- 1 - SEQUENCE OF PLAY — GAME PLAY

Takes a turn as a Pirate Player (PP), during which **EACH** of the other players, as Anti-Pirates (AP), may get **ONE** AP turn.

The game end when *General Pardon* Event Card is played for the third time.

- 2 - SEQUENCE OF PLAY — PIRATE TURN PHASES

A ship with Scurvy: *Loyalty* -1

1. **CARD DRAW PHASE**
   Draw one card at a time, resolving any Play Immediately cards, until holding **4**.

2. **MERCHANT SHIP PHASE**
   If < 5 merchants on the map, then increase to **6** by **d66** rolls.

3. **CARD PLAY PHASE:** Play 1-4 cards. Only one can be used for actions.
   • *Event played*: others cannot take any AP Actions.
   • *Actions played*: number of actions is on card; they may be split among pirates in play. Diamond gives actions equal to Initiative of ONE Pirate (cannot be split among pirates).

4. **CHANGE PIRATE PLAYER**

- 3 - SEQUENCE OF PLAY — PIRATE ACTIONS

Each Action allows the Pirate to perform ONE of the following Pirate Actions.

- A. **Move**
- B. **Find Merchant Ship**
- C. **Loot Merchant Ship**
- D. **In-Port Activities**
- E. **Boot Grab**
- F. **D&R Recovery**
- G. **Attack Port**
- H. **Sack Port**
- I. **Form Pirate Alliance**
- J. **Retire Voluntarily**
- K. **Draw New Pirate Card and/or Deploy New Pirate**

- 4 - SEQUENCE OF PLAY — ANTI PIRATE ACTIONS

The AP Action types are as follows:
- A. **Attempt to Deploy a King's Commissioner (KC)** `KC`
- B. **Use On Station Warship** `WAR`
- C. **Use Existing KC** `KC`
- D. **Play an AP Event Card Action**

No AP Action type may be played more than once against active Pirate during any given Action.

No AP Event Card action type may be played more than once during that player turn.

KC Reaction `KC` is not considered an AP Action type. It does not count as the AP Action played for that AP Player.

Blackbeard Golden Age of Piracy – Sequence of Play Cards (Sheet 1 of 2: Front) Template by STUKA JOE

EVENT CARD #1 – Buried Treasure (1)

The card remains in front of the player until he visits the Isle of Pines (below Cuba), 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)

EVENT CARD #2 – 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. May not be played against a Pirate who already has a D&R marker.

That crew suffers involuntary D&R.

EVENT CARD #4 – Double Cross (4)

Play when a Pirate states he is using is Letter to Retire.

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

EVENT CARD #8 – General Pardon (1)

Played three times during the game
1. The first time, no effect; put back in Event Deck and reshuffle (not including Discard Pile)
2. The second time, a General Pardon is issued to all Pirates on map. The Pardon last until Player who played this card completes his next Player Turn.
   • Every Pirate who moves into an English Port is Pardoned and is Retired (mandatory), after converting Booty to Net Worth
   • No Pirate may attack an English Port
   • The General Pardon Card is reshuffled to Event Deck when 20 or less card remaining (not including Discard Deck)
3. The third time, the game is over. Determine the winner.

| 4 | 3 | 2 | 1 |
| Sequence of Play | Sequence of Play | Sequence of Play | Sequence of Play |

Blackbeard Golden Age of Piracy – Sequence of Play Cards (Sheet 1 of 2: Back) Template by **STUKA JOE**

| Blackbeard | Blackbeard | Blackbeard | Blackbeard |
| The Golden Age of Piracy | The Golden Age of Piracy | The Golden Age of Piracy | The Golden Age of Piracy |

8

General PARDON

(–)

'it falleth like the gentle rain...'
Played thrice during the game:
1st time. No effect.
2nd time. General Pardon issued.
3rd time. Game ends.*

MUST PLAY IMMEDIATELY

4

Double CROSS

(◇)

– or –

Not so fast, matey...
Play to inform against a Pirate
that is using a Letter of Marque
to retire. Roll 1d6 to determine
the result of the ensuing trial.*

HOLD UNTIL PLAYED*

2

Debauchery & REVELRY

(2)

– or –

Rum, women & song...
Play against any Pirate In-Port.
That Pirate must spend
his next Action doing...
nothing at all.

