

BRIGANTINE, a PIRATEER VARIANT

Enjoy Pirateer, but wish it had a bit deeper strategy and more sailing realism?

This variant offers a fairly simple way to add some characteristics that would have affected sailing and battling with a wind-driven ship in the 1700s. For example, the ship attacking first would not always win, nor always sink the opposing ship, as in the Pirateer's standard rules. Also, sailing ships could not sail in any direction at will. Some quick research shows that ships of that era could sail no more than 70 degrees windward, barely off a 90-degree reach. Therefore, when maneuvering for a fight, the ship upwind held an advantage of deciding whether and when to attack.

The rules written below may seem like a lot, but it's mostly simple ideas written out with clarification and examples. Try it out!

Rules

Variant rules others have suggested that apply to Brigantine:

1. The dice values may be subtracted and used for one ship movement.
2. Your ships can always sail through spaces occupied by ships of your own fleet.

New variant rules (Variable Battle Outcomes and Wind Direction)

1. Variable Battle Outcomes
 - a. Battles begin as per the original rules of the game---a ship attacks another ship by landing on the same space as an opponent ship with an exact roll. The ship landing on the same space is the Attacker, the ship already on the square is the Defender.
 - b. Simple battle variant. (see the Additional Rules to Try at the end for deeper variation.)
 - i. The Attacker and the Defender will each roll one die.
 - ii. The difference between the values each player rolls determine the outcome of the battle per the chart below.

Difference between Attacker die and Defender die.	Attacker aims to sink opposing ship
0	Defender escapes the battle unharmed. Move by normal rules using either die value.
+5	Attacker wins. Defending ship removed from play.
+4	
+3	
+2	
+1	
-1	
-2	
-3	Defender wins. Attacking ship removed from play.
-4	
-5	

2. Wind Direction

- During the game a wind blows constantly from one of the four orthogonal directions---essentially the wind comes from the direction of one of the home ports. Keep track of this with some kind of simple pointing marker on skull island.
- The wind direction does not apply to the trade wind areas. Trade wind movement happens according to the original rules.
- All ships on the open sea move according to the current wind conditions. Ships “reach”---moving across the wind, 90 degrees to the wind---using normal dice values. Ships “run”---move in the same direction as the wind using normal dice values or to add one (+1) to any die value used in that direction. If both dice values are used to run, add one to each.
- Ships can tack to windward on values of at least five or six (5 or 6)---4 to 1 and 5 to 1 movements approximate angles 70 degrees or less off the wind. The tack to windward

happens in the following manner:

The ship reaches for one less than the move value, and then moves one square against the wind direction. The reach portion must happen first within the normal constraints of movement. The value of at least five can come from a single die or from totalling or subtracting the two dice. Examples:

- i. With a value of six on one die, one ship can reach five spaces and then move one space into the wind (six total).
 - ii. With values of two and three on the dice, one ship can reach four spaces and then move one space into the wind (five total).
 - iii. With values of four and three on the dice, one ship can reach six spaces and then move one space into the wind (seven total).
 - iv. With values of five and six on the dice, one ship can reach four spaces and move one space into the wind (five), and then reach again (either direction) five spaces and move again one space into the wind (six). Or two different ships could move in this upwind manner, one ship four and one, the other five and one.
- e. The wind changes during the game every time the two dice sum to seven.
- i. The person who rolls the seven decides when to apply the new wind---before moving with both dice, after moving with both dice, or after the first die move but before the second. If a battle roll totals seven, then the player who won or got the advantage from the roll decides when to apply the new wind direction, before or after any movement that results from the battle.
 - ii. The wind shifts according to the type of seven rolled. On 1-6 the wind shifts 90 degrees clockwise. On 2-5 the wind shifts 180 degrees to the opposite direction. On 3-4 the wind shifts 90 degrees counterclockwise.
For example, if the wind currently comes from the Jolly Roger (black) port, 1-6 shifts the wind to come from the Ottoman port (purple), 2-5 shifts the wind to come from the English port (white/red), and 3-4 shifts the wind to come from the French port (green).
 - iii. (A simpler though less realistic option is for the person who rolls the seven to decide the new wind direction. With this option, the wind choice on sevens during battle rolls goes to the person who won or got the advantage from the roll. In no case does the wind remain the same on a seven roll.)

