

# COMBAT

## NAVAL COMBAT

### 1) Declaration:

Each player declares **Shoot, Board** or **Flee**. (Aggressor declares first, and “shoot” is the only available action in the first round. *When controlling an NPC, “flee” may not be chosen unless it has less “Cannons” or “Crew” than the player it is up against.*)

### 2) Seamanship contest:

Roll *Seamanship* to see who out-maneuvers whom and gets to perform his chosen action. (+1 die if your ship has a Maneuverability that is 2 or more higher than your opponent.)

### 3) Action!

The winner of the *Seamanship* contest performs his chosen action (the loser may still “shoot” with successes):

**Shoot** *Win:* Inflict a hit with all of your “Cannons”.

*Tie or Loss:* Inflict 1 hit per success, limited by “Cannons”.

**Board** *Win:* Naval Combat ends and Crew Combat begins. *Opponent’s cannon-hits, if any, are applied before you manage to board. Proceed to Crew Combat unless your ship is sunk (you die), or you lose your last “Crew” (in which case Naval Combat continues).*

**Flee** *Win:* Escape! *Only if your opponent made no successes.*

*Repeat if Naval Combat hasn’t ended.*

## HIT-LOCATIONS & DAMAGE

**Hull:** If destroyed, your ship sinks. You lose the battle and your Captain dies.

**Cargo:** Each point of damage means your ship can carry one less Cargo Card. Excess Cargo Cards 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:** Each point of damage means you can inflict one less hit. If destroyed, you can’t inflict any cannon-hits.

*Note: Further damage to destroyed locations are transferred to “Hull”.*

## CREW COMBAT

Every round both Captains roll their *Leadership* skill simultaneously. Each success inflicts a hit to the enemy crew, except you can’t inflict more hits in a round than the number of “Crew” you have (prior to rolling). Repeat until a Captain has lost all of their “Crew”. They die, lose the battle and the winner may plunder their ship.

## PLUNDER

### PLUNDERING PLAYER CAPTAINS

When you win Crew Combat against a player, you may take: Gold on board, Cargo (including Contraband), Glory Cards, Rumor Cards, Specialists, Special Weapons and Ship (but not Missions).

If you defeat a pirate player (sunk or boarded), a nation will pay 5 Gold for each of their Bounties on the defeated player. You may claim this reward from only one nation, and it can’t be one that you have a bounty from, or which your nation is at war with.

### PLUNDERING NAVAL SHIPS

When you win Crew Combat against a Naval ship, 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. You may keep the remaining goods.
- Keep the ship, if you wish.

## PLUNDERING NPC PIRATES

NPC Pirates 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 gold reward: 5 Gold for a Sloop, 10 Gold for a Brig, 15 Gold for a Frigate and 20 Gold for a Man-o-War.

## MERCHANT RAIDS

*If any of your ship’s hit-locations are destroyed, you can’t raid.*

- 1) Draw 3 Cargo Cards and place them face up in front of you.
- 2) Roll your Captain’s *Seamanship* (🌀). *Special Weapon tokens can be used to convert a failed die into a success.*
- 3) One at a time you may use each success to:
  - Draw an additional card
  - Discard a card or
  - Exchange a card

- 4) Any remaining Hit Icons damage your ship. The raid fails if a hit-location is destroyed, or if the number of Escape Icons equals or exceeds your ship’s Maneuverability.

If you succeed, you get gold matching the Plunder Value of the remaining cards and may keep as many as your ship will hold.

## LOCATION RAIDS

*If any of your ship’s hit-locations are destroyed, you can’t raid.*

- 1) Draw the number of Cargo Cards indicated on the Location and place them face up in front of you.
- 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.
- 3) **Receive Hits:** Each remaining Hit Icon either inflicts 1 hit to your ship at the indicated hit-location, or 2 hits 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-locations are destroyed, you may continue the ground assault or retreat.*

- 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”, your Captain dies. *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 remaining cards and may keep as many as your ship will hold. Remove the Location Token from the board. *Note: Cards and abilities that specifically say “battle” may be used on Location Raids..*

## SPECIAL WEAPONS

 **Chain-shot:** Each 🏴 you rolled 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 🏴 you rolled 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.*



**Grappling Hooks:** After a *Seamanship* contest roll where you chose to “board”, you may spend (discard) your Hooks to re-roll any number of your dice.



**Heated Shot:** Each 🏴 you rolled does no damage, but the enemy ship catches fire! *Place the token on the enemy ship. Prior to every new Naval Combat round, the ship receives 1 hit to a location of the target Captain’s choice. Remove token if Crew Combat begins or the battle ends.*



**Double Shot:** Up to 2 🏴 you rolled inflict 1 extra hit each. *Apply non-“Skull” hits first. Then evenly apply all “Skull” hits to as many different non-empty hit-locations as possible (target Captain’s choice).*



**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 (minimum 1) on his/her next *Seamanship* or *Leadership* roll.

## SHIP MODIFICATIONS



**Extra Hammocks:** Adds +1 to the ship’s “Crew” value (the extra crew must be ‘recruited’). Your ship’s “Crew” can never exceed 5.



