

Tribe Wars!

Version 1.8

March 4, 1999

A South Seas supplement for Pirates!

For use with Pirates! Second edition

by Thomas J. Foss

FLAGSHIP GAMES

Not everyone has made it to the age of gunpowder, reason, and technology. Deep in the South Seas many tribes of pygmies still live in the old ways, and worship the old gods. This is a primer on these peoples, their gods, habitats, animal handling skills, and warfare. These of course, are also the rules for the tribes found in the vast seas of the world.

	OFF	DEF
<u>NOBLES</u>		
War chief	d10+1(x3)	7
1 st Son (2 nd , 3 rd ...)	d10 (x2)	6
Warlock (Master nav)	d10 (x2)	5
Witch doctor (Navigator)	d10-1	5
Acolyte (Apprentice)	d10-2	5
<u>Warrior Caste</u>		
Big lungs (blow gun marine)	d10-1	6
Empys (Assault marines)	d10	7

Warriors
(Crew)

d10 -2

5

MOVE: 5 inches (do not double on land- legs are too short)

SWIM: 40%

Racial traits- Pygmies are a race of hunters and gatherers, that live on remote islands in the South Seas. They are highly territorial, aggressive, and are not unknown for eating their enemies (although tribal cuisine varies.) Formed in tribes of 10 –100 These small yet aggressive peoples travel the seas using an array of dugout vessels (see vessels) and have been known to capture and ride on the backs of giant turtles, crocodiles, some dino-birds, and any other sea creature that they can tame.

Religion- the gods of the pygmy are vast, from a god of surf wax, to the great god of the volcano. Each tribe will always have one large totem in their village, and this will be the major Deity of the tribe and as such the totem can and will protect the tribe that worships it. In my travels from island to island I have noted that each totem has one or more particular spells that it can cast . I have noted some of these totems below.

Warfare- when a tribe goes to war, all are involved! 6 things usually prompt the attack:

- An attack on the tribe's totem
- A provocation on the tribe or their island
- Over population or totem, tells witch doctor they need to expand
- Too much fermented coconut juice
- Lack of women in the tribe!
- Totem hoarding

During a raiding party the tribe will take to the sea via dug outs and sea monsters to make war on other tribes, or ships passing close enough to catch and raid.

The war chief or his son always leads the war parties, and usually has a witch doctor with him. Due to the fanatical hierarchy the death of a tribal leader has major moral effects on a tribe, and it is not unheard of that war parties will automatically surrender to enemies once all nobles are killed. These prisoners are either added to the winning tribe, or are eaten. (Roll d6 for each captured. On a 1-3 add to tribe for next battle. On a 4-6 they were tasty!)

Note; you still have to secure or get the prisoners to a secure area. 1warrior per 5 prisoners is required to guard them.

Weapons of Warfare

All pygmies are handy with their spears, and can throw them with some skill. All warriors are considered to have one ranged attack of 6 inches, during the firing phase.

The Big lungs, or Binga loonga in pygmese, are quite skilled in the use of blowguns, and can fire them 15 inches during the firing phase. Covered in protective skins and furs, and wielding war clubs made of ironwood (they shun the spear) The Empys are the Elite shock troops of the pygmy. All Nobles (officers) are allowed to throw spears at 6 inches as well as carry a war club.

War Machines and Ordnance

Although considered low tech, the pygmies have managed to come up with some excellent war machines, prompted no doubt by the large scale predators such as the giant crocs, That lurk in the waters and shoals. There are three basic types of machine that have been observed:

- The stone thrower, much like our own in design
- The bolt thrower, again built from a stolen weapon design
- The 5 man blowgun – 5 crew, range and damage as swivel gun template. 180 arc of fire.

These work very well due to the abundance of materials for building, and ammo.

All of these above ordnance are capable of being used on land and on appropriate vessels, but due to the inferior materials used, pygmy ordnance does not get the land range bonus.

Tribal hierarchy

The chief always rules the tribe, but the head witch doctor controls the totem! After this the chief's sons rule the roost, then the lesser witch doctors, if any, then the marines. The warriors, although lowest on the pole, are still very important, as they are also the hunters and gathers for the tribe, and support and sustain their leaders and Elite warrior (marine) caste. Due to this, There must be a balance in the tribe, therefore:

- You must purchase 1 warrior for every one marine purchased in your tribe.
- You must purchase 4 warriors for every one Noble (officer) in your tribe, other than the War chief.
- War Chief gets 2 attendants (warriors) free. These will always attend (be in base contact) with the Chief.
- War chief gets one free officers skill

Totems and the Witch doctors

The totem, or **Totem** in pygmese, is the heart of the tribe. If they lose it, they will disband and join other tribes (almost always to the victor's), which means that it is never left unguarded! It is not unheard of for the larger tribes to have 3 or more totems.

It is the role of the witch doctors to make up sacrifices, and leads the chanting that appeases the tribal totem. In times of need, if the totem is in this way approached, it can help the tribe ward off enemy. Be aware that sometimes totems just don't want to be bothered.