HOLD UNTIL PLAYED*

1

Buried TREASURE

(1)

– and –

A treasure map surfaces.
Visit the Isle of Pines
to attempt locating said treasure
for the glory of thyself.*

HOLD UNTIL PLAYED

| #8 Event Card | #4 Event Card | #2 Event Card | #1 Event Card |
| Description | Description | Description | Description |

EVENT CARD
#9 – 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.

EVENT CARD
#11 – 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 (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.

EVENT CARD
#12 – 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 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); *or*
• Surrender to a KC and Retire
No Pirate may have more than one Letter of Marque at any one time. After use, a Letter of Marque card is removed from game

EVENT CARD
#17 – Piratical Ambition (5)

May be played only by a player with a pirate card in his hand 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.

Blackbeard Golden Age of Piracy – Sequence of Play Cards (Sheet 2 of 2: Front) Template by STUKA JOE

EVENT CARD
#18 – Scurvy Outbreak (5)

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.

EVENT CARD
#19 – Skull & Crossbones (4)

Play at any time (during his own turn on another's) at the cost of 1 of that pirate's Cunning Points.

May be used for one of following:
• 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.

EVENT CARD
#20 – Storm at Sea (6)

• 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.
• Roll a die for each KC in the Sea Area; on a roll of 1-4 KC is placed back in the KC pool
• 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

EVENT CARD
#23 – Natural Disaster (1)

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

Roll d6:			
1	Bermuda	**4**	Port Royal
2	St. Augustine	**5**	Port O'Spain
3	Isla de Tortuga	**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.

Blackbeard
The Golden Age of Piracy

Blackbeard
The Golden Age of Piracy

Blackbeard
The Golden Age of Piracy

Blackbeard
The Golden Age of Piracy

17
Piratical
AMBITION

◇

– or –

En garde, captain!
If you have an unplayed Pirate in
your Hand, you may play this
card to use him to fight a Duel
(15.0) against the active Pirate.*

HOLD UNTIL PLAYED*

12
Letter of
MARQUE

2

– or –

What is done, was commanded
Play for a Pirate who is in a Port
with a pro-Pirate Governor.
He may now enter the issuing
nation's ports freely &/or retire.*

HOLD UNTIL PLAYED*

11
KC
SURPRISE

2

– or –

An unpleasant turn of events!
Play immediately after a Player
uses a Warship Card to attempt
to Attack a Pirate. The Warship
turns out to be a KC...*

HOLD UNTIL PLAYED*

9
New
GOVERNORS

–

'Welcome, my Lord Governor'
Roll D66 twice and place new
Anti-Pirate Governors in the two
corresponding Ports (where any
existing Governors are replaced).

MUST PLAY IMMEDIATELY

*#17 Event Card
Description*

*#12 Event Card
Description*

*#11 Event Card
Description*

*#9 Event Card
Description*

Blackbeard Golden Age of Piracy – Sequence of Play Cards (Sheet 2 of 2: Back) Template by STUKA JOE

Blackbeard
The Golden Age of Piracy

Blackbeard
The Golden Age of Piracy

Blackbeard
The Golden Age of Piracy

Blackbeard
The Golden Age of Piracy

23
Natural
DISASTER

–

'a din to fright a monster's ear...'
Roll 1d6 on the table in the card's
description (17.2). That Port is
destroyed, and all Merchant Ships
on the map are replaced.*

MUST PLAY IMMEDIATELY

20
Storms
AT SEA

–

That does not look good...
Roll D66 and consult the Port
numbers on the map; the Storms
affect that Port's Sea Area and (if
applicable) both Transit boxes.*

MUST PLAY IMMEDIATELY

19
Skull &
CROSSBONES

3

– or –

We make our own luck today...
Play at the cost of one Cunning
Point - either to negate one card
just played against that Pirate OR
for a +2 vs. a Booty Grab (9.6).

