one it is moved into.

a. If the original and final square of the Swing Movement are of equal elevation, the Character unit may be moved forward two or three squares.

b. If the original square is one or two elevation levels lower than the final square of the Swing Movement, the Character unit may be moved only two squares. Swing Movement is not allowed to squares more than two elevation levels higher than the original square.

c. If the original square is of a higher elevation level than the final square of the Swing Movement, the Character unit may be moved forward three, four, or five squares.

d. The distance in squares that the Character unit is to "swing" is written as a number after the Swing Order. *For example, the notation "G3--" is an order to Swing three squares forward.* All Swing Movement is in the direction that the Character unit faces.

e. After being used for Swing Movement a Chandelier unit must be returned to its original square.

4. Character units make no facing changes while making a Swing Movement. A Character unit may *not* be "carrying" a Treasure Chest unit while making a Swing Movement.

5. KICKING WHILE SWINGING: A Character unit making Swing Movement through or into a square containing an opposing Character unit may attempt to "kick" the opposing Character unit. Only one "kick" per Swing Movement is allowed, but the controlling player may decide which opposing Character unit will be "kicked". Kicks are resolved by using the KICK section of the Special Attacks and Incidents Tables. A "Hit" from a Kick Order will move the effected Character unit back one square from the Kicking Character unit.

G. STEP FORWARD AND KICK ORDERS: Character units may be ordered to move forward one square and "kick" any opposing Character unit in the square entered.

1. STEP FORWARD AND KICK ORDER POTENTIAL: Standing Character units may be given these orders.

2. STEP FORWARD AND KICK ORDER EXECUTION: The Character unit is moved forward one square, the same as if Step Forward Orders had been given.

3. STEP FORWARD AND KICK ORDER RESOLUTION: Unless a Character unit with these orders enters a square containing an opposing Character unit, no resolution is required. If an opposing Character unit is met, the opposing Character unit may be "Hit", and this must be resolved, using the KICK section of the Special Attacks and Incidents Tables. A "Hit" from a Kick Order will move the effected Character unit back one square from the Kicking Character unit.

VII. ORDER CONFLICTS – SHOVING

Conflicts arise when two or more Character units end their movement in the same square, as no more than one Character unit is allowed to remain in any one square. Character units may pass by each other without conflict, as long as they do not end up in the same square.

A. FRIENDLY CHARACTER UNIT CONFLICTS: When friendly Character units are in conflict, the controlling player or players decide which will leave the square and move into any adjacent square, and which will remain in the square to avoid the conflict.

B. OPPOSING CHARACTER UNIT CONFLICTS: A "Shoving Match" is used to determine which, if any, Character unit will be allowed to remain in the square. Standing and/or Prone Character units may all participate in Shoving Matches.

1. A "stunned" Character unit automatically loses a Shoving Match, and is pushed into the adjacent square directly in the direction faced by the opposing Character unit. If a Wall square side or other obstacle prevents the Stunned Character unit from being "shoved" in this particular direction, the "shoving" player may select any other adjacent square to "shove" it into.

2. If more than two Character units are involved in a single Shoving Match, the controlling players roll for Shoving Matches individually against all opposing Character units.

3. SHOVING MATCH RESOLUTION PROCEDURE: A die is rolled by the controlling player for each individual Shoving Match, and the Shoving Match Chart on the Game Card consulted.

a. Compare the Strength Factors of the "shoving" Character unit to that of the opposing Character unit, and find the difference (in the Basic Game, this is always "0").

b. One die is rolled. If the listed number on the Chart is rolled, the opposing Character unit is "shoved" into the adjacent square directly in the direction faced by the "shoving" Character unit. If an obstacle prevents this movement, the "shoving" player may select any other adjacent square to "shove" it into.

c. "Stuns", and whether the "shoved" Character unit "Falls" is determined by using the SHOVING MATCH section of the Special Attacks and Incidents Tables.

d. It is possible for all Character units in a square to be simultaneously "shoved" out of the square. It is also possible that more than one Character unit will remain in the square after all Shoving Matches are resolved. In this case, start another round of Shoving Matches and continue until there is no more than one Character unit left in the square.

4. If a Character unit is "shoved" into a square containing another Character unit, a new round of Shoving Matches must be resolved in that square. If all Character units in this square are "Stunned", all must leave the square, moving into adjacent squares determined by their controlling players.

5. Any Standing Character unit "shoved" into an *upright* Table square must have a "Hit" resolved the same as if the Table unit had been "shoved" into the Character unit.

6. Character units "shoved" into walls, etc. Take one "Stun", the same as if they had moved into them.

VIII. VICTORY CONDITIONS – HOW TO WIN THE GAME

Victory Conditions depend on the Area used for the game.

A. TAVERN AREA VICTORY CONDITIONS: The game lasts a maximum of ten Turns.

1. If one player has the only surviving Character units at the end of the game or before, that player wins.

2. If, when the game ends, more than one player still has surviving Character units, the victory is decided as follows:

a. If one player has more surviving Character units than the other players, that player wins.

b. If the number of surviving Character units is equal for more than one player, the player with the fewest injuries to surviving Character units wins.

c. Otherwise, the game is a "draw".

B. SHIP AREA VICTORY CONDITIONS: The game lasts until ten Turns are completed, or until both Treasure Chest units are on the same Ship.

1. The side with both Treasure Chest units aboard its own Ship wins.

2. If neither side has both Treasure Chests, base victory on the numbers of surviving Character units, as explained in **2.** of the Tavern Area Victory Conditions.

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THE OPTIONAL RULES

I. INTRODUCTION TO THE OPTIONAL RULES

Once players have mastered the Basic Game Rules of *SWASHBUCKLER,* they may wish to try some or all of the rules found in this section.

II. OPTIONAL CHARACTER DETERMINATION

This Option permits more differentiation between the Character units than is allowed under the Basic Game Rules. The names of the units are written at the tops of each Character Column, and the Standing Boxes are checked, as in the Basic Game, but then dice rolls determine the individual characteristics of each Character unit.

A. GENERAL CHARACTERISTICS DETERMINATION: The following must be done for each Character unit a player controls.

1. STRENGTH FACTOR: Roll one die three times, and add together the numbers rolled. *For example, if a "3", "5", and "6" were rolled, this would give a Strength Factor of "12" for the Character unit.* Write this number next to the word "Strength". For *Pirate* Character units, add "3" to this number.

2. ENDURANCE FACTOR: Roll one die three times, and add together the numbers rolled. Write this number next to the word "Endurance".

3. CONSTITUTION FACTOR: Add together the Strength and Endurance Factors. Write this number next to the word "Constitution".

4. EXPERTISE FACTOR: Roll one die three times, and add together the numbers rolled. Write this number next to the word "Expertise".

5. DEXTERITY: Roll the two dice and consult the Dexterity Table on the Set Up Card.

a. If "Right-Handed" is rolled, write a "R" next to the word "Dexterity" to indicate a right-handed Character unit. A right-handed Character unit performs the same as one in the Basic Game.

b. If "Left-Handed" is rolled, write a "L" next to the word "Dexterity" to indicate a left-handed Character unit.
(1) A left-handed Character unit uses the Optional Left-Handed Defensive Squares – Swordplay Diagrams on the Game Card, instead of the Right-Handed (Basic Game) Diagrams.
(2) The Dagger in the Character Picture should be drawn longer to represent a Sword in the left hand, and the Sword in the Character Picture should be shortened to represent a Dagger in the right hand. The use of right and left hands is just the reverse of that for a right-handed Character unit (as in the Basic Game).

c. If "Ambidextrous" is rolled, write an "A" next to the word "Dexterity" to indicate an ambidextrous (equally able to use both hands) Character unit.
(1) The "S" and "L" squares on the Defensible Squares – Swordplay Diagrams for both the right and left-handed Characters may be used by an ambidextrous Character unit, at the controlling player's choice.
(2) An ambidextrous Character unit can use either arm for Sword, Throwing, etc.

