**THEY THAT GO DOWN TO SEA IN SHIPS...**

The City of Gloucester, America’s oldest seaport, has erupted into civil war. Natives and pirates, witches and wharf rats, fisherman and minutemen have all rallied behind neighborhood chieftains. The battle-hardened colonel. The hatchet-wielding teetotaler. The man without fingers.

Your Mission: Grab up land and hold it against enemy incursions. Storm the beaches, ride The Squam and take that hill. Capture command posts to control the cape and win the war.

**CONTENTS**

* 1 game board, a battlefield of Cape Ann, consisting of 39 land territories and 33 sea territories.
* 1 deck of 13 Command Cards, each featuring a Captain and a Command Post.
* 6 sets of militaries, each a different color and each consisting of 1 Captain, 39 soldiers, 4 cannons and 7 Flags.
* 13 ships.
* 10 dice, 5 red and 5 white.
* 1 Sea Serpent.

**SETTING**

The game takes place in Gloucester and the neighboring town of Rockport. The two municipalities make up Cape Ann, the easternmost point along the north shore of Massachusetts Bay. The game board is essentially a map of the cape divided into territories. Some of these territories are of tactical significance, and the keys to victory.

COMMAND POSTS: Thirteen land territories, each marked with a sigil, are Command Posts. These are Annisquam, Bearskin Neck, City Hall, Dogtown, Eastern Point, The Fort, Halibut Point, Hammond Castle, Portagee Hill, Stage Fort Park, State Fish Pier, Thatcher Island and Wingaersheek.

You begin the game with a handful of Command Posts and earn reinforcements as you capture more of these territories. Control the requisite number of posts and you win the game.

STAGING POSTS: Four land territories and 8 sea territories, each marked with a star, are Staging Posts. These run along the edge of the board. You stage platoons of soldiers, including reinforcements, at these territories.

SEAWALLS: Your fighters can move between land and sea along nearly the entire coast, including harbors, beaches and coves. You cannot move across any coastline with a thick, gray line, which represents a seawall.

ISLANDS: Thatcher Island is accessible from the mainland only by ship. Smaller, unnamed islands are not in play.

**YOUR FORCES**

You start each game with a Captain, 23 soldiers, and 2 cannons at your disposal. If they fight well, you may earn an additional 16 soldiers and 2 more cannons, but that’s it, so choose your battles wisely.

You also have 7 flags, which you’ll use to claim Command Posts you’ve captured.

CAPTAIN: The leader of your forces. When fighting by his or herself, your captain functions no differently than a lone soldier. When fighting alongside soldiers, however, your captain increases their collective firepower.

SOLDIERS: Amphibious fighters, your soldiers move and fight by land and by sea. With your Captain, they move across the board, doing battle and, if successful, claiming territory.

CANNONS: Use cannons to fortify your position or to smash through another player’s defenses. On land, cannons are stationary, and remain in the same territory for the duration of the game. At sea, cannons move with ships.

You can only use cannons in battle if you have fighters, i.e. your Captain or a soldier, in the same territory as the cannons. Otherwise, the cannons are considered abandoned. Other players can commandeer your abandoned cannons, and you can commandeer other players’ abandoned cannons.

FLAGS: Use flags to claim Command Posts for your team. The number of flags you have on the board indicates the number of Command Posts you have under your control. Command Posts are still considered under your control if they are under your flag, even if they are not occupied by any of your fighters.

**SETUP**

Each player selects one of the color-coded militaries.

The players choose among themselves a Navigator to handle special Setup duties. In a game with 2-5 players, the Navigator, after selecting a military, selects a second military to represent the neutral team. A 6-player game has no neutral team.

The Navigator shuffles the 13 Command Cards and deals 1 card to each player. The neutral team receives no card.

Each player rolls a die to determine the remaining order of Setup. The player who rolls highest sets up first.

Rotating counterclockwise around the board, each player completes the following steps. Each player must complete Step 1 before the players move on to Step 2, and so forth.

1. Place your Captain, 1 cannon and 1 flag on the Command Post corresponding to your Command Card.

2. Place 1 flag on a second, unoccupied Command Post. If there are 2-4 players, place 1 flag on a third, unoccupied Command Post.

3. Place 15 soldiers among your Command Posts. No post may hold more than 8 soldiers in addition to your Captain.

4. Add a platoon of 8 soldiers and 1 cannon to your forces. Place the platoon on an unoccupied Staging Post. If you stage the platoon at sea, place the soldiers on a ship. Place the cannon on any of your Command Posts or your ship.

