

OBJECTIVE

The winner is the player with the most Victory points at game end. VPs are scored immediately after they occur, and are earned from:

The **Net Worth** of a retired Pirate. Obtained by in-Port conversion of doubloons taken after looting Merchant Ships or successfully attacking Ports.

The **Notoriety** of retired, eliminated and surviving Pirates. Obtained by:

- Looting Merchant Ships
- Torturing Hostages
- Successful Port attack
- Successful Port sack
- Defeating a King's Commissioner in battle
- Defeating a Warship in battle
- Surviving an Oust Attempt by a King's Commissioner
- Winning a Duel

VPs are also scored for being eliminated by a King's Commissioner (PP), and using a King's Commissioner to eliminate a Pirate (APP).

Victory Points

Pirate Successfully Retires:

2	Notoriety
1	100 of Net Worth (ignore fractions)

Pirate eliminated (not by KC) or still in game at end:

1	Notoriety
1	100 of Net Worth (ignore fractions)

KC eliminates pirate:

1	Notoriety (for pirate)
1/2	Notoriety (for KC)

SETUP

Players take the following number of **Pirate Displays** each:
5 or 4 players: 2; **3 players:** 3; **2 players:** 4.

Roll 1d6. The highest roller is Player A; play passes clockwise. Players take corresponding Pirate ID chits.

Remove *Play Immediately* cards from the **Event deck**. Shuffle the deck and deal 4 cards face down to each player. Re-shuffle the *Play Immediately* cards back in and place the deck face down on the board.

Place the 8 **Pro-Pirate Governors** in Port Boxes determined by d66 rolls. If pirate ports or duplicate ports are rolled, use the next available higher-numbered port.

Players randomly draw or choose the following number of Pirate Cards each: **5 or 4 players:** 2; **3 players:** 3; **2 players:** 4.

In player order, deploy 1 Pirate into any sea area (even if occupied). In order, additional pirates may be deployed if desired, 1 at a time, up to the total number held.

Place each **Pirate ID** marker and Pirate Card on a **Pirate Display** and select a ship type (Sloop or Schooner) for each pirate deployed. Place **Combat** and **Speed** markers on the card as appropriate for that ship, and **Loyalty** Level markers on 7.

Place the 35 **Merchant Ships** in a cup and draw 8. Place face down in Merchant Boxes (ship icon) at ports determined by d66 rolls. If pirate ports or duplicate ports are rolled, use the next available higher-numbered port.

Place the **Victory Point markers** for all players in the 0 box of the track (+100 side down).

Place the following markers in cups: 9 **King's Commissioners** (KC), 15 **Hostages**, 16 **Anti-Pirate Governors** and 15 **Warships**.

Determine game length. **Standard:** until the *General Pardon* card is played for the third time (2-3 hours); or **Long:** go through the Event Deck twice, adding *General Pardon* after the first run through (4-5 hours).

SEQUENCE OF PLAY

Each player, in player order, takes a Player Turn as a **Pirate Player** (PP), at some time which *each* of the other players, as **Anti-Pirates** (AP), get 1 Anti-Pirate turn.

On your turn as a Pirate:

A ship with *Scurvy* has its Crew Loyalty reduced by 1.

1. Event Card Draw Phase

The PP draws Event cards, one at a time, until he has 4. Resolve, then discard, any *Play Immediately* cards and draw replacements.

2. Merchant Ship Phase

If there are fewer than 5 Merchant Ships on the map, the PP increases the number to 6 by adding face-down merchants to ports using d66 rolls. If pirate ports, duplicate ports or destroyed ports are rolled, use the next available higher-numbered port.

3. Card Play Phase

The PP plays at least 1 Event card as an **Event** or for **Actions**. All 4 cards in a PP's hand may be played, but only 1 can be used for actions.

When played as an Event, the Event is resolved, and the other players cannot take any Anti-Pirate Actions.

When played for Actions, the number of actions the player may undertake is shown on the card. Each action is completed before starting the next.

When the card can be played for Event and an Actions, the Event is immediately resolved (other players cannot take

any Anti-Pirate actions), after which the action must be conducted.

Any action may be repeated in the same turn. Actions may be split amongst all the player's pirates.

Event cards with a **diamond icon** give one pirate a number of actions equal to his **Initiative** rating. If he is eliminated before using them all, any of the player's other pirates may use the remaining actions.

If a player has no cards to determine how many actions he may take, he may have up to 2 actions for up to 2 cards discarded (1 action per card).

