

Ages
15+

2-6
Players

Ghostly Regenge

Rulebook

Davey Jones's locker is deadly,
can you escape?

Contents

Gameboard

- 7 Hexboard Pieces
- 6 Edge Puzzle Pieces
- 6 Character Boards*
- 3 Junk Station Tiles
- 1 Merchant Tile
- 2 Battle Decks
- 52 Battle Deck Cards
- 175 Event Cards
- 210 Chip Upgrade Cards
- 144 Coins

Introduction

Story

You were a Pirate captain. A prince of space. You and your crew sailed the universe, looting, scavenging, raiding. Nothing could stop you, you took what you wanted when you wanted. Until that fateful day.

“It was a peaceful morning like any other morning. Until the crow’s-nest spotted sails on the horizon, an odd green glow emanated from the bow and piercing red eyes that sent chills down your spine. It couldn’t be, it was myth, a legend, but there it was sailing towards you. “All hands to deck”. You bellow and yell as the crew scramble to their combat stations. If it’s real we’ll sink it, you thought. Cannons roaring, men screaming, the fight had begun. Without any indication the green glowing ship started firing and in an instant you knew, you couldn’t win. In mere moments your ship was a battered wreck, most, if not all the crew were gone. You were left, staring, at the piercing red eyes of a legend. The Flying Dutchman.”

Defeated at the hands of The Flying Dutchman, you and your crew are now ghosts in Davy Jones’ Locker, at the mercy of Javey Jones. He has stated, “Yee who escapes me locker, may be sent back out into the stars. Once again free to pillage, plunder and seek revenge as yee see fit.” You now must escape The Locker.

Classes

Pirates

Pirates are crews of a ship, mostly run by many species sometimes a combination of species. These crews are led by a captain in search of riches and treasure. Pirates will do everything and anything to get their hands on anything they deem treasure. They are ruthless scavengers and deadly raiders. Excelling at attacking and destroying weaker enemies.

Military

The Military is the justice of space. Created and formed by an alliance of peace. Military ships sail the universe, seeking out injustice and righting wrongs. Harnessing the power of history's most seasoned ships, they build powerhouses' of justice. They are the shining light in the unending darkness that is space

Ghosts

Not much is known about ghosts. Some believe them to be myths and legends, others claim they have come face to face with The Flying Dutchman, king of ghost ships and lived. What is known is they have mysterious abilities and use weapons and armor from the most famous ships throughout history. They appear in a blink of the eye just to vanish a second later. The legend goes "If mist a glow of green yee be seeing, you best start a fleeing. For doom comes to all."

Aliens

The universe is home to many creatures, these creatures are known to humans as aliens. Aliens come in many size, shapes, and varieties. Their ships and weapons are unorthodox but deadly. If you come across anything alien, you must be aware of what creature you are dealing with, or you could end up as the main course.

Scorparian

Scorparians are an advanced scorpion race. These creatures come from Droughtin, a world full of desert plains. The scorpion evolved in this habitat and the Scorparian race was born. They build cities and weapons from their dead, using the hard exoskeleton to create impregnable armour and hulls for their ships. The Scorparian Tail, a deadly cannon is an example of the way their race uses their own bodies and acid, to fire deadly poisons at their enemies.

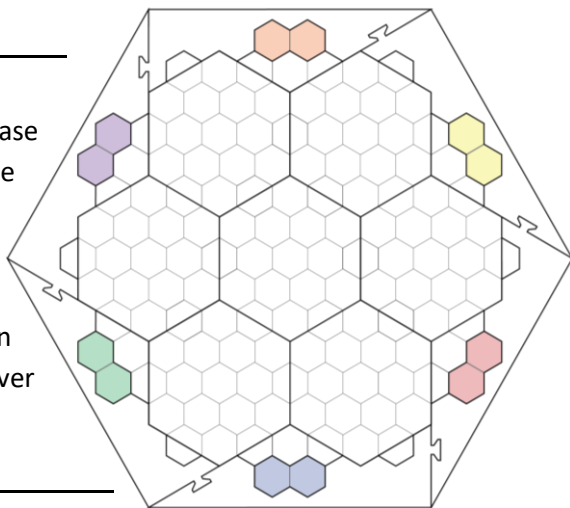
Infrac

A race of sentient spheres. These spheres have the ability to magnetize any form or type of metal to themselves. Once magnetized, Infrac can control the metal. This gives them the ability to build their own body. For this reason they are nomads. Not living in one spot but traversing the universe looking for bigger and different metals.