In a game with 2-5 players, the Navigator places 4 soldiers and 1 flag from the neutral team on each Command Post that remains unoccupied.

**BEGIN YOUR TURN**

The player who went last during Setup leads off the actual Gameplay, and the other players follow, moving clockwise.

Your turn basically consists of the following two steps:

1. Move your fighters.

2. Fight your enemies.

3. Stage reinforcements, if possible.

You must follow these steps in order during your turn. The following information regards how you move and fight, and how you capture Command Posts through moving and fighting.

**MOVE YOUR FIGHTERS**

Generally, you may move your Captain and soldiers across the board by land and by sea, through adjacent territories.

*MOVING BY LAND*

On your turn, you may move your fighters from the territory they occupy into adjacent land territories. Your captain and each soldier may move once per turn. They may move in packs or as individuals. They may band together in one territory or split up and fan out into multiple territories. You may also opt to not move any or all of your fighters.

You may move fighters onto any of your ships in any adjacent sea territory, assuming that ship has room for additional riders and that there is no seawall between your fighters and the ship.

Restrictions on movement by land:

1. Your cannons cannot move.

2. You may not occupy a territory or a ship with more than 8 soldiers, 1 Captain and 2 cannons.

3. You may not move into a territory occupied by another player’s Captain or soldiers.

4. You may cross THE SQUAM sea territories using 1 of 2 passages. A bridge connects STAGE FORT PARK and the FORT, and a ferry connects RUST ISLAND and WHEELER’S POINT.

*MOVING BY SEA*

You must use ships to move any fighters or cannons across the sea. Ships may move 2 sea territories per turn.

Special maneuvers by sea:

1. Docking - Ships may dock and unload fighters onto any adjacent land territory, except those with a seawall. Ships may also dock and pick up fighters in any adjacent land territory, except those with a seawall. Unloading or picking up fighters count as 1 of the ship’s 2 moves.

2. Boarding - Fighters from one of your ships may board another one of your ships, if the two ships are in adjacent sea territories. Boarding counts as 1 of each ship’s 2 moves.

3. Leapfrogging - If your ship is adjacent to 2 land territories, fighters from 1 territory may move onto the ship, and then onto the other territory. Leapfrogging counts as 2 of the ship’s 2 moves.

Restrictions on movement by sea:

1. Only 1 ship may occupy any sea territory at a time.

2. A ship cannot carry more than 8 soldiers, 1 Captain and 2 cannons.

3. Cannons may not move from ships to land or from land to ships.

3. If you move all of your fighters off a ship and onto land, you must remove the unoccupied ship from the board. If the ship has any cannons on board, you must remove both the ship and the cannon or cannons from the board.

*CAPTURING TERRITORY THROUGH MOVEMENT*

If you move into another player’s abandoned Command Post, remove his or her flag and place your own flag on the territory. A post is considered abandoned if it has no fighters in it. An abandoned post may have abandoned cannons in it. Remember, capturing Command Posts is the road toward reinforcements and victory.

**FIGHT YOUR ENEMIES**

When you finish moving your fighters, you may battle enemies in territories adjacent to yours.

*FIGHTING BLOCS*

Captains, soldiers and cannons fight together as blocs. Any combination of fighters and cannons in a single territory may fight as one bloc, once per turn, against one enemy bloc in an adjacent territory.

Any lone Captain or soldier in a territory also counts as a bloc. Cannons abandoned by one player and commandeered by another player’s fighters count as a bloc. Abandoned cannons without any fighters are not blocs and may not fight.

A bloc that occupies a land territory may fight a bloc in an adjacent sea territory, and vice-versa, even if the two territories are separated by a seawall.

Each of your blocs may fight once, per turn, against an enemy bloc. Multiple blocs may fight the same enemy bloc.

*ROLLING THE DICE*

Once you declare an attack on an enemy bloc, you and the defending player roll dice to determine the outcome of the battle. If you attack a bloc belonging to the neutral team, any other player may roll for that team.

Odds rolled count as kills and evens rolled count as misses. The number of dice you and the defending player roll depends on the makeup of your blocs.

To determine how many dice you roll, first consider your Captain.

* If your Captain is part of the bloc, roll 1 die.

Next, consider your soldiers.

* Roll 1 die for 1 soldier.
* Roll 2 dice for 2 or more soldiers.

Next, consider your cannons, but only if they are accompanied by at least one fighter.