On your turn as a Pirate:

Each action allows one of the player's pirates to perform 1 of the following:

1. **Move 1 Pirate**
2. **Find Merchant Ship**
3. **Loot Merchant Ship**
4. **In-Port Activities**
5. **Attack Port**
6. **Sack Port**
7. **Booty Grab**
8. **D&R Recovery**
9. **Form Pirate Alliance**
10. **Retire Voluntarily**
11. **Draw and/or Deploy New Pirate**

The only actions available to a pirate ship with a **D&R marker** are *Movement* and *D&R Recovery*. If a ship with a D&R marker is attacked in any way, subtract -2 from its Speed and Combat.

On your turn as an Anti-Pirate:

No AP action can be played more than once during any single pirate action. AP players may not work together or show each other their cards. No AP action is allowed if the PP is drawing or deploying a new pirate.

Anti-Pirate Actions:

1. **Attempt to Deploy a King's Commissioner (KC)**
2. **Use an Existing King's Commissioner (KC)**
3. **Use Any On-Station Warship or Play Warship Sighting Event Card**
4. **Play an Anti-Pirate Event Card**

In addition, **KCs may react to Move, Find Merchant Ship, Loot Merchant Ship and Attack Port Pirate Actions** conducted in either the same or an adjacent Sea Area, every single time the Pirate conducts such an action. KC Reaction 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.*

PP Action 1: Move

The player may **move 1 of his pirates** as follows. These rules apply to moving KCs as well.

Any number of pirates are allowed in any sea area, transit box, or port.

If a pirate ship's Speed is reduced below 0, it requires 2 move actions simultaneously to move.

Each time the ship's Speed rating falls from 0 to -1, its Crew Loyalty decreases by 1.

Sea Area to Sea Area, a pirate may never enter (or stay in) a sea area that contains that player's own King's Commissioner.

Sea Area to Port, a pirate may enter a port from, or exit a port to, an adjoining sea area.

Port to Sea Area, a player's pirate may never leave a port if the adjoining sea area contains that player's own King's Commissioner.

Sea Area to adjoining Transit Box / Transit Box to adjoining Sea Area, ships in transit boxes cannot be attacked, but may be affected by Events.

Move trigger KC reaction in same or adjacent Sea Area.

PP Action 2: Find Merchant Ship

A pirate may attempt to **find a merchant ship** in any Merchant Box in the sea area in which they are both located.

Roll 1d6 + Pirate Ability Rating (+1 if merchant ship is already face up).

If the result is 7 or higher, turn the merchant ship face up to see its type and Cargo rating. The pirate may then **Loot** the ship as next his action (even if this is on the next turn).

Find Merchant Ship action trigger KC reaction in same or adjacent Sea Area.

PP Action 3: Loot Merchant Ship

A merchant ship that has been found may be **looted** by that pirate as his very next Action, even if this is on the next turn.

If a *Storm at Sea* is played before Looting and a storm occurs in that sea area, the merchant ship is immediately removed from play without being looted.

To stop the looting any one AP player may play a *Warship* card, activate an on station warship in that sea area or trigger a KC reaction action from same or adjacent Sea Area to intercept and eliminate the pirate.

Roll 1d6 + Merchant Ship Cargo rating

and cross reference the result with the Region on the **Merchant Cargo Table** to find the worth of the cargo in doubloons.

Roll	Atlantic	Caribbean Americas	E.Africa Gold Coast	India
1*	0	100	50	500
2*	100	400	150	1000
3*	200	600	300	1200
4	300	800	500	1500
5	400	1000	600	1800
6	500	1200	700	2000
7	600	1300	800	2500
8**	700	1500	1000	3000
9**	800	2500	1200	4000
10**	1000	3000	1500	7500

The pirate then decides whether or not to take the cargo.

If pirate does not loot the merchant ship:

The merchant ship is returned to the pool, the pirate's Crew Loyalty is adjusted by -1, and the action is finished.

If pirate loots the merchant ship:

The pirate adjusts the markers of 1 empty hold in his ship to reflect the cargo. If all his holds are already full, he must empty 1 hold before loading the new booty.

His Crew Loyalty is adjusted by -1 if the result was 1*-3*, or +1 if the result was 8**-10**.

Convert the Merchant Ship

A pirate wishing to **convert a merchant ship to his own use** must do so immediately after the corresponding Loot action, even if this is on the next turn.

Only Sloop, Schooner and Brigantine merchant ships can be converted (red, blue, and green borders). Flutes and 3-Masted Square-Riggers (black borders) may not be converted.

Move the pirate's Ship Type marker on his display to the appropriate box and set the Combat and Speed settings to their new maximums. All other markers are unchanged.

