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v1.2

Feb 2018

Game: **RUM & BONES: SECOND TIDE**

Publisher: **Cool Mini or Not (2017)**

Page 1: **Rules summary**

Page 2: **Player reference front x2**

Page 3: **Player reference back x2**

Print on card (ensure you are printing at 100% scale) laminate and trim to size.

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SETUP

Each player selects a **faction** and **3 heroes**. The heroes must belong to their faction or be mercenary heroes (all of them may be mercenary heroes, but you must still choose a faction). Both sides of the battle may use copies of the same hero.

Each hero has a **role**: **captain**, **quartermaster**, **swashbuckler**, **gunner**, and **brute**.

Attach colored bases matching your faction color to your heroes and place their matching **hero dashboards** in front of you. Place each hero's **skill cards** near their dashboard.

Take your faction's **crew dashboard**, **24 deckhand** figures (square bases) and **6 bosun** figures (round bases).

Shuffle your faction's **Tide deck** and place it facedown in front of you. Draw 3 cards.

Place the **pirate ship boards** in the desired configuration shown in the rulebook, connected by 3 **gangplanks**. Place the **objective tiles**, **deployment point tokens**, and **deckhands** (12 from each player) on the ships as indicated for that configuration.

Place the **score dashboard** near the ships, with a **victory point marker** and a **kraken marker** for each player on the 0 spaces.

At the start of the game, players roll a die and the highest roller is the **first player**. Move the **first player marker** on the score dashboard to their side.

GAME TURN

In each round, players take turns activating one or more models, until all models have been activated.

On your turn, perform one of the following actions: **Activate a Hero**, **Activate Crew**, or **Pass**. Play continues alternately until both players have activated all the models they can and have passed.

Activate a Hero

Select 1 of your heroes who does not have an **activation token** or a **dead man's coin**. If the hero is not deployed, you may deploy it on one of your deployment points (this does not cost an action).

An activating hero may perform up to **3 actions**. Once completed, place an **activation token** on the hero to indicate it has activated this round.

Move Action

A hero performing a move action may immediately spend up to 2 movement points (MPs). *Each MP may be spent to either **move into an adjacent legal zone** or perform a **rigging check**.*

Models may never move into or through zones containing enemies, diagonally, into sea zones, or end a move action on enemy deployment points (but you may move through a zone containing an enemy deployment point).

To rig, a hero must be in any zone along the edge of a ship facing another ship. Measure range to the zone on the other ship that the hero wishes to rig to and roll a die (the **rigging check**). If the number is equal to or higher than the measured range, the rig is successful and the hero is placed in the target zone. If the check is failed, the hero is immediately knocked **overboard**.

Overboard When a hero is knocked overboard, place its model on its side on its dashboard along with an activation token. If it was that hero's turn, its activation immediately ends. The hero can be redeployed in later rounds.

Deckhands and bosuns that go overboard are immediately KO'd. If they were knocked overboard by a hero, that hero gains no coins from KO'ing them.

Use a Skill Action

As an action, a hero may perform one of its skills.

When a hero attacks, select and perform one of its **attack skills**. A hero may use their **basic attack** skill any number of times per activation, but other attack skills can only be used once per activation. When a hero uses an ability, perform the effects listed on that **ability skill**.

Skills may be **unlocked** and **leveled up** anytime during a hero's activation at no cost in actions. Discard the amount of coins listed on the hero dashboard (if unlocking a skill) or on the level up icon of the skill (if leveling up a skill to level 2).

Activate Crew

The crew can only be activated once per round.

1. Deploy

Select 3 friendly deployment points and deploy 2 deckhands onto each of them. Then deploy 2 bosuns onto any friendly deployment points (they do not need to be placed on the same deployment point).

If you run out of deckhands or bosuns, deploy as many as you can. More cannot be deployed until some have been KO'd.

