

Black Spot



Fictitious Pirate Fleet Miniature Rules

Fast playing miniature game designed for tournament play or pick-up games in the age of sails

Black Spot



Fictitious Pirate Fleet Miniature Rules

By David Bezio © 2015

Black Spot is a fast playing miniature game designed for tournament play or pick-up games (1-4 players). The goal here is not to simulate realism, but rather to allow you to play out cinematic battles in the age of sails using smart tactics and no small bit of luck.

To play you will need ship miniatures (these rules are designed for 1/2400 scale, but use what you like), 6-sided dice (D6), the cards, tokens, rulers, and templates, and a 3'x3' seascape. If not using a scenario, roll 1 6-sided die (1D6), and by the players alternating turns, place that many small islands or reefs as desired.

Rolling the Crossbones

Whenever you roll a die pool in these rules, you read the result of the **highest die rolled only**. For example: If you roll 2D6 and get a 3 and 5, the result of the roll is 5 (high rolls are better).

Booty Dice: Each fleet starts a battle with 1D6 (minimum score of 3) booty dice. These are one time use dice that can be used to instantly reroll any die roll that you don't like. You must take the result of the reroll, but can choose to expend as many available booty dice on a single roll as you like. You can keep track of the booty dice on a scrap of paper, or set extra dice aside and discard them as you use them.

Assemble the Fleet

In the standard game you have 10 points to assemble your fleet. There are 3 types of ships of progressively larger size. Smaller ships are faster and more maneuverable, larger ships have more guns, larger and higher quality crew, and can take more damage before being sent to Davy Jones' Locker.

Ship	Cost	Speed	Seaworth
Caravel	1	8"	1D6
Frigate	2	6"	2D6
Man-o-War	3	4"	3D6

Base Sizes: The recommended sizes to use are: Caravel 1 1/4" x 3/4", Frigate 1 5/8" x 3/4", and Man-o-War 2" x 3/4"

Play Area: Players should choose opposite sides of the play area and deploy their fleet along the seascape edge. Designate 1 seascape side to be "north"; this will matter when you start drawing wind cards.

Flagship: One ship must be designated as the flagship (put the "admiral" token next to it). If this ship is destroyed or captured, the rest of the fleet may lose heart and stop fighting. Immediately roll 1D6 for each ship in the fleet. On a roll of 1, the ship loses morale and flees (remove the model from the board).

The Game Round

A game of Black Spot takes place over a series of **rounds**. During a round each ship in the fleet will get to take a single **turn** (mark models with a blue “ordered” token to indicate it has taken its turn).

Wind Cards: Mix up the wind cards to create a draw pool. At the beginning of each new round draw a wind card and place it next to the seascape with the north arrow pointing north. This indicates the direction the wind is **blowing toward** this round. (Note that the phrase “direction of the wind” is commonly the reverse as this. I.e. a northly wind is coming from the north.)

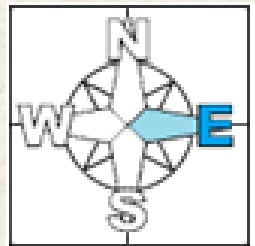
Initiative Order: At the beginning of a round, roll off 1D6 to see who (highest roll) orders a ship first, with sides alternating after that. Any ships currently involved in boarding actions are ordered first until all have gone. Then move onto Caravels in the same manner (starting with the side with initiative). Then move onto Frigates, and final to Man-o-Wars.

On a turn: Once ordered a model may move and take 1 of the following actions: Fire any or all of your cannons, fight a boarding action, or make repairs to their ship.

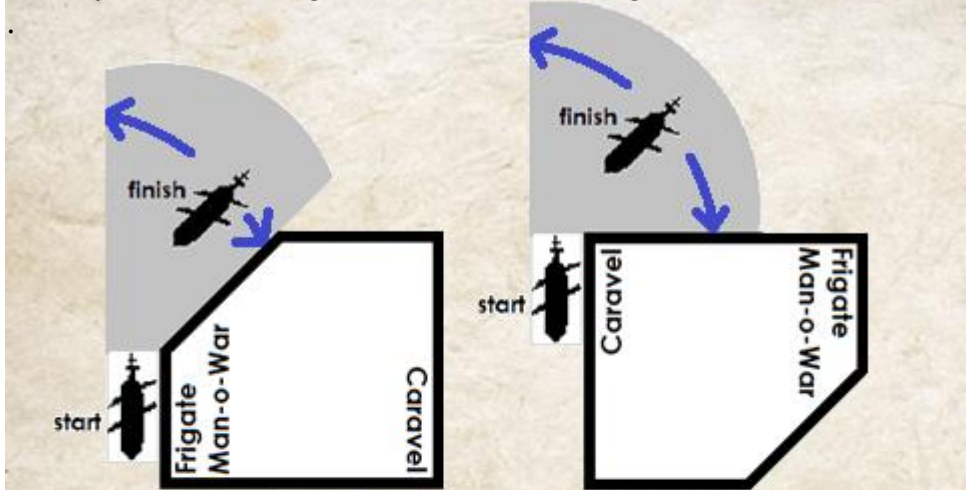
Movement

Speed is the base number of inches a ship can move up to on its turn.