HOLD UNTIL PLAYED*

18
Scurvy
OUTBREAK

2

– or –

'By this hand, I think it is...'
This may be played against any
Pirate Ship not In Port.
That ship's crew
contracts scurvy.*

HOLD UNTIL PLAYED*

*#23 Event Card
Description*

*#20 Event Card
Description*

*#19 Event Card
Description*

*#18 Event Card
Description*

Pirate Actions

Move*
- Sea to Port (or vice versa) **[KC]**
  - May not enter **[ANTI]** port unless it is a *safe haven*
- Sea to Sea
- Sea to Transit (or vice versa)
  - ** Takes 2 actions if speed < 0*

Draw New Pirate Card and/or Deploy New Pirate

Pirate Card limits:

Players	In Hand	In Play
4 or 5	3	2
	3	3
	2	4	4

Form Pirate Alliance
Between two Pirate of the same player in the same port
Effects
- Pirates move together
- *Combat* rating = stronger ship + 1
- Speed rating = slower ship value
- *Loyalty* = lower ship value
- Pirate rating = owner's choice
- *Notoriety* and Booty split evenly
- Ship damage divided evenly

Booty Grab
Must be in port with a D&R enemy pirate
- Each rolls: 🎲* + ◯
  - **booty grabber gets + 1*
- If >, then success
  - 🎲 + initial rolls' difference = % of booty grabbed
- If =, then **Duel**
- If <, then failure
  - Booty grabber -2 *Loyalty*

Find Merchant Ship
In same zone as merchant port **[KC] [WAR]**
- 🏴 Rolls: 🎲* + ◯
  - ** +1 if Merchant already flipped*
- If 7+, flip Merchant if not already
  - May **Loot** on next action only

Cargo Rating

Loot Merchant Ship
Must follow **Find Merchant Ship** **[KC] [WAR]**
- **Determine Booty**
  - 🏴 Rolls: 🎲 + Cargo Rating
  - Cross reference result on Cargo table
- **Take or Leave the Booty**
  - If left, -1 *Loyalty*
- **Convert Merchant Ship**
  - Change 🏴 ship type to merchant ship type
  - Reset *Speed* and *Combat* ratings
  - Adjust Loyalty
    - +1 *Loyalty* for bigger ship
    - -1 *Loyalty* for smaller ship
- **Draw and Deal with Hostage**
  - **Ransom**
    - Take Hostage aboard with nationality token
  - **Torture**
    - 🏴 Rolls: 🎲
    - If result > ☐ receive Info value for that port
- **Adjust *Notoriety* and *Loyalty***
  - **For Looting**
    - *Notoriety* Gain: ship value
    - *Loyalty:* -1 for 1-3 results on Cargo table, +1 for 8-10 results
  - **For Torturing Hostage**
    - *Notoriety* Gain: Hostage value
- **Return Merchant Ship to pool**
- **May Declare D&R**
  - +1 Loyalty

D&R Recovery
Must be in port
- 1 action to remove *Voluntary* D&R marker
- 2 actions to remove *Involuntary* D&R marker

Cargo Table

Result	Atlantic	Caribbean & Americas	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

-1 Loyalty (rows 1-3), *+1 Loyalty* (rows 8-10)

[ATTACKED]

In Port Activities
Must be in a port
- **Ransom Hostage(s)**
  In Ports of same nationality as hostage
  - 🎲 🎲 x Hostage Value x 50 in booty
- **Convert Booty to Net Worth**
  - Pro-Pirate/Pirate Port: 1:1
  - Neutral Port: 1:2
  - Safe Haven: 1:1 + 10%
- **Refit**
  Restore speed and/or combat values
  - ½ x 🎲* repair points (rounded up)
    - ** +2 in Safe Havens*
  - Complete repair in Pirate Port
- **Establish Safe Haven**
  Bribe governor
  - Bribe cost: 🎲 x 100 Net Worth
    - If paid, mark *Safe Haven* status
    - If not, place «bribed» chit on ship (unable to bribe again)

[Gov. Son] Info Value

[safe HAVEN]

[Governor BRIBED Collingwood]

- **Enter D&R**
  - **Voluntary:** +1 *Loyalty*
  - **Involuntary:** if Booty converted in Pirate Port, +3 *Loyalty*

