

Eureka Miniatures presents:



# Teddies of the Caribbean!

## *Hunt for the Golden Honeypot*

by Greg Hallam

### Introduction:

This game was run at Little Wars Melbourne 2009 ([www.littlewars.net.au](http://www.littlewars.net.au)) using Eureka's Teddy Bear Pirate range. In keeping with the toy theme, the ships were rafts made out of paddle-pop sticks, with a single sail, and big enough to hold ten teddy pirates and two cannon. It was played on a 4' x4' table (1200mm x 1200mm) with a small island in the centre. There were four players, each starting in a corner.

### How to win:

Sail your ship the island, grab the treasure, then exit off any table edge. Alternatively, wait till someone else has got the treasure and steal it off them!

### Cards & Turn Sequence:

The deck consists of sixty cards but you can adjust that how you like. Above each card is a suggested quantity for a deck of sixty cards.

Players always have a hand of five cards. Each player starts with ten teddies on their ship. For every two teddies onboard, you may play one card in your turn. So at the start of the game with a full crew of ten, you may play all five cards if you wish. As your ship loses teddies during the game, your hand stays the same (five cards), but the number of cards you can play decreases. Note: if you lose all your crew, you may still play one card.

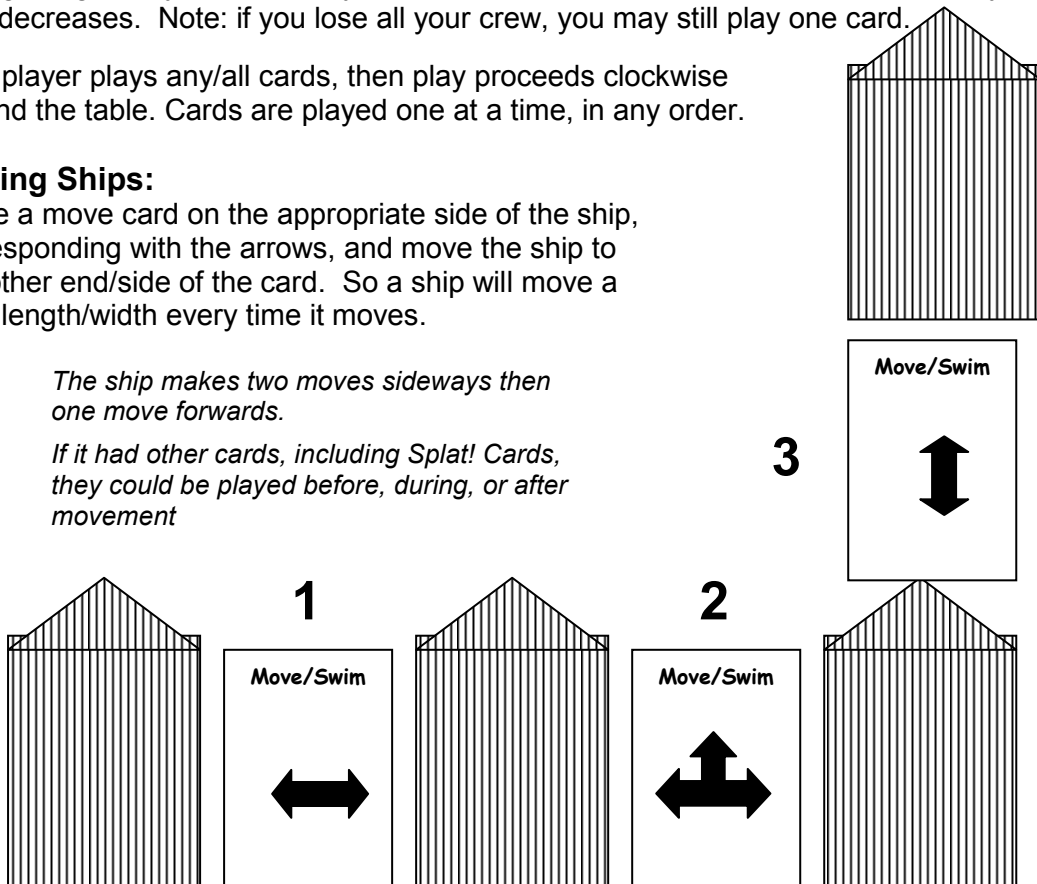
First player plays any/all cards, then play proceeds clockwise around the table. Cards are played one at a time, in any order.

