

Pirates Port - Solo Rules

Website: <https://pp.webdesk.me>

Brought to you by: <https://www.sans.org/>

Story:

Because you have intercepted an important enemy transmission, you return to HQ with the intel. Now, your radar is picking up a fast-moving vessel approaching your ship. PIRATES! At least pirates will not blow up your ship for fear of losing their treasure, but are you prepared for the cyber war you are about to face? You must disable the pirate ship or else!!

Objective:

Your objective is to complete all four of your missions before your server integrity or your ship has been compromised.

Components:

54 cards

Player 1 starter deck (6 cards)

Player 2 starter deck (6 cards)

Player 3 starter deck (4 cards)

Missions (4 cards)

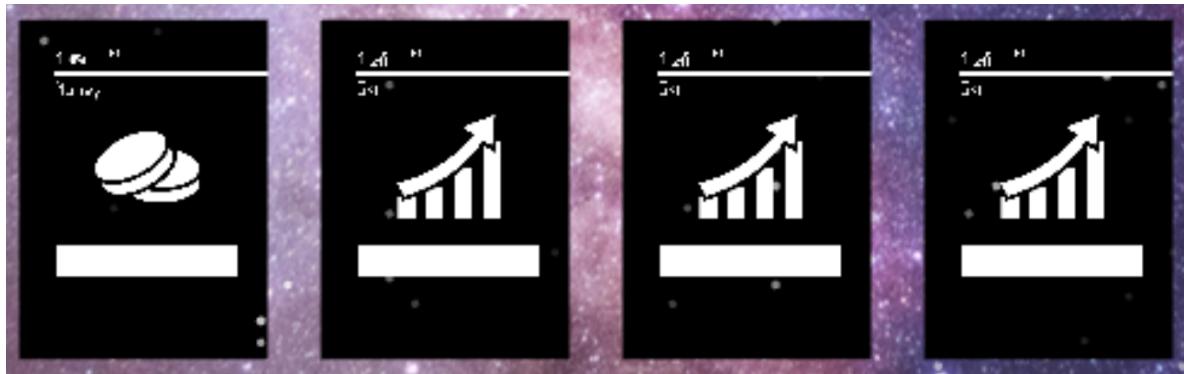
AI Expansion (2 cards)

Score Cards (4 cards)

Events (28 cards)

Card Types

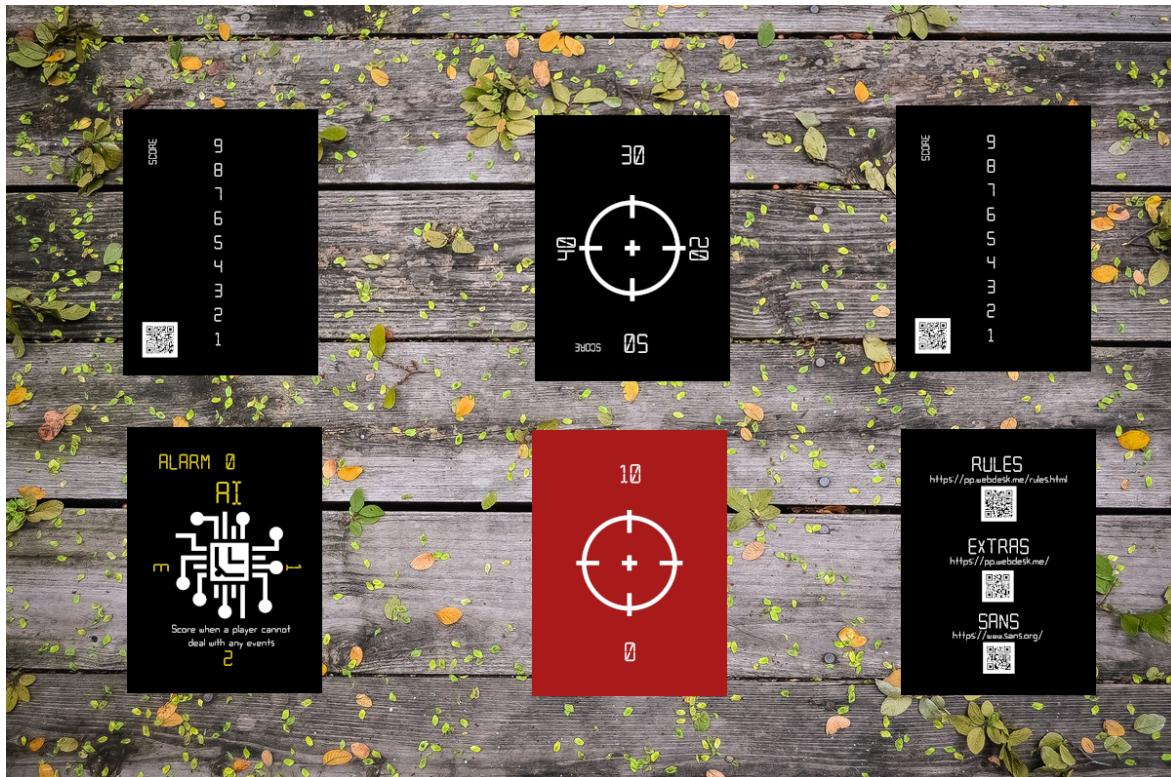
Players Starter Decks:



