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Game: **MERCHANTS & MARAUDERS**

Publisher: **Z-Man Games (2010)**

MERCHANTS & MARAUDERS

SETUP

Shuffle all card decks and place them facedown near the board.

Randomly place 1 **demand token** faceup in each sea zone (except the *Caribbean Sea*), on one of the 2 square areas close to a port. The remaining tokens are put into a facedown pile.

Randomly place a **ship modification token** facedown in the second square area of each sea zone (except the *Caribbean Sea*).

Randomly place 1 **merchant token**, nationality side down, in each sea zone (including the *Caribbean Sea*).

Draw 2 **mission cards**, read them aloud and place each on the board in the sea zone listed on the card.

Place a cube from each player on number 0 of the **glory point track** and place 5 brown cubes near the **enemy table**.

Each player takes a **player board**, chooses a color and takes their 6 cubes and miniatures, plus a chest for stashed gold.

Each player secretly draws a **captain** from the captain deck. Place a ship in your hand: either a **sloop** (highly maneuverable and good for piracy) or a **flute** (vulnerable, capable merchant vessel). All players simultaneously reveal their captain and ship.

Take a **ship card** for your chosen ship and place it and your captain card on your player board. Place your chosen ship miniature on the board in the home port of your captain.

Draw a **glory card** and take **10 gold**. Place a cube on each **hit location**, matching the values on your ship card. **Hull** and **masts** correspond to **toughness**, while the other locations match the names of the other ship card values.

Take all the player's captain cards and draw one to determine the **starting player**; turns proceed clockwise from that player and this turn order is stays the same throughout the game.

Skill checks: Roll dice equal to your captain's appropriate skill value. To be successful you must roll at least 1 ⚔ icon.

TURN SEQUENCE

1. DRAW EVENT CARD

Draw an **event card**. If the card has any NPC icons at the top, these are resolved first. Then read the text aloud and resolve its effect. Put the card in a discard pile unless stated otherwise.

2. PLAYER ACTIONS

Players perform their actions, starting with the first player and proceeding clockwise. On your turn you may perform up to **3 actions** from among the following (you may combine actions):

A. MOVE

Use the **move** action to move your ship between adjacent sea zones or to and from ports (place it on the port). Each separate move equals an action. All ship types move the same.

B. SCOUT

Use the **scout** action to try to find and attack a ship in your sea zone. Announce which of the following you are scouting for:

A **player captain** in the same sea zone (not in port)

An **NPC** in the same sea zone

A **merchant** (merchant token) in the same sea zone

Roll your captain's **SCOUTING** 〰 skill. If successful, you find the ship you scouted for and a **battle** takes place. 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.

C. PORT

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

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; other activities may be performed in any order desired. 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** (shown on the demand token next to the port) can be sold for 6 gold per card. Sold cargo cards are placed faceup in the cargo card discard pile.

When you sell the good in demand, randomly replace the **demand token** with a new one from the pool. After changing the 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 (there are 8 different types) are the goods available to you this turn.

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

Select which cards you wish to buy, pay their cost, and put them facedown on your player board. If you buy any goods at a reduced price, verify your reduced price to another player, who may not disclose this information. Put the cards you don't buy in the discard pile faceup.

If you discard old cargo to make room for newly bought cargo, also discard them faceup. When the cargo deck runs out, shuffle it thoroughly and place it facedown.

If you buy goods in the same port 2 turns in a row, you only draw 3 cargo cards.

You may hold a maximum of 6 cargo cards in port.

Visit shipyard

At the **shipyard** you can buy **repairs**, **special weapons** and **ship modifications**. You can also buy a new ship and sell your old one.

Buy/sell ships: You must sell your old ship when buying a new one. Modify the sales price by +1 gold per ship modification, and -1 gold per point of damage (disregarding damage to crew). If you sell a ship with ship modifications, these now re-enter the game.

When you buy a new ship you bring the crew from your old ship.

The man-o-war cannot be bought or sold.

Buy special weapons: Special weapons can be bought in any port for 3 gold per token. You can only have 1 token of each special weapon, but all 3 if you wish.

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.

Buy ship modification: The only ship modification that can be bought in a given port is the one represented by its **ship modification token**. Facedown tokens are revealed in a port right after the port action is taken.

When you buy a ship modification take the token and place it on your player board on the corresponding area. The port now no longer sells any ship modifications.

You cannot buy more than one of each of the same type of ship modification. You can only transfer ship modifications from ship to ship in *St. John*. Most of the combat related ship modifications do not have an effect during merchant raids, but only during player vs. player or NPC battles.

When a player ship with ship modifications is sunk, sold or discarded, the player owning the ship must immediately distribute the ship modification tokens randomly, facedown, in any ports they choose currently without ship modifications.

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. If successful, draw 1 rumor card and place it facedown on your player board.

You may only have 1 rumor card at a time; if you get another, choose which to keep and shuffle the other back into the deck.

When taking the action on a rumor, roll the skill required. If you fail, the rumor was false: discard the card. If successful you obtain what was promised and then discard the card unless stated otherwise.

When a rumor is found to be true and its effect has been resolved, you get 1 glory point and a **glory card**.

Claim a mission

At the top of every **mission card** is 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, then unless stated otherwise it stays in play. A new attempt to take the mission (or another in the same port) can be made next turn during a new port action.

When you have claimed a mission, put it faceup on your player board, then draw a new mission from the mission deck and place the new mission at the location listed. You can only have 1 mission at a time, but can discard one upon claiming a new one.

Completing a mission earns you 1 glory point and a **glory card**.

Stash gold

In your home port you may stash all or part of the gold you have on your ship by placing it in your chest. **Every 10 gold you stash** *secretly* **counts as 1 glory point**.

Declare to the other players when you stash gold, but not how much. The total amount of gold you have stashed through the game is secret. The only time you must let the other players see your stashed gold is when you declare 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.

MERCHANT RAIDS

Merchant tokens

Merchant tokens can be engaged and plundered. As merchants are raided the tokens are placed facedown on the **merchant track**.

If the track contains 8 merchant tokens at the beginning of a turn (prior to drawing an event card), then blindly distribute them facedown so that each sea zone again has one.

If you successfully **scout** for a merchant, remove the merchant token from the sea zone and reveal the nation on its flip side. You then decide whether the nationality of the merchant is that on the token, or of the sea zone you are in. You may then choose to engage the merchant, or let it sail away (the token is still placed on the merchant track).

