

The Black Corsair



photos Renato Genovese

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This supplement of Smooth&Rifled is dedicate to the Black Corsair, an 1898 adventure novel written by Italian novelist Emilio Salgari and set in the Caribbean during the golden age of piracy. You can get more info here http://en.wikipedia.org/wiki/The_Black_Corsair

Of course you can use this supplement for any other pirate adventure gaming.

To play with The Black Corsair supplement you need Smooth&Rifled skirmish rules that you can purchase at <http://www.dadiapiombo.com/smooth.html>

Download other free supplements and follow the updates on Smooth&Rifled at <http://smooth-and-rifled.blogspot.com>



La versione italiana di questo supplemento è presente in Dadi&Piombo 49



Smooth&Rifled

ARMY LISTS



Pirates, Corsairs and Buccaneers

AV=1/2/3 C=4/5 Impetus, Veterans

0-1 Leader (Black Corsair or similar), sword and pistol (10/2), Hero, 36 pts

1 Second in Command (Henry Morgan or similar, Leader, NCO equivalent), sword and pistol (10/2), 25pts

3 Henchmen (Carmaux, Van Stiller and Moko or similar), melee weapon and pistol (10/2) , 20pts

3-10 Pirates, melee weapons, 16 pts

3-10 Buccaneers, musket (20/3) and melee weapon, 22 pts

0-5 Maroons (fugitive slaves), arquebus (16/3) and melee weapon, Ferocious, 21 pts

Notes&Upgrades

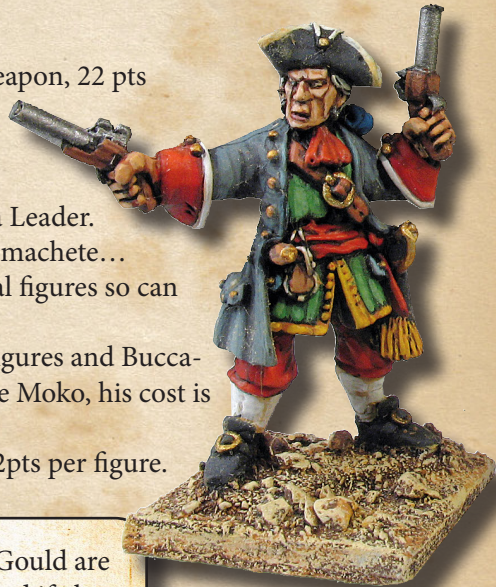
The Hero has C=6 and AV=1/1/1. He is also a Leader.

Melee Weapons are cutlass, half pike, dagger, machete...

Leaders and Henchmen are considered special figures so can use the save throw.

C value of Pirates and Maroons is 4. Special figures and Buccaneers have 5. If among the Henchmen you use Moko, his cost is 23pts and his C is 6.

You can give to any Pirate a pistol (10/2) at +2pts per figure.



Special rule. When Black Corsair and Van Gould are in melee, no other figure can join the fight and if already present must retreat by 5cm. One hero can win over the opponent only with a difference of 2 "hits".

Spanish Colonials

For other settings you can use these stats for British, French or Portuguese.

AV=2/2/3; C=3/4/5

0-1 Governor Van Gould (or similar), sword and pistol (10/2), Hero, 36 pts

1 Garrison Commander (Leader/Officer), sword and pistol (20/2), 22 pts

1 NCO (Leader), halberd, sword and pistol (10/2), 17 pts

4-12 Musketeers, musket (20/3) and sword, 12 pts

0-8 Halberdiers (or pikemen), halberd and sword, 8 pts

0-5 Armed Servants (Untrustful), 2pts

Notes&Upgrades

The Hero has C=6 and AV=1/1/1. He also a Leader.

Leaders and Halberdiers have C=5, Musketeers have C=4, Servants have C=3.

Halberd is a melee weapon.

The whole Unit (with the exception of the Servants) can be upgraded to Veterans at +3pts per figure.

Servants are Untrustful and when charged or when they charge, they make a "C test". If they roll less or equal than their C value (3) they perform normally, otherwise they flee and are immediately removed from the table.



Local Tribes

(Caribbean, Arawak...)

AV=2/2/3; C=4/5, Ferocious, Terrain, Impetus

0-1 Tribe Chief (leader/officer), war mace and javelin (8/X), 31 pts

0-1 Shaman (works like a standard bearer), war mace, spells & curses, 27 pts

0-1 Musician, war mace, 19 pts

1 Leader (NCO), war mace and javelin (8/X), 26 pts

0-1 Fanatic Warrior, war mace and javelin (8/X), Fanatic, 23 pts

2-10 Warriors, war mace and javelin (8/X), 19 pts

2-10 Warriors, war mace and bow (16/0), 22 pts

0-4 Warriors, war mace and blowpipe with poisoned darts (8/0), 20 pts

Notes&Upgrades

Leader, Shaman and Fanatic Warrior have C=5, others have C=4.

War mace is a melee weapon.

The Shaman, by spending an action, can use the special characteristic “spells and curses” to frighten any enemy figure within 20cm. These figures have to make a “C test” and if they roll more than their C value are immediately shaken. The Shaman can spend more actions (maximum 3) to improve the power of his “spell and curse”. By spending 2 actions instead of 1, the range of this “weapon” is extended to 20cm. The range is 30cm if he spends 3 actions. There is also a +1 modifier to the C test roll if the testing figures are inside a forest. Javelin has only one shot.

If a figure is killed by Poisoned darts, any other friendly miniature within 10cm must perform a “C Test”. If the test is failed, the figure is shaken.

