



RICHARD BERG's

BLACKBEARD

The Golden Age of Piracy

1 INTRODUCTION

Blackbeard is a game for 1–5 players that allows you to recreate the Golden Age of Piracy in the 17th-18th centuries. Players maneuver their Pirates around the map, from sea area to sea area and into and out of ports, collecting booty and gaining notoriety in a variety of ways. Players win by having their Pirates become the richest and most notorious of them all, ideally retiring them after long and successful careers at sea.

Design Note: *Blackbeard* is more of a simulation than most Pirate games. However, it is not a detailed, complex simulation like many other games in the hobby. On the other hand, things that happen in Pirate movies and other fictional approaches that rarely—if ever—happened in reality are not included in this game. It is difficult, for example, to find an actual instance of one Pirate attacking another at sea, something that happens in Pirate movies all the time.

Note to Players of the original *Blackbeard*: This new game uses many of the details found in the original *Blackbeard* (The Avalon Hill Game Company, 1989), but the systems and mechanics for playing those ideas are quite different. Do not assume that any rules from the original version are in this game.

Rules Note: The vertical line found in the borders at various locations indicates passages that have been modified in these Living Rules.

2 COMPONENTS

Blackbeard contains the following items:

- 1 34"x22" game board.
- 110 cards, in 2 decks
- 2 sheets of counters, of various sizes and shapes
- 10 Pirate Displays
- 2 folded Charts and Tables Cards
- 1 Rule Book
- 3 six-sided dice, two black and one white

2.1 THE PLAYING CARDS

The playing cards for *Blackbeard* are used in the following two Decks:

Pirate Cards: These are the 23 most infamous Pirates of the era.

Event Cards. These 87 cards represent a variety of possible happenings that may affect what is going on. They also may allow the player to undertake whatever plans he has as a Pirate. Finally, they provide the game with its timing mechanism.

2.2 THE MAP

Regions: The game map is divided into three major Regions—the Americas, West Africa, and East Africa/India. Each Region has its own separate map section, connected only (in some cases) by Transit Boxes. Regions have very little effect on play; most of the game is conducted in the Sea Areas.

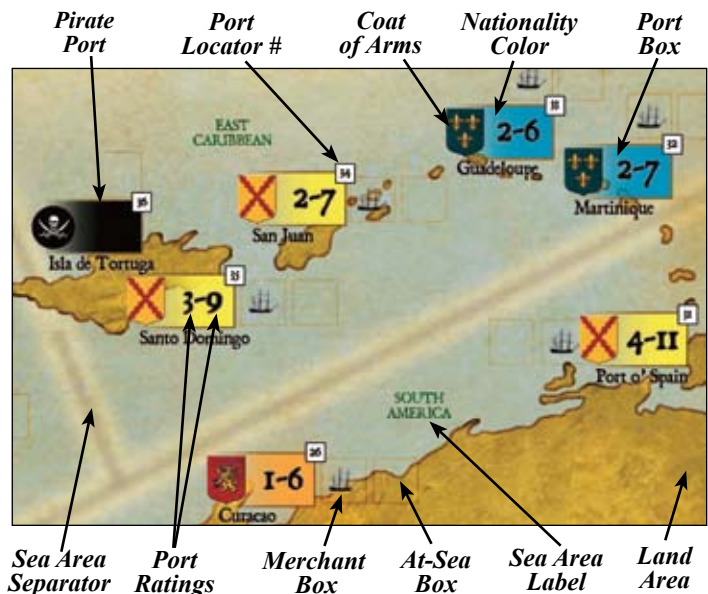
Sea Areas: Each Region is sub-divided into Sea Areas (often just called "Areas" in these rules). There are ten (10) Sea Areas in all.

Transit Boxes: These boxes, located between the Regions, allow travel to and from the different Regions. See 7.2.

Land: The land areas on the map have no effect on the game.

Victory Points Track: Used with the double-sided Victory Point markers to show who is currently winning the game (see 18.0).

Card Holding Boxes: Used to place the respective Card decks.



Retired Pirates and Davy Jones' Locker Boxes: The first is used to place the counters of Pirates who Retire, the second for the counters of Pirates who are Eliminated.

Ports: Sea Areas adjoin Ports that the Pirates may use for a variety of reasons. A Coat of Arms in the Port Box indicates which nation controls the Port—or whether or not the Port is a Pirate Port. Ports bear the following information:

- **Nationality:** The Nations to which ports belong are indicated both by the Coat of Arms and by color, as outlined on the Port Key on the map.
- **Port Box:** Each Port location contains the name of the Port, the Coat of Arms and color of its nationality, and its numeric values. This box holds governors, Pirates, and other information markers as needed. Placing pieces and markers on the Port location indicates that they are "In-Port".
- **Merchant Box:** Beside all Ports except Pirate Ports is a box bearing a ship icon. This is the Merchant box. It holds the Merchant Ship for that port (when required).
- **At-Sea Box:** Beside all Ports is a small empty box. This is the At-Sea box. It holds anything that does not fit in the Port box.
- **Port Locator number:** All Port boxes display a two-digit number in a small white box. This is the Port Locator number for that Port. Random selection of Ports is performed for various purposes in the game, and requires a D66 roll, as defined in 2.5.
- **Port Ratings:** All Port boxes (except Pirate Ports) have a pair of numbers separated by a dash. The number on the left is the Port's Value rating; the number on the right is the Port's Defense rating.

Entering and Leaving Ports: Pirates enter a Port from its adjoining Sea Area, and exit a Port into its adjoining Sea Area. Bermuda, alone of all Ports, adjoins both two Sea Areas: the North Atlantic and the Central Atlantic.

Living Rules Note: On the first printing of the map, the following borders are less obvious than they should be:

- **North Atlantic borders:** Central Atlantic and Bermuda.
- **Central Atlantic borders:** North Atlantic, South Atlantic, and Bermuda.
- **South Atlantic borders:** Central Atlantic and West Caribbean.
- **West Caribbean borders:** South Atlantic, East Caribbean, Central America, South America.
- **East Caribbean borders:** West Caribbean, South America.

2.3 PLAYER AIDS

The following large cards are provided to help players keep track of what they have, as well as determine the results of certain undertakings;

Actions Summary Card: This card is a handy summary of Actions and procedures used during the game.

Charts and Tables Play Aid Card: This card contains charts, tables and procedure lists used during play.

Pirate Displays: These large cards provide tracks for markers that let you keep track of all the pertinent information about each Pirate and his ship. The placement of each type of marker is outlined throughout the rules (including 3.0, Preparing for Play).

Port Grids: These Grids—for 2-player, 3-player, and 4- or 5-player games respectively), found in the back pages of the Rule Book, are used to keep track (with pen or pencil) of a Pirate's Safe Havens and Hostage Information points. Players should feel free to photocopy these pages for use during the game. You can also simply keep track of this information on a spare piece of paper if you prefer.

2.4 PLAYING PIECES

Blackbeard uses a variety of playing pieces—counters and markers—to keep track of details. Pirates, Governors, King's Commissioners, Merchant Ships, and Warships are represented on the map by the various counters. Information markers are placed on the map and the Pirate Displays to assist in game-play.

Living Rules Note: While the components as initially printed accurately reflect the design intentions of the game, the designer/developer team recognize that some players feel that Warships and King's Commissioners are too weak. As a result, we recommend—as a standard rule—modifying all Combat die-rolls for Warships and KCs by +2. This has the effect of higher Combat values for those units, but the printed values remain.

Attack History markers (9.58) are placed in the Attack History box on the Pirate Display when that Pirate attacks a Port. Use an Attack History marker corresponding to that Port's Nationality.

D&R markers (13.0) are placed atop a Pirate counter when his crew is undergoing Debauchery & Revelry.

Governor Bribed markers (9.45 and 18.41D) are placed in the "Governors Bribed" box on the Pirate Display to indicate which Pro-Pirate

governors that Pirate has attempted to bribe (whether successfully or not). A Pirate may attempt to bribe each governor only once. Anti-Pirate governors may not be bribed, so there are no markers for them.

Letter of Marque markers (17.2) come into play when the LETTER OF MARQUE Event Card is played as an Event.

Nationality markers (8.44, 9.42, 17.2) are placed as follows:

- On the Pirate Display in the "Hostages" box to indicate the nationality of the Port to which that Hostage was headed when captured
- In the "Letter of Marque" box on the Pirate Display to indicate the nation for which the Pirate has acquired a Letter of Marque.

Number markers help Players keep track of a range of details on the Pirate Displays and on the map:

- The Pirate's Notoriety Points, Cunning Points, and Net Worth
- The Doubloons in each Hold of the Pirate's ship
- The Information Points gained from each Hostage
- The number of the Action currently underway in the Player-Turn

Pirate ID markers (3.0 Step 7, 5.13) are placed beside the Pirate card on the Pirate Display whenever a Player deploys a new Pirate (including at the start of the game). These ID numbers are used in conjunction with the Port Grid in order to keep track of a Pirate's Safe Havens and Hostage Information Points.

Port Attacked markers (9.58) are placed on the map when a Pirate attacks a Port.

Port Destroyed markers (9.51, 9.55, 10.4, 17.2) are placed on Ports that have been destroyed (from attacks, storms, etc.).

Safe Haven markers (9.42, 9.45), are placed on Port spaces the map to indicate that at least one Pirate has a Safe Haven at that Port. Exactly which Pirate has the Safe Haven is recorded on the Port Grid (see 2.3).

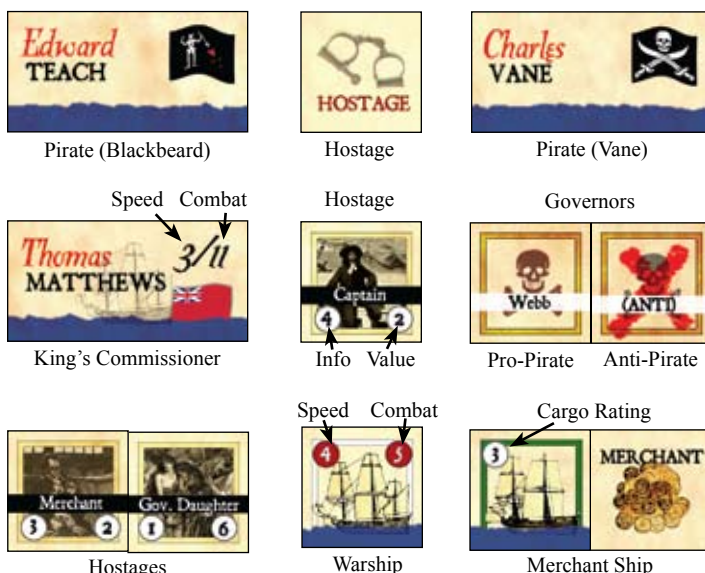
Scurvy markers (9.41, 17.2) are placed atop a Pirate counter when that Pirate's crew contracts Scurvy.

Ship Type markers (5.13, 6.21) are placed on the Pirate Displays to indicate which type of ship (Sloop, Schooner, or Brigantine) the Pirate is currently using.

Ship Ratings markers (5.13, 6.2) come in three types: Combat, Speed, and Loyalty. They are placed on each Pirate Display in the appropriate boxes and moved whenever that rating increases or decreases. Speed and Combat markers work in conjunction with the "Ship Type" markers to show the current Speed and Combat ratings of that Ship.

Victory Point markers (18.11) allow Players to track their Victory Points on the Victory Point track on the map.

EXAMPLES OF COUNTERS



EXAMPLES OF MARKERS



2.5 DICE

The game uses six-sided dice. The following abbreviations differentiate the various rolls:

- **1d6** is the roll of one black die (for a possible result of 1–6). This procedure is also more simply called, in these rules, “roll one die”. The term “dieroll” always refers to a **1d6** roll.
- **2d6** is the roll of two black dice, adding them together (for a possible result of 2–12)
- **3d6** is the roll of all three dice, adding them together (for a possible result of 3–18)
- **D66** is the roll of one black die and one white die, with the black die the ten’s digit and the white die the one’s digit, for a possible result of 11–66 (example: 5 black and 2 white yields a result of 52).

2.6 USEFUL TERMINOLOGY

The terms and abbreviations you’ll see throughout the rules have the following meanings in the game:

Active Pirate: The Pirate who has currently announced a Pirate Action or is currently conducting a Pirate Action.

Anti-Pirate Player: All Players not currently undertaking a Player-Turn. The other player is called the Pirate Player.

AP: Anti-Pirate—usually in the context of AP Action.

At Sea: In a Sea Area, as opposed to being In-Port.

Booty: This is what the Pirates are after and, as this is a family game, it refers to seized merchant cargo as well as doubloons gained from other activities, including ransoming Hostage, sacking ports, and more. Booty can be turned into Net Worth, a game term used to help determine Victory.

D&R: Debauchery and Revelry, a condition in which Pirates are celebrating their successes.

In Hand: Cards a player holds, un-revealed, and has not yet played.

In-Port: Refers to Pirates, Actions, and situation that occur while a Pirate is in a Port space, as opposed to being At Sea.

KC: King’s Commissioner.

Net Worth: The monetary value of the Pirate resulting from “cashing in” booty.

NP: Abbreviation for Notoriety Points, a numerical rendering of reputation earned for dastardly deeds.

Pirate Player: The Player currently undertaking a Player-Turn (4.3). The other players are called Anti-Pirate Players.

Player Order: Who goes when, as determined during the Preparing for Play procedure.

Player-Turn: The portion of play during which a specific Player acts as the Pirate Player.

2.7 NUMBER OF PLAYERS

Blackbeard can be played by anywhere from **1 to 5 players**.

2–5 Players: The game plays best with from 3–5 players, but 2-player games proved popular in playtesting, so it definitely does work as a 2-player game.

1 Player: See 19.0 for rules on Solitaire Play (which includes some deviation from the standard rules).

More than 5 Players (suggestion): If you have from 6–10 players, you can play the game by restricting each player to having only one Pirate at a time. Each player draws only one Pirate card to start the game—see

3.0—and draws another Pirate card only if that Pirate leaves the game (by retiring or by being eliminated). Any player not wanting to use the Pirate he/she has drawn can draw a different one instead, giving each other player 10 VP and placing the originally drawn Pirate card back in the Pirate deck.

2.8 QUESTIONS?

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You can also reach us at www.Consimworld.com and www.boardgamegeek.com.

3 PREPARING FOR PLAY

STEP 1: Lay out the Components

Unfold the map and lay it on the table. Separate the counters and markers into stacks by type. Give each player the following number of Pirate Displays, arranging the displays in a convenient location so that all players can see them at all times (the number of Pirate Displays a player has equals the maximum number of Pirate counters that player may have on the board at any given time during the game):

- **5-Player or 4-Player Game:** 2 Pirate Displays to each Player.
- **3-Player Game:** 3 Pirate Displays to each Player.
- **2-Player Game:** 4 Pirate Displays to each Player.

STEP 2: Determine Player Order

Each player rolls a die. The player with the highest result becomes Player A, with the player to his left becoming Player B and so on, clockwise around the table. Player A then does a Player-Turn, followed by Player B, then Player C, Player D, and Player E, coming back to Player A once the last player has done a turn. This sequence of players is known as Player Order.

STEP 3: Prepare the Cards

Separate the cards into their two decks, Pirates and Events. Shuffle the Pirates and set them aside in their box on the game board. Remove from the Event deck all the cards that say “Must Play Immediately” (see 17.15) and place these aside until Step 4.

STEP 4: Deal the Event Cards

Shuffle the Event cards and deal face down 4 Event Cards to each player, in Player Order. Next, place all the “Must Play Immediately” cards you removed in Step 3 back into the Event deck and reshuffle it. Finally, place the Event deck face down in the Events Cards box on the game board.

STEP 5. Place the Governors

Set the 16 Anti-Pirate Governors aside in their holding box (for later use). For each of the 8 Pro-Pirate Governors, roll **D66** and consult the Port Locator number corresponding to that result, to see at which Port that Governor counter is placed. Place the Governor counter in the Port Box for that port. Do not put Governors in Pirate Ports, and only one governor per port; if you roll a Port number in which you’ve already placed a Governor, or the number of a Pirate Port, place him in the next available Port with a higher number (starting back at 11 if you get all the way to 66).

***Historical Note:** All of the Governors depicted in the game are, essentially, English ... mainly because they were the only names we could find. Some will end up in non-English Ports. A lack of historicity, to be sure, but it IS a game, and the effect is the same.*

STEP 6. Select the Pirates

Shuffle the Pirate Deck and randomly deal the following number of Pirate Cards to each Player, in Player Order:

- **5-Player or 4-Player Game:** 2 Pirate Cards per Player.
- **3-Player Game:** 3 Pirate Cards per Player.
- **2-Player Game:** 4 Pirate Cards per Player.

Note: In-hand Pirate Cards never count towards the maximum number of Event cards allowed.

Optional Rule: If all players agree, the following rule applies. Players choose their Pirates, specifically and knowingly, instead of drawing them randomly. Each player chooses a number of Pirate Cards corresponding to the number of players in the game (as indicated above). Each player rolls a die to see who gets to start choosing Pirates first (this is over and above the Player Order die-roll in Step 1). After that, selection goes around the table, clockwise—or in alphabetical order of player names in online games—one Pirate at a time, in Reverse Draft format. (That means, for example, in a 4-player game, choices will be made in the following Player # order: 1-2-3-4-4-3-2-1; in a 3-player game it would be 1-2-3-3-2-1-1-2-3.)

Play Note: The optional rule is recommended for those who know the game, specifically how the Pirate ratings function. .

STEP 7: Deploy the Pirates

In Player Order, each Player must now deploy **one** Pirate, placing the cardboard counter for that Pirate in the Sea Area of the Player's choice (it is entirely permissible for more than one Pirate to begin the game in the same Sea Area). After all Players have done so, each **may** deploy a second Pirate in the same manner (in a three-player or two-player game, this continues until each Player has deployed the desired number of Pirates up to the limit—see 5.16). Then, simultaneously, all Players do the following: Each Player uses one Pirate Display for each Pirate, placing the Pirate Card in the appropriate box on that display face up so that the Pirate's values are visible to all, and placing a Pirate ID marker for that Pirate beside the Pirate Card. Each Player assigns each of his Pirates a Ship—either a Sloop or a Schooner, his choice, placing on the Pirate Display the appropriate markers for Ship Type and the starting Combat and Speed ratings for that ship type (see 6.28). He also places the Loyalty Level marker at 7.

Play Note: For greater secrecy, players may instead agree to record the locations of their initial Pirates) and reveal them simultaneously after all have made their choices. If players want a more random setup, they can roll **D66** for each Pirate and place him in the Sea Area adjoining the resulting Port Locator number.

STEP 8. Place the Merchant Ships

Place all 35 Merchant ship counters in an opaque cup (or face-down on the map or table). This is the Merchant Pool. Randomly draw from the Merchant Pool eight (8) Merchant ship counters (it doesn't matter which player does this). As each one is drawn, roll **D66** and consult the Port Locator number corresponding to that result, to see at which Port that Merchant counter is placed. The counters are placed face-down, so as to hide the type of ship, in the Merchant Box just outside the Port. Do not put Merchants in Pirate ports, and place a maximum of one Merchant per port. If the Port rolled is one of the three Pirate Ports, or a Port with a Merchant ship already in its Merchant Box, place the Merchant in the Merchant Box of the next highest numbered available Port (start back at 11 if you reach 66).

Example: A **D66** roll of 15 places that Merchant in the Merchant Box for Bath, which is in the Central Atlantic Sea Area. If the next **D66** roll is also 15, place the Merchant in the Merchant Box for Charleston, in the South Atlantic Coast area.

STEP 9. Place the Other Markers

Place the Victory Point markers for all Players in the "0" box on the Victory Point track on the map, with the +100 side face-down. Place

the 8 named King's Commissioner counters in an opaque cup (or face-down on the map or table)—**keep the "Ex-Pirate" KC counter aside for possible later use**. Do the same, in their own "pools", for the 15 Hostage counters, the 16 Anti-Pirate Governor counters, and the 15 Warship counters. These will be drawn blindly and randomly from the pools at various times during play.