6. PROFILE: The Constitution Factor may be broken up in any desired manner between the Head, Body, Right Arm, and Left Arm. At least "1" must be assigned to every part of the body.

B. SPECIAL PIRATE CHARACTERISTICS: Pirate units operate under the following special rules.

1. Pirate units always have "3" added to their Strength Factor, which, in turn, will also increase their Constitution Factor.

2. Pirate units have "Cutlasses" for their Swords.

a. A Cutlass cannot be used for Lunge, Running Lunge, or Parry And Lunge Offensive Swordplay Orders. They can be used only to Slash. Only Musketeer units, armed with "Rapiers" for Swords may use those Swordplay Orders.

b. A Cutlass cannot be "thrown".

III. BROKEN MUGS

A. BROKEN FULL MUGS: Any Standing Character unit that enters a square containing a Broken Full Mug unit or units may "slip" on the spilled liquid. Use the SLIP ON BROKEN FULL MUG section of the Special Attacks and Incidents Tables to resolve this possible "slipping".

B. BROKEN MUGS – SHARP GLASS: Any Character unit that "Falls" or "Crawls" into a square containing a Broken Full or Empty Mug unit or units will be "cut" on the broken glass and will suffer one Body injury.

IV. BROKEN WEAPONS

Weapons can be broken through contact with sturdier weapons. Anytime an Offensive Swordplay Order is "Parried", there is a chance of a weaker weapon being broken. The Broken Weapons Chart on the Game Card is used to resolve these situations.

A. If a Dagger parries a Rapier, or a Rapier parries a Dagger, the Dagger is broken and can no longer be used (circle it on the Character Picture) if a "1" is rolled on one die.

B. If a Rapier parries a Cutlass, or a Cutlass parries a Rapier, the Rapier is broken and can no longer be used if a "1" or "2" is rolled on one die.

C. If a Dagger parries a Cutlass, or a Cutlass parries a Dagger, the Dagger is broken and can no longer be used if a "1", "2", or "3" is rolled on one die.

V. STRANGE WEAPONS

Pirates are not skilled in the use of Rapiers, and Musketeers are not skilled in the use of Cutlasses.

A. A Pirate unit using a Rapier that was Picked Up is "-3" columns (to the left) on the Sword and Dagger Attack Table. Pirate units may *not* "throw" Rapier units.

B. A Musketeer unit using a Cutlass that was Picked Up is "-3" columns on the Sword and Dagger Attack Table. Musketeer units may *not* "throw" Cutlass units.

C. If necessary, Players may keep notes on whether particular Sword units represent Rapiers or Cutlasses.

VI. STRENGTH MODIFIERS

A Character unit's Strength Factor can be important in a number of situations.

A. STRENGTH MODIFIERS TO SWORD AND DAGGER ATTACKS: The Strength Factor of a Character unit with an Offensive Swordplay Order may modify the column used to resolve the attack. These Modifiers are listed in the STRENGTH MODIFIERS Box under the Sword and Dagger Attack Table on the Game Card.

B. SPECIAL STRENGTH NEEDED TO SHOVE, FLIP, OR YANK: In order to execute an order to Shove a Table unit, Flip a Table unit, or Yank a Carpet unit, the Character unit must have a Strength Factor that equals or exceeds the Strength Factor or Factors of any Character unit or units that are on top of these Furniture units.

VII. EXPENDING AND RECOVERING ENDURANCE FACTORS – RUN MOVEMENT ORDERS

Character units may expend and recover Endurance Factors by the orders given to them. If these Optional Rules are used, the ten Turn limit of the Basic Game is lifted. The game will last until one player or side has won due to eliminating all opposing Character units, or by getting both Treasure Chest units aboard their own Ship.

A. Every Turn during which a Character unit is Stunned for at least one Step and/or performs at least one Action, Movement, or Swordplay Order the Character unit will expend one Endurance Factor. Expending Endurance has no effects unless *all* Endurance is expended.

B. RUN ORDERS: Standing Character units may be given Run Orders ("RUN") if the Character unit has enough Endurance Factors. Run Orders allow a Character unit to move one square straight ahead, the same as a Step Forward Order, but no Rest Notation is required after the Run Order Notation. Each Step during which a Run Order is executed, Character unit will expend one Endurance.

C. Every Turn during which a Character unit has *only* Rest Notations plotted, and is not Stunned during any Step, the Character unit can recover up to one-fourth (round fractions up) of the Character unit's starting Endurance Factor. The amount recovered can never make the Endurance Factor larger that it was originally.

D. Any Character unit which expends all of its Endurance is eliminated.

VIII. RANDOM TAVERN AREA GAME END

Sooner or later, the authorities will arrive to break up a brawl such as that which takes place in a Tavern Area game.

A. As soon as the first unit passes through a Window or Door square side, the possibility of the arrival of the authorities (gendarmes, shore patrol, the Cardinal's Guards, etc.) exists.

B. On every Turn after the first unit leaves the Tavern Area, during the Order Plot Phase before orders are written, one player rolls one die. If a "1" is rolled, the authorities arrive to break up the brawl, and the game ends.

C. Victory is determined on the Turn that the game ends. Being uncertain of exactly when the game will end gives players some tricky decisions to make regarding their Endurance Factors.

IX. FALL FROM A HEIGHT

A Character unit falls from a height whenever the new square entered is a lower elevation level than the one previously occupied, and proper "Jump" or "Climb" orders were not used to make the move.

A. The INJURIES IF NOT AVOIDED and STEPS OF STUN IF FALLS columns of the THROWN CHAIR AND FALLS FROM HEIGHT section of the Special Attacks and Incidents Tables are used to determine additional injuries and Stuns sustained by the Character unit due to falling from a height.

B. The controlling player rolls the die once each on each of the two columns for each elevation level the Character unit "fell". *For example, a Character unit that "fell" from the Quarterdeck (Elevation Level "5") to the Spar Deck (Elevation Level "3") falls two levels, and two rolls on each column would be used to determine the total injuries and Stuns on the Character unit.*

X. CHARACTER DEVELOPMENT

If players wish to use the same Character units in game after game, they may add one Expertise to Character units that survive from game to game. This accumulation of Expertise ends when the Character unit is eliminated. All other Factors and Characteristics remain the same for a surviving Character unit from game to game.

SWASHBUCKLER SET UP CARD

OPTIONAL CHARACTER DETERMINATION

1. STRENGTH FACTOR: Roll one die three times, and add togethter the numbers rolled. For Pirate units, add "3" to this number.

2. ENDURANCE FACTOR: Roll one die three times, and add together the numbers rolled.

3. CONSTITUTION FACTOR: Add together the Strength and Endurance Factors.

4. EXPERTISE FACTOR: Roll one die three times, and add together the numbers rolled.

5. DEXTERITY: Roll the two dice and consult the Dexterity Table, below:

DEXTERITY TABLE	
DICE ROLL	RESULT
11-61	Right-Handed
62-65	Left-Handed
66	Ambidextrous

6. PROFILE: The Constitution Factor is divided between the parts of the body. At least "1" must be assigned to each part.

