

# WHACK AND SLAUGHTER



Crimson Tides

- *"Lookout, can you see land already?"*

- *"No captain, but there is something ... else ..."*

- *"Well – what is it?"*

- *"I'm not sure, captain. It looks like some kind of vessel."*

- *"So ... ?? Do you see any kind of flag?"*

- *"They just need to come a little closer for me to do so, captain. Give me one more ... oh, yes, I can see it now, captain ... they are ... CORSAIRS! Those are corsairs! And they are heading towards us!"*

- *"CREW! Man your posts! Hoist the sails! Ready the cannons! Full speed! We will show those wretched burglars what it means to challenge the royal navy!"*

The seas in the world of whack and slaughter are no longer safe.

The tropical archipelago of "The Island Delta" is the last refuge, where outlaws get the chance to make a living – provided, they make it there alive.

The islands themselves are well protected by big fortresses and within those walls, the outlaws gather in gangs, calling themselves "corsairs", and more often than not they are manning their ships, sailing out to pillage and to plunder.

# Crimson Tides

Crimson Tides is an expansion to Whack & Slaughter. To play Whack & Slaughter: Crimson Tides you need to have read and understood the core rules, since in Crimson Tides there are a few changes to the core game.

First of all, you do no longer play with one miniature only, but instead it is mandatory for you to play with a selection of them. So be prepared for needing a charactersheet as well as dice for each of them. (Chessex e.g. sell them in packs of 36, which is enough for 7 miniatures).

Then, you'll have to choose the faction, you are going to play.

There are four factions available to choose from:

## Royal Navy

The navy fields soldiers trained and highly skilled in the use of fire weapons. They believe in peace through superior fire power.

If your miniatures show a lot of rifles and pistols while wearing fancy dresses, they are representing the royal navy.

To play the royal navy, your team must consist of:

1 captain and one captain only, at least one henchman and for each two henchmen you are fielding, you may field one specialist.

Each soldier gains a +1 on his AV when shooting.

## Corsairs

The corsairs are a mixed bunch of scoundrels, roaming the seas plundering and pillaging whoever crosses their path.

If your miniatures show a mix of missile as well as melee weapons while coming in ragged clothes, they are a bunch of pirates.

To play the corsairs, your team must consist of:

1 captain and one captain only, at least one henchman and for each henchman you are fielding, you may field one specialist.

Each corsair gains a +1 on his DV when defending versus physical damage.

## Slayers

The slayers are rebels bent on wiping out the suppressing royals by hitting them on their weakest spot: in melee.

If your miniatures show close range weapons or at best easily concealable range weapons and come dressed in a mixture of ragged and nice clothes, they are a gang of slayers.

To play slayers, your team must consist of:

1 captain and one captain only, at least one henchman and for each henchman you are fielding, you may field two specialists.

Each slayer gains a +1 on his AV when in melee combat.

## Monsters

The monsters in the world of Whack & Slaughter have taken on to the seas as well. Opposed to the corsairs however, they are not merely pillaging – they are conquering.

If your miniatures look anything but human, the probability is high that they are monsters. (Yes, there are human monsters as well, but that belongs to the realm of philosophy ...)

To play monsters, your team must consist of:

1 captain and one captain only, at least one henchman and for each henchman you are fielding, you may field one specialist.

For each three monsters bought regularly into your team, you may field a 4<sup>th</sup> one for free. Two out of three monsters that you receive for free are henchmen whereas each third one of them is a specialist.

Due to their magical nature, each monster must have at least one level in voodoo.

## Setting up your team

As you have read in the description of the factions, each team consists of a captain, specialists and henchmen.

Before you start the game, you have to create the characters in your team.

The creation process basically is the same as in the core game, but with a few tweaks:

The attribute “Magic” gets replaced by “Voodoo”. See the description of Voodoo below.

The attribute “Armour” gets renamed to the more general “Defence”. Not only describes “Defence” the potential of armour, but rather the general ability to avoid damage. The number of maximal Defence levels per face of the die is restricted by the rank of a character. Henchmen may buy up to one level of Defence per face, specialists may buy up to two levels and captains may buy up to three levels of Defence per face. The functionality of Defence remains: it gives a character the possibility to resist physical damage.

The number of skills is restricted to the rank of a character as well.

A henchman comes with 1 skill, specialists get two skills and a captain gains three skills upon creation. Note, though, that this does not affect the number of skillpoints a character gets. Each character still has got one skillpoint per die, no matter the rank, and skills still become more powerful upon use, the more green pips are rolled.

The skill list of the core game does not get expanded by the skill list contained in this rulebook – it gets replaced by it instead.

The different kinds of characters get created according to their rank:

The henchmen are the lowest members of a team. They are the folks that are about as skilled as a regular from the street. A henchman gets 10 points to buy levels in his attributes.

The specialists are members having already survived a couple of fights and learned one trick or another in order to survive. A specialist gets 15 points to buy levels in his attributes.

The captain is the leader of the team. He is a hero unmatched by his followers. The captain gets 20 points to buy levels in his attributes.

