Christian Marcussen and Kasper Aagaard

Merchants & Marauders

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Published by

Z-Man Games, Inc.
64 Prince Road
Mahopac, NY 10541

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Thanks to

Justin Morse, Mik Svellov, Mika Rautiainen, Shawn Low, Robert Schimkowitsch, Arne Thomi and the BGG community for fantastic support, feedback and patience. (www.boardgamegeek.com)

Special Thanks to

Geert van der Burgt

In Memory of

Michael Kucirek

For more information, comments, questions, suggestions visit the Z-Man Games web site at:

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Components

- **100 Coins**
  20 (1 Gold), 20 (2 Gold), 30 (5 Gold), 30 (10 Gold).
- **26 Plastic ships**
  5 sloops, 4 Flutes, 9 Frigates, 8 Galleons.
- **24 Demand Tokens**
  Demand Tokens are placed around the board next to each port. They indicate the goods currently in demand at the port in question.
- **17 Merchant Tokens**
  5 Spanish, 4 Dutch, 4 French and 4 English. These are placed around the board and indicate merchants that can be attacked and plundered.
- **16 Ship Modification Tokens**
  Each port has a Ship Modification. These represent upgrades that can be bought for your ship.
- **12 Special Weapon Tokens**
  These Special Weapons can be bought in any port. A player can have one of each, and they are used during combat for tactical purposes.
- **20 Bounty Tokens**
  5 of each nation. These are primarily used to indicate when players are wanted, but are also used for the effects of some Event Cards.
- **254 Cards**
  34 Event Cards, 70 Glory Cards, 16 Captain Cards, 64 Cargo Cards, 20 Ship Cards, 25 Rumor Cards & 25 Mission Cards.
- **29 wooden cubes**
  6 red, 6 blue, 6 yellow, 6 green & 5 brown
- **4 Naval Tokens**
  Used for placing below Naval ships to tell them apart.
- **1 Game Board.**
- **4 Player Boards.**
- **10 custom dice.**
- **4 stash containers**
- **2 Player Aid sheets.**
- **1 rule book.**

Important Terms

Player Board: The board where you put many of your cards, Ship Modifications and Gold.

Sea-Zone: The large areas at sea in which you place your ships and move them around. There are 17 Sea-Zones on the Game Board.

Bounties: An indication of how wanted you are. Most commonly, you get bounties by engaging non-pirate ships. When you get a Bounty for the first time, you place a Bounty Token on your Player Board. For each additional bounty you get from that nation, you move the Bounty Token a step up the "Bounty Track".

NPC: "Non-Player Captain" – A term used for Naval ship Captains and Pirates not controlled by any player. NPCs are represented by plastic minis on the board, just like players.

Pirate: Any player with at least one bounty or one of the black NPC ships.

Non-Pirate: Any player without a Bounty or the merchants that can be found on the board, represented by Merchant Tokens.

Event Cards: Cards drawn at the beginning of each turn which have a general effect on the game. Event Cards also bring NPCs into play and activate them for movement.

Overview

Winning The Game

The object of the game is to gain **10 Glory Points**. Whenever a point is gained, the player moves a cube in his or her color up the Glory track found on the Game Board.

Glory Points are awarded to players every time they perform various acts of glory and infamy:

- Defeating a Player or NPC (Defined as surviving and winning Naval or Crew Combat)
- Selling 3 or more Cargo Cards in a port where the goods sold are 'in demand'.
- Plundering 12+ Gold in a Merchant Raid
- Completing a Mission
- Finding a Rumor to be true
- Buying a Galleon or Frigate (only once per Captain)

Once a player reaches 10 Glory Points (including the secret points for stashed Gold – see "Stash"), he declares so and the game ends after everyone has had their turn.

If several players reach 10 or more in the same turn, the player with the most points on the Glory track on the board (i.e. not counting points from their stash) wins the game. If there is still a tie, the player with the largest amount of stash wins. If this does not resolve the tie, both players are declared winners.

Stash

Players can stash their Gold in their home-port. Every 10 Gold stashed counts as a Glory Point (up to 5 points in a 10 point game).

Points from stashing gold are not received as the player stashes it, but rather secretly count towards the total of points. The other players know how many times a player has stashed but they don't know the exact amount he stashes. So while the Glory Point track gives an impression of who's in the lead, there is still room for surprises!

Keeping Gold hidden?

The amount of Gold a player earns or spends is open information, but the exact amount of Gold a player has on his ship is in principle secret unless a rule requires it to be disclosed. The player may stack the Gold or cover it with Cargo Cards (Gold and Cargo Cards share space on the Player Board) but must keep it on the Player Board.

Plastic Ships

Demand Tokens

Merchant Tokens

Bounty Tokens

Coins

Special Weapon Tokens

Ship Modification Tokens

Naval Tokens

Time Limits and Game Length

The game ends immediately if either of the following occurs:

- There are no more Event Cards at the beginning of a turn.
- A Captain dies, and there are no more Captains left to draw.

In both cases, the winning player is the one who has the most Glory Points. Resolve ties as explained in "Winning The Game" on page 3.

For experienced players, an average game takes about 45 minutes per player. If you want a longer game, you can adjust the amount of Glory Points needed to win. Each extra point adds about 10-20 minutes of playing time.

Dice and Skill Checks

The game includes 10 dice where the numbers 5 and 6 are replaced by a skull icon ☠.

Throughout the game you will be prompted to roll your Captain's skills. To make a skill check you roll the number of dice equal to the value your Captain has in a specific skill. To make a successful roll you need at least one result of a ☠ icon. For instance if you have an *Influence* skill of 3 you would roll 3 dice and need to roll at least one skull to be successful. Sometimes it may be relevant how many successes you make. This means adding up the amount of dice that came up with a successful result (a skull).

The numbers 1-4 on the dice have various uses during combat, such a determining hit-locations and resolving ties (see "Combat" on page 14).

The Captains

Players take on the role of one of the 16 Captains included in the Captain Deck. Each Captain has four skills with values ranging from 1-4. The values determine the amount of dice he/she rolls whenever a skill check is required.

Seamanship is a measurement of the Captain's abilities at sea and is crucial during Naval Combat.

Scouting is used for finding other ships, allowing you to engage them. *Scouting* is also used for finding treasures, hidden islands or other things at sea spoken about in rumors (see "Acquire a Rumor" on page 9).

Leadership is used to see how well you lead your crew during Crew Combat and how willing new crew members are to join your cause.

Influence is a measurement of your Captain's reputation, and how many influential people he/she knows around the Caribbean. You use *Influence* to earn the trust of employers and for acquiring a rumor at the local tavern.

A Captain Card also lists your Captain's Special Ability (or Abilities) and Home-Port.

Special Ability is a unique ability that a Captain has. Captains with more than one special ability have lower skills than those with only one.