STEP 10. Determine the Game Length

See rule 4.1 to choose between a Standard Game or a Long Game.

STEP 11. Conduct Player-Turns (i.e., Start Playing)

Each player now completes a Player-Turn (4.3), in the order determined in Step 2. Repeat Step 11 until the Game Length (4.1) is reached. At that point, determine the Winner (18.0).

4 COURSE OF PLAY

4.1 GAME LENGTH

Standard Game: The instant the GENERAL PARDON card has been played for the third time (see 17.2), the game is over. This game will take between 2–3 hours to play.

Long Game: If players want a longer game, they may agree to play through the Event Deck twice instead of just once. In such a case, hold the GENERAL PARDON card out of the Event Deck until the deck is reshuffled after the first run-through, shuffling the GENERAL PARDON card into that deck at that time. This game will take 4–5 hours to play.

4.2 OBJECTIVES AND FLOW OF PLAY

The object of the game is to win by accumulating the most Victory Points. Players earn VP from the Notoriety earned and the Booty gathered and cashed in by their Pirates. Pirates get **Booty** by seizing the cargo (including hostages) of Merchant Ships or successfully attacking a Port. Pirates—and, occasionally, a King's Commissioner—gain **Notoriety**, in the form of Notoriety Points, for the ways in which they accomplish these objectives (18.0).

During each Player's turn (called the **Player-Turn**), that Player (called the Pirate Player) undertakes Pirate Actions or initiates Events. During that same Player's Turn, the other players (each called an Anti-Pirate Player) have opportunities to stop or hinder the Pirate Player's Pirates by using Anti-Pirate (AP) Actions.

4.3 THE PLAYER-TURN

The game is played in successive Player-Turns, with play going around the table in Player Order until the game ends (4.1). A Player-Turn consists of four phases: the Event Card Draw Phase, the Merchant Ship Phase, the Event Card Play Phase, and the Actions Phase, as explained here. After the Pirate Player has completed all Phases, the next person in Player Order becomes the Pirate Player (it is his Player-Turn) and so on until the game has ended.

Design Note: Unlike most wargames, *Blackbeard* does not have a Game-Turn, only Player-Turns.

4.4 PHASES OF THE PLAYER-TURN

A. Card Draw Phase

The Pirate Player must draw Event cards, one at a time, until he has four (4) Event cards in his hand. If the card says "Hold Until Played", the player must keep it (for now) as one of the four cards allowed. If a drawn card states "Must Play Immediately", he places it face-up on the table and resolves it at once, after which he places it face-up on the Discard pile. He then immediately draws another. This process continues until he has four Event cards In Hand (Pirate cards do not count).

B. Merchant Ship Phase

If there are fewer than five (5) Merchant Ships on the map, the Pirate Player immediately increases the number to six (6) as per 6.31.

C. Card Play Phase

The Pirate Player plays *as many cards as he wishes* from his hand, in any order he wishes, but only **ONE** may be played for Actions (*Exception: 4.55*).

Use **ONE** of the following three possibilities for **EACH** card:

1. **Play the card for its Event (“Event OR Actions” cards only):** The Pirate Player immediately resolves the Event described on the card*. See 17.2 for a full description of the Event. Anti-Pirate Actions may **not** be undertaken by the other players. *Note: the only two Event cards to which option #1 applies are LETTER OF MARQUE and SKULL AND CROSSBONES.*
2. **Play the Card for Actions (“Event OR Actions” cards only):** The Pirate Player conducts the number of Actions allowed by the card—or fewer if desired—and then places the card on the Discard pile. Anti-Pirate Actions may be undertaken by the other players during the Pirate Player’s Actions. The Pirate Player may use only one card per Player-Turn for Actions.
3. **Play the Card both for its Event and for an Action (“Event AND Action” cards only):** The Pirate Player immediately resolves the Event described on the card*, after which he must conduct **one** Action. See 17.12 for details. After completing the Event and the Action, he places the card in the Discard pile. Anti-Pirate Actions may be undertaken by the other players during the Pirate Player’s Action. This card **does** count as the only card he may play for Actions that Player Turn.

* If the card description contains an asterisk (*), consult 17.2 for the full and official description of the Event.

D. Change Pirate Players

The next Player in the Player Order now conducts his Player Turn.

4.5 PIRATE ACTIONS

When playing a card for Actions, the Pirate Player may perform the number of Actions allowed by the card (or fewer if he wishes), completing each Action in full before starting the next. The number of Actions allowed by the card is equal to the Actions number printed on the card—except for cards bearing a diamond-shaped icon in the Actions Circle, which allow a number of Actions equal to the active Pirate’s Initiative Rating.

Each Action allows the Pirate to perform **ONE** of the following Pirate Actions. Note, however, that some Actions, such as Loot Merchant Ship and In Port Activities, may have more than one actual activity to them):

- A. **Move** (7.0): Move a Pirate from one map location to another.
- B. **Find Merchant Ship** (8.1): This does not include taking its cargo, etc., covered in the Loot Merchant Ship Action.
- C. **Loot Merchant Ship** (8.2 & 8.3): This includes seizing both Cargo and Hostages.
- D. **In-Port Activities** (9.4): Includes Selling Booty, Ransoming Hostages, Refitting Ships, and purchasing the right to use the port as a Safe Haven.
- E. **Booty Grab** (9.6): This is a separate In Port Action, conducted by one Player’s Pirate against another Player’s Pirate.
- F. **D&R Recovery** (16.0): This removes Debauchery & Revelry markers (13.0). D&R Recovery is a separate Action from In-Port Activities, although it takes place only In-Port.
- G. **Attack Port** (9.5): May not be done while In-Port.
- H. **Sack Port** (9.55): May be done only while In-Port.

I. **Form Pirate Alliance** (11.0): May occur only between one player’s two deployed Pirates.

J. **Retire Voluntarily** (18.4): May be done only while in a Pro-Pirate Port with a Letter of Marque for that port’s nationality, or at any time in a Pirate Port.

K. **Draw New Pirate Card and/or Deploy New Pirate** (5.1): Only within the limits prescribed in 5.16.

(4.51) If there is an Action Number on the Event Card, and that number is greater than one (1), the Player may divide the Actions among the Pirates he has in play. Example: A player has two Pirates in play and draws an Event card that allows 2 Actions. The Player may undertake 2 Actions with one of his Pirates or 1 Action with each of his two Pirates ... in any order he wishes.

(4.52) Some cards, instead of having a specific number, say “Actions = Initiative”. In this case, the number of Actions the Player may undertake is dependent on the Initiative Rating of the Pirate he wants to use; the Initiative Rating is shown on the Pirate’s card. He may assign the Actions to any ONE of his in-play Pirates for this purpose (i.e., he may not split the Actions as in 4.51).

Example: *A Player with Blackbeard (Edward Teach) who plays an Actions = Initiative card may undertake 3 Actions with Blackbeard (but only with Blackbeard).*

(4.53) If a Pirate whose Initiative rating has been used to determine Actions is eliminated before that Player can use all those Actions, that player may use the remaining Actions for any other Pirate.

Play Note: *One use of a remaining Action in such a case would be to bring a new Pirate into the game.*

(4.54) If a player has multiple Actions to work with, he may perform the same Actions twice or even three times consecutively.

(4.55) If a player has no cards which he could play to determine how many Actions he may undertake (this is very, very rare), he may—and only in this circumstance—conduct one Action for each card he places on the Discard pile at this time, up to two (2) Actions for two (2) cards (see also 17.14).

4.6 ANTI-PIRATE (AP) ACTIONS

(4.61) During each Player-Turn, **EACH** of the Anti-Pirate Players may undertake **ONE** of the Anti-Pirate Action types listed in 4.65, either by playing a card or simply by announcing the AP Action. **Exception:** 10.23.

Play Note: *It is important to remember that each AP Player gets to do one AP Action per Player-Turn, not per Action. So if a Pirate has three Actions, the AP Players must decide which of those three Actions to disrupt through an AP Action.*

(4.62) No AP Action type (whether successful or not) may be played more than once against an active Pirate during any given Action.

Example: *During Holly’s Player-Turn, Arlo plays a WARSHIP SIGHTING card but without any effect. No other player may play a WARSHIP SIGHTING card against Holly’s Pirate(s) during that same Action. They may, however, play other AP Action types, including Use On Station Warship, as long as those types also have not yet been played during that Action.*

Play Note: *Keep in mind that the restriction in this case (unlike 4.61) is per Action, not per Player-Turn.*

(4.63) Anti-Pirate Actions are performed either while the Pirate Player is undertaking his Pirate Action, or immediately following such an Action, with some AP Action types (Warships, for example) having specific requirements for when they are played. If two players want to undertake an AP Action at the same time, precedence goes to the player

who announced it (or shouted it) first; if nobody can agree who did so, the Player Order determines who gets to play it.

(4.64) AP Actions may be directed only against the currently activated Pirate. However, AP Actions may not be played against a Player who is drawing a new Pirate Card or deploying a new Pirate.

(4.65) The **Anti-Pirate Action types** are as follows:

- A. Attempt to Deploy a King's Commissioner** (10.12): *Does not use an Event Card.* This Action is separate from "Use a King's Commissioner".
- B. Use On Station Warship** (6.43): *Does not use an Event Card.* The AP Player
- C. Use Existing King's Commissioner** (10.2): *Does not use an Event Card.*
- D. Play an AP Event Card Action** (17.0) that would possibly affect the Pirate's Play, but only if that "type" of AP Event Card Action has not yet been played during the current Player Turn. An AP Event Card Action "type" constitutes all the identical AP Event Cards in the deck—for example, **MUTINY CONSPIRACY** is an AP Event Card type, as is **SCURVY OUTBREAK**. In other words, each AP Player may play one of the AP Event Card Action types during a given Player-Turn, but no Event Card Action type may be played more than once during that Player-Turn (this is true even if the current Player activates more than one Pirate during a given Player-Turn).

Play Note: The vast majority of AP Actions arise from type D, playing AP Event Card types against the activated Pirate.

(4.66) KC Reaction—see 10.32—is **not** considered an Anti-Pirate Action type, even though it does indeed consist of Anti-Pirate Players interfering with Pirate Actions. As a result, KC Reaction does **not** count as the AP Action played for that AP Player.

(4.67) Event Cards played as Anti-Pirate Actions are placed in the Discard pile.

(4.68) Restriction against Working Together: Anti-Pirate Players may not negotiate with one another in any way about which AP Events to play in which order. In fact, they may not even show one another their AP cards.

Play Note: AP Players are essentially enactors of events beyond the control of the Pirates; they don't represent actual personages, except when controlling a King's Commissioner—and King's Commissioners in this game don't negotiate with Pirates.

5 PIRATES

There are 23 Pirate cards. Each one is a historical figure from piracy's Golden Age. For each Pirate there is also a Pirate counter, with the name of his (usually historical) ship on it. These counters are moved on the map to represent the Pirate's location. The Pirate counters in *Blackbeard* have no ratings; all Pirate ratings are on the respective cards.

A Pirate stays in the game unless and until he either Retires (18.4) or is Eliminated. In the first case, place his counter in the Retired Pirates box on the map; in the second, place it in the Davy Jones' Locker box. Once either of these things occurs, his Pirate Card may not be used again; the counter for a Retired Pirate can return on the play of a **PIRATE CONVERTS** Event Card (see 17.2).

Design Note: We have not included any famous but fictional Pirates, such as Captain Blood or Jack Sparrow. Copyright and usage problems, you know. You, of course, are free to make up your own cards for these bogus buccaneers.

Historical Note: The two famous female Pirates of the era, Anne Bonney and Mary Read, are part of the Jack Rackham card.

EXAMPLE OF A PLAYER TURN

There are 4 players. It is Marco's Turn; he is the Pirate Player. He has only 3 cards so he draws one more—it's a "Hold Until Played" card, so he keeps it in his hand. He now plays an Event Card that allows two Actions (but not the Event). He decides to move Edward Low, one of his Pirates, from the Central Atlantic Sea Area into the South Atlantic Sea Area. Before he can do so, Holly, sitting directly to his left, plays, as her Anti-Pirate Action for that Player-Turn, a Scurvy card against Low. Marco places a Scurvy marker on Low's Pirate Display and lowers the Crew Loyalty rating of Low's ship by 1. No other Anti-Pirate Player plays an AP Action at this time, so Marco moves the Pirate counter for Low into the South Atlantic Sea Area.

For his second Pirate Action, Marco now decides to see if he can Find the face-down Merchant Ship in the Merchant box at Charleston. He rolls a die, adjusting it as per the rules, and gets a final result of '5', which means he fails. That Action is finished.

However, as Low is still active—Marco has finished his second Action but play has not passed yet—Todd, directly to Marco's right, announces he is going to conduct an Anti-Pirate Action, moving his King's Commissioner, Chalonier Ogle, from the Eastern Caribbean Sea Area into the Western Caribbean Sea Area, positioning himself to attempt to conduct KC Reaction against Low when low next conducts an Actions to which KC Reaction applies. Marco's player-turn is finished.

5.1 DEPLOYING PIRATES

(5.11) Pirates are deployed by the Players at the start of the game and, if desired, as the game proceeds.

(5.12) Before play starts each Player must deploy at least one of his Pirates; see 3.0, Step 7. He may not use any Pirate that has not been deployed (5.14).

(5.13) A Player may Deploy any Pirate he has In Hand, or one for whom he has just drawn a Pirate Card as one of his Actions for his Turn (5.16). When initially deployed, a Pirate is given a Ship, either a Sloop or a Schooner; the player takes a fresh Pirate Display and, on it, places an appropriate Ship Type marker and markers for Combat, Speed, and Loyalty (exactly as in 3.0 Step 7).

(5.14) A Player may never have more Pirates in play (i.e., on the map) than the total number of Pirate cards with which he began the game (see 3.0 Step 6). Example: in a 5-player game, each Player may have a maximum of two Pirates in play; in a 3-player game, each player may have three. And see 5.16.

(5.15) When initially deployed, a Pirate is placed in any Sea Area on the map.

(5.16) A Player, as a Pirate Action, may obtain a new Pirate by drawing, randomly and blindly, a Pirate Card from that deck. He may either deploy that Pirate as part of that same Action, or hold the Pirate Card In Hand. If no Pirate cards remain unselected, no one may get a new Pirate. A Player may have no more than the following number of Pirate cards in hand and Pirates in play at any one time:

- **5-Player or 4-Player Game:** 3 Pirate Cards in hand and 2 Pirates in play.
- **3-Player Game:** 3 Pirate Cards in hand and 3 Pirates in play.
- **2-Player Game:** 4 Pirate Cards in hand and 4 Pirates in play.

5.2 PIRATE RATINGS

All Pirates have the following ratings; these ratings are on the Pirate Card, not on the Pirate's counter:

- **Initiative:** How “active” a Pirate tended to be. This is used to determine the number of Actions when the Event Card bears a diamond-shaped icon in the Actions Circle.
- **Ability:** The Pirate's naval and combat skills: the higher the better.
- **Leadership:** The Pirate's ability to control his crew—usually to quell a Mutiny—and stay the leader of that ship. The higher the better.
- **Cruelty:** The Pirates tendency to use dastardly, and harmful, deeds to gain information ... or just for fun. See 8.45 and 9.55.
- **Cunning:** The Pirate's ability to avoid Bad Things that sometime happen. You could also call this Luck. The rating is the number of times this Pirate may use Cunning. See 12.0. Cunning is also used to play a “Skull & Crossbones” Event Card; see 17.0.
- **Duel:** The Pirate's personal combat skill, used to determine whether a ship takeover attempt by another Pirate succeeds or not (see PIRATICAL AMBITION Event card description in 17.0) or as a possible result of a Booty Grab (see 9.6).

6 SHIPS

6.1 TYPES OF SHIPS

(6.11) There are four categories of ships in the game:

- **Pirate's Ships:** The Pirate counters represent where each Pirate and his Ship is located on the map, either At Sea or In Port. The Pirate's ratings are on the corresponding Pirate Card; the Ship's information is represented by the tracks on the Pirate Display. See 6.2.
- **Merchant Ships:** These counters have one rating, Cargo Capacity, plus an icon and a colored border distinguishing the Ship's type (see 6.12).
- **Warships:** These counters have two ratings: Speed and Combat. See 6.4.
- **King's Commissioners:** These counters have two ratings: Speed and Combat. The counter represents both the KC and his ships(s). See 10.0.

(6.12) There are five types of Merchant and Pirate vessels used in the game. See 6.23 for these Ships' ratings.



Flutes (a.k.a. Fluyts): Older, outdated merchant ships. Flutes have a Cargo Rating of zero, and a black border indicating that they **may not** be converted to Pirate Ships.



Sloops: Single-masted and fast, with small holds—usable from the start of the game as Pirate Ships and, if found as Merchant Ships, they **may** be converted to Pirate ships. Sloops have a Cargo Rating of 1, and Sloop counters have a red border.



Schooners: Two or more masts, with larger holds than sloops, but slower—usable from start of game as Pirate Ships and, if found as Merchant Ships, **may be** converted to Pirate ships. Schooners have a Cargo Rating of 2, and Schooner counters have a blue border.



Brigantines: Two masts (one of them square-rigged), with large holds; when found, **may be** converted to Pirate ships. Brigantines have a Cargo Rating of 3, and Brigantine counters have a green border.



3-Masted Square Riggers: Three masts, large holds, and natural targets for Pirates. Square Riggers have a Cargo Rating of 4, and a black border indicating that they **may not** be converted to Pirate Ships.

(6.13) **Warships** come in three varieties, based on the number of guns. The more guns a ship has, the bigger the ship and the higher its Combat rating, and the slower it and its Speed is. See 6.4 for how their ratings function.

6.2 PIRATE SHIPS

(6.21) Each Pirate enters the game—deployed—with either a Sloop or a Schooner, the choice between the two being made by the Player. Each Pirate also starts with a Crew Loyalty level of 7. A Pirate may upgrade to a Brigantine by capturing and converting one (as per 8.5).

(6.22) Pirate Ships are rated for the following capacities:

- **Speed,** or the ability to Evade Warships or King's Commissioners. As such it also represents maneuverability.
- **Combat,** or their ability to engage in naval battles with other ships, usually representing firepower (guns) as well as the crew capabilities.
- **Holds,** or how much captured cargo, or Booty from a Port Attack, they can carry. Each Hold can carry one Merchant's cargo manifest or one port's loot; see 8.32.

(6.23) The three ship types for Pirates have the following maximum capacities:

- **Sloop:** Combat—5; Speed—5, Holds—2
- **Schooner:** Combat—6, Speed—3, Holds—3
- **Brigantine:** Combat—7, Speed—1, Holds—4

(6.24) **Pirate Display:** Each Pirate's ship is represented by a Pirate Display, used to show which Pirate is commanding that vessel and which of the three ship types he has. It also has tracks for the current Combat, Speed, and Loyalty ratings, as well as tracks for the Holds. When a Pirate is first put into play, place a Speed marker on the Speed Track and a Combat marker on the Combat Track corresponding to the ship type selected for that Pirate (see 6.23 for the track starting positions). The Loyalty marker is always placed on the 7 space for new Ships.

***Play Note:** that the “Jubilation” label on the Crew Loyalty track doesn't actually mean anything game-wise; we just put it there so that you can experience your own Jubilation when the Loyalty marker gets that far along.*

(6.25) **Damage:** Pirate Ships may suffer Damage. Damage will affect a Pirate Ship's Speed and/or Combat ratings (see 6.26 and 6.27). Each Pirate Display contains tracks for Speed and Combat, the numbers within representing the current Speed/Combat rating of the Ship. When a Ship is first deployed, Speed and Combat markers are placed according to 6.23; as the game proceeds, these markers are moved up and down the track to indicate increases and decreases in the ratings.