Each character still comes with 5 life points (and thus 5 dice), no matter the rank.

The point value of your team gets calculated by adding up the point values you used to build the characters of your team. For example if your team is composed of one captain (20P), two specialists (2x15P) and 4 henchmen (4x10P), the team value is 90P.

You may wish to buy a “renegade” for your team: Renegades are characters that belong to a different team than yours. A renegade always is either a henchman or a specialist, comes with the bonus he gains from his faction and costs twice the number of points you need to configure him. He does NOT get the bonus of your faction!

For each five characters you are fielding, you may add one additional renegade.

Example: You are playing a team of pirates, but you decide to have a renegade soldier among their ranks, because he has got that nice +1 on his RAV. This soldier is a specialist, so you have to pay 30 points for him even though you only get to use 15 points to configure him.

## Actions

When it is your turn, you may “activate” one of your characters:  
Turn his charactersheet sideways, so everyone can see he has been activated.  
Then you may perform up to two actions with that character.  
Possible actions are:

**Move:** Move up to 1# per life the character has got at the moment.

**Attack:** Roll the dicepool of the activated character in order to make an attack, as described in the core rules.

**Aim:** A character may spend one action to aim – he does not move, he does not attack, he does not use a skill, he does nothing else for that action. He just aims. The following action **MUST** be an attack action. Aiming increases the AV by 1. The action “aim” may be used in combination with ranged combat as well as with melee combat. For flavour reasons you might want to call this action “feint” in melee combat.

**Reload:** Different weapons take a different amount of actions to reload if you want to make another ranged attack with them. See the description of ranged weapons below for details.

**Climb:** Characters can no longer climb any obstacle as they did in the core rules. Each character may climb an obstacle lower than his own height as part of a movement action. To do so, when the character stands at the bottom of an obstacle subtract the height of that obstacle, place the character on top and continue movement if possible. To climb an obstacle that is higher, a character either needs to have some kind of device that supports him (like e.g. a ladder leading up a house). In that case he can climb that obstacle according to the core rules. Or he needs a special skill called “Climb”. In that case he can climb any obstacle without restrictions.

**Skills:** Some skills use an action, some others can be used along with another action. See a skill’s description for details.

**Get up:** In case a character is knocked down\*, he has to spend his next action to get up.

\*Knocked down: Some skills allow a character to knock another character down. When the skill triggers, place the affected character prone. Until he gets up, he gets -1 on attempts to defend versus physical damage while knocked down.

## Ranged weapons

In the Crimson Tides expansion, ranged weapons come in different categories. The category of a weapon tells you, how far you can fire with it (or throw it) and how many actions it takes to reload it.

### Hand weapons

Daggers, shuriken, stones, everything that fits into the hand and can be thrown requires no reloading action at all. With weapons of this kind you may attack twice a turn (once for each attack action). A hand weapon may be thrown a distance of # that equals the number of lifepoints the character has got.

### Light weapons

All kinds of bows as well as blowpipes fall under this category. Technically they need to be reloaded. You may, however, combine a reload action with a move action into one action, since it does not require any outstanding efforts to reload those weapons. A light weapon may fire a distance of up to 10#.

### Medium weapons

One handed crossbows as well as pistols fall under this category. Once fired, they require a certain amount of time to be reloaded. Hence you need to spend one action to reload a medium weapon. Medium weapons may fire a distance of up to 15#.

### Heavy weapons

Rifles as well as two handed crossbows are heavy weapons. It takes a character two actions to reload them. Heavy weapons may fire a distance of up to 20#.

### Stationary weapons

Cannons, ballistae and catapults require two characters to spend two actions each in order to reload them. The crew consists of one specialist (required) and either one henchman or another specialist. Both members of the crew get created and may have skills according to the rules. Heavy weapons may fire across the whole map.

## Skills

At first, the regular skills are explained. Unless noted otherwise, each character has got access to every skill on this list. The skills are described according to the following scheme:


Skillname

Regular action the skill can either be used with or replaces

Effect


### Bash

Replaces an attack action

Must be used instead of a melee attack. Requires the attacker to wield a blunt weapon. Instead of attacking regularly, roll the dicepool. For each  rolled, the opposing character receives 1 damage he must not defend against and is knocked down.


### Charge

Used with an attack action

The character charges towards his opponent in an attempt to deliver a blow in a melee attack. You start by announcing a charge for the character. You then roll the dicepool. For each  rolled, the character gains +1AV for his melee attack and he may move +1# per lifepoint left. Then you measure the distance between the character and the opposing character that he intends to charge. The movement must end in base to base contact to the opposing character, otherwise the whole action along with the regular movement gets lost. If the character charges, he uses the AV you rolled along with rolling for the charge as the base value for his attack. To this base value he adds the bonus from the green pips.


### Climb

Replaces a movement action

The character may climb obstacles according to the climbing rules in the core game. At the beginning of the climbing action he has to be in base to base contact with the obstacle. You then roll the dicepool of that character. For each  rolled, the character may climb 1# per life.