Mission Cards:



Health Cards:

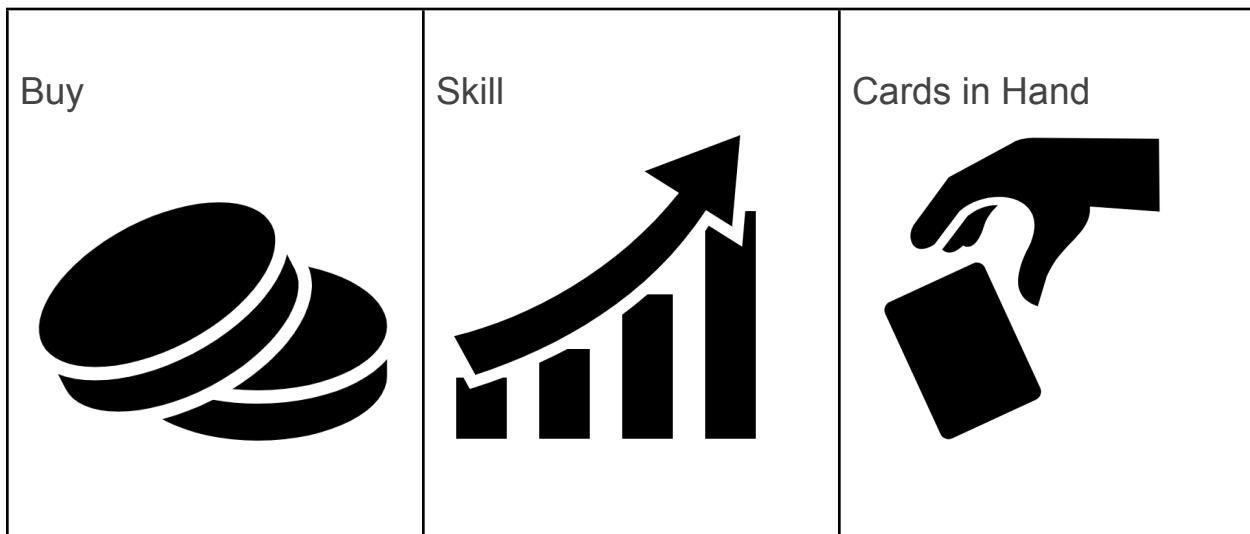


Event Deck:



Iconography:

These are all resources for purchasing cards or completing missions.



Prepare the materials:

Separate the cards into piles by types.

