

PIRATES & NINJAS

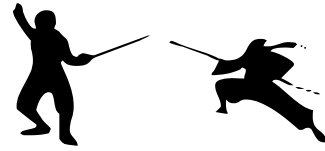
a variant for *Avalon Hill's Sword & Skull*™

INTRODUCTION

Pirates. Ninjas. Like peanut butter and chocolate, they are two good things that go great together. *Pirates & Ninjas* is a variant for *Sword & Skull* that adds Ninja mayhem.

REQUIREMENTS

You will need 20 Ninja figures. Use markers or extra dice to represent the Ninjas. There are 20 Ninjas in the *Batman Begins: Shadow Assault* game that work well.



SETUP

Place 4 Ninjas on the First Mate. Place 1 Ninja on each space of the Volcano Path. Place the remaining 6 Ninjas on the Mercenary Camp.

PLAYING THE GAME

Play *Sword & Skill* normally, with the following exceptions:

MOVEMENT

If you do not roll doubles, you may elect to move a single Ninja in addition to moving one of your characters. Pick one die to move a Ninja of your choice and use the other die to move either your Pirate or your Officer. If you roll doubles, you may not move any Ninjas and must move your characters normally. Ninjas on the First Mate space may not move. Ninjas may not move into the First Mate's space or the Lair of the Pirate King.

With the exception of the Mercenary Camp, no more than one Ninja may be located on a space. The Mercenary Camp may have a maximum of 6 Ninjas. You cannot move a Ninja to a space that would result in an illegal number of Ninjas on that space.

Ninjas can move forwards and backwards around the tracks. They can enter the Volcano Path from either of the two caves. How can they do this? Hey, they're Ninjas!

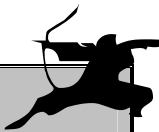
ENCOUNTERING SPACES

If you land on a space with a Ninja, or if a Ninja moves on to a space with other characters, the Ninja will attack. See the First Mate and the Mercenary Camp for an exception to the normal Ninja attack.

The Ninja is always encountered first on a space. If there are multiple characters on a space, the Ninja will attack them in the order decided by the player whose turn it is.

COMBAT

To determine the Might of a Ninja, count up the number of Crew Cards you have. Then look at the following chart:



NINJA		
Crew Cards	Might	Reward
0-2	2	2 Gold
3-4	4	3 Gold
5-6	6	4 Gold
7-8	8	5 Gold
9+	10	5 Gold + 1 Item

Ninja can be bribed. If attacked, you may spend 1 GC to reduce the attacking Ninja's Might by 2, to a minimum of 0. You do not gain a reward if you defeat a bribed Ninja.

Defeated Ninja are removed from the game.

MERCENARY CAMP

Ninjas located on the Mercenary Camp will not attack and may not be attacked in return. If you land on the Mercenary Camp, you may pay one Gold Coin for each Ninja on the camp space. If you pay the Ninjas, you may pick up one of them and then place that Ninja on any non-Ninja occupied space on the outside track. If there are one or more characters on this space, the Ninja will immediately attack all of the characters in the order of the acting player's choice.

FIRST MATE

Ninjas located on the First Mate's space assist the First Mate instead of attacking normally. When someone attacks the First Mate, the Ninjas will defend him. Add +2 Might to the First Mate for every Ninja in the room. Remove one Ninja from this space after every attack on the First Mate.

Bribes have no effect on Ninjas defending the First Mate.

COMING SOON...

PIRATES & NINJAS
ROBOTS