If converting to a smaller ship with less holds, the excess (entire) holds are lost. Crew Loyalty increased by +1 if the new ship is bigger (more holds), and decreased by -1

if the new ship is smaller.

Hostages

Randomly draw a Hostage chit and immediately:

Ransom the Hostage: Put the chit in the Hostages box on the pirate display together with a Nationality marker of the adjacent port; or

Torture the Hostage: Roll 1d6; if the result is greater than the pirate's Cruelty rating, note the hostage's Information rating (left) on the Port Grid for the adjacent port, which will make attacks on that port easier.

If the result is less than or equal to the pirate's Cruelty rating, the hostage dies without providing information. Crew Loyalty increases by +1 and the pirate gains Notoriety points equal to the hostage's Value rating (right). Return the hostage to the pool of counters.

Notoriety and D&R

A pirate earns **Notoriety points** equal to **1d6 + Merchant Ship Cargo rating** whether he takes the cargo or not.

After being looted, whether the cargo is taken or not, return the merchant ship to the pool of counters.

The pirate *may* declare **voluntary Debauchery & Revelry** (D&R) for his crew. Place a D&R marker on the pirate marker. To remove the marker, enter a port in a subsequent action and make a D&R Recovery Action.

PP Action 4: In-Port Activity (In-Port Action)

A pirate may *not* move into: a port with an Anti-Pirate Governor unless he has attacked the port or has the appropriate *Letter of Marque*; a destroyed port; or a port with a nationality matching an Attack History marker on the pirate's display.

Governors are either **Pro-Pirate** or **Anti-Pirate**. Ports with no governors are **Neutral**. **Pirate ports** never have governors and have no Nationality, Value or Garrison. Placement of an Anti-Pirate governor on a port *automatically* displaces all pirates there into the adjoining sea area.

A pirate in possession of a *Letter of Marque* for a port's nationality may treat the port as Pro-Pirate for all purposes except buying Safe Haven status.

As soon as a pirate is **in-port** he automatically recovers from *Scurvy* and cannot be a victim of a *Scurvy* card.

Any or all of the following activities (in order) can be undertaken for only 1 In-Port Activities action:

1. Ransom Hostages

The pirate must be in a Pro-Pirate (or Anti-Pirate if the appropriate *Letter of Marque* is held), Safe Haven, or Neutral port of the same nationality as the hostage. No ransom is possible in an Arab (green), Portuguese (white), or Pirate (black) port.

Doubloons: (2d6 x Hostage Value rating) x 50

Add the doubloons to any of the pirate ship's holds (a hold need not be emptied first). Then return the hostage marker to the pool.

2. Convert Booty to Net Worth

As many holds as desired may be emptied. Adjust the numbers on the pirate's Net Worth track.

Port	Conversion Ratio (Booty:Net Worth)
Pro-Pirate	1:1
Anti-Pirate	1:1 (with appropriate <i>Letter of Marque</i>)
Neutral	2:1 (1:1 with appropriate <i>Letter of Marque</i>)
Safe Haven	1:1 + 10% (round up)
Pirate	1:1 (invokes involuntary D&R)

3. Refit

Ship damage (Speed and/or Damage hits) may be repaired:

Damage: ½ x1d6 (rounded up)

In Anti-Pirate ports the appropriate *Letter of Marque* must be held. In Safe Havens add +2 to the total. In Pirate ports remove *all* damage.

Refitting is never possible in Arab (green) ports.

Later Actions may be used to continue refitting.

4. Purchase Safe Haven Status

Safe Haven status can be bought by bribing a governor in a Pro-Pirate port *that is not a Safe Haven for another pirate*.

A pirate can have as many Safe Havens as he wishes.

Bribe: (1d6 x 100) from pirate's Net Worth

The pirate does not have to go ahead with the bribe once he has calculated its cost, though he adds the corresponding *Governor Bribed* chit to his display whether he goes ahead or not.

A pirate may attempt to bribe a specific governor only once.

If the bribe is paid, note the pirate's Safe Haven location on the Port Grid.

Safe Haven status ends if the pirate attacks the port, the port becomes Neutral, an Anti-Pirate Governor takes over the port, or the pirate retires or dies.

5. Enter Involuntary / Declare Voluntary D&R Status

D&R is *involuntary* if the pirate converted booty to Net Worth in a Pirate Port. Crew Loyalty increased by +3. It requires 2 D&R Recovery Actions to clear and gain Crew Loyalty Point(s) in port (see *D&R Recovery*).

