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Game: PIRATE'S COVE	v2 Nov 2008
Pub: Days of Wonder (2002)	
Page 1: Rules summary	
For best results, print on card, laminate and trim to size.	

PIRATE'S COVE

Setup

Each player chooses a **Ship**, 4 **Strength markers** and a **Fame marker**—all of one colour; a **Ship Mat**, a **Captain's Wheel**, one **gold doubloon** of value 5 and four of value 1, and a **Tavern card**.

Place all Fame markers on the **Jolly Roger** square.

Place Strength markers on the indicated starting positions on the ship mats (**Hull**, **Crew**, **Cannon** and **Sails**).

Place all remaining doubloons and treasure chests on **Treasure Island**.

Simultaneously, players may **upgrade** any of their ship sections by paying the upgrade cost(s) indicated in gold doubloons.

Shuffle the **Treasure cards** and place 5 stacks of 12 cards each on islands 1 to 5, and the Tavern cards on **Tavern Island**.

Set aside the **Royal Navy card**. Reveal the first **Legendary Pirate** and place his ship at Tavern Island. For 3 players, choose another and place him at **Cannon Island**.

Game Turn

- 1 Treasure** Turn over the top Pirate card on outer islands 1 to 5.
 - 2 Navigation** Players secretly set their Captain's Wheels. Reveal and move ships to selected ports.
- The following 3 phases begin with ships at **Tavern Island** and proceed clockwise. **The fastest ship at an island always acts first**; if two or more have the same **Speed** (ie, **Sails** level), roll a die.
- 3 Combat** Resolve combats at any outer island where two or more ships are present, and at **Treasure Island** when encountering a **Legendary Pirate**. Combat continues until there is a lone ship, or when all ships have been *crippled* or have *fled*.
 - 4 Plunder** Surviving ships at outer islands take the corresponding **Treasure card** and receive the indicated gold, treasure and fame if available.
 - 5 Upgrade** Each player may take the upgrades that are available at the island he occupies.
 - 6 Move** **Black Ships & Check Treasures** Move black ship(s) one island clockwise each (skipping **Pirate's Cove**). If a **Legendary Pirate** was defeated, draw a new one to replace it.

Check **Treasure loads** and discard (return to **Treasure Island**) any that exceed a ship's **Hull capacity**. Discard any remaining face-up **Treasure cards** on the islands.

Combat

- 1 Preparing**
If desired **Battle cards** are played.
- 2 Rounds of Volleys**
The *fastest ship* either **fires a volley** at another ship or **flees to Pirate's Cove**.

Order of Combat

Speed is determined by a ship's **Sails** level. This may vary if **Sails** are damaged during combat.

Battle cards

At the beginning of the combat, in order of decreasing speed, players have the opportunity to play one **Battle card** or *pass*. This continues until all players have chosen to pass. Cards last the duration of the combat they are played in and are then discarded, and can only be played on behalf of a player's own ship.

Firing volleys

A player may play a **Volley card** prior to any roll of the dice, affecting only that roll. It is then discarded.

Announce whose ship the volley is affecting and which ship section. **Roll a number of dice equal to the lowest of the levels of Crew and Cannons. Each roll of 5 or 6 is a hit**, causing the loss of one level in the targeted section.

If the section features a **Mastercraft** or **Parrot card**, it absorbs the first 2 hits prior to any damage on that section and is then discarded. Turn the card sideways to mark the first hit.

Fleeing

A player may **flee** to **Pirate's Cove** during his turn. If it has been hit prior to fleeing, all opponents remaining on the island receive 1 fame point.

If a ship flees without having been crippled, the crew may **mutiny**. On a roll of 1 on a die the player loses 2 fame points and all gold and treasure on board.

Forced retreat

If a marker on a ship's section is pushed off its lowest level, the ship is **crippled**. Flee to **Pirate's Cove** (all remaining opponents get 1 fame point).

Safe Havens

Players may not combat each other on **Treasure Island**. *No combat ever occurs at **Pirate's Cove**.*

Island Upgrades

Tavern Island Purchase up to 3 **Tavern cards** at a cost of 2 gold each. Play a **Mastercraft card** if desired.

Hull, Sail, Cannon, Crew Islands Upgrade ship's corresponding section as much as desired by paying indicated costs. Play a **Mastercraft card** if desired.

Treasure Island Bury treasures and gold for 1 fame point for each treasure or 3 gold and/or upgrade any one section of ship a maximum of one level at twice normal cost.

Pirate's Cove Draw 2 **Tavern cards** or 1 **Tavern card** and 2 gold. Repair a crippled ship by paying 2 gold for each crippled section and moving the marker to the section's second (starting) level.

If several sections were simultaneously crippled and you cannot afford to repair them all, you may repair them, but you do not receive any **Tavern card** or gold.

Special Cards

Parrots

Parrots affect a specific section of a ship. There can be only one on a ship at a time. Dismissing a parrot incurs a penalty of 1 fame point. Any parrot drawn and not used is shuffled back into the deck.

As well as their special advantages, parrots absorb the first 2 hits on a section. If a parrot survives a battle with 1 hit, it is automatically healed.

Mastercraft

Mastercraft cards are attached to a section during the **Upgrade** phase. There can be only one on a ship at a time unless players agree otherwise.

Mastercraft cards absorb the first 2 hits on a section. If it survives a battle with 1 hit, it can only be repaired by paying 1 gold during the **Upgrade** phase.

Legendary Pirates and the Royal Navy

Legendary Pirates and the **Royal Navy** must be targeted (and sunk) before fellow players can be.

Volley cards can never be played on behalf of them. They can only be attacked on their **Hulls** (keep track of the hull value using a die).

Any damage incurred is automatically repaired at the end of a successful battle. If sunk, any fame point reward is split among players who survived the combat.

Legendary Pirates and the **Royal Navy** never flee, nor do they fight each other.

Winning

At the end of the 12th round players reveal any **Fame cards** and move their fame marker accordingly. Any **treasure** or **gold coins** not buried on **Treasure Island** are lost.

The pirate with the most fame points is the winner. If there is a tie, the players fight to the death to find the winner.