RANDOM SET UP		
DICE ROLL	TAVERN	SHIP
11	B2	A5
12	B5	A5
13	B8	B3
14	B11	B3
15	B14	B7
16	D1	B7
21	D4	B11
22	D7	B11
23	D10	B13
24	D13	B13
25	F3	C5
26	F6	C5
31	F9	C9
32	F12	C9
33	F14	C14
34	H1	C14
35	H4	D3
36	H7	D3
41	H10	D7
42	H13	D7
43	J2	D11
44	J5	D11
45	J8	D13
46	J11	D13
51	J14	E5
52	L3	E5
53	L6	E9
54	L9	E9
55	L12	F3
56	L14	F3
61	N2	F7
62	N5	F7
63	N7	F11
64	N10	F11
65	N12	F13
66	N14	F13

A Character unit is always placed on its own ship

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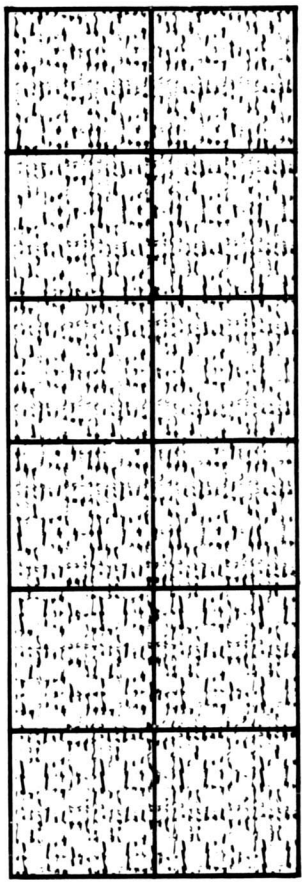
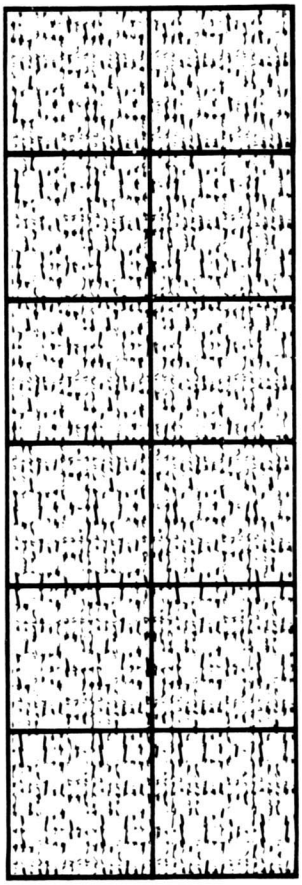


CARPET UNITS



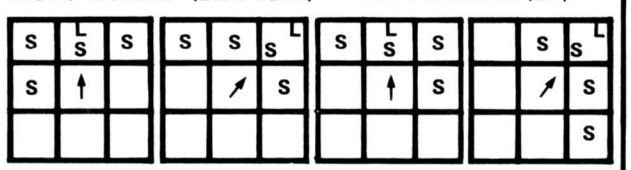
SWORD AND DAGGER ATTACK TABLE

DICE ROLL	ATTACKER'S EXPERTISE DIFFERENCE																		DICE ROLL
	← COLUMNS				-10 to -15	-5 to -9	-3 to -4	-1 to -2	0	+1 to +2	+3 to +4	+5 to +9	+10 to +15	COLUMNS →					
96	5B	7B	8B	8B	9B	9B	10B	10B	11B	11B	12B	12B	13B	13B	14B	14B	15B	15B	96
76-95	4B	6B	7B	7B	8B	8B	9B	9B	10B	10B	11B	11B	12B	12B	13B	13B	14B	14B	76-95
71-75	3B	5B	6B	6B	7B	7B	8B	8B	9B	9B	10B	10B	11B	11B	12B	12B	13B	13B	71-75
66	2B	4B	5B	5B	6B	6B	7B	7B	8B	8B	9B	9B	10B	10B	11B	11B	12B	12B	66
65	2H	2B	4B	4B	5B	5B	6B	6B	7B	7B	8B	8B	9B	9B	10B	10B	11B	11B	65
64	2L	2H	2B	2B	4B	4B	5B	5B	6B	6B	7B	7B	8B	8B	9B	9B	10B	10B	64
63	2R	2L	2H	2H	2B	2B	4B	4B	5B	5B	6B	6B	7B	7B	8B	8B	9B	9B	63
62	-------	2R	2L	2L	2H	2H	2B	2B	4B	4B	5B	5B	6B	6B	7B	7B	8B	8B	62
61	-------	-------	2R	4R	2L	4L	2H	3H	2B	3B	4B	4B	5B	5B	6B	6B	7B	7B	61
56	-------	-------	-------	2R	4R	2L	4L	2H	4H	4H	3B	3B	4B	4B	5B	5B	6B	6B	56
55	-------	-------	-------	-------	2R	4R	2L	3L	2H	2H	4H	4H	3B	3B	4B	4B	5B	5B	55
54	-------	-------	-------	-------	-------	2R	4R	2L	4L	4L	2H	2H	4H	5H	3B	3B	4B	4B	54
53	-------	-------	-------	-------	-------	-------	2R	3R	2L	2L	4L	5L	2H	4H	5H	5H	3B	3B	53
52	-------	-------	-------	-------	-------	-------	-------	2R	4R	5R	2L	4L	5L	3H	4H	4H	5H	6H	52
51	-------	-------	-------	-------	-------	-------	-------	-------	2R	4R	5R	2L	4L	5L	3H	3H	4H	5H	51
46	-------	-------	-------	-------	-------	-------	-------	-------	-------	2R	4R	5R	2L	4L	5L	5L	3H	4H	46
45	-------	-------	-------	-------	-------	-------	-------	-------	-------	-------	2R	4R	5R	3L	4L	4L	5L	3H	45
44	-------	-------	-------	-------	-------	-------	-------	-------	-------	-------	-------	2R	4R	5R	3L	3L	4L	5L	44
43	-------	-------	-------	-------	-------	-------	-------	-------	-------	-------	-------	-------	2R	4R	5R	6R	3L	4L	43
42	-------	-------	-------	-------	-------	-------	-------	-------	-------	-------	-------	-------	-------	3R	4R	5R	6R	3L	42
41	-------	-------	-------	-------	-------	-------	-------	-------	-------	-------	-------	-------	-------	-------	3R	4R	5R	6R	41
36	-------	-------	-------	-------	-------	-------	-------	-------	-------	-------	-------	-------	-------	-------	-------	3R	4R	5R	36
35	-------	-------	-------	-------	-------	-------	-------	-------	-------	-------	-------	-------	-------	-------	-------	-------	3R	4R	35
34	-------	-------	-------	-------	-------	-------	-------	-------	-------	-------	-------	-------	-------	-------	-------	-------	-------	3R	34
11-33	No Injuries																		11-33

B: Body Injuries. **H:** Head Injuries. **R:** Right Arm Injuries. **L:** Left Arm Injuries.

DEFENSIBLE SQUARES – SWORDPLAY DIAGRAMS

RIGHT-HANDED (Basic Game) **LEFT-HANDED (OP)**



L: Lunge or Stab (Rapier or Dagger).
S: Slash (Rapier or Cutlass).
Where the "S" appears are defensible Squares.

INDEFENSIBLE SITUATIONS

+30 to dice: "0" Expertise for Defender.
Indefensible when the Attacker is in an Indefensible square, Throwing, Standing Up, Going Prone, Climbing, Shoving, Yanking, Stunned, Swinging, Flipping, Toppling, or with no Weapon.
If a Dagger only defends against a Sword the result is Indefensible if "4-6" is rolled.

SWORD AND DAGGER ATTACK MODIFIERS

	STRENGTH MODIFIERS (OP)	STRANGE WEAPONS (OP)
+4 Col: For a Parry & Lunge (Must Parry First).	+3 Col: Strength of "18+"	-3 Col: Pirates with Rapiers
+3 Col: For a Running Lunge.	+2 Col: Strength of "16-17"	or Musketeers with Cutlasses.
+3 Col: If Defender has ½ Body injuries.	+1 Col: Strength of "14-15"	
-3 Col: If Attacker has ½ Body injuries.	-1 Col: Strength of "4-5"	
-3 Col: For a Slash.	-2 Col: Strength of "3".	
-2 Col: For Lunge with Higher Defender.		
-4 Col: For Slash with Higher Defender.		

SWASHBUCKLER GAME CARD

BROKEN WEAPONS CHART (OP)

DIE ROLL	PARRY SITUATION	RESULTS
1	Rapier vs. Dagger	Dagger Broken
1-2	Cutlass vs. Rapier	Rapier Broken
1-3	Cutlass vs. Dagger	Dagger Broken

SWING DISTANCES

Equal Heights: 2 or 3 Squares.
Lower to Higher: 2 Squares.
Higher to Lower: 3, 4, or 5 Squares.
Swinging into a Square with an opponent is an automatic Kick.