Home Port is the port where your Captain is from and is listed below the Captain's name. The nationality of the port is also the nationality of your Captain. Normally when you are wanted by a nation, you no longer have access to that nation's ports. In your home port however, you know all the ins and outs and all the right people. *Therefore, you can enter your home port, even if you are a pirate.*

The Ships

The game includes five different Ships: Sloops, Flutes, Frigates, Galleons and Man-o-Wars. Each ship has its own miniature with the exception of Galleons and Man-o-Wars, which share the same miniature. Each kind of ship has a Ship Card which displays its characteristics.

Ships have five important characteristics, all of which range from 1-5. Note that a ship can never have a value higher than 5, regardless of any Ship Modifications purchased during the game.

Toughness determines how hard your ship is to sink or cripple.

Cargo is a the maximum number of Cargo Cards you can have onboard your ship.

Crew indicates the amount of *combat-ready* crew your ship can have, and has at the beginning of play. When you lose all your Crew, you will not be able to fight if boarded, nor are you able to commence boarding yourself.

Cannons represent the firepower of your ship. The more "Cannons" the more devastating your ship is.

Maneuverability indicates how agile and responsive your ship is and helps preventing merchants from escaping during **Merchant Raids**.

Additionally, if your ship's Maneuverability value is ***two*** *or more higher than your opponent's, you add a die to your Seamanship rolls during combat!*

While you can claim or buy new ships during the game, you have to get rid of the old one. You can never have more than one ship at a time.

Game Setup

The Player Board

Each player gets a Player Board. The Player Board is used to keep track of Cards, Gold, Cargo, and the condition of your ship.

At the start of play, each player follows the following steps:

1) Select the color you wish to play and take the 6 cubes and miniatures of that color. Also take one of the stash containers which you will use for stashed Gold.
2) Randomly draw a Captain from the Captain Card deck – do not reveal which Captain you draw.
3) Secretly choose a ship for your Captain by placing it in your hand. You can choose between a **Sloop** and a **Flute**. Select the Sloop if you want a highly maneuverable ship suitable for piracy, or pick the Flute to get a vulnerable, but capable merchant vessel.

All players now simultaneously reveal their Captain and their chosen ship.

1) Take a Ship Card corresponding to your chosen ship. Place it and your Captain Card on your Player Board.
2) Place the ship miniature of your chosen ship in the home-port of your Captain on the Game Board.
3) Draw a Glory Card.
4) A Cube is placed on each "Hit Location" so that it matches the values on your ship card. "Hull" and "Masts" correspond to the "Toughness" value while the other locations match the names of the values on the card. So if you have a ship of toughness 2, you place a cube in the second space of that location. If you place the cubes for a Sloop correctly, all locations will have a cube in the second space, except for "Cannons" which has a cube in the first space.
5) Take 10 Gold. This is the Gold you have at the start of play

Start Player

Determine the starting player by taking each player's Captain cards and drawing one. The player owning the drawn Captain is the starting player and turns proceed clockwise from that player. This turn order is maintained throughout the game.

Merchant or Marauder?

- A Captain's special ability can often give you a hint.
- Scouting is arguably the most important skill for a pirate, although Seamanship also plays an important role.

The Game Board

The Game Board is divided into 17 **Sea-Zones**. 16 of these have a port associated with them, represented by a national icon from one of the 4 nations in the game (Dutch, English, French and Spanish).
Most Sea-Zones have a unique advantage or disadvantage which is written in each Sea-Zone. This Sea-Zone information can also be found on the Player Aids.

Dutch

English

The borders of all Sea-Zones have a direction letter corresponding to a direction on a compass. These are used for NPC movement.

French

At the upper-left of the board you will find the "At War!" space, used to show which two nations are currently at war.

Spanish

The top-center of the board is used for placing NPC Captains as they are drawn

In the top-right corner is a table for tracking NPC damage ("The Enemy!") and spaces for placing defeated "Merchants" tokens. Lastly, at the bottom of the map, you will find the Glory Point track ranging from 0-10.

Setting up the Game Board

1) Shuffle all the decks (except the Ship Cards) and place them face-down near the Game Board. *Shuffling the Event- and Cargo- decks thoroughly is very important!*
2) Randomly place one Demand Token **face up** in each Sea-Zone. Place the tokens on one of the two square areas close to each port. The remaining 8 Demand Tokens are put in a pile face down (or in a cup) next to the Game Board for later use. *Note that the 'Caribbean Sea' Sea-Zone does not get a Demand Token as there is no port there.*
3) Randomly place a Ship Modification token **face-down** in the second square area of each Sea-Zone. *No Ship Modification token is placed in the "Caribbean Sea" Sea-Zone.*
4) Randomly place one Merchant Token (nationality side down) in each Sea-Zone including 'The Caribbean Sea'.
5) Draw two Mission Cards. Read them aloud and place each card on the Game Board in the Sea-Zone listed on the card.
6) Place a cube from each player on number zero of the Glory Point track and place 5 brown cubes somewhere in the "The Enemy" table, ready for use when a player vs. NPC battle occurs.

Playing the Game

Turn Sequence

1) Draw Event Card
2) Player Actions (in turn)

Once all players are finished, begin a new turn by drawing a new Event Card.

Draw Event Card

The start player draws an Event Card. If the card has any NPC icons at the top, these are resolved first (see "NPC Movement" on page 13). Then the text of the Event Card is read aloud. The effect of each Event Card is explained in detail on the card itself. Some cards have an immediate effect, while others have an effect that takes place on each player's turn or at the end of the entire turn. Once the effects of the card have been carried out, put the card in a discard pile unless stated otherwise.

There are 34 Event Cards in the game. If there are no more Event Cards to draw, the game ends (see "Time Limits and Game Length" on page 4).

Actions

Next, the players perform their actions, starting with the first player and proceeding clockwise. Every time you have your turn you may perform three Actions, and have the following three actions to choose from:

- Move
- Scout
- Port

You may combine different actions, allowing you for instance to spend two actions to "move" twice, and then the third action to "scout" for a ship.

Move

Use the "move" action to move between adjacent Sea-Zones or to and from ports. Each separate move equals an action. Move your ship miniature to show your movement, and place it on a port if you move to port. Movement is the same, regardless of ship type.

Example: Frances Wright is in Havana and wants to go to Nassau. On her turn she moves from Havana out into the Havana Sea-Zone (1 action). Then from there to the Nassau Sea-Zone (1 action) and then lastly moves to the port of Nassau (1 action). Now all her three actions are spent. Any business in the port of Nassau must be done on her next turn.