- For each Damage Hit suffered, move the Speed or Combat marker (whichever type of hit it suffered) down its track, reflecting the effect of such Hits.
- When a Ship has incurred enough Damage Hits to its Speed or Combat so that the Speed or Combat marker is placed in the Sunk' Box on that Track, the ship is Sunk and everything aboard, including the Pirate, is Lost/Dead.
- See 9.44 for repairing Damage by Refitting.

(6.26) **Speed Damage:** When a Ship takes Damage Hits from STORMS AT SEA or WEAR AND TEAR, those Hits affect only the Speed. See 7.12. Any ship that has a current Speed rating of less than zero must spend two consecutive Move Actions to Move at all. **Exception:** FAIR WINDS, see 17.0). In addition, each time a Ship's Speed rating falls from 0 to -1, the Crew Loyalty for that Ship decreases by one (-1).

(6.27) **Combat Damage:** When a Ship takes Damage Hits from Battle or Port Attack, those Hits affect only its Combat Rating.

6.3 MERCHANT SHIPS

Merchant Ship counters show only one rating: a Cargo modifier, used in 8.32 and 8.35. See 6.12 for the different types of Merchant Ships.

(6.31) Merchant Ships are placed by rolling **D66** and consulting the Port Locator number corresponding to that result. A Merchant Ship counter is drawn randomly from the Merchant Ship pool and placed in that Port's Merchant Box. The counter is placed face down so that its information is unknown. The Port itself is considered its destination.

(6.32) If the Port rolled is one of the three Pirate Ports, or a destroyed port, or a Port with a Merchant ship already in its Merchant Box, place the Merchant in the Merchant Box of the next highest numbered available Port (start back at 11 if you reach 66).

(6.33) There may never be more than one merchant Ship in a given Port's Merchant Box at any one time.

(6.34) Merchant ships that are removed from play are placed back in the Merchant pool for (possible) use again.

6.4 WARSHIPS



Warship counters show two ratings: Speed (on the left) and Combat (on the right). Speed is used in 6.45, Combat in 6.46.

Historical Note: Warships, mostly from The Royal Navy, were highly ineffective at finding, chasing or capturing Pirates, although they did have their successes.

Designer's Note: Warships in the game are significantly less powerful than in the original version of Blackbeard. That is intentional, and was demanded by the research conducted for the new version. Historically, pirates were often successful against warships.

Living Rules Note: See 2.4 for a recommended change in the Combat procedure for Warships.

(6.41) A Warship enters the game through the play of a WARSHIP SIGHTING Event card, according to 6.42; as part of the card play, the Warship may be used by the AP Player to attempt to intercept the Pirate. An **On-Station Warship** (i.e., a Warship already on the map) may be activated as an Anti-Pirate Action, without the use of a card; it may be used as per 6.43. Only one Warship may ever be On Station in any one Sea Area. Warships are used exclusively to intercept and attack a Pirate according to 6.42 or 6.43.

(6.42) Placing and Using New Warships: When a WARSHIP SIGHTING Event Card is played as an Event, that Anti-Pirate Player blindly and randomly draws a counter from the Warship pool and places it, with its **Combat value** side showing, in the Sea Area where the Pirate has announced or is performing one of the following Pirate Actions:

- **Find Merchant Ship**—whether or not the attempt is successful;
- **Loot Merchant Ship**—only upon the announcement of the Loot Merchant action, not once the process has begun (see 10.31);
- **Attack Port**—but not if the Attack is successful, because that places the Pirate in the Port itself, where the Warship cannot attack him (10.36)

Find Merchant Ship, Loot Merchant Ship, or Attack Port Action. The Action of placing a warship includes using it to attack the Pirate (6.23), but only if the Anti-Pirate player so desires. Once the Anti-Pirate Player reveals the Warship's strength, he may choose not to attack, leaving it On Station. No more than one WARSHIP SIGHTING card may be played during any given Pirate Player Turn, even if a Pirate conducts more than one Action during that Player-Turn, and even if the current Player activates more than one Pirate during the Player-Turn.

Play Note: Note however, that AP Actions B and D are separate AP Action types. So during any given Player-Turn, it is legal for AP-

Player-2 to act against the active Pirate with the same Warship placed by AP-Player-1.

(6.43) Using On-Station Warships: A Warship already On-Station in a Sea Area may be used by **any** player in an AP Action, without playing a card, to attack an active Pirate who has announced or is performing any one of the following Pirate Actions in the Warship's Sea Zone:

- **Find Merchant Ship**—whether or not the attempt is successful;
- **Loot Merchant Ship**—only upon the announcement of the Loot Merchant action, not once the process has begun (see 10.31);
- **Attack Port**—but not if the Attack is successful, because that places the Pirate in the Port itself, where the Warship cannot attack him (10.36)

A (6.44) Restrictions on Warship AP Actions: No more than one Warship AP Action may be played against a Pirate during a given Pirate Action. However, if a Pirate conducts multiple Actions in a Player Turn, each separate Action can instigate an Anti-Pirate Warship Action against him.

(6.45) When an AP Player announces he is interrupting an eligible Pirate Action in order to use a Warship to attack that Pirate, the Pirate must make an immediate decision whether to stay and fight or try to escape. If he decides to fight, immediately resolve the attack as per 6.46. If he opts to escape, the players undergo the procedure for finding the Pirate as outlined below.

To find the Pirate, both Players roll a die separately. The Warship's Speed is added to the Warship player's result, while the Speed of the Pirate's ship is added to the Pirate player's result.

- If the Warship's total is higher than the Pirate total, it attacks the Pirate (see 6.46).
- If the Warship's total is lower, or the same as that of the Pirate total, the Pirate escapes and there is no battle. The Warship remains On Station where it is (and can be activated by any AP Player with an AP **Use On-Station Warship** Action in a later Player-Turn). The Pirate stays in the Sea Area in which the battle took place, but any Pirate Action he was conducting is immediately cancelled, and the Action is considered spent. If any Action involving a Merchant is cancelled, the Merchant is simply removed from play.

(6.46) To resolve the attack, the Pirate rolls a die and adds, to the result, his Ship's Combat Rating and his Pirate's Ability Rating. The AP Player who activated the Warship rolls a die, to which he adds the Warship's Combat Rating (and modifies by a further +2 if using the Living Rules recommendation in 2.4).

- If the Pirate's total is higher than the Warship's total the Pirate suffers 1 Combat Damage Hit and the Warship is removed from play. The Pirate **must** now proceed with whatever Action he was about to undertake. The Pirate gains Notoriety Points equal to the Warship's Combat rating.
- If the Pirate's total is the same as or lower than the Warship's total the Warship has driven off the Pirate and the Pirate Action is cancelled. The Pirate Ship suffers Combat Damage Hits equal to the difference between the two totals and the Warship remains On Station. In addition, the Pirate suffers a loss of one Crew Loyalty Rating point. The Pirate stays in the Sea Area in which the battle took place, but any Pirate Action he was conducting is immediately cancelled, and the Action is considered spent. If any Action involving a Merchant is cancelled, the Merchant is simply removed from play.

Play Note: There are no Notoriety Points for a player whose Warship defeats a Pirate.

(6.47) Warships that are removed from play are placed back in the Warship pool for possible later use.

(6.48) Pirates may not attack Warships; Pirates engage in combat with Warships only via AP Warship actions.

7 MOVEMENT

7.1 MOVING IN SEA AREAS

(7.11) As a Pirate Action, a Player may move **one** of his Pirates as follows. These rules apply to moving KCs (10.0) as well:

- One Sea Area to an adjacent Sea Area (**Exception:** *FAIR WINDS* (see 17.0)); OR
- A Sea Area into a Port in that Sea Area, or vice versa; OR
- The “South America” Sea Area to the “South America – Gold Coast” Transit Box, or vice versa;
- The “Gold Coast” Sea Area to either the “South America – Gold Coast Transit Box” or the “Gold Coast – East Africa” Transit Box, or vice versa.
- The “East African” Sea Area to “Gold Coast – East Africa” Transit Box, or vice versa.

(7.12) Any Pirate Ship whose Speed is reduced below 0 by Damage, as per 6.26, must use two Move Actions simultaneously in order to Move.

Exception: *FAIR WINDS* (see 17.0).

7.2 MOVING IN TRANSIT BOXES

Ships use Transit Boxes to represent Movement from one Region of the world to another. Entering a Transit Box costs one (1) Movement Action; exiting a Transit Box costs another. See 7.11 for how the Transit Boxes connect for movement.

Ships in Transit Boxes may not be attacked in any way. However, they are subject to possible harm from Storms and other events.

7.3 MOVING INTO AND OUT OF PORTS

A Ship may enter a Port from the adjoining Sea Area. Entering Port is a single and separate Move Action. Exiting a Port also costs one Move Action, and simply places the Pirate or KC into the adjoining Sea Area.

8 MERCHANT SHIPS



Pirates gain Booty, Notoriety, Port Information, and more by capturing merchant ships as prizes. Warships (6.41 and 8.22) and KCs (10.3) can save the Merchant Ship by driving away or eliminating the Pirate.

Dealing with Merchant Ships is a process involving various Actions and sub-Actions. These procedures are an attempt by the game to simulate the following real-world process:

1. The Pirate tries to spot a Merchant Ship and run it down (declare Find Merchant action).
2. The Pirate catches Merchant Ship (rolls 7+).
3. The Pirate ties up alongside the helpless Merchant Ship (declares a Loot action); takes inventory (determines cargo; adjusts loyalty and NP using the same result) and identifies Hostage (flips Hostage counter).
4. At this point, after appraising his current situation, the Pirate can do any or all of the following (still as part of the Loot action):
 - Convert the merchant, if desired
 - Take the new Cargo onto his ship (moving/jettisoning current Cargo to make room, if necessary)
 - Deal with (Hold/torture) the hostage
 - Adjust Loyalty and/or NP for the above, as appropriate
5. The Pirate can give his crew some R&R, declaring Debauchery & Revelry to do so.

8.1 FINDING MERCHANTS

(8.11) Before a Pirate may capture a Merchant Ship and seize its cargo, he must first Find that ship. He may attempt to Find a Merchant in any Merchant Box in the Sea Area in which both he and the Merchant Ship counter are located.

(8.12) A Find attempt is a Pirate Action.

(8.13) To Find, the Player designates which Merchant Ship he is after and rolls a die, adding to the result the Ability Rating of the Pirate.

(8.14) If the adjusted die roll is 7 or higher, that Pirate has found the Merchant Ship and, in a subsequent Action, may Loot it (see 8.2) Flip over the Merchant counter to see the type of ship (6.14) and its Cargo rating. If the adjusted die roll is 6 or lower, the Pirate has found nothing: he has wasted an Action and the Merchant Ship remains in place.

(8.15) Merchant Ships which have been Found by a Pirate but which, because of a lack of Actions remaining for that Pirate, do not end up being Looted (8.2) in the same Player-Turn, are available for Finding by any other Pirate. In such a case, the new Pirate adds one (+1) to the die roll in 8.13. The new Pirate may not simply automatically Loot it, even if the new Pirate belongs to the same Player.

8.2 LOOTING MERCHANTS

(8.21) A Merchant Ship that has been Found can be boarded and her cargo seized by the Pirate as part of a Loot Merchant Ship Action (see 4.5 and 8.3). However, if, before that cargo-taking Action, a Storm at Seas card is played and a storm occurs in that Sea Area, the Merchant Ship is removed from play without being Looted.

Historical Note: *Once found, merchantmen did not have the speed or capability to avoid being caught. or the ability to fight the Pirates off.*

(8.22) *To attempt to stop the Looting, any one Anti-Pirate Player may, at the instant the Looting process is announced (but before it has begun), play a WARSHIP SIGHTING card, activate a Warship already on Station in that Sea Area (see 6.45 for the resolution), or use KC Reaction to attempt to intercept the Pirate (10.3). Once begun, the Looting process may not be interrupted.*

(8.23) After being looted (8.3) the Merchant Ship counter is removed from the map and placed back in the Merchant Ship pool.

EXAMPLE OF LOOTING A MERCHANT

Holly's Pirate, Charles Vane, is in the East Caribbean Sea Area with an undamaged Schooner. The Sea Area also has a Merchant Ship counter in the Santo Domingo Merchant box. Vane uses a Find Merchant Action, rolling a 4 which, when added to his Ability of 4, exceeds the required 7. Holly flips the Merchant Ship marker over to reveal a Brigantine (Cargo rating of 3). For Vane's second Action, Holly announces a Loot Merchant Ship Action. She waits for a few seconds to see if any other player wants to interrupt by using a Warship or a King's Commissioner. No one does, so she determines the Cargo, rolling a 6 on the Cargo Table, adding the Cargo rating for a total of 9. The Merchant has a cargo of 2500 Doubloons, a major haul! She then blindly draws a Hostage counter and flips it to reveal a Captain—Info of 5 and Value of 2. She decides to seize the Booty.

Holly has no empty Holds, so she jettisons the 400 Doubloons from in one of the Holds and fills it with the 2500 Doubloons Vane just captured (she could, instead, have converted the Brigantine to her own use, but she wants the faster ship). She adjusts the Crew Loyalty Level on Vane's ship by +1. She decides to torture him to gain information about Santo Domingo for a future attack. She rolls a 4, which is greater than Vane's Cruelty rating of 3, so Vane gets 5 Info points; she writes a 5 in the Info column on the Santo Domingo line on the Port Grid. Vane gains 2 Notoriety Points (from torturing the Hostage). Holly decides against declaring D&R.

8.3 THE LOOTING PROCESS

Historical Note: Pirates used to lie alongside a captured merchant for days, even weeks, loading cargo, prying info from hostages, and doing generally un-PC things to some of the passengers. That's why it's a separate Action from the one with which he found the Merchant ship.

(8.31) When a Pirate captures a Merchant Ship he may seize its cargo, take and deal with possible Hostages, and convert that Merchant Ship to his own. All of this constitutes **one single Action**, but a separate Action from Finding the Merchant. To Loot the ship, the Pirate first announces the Action so that everyone can hear it and have a chance to respond—this is the last time the Loot Merchant Action may be interrupted. After the announcement (and fighting off any Warships or King's Commissioners), the player undergoes the following sequence (each step is detailed more fully throughout section 8.3):

1. Determine the Cargo (8.32), Identify the Hostage (8.41), and decide if you want to seize the Booty, acquiring the Cargo and the Hostage. If yes, continue to Step 2; if no, Crew Loyalty is decreased and the Pirate's Action is ended;
2. Perform the following steps in whatever order desired:
 - Take the Cargo (8.32) and adjust Notoriety and/or Crew Loyalty (if applicable);
 - Convert the Merchant (8.5) if desired—only Sloops, Schooners, and Brigantines may be converted;
 - Deal with the Hostage (8.4); adjust Notoriety and/or Crew Loyalty (if applicable);
3. Remove Merchant Ship from board (8.34);
4. Declare Voluntary D&R, if desired (8.35 and 13.11) and adjusting Crew Loyalty as a result.

The Pirate's Loot Action is now finished.

(8.32) Step 1



To determine the value of a Merchant's Cargo, the Pirate player consults the Cargo Table and rolls a die, to which he adds the Cargo rating of the Found merchant (on the ship's counter), and cross-references that die roll with the Region in which this Action has taken place. The number

is the worth of the Cargo in Doubloons. The Pirate Player now identifies the Hostage aboard the Merchant Ship—see 8.41 for details.

At this point, the Pirate Player decides whether or not to seize the Merchant Ship's Booty (the Cargo and the Hostage). If yes, go to 8.33. If no, decrease the Pirate Ship's Crew Loyalty rating by one (−1); the Loot Merchant Action is finished.

Design and Historical Note: Most ship cargos turned out to be fairly worthless: paper goods, cloth, building materials, whatever. Obviously the bigger, more valuable cargos, sailed in the bigger vessels. Rather than list these by name, we have converted them to possible (and relative) worth.

(8.33) Step 2

In this Step, the items listed above in 8.31(#2) in any order the Pirate Player wishes.

Take the Cargo: Here the Pirate takes the Cargo determined by die-roll in Step 1. He adds Number markers to **one** of his empty Holds to reflect the amount of the new Cargo in Doubloons. If he does not have an empty Hold, he either abandons the Cargo gained in Step 1, he jettisons one Hold's worth of cargo in order to accommodate the new Cargo, or (if he wishes) he converts the Merchant Ship to his own Ship (see 8.5) in order to gain extra Holds (assuming the Merchant Ship has more Holds than his does). Taking the Cargo earns that Pirate Notoriety Points equal to that ship's Cargo Rating; it can also result in an increase in the Pirate's Crew Loyalty level, depending on the roll on the Cargo table (see the Play Aid card).

Convert the Merchant Ship: The Pirate replaces his own ship with the Merchant Ship—see 8.5 for details. He does this for any number of reasons, including wanting a Ship that has more Holds, a Ship that is more powerful in combat or has greater speed, or simply to get an undamaged Ship. Note that only Sloops, Schooners, and Brigantines may be converted into Pirate Ships.

Deal with the Hostage: The Pirate decides how to deal with the Hostage. See 8.4 for details. This procedure can result in an adjustment of the Pirate's Notoriety Points and/or the Crew Loyalty level (see the Play-Aid card).

(8.34) Step 3

The Merchant Ship counter is removed and returned to the Merchant pool.

(8.35) Step 4

The Pirate may declare Voluntary D&R for his Crew. See 13.11 for details.

Once Step 4 is completed, the Loot Merchant action is finished.

8.4 HOSTAGES



Hostage counters have two ratings: Information (on the left) and Value (on the right) Information is used in 8.46 and 9.52. Value comes into play in 8.44 and 9.42.

(8.41) In a Loot Merchant Ship Action, after determining the cargo, the player draws, blindly and randomly, a Hostage counter from the Hostage pool and places it in the Hostages box on the Pirate Display. Next, as per 8.43, the Player decides what to do with the Hostage. A Pirate ship may carry more than one Hostage.

(8.42) Each Hostage counter notes what type of person on that merchant is the focus of the Pirates' attentions. Each Hostage is rated for:

- **Information:** The Hostage's knowledge of the Port to which the Merchant was adjacent when captured. See 8.46 for using a Hostage's Information.
- **Value:** That hostage's possible value when ransomed, and the amount of Notoriety gained if the hostage is tortured (see 8.45 and 18.2).

(8.43) After drawing the Hostage counter, the player must **immediately** determine what his Pirate will do with that Hostage: hold him/her for Ransom (8.45) or Torture him/her for Information. The choice is entirely up to the player, but again, it must be made immediately.

(8.44) Hold for Ransom: Based on the Hostage's possible Value, the Pirates do nothing to harm the Hostage but instead hold him/her for when the Pirate gets to a suitable Port (see 9.42 for how ransom works). The Hostage counter is kept in the Hostages box on the Pirate Display, along with a Nationality marker denoting the nationality of the Port to which the Hostage was adjacent when captured. Be sure to keep all Hostage and Nationality marker pairs separate from one another (put the Nationality marker on top of the Hostage marker).

Play Note: The upside of ransoming a Hostage is the possible gain in Booty/Net Worth; the downside is there is no increase in Crew Loyalty or gain of Notoriety.

(8.45) Torture: If the Pirate chooses Torture, the Player rolls a die and compares it to his Pirate's Cruelty rating:

- If that die roll is greater than the Pirate's Cruelty rating, the Hostage provides Information (8.46) and then dies.
- If that die roll is the same as or lower than the Pirate's Cruelty rating, the Hostage dies without providing Information (but the crew has still enjoyed themselves).
- No matter what the result, the torture provides increases in crew Loyalty (by +1) and Notoriety Points (see 18.2) regardless of the effect of Torture. Once these are determined, the Hostage counter is returned to the Hostage pool.

(8.46) Information. A Hostage who provides Information (see 8.45) is considered to provide Information for the Port to which the Merchant was adjacent when captured (and only that Port). Use the Port Grid to keep track of the Information gained by each Pirate for each Port. That Pirate now has Information Points equal to that Hostage's Information rating when Attacking that Port (see 9.52) for the rest of that Pirate's game existence, or (of course) until the Port is Destroyed. If a Pirate captures more than one Hostage at the same Port (i.e., in Loot Merchant Ship Actions against separate Merchant Ships), the Information Points gained about the Port are cumulative, assuming the Pirate hangs around in the game long enough to use them.

