

SERENISSIMA

Setup

with 2 players: 12 rounds, Venice & Genoa or Spain & Turkey;

with 3 players: 10 rounds, no Turkey; **with 4 players:** 8 rounds

2 galleys (at capital), **10 sailors** (among galleys & capital as desired), **2000 ducats** (3x500, 5x100)
each galley must always have at least one sailor or it is lost/sinks; max five goods and/or sailors

Phases

1) **Advance turn marker** and **players bid for turn order** (roll dice for to break ties)

2) **Actions** (in turn order but actions performed in any order)

Purchase goods (any quantity but must have room in galley):

if own or neutral port: 100 ducats per good

if other player port:

a. seller offers first: 100-300, or up to 1000 w/monopoly

b. buyer accepts or counteroffers

c. seller accepts or refuses

d. buyer's last chance to accept

Build fort: 500 ducats + wood and gold

Build galley: 500 ducats + wood and iron

Recruit: 100 ducats per sailor (max = # of goods in warehouse)

Reorganize: any sailors/goods in same space

3) **Movement**

In turn order, galleys move up to one space per sailor on board.

If opposing galley(s) in space, must get permission to pass. (variant: *only if more sailors*)

Without permission, movement ends in same space.

4) **Combat** (in turn order, but not compulsory)

a. declare attacking galley and target (neighboring port or galley in same space)

b. both players roll dice:

(sailor count + die roll / 3) rounded down = number of sailors lost

if fortified port, divide by 4 instead

c. attacker may continue or end combat

If all sailors are lost on galley, victor may sink it or claim it (with at least one sailor).

Victor may claim goods from defeated galley before sinking, except port defender may not claim defeated galley or goods. Important: Attacker may not claim defeated port until next phase.

5) **Take control of ports**

In turn order, claim unoccupied ports with sailors from adjacent galleys.

6) **Sale of goods and Income**

In turn order, sell goods to ports only where they are not present or produced.

Sale price is 100 ducats x lowest number position in warehouse

(variant: *no income for sales to owned ports*)

“New Market” bonus is +500 ducats (or +1000 in capital port)

if commodity is not present and not produced in any of opposing player's ports.

Collect end-of-round income: 300 ducats for retaining capital

Scoring

10 pts for retaining capital

1 pt per 500 ducats

full warehouses: 10 pts/large, 5 pts/medium, 2 pts/small

1 pt per other warehouses (not full)

(variant: *1 pt per galley or fort*)