Set Up

Creating the board

Place the hexagonal game base within reach of all players. Place the hexagonal pieces within the hexagonal base. There is no set way to place the hexagonal pieces. You can create the board to look however you like.



Placing Tiles

Once the board has been created place the 3 Junk Station and 1 Merchant Tile/s on the board. These tiles have no designated places, they can be placed anywhere on the board.

Distributing Loot

Add 2 coins to each planet on the board.

Card placements

The Ship Deck:

Shuffle the Ship deck. Place the deck outside the board space and within sight of all players. Take the top 3 cards and place them face up next to the Ship deck. This will be the Merchant Stations stock.

The Battle Decks:

Shuffle each battle deck. Place them outside the board space. These will be used during a battle action.

The Event Deck:

Shuffle the event deck. Place the event deck outside the board space. The event deck will be used by each player on their respective turns.

Player setup

Players choose a Ship board. On the ship board each player starts with a fuel level of 4, 1 broken figurehead ship card and 1 broken ship piece. Each player chooses a player piece to represent them during the game. Place your player piece in a starting zone(separate starting area per player), with the bow (front) of the ship facing the middle hexagon. Your ship should be in a starting zone, placed on any hex in the zone. Your ship is facing the middle hexagon, ready to sail on its journey for survival and victory.

Ghostly Revenge

Turn Order

- 1) **Event Card** - Draw an event card from the event deck
- 2) **Movement** - Move based on your fuel and movement
- 3) **Action**
 - Trade :: Buy/sell from merchant or junkyard
 - Loot :: Take loot from planet
 - Barter :: Trade with adjacent player
 - Attack :: Extort and battle adjacent player
 - Escape :: Pay 25 coins to Davey Jones
- 4) **End Turn** - Regenerate fuel and populate planets with loot

Base Attack Value :: 3

When attacking in battle, draw a number of cards from the battle deck, equal to this number plus any card values which specify drawing for attack.

Base Defence Value :: 3

When defending in battle, draw a number of cards from the battle deck, equal to this number plus any card values which specify drawing for defence.

Base Movement :: 4

During you movement, you may move a number of times, equal to this number plus any card values which specify additional movement.

For every movement taken (rotating or moving 1 hex forward) move your fuel tracker down one .

Base Fuel Generated :: 3

At the end of your turn, move your fuel tracker (located right) up a number of spaces, equal to this number plus any card values which specify additional fuel generation

Figurehead

Sails

Hull

Hull

Hull

Engine

Upgrade Hold (Items to trade/sell)

15

14

13

12

11

10

9

8

7

6

5

4

3

2

1

0

How to play

Victory Conditions

The objective of Ghostly Revenge is to escape Davy Jones's Locker. There are 2 ways to escape The Locker.

1. *Conquest* Be the last man standing. Defeat all other players and be the last crew standing to achieve victory
2. *Bribery* Bribe Davey Jones to release you from The Locker. Once your ship has been upgraded with Level 2 or 3 ship parts; filling all the available ship slots. You can go back to YOUR starting position and pay 25 coins to Davey Jones. Releasing you from The Locker and deeming you the victor.

Turn Overview

Each player's turn is broken into five stages:

1. Event
2. Movement
3. Action
4. Battle (if attack action taken)
5. Fuel generation
6. Loot distribution

Events

At the beginning of each player's turn, they turn over the card at the top of the event deck, and have an event take place. The event card is placed into a discard pile after being played. If the event deck is empty, shuffle the discard pile, this now becomes the new event deck.

Movement

The player then moves a number of times equal to or below the player's current movement value. The movement value is represented on the ship board. For every movement the player takes, they move the fuel slider down one until they reach the maximum movement they can take, or the slider reaches zero and the player is forced to stop moving. The player expends one movement, and one fuel, every time they move forward one hex, or every time they rotate their ship to face the hex to their immediate left or right. Two players cannot occupy the same space, this includes planets and stations.

Actions

Once moved into position, the player then takes an action. They can only take one action from the following, per turn:

- Trade with the merchant or junkyard
- Loot a planet
- Barter with another player
- Attack another player
- Buy your escape

Action 1: Trade

Players can buy and sell upgrade cards so long as they are in the same hex as the merchant or junkyard.

The merchant sells items for the value listed at the top of the card. There are three cards on display at the merchant. Once trade with the merchant is complete, then the merchant reveals cards until he has 3 face up. The merchant does not buy old upgrade cards. The junkyard, on the other hand, buys all upgrades for a standard 1 coin and sells random upgrade cards from the top of the deck for a standard cost of 4 coins.

You may buy and sell as much as your riches allow.

