

ON THE SEVEN SEAS
Land Skirmish Rules

SEQUENCE OF PLAY

- Morale and Motivation
- Shooting (Simultaneous)
- Figure Movement (Highest Greed Score Moves Any or All Figures)
- Hand-To-Hand Combat

MORALE AND MOTIVATION

Casualties and Ambush

- Roll D10 For Each Member Killed During Last Turn
- Roll 2x D10 If Successfully Ambushed
- Add 1 to Faction's Fear Factor If Roll 8 or More

Encouragement & Motivation (Success if D10 is 7 or More)

- Encouragement
 - Increase Greed Score by One
- Exhortation
 - Decrease Fear Score by One
- Intimidation
 - Increase Fear Score of Opposing Side by One
- Manipulation
 - Increase Greed Score of Opposing Side by One

Check Morale

- Fear > 10 Faction Out of Game
- Greed is 1 less, equal or Higher Than Fear Faction Stays in Game
- Fear Exceeds Greed by 2 or More, Faction Cannot Move (Except Officer)
- Fear Exceeds Greed by 4 or More, Faction Cannot Shoot and Must Fall Back From Contact

SHOOTING

- Must Shoot at Figure 4 or less inches away

Ranges

- Bow or Crossbow - 12
- Arquebus - 6 (Sharpshooter - 12)
- Knife or Pistol - 2
- Grenade - 3

Effect

- Score of 10 or More is Hit
- Saving Throw if Officer or Behind Cover
- Score of 7 or Better Converts Hit to Fall-Back

MOVEMENT

- Foot - 4
- Mounted - 8
 - Crossing Difficult Terrain Halves for Foot and Mounted

Fall-Back

- Move One Inch to Rear
- Cannot Move Towards or Shoot One Turn (Can Move Away)
- Only One Fall-Back per Turn

HAND-TO-HAND COMBAT

Roll D 10 For Each Opposing Figure (No More Than Two Figures Attack One Figure)

- -2 Fighting More Than One Opponent
- -1 Fighting Armored Opponent Unless You Are Armed With Axe
- +1 Sword
- +2 Pike, Half Pike, Halberd in First Contact
- +1 Officer
- +1 Fighting Opponent Crossing Defended Obstacle
- +2 Mounted Figure Except Against Pike, Opponent Behind Obstacle, or Either Figure in Difficult Terrain

Four or Less Than Opponent: Killed

Two or Three Less Than Opponent: Fall-Back

One Less or More: Remain in Contact Unless One Decided on Voluntary Fall-Back