

# PIRATES CSG

## NEWSLETTER

By: RJG1918

EDITION #1

APRIL - 2023

BARBARY COAST

### Featured Ship

#### Ivory Star



*"The Ivory Star's hull is covered with polished ivory. From a distance, she looks like a cresting wave, entrancing opponents into a state of vulnerability"*

### The Corsair King



Aruj Barbarossa, known in Turkish as Oruc Reis, is one of the most notorious pirates in history. He lived between the 15th and 16th centuries, and was one of the most well-known Barbary corsairs. Aruj turned to piracy, to counteract the raids on the Barbary Coast by the Knights of St. John. .



## THE BARBARY CORSAIRS

Historically, who were the Barbary Corsairs?

Sailing from the ports of Tripoli, Algiers, Tangier, and Rabat, these primarily Muslim pirates operated in Mediterranean from the 1500s to the 1820s. However, due to the vast expanse of the Ottoman Empire, many corsairs were also European. Often being controlled by local Pasha's, the Barbary Corsairs (Historically called the Barbary States) operated as Independent kingdoms under the loose control of the Ottoman Empire.

The Barbary States used state sanctioned piracy to fuel their economy. This piracy was not limited to just merchant goods, but also human lives. The Corsairs would prey on any nation traveling through the Mediterranean due to their protection by the Ottoman Sultan.

Besides state sanctioned piracy, the Barbary States would often fabricate taxes and tributes from European Nations in exchange for safe passage in the Mediterranean, but this did not always keep merchant shipping safe.

# The Captains Cabin

by: A7XfanBen

## What is a OLR+5? How should they be used?



The "OLR+5". An oft-mentioned acronym in Pirates CSG, yet possibly unfamiliar or even esoteric to the uninitiated. It's used as an acronym for one of the best types of crew in the game, truly essential for many of the top fleets.

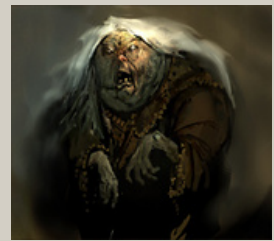
### What are they?

Breaking down OLR+5, we get 0=0 points (a free crew!), L=Limit keyword, R=Ransom keyword, and +5 meaning that the primary ability of the crew is to give you +5 points to the build total of the game. Limit means you can't have another game piece with the Limit keyword in your fleet, while Ransom is a negative ability that gives your opponent 1 gold for eliminating the crew or 5 gold if they capture it and unload it at their home island (HI). OLR+5's cannot leave their ship unless captured or eliminated.

These crew are most often used to fit more into a build total than you normally can. In a standard 40 point game, 5 extra points represents an additional 12.5%, potentially giving your fleet an advantage over any opponent not using a OLR+5. Oftentimes the crew is used to bring in a captain and helmsman on a main gunship, a canceller, or sometimes dirt-cheap treasure runners like the Banshee's Cry and Rover.

### How to Use

The best use of OLR+5 crew is often the most typical way – filling out the fleet with ships or crew that you wanted to include from the start but didn't have the points for.



However, I think it is worth considering the "meta" of competitive gaming and how the crew functionally work, and using that to your greatest advantage. Notably, the rules have Placing Crew towards the bottom of the Setup phase – AFTER the entire map is constructed with islands and terrain, and after home island locations are chosen. This is important for decision making, as a poor home island choice might make a player more likely to be more aggressive with their extra 5 points – maybe they'd whip out the Becalmed event instead of some extra oarsmen. If the opponent deliberately placed islands the maximum distance apart, a navigator might be a better choice than a cannoneer. If there ended up being way more terrain on the map than you anticipated, various 3 or 4 point crew allow you to ignore terrain as part of a move action.

One of the most interesting aspects of this "+5 meta" is the player turn order. If you go second and see that your opponent didn't include any events in their fleet or their extra 5 points, you know you won't have to deal with Mermaids and can therefore pass on including Favor of the Gods as a counter, freeing up the 2 points for Hidden Cove instead. If your opponent brings in 3 events and 1 crew with their +5, you also know you won't be dealing with Mermaids or Becalmed, because no single game piece of those four can cost more than 2 points. You could adjust accordingly and not have to settle for counters based on fearing what might be revealed once the game starts. However, because of this it could be argued that Player 1 must use their +5 more aggressively, even if only as a deke – possibly including a cheap event like Divers along with a face down crew in the hopes of getting the other player to needlessly include Favor of the Gods when it won't help them.

Many playgroups may ban events, but other notable possibilities abound. I would argue that the most underrated choice could be the Letter of Marque/Soul Mark equipment. These can be used to force a Parley situation against most of the major factions (with the exception of the Pirates). You'll always know which faction(s) your opponent is playing by the time it comes to your +5 decisions, so including the correct Letter of Marque (possibly more than one) could be an easy way to deflect an attack later in the game at an opportune moment. Even if they're using a multi-faction fleet, in a lot of games it won't be difficult to see which ship is likely to be their main gunship, based on size/crew complement/etc.