Attack Port
Must be in adjacent sea **[KC] [WAR]**
- 🏴 Rolls: 🎲 + Combat + ◯ + Port Info
- Port Rolls: 🎲* + Defense
  - ** 🎲 🎲 if previously attacked*
- If Attack > Defense, success
  - Gain *Booty*: 🎲* x 100
    - ** # of dice = port value*
  - Gain *Notoriety*: 2 x port value
  - -1 *Combat* Damage
  - +1 *Loyalty*
  - Enter the port
- If Attack <= Defense, failed
  - Combat Damage = Port Roll - 🏴 Roll
- Mark port attacked
- Add nation to ship's attack history
- Ports of that nation are now **[ANTI]** for attacking Pirate
- 🏴 loses (remove from game) any *Letter of Marque* he has if obtained at a port of the same nationality

[Attack HISTORY]

Sack Port
Must follow successful port attack
- 🏴 Rolls: 🎲 + ☐
- If > port defense, success
  - Gain *Notoriety*: 2 x port value
  - +2 *Loyalty*
  - Mark port Destroyed
  - 🏴 move to adjacent sea
  - Involuntary D&R
- If <= port defense, failed
  - 🏴 may not try to Sack the port unless he leaves and attacks again

[DESTROYED]

Retire Voluntarily
Must be in a port
- Can retire automatically if:
  - Has *Letter of Marque* for port nationality
  - In *Safe Haven*
- Can bribe governor in pro-pirate ports
  - Bribe cost: 🎲 🎲 x 100 Net Worth
  - If bribe not paid,
    - -1 *Loyalty*
    - Place «bribed» chit on ship

AP Actions

Attempt to Deploy a `KC`

Not against 🏴‍☠️ in a port or Transit Area
- `KC` Rolls: 🎲🎲🎲
- If < *Notoriety*
  - Place randomly drawn `KC` in sea are with 🏴‍☠️
  - Deploying player controls `KC`

Each player can control on max 1 `KC` at a time

The new `KC` is able to React immediately

Use `KC`

Only one of the following per AP Turn
• Move
  - Move your `KC` in a sea or transit area
  - Never into ports
• Attack a Pirate Port
  - If no 🏴‍☠️ in the port
    - Port destroyed
  - If 🏴‍☠️ present
    - `KC` Rolls: 🎲 + Combat
    - Each 🏴‍☠️ Rolls: 🎲* + Combat + ◯
      - *-2 for D&R*
    - If `KC` roll > every 🏴‍☠️ roll, success
      - Port destroyed
      - All 🏴‍☠️ move to sea and -1 *Combat* Damage
• Oust Pirates from a Port
  - `KC` Rolls: 🎲 + Combat
  - 🏴‍☠️ Rolls: 🎲 + sum of all Combats
    - *-2 for D&R*
  - If `KC` roll > 🏴‍☠️ roll, success
    - All 🏴‍☠️ move to sea
  - If fail,
    - All 🏴‍☠️ earn +1 *Notoriety*

Play a Warship Sighting Event Card

- Place randomly drawn `WAR` in the same sea as 🏴‍☠️
- Only one `WAR` in a Sea Area
- May **Use** immediately

Use a `WAR`

Only in response to noted pirate actions
- 🏴‍☠️ decides to *Evade* or *Fight*
- If *Evade*, then
  - `WAR` Rolls: 🎲 + Speed
  - 🏴‍☠️ Rolls: 🎲 + Speed*
    - *-2 for D&R*
  - If `WAR` roll > 🏴‍☠️ roll, *Fight*
  - Else 🏴‍☠️ escapes and may not continue action
    - Return involved merchant ships to the pool
- If *Fight*, then
  - `WAR` Rolls: 🎲 + Combat
  - 🏴‍☠️ Rolls: 🎲 + Combat* + ◯
    - *-2 for D&R*
  - If `WAR` roll >= 🏴‍☠️ roll, success
    - *Combat* Damage = Roll difference
    - -1 *Loyalty*
    - 🏴‍☠️ must stop action
    - Return involved merchant ships to the pool
  - If failure,
    - 🏴‍☠️ -1 *Combat* Damage
    - Return `WAR` to the pool
    - 🏴‍☠️ continues action
    - *Notoriety* Gain: `WAR` Combat rating

