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v1

Sept 2019

Game: **SCALAWAG!**
Publisher: **Troubadour Games (2014)**
Page 1: **Rules summary front**
Page 2: **Rules summary back**

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

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Scalawag!

SETUP

Place around the play area as many **ship mats** as there are players. Choose 1 of the ship mats to be the **first player** position.

Shuffle the **ship flag cards** corresponding to the chosen ship mats (matching the flag symbols) and deal 1 to each player. Players sit down at the ship mat that matches their ship flag card.

Take the number of **crew cards** indicated by the **crew card distribution chart**, shuffle them, and deal 3 facedown to each player. Place the remaining crew cards facedown in a scattered pile in the center of the play area to form the **port** area.

Crew card distribution chart

Crew Card	8 Players	7 Players	6 Players	5 Players	4 Players	3 Players
Sailor	6	5	5	4	4	3
Gunner	6	5	5	4	4	3
Marine	6	5	5	4	4	3
Pilot	4	4	3	3	2	2
Mutineer	4	4	3	3	2	2
Lookout	4	4	3	3	2	2

Place the **compass point** and **ship damage tokens** near the center of the play area. Each player takes 2 compass points and places them along the top of their ship mat. Compass point totals for each player are openly displayed during the game.

3 player games: The first player takes the **fog of war die**.

Optional: For games with include 6 or 8 players, **allegiance play** may be chosen to establish hidden teams of 2 players. Shuffle 3 or 4 of the **allegiance card** pairs (for 6 or 8 players, respectively) and deal 1 facedown to each player. After all players secretly review their allegiance card, all players must close their eyes. The first player should then perform the following sequence for each allegiance in the game:

- "*English, french, spanish, or pirate!* players, open your eyes."
- Wait 3 seconds
- "*All players, close your eyes.*"

Once all of the allegiances have been secretly determined, all players open their eyes. A team wins if either or both players on the team are the only surviving players.

PLAYER TURN

Play begins with the first player and proceeds clockwise, with each non-eliminated player taking a turn until the game ends. Players are considered **adjacent** if they immediately precede or follow in turn order.

In a 3 player game, the first player rolls the fog of war die prior to their turn.

On your turn, perform these steps in sequence:

- Issue 1 captain's order
- Collect 2 compass points

Your compass points supply may never exceed 10. If an action would cause you to possess more than 10, immediately discard the excess.

CAPTAIN'S ORDER DECLARATION

First declare your choice of **captain's order**, followed by any **crew** that support (or are required) for the order. If any crew were declared you must pause a few seconds to allow other players to call out "**scalawag!**" before proceeding.

The **pilot** and **lookout** crew have secondary capabilities, which would be declared now with a new pause allowing for a call of **scalawag!**

Finally, if the order requires a **target**, declare the target(s).

CAPTAIN'S ORDERS

Trim sails

Earn 1 compass point, taken from the central token pile.

This order can be supported by declaring 1 or more **sailors**, which increase the earnings by 1 for each sailor declared.

Fire cannons

Spend 5 compass points to deliver 1 ship damage to an adjacent player, or spend 8 compass points to deliver 1 ship damage to a non-adjacent player.

This order can be supported by declaring 1 or more **gunners**, which reduce the cost by 1 compass point for each gunner declared. A second **fire cannons** order may be issued by declaring a **pilot**.

When you take 1 ship damage, place a ship damage token on your ship mat, covering the highest-numbered damage slot still visible. If all 5 slots on your ship mat are covered, you are eliminated from the game.

Close and board

Spend 10 compass points (the default boarding cost) to deliver 1 crew loss to an adjacent player. The actual boarding cost is determined by the highest-numbered damage slot still visible on the target ship.

This order can be supported by declaring 1 or more **marines**, which reduce the boarding cost by 1 compass point for each marine declared.

When you suffer 1 crew loss, discard 1 of your crew cards facedup into the **davy jones' locker** area. Crew cards sent to davy jones' locker are out of play. If you have lost all of your crew cards, you are eliminated from the game.

Muster crew

Draw 3 crew cards from port, then return any 3 crew cards from your hand to port, facedown. Mix the crew cards in port.

Steal the wind

Steal up to 2 compass points from an adjacent player then discard 1 compass point to the supply. This order requires the declaration of a **pilot**.

Call for mutiny

Steal up to 2 crew cards at random from any single player and allow them to replace the stolen crew cards from port. After they have replaced their lost cards, you then discard a number of crew cards equal to those stolen (either the stolen cards or any from your hand) facedown to port.

This order requires the declaration of a **mutineer**.

On watch

Attacks against you cost 2 additional compass points for this round. In addition, players adjacent to you are now also considered adjacent to each other (as if you had been eliminated from the game). To indicate that you are on watch, turn your crew cards horizontal and move them to the top of your ship mat.

This order requires the declaration of a **lookout**.

CREW

Pilot

After declaring a **fire cannons** order (and pausing for calls of **scalawag!** if any **gunners** were declared), you may issue a second **fire cannons** order by declaring a **pilot** in your crew. The 2 orders may not target the same player, and each attack must pay the compass point cost separately. Any **gunners** declared during the first fire cannons order reduce the cost of both fire cannons orders.