Merchant raids

You can only perform a merchant raid if none of your ship's hit locations are destroyed (reduced to 0). Perform these steps:

1. Draw 3 cargo cards and place them faceup 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 *or* discard a card *or* exchange a card.

After rolling your **SEAMANSHIP** skill you may spend one or more of any type of **special weapons token** to convert a failed die into a success.

You may draw an additional card, and then use another success to discard or exchange the newly drawn card. Both discarded and exchanged cards go in the cargo card discard pile; ignore them.

Determine if the raid was successful by referring to the icons in the lower right corner of the remaining cards:

 Hit: Each icon inflicts a point of damage to your ship, to the location listed. If your **hull** is destroyed your ship sinks and your captain dies. If any other location is destroyed the raid fails, and further hits to a destroyed location are transferred to your ship's hull.

 Escape: If the final number of escape icons equals or exceeds your ship's **MANEUVERABILITY**, the merchant escaped (hits from hit icons are still applied).

If the merchant did not escape or destroy one of your hit locations, your raid was successful. On each of the remaining cards the number between 1 and 5 is the **PLUNDER** value and equals the amount of gold you raid. You may also keep any of the remaining cargo cards you have room for.

Successfully plundering a merchant for 12+ gold earns you 1 glory point and a **glory card**.

BOUNTIES AND REWARDS

Put a **bounty token** on the **bounty track** on your player board immediately after:

a. Starting combat with a **non-pirate ship** (includes merchant raids)

b. Defeating a **naval ship** (sinking it or winning crew combat)

The bounty token should always match the nation violated. Place a nation's bounty token on the number on the track corresponding to the total number of bounties you have from that nation.

The maximum amount of bounties you can have from any single nation is 5 (the maximum number on the track).

Bounties are usually permanent, but some cards allow them to be pardoned. When you reduce a nation's bounty to 0 you may remove that nation's bounty token from your player board and play as if you never had a bounty from that nation.

Effects of bounties

You cannot usually enter ports belonging to the nations you are wanted by. However, you can always enter your **home port**, and *Port Royal* allows you to enter for a small fee or **INFLUENCE** roll.

Wanted by the authorities: Naval ships will attack you.

Pirate truce: NPC pirate ships will no longer attack you.

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). The more bounties you have the more attractive it is for the other players to hunt you down.

Rewards

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).

Defeating an NPC pirate sloop earns you 5 gold and defeating an NPC pirate frigate earns you 15 gold. Only non-pirates can claim such a reward.

GLORY CARDS

The object of the game is to gain 10 glory points.

Take a glory card whenever you get a glory point, for:

- Defeating a player or NPC (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)

You may have only 4 glory cards. You may still draw a fifth card and decide which card to discard (but cannot play a card until you've decided which 4 cards to keep).

Unless stated otherwise on the card, you can play glory cards freely during your turn, except during combat (when only cards meant for combat can be played).

To play a card that can be played during another player's turn, announce it when the card says it must be played (without revealing it). Other players may then announce if they also wish to play cards. Players place their announced cards in front of them and they are resolved in turn order, starting with the current player. You may decline to play your announced card once it's your turn, but you must reveal the card you intended to play.

Specialists

There are 8 types of **specialists**: *Carpenters, Gunner Captains, Master Gunners, Surgeons, Lookouts, Masters-at-Arms, Pursers,* and *Sailing Masters.*

On each specialist glory card is listed what you need to do or pay in order to hire them. Once hired, place the card faceup on your player board. You may employ any number of specialists, but only one of the same type.

NON-PLAYER CAPTAINS (NPCS)

NPCs are captains and ships not belonging to any player. They can be either naval ships or pirate ships and are present on the board as plastic miniatures.

NPCs are brought into play by event cards; place a drawn card faceup on a designated board area and place an NPC ship in the designated sea zone *at the end of the turn*.

Place a **naval token** below each brown naval ship to tell them apart. There can only be one naval ship from each nation in play at a time, and at most 2 pirates (the sloop and the frigate).

If you draw an event card of a ship already in play, at the end of the turn place that card on top of the old one and move the miniature to the sea zone of the new card. If the new captain dies, they are replaced by the card below it and the miniature is moved back to that captain's home port (at the end of the turn). If there are 2 cards below it, randomly draw one of them to determine who the replacement will be.

Hunt priority

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:

- Player captains with a bounty from the naval ship's nation.
- Player captains with bounties from other nations.
- **If at war:** Player captains of enemy nationality.

Pirate ships hunt for:

- Non-pirate captains with gold on board.
- Non-pirate captains with cargo on board.
- Non-pirate captains with no cargo or gold.

Scouting

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

- The player moves into the sea zone of a hostile NPC (including moving from port out to sea).
- The player starts their turn at sea in the same sea zone as a hostile NPC.

If the NPC succeeds its **SCOUTING** roll a battle ensues. If the NPC survives, all its damage is repaired upon its next battle.

The **SCOUTING** skill of naval captains has an icon next to it which indicates that the captain's **SCOUTING** skill is either the value listed or a value equal to how many matching bounty tokens the target has — whichever is the highest.

All NPCs can share sea zones. However, NPC pirates in the same sea zone as any naval ships will not *scout* for players; 2 man-o-wars in the same sea zone do not *scout* for players; and if multiple hostile NPCs in the same sea zone find the same player, determine the order in which battles take place by shuffling the NPC event cards in question and drawing them in random order.

NPC movement

Some event cards have 3 NPC icons which 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: **N**orth, **S**outh, **E**ast, or **W**est.

Sea zone 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.

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.

If several players within reach fulfill a 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. If two players tie on all criteria, 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 their best to secure victory. If there is a choice, 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.

In *The Enemy!* area on the board, place a brown cube on the track of each hit location so that it corresponds to the NPC ship. NPC ships not sunk or defeated are replenished once combat has ended.

COMBAT

NAVAL COMBAT

1. Declaration

Combat is over several rounds until a captain loses or escapes. Each round declare the combat action you wish to perform (the **aggressor** — the captain that engaged the battle — starts).

On the first round, **shoot** is the only available action. On subsequent rounds 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.

2. Seamanship contest

Each player rolls their captain's **SEAMANSHIP** ⚙ skill.

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

Add 1 die to a captain's SEAMANSHIP skill if their ship has a MANEUVERABILITY 2 or more higher than the enemy ship.

3. Action

The captain who rolls the most successes out-maneuvers their opponent and may perform their selected action. If no captains get any successes, no one wins—proceed to the next round.

