CARGO TABLE

Adjusted Roll[a]	Sea Areas			
	N. Atlantic S. Atlantic C. Atlantic	Caribbean, C. America S. America	East 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

a = 1d6 + Cargo rating of Merchant Ship
* = Decreases Crew Loyalty by 1
** = Increases Crew Loyalty by 1
Results = one Hold's worth of Booty

STORM EFFECTS TABLE

Adjusted Roll[a]	Effect of Storm on Pirate's Ship
1–2	1 Speed Damage Hit
3–5	2 Speed Damage Hits
6	3 Speed Damage Hits
7	Ship Sunk

a = add 1 to the result if Pirate in Transit Box

VICTORY POINTS TABLE

Cause[a]	Victory Points Gained
Pirate successfully Retires[a]	2 VP per Notoriety Point
	1 VP per 100 Net Worth[b]
Pirate eliminated (not by KC), or still in Game at end[a]	1 VP per Notoriety Point
	0 VP for Net Worth
KC eliminates Pirate[a]	1 VP per Notoriety Point (Pirate Player)
	1 VP per 2 Pirate NPs[b] (KC Player)

a = Adjust VP track at the instant of the occurrence
b = Drop fractions/remainders

NOTORIETY POINTS TABLE

Pirate Achievement	Notoriety Points Equal To:
Loot Merchant Ship (8.33)	Merchant Ship's Cargo rating
Torture Hostage (8.45)	Hostage's Value rating
Successful Port Attack (9.53)	Port's Value rating x2
Successful Port Sack (9.55)	Port's Value rating x2
Defeat KC in Sea Battle (10.35)	KC's Combat rating x2
Defeat Warship in Battle (6.46)	Warship's Combat rating
Failed Oust Attempt by KC (10.42)	1 Notoriety Point
Win a Duel (15.2)	Sum of the Duel Ratings

CREW LOYALTY TABLE

Change	Reason
–1	Adjusted dieroll on Merchant Cargo Table results in * number (see Merchant Cargo Table)
–1	Initial occurrence of Scurvy, plus beginning of each Player-Turn with Scurvy (17.2, #18)
–1	Failed attempt to Retire by Bribe (18.41D)
–1	Pirate loses Battle with Warship (6.46)
–1	Pirate converts to smaller ship (8.5)
–1	Ship's Speed rating falls from 0 to -1, applied each time this occurs (6.26)
–1	Pirate declines to take cargo as Booty (8.32)
–1	Failed Mutiny on "same as" dieroll (14.2)
–2	Failed Booty Grab (9.62)
+1	Adjusted dieroll Merchant Cargo Table results in ** number (see Merchant Cargo Table)
+1	Pirate undergoes Debauchery & Revelry in non-Pirate Port (13.21)
+3	Pirate undergoes Debauchery & Revelry in Pirate Port (9.35)
+1	Pirate tortures Hostage, successfully or not (8.44)
+1	Pirate converts to larger ship (+1)
+1	Pirate conducts Successful Port Attack (9.53)
+1	Pirate successfully Sacks Port (9.55)
+1	Pirate wins Duel via PIRATICAL AMBITION (17.2 #17)
+1	Pirate defeats KC in battle (10.34)
Reset to '6'	Successful Mutiny (14.2)

DOUBLE-CROSS TABLE

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).
5–6	Tried, convicted and Hanged. Loses all Net Worth (but not Notoriety).

PROCEDURE: WARSHIP ATTACKS PIRATE

Step #	Activity	Procedure

1	AP Player announces or is conducting Warship AP Action to find Pirate (6.45);	May occur only in response to Find Merchant Ship, Loot Merchant Ship, or Attack Port Actions;
		• Pirate decides if he will try to escape or if he will fight; if fight, go directly to Step 2. If escape:
		• Players roll 1d6 and add their respective Speed ratings to the result:
		  • If the Warship total is higher, the Warship must attack the Pirate.
		  • If the Warship total is lower, or the same as that of the Pirate total, the Pirate escapes and there is no battle. Warship remains On Station. Pirate stays in Sea Area, current Action is cancelled.

2	Warship attacks Pirate (6.46)	Both Players roll 1d6. Warship adds its Combat rating; Pirate adds his Combat and Ability rating: • If Pirate's total is higher than Warship's total, Pirate suffers 1 Combat Damage Hit and Warship goes to the Warship pool. The Pirate **must** now proceed with whatever Action he was about to undertake. Pirate gains Notoriety Points equal to the Warship's Combat rating. • If Pirate's total is the same as or lower than Warship's total, Warship has driven off the Pirate and the Pirate Action is cancelled. Pirate suffers Combat Damage Hits equal to the difference between the two totals. Warship remains On Station. Pirate stays in Sea Area, current Action is cancelled. Pirate's Crew Loyalty rating lowered by 1.