### Cry For Help

Used with a movement action

The character alerts his team, causing them to fight more efficiently. Shout out “help” while moving the character and roll his (or her) dicepool. For each  rolled, each allied character within 1# per life of the character crying for help gets a +1 bonus on *either* his AV *or* his RAV for the remainder of the turn. Multiple uses of the cry for help do not stack, even when they come from different characters.


### Dash

Used with a movement action

Before the character moves, you may declare a dash. For each  rolled, the character may move 1 additional # this turn. When the first action has been a movement action together with a dash, you may opt to have the character dash for his second action, too, for the same amount of additional #. You do not have to roll a second time for additional movement if you do not want to. If you do, however, and fail to roll at least one green pip, the character stops dashing and has to move his regular movement.

### Dodge

Used as a reaction

The character has become an expert at avoiding damage. When rolling for defence (versus physical as well as versus magical damage), each  rolled averts 1 additional point of damage.

This skill is an exception to the others, since it is a reaction! It does not use up an action during your turn. Instead you may roll for a dodge each time your character defends himself.

### Enhanced Aim

Used with an aim action

Cannot be used in a melee attack. Before aiming you declare an enhanced aim and roll the dicepool. For each ● rolled, the character may *either* enhance the range of his attack by 1# per life *or* get a bonus of +1 on his RAV.

### Feign Death

Replaces any one action

The character drops to the ground and pretends to be dead. You place the according miniature prone and roll the dicepool. For each ● rolled, you may select 1 opposing character that must not attack your character during the following turn. While feigning death, the character does not defend versus physical attacks! Since feigning death is a controlled way of dropping to the ground, as long as your character is not in base to base contact to an opposing character, it does not take him an action to get up again.

### Knockback

Used with a melee attack action

The character uses his weapon to hurl the opponent backwards. Must be used along with a melee attack. Requires the attacker to wield a blunt weapon. Roll the character's dicepool. Additionally to the regular damage the opponent may defend regularly, the opposing character gets pushed back 1# for each ● rolled. If that character cannot get pushed back the whole distance due to obstacles (such as e.g. buildings or other characters), he gets one point of damage for each full # he could not get pushed back. If he can get pushed back the whole distance, after being pushed he falls to the ground as if knocked down.

### Order

Replaces an attack action

Only a captain may acquire this skill. Roll the captain's dicepool. For each ● rolled, 1 character gains one more action this turn. This skill may also affect characters that already have been activated this turn and only characters within 1# per life of the captain.

### Poison

Replaces a movement action

The character applies a deadly poison to his weapon. Does not work with blunt weapons (well, duh ..), pistols or rifles. Does work, however, with arrows, bolts, darts, swords, daggers and basically with anything that has got a pointed or an edged blade. Should a character use several different weapons, declare which weapon becomes poisoned before rolling that character's dicepool. For each ● rolled, on his next attack the character gets a bonus of +1 on his AV or RAV (depending on the weapon). The attack inflicts a minimum of 1 damage per ●, no matter how many points of damage the opponent defends. Use a poison counter on your character sheet, to mark which weapon has been poisoned.

### Protect

Replaces a movement action

Requires the character to carry a shield. Requires base to base contact to another character. The character raises his shield to protect not only himself, but an ally as well. Roll the character's dicepool. For each ● rolled, he as well as the character he is protecting get a bonus of +1 every time they defend versus a physical attack during the remainder of the turn.

### Rampage


Used with a melee attack action

The character delivers a flurry of wild blows versus his opponent. Declare the rampage before the attack, then roll the character's dicepool. Each ● rolled reduces the current AV by 1, but allows 1 more free attack action this turn. During that free attack action the only skill that may be used is "Rampage". This effect of "Rampage" stacks until no more green pips get rolled.



### Regenerate

Replaces a movement action


The character catches breath and takes care of his wounds. Roll the character's dicepool. For each  rolled, the character regains 1 lifepoint. A character must never have more than 5 lifepoints after regenerating.



### Reload

Used with a ranged attack action


Requires a medium or heavy ranged weapon. The character reloads his weapons faster than most other characters. Roll the dicepool for a ranged attack.



When attacking with a medium weapon:

 : Reload the weapon immediately without spending an extra action for reloading.

  (or more green pips): Reload the weapon immediately without spending an extra action for reloading and attack a second time without spending an extra action for that attack. During that second attack no skill must be used.


When attacking with a heavy weapon:

 : No effect.

  (or more green pips): Reload the weapon immediately without spending an extra action for reloading.


### Riposte

Replaces a melee attack action

Instead of attacking, announce a riposte action. Each time an opponent attacks you in melee combat, when rolling for defence you inflict 1 point of damage upon your opponent he may not defend per . You may use the riposte action only one time per turn. Use a riposte token to show that the character is defending a little bit more offensively.

### Volley

Replaces a ranged attack action

Requires a hand weapon or a light weapon. The character unleashes a volley of missiles upon his opponent. Declare the volley before the attack, then roll the character's dicepool. Each  rolled reduces the current AV by 1, but allows 1 more free attack action this turn. During that free attack action the only skill that may be used is "Volley". This effect of "Volley" stacks until no more green pips get rolled.