* Roll 1 die for 1 cannon.
* Roll 2 dice for 2 cannons.

If you’re fighting with a bloc consisting of only a Captain or a lone soldier, you roll the minimum 1 die. A bloc consisting of your Captain, 2 or more soldiers and 2 cannons yields the maximum 5 dice.

*READING THE DICE*

After each player rolls, tally up the number of odds rolled on each side. For every odd you rolled, the defending player must remove one fighter from his or her fighting bloc. For every odd the defending player rolled, you must remove one fighter from your fighting bloc. Cannons on a land territory cannot be destroyed in battle.

When fighting with a bloc containing both a Captain and soldiers, count any kills against the soldiers first.

If all fighters aboard a ship are killed in a battle, remove that ship from the board, along with any cannons on the ship.

When the dead have been removed from the board, you may launch attacks with other blocs, following the same process, in any order. Remember, each bloc can fight only once per turn.

*CAPTURING TERRITORY IN BATTLE*

If you kill all enemy fighters in an adjacent territory, you may then move any of your fighters who survived the battle into that territory, assuming the border between your fighters and the territory is passable.

If the territory you move into is a Command Post, remove the flag above the territory and place your flag in its stead.

**STAGE REINFORCEMENTS**

If you captured a command post during your turn, you may, when you finish moving and fighting, stage a wave of reinforcements on the board.

You may only stage 2 waves of reinforcements per game. If you capture 2 Command Posts in 1 turn, you may stage both waves of reinforcements at the same time.

A wave of reinforcements consists of 8 soldiers and 1 cannon.

To stage a wave of reinforcements, place a platoon of 8 soldiers on an unoccupied Staging Post. Use a ship to stage the soldiers at sea. Then place the cannon on either one of your ships, one of your Command Posts or one other territory occupied by your fighters, as long as the location does not already have 2 cannons.

Your may move your reinforcements on your next turn. In the meantime, other players may attack your reinforcements while they are in staging. Your reinforcements may defend themselves if attacked.

**END YOUR TURN**

Your turn ends after you have moved, fought and, if possible, staged reinforcements. Your turn will naturally end once you have moved everyone possible, fought everyone possible and staged any possible reinforcements. You may also end your turn without moving any of your fighters, or picking any fights.

Once you end your turn, the player to your right begins his or her turn, and so on, clockwise around the board. The other players may, on their turns, decide to attack you. If this happens, assume the role of the defender and roll dice to defend your fighters. Continue taking turns until someone wins or the game ends in a draw.

**GAME OVER**

In a game with 2-4 players, a player wins the moment he or she controls 7 Command Posts. In a game with 5-6 players, a player wins the moment he or she controls 5 Command Posts. Remember, the number of flags you have on the board dictates the number of Command Posts you have under your control.

The game ends in a draw if:

* Every fighter dies before any player captures enough Command Posts to win.
* Each player abstains from moving or fighting, or cannot move or fight, for 2 consecutive turns.

**SEA SERPENT VARIATION**

Adding the Sea Serpent to the game helps even the odds for players who appear to consistently roll evens. The beast, sighted in Gloucester Harbor in 1817, can move only through water, but has the potential to sink ships.

*GETTING TO CONTROL THE SEA SERPENT*

If you roll double-6s during battle, and your opponent does not, you may move the Sea Serpent immediately after removing any dead fighters from the board. If you both roll double-6s, neither of you may move the beast.

If you roll four 6s, you may move the Sea Serpent twice, unless your opponent also rolls four 6s, in which case neither of you moves the beast. If you roll four 6s, and your opponent rolls double-6s, you may move the beast once.

The above rules apply even if one of the players engaged in battle represents the neutral team.

*CONTROLLING THE SEA SERPENT*

If you control the Sea Serpent you may move it up to 2 sea territories for each double-6 rolled. The beast may then attack one ship on one adjacent sea territory, including a ship in a Staging Post. The beast may not attack land.

If you command the Sea Serpent to attack a ship, the player commanding that ship rolls 1 die for each fighter on board. The fighter lives if the roll comes up even and is killed if it comes up odd.

You may abstain from moving the Sea Serpent, or from ordering it to attack anyone.

You may continue the fighting part of your turn after you have controlled the Sea Serpent.

**2-PLAYER GAME VARIATION**

To make the game a bit more interesting for two players, consider playing with the Sea Serpent and the following rules.

*COMMAND CARDS*

After SETUP and before GAMEPLAY, the Navigator draws the 7 cards corresponding to the neutral team’s Command Posts, shuffles those cards, and places them face-down on the table.