Wind: Look at the current wind card and apply the modifier to your ship's speed based on the direction your ship is **currently facing**. Use common sense in determining if your ship is facing mostly with (+2” to movement), or mostly against (-2”), the wind. Momentum carries you through the entire turn, even if you turn into the wind.



Turning: A ship that wishes to turn (i.e. any variation from straight ahead) must use the template for its ship type. It loses 1" of speed to turn (Caravel up to 90°, Frigate/Man-o-War up to 45°). Choose angle desired from the gray shaded area



i.e. Start with the template parallel to the side of the ship, and finish the movement within the gray area between straight ahead and the template angle.

Ramming: If you wish you can move your ship into contact with another ship. Unless you are planning a boarding action. this is ramming. Ramming may cause damage to both ships. Each ship rolls its Seaworth. The ship that rolls lowest takes 1 damage. If the roll is a tie both ships take 1 damage.

Throw Grappling Hooks: If your movement takes you adjacent to a ship (other than ramming), you can throw your grappling hooks as a free action. Once you have thrown your grappling hooks, you have initiated a boarding action (note: if you fired your cannons this turn, you can't board this turn).

Running Aground: If your movement takes you to within 1" or closer of any land or reef terrain, you may run aground. Roll 1D6; on a roll of 1 take 1 damage and immediately stop movement. You must spend your entire next turn freeing your ship, but can place it facing any direction. If you actually run into terrain, you automatically run aground.

Shooting Cannons

On a turn you may choose to fire some, or all, of your cannons. You may fire any bank of cannons (Aft, Bow, Port, Starboard) only once per turn, but can fire them at any time during your movement. No pre-measuring is allowed. Lay the **Cannon Templates** to the Aft, Bow, Port, or Starboard of the firing ship. Any ships that fall under the template (including your own) are targets. Templates are shown on page 10 as an example. Full size versions are in the Black Spot Game Components File. The Cannon Templates both show short and long range for cannon, and the roll required to hit any targets that lie under each part of the template. The 1" wide template is for Bow/Aft cannons, while the 2" is used for Port/Starboard cannons. Roll to hit each target separately.

Range: The templates indicate short and long range. You must roll (Seaworth) 4+ to hit a target at short range, and a 5+ to hit a target at long range.

Damage: Aft/Bow cannon 1, Port/Starboard 2.



Boarding Action

When two ships are adjacent and held together by grappling hooks, crews jump and swing over the rails to fight in hand to hand. Both sides roll their Seaworth (representing the size and quality of their crew), with the highest roll winning the battle and causing 1 damage. Ties indicate a stalemate this round. The side that initiated the boarding action (threw the grappling hooks) has +1 to the die roll the first round. The ships involved in a single boarding action activate simultaneously and only fight a single boarding action. Only 2 ships can be involved in an individual boarding action.

Aftermath: If a ship is defeated during a boarding action, the winning side must decide what to do with the ship. They can **scuttle** it, which simply means sinking it, leave it abandoned dead in the water, or they can add it to their fleet. If you add it to your fleet, however, you must crew it, which means you first take Seaworth dice from another ship. (Example: If your man-o-war won against another man-o-war, you can take one die from your ship and crew the other. Even though they are both man-o-war ships, one now has a Seaworth of 2D and the other a 1D. Mark them with appropriate tokens). Abandoned ships can be crewed by other players who move adjacent to the ship.



Taking Damage

When a ship is hit with a cannon ball, is rammed, loses a boarding action, or runs aground, it takes damage. Every time you "take damage" roll your Seaworth once for each point of damage. If you roll 5+, your ship has held against the forces trying to destroy it. If you fall, you take **a hit**.

A ship can take hits equal to the number of dice it has in Seaworth (mark model with a red "hit" token for each hit sustained). Once a ship has taken hits equal to its Seaworth dice, any further damage sinks the ship to the bottom of the ocean. For example: A frigate has 2D6 in Seaworth. It can take 2 hits. After that any further hits and the ship sinks!

Making Repairs: If a ship does not shoot any cannon or fight a boarding action during its turn, the crew can attempt to repair damage a ship has sustained. Roll the crews Seaworth. On a 6, 1 hit is repaired.



Optional Rules:

Small Ships: This include all of the smaller vessels used in war such as the Great Lake Ships, etc. Treat as Caravels but with these pros/cons:

Pros: They only lose 1/2" of movement to turn up to 90°, and may sail right along lands edge, or over reefs, without fear of Running Aground.

Cons: Port/Starboard broadside shooting uses the standard fore/aft template and only does 1 damage.

Fore/Aft shooting is at (5+ for short and 6 for long).

This accounts for the greater maneuverability, and the many fewer guns, of these smaller/lighter ships

Super Frigates: These have either more guns (such as the East Indiaman Merchant Traders) or stronger hulls (such as the Constitution Class ships) than standard Frigates. The one type will use 2D6 to fire guns and 3D6 for defense, and the other type is reversed.