## Voodoo

Voodoo is similar to the attribute “magic” from the core rules, but differs in three points:

First, voodoo does no longer have a range that is limited by line of sight only. Instead the maximum range is 5# per level bought in voodoo. A character still needs line of sight to a target in order to cast a spell on it. Without levels bought in voodoo, base to base contact is required in order to affect a target.

Second, voodoo skills do work without having bought any levels in voodoo as well. This is called “basic voodoo” and is available to each character. Buying levels in voodoo enhances the effect, though. To affect a target with a basic voodoo skill, a character needs to have base to base contact to the desired target.

And last but not least is voodoo enhanced by buying levels in voodoo. This is called “wild voodoo”, which can become quite dangerous, since it does not differentiate between friend or foe. Even though the voodoo skills are called “skills” (as opposed to “spells”), you still need to have bought levels in Voodoo in order to defend against those skills the same way as you have to buy levels in “Magic” if you do not wish them to affect your character .

Voodoo comes in three schools and once you have picked a voodoo skill, you must not select another skill from a different school.

The three schools are: Wilderness lore, Curses and Dark Arts.

The voodoo skills are listed below with title and description. They can never be used along with other skills. Instead a voodoo skill always requires one action to perform and it always requires you to roll the dicepool of the performing character.

## Wilderness lore

### Healing Spring

Creates a spring with magical water, that heals those coming close. The spring uses an initial pool of 5 dice. For each ● you rolled, each die has got 1 ● on one of its faces. Each ● has to be on a different side, though. For each ● you rolled, each die has got 1 ● on its 6-face.

Use a stack of 5 Healing Spring tokens to represent the centre of the spring.

The Healing Spring has got the skill “Heal”:

● : Restore 1 lifepoint at 1 target in base to base contact with the spring. A target must not have more than five lifepoints after it has been healed.

● : Affect all targets within a radius of 1#.

On each of your turns including the turn you summoned the Healing Spring you roll for the skill “Heal”. Upon summoning the spring use the initial pool of 5 dice. On each subsequent turn, the dicepool diminishes by 1 die (remove one counter from the stack), until there is no die/counter left. In that case the spring has run dry. You may only have 1 Healing Spring active at a time, but you may resummon a new spring, before the current one has run dry in order to get a new spring using 5 dice. In that case the present spring runs dry.

### Leader Of The Pack

Calling upon the spirits of the wild, you are endowed with supernatural speed.

For each ● you rolled, you may move 1 additional # per life this turn. For each ● you rolled, this turn every other character within 1# may move 1 additional # per life he has left, too.

### Regrowth

No matter how hard a companion gets whacked, there is nothing you could not grow back. For each ● you rolled, you may restore 1 lifepoint at any one target within range, including the character performing the skill himself. For each ● you rolled the target gets healed for that amount for the following 1 turn(s), too. Use regrowth tokens to count the remaining turns.

A target must not have more than five lifepoints after the effect of Regrowth applies.

### ~~Restoration~~

Denying a soul to escape, you force it back into its dead body, so your ally comes back to life once more. For each ● rolled, one target that has been killed this turn returns back to life with 1 lifepoint. For each ● you rolled, the character may already be dead for a maximum of 1 turn(s).

### ~~Thorns~~

On your command, thorn scrubs grow out of the ground, entangling each character within their reach. For each ● rolled, one target must not perform a movement action for 1 turn(s). For each ● rolled, the diameter of the affected area increases by 1# with the initially designated target as the centre. Use thorns tokens to mark the centre of the thorns as well as the remaining turns they stay in place.

### ~~Toxicity~~

You poison the air, damaging everyone breathing it.

For each ● rolled, one target loses 1 life. For each ● rolled, at target's position you create a toxic cloud that has got a diameter of 1# and lasts for 1 turn. As long as the cloud exists, each character passing through or even standing inside the cloud at the end of his turn loses one life. (A character walking out of the cloud is no longer affected by it!)

Use toxicity tokens to mark the centre of the cloud as well as the remaining turns it lasts.

## ~~Curses~~

Curses resemble each other a lot: They all affect one target only, they reduce a target's attribute and their duration gets enhanced by 1 turn for each ● used.

In the description you will find the effect of the curse for one ●.

You may cast multiple curses upon one target, weakening it at several spots. If you want to reapply a curse, treat the target as if it didn't have the curse yet. If you fail to roll green pips, the current curse remains, otherwise it gets replaced according to the rules.

Use the curse tokens to show the effect of a curse and to count the remaining time it lasts.

### ~~Curse of endurance~~

The target faints and becomes prone to attacks. DV is reduced by 1.

### ~~Curse of the lazy eye~~

The target becomes tired and fails to sharpen his perception. RAV is reduced by 1.

### ~~Curse of mind~~

Some information just won't come to the target's mind. Every time the target performs a voodoo skill, the amount of blue pips rolled is decreased by 1.

### ~~Curse of slowness~~

The target has got a hard time moving on. Target's movement is reduced by 1#.