### Moving Ships:

Place a move card on the appropriate side of the ship, corresponding with the arrows, and move the ship to the other end/side of the card. So a ship will move a card length/width every time it moves.

*The ship makes two moves sideways then one move forwards.*

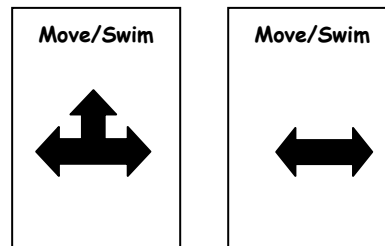
*If it had other cards, including Splat! Cards, they could be played before, during, or after movement*



**Moving teddies:**

You may move teddies onto the island. The boat must be touching the island, and the number of bears you can move is equal to the number of arrows on move card(s).

*The player uses two  
Move cards to move five  
bears onto the island*



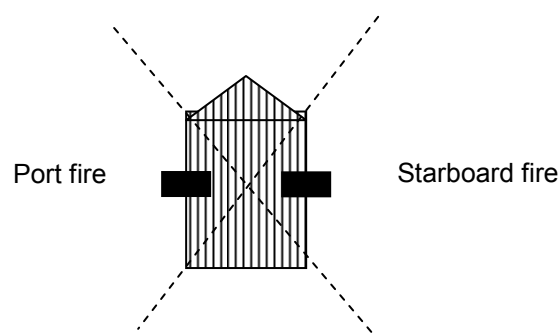
Similarly you may board a ship that has the treasure. This is the only time you may board another ship. Again, the number of bears you can move is equal to the arrows on move card(s).

**Swimming:**

You may use move cards to have bears in the water swim back onboard. The number of bears is equal to the arrows, and they must be within a card-length of the boat.

**Cannon & Hits:**

When firing cannon, or for any sort of combat, each '6' knocks a bear overboard. Place the bear beside the ship. The bears do not move, so if the ship moves it may leave bears stranded in the water. The cannon are mounted on each side with the following fire arc:

**Getting the treasure from the island, or another ship:**

To find the treasure on the island, roll dice equal to the number of your bears on the island. A '6' means you have found the treasure! Remember you still need move cards to move the bears back onto the ship!

If you board a ship that is carrying the treasure, both players roll dice equal to the number of bears they have on the boarded ship. Whoever rolls the most '6's wins and gets the treasure! The boarding bears move back automatically to their own ship, whether they win or lose (unlike moving off the island). Any '6's rolled also knocks opposing bears overboard!

**Variants:**

The game and rules lend themselves to tinkering. For example, you could try adding ship damage, expanding boarding to all ships, creating new Event cards – feel free to experiment. Have fun!

**Designed by:**

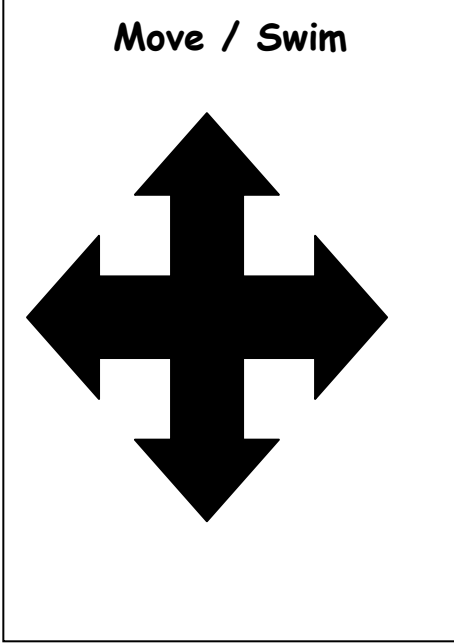
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**Teddy Pirates available from:**