INJURY EFFECTS

All Body or Head Gone: Eliminated.
½ Body Gone: Move only one Square per Turn. No Jumping. Climbing, or Swinging.
Right Arm Gone: May no longer use Sword (Dagger if left-handed) or Throw.
Left Arm Gone: May no longer use Dagger (Sword if left-handed).
Additional Arm Injuries become Head Injuries.

SPECIAL ATTACKS AND INCIDENTS TABLE

TYPE ATTACK OR INCIDENT	DIE ROLL	CHANCE TO AVOID	INJURIES IF NOT AVOIDED	NOT AVOIDED STEPS OF STUN	CHANCES TO FALL	STEPS OF STUN IF FALLS	DIE ROLL	NOTES
THROWN CHAIR AND FALLS FROM HEIGHT	1	Avoids	1B ⓐ	1	Falls	1 ⓐ	1	The Character unit must be in the same square to Throw a Chair unit. A Thrown Chair unit moves a maximum of six squares.
	2	Avoids	1H ⓐ	2	Falls	1 ⓐ	2	
	3	Hit	1R ⓐ	2	Falls	1 ⓐ	3	
	4	Hit	2B ⓐ	3	No Fall	2 ⓐ	4	
	5	Hit	2H ⓐ	3	No Fall	2 ⓐ	5	
	6	Hit	2L ⓐ	4	No Fall	2 ⓐ	6	
THROWN MUG	1-2	Avoids	1L	1	Falls	1	1-2	May be Thrown from the same or an adjacent square. A Thrown Mug unit moves until something is hit.
	3	Avoids	1B	1	Falls	1	3	
	4	Hit	1H	2	No Fall	2	4	
	5-6	Hit	1R	2	No Fall	2	5-6	
WAVED HAT	1-3	Avoids	0	1	No Fall	0	1-3	Affects all Character units in Defensible squares.
	4	Avoids	0	2	No Fall	0	4	
	5-6	Hit	0	2	No Fall	0	5-6	
THROWN SWORD	1-3	Avoids	0	1	Falls	1	1-3	A Thrown Sword unit moves until something is hit.
	4	Hit	1R	2	No Fall	2	4	
	5	Hit	3B	2	No Fall	2	5	
	6	Hit	4B	2	No Fall	2	6	
THROWN DAGGER	1-2	Avoids	0	1	Falls	1	1-2	A Thrown Dagger unit moves until something is hit.
	3	Avoids	1R	1	Falls	1	3	
	4	Hit	4B	2	No Fall	2	4	
	5	Hit	5B	2	No Fall	2	5	
	6	Hit	6B	2	No Fall	2	6	
KICK	1-2	Avoids	1B	1	Falls	1	1-2	Must be in same square to Kick. Kicked Character unit is moved back one square.
	3	Hit	1B	2	Falls	1	3	
	4-6	Hit	1B	2	No Fall	2	4-6	
SHOVED OR FLIPPED TABLE	1-2	Hit ⓑ	0	1	Falls	1 ⓒ	1-2	A Shoved Table unit moves one square. A Flipped Table unit moves its length.
	3	Hit ⓑ	0	2	Falls	1 ⓒ	3	
	4	Hit ⓑ	0	2	Falls	2 ⓒ	4	
	5-6	Hit ⓑ	0	3	Falls	2 ⓒ	5-6	
SHOVED CHAIR	1-2	Avoids	0	1	Falls	1	1-2	A Shoved Chair unit moves one square.
	3	Hit	0	1	Falls	1	3	
	4-6	Hit	0	2	No Fall	2	4-6	
CHARACTER UNIT ON SHOVED OR FLIPPED TABLE	1	Hit	0	1	Falls	1	1	A Character unit moves with the Table unit. (OP) The Character unit Flipping or Shoving must have a Strength Factor equal to or greater than those on the Table.
	2	Hit	0	1	Falls	2	2	
	3	Hit	0	1	No Fall	2	3	
	4-5	Hit	0	2	No Fall	3	4-5	
	6	Hit	0	2	No Fall	4	6	
CHARACTER UNIT ON YANKED CARPET	1-3	Hit	0	1	Falls	1	1-3	Move Carpet unit one square in the direction of the Yank.
	4-5	Hit	0	2	No Fall	2	4-5	
	6	Hit	0	2	No Fall	3	6	
SHOVING MATCH	1-2	ⓓ	0	1	Falls	1	1-2	Occurs if Character units are in the same square.
	3	ⓓ	0	1	No Fall	1	3	
	4-6	ⓓ	0	2	No Fall	2	4-6	
TOPPLE SHELF	1-2	Avoids	1L	1	Falls	1	1-2	All Mug units on Shelves will break. Shelves will fall into a number of squares equal to the number of Shelves.
	3	Avoids	1H	2	Falls	1	3	
	4	Hit	1B	2	No Fall	2	4	
	5-6	Hit	1R	3	No Fall	2	5-6	
SLIP ON BROKEN FULL MUG UNIT (OP)	1-2	Avoids	1R	1	Falls	1	1-2	If Falls, will automatically have 1 Body Injury due to broken glass.
	3-4	Avoids	1L	1	No Fall	1	3-4	
	5-6	Hit	0	1	No Fall	2	5-6	

SPECIAL ATTACKS AND INCIDENTS TABLES NOTES

B: Body Injury.
H: Head Injury.
R: Right Arm Injury.
L: Left Arm Injury.
0: No Injury.

ⓐ : Use to resolve Falls from Height.

ⓑ : Prone unit always avoid a Shoved Table. Standing units are always Hit by a Shoved Table. Prone and Standing units are always Hit by a Flipped Table.

ⓒ : Use if a Character unit tries to Stand Up under an Upright Table unit.

ⓓ : Use the Shoving Match Chart to resolve.

SHOVING MATCH CHART

ⓓ ROLL TO SUCCEED	DIFFERENCE IN STRENGTH					
	-3-4	-1-2	0	+1+2	+3+4	+5+
	1	1-2	1-3	1-4	1-5	Auto

SWASHBUCKLER ORDER SHEET

NAME:	NAME:	NAME:	NAME:
CHARACTER: Strength: Endurance: +_____ Constitution: Expertise:	**CHARACTER:** Strength: Endurance: +_____ Constitution: Expertise:	**CHARACTER:** Strength: Endurance: +_____ Constitution: Expertise:	**CHARACTER:** Strength: Endurance: +_____ Constitution: Expertise:
PROFILE: Standing ☐ Prone ☐ Head:  Right Arm: Left Arm: Body: Dexterity (OP):	**PROFILE:** Standing ☐ Prone ☐ Head:  Right Arm: Left Arm: Body: Dexterity (OP):	**PROFILE:** Standing ☐ Prone ☐ Head:  Right Arm: Left Arm: Body: Dexterity (OP):	**PROFILE:** Standing ☐ Prone ☐ Head:  Right Arm: Left Arm: Body: Dexterity (OP):

ENDURANCE NOTES (OP):
A full Turn at Rest will restore ¼ starting Endurance (round up).

TURN NO.	ORDERS 1	2	3	4	5	6	ORDERS 1	2	3	4	5	6	ORDERS 1	2	3	4	5	6	ORDERS 1	2	3	4	5	6	TURN NO.
1																									1
2																									2
3																									3
4																									4
5																									5
6																									6
7																									7
8																									8
9																									9
10																									10
11																									11
12																									12
13																									13
14																									14
15																									15

ACTION ORDERS

1. Throw Dagger: WD-
2. Throw Sword: WS-
3. Wave Hat: WH-
4. Throw Mug: WM-
5. Shove Chair: VC-
6. Topple Shelf: WT--
7. Shove Table: VT-
8. Yank Carpet: Y--
9. Flip Table: FT--
10. Throw Chair: WC--
11. Pick Up Sword: PS-
12. Pick Up Dagger: PD-
13. Pick Up Chest: PC--

Block: X-

If a conflict for object to throw, larger Expertise wins. If conflict for shoving, yanking, or toppling, larger Strength wins. Prone Characters may not perform Action Orders.