### ~~Curse of the weary heart~~

The target becomes dull. Every time the target character tries to perform an action that requires rolling his dicepool, the pool is reduced by 1 die. While this reduces the dicepool for actions, the dice are still available as lifepoints, though!

### ~~Curse of weakness~~

The target feels weaker and decreases the ability to deliver blows. AV is reduced by 1.

## Dark Arts

### Blood Sacrifice

You sacrifice your own life in order to weaken other characters. For each ● rolled, you lose 1 life. The target, however, loses 2 life in turn. For each ●, all characters in a circle with a diameter of 1#, centred around the original target are affected.

### Drain life

You drain an enemy of his life force in order to damage him or to restore yourself.

For each ● rolled, one target loses 1 life and you gain 1 life. For each ●, all characters in a circle with a diameter of 1#, centred around the original target are affected.

After draining one or more characters, you may never have more than five life.

### Fear

You morph into a horrid appearance, causing those around you to flee in panic.

For each ● rolled, one target moves away 1#. This movement action is free and does not count against the number of actions per turn. For each ●, all characters in a circle with a diameter of 1#, centred around you are affected.

### Raise Zombie

Some practitioners of voodoo just have a weird understanding of returning their fallen comrades to battle. To use this spell, you need a character lying dead on the ground. That character raises as a zombie with 1 point of life (and accordingly 1 die in its pool) for each ● rolled. For each ●, the zombie gets either 1 ● or 1 ●. Once in zombie state, the character can not be brought back to life (as if brought back via restoration) and once the zombie is slaughtered, it can not be raised as another zombie (and for obvious reasons not even as a living character either).

### Shadow Cloud

You concentrate the shadows, making it impossible for anyone to see through.

You create a cloud with a diameter of 1#. For each ● rolled that lasts for one turn. Use a token to mark the centre of this cloud. This cloud completely blocks line of sight. For each ● the cloud lasts 1 more turn.

### Shadow Step

You move from one shadow to the next one. As long as the character is in base to base contact with a piece of terrain, he may be moved into base to base contact with any piece of terrain that lies within a distance of up to 1# per life of the character for each ● rolled. For each ● the distance raises by 1#.

# Skill Tokens

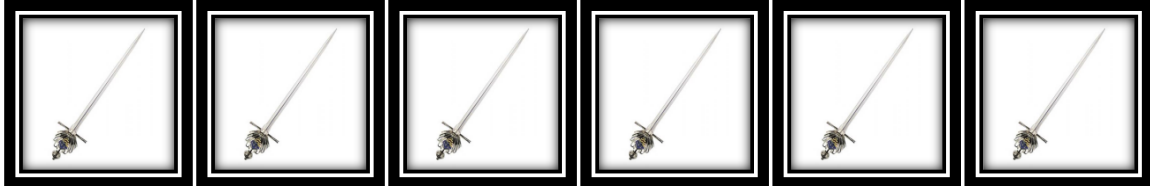
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## General Skills

Poison:



Riposte:



## Wilderness Lore

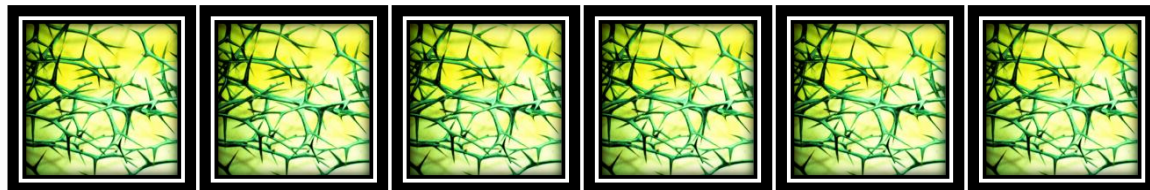
Healing Spring:



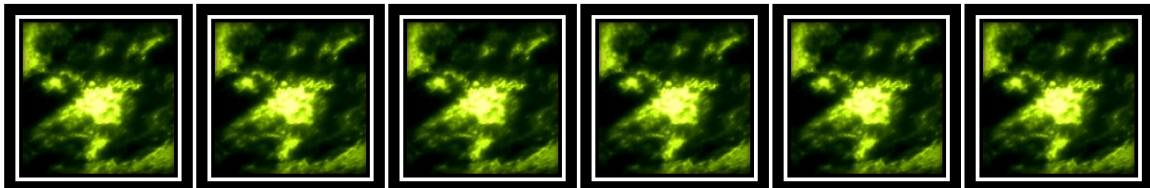
Regrowth:



Thorns:

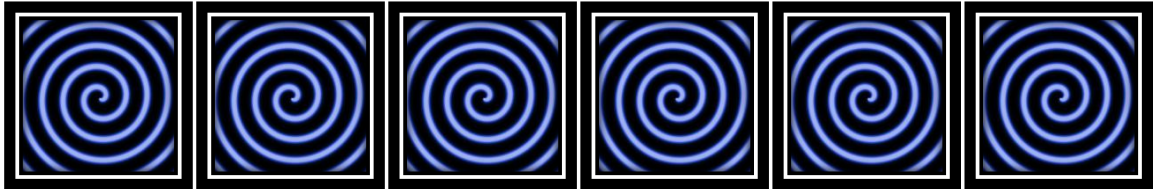


Toxicity:

