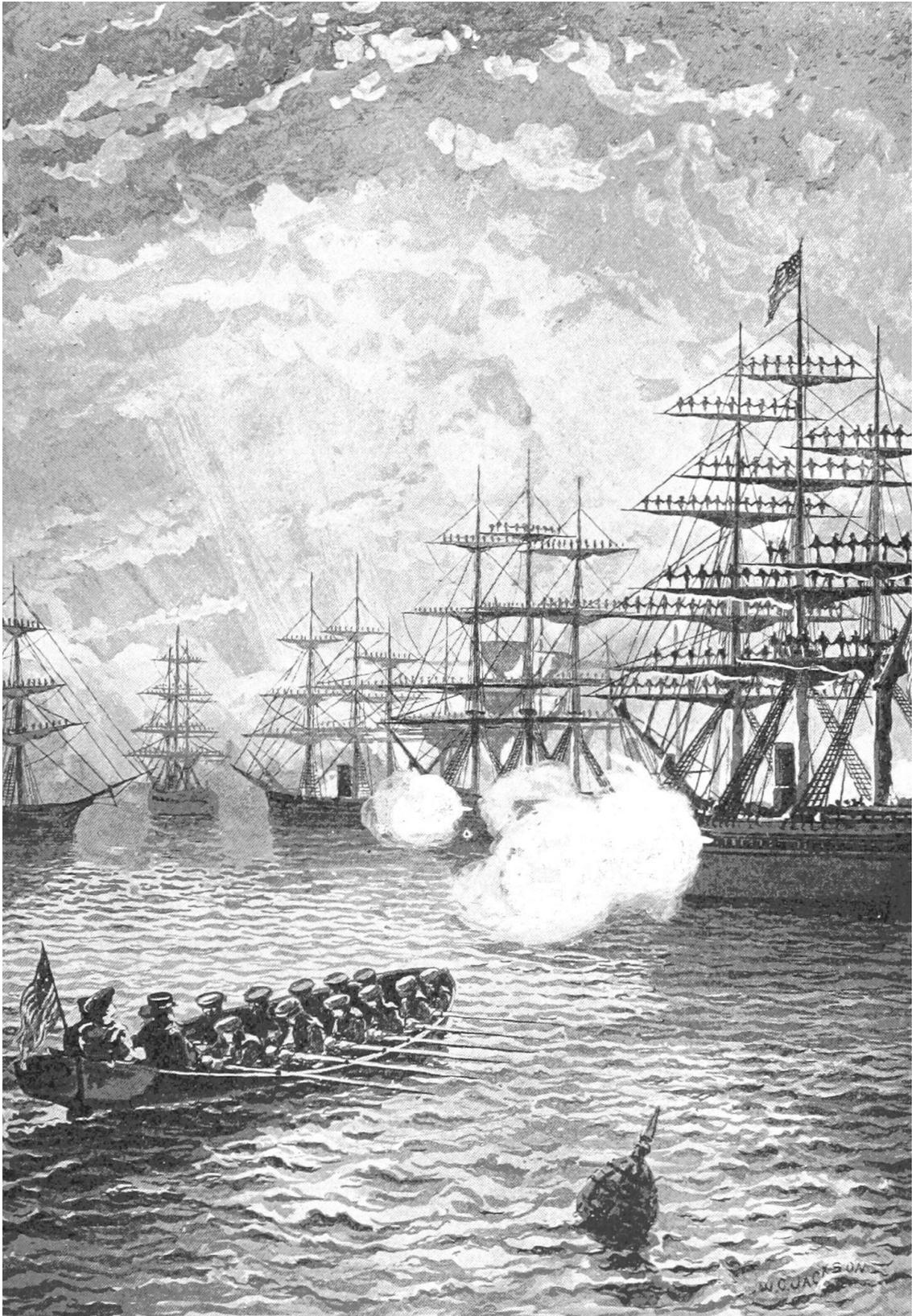


# *Pitch and Yaw*



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# The Game

*Pitch and Yaw* is a skirmish game simulating ship-to-ship boarding actions, written by Glenn Ford. It is asymmetrical, filled with chaotic action and should play out in 1-2 hours.

This is the free version of *Pitch and Yaw*. If you enjoy it please visit the website to download the full version including two additional forces, the numerous and reckless Tribes and the flamboyant and elite Privateers. [www.manokentgames.com](http://www.manokentgames.com).

