



Skull Tales

- Rulebook -

CHAPTER I
Welcome Aboard!

Skull Tales is a semi-cooperative adventure board game for 1 to 5 players set in the golden age of piracy. Try to survive in a world of great adventure and danger as you attempt to earn enough gold and prestige to become the Captain of a pirate ship... *Yo-ho-ho and a bottle of rum!*

Sail the Caribbean Sea and avoid all danger if you want to safely arrive at your destination. Explore different islands and small towns in search of fortune and treasure. Spend your hard-earned booty on **Tortuga Island**. Improve your skills and equipment to face increasingly difficult new challenges.

During your adventure, you will encounter different situations and scenarios with multiple outcomes based on your decisions. In the event that a situation is not specifically explained in this rulebook, or if players cannot agree, the Captain gets the final word.

In this game, always round up.



Abbreviations

Attributes

- Agility
- Charisma
- Intelligence
- Strength
- Movement
- Perception
- Prestige Point
- Destiny Point
- Action Point
- Health

Combat

- Melee
- Ranged
- Unarmed
- Wound
- Knock Out

Voyage and Port

- Trust Point
- Morale Point
- Group of Pirates
- Time Units

Other

- Coins
- Success
- Success 2x
- Failure
- Dice Result
- Heads
- Tails
- Persistent
- Weather
- Non-Playable Character
- Tile Token
- Line of Sight
- Boarding Enemy

CHAPTER II

Game Modes

◆ The adventuresome life of a pirate ◆

Living the pirate life is no easy task. You cannot retire until you earn a huge booty, and to do that, you must lead a hard life of adventuring and exploring unknown islands, cities and caves, facing enemies you didn't even think existed! All of this takes place in the game's hazardous, immersive and larger-than-life Campaign mode. *Are you ready to become a petty scoundrel