Additional Ship Classifications: The Ships Table was expanded to include the above ship type, and to include the post 1800 British ship rating system. This allows for easy scenario development based on historical battles.

Ship	Cost	Speed	Seaworth
Small Ship	0.5	8"	1D6
Caravel, other Unrated Ship	1	8"	1D6
Frigate, 5 th - 6 th Rate Ship	2	6"	2D6
Super Frigate, 5 th Rate Ship	2.5	6"	2D6/3D6
Man-o-War, 4 th – 1 st Rate Ship	3	4"	3D6

Base Sizes: For 1/2400 scale ships, it is recommended to use:

Small/Lake Ship: 1" x 1/2"

Caravel, other Unrated Ship: 1 1/4" x 3/4"

Frigate, Super Frigate: 1 5/8" x 3/4"

Man-o-War: 2" x 3/4"

Boarding Action - After "Both sides roll their Seaworth", add "plus their Cost, minus their ship's total accumulated number of hits (not only unrepaired hits; this is to reflect crew casualties)". For example: A frigate has a Cost of 2. In a Boarding Action, it would roll 2D6 and add 2 to the highest die. If the ship had previously sustained 1 hit (repaired or not), then it would subtract 1. So, if the rolls were a 2 and a 4, the 4 is used: $4 + 2 - 1 = 5$. This gives extra weight for crew size difference and accounts for casualties taken from previous hits but the extra math may slow the game.

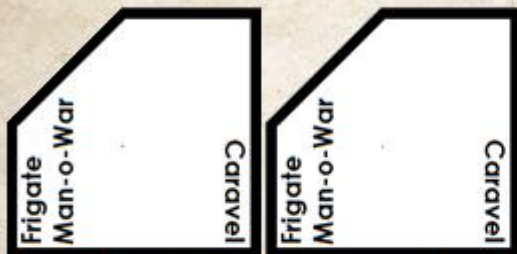
Opportunity Fire - Ships that have already activated may take opportunity fire with any guns that have not yet fired this turn. You may only fire a bank of cannons (Aft, Bow, Port, Starboard) once per round.



Note: For illustration only... NOT full Size. Use the Black Spot Game Components file to print pieces for game use!

Black Spot Game Tokens and Templates

Glue this sheet to some thin cardboard
and then cut the items out.



Hit	Hit	Hit	Hit	Hit	Hit
Hit	Hit	Hit	Hit	Hit	Hit
Hit	Hit	Hit	Hit	Hit	Hit
Hit	Hit	Hit	Hit	Hit	Hit
Hit	Hit	Hit	Hit	Hit	Hit
order	order	order	order	order	order
order	order	order	order	order	order
order	order	order	order	order	order
Flag Ship	Flag Ship	1D	1D	1D	1D
Run Aground	Run Aground	2D	2D	2D	2D

Long 5+

Long 5+

SHORT 4+



SHORT 4+



Quick Reference Sheet

Black Spot

Ship	Speed	Seaworth
Caravel	8"	1D6
Frigate	6"	2D6
Man-o-War	4"	3D6

Activation Order

Boarding Actions

Caravels

Frigates

Man-o-Wars

Movement/Actions: Once ordered a model may move, and take 1 other action: Fire any or all of its cannons, fight a boarding action, or make repairs to the ship.

Ship Direction	Modifier
Against the wind	-2"
Calm	0"
With the wind	+2"

Cannon	Damage
Aft or Bow	1
Port or Starboard	2

Damage/Hits: Roll Seaworth once for each point of damage. On 5+, the ship has held against the forces trying to destroy it; else it takes a hit.

Flagship: If destroyed or captured, roll 1D6 for each ship in the fleet. On a roll of 1, the ship loses morale and flees.

Repairs: Roll the crews Seaworth. On a 6, 1 hit is repaired.

Quick Reference Sheet w/Optional Rules

Black Spot

Ship	Speed	Seaworth
Small Ship	8"	1D6
Caravel, other Unrated Ship	8"	1D6
Frigate, 5 th - 6 th Rated Ship	6"	2D6
Super Frigate, 5 th Rated Ship	6"	2D6/3D6
Man-o-War, 1 st -4 th Rated Ship	4"	3D6

Activation Order

Boarding Actions

Caravels & other Unrated Ships

Frigates & Super Frigates

Man-o-Wars (1st-4th Rated Ships)

Movement/Actions: Once ordered a model may move, and take 1 other action: Fire any or all of its cannons, fight a boarding action, or make repairs to the ship.

Ship Direction	Modifier
Against the wind	-2"
Calm	0"
With the wind	+2"

Cannon	Damage
Aft or Bow	1
Port or Starboard	2

Damage/Hits: Roll Seaworth once for each point of damage. On 5+, the ship has held against the forces trying to destroy it; else it takes a hit.

Flagship: If destroyed or captured, roll 1D6 for each ship in the fleet. On a roll of 1, the ship loses morale and flees.

Repairs: Roll the crews Seaworth. On a 6, 1 hit is repaired.