### The Roster

The OLR+5 crew are as follows: The Hag of Tortuga (Pirate), Administrator Scott Bratley (English), Contessa Anita Amore (Spanish), Vicomte Jules de Cisse (French), Li Quin (Jade Rebellion), Commodore Matthew Perry (American), "Cannonball" Gallows (Pirate). Notably, the Pirates are the only faction to receive two OLR+5 crew, while the Jade Rebellion is the only minor faction to receive any. The Cursed, Barbary Corsairs, Vikings and Mercenaries don't have any.

I hope you enjoyed this article on OLR+5 crew and would love to hear about your strategic or "meta" use of them!

**Pirates Constructible Strategy Game**

# Custom Ship of the Month

Created by: *Skelebone*

Name: USS Tripolitania

Rarity: Rare

Cost: 14

Faction: America

Masts: 4

Cargo: 3

Movement: S+S

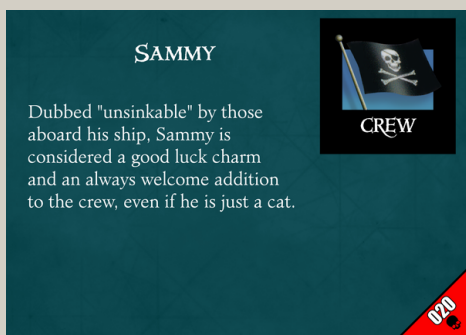
Cannons: 2S - 3L - 3L - 2S

Ability: Galley. If this ship has a Captain crew, she gets +1 to her cannon rolls.

Flavor Text: *USS Tripolitania was captured from the Barbary Corsairs by a small detachment of Marines during a battle near the Libyan coast; those same Marines now make up the majority of her crew.*

# Custom Crew of the Month

Created by: *Skelebone*



# Fleet of the Month

Created by: *DoubleAAsauce*

This fleet came in first place out of four, 40pt pure Corsair fleets.

The strategy with this one was to run interference - Fire Djinn is obviously the capital ship, and was used to board enemy runners (or enemy gunships) and take coins/kill crew. The smoke pit specialist helped to cover frequent escape.

The Golden Peacock was playing much more of a hybrid role - but focused on chasing enemy runners, pinning them down with the chain shot then striking.

Queen of Sheba is a pretty run of the mill gold runner and played as such.

The overarching strategy was to let enemy ships get the gold first, then go in and cause some chaos/clean up the field. Very much and interference/victory through attrition fleet.





# Short Story

Written by: Nicholas Meletio

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## *Every's Fancy*

Henry Every remembers...

Fancy's worn wooden deck was sun-warmed beneath his bare feet. The briny mediterranean spray was cold on his face. The cannon smoke lay heavy over the water and burned acrid in his lungs. Fancy's sharp prow sliced through the waves as she came swiftly about.

Through the haze, the Sultan's treasure ship wallowed listlessly, her gun decks smashed and ruined. Ganj-i-Sawai, the prize he had been hunting for the last three years. The prize that would let him retire, yes, but more importantly the prize that would burn the name of Henry Every into the annals of history.

All about, Every's erstwhile allies arrowed towards their prize- The sloop Amity under Captain Tew. Faro's Portsmouth Adventure. Richard Want on Dolphin. Mayes on Pearl. Thomas Wake's Susanna. Six swift pirate vessels all darting towards the same massive prize like sharks after a stricken whale. It had taken all six ships to subdue the massive treasure Dhow. But those six pirate vessels have found themselves in bloodied waters and, like sharks, they would bite anything in their frenzy.

"Captain," the first mate had called- a fresh-faced young lad named John Dann. "Captain, cutlasses?"

"Nay," Every had responded. "Instruct the cannoneers; Reload."

The first mate had hesitated. "Captain?" A frown had darkened his fair face.

"The cannons," Every had repeated as the big pirate raider Susanna started to come about.

"Cannons, aye," the order had been relayed. Gun crews poured water over red-hot cannons. Furious clouds of steam billowed like smoke from two dozen dragon maws. Screw-tipped ramrods came out, cleaning smoldering debris from the guns.

"Double shot and triple charge," Every had roared. "We won't be needing them again after this."

Henry Every remembers how the red-hot shot had flows, sending sprays of shattered limbs and sundered wood far into the sky like geysers. He remembers how- when his onetime allies lay shattered on the floor of the Mediterranean- his men had swarmed across the treasure ship's decks He remembers too how blood had run across the sun kissed timbers like red rivers. He remembers the hills- the mountains- of glittering gold they had found in the hold. He remembers how his crew had cavorted amongst the coins like children at play. He remembers how, years later, the lawmen caught up to his first mate in a seedy little inn in Kent- and how young, fresh faced John Dann had jumped and jiggered at the end of the gallows rope...