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. Cannon hits, if any, are applied before you 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).
- **Flee win:** If your opponent made no successes, then you escape the battle and combat ends.

Hit Locations and damage

Roll a die for each cannon that hits its target. All locations except hull have a number: when that number is rolled, the location is hit.

For every ☠ rolled, the target decides which of the 5 locations is hit (unless the attacker is using any special weapons). Inflict the 'number' hits first and then the ☠ hits.

A hit location cube is moved down one step for each hit received.

When a cube is moved below 1, the cube is removed and the location is **destroyed**. Further hits to destroyed locations go directly to the ship's hull.

- **Hull:** If destroyed, your ship sinks. You lose the battle and your captain dies.
- **Cargo:** Each point of damage means your ship can carry 1 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 1 less hit for each point of damage. If destroyed, you can't inflict any cannon hits.

If you survive combat with destroyed hit locations, you may still move around on the board. However, if you are engaged again you are still subject to the effects of any destroyed hit locations. Additionally, you cannot make any merchant raids with destroyed locations.

Hits inflicted by 2 players the same round are inflicted simultaneously. A player therefore may inflict hits even if sunk, or if they lose any cannons.

CREW COMBAT

Crew combat takes place immediately after one player boards another (or due to 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.

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 IN COMBAT

Player captains in battles may play glory cards with combat effects stated on the card. If the opponent is another player, they too may then declare they wish 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

You may have only one of each special weapon token.

Grappling hooks

After a **SEAMANSHIP** contest where you choose to **board**, you may discard to re-roll any number of your dice.

Chain-shots and grapeshots

Discard either one of these tokens after rolling hit locations:

Chain-shot: Each ☠ 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 ☠ 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.

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, and specialists. 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. Any mission card the player has is discarded.

Plundering naval ships

When you win crew combat against a naval ship (no matter who initiated the boarding) 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, and you may also keep the ship if you wish.

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 reward: 5 gold for defeating a sloop and 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 crew, cargo, special weapons, gold and all your cards freely to the new ship, but ship modifications cannot be transferred.

DYING AND RETIREMENT

If your captain **dies**, discard your captain, your cards, your ship, your possessions on the ship (special weapons, cargo, gold), and your bounty tokens. Draw a new captain and continue on your next turn. Keep the number of glory points you have and any gold you have stashed (now located in the home port of your new captain).

Follow the setup instructions; however if there is a pirate NPC located in the sea zone of the captain you drew, you may draw another. You only receive 10 gold from the game if you have no gold stashed, otherwise if you have less than 10 the game supplies you with the remaining gold up to 10.

You may **retire** your captain before performing any actions if you start your turn in a port. On your next turn, go through the same steps as when dying and start with a new captain.

WINNING

The first player to gain 10 glory points declares this, and the game ends after everyone has had their turn. If several players reach 10 in the same turn, the player with the most points wins; on a tie, the one with the largest stash wins.

The game ends immediately if there are no more event cards at the beginning of a turn or a captain dies and there are none left to draw. The player the with the most glory points wins.

MERCHANTS & MARAUDERS

WINNING

The object of the game is to gain 10 glory points.

The game ends immediately if there are no more event cards at the beginning of a turn or a captain dies and there are none left to draw. The player the with the most glory points wins.

TURN SEQUENCE

If the merchant track contains 8 merchant tokens, blindly distribute 1 facedown to each sea zone.

1. DRAW EVENT CARD

Resolve any NPC icons, then the card text.

2. PLAYER ACTIONS

On your turn you may perform **3 actions**:

MOVE

Move your ship between adjacent sea zones or to and from ports. Each move equals an action.

SCOUT

Scout for:
- A **player captain** in the same sea zone (not in port)
- An **NPC** in the same sea zone
- A **merchant** (merchant token) in the same sea zone

Roll your captain's **SCOUTING** skill. On a success you find the ship and a **battle** takes place. You may not scout for the same target twice during the same turn.

PORT

When you are in a port you may (once per turn):

Sell goods (must be your first port activity)

Sell **cargo cards** for **3 gold per card**. **In demand** goods can be sold for 6 gold. Replace the **demand token** (you cannot sell any more goods that turn).

Buy goods

Draw **6 cargo cards** (3 if you buy in the same port 2 turns in a row). Discard and replace any featuring the good in demand.

Base price per cargo card is 3 gold. If you draw 2 of the same good, the price is 2 gold per card; if you draw 3 or more of the same good, the price is 1 gold per card.

Select and pay for the cards you wish to buy. You may hold a maximum of 6 cargo cards in port.

Visit shipyard	Buy	Sell
Sloop	10	5
Flute	10	5
Frigate	35	10
Galleon	35	10
Repairs (per point of damage)	2	-
Ship modification (cannot sell separately)	3	1
Special weapons (per token)	3	1

Buy/sell ships: Sell your old ship when buying a new one. Modify the sales price by +1 gold per ship modification, and -1 gold per point of damage (not crew damage). If you sell a ship with ship modifications, these re-enter the game. When you buy a new ship, bring the **crew** from your old ship. The **man-o-war** cannot be bought or sold.

Buy special weapons: You can only have 1 token of each.

Repair: Repairs damage to all locations except **crew**.

Buy ship modification: The only ship modification that can be bought in a given port is the one represented by its **ship modification token** (revealed after the port action is taken). When you buy it the port no longer sells any modifications. You cannot buy more than one of each of the same type.

Recruit

On a successful **LEADERSHIP** roll 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. If successful, draw 1 **rumor card**. You may only have one at a time.

Claim a mission

Attempt to claim a mission at your current port. If you succeed, take the card then draw a new one and place it at the location listed. You may only have one at a time.

Stash gold

Home port only: Stash or spend in your chest, or move gold onto your ship from it.

HUNT PRIORITY

Naval ships hunt for:
- Player captains with a bounty from the naval ship's nation.
- Player captains with bounties from other nations.
- **If at war:** Player captains of enemy nationality.

Pirate ships hunt for:
- Non-pirate captains with gold on board.
- Non-pirate captains with cargo on board.
- Non-pirate captains with no cargo or gold.

MERCHANT RAIDS

If you successfully **scout** for a merchant, reveal the token's nation, then decide whether its nationality is that, or of the sea zone you are in. You may then engage the merchant, or let it sail away (the token is always placed on the merchant track).

Merchant raids

You can only raid if none of your ship's locations are destroyed.