While there are many skirmish games presenting combat engagements between pirates and similar seafaring forces few of them address the deadly and shifting environment of a ship at sea or the fatal nature of the open ocean. *Pitch and Yaw* is, at its heart, an attempt to address this lack, players will find that controlling their environment is vital to their survival and losing their footing can be far more deadly than a musket ball or sabre blade.

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Acknowledgments and thanks go out to Mike Hutchinson, for making it look all shipshape and Bristol fashion, and to Joe Woods and Phil Hawtins for making sure she actually floats.

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## General Rules and Terms

- ❖ *Pitch and Yaw* uses D6 as “dice” all distances are measured in inches and all models assumed to be roughly 28mm in scale.
- ❖ Models representing player's crew are designated “Crew”. Models representing all other features are designated “Furniture”.
- ❖ Where rules contradict the more specific instance overrules the more general.
- ❖ Stats are “Footing”, “Focus” and “Brute”, the lower the better. To test a stat roll a dice, apply any modifiers, if the roll is higher than the stat the test is “Passed”.
- ❖ Rolls are the result of a single D6 roll, the higher the better.
- ❖ To test “Timing” both players roll a dice and add the timing stat of any surviving Captains they have. The player with the higher score “Passed” the test.
- ❖ If Crew or Furniture ever moves over the edge of the board they are removed.
- ❖ If a crew ever has damage equal or greater than its wounds it is removed.
- ❖ Whenever a crew model fails a footing test place a counter next to it, then “Shift” it, if it is mobile.
- ❖ Immobile models never gain counters.

# Press Gangers Out

Each player should select their crew (see “Crew Manifesto”) then roll off, the winner chooses to begin as “Defender” or “Attacker”.

## Clear the Decks

Set up a 2' x 4' playing surface, the Defender places the following furniture in the amounts listed in their crew manifesto.

Name	Size	Mobility	Placement
<b>Powder Store *</b>	3" x 3"	Immobile	Centred on the long centre line further than 6" from other * Furniture.
<b>Cargo Hold *</b>	3" x 3"	Immobile	Centred on the long centre line further than 6" from other * Furniture.
<b>Captain's Cabin *</b>	3" x 3"	Immobile	Centred on the long centre line further than 6" from other * Furniture.
<b>Mast</b>	2" x 2"	Immobile	On long centre line. Further than 6" from other Masts and the short table edge.
<b>Lash Point</b>	1" x 1" - 4" x 4"	Immobile	Anywhere.
<b>Deck Debris</b>	1" x 1" - 2" x 2"	Mobile	At least 4" from a board edge.
<b>Deadly Debris</b>	3" x 3" - 4" x 4"	Mobile	At least 4" from a board edge.
<b>Deck Gun</b>	1" x 1"	Immobile	At least 6" from a Deck Gun.

The Defender selects one piece of \* Furniture and secretly notes it. It will become relevant when scoring the game, and should be kept secret until scoring.

The Defender places all their crew models at least 6" from a long board edge then sets the “Pitch and Yaw” Arrow pointing towards either long table edge and the “Sea Level” to a number from 0 - 4. Use any kind of indicator as the arrow, a pen will do, and a spare dice to note the Sea Level. There is no upper limit to the Sea Level.

Then the Attacker places all their crew models touching a single long table edge of their choice.

# Repel Boarders

Players alternate activating their crew models, starting with the Attacker, until all models have activated exactly once. Players whose models all activate first must pass. During an activation models may make one “Move”, one “Attack” and one “Special” in any order.

## Move

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A model may “Walk” or “Run” once for one “Move”.

To “Walk” move a model up to its speed in inches in a straight line, ending movement if the model touches any other base, Crew or Furniture.

To “Run” move the model up to double its speed in inches in a straight line, ending movement if the model touches any other base, Crew or Furniture then take a “Footing Test” with the models Footing Stat raised by the number of complete inches the crew moved over its speed.

## Attack

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A model may “Shoot”, “Stab”, “Shove” or “Trip” for one attack. They may only target enemy models with attacks.

To “Shoot” choose a weapon with an Am stat of 1 or more on the Model’s Profile reduce its Am stat by 1 then test the model’s “Focus”, if passed a target crew within the Weapon’s Range but at least one inch away gains damage equal to the Weapon’s Damage.

To “Stab” test a model’s “Brute”, if passed a target crew within one inch gains damage equal to the damage of a “Melee” Weapon on the Model’s Profile.