8.5 CONVERTING MERCHANT SHIPS

In Step 2 of 8.31 (the Looting procedure), the Pirate may convert the Merchant Ship he has just captured to his own use. However, neither Flutes nor 3-Masted Square-Riggers may be so converted to Pirate use—the counters for both Ship types have black borders designating that they may not be converted. Only Sloops, Schooners, and Brigantines may be converted.

To perform the Conversion, the Player moves the Ship Type marker on the Pirate Display for that Pirate to the appropriate box and changes the Combat and Speed markers to reflect the new ship type; both markers are placed **at their maximum settings** to reflect the fact that the new Ship is undamaged. Retain the previous ship's Crew Loyalty, but it is raised by one if the new ship is larger than the old (i.e., a Brigantine replaces a Schooner or a Schooner replaces a Sloop), and lowered by one if the new Ship is smaller than the old.

All other markers remain in place, including, Hostages, Attack History markers, Heavy Guns, etc.—except possibly for the markers in the Holds. The Pirate *must* fill one Hold on the new Ship with the newly seized Cargo. If doing so creates a situation in which there are now too many Holds full of Cargo for the new Ship to accommodate, enough previously filled Holds must be jettisoned (i.e., the markers removed) so that the new Ship has the correct number of filled Holds.

Example A: A Pirate with a Schooner, all three of its Holds occupied, loots a Brigantine. He decides to Convert it to his own use. He leaves the markers in place on all three of his Holds and occupies the fourth Hold with markers representing the newly seized Cargo.

Example B: A Pirate with a Schooner, all three of its Holds occupied, loots a Sloop. Because the Sloop is undamaged (and faster), he decides to Convert it to his own use. He removes the markers from two of the original Holds (his choice which two) and, in the now empty Hold, places markers representing the newly seized Cargo.

Example C: A Pirate with a Schooner, all three of its Holds occupied, loots another Schooner (presumably because it is undamaged). He removes the markers from one of the Holds (his choice of which) and in the now empty Hold, places markers representing the newly seized Cargo.

Play Note: Converting Merchant Ships is how a Pirate gets to use a Brigantine as his Pirate Ship ... assuming he finds and successfully loots one. It is also a good way to get an undamaged Ship.

Historical Note: Pirates were handy at converting merchantmen to their own uses, typically by adding guns to make them more powerful. However, 3-Masted Square-Riggers were rarely, if ever, so used, as they were too slow with too deep a draft for Pirate purposes. Blackbeard's famous ship, "Queen Anne's Revenge", was a converted French merchantman.

9 PORTS

9.1 PORTS IN GENERAL

(9.11) There are 36 Ports in the game, each with a Locator Number corresponding to a **D66** roll (see 2.5). Each Port is considered to be located in the Sea Area it adjoins.

Example: St. Augustine (21) is in the N. Atlantic Area, while Campeche (22) is in the Central America Area.

(9.12) Each Port has a nationality, corresponding to its color and its coat-of-arms. See 2.2. Three ports—Pirate Ports—have no nationality.

(9.13) Each Port has two ratings, its Value (if captured) and its Defense (i.e., its strength when attacked). Pirate Ports have no such ratings.

(9.14) Ports provide places where Pirates may do any or all of the following at various times:

- Convert Booty into Net Worth
- Ransom Hostages
- Purchase a Safe Haven
- Recover from Scurvy
- Refit their Ships and Crews
- Bribe Governors
- Sack the Port
- Enter D&R status
- Retire

(9.15) A Pirate enters a Port as specified in 7.11 and 7.3, at which point he is In-Port. Once he is In-Port, he may conduct a variety of tasks by spending a separate "In Port Activities" Action (4.5 and 9.4).

9.2 GOVERNORS

(9.21) Some Ports have Governors; some do not. Governors are either Pro-Pirate or Anti-Pirate, as indicated on their counter. A Port with no Governor is Neutral. This status determines what a Pirate can do in that port.

(9.22) The game starts with eight (8) Pro-Pirate Governors in place, as per 3.0, Step 5. The 16 Anti-Pirate Governors arrive via the play of the NEW GOVERNORS Event cards (two AP Governors per card). See 17.0.

(9.23) Governors removed from the board are out of the game.

(9.24) When an Anti-Pirate Governor is placed in a Port during the game, any Pirates in that port are automatically Ousted (10.5).

9.3 PORT STATUS

That status of a Port—determined by what type of Governor it has or whether it is a Pirate Port—determines much of what a Pirate can do in that Port.

(9.31) Ports with Anti-Pirate Governors: These Ports, known as Anti-Pirate Ports, may not be entered by any Pirate, except as a result of Attacking the port (9.59). However, if a Pirate has a Letter of Marque for that port's Nationality, he may treat this port as Pro-Pirate for all purposes except gaining Safe Haven status (9.45).

(9.32) Pro-Pirate Governor Ports: These Ports, known as Pro-Pirate Ports, may be used as follows:

- Pirate may convert Booty to Net Worth on a 1-to-1 basis (9.43).
- Pirate may ransom Hostages, except if the Port is Arab or Portuguese. See 9.42.
- Pirate may Refit his Ship and Crew (except in Arab Ports). For each Refit Action spent, the Pirate Player rolls a die and removes half the result (rounded up) worth of Damage Hits, either Combat or Speed. See 9.44.

- Pirate may make this port a Safe Haven for him by purchasing Safe Haven status. See 9.45.
- Pirate may attempt to Retire. See 18.41.

(9.33) Neutral—no Governor—Ports: These Ports may be used as follows:

- Pirate may convert Booty to Net Worth on a 50% basis (rounded up). Thus, Booty worth 2000 Doubloons increases his Net Worth by 1000 (9.43).
- Pirate may ransom Hostages, except if the Port is Arab or Portuguese. See 9.44.
- Pirate may Refit his Ship and Crew (except in Arab Ports). For each Refit Action spent, the Pirate Player rolls a die and removes half the result (rounded up) worth of Damage Hits, either Combat or Speed. See 9.44
- If a Pirate has a Letter of Marque for that port's Nationality, he may treat this port as Pro-Pirate for all purposes except gaining Safe Haven status (9.45).

(9.34) Safe Havens: There is no limit to the number of Safe Havens a single Pirate may have; however, a given Port may be a Safe Haven for only one Pirate at a time. If the Pro-Pirate Governor is replaced (9.22) by an Anti-Pirate Governor, or by no Governor at all, or that Pirate attacks that Port, that port is no longer a Safe Haven for that Pirate. In addition, when a Pirate retires or dies, that Port is no longer a Safe Haven for that Pirate. Pirates who have Safe Haven status in a Port (9.45) may use the Port for the list of activities below:

- Pirate may convert Booty to Net Worth on a 1-to-1 basis (9.43), plus an additional 10% (rounding up). Thus a Booty total of 2000 Doubloons would increase his Net Worth by 2200 Doubloons.
- Pirate may ransom Hostages (9.42), except if the Port is Arab or Portuguese.
- Pirate may Refit his Ship and Crew (except in Arab Ports). For each Refit Action spent, the Pirate Player rolls a die and removes half the result (rounded up) plus two (+2) worth of Damage Hits, either Combat or Speed (Player's choice). See 9.44.
- Pirate may attempt to Retire (18.0)

(9.35) Pirate Ports: There are three ports that are purely Pirate Ports, ports essentially existing as bases for any and all Pirates ... sort of corporate HQ for the industry. The Pirate ports are Isle de Tortuga (35), New Providence (44), and Isle Ste.. Marie (66). Pirate Ports may be Attacked and Destroyed by King's Commissioners (10.4). Pirate Ports have the following attributes:

- Pirate Ports never have governors. They have no Nationality, Value or Garrison.
- Pirate Ports may be used to convert Booty to Net Worth on a 1-to-1 basis (9.43). Any such conversion results in an automatic D&R (13.1).
- D&R in a Pirate Port earns a +3 to Crew Loyalty, the highest such increase possible.
- Ransoming Hostages is not allowed.
- Refitting is allowed: all Damage Hits of both types are automatically removed.

9.4 IN PORT ACTIVITIES

Pirates need and use Ports to gain Net Worth (by converting Booty and/or Ransoming Hostages), Refit their Ships, engage in a little vacation through Debauchery and Revelry (13.0), and establish Safe Havens (9.43).

(9.41) A Pirate moves into a Port by expending a Move a Pirate Action (7.11 and 7.3); once he enters Port, he has In-Port status until he

leaves. The instant a Pirate is In-Port he recovers from Scurvy (no Action is necessary to do this); he also cannot have a SCURVY OUTBREAK card played against him while In-Port. A Pirate who is In Port may undertaken any/all of the items below (9.42–9.45) as part of one "In Port Activities" Action (4.5), depending on the Status of the Port (9.3). The activities that may be performed during an In-Port Activities Action are as follows, and if more than one is being conducted they are carried out in this order:

1. Ransom Hostages (9.42);
2. Convert Booty to Net Worth (9.43), in which case, if in a Pirate Port, Step #5 **must** occur;
3. Refit (9.44);
4. Purchase Safe Haven Status (9.45);
5. Enter Involuntary D&R status or declare Voluntary D&R status (13.22).

(9.42) Ransoming Hostages. To gain Doubloons for a Hostage, the Pirate must be in a Pro-Pirate, Safe Haven, or Neutral Port of the same Nationality as the Port to which the Hostage's Merchant Ship was originally adjacent (the Nationality marker stacked with the Hostage marker in the Hostage box gives you this information). Hostages may not be Ransomed in an Arab or Portuguese port (note: this means that Arab or Portuguese Hostages may never be ransomed). To see what the Pirate gets for his unwilling passenger, roll **2d6** and multiply the result by the Value Rating of the Hostage (8.42). Then multiply that result by **50**, and add the Doubloons to any of the Holds on the Pirate's Ship (Holds already containing Booty are eligible for this). This Booty does not go directly to Net Worth—the Pirate may want to sail for another Port type to get a better conversion rate—although a player in port can ransom the Hostage before converting his Booty to Net Worth in order to make the two happen essentially simultaneously. After the ransom is complete, return the Hostage marker to the Hostage pool.

***Example:** A Governor's Daughter, with a Value of 6, is seized by Blackbeard in the South Atlantic off Charleston, a British port. Blackbeard has a Safe Haven in Bath, also a British Port, so he heads there to collect Ransom. The Hostage Value is 6, and the 2d6 roll is 8, for a result of 48. Multiplying this result by 50 yields 2400 Doubloons. Blackbeard already has 500 Doubloons in each of his sloop's two Holds, so adding the ransom amount to a Hold increases his total Booty to 3400.*

(9.43) Converting Booty to Net Worth: A Pirate may convert the Booty his ship is holding to Net Worth. The act of conversion simply transfers the Doubloons that are Booty into Net Worth. See 9.3 for the conversion rates for each Port type. Converting Booty to Net Worth empties as many of the Ship's Holds as the Pirate wishes; usually this means all of them, but the Pirate may hold one or more Holds back if he wishes (presumably to try to reach a Port with a better conversion rate). Adjust the number markers on the Pirate's Net Worth track (Pirate Display) to show the increase in Net Worth.

***Example:** Continuing the example from 9.42, the Pirate uses his next Pirate Action to convert all his Booty to Net Worth in the same Port (remember, it's a Safe Haven), increasing increase his Net Worth by 3400+340, or 3740. A decent haul!*

(9.44) Refit. Ship Damage may be repaired by Refitting. If a Pirate is In Port as part of his In Port Action he may Refit his Ship (exception, see 9.32 and 9.33). To do so, roll a die and halve the total, rounding up. If the Port is a Safe Haven add two (+2) to that result. This new result is the number of Damage Hits removed, the type of Hits (Speed and/or Combat) being up to the Player. Move the Damage marker(s) up the track(s) on the Pirate Display to record such repairs. If this does not completely repair his ship, he may Refit again in a later Action. Damage Repair is total and automatic in a Pirate Port; no die roll is necessary and all Damage hits of both kinds are removed. Pirates may not Refit in Arab Ports.

(9.45) Purchasing Safe Haven Status: This must be done after all other In Port activities are finished, and may be done only in a Pro-Pirate Port (see 9.32) that is not already a Safe Haven for another Pirate. To bribe the Governor (which is how Safe Haven status is purchased), the Pirate rolls a die and multiplies the result by 100; the new result is the number of Doubloons that Pirate must pay from his Net Worth (not directly from his Holds) in order to succeed. However, he is not committed to doing this, even at this point; he may back out if he feels the amount is too high, but he is still considered to have attempted to have Bribed that Governor. A Pirate may attempt to bribe a specific Governor only once; place a “Governor Bribed” marker corresponding to that Governor in the “Governors Bribed” box on the Pirate Display to show that he has done so. Use the Port Grid to keep track of the fact that the Pirate has a Safe Haven in that port.

Play Note: A Letter of Marque does not give an Anti-Pirate Port or a Neutral Port a Pro-Pirate Governor for Safe Haven purchase purposes; it only renders that port Pro-Pirate for other Actions.

9.5 PIRATE ATTACKS ON PORTS

Pirates may attack Ports to get Booty and Notoriety. He may also attempt to Destroy the port, rendering it useless to all others.

(9.51) A Port Attack is a separate Action, undertaken while the Pirate is in the Sea Area adjoining the Port (a Pirate may not attack a Port he is currently in). Attacking the Port automatically places that Pirate In that Port (see 9.59 for all the possibilities). A Destroyed port may not be attacked (as there is no reason to do so), and Pirate Ports may not be attacked by Pirates (only by King’s Commissioners). If a Warship is On Station in the Sea Area from which a Pirate is performing the Attack, it may try to stop the Pirate from Attacking (6.45 and 6.46).

(9.52) To Attack a port the Pirate rolls a die, adding his Ship’s Combat Rating and his Pirate’s Ability rating to the result. If he has obtained Information about the Port from Hostages (8.46), he adds the Information Points obtained to the die roll result as well. Any other Player (doesn’t matter who) rolls a die (or sometimes 2d6—see 9.58), to which he adds the port’s Defense rating.

- If the Pirate’s Attack Total is higher than the Port’s Defense Total the Attack is Successful (9.53). His ship suffers 1 Combat Damage Hit.
- If the Pirate’s Attack Total is the same as or lower than the Port’s Defense Total the Attack Fails (9.54).
- Whether successful or not, the Pirate Player places an Attack History marker corresponding to the attacked Port in the Attack History box on his Pirate Display.

(9.53) If the Attack is Successful:

- The Pirate rolls a number of dice equal to that Port’s Value rating, adding them together and multiplying that total by 100 to determine how much Booty he has gained from the attack. Port Booty takes up one entire Hold (he may jettison an existing Hold to create space if he wishes);
- The Pirate earns Notoriety Points equal to double (x2 the port’s Value rating (see 18.2));
- The Pirate’s Crew Loyalty is increased by 1;
- The Pirate’s Ship suffers 1 Combat Damage hit;
- The Pirate automatically enters the Port
- Nothing happens to the Port, except that it’s harder to attack successfully afterwards (9.58).

Example: Christopher Condent successfully attacks San Juan. Its Port Value is 2, so Condent’s player rolls 2 dice, a 5 and a 2, giving him a 7 which, multiplied by 100, gives him 700 D in Booty. He uses one of his Holds to store the Booty, and he raises his Crew Loyalty track by 1 and lowers the marker on his Combat Damage track by 1.

(9.54) If the Attack is Unsuccessful:

- The Ship suffers Combat Damage Hits equal to the difference between the Defense Total and the Attack Total.
- Nothing happens to the Port.

Example: Condent attacks San Juan. He rolls a 2, which, added to his Ability (4) and Ship Combat Rating (4 at this time), gives him an attack total of 10. The die roll for the San Juan Defense is a 5, giving it a total defense of 12, better than Condent’s Attack total by 2. Condent’s ship suffers 2 Combat Damage Hits.

Play Note: Yes, equal totals mean no damage.



(9.55) Sacking a Port. After a Successful Attack, as his very next Action (whether in this turn or the next), a Pirate may choose to Sack the port and Destroy it. (Remember, he’s still In-Port, see 9.59). Sacking a port takes an entire Action (separate from the actual Attack). The Pirate rolls a die, to which he adds his Cruelty Rating. If the result is higher than the Port’s Defense rating, the Port has been Sacked and Destroyed. The results are as follows:

- A Sacked Port is Destroyed and useless for the rest of the game. Indicate this with a “Port Destroyed” marker.
- The Crew’s Loyalty is increased by an additional 1 (+1).
- The Pirate earns Notoriety equal to **two times (x2)** the Port’s Value rating (in addition to any other NP he has earned for the original attack). See 18.2.
- The Pirate is placed in the adjoining Sea Area (see 9.59). **Any other Pirates who were in the port before it was sacked are also placed in the adjoining Sea Area, retaining any status (such as D&R) they had at that time.**
- The Crew undergoes automatic Debauchery & Revelry; place a D&R marker on the Pirate counter and see 13.0. And remember, he is now At Sea, so he must spend an Action to enter Port—but not the one he just Sacked, because it is Destroyed—and spend a D&R Recovery Action to remove the D&R marker.
- If the Sack attempt was unsuccessful, treat as if nothing happened except a wasted Action (see 9.59). The Pirate may not try to Sack that port unless he leaves and attacks again.

Example: Condent has successfully attacked San Juan and now wishes to Sack it. He rolls a 5 which, when added to his Cruelty of 3 gives him 8, one higher than San Juan’s Defense rating. The Sack is successful.

Play Note: If a Player plays a D&R card against the Pirate before the Port is Sacked, the Pirate loses the opportunity to do so.

(9.56) A Pirate earns Notoriety for successfully attacking a port and even more if he Sacks it, dependent on the Value of the port. Crew Loyalty is also increased by a successful Attack and Sack. See the Notoriety and Crew Loyalty Tables and 18.2.

Play Note: Sacking a Port increases Crew Loyalty by two, as the Crew gets +1 for the Sack and +1 for the resultant D&R.

(9.57) A Port that is attacked, but not Sacked, retains its Defense and Value ratings. But see 9.58.

(9.58) Once a Pirate has Attacked a Port, whether successful or not:

- All other Ports of that Nationality are automatically Anti-Pirate for that Pirate, except for any Port for which he has a Safe Haven. Keep track of this on that Pirate’s Display by placing an Attack History marker of the appropriate Nationality marker in the Attack History box. **Example:** Condent has attacked San Juan. All Spanish Ports are now considered Anti-Pirate for Condent.
- The Pirate loses (remove from game) any Letter of Marque he has if he obtained that Letter of Marque at a Port of the same Nationality as the one he attacked. **Example:** Before Condent attacked San Juan,

he had obtained a Letter of Marque at Honduras; he now loses the Letter of Marque.

- Place a “Port Attacked” marker on top of that Port. Any Port with an “Attacked” marker that is Attacked again adds the result of a **2d6** roll to its Defense, not **1d6** (but remember that a Sacked port is entirely destroyed and has no Defense).

(9.59) At the conclusion of an Attack or Sack, the Pirate’s physical position is as follows:

- **Successful Port Attack:** Pirate is In the attacked Port.
- **Successful Port Sack:** Pirate is at Sea in that Port’s Sea Area.
- **Failed Port Attack:** Pirate is at Sea in that Port’s Sea Area.
- **Failed Port Sack:** Pirate is In the Port he attempted to Sack.

9.6 BOOTY GRAB

(9.61) A Pirate who enters (or is already in) a Port where another Pirate is In-Port and undergoing Debauchery & Revelry (13.0) may attempt to steal Booty which that Pirate has not yet converted to Net Worth. Booty Grab is an In-Port Action, separate from the other In Port Actions (and thus requiring a separate Action). He may not steal Net Worth.