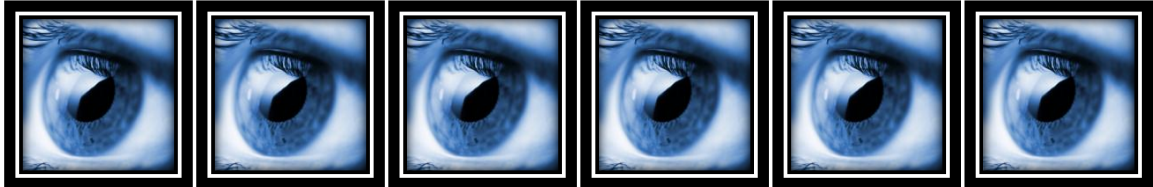


## Curses

Curse of Endurance:



Curse of the lazy eye



Curse of mind



Curse of slowness



Curse of the weary heart

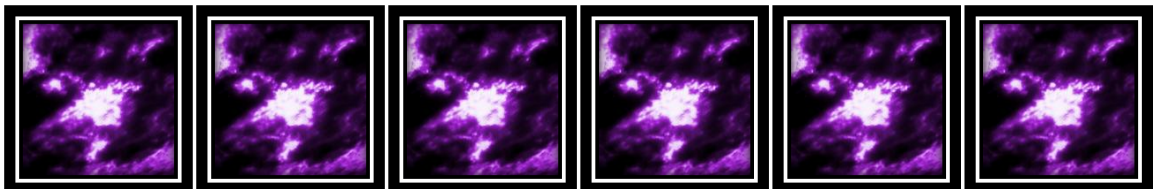


Curse of weakness



## Dark Arts

Shadow Cloud:



## Scenarios

Additionally to the scenarios given in the core rules, the following scenarios can be played using the Crimson Tides expansion. The scenarios presented here may be played by using the core rules only as well – you might just need to adjust them a bit. Since Crimson Tides is played with more miniatures per player, it is recommended to extend the scenarios from the core rules to maps sized 48" x 48".

### Treasure hunt on Combat Island

The treasure hunt is played on a 48" x 48" map, with each team starting in one corner. Recommended terrain is a dense forest. Players may set up their characters up to 4" away from their corner. In the centre of the map, there is a treasure buried (i.e.: place a token there). It takes two actions to dig down to the chest and to get it out of the hole. Both actions may come from different characters, though. A character carrying the treasure gets his movement reduced by 1 and for each non-combat oriented action that requires rolling his dicepool, the dicepool gets reduced by 1, too. Two characters may carry the treasure, too. If they do, they do not get any malus at all. Characters carrying the treasure must not use any actions that involve using their weapons.

Characters may drop the treasure for free, but it always takes one action to pick it up again.

Unless a character gets resurrected by voodoo, death is permanent in this scenario.

The team bringing the treasure within 4" of their corner, wins the match.

Btw: Inside the treasure chest there is just a bunch of T-Shirts with the slogan "I've found the treasure of Combat Island", so decide for yourself, whether or not *this* is really worth defending.

If you want to, use this counter to represent the treasure:



### Raid at midnight

A raid is played on a 48" x 48" map. Recommended terrain is a couple of houses along with decoration that makes the scenario look urban (barrels, chests, a fountain, ..). One player has to play The Navy. The Navy starts within a circle with 5" radius around the centre of the map. The other teams start in the corners of the map, and may set up their forces within up to 4" away from their corners. The player of The Navy gets as many points to set up his force as the total point value of all the other teams added together. The Navy has got just one order: Defend the town at all costs, no hostages, no prisoners. The other teams need to invade the village by eliminating the navy as well as any other invading team. The team with the last man standing wins.

Unless a character gets resurrected by voodoo, death is permanent in this scenario.