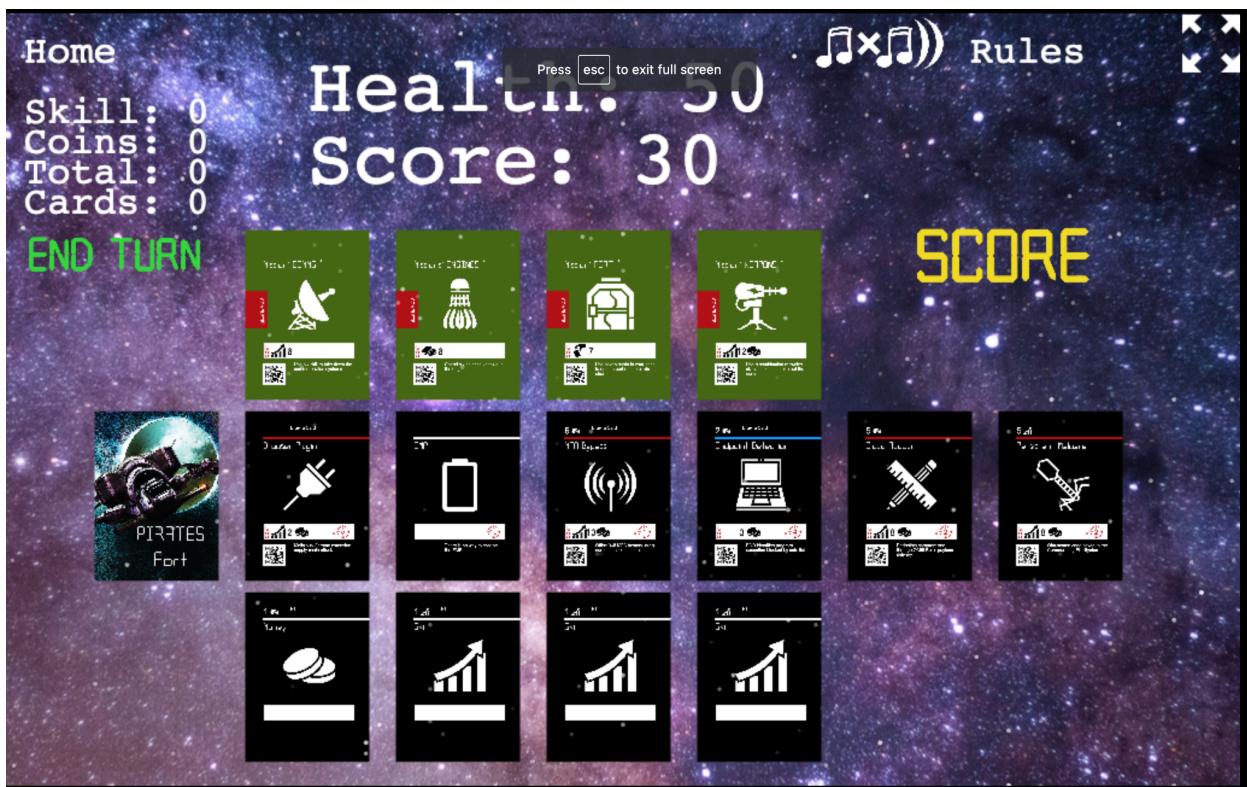
Set the following aside: Starter decks for Players 1,2,3 the alarm card, and the yellow AI mission cards.

Keep the following for setup: Starter deck for Player 1, 2 scoring cards, 4 green mission cards, 28 event cards

Setup for play:

1. Separate the cards by type.
2. Shuffle event cards together to make the event draw pile.
3. Take the top 6 cards from the draw pile and put them in a row in the center of the table called the event row. During play, the event row must always have 6 cards.

4. Shuffle the player cards to make the Player 1 (Solo) draw pile.
5. Place the four mission cards above the event draw pile.
6. Set the score tracker to 50.



Gameplay:

1. Draw four cards from the Player 1 (Solo) starter deck.
2. Use the four cards drawn to either acquire cards from the event row or to complete one of the mission objectives.
3. Place the following into the player's discard pile: any acquired event cards and the four cards drawn from the player's starting deck.
4. Turn any completed mission cards from the green to the red side.
5. Refresh the event card row: Move any remaining event cards to the right of that row. Draw from the event card pile until there are six cards in the event row.
6. Evaluate the server health to determine how much integrity it has lost. Refer to the number in the crosshair symbol on the farthest event card to the right. Using the score card, subtract that number. Put that event card into the event discard pile and refresh the row.
7. When any draw pile is empty, take the cards in the corresponding discard pile and shuffle them to make a new draw pile.
8. Repeat.

Scoring (Data Loss):

- After dealing with an event instead of adding it to the discard, you can score it. You can do this up to three times.
- Your score is made up of the total damage marked on each scorecard. You want the lowest score possible.
- A lost game is 40, and the best score is 3.
- If you have no score cards, your score is 30.
- If you have only one score card, add 20 points to your score.
- If you have just two score cards, add ten points to your score.

Game Ends:

The game ends when you complete all missions or your server's integrity is at zero. You have won the battle, but the pirates were still able to get away with some data from your ship. I hope you were able to keep it to a minimum.

Credits:

Created for Sans Institute
Co Designer: Joshua Wright
Designer: Adam W. Telford
Iconography: <https://game-icons.net/>