**Advanced Rigs & Sails:** Adds +1 to the ship’s Maneuverability value.



**Reinforced Hull:** Flip this token to absorb 1 point of damage done to any hit-location (after hit-locations have been determined). “Repair” the token for 3 Gold in any port to refresh its ability. *May be used in Raids and for Swivel Gun hits but not in Crew Combat.*



**Chasers:** Flip this token to inflict a hit after you or an opponent declares the “Flee” action. Flip it face up after combat has ended.



**Swivel Guns:** Just prior to Crew Combat (at sea), roll 2 dice. Inflict one hit to enemy “Crew” on one or more successes. It doesn’t matter who initiated the boarding.



**Extra Cannon Port:** Adds +1 to the ship’s “Cannons” value. Move the “Cannons” hit-location cube up one step. “Cannons” can never exceed 5.



**Long Guns:** Before the 1st round of Naval Combat, roll a die for each of your “Cannons”. Inflict a hit for each success. Special Weapons can’t be used.



**Extended Cargo Hold:** Adds +1 to the ship’s Cargo value. Move your “Cargo” hit-location cube up one step. A ship’s “Cargo” can never exceed 5.



**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 and prior to scouting for you). **Only works as long as you have fully repaired “Masts”.**



**Carved Hull:** Your opponent has -1 *Seamanship* (minimum 1) when either of you selects “Flee” during Naval Combat.



**Smuggler’s Hold:** 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:** Avoid a drop on the Loyalty Track when an NPC Event Card is drawn by choosing one of the following: Roll *Leadership* and succeeding or (if at sea) discarding a “Crew”. You may not first try *Leadership* and then discard a “Crew” if failed.

## GLORY POINTS

- Defeating a Player or NPC
- Selling 3 or more Cargo Cards in 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).
- **CONTRABAND:** Every 2 Contraband sold.
- **LOCATIONS:** Plundering 12+ Gold in a Location Raid.

Every 10 Gold stashed counts as a Glory Point (up to 5 points in a normal 10-point game).

## TURN SEQUENCE

- 1) **WIND AND WEATHER:** Spin the *Weather Spinner* and move the on-board Storm Token in the direction of the wind.
- 2) **Draw Event Card.**
  - **LOYALTY:** If NPC Event, Loyalty reduced by 1.
  - **TREASURE GALLEON:** If other Event, the Treasure Galleon gains 5 Gold and moves in the direction of the upper left icon (or next available clockwise direction).
- 3) **Player Actions.** In turn order, each player takes 3 actions and can choose from:
  - **Move** (to adjacent Sea-Zone or into/out of port)
  - **Scout** (for merchants, players or NPCs while at sea)
  - **Port** (perform port activities while in port)
  - **LOCATIONS:** Visit a Location (while at sea)
  - **LOCATIONS:** Raid a Location (while at sea)

## PORT ACTIVITIES

- Sell Goods (must be your first port activity)
- Buy Goods
- Visit Shipyard
- Recruit
- Acquire a Rumor
- Claim a Mission
- Stash Gold (home-port only)
- **LOYALTY:** Raise Loyalty 1 Step
- **FAVORS:** Buy Favors (must be your last port activity)

### SELL GOODS (FIRST)

Sell goods for 3 Gold per card and goods in demand for 6 Gold per card. *When selling a good in demand, replace the Demand Token with a random one from the reserve pool.*

**Contraband:** Sold in its destination port for 10 Gold per card.

### BUY GOODS

- 1) **Redraws:** Draw 6 Cargo Cards (or 3 if you bought in the same port last turn). Discard and redraw any cards featuring the good in demand (or Contraband matching the port).
- 2) **Buy Contraband:** Pay 3 Gold each.
- 3) **Buy regular Cargo:** Pay 3 Gold each unless you draw several cards with the same good. Two of the same good means the price drops from 3 to 2. If you draw three or more, the price drops to 1 Gold per card.

### 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" cannot exceed the "Crew" value of your ship.

### ACQUIRE A RUMOR

To attempt to get a rumor you pay 2 Gold and roll your *Influence* skill. If successful, draw a single Rumor Card.

## VISIT SHIPYARD

	Buy	Sell
Sloop or Flute	10	5
Brig	20	5
Frigate or Galleon (+1GP, once per Captain)	35	10
Repairs (per point of damage)	2	-1*
Ship Modifications (per Mod)	3	+1*
Special Weapons (per Token)	3	1

\*Cannot be sold separately, but alters price when selling your ship.