1. Draw 3 cargo cards faceup 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 or discard a card or exchange a card.

You may spend one or more of any type of **special weapons token** to convert a failed die into a success.

Hit: Each icon inflicts 1 damage to your ship. A destroyed **hull** means your ship sinks and your captain dies. If any other location is destroyed the raid fails; further hits to the location are hull hits.

Escape: If the final number of escape icons equals or exceeds your ship's **MANEUVERABILITY**, the merchant escaped (hits are still applied).

If the merchant did not escape or destroy one of your hit locations, your raid was successful. On each of the remaining cards the **PLUNDER** value is the gold you raid. You may also keep any of the remaining cargo cards you have room for.

PLUNDER

Plundering player captains: If you defeat a player in crew combat (regardless of who initiated boarding), you may take the player's gold on board, glory cards, cargo cards, rumor card, special weapons, ship, and specialists. If they were a pirate, take a reward based on how many bounties the defeated player had. Any mission card the player has is discarded.

Plundering naval ships: When you win crew combat against a naval ship (no matter who initiated the boarding) draw 3 cargo cards and get gold equal to the Plunder value on the cards. Randomly discard a cargo card for each hit the naval ship took to its cargo. You may keep remaining goods, and the ship.

Plundering NPC pirates: The pirate frigate and sloop have no cargo or gold. However, if you are a non-pirate and you defeat a pirate ship (sink it or win crew combat), you get 5 gold for defeating a sloop and 15 gold for defeating a frigate.

GLORY POINTS

Take a glory card whenever you get a glory point, for:

Defeating a player or NPC
(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)

Every 10 gold stashed counts as a glory point (up to 5 points in a 10 point game).

You may have only 4 glory cards. Unless stated otherwise, you can play them freely during your turn, except during combat.

You may employ only one of each type of specialist.

BOUNTIES AND REWARDS

Take a **bounty token** immediately after:

Starting combat with a non-pirate ship (incl. merchant raids)

Defeating a naval ship (sinking it or winning crew combat)

COMBAT

NAVAL COMBAT

1. Declaration
Each round captains declare a combat action (aggressor first): **shoot, board** or **flee**. On the first round, **shoot** is the only available action.

2. Seamanship contest
Roll **SEAMANSHIP** ⚙ skill. **Add 1 die to a captain if their ship has a MANEUVERABILITY 2 or more higher than their opponent's.**

3. Action
The captain who rolls the most successes may perform their selected action. If no captains get any successes, no one wins – proceed to the next round.

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: Naval combat ends. Any cannon hits are applied before you board. Proceed to crew combat.

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

Hit locations and damage

Roll a die for each cannon that hits to determine the location. For every ☠ rolled, the target decides which of the locations is hit (unless special weapons were used). Inflict the 'number' hits first and then the ☠ hits.

Further hits to destroyed locations go directly to the hull.

Hull: If destroyed, your ship sinks. You lose; captain dies.

Cargo: Each point of damage means your ship can carry 1 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.

CREW COMBAT

Each 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.

SPECIAL WEAPONS

Grappling hooks
After a **SEAMANSHIP** contest where you choose to **board**, discard to re-roll any number of your dice.

Chain-shots and grapeshots
Discard after rolling hit locations:

Chain-shot: Each ☠ 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 this.

Grapeshot: Each ☠ 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 this.

SHIP MODIFICATIONS

Extra hammocks: Add +1 to the ship's **CREW** value (the extra crew must be recruited). Crew can never exceed 5.

Advanced rigs and sails: Add +1 to the ship's **MANEUVERABILITY**.

Reinforced hull: Flip token to absorb 1 point of damage to any hit location. Repair the token for 3 gold in any port to refresh its ability.

Extended cargo hold: Add +1 to the ship's **CARGO** value. Move your cargo hit location cube up 1 step. Cargo can never exceed 5.

Chasers: Flip token to inflict a hit after you or an opponent declares the *Flee* action. Flip it faceup after combat has ended.

Extra cannon port: Add +1 to the ship's **CANNONS** value. Move your 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 1 hit to enemy crew on one or more successes. It does not matter who initiated boarding.

Long guns: Prior to the first round of naval combat, roll a die for each of your cannons. Inflict a hit for each success. Chain and grape shots cannot be used.

MERCHANTS & MARAUDERS

NPC SHIP MOVEMENT

Some event cards activate and move specific NPCs in the order they are listed on the card. Each NPC moves in the direction listed on its icon: **N**orth, **S**outh, **E**ast, **W**est. If an NPC cannot move in the direction specified, it moves clockwise to the next available sea zone.

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. It will instead move (or stay) so that it ends up in the sea zone of the targeted player.

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.

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
Specialists

If the player was a pirate, you can immediately claim **5 gold per bounty** from *one* of the nations that has a bounty on them (not from a nation that has a bounty on your head, or which your nation is at war with).

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.

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 reward:

5 gold for defeating a sloop; 15 gold for defeating a frigate.

PORTS

You cannot usually enter ports belonging to the nations you are wanted by. However, you can always enter your **home port**, and *Port Royal* allows you to enter for a small fee or **INFLUENCE** roll.

Basse-Terre
French naval ships may re-roll their **SCOUTING** rolls.

Bridgetown
Frigates, galleons & man-o-wars take a hit to their hull when entering port, unless a successful **SEAMANSHIP** roll is made.

Caracas
Draw 8 cargo cards.

Cartagena
Buy 3 or more goods to get 1 for free.
Merchant raid: No **SCOUTING** roll required if you wish to find a Spanish merchant.

Curaçao
Rumor rolls cost no gold.
Galleons and frigates cost 30 gold.

Havana
Non-pirates can sell goods in demand for 7 gold.
Merchant raid: If you raid a Spanish merchant you draw a fourth card and keep it if it has a hit.

Nassau
The starting price to buy/sell goods is 2 gold.
Naval ships must roll **SCOUTING** twice and succeed both rolls to find a player.

Old Providence
Captains with a Spanish bounty can:
– Buy special weapons for 1 gold
– Get free repairs.

Petite Goave
Pirates cannot recruit/repair here.
Non-pirates can recruit/repair at no cost.

Port Royal
Pirates can recruit at no cost.
Pirates with an English bounty may enter after paying 2 gold or succeeding an **INFLUENCE** roll.

San Juan
Merchant raid: Get a +3 **PLUNDER** value total when raiding Spanish merchants.

Santo Domingo
When buying goods, you may pay 1 gold one time to re-draw all 6 cargo cards.