Henry Every sips fine, hundred-year-old wine from a gold goblet. He strokes his expensive Persian cat, and reclines in his gold-embroidered armchair. The gold-chased silk gown is cool on his aging skin. He calls for his butler.

Was it all worth it? The blood? The nights up late studying shipping manifests? The betrayal? The murder?

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# The Asheville Pirates Event

By: Rjg1918

The first North Carolina Pirates CSG Meetup was held on Saturday, February 25th, at Well Played Board Games Cafe in Asheville, NC. A special thanks to the South-East Pirate Gang for putting together a stellar event.

A total of 6 people turned out for the first meet. It is always a fun sight seeing players pull up with entire collections! During our time playing we were able to play a 60pt free for all, a 100pt free for all, and a 60pt 3v3. Each game was filled with gripping action, fast gold running, and sneaky plays.

A lot of people were very interested in what we were playing, coming to the table and asking questions. Maybe some new fans and players are one the horizon!



*Game #1, a 60pt free for all*

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## Fights of the Month



*Matuku Sinking Le Superbe*

The Matuku was the most surprising ship in this fleet. After the Le Superbe took out the Santa Molina, the Matuku, captained by Luc Savard swooped in and swept the field. With some of the luckiest dice roles, Matuku sank Le Superbe.



*The Nubian Prince and the Tigers Eye crash a party. Due to the Nubian Prince's ability, She can not be shot within (S) of her. Tigers Eye was used to block escape and provide support.*



# Greetings From Team Dark

## Strategies

*Greetings Captains! Team Dark Strategies here writing to you from the still chilly Midwest. For our first article I want to make our introductions and talk about our new Pirate YouTube channel!*

*Dark Strategies has been tabletop gaming now for at least a couple decades. We are heavily involved in the world of Warhammer 40K, but have dabbled here and there with other tabletop games that peak our interest. There is one game however that keeps calling us back and that is Pirates of the Cursed Seas! Every year I get inspired to break out the ships and sail the high seas, battle for gold, and just get into the “pirate” mood. Really, it’s a mood, a vibe, that I just really love. The time period and the history and the fantasy that can be imagined is something that just feels great to dive into as a gamer.*

*Since we have been learning a lot on our other channel about video editing, lighting, special effects and just plain old shooting a fun battle report I thought it was time to just get stuck in with a channel all about Pirates of the Cursed Seas. Now I know we are not the first by any means to create content for such a great game, but the way we see it is that its just another option that all you Pirate fans out there can get even more content to watch. And if we can inspire just a few more people to collect and break out their Pirate fleets and game again then it’s well worth the work we put in each video. I will say this as well, the Pirates of the Cursed Seas community is one of the most welcoming gaming crowds I’ve seen, and you all keep the positivity and fun gaming vibes the priority which is absolutely fantastic!*

*So with introductions aside, a little bit about the channel. To begin with, we primarily will be concentrating on unboxing videos as we try and grow our collections. And of course the meat and potatoes of the channel will be battle reports. Our main goal for the battle reports is to show the whole game, dice rolls and all plus some banter and overall tactics as the game goes on. We have much to learn on the inner workings of the rules, but it will be a good visual progression as we reacclimatize ourselves to everything. Once we get a sound footing with all that, the games themselves will be a mix of competitive and narrative at different points values. Then! When we feel like true captains we can start talking fleet builds, rules, and even start inviting community members on the channel for some sit and chats! It will be a slow build over time but that’s alright in our book as long as we keep playing and having fun. So until next time, see ya on the high seas! Come check us out at <https://youtube.com/@darkstrategiespirates> and be sure to subscribe to keep up with our adventure.*

*Keep on gaming,*

*Team Dark Strategies*



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# Helpful Links

<https://pirateswithben.com/>

<https://youtube.com/@darkstrategiespirates>

<https://www.psmist.com/public/>

<https://tilorfire27.github.io/PiratesCSGDB/>

<https://www.youtube.com/@a7xfanben>

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## End Credits

I want to thank everyone who helped with the creation of the very first Pirates CSG Club Newsletter! Without this brilliant community this game would have been lost in the spiral of time. The Pirates Community is one of the strongest I have ever seen, and I hope it continues to grow and prosper. This Newsletter is just my way of saying thank you to everyone who works hard to keep this community going.

***Rjg1918***

***Creator and Editor***

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## A Special Thanks To:

- *Ben Posthill - Writer for the Captains Cabin*
- *Nicholas Meletio - Short Story Author*
- *DoubleAAsauce - Custom Fleet of the Month Creator*
- *Skelebone - Customs of the Month Creator and Designer*
- *Jace Gostisha - Greetings from team Dark Strategies*

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