

Pirate Republic - Roles & Rules



The Pirates - who hasn't wanted to be Blackbeard, William Kidd, Jack Sparrow or Mary Read? Now you can be! Yes, there were women pirates as well - generally accepted to be just as vicious as their male colleagues.

Pirates of all nations get to sail the high seas, raiding merchant ships, getting rich by selling ill gotten gains, doing dodgy deals with governors, taking over your own colony and partying until you drop. However, life is not always easy or straightforward - the colony governors may or may not be willing to turn a blind eye to your antics and the nation trading companies certainly will not.

Become too notorious, and the bounty on your head goes up, making you the prize target in the Caribbean! But perhaps a glorious death is far better than anonymity!

Be too careful, and your unhappy and poor crew make you governor of your own island!

Tread a middle road and you may get a chance to retire peacefully for the rest of your life - but you may not be remembered, apart from as a footnote in the pages of history.

There are different ways to play but all pirates need ships, crews, gold, rum and somewhere to party.

Game elements include at-map actions, intelligence gathering, self promotion, selling acquired goods, ensuring ships are properly maintained/provisioned, special adventures, hand to hand combat, crew morale and negotiating with colony governors, nation trading companies and other pirates.

Pirate teams consist of Captain, First Officer and Quartermaster. The role you start with, is not necessarily the one you will finish with. Fate has a habit of providing opportunities for advancement for the ambitious and death for the foolhardy.

Governors of colonies

After the ravages of the recent war you are trying to rebuild the fortunes of your colony with limited resources and a home nation not entirely forthcoming with support or interest. Finances are gained through trade, receiving support from home, using nation naval assets for your own ends or even doing deals with the pirates. Treading the fine line between keeping your colony merchants and plantation owners happy, whilst avoiding colony and local trade being ravaged by the pirates is difficult and will inevitably involve compromises and strong negotiating with all parties. You are literally the pig in the middle.

However, all is not lost, you may be fortunate enough to have your own naval assets, or be delegated some powerful ships from the home nation, with which to beat off the pirates, or persuade them that your neighbours are a far easier and richer target. Others misfortunes may enhance your own good fortunes. Personal advancement is why you are here, so taking the opportunity to line your own pockets, whilst appearing a loyal subject of your home nation, is all part of the game.

Capturing and disposing of notorious pirates may make you a hero at home, but with the downside of becoming a prime target for other pirates. Therefore, the pirate bounty is just reward for the risks being undertaken for the good of humanity.

Roles for the colony teams are governor and deputy governor. Who gets the glory and who gets the riches depends very much on delegation of the tasks.

Trading Companies of the home nations

The trading companies, such as the East Indies Trading company, for Great Britain, Spain, France and the Netherlands are key to each countries post war revival. Ensuring that vital trading revenue from the colonies reaches your coffers, rather than that of heinous pirates, or even worse, your competitors, is your key objective.

Failure to ensure supply of luxury goods, makes the home population unhappy. Be assured that the unhappiness will be passed on by the nations rulers. Of course, the unhappiness of competitors rulers is to be positively encouraged.

You are operating remotely, with only a sketchy idea of what is happening at any time. Therefore, you are reliant on the intelligence from the governors of your colonies, local naval commodores and returning merchants to help you plan the trade routes, deploy your precious naval assets and launch large scale missions to re-establish control should it be necessary. Knowledge of how competitors are performing is important in setting home market prices and selling/buying surplus stock. The game is making as much money as possible, whilst keeping your home nations rulers happy.

Personal glory is also possible. When the pirate scourge becomes too much for the colony governors to deal with, it will become necessary to deploy powerful naval assets under personal command to wipe the scum from the seas. Heroes are made in these times, it's not just pirates who are written into the history books.

Though the War of Succession is ended, tensions between the countries are bubbling underneath the surface, and may well boil over at any time leading to open war again. May be those pesky pirates can be persuaded to become loyal privateers, operating under letters of marque, in exchange for a pardon.

The game involves skulduggery, swashbuckling, negotiating, back stabbing, partying and bragging - everything a pirate should be capable of!

It also includes economics, trading, logistics, diplomacy and democratic elections - all things that a successful pirate should know!

Death is distinctly possible, and should be welcomed as a chance for immortality. Rebirth is built into the system, so downtime for an untimely death is minimal. Blackbeard is immortal only as a result of his flagrant self-promotion, spectacular image and the bloody manner of his death - in reality he was a pretty average pirate!

There are roles to suit all types of players and personalities. Let us know what type of role you prefer and we will try our best to accommodate your wishes.