St John
Ship modifications cost 1 gold.
You may transfer ship modifications to a new ship bought here, for 1 gold per modification.

St. Maarten
Gold courier: stash here for a 5 gold fee.
Draw 7 cargo cards (8 if Dutch).

Tortuga
Pirates here are 'invisible' to all French naval ships, unless they have a French bounty.
NPC pirates never *scout* for French captains.

Trinidad
All captains in this sea zone are 'invisible' to all naval ships.

MERCHANTS & MARAUDERS

SEAS OF GLORY EXPANSION

MODULE 1: RUMORS, MISSIONS, EVENTS & CAPTAINS

Use the new **rumor**, **mission** and **captain** cards either separately as new decks, or shuffled in with the base game cards.

New **event** cards must be used together with the base game event cards. Naval man-o-wars may appear even without an active war card (use a brown galleon from the base game) as well as NPC pirate brigs and man-o-wars (use the new black miniatures). As normal, any 2 man-o-wars in the same sea zone do not *scout* for players.

Mission tokens
To make more space on the board, place active missions next to the board with mission tokens on them, and put the matching mission tokens in the sea zones where the missions can be claimed.

The third pair of tokens is used for the *Employers Calling* event card, which adds a third mission to the game.

Home-port tokens
A flag token in each player's color can be placed on each player's home port for easier identification.

NPC spawn tokens
These remind players where new NPCs will appear at the end of the turn when an NPC event card is drawn. The brown flag is used for naval ships and the black flag is used for NPC pirates.

MODULE 2: NEW SPECIAL WEAPONS

Add the new special weapons. A ship can now hold up to 6 special weapons (one of each type).

All special weapons can still be spent in merchant raids to convert a failed die, but each have a unique effect if used in naval combat.

Heated shot
Spend (discard token) after rolling hit locations and rolling at least one ⚔ ☠ rolled do no damage, but the enemy ship catches fire: place the heated shot token on the enemy ship card. Prior to every new naval combat round, the targeted ship receives 1 point of damage to a location of the target captain's choice.

Once crew combat begins or the battle ends, remove the heated shot token; there is no further damage.

Double shot
Spend (discard token) after rolling hit locations to make up to 2 hits do 1 extra hit each. Apply non-☠ hits first. Then, evenly apply all ☠ hits to as many different non-empty hit locations as possible (target captain's choice).

May not be combined with other special weapons.

Caltrops
Spend (discard token) after a **SEAMANSHIP** contest where you chose to **board** (regardless of who won the roll).

On the following combat round, the enemy captain has a -1 penalty (min 1) on their next **SEAMANSHIP** ⚙ or **LEADERSHIP** 🗡 roll (**SEAMANSHIP** if you lost and didn't manage to board, **LEADERSHIP** if you did).

You *may* use both grappling hooks and caltrops in the same combat round.

However, only 1 special ammunition (chain-shot, grapeshot, heated shot, or double shot) can be spent per combat round.

MODULE 3: NEW SHIP MODIFICATIONS

Setup
Add the new ship modifications you use to the base game ship modification tokens before distributing them. After distributing them, place the remaining tokens facedown (or in a cup) without looking at them, to form a reserve pool.

Carved hull: Your opponent has -1 **SEAMANSHIP** (min 1) when either of you selects *Flee* during naval combat.

Crow's nest: You may add 1 die to a **SCOUTING** roll (prior to rolling) or subtract 1 die from an enemy's **SCOUTING** roll (min 1, prior to scouting for you). This mod only works if you have fully repaired masts.

Smuggler's hold: *Only use with the Contraband module.* One contraband does not take up a cargo space, is 'invisible' to NPCs, and is immune to cards and damage effects. Whenever relevant, pick which contraband card you want to be immune.

The plank: *Only use with the Loyalty module.* Avoid a loss on the loyalty track when an NPC event card is drawn by choosing to either: roll **LEADERSHIP** 🗡 and succeed; *or* (if at sea) discarding a crew.

Re-entering the game
When a player ship with ship modifications is sunk, sold or discarded, place any ship modifications back with the unused ship mods in the reserve pool. Then randomly draw a number of ship modifications matching the amount you just discarded and have them re-enter the game as normal: the player owning the ship places them randomly and facedown in any port of their choosing that is currently without ship modification tokens (or back in the pool once all ports have a ship modification).

Ship modification market *(optional)*
If a port has no ship modification when taking a **port** action, you may draw 1 random ship modification from the reserve pool and either buy it, or place it faceup for sale in the port you are currently in.

MODULE 4: NPC UPGRADES

Setup
The 17 **NPC upgrade tokens** are both NPC ship modifications and NPC special weapons. Place them facedown next to the board (or in a cup near the NPCs) to form a reserve pool.

If you aren't using the new ship modifications or special weapons modules, remove the matching NPC upgrade tokens from the pool.

Drawing upgrades
Every time you draw an NPC event card, draw a random NPC upgrade token and place it on the card. The NPC ship gains the abilities matching the NPC upgrade token on its card.

If you draw the 0 token, the NPC has no upgrade; return the 0 token to the pool. If you draw the 2 token, the NPC has 2 upgrades; draw 2 new tokens and place the 2 token back into the pool (redraw the 0 token when drawing 2 upgrades).

When a new NPC of the same nation/type is drawn (covering an existing NPC card), return the token on the old card and draw a new token for the new card. Similarly, when an NPC with other NPC cards beneath it is defeated, draw a new token for the new active NPC (regardless of its previous token). Only the top NPC card of each type should have an NPC upgrade token, and you draw a token every time an NPC is drawn or revealed.

Circumstantial rules
- During *War & Peace* events, NPC frigates that 'become' man-o-wars, or vice versa, keep their current token(s).
- Draw a new token if a man-o-war ends up with an upgrade it can't have (eg. hammocks or extra cannon).

- After a battle, an NPC gets its special weapon upgrade back after it is used, if it survived.
- If an NPC has the crow's nest, it will always use it when *scouting* and the player who controls it during a battle may decide if the crow's nest is used to avoid being found.

Defeating an NPC with upgrades
If an NPC with upgrades is sunk, return the NPC upgrade tokens back to the pool.

If you defeat an NPC in crew combat, you may keep any unspent NPC special weapon upgrades if you have room for them. Place them on your board as normal and put them back with the other NPC upgrade tokens when used, sold, or if your ship is sunk.