2. Move and Attack and Fire Deck Gun

In an order of your choosing:

a. **Move and attack with your crew**. First, **move** all crew forward 1 zone. If enemy models are in that zone, crew cannot move. All crew follow their specific track as outlined in the rulebook. If crew begin their activation already next to an enemy, they may choose not to move.

If crew would ever move onto an enemy deployment point at the end of their movement track, remove all crew from that zone. For each crew removed, make 1 attack targeting a zone containing an enemy deck feature or hero on that ship. These attacks hit on a 3+.

After all crew have been moved, they **attack**. Each of them may target a different zone, if there are multiple enemies they could attack. Deckhands and bosuns attack using the profile on your crew dashboard. Crew *must* attack if able.

If crew attack a zone and KO all enemies in that zone, and that zone is on their movement track, they immediately take 1 additional move into that zone (but do not attack again).

b. **Fire your deck gun**. Make the attack listed under the deck gun on your crew dashboard. No one gains from deckhands or bosuns KO'd by this attack, but KO'd heroes award coins.

3. Place an Activation Token

This indicates that your crew have been activated this round.

Pass

Once all players pass, the **Unleash the Kraken!** phase begins.

Unleash the Kraken!

1. Test the Waters

Skip this step if the Kraken is already on the board or is dead.

Both players roll a die: **if the total is equal to or lower than the total number of kraken symbols from both players' kraken pools**, place the kraken tile in the space shown in the rules for your board configuration. If a gangplank is in the way, that gangplank is destroyed, but immediately replace that gangplank when the kraken is KO'd. Any sea monster in the way when the kraken is deployed is KO'd. Note the damage the kraken does when it is deployed also applies to KO'd heroes.

Reduce all player's kraken pools to 0 when the kraken is KO'd.

2. Kraken Attacks!

Skip this step if the Kraken is not on the board.

Roll a die and consult the kraken dashboard to see what action it performs.

Once the kraken has attacked (if it is in play), the **Recovery** phase begins.

Recovery

Both players perform these steps:

Discard any **Tide cards** you wish from your hand, then draw until your hand contains 3 Tide cards.



If any heroes have a **dead man's coin on the gold side**, remove it. Next round, these heroes may be re-deployed.



If any heroes have a **dead man's coin on the dark side**, flip it to the gold side. These heroes will be out of play next round while they recover.



Remove all **activation tokens** from all heroes who do not have a dead man's coin.



On the score dashboard, slide the **first player token** to the other player's side.

A new round begins. **The game continues until one player has 8 VPs and is declared the winner.**

COMBAT

Attacks always target entire **zones**; an attack *must* target a zone within range that contains enemy models or objectives (including its own zone, if it contains an enemy objective).

When measuring range, only count orthogonally, never diagonally; you may include sea zones. A skill or effect may *always* target a zone within its range; models and tiles *do not* block or inhibit this in any way.

Roll the listed number of **dice**. Each result that equals or exceeds the attack's **to hit** number is a **hit**. **A roll of 1 on a die is always a miss.**

All the hits must be assigned to enemy models and objectives (friendly models in the zone are never hit) in the targeted zone in this priority order:

1. Deckhands
2. Bosuns
3. Heroes
4. Objectives

Hits are assigned to targets on the first priority level until they are all KO'd, and so on down the priority level. You may freely assign hits between multiple enemies on the same priority level.

Modifiers to attack rolls apply to the die roll result, not the 'to hit' value. When a die is re-rolled, the new result is used. A die may never be re-rolled more than once. Generally, extra dice cannot further generate extra dice.

If multiple effects or abilities cause a timing conflict, the active player decides the order in which they take place.

Damage and KO'ing



A model or objective has a number of **hit points** (HP). When a model or objective is damaged, place **damage tokens** on it equal to the amount of damage suffered.

A model is **KO'd** when the damage it has suffered equals or exceeds its HP: immediately remove it from the board.

KO'd deckhands and bosuns are returned to their owner for later redeployment.