Play a `ANTI` Event Card

Play and resolve the card effect

Others

`KC` Reaction

Only in response to noted pirate actions
- 🏴‍☠️ decides to *Evade* or *Fight*
- If *Evade*, then
  - `KC` Rolls: 🎲* + Speed
    - *-1 if moving from an adjacent sea area*
  - 🏴‍☠️ Rolls: 🎲 + Speed*
    - *-2 for D&R*
  - If `KC` roll > 🏴‍☠️ roll, *Fight*
  - 🏴‍☠️ may use *Letter of Marque* (any nationality) to **Retire**
  - Else 🏴‍☠️ escapes and may not continue action (except move)
    - Return involved merchant ships to the pool
- If *Fight*, then
  - `KC` Rolls: 🎲 + Combat
  - 🏴‍☠️ Rolls: 🎲 + Combat* +
    - *-2 for D&R*
  - If `KC` roll >= 🏴‍☠️ roll, success
    - 🏴‍☠️ is **Eliminated**
  - If failure,
    - 🏴‍☠️ -1 *Combat* Damage
    - +1 *Loyalty*
    - *Notoriety* Gain: 2 x `KC` Combat rating
    - Remove `KC` from the game
    - 🏴‍☠️ continues action

Duel

Each 🏴‍☠️ Rolls: # of 🎲 = ⬡
- Highest total wins
- Winner can take over any/all victim's possession (except *Net Worth*); even his ship
- Loser dies
- Tied Duel can be re-fought if both players agree

Mutiny

By Event or when *Crew Loyalty* reach 0
- 🏴‍☠️ Roll: 🎲 and compare with △
- If >, then success
  - 🏴‍☠️ is **Eliminated**
  - Replaced by an in hand Pirate Card (if any) or by a Pirate Card drawn from top of deck. If none, ship is lost
- If =, then failed but
  - -1 *Loyalty*

Cunning and Luck

Each Cunning Point allows pirate to reroll (not individual dice, D66 or already cunning)

Victory Points

• Pirate Retire
  - 2 **VP** per *Notoriety*
  - 1 **VP** per 100 *Net Worth*
• Pirate Eliminated (not by `KC`) or still active at game end
  - 1 **VP** per *Notoriety*
• Pirate Eliminated by `KC`
  - 🏴‍☠️ scores 1 **VP** per *Notoriety*
  - `ANTI` controlling `KC` scores ½ that amount

Counter Legend

GAME SETUP

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

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

3. Remove *Play Immediately* cards from the Event deck.

4. 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.

5. 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.

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

7. 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.

8. 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.

9. 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.

10. Determine game length:
    - **Standard**: until the *General Pardon* card is played for the third time (2-3 hours) (never reshuffle Discard Deck); or
    - **Long**: go through the Event Deck twice, adding *General Pardon* after the first run through (4-5 hours).

11. Each player now complete a player turn. Repeat until the Game End is reached.

SOLITAIRE BLACKBEARD

1. Two players: You and the System Player (SP). You control Blackbeard Pirate, the SP has 3 Pirates, randomly drawn; 1-4 Sloop ship, 5-6 Schooner. Whenever an SP Pirate retires or is eliminated, draw another Pirate Card.

2. Game Play: You play your turn, after which all three of the SP Pirates each get a player turn.

3. Plate *Must Play Immediately* and *Hold Until Played* Events card in two separate decks. Remove *Finger of Fate* and *Piratical Ambition* cards from the game.

4. Place **10 Merchant Ships** on the map. If the Merchant ship total is **below 8**, place enough Merchant to bring it to 8

5. Place 8 Pro-Pirate Governors randomly using d66

6. Deploy Blackbeard's counter in the Sea Area with more Merchant Ships; if tie, in the Area with highest number on Cargo Table

7. Deploy SP Pirate randomly using d66; only one per Area

8. Draw 4 *Hold Until Played* **cards** in your hand and then playing the first card

9. The Game end when one of the following occurs
   - Blackbeard successfully Retires with at least 130 VP
   - Blackbeard is killed
   - SP acquires at least 100 VP from all his Pirates combined
   - The instant all SP Pirates are eliminated and no more are available
   - The *General Pardon* card is drawn from the Hold in Hand deck for the third times

10. When the *General Pardon* card if drawn for the first time, shuffle this card into *Hold Until Played* deck along with all *Hold Until Played* discards. From that point, *General Pardon* functions exactly as in a multiplayer game.