D&R is *voluntary* if the pirate allows his crew to engage in D&R as part of the current In-Port Activities action. Crew Loyalty increased by +1. It requires 1 D&R Recovery Action to clear and gain Crew Loyalty Point(s) in port (see *D&R Recovery*).

PP Action 5: Attack Port

If in the sea area adjoining a port, a pirates may **attack** the port to gain Booty and Notoriety. He may also attempt to destroy the port.

Destroyed Ports may not be attacked and Pirate ports may be attacked only by King's Commissioners.

Attacking a port automatically places the pirate in that port. A Warship *on station* in the adjoining sea area, or a KC reaction from the same or from an adjacent Sea Area may try to stop the pirate from attacking.

Place a *Port Attacked* marker on the port. Whether the attack is successful or not, the pirate places an *Attack History* marker of the appropriate nationality on his display. All ports of that nationality are now Anti-Pirate to him, except Safe Havens. Any *Letter of Marque* of that nationality is lost.

Attack result: 1d6 + Ship Combat rating + Ability rating + Hostage Information points

Defense result: 1d6 + Port Defense rating (2d6 if port has *Port Attacked* marker)

If the pirate's Attack result is greater than the Defense result the attack succeeds. The pirate's ship suffers 1 combat damage hit, he earns Notoriety equal to 2 x the port Value, his Crew Loyalty is increased by +1, and he loots doubloons equal to 100 x a number of d6 equal to the port Value. The pirate automatically enters the port.

The booty takes up 1 hold. If all holds are full, then a hold must be emptied before loading.

If the Attack result is equal to or less than the Defense result the attack fails. The pirate's ship suffers combat damage hits equal to the difference between the results, and is placed in the adjoining sea area.

PP Action 6: Sack Port (In-Port Action)

If a pirate successfully attacks a port it may be sacked and destroyed by that pirate as his very next action, even if this is on the next turn.

1d6 + Cruelty rating

If the result is greater than the port Defense rating, the port is destroyed and useless; place a *Port Destroyed* marker on it.

The pirate gains Notoriety equal to 2 x the port Value, his Crew Loyalty is increased by +2 (+1 for sack, +1 for D&R), and his ship is placed in the adjoining sea area. The crew undergoes involuntary D&R; place a D&R marker on the pirate ship.

If the result is equal to or less than the port Defense rating, the attack fails, the pirate stays in the port, and he must leave and re-enter to attempt to sack it again.

PP Action 7: Booty Grab (In-Port Action)

A pirate in same port as another pirate undergoing D&R may initiate a **booty grab**.

Each player determines:

1d6 + Ability rating (Booty-grabbing pirate adds +1)

If the grabbing player result is higher he is successful, if lower, he gets nothing and his Crew Loyalty is decreased by -2; if equal, a **Duel** automatically occurs.

If successful, roll d6 and add the difference between the results. Multiplied by 10, this is the percentage of the other pirate's booty grabbed (rounded up). This is added to any of his holds, while the victim reduces the booty from any hold(s) he wishes by the same amount.

PP Action 8: D&R Recovery (In-Port Action)

If D&R was *voluntary* remove the marker by spending 1 D&R Recovery action while in-port.

If D&R was *involuntary* remove the marker by spending 2 consecutive Recovery actions while in port.

After undergoing the recovery action, all D&R markers are removed.

PP Action 9: Form Pirate Alliance (In-Port Action)

A pirate with 2 pirates together in the same port may have one of them declare a **pirate alliance**. The pirates must stay together, and move and undertake actions as one. If a ship Combat rating is required, use the higher rating +1; for Speed, use the lowest rating; for Loyalty, use the lowest rating; for pirate ratings, use the rating of choice.

Doubloons, Net Worth and Combat Damage are divided evenly between the two allied pirates as they arise. The pirate with the highest Leadership gets any remainder, except for damage, where the player assigns any remainder. The benefits of Refit must be split between the pirates. Speed damages, scurvy outbreak and any changes in Crew Loyalty apply to both ships. No *Letters of Marque* can be obtained or used by the alliance.

The alliance is broken either voluntarily, if a *D&R* card is played against it when they are in port (the card is resolved for each pirate), or if a *Mutiny Conspiracy* card is played (the card is resolved for each pirate) and a mutiny occurs.

PP Action 10: Retire Voluntarily

A **retirement action** is used to get VPs from a pirate's Net Worth and capitalize on his Notoriety. Retiring is only possible in Pro-Pirate ports and is *not* possible in a Pirate port.