To “Shove” test a model’s “Brute”, add 1 to the roll if the target is Deadly Debris, 2 if it is Deck Debris or 1 for each counter on the target. If the test is passed and the target is mobile and within one inch move the target up to one inch for each point the test is passed by in the direction of your choice then “Shift” it. Crew may only be the target of 1 “Shove” per turn. This movement can cause impacts (see Pitch and Yaw Phase)

To “Trip” test a model’s “Brute”, add 1 to the roll for each counter the target has on it, if passed one target within one inch immediately fails a Footing Test and gains +1 counter (for a total of 2).

## Modifiers

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During any test the following modifiers apply:

+1 to all “Stats” for each enemy crew within one inch, other than the target.

+1 to all rolls for each friendly crew within one inch.

## *Special*

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A model may perform any Special actions listed in their section of the “Crew Manifesto”. All models belonging to the Attacker count as having the Special action “Search”.

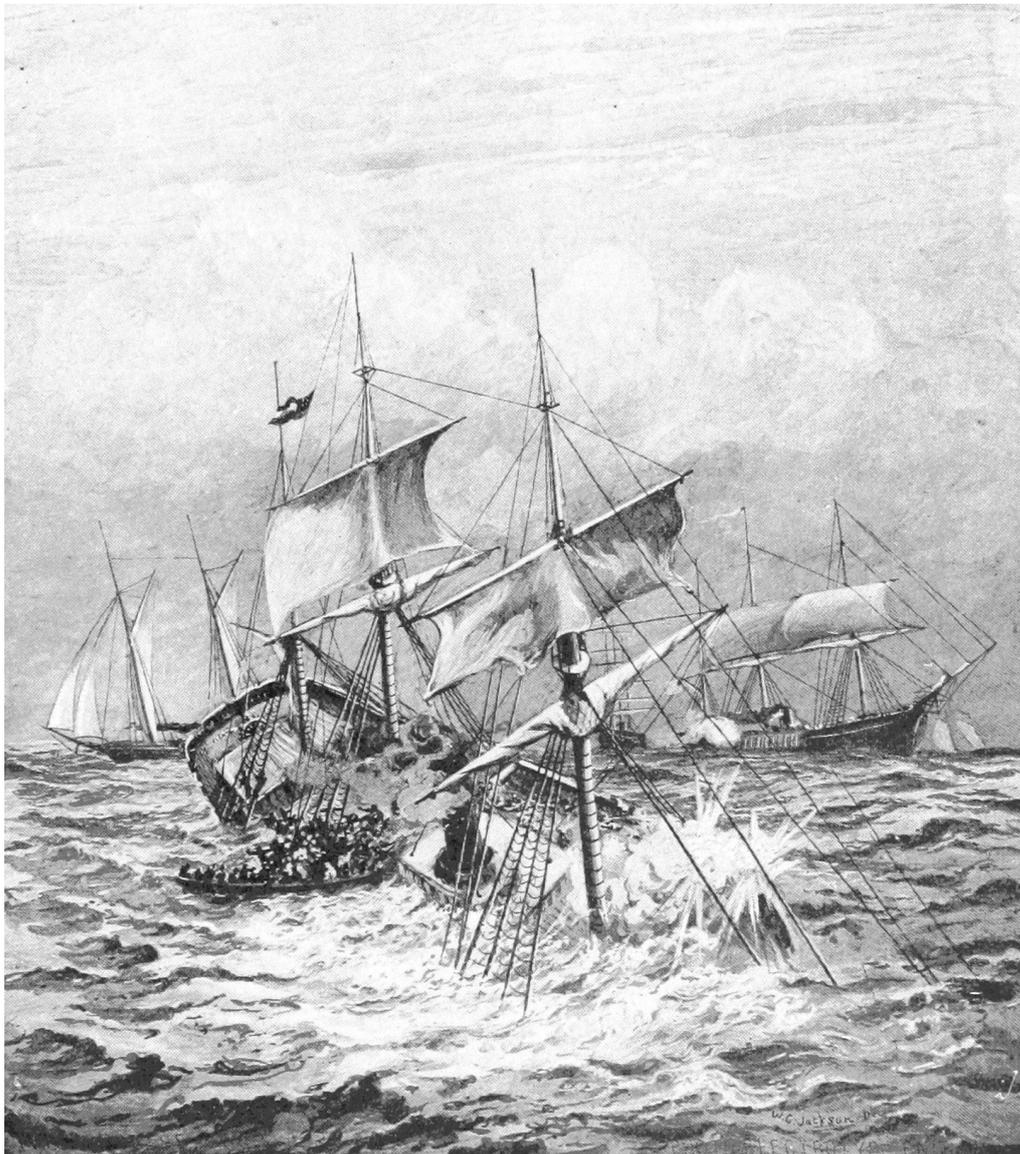
To “Search” a model must be within one inch of a \* Piece of Furniture, further than one inch from any enemy crew and must have no counters on them.