Throughout the game, at the end of your turn, draw a Command Card for each Command Post you captured in that turn.

If the Command Post on the Command Card is occupied by a bloc of neutral fighters, you may temporarily command that bloc, and order it to either move or fight, one time. You may not both move and fight with the bloc.

Neutral forces can capture Command Posts belonging to other players. When this happens, place the neutral team’s flag on the territory.

After playing the card, flip it over and place it under the stack of Command Cards.

**TIPS AND TRICKS**

1. Flank an enemy to maximize the number of dice you roll. Instead of launching an attack with 6 soldiers in 1 bloc, divide the soldiers among a few territories adjacent to the territory you plan to attack. 6 soldiers together only roll 2 dice, but 6 soldiers fanned out across 3 territories roll a combined 6 dice.

2. Avoid indiscriminate fighting. Fight to capture a Command Post or whenever the odds are heavily in your favor.

3. When outgunned, consider the Stalingrad defense, and withdraw from the enemy to buy time. If a player can attack you on their next turn, consider moving out of range to regroup and launch a counterattack.

4. Use your ships to blockade narrow sea passages and protect your fighters on the ground.

5. Protect your Captain. Keep him or her guarded with soldiers at all times, to elude any would-be assassins.

6. Overwhelm weak Command Posts early in the game to get reinforcements.

7. Go big to go home. Late in the game, position your forces to mount an all out offensive to quickly capture Command Posts and win.

**THE CAPTAINS**

Ebenezer Babson: (1667-1696): Armed with only a knife, Babson lured a bear away from his nephew and into the sea where he slew the bear, skinned it and left its hide to dry on an outcropping of rocks, which the townspeople would later call Bearskin Neck.

Clarence Birdseye: (1886-1956) The Father of Frozen Foods, Birdseye invented a ... and opened a factory in The Fort.

Howard Blackburn: (1859-1932) Blackburn is alone, adrift at any sea staging slot, his hands frozen to the oars of his dory. PORTAGEE HILL

Joseph Foster:

John Hammond:

Andrew Haraden:

Alfred Johnson:

Hannah Jumper:

Masconomet

Thomas Niles:

Judith Sargent-Murray:

William Stacy:

Thomasine Younger:

FOSTER (1730-1804): Joseph Foster and his militia have just helped repel the British at the Battle of Gloucester, but their victory is cut short by the threat of all out war. THE FORT

HAMMOND (1888-1965): When tidings of war reach John Hammond, Jr., the accomplished, if eccentric, inventor and “Father of Radio Control.” HAMMOND CASTLE

HARADEN (...1724...) CAPTAIN: A prisoner aboard his own ship, Andrew Haraden rallies his crew to retake the vessel from the dread pirate John Phillips, strikes Phillips dead with an adze and mounts the pirate’s head to the mast. ANNISQUAM

JOHNSON (1846-1927) CAPTAIN: On a dare, Alfred “Centennial” Johnson became the first person to ever singlehandedly sail across the Atlantic in a dory. THATCHER ISLAND

JUMPER (1781-1865): Fed up with the drunken oafishness of their menfolk , Hannah Jumper and her hatchet gang storm through Rockport and smash every cask of rum they fall upon. HALIBUT POINT

QUIOUHAMENEC: (...1605...) Having just driven Samuel de Champlain and the French from their shores, Algonquian Chief Quiouhamenec. WINGAERSHEEK

JUDITH SARGENT-MURRAY (1751-1820): Feminist, etc. CITY HALL

STACY (1734-1802): Lieutenant Colonel William Stacy, having survived the Battle of Bunker Hill and a near burning at the stake in the Cherry Valley Massacre, returns home from one revolution to find himself caught up in another. STAGE FORT PARK

YOUNGER (1753-1829): Thomasine Younger learns of the impending war from the merchants who pay her for safe passage through her woods. The Queen of the Witches. DOGTOWN

NILES: Thomas Niles, creep that privatized Eastern Point. EASTERN POINT...(1805-1878)(bought in 1844, won case in 1869)

MURPHY (1838-1916) CAPTAIN: Richard Murphy, got hurt a lot as a fisherman: STATE FISH PIER

**THE SHIPS**

Centennial:

Dean:

Edith M. Pew:

Grace L. Fears

Hesperus:

Hustler:

Mary Low:

Morning Star:

Raven:

Sea Fox:

Squirrel:

Triton:

Viking: