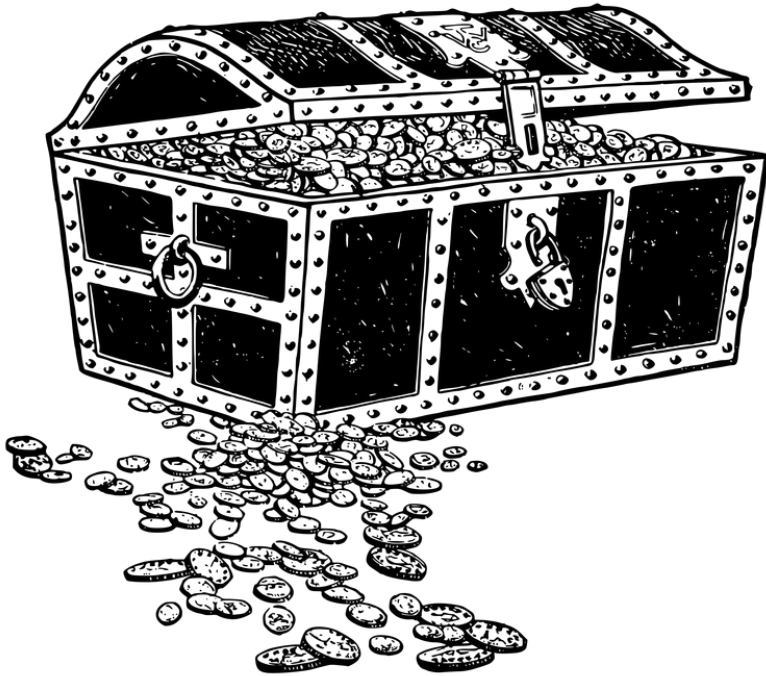


SAILS AHoy!

A CAMPAIGN SUPPLEMENT



**CHAOTIC
DICE STUDIOS**

Sails Ahoy - Campaign Supplement - v0.1

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STORY

The King's treasure has gone missing! Intercepted by the dread pirate Roberts on it's transatlantic voyage from the new world, a shift in the winds of power is about to occur.

Roberts has plans for the treasure, and an odd one at that. Instead of keeping the treasure for himself, he has decided to use it as a prize of sorts, with the goal of finding his successor.

Prove your naval prowess against the other captains of the world in small fleet combat, and Roberts will give you a piece of the map that leads to the treasure. Collect all four unique map pieces, and you will have proved yourself worthy of not only the treasure, but also the title of Roberts, dread pirate of the high seas.

No doubt the King himself has learned of this contest and dispatched his own forces to reclaim the treasure, Roberts and his title be damned!

What about you? Will you reclaim this treasure for King and country? For a shot at the vast treasure? Or perhaps for the chance to call yourself the dread pirate Roberts, earning the power and infamy that comes with the title? Many will try, only one will succeed!



SETTING UP A CAMPAIGN

Build a fleet as outlined in the core rules. If you opt not to spend all of your starting gold keep track of what remains.

A campaign may be played with up to **8 players** simultaneously.

Create an ordered list of **8 unique random scenarios** from the core rules. This will be the order in which each scenario will be played during the campaign. Each scenario is played once by a group of **2-4 players** before moving on to the next scenario.

For campaign play there are a few notable differences from regular play.

- All crits on the mast, cannons, or crew are **permanent** unless the after action report determines otherwise.
- All ammo spent during the scenario is must be **repurchased**.

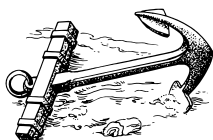
WINNING AND LOSING

The winner of each scenario earns a new **piece of the map** along with **2 db**. Losers earns **1 db** for their efforts.

The first player to win **4 unique scenarios** has found all 4 map pieces and wins the campaign!

If a large campaign group is playing separate games simultaneously, it is possible for multiple players to earn four pieces of the map at the same time.

If this occurs, all players that earned all four pieces of the map compete together in one final scenario as indicated by the scenario order list.



AFTER ACTION REPORT

After a scenario is completed take note of any damage that occurred as well as ships that sank.

REPAIR ROLL

For each maneuver die or cannon die that was removed due to a crit, make the following roll to determine if they are recovered.

Roll	Result
1-3	The damage was easy to repair, recover the die for free.
4-5	The damage was severe, spend 1 db to recover the die for use in the next scenario.
6	Unable to repair the damage, the die is still removed during the start of the next scenario.

CREW SURVIVAL ROLL

For each captain or crew member that was crit, during the scenario, make the following roll.

Roll	Result
1-2	The crew member recovered and is able to join the next scenario.
3-4	The crew member needs time to recover and may not participate in the next scenario.
5-6	The crew member perished, remove them from your ship roster.

If a captain is removed from a ship in this way, a new captain from the crew is nominated. Name a new captain and roll randomly for their two qualities.

HULL REPAIR

All hull damage is recovered automatically as long as the ship did not sink.

For each ship that met a watery end make the following roll.

Roll	Result
1	Miraculously the ship was fully restored with minimal effort.
2-4	The ship took damage but is recoverable. Pay half of the ships base cost (rounded up) to restore it to full health. If you are unable to do so, this ship starts play in the next scenario with hull damage equal to half of its total hull value rounded down.
5-6	The ship sank to the bottom of the ocean. Strike it from your fleet list. You gain the following db in scrap from ship salvage. • Small Ship - 1 db • Medium Ship - 2 db • Large Ship - 3 db

A VETERAN CREW

For each ship that remains after the above process, note how many ships it was able to sink in the last scenario.

For each ship you sunk roll **1d6**. On a **4+** a rank and file member of the crew has been promoted. You may randomly add a new crew member to the ship if any crew slots are available. If no crew slots are available you may swap an existing crew member for a new one of equal or greater value.

You also gain **1 db** in bounty from each enemy ship you were able to sink, this may be spent on hull repairs to bring a ship back to full health if you were unable to pay for the repairs earlier.

RESTOCK & REPLENISH

You may use any **db** that remains to buy additional crew, ammo, or ships. You may never have more than **4 ships** in your fleet at once. Ships may not be upgraded in size after they are purchased.

PIRACY ON THE HIGH SEAS (OPTIONAL)

This is an optional rule that all captains must agree to use when setting up a campaign.

If a ship with no crew or captain remaining is successfully raided by an enemy ship, that ship is lost and becomes part of the enemy fleet for the rest of the campaign.

When you capture a ship in this way it is considered “sunk” for the remainder of the scenario. At the end of the scenario it changes ownership to the player that raided it. They must randomly generate a new captain for the ship and buy a new crew if desired.

If this acquisition would increase your fleet size **beyond 4** the ship may be kept in dry dock as a spare ship for inclusion in future scenarios if you ever lose a ship.





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