SWORDPLAY ORDERS

Lunge: N-
Parry: P-
Parry & Lunge: PN--
Running Lunge: 1N-
Slash: S-
Stab (Dagger): SS-

Prone Character units may not Lunge, Slash, or Stab.
Units carrying a Treasure Chest may not execute Swordplay Orders.

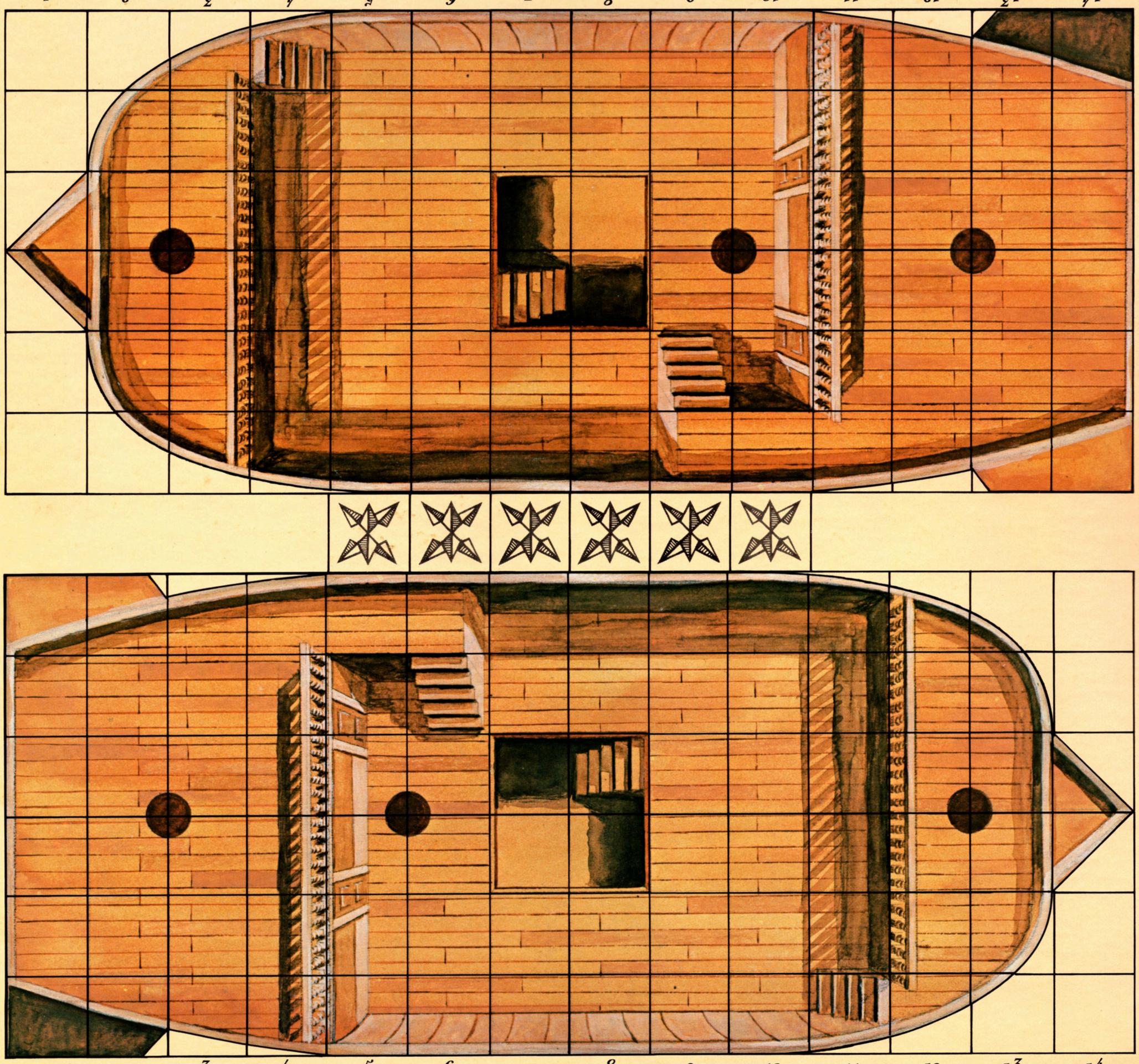
MOVEMENT ORDERS

Back Step: B-
Climb (Up or Down): A*
Crawl: C___--
Go Prone: PR-
Jump (Up or Down): J___--
Left Turn: L
Rest: -
Right Turn: R
Run: RUN(OP)
Side Left: SL-
Side Right: SR-
Stand Up: UP-
Step Forward: 1-
Step Forward & Kick: 1K--
Swing: G___--

STUN: Circle notation in Step Column.
Units carrying a Treasure Chest may not Climb, Jump or Swing.
* : Number of rests equals elevation change.


R L
Charles
R L
Louis
R L
Pierre
R L
Henri
R L
Andre
R L
Jaques
R L
Blackbeard
R L
Kidd
R L
Jolly Roger
R L
Israel Hands
R L
Le Marquis
R L
Francois
R L
Calico Jack
R L
Morgan
R L
Davy Jones
R L
Long-John Silver

Swashbuckler™ A game of Swordplay and Derring-do



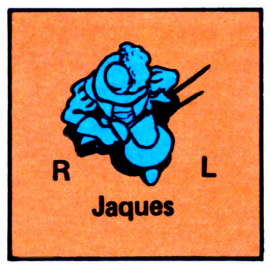
©1980 Yaquinto Publications, Inc.

Your cheek is still stinging from the blow of the mincing dandy's glove. He stands there smirking and basking in his moments of cheap glory as his pack of cronies hoots and cackles over your plight. The dandy may very well be the finest swordsman in all of France but he has made a fatal error for this time he has tried to bully a . . .

NOT A PHONOGRAPH RECORD ALBUM
game only

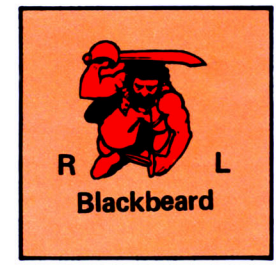
Swashbuckler™

A game of Swordplay and Derring-do









Components: The game components include a 12" by 24" mapboard mounted on the inside of the album jacket, two Game Cards, 95 die cut counters of assorted sizes and shapes, a Set Up Card, and two resealable plastic bags for storing and sorting the pieces.

Scale: Abstract, but each unit represents a single man or piece of equipment or furniture.

Number of Players: Two to Six.

Average Playing Time: One to Two hours.

Complexity: All wargames by their very nature are the most complex of games. In most cases the complexity a player wishes in a wargame depends on hobby experience and interest in the game topic. Yaquinto publishes a line of games of varying complexity and detail to suit all wargaming interests. Compared to other wargames, the level of complexity of this game is rated as follows:

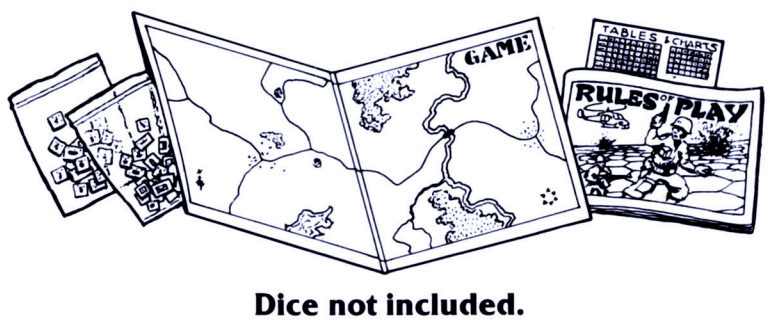
☐ LEVEL ONE: This game is designed to provide new players with a game that is easy to learn and play, and to provide experienced players with fast and fun competition. It is high in playability, challenging to play, but low in simulation detail.

☑ LEVEL TWO: This game falls in the lower end of average wargame complexity, being fairly easy to master, but having fairly detailed mechanics.

☐ LEVEL THREE: This game falls in the upper end of average wargame complexity, requiring time to master and having detailed mechanics.