Lookout

Prior to declaring the target(s) of an attack that involves adjacency (**fire cannons**, **close and board**, or **steal the wind**), you may declare that you have a **lookout** in your crew. After pausing to allow for a call of **scalawag!** against your lookout, you then proceed to declare the target(s).

SCALAWAG!

After a player makes a declaration that involves crew cards, any non-eliminated player may challenge that declaration by calling out, **scalawag!** The challenged player must either reveal the declared crew cards and continue with their turn or pay the **scalawag penalty** and forfeit their captain's order.

A call of **scalawag!** may only challenge the last declaration of crew made. Once a player has progressed to a new declaration, their previous statements are considered accepted by all players.

If you pay the **scalawag penalty** you must either take 1 ship damage or suffer 1 crew loss. You may not intentionally eliminate yourself from the game with your penalty choice.

If you will be eliminated by making either penalty choice, the opponent player involved in the **scalawag!** challenge makes the choice for them, because it will determine the **prize of war** that they receive for eliminating a player.

If you reveal all declared crew cards, the challenger who called **scalawag!** must immediately pay the scalawag penalty. If this results in the challenger being eliminated, it is the challenged player who makes the penalty choice and receives the prize of war for eliminating a player.

Once the challenger has paid the scalawag penalty, mix the revealed crew cards into port facedown, and the challenged player draws an equal number of replacement crew cards. Play then resumes with the challenged player's turn.

PLAYER ELIMINATION

You are eliminated from the game when either of these conditions is met:

1. You receive your fifth ship damage token
2. You lose your last crew card

The player to cause another player's elimination, by either a captain's order or a scalawag penalty, receives a **prize of war**. The prize depends on which condition was met for elimination, ship damage or crew loss.

After awarding the prize of war, the eliminated player places all of their remaining crew cards faceup into Davy Jones' locker, returns their compass point and ship damage tokens to the central supplies, and returns their ship mat to the box to indicate that they are out of the game.

When a player is eliminated, they no longer receive a turn during a game round. This new turn order will create new adjacency situations for the remaining players.

PRIZES OF WAR

When a player eliminates another player from the game, they receive a **prize of war**.

Ship damage: If a player eliminates another player by causing them to receive their fifth ship damage token, they gain 1 crew card chosen at random from the eliminated player. Should gaining this card cause the player to have 4 crew cards, they must choose 1 to place faceup into Davy Jones' locker.

Crew loss: If a player eliminates another player by causing them to lose their last crew card, the eliminating player removes a ship damage token from the lowest-numbered damage slot on their ship mat. Should this player already have a ship mat without ship damage tokens, they do not receive any other prize.

END OF THE GAME

The game ends when only 1 player (or team of players in allegiance play) remains in the game. The remaining player or team wins.

SPECIAL RULES FOR 3 PLAYER GAMES

When playing with 3 players, add the **fog of war** mechanic to the game to prevent 2 players from immediately ganging up on the third.

FOG OF WAR

Place an unused ship mat facedown to represent the fog of war. The fog of war breaks adjacency when placed between 2 player positions around the play area. The position of the fog of war moves prior to the first player's turn each round, based on the roll of the **fog of war die**.

Once a player has been eliminated, return the fog of war die and unused ship mat to the box for the remainder of the game.

Fog of war die

The first player rolls the fog of war die prior to their turn.

The symbols on the fog of war die indicate how the fog of war should be positioned between the players. These symbols are applied differently depending on whether the fog of war is currently in or out of play.

If the fog of war is currently out of play:



Place the fog of war to the left of the first player in clockwise order.



Place the fog of war to the left of the second player in clockwise order.



Place the fog of war to the left of the third player in clockwise order.

If the fog of war is currently in play:



Advance the fog of war 1 player position clockwise order.



Advance the fog of war 2 player positions in clockwise order.



Remove the fog of war from the play area.

BONUS CREW CARDS

The bonus crew cards are optional additions to the game and each may be added separately, or both added together, to introduce a bit more chaos to the standard play.

After dealing out the crew cards to each player during setup, mix any bonus crew cards you wish to add to the game into port. No player starts the game with a bonus crew card.

Rogue wave

Prior to issuing your captain's order, you may play **rogue wave** on any other player. After playing rogue wave, immediately draw 1 crew card from port as a replacement.

The player targeted by rogue wave takes the rogue wave card and places it faceup next to their ship mat.

If a player has the rogue wave card faceup next to their ship mat when it is their turn, they immediately return rogue wave facedown to port and **skip their entire turn**. Play continues with the next player.

Black spot

Prior to issuing your captain's order, you may play **black spot** on any other player. After playing black spot, you immediately draw 1 crew card from port as a replacement.

The player targeted by black spot takes the black spot card and places it face up next to their ship mat. **All attack costs are reduced by 2 when attacking the player with black spot** displayed next to their ship mat. This cost reduction combines with all other cost modifiers.

If a player has the black spot card faceup next to their ship mat when it is their turn, they immediately return black spot facedown to port (granting that player the first chance to draw it if they choose the **muster** crew order).

Player elimination with bonus crew

If a player is eliminated while they are displaying a bonus crew card next to their ship mat, the bonus crew card is immediately returned to port facedown.

After awarding the prize of war, if an eliminated player still possesses a bonus crew card, it is placed along with all of their other remaining crew cards face up into Davy Jones' locker.