- f. Decide the initial wind direction by any means you like. One option: each person rolls the dice in turn. The first person to roll a seven has the wind coming from their port direction (or gets to decide the starting wind direction).
- g. Since wind coming into a player's port toward their anchor spot would prevent the ships from moving out of their harbor, adopt one of these rules:
 - i. Local land winds: Any time the wind prevents a player's harbored ships from moving at all, allow "local land winds" to move any ship exactly one space per die.
 - ii. At the start of the game, give every player enough rolls to get exactly one (1) ship completely out of their harbor. Then begin normal play with the wind rules.
 - iii. *Or, just go with this limitation and wait until the wind becomes favorable to your fleet! It's not necessarily a disadvantage to set sail a little later in the game!*

Additional Rules to Try

1. Deeper battle outcome options: In addition to sinking an opponent, or simply escaping unharmed, players may also capture an opponent, changing its flag to one's own fleet. A captain might use this option to replenish a dwindling fleet, or to get some extra force quickly in an area where one ship is heavily outnumbered.

When a ship changes its flag, replace the losing ship piece with a previously captured piece of the new flag. Then that ship gets one move using one of either of the two dice in the battle role.

In this option, you need to decide whether any fleet can have more than three ships. If so, you may need to indicate new flags for ships beyond three by cutting some simple color discs (white, green, black, purple, for example), or by copying and printing something fancier.

- a. Before the die rolls, each player secretly chooses a simple battle aim should they win. Determine your own way that each player records their choice without revealing it right away.
- b. The Attacker chooses between sinking the Defending ship (medium risk), capturing and taking over the Defending ship (higher risk), or a low-risk quick strike (**see the outcome charts below**). medium risk sink, higher risk re-flag, low-risk quick strike.
- c. The Defender always chooses between sinking the Attacking ship (normal risk) or capturing the Attacking ship (higher risk). **See the outcome charts below.**
- d. After choices, each player rolls one die. The outcome of the battle is according to the chart below.

e. Outcome chart

Attacker aims to sink Defending ship	Attacker aims to capture Defending ship (higher risk)	Attacker Quick Strike to sink Defending ship (lower risk)	Attacker die minus Defender die	Attacker aims to sink Defending ship	Attacker aims to capture Defending ship (higher risk)	Attacker Quick Strike to sink Defending ship (lower risk)	
Defender escapes the battle. One move by normal rules using either die value.			0	Defender escapes the battle. One move by normal rules using either die value.			
Attacker wins. Defending ship removed from play.	Attacker wins. Defender ship reflagged to attackers fleet.	Attacker escapes the battle unharmed. One move by normal rules using either die value.	+5	Attacker wins. Defending ship removed from play.	Attacker wins. Defender ship reflagged to Attacker's fleet.	Attacker escapes the battle unharmed. One move by normal rules using either die value.	
			+4				
		Attacker wins (+1, +2, +3 only). Defending ship removed from play.	+3			Attacker wins (+1, +2, +3 only). Defending ship removed from play.	
			+2				
			+1				
	Defender wins, Attacking ship removed from play.	Defender wins, Attacking ship removed from play.	Attacker escapes the battle unharmed. One move by normal rules using either die value.		-1	Defender wins. Attacking ship reflagged to Defender's fleet.	Attacker escapes the battle unharmed. One move by normal rules using either die value.
			-2				
			-3				
			-4		Defender wins. Attacking ship reflagged to Defender's fleet.		
-5							
Defender aims to sink Attacking ship			↔	Defender aims to capture Attacking ship			

- In the normal rules, you can move in one direction only---open sea orthogonal movement, or on a trade wind diagonal. You can get tactical maneuverability by being able to combine open sea movement with trade wind movement on one die. For this, any one die value can be used

to move orthogonally to the trade wind area using part of the value and then on the trade wind with the remainder of the value, or within the trade wind and then orthogonally with the remainder. The same maneuvering can be done with the one subtraction value also.

NOTE: if using the wind rules, all orthogonal movements must be within the wind limitations.

Here are some examples:

- a. With a four, a ship could move three spaces to a trade wind space, and then one space in either direction on the trade wind.
- b. With a three, a ship could move one space in one direction on the trade wind, and then exit the trade wind for the remaining two spaces.
- c. With a four and a six, one ship could move orthogonally two spaces to the trade winds, two spaces in any direction on the trade wind (four), then the same ship moves five spaces in any direction on the same trade wind, and a final one space orthogonal move (six).