During the magic phase of the turn roll a d10 and add +1 for every 2 tribe members within 6 inches of the totem, that are chanting. Add+2 for every witch doctor chanting. If your roll is 10 or higher you have sparked the interest of your totem; roll a d12 and consult the totem chart.

1. A red glow appears in the totem's eyes, and 1d3 fireballs shoot out of its head! These fire balls fly 4d10 (roll for each) in a d12 direction. Treat anything hit as per fireball spell.
2. The witch doctor is granted one potent item (roll on the chart.) If no witch doctors present, one worshipper is sucked into the mouth of the totem.
3. 1d6 ancestors (skeletons) are summoned in front of totem, and are now in the control of the witch doctor. If no witch doctor, they will attack worshippers.
4. Granted on lesser item (roll on chart.) If no witch doctor present, one warrior is endowed into a marine (player's choice.)
5. Smoke pours out of nostrils- keep chanting!
6. Witch doctor is granted 1d3 lightning bolts to be used immediately! Roll 4d10 for maximum range for attack, and you may pick any target(s) within that area. You do not need line of sight.
7. Totem speaks! All pygmies within 12 inches of the totem are struck in terror and prostrate themselves to the mighty god! These pygmies can do nothing but grovel until the next turn! Since they are worshipping with true AWE, the totem will protect them, and as such cannot be attacked.
8. Divine protection- the totem endows the tribe's war Chief (no matter where on the table) with full health and a +1 DEF for the rest of the game (this can happen multiple times.)
9. Steam comes out of totem's ears- one warrior head explodes (remove him) keep chanting!
10. Whirlpool is created 10 inches off of your island (roll d12 for direction) if this hits another island, it goes away.
11. Winged creatures crawl out of the nose of the totem, and head for the nearest enemy; Treat as flying host spell.
12. Special – rolls a d6, and consult following chart!

1. You call that chanting? Your bad attempts have angered the totem- 1d6 of the closest worshipper take a 1d10+2 attack as lightning flies out of the Totem's eyes!
 2. The witch doctor and 2d6 worshippers/tribe closest to him (keep going down the line no matter how far to get them, until number is filled) are transported to a random island for missionary work. Count up islands and dice for which one, then the player may immediately place them anywhere on the island he chooses.
 3. The totem is very pleased! Closest witch doctor is immediately promoted to Warlock! If already a Warlock, then roll on the potent items chart for gift.
 4. Raining wampum and gold! Add 500 to next tribe purchases.
- 5-6 other tribes are chanting to their totems with the latest rhythms and you are embarrassing your totem! Witch doctor is thrown into the air and takes 5 d10+2 attacks as he falls! If he lives, he will be lucky.

Witch doctors and magic

Witch doctors are given their magical skills from the totems and in turn train and pass magic down to their Acolytes. The only way to attain the high rank of Warlock is through the totem.

You may purchase a navigator(in addition to the free one)and up to 2 apprentice navigators (acolytes), but may not purchase a master navigator. You may only obtain a master navigator through capture, or through the divine gift of the totem.

WAR SHIPS AND VESSELS

The pygmies basically use 5 classes of vessel, with variations in look and style between tribes. Below are descriptions and point values for these vessels. All vessels have a maneuver rate of B, and can scull. For purposes of monster attacks, consider all pygmy vessels to have a DEF of 8. As in Pirates! Ships and monsters move in order of fastest goes first.

1. the raft- basically bamboo and wood lashed together
 - 40x50mm sizes
 - holds 4 pygmies
 - 3 damage points
 - moves 1 inch per crew rowing
 - cannot support ordnance
 - Cost 20 cr.

2. Dug out canoe- approximately 30x90 mm
 - Holds 3,4, 5, or 6 crew, depending on size.
 - 3,4,5,or 6 damage points, according to size
 - moves 1 inch per crew rowing
 - cannot support ordnance
 - Cost 15, 30, 45, 60cr.

3. Out rigger- basically a dugout with a balancing “arm” mounted on one side.
 - Holds 4 crew
 - 5 damage points
 - 2inches per crew rowing (so 4 crew would row 8inches per turn)
 - cannot support ordnance
 - cost 75 cr

4. Catamaran- this is 2 dugout canoes lashed together with a platform approximately 60x80 mm. Crew that row sit in the canoes. Extra crew and ordnance sit upon the lashed together wooden platform.
 - Holds 6 crew rowing, and 6 crew on platform
 - 8 damage points
 - moves 1 inch per crew rowing (up to 6 inches)
 - may have one piece of ordnance, mounted on the front of the platform
 - cost 125cr

5. Dyak- the largest of the (non-sea monster) vessels of the tribes. The Dyak is for all intents and purposes a tri-marine with oars men on the out side and a solid, longer “pontoon” running through the center. Over this is a large attack platform. The center pontoon is used to ram attack enemy vessels and sea monsters. The attack platform is higher than the catamaran, giving all on it a +1 defense against all the other low vessels. This is not true of the rowing positions.
- Holds 8 crew rowing and up to 10 crew on the platform
 - 12 damage points
 - moves on inch per crew rowing
 - may have one piece of ordnance, mounted on the front of the platform
 - Maneuver rate C.
 - comes with a ram
 - Cost 250 cr.

