

BUILDING CREWS FOR ON THE SEVEN SEAS

North Star's *On the Seven Seas* (OTSS) boxed sets have been designed to make building a pirate (or naval!) crew for the game really simple. In OTSS, crews are generally made up of 15 figures – a Captain, a Mate (i.e. lieutenant, officer etc.), and 13 crewmen. A range of additional weapon and characteristic options are available to personalise the crew, or to give it a bit more oomph in combat.

By combining the OTSS '18th Century Sailors' set with any one of the other boxed sets, a full crew can be built quite easily. Of course, buying more than one boxed set gives even more options... All the boxed sets can be viewed on the North Star homepage: www.northstarfigures.com

The following lists are 18-point crews – so, basic crews with a few special options for fun – that can be built using the appropriate character box and the basic sailors (indicated with a *).

BLACKBEARD'S CREW

(Pirates of the Golden Age list, p.57)

OFFICERS

- Blackbeard – Captain with cutlass & pistols (+ Terrifying 15pts)
- Caesar – Mate with cutlass & pistol

CREW

- Gunner Morton – volley gun
- Tom Miller – musket
- Richards – cutlass & pistol (1pt for the pistol)
- Garrat Gibbens – cutlass & pistol (1pt for the pistol)
- Basilica Hands – boarding axe & pistol (1pt for the pistol)
- Dick Greensail – boarding axe
- *Seaman Kitchen – musket
- *Able Seaman Peebles – musket
- *Able Seaman Haddock – blunderbuss
- *Able Seaman Locke – cutlass
- *Seaman Goodman (or Seaman Jenner) – cutlass
- *Seaman Blatchford – boarding axe
- *Seaman Hogg – boarding axe

CALICO JACK'S CREW

(Pirates of the Golden Age list, p.57)

OFFICERS

- Calico Jack Rackham – Captain with cutlass & pistols (+ Swashbuckler 5pts)
- Mary Read – Mate with cutlass and pistol

CREW

- Lucky John Tombes – grenade launcher (+ Peg-leg 2pts)
- Anne Bonney – cutlass & pistol (1pt for the pistol)
- Bolter George – cutlass (+ Giant 3pts)
- Exotic Dan Hambridge – cutlass & knife (+ Cut-throat 2pts)
- Harry Badd – boarding axe & knife (+ Cut-throat 2pts)
- Jack Lilly – volley gun (2pts for the volley gun)
- *Seaman Fitch – cutlass & pistol (1pt for the pistol)

& any 4 from:

- *Seaman Kitchen – musket
- *Able Seaman Peebles – musket
- *Able Seaman Haddock – blunderbuss
- *Able Seaman Locke – cutlass
- *Seaman Goodman – cutlass
- *Seaman Jenner – cutlass
- *Seaman Blatchford – boarding axe
- *Seaman Hogg – boarding axe

CAPTAIN HOOD'S CREW

(Pirates of the Golden Age list, p.57)

OFFICERS

- Captain Hood – Captain with rapier & pistol (+ Silver-tongued 10pts)
- Mr Three – Mate with cutlass & pistol

CREW

- Long John Silver – cutlass (+ Peg-leg 2pts)
- Israel Hands – musket
- Righteous Edward Leake – cutlass (+ Daredevil 3pts)
- Adam Jacques Murphy – blunderbuss
- Fancy Dan Gentleman – boarding axe & pistol (1pt for the pistol)
- Caribbean Charles – boarding axe & pistol (1pt for the pistol)
- *Seaman Fitch – cutlass & pistol (1pt for the pistol)

& any 4 from:

- *Seaman Kitchen – musket
- *Able Seaman Peebles – musket
- *Able Seaman Haddock – blunderbuss
- *Able Seaman Locke – cutlass
- *Seaman Goodman – cutlass
- *Seaman Jenner – cutlass
- *Seaman Blatchford – boarding axe
- *Seaman Hogg – boarding axe

ROYAL NAVY CREW

(Late 17th and 18th Century Navies list, p.60)

Note that, unlike the pirate crews, naval crews in OTSS are more structured and consist of a Captain and two sections of either marines or sailors, each headed by a Mate. They also have a little less choice when it comes to equipment, hence the 'either/or' crew selection seen below. Either load-out is permitted, and can be built from the generic sailor box.

OFFICERS

- Captain Maynard – Captain with cutlass and pistols
- Marine Lt. John Wittington – Mate with cutlass and pistol
- *Seaman Fitch – Mate with cutlass & pistol

CREW

- Marine Pugh – musket (+ Sharpshooter 3pts)
- Marine Barney – musket (+ Sharpshooter 3pts)
- Marine McGrew – musket (+ Sharpshooter 3pts)
- Marine Cuthbert – musket (+ Sharpshooter 3pts)
- Marine Dibble – musket (+ Sharpshooter 3pts)
- Marine Grubb – musket (+ Sharpshooter 3pts)
- *Seaman Kitchen – musket
- *Able Seaman Peebles – musket
- *Able Seaman Haddock – blunderbuss

& either:

- *Seaman Blatchford – boarding axe
- *Seaman Hogg – boarding axe
- *Able Seaman Locke (or Seaman Goodman or Seaman Jenner) – cutlass

or:

- *Able Seaman Locke – cutlass
- *Seaman Goodman (or Seaman Jenner) – cutlass
- *Seaman Blatchford (or Seaman Hogg) – boarding axe