If you claim the ship, it keeps its upgrades. Place the NPC upgrade tokens on your player board in the appropriate areas. These upgrades are placed back with the other NPC upgrade tokens if your ship is sunk or sold.

MODULE 5: SHIPS

The brig
The **brig** costs 20 gold (sells for 5), but does not award a glory point when purchased. Its large cargo and added defense capabilities make it a good all-purpose ship, viable for both pirates and merchants.

If you play with the brig, also use the new **galleon cards** to make the choice of a new ship a more interesting one.

Low maneuverability galleons
Galleon ship cards with a **MANEUVERABILITY** of 1 are less efficient in battle and very poor for merchant raids/pirating.

Use the modified galleons when playing with the brig; when playing with the *Flexible Turns* or *Cutthroat* variant (due to increased chance of PvP combat); and if you feel that the galleon is overpowered compared to the frigate.

MODULE 6: TREASURE GALLEON

Setup
Place the **treasure galleon** miniature (the gold galleon) in the *Cartagena* sea zone.

Place the treasure galleon board faceup to display the stats of its captain and the gold it is transporting.

Movement and gold
The treasure galleon moves like other NPCs, in the direction of the first move icon (upper left) of any event card featuring move icons (no matter which specific nation or pirate icon it is).It has no hunt criteria and never initiates a battle.

When the treasure galleon moves, also place 5 gold on the treasure galleon board. The total on the board is the amount of gold that an attacker can plunder from the ship.

Attacking the treasure galleon
Player captains can *scout* for and attack the treasure fleet when in the same sea zone. If successful, a naval battle begins and you receive 1 Spanish bounty.

If you defeat the galleon you get 1 glory point, 1 additional Spanish bounty for every 10 gold on the treasure galleon board (rounded down), and. if you won through crew combat, you may claim the galleon as your ship and/or all the gold on its board. There is no cargo to plunder.

Like all other NPCs, the treasure galleon is fully repaired between battles. If defeated, it is out for the rest of the game.

Treasure galleon with other modules/variants
The treasure galleon is subject to any other modules or variants added, *eg.* if you play with NPC upgrades, you also draw one for the treasure galleon; or if you play with the lowered **MANEUVERABILITY** for galleons, this also affects the treasure galleon.

MODULE 7: CONTRABAND

Use the replacement *A Myriad of Goods* rumor card when using this module.

Setup
Shuffle the contraband cards into the cargo deck. They can work like normal cargo cards or act as **contraband** – a new type of cargo consisting of illegal or embargoed goods.

Getting contraband
When buying cargo, do the following in order:

1. **Redraws:** Redraw any cards that show the good in demand as usual, but also cards showing contraband that is supposed to be sold in the port you currently are in.
2. **Buy contraband:** If any of the cards are contraband cards, you may choose to buy them as such for 3 gold each (regardless of how many you draw). If bought, place them on the contraband space on the main expansion player board.
3. **Buy regular cargo:** Any cards not bought as contraband work just like normal cargo cards (including reducing the price of cards featuring the same good). Place on the regular cargo space if bought.

When getting cargo cards from merchant raids, rumor/mission rewards, etc., you may place any cards showing the contraband option on either your regular cargo space or your contraband space. As when buying, where the cargo card is placed defines what it is.

Selling contraband
Contraband can only be sold in the port listed on the card. To sell the card, present it during the **sell goods** port activity and take 10 gold.

You get 1 glory point for every 2 contraband you sell. Keep track by placing the first sold contraband card behind your captain card and placing it in the discard pile when the second is sold (along with the second card). If your captain dies, a contraband card behind your captain card is kept for your new captain.

Single contraband cards do not count as ½ points for purposes of scoring.

Traveling with contraband
Naval ships will *scout* for any non-pirate player with contraband (but do not hunt/move towards them). If found, the non-pirate captain may either:

- Resist and attack the NPC (getting a bounty as if starting the battle).
- Discard all contraband cards to avoid the battle.

No changes are made to naval ship *scouting* in regards to pirate players with contraband (naval ships continue to *scout* and attack as normal).

Important terms
Whenever the rules or cards refer to cargo, cargo cards or goods, they refer to all kinds of cargo cards, both **specific goods** and **contraband**.

However, if you are asked to buy or draw a card with a specific good, you must ignore any contraband option and place it with regular cargo.

Likewise, if you must discard or sell a specific good it would also have to come from your regular cargo space.

If a rule refers to contraband, then specific goods do not apply and the good shown on the xontraband card is irrelevant. Only cargo cards placed on the contraband space of the player mat qualify.

Taking damage to cargo
When you are forced to discard cards, for each card you may choose to discard one from the regular cargo space or the contraband space (the card is still selected randomly from all cards on the chosen space, if necessary). If there are no cards remaining in one space, you must choose the other.

MODULE 8: WIND AND WEATHER

This module has 2 parts. You can play with wind direction without the storm if preferred.

1. Wind direction

Spin the **weather spinner** at the beginning of the turn prior to the event card draw. The direction it ends on is the **wind direction**.

You may take a free **move** action in the wind direction once per turn, but it takes 2 actions the first time you move against the wind in a turn (the second time takes only 1 action as normal).

2. The storm token

Place the **storm token** on the transparent pin and put it in *The Caribbean* sea zone at the beginning of the game.

The storm token moves in the direction determined by the wind spinner immediately after it is spun. If the direction is unavailable, move it to the next possible sea zone in a clockwise direction (like NPCs).

Captains receive **3 random hits minus 1 for every SEAMANSHIP** ☼ **success** when:

- Moving into a sea zone with the storm token (including leaving port in the same sea zone).
- Starting their turn at sea in the sea zone with the storm token.

There are no changes to the *Storm* event cards. Captains may need to deal with both the storm token and an event card storm.

Captain Christian Marquis also ignores the storm token.

NPCs in a sea zone with the storm token never *scout* for players, but NPCs are not affected by storm damage or wind direction.

MODULE 9: LOCATION TOKENS

Setup

Place the **location tokens** randomly faceup in all sea zones except the *Caribbean Sea*. If the 2 *Trade Stations* end up in adjacent sea zones, shuffle a few locations around until they are no longer adjacent.

Visit a location

When at sea, a captain may spend an action to **visit** the location in their sea zone (only once per turn, per location) to perform the activities offered by the location. A captain *does not* have to move to the location first. Some locations restrict who can visit them.

Locations are not regarded as ports. They are never affected by the abilities written in each sea zone.

