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EsotericOrderGamers

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Game: **RUM & BONES**
Publisher: **Cool Mini or Not (2015)**
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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 **5 heroes**. The heroes must belong to their faction or be mercenary heroes. All 5 may be mercenary heroes. Both sides of the battle may have a copy of the same hero.

You must select 1 each **role: captain, quartermaster, swashbuckler, gunner, and brute**.

Attach colored bases matching your faction color to your heroes and place their matching **hero cards** faceup in front of you.

Take the **24 deckhands** (square bases) and **6 bosuns** (round bases) of your faction.

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

Place the **2 pirate ship boards** next to each other, connected by **3 gangplanks**. Place the **objective tiles** on the ships, image side up, as shown in the rulebook. Place the **deployment point tokens** on the ships as shown in the rulebook.

Each player place 4 deckhands on each of the **rigging lines, mainmast, and wheel** spaces.

Hero Status

Deployed: The hero model is on the board.

In Reserve: Waiting to enter the board; the model is placed on top of its hero card.

Recovering: KO'd and waiting to be placed *In Reserve*; the model is placed on top of its hero card along with a Dead Man's Token.

Overboard: Temporarily knocked off the board (but not KO'd); the model is placed lying on its side on top of its hero card.

GAME TURN

In each turn, one player completes all of the following phases, followed by his opponent who does the same. At the start of the game, flip a Dead Man's Token to see who goes first.

1. Prepare Heroes

Give 1 coin to each friendly hero *In Reserve* and place it on their hero card. **A hero may never have more than 8 coin at a time.**

Recover KO'd Heroes: If a hero has a Dead Man's Token with the gold side faceup, remove the token. The hero is now *In Reserve*.

Pay the Death Toll: If a hero has a Dead Man's Token with the dark side faceup, flip the token over to the gold side.

2. Fire Deck Gun

Fire your deck gun if it is undestroyed. You don't get coins for KO'ing enemies with the deck gun.

3. Deploy Crew

Deploy Deckhands: Place 2 deckhands on *each* friendly deployment point.

Deploy Bosuns: Place 2 bosuns on any friendly deployment points of your choice.

If you run out of deckhands or bosuns, deploy as many as you can. No more can be deployed until some are KO'd.

4. Activate Crew

1. Attack

Each deckhand and bosun *must* attack if able (each may target a different zone).

2. Move

Deckhands and bosuns advance 1 zone straight toward the enemy deployment point across from their own deployment point.

They do not move if an enemy blocks their way.

5. Deploy Heroes

You may have up to 3 heroes deployed at the same time. Deploy your heroes as follows:

1. Any heroes currently **overboard** are placed on any friendly deployment point and are now **deployed**.
2. If the number of deployed heroes *plus* Dead Man's Tokens on recovering heroes is less than 3, additional heroes may be deployed. Select any friendly hero *In Reserve* and deploy them onto a friendly deployment point. That hero is now **deployed**.

Repeat until your total number of deployed heroes *plus* Dead Man's Tokens on recovering heroes is 3.

A hero may never be deployed onto the same deployment point another hero was deployed on this turn.

6. Activate Heroes

Activate each of your heroes in turn and perform up to **3 actions** with each until all friendly deployed heroes have completed their activations.

A hero may perform the following actions, and each may be performed more than once:

Perform an Attack

Perform one of the hero's **attacks** as listed on its hero card.

The hero must pay any coin cost listed by discarding coins equal to the cost.

Each time a hero KO's a deckhand or bosun *with an attack*, the hero receives 1 coin.

Each time a hero KO's an enemy hero *with an attack*, the hero takes all the enemy hero's coin.

A hero that has 8 coin and receives more must discard the excess amount.

Use an Ability

Perform one of the hero's **abilities** as listed on its hero card.

The hero must pay any coin cost listed by discarding coins equal to the cost.

Move

For each **move** action, the hero may move up to **2 zones**.

Models may never move diagonally, into zones containing enemies, into zones containing enemy deployment points, or into off-deck zones (dotted lines).

Rigging As a cost of 1 zone of a move, a hero in any zone along the edge of a ship facing another ship may move to any legal zone on the other ship.

Roll a die: **if the result is equal to or higher than the range to the target zone**, the rig is successful and the hero is moved to the target zone.

If the check fails, the hero is knocked overboard.