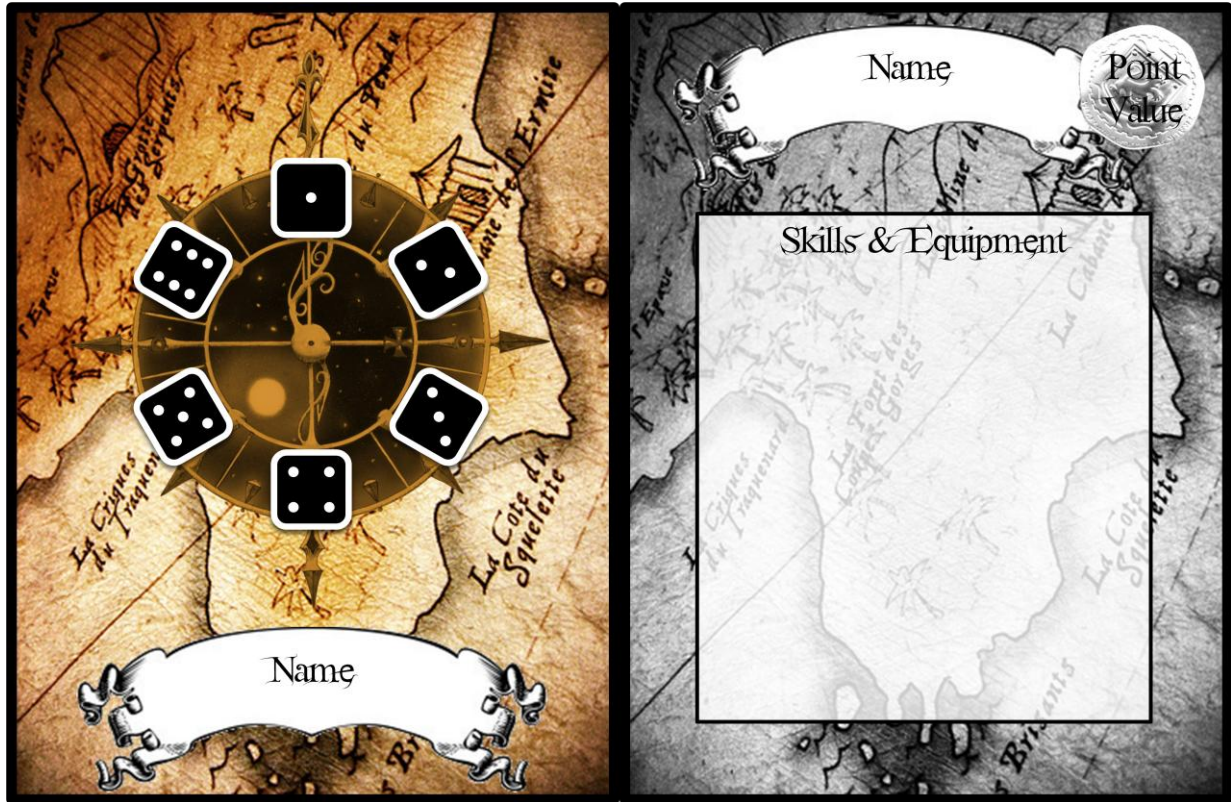
Since the time of day is midnight, vision is restricted: Characters performing an action requiring them to see anything (such as e.g. firing a pistol), may do so up to 10# without drawback. For each inch above 10#, their dicepool for performing that action gets reduced by 1.

The player of The Navy may place lantern posts (use the tokens below) in the village. Characters having their base at least partially within 1# of those posts may be targeted regularly, as long as they are in regular range of a weapon or a skill.



## Character sheets

The charactersheets used for the Crimson Tides expansion look like this:



The coloured front side shows the attributes of a character on the wind rose along with his name.

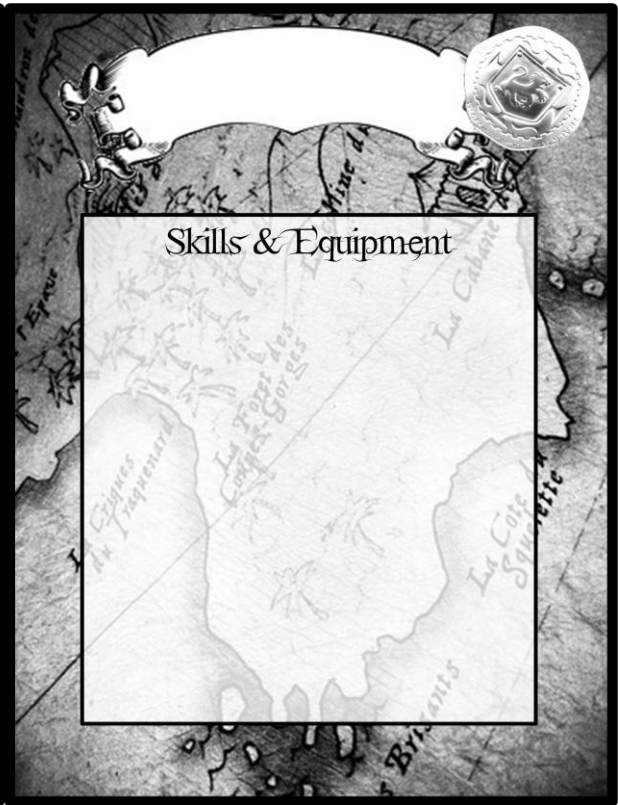
On the black and white backside you write the name again on top. Onto the piece of eight in the upper right corner, you write the point value of that character and in the box you can track his skills and equipment as well as any kind of annotations you would like to make.

Print out the next page as often as you like and glue a front side to a backside. You might want to use thicker paper to do so, such as e.g. 120g/m<sup>2</sup>, so the glue doesn't spoil the character sheet.