Scout

Select the "scout" action to try find and attack a ship present in your Sea-Zone. Announce which of the following you "scout" for:

- A **Player** Captain in the same Sea-Zone *(not in port)*
- An **NPC** in the same Sea-Zone
- A **Merchant** in the same Sea-Zone *(represented by a Merchant Token)*

Roll your Captain's *Scouting* skill. If successful, you find the ship you scouted for after which a battle takes place. Battles against players and NPCs are elaborate affairs (see "Combat" on page 14) while the resolution of a **Merchant Raid** is faster and more abstracted (see "Merchant Raids" on page 10).

You may not scout for the same target twice during the same turn. However, you may scout for another target in the same Sea-Zone, or move to another Sea-Zone and "scout" if you have enough actions.

Example: A Player starts his turn in the same Sea-Zone as both another player and a Merchant (represented by a Merchant Token). He takes a "scout" action and declares that he wishes to find the player Captain in the same Sea-Zone. He makes a *Scouting* roll and fails. He may now spend a new action to "scout" again, but may not "scout" for the same player again. Instead he "scouts" for the Merchant.

Port

When you are in a port you may (once per turn) take the "port" action to do *any number* of the following *port activities*:

- Sell Goods (must be your first port activity)
- Buy Goods
- Visit Shipyard
- Recruit
- Acquire a Rumor
- Claim a Mission
- Stash Gold (home-port only)

If you wish to "Sell Goods" then this must be your **first** activity. You may perform all the other activities in any order you wish. An activity can only be performed once, and must be completed before a new one can be made.

Sell Goods

Declare which of your goods (Cargo Cards) you wish to sell. All goods can be sold for the price of 3 Gold per card. However, the good in demand (the good displayed on the Demand Token next to the port) can be sold for **6 Gold**. Sold Cargo Cards are placed face-up in the Cargo Card discard pile.

When you sell the "Good in Demand", you randomly replace the Demand Token with a new one from the reserve pool. After changing the Demand Token you cannot sell any more goods that turn.

Buy Goods

Draw the top 6 Cargo Cards and keep them to yourself. Discard any cards featuring the good in demand and draw new ones to replace them. The cards you have drawn are the goods available to you this turn (there are 8 different types of goods).

The base price per Cargo Card is 3 Gold. If you draw two of the same good, the price for that good drops from 3 to 2 Gold per card. If you draw 3 or more cards displaying the same good, you can get that good for just 1 Gold per Cargo Card.

Select which cards you wish to buy, pay their cost, and put them face down on your Player Board. If you buy any goods at a reduced price verify your reduced price to a player of your choice. The person you showed your cards to may not disclose what they are in any way.

Put the cards you don't buy in the discard pile face up. Likewise, if you discard old Cargo to make room for newly bought Cargo, you also discard them face-up.

When the Cargo deck runs out, shuffle it thoroughly and place it face down.

Note:

- *If you "buy goods" in the same port two turns in a row, you only draw 3 Cargo Cards.*
- *While in port there is no limit to how many Cargo Cards you may posses. However, once you leave port you must discard any cards in excess of your ship's current "Cargo" value.*

Example: If you drew these 6 Cargo Cards, you could buy the Spice card for 3 Gold, Cocoa for 2 Gold per card and Rum for only 1 Gold per card! You can turn a good profit by buying goods that are in large supply and selling them in a port where they are in demand.

Note: The numbers and icons on the lower half of the Cargo Cards are unrelated to the value of a good. They are used during **Merchant Raids** *for determining how much Gold is onboard ships you plunder.*

Visit Shipyard

At the shipyard you can buy Repairs, Ship Modifications, and Special Weapons for your ship. It is also at the shipyard you can buy a new ship and sell your old one.

	Buy	Sell
Sloop	10	5
Flute	10	5
Frigate	35	10
Galleon	35	10
Repairs (per point of damage)	2	-
Ship Modification	3	*1
Special Weapons (per Token)	3	1
**Cannot be sold separately, but add a value of +1 Gold when selling your ship.*		

Buy/Sell Ships:

When buying a new ship, you must sell your old one. Modify the above sales price by:

- +1 Gold per Ship Modification.
- - 1 Gold per point of damage (disregarding damage to "Crew").

If you sell a ship with Ship Modifications, these now re-enter the game (see "Ship Modifications" below). When you buy a new ship you bring the "Crew" from your old ship.

You can never be "ship-less" – you must buy a new ship when selling your old one. If that isn't possible, then you can't sell your ship.

Note that the Man-o-War cannot be bought nor sold. It can only be obtained by a hostile takeover and must be abandoned when acquiring a new ship!

Buy Special Weapons:

Special Weapons can be bought in any port for the price of **3 Gold** per token. *You can only have one token of each Special Weapon, but all three if you wish.*

Read about how Special Weapons are used in combat on page 15, and during **Merchant Raids** *on page 10.*

Repair

You can repair damage to your ship for a price of 2 Gold per point of damage. This includes damage to all locations except for Crew which must be recruited (see "Recruit" on page 9).

Buy Ship Modification:

The only Ship Modification that can be bought in a given port is the one represented by its "Ship Modification" token. Face-down tokens are revealed in a given port right after the "port" action is taken.

When you buy a Ship Modification you take the token and place it on your Player Board on the area corresponding to the modification you bought. The port now no longer sells any Ship Modifications. You cannot buy more than one of each of the same type of Ship Modification. Generally, you cannot transfer Ship Modifications from ship to ship – only in St. John as you can see in the St. John info text on the board.

Note that most of the combat related ship modifications do not have an effect during **Merchant Raids**. *They are mainly used for the elaborate Player vs. Player or* NPC *battles.*

Extra Hammocks: Adds +1 to the ship's "Crew" value (the extra crew must be 'recruited'). Your ship's "Crew" can never exceed 5.

Advanced Rigs & Sails: Adds +1 to the ship's Maneuverability value.

Reinforced Hull: Flip this token to absorb 1 point of damage done to any hit-location (after hit-locations have been determined). "Repair" the token for **3 Gold** in any port to refresh its ability.

Extended Cargo Hold: Adds +1 to the ship's Cargo value. Move your "Cargo" hit-location cube up one step. A ship's "Cargo" can never exceed 5.

Chasers: Flip this token to inflict a hit after you or an opponent declares the "Flee" action. Flip it face up after combat has ended.

Extra Cannon Port: Adds +1 to the ship's "Cannons" value. Move the "Cannons" hit-location cube up one step. "Cannons" can never exceed 5.

Swivel Guns: Just prior to Crew Combat (at sea), roll 2 dice. Inflict **one** hit to enemy "Crew" on one or more successes. It does not matter who initiated the boarding.

Long Guns: Prior to the first round of Naval combat you roll a die for each of your "Cannons". Inflict a hit for each success. Chain- and Grape- shots cannot be used.

When a player ship with Ship Modifications is sunk, sold or discarded, the player owning the ship must immediately distribute the Ship Modification tokens. They are placed randomly, and face down in any port of his or her choosing, currently without Ship Modification tokens.