Going Overboard When a hero is knocked overboard, all coin on his hero card is discarded and his activation immediately ends. Place the hero figure lying on its side on its hero card.

7. Unleash the Kraken!

1. Test the Waters

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

Roll 2 dice: **if the total is equal to or lower than the total number of Kraken symbols on cards in both players' Kraken pools added together**, place the Kraken tile between the ships, removing the central gangplank. Models on the central gangplank are knocked overboard.

If the Sea Dragon is knocked overboard, it is removed without giving VP to anyone. Discard any damage on it; it may be summoned again later.

When the Kraken is removed from the board, replace the central gangplank.

2. Kraken Attacks!

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

The Kraken is an enemy to all players. Its attacks and abilities originate from all 3 zones it occupies at the same time.

8. Draw Tide Cards

Each player may have a maximum of 3 Tide cards at a time.

If you have less than 3 Tide cards in your hand, draw up to your hand limit. If you start this phase with cards in hand, you may first discard any cards you wish before drawing.

COMBAT

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

Roll the listed number of **dice**. Each result that equals or exceeds the **to hit** number is a hit. 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.

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

Range

Range is measured in orthogonal zones. Other models, tiles, or objectives do not block an action or effect from targeting a zone within range. Off-deck zones are only used for determining range.

Damage and KO'ing

A model or objective has a number of **hit points** (HP) listed on its card or tile. A model without a card or tile has 1 HP.

When a model or objective takes damage, place **damage tokens** on it equal to the amount of damage suffered. When the damage equals or exceeds its HP, it is **KO'd**: remove it from the board.

A KO'd deckhand or bosun is returned to its owner for later redeployment.

A KO'd hero is returned to its hero card. The hero loses all coin on the card (either discarded or given to the hero that KO'd them). Place 1 Dead Man's Token with the dark side faceup on the card.

A KO'd objective is given to the player who KO'd it, with the back side faceup to show the coin reward (this may be distributed in any way among the KO'ing player's heroes), effects (these remain active until the end of the game), and VPs gained. Once a Sea Creature objective has been taken, it may not return.

Condition Effects

When a hero suffers a condition effect, place the matching token next to the hero. **Condition effects are always removed at the end of the hero's activation, or if the hero is removed from the board.**

Blind: -1 to hit.

Stun: Lose 1 action.

Slow: May only perform 1 move action.

Silence: Cannot use attacks, abilities or reactions that cost coins.

Bleed: Take 1 damage per action performed.

Push A pushed model is forcibly moved the number of zones indicated. This follows all rules for movement except it can force a model to move into an off-deck zone, knocking it overboard.

TIDE CARDS

You may play any Tide cards in your hand whenever their trigger event takes place; there is no cost in coins or actions. A card *without a Kraken symbol* is placed in your Tide card discard pile after being used or discarded.

A played card with 1 or more Kraken symbols on it is placed in a faceup pile called the **Kraken Pool**. If your Tide deck runs out, reshuffle the discards, not including the cards in the Kraken Pool. If an effect allows you to take a discarded card back into your hand, you *can* take a card from your Kraken Pool.

WINNING THE GAME

The first player to accumulate 6 VPs wins the game.

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.

3 Players (2 vs 1) Each team may have a maximum of 2 deployed heroes at a time. During the Deploy Heroes phase, additional heroes may be deployed if the total number of deployed heroes *plus* Dead Man's Tokens for that team is less than 2.

2 player team: each player controls 1 of the deployed heroes. The starting Tide card hand limit is 2 cards per player. All buffs from destroying objectives apply to both members of the team.

1 player team: the starting Tide card hand limit is 4 cards.

4 Players (2 vs 2) Each team may have a maximum of 2 deployed heroes at a time. During the Deploy Heroes phase, additional heroes may be deployed if the total number of deployed heroes *plus* Dead Man's Tokens for that team is less than 2. Each player controls 1 of the deployed heroes.

The starting Tide card hand limit is 2 cards per player. All buffs from destroying objectives apply to both members of a team.

5 Players (3 vs 2) One player from each team controls the Tide cards. All buffs from destroying objectives apply to all members of a team.

3 player team: each player controls 1 of the deployed heroes.

2 player team: one player controls 1 of the deployed heroes and the Tide cards. The other player controls 2 of the deployed heroes.