PROCEDURE: PIRATE ATTACKS PORT

Step #	Activity	Procedure
1	Pirate Player announces or is conducting Port Attack Pirate Action (9.51)	Pirate must be in Sea Area adjoining the Port. He may not be In-Port.
2	Pirate attacks Port (9.52)	Pirate Player rolls 1d6 and adds Pirate's Combat and Ability rating, plus Information Points gained from Hostage. Another Player rolls 1d6 and adds Port's Defense value (zero if Port is Sacked); if Port already has "Port Attacked" marker, roll 2d6 instead: • If the Pirate's total is higher than the Port's total the Attack is Successful. His ship suffers 1 Combat Damage Hit • If the Pirate's total is the same as or lower than the Port's total the Attack Fails. The Ship suffers Combat Damage Hits equal to the difference between the Defense Total and the Attack Total. • Place "Port Attacked" marker on Port. See 9.53 and 9.58 for other effects.

PROCEDURE: PIRATE SACKS PORT

Step #	Activity	Procedure
1	Pirate Player announces Port Sack Pirate Action (9.55)	Sack Port action must immediately follow the Port Attack action (even if next player-turn) for that Pirate. The Pirate must be In-Port to Sack it.
2	Pirate attempts the Sack (9.55)	Pirate rolls 1d6 and adds his Cruelty Rating. If the result is higher than the Port's Defense rating, the Port has been Sacked and Destroyed
3	Determine Results	• Sacked Port is Destroyed and useless for the rest of the game—place "Port Destroyed" counter • Pirate's Crew's Loyalty is increased by 1; • Pirate earns Notoriety equal to two times (x2) the Port's Value rating; • Pirate is placed outside the Port, in the adjoining Sea Area; • Crew undergoes automatic Involuntary Debauchery & Revelry; place D&R marker on the Pirate counter, Involuntary side up, and see 13.0; • If Sack attempt was unsuccessful , treat as if nothing happened except a wasted action—Pirate may not try to Sack that port unless he leaves and attacks again.

PROCEDURE: HOW TO USE THE PORT GRIDS

Step #	Activity	Procedure
1		Photocopy the Port Grid corresponding to the number of Players in your game.
2		When Hostage yields Information via Torture (8.46), write the number of Information Points gained in the box where the Port name intersects the Pirate ID number of the Pirate conducting the Torture. If the same Pirate later successfully Tortures another Hostage from that same Port, add the new Hostage's Information Points to the existing number for that Port
3		When a Pirate purchases a Safe Haven (9.45), check the box where the Port name intersects the Pirate ID number of the Pirate acquiring the Safe Haven. Erase the check mark if the Safe Haven no longer applies, either because the Pirate attacks a Port of the same nationality or because an Anti-Pirate governor appears in that Port.

PROCEDURE: LOOT MERCHANT SHIP

Step #	Activity	Procedure
Before	Announce Loot Merchant Action and wait for AP Response	Upon announcement of Loot Merchant, an AP Player may use or bring on a Warship or KC to attempt to stop the Action—if so, resolve Warship/KC activity first; if Loot Merchant continues, go to Step 1.
1	Determine Cargo (8.32)	Roll 1d6 on the Cargo Table and add the Merchant Ship's Cargo rating; cross-reference the total against the Region—result is the number of Doubloons to be gained.
	Identify Hostage (8.41)	Draw one counter from the Hostage Pool; reveal the Hostage's identity and ratings.
	Decide if want to seize Booty	If yes, go to Step 2; if no, Loot Merchant Action is over (lower Crew Loyalty level by 1).

2	Perform any or all of the following items in any order:	• Take the Cargo (8.32) and adjust Notoriety and/or Crew Loyalty (if applicable);
		• Convert the Merchant if desired and if eligible Ship type; adjust Crew Loyalty if applicable;
		• Deal with the Hostage (8.4); adjust Notoriety and/or Crew Loyalty if applicable.
		   • Ransom: Place Hostage counter in Hostages box on Pirate Display.
		   • Torture: Roll 1d6—if result is greater than Cruelty rating, Hostage provides Info; if result is lower or the same, Hostage provides no Info—for either, return Hostage counter to Hostage pool.

3	Remove Merchant Ship	Place Merchant Ship counter back in Merchant Ship pool.
4	Declare Voluntary Debauchery & Revelry (8.38, 13.11)	Only if desired; place D&R marker, voluntary side up, on Pirate.

PROCEDURE: KC ATTACKS PIRATE

Step #	Activity	Procedure
1	AP Player announces KC Reaction (10.32)	May occur only in response to Move, Find Merchant Ship, Loot Merchant Ship, or Attack Port; KC may not attack Pirate in Port.
2	KC attempts Interception (10.32)	Pirate decides if he will try to escape or if he will fight; if fight, go directly to Step 3. If escape, both Players roll 1d6 and add their respective Ship's Speed rating (–1 to KC if moved into Area): • If KC's total is greater than Pirate's, KC has Intercepted the Pirate. Pirate must engage in Combat or use Letter of Marque to surrender and Retire on the spot (10.34)—the AP Action is finished; • If KC's total is lower than Pirate's or the same, Pirate successfully escapes. Pirate stays in Sea Area, current Action is cancelled.
3	Resolve Combat (10.34)	Pirate rolls 1d6 and adds his Ability rating and Ship's Combat rating. KC rolls 1d6 and adds his Combat Rating: • If Pirate total is higher than KC total, Pirate has defeated the KC. KC is removed from the game. Pirate gains Notoriety Points equal to double (x2) the KC's Combat Rating, and the Pirate's Crew Loyalty level increases by 1; • If Pirate total is lower than KC total, or the same, Pirate has been eliminated—see 18.4 to calculate VPs. KC remains in place.

