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## Creating the board

Piece together the puzzle pieces to form the hexagonal game base within reach of all players. Then place the hexagonal pieces within this hexagonal base. The layout of these hexagon board pieces should be random; there is no set way to place the hexagonal pieces. You can create the board to look however you like.

## Placing Extras

Once the board has been created place the 3 Junk Stations and 1 Merchant Tile on the board. These tiles have no designated places, they can be placed anywhere on the board. Then add 2 coins to each planet on the board.

## Card placements

*The Ship Upgrade Deck ::* Shuffle the Ship Upgrade 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. Due to the number of cards in this deck, it may be easier to separate the pile into two. Variant rules may be used to allow players to purchase cards from either deck when at the Junkyard.

*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. Similar to the Ship Upgrade deck, due to the number of cards in this deck, it may be easier to separate the pile into two. Variant rules may be used to allow players to draw from either deck on their turn.

## Player setup

Players choose a Ship board. On the ship board each player starts with a fuel level of 4, and 3 broken ship cards (1 Firgurehead, 1 Sails, and 1 Engine). Each player chooses a player piece to represent them during the game. Place your player piece in your chosen starting zone, with the bow (front) of the ship facing the middle hexagon. Your player piece may be placed on either of the hexes in the starting zone, but must be facing the middle hexagon. You are ready to begin, the player that looks most like a pirate or sounds most like a pirate goes first.

## Movement

Player pieces can only move forward. Players expend 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.

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| Player Turn | | | |
| 1. **Event Card** | 1. **Movement** | 1. **Action** | 1. **End Turn** |
| Draw an event card from the event card deck | Move based on your fuel and movement | Take one of the 5 actions listed below | Regenerate fuel and populate planets with loot |

## Actions

### 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 player must be in the same hexagon as the merchant of junkyard, and since players cannot inhabit the same space, this means that only one player can use a specific merchant of junkyard at a time.

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 new cards until he has 3 face up, replenishing any stock sold. The merchant does not buy old upgrade cards. The junkyard, on the other hand, buys any upgrade card stored in a players hold 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 in one turn as your riches allow.

### Action 2: Loot

When a player moves onto the same hex as a planet, they gain all loot that planet currently has.

### 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, and upgrade cards currently stored in the ships hold.

### 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.

**Extortion Phase:** The attacking player may choose to demand that the defending player give them coins rather than battle. If the defender accepts the terms, they give the attacker the loot and the attacker’s action ends. If the defender refuses, then the battle phase begins.

**Battle Phase:** If the defended refuses to pay, or the attacker chooses to skip the extortion phase, then each player draws a number of cards from their battle decks, as determined by their ships upgrades, and the battle begins. Players place cards face down, once both players have placed their chosen cards, they flip and the player who has the higher total value wins the round. The battle consists of 3 rounds, with the winner being the player who wins two rounds. The winner chooses an upgrade card to remove from the loser’s ship board.

### 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.

## End Turn

At the end of each player's turn, that player regenerates fuel according to their base fuel regeneration plus any relevant upgrade card (Sails). That same player then places 1 loot coin on each planet, a planet with a player adjacent to it or on it receives no loot coins this turn. Once completed that player's turn is over.