(9.62) To grab another Pirate’s Booty, the Pirates each roll a die, to which they add their Pirate’s Ability Rating. In addition, the Booty-Grabbing Pirate adds one (+1) to his die roll result to account for the other Pirate sleeping it off, while the target of the Grab can add two (+2) by playing a SKULL AND CROSSBONES Event Card (see 17.2):

- If the Grabbing Pirate’s adjusted roll is higher, he is successful. Remember the difference between the adjusted rolls and see 9.63.
- If the two Pirates’ adjusted rolls are the same, a Duel automatically occurs. See 15.0 for how to resolve this situation.
- If the Grabbing Pirate’s adjusted roll is lower, the Booty Grabber gets nothing and incurs a –2 Loss of Crew Loyalty.

(9.63) If the Booty Grabbing Pirate was successful, he now rolls another **1d6**, to which he adds the winning difference from 9.62. The result, multiplied by 10, is the total percentage (%) of the other Pirate’s Booty he has grabbed, rounded up. On his Pirate Display, he increases the Booty in one of his Holds by the captured amount. The victim Pirate reduces the Booty on his own Pirate Display by the same amount, taking it from whichever Hold or Holds he wishes.

Example: Ned Low (Ability 3), attempts to steal Stede Bonnet’s (Ability 2) Booty. Low rolls a 4, Bonnet a 3, so Low is successful with a difference of 3—the calculation is $3+4+1(=8)$ minus $2+3(=5)$ for a difference of 3. Low’s then rolls a 3, and that 3 plus his difference of 3 give him a 6, which translates to 60% of Bonnet’s total Booty. Low increases the amount of Booty in one of his Ship’s Holds by the resulting amount, while Bonnet reduces the amount in his own Holds by that same amount.

10 KING’S COMMISSIONERS



Historical Note: King’s Commissioners (KCs) were British seagoing bounty hunters hired by The Crown or its Governors when piracy became too prevalent and it was in their financial interests to get rid of them. Some were ex-Pirates who changed sides. One infamous KC turned Pirate: Captain William Kidd (although he was hired privately, not by The Crown). Several Pirates, such as Benjamin Hornigold, became KCs.

KC counters in the game represent fleets of ships, along with their hired leader, assembled specifically for the job of cleaning up certain pirates and the areas in which they operate.

KC counters have two ratings: **Speed** (on the left) and **Combat** (on the right). The Speed rating is used in 10.32, the Combat rating in 10.34, 10.4, and 10.52.

Living Rules Note: See 2.4 for a recommended change in the Combat procedure for King’s Commissioners.

10.1 HOW KCs ARRIVE

(10.11) KCs enter the game in the following ways:

- as a player’s Anti-Pirate Action, as per 10.12
- by play of a KC SURPRISE AP Event Card (see 17.12)
- by play of a PIRATE CONVERTS AP Event card (see 17.2)

(10.12) At any time after a Pirate Action has been announced or begun, an AP Player may attempt to deploy a KC as his AP Action by rolling **3d6** and comparing that total to the Notoriety Points of the Pirate that is currently active but not In-Port or in a Transit Box. If the result of the **3d6** roll is **lower than** that Notoriety total, the player draws, blindly and randomly, a KC counter from the KC pool and places it in the same Sea Area as the active Pirate (even if that Sea Area contains the player’s own Pirate—see 10.26).

Example: Avery has 12 Notoriety Points. An AP Player wishing to place a KC in the Sea Area in which Avery is located rolls a 3, a 5, and a 2, for a total of 10. This result is lower than Avery’s Notoriety, so a KC is placed in Avery’s current Sea Area. Had the AP Player rolled a 10, exactly equal to Avery’s Notoriety Point total, the attempt would have failed.

(10.13) No player may ever have more than **one** KC in play, and each individual KC is always controlled solely by the player who deployed him.

(10.14) KCs that are eliminated during the game are out of the game permanently.

(10.15) The number of KCs available in the game is nine—the eight named KC counters and the single “Ex-Pirate” KC counter. The latter comes into the game solely by play of the KC Converts AP Event Card (see 17.2).

10.2 HOW KCs FUNCTION

(10.21) Each KC counter contains the Combat and Speed ratings for the KC’s ship.

(10.22) A KC may be used only by an Anti-Pirate Player as an Anti-Pirate Action against the currently active Pirate (and never against the AP Player’s own Pirate).

(10.23) During a given Player-Turn, only one King’s Commissioner may conduct KC AP Actions. In addition, any or all KCs may conduct **KC Reaction** (10.32). KC Reaction is **not** considered a KC AP Action—KC Reaction may occur whenever the situation allows.

Play Note: In other words, only one KC AP Action is allowed per Player Turn, but there is no restriction on KC Reactions.

(10.24) **KC Reaction** consists of KCs attempting to intercept and attack Pirates performing any of the Pirate Action in 10.31, in the same Sea Area as the KC or an adjacent Sea Area. KC Reaction may not occur in Ports or Transit Boxes.

(10.25) A **KC AP Action** may consist of **one** of the Actions covered in 10.4.

(10.26) KCs may never move into a Port. Even when attacking a Port, as per 10.4 or 10.5, the KC is considered in that Port’s Sea Area. KCs are not subject to 9.59—only Pirates are.

(10.27) A Player may place a KC in a Sea Area that contains any of that Player’s own Pirates. However, no Pirate may move into (or remain in) a Sea Area that also contains his own KC. An In-Port Pirate in a Sea Area that also contains that Player’s KC may not leave that Port until the KC leaves the Area.

10.3 KC REACTION

KC Reaction applies exclusively to KC activities against Pirates who are performing certain actions in the same Sea Area as the KC or an adjacent Sea Area. KC Reaction may not occur against a Pirate in a Port or a Transit Box.

(10.31) How KC Reaction Works: KCs may react to Pirate Actions listed in 10.31 conducted in either the same or an adjacent Sea Area, every single time the Pirate conducts such an action. When KC Reaction is invoked, the KC's player immediately places the KC in the same Sea Area as the Pirate and proceeds to attempt to Intercept the Pirate, following the procedure in 10.33). There is no restriction on how many KCs may conduct KC Reaction during any given Player Turn, but only one may do so per Pirate Action—if more than one KC is in position to do so, the first KC player to declare KC Reaction gets the nod; if there's a dispute, it's determined by player order). KC Reaction is not considered an AP Action; it is simply an procedure available to the KC player whenever the situation permits. An AP Player may use both KC Reaction (as often as the situation permits) and an AP Action (using the normal AP Action rules) in the same player-turn. Note that Transit boxes are not considered adjacent to the Sea Areas to which they connect.

Play Note: If a KC is in position to conduct KC Reaction but wishes to conduct a KC AP Action instead—and is eligible to do so—he may perform the KC AP Action. A KC is never forced to conduct KC Reaction.

(10.32) Actions Triggering KC Reaction: KCs may React to an active Pirate who, in the same or adjacent Area, has announced or is in the process of conducting any of the following actions.

- **Move**—including announcing a Move, or while actually moving from one Sea Area to another or from a Sea Area into a Port;
- **Find Merchant Ship**—whether or not the attempt is successful;
- **Loot Merchant Ship**—only upon the announcement of the Loot Merchant action, not once the process has begun (see 10.31);
- **Attack Port**—only upon the announcement of an Attack Port action or after an unsuccessful such action. If the Attack is successful, the KC may not React, because success places the Pirate in the Port itself, where the KC cannot attack him (10.36)

A KC may not React to a Pirate on the Player-Turn it is placed (because the **Deploy a Pirate** Action is not listed above).

(10.33) Intercepting a Pirate: To Intercept a Pirate, the KC Player announces the Interception attempt (via KC Reaction). The Pirate Player must make an immediate decision whether to try to escape or to stay and fight. If he opts to try to escape, the players undergo the Interception procedure below. If he opts to fight, go straight to 10.34.

To resolve the Interception, the KC and Pirate Players each roll a die. To the results they add their respective ship's Speed rating. In addition, the KC subtracts one (–1) from his result if he moved into the Pirate's Sea Area in this same KC Action:

- If the KC's adjusted total is greater than that of the Pirate, the KC has Intercepted the Pirate. See 10.34 for the effects.
- If the KC's adjusted total is lower than that of the Pirate, or the same, the Pirate has successfully escaped. **The Pirate stays in the Sea Area in which the battle took place, but any Pirate Action he was conducting—except a Move Action—is immediately cancelled and the Action is considered spent. If any action involving a Merchant is cancelled, the Merchant is simply removed from play.**

(10.34) If the Interception is Successful, the Pirate must **EITHER**:

- Engage in Combat (10.34); **OR**
- Surrender by using a Letter of Marque, which he must already possess (its Nationality does not matter), to forego any combat and allow him to Retire on the spot. See 18.4.

EXAMPLE OF KC VS. PIRATE ATTACK

It is David's Player-Turn. He plays a 2-Action card and announces a Find Merchant Ship Action for his Pirate, Charles Vane, whose Schooner has a current Speed rating of 2 and a current Combat rating of 6. As soon as David he announces this Pirate Action, Helen announces a KC Reaction for her KC, Thomas Matthews, who has a Speed rating of 3 and a Combat rating of 11 (which becomes 13 with the Living Rules). Matthews is in the same Sea Area as Vane, so the KC Reaction is possible, although Matthews could also have moved from an adjacent Sea Area and attempted the attack as well, albeit with slightly less chance of success (10.32).

Vane now has to choose whether to stay and fight, or to attempt to escape. He attempts to escape, so Matthews tries to prevent the escape by intercepting. Matthews rolls a 5 for Interception, adding his speed of 3, for a total of 8. Vane rolls a 4, adding his speed of 2, for a total of 6. The Interception has succeeded. Vane doesn't have a Letter of Marque, so he cannot surrender to Maynard. He must fight. He rolls a 4 for combat, adding his Ability rating of 4 and his ship's Combat rating of 6. His total is 14. Matthews rolls a 1, to which he adds his Combat rating of 11 and 2 more for the 2.4 recommendation—a total of 14. This is the same as Vane's roll, so Vane is eliminated; place his counter in the Davy Jones' Locker box on the map. David immediately receives Victory Points equal to Vane's final Notoriety Points total (but he loses Vane's Net Worth). Helen immediately receives Victory Points equal to half of Vane's final Notoriety Points total.

Had Matthews failed to Intercept, and then if Vane had performed another relevant Pirate Action (from 10.23) in the same Player-Turn, Helen could have activated Matthews for a KC Reaction against Vane (10.32).



(10.35) To resolve combat, the Pirate rolls a die and, to the result, adds his Pirate Ability and the Combat rating of his Ship. The KC rolls a die and adds his Combat rating to the result (and modifies by a further +2 if using the Living Rules recommendation in 2.4). The players compare their adjusted results:

- If the Pirate's total is higher than the KC's total, the Pirate has defeated the KC. The KC is removed from the game. The Pirate gains Notoriety Points equal to double (x2) the KC's Combat Rating, and the Pirate's Crew Loyalty level increases by 1.
- If the Pirate's total is lower than the KC's total, or the same, the Pirate has been Eliminated and is out of the game. The KC remains in place.

(10.36) If a KC kills a Pirate (his ship sinks) the player who owns that KC gains Victory points equal to one-half the accumulated Notoriety Points of the late Pirate, rounded down. The Pirate gains VPs equal to all his accumulated Notoriety Points, but he gets no VPs for his Net Worth (nor does the KC). See 18.12.

(10.37) KCs may not attack a Pirate when the latter is In-Port, except optionally when the Pirate is in a Pirate port (see 10.4). In non-Pirate Ports, the KC may try to Oust a Pirate, which is different; see 10.5. This is all part of the player's Anti-Pirate Action.

(10.38) Pirates may not attack KCs.

10.4 KC ACTIONS

KCs anywhere on the map, whether or not in the same or an adjacent Sea Area to a Pirate, may do **one** of the following at any time during any Pirate's Action, but only as the one KC AP Action for that AP Player for that Player-Turn:

- **Move**—per 7.1 and 7.2, except that the KC, not a Pirate, moves;
- **Attack a Pirate Port**—as per 10.41;
- **Oust Pirates from a Port**—as per 10.42.

Although this KC Action counts as the AP Action type for that player in the current Player Turn (he may not play other AP Action types during this Player Turn), his KC may still conduct KC Reaction if the situation presents itself (KC Reaction does not count as an AP Action—see 10.3).

Example: If an AP Player attempts to Oust a Pirate (an AP Action), or attacks a Pirate in a Pirate Port (an AP Action), and the Pirate then leaves the port, the Pirate is still subject to the KC Reaction rules. The same is true if a KC's Move action (an AP action) places it in or adjacent to a Sea Area containing a Pirate; the instant that Pirate performs any of the actions listed in 10.32, he is subject to KC Reaction.

(10.41) Attacking Pirate Ports: A KC may try to close down the three Pirate Ports by attacking them. To do this, a KC must already be in the Sea Area adjoining the Pirate Port. The KC Player uses an AP Action, at any time during any Pirate's Player-Turn, to perform the attack. The KC rolls a die and, to the result, adds his Combat rating. Then each Pirate currently in that Port does the same, using his Ship's Combat rating (the Pirate does not add his Ability rating to this roll):

- If the KC's total is the same as or lower than any (even just one) of the Pirates' totals, the KC has been repulsed and nothing happens to the Port. The KC remains in the Sea Area and the Pirates remain in the Port.
- If the KC's total is higher than every one of the Pirates' totals, all Pirates in that port are immediately placed in the Sea Area and each suffers one Combat Damage Hit to his Ship. The KC remains in the Sea Area. The Pirate Port is Destroyed and useless for the rest of the game. Place a "Port Destroyed" marker on it.
- If there are no Pirates in the Port when the KC attacks, the Port is automatically Destroyed and useless for the rest of the game. Place a "Port Destroyed" marker on it.

(10.42) Ousting Pirates from Ports: A Player whose KC is in the Sea Area adjoining a Port containing a Pirate who announces or is currently undergoing any Pirate Action possible in a Port may attempt to Oust the Pirate from that Port. The Governor or Port Status does not matter (not even Safe Haven status matters), although Ousting may not be attempted against Pirates in Pirate Ports (see 10.4 for how KCs deal with Pirate Ports). Ousting a Pirate forces the Pirate (and any other Pirates in that Port as well at that time), to leave the port; place the Pirate counter(s) in the adjoining Sea Area. The Port itself is not affected.

To Oust, the KC player rolls a die and adds his Combat Rating to the result. Then, the Pirate Player rolls a die and, to the result, adds the sum of the Combat ratings of **all** the Pirates' Ships in that Port—the Ability ratings are not used. Note that Ousting uses a different method from that of attacking Pirate Ports in 10.4:

- If the KC's total is higher, all the Pirates in that port are immediately placed in the Sea Area and must discontinue any Actions they were undertaking (such as Refit, etc). The KC remains in the Sea Area.
- If that KC's total is the same as or lower, the Oust attempt fails, and each Pirate earns 1 Notoriety Point. The Pirates remain In-Port, while the KC remains in the Sea Area.

Placement of a new Anti-Pirate Governor in a port **automatically** Ousts all Pirates in that port (see 9.2 and 17.0). However, Pirates do not gain Notoriety Points in such cases.

10.5 KCs AND VICTORY POINTS

If a KC eliminates a Pirate:

- The **KC's Player** earns Victory Points equal to **half** the Notoriety Points (rounding down) that Pirate has accumulated at the time of his demise; AND
- The **Pirate's Player** gets VPs equal to **all** the Pirate's accumulated Notoriety Points, as per 18.12.
- **Neither** the KC nor the Pirate gain VPs from the Pirate's accumulated Net Worth (which is simply lost).

Example: Tom is controlling the KC William Rhett; Sally is controlling the Pirate Stede Bonnet. Bonnet currently has 23 Notoriety Points and a Net Worth of 3850 Doubloons. Rhett attacks Bonnet and eliminates him. Orlando gets 12 Victory Points (half of Bonnet's 23 Notoriety Points rounded up); Sally gets 23 Victory Points. The attack has been extremely worthwhile from Tom's perspective, because not only has he gained 12 VP, he has also prevented Sally from getting any VPs at all from Bonnet's considerable Net Worth total.

11 PIRATE ALLIANCES

(11.1) If a Pirate Player has more than one Pirate currently in the same Port, he may, by declaring a Pirate Alliance Action for either Pirate, have those two Pirates form an Alliance. In a 4-player or 5-player game, this means both of his currently deployed Pirates; in a 3-player or 2-player game, where Players may have more than two Pirates deployed, only two may form an Alliance at any one time.

(11.2) When two Pirates are Allied they may move and undertake Actions as one. They must stay together at all times (in the same Sea Area or in the same Port). When undertaking Actions:

- **When the Pirate Alliance activates, the Pirate with the highest current Notoriety Point level is considered the Active Pirate.**
- If a Ship Combat Rating is needed, use the higher of the two ships, **plus both Pirates' Ability ratings (add them together)**, to reflect multiple ships.
- If a Ship Speed Rating is needed, use the lower of the two current Speed ratings.
- If Pirate Ratings are needed (such as Ability, etc.), the Player may use whichever Pirate's Rating he wishes.

(11.3) Booty and Notoriety Points are split equally between the two Pirates. The Pirate with the higher Leadership Rating gets any overage on division. Increases and decreases in Crew Loyalty are applied to both ships, in full.

(11.4) Ship Combat Damage is divided evenly, with any overage decided by the player. But Speed Damage applies to each ship, even though the benefits of Refit will be split by both. Scurvy will apply to both crews/ships, in full.

(11.5) Letters of Marque may not be given to any Pirate during the life of the Alliance. Letters previously held cannot be used until the Alliance is broken.

(11.6) The Alliance is broken either voluntarily by the player, who simply announces such when it is his turn, or:

- By play of a **DEBAUCHERY & REVELRY** card against the Pirates when they are In Port. That card automatically dissolves the alliance, and then the D&R card is resolved for each Pirate, separately; OR
- By play of a **MUTINY CONSPIRACY** card, which is resolved for each Pirate. If any Mutiny actually occurs, the Alliance is instantly broken.

(11.7) All other decisions about the Alliance are made by the Player owning the two Pirates.

12 PIRATE CUNNING AND LUCK

Each Pirate is rated for his Cunning (which also covers Luck), which is the number of times during the entire game that he may use such ability. Pirates use Cunning in the following two ways:

- Each Cunning Point allows the Pirate to reroll, whenever he wishes, any one **1d6**, **2d6** or **3d6** roll (of any kind) made by that Pirate—but not (a) individual dice within a dice-roll, (b) **D66** rolls (c) a die-roll that has already been the recipient of Cunning. A Pirate's Cunning Rating represents the total number of times during the entire game that he may do this. When a Pirate uses Cunning in this manner, reduce the total on the Cunning track on his Pirate Display.
- One Cunning Point also allows a player to play the “Skull & Crossbones” Event card on his behalf; see 17.0.

Play Note: Gamers who dislike re-roll mechanics in games as a matter of course should feel free to ignore the Cunning system entirely.

13 DEBAUCHERY AND REVELRY

Debauchery & Revelry represents Pirates taking a bit of rather intense R&R after a period of hard campaigning.

13.1 HOW D&R OCCURS

(13.11) D&R occurs at the following occasions. D&R may occur voluntarily or automatically:

- The Pirate captain declares D&R after he has taken a Merchant Ship's cargo as part of a Loot Merchant Ship Action. This is *voluntary*.
- While In-Port, a Pirate may allow his crew to engage in D&R as part of an In-Port Activities Action. This is *voluntary*.
- While in a Pirate Port, converting Booty to Net Worth incurs automatic D&R. This is *involuntary*.
- Sacking a Port (9.55) incurs automatic D&R. This is *involuntary*.
- By play of a DEBAUCHERY & REVELRY AP Event Card against a Pirate. This is *involuntary*.

(13.12) D&R is not a separate Action. It is part of the Action being undertaken that produces the D&R. However, D&R is always applied after the other parts of that Action are finished.



Involuntary

(13.13) Any time a Ship undergoes **Voluntary D&R**, place a D&R marker—front side up—atop that Pirate on the map. If the Pirate undergoes **Involuntary D&R**, place the marker back-side up. A Pirate already with a D&R marker cannot acquire another D&R marker.

13.2 THE EFFECTS OF D&R

(13.21) D&R increases Crew Loyalty, as per the Crew Loyalty Table; the increase is applied immediately after D&R is declared. Note that D&R in Pirate Ports increases Loyalty much more than D&R in non-Pirate Ports or D&R after looting merchants or sacking ports.

(13.22) The only two Actions available to a Pirate bearing a D&R marker are Movement (7.0)—including movement into port if desired, and even into a Pirate Port to increase the D&R benefits—and D&R Recovery (16.0). D&R Recovery can occur only In-Port (13.24).

(13.23) If a Pirate with a D&R marker is attacked while at sea, subtract two (–2) from its Speed and Combat Ratings.

(13.24) A Pirate undergoing **Voluntary D&R** removes the D&R marker by spending one D&R Recovery Action while In-Port. A Pirate undergoing **Involuntary D&R** removes the D&R marker by doing two consecutive Recovery actions while In-Port.

14 MUTINY

(14.1) A Mutiny occurs in one of three ways:

- It may **possibly** occur by play of a **MUTINY CONSPIRACY** Event Card (see 17.2). The AP Player playing the card rolls 2d6; if the result is higher than the active Pirate's current Crew Loyalty level, a Mutiny has occurred.
- It may **possibly** occur by play of a **PIRATICAL AMBITION** Event Card (see 17.2). The AP Player playing the card uses one of his In-Hand Pirates to lead a Mutiny, dueling the active Pirate for control of the ship.
- It **automatically** occurs the instant a ship's Crew Loyalty Level reaches 0. If a ship's Crew Loyalty stays at 0 without a Mutiny having any effect (points 2 and 3 below), the crew mutinies again each time that same Pirate is activated (and before performing any other Actions), until the Crew Loyalty Level is raised above 0.

(14.2) When a Mutiny occurs (from either method above), the Pirate Player rolls a die and compare it to the Pirate's Leadership Rating:

- If the result is higher than the Leadership Rating, the Mutiny is successful and the Pirate is permanently out of the game (he's been marooned and considered eliminated—see 18.12B to calculate Victory Points). If that Player has another Pirate Card in Hand he immediately places the new Pirate in charge of that Ship (and everything on it except Net Worth, Notoriety, and Cunning markers, which are removed) with a new Crew Loyalty of 6; Combat and Speed ratings remain as they are. If that Player has no Pirate in Hand for the replacement, he immediately draws a new Pirate Card one from the top of the Pirate deck. If there are no Pirate Cards left, the Ship is lost.
- If the die roll is the same as his Leadership, the Pirate has quashed the mutiny. Crew Loyalty is lowered by 1, but never below 0. If already at 0, it remains at 0, which means that (as per 14.1), the Pirate is subject to another Mutiny as soon as he activates the next time.
- If the die roll is lower than his Leadership, the Pirate has quashed the mutiny and nothing else happens.

15 DUELS

(15.1) Duels occur when a **PIRATICAL AMBITION** AP Event Card is played (see 17.2) or a Booty Grab attempt fails (see 9.6). Each Pirate rolls a number of dice equal to his Duel rating, totaling them. The higher total wins the Duel.

- In the case of the play of a **PIRATICAL AMBITION** Card, if the new Pirate wins the Duel, he takes over the Ship and everything on it, except for the Net Worth and the Notoriety and Cunning markers, which are removed (but see 15.2). The original Pirate is eliminated; see 18.12B to calculate his Victory Points. Low total is dead. If the new Pirate loses the Duel, he is permanently out of the game (and therefore never gets into the game at all) but nothing else happens. If the result is a Tie, undertake the Duel again until a winner is determined.
- In the case of a failed Booty Grab, if the Booty-Grabbing Pirate wins the Duel, he eliminates the other Pirate (see 18.12B to calculate Victory Points for the dead Pirate's Player) and takes as many of the victim's possessions as he wishes (but not Net Worth). For Booty, he increases one of his own Holds by the captured amount. Everything else, including Hostages and Port Information, Letters of Marque, etc., he simply transfers to his own Ship. Alternatively, he may replace his Ship with the victim's, transferring everything (including his own Net Worth) to his new Ship. In the case of a tied Duel in this case, it continues only if both Players want it to do so. If not, the Booty Grab Action is over and both Pirates remain In-Port.

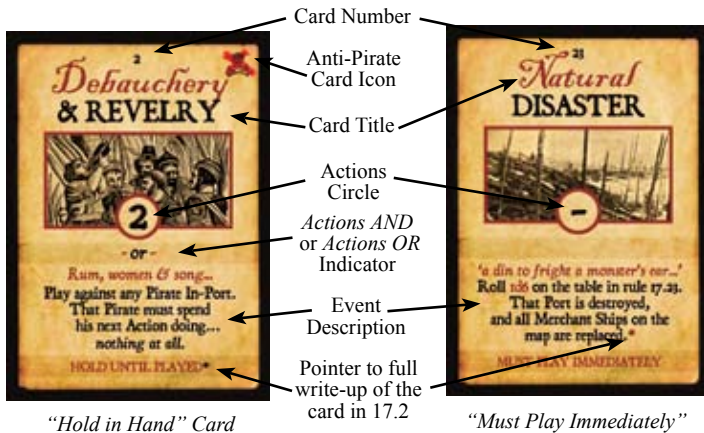
(15.2) The winner of the Duel earns Notoriety Points equal to the sum of the two dueling Pirates' Duel ratings. In the case of a new Pirate, this total becomes his starting Notoriety Point level.

16 RECOVERY VS. REFIT

D&R Recovery is an Action that takes place In Port but is not part of other In Port Actions. The D&R Recovery Action removes all D&R markers. It does not Refit the ship (see 9.45 for Refit).

17 EVENT CARDS

Blackbeard is driven by Event Cards. Event Cards are drawn from the Event Deck in the initial set-up of the game and then, throughout the game, in the Card Draw Phase of a Player's Turn, as per 4.4.



17.1 USING EVENT CARDS

(17.11) Events cards have some or all of the following Information:

- An Event that may be enacted by the play of the Card, as explained and specified in the text of the Card and more fully in the Event description in 17.2;
- An Actions circle showing the number of Actions the player's Pirates may undertake when that Card is played, expressed either as a number of Actions in the Actions circle; OR as a diamond-shaped icon, corresponding to the icon for the Initiative rating on the Pirate Cards; OR as dash, denoting that the Cards may not be used for Actions;
- A line indicating if the card can be played for Actions AND the Event, or Actions OR the Event. "Must Play Immediately" cards have a blank line (because Actions are not possible with them);
- An icon at top right identifying certain Cards as Anti-Pirate Cards;
- A line of information specifying whether that Card must be played immediately or may be held In Hand for later play;
- An asterisk (in some cases), which tells Players to consult 17.2 for the full and official description of the Event (if the asterisk is after the card's Event description), or the Timing and Effect section of the Event description (if the asterisk is on the lower bar of the Card).

(17.12) When playing an "Actions AND Event" card, the pirate must conduct **both** the Event and the 1 Action listed on the card. This is considered the Pirate Player's Action card for that player-turn; he may not play another for Actions (even if he decides not to actually do anything with the 1 Action mandated by the card). He may split the card between two Pirates (with one performing the Event and the other the Action). Or he may have one Pirate perform both the Event and the Action. One "Actions AND Event" card, FAIR WINDS, may include the player's KC as one of the card's users; see the description of that card below.

(17.13) If the Event Card is to be played for Actions OR Event, then the player may either undertake that many Actions **or** use the card for its Event.

(17.14) Only one Event Card per Player-Turn may be used for Actions (except in the case covered in 4.55); any other Event Card(s) played

by that Player in that Player-Turn may be used only for the Event. The Event Card played for Actions does not have to be the first card played, and a Player does not have to use all (or even any) of its Actions. However, at least one "Hold Until Played" Event Card must be played by that Player during his Player Turn.

(17.15) "Must Play Immediately" Event cards do not have any Actions on them (they show a dash in the Actions circle); they may not be used for that purpose. The Player drawing such a card must play it for its Event immediately.

(17.16) Anti-Pirate Cards played for the Event may not be used for the number of Actions listed; they are always "Actions OR Event" cards.

(17.17) Each Event Card has a number at top center; this is simply for reference purposes. In most cases, more than one of each numbered Card is in the deck to start the game.

17.2 THE EVENTS

The titles below correspond to the titles on the Event Cards. The number in brackets [#] indicates the number of identical cards in the game. The italicized lines below the titles indicate if the card is an Anti-Pirate Card, how many Actions it is worth (if any), whether or not it is an "Action AND Event" card or an "Actions OR Event" card, and whether the card must be played immediately or if it may be held In Hand for later play. The description specifies how to use the card, and in all cases is the *official* description (rather than the text on the card itself, which is often an abbreviated version of the description). Some descriptions contains a further section called "Timing and Effect", providing further direction as to its use. The cards are listed in alphabetical order.

#1

BURIED TREASURE [1]

*1 Action AND Event
Hold Until Played.*

This card provides the player with a Treasure Map of the Isle of Pines (below Cuba; see map). The Player plays the card by placing it in front of him. The card remains there until he visits the Isle of Pines, after which he discards it; he may in fact decide never to visit (in which case buried treasure is never found), but the card is his to use if and when he does. He spends one Action to move onto the island (this is not a move into a port and so can have no Port-oriented AP Events played against it—nor may the Pirate be attacked there as if he were in a Port) and, as part of the same Action, digs for buried treasure. To do so, roll a die; on a 1–2, the Pirate has found nothing and the card is discarded. On a 3–6, the Pirate has found something: roll 3d6 and multiply the result by 100. That is how many Doubloons worth of treasure he has found (e.g., a result of 16" would produce 1600 doubloons); this treasure is added to any one of his Holds. If the Pirate Retires or is Eliminated while this card is front of the player, the card is placed in the Discard pile (i.e., it belongs to that Pirate, not to the player).

#2

DEBAUCHERY & REVELRY [6]

*Anti-Pirate Card
2 Actions OR Event
Hold Until Played.*

This may be played against any one Pirate (but not the Player's own) currently In-Port. That Pirate has lost control of his crew and they're off "like sailors on leave", for a spot of D&R (considered Involuntary). See 13.23.

Timing and Effect: The card is played after that Pirate has completed his Action while In-Port. A D&R card may not be played against a Pirate who already has a D&R marker.

#3

DISEASE [2]

Must Play Immediately
Not used for Actions

An outbreak of some virulent disease strikes a Port. Roll **D66** to find out which Port. All Governors, Pirates, and/or Hostages in that Port die (the Pirate is considered Eliminated for the purposes of Victory Point assessment—18.12B. There is no other effect.

#4

DOUBLE CROSS [4]

Anti Pirate Card
Actions (Initiative Rating) OR Event
Hold Until Played.

This card may be played against any Pirate who is, at this instant, using a Letter of Marque to Retire. The AP Player rolls a die and follows the result in the table below:

Roll	Result
1–2	Insufficient evidence to detain or convict. Pirate may Retire gracefully.
3–4	Put on trial. Roll 2d6 . That number times ten (x10) is the % of the defendant Pirate’s Net Worth he must pay to be acquitted (rounded up). Treat a 10–12 as 100% (in which case he may as well get hanged).
5–6	Tried, convicted and Hanged. Loses all Net Worth (but not Notoriety).

Timing and Effect: The card is played the instant a Pirate states he is using his Letter to Retire and the effect is applied prior to his Retirement. This card can be played in addition to activation of a KC, if a Player tries to retire by playing a Letter of Marque to avoid combat with a KC (i.e. in exception to the restriction against playing more than one AP Card in a Player-Turn). Once a DOUBLE CROSS card is played, a Pirate may not change his mind about Retiring.

#5

EUROPEAN TURMOIL [2]

Must Play Immediately
Not used for Actions

Bad times, possible war ... the usual...back in Europe. All KCs and Warships in play are removed and their counters placed back into their respective pools.

#6

FAIR WINDS [3]

1 Action AND Event
Hold Until Played.

Strong winds increase a Pirate’s or KC’s Movement Capabilities. The player may move one of his own Pirates or his KC instantly to any Sea Area on the map, no matter how far away. **A Player may split the use of this card between two Pirates—with one performing the Event and the other the Action. The Player may also split it between his KC and a Pirate if he wishes, with the KC performing the Event and the Pirate the Action.**

#7

FINGER OF FATE [1]

Must Play Immediately
Not used for Actions

The Fickle Finger of Fate oft changes many a plan. When this card is played, each player must immediately discard one (1) card from his hand (if he has any); the discards are placed in the Discard pile. After each player has done this, each then passes his remaining cards (if he has any) to the player to his left.

#8

GENERAL PARDON [1]

Must Play Immediately
Not used for Actions

(See 4.1 if playing the Long Game.) This card gets to be played three times during the course of the game, being reshuffled into the deck after the first two times.

- The first time this is played it has no effect but is placed back into the Events Deck, which is reshuffled (but do not include the cards in the Discard Pile). If this card was the last to be drawn, however, the game is instantly over.
- The second time signals a General Pardon being issued to all Pirates that are on the map when the card is played. The Pardon lasts until the Player who played this card **completes** his next Player-Turn. While the card is in force, every Pirate who moves into an English Port is Pardoned and is Retired (Retirement is mandatory)—after converting Booty (if any) to Net Worth—as per 18.12A. Moving into the Port is the Action that will effect Retirement; the Pirate does not need an additional Action to do so; **no Pirate may Attack an English Port while the Pardon is in effect.** The GENERAL PARDON card is now held out of the Events Deck until there are 20 cards remaining, at which point it is placed back into that Deck and the Deck reshuffled (but do not include the cards in the Discard Pile). If there are already only 20 unused cards or fewer remaining, shuffle the GENERAL PARDON card with them and continue. If this was the last card to be drawn, the game is instantly over.
- The third time the card is pulled the game is instantly over. Determine the winner (see 18.0).

Play Note: Players who are worried the third time may occur too early may agree to split the remaining deck in half, before reshuffling after the cards’s second use, placing the card in the bottom half and reshuffling that portion, leaving it as the bottom half. Just a suggestion.

#9

NEW GOVERNORS [8]

Must Play Immediately
Not used for Actions

Roll **D66** twice, consulting the Port Locator number corresponding to each of those results: Place a new Anti-Pirate Governor in each of those Ports (you can use any remaining Governor counter you want; they’re all Anti-Pirate. If there is already a Governor there, whether Pro-Pirate or Anti-Pirate, he is removed (permanently) and replaced by this new one. If the roll points to a Pirate Port, roll again. Pirates are automatically Ousted from Ports in which Anti-Pirate Governors appear. Note: in the Solitaire version (19.0), only one Governor is placed with each NEW GOVERNORS card.

#10

HEAVY GUNS [4]

1 Action AND Event
Hold Until Played.

By playing this card for one of his own In-Port Pirates, the Pirate gains heavy cannon for his Ship. From that point on for the life of that Ship, the Pirate adds two (+2) to his ship's Combat die rolls. If the Pirate subsequently converts a Merchant Ship to his own use, the Heavy Guns transfer to the new Ship. Only one HEAVY GUNS card may be played per Ship; *slide the HEAVY GUNS card under the Pirate Display (so that part of the card is showing) to indicate that the ship has them.*

#11

KC SURPRISE [2]

Anti-Pirate Card
2 Actions OR Event
Hold Until Played.

This card may be played immediately after any Anti-Pirate Player uses a WARSHIP SIGHTING Card to attempt to Attack a Pirate (as per 6.4), and not necessarily by the same AP Player. The Player playing the KC SURPRISE card must not already have a KC (because no player may have more than one KC in play at any given time). When this card is played the Warship in question turns out to be a King's Commissioner, which the Player playing the card chooses as per 10.11, but without the need for the Notoriety die roll (the card's event has no effect if no KCs remain unplayed in the game). The attack against the targeted Pirate now proceeds **immediately** as an attack by the KC (who must still Intercept it first) **not** the Warship (the Warship counter is placed back in the Warship pool), and the KC now belongs to the Player who played this card. **Note:** *this is an exception to being able to play only one AP Event card per Player-Turn and one AP Event card type per Action, since this card may be played with a Warship Card by the same Player.*

#12

LETTER OF MARQUE [4]

2 Actions OR Event
Hold Until Played.

This card may be assigned to a Pirate, belonging to the Pirate Player, who is In a Port with a Pro-Pirate Governor. The Letter of Marque entitles that Pirate to do the following:

- Treat every other Port of the same Nationality as this Port as a Pro-Pirate Governor port, regardless of the type of Governor actually in that Port; place an appropriate Nationality marker in the "Letter of Marque" box on the Pirate Display; OR
- Retire (see 18.4) without any ill effect ... unless someone plays a DOUBLE CROSS card (see above).
- **Surrender to a KC and Retire (see 10.34 and 18.41B).**

The Letter is specific to the Pirate and, if that Pirate is no longer in the game, neither is the Letter. No Pirate may have more than one Letter of Marque at any one time. *After use, a LETTER OF MARQUE card is never returned to the deck, even if the Pirate is eliminated—and even if playing the Long Game option.*

Timing and Effect: The card is played during a Pirate's In-Port Activity Action, and is part of that Action.

#13

LOCAL RESISTANCE [3]

Anti-Pirate Card
2 Actions OR Event
Hold Until Played.

The citizens of a Port are unhappy with so much Pirate presence, probably because of a Pro-Pirate Governor, and they take a variety of Actions to change that. The player designates a specific Port (but not a Pirate port) that has a Pro-Pirate Governor, and rolls a die. If the result is higher than the port's Value, permanently remove the Pro-Pirate Governor (no replacement at this time). All Pirates in that Port are immediately Ousted; see 10.52. Otherwise, no effect. This card may be held In Hand.

Timing and Effect: The card is played any time during another Player's Pirate Turn.

#14

MAL DE MER [1]

Must Play Immediately
Not used for Actions

The Player who draws this card loses his Player-Turn—all his Pirates are seasick—although he must still draw Event Cards to fill his hand as required.

#15

MUTINY CONSPIRACY [6]

Anti-Pirate Card
Actions (=Initiative Rating) OR Event
Hold Until Played.

This Event is played against the active Pirate. The card player rolls **2d6**. If the result is higher than the Crew Loyalty Level, a Mutiny has occurred. See 14.0 for results.

Timing and Effect: The card is played at any time during a Pirate's Action. It is resolved the instant it is played, before anything else can be undertaken.

#16

PIRATE CONVERTS [1]

Anti-Pirate Card
3 Actions OR Event
Hold Until Played.

The Player playing this may deploy, as an Anti-Pirate Action, any one Pirate that has successfully Retired—one of his own or another Player's. That Pirate is now a King's Commissioner, under control of the Player who played the card, with a Combat Rating of 9 and a Speed of 3. *Use the "Ex-Pirate" KC counter to represent this new KC on the map.* Each Player may have only one KC at any one time, so this card may not be played by a Player who already has a KC in the game.

#17

PIRATICAL AMBITION [5]

Anti-Pirate Card
Actions (=Initiative Rating) OR Event
Hold Until Played.

This event is played against the active Pirate. It may be played only by a player who has a Pirate Card in his hand (not yet in play) and does not already have his maximum number of Pirates in play. The player playing this card uses his In-Hand Pirate to fight a Duel—see 15.0 for resolving this Duel and then do one of the following:

- If the In-Hand Pirate wins the Duel, the Pirate who is the target of the takeover has been the subject of a Mutiny led by the card-player’s Pirate (the one In Hand). The active Pirate is marooned and considered eliminated, losing his Net Worth but not his Notoriety Points—see 18.12B to calculate Victory Points for him. The new Pirate instantly takes over his Ship (and everything on it, but not his Net Worth or Notoriety or Cunning Points), and the Crew Loyalty is placed at 6.
- If the In Hand Pirate loses the Duel this mutinous takeover has been aborted, the In-Hand Pirate is killed (and never gets into the game), and the active Pirate’s Crew Loyalty is increased by one.