☐ LEVEL FOUR: This game is designed for experienced players and is very complex and detailed in its treatment. Recommended for veteran players with a high interest in the subject matter.

SWASHBUCKLER is based on 80 years of movies that feature inspired swordplay and uninspired plots. Pirates and Musketeers. Pieces of Eight. Flashing swords and muttered oaths. Yanked carpets, shoved tables, toppled shelves, thrown chairs and ale mugs. Jumping, yelling, swinging on ropes with knife in teeth, or swinging from a chandelier with oiled ringlets shining. **SWASHBUCKLER** is all this and more, with an easy to learn and use fast-moving simultaneous game system that allows the players to loot ships and wreck taverns, with victory going to the bravest, strongest, most skillful, and most surpassingly devious player.



Dice not included.

THE ALBUM GAMES™ FEATURES

Each Album Game contains a colorful map mounted on the inside of the "record jacket", a sheet of "sturdy" colored, die-cut counters, two plastic 'zip-lock' bags designed to assure flat storage of the counters, and easy-to-use rules and play aids. Pieces and rules are stored in the two pockets of the Album and the entire game package is less than a half-inch thick. Convenient, durable, and entertaining!

NEW FROM YAQUINTO
THE ALBUM GAMES™



Your cheek is still stinging from the blow of the mincing dandy's glove. He stands there smirking and basking in his moments of cheap glory as his pack of cronies hoots and cackles over your plight. The dandy may very well be the finest swordsman in all of France but he has made a fatal error for this time he has tried to bully a. . .

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❁ ❁ ❁ ❁ ❁



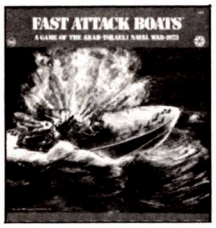
Out there beyond the ramp of your landing craft lies a dedicated, fierce, and cunning enemy. You glance at your men huddled around you and give the signal. The ramp splashes in to the Pacific surf, you lurch forward through the soft sand, and you are on the. . .

BEACHHEAD™

Beachhead is a fast and furious tactical level simulation of combat on a South Pacific island in WW II. The varied unit types and weapons include infantry, machine gun, mortar, howitzer, tank, flame-throwing tank, rangers, flame-thrower armed assault engineers, heavy bunkers armed with 3" and 6" naval guns, machine gun emplacements, entrenchments, landing craft, 6", 8" and 14" naval bombardment, and aircraft armed with bombs, rockets, or napalm. The game includes rules that cover inverted Japanese set up that precludes knowledge of Japanese unit location or the effects of bombardment until the landing craft are committed, fields of fire, machine gun fire-lanes, Japanese "rain of death" mortar fire, smoke, pinned units, infantry close assault, defense values based on moving and non-moving status varying with terrain, line of sight and ranging fire, Banzai charges, shell scatter, and much more. Players must learn close support small unit tactics to win because for the loser there are only two options. . .Death or the Sea.

Components: Beachhead is an album game and comes complete with a mounted 24" X 12" mapboard. The mapboard represents a section of an island. The Terrain of the island is a composite of the different types of islands against which amphibious operations were waged during the Second World War. Also included are 250 die cut counters, a game booklet containing all of the rules for the basic game as well as optional rules that add color and flavor to the player's tastes.

❁ ❁ ❁ ❁ ❁



You stare at the glowing green dots on the radar screen that are in reality enemy ships searching for you. Missiles are locked on and tracking. The crew on the bridge waits for the word to launch. Too soon and you've wasted valuable missiles. Too late and you might not get a chance to launch. The decision is yours because you command the. . .

FAST ATTACK BOATS™

Fast Attack Boats is based on the Arab-Israeli naval war of October, 1973. Easy to learn, fast and fun to play, Fast Attack Boats is two games in one. The Battle Game allows players to select small squadrons for evenly-matched tactical engagements. The Strategic Game allows players to match the small but efficient Israeli fleet against the much larger, but clumsy, combined fleets of Egypt and Syria in a series of battles where strategic planning is as important as tactical expertise.

Components: The game components include a 12" by 24" mapboard mounted on the inside of the album jacket, an Arab and an Israeli Game Card, 179 die cut unit counters, and two resealable plastic bags for storing and sorting the pieces.

❁ ❁ ❁ ❁ ❁

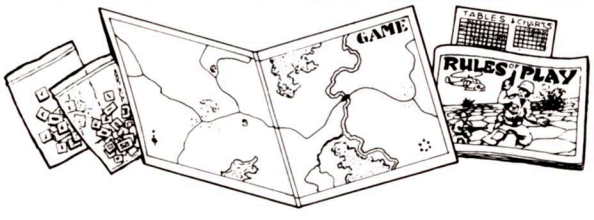


Beyond that massive door stretch twisting catacombs haunted by creatures so horrible they defy description. Beyond them lies your Princess. It takes a special type of person to smash open that door and have a chance to fetch her to safety. It takes a. . .

HERO™

Hero is a wild, no holds barred man-to-man (or beast) game on two levels. Players control their own Hero in their portion of the maze as well as monsters in the opponents portion. Each Hero is composed of several categories: Intelligence, Physical Appearance, Class, Strength, Luck, Hits, and Weapons Proficiency. Each of these must be determined by the player from a fixed number of points. To make a Hero super-strong will mean that some other category must suffer (super-strong and a lackwit?). Monsters include such loathesome creatures as trolls, ogres, zombies, goblins, lycanthropes, men, and the horribly alluring succubus. Each has an offensive potential as well as a defensive capability based on the type of creature vs. the Hero's weapon and how mightily he wields it. Your Hero must avoid traps, slaughter monsters, gather gold, and make it to the end of the labyrinth to win the hand of the stunning, voluptuous daughter of the most powerful wizard in the land. If the Hero does not there are always other challenges, unless he has become a Dead Hero.

Components: Hero is an album game and comes complete with mounted 24" X 12" mapboard. The mapboard represents the twisting maze of an underground catacomb divided into three separate areas, one for each player. Also included are 150 die cut counters and a game booklet containing all of the rules necessary for play as well as Character Set-Up cards for each Hero.



Dice not included.

THE ALBUM GAMES™ FEATURES

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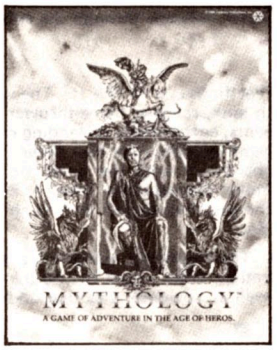
'88'

Components: The boxed game components include six 21" by 9" mapboard sections, two large sheets of extra-thick die cut unit counters, a complete rulebook with scenarios, a command pad, game tables cards, data cards, two decimal dice, and a sturdy compartmented plastic tray.

88 is an intense tactical-level game of ground combat in Africa's Western Desert in World War II, the famous struggle between the British "Desert Rats" and the German and Italian Afrika Korps. **88** duplicates the strengths and weaknesses of the German, British, and Italian units involved with 50 data cards that display all the information needed to move and fight. The game system, shared with our earlier popular **PANZER** game (which covers battles on the Eastern Front), easily incorporates myriad details such as armor thicknesses at various points, shots from various angles, heights, and attitudes, and the effects of terrain. The rules cover all the important aspects of small unit tactics — armor piercing shots, small arms fire, high explosives, artillery barrages, air support, communications, turret rotation, gun depression, mines, barbed wire, smoke, and much more. The flexible scenarios cover a variety of combat situations that are resolved on the six-piece geomorphic mapboard, which also features moveable terrain pieces. The types of units include infantry, antitank guns (including the deadly 88mm), Matildas, Crusaders, Bren Carriers, Long Range Desert Group Trucks, Honeys, Grants, Shermans, M13/40s, SEM 41s, a large variety of Pz IIIs and IVs, halftracks, and much, much more.