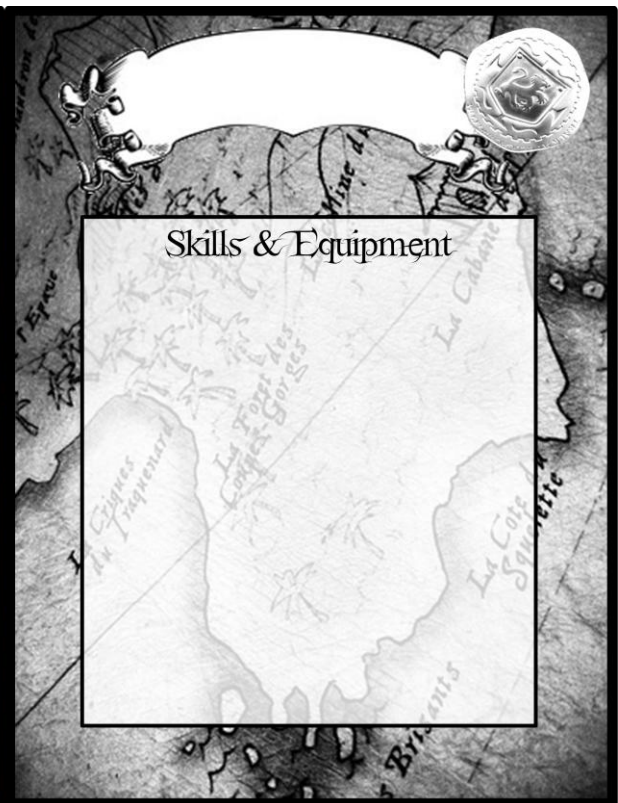
And now, please say hello to the example character Elaine Ripley:







Skills & Equipment



Skills & Equipment

## Optional rules

The following rules are completely optional by design and in no way mandatory. Take or leave as many of them as you like and modify them at will.

### Initiative

The core rules leave out rules for initiative. This has been intentional, since each player is supposed to play with 1 miniature only anyway, so a simple “youngest goes first, then proceed clockwise” should do it.

The Crimson Tides expansion once more leaves creative room for initiative rules, so players may use whichever they like best.

If you want to use “official” rules for determining initiative, you may use those:

To determine initiative, each player rolls a pool of dice. That pool consists of one die per player plus one die per lifepoint the player’s captain has got left.

Add up the numbers rolled on the dice. Do not let yourself confuse by coloured pips, though! You use the dice as regular dice now, not as configured ones. So one blank pip still counts as one blank pip.

Whoever has got the highest sum of all dice may choose his position in the turn order. Proceed from highest result downwards to the lowest.

### Morale

The core rules have left out rules for morale checks as well, since retreating ought to be a tactical decision, not a random one. Some players, however, like to play with this random behaviour of their troops. So here some experimental rules for morale are introduced:

Who must check for morale?

Any character that either watches another character from his team die or any character that gets wounded must check for morale immediately.

How does a morale check work?

The player rolls a regular die (not a configured one) and has to roll equal to or below the number of lifepoints the affected character has got in order to keep him involved in battle. If the player rolls higher, the character immediately performs one movement action in order to get as far away as possible from the character that has caused the morale check.

On his turn, a player must try to rally the affected character. He does a regular morale check as described above. If he fails, the character performs two movement actions towards the border of the map. If the character crosses that border, he is out of the game and must not come back.

As long as an affected character is within reach of the captain (i.e. within 1# per life of the captain), the player may opt to roll versus the lifepoints of the captain instead.

Example: A character gets wounded and is down to 2 lifepoints. The player now rolls on a die a 3 – the character has to turn and run away. However, since the character is within 5# of his captain, that is still at full life, the player opts to use the captain’s lifepoints, so the wounded character may remain in battle.

## Noteable Corsairs:

While all the corsairs are a bunch, the common journeyman will not forget that easily, there are some in the World of Whack & Slaughter that are worth mentioning:

“The Chuckler”: Lore has it, that “The Chuckler” used to be a ferocious pirate, who once fell in love with a beautiful governess. However the governess rejected him, telling him into his face to drop dead – and so he did. Since the voodoo has been strong in him, he rose as a ghost from the dead again, singlehandedly murdered a whole crew of a ship, raised them as ghosts back from the dead and has been haunting the seas ever since with his spooky ghost ship. Though it is said, that he leaves no survivors, it is not sure, where the stories about him come from.

Cpt. “Guy” Threewood: Threewood is a pirate of legend. It is said, that he has mastered the art of the sword, of thievery and the quest. He has seen things, that were better left unseen, heard things, that were better left unheard, and learned things, that were better left unlearned. Threewood claims to be the only one brave enough to face “The Chuckler”, thus contradicting the rumour of “no survivors”, however as of yet he has failed to prove his statements reliably. On Threewood’s head there is a high bounty, since he has robbed one too many governor’s daughters.

Marlaine Elley: As the grandchild of Combat Island’s governor T.H. Elley, Marlaine vowed to never fall in love with a pirate. In teenage years however she ran away with a young aspiring would-be pirate and after some years of romance and adventure, she finally married him. On his side she made it to the leader of the pirates, ruling with an iron fist from her fortress on the Gorilla Island. Though there is a high bounty on her head, she is to be returned alive at all costs to the caring hands of her grandfather.