A **KO'd hero** is returned to its dashboard and all damage and condition tokens are removed from its dashboard. The hero keeps its coins and unlocked skills.

If the hero has already activated this round, place a **dead man's coin** on the dashboard, dark side faceup. If the hero has *not* activated this round, place the coin gold side faceup.

A **KO'd objective** is removed from the board. The player who destroyed it gains the listed number of VP, and *each* of his heroes gains the listed number of coins. When an objective is destroyed it may grant an effect that is resolved immediately.

Conditions

When a hero suffers a condition, place the matching token next to the hero. A hero cannot have multiples of the same condition.

Condition effects are always removed at the end of the hero's activation, or when the hero is KO'd.



Blind: Attacks are -1 to hit.



Stun: Forfeit 1 action to remove this token before taking any other action.



Slow: May only perform 1 move action during the hero's turn.



Silence: Cannot level up skills, and all skills lose all effects.



Bleed: Suffer 1 damage after each action performed.

Push

A pushed model is forcibly moved the number of zones indicated. The model follows normal movement rules except it can be forced into a sea zone and overboard.

COINS

When a hero KO's an enemy deckhand or bosun, they gain 1 coin.

When a hero KO's an enemy hero, they gain 3 coins, and their faction is awarded 1 VP (this is not taken from the KO'd enemy, but from the communal pile).

If a hero is KO'd by an effect or attack that did not originate from an enemy hero, each enemy hero gains 1 coin, and their faction is awarded 1 VP.

TIDE CARDS

Each Tide card lists when it can be played. There is no cost in coins or actions and any number can be played at any time. Resolve the card and place it in your discard pile. If your Tide deck runs out, reshuffle your discard pile to create a new deck.

Tide cards that read *When a Hero Attacks* must be played when the attack is declared, but before dice are rolled.



When you play a card with a **kraken symbol**, increase your kraken pool on the score dashboard by that number of symbols. Cards discarded from your hand (not played) do not increase your pool.

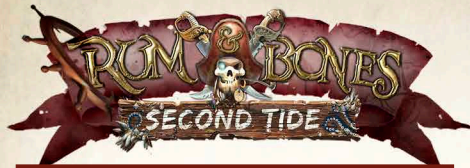
When *Sea Monster Attack!* is played, select 1 available **sea monster** and deploy it as instructed on its dashboard. From then on, it acts like an additional hero for the player who summoned it (it is *not* a hero model, however). The controlling player activates it like a hero, and each monster gets 3 actions.

KO'ing a sea monster is exactly like KO'ing a hero and provides the same rewards. Multiples of the same sea monster cannot be summoned, and once a sea monster is KO'd it cannot be re-summoned that game.

SKILL CARDS

Skill cards are either **attacks** (red), **abilities** (green), **reactions** (blue), or **passive** (no symbol). Their level up cost is the amount of coins you need to spend to level up the card.

Only deployed heroes may use reaction skills. Passive skills are innate powers printed on the hero dashboard. They do not cost any coins to perform.



GAME TURN

On your turn, **Activate a Hero**, **Activate Crew**, or **Pass**. Play continues alternately until both players have passed.

Activate a Hero

Select 1 of your heroes who does not have an **activation token** or a **dead man's coin**. If it is not deployed, you may deploy it on one of your deployment points at no cost in actions.

An activating hero may perform up to 3 **actions**. Once completed, place an **activation token** on the hero.

Move Action

Spend up to 2 MPs. *Each MP may be spent to either **move into an adjacent legal zone** or perform a **rigging check**.*

To rig, roll a **rigging check**. If the number is equal to or higher than the range to the target zone, the rig is successful. If the check is failed, the hero is immediately knocked **overboard**.

Overboard When a hero is knocked overboard, place it on its side on its dashboard with an activation token. Deckhands and bosuns that go overboard are KO'd; if knocked overboard by a hero, that hero gains no coins.