Recruit

On a successful *Leadership* roll you can fill up your "Crew". If the roll fails, "Crew" may be recruited for 2 Gold each. Your "Crew" can never exceed the "Crew" value of your ship.

Acquire a Rumor

Pay **2 Gold** and roll your *Influence* skill to try catch a rumor. If successful, draw a single Rumor Card. Read it to yourself and place it on your Player Board face-down. You may only have one Rumor Card at a time. You may acquire a new Rumor, but must choose which one to keep. Shuffle rejected rumors back into the deck.

Rumors typically require you to go to a specific port or Sea-Zone and roll either *Influence* or *Scouting* during a "port" or "scout" action (indicated with a skill icon). When taking the required action, present the rumor and roll the skill required. If you fail the roll, the rumor was false and the card is discarded. If successful you obtain what was promised by the rumor. Then discard the card unless stated otherwise (Like the *Forged Documents* rumor below).

Glory Point! When a rumor is found to be true and its effect has been resolved, you get a Glory Point and therefore also a Glory Card (see "Glory Cards" on page 12)

Claim A Mission

The mission deck is full of different missions offered by various personalities in the game, such as Governors, nobles, merchants and pirates.

At the top of every Mission Card you will see listed:

Earn: The amount of Gold or other benefits you can earn.

Req: Requirements to **claim** the mission.

Location: The port where you can claim the mission.

If you attempt to take a mission, but fail (for instance, failing an *Influence* roll), then unless stated otherwise the mission stays in play. A new attempt to take the mission (or another mission in the same port) can be made next turn during a new "port" action.

When you have claimed a mission, put it face-up on your Player Board. Then draw a new mission from the Missions Deck and place the new mission at the location listed on the card. That way there are always two available missions throughout the game. You can only have one mission at a time, but can discard a mission upon claiming a new one.

Glory Point! Completing a mission earns you a Glory Point, and therefore a Glory Card (see "Glory Cards" on page 12)

Stash Gold

When in your home-port you may stash all or part of the Gold you have on your ship by placing it in your stash container. When stashing, you are hiding your Gold in a safe location where other players can't touch it. Every 10 Gold you stash secretly counts as 1 Glory Point. *Remember: only half of the winner's points may come from stash!*

You must declare to the other players when you stash Gold, but you don't have to tell them how much you are stashing. Likewise, the total amount of Gold you have stashed through the game is secret as well.

The only time you are required to let the other players see how much Gold you have stashed is when you declare that you have 10 Glory Points.

When you are in your home port you may freely spend Gold from your stash or move it onto your ship.

Tip: Stash or spend your Gold when you can to avoid sailing around with too much Gold onboard. If you get sunk you would lose all that Gold, or even worse; another player can take your Gold if he boards and defeats you. This means in one swift blow he would gain a Glory Point and potentially a few more when he stashes all your hard earned Gold. If you start feeling the pressure and you are far from your home-port, perhaps upgrading to a larger ship might be worth considering.

Merchant Raids

Merchant Tokens

Merchant Tokens are used to represent merchants that can be engaged and plundered. As the merchants are raided the Merchant Tokens are removed from the board and placed face-down on the Merchant track found on the game board.

If the track contains 8 Merchant Tokens at the beginning of a turn (prior to drawing an Event Card), then blindly distribute them face-down so that each Sea-Zone again has one.

Merchant Nationality

After declaring your intent to "scout" for a merchant, you roll your *Scouting* skill. If successful, **you remove the Merchant Token from the Sea-Zone** and reveal the nation on its flip side. The nationality of the merchant is then either that on the token, or of the Sea-Zone you are in (i.e. Spanish if in the Santo Domingo Sea-Zone). You decide which of the two, and ultimately if you want to engage the merchant at all. You may wish to let it sail away if the nations you can choose between are nations you don't want to mess with (the token is still removed and placed on the Merchant track).

Merchant Raids

Important: You can only perform a **Merchant Raid** if none of your ship's hit-locations are destroyed (i.e. have been reduced to zero).

Merchant Raids are performed by drawing Cargo Cards. The Cargo Cards you draw determine if the raid is successful, what cargo is onboard and how much Gold you will plunder from the ship you raid. Go through the following steps:

1) Draw 3 Cargo Cards and place them face up in front of you.
2) Roll your Captain's *Seamanship* (✠)
3) One at a time you *may* use each success to:
   - **Draw** an additional card
   - **Discard** a card or
   - **Exchange** a card

Note that it is completely permissible to draw an additional card, and then use another success to discard or exchange the newly drawn card. Both discarded and exchanged cards are placed in the Cargo Card discard pile and are ignored.

Now determine if the raid was successful by referring to the icons in the lower right corner of the remaining cards.

Hit Icon: Each Hit Icon inflicts a point of damage to your ship. The damage is inflicted to the location written within the Hit Icon. If your Hull is destroyed your ship sinks and your Captain dies. If any other location is destroyed you survive, but the raid fails, and further hits to a destroyed location are transferred to your ship's hull.

Escape Icon: If the final number of Escape Icons equals or exceeds your ship's Maneuverability, then the merchant managed to escape. (Hits from hit-icons are still applied)

*Note: half of the cards have an **Escape** and half have a **Hit**.*

If the merchant did not escape or destroy one of your hit-locations, then your raid was successful.

On each of the remaining cards you will see a number ranging from 1-5 (3 being the most common value). These numbers are called "Plunder Value" and equal the amount of Gold you raid. Additionally, you may keep any of the remaining Cargo Cards you have room for.

Glory Point: If you successfully plunder a merchant for 12+ Gold you gain a Glory Point and therefore Glory Card! (see "Glory Cards" on page 12)

Special Weapons during Merchant Raids

After rolling your *Seamanship* skill you may spend a Special Weapons token to convert a failed die into a success. You may spend several tokens on the same roll if you wish. It makes no difference which type of token

you spend – they have the same effect when spent during **Merchant Raids**.

As each Special Weapons token costs 3 Gold it can be quite expensive, but they can mean a huge difference.

Example: Frederico da Silva decides to make a **Merchant Raid**. He draws these three Cargo Cards and makes one *Seamanship* success.

He may use that success to draw an additional card, discard a card or redraw and replace one of the above. There is no chance of the ship escaping since only one Escape icon came up (on the Rum card) and Frederico's Sloop has a Maneuverability of 4.

As it stands now, his Sloop takes two hits, one to its "Masts" and one to its "Cannons." As his Sloop only has one Cannon it means his "Cannons" hit-location is destroyed thus resulting in a failed raid.

For that reason the only sensible thing do to is to either discard the Tobacco Cargo Card or draw a new one in its place. Frederico does the latter.