Once all models in play have had an activation move to the “Pitch and Yaw” phase.

## *Reinforcements*

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When a crew is removed for any reason remove all Damage from it (it keeps counters and does not regain Am stats). If a player is not “Quartered” they may return a removed model to the table touching the table edge they set up on if the attacker or an unsearched piece of \*Furniture if the Defender in return for that model’s entire activation.



# *Pitch and Yaw Phase*

Whenever a crew model fails a footing test place a counter next to it, then “Shift” it.

- ❖ To “Shift” a model move it 1” for each point of Sea Level in the direction of the Pitch and Yaw arrow.

At the start the Pitch and Yaw phase move every Mobile model in the direction of the Pitch and Yaw arrow, players alternate selecting models for movement.

- ❖ Mobile Furniture moves 1” for each point of Sea Level.
- ❖ Mobile crew without counters move 1” for every 2 points of Sea Level.
- ❖ Mobile crew with counters move 1” for each point of Sea Level x 1 per counter.

After all mobile models have moved remove 2 counters or all counters from all models, whichever is lowest. Then spin the Pitch and Yaw arrow 180 degrees and both players perform a timing test, the winner may choose a player to raise or lower the Sea Level by up to 1.

Immobile crew or Furniture do not move during this phase.

Whenever 2 models contact each other during this phase, due to “Shift” movement or movement outside of their activation they immediately stop moving and suffer an impact. crew in an impact lose wounds depending on the other model:

- ❖ If crew lose 1 wound.
- ❖ If “Deck Debris” lose 1 wound for each 1” square of “Deck Debris”.
- ❖ If “Deadly Debris” lose 2 wounds for each 1” square of “Deadly Debris”.
- ❖ If any other Furniture lose 1 wound.

If an impact causes a model to be removed, complete any remaining movement for any remaining models.

Perform a timing test, the player who did not have a chance to alter the Sea Level adds +1 to their roll, the winner chooses which player activates first next turn, begin the next turn.

# *Quarter Asked, Quarter Given*

During play keep a tally of how many Attacking models are removed (returning models does not reduce this tally and a model may be counted twice or more if it is removed after returning). A force is “Quartered” if either:

- ❖ They have a Captain removed.
- ❖ They are the Defender and all \*Furniture is Searched.
- ❖ They are the Attacker and their tally of removed models equals or exceeds the number of models they started with.

Whenever a crew is removed players may ask for “Quarter” starting with the player who most recently activated a model, their opponent may refuse unless they are “Quartered” in which case they must accept. If “Quarter” is asked and accepted or one side is wiped out the game ends.

# *Count the Booty*

After the game ends each player scores one for each of the following:

- ❖ If they are the Defender each unsearched piece of \*Furniture, +1 for the noted piece.
- ❖ If they are the Attacker each Searched piece of \*Furniture, +1 for the noted piece.
- ❖ Each opposing Captain removed.
- ❖ If opposing side wiped out.
- ❖ If “Quarter” was offered and you chose to accept.
- ❖ If “Quarter” was offered and your opponent was forced to accept.

Then swap Attacker and Defender and reset the game, the player with most points after both games wins.

# *Crew Manifesto*

Each player must select one of the four fleets: Tribes; Pirates; Navy; or Trillians. They should select 1 Captain and 5 crew sections. Players may raise or lower the number of crew sections or Captains so long as both players get the same number.



# Pirates

Disciplined, motivated and skilled as organised criminals so often are, most Pirate empires are run on highly diplomatic, democratic and professional lines.

## Defender Furniture

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- ❖ Powder Store\* / Cargo Hold\* / Captain's Cabin\*
- ❖ 3 X Masts
- ❖ 4 X Deck Debris
- ❖ 2 X Deadly Debris

Captain: *Liz Jolie and James*

## Pillory

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Women have long been considered bad luck aboard ship though in Liz's case its usually the misfortune of her enemies.