STOCK NO. 1514 **$17.00**

STOCK NO. 1514 **$17.00**



MYTHOLOGY

COMPONENTS: The boxed game components include a colorful 21-1/2" X 27-1/2" game board, a sheet of extra-thick die-cut counters, a deck of game cards, a complete rule book, a log pad, two dice and a sturdy compartmented plastic tray.

MYTHOLOGY is a 2 to 10 player game set in the Heroic Age that allows each participant to assume the role and powers of a major Greek god or goddess. Players use their powers and persuasive abilities to attempt to either control or destroy mortal heros and legendary monsters. Through prayer and sacrifice players attempt to protect their "favored" heros from the wrath of other gods who may try to eliminate them before they can return from their quest with valuable and sacred items such as the Golden Fleece. Famous heros such as Jason, Hercules, Theseus and many more must face the constant perils of fearsome creatures, or more divine things such as earthquakes, volcanos, tempest, plague and pestilence in order to survive and give glory to their god or goddess.

MYTHOLOGY is an exciting and unique game where you can never be quite sure what is going to happen next.

STOCK NO. 1210 **$14.00**

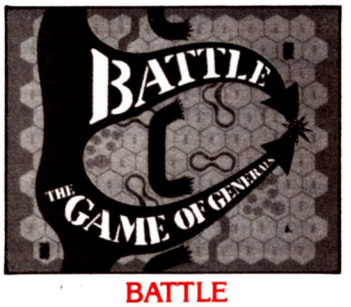


MARINE: 2002

Components: The boxed game components include three 9" x 21" mapboard sections, two sheets of extra thick die-cut counters, a complete rule book with scenarios, a command log pad, game table cards, unit operation sheets, a pair of dice and a sturdy plastic tray.

Marine: 2002 is a tactical level simulation of combat on or near the surface of the moon. The futuristic weapons used (neutron warheads, rocket shells, lasers and charged particle beams, and conventional shells) are playably duplicated with a system that faithfully shows their strengths and weaknesses. The game includes rules that cover ground and air movement for all units, combat with beamed weapons and a battlefield which is limited only by a horizon which varies with the current altitude of engaged units. Other rules easily account for communication and command control, morale, individual casualties, cumulative vehicle damage, orbiting weapons platforms and much more.

Stock No. 2113 **$17.00**



BATTLE

Components: The boxed game components include a 21-1/2" by 13-1/2" mapboard, screen, army value charts, rules booklet, extra-thick die-cut terrain and military unit counters, and a sturdy compartmented plastic tray for storing and sorting the pieces. Your battle weapons are devious strategy and the ability to think ahead.

Battle: The Game of Generals is many games in one. An excellent introductory wargame for novices, it also makes a fast and challenging contest for veteran gamers who lack the time for a full-size, full-length wargame, but still enjoy a grueling test of their wits and planning ability. BATTLE is one of the best balanced, most flexible, and most unforgiving games on the market. Moveable terrain allows for a virtually infinite number of "battlefield" setups, and "armies" can be organized for six different historical eras. The game depends entirely on player skill, with no dice required to resolve combats.

Stock No. 0307 **$7.00**



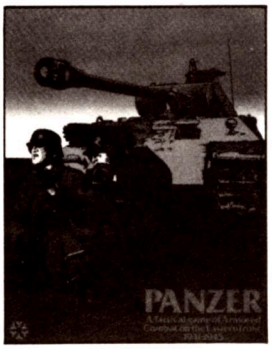
ULTIMATUM

Components: Ultimatum comes complete with a 21-1/2" by 27-1/2" mapboard, 600 extra-thick, die-cut unit counters, Log Pad for simultaneous execution of game moves, a set of charts and tables, a game die, a sturdy plastic tray for unit separation and storage, and a rules booklet containing Basic, Optional and Tournament rules.

Ultimatum is a strategic level, two player game, set in the atomic age that focuses on diplomacy, the arms race, world domination through nuclear brinkmanship and, if all else fails, total nuclear war between the United States and the Soviet Union.

Ultimatum allows players to create their own nuclear arsenals, invest in missiles, aircraft, antiballistic missiles, electronic counter measures and surface to air (anti-aircraft) missiles. Players apply political, economic and military pressure in seven world crisis areas that include: Latin America, Central Asia, South Asia, South East Asia, the Middle East, Japan-Korea and Europe.

Stock No. 0411 **$12.00**



PANZER

Components: The boxed game components include three 21" by 9" mapboard sections, two sheets of extra-thick die cut counters, a complete rulebook with scenarios, a command pad, game tables cards, data cards, two decimal dice, and a sturdy compartmented plastic tray.

Panzer is a tactical-level game of ground combat on the Eastern Front in World War II. The strengths and weaknesses of the German and Russian units involved are accurately and playably duplicated by forty-nine data cards that display all information needed to move and fight. The system easily incorporates myriad details such as armor thicknesses at various points, shots from various angles, heights, and attitudes, and the effects of terrain. The rules cover the important aspects of small unit tactics — armor piercing shots, small arms fire, artillery barrages, air support, communications, gun depression, mines, roadblocks, barbed wire, smoke, and much more.

Stock No. 0713 **$16.00**



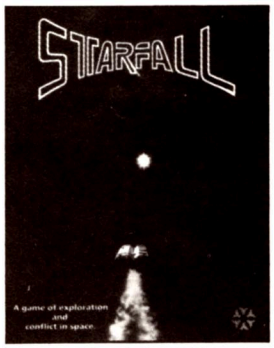
C.V.

Components: The boxed game components include two 21-1/2" by 27-1/2" mapboards, 800 extra thick die-cut counters, complete rulebook with scenarios and historical summary, log pads, game table cards, holding box charts, two dice, and two sturdy compartmented plastic trays.

Only five minutes after the Japanese cheered the slaughter of the American torpedo bombers, three of their largest aircraft carriers were shattered and burning in one of history's most dramatic reversals.

Every ship or plane type that participated or could have participated is included, from giants like the Kaga, Enterprise, Yamato, and Maryland to the cramped submarines, I-boats, and Japanese midget submarines, from planes like the Dauntless, Kate, Val, Wildcat, and Zero that dominated the battle to the more obscure but no less important types such as the Catalinas, Liberators, Jakes, and Mavis Flying Boats. The rules cover all the key factors in the battle, land. sea, and air combat, repairs, critical hits, ammunition supply, bomb types, night and weather, and more.

Stock No. 0516 **$18.00**

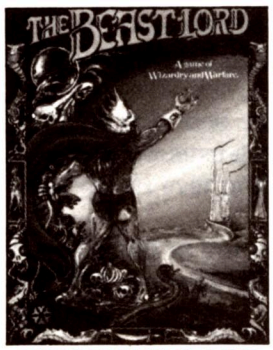


STARFALL

Components: Starfall comes complete with an attractive 27-1/2" by 21-1/2" mapboard, over 550 extra-thick, die-cut unit counters, Log Pad, set of charts and tables, operation sheets, pair of dice, a sturdy plastic tray of unit counter separation and storage and a rulebook containing basic, optional and solitaire rules.

Starfall is an exciting game of universal exploration and conquest that puts players in the roles of galactic emperors who must increase their resources through exploration, wars and development. The players send out their sophisticated and expensive exploration ships to discover traversable black holes and new planetary systems. Once a system has been discovered it must be determined how much terra-forming is necessary to make the system habitable, whether it has intelligent life forms and if they are hostile, and finally how valuable the system can become.

Stock No. 0217 **$13.00**

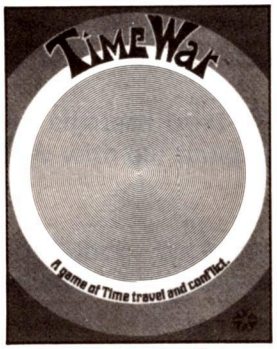


THE BEASTLORD

Components: The BeastLord is two games in one and comes complete with two colorful 21-1/2" by 27-1/2" mapboards,one Strategic and one Tactical. The Strategic mapboard shows the valley in its entirety. The Tactical map represents all of the major terrain types on the Strategic board carefully arranged to allow any confrontations on the Strategic map to be accurately placed for tactical combat. Also included are over 600 extra thick die-cut counters, a game booklet containing rules for both Strategic and Tactical combat that are quick and easy to learn as well as Optional Rules that add complexity and color to the player's tastes, two game dice, counter set-up sheets for placement of all unit counters, cardboard screens, and a sturdy compartmented plastic tray for convenient counter storage.