11. You have a normal hand except that you have no extra Pirate cards. You never draw cards from the Must Play Immediately deck; only SP draws these cards

12. SP Player doesn't have a hand. Instead, for each SP Pirate turn, first draw a *Must Play Immediately* card and play it, and after draws and plays a *Hold until Played* card.

13. Every time you perform an Action with Blackbeard, you must stop to see if AP 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 activity automatically occurs
    - Otherwise, draw the top card from Hold Until Played deck; play AP action against Blackbeard if possible; discard the card

14. As soon as Blackbeard's Notoriety reaches 12, the first SP in each Player turn thereafter will use his AP action to attempt to deploy a KC, placing it in the Blackbeard's Sea Area. Blackbeard may place and use KCs normally.

15. Blackbeard may not surrender to a KC; he may Retire only by entering a Port and using *Letter of Marque.*

16. Blackbeard never dies from Mutiny; in case of roll higher than his Leadership rating, Loyalty is reduced by 3; if equal to Leadership rating is reduced by 2

17. Each SP Pirate will use his Actions for the greatest possible gain to himself OR the greatest possible damage to Blackbeard

18. If an SP draws a Letter of Marque card, he must expend all subsequent Actions to reach a Pro-Pirate Governor; he keep the Letter of Marque card and immediately draws another; after acquiring a Letter of Marque he continues his VP-acquiring mission. Once he is able to gain at least 30 VP from retiring, he will try to do so.

19. An SP Pirate always choose to voluntarily using D&R when applicable

20. If Blackbeard's Crew Loyalty reaches zero, he loses 2d6 worth of Notoriety Points immediately and another 1d6 at the end of every one of his Player turn in which he does not raise the level above zero

PORT STATUS SUMMARY

Port Status

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	Yes, 1:1 basis
Ransom Hostage	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	Voluntary	No	No
Other	Treat as Pro-Pirate if Pirate has *Letter of Marque*	May purchase Safe Haven	No	No	D&R earns +3 Crew *Loyalty*

PORT INFO & SAFE HAVEN

11 Boston	21 St. Augustine	31 Port o' Spain	41 Port Royal	51 Carmantin	61 Mocha
12 New York	22 Campeche	32 Martinique	42 Santiago	52 Whydah	62 Bombay
13 Philadelphia	23 Honduras	33 Guadaloupe	43 Havana	53 Cape Lopez	63 Severndroog
14 Virginia	24 Portobello	34 San Juan	☠ 44 New Providence	54 Kilwa	64 Goa
15 Bath	25 Cartagena	35 Santo Domingo	45 Bermuda	55 Zanzibar	65 Calicut
16 Charleston	26 Curacao	☠ 36 Isla de Tortuga	46 Cape Coast	56 Ethiopia	☠ 66 Isle Ste. Marie

Pirate ID's Markers to place on a port's At-Sea Box to keep track of Port Info (from Torturing Hostages, under corresponding Number Marker) and Safe Haven (under Safe Haven Marker).

A1	A2	A3	A4	B1	B2	B3	B4	C1	C2	C3	D1	D2	E1	E2
A1	A2	A3	A4	B1	B2	B3	B4	C1	C2	C3	D1	D2	E1	E2
A1	A2	A3	A4	B1	B2	B3	B4	C1	C2	C3	D1	D2	E1	E2
A1	A2	A3	A4	B1	B2	B3	B4	C1	C2	C3	D1	D2	E1	E2
A1	A2	A3	A4	B1	B2	B3	B4	C1	C2	C3	D1	D2	E1	E2
A1	A2	A3	A4	B1	B2	B3	B4	C1	C2	C3	D1	D2	E1	E2
A1	A2	A3	A4	B1	B2	B3	B4	C1	C2	C3	D1	D2	E1	E2
A1	A2	A3	A4	B1	B2	B3	B4	C1	C2	C3	D1	D2	E1	E2
A1	A2	A3	A4	B1	B2	B3	B4	C1	C2	C3	D1	D2	E1	E2
A1	A2	A3	A4	B1	B2	B3	B4	C1	C2	C3	D1	D2	E1	E2