To call their relationship fiery is to underplay things to an almost fatal degree, Pillory certainly loves Jolie, though often to the cost of his rationale.



### Liz Jolie

Timing	Footing	Focus	Brute	Speed	Wounds
2	2	2	2	3	5

**Feminine Allure** - Enemy models within 4" cannot search and add +1 to all stats.

**Just Don't Hurt Him** - If James Pillory is removed and Liz Jolie is not no player scores points due to quarter being accepted.

### Special Actions

**Swash Buckling** - If within 6" of a Mast test Footing twice, if both passed place this model within 6" of any Mast, if both failed an opponent places this model within 6" of any Mast.

### Weapons

Culass - Melec Dmg: 2

## Jack Pillory

Timing	Footing	Focus	Brute	Speed	Wounds
2	3	3	3	3	5

**Vengeance** - If Liz Jolie is removed and James Pillory is not his controlling player may always refuse Quarter, remove all damage from James Pillory when Liz Jolie is removed and change both his Footing and Brute stats to 1.

## Special Actions

**Swash Buckling** - If within 6" of a Mast test Footing twice, if both passed place this model within 6" of any Mast, if both failed an opponent places this model within 6" of any Mast.

## Weapons

Sabre -           Melee           Dmg: 3

## *Captain: Edmond Learn*

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Brutality is rarer in Pirate Captains than many think, but far from absent, and Learn's brutality is an ever present element of his life and crew.

Timing	Footing	Focus	Brute	Speed	Wounds
3	3	3	2	4	10

**No Quarter** - Learn is never forced to accept "Quarter", though he may still offer or choose to take it.

**Festooned with Pistols** - Learn may reduce his Pistols Am by 1 to re-roll a Focus test.

## Special Actions

**Lash** - If within 1" of an Immobile model pass all Footing tests and count as Immobile until next time this model moves.

**Swash Buckling** - If within 6" of a Mast test Footing twice, if both passed place this model within 6" of any Mast, if both failed an opponent places this model within 6" of any Mast.

**Palestine Feet** - Reduce Pistols Am by 1 and one other friendly Pirate model in 6" loses 1 wound, all friendly Pirate models except Learn add 1 to Focus and 2 to Brute rolls until next Pitch and Yaw phase.

## Weapons

Cutlass -           Melee           Dmg: 2  
Pistols -           Rng: 4"         Dmg: 2         Am: 12

## *Crew Section: Sea Dog*

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Skilled and motivated, but woefully undersupplied.

<b>Models</b>	<b>Footing</b>	<b>Focus</b>	<b>Brute</b>	<b>Speed</b>	<b>Wounds</b>
2	2	3	3	3	3

### **Special Actions**

**Lash** - If within 1" of an Immobile model pass all Footing tests and count as Immobile until next time this model moves.

**Swash Buckling** - If within 6" of a Mast: test Footing twice. If both passed place this model within 6" of any Mast, if both failed an opponent places this model within 6" of any Mast.

### **Weapons**

Cutlass -	Melee	Dmg: 2	
Pistol -	Rng: 3"	Dmg: 2	Am: 1

## *Crew Section: Brute*

---

In confined quarters compact working power comes from the brute.

<b>Models</b>	<b>Footing</b>	<b>Focus</b>	<b>Brute</b>	<b>Speed</b>	<b>Wounds</b>
1	4	4	2	3	5

### **Special Actions**

**Lash** - If within 1" of an Immobile model pass all Footing tests and count as Immobile until next time this model moves.

**Swash Buckling** - If within 6" of a Mast test Footing twice, if both passed place this model within 6" of any Mast, if both failed an opponent places this model within 6" of any Mast.

### **Weapons**

Boarding Axe -	Melee	Dmg: 3	
Pistol -	Rng: 3"	Dmg: 2	Am: 1

## *Crew Section: Powder Monkey*

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The crew trusted to man the powder store tend to stock up.

<b>Models</b>	<b>Footing</b>	<b>Focus</b>	<b>Brute</b>	<b>Speed</b>	<b>Wounds</b>
1	3	2	3	3	2

### **Special Actions**

**Lash** - If within 1" of an Immobile model pass all Footing tests and count as Immobile until next time this model moves.

**Swash Buckling** - If within 6" of a Mast test Footing twice, if both passed place this model within 6" of any Mast, if both failed an opponent places this model within 6" of any Mast.