Repair and running aground.

All vessels are shallow bottom, and as such never get stuck on sandbars. This means the pygmies can and do row the vessels right onto the beach. They do have a 30% chance of running onto (and taking damage) any reefs.

All vessels may only be repaired while on land. Pygmies do not have the capacity to repair at sea, which is most likely why they rely on sea creatures for long voyages. Once on land, you may attempt to repair with as many pygmies as you can fit on/around the vessel. Use repair teams of 2, just like in *Pirates!* Due to the buoyant nature of the materials of the vessels used, no crits, on any vessel but the Dyak are used: They just take damage. Ramming charts, and subsequent crits, are used.

Islands, huts, and income

Islands, for game purposes, should be no larger than 14-18 inches in size, other wise there will be no water for the boats. When building an island, make sure to paint a sandy shore area, (about 2-4 inches wide) and then the rest a grassy/tree area. It helps to place Trees on the edge of the green to help represent the jungle. The green area represents the jungle, which can be traveled through, no problem, but blocks line of sight for targeting and missile/ordnance fire. Once you are also in the canopy, you may target inside, as usual, but cannot target outside. The jungle does not block line of sight for magic missile attacks, such as fireballs- another reason witch doctors are so feared!

Huts- Pygmies need a place to sleep and do up their war paint, thus the hut was invented. you get one free hut for every 25 pygmies in your tribe, up to a total of 2 free huts. Huts may not be built, but may be purchased pre game, for 25 crowns. At the end of a game

every hut over two that a player has in his possession will give him 100 crowns income towards next game.

Huts may be destroyed by hand attacks (def 7 wounds 4) or may be automatically destroyed if hit by a fire ball.

You may not set a hut on fire with tribe members; that would be bad Juju!

Huts are usually 2 inches in diameter, but if you have a long hut of 2x4 inches, use it for two huts.

Keep the money on file for next battle. If you lose the huts, The money is lost and no one gets it.

Although a rarity, some tribes have been known to build walls and war towers- They are always made of wood construction, and follow the rules for fortifications in *Pirates!* (pg 24)

The Skinny and the fine print!

Each Player starts with **1200** crowns/ wampum/ shells/points, and the following:

- One free war chief with two warrior attendants
- Your War chief gets one free officers skill (pg. 60 P!2)
- One free navigator
- One free totem.
- One free hut for every 25 warriors, or fraction thereof, up to 2 free huts

For every totem you have under your control at the end of a game, add 800 cr. to your tribe. This means you will now have to defend 2 islands, as totems cannot be moved.

Think of it as Global expansion of the greater pygmy tribe... yours!

SEA MONSTERS

The use of sea monsters as transport goes hand in hand with pygmy evolution. Originally a continental tribe, the pygmies spread out to the south seas island by transferring their village upon the back of a giant female sea turtle. This was done after the females come far up on the beach and lay her eggs; At this point the turtle is exhausted, and sleeps for almost a week. This is when the tribe builds their new home on the shell of the turtle.

The amount of bamboo and wood fixed unto the shell of the enormous creature keeps it for submerging, which it does not seem to mind as the pygmies feed it on a regular basis. To control the turtle it has a nose ring and steering leash attached.

The Pygmies must find a new island home before 7 years are up, as the mating cycle of the turtle begins again, and even larger male turtles attempt to mount the female, crushing the tribe.

Below are examples of sea monsters. You can make your own using the creatures section of Pirates! Note all creations are subject to approval with other players (or at least the G.M.) before use.

Large sea turtle

- move -8 inches per turn
- maneuver class B
- aquatic, may beach itself, but cannot come on land
- attacks- 2 attacks @ d10+2
- DEF - 10
- Wounds - 8
- medium howdah- 4 crew, may carry one ordnance
- howdah has 4 damage points.

Cost- 548 cr.

The croc!

This represents a giant crocodile, about 9 inches from tail to teeth.

- Move land 5 inches, swim 10 inches
- Maneuver class B
- DEF – 8
- Wounds – 12
- medium howdah- 4 crew, may carry one ordnance
- 3 bite attacks at d10+2
- 1 tail attack at d10+4 (rear 180 degrees only)

Cost- 655 cr.

Dino bird

A large 10-15 foot wing span type creature.

- Move flying 16 inches, land 4 inches.
- Maneuver class A
- DEF- 7
- Wounds- 4
- Small howdah- 2 crew
- 2 beak attacks at d10

Cost 157 cr.

An example 1200 point Tribe:

- One tribal leader-War chief, Shaka Melvin, with extra wound officers skill-free
- Jambee the witch doctor – free
- 1 apprentice witch doctor-125
- 30 (+2 free) warriors –450
- 5 Binga Loongas–125
- 2 Empeys-50
- 2 bolt throwers-150
- 3 out riggers – 225
- 1 - 6 man dug out – 60
- 1 – 3 man dugout – 15
- 2 huts, free