While the new card has a Plunder Value of 5 he takes a hit to his Sloop's "Cargo" meaning he can keep one less Cargo Card. However the raid ends a success and keeping the Gold and one Cargo Card is better than nothing! He plunders 10 Gold and decides to keep the Rum card as Rum is 'in demand' in a near-by port. Unfortunately he does not get the 12 Gold needed to get a Glory Point.

Bounties & Rewards

Getting Bounties

Bounty Tokens are used as indicators of how wanted you are by the authorities.

You get a Bounty *immediately* after:

1) Starting combat with a non-pirate ship (This includes **Merchant Raids**)
2) Defeating a Naval ship (Sinking it or winning Crew Combat)

The Bounty you get is always tied to the nation violated. So when engaging a Spanish Merchant you put a Spanish Bounty Token on your Player Board at the bottom of the "Bounty Track" where it says "1" – indicating you have 1 Spanish Bounty. Likewise if you engage a French (non-pirate) Player Captain you get a French Bounty and place it on the "1" space of the "Bounty Track".

When you get an additional Bounty from a nation, you move the token in question up the track. So when getting a second Spanish Bounty you move the Spanish token up the track from "1" to "2" – The French Bounty Token is unaffected and remains in place. The "Bounty Track" goes as high as "5" which is the maximum amount of Bounties you can have from any single nation.

Example 1: Two players are in the same Sea-Zone – one French and one English. At this point neither of them have any Bounties and are therefore 'non-pirates'. The French captain has a large amount of Gold on board which proves to be too tempting to the English captain. After a successful *Scouting* attempt he engages the wealthy player and immediately receives a French Bounty due to the criteria "Starting combat with a non-pirate ship". This means that before any dice are rolled the English captain is now officially a pirate. So as the battle begins, the wealthy French player can fight him off without getting a Bounty himself.

Example 2: A pirate player "scouts" and declares he wishes to make a **Merchant Raid**. He flips the Merchant Token and sees that he has found a Spanish merchant. The player then announces that he wishes to go through with the Merchant Raid and thus immediately gets a Spanish bounty.

Example 3: In a bold move a player chooses to engage a Dutch Naval ship. This immediately gets him a Dutch Bounty as the Naval ship is regarded a 'non-pirate'. The player also manages to win the battle and defeats the Dutch Naval ship. This gains him yet another Dutch Bounty due to the criteria "Defeating a Naval Ship"!

Effects of Bounties

Generally, you cannot enter ports belonging to the nations you are wanted by. However, you can always enter your home-port and the pirate infested port of Port Royale allows you to enter for a small fee or an *Influence* roll (as described in the Sea-Zone info text on the board).

Wanted by the Authorities: Naval Ships will attack you (see "Hunt Priority" on page 13).

Pirate Truce: NPC Pirate ships will no longer attack you (see "Hunt Priority" on page 13).

Worth a lot of Gold: The amount of Bounties you have from one nation indicates how much Gold that nation is willing to pay for your head – 5 Gold per bounty. Thus the more Bounties you have the more attractive it is for the other players to hunt you down (see "Rewards" below).

Removing Bounties

Generally speaking, once you get a Bounty your Captain is stuck with it. However, a few Glory Cards and Event Cards let you pay Gold to be pardoned. Likewise a few rumors or missions offer you some form of pardon.

When you reduce a nation's Bounty to zero you may remove that nation's Bounty Token from your Player Board. This indicates that you are completely pardoned by that nation and can play as if you never had a Bounty from that nation.

Rewards

Defeating a player pirate can be a quite profitable business. For each Bounty a nation has put on a Captain's head it is willing to pay 5 Gold for his demise. After defeating a pirate player you can immediately claim 5 Gold per bounty from **one** of those nations (you cannot get a reward from a nation that has a bounty on your head, or which your nation is at war with).

Example: You have just defeated a Pirate player with 3 Bounties from Spain and 1 from England. Claiming the 15 Gold reward from Spain would be nice, but since you have a Bounty from Spain yourself, you can only choose to claim the 5 Gold reward from England.

Rewards when defeating NPC Pirates

Defeating an NPC pirate earns you a reward based on ship type (on the assumption that the bigger the ship the bigger the crimes). Defeating the Pirate Sloop earns you 5 Gold and defeating the Pirate Frigate earns you 15 Gold. Only *non-pirates* can claim such a reward.

Glory Cards

Getting Glory Cards

You get a Glory Card whenever you get a Glory Point. As explained in "Winning The Game" on page 3, you get Glory Points and thus Glory Cards for:

- Defeating a Player or NPC
  (Defined as surviving and winning naval- or crew-combat)
- Selling 3+ Cargo Cards at a port where the goods sold are 'in demand'.
- Plundering 12+ Gold in a **Merchant Raid**
- Completing a Mission
- Finding a Rumor to be true
- Buying a Galleon or Frigate
  (Only once per Captain)

Glory Cards can be played to help your Captain or make things troublesome for your opponents.

You are limited to a hand-size of 4 Glory Cards. You may still draw a fifth card and decide which of the five cards to discard. At this point it is forbidden to play Glory Cards, regardless of what the card says. In other words, you may not draw a fifth card and then play it or any of the other cards on your hand. You must first decide which 4 cards to keep.

Playing Glory Cards

Unless stated otherwise on the card, you can play Glory Cards freely during your turn, except during combat. Here only cards meant for combat can be played (see "Combat" on page 14).

Some cards are played during another players turn. If you wish to play such a card then announce it when the card says it must be played (without revealing the specific card). Other players may now announce if they also wish to play cards at this point. Players place their announced cards in front of them. Resolve the cards in turn order, starting with the current player. A player may decline to play his announced card once it's his turn, but must reveal the card he intended to play.

Specialists

Some Glory Cards (and a small number of missions and rumors) give you the option of hiring Specialists. Specialists are masters of their trade and enhance your Captain's ability to stay at the top of his game.

There are 8 types of Specialists. Carpenters, Gunner Captains, Master Gunners, Surgeons, Lookouts, Masters-at-Arms, Pursers and Sailing Masters. There are two of each type available in the Glory Card deck.

On each Specialist Glory Card is listed what you need to do or pay in order to hire them. Once hired, place the card face up on your Player Board.

You may employ any number of Specialists, but only one of the same type.

Non-Player Captains

*Non-Player Captains (*NPCs*) are Captains and ships not belonging to any player.* NPCs *can be either Naval ships or Pirate ships and are physically present on the Game Board as plastic miniatures. The following describes all the rules governing their behavior.*

Bringing NPCs Into Play

NPCs are brought into play by Event Cards, such as the "Dutch Naval Ship" and "Pirate Sloop". The Event Card deck holds 12 Admirals (3 of each nation) and 6 Pirates (3 Sloops, 3 Frigates). Each card holds information on the skill values of the Captains, which is why they are placed face up on a designated area on the board when drawn.