6 Players (3 vs 3) Each player controls 1 of the deployed heroes. One player from each team controls the Tide cards. All buffs from destroying objectives apply to all members of a team.



1. Prepare Heroes

Give 1 coin to each friendly hero in reserve.
A hero may never have more than 8 coin at a time.

Remove all Dead Man's Tokens with the gold side faceup.
Flip all Dead Man's Tokens with the dark side faceup.

2. Fire Deck Gun

Fire your deck gun if it is undestroyed.
You don't get coins for KO'ing enemies with the deck gun.

Deck Gun: 4 dice, 4+, may target any zone, cannot damage objectives other than sea creatures.

3. Deploy Crew

Deploy 2 Deckhands on *each* friendly deployment point.
Deploy 2 Bosuns on any friendly deployment points.

4. Activate Crew

1. Attack Each deckhand and bosun *must* attack if able.

Deckhand: 1 die, 4+ (if there are any bosuns in the deckhand's zone, 3+), range 1.

Bosun: 1 die, 3+, range 1.

2. Move Deckhands and bosuns advance 1 zone straight toward the enemy deployment point across from them.
They do not move if an enemy blocks their way.

5. Deploy Heroes

Place any **overboard** heroes on any friendly deployment point.

If the number of deployed heroes *plus* Dead Man's Tokens on recovering heroes is less than 3, deploy heroes *In Reserve* on any friendly deployment points until the total is 3.

A hero may never be deployed onto the same deployment point another hero was deployed on this turn.

6. Activate Heroes

Activate each hero in turn and perform up to **3 actions** with each. An action may be performed more than once:

Perform an Attack Pay any coin cost.

A hero KO's a deckhand or bosun: take 1 coin.

A hero KO's an enemy hero: take all the enemy hero's coin.

Use an Ability Pay any coin cost.

Move For each **move** action, move up to **2 zones**.

Models may never move diagonally, into zones containing enemies, into zones containing enemy deployment points, or into off-deck zones (dotted lines).

Rigging As a cost of 1 zone of a move, a hero in any zone along the edge of a ship facing another ship may move to any legal zone on the other ship.

Roll a die: **if the result is equal to or higher than the range to the target zone**, move the hero to the target zone. If the check fails, the hero is knocked overboard.

Going Overboard When a hero is knocked overboard, all coin on his hero card is discarded and his activation immediately ends. Place the hero figure lying on its side on its hero card.

7. Unleash the Kraken!

1. Test the Waters

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

Roll 2 dice: **if the total is equal to or lower than the number of Kraken symbols on cards in both players' Kraken pools added together**, place the Kraken between the ships, removing the central gangplank (models on it are knocked overboard).

2. Kraken Attacks!

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

The Kraken is an enemy to all players. Its attacks and abilities originate from all 3 zones it occupies at the same time.

8. Draw Tide Cards

Each player may have a maximum of 3 Tide cards at a time.

If you have less than 3 cards in your hand, draw up to your hand limit. You may discard cards before drawing.

COMBAT

Target a zone within range (measured orthogonally) containing enemy models or objectives. Other models, tiles, or objectives do not block targeting a zone within range.

Roll the listed number of **dice**. Each result that equals or exceeds the **to hit** number is a hit. All hits must be assigned to enemy models and objectives (friendly models in the zone are never hit) in this priority order:

1. Deckhands

2. Bosuns

3. Heroes

4. Objectives

Damage and KO'ing

When a model or objective suffers equal to or greater than its HP, it is **KO'd**: remove it from the board.

A KO'd deckhand or bosun is returned to its owner.

A KO'd hero is returned to its hero card. The hero loses all coin (either discarded or given to the hero that KO'd them). Place 1 Dead Man's Token with the dark side faceup on the card.

A KO'd objective is given to the player who KO'd it, with the back side faceup to show the coin reward (distributed among the KO'ing player's heroes), effects (these remain active until the end of the game), and VPs gained.

Condition Effects

Condition effects are always removed at the end of the hero's activation, or if the hero is removed from the board.

Blind: -1 to hit.

Stun: Lose 1 action.

Slow: May only perform 1 move action.

Silence: Can't use attacks, abilities or reactions that cost coins.

Bleed: Take 1 damage per action performed.

A pushed model is moved the number of zones indicated. Follow all rules for movement except a push can force a model to move into an off-deck zone, knocking it overboard.



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