### **Weapons**

Cutlass -	Melee	Dmg: 2	
Powder-Stuffed Pistol -	Rng: 6"	Dmg: 2	Am: 3

# Navy

Whose Navy can be at issue, since many Captains hold letters of marque for multiple nations. Politics shift far quicker than sea borne communications such that former allies can sail in convoy for years after declarations of hostilities.



## Defender Furniture

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Powder Store\* / Cargo Hold\* / Captain's Cabin\*

2 X Masts

2 X Deck Guns

## Captain: Lord Admiral Muntz

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Dashing, charismatic and popular, Muntz is the highest order of modern major general. His missing leg and ear testify to his leading from the front.

Timing	Footing	Focus	Brute	Speed	Wounds
4	5	2	2	4	8

**Mostly Wooden** - Reduce damage Muntz suffers by 1 to a minimum of 1.

**Lead From The Front** - If Muntz is the closest friendly Navy model to an enemy when a model begins a movement and it ends the movement closer to Muntz than it began it gains +1 to all rolls until the Pitch and Yaw phase.

### Special Actions

**Lash** - If within 1" of an Immobile model count as Immobile until next time this model moves.

**Load Deck Gun** - If within 1" of a Deck Gun gain +1 Am to 1 weapon and end this activation.

### Weapons

Sabre -	Melee	Dmg: 3	
Deck Gun -	Rng: 12"	Dmg: 4	Am: 0

## *Captain: "Lucky" Captain Jock*

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Field commissioned and rising fast thanks to a list of high profile scalps, Jock is a force of nature, always where he needs to be.

<b>Timing</b>	<b>Footing</b>	<b>Focus</b>	<b>Brute</b>	<b>Speed</b>	<b>Wounds</b>
5	2	2	4	3	10

### **Special Actions**

**Lash** - If within 1" of an Immobile model count as Immobile until next time this model moves.

**Load Deck Gun** - If within 1" of a Deck Gun gain +1 Am to 1 weapon and end this activation.

**Right Place** - Move 1 model within 6" of Jock 2".

**Right Time** - Add +3 to your next roll or +2 to a timing roll of your choice.

### **Weapons**

Sabre -	Melee	Dmg: 3	
Deck Gun -	Rng: 12"	Dmg: 4	Am: 0
Navy Pistol -	Rng: 4"	Dmg: 2	Am: 2

## *Crew Section: Deck Officer*

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Ships run on a chain of iron hierarchical command.

<b>Models</b>	<b>Footing</b>	<b>Focus</b>	<b>Brute</b>	<b>Speed</b>	<b>Wounds</b>
1	3	2	3	3	4

### **Special Actions**

**Lash** - If within 1" of an Immobile model count as Immobile until next time this model moves.

**Load Deck Gun** - If within 1" of a Deck Gun gain +1 Am to 1 weapon and end this activation.

**Order** - Raise all Marine and Rifleman rolls within 6" of this model by 1 until the Pitch and Yaw phase.

### **Weapons**

Cutlass -	Melee	Dmg: 2	
Deck Gun -	Rng: 12"	Dmg: 4	Am: 0

## *Crew Section: Marine*

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Trained soldiers shipped to fight boarding actions, they live for battle.

<b>Models</b>	<b>Footing</b>	<b>Focus</b>	<b>Brute</b>	<b>Speed</b>	<b>Wounds</b>
2	4	2	2	3	2

### **Special Actions**

**Lash** - If within 1" of an Immobile model count as Immobile until next time this model moves.

### **Weapons**

Sabre -	Melee	Dmg: 3		
Navy Rifle -	Rng: 8"	Dmg: 2	Am: 3	

## *Crew Section: Riflemen*

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Sailors trained to fight are still sailors first.

<b>Models</b>	<b>Footing</b>	<b>Focus</b>	<b>Brute</b>	<b>Speed</b>	<b>Wounds</b>
2	2	3	3	3	2

### **Special Actions**

**Lash** - If within 1" of an Immobile model count as Immobile until next time this model moves.

**Load Deck Gun** - If within 1" of a Deck Gun gain +1 Am to 1 weapon and end this activation.

### **Weapons**

Bayonette -	Melee	Dmg: 1		
Deck Gun -	Rng: 12"	Dmg: 4	Am: 0	
Navy Rifle -	Rng: 8"	Dmg: 2	Am: 3	