#18

SCURVY OUTBREAK [5]

Anti-Pirate Card
2 Actions OR Event
Hold Until Played.

This card is played against an active Pirate who is not In-Port and who does not already possess a Scurvy marker. Place a Scurvy marker on that Pirate and decrease the Crew Loyalty level by one (which might trigger Mutiny as per the second bullet in 14.1). Any Hostage on board at the time dies immediately. Every time the Player who controls that Pirate Ship starts a Player-Turn, he further reduces the Crew Loyalty Level by one (but never below zero), until that Pirate enters Port, at which time the Scurvy marker is instantly removed. This card may be held In Hand.

Timing and Effect: The card is played at any time during a Pirate’s Action. It is resolved the instant it is played, before anything else can be undertaken.

#19

SKULL AND CROSSBONES [4]

3 Actions OR Event
Hold Until Played.

Pirates often had a great deal of Luck to go with their sometimes formidable abilities. A player may play this card on behalf of his Pirate at any time, whether during his own Player-Turn or someone else’s, at the cost of one (1) of that Pirate’s Cunning Points (12.0). When played, it may be used for one of the following:

- It negates any one card just played against him. That negated card is placed back in the deck, and the deck reshuffled (but without the cards in the Discard pile); OR
- If the Pirate is the target of a Booty Grab (9.6), +2 to his die roll.

Timing and Effect: The card is played the instant the card to negate is played, and before that card takes effect, or when the Pirate is the target of a Booty Grab.

#20

STORMS AT SEA [6]

Must Play Immediately
Not used for Actions

Roll **D66** and consult the Port numbers on the map; the Storms affect the Sea Area adjoining that Port. In addition, if the Sea Area contains Transit Boxes, those Transit boxes are affected as well. *Example: a D66 roll of 52 (for Whydah) produces a Storm in the Gold Coast Area and both Transit boxes.*

- Remove all Merchant Ships in that Sea Area, including any that have been found but not yet looted.
- The player playing the card rolls **2d6** for any Warship in that Area. If that result is higher than its Combat rating, remove the Warship. Otherwise, it remains On Station.
- For each Pirate in that Area who is not In Port, the same player rolls a die, consulting the Storm Effects Table. Add one (+1) if the Pirate is in a Transit Box. Apply the results immediately.
- The same player rolls a die for each KC in the Sea Area. On a roll of 1–4, the KC is placed back in the KC pool; otherwise, it stays where it is.

#21

WARSHIP SIGHTING [10]

Anti-Pirate Card
Actions (=Initiative Rating) OR Event
Hold Until Played.

The player playing this card places a Warship On Station and follows the rules in 6.4. This card may be held In Hand.

Timing and Effect: 6.4 describes when this card may be played.

#22

WEAR AND TEAR [7]

Anti-Pirate Card
2 Actions OR Event
Hold Until Played.

This may be played against an active Pirate who is not In-Port. Roll a die and halve that number, rounding down (so a result of 1 = 0). Decrease that ship’s Speed rating by that result. This card may be held In Hand.

#23

NATURAL DISASTER [1]

Must Play Immediately
Not used for Actions

A once a game event. Roll a die and consult the table below. The result is a Port destroyed totally by earthquake, hurricane, whatever. Everyone (Pirate, Hostage, Governor, etc.) currently in that Port dies. The Port is no longer usable (place a “Port Destroyed” marker on the Port), and this card is removed from the game—even if you are using the option to play through the deck twice. When the results have been applied, remove **all** Merchant Ships from the map (including any that have been found but not yet looted) and replace them as per 3.0 Step 8.

1d6 Result	Port Affected	1d6 Result	Port Affected
1	Bermuda	4	Port Royal
2	St. Augustine	5	Port O’ Spain
3	Isle de Tortuga	6	Campeche

18 WINNING

18.1 VICTORY POINTS

(18.11) The instant the GENERAL PARDON card is played for the third time, the game is over. At that point, the player with the most Victory Points (VPs) wins. Victory Points are earned throughout the game as per 18.12, with the Players moving their respective Victory Point markers along Victory Point track on the map. If the VP total for a player moves beyond 100, flip the VP marker to its +100 side and start back at the beginning of the VP track.

(18.12) Each Pirate earns Victory Points for his Pirate's accumulated Notoriety Points and Net Worth, and for having his KCs eliminate other Players' Pirates. Victory Points are gained as follows—record them on the VP track at the instant they apply:

- A.** When a Pirate successfully Retires (18.4), each accumulated Notoriety Point earns two VPs for the Pirate Player. Furthermore, every 100 Doubloons of his accumulated Net Worth earns one VP (with fractions of 100 dropped). Note that VPs are earned for Net Worth **only** by Pirates who Retire; in every other instance in which a Pirate leaves the game, all Net Worth is lost.
- B.** When a Pirate is Eliminated, or is still in play at game's end (i.e., has not Retired), his Player gains one VP for each of the Pirate's accumulated Notoriety Points but zero VP from his accumulated Net Worth.
- C.** When a KC eliminates a Pirate from the game, the Player controlling the KC gains one VP for every **two** of the Pirate's accumulated Notoriety Points (with remainders dropped). The Pirate Player gains one VP for each of the Pirate's accumulated Notoriety Points. Neither the KC's Player nor the Pirate's Player gains any VPs from the Pirate's accumulated Net Worth.

18.2 NOTORIETY POINTS

Pirates earn Notoriety Points (NPs) in a variety of ways. Players keep track of their Pirates' accumulated NP on their Notoriety Points track on the Pirate Display for each Pirate. Notoriety Points are earned according to the Notoriety Points Table below:

<i>Pirate Achievement</i>	<i>Notoriety Points Equal To:</i>
Loot Merchant Ship	Merchant Ship's Cargo rating
Torture Hostage	Hostage's Value rating
Successful Port Attack	Port's Value rating x2
Successful Port Sack	Port's Value rating x2
Defeat KC in Sea Battle	KC's Combat rating x2
Defeat Warship in Battle	Warship's Combat rating
Failed Oust Attempt by KC	1 Notoriety Point
Win a Duel	Sum of the two Pirates' Duel ratings

18.3 NET WORTH

A Pirate's Net Worth is turned into VPs only if he successfully Retires (18.4). Pirates earn a Player VPs equal to his Net Worth divided by 100, with fractions dropped. Thus, a Pirate with 2350 Doubloons in Net Worth will earn 23 VP. If a Pirate is Eliminated, or if he fails to Retire before the end of the game, his Net Worth is lost.

Historical Note: A Pirate ship was a combination of democracy and corporate capitalism. The Pirate captain earned a voted share usually commensurate with his status. Forget the buried treasure stories: these capitalists were not seeking long-term gain. Biggest retirement haul? The capture of the Portuguese East Indiaman, *Nostra Senhora de Cabo*, by Taylor and La Buse, which produced a roughly estimated 400 million pounds of booty.

18.4 RETIREMENT

(18.41) In order to have his Net Worth used for Victory Points, and in order to capitalize most effectively on his accumulated Notoriety Points, a Pirate must Retire. The following methods may produce Retirement:

- A. Retire Voluntarily:** This separate Pirate Action requires that the Pirate is already In-Port, and that he already possesses a Letter of Marque (not just an Event card that would allow him to acquire one) for that port's Nationality. This Action can be challenged and negated by another Player playing a DOUBLE CROSS card as an Anti-Pirate Action.
- B. Surrender during a KC attack and use a Letter of Marque,** as per 10.33. As with "Retire Voluntarily", the Letter of Marque must already be in the Pirate's possession (the Nationality of the Letter of Marque doesn't matter in this case). Use of a DOUBLE CROSS card applies here, too. This Retirement is part of the KC Anti-Pirate Action and not a Pirate Action (see 17.2 for playing a DOUBLE CROSS card during the same Anti-Pirate Action as activating a KC).
- C. As a Pirate Action in a Safe Haven:** If the Pirate is in one of his Safe Haven he may Retire simply by saying so.
- D. As a Pirate Action in a Pro-Pirate Port:** If the Pirate is in a port with a Pro-Pirate Governor, but that Port is not a Safe Haven for that Pirate, he may attempt to retire by Bribing the Governor. Roll **D66** and multiply that number by 100. The result is the amount the Pirate must give the Governor in order to Retire; the funds must come his Net Worth, **not** from the Holds on his Ship. If he pays up, he Retires voluntarily. If he declines (because he doesn't like the price), he stays in the game but incurs a decrease in his Crew Loyalty rating of one (–1), and he may not Bribe that particular Governor again. Place a "Governor Bribed" marker corresponding to that Governor in the "Governors Bribed" box on the Pirate Card.
- E. Play of a GENERAL PARDON card:** see 17.2.

(18.42) When a Pirate retires, everything he had, including his ship, leaves the game with him. Victory Points resulting from his accumulated Notoriety Points and Net Worth are recorded on the Victory Points track immediately.

Play Note: Why Retire? One of the questions that arose during playtesting was "Why bother to have a Pirate retire when he can accumulate VP without bothering?" Well, for one, if your Pirate dies you lose all his Net Worth. And then, the more Notoriety a Pirate gains the more a target he becomes for a KC, whose player can gain half that Pirate's NP as VP by killing him.

19.0 SOLITAIRE BLACKBEARD

The following rules allow Blackbeard to be played solitaire. Some of these rules modify the rules for the regular game—this is intentional.

(19.1) Description: There are two players: You, and the System Player. You control one Pirate, Blackbeard. Place the Blackbeard Pirate card on your Pirate Display; you may assign him either a Sloop or a Schooner. Your opponent, the System Player (SP) has three (3) Pirates on the map to start. Draw three Pirate Cards and place them on three separate Pirate Displays. Roll a die for each SP Pirate; on a 1–4, that Pirate has a Sloop; on a 5–6, that Pirate has a Schooner. Whenever an SP Pirate retires or is eliminated, draw another Pirate Card from the Pirate deck for the SP to use, until there are no more Pirates remaining or (more likely) the game ends.

(19.2) General Game Play: The game plays somewhat differently from the main game. You play your Player-Turn, after which all three of the SP Pirates each get a Player-Turn. In other words, after you finish your Player-Turn, all three of the other Pirates get a player-turn before you get another one.

(19.3) Preparing the Decks: Begin the game by placing the “Must Play Immediately” Event cards and the “Hold Until Played” Event cards in separate decks, face-down. They remain in separate decks throughout the entire game. [Remove the FINGER OF FATE card from the game. In addition, remove the PIRATICAL AMBITION cards from the game; there are no Duels in Solitaire Blackbeard \(including duels that result in the regular game from Booty Grab attempts\).](#)

(19.4) Placing the Merchant Ships: Place 10 Merchant Ships on the map, as per the normal placement routine (3.0 Step 8). In each of Blackbeard’s Merchant Shipping Phases, if the Merchant Ship total is below 8, place enough Merchants to bring it to 8. Each STORMS AT SEA event (including those that occur in 19.11 below) replenishes the total to 10.

(19.5) Placing the Governors: Next, place the 8 Pro-Pirate Governors randomly, using the Port Locator numbers to determine which Port they’re placed on.

(19.6) Deploying Blackbeard: Place Blackbeard’s counter in the Sea Area that contains the largest number of Merchant Ships (as determined during initial placement). If there’s a tie, he begins in the Area that would gain him the highest number of Doubloons if he looted a Merchant there and rolled a 1 (see the Cargo Table). If still tied, it’s your choice, but he has to go in an Area that contains at least one Merchant Ship.

(19.7) Deploying the System Player’s Pirates: After placing Blackbeard, place the three SP Pirate counters. Roll D66 for each in turn and place it in the Sea Area adjoining to the Port Locator number indicated on the dice-roll. Only one Pirate may start the game in any given Sea Area; if the Port Locator roll places them in an Area with another Pirate (including Blackbeard), roll again.

(19.8) Starting the Game: The game begins with you drawing four “Hold Until Played” cards into your hand and then playing the first card. After your Player-Turn, all three of SP Pirates each get a Player-Turn. Then it comes back to you—and so on.

(19.9) Ending the Game: The game ends when one of the following occurs:

- Blackbeard successfully Retires with at least 130 Victory Points;
- Blackbeard is killed;
- The instant the SP has acquired at least 100 VPs from all his Pirates combined;
- The instant all SP Pirates are eliminated and no more are available in the Pirate Deck;
- The GENERAL PARDON card is drawn from the “Hold in Hand” deck (see 19.10) for the third time.

(19.10) The GENERAL PARDON Card: When the GENERAL PARDON card is drawn for the first time from the “Must Play Immediately” deck, nothing happens in the game, but you immediately shuffle this card into the

remaining “Hold Until Played” deck along with all “Hold Until Played” discards. From that point on, GENERAL PARDON functions exactly as in 17.2 of the rules.

(19.11) Playing your Hand: You have a normal hand, except that you have no extra Pirate cards. When you play a card, you do so normally, using either the Actions or the Event or (when available) both. You may also launch Anti-Pirate Actions normally against the other Pirates [\(except that you get one AP Action for each SP Pirate\)](#). You never draw cards from the “Must Play Immediately” deck; only the SP draws these cards (see 19.11).

(19.12) Playing the SP’s Cards: The SP Player does not have a “hand”. Instead, for his Player-Turn each of his Pirates, in turn, first draws a “Must Play Immediately” card and plays it, and after that he draws and plays a “May Be Held” card (so each SP Pirate draws one card from each deck on each of his Player-Turns). If the “Must Play Immediately” deck runs out, reshuffle it and place it face down in order to keep going.

(19.13) Anti-Pirate Actions: Every time you perform an Action with Blackbeard, you must stop to see if an Anti-Pirate Action occurs. [If there is a Warship or KC on the map and Blackbeard conducts an action that would trigger Warship or KC activity, the Warship or KC activity automatically occurs. Otherwise,](#) on behalf of the SP, draw the top card from the “May Be Held” pile; if you draw a card that contains an Anti-Pirate Action, perform that Action against Blackbeard if possible. The Event card is then placed on the Discard Pile. [If you draw a WARSHIP SIGHTING card for the SP when Blackbeard is not performing an Action that triggers a Warship response, simply place the Warship On Station in Blackbeard’s current Sea Area.](#)

(19.14) Notoriety Trigger: As soon as Blackbeard’s Notoriety reaches 12, the first SP in each Player-Turn thereafter will use his Anti-Pirate Action to attempt to deploy a KC, placing it in the Sea Area in which Blackbeard is currently located. [Once a KC is on the map, the SP who deployed the KC will, in each Player-Turn in which the situation is appropriate, attempt to intercept Blackbeard and engage him in Combat. KCs belonging to SPs have no other function; Blackbeard may place and use KCs normally.](#)

(19.15) Blackbeard and KCs: Blackbeard may not Surrender to a KC; he may Retire only by entering a Port and using a Letter of Marque. He may not use methods 18.4B, 18.4C, 18.4D, or 18.4E in order to Retire.

(19.16) Blackbeard and Mutiny: Blackbeard never dies from Mutiny. Instead, if the roll is higher than his Leadership rating, his Crew Loyalty is reduced by 3. If the roll is the same as the Leadership rating, Crew Loyalty is reduced by 2. If lower, there is no effect.

(19.17) SP Pirate Goals: Each SP Pirate will use his Actions for the greatest possible gain to himself OR the greatest possible damage to Blackbeard. Use the game rules in the best way possible to fulfill these two goals.

(19.18) SPs and Letters of Marque: If an SP draws a LETTER OF MARQUE card, [he must expend all possible subsequent Actions to sail directly for the closest port with a Pro-Pirate Governor \(closest is defined as requiring the fewest Actions to reach\). To begin this movement, he keeps the LETTER OF MARQUE card and immediately draws another, using the Actions on the new card to Move in the direction of the Port. Once he has reached the Pro-Pirate port, he enters port and uses the LETTER OF MARQUE card to acquire a Letter of Marque, and continues his regular VP-acquiring missions. From that point on \(and possibly immediately\), once his Net Worth and Notoriety Points reach the point where, if he were to Retire in a port for which he has a Letter of Marque, he would gain at least 30 VP, he sails immediately for such a Port and commences the Retirement process.](#)

(19.19) SPs and D&R: In a situation where, in the standard game, a Pirate would have the option of voluntarily using D&R, an SP Pirate will automatically do so. [Otherwise, D&R for SPs is considered involuntary.](#)

(19.20) Crew Loyalty: If Blackbeard’s Crew Loyalty reaches zero, he loses 2d6 worth of Notoriety Points immediately and another 1d6 worth at the end of every one of his Player-Turns (not Actions) in which he does not raise the level above zero.

20 PIRATE BIOGRAPHIES



Fancy

“Long Ben” Avery got his start in 1694 as first mate aboard a privateer hired out to the Spanish to combat French Pirates near Martinique. They mutinied, turned Pirate, and headed for the Red Sea. His great coup came in August 1695 when his 46-gun *Fancy* with a crew of 160 took the Great Mogul’s 60-gun treasure ship *Gang-I-Sawai* which was defended by 500 musketeers. The Mogul claimed losses of 600,000 pounds for which he held the British East India Company responsible. The resulting uproar branded Avery both a criminal and a folk hero for life. On the one hand he was the subject of a popular play, while on the other he was specifically excluded from numerous King’s pardons. After trying unsuccessfully to buy pardons, he went into hiding. Although many of his men were caught Avery eluded the noose. He is however said to have been blackmailed and swindled of his wealth by those who would have exposed him to the law.



Whydah

Highly successful at capturing merchants, and nicknamed “Black Bellamy” for his long black hair, Bellamy apprenticed with Benjamin Hornigold, taking over from Hornigold as captain when the crew objected to Hornigold’s refusal to attack ships of all countries. Bellamy continued Hornigold’s practise of showing mercy and generosity toward those he captured on his raids, and for having genuine concern for the well-being of his crew. Bellamy was caught in a vicious storm off Cape Cod in 1717; he died at 29 along with all but a handful of his crew.



Revenge

Major Stede Bonnet was an oddity: a gentleman who actually bought his 10-gun sloop and hired its 70-man crew at his own expense rather than stealing it and rising to the captaincy as best among equals. It is even said this poor soul took to the sea only to escape the wagging tongue of an overbearing wife. Stranger still then that such a man would fall in with the likes of Blackbeard—who eventually took his ship. A smarter man would have known when to quit, but Bonnet eventually regained command when Blackbeard double-crossed Bonnet’s crew. Bonnet resumed his pirating only to be taken in August 1718, by two sloops out of South Carolina under Colonel William Rhett. His execution was most notable for his shameless groveling before the hangman—unlike many a true Pirate who took their last step unrepentant. His sole contribution to Pirate lore may be as the source for the largely fictitious practice of “walking the plank.”



Deliverance

Condent was one of piracy’s few winners and finished his career in a storybook ending. Forced from New Providence by Woodes Rogers after a relatively lackluster career, Condent thought better of a King’s Pardon and with his 36-gun brig led the return of piracy to the east. He took an Arab ship off Bombay worth 150,000 pounds—a shareout of 2,000 per man—and promptly retired, aided by a French pardon from the Governor of Bourbon. He then married the Governor’s daughter, emigrated to France, and became a wealthy ship owner.



Rover

This Welshman got his start on the French island of Martinique where he conspired with the crew to take over a sloop. He then proceeded to take several French ships before turning to Guinea, where he took the fort of Cambia Castle via subterfuge. Next fell a Hollander with the Governor of Acca on board and 15,000 pounds of booty. Possessed of a silver tongue, Davis was adept at gaining advantage with trickery and easily enlisted the aid of other Pirates. It was all the more ironic then that he met his end ashore in 1719 at the hands of a Portuguese ambush while trying to entice the Governor of High Cameroon onto his ship under the guise of hospitality. He was replaced by Bartholomew Roberts, the greatest Pirate of all, whom he had pressed into service only weeks before.