Use a Skill Action

When a hero attacks, perform one of its **attack skills**. A hero may use their **basic attack skill** any number of times per activation, but other attack skills can only be used once. When a hero uses an ability, perform that **ability skill**.

Skills may be **unlocked** and **leveled up** anytime during a hero's activation at no cost in actions. Discard the coins required.

Activate Crew

The crew can only be activated once per round.

1. Deploy

Select 3 friendly deployment points and deploy 2 deckhands onto each of them. Then deploy 2 bosuns onto any friendly deployment points.

2. Move and Attack and Fire Deck Gun

In an order of your choosing:

a. **Move and attack with your crew.** First, **move** all crew forward 1 zone, following their specific track. If crew begin their activation already next to an enemy, they may choose not to move.

If crew would ever move onto an enemy deployment point at the end of their movement track, remove all crew from that zone. For each crew removed, make 1 attack targeting a zone containing an enemy deck feature or hero on that ship. These attacks hit on a 3+.

After all crew have been moved, they **attack**. Each of them may target a different zone. Crew *must* attack if able.

If crew attack a zone and KO all enemies in that zone, and that zone is on their movement track, they immediately take 1 additional move into that zone.

b. **Fire your deck gun.** No one gains from deckhands or bosuns KO'd by this attack, but KO'd heroes award coins.

3. Place an Activation Token

This indicates that your crew have been activated this round.

Pass Once all players pass, the **Kraken!** phase begins.

Unleash the Kraken!

1. Test the Waters

Skip this step if the Kraken is already on the board or is dead.

Both players roll a die: if the **total is equal to or lower than the total number of kraken symbols from both players' kraken pools**, place the kraken tile. Any sea monster in the way is KO'd. Note the damage the kraken does when it is deployed also applies to KO'd heroes. Reduce all player's kraken pools to 0 when the kraken is KO'd.

2. Kraken Attacks!

Skip this step if the Kraken is not on the board.

Roll a die and consult the kraken dashboard. Once the kraken has attacked (if it is in play), the **Recovery** phase begins.

Recovery Both players perform these steps:

Discard any **Tide cards** you wish from your hand, then draw until your hand contains 3 Tide cards.



If any heroes have a **gold dead man's coin**, remove it. Next round, these heroes may be re-deployed.



If any heroes have a **dark dead man's coin**, flip it to the gold side. These heroes will be out of play next round while they recover.



Remove all **activation tokens** from all heroes who do not have a dead man's coin.



On the score dashboard, slide the **first player token** to the other player's side.

A new round begins. **The game continues until one player has 8 VPs and is declared the winner.**

COMBAT

Attacks always target entire **zones**. When measuring range, only count orthogonally. A skill or effect may *always* target a zone within its range; models and tiles *do not* block this.

Roll the listed **dice**. Each result that equals or exceeds the **to hit** number is a **hit**. A roll of **1 on a die is always a miss**.

All the hits must be assigned to enemy models and objectives (friendly models in the zone are never hit) in this order:

1. Deckhands
2. Bosuns
3. Heroes
4. Objectives

A model is **KO'd** when the damage it has suffered equals or exceeds its HP: immediately remove it from the board.

KO'd deckhands and bosuns are returned to their owner.

A **KO'd hero** is returned to its dashboard and all damage and condition tokens are removed; keep coins and unlocked skills. If the hero has already activated this round, place a dark side **dead man's coin** on the dashboard. If the hero has *not* activated this round, place the coin gold side faceup.

A **KO'd objective** is removed from the board. The player who destroyed it gains the VP, and *each* of his heroes gains the coins. It may also grant an effect that is resolved immediately.

Conditions

Condition effects are always removed at the end of the hero's activation, or when the hero is KO'd.



Blind: Attacks are -1 to hit.



Stun: Forfeit 1 action to remove this token before taking any other action.