The BeastLord is a game of near hidden movement through the use of dummy counters burying players in the fog of war and raising the art of bullying, bluffing and threatening to new heights.

Stock No. 0618 **$15.00**



TIME WAR

Components: Time War comes complete with a colorful 21-1/2" by 27-1/2" mapboard, 400 extra-thick die-cut unit counters, an attention getting deck of "Time Mission" cards, an easy to use log pad for simultaneous movement, a pair of game dice, a set of charts and tables for quick reference in game play and a rule book that includes Basic and Optional rules covering such aspects as training projection, transfer and recovery, research and development, new or updated equipment, the changing of history, combat and much more. Also included is a plastic tray for unit counter separation and storage.

Time War is an exciting new tactical level game that begins in the future. A future where governments, using their ability to send men and equipment into time, fight their wars and vie for power in the past. Highly evolved computers predict the "Jonbar Junctions" (Critical moments in history) and what actions can be taken by the time forces to create a favorable change in the power balance of their own time.

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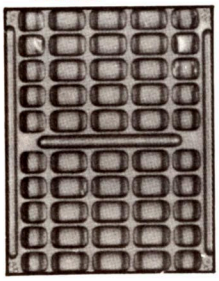
PLASTIC UNIT COUNTER STORAGE TRAYS



Now available are our sturdy, custom unit counter storage trays. They will fit almost any standard wargame box, or cut them down and use them in most bookcase boxes. They are approximately 10-7/8" x 13-7/8" x 5/8" deep containing fifty individual pockets and a trough suitable for a pencil and a standard size die.
The key words here are versatility and economy. Packed in groups of six . . . $4.00 per six-pack.

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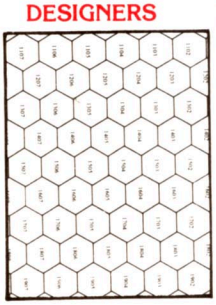
BLANK HEX SHEETS FOR THE DO-IT-YOURSELF DESIGNERS



Blank hex sheets are available in three different sizes. Printed on heavy stock, the front side of each sheet contains hexes printed in a short grain while the other side has the same size hexes printed in a long grain pattern. The pack of hex sheets comes with the following assortment: three sheets of 5/8" hexes, two sheets of 3/4" hexes and one sheet of 1-1/4" hexes all for the low price of only . . $6.00 per pack.

Stock No. 0006 **$6.00**

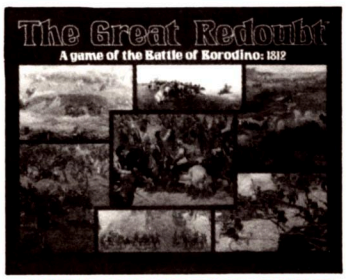


THE IRONCLADS

Components: The Ironclads comes complete with a 42" by 27-1/2" mapboard, over 300 extra-thick, die-cut unit counters, Log Pad for simultaneous movement, a set of charts and tables, gun range and play indicators, a pair of dice, a sturdy plastic tray for unit separation and storage and a rulebook containing basic and optional rules.

The Ironclads is a tactical level, simultaneous movement, game of ship to ship combat in the American Civil War. Players move one or more of over 130 counters that represent individual ships over a large four piece geomorphic mapboard as they attempt to outmaneuver and outshoot their opponents. 45 ship specification cards give such vital information as the number, size, location and play of individual guns that are fired separately using specific range and penetration tables for each weapon. The ship specification card also contains target information for such areas as: armor, siding, decking, smoke stack, hull, pilot house, waterline, crew and gun hits.

Stock No. 0815 **$15.00**



THE GREAT REDOUBT

Components: The boxed game components include a 21-1/2" by 27-1/2" mapboard of thick card stock, rules booklet, over 300 extra-thick two-sided die-cut unit counters, strength and morale sheet pad, game table cards, two dice, and a sturdy compartmented plastic unit storage tray.

The Great Redoubt presents a detailed tactical treatment of the Battle of Borodino. Borodino, the last Russian attempt to save Moscow, was the bloodiest battle of the Napoleonic Wars. The game duplicates the intricacies of the warfare of the period, where victory or defeat depended on the interaction of such diverse factors as organization and command control, leadership, formation and position, training, mobility, firepower, combined arms tactics, and morale.

The rules cover all the key factors in the battle, line, column, square, and ordre mixte formations, routing and rallying, leader effects and casualties, cavalry reaction and recall, artillery capture and recapture, hidden units, fatigue, the elan and mobility of the French attackers, and the stolid tenacity of the Russian defenders of the great redoubt.

Stock No. 1410 **$18.00**



THE THIN RED LINE

Components: The boxed game components include a 21-1/2" by 27-1/2" mapboard of thick card stock, rules booklet, over 300 extra-thick two-sided die-cut unit counters, strength and morale sheet pad, game table cards, two dice, and a sturdy compartmented plastic unit storage tray.

The Thin Red Line is a detailed tactical treatment of Napoleonic warfare. Waterloo was the final and most decisive land battle of the Napoleonic Wars, and possibly the most famous battle of all time. Napoleonic warfare was complex in its variety, and victory or defeat depended on the successful application of such diverse factors as organization and command control, leadership and training, formation and position, firepower, combined arms tactics, luck, and, especially, morale.

The rules cover all the key factors in the battle, line, column, square, and ordre-mixte formations, skirmishers, routing and rallying, leader effects and casualties, cavalry reaction and recall, artillery capture and recapture, hidden units, fatigue, the elan and mobility of the French infantry columns, and the firepower and staying power of the "thin red line" of British infantry.

Stock No. 1310 **$18.00**



MURFREESBORO

Components: The boxed game components include a colorful 21-1/2" by 27-1/2" mapboard, a sheet of extra-thick die-cut counters, a complete rulebook, game table cards, a log pad for unit notations, a die and a sturdy compartmented plastic tray.

Murfreesboro is a simulation of the American Civil War battle fought on December 31, 1862 near Murfreesboro, Tennessee. The tactics of the era are duplicated by using a playable system where each infantry brigade occupies a two-hex area and loses strength through Step Reduction. The rules cover virtually all aspects of historical engagement. The Basic rules include Morale, Leadership and Routing, Cavalry Charges, Capturing of Artillery, Ranged Fire and Assault Combat. The Optional rules deal with finer details like Troop Exhaustion, Ammunition Trains and Depletion, Bayonet Charges and much more.

Stock No. 1109 **$13.00**



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The Sword and the Flame covers not massed battalions marching in cadenced step, but desperate little fights with small groups of red-coated soldiers, and hordes of screaming tribesmen, sudden volleys and quick rushes, a hilltop taken or an attack repulsed. Pathans, Zulus, Boers, Egyptians, and Dervishes provide a varied group of opponents for the British Imperial soldiers in a fast, fun game that is filled with surprises, blazing action, and surpassing gallantry.

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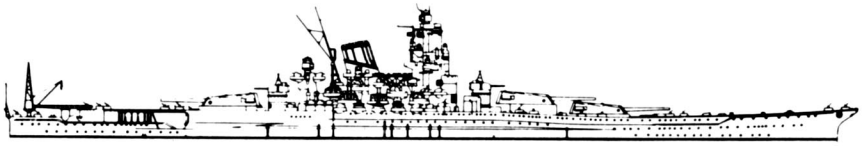

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YAQUINTO! Wasn't that a Japanese Battleship?

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Steve Peek and Craig Taylor, the designers of such games as **Airforce, Dauntless, Alpha Omega, Wooden Ships & Iron Men, Submarine** and over three dozen other games, are the backbone of Yaquinto Publications. The experience and expertise they have gained over the years has been brought to Yaquinto along with their philosophy.

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Good Gaming,

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