When such a card is drawn you follow the instructions on the card. Basically, it tells you to place an NPC ship in a specific Sea-Zone *at the end of the turn.*

To tell the brown Naval ships apart, a large Naval Token is placed below each one as they enter the game. The Pirate Frigate and Sloop are black and need no tokens as they are distinguishable from Naval ships and from each other.

There can only be one Naval ship from each nation in play at a time, and at most two pirates – the Sloop and the Frigate.

If you draw an Event Card of a ship already in play, you (at the end of the turn) place that Event Card on top of the old one and move the miniature to the Sea-Zone of the new card. This represents that the previous ship was called to duty elsewhere. If the new Captain dies, he is replaced by the card below it and the miniature is moved back to that Captains home-port – again, at the end of the turn. If there are two cards below it, then randomly draw one of them to determine who the replacement will be.

Example: The "Dutch Naval Ship" and its Admiral Philips van Almonde is drawn during the game. A brown Frigate with a Dutch Naval Token below it is placed in Curaçao. After a few turns a second "Dutch Naval Ship" is drawn. At the end of that turn, the new card is placed on top of the old Dutch Admiral card and the Dutch Frigate is moved from its current location to the one on the newly drawn card.

Later the Dutch Admiral is killed and his card is discarded. This means that Admiral Philips van Almonde re-enters the game at the end of the turn and his Dutch Frigate is moved back to Curaçao.

Hunt Priority

During the game NPCs will "Scout" for and move towards Player Captains living up to a set of criteria called **Hunt Priority**.

NPCs are *hostile* towards any player Captain living up to *one or more* of its Hunt Priorities.

Naval Ships hunt for:

1) Player Captains that have a Bounty from the Naval ship's nation.
2) Player Captains that have Bounties from other nations.
3) *If At War:* Player Captains of enemy nationality.

Pirate Ships hunt for:

1) Non-Pirate Captains with Gold on board.
2) Non-Pirate Captains with Cargo on board.
3) Non-Pirate Captains with no Cargo or Gold

Scouting

Hostile NPCs will "scout" for a target player immediately if one of the following occurs:

1) The Player moves into the Sea-Zone of a hostile NPC (including moving from port out to sea).
2) The Player starts his turn at sea in the same Sea-Zone as a hostile NPC.

If the NPC succeeds its *Scouting* roll a battle ensues (see "NPC Ships in Combat"). If the NPC survives, all its damage is repaired upon its next battle.

Note that the *Scouting* skill of Naval captains has an icon next to it. It means that the *Scouting* skill of the captain is either the value listed or a value equal to how many matching Bounty Tokens the target has – whichever is the highest. For instance if a player has 5 Dutch bounties a Dutch Admiral would have a *Scouting* skill of 5 vs. that Captain!

Rules for multiple NPCs in a Sea-Zone:

- All NPCs can share Sea-Zones. However:
  - NPC **pirates** in the same Sea-Zone as any Naval ships will not "scout" for players.
  - Two Man-o-Wars (brought into play by the "War" Event Card) in the same Sea-Zone do not "scout" for players.
- If multiple hostile NPCs in the same Sea-Zone find the same player, then determine the order in which the battles take place randomly (by shuffling the NPC Event Cards in question, and drawing them in random order).

NPC Movement

Half of the Event Cards feature three NPC icons at the top. These icons activate specific NPCs and move them in the order they are listed on the card (if they are present on the board).

Each NPC will move in the direction listed on its icon: North, South, East, West.

All Sea-Zones borders have directional letters printed on them. If an NPC *cannot move in the direction printed on the card, it will move clockwise to the next available Sea-Zone.*

Move the **French** Naval ship

Move the **Spanish** Naval ship

Move the **Dutch** Naval ship

Move the **English** Naval ship

Move the Pirate **Sloop**

Move the Pirate **Frigate**

Hunting Player Captains

An NPC will ignore a directional letter if it is in the **same** or **adjacent** Sea-Zone as a player living up to one or more of its Hunt Priorities. Instead it will move – or stay – so that it ends up in the Sea-Zone of the targeted player.

Example: A **Dutch** Naval ship in Basse-Terre is activated and supposed to move North. In Bridgetown, an adjacent Sea-Zone, a Pirate Player with an English bounty is located (in port, but that is of no consequence). This means the pirate lives up to the second Hunt Priority of the Naval ship. Therefore the Naval ship does not move North, but instead moves East so that it ends up in Bridgetown.

If several players within reach live up to an NPC's Hunt Priorities, it will move to the Sea-Zone with the player Captain living up the *most* to its 1st priority. If tied, move to the 2nd priority, and then the 3rd.

Example: A **French** Naval ship in Basse-Terre is activated and supposed to move south. However, two player Captains nearby live up to its Hunt Priorities. It will therefore ignore the instruction to move south and instead move towards one of the two players.

In Basse-Terre is a Player Captain with 2 **Spanish** Bounties and in Caracas is a player Captain with 1 **Spanish,** 1 **Dutch** and 1 **English** Bounty. None of the players live up to the French Naval ships 1st priority (pirates with French bounties) and are in that sense tied on the 1st priority. However both live up to its second priority and the Captain with the 3 Bounties from other nations does so the most. Therefore the French Naval ship moves to Caracas after its target.

In the event that two players tie on all criteria, then determine randomly who is targeted by draw of Captain Cards.

NPC Ships in Combat

NPCs in combat are controlled by another player with an interest in doing his or her best to secure victory. If there are any issues over who gets to control an NPC, then the player to the left of the player fighting the NPC controls it.

The player can freely control the NPC, with only one exception: **The "Flee" action may not be chosen unless the NPC has less Cannons or Crew than the Player Captain it is up against** (see "Combat" on page 14).

In the top-right top corner of the Game Board, you will find an area meant for placing cubes for NPC ships. Place a brown cube on the track of each hit-location so that it corresponds to the NPC ship in question (for instance a frigate would have a cube placed on the third space for all its locations). NPC ships that are not sunk or defeated are replenished once combat has ended. **You do not keep track of NPC damage from battle to battle.**

Combat

Naval Combat

1) Declaration:
Each player declares their combat action (aggressor declares first, and "Shoot" is the only available action the first round)

2) Seamanship contest:
Roll *Seamanship* to see who out-maneuvers the other and gets to perform his chosen action (+1 die to a Captain whose ship has a maneuverability that is 2 or more higher than his opponent's)

3) Action!
The winner of the *Seamanship* contest performs his chosen action:

- **Shoot:** Winner inflicts a hit with all "Cannons". Loses/ties result inflicts one hit per success.
- **Board:** Naval Combat ends. Crew Combat begins.
- **Flee:** Escape! *If your opponent made no successes.*

Repeat if Naval Combat hasn't ended.