When a pirate retires, everything he had (including his ship) leaves the game with him. He gains 2 VPs per Notoriety Point and 1 VP per 100 Net Worth (ignore fractions).

Retire Voluntarily

The pirate must be in-port and already possess a *Letter of Marque* for that port's nationality. The retirement action can be challenged and negated by another player playing a *Double-Cross* card as an Anti-Pirate action.

Surrender During a KC Attack

This retirement is part of the KC Reaction, is not a pirate action. The pirate must already have a *Letter of Marque* of any nationality. The retirement action can be challenged and negated by another player playing a *Double-Cross* card as an Anti-Pirate action.

As a Pirate Action in a Safe Haven

If the pirate is in one of his Safe Havens he may retire by simply saying so.

As a Pirate Action in a Pro-Pirate Port

If the pirate is in a port with a Pro-Pirate governor (but not a Safe Haven), he may attempt to retire by bribing the governor.

The pirate rolls d66 x 100 and gives the governor that amount from his Net Worth (not holds). If he pays, he retires voluntarily. If he declines, his Crew Loyalty is reduced by -1 and he may not bribe that particular governor again (add the corresponding *Governor Bribed* marker to his display whether the bribe is paid or not).

Play of a General Pardon Card

See Event card descriptions.

PP Action 11: Draw and/or Deploy a New Pirate

Pirates stay in the game until they **retire** (place in the Retired Pirates box) or are **eliminated** (place in the Davy Jones Locker box). The pirate card can then not be used again.

A player may never have more pirates in play than the total number with which he began the game.

A player may obtain a new pirate by randomly drawing a new Pirate card from the deck. He may then deploy it as part of the action or hold the card in hand. Players may have the following maximum pirates: **5 or 4 players:** 3 in hand, 2 in play; **3 players:** 3 in hand and 3 in play; **2 players:** 4 in hand and 4 in play.

AP Action 1: Attempt to Deploy a KC

King's Commissioners (KCs) have Speed (left) and Combat (right) ratings on their counters. KCs can arrive as a pirate's AP action or by play of an Event card.

Roll 3d6; if the result is less than the Notoriety points of an active pirate not in a port or a transit area, place a randomly drawn KC in same sea area as the pirate. That KC continues to be controlled by that player, but only 1 KC can be controlled by a player at any one time. Eliminated KCs are out of the game permanently.

AP Action 2: Use a KC

KCs anywhere on the map, whether on not in the same or an adjacent Sea Area to a Pirate, may do one of the following as an AP action

1. Move

Move the KC into an adjacent sea area or into or out of a transit box (the KC may never enter a port).

2. Attack and Destroy a Pirate Port

A KC may attempt to destroy a Pirate port from the adjoining sea area at any time during a pirate's action. If there are no pirates in the port, it is automatically destroyed and useless (place a *Port Destroyed* marker).

KC 1d6 + Combat rating

Each pirate in the port 1d6 + Combat rating

If the KC result is greater than every pirate result, all pirates are forced into the adjoining sea area, suffer 1 combat damage hit, and the port is destroyed and useless (place a *Port Destroyed* marker).

If the KC result equals or is lower than any pirate result the attack fails and the AP Action ends.

3. Oust the Currently Active Pirate from a Port

A KC may attempt to oust a pirate from a port (any except a Pirate port) from the adjoining sea area at any time during a pirate's player turn.

KC: 1d6 + Combat rating

Pirate: 1d6 + Combat ratings of all pirates in port

If the KC result is greater than the pirate result, all pirates must move to the sea area and discontinue any actions they were undertaking.

If the KC result equals or is lower than the pirate result, the oust fails and *each* Pirate gains 1 Notoriety point.

Note that placement of an Anti-Pirate governor *automatically* ousts all pirates into the sea area (but no Notoriety points are gained).

AP Action 3: Use Any On Station Warship

New warships enter the game via a *Warship Sighting* Event card. No more than 1 card may be played against a pirate during a pirate action.

Place a randomly drawn warship (with its Cargo side showing) in the sea area adjoining the port where the pirate is performing one of the above actions.

The warship may immediately attack the pirate if the AP player wishes. Once its strength is revealed the AP player may choose not to attack and leave the warship **on station**.

Only 1 warship may ever be on station in any one sea area.

Warships can be used to attack a pirate if the active pirate has announced one of the following actions: **Find Merchant Ship, Loot Merchant Ship, or Attack Port**.

No more than one Warship AP Action may be played against a Pirate during a given Pirate Action (each separate Action can instigate an AP Warship Action)

On station warships (those already on the map) can be activated by *any* player to attack a pirate as an AP action without the use of an Event card.