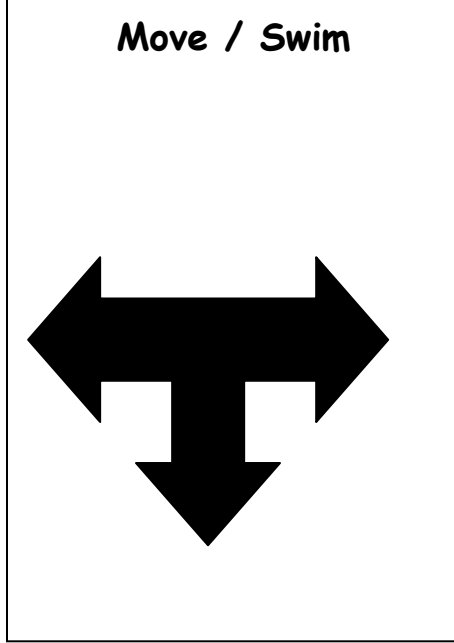
Eureka Miniatures 2009  
www.eurekamin.com.au  
nicr@eurekamin.com.au

*Cards may be photocopied for use*

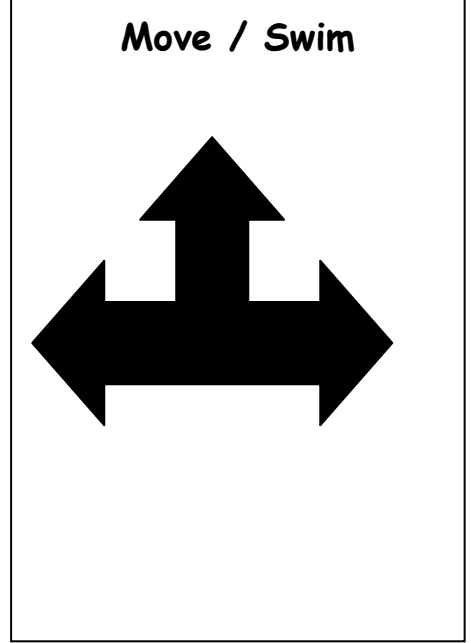
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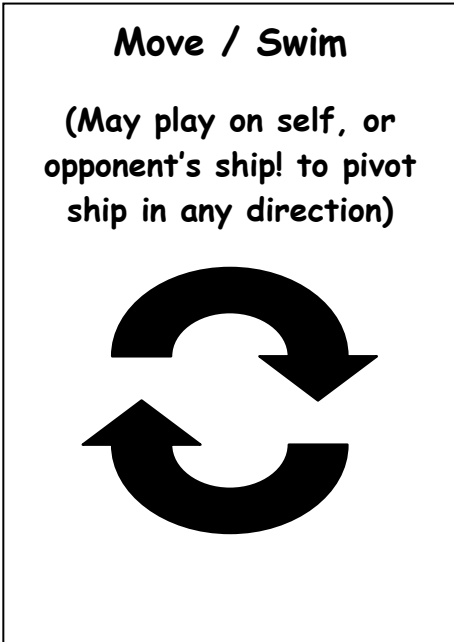
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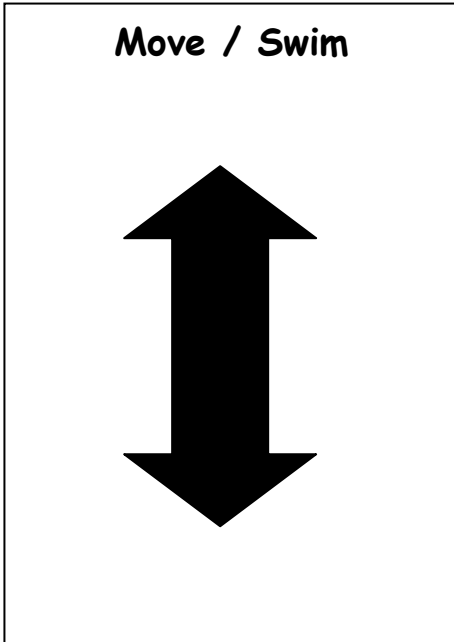
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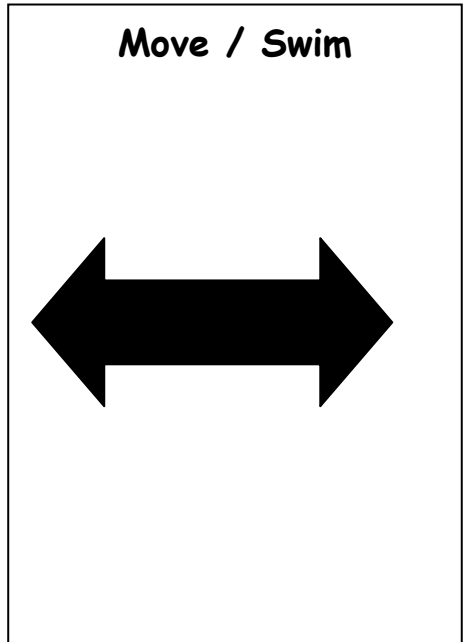
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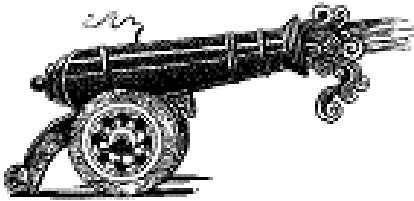
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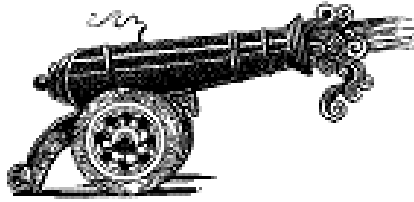
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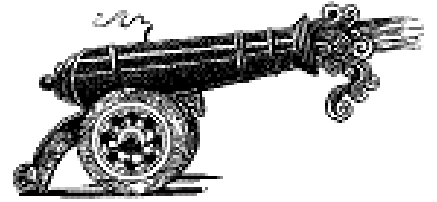
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**Splat!**