Declaration

Once combat begins it continues a number of rounds until a Captain has lost or has escaped. Each round the players declare which combat action they wish to perform (starting with the aggressor i.e. the Captain that engaged the battle). The first round "shoot" is the only available action, but on the subsequent rounds players can choose one of the following actions:

- **Shoot:** Try to hit the enemy ship with cannon-fire.
- **Board:** Try to board the enemy ship.
- **Flee:** Try to escape from the battle.

Seamanship Contest

After declaring an action, each player rolls his Captain's *Seamanship* skill in what is called a *Seamanship* contest. The Captain who wins the roll (rolls the most successes) out-maneuvers his opponent and gets to perform his selected action. If no Captains get any successes, no one wins – proceed to the next round.

Resolve ties by adding up the numbers on the dice that did not come up as successes. If still tied, then proceed to the next round (after inflicting cannon hits, if any).

Add 1 die to a Captain's *Seamanship* skill, if his or her ship has a Maneuverability that is 2 or more higher than the enemy ship.

Action!

(*Win, tie* or *lose* refers to the *Seamanship* contest roll)

Shoot *Win:* Inflict a hit with all your "Cannons".
Tie or Loss: Inflict a hit with each die that came up a success (up to the number of "Cannons" on your ship).

Board *Win:* You board the enemy ship. Naval Combat ends – proceed to Crew Combat*.

Flee *Win:* If your opponent made no successes, then you escape the battle and combat ends.

** Cannon-hits, if any, are applied before you manage to board. Proceed to Crew Combat unless your ship is sunk (you die), or you lose your last "Crew" (in which case the Naval battle continues).*

Example: You win the first *Seamanship* contest and hit with all three of your Frigate's cannons. In spite of losing the contest, your opponent (who also chose to "Shoot") made two successes. However, his Sloop only has one Cannon and therefore only inflicts one hit rather than two. Next round you "shoot" again, and your opponent tries to "board" you. You make one success and he makes two successes and wins the contest. Before being boarded you get to inflict your single hit. The hit destroys your opponent's "Masts", but it is too late – you have been boarded!

Tips:

- Shoot is the action most likely to generate a result, since hits may be inflicted even if the *Seamanship* contest is lost.
- Boarding is neutral in terms of chances of success.
- Flee is the hardest action to perform since to escape it requires that your opponent made no successes.

Hit-Locations & Damage

In order to determine hit-location, a die is rolled for each cannon that hits its target. All locations except "Hull" have a number next to them and when that number is rolled, the location is hit. For every ☠ rolled, the target decides which of the five locations is hit (unless the attacker chooses to use any Special Weapons – see opposite page). Inflict the "number" hits first and then the ☠ hits.

A hit-location cube is moved down 1 step for each hit received (i.e. rolling two 2s means your opponent moves the "Masts" hit-location cube down **two** steps). When a cube is moved below 1, the cube is removed and the location is considered "destroyed". *Further hits to destroyed locations are transferred directly to the ship's Hull!*

Damage to- and destruction of locations has the following effects:

Hull: If destroyed, your ship sinks. You lose the battle and your Captain **dies**.

Cargo: Each point of damage means your ship can carry one less Cargo Card. Cargo Cards in excess of your cargo capacity are randomly removed.

Masts: If destroyed, you only roll one die during *Seamanship* contests and can only select the "shoot" action.

Crew: If destroyed, you can't select the "board" action and automatically lose Crew Combat once it begins.

Cannons: You inflict one less hit for each point of damage. If destroyed, you can't inflict any cannon-hits.

If you survive combat with *destroyed* hit locations, it is assumed that your remaining seamen make enough basic repairs to move around on the Game Board. However, if you are engaged again you are still subject to the effects of any destroyed hit locations. In other words, your ship works well enough to get around (typically going to port for repairs), but remains crippled in a combat situation. Additionally, you cannot make any **Merchant Raids** with destroyed locations.

Hits inflicted by two players the same round are inflicted simultaneously. A player therefore gets to inflict hits even if sunk, or if he/she loses any cannons.

Crew Combat

Crew Combat takes place immediately after one player boards another (or as a result of some rumors or missions).

Every round both Captains roll their *Leadership* skill simultaneously. Each success inflicts a hit to the enemy crew. The maximum amount of hits you can inflict in a round is equal to how many "Crew" you have (prior to rolling).

Captains who lose all their "Crew" lose the battle, die, and the winner may plunder the ship (see "Plunder" on page 15).

Note: If both Captains lose their last "Crew" the same round, the battle is won by the Captain who made the most successes. Resolve ties by adding up numbers on the dice that did not come up as successes. If still tied, combat ends with no winner.

Glory Cards During Combat

Player Captains participating in battles may play Glory Cards with combat effects. The cards state when they are supposed to be played and at that time a player can declare the intent to play a card. If the opponent is another player Captain, he too may then declare he wishes to play a card with a similar timing. Cards are then resolved (aggressor's card first). Then, if no new cards with similar timing are declared, the battle continues.

Special Weapons

There are three types of Special Weapons. "Grappling Hooks" used to increase the chance of boarding, and "Grape Shots" and "Chain Shots" that are used for better control over which hit-locations you hit.

You may have only **one** of **each** Special Weapon token.

Grappling Hooks: After a *Seamanship* contest roll where you choose to "board", you may spend (discard) your Hooks to re-roll any number of your dice.

Chain-shots & Grapeshots:
Normally rolling a ☠ for hit-location, means that the target gets to decide where the hit is inflicted. Change that by spending (discarding) either a Chain- or Grapeshots token after rolling hit-locations.

Chain-shot: Each ☠ you rolled inflicts a hit to your enemy's "Masts". *Hits to a destroyed "Masts" location are never transferred to "Hull" in a round where you used Chain-shots.*

Grapeshot: Each ☠ you rolled inflicts a hit to your enemy's "Crew". *Hits to a destroyed "Crew" location are never transferred to "Hull" in a round where you used Grapeshots.*

Example: A player in a Frigate hits another ship with 3 cannons. He rolls three dice and rolls two ☠ and a ⚀ (i.e. two hits to locations of the target's choice and one certain hit to "Crew"). First the hit to "Crew" is inflicted, then the two ☠ hits are inflicted. Rather than letting the target decide where the two hits go, the player spends his Grapeshot. The two rolls of ☠ are then converted into hits to "Crew" – a devastating total of three hits to "Crew". As the target only had two "Crew" to begin with, the location is destroyed. However, the third hit to the destroyed "Crew" location is not transferred to "Hull" as normal since Grapeshots were used.

See page 10 for information on how Special Weapons are used during **Merchant Raids**.

Plunder

Plundering Player Captains

If you defeat a player in Crew Combat (regardless of who initiated the boarding), you *may* take the player's:

- Gold on board
- Glory Cards
- Cargo Cards
- Rumor Card
- Special Weapons
- Ship (see claiming ships)
- Specialists (see below)

Any employed "Specialists" can be transferred to your ship at no cost. Discard any specialists you can't (or don't want to) employ. If the player was a pirate, you get a reward based on how many bounties the defeated player had (see "Bounties & Rewards" on page 11).