Once the AP action is announced, the Pirate must decide whether to stay and fight or try to escape. If he opts to escape (otherwise the battle is immediately resolved), the warship must first **intercept** the pirate. Each player rolls:

Intercept/Evade: 1d6 + Speed rating

If the warship result is greater than the pirate result, the pirate is intercepted, and a battle follows immediately.

If the warship result equals or is lower than the pirate result, the pirate escapes. The warship remains on station where it is.

Battle (Pirate): 1d6 + Combat rating + Ability rating (-2 if currently undergoing D&R)

Battle (Warship): 1d6 + Combat rating (+2)

If the pirate's result is greater than the warship's result, the pirate suffers 1 combat damage hit and receives Notoriety points equal to the warship Combat rating.

The warship is returned to the pool and the pirate *must* proceed with his action.

If the pirate's result is equal to or less than the warship's result, the pirate's action is cancelled, and the pirate suffers combat damage hits equal to the difference between the results. His Crew Loyalty is decreased by -1. If an Action involving a Merchant is cancelled, the Merchant is placed back in the pool.

Pirate may not attack Warships.

AP Action 4: Play an AP Event Card

AP Event cards are denoted by a symbol on the card.

KC REACTION

KC Reaction applies exclusively to KC activities against Pirates performing certain action in the same Sea Area as

the KC or an adjacent Sea Area (not in a port or in a transit box).

A KC is never forced to conduct KC Reaction.

Pirate Action triggering KC Reaction are: **Move, Find Merchant Ship, Loot Merchant Ship, Attack Port.**

A KC may attempt to intercept a pirate (either in the same sea area or after a *free* move into an adjacent sea area) and engage it in **battle**.

A KC may not attempt an intercept on the turn a pirate is deployed.

Once the KC Reaction action is announced, the pirate decides whether to try to **evade** or move straight to the battle.

Intercept/Evade: 1d6 + Speed rating (KC -1 if he moved into the pirate's sea area in this action)

If the KC result is greater than the pirate result, the pirate is intercepted, and a battle follows immediately unless the pirate decides to hand over a *Letter of Marque* (any nationality) and **retire**.

If the KC result equals or is lower than the pirate result, the pirate successfully evades, but his action is over. If the pirate is intercepted after announcing a Loot Merchant Ship action (but before performing it), the merchant escapes and is placed back in the pool. If intercepted during the action the pirate keeps what he has looted so far but the merchant escapes.

Battle (Pirate): 1d6 + Combat rating + Ability rating

Battle (KC): 1d6 + Combat rating (+2)

If the KC result equals or is greater than the pirate result, the pirate is eliminated. The pirate scores VPs equal to his Notoriety points (but none for his Net Worth), and the KC scores half of this total.

If the KC result is lower than the pirate result, the pirate defeats the KC. The pirate gains 2 x KC Combat rating in Notoriety points, and his Crew Loyalty is increased by +1. The KC is removed from the game permanently and the pirate may proceed with his action.

Pirate may not attack KCs.

CUNNING AND LUCK

Each Cunning Point allows the pirate to **reroll** anyone 1d6, 2d6 or 3d6 roll whenever he wishes, but not individual dice, D66 rolls, or die roll that has already been recipient of Cunning. Reduce the total on his display whenever a point is used in this manner. A Cunning Point also allows the pirate to play the *Skull & Crossbones* Event card on his behalf.

MUTINY

A **mutiny** may occur due to a *Mutiny Conspiracy* card, but a mutiny *automatically* occurs whenever a ship's Crew Loyalty rating falls to 0 or is 0 prior to an action.

Roll d6 and compare the result to the pirate's Leadership rating. If greater, the pirate is eliminated. Deploy a new pirate from your hand to take over the ship and everything on it (except the Net Worth, Notoriety and Cunning markers, which are removed). Reset Crew Loyalty to 6; Combat and Speed are unchanged. If the player has no new pirate draw a new one from the top of the deck (if none, the ship is lost).

If the roll is equal to Leadership, the ship's Crew Loyalty is reduced by -1 (if at 0 it remains at 0). If the roll is less than Leadership, nothing happens.

DUEL

Each Pirate rolls d6 equal to their Duel rating. The highest total wins.

If the duel was because of a *Piratical Ambition* card, if the new Pirate wins, he takes over the ship and everything on it (except the Net Worth, Notoriety and Cunning markers which are removed). The original pirate is eliminated. If the new pirate loses, he is killed and never gets into the game but nothing else happens. A tied duel is re-fought until a winner is determined.