Action 2: Loot

For players to buy upgrades, they must loot planets to gain coins. To gain this loot, players must move onto the planet's hex.

Action 3: Barter

If a player is adjacent to another player they can perform a Barter action. The barter action allows the two adjacent players to trade coins, upgrades and fuel. If a player asks to barter and the other player refuses, the player can continue to move this turn.

Action 4: Attack

If a player moves to a hex that is adjacent to another player, they can perform an attack action on that player. The player performing the attack action becomes the Attacker, the player being attacked becomes the Defender. The attack action consists of two phases. Extortion phase and Battle phase.

Action 5: Escape

If a player has all upgrade slots filled with level 2 or 3 upgrades and is currently on their starting position hex. They can pay 25 coins to Davey Jones to escape the arena.

Extortion Phase

During the extortion phase the attacking player can demand coins or upgrade cards. If the defending player agrees to the extortion the battle phase is skipped. The defender can also offer coins or upgrade cards as tribute. If the attacker agrees the battle phase is skipped. If an agreement cannot be reached or the extortion fails proceed to the battle phase.

Battle Phase

During the battle phase players fight each other to determine the victor. To win a battle, each player uses a battle deck, you have 3 rounds of highest total value wins. First player to win two rounds is the victor.

To begin each player draws a set number of cards from their battle deck as detailed on the player's ship board. Players then add cards to their hands determined by upgrades in use.

Once each player has finished drawing cards, both players choose to place any number of cards face down.(Eg. If the attacker places one card face down and the defender places two, the attacker can add another card face down, and vice versa.) Once both players have finished placing cards face down, they flip the cards. The player with the highest total value, is the winner of the round. The cards that have been used are pushed to the side, and the next round begins, using the remaining cards in each player's hand.

If both players have no cards to play in a round, this is considered a draw. No one gains a win and no one gets a loss. If the battle ends with each player 1-1 and a draw. No one is the victor and the game continues.

After the battle has taken place and a winner has been determined, shuffle all cards back into the battle deck and place them to the side of the gameboard to be used in the next Battle Phase

The victor of the battle (the player who had the higher total card value twice) chooses a piece, from the opponent's ship board, and removes it, placing it in the discard pile. If the piece removed was the last piece, that player's ship has been destroyed and is eliminated from play.

Fuel Generation

At the end of the player's turn, they regenerate an amount of fuel, equal to the number detailed on their player ship board, and any applicable upgrade cards they have equipped (Sails).

Loot Distribution

Once a player has encountered an event, moved as they wanted, taken an action, and generated back fuel, they must place one loot coin on every planet not currently occupied by, or adjacent to, a player. Once all the loot is placed, the player's turn is over and the player to the left of the current player takes their turn.

Cards

Event Cards

Event cards are drawn at the start of each player turn, by the player whose turn it is. These are events that apply to everyone or individuals. When an event card is used it is placed in a discard pile. If the event deck runs out. Shuffle the discard pile and start draw from the top.

Ship Upgrade Cards

Ship Upgrade cards or upgrade cards are purchased and placed on the ship board in their respective places. These cards can be of 4 different classes: Pirate, Military, Alien and Ghost. Each class have cards that synergise with that class, however any ship board can purchase any class of upgrade card. Upgrade cards also come in 3 varieties of rarity. The higher the rarity the stronger the upgrade.

Battle Cards

Battle cards are part of the two battle decks. These are decks with numbers 1-6 and a 10 in each. You will use these cards to battle each other and determine the victor.

Ship Board

Layout

Your ship board consists of base stats, fuel Level, actions, your ship with a figurehead slot, 3 hull slots, an engine slot and sails slot. A Hold pile, this is your discard pile. Discarded and/or old ship upgrades are placed here.

Stations

Merchant Station

Frederick is a wise old man, he operates the Merchant station in Davy Jones' Locker. Frederick is an old sailor who sailed on The Flying Dutchman until he made enough riches to start his own merchant station. The merchant sells 3 upgrade cards at a time. As a player purchases ship upgrades the merchant does not restock upgrades until all upgrade cards are gone first.

Junk Station

The junk Station is run by Frilly and his family. Frilly is a Frillzard, a reptilian like race that love metal and junk. They set up Junk Stations throughout the universe collecting and basking in their junk. However Frillzards are not an intelligent race and will sell you their precious junk for shiny distracting coins. A player may purchase as much upgrades as they can afford during an action, if during this action they purchase an unwanted upgrade. They may also sell during the same action. Purchasing from a junk station is a high risk high reward. Every item from the junk station is available for 4 coins, however you must pay first, then take an upgrade card from the top of the deck.

CREDITS