

Escape from Pirate's Bay

3-9 Players : 3-4 Islands : 3 Hours

Story:

You awaken to the sound of waves crashing on the beach, thoroughly soaked and covered in sand. In the center of the bay, you spot the hull of your ship, largely intact but missing major parts. Still attached to the stern are lifeboats, which you can use to gather the parts needed to make repairs. You know that all bets are off when it comes to survival, and any of your crewmates would betray you to survive, and to take a greater share of the treasure.

In this campaign highlighting the B.O.A.T expansion, players must travel island to island to gather the materials necessary to repair their ship and make off with the greatest treasure in all the seven seas, Vul-Kar's gem. Whatever their plan might have been before, now escape is a fight for survival. It's up to you to decide who can be trusted, as each of you vies to take possession of the gem. Choose your friends wisely, and you just might have a chance to escape from Pirate's Bay.

Materials:

- The B.O.A.T. Expansion materials (Hull, Wheel, Mast, Anchor)
- 3-4 Islands
- 2 Small Rowboats or Sailboats
- Minor Treasures and Equipment of the Gamemaster's choosing

Setup:

Place the islands in a large circle over the whole play space, with the main hull of the boat in the center. On three of the islands place one of the detachable pieces of the boat as a major treasure, as well as any minor treasures and equipment you wish. If using a fourth island, place all of the player tokens near any docks. Alternatively, you may choose to forego using a fourth island and place player tokens on the deck of the ship to begin.

Flavor Text:

On the first player reaching the ship (or before starting if players start on the ship):
Looking down into the ship's hold, you see the treasure you've been transporting back home. Vul-Kar's gem, the greatest prize in all the seven seas, sits atop a chest of gold and silver. It shines a brilliant red in the light of the setting sun.

On all three boat pieces being in players' inventory:
With the final piece needed to repair the ship now recovered, you know it will be a race to return to the ship and make the necessary repairs while still ensuring you make it aboard when the boat casts off.

On some players escaping the Bay:

(To the escaped players) You sail into the dying light of the day, still shaken by your experience in Pirates' Bay. You think for a moment on what you left behind on those islands, but as you climb down below deck, all you can see is the gleam of Vul-Kar's gem. You have escaped, and the treasure is yours.

Unique Roles:

Sailor:

- Sailors gain an additional 3 movement points while moving on boats, as well as 1 additional altercation point while in water. When on land, however, they lose 1 movement point.

Bandit:

- Upon performing a theft, bandits gain 5 additional movement points, and additionally not need to stop on unstable spaces (i.e. bridges and ladders). During altercations, bandits lose 2 points before the altercation is resolved.

Brawler:

- Brawlers gain an additional altercation points during combat, but are incapable of performing ambushes. Brawlers also gain an additional inventory space.

Special Rules:

Ambush:

- If a player comes up behind another player, they may declare an ambush instead of a theft. Ambushes are resolved as conflicts, but the defender no longer receives +2 to their D6 roll.

Anchor Movement:

- When moving the anchor of the boat, two players are required. They must remain on the same space while carrying the anchor, and can only move as far as the lowest movement score between the two of them on a given turn.