If the duel was during a *booty grab*, the winner can take any or all of the victim's possessions (except their Net Worth), transferring them to his ship. Or, he may replace his ship with the loser's ship, transferring everything to the new ship. The losing pirate dies. A tied duel can be re-fought if both players agree, otherwise the booty grab action ends and both pirates remain in port.

The winner of the duel earns Notoriety Points equal to the sum of the two dueling Pirate's Duel ratings.

SHIPS

Pirate Ship ratings are on the corresponding Pirate Display. The 3 ship types have the following starting/ maximum capacities:

Sloop (Combat 5, Speed 5, Holds 2)

Schooner (Combat 6, Speed 3, Holds 3)

Brigantine (Combat 7, Speed 1, Holds 4)

For each damage hit suffered, move the Speed and/ or Combat marker (depending on the type of hit) down its track.

Damage hits from battle or a port attack affect only its Combat rating.

When a marker reaches the Sunk box, the ship is sunk and everything aboard, including the pirate, is lost/dead.

Merchant Ship counters have one rating, Cargo Capacity.

Warships and **King's Commissioners** have two ratings, Speed and Combat.

EVENT CARDS

PP: Buried Treasure (1)

The card remains in front of the player until he visits the Isle of Pines, when it is discarded. If the pirate retires or is eliminated the card is discarded. Spend 1 action to move onto the island (this is not an in-port move) and dig for treasure.

Roll d6:

1-2	Nothing found
3-6	3d6 x 100 doubloons (add to any hold)

AP: Debauchery & Revelry (6)

Play after target pirate has completed his in-port action.
Can be played against any one other player's pirate currently in-port. That crew suffers involuntary D&R.

May not be played against a Pirate who already has a D&R marker.

Disease (2)

Roll d66 to find which port is struck by disease. All governors, pirates and/or hostages there die (pirates are considered eliminated).

AP: Double Cross (4)

Play when a target pirate states he is using his *LoM* to retire, before his retirement. Can be played in addition to activation of a KC, if a player tries to retire by playing a *LoM* to avoid KC combat.

Roll d6:

1-2	Insufficient evidence: pirate may retire
3-4	Put on trial. 2d6 x 10% (rounded up) of the pirate's Net Worth must be paid to be acquitted. Treat a roll of 10-12 as 100%
5-6	Tried, convicted and hanged, lose all Net Worth

European Turmoil (2)

All KCs and warships in play are removed and their counters placed back into their pools.

PP: Fair Winds (3)

May move one of his own pirates or his KC instantly to any sea area. A player may split the use of this card between two Pirates (or a KC and a Pirate), with one performing the Event and the other the Action.

Finger of Fate (1)

Each player must immediately discard one card from his hand to the discard pile. Each then passes his remaining cards to the player on his left.

General Pardon (1)

Played 3 times during the game (shuffled back into the deck after the first 2 times).

The first time it has no effect, unless it was the last to be drawn, in which case the game is instantly over.

The second time a General Pardon is issued to all pirates on the map, until the player who played this card *completes* his next turn. While in force, every pirate moving into a English port is automatically pardoned and retires (after converting his booty to Net Worth). No Pirate may Attack an English Port while Pardon is in effect.

The card is now held out of the deck until there are 20 cards remaining, when it is placed into that deck and that 21-card deck reshuffled. If it was the last to be drawn, the game is instantly over.

The third time the game is instantly over.

New Governors (8)

Roll d66 twice and place a new Anti-Pirate governor on those ports, removing an existing Pro- or Anti-Pirate governor if necessary. If the roll indicates a Pirate port, roll again. Pirates are automatically ousted from ports where Anti- Pirate governors appear.

PP: Heavy Guns (4)

Play on one of the player's own in-port pirates; the pirate gains heavy cannon for his ship. Only one card may be played per ship. Slide the card under the Pirate Display to indicate that the ship has them.

Add +2 to the ship's Combat rolls.

If the pirate subsequently converts a merchant ship to his own use, the guns transfer to the new ship.

AP: KC Surprise (2)

Play immediately after any AP player uses a Warship Sighting card to attempt to attack a pirate.

The player playing this card must not already have a KC. The warship turns out to be a KC, which the player playing this card chooses as normal (no Notoriety roll required).

The attack now proceeds immediately as an attack by the KC (who must intercept the pirate first), not a warship, and the KC belongs to the card player.

This is an exception to the rule of being able to play only 1 AP Event card per turn and 1 AP Event card type per action, since it may be played with a Warship card by the same player.