### CLAIM A MISSION

Attempt to claim a Mission available at your current port. If you succeed, take the card and draw a new one.

### STASH GOLD (HOME-PORT ONLY)

You may stash some or all of the Gold you have on your ship when in your home-port.

**LOYALTY:** Reduce your crew's Loyalty one step when stashing gold.

### RAISE LOYALTY 1 STEP

Raise your crew's Loyalty by paying the gold shown on the next higher step of the Loyalty Track. Only one step per "Port" action.

### BUY FAVORS (LAST)

Buy as many Favors as you can hold for 2 Gold each.

## NPC HUNT PRIORITY

### NAVAL SHIPS HUNT FOR (MOVE TOWARDS):

- 1) Player Captains that have a Bounty from the Naval ship's nation.
- 2) Player Captains that have Bounties from other nations.
- 3) *If At War:* Player Captains of enemy nationality.

### NAVAL SHIPS SCOUT FOR:

- Pirate Players (i.e. players with at least 1 Bounty).
- Player Captains of enemy nationality during War.
- **CONTRABAND:** Non-pirate Players carrying Contraband. If found, the non-pirate Captain may either:
  - a) Resist and attack the NPC (getting a Bounty as if starting the battle).
  - b) Discard all Contraband Cards to avoid the battle.

### PIRATE SHIPS SCOUT AND HUNT FOR:

- 1) Non-Pirate Captains with Gold on board.
- 2) Non-Pirate Captains with Cargo on board.
- 3) Non-Pirate Captains with no Cargo or Gold on board.

- *NPC pirates in the same Sea-Zone as any Naval ships don't "scout" for players.*
- *Two Man-o-Wars in the same Sea-Zone don't "scout" for players.*
- *If multiple hostile NPCs in a Sea-Zone find the same player, then draw the NPC Captain Cards randomly to determine battle order.*
- **STORM TOKEN:** NPCs in a Sea-Zone with the Storm Token don't "scout" for players.

## WIND AND WEATHER

**WIND:** You may take a free "Move" action in the wind direction *once* per turn, but it takes two actions the *first* time you move against the wind in a turn.

**STORM TOKEN:** When moving or starting in the same Sea-Zone as the Storm Token: take 3 random hits minus 1 for every *Seamanship* success. *NPCs in a Sea-Zone with the Storm Token don't "scout" for players.*

## LOCATIONS



### Visit (anyone):

Pay 3 Gold per Bounty reduced (from only one nation per visit).

*Raid Defense: 3 Cards and ignore all Hit Icons.*  
*Bounties: 1 on attack, 1 on success (matching local port).*



### Visit (anyone):

Pay 1 Cargo Card for full Ship Repairs (doesn't include "Crew").

*Raid Defense: 4 Cards.*  
*Bounties: None.*



### Visit (non-pirates only):

Move a Naval ship matching the local port to an adjacent Sea-Zone. If none, may instead draw a matching one from the deck to enter the game at the end of the turn. Reshuffle the draw deck.

*Raid Defense: 6 Cards.*  
*Bounties: 1 on attack, 1 on success (matching local port).*



### Visit (pirates only):

May get both:

- Free Recruiting (no roll required).
- Free Rumor Card (no gold or roll required).

*Raid Defense: 4 Cards.*  
*Bounties: None.*



### Visit (anyone):

Pay 5 Gold to draw the first Specialist (of a type you don't already have) that you find in the Glory Card Deck and employ them immediately. Reshuffle the draw deck.

*Raid Defense: 4 Cards.*  
*Bounties: 1 on attack, 1 on success (matching local port).*  
*Raid Bonus: If successful, gain a free Specialist from the Glory Card Deck (as above but free).*



### Visit (anyone):

Roll *Scouting*. For each success, you may either:

- Draw 1 Cargo Card.
- Draw 1 Rumor Card.
- Gain 1 "Crew".
- Choose 1 Special Weapon.

*Receive 1 hit to "Hull" for each thing you picked up, minus 1 for every success made in a *Seamanship* roll.*

*No Raid Possible.*



### Visit (anyone):

Do 1 "port" activity (4 cards for sale):

- Sell Goods.
- Visit Shipyard.
- Buy Favors.
- Buy Goods.
- Acquire a Rumor.
- Recruit.
- Increase Loyalty.

*Shares the local port's good in demand in every way. When buying, redraw goods in demand and Contraband matching the local port.*

*Raid Defense: 5 Cards.*

*Bounties: 1 on attack, 1 on success (matching local port).*



### Visit (non-pirates only):

Either Sell Goods or Buy Goods (6 cards for sale).

*Shares the local port's good in demand in every way. When buying, redraw goods in demand and Contraband matching the local port.*

*Raid Defense: 5 Cards.*

*Bounties: 1 on attack, 1 on success (matching local port).*