Captains can still be *scouted* for and attacked even if they have just visited a location (they remain in the sea zone).

Location raid

When at sea, captains may also spend an action to **raid** a location in the same sea zone (no **SCOUTING** roll required), even if they have visited it that turn.

Like merchant raids, it is only possible to attempt a location raid if the player's ship has no destroyed hit locations.

1. **Draw the number of cargo cards indicated on the location** and line them up in front of you. **Hit** icons represent the location's cannon fire on you and **escape** icons represent soldiers/pirates/ militia/ visitors ready to fight you on land, as well as general preparedness.

2. **Bombardment:** You may roll 1 die for each of your cannons. You roll 1 die at a time and discard a card of your choice for each success you make. You can stop the bombardment prior to any roll. **Special weapons do not affect bombardment.**

3. **Receive hits:** Each remaining **hit** icon either inflicts 1 hit to your ship at the indicated hit location, or 2 hits to that hit location if the number of **escape** icons matches or beats your ship's **MANEUVERABILITY**.

   If your hull is destroyed, you sink and die. Any other destroyed hit location means the raid fails. If none of your ship's hit

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locations are destroyed, you may continue the ground assault. You may also retreat and end the attack at this point.

4. **Ground assault:** Roll **LEADERSHIP** ⚔. Receive 1 hit to crew for each remaining **escape** icon minus 1 for every **LEADERSHIP** success you made.

   If your crew is reduced to 0, you are killed. **This is considered a single round of crew combat in regards to glory cards and captain/specialist abilities.**

If you survive, you get gold matching the plunder value of the cards and may take as many of the remaining cargo cards as you have room for. Then remove the location token from the board for the rest of the game.

Remember to gain any bounties when attacking or succeeding the raid as noted on the location token.

If you plunder 12+ gold, you are awarded 1 glory point.

Location raids are not considered merchant raids for purposes of glory cards and special abilities. However, cards and abilities that specifically say *battle* are allowed. Cards and abilities which say *crew combat* may also be used after the ground assault begins.

MODULE 10: FAVORS

Setup

Each player places a **favor board** next to their player board and places a cube in their color on the *No Favors* space.

Gaining favors

You can get **favors** in 3 ways:

1. As a port activity performed at the end of a **port** action, buy favors for 2 gold each (up to 5 max).
2. After taking a mission get 1 favor.
3. After completing a mission get 1 favor.

As you get favors, move the cube up to mark your current total. You may never have more than 5 favors.

Spending favors

Spend a favor by moving the cube down the scale to:

1. **Redraw all cards of any one type drawn simultaneously (except for events).** You may not use a favor when drawing event cards or if an event has you draw cards.

2. **Re-roll one of your non-combat skill rolls.** You can use this on *scouting* (for players, merchants or NPCs in an attempt to start a battle, or rolling to see if a rumor is true), but not on any naval combat or raid rolls.

3. **Make an NPC re-roll a SCOUTING roll made to find you.**

4. **Enter a port illegally** (ignoring bounties and/or war effects). Pay 1 favor per bounty you have from that port's nation (if any) plus 1 additional favor if you are entering an enemy nation's port during war (as usual, after entering you are free to take a **port** action).

You can only spend 1 favor per situation. However, a merchant raid could consist of several different draws and a favor could be used on each.

Wars or bounties do not hinder your ability to use or get favors.

You can only spend favors on yourself.

If your captain dies, all favors are lost (however you may keep them if you play the *Survivor* glory card).

Alexandre Villon only needs to roll Influence to take a **port** action if he used his captain's ability to enter an illegal port. If his Influence roll fails (he may use a favor to re-roll), he may still take a **port** action if he can pay the favors that would have allowed him to enter.

MODULE 11: LOYALTY TRACK

Setup

Each player places a **loyalty board** on the left side of their player board and places a cube in their color on the *Content* space.

Gameplay

Throughout the game your crew's loyalty to you as their captain will increase and decrease. The different steps on the loyalty track grant bonuses or inflict harsh penalties.

The benefits or penalties are **cumulative**: *eg.* a captain with a *Happy* crew also enjoys the benefits described on the *Pleased* step, and a captain with an *Angry* crew would also suffer the penalties of *Restless* and *Unhappy*.

Losing loyalty

Captains go down 1 step on the loyalty track:

1. Any time an event card with an NPC captain is drawn (a trigger representing time, fear and other opportunities).
2. When declaring an intent to *stash*.
3. When starting and ending a turn in the same port.

Gaining loyalty

Loyalty is increased by 1 step:

1. When getting a glory point.
2. When, as a port activity, you pay an amount of gold shown on the next highest step of the loyalty track. Only 1 step per port action.

Fierce loyalty: On their turn, a player may roll **LEADERSHIP** ⚔. If successful, move one step down the loyalty track and take an extra action (one attempt per turn).

Happy: The captain has +1 **LEADERSHIP** ⚔ for combat purposes (crew combat and location raids).

Pleased: The captain may recruit in any port and for free (overruling sea zones such as *Petite Goave*). This also includes specialists on glory cards which no longer cost gold to employ and aren't tied to any specific port. You can only gain one free specialist per turn using this loyalty ability.

Content: No effect.

Restless: The captain cannot recruit for free and cannot employ new specialists (on glory cards, rumors or otherwise). The penalty of not being able to recruit for free overrules any other mechanic allowing free recruiting. Additionally, the powers of employed specialists don't have any effect.

Unhappy: Whenever the captain wants to play a glory card, they must roll **LEADERSHIP** ⚔. If failed, they cannot play the card this turn.

Angry: The captain has -1 **LEADERSHIP** ⚔ (minimum 1) for combat purposes (crew combat and location raids).

Mutiny: If this step is reached, a **LEADERSHIP** ⚔ roll must immediately be made. If successful, you move up to *Angry*, and if you fail, the captain is killed and the regular rules for captains dying are applied. This roll is not considered crew combat.

VARIANTS

VARIANT 1 : FLEXIBLE TURNS

Increases the chance of player vs. player combat, and reduces the sense of downtime.

Place 1 cube in each player color into the black cloth bag. After drawing an event card, any player draws a cube from the bag.

The color drawn is the color of the player who may now take their actions. When done, a new cube is drawn and that player now takes their action. Once all players have had their turn, the cubes are placed back into the bag and a new round begins.

VARIANT 2 : CAPTAINS, CAPTAINS, CAPTAINS!

Adds a larger choice of starting captain.