PP: Letter of Marque (4)

Played during and as part of a pirate's In-Port Activity action. May be assigned to the player's pirate who is in port with a Pro-Pirate governor.

He may do *one* of the following:

Treat every other port of the same nationality as this port as a Pro-Pirate governor port, regardless of the governor there. Place an appropriate Nationality marker in the Letter of Marque box on his display; *or*

Retire without any ill-effect (unless someone plays a *Double Cross* card).

AP: Local Resistance (3)

Played any time during another player's pirate turn.

The player designates a port (not a Pirate port) with a Pro-Pirate governor and rolls d6. If the result is higher than the port's Value, permanently remove the governor.

All pirates in the port are automatically ousted.

Mal de Mer (1)

The player who draws this card loses his turn, although he must still draw Event cards to fill his hand as usual.

AP: Mutiny Conspiracy (6)

Play any time during a pirate's action. Resolved instantly before anything else can be undertaken. Roll 2d6. If the result is higher than the Crew Loyalty level, a Mutiny has occurred.

Natural Disaster (1)

Once per game event. Permanently remove the card from the game after use.

Roll d6:

1	Bermuda
2	St. Augustine
3	Isla de Tortuga

4	Port Royal
5	Port O'Spain
6	Campeche

The indicated port is totally destroyed; everyone (pirate, hostage, governor etc) there dies, and the port is no longer usable (place a *Port Destroyed* marker).

Remove *all* merchant ships from the map and replace 8 as though setting up the game.

AP: Pirate Converts (1)

May deploy, as an Anti-Pirate action, any one pirate that has successfully retired (one of his own or another player's) as a KC under his control, with a Combat of 9 and a Speed of 3.

May not be played by a player who already has a KC in the game.

AP: Piratical Ambition (5)

Play immediately, and instantly, after the active pirate has suffered a loss of Crew Loyalty.

May be played only by a player with a pirate card in his hand (not yet in play) and without his maximum number of pirates in play.

The player uses his in-hand pirate to fight a Duel.

If the in-hand pirate wins, the target pirate is marooned and eliminated, losing his Net Worth (but not his Notoriety Points). The new pirate takes over his ship and everything on it (except the Net Worth, Notoriety and Cunning markers which are removed) and Crew Loyalty is placed at 6.

If the in-hand pirate loses, he is killed and never gets into the game, and Crew Loyalty is increased by +1.

AP: Scurvy Outbreak (5)

Play at any time during a pirate's action and resolve instantly.

Played against an active pirate not in-port and who does not already possess a Scurvy marker. Place a Scurvy marker on the ship and decrease Crew Loyalty by -1. Any hostage on board dies immediately.

Every time the pirate starts a turn, he further reduces Crew Loyalty by -1 (never below 0) until he enters port and the marker is removed.

PP: Skull & Crossbones (4)

Play 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**.

A player may play this for his pirate at any time (during his own turn on another's) at the cost of 1 of that pirate's Cunning Points.

It negates any one card just played against him. The negated card is placed back in the deck and the deck reshuffled (without the discard pile); or If the pirate is the target of a **Booty Grab** action, add +2 to his roll.

Storms at Sea (6)

Roll d66: storms affect the sea area adjoining that port (and transit boxes in that sea area).

Remove all merchant ships in the area.

Roll 2d6 for any warship in the area; if the result is higher than its Combat rating, remove the warship.

For each pirate in the area not in-port, roll d6 (add +1 if the pirate is in a transit box):

Roll d6:

1-2	1 Speed damage hit
3-5	2 Speed damage hits
6	3 Speed damage hit
7	Ship Sunk

Roll d6 for each KC in the area: on 1-4 the KC is placed back in the pool.

AP: Warship Sighting (10)

No more than 1 card may be played against a pirate during a pirate action.

The player places a warship **on station**.

Warships can be used to attack a pirate if the active pirate has announced one of the following actions: **Find Merchant Ship**, **Loot Merchant Ship**, or **Attack Port**.

Place a randomly drawn warship in the sea area adjoining the port where the pirate is performing one of the above actions.

The warship may immediately attack the pirate if the AP player wishes. Once its strength is revealed the AP player may choose not to attack and leave the warship **on station**.

Only 1 warship may ever be on station in any one sea area.

On station warships (those already on the map) can be activated by *any* player to attack a pirate as an AP action without the use of an Event card.

AP: Wear and Tear (7)

Play against an active pirate not in-port.

Roll d6 and divide by 2 (1=0).

Decrease the ship's Speed by that amount.