Fancy

As a rule, Pirates were not noted for mercy; they usually exacted a terrible vengeance against those who resisted their depredations. The following was an exceptional case, then, when Edward England’s *Fancy* (accompanied by the *Victory* of John Taylor) engaged the East Indiaman *Cassandra* under James Macrae in August 1720 of Johanna Island, near Madagascar. In perhaps the most courageous defense against a Pirate attack, the *Cassandra* caused 90 Pirate casualties while suffering 37 of her own, before running aground and having her remaining crew flee into the jungle. When Macrae returned to barter with the Pirates for the return of his ship, he was braving near certain death. England was so taken with Macrae’s courage that he not only interceded to spare Macrae, but also gave him the battered *Fancy* and half his cargo. As a direct result of his clemency, England was soon marooned on Mauritius Island by his unhappy crew.



Concorde

An English Pirate during the early 18th century, Hornigold's ship was the starting point for several better known Pirates. Like many Caribbean Pirates, Hornigold had served previously on an English privateer during the War of Spanish Succession.

Hornigold was known for being less vicious than most. Hornigold left New Providence Island in the Bahamas with Edward Teach (later known as Blackbeard) among his crew. When he captured a sloop, he placed her under Teach's command. In 1717 they plundered six ships off the American coast and raided in the Caribbean. By the year's end Hornigold and Teach had captured a French ship laden with gold, jewels, and other booty. After dividing the spoils, they parted company.

When Woodes Rogers was appointed royal governor of the Bahamas, Captain Hornigold requested and received a pardon. Rogers commissioned him to hunt down Pirates. Hornigold pursued Stede Bonnet and Charles Vane, among others.



Victoire

The French Pirate "The Buzzard," real name Olivier Levasseur, operated out of the Caribbean and along the African coast. It was his good fortune to be sailing in tandem with John Taylor when the latter took the Nosa Senhora do Cabo and its rich cargo of diamonds. In 1730 he was captured and executed for the crime of piracy at Réunion.



Adventure Galley

No Pirate got more press for less cause than Kidd. A merchant who owed his wealth to his earlier days as a privateer, Kidd was coerced by Lord Bellemont, Governor of New York, to sail to the Red Sea as a King's Commissioner and to enrich them both by means of a Letter of Marque against the French. But the crew got surly, and when they stopped several Dutch ships, Kidd consented to their capture—seizing upon French passes held by their captains as sufficient grounds to claim them as a legal prize. Then followed the taken of a richly laden Moorish ship, the Queda Merchant. Upon his return to New York, Kidd was arrested for piracy, convicted, and hung. He had been betrayed—his Letter of Marque and the French passes were hidden by Bellomont, to whom Kidd had become a political embarrassment. His body was left hanging for years as a public lesson and therefrom sprang his fame. Kidd's booty was never fully recovered, thereby giving birth to tales of buried Pirate treasure.



Santiago

Kennedy was a London pickpocket who rose to considerable stature under the great Bartholomew Roberts as a trusted lieutenant. He should have stayed there for he did not survive long as his own and was hung more than a year before Roberts met his end. He owes what prominence he has in Pirate lore to the surviving documentation of his trial in which he explained Pirate customs in greater detail than heretofore had been generally known.



Le Mort

Few engaged in more unspeakable barbarities than this French denizen of Tortuga, also known as Jean David Nau. Unfortunately for the Spanish, the genocidal tendencies of "The Torturer" were reserved exclusively for them. One of his tricks of persuasion was to cut open the breast of a victim, pull out his still-beating heart, and gnaw upon it with great relish while the next menu object looked on in stark terror. No wonder few withheld information from him. His greatest success was a raid on Maracaibo in 1667 with a fleet of 500 men which netted 260,000 pieces of eight. This led to a second expedition, against Nicaragua, which was annihilated by a joint force of Spaniards and Indians. It is a matter of some poetic justice that he met his end in much the same manner that he had dispensed it to others; the Indians took him alive and meted out a slow and hideous death.



Fancy

Edward Low stands out in the annals of piracy for two reasons: his unceasing hatred of New England and the imaginative tortures he wrought on any from there unfortunate enough to fall into his hands. One captive master not only lost his ears to Low's butchery, he was then forced to endure the indignity of eating them himself. It would be pleasing to report that Low met his end with a similar dispatching, but alas he seems to have escaped the long arm of the law, if not of God. In January 1724, Low took his last prize. Nothing was heard of him again, and it was widely thought that he and his entire crew were lost at sea in a storm shortly thereafter. However, three marooned men were rescued near Martinique at the same time and hanged by the French as Pirates. Low is thought to have possibly been one of them.

Note: Most of the biographical information was taken from the original Blackbeard game; the rest comes from various sources, including wikipedia.org and piratesinfo.com.



Ranger

Lowther was forced into piracy by a tyrannical captain bent on punishing him, but who succeeded instead in creating a mutiny. Having thus already committed a capital offense, Lowther and his mates had little to lose by turning to piracy. They operated in concert with Edward Low until their fortunes took a turn for the worse while splitting their booty on Martinique. Natives there took them by surprise and forced them to abandon much of their plunder with a hasty departure. The two Pirates then took their leave of each other. In October 1723, Lowther had stopped to careen when he was chanced upon by the *Eagle*, a sloop of Barbados, which forced the Pirates to flee into the jungle. Most were caught and hanged. Lowther dies by his own hand rather than facing the noose.



La Foudre

Often called the “Robin Hood of the Ocean,” Lusaneau acted with remarkable chivalry towards his captives. He was a French aristocrat who appears to have entered piracy via buccaneer expeditions versus the Spanish, as an escape from local creditors to whom he had incurred gambling debts. He was not a “professional” Pirate, treating his sea-going enterprise as a sort of financial divertissement. However, he appears to have had a high degree of courage to go along with his unusually soft treatment of captives. Moreover, he used the public’s perception of piracy to run a form of “protection racket.” Religious, he insisted his crew attend Mass with him before attacking a town. Upon his retirement, he wrote a book about his adventures which may well have been the source of inspiration for Sabatini’s “Captain Blood.”



Charles

Quelch, like Kidd, sought protection from the law in his Letter of Marque. The Charles had been fitted out as a privateer against the French but Quelch and his crew disposed of the captain and made for the South Atlantic where they took nine Portuguese prizes. Inasmuch as Portugal was currently an ally of the Queen of England, Quelch and his cohorts were arrested in June 1704 upon their return to Boston—following some conspicuous spending bouts ashore. Shortly thereafter, Quelch and six of his crew danced from the gallows.



Adventure

“Calico Jack” was not wanting for courage. He replaced Charles Vane when the latter refused to attack a large French ship and later got the best of a Spanish Man-O-War; but he owes his place in history to the company he kept. His two fiercest hands were members of the fairer sex, and more fierce cutthroats never hoisted a Jolly Roger. It is said that the women were the first to board a prize and the last to show mercy. Indeed, in October 1721 when a British sloop finally caught up with them, only the women resisted—the men being incapacitated with drink. Both Anne Bonney and Mary Read escaped the gallows with an unusual defense... they pleaded their pregnancies. The Court refused to kill an unborn child, but Mary died of fever in prison. Anne’s father is said to have bought her release after the birth of his grandchild. As for Calico Jack, as Mary is said to have told him on his ways to the gallows: “Ye wouldn’t have to hang like a dog, if ye’d fought like a man.”



Fortune

“Black Bart” was the greatest Pirate of all time. Ascending to the captaincy of the *Royal Rover* as a “pressed man” upon the death of Howell Davis in 1719, Roberts devastated the Portuguese on Prince’s Island in revenge. He then embarked upon a four year career that saw him capture over 400 vessels along the Gold Coast, West Indies, and New England—including several escapades wherein he sailed into an escorted convoy to fleece the merchants of his choice. Such was his success that by February 1722 he was commanding a fleet of vessels that served as treasure ships and scouts for his 40-gun flagship when Chaloner Ogle’s 60-gun *Swallow* caught up to him at Cape Lopez. His men were hung over from a night of revelry and unfit for combat. Roberts, who disapproved of liquor, was felled by the first broadside, his throat shot away by grapeshot. Without their leader, the fight was no contest. Of the 254 captured, 52 were hung and 74 acquitted as “pressed men.” The rest died in irons, thus ending the Golden Age of Piracy.

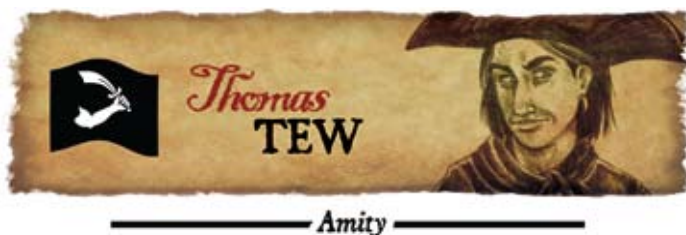


Elizabeth

Spriggs sailed with Edward Low until the two quarreled and the former took the opportunity to leave with other malcontents aboard a recent prize. He shared his former captain’s penchant for barbarity, and those who resisted his overtures to join his crew often experienced that firsthand. Spriggs met his end in the spring of 1725 when he was attacked off Western Cuba by a Man of War which pursued him to Florida, where his ship ran aground with all hands lost.



Taylor was instrumental in the marooning of Edward England—for it was he who replaced him, though England had given Taylor his brig. However, Taylor owes his place in history to his good fortune in coming upon the dismayed Portuguese East Indiaman *Nossa Senhora do Cabo* the following April 26. The *Cabo* was returning from Goa with the retiring viceroy and his fortune in diamonds. It was easily the richest single haul in all of piracy—a catch worth some one million pounds. Having made their fortunes, they sought an English pardon. When this was refused they bought a Spanish one instead in 1723 for 20% of their loot, and lived out their lives in Portobello. Taylor is rumored to have later attacked English logwood-cutters in the Bay of Honduras while in command of a Spanish *Man-O-War*. Historically, he may have been one of the few winners of the piracy game.



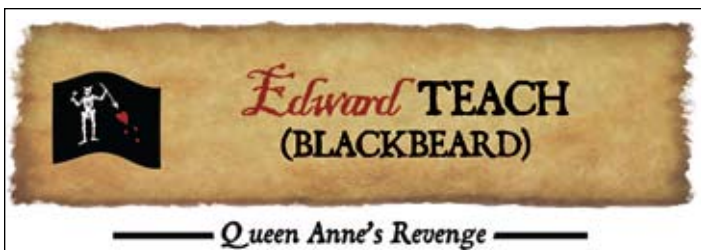
Tew was a prosperous Rhode Island privateer whose piracy was not only condoned, but openly encouraged as a boon to the local economy. New England found it easy to countenance Pirates as long as their depredations occurred far away in the Red Sea against the “heathens” of the great Mogul. Tew’s first voyage in 1692, ostensibly inspired by a Letter of Marque against the French, was a great success. His eight-gun *Amity* chanced upon a Mogul treasure ship and, despite the presence of 300 Indian soldiers, he took it without losing a man. The payout for this prize amounted to 1200 pounds per man—an immense sum in those days. It made Tew both wealthy and prominent. No less a personage than Governor Benjamin Fletcher of New York backed his second voyage, but this one came to grief when Tew was disemboweled by a cannon shot while attempting to board another Indian merchantman.



A New Providence Pirate, Vane is most notable for his defiant resistance to Woodes Rodgers. When the latter appeared in Nassau in 1716 with a squadron of five warships and a King’s pardon for all who would submit, Vane met them with guns blazing. He remained at large for three years and posed a constant threat to Rodger’s fledgling colony of turncoat Pirates on New Providence—and was rumored to have joined forces with Stede Bonnet for that purpose. He must have mellowed with age because Rackham deposed him as captain when he declined to attack a large French vessel. Vane narrowly avoided being marooned on that occasion and rose to the captaincy of another ship, but finally met his end when a storm wrecked his vessel on an uninhabited island in the Honduras. He was rescued from starvation by a passing ship only to be turned over to the hangman in Jamaica.



This French Pirate’s claim to fame is the first authenticated use of what came to be known as the classic “Jolly Roger”, a flag with a skull-and-crossbones motif. This historic sighting occurred in 1700 off the west coast of Africa in an indecisive engagement with HMS *Poole*. Wynne’s version was embellished with an hourglass—presumably to symbolize to his prey that their time was running out. The original meaning of the Jolly Roger is thought to be an offer of quarter if the prey were to surrender. If too slow in their response, it was replaced by a red flag which meant: no mercy.



*The man history knows as Blackbeard (and also by various names, such as Thatch) wasn’t the most successful Pirate of his day, but he was the embodiment of the public’s perception of a Pirate as he haunted the American coast, taking dozens of prizes (and even defeating a 30-gun frigate of the Royal Navy) in an 18-month reign of terror that stretched from Honduras to Virginia. A heavy drinker, expert swordsman, and naturally violent man, Teach heightened his opponents’ sense of dread by plaiting his enormous beard with colored ribbon and lit matches. Fourteen “wives” attested to his errant ways. Aided by Governor Eden of North Carolina, who welcomed his stolen goods, Teach amassed a fleet of over 400 men by 1718, when he actually blockaded Charleston. Two Virginia sloops under Robert Maynard hunted him down on 22 November in the Carolina sounds. Teach, aboard the small sloop *Adventure* with but 18 hands, was drunk as usual. Nonetheless, he gave the warships all they could handle—killing or wounding 35 before falling from some 25 wounds. His head adorning the bowsprit of HMS *Pearl* marked the end of his grisly reign.*



21 DEVELOPER'S NOTES

Living Rules Amendments: We've amended, clarified, and simplified a variety of items for the Living Rules, in response to numerous helpful comments from players posting on Consimworld and BoardGameGeek.

- All modifications posted on CSW and BGG have been incorporated into the Living Rules; these are denoted by blue text in the "blue" version and by vertical lines in the margins in both the "blue" and the "print" versions.
- The Sea Area boundaries in the western half of the map have been clarified—this map is available in the boxed reprint and a reference version is available for download at gmtgames.com;
- The multiplier for Hostage ransoms is now 50 instead of 10;
- KC Reaction (10.3) has replaced the former procedures for KC Actions against Pirates and changes the way KCs function against Pirates; KC Actions (10.4) have the former functions but there are fewer of them;
- The Loot Merchant procedure (8.3) has been streamlined, with (among other things) the Convert Merchant Ship Action built into it and no longer a separate Pirate Action;
- KCs and Warships may no longer interrupt Loot Merchant actions once the actual procedure has begun—they may interrupt upon the announcement of Loot Merchant;
- Recognizing that many players did not like that Warships and KCs were less powerful than in the original *Blackbeard*, we've recommended changing the Combat rating of all Warships and KCs by +2. The counters themselves have not changed (the only component change possible for the reprint was to the map). These modified Combat values are now the official rule, but players should still consider the change optional. If you wish to play with the originally printed values, which are the values the designer believes create the most accurate historical results, by all means do so.

The original *Blackbeard*, released by the Avalon Hill Game Company in 1989, took the detail commonly associated with wargames and applied it to a topic that would normally have been the subject of a much lighter game. But back then detail was all the rage, particularly in the conflict simulation market, and any subject lent itself to something closer to an historical study than a fast-moving game. Ultimately, that's what the original *Blackbeard* was: a simulation of the careers of Pirates. There was no swashbuckling and very little glamor in their lives, and just as little in the game itself. The game was fascinating, and it had (and still has) its share of fans, but it felt weighted down at times by the very detail that gave it its fascination.

Twenty years later, the game market has changed. The demand now is for games with very little downtime and a relatively fast playing time. Detail can be included, but it has to flow rather than impede, and the game itself is more important. The new *Blackbeard* was designed from the ground up to meet those demands, and what you have in your hands right now is a game thoroughly redesigned in recognition of the new market. But it wouldn't be *Blackbeard* had the concept of the Pirate simulation simply been tossed out the window in favor of a fast-playing and totally unrealistic game, nor would it have pleased those who enjoyed the original and waited eagerly for the update.

As he explained to me when I began developing *Blackbeard*, Richard Berg's first challenge in the redesign was to eliminate the extensive downtime of the original, those periods when one person was making his move and everyone else sat around—often for quite a while—as he did so. To meet this challenge, he dropped some of the less significant detail, but equally importantly, during development he agreed to recast the game as a card-driven game, with one player's turn ending quickly and the next player able to jump in. But it didn't stop there. Instead, the concept of the constantly present Anti-Pirate Player emerged, in

which all players would act, in essence, as instigators of events above and beyond the control of the Pirates. In other words, you're not just playing a Pirate in this game, nor are you playing a Pirate and a King's Commissioner, you're also responsible for warships appearing, for wear and tear on the opposing Pirate's ships, for mutinies and double-crosses, and for much else. You're a Pirate, but you're also fate.

With the design promising a much faster and much more interactive game, developing it meant ensuring that all of the possible Actions that players could take never stopped the game in its tracks because of the wide array of possible interactions and their effects. At the same time, we needed to ensure that all players were in the game at all times—or at least as much as possible—even with five people playing. The result of this effort are the Charts & Tables card and the Pirate Displays. There aren't all that many charts and tables in the game, but die-rolls for various purposes are numerous. We wanted the most frequently accessed procedures in one place, with a step-by-step procedure for how to work through each procedure, so we developed the procedure summaries on those cards. Of primary importance was the Loot Merchant Ship procedure, a fundamental game mechanic that constantly had playtesters digging through the rules to see what happened next and how. Ultimately the step-by-step procedure, with enough detail to get players through it and references for the rest, did the trick.

Enjoy the game. We've found playing it a fun, highly entertaining experience, 2–3 hours with lots of talking and laughing, for hard-core and casual gamers alike. It's also, we think, a pretty good simulation, at this scale and level of detail, of what piracy was all about.

Neil Randall, January/September 2008

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A Note of Thanks: to John Schoonover, of Schoonover Studios, Wilmington, DE, for providing us with the famous painting of *Blackbeard* by Frank Schoonover that we used for our boxcover. If you want more information on such paintings, you can contact the studio at www.schoonoverstudios.com.

Pirate Tourism: Those of you who happen to make it to Charleston, S.C., can attend one of the finest Pirate museums, and home of many of the famous Pirate paintings by Howard Pyle and Frank Schoonover, plus hundreds of artifacts, in a most unusual location, the restaurant, "Queen Anne's Revenge".

PORT GRID: 3-PLAYER GAME

		Pirate ID																	
		A1		A2		A3		B1		B2		B3		C1		C2		C3	
Port #	Port Name	Port Info	Safe Hav	Port Info	Safe Hav	Port Info	Safe Hav	Port Info	Safe Hav	Port Info	Safe Hav	Port Info	Safe Hav	Port Info	Safe Hav	Port Info	Safe Hav	Port Info	Safe Hav
11	Boston																		
12	New York																		
13	Philadelphia																		
14	Virginia																		
15	Bath																		
16	Charleston																		
21	St. Augustine																		
22	Campeche																		
23	Honduras																		
24	Portobello																		
25	Cartagena																		
26	Curacao																		
31	Port o' Spain																		
32	Martinique																		
33	Guadeloupe																		
34	San Juan																		
35	Santo Domingo																		
36	Isla de Tortuga																		
41	Port Royal																		
42	Santiago																		
43	Havana																		
44	New Providence																		
45	Bermuda																		
46	Cape Coast																		
51	Cormantin																		
52	Whydah																		
53	Cape Lopez																		
54	Kilwa																		
55	Zanzibar																		
56	Ethiopia																		
61	Mocha																		
62	Bombay																		
63	Severndroog																		
64	Goa																		
65	Calicut																		
66	Isle Ste. Marie																		

PORT GRID: 4-PLAYER AND 5-PLAYER GAME

		Pirate ID																			
		A1		A2		B1		B2		C1		C2		D1		D2		E1		E2	
Port #	Port Name	Port Info	Safe Hav	Port Info	Safe Hav	Port Info	Safe Hav	Port Info	Safe Hav	Port Info	Safe Hav	Port Info	Safe Hav	Port Info	Safe Hav	Port Info	Safe Hav	Port Info	Safe Hav	Port Info	Safe Hav
11	Boston																				
12	New York																				
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63	Severndroog																				
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65	Calicut																				
66	Isle Ste. Marie																				

BLACKBEARD

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