Yarr, get on with it! Each player gets to draw 2 captain cards and picks the captain they want.

It'll cost ya! Each player is handed 1 captain as per normal rules. In turn order, each player may choose to pay 2 gold to draw a new captain, and then 2 more gold to draw a 3rd captain if desired. The player then chooses among these captains.

VARIANT 3 : GIVE ME GLORY OR GIVE ME DEATH

Puts a larger emphasis on scoring glory points rather than stashing gold.

The cost of glory points from your stash goes up for each point by 5 gold. The first glory point costs you 10 gold as normal. The second costs you 15 gold, the third 20 gold, etc.

This means it would require a total of 100 gold stashed in order to score all the allowed 5 glory points from stash.

VARIANT 4 : IT'S A HARD LIFE

Places NPCs in the water at the start of play to increase activity on the board and the difficulty.

Just before the game is about to begin, go through the event deck. Put into play the first 2 naval ships (from different nations) and the first NPC pirate ship you draw (does not affect loyalty). Redraw any NPC which shares a home-port with a player captain (continue through the deck and draw a new one). Once ready, begin the game as normal.

This means that an NPC pirate could move into a player's sea zone the very first turn.

VARIANT 5 : CUTTHROAT

Adds more frequent player vs. player battles.

A player may *scout* for the active player immediately after the active player moves into their sea zone (including moving from port out to sea). Upon making an off-turn *scouting* attempt, the player flips their captain card as a reminder, and then flips it back upon their next turn. If the *scouting* roll is successful, the active player is found and a battle occurs. If the active player survives the encounter they may continue their turn.

Any player who makes an off-turn *scouting* attempt has 2 actions less on their next turn.

A captain cannot make an off-turn *scouting* attempt if their card is flipped (*ie.* they have already made an off-turn *scouting* attempt). Off-turn *scouting* occurs prior to any NPCs present in the same sea zone.

If the active player moves into a sea zone with multiple player captains, each of them declares in turn order if they wish to make an off-turn *scouting* attempt. Those who do, roll their **SCOUTING** 🧭 skill, but only the captain with the most successes finds the active player.

Resolve ties by counting pips. On a further tie, the players re-roll. All captains who attempt the off-turn *scouting* receive the 2 action penalty.

MERCHANTS & MARAUDERS

MISSIONARY
Santa Anna — *3 Gold per Bounty forgiven (1 nation).* — *Ignore Hits*

Visit (anyone):
Pay 3 gold per bounty reduced (from one nation only per visit).

Raid:
Defense: 3 cards, and ignore all **hit** icons on them.
Bounties: 1+1 (1 for attacking, 1 if successful). Bounties match the local port.

NATIVES
Q's Min Xuen — **4** — *NO BOUNTIES*

Visit (anyone):
Pay 1 cargo card for full ship repairs (doesn't include crew).

Raid:
Defense: 4 cards.
Bounties: None.

NAVAL FORT
Port George — *Non-pirates: Move or Summon matching Navy.* — **6**

Visit (non-pirates only):
Move a naval ship matching the nation of the fort's sea zone to an adjacent sea zone. If there isn't one from that nation on the board, you may instead go through the event card deck and draw the first matching one you find (reshuffle the draw deck). The drawn NPC card acts as an extra event card draw (affecting the loyalty track) entering the game at the end of the turn per normal rules.

Raid:
Defense: 6 cards.
Bounties: 1+1 (1 for attacking, 1 if successful). Bounties match the local port.

PIRATE HAVEN
Torre del Diablo — *for 5 Gold. Free with Raid win.* — **4**

Visit (Pirates only):
May **recruit** for free (no roll required).

May **draw a rumor card** (no gold cost and no roll required).

Raid:
Defense: 4 cards.
Bounties: None.

PRISON
Torre del Diablo — *for 5 Gold. Free with Raid win.* — **4**

Visit (anyone):
Pay 5 gold. Go through the glory deck and draw the first **specialist** you find and employ them immediately.

Discard and redraw if you have that type of specialist employed already. Reshuffle the deck.

Raid:
Defense: 4 cards
Bounties: 1+1 (1 for attacking, 1 if successful). Bounties match the local port.
Bonus: If successful, you get to do the *Visit* part of the prison but may employ the specialist for free (pay no gold).

REEF
Walker's Cay — *Risk "Hull" to find Cargo, Rumors, Weapons, or Crew.* — *NO RAID*

Visit (anyone):
Roll **SCOUTING**.
For each success you may either:

– Draw 1 cargo card.
– Pick 1 special weapon of your choice.
– Draw 1 rumor card.
– Get 1 crew.

You receive 1 hit to hull for each thing you picked up, minus 1 per **SEAMANSHIP** success.

Raid:
Not possible.

TOWN
Holetown — *Do 1 "port" activity (4 cards to buy).* — **5**

Visit (anyone):
Do just 1 port activity. Draw 4 cards for sale if buying (or 3 cards if you bought at this town last turn).

Shares the local port's good in demand, and follows all the other buy/sell rules as listed on the *Trade Station*.

Raid:
Defense: 5 cards
Bounties: 1+1 (1 for attacking, 1 if successful). Bounties match the local port.

Notes on towns:
While you may perform a port activity in a town, you may not perform activities specific to a certain port – even if the town is in the same sea zone.

You *cannot*:
– use a town to complete a rumor that requires you to be in a specific port.
– recruit a specialist supposed to be recruited in a specific port.
– claim a port's mission.
– sell contraband.
– buy ship modifications.
– use a town as your home-port for stashing.
– use the powers of a sea zone in a town (or any location), such as paying 1 gold to redraw your cargo cards (*Santo Domingo*).

You *may* do one of the following:
Sell Goods, Buy Goods, Visit Shipyard, Recruit, Acquire a Rumor, Buy Favors (module 10), Increase Loyalty (module 11).

TRADE STATION
Ambergris — *Non-pirate: Sell or Buy Goods (6 cards).* — **5**

Visit (non-pirates only):
Either **sell goods** *or* **buy goods**.

Draw 6 cards for sale (or only 3 cards if you bought at this *Trade Station* last turn).
Shares the good in demand with the port in the location's sea zone (in every way, including exchanging it when selling in demand and gaining a glory point when selling 3+).

When buying goods, redraw contraband cards meant to be sold in the port in the location's sea zone (as well as cards showing the good in demand).

Raid:
Defense: 5 cards
Bounties: 1+1 (1 for attacking, 1 if successful). Bounties match the local port.