PROCEDURE: MUTINY

Step #	Activity	Procedure
1	AP Player plays MUTINY CONSPIRACY card,	AP Player rolls 2d6; Mutiny occurs if result is higher than Pirate's Crew Loyalty level
	Pirate's Crew Loyalty level reaches zero	Mutiny occurs automatically and occurs each time Pirate is activated with Crew Loyalty level of zero, or whenever Loyalty reaches zero again
2	Resolve Mutiny	Pirate Player rolls a die and compare it to the Pirate's Leadership Rating: • If result is higher than the Leadership Rating, Mutiny is successful and Pirate is permanently out of the game—see 14.2 for details; • If result is the same as his Leadership, Pirate has quashed the mutiny; Crew Loyalty is lowered by 1, but never below '0'; • If result is lower than his Leadership, Pirate has quashed the mutiny and nothing else happens.
	Mutiny can also occur as the result of an AP Player playing a PIRATICAL AMBITION card and winning a Duel against the active Pirate. In this case, Step #2 is not followed but the results are much the same.	

PIRATE ACTIONS SUMMARY

Action	Summary
Move (7.0)	From one Sea Area to any other Sea Area in the Region; from Sea Area into adjoining Port or vice versa; from Sea Area to adjacent Transit Box or vice-versa
Find Merchant Ship (8.1)	Roll 1d6 and add Pirate Ability Rating: success if result is 7 or higher
Loot Merchant Ship (8.2, 8.3)	See Loot Merchant Ship procedure summary
In-Port Activities (9.4)	Must be In-Port—procedure includes Ransoming Hostages, Converting Booty to Net Worth, Refitting, and purchasing Safe Haven Status
Booty Grab (9.6)	Must be In-Port at same time as other Player's Pirate who is undergoing D&R; each rolls 1d6 and adds Ability rating; active Pirate adds 1 additional; succeeds if active Pirate is higher; fails if lower; at tie results in a Duel (15.0)
D&R Recovery (13.24)	Must be In-Port—one Action to remove Voluntary D&R; two Actions to remove Involuntary D&R
Attack Port (9.5)	See Pirate Attacks Port procedure summary
Sack Port (9.55)	See Pirate Sacks Port procedure summary
Form Pirate Alliance (11.0)	Alliance between two Pirates belonging to the same Player; all Actions performed together
Retire	Automatic in Safe Haven (18.4C); requires Letter of Marque (18.4A) or Governor Bribe (18.4D)in Pro-Pirate Port
Draw New Pirate Card and/or Deploy New Pirate (5.1)	Within restrictions regarding number of Pirate Cards in Hand and number of Pirates the map; may both draw new Pirate Card and deploy that Pirate as part of same Action

ANTI-PIRATE ACTIONS SUMMARY

Action	Summary
Attempt to Deploy a KC (10.12)	Roll 3d6: success if result is lower than Pirate's Notoriety points (no AP Event Card required)
Use a KC (10.4)	Move KC, Oust Pirate(s), Attack Pirate Port (no AP Event Card required); KC Reaction (10.3) is also a KC activity, but is not considered an AP Action.
Use On Station Warship (6.43)	Attack Pirate (no AP Event Card required)
Play AP Event Card (17.2)	See card descriptions in 17.2

PORT STATUS SUMMARY

	Activity	*Rules*			
Activity	*Anti-Pirate Port*	*Pro-Pirate Port*	*Safe Haven*	*Neutral Port*	*Pirate Port*
Convert Booty to Net Worth	No	Yes, 1:1 basis	Yes, 1:1 basis +10%, (rounded up)	Yes, 2:1 basis (rounded up)	Yes, 1:1 basis
Ransom Hostages	No	Yes, except in Arab or Portuguese Ports	Yes, except in Arab or Portuguese Ports	Yes, except in Arab or Portuguese Ports	No
Refit	No	Yes (except in Arab Ports): remove 1d6/2 Damage Hits per Action	Yes (except in Arab Ports): remove 1d6/2 +2 Damage Hits per Action	Yes (except in Arab Ports): remove 1d6/2 Damage Hits per Action	Yes: remove all Damage Hits of both types
Retire	No	By Bribe (18.41D)	Voluntary (18.41A)	No	No
Other	Treat as Pro-Pirate if Pirate has Letter of Marque (9.31)	May purchase Safe Haven (9.44)	No	No	D&R earns +3 Crew Loyalty