

Another boardgame player aid by

# Universal Head

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Game: <b>LETTER OF MARQUE</b> Pub: <b>©2010</b> <b>Fantasy Flight Games</b>	<b>v1</b> <b>Jul 2010</b>
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For best results, print on card,  
lamine and trim to size.

# LETTER OF MARQUE

## SET UP

Each player chooses a player color and takes their 5 **ships**, 5 **treasure cards**, and 3 **cannon cards**.

Shuffle your 5 treasure cards and place them facedown in front of you, forming your draw deck. Place your 3 cannon cards and 5 ships next to your draw deck, keeping the bottoms of the ships hidden from other players.

## PRELIMINARY TURN

Simultaneously, each player draws a card from the top of his treasure deck and places it faceup in the center of the play area.

Each player then selects a ship from his reserve and places it on top of his faceup treasure card, keeping the value of the treasure card visible.

A ship with a treasure card placed in the center of the play area is considered **at sea**. Only the ship's owner knows whether it is **armed** or **defenseless**.

The player with the lowest value treasure under his ship at sea takes the first turn. Break ties randomly.

Gameplay then proceeds clockwise around the table, with each player taking a turn.

## DEFENSES

A ship base with a **cannon symbol** indicates the ship is *defended*, and a **blank base** indicates the ship is *defenseless*.

Each player should keep the bottoms of their ships hidden from other players. You may always look at the bottom of your own ships.

## A PLAYER'S TURN

During your turn, you must take one of the following 4 actions:

**A ship leaves:** Draw the top card from your treasure deck and reveal it.

Choose a ship from your reserve and places it on the treasure card, keeping the treasure value visible.

Then place the new ship and card in the center of the play area; they are now considered *at sea*.

**A ship arrives:** Choose one of your ships at sea. Take the treasure card from under the ship and place it faceup next to you in your **score pile**.

Remove the ship from the game without revealing whether it is armed or defenseless.

**Attack an opponent's ship:** Use a cannon card to designate an opponent's ship at sea to attack. A player without cannon cards may not attack another ship.

The attacked ship is flipped over and revealed to be armed or defenseless.

**If the ship is armed**, the attack fails. The ship is turned back upright and placed back on its treasure card. The defending player takes the cannon card of the attacking player and places it faceup with his score pile.

**If the ship is defenseless**, its treasure is captured; take the treasure card, place it in your score pile, and remove your cannon card from the game. The defending ship is removed from the game.

**Pass:** If you have no more treasure in your deck and no more ships at sea you may pass. You are not required to attack an opposing ship.

## END OF THE GAME

The game ends when there are no more ships at sea and no more treasure cards in any players' deck.

Each player adds the value of all treasure cards in his score pile (both his treasures and his opponents' treasures that he captured) to his total number of points.

He then adds 1 point for each opposing player's cannon card in his score pile. Unused cannon cards are not worth points.

**The player with the highest number of points is the winner.**

If there is a tie, the player with the highest number of cannon cards is the winner. If there is still a tie, the players share the win.