Slow: May only perform 1 move action during the hero's turn.



Silence: Cannot level up skills, and all skills lose all effects.



Bleed: Suffer 1 damage after each action performed.



GAME TURN

On your turn, **Activate a Hero**, **Activate Crew**, or **Pass**. Play continues alternately until both players have passed.

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Conditions

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Slow: May only perform 1 move action during the hero's turn.



Silence: Cannot level up skills, and all skills lose all effects.



Bleed: Suffer 1 damage after each action performed.



3 TO 6 PLAYERS

Players on the same team may share information and make decisions as a team. Final say belongs to the player controlling the hero or card being played. All models controlled by your teammates are friendly, and all models controlled by your opponents are enemies.

In all cases, when an objective is destroyed, the team decides which hero/player gains its benefits.

3 Players (2 vs 1) The team of two players selects 3 heroes (one player controls 2 heroes, and the other controls 1 hero plus the crew). The solo player selects 3 heroes as normal.

The team of two players has a hand of 2 Tide cards each at any time (for a total of 4 cards). The solo player has a hand of 4 Tide cards at any time.

4 Players (2 vs 2) Each player selects 2 heroes (for a total of 4 heroes per team) and has a hand of 2 Tide cards at any time (for a total of 4 Tide cards per team).

Each team should coordinate when to activate their Crew.

5 Players (3 vs 2) The team of two players selects 5 heroes (one player controls 3 heroes, and the other controls 2 heroes and the crew). The team of three players selects 5 heroes (two players control 2 heroes each, and one player controls 1 hero and the crew).

Players elect a team captain, who draws 3 Tide cards and controls the Tide cards for their team.

6 Players (3 vs 3) Each team selects 5 heroes (two players control 2 heroes each, and one player controls 1 hero and the crew).

Players elect a team captain, who draws 3 Tide cards and controls the Tide cards for their team.

ALTERNATE GAME MODES

Clash Royale!

3+ players all-out pirate brawl! Set up the board as shown in the rulebook. Each player should choose between 1 to 2 heroes. They can be from any faction in any combination. Deckhands, bosuns, and Tide cards are not used, so don't select heroes with skills heavily dependent on these elements.

Each hero has a number of lives, represented by deckhand miniatures on their dashboard. When a hero's last life has been removed, that hero is eliminated from the game. When only the heroes controlled by 1 player remain, that player is the winner.

Players should agree on the number of lives their heroes have that gam (2-5 per hero is recommended).

Players each roll 2 dice, with the player rolling highest going first. Heroes can deploy onto any deployment point, represented on the map by dead man's coins, and may also move through and end in zones containing enemy heroes.

On your turn, activate one of your heroes, taking 3 actions as normal before ending your turn. Play then continues with the player on your left.

When a hero is KO'd, instead of gaining a dead man's coin, lose 1 life. If they have none left to lose, that hero is eliminated from the game. Heroes may immediately be redeployed on your turn; they do not have to skip an activation. A hero still gains 3 from KO'ing an enemy hero.

Deck features may be attacked and destroyed as normal. Each time a hero damages a deck feature, they gain 1 per damage dealt. No bonuses or VPs are gained.

The *Captain's Chest*, however, may not be attacked or damaged by any means, but a hero standing on it may spend 1 action to gain 3 coins. If a hero within 1 zone of the *Chest* KO's an enemy hero standing on it, they may immediately move onto it for free.

Random Heroes

Method 1: Instead of selecting heroes as normal, players are randomly dealt 3 heroes from their chosen faction.

Method 2: Instead of selecting heroes as normal, players are randomly dealt 3 heroes from their chosen faction, as well as 2 (or more) mercenary heroes. Each player assembles their crew from among the heroes they have been dealt.

Strange Allies

Players select a faction as normal, but heroes may be selected from any available faction. Combine this mode with Random Heroes for a chaotic experience.



3 TO 6 PLAYERS

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