Any Mission Card the player may have had is discarded.

Plundering Naval Ships

When you win Crew Combat against a Naval ship (no matter who initiated the boarding) you:

- Draw 3 Cargo Cards and get an amount of Gold equal to the Plunder Value on the drawn cards.
- Randomly discard a Cargo Card for each hit the Naval ship took to its cargo. The remaining goods are yours to keep.
- Keep the ship, if you wish (see "Claiming Ships" below).

Plundering NPC Pirates

The pirate Frigate and Sloop have no cargo or Gold onboard. However, if you are a *non-pirate* and you defeat a pirate ship (sink it or win Crew Combat), you get a Gold reward.

- **5 Gold** for defeating a Sloop
- **15 Gold** for defeating a Frigate

Claiming Ships

When you win a boarding battle over an NPC or Player, you may discard your current ship and claim the one you fought. You may transfer: Cargo, Special Weapons, Gold and all your cards freely to the new ship. However, Ship Modifications cannot be transferred! (see "Buy Ship Modification" on page 8 for information on how to redistribute Ship Modifications from a ship that you discard).

Dying & Retirement

If your Captain dies you must discard:

- Your Captain
- Your Cards
- Your Ship
- Your possessions on the ship (Special Weapons, cargo, Gold)
- Your Bounty Tokens

You draw a new Captain with which you continue on your next turn. If you died on another player's turn, you simply enter the game again when it's your turn.

Your new Captain is imagined to have advanced as far in his career as your previous one. For that reason you keep the number of Glory Points you have and any Gold you may have stashed (now located in the home-port of your new Captain).

Follow the Player Board setup instructions on page 5, with two important differences:

1) If there is a pirate NPC located in the Sea-Zone of the Captain you draw, you may draw another.
2) You only receive 10 Gold from the game if you have no Gold stashed. If you have less than 10 Gold stashed, you take all the Gold you can from your stash and the game will supply you with the remaining Gold up to 10.

Retirement

If you grow tired of your Captain, or end up broke and with a heavily damaged ship, retiring may be a sensible option.

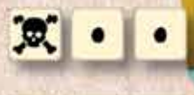
To retire you must start your turn in a port and retire before performing any actions. Then, on your next turn, you go through the same steps as when dying, after which your new Captain starts his adventures.

A Combat Example

Naval Combat

Round 1

Felipe was the one to attack Frances, so Felipe declares his action first. The first round, only the "shoot" action is available.



Felipe has a *Seamanship* skill of 3. He rolls 3 dice and makes single success.

Frances rolls three dice as well. Two because of her *Seamanship* of 2 plus an extra die because her ship's Maneuverability is two higher than Felipe's Frigate (Normally a Sloops Maneuverability is only one larger than that of a Frigate, but Frances has bought the "Special Rigs and Sails" Ship Modification which increases her Sloop's Maneuverability by one).

They both make a success, but Frances wins the roll since her other dice add up to a higher number than Felipe's (5 vs 2).

As a result both Felipe and Frances inflict one cannon hit. Had Felipe won the roll he would have hit Frances' Sloop with all three of his Frigate's cannons. Frances wins the roll but only inflicts one hit since her Sloop only has one "Cannon". They both roll a die to determine hit location. Felipe rolls a • which corresponds to the "Cargo" hit-location, and Frances rolls a ⁝ – "Crew".

Felipe immediately uses his Special Ability of "re-locating one hit per battle", and redirects the hit to his "Cargo".

Round 2

Felipe declares to "shoot", and Frances decides to try to "Flee" since she is badly outgunned.

Felipe rolls:

Frances rolls:

Once again they roll an equal number of successes and once again Frances wins due to a higher total on the remaining dice. However, for Frances to escape the battle it would have required that Felipe made no successes at all. But winning the roll was not without its benefits. Felipe still only hits with one cannon rather than three (had he won). Felipe rolls for hit-location and rolls a ⁝⁝, matching the "Cannons" hit-location on Frances' Sloop. Frances can no longer shoot as her "Cannons" location is destroyed.

Round 3

Felipe declares to "shoot" and Frances tries to "Flee" once more.

Felipe rolls:

Frances rolls:

Vs.

Felipe wins the roll and this time inflicts three hits. He rolls three dice to determine hit-locations.

He rolls:

"Cargo" (The second to that location – it is now destroyed)

"Cannons" – This location was already destroyed, and therefore the hit is transferred to Frances' "Hull". Another hit to "Hull" and Frances will be sent to Davy Jones's Locker!

Normally Frances would be allowed to decide where the last hit goes (as a skull was rolled). However, concerned Frances might escape, Felipe spends his "Chainshot" token to direct the hit to Frances' "Masts".

Round 4

Felipe "shoots" again and Frances decides that her best chance of survival is to "Board" Felipe's ship.

Felipe rolls:

Frances rolls:

Frances loses the roll, which results in another three hits from Felipe's Frigate – completely devastating. However Frances has a trick up her sleeve. She decides to use her "Grappling Hooks" which allows her to re-roll any of her dice when attempting to "board". On her re-roll she makes two successes and manages to board Felipe's ship. Before Crew Combat begins, Felipe gets to inflict his one hit. Rolling a ⁝ he hits and destroys the "Masts" on Frances' sloop. However, this does not affect Frances' boarding (unlike if her "Hull" was hit again). Crew Combat begins.

Crew Combat

Felipe and Frances now roll their *Leadership* skill. Hits to "Crew" are inflicted on successes. Felipe has a *Leadership* of 2 and Frances has a *Leadership* of 3. Conversely Frances only has two "Crew" while Felipe has three.

Round 1

Felipe rolls:

Frances rolls:

Felipe inflicts one hit to Frances, and Frances inflicts two hits to Felipe (Even though she made three successes she can only inflict two hits as she only has a "Crew" of two).

Both now have one "Crew" left.

Round 2

Felipe rolls:

Frances rolls:

Both Frances and Felipe inflict a hit to the others "Crew". The result would be that both get their "Crew" reduced to zero. Felipe would win as he made the most successes.

However Frances is up to her tricks again. She declares she wishes to play a Glory Card. Felipe may now declare the intent to play a card at this point in the battle, but declines (he has no relevant cards).

Frances plays the "Crew Combat Re-rolls" card. This allows her to re-roll any of her own or an opponents dice during Crew Combat. She forces Felipe to re-roll. He makes no successes the second time around. Now Felipe has a card to play. He plays the "Fast Learner" card which allows him to duplicate the text of a recently played card.

He re-rolls again:

Both have made a single success, but Frances wins the tie (the sum of her other dice is 5 while Felipe's is 2).

Frances wins the battle.