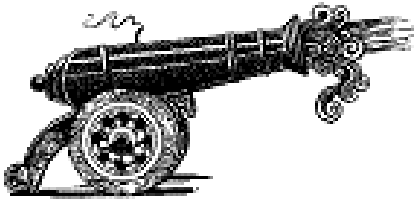
- Range = 24 inches
- Roll 6 dice
- Each "6" is a hit

**Splat!**

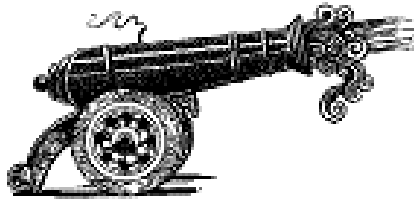
- Range = 24 inches
- Roll 6 dice
- Each "6" is a hit

**Splat!**

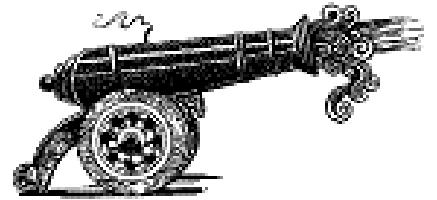
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1

1,2,3

## Waterspout!

Play on one ship. The waterspout lifts up the ship and carries it 2d6" in a random direction (place the card on the ship and roll for direction). Each player moves it at the start of his turn, until doubles are rolled. The spout then disappears, the ship drops and takes a 10d attack. If it lands on top of another ship, both take 20d attacks!

5

1

1,2,3

## Floating island!

Play on the island. The island moves 3d6" in a random direction (place the card on the island as you wish and roll for direction).

Any ship contacted by the island takes a 10d attack and is shoved along in the same direction. If shoved off-table the ship (or island) re-enters the board anywhere on the opposite side next turn!

5

1

1,2,3

## Release the Kraken!

You awake the dreaded Kraken from under the island! Place the card on the island and roll for direction. The kraken moves 6d6" in a straight line. Each player moves it at the start of his turn until it exits the table or all players have moved it once. Any ship it encounters takes a 10d attack from its tentacles!

5

1

## Super Splat!

Its extra sticky honey in the barrels you're firing!

Each '6' rolled does 2 hits (instead of 1)

2

## Fermented Honey!

You may play this on another pirate ship or your own ship! The ship's bears have discovered a cache of fermented honey.

Roll 1d6 :

- On a 1,2,3 that many bears become too merry and fall overboard!
- On a 4,5,6 the bears are invigorated and move the ship 12" !

### Notes on Event cards

There are numbers 1-6 around the edges of Waterspout, Floating Island, and Release the Kraken. When you play one of these cards, place it facing in any direction you choose. Then roll a dice to determine the direction that the waterspout, island or kraken moves.

#### Waterspout

We used perspex shop display stands to sit the ships on when raised by the waterspout

## Teddies of the Caribbean: Version 2

This version we playtested but ended up not using for Little Wars, mainly because it is a more tactical game that requires a little more thought. It makes an excellent home game, and adds a strong element of hand management into the game! It uses the cards below, plus the Event cards from the normal game (but not the Splat cards). Note that the card distribution has changed for this deck – of course, feel free to experiment with the number of cards.

All the normal rules apply, except for the following:

In your turn you may perform four different actions as noted on the cards: **Move ships**, **Move Bears** (onto the island, or boarding), **Swim** (bears back to the ship), **Fire Cannon** (ie Splat). Each of these actions requires playing the cards below – note there is no separate Splat card now. For each action, the number of cards you can play is determined by the number of bears on your ship, and the number of arrows on the cards you play.

**For each action, you may play cards with arrows totaling the number of bears on your ship.** The number of cards does not matter - it is the total number of arrows on the cards you count. Remember that you can play your four actions in any order.

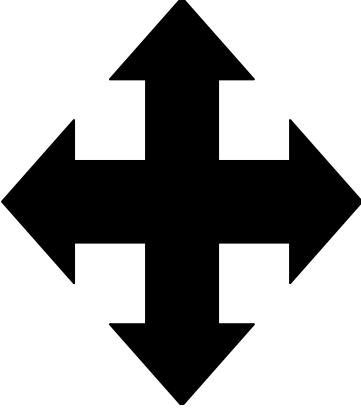
**Firing:** For firing, you roll a dice for each arrow.

**Example:** You have eight bears on your ship: you can perform any or all of the following actions, in any order, until you have used up all your cards.

- You may play any number of cards to move your ship, provided the total number of arrows on those cards does not exceed eight.
- You may play any number of cards for firing, provided the total number of arrows on those cards does not exceed eight. For each arrow you roll one dice for firing.
- You may use cards to have bears swim back to the ship,, provided the total number of arrows on those cards does not exceed eight.
- You may have bears board a ship or move onto the island, provided the total number of arrows on those cards does not exceed eight.

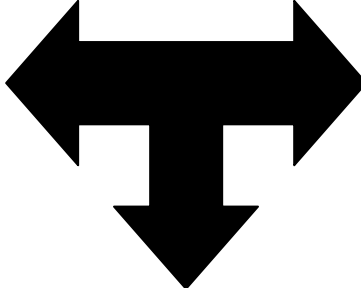
# Teddies of the Caribbean: Version 2

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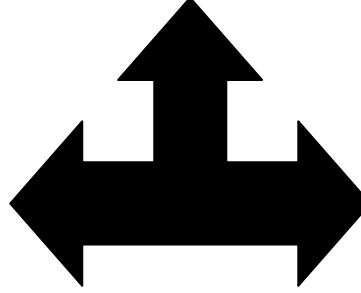
- Move ships
- Move bears
- Swim
- Fire Cannon

9



- Move ships
- Move bears
- Swim
- Fire Cannon

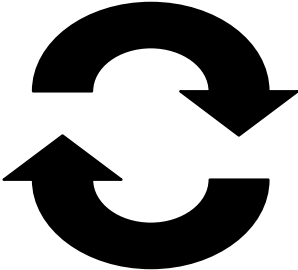
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- Move ships
- Move bears
- Swim
- Fire Cannon


5

(May play on self, or opponent's ship! to pivot ship in any direction)




- Move ships
- Move bears
- Swim
- Fire Cannon

11



- Move ships
- Move bears
- Swim
- Fire Cannon

11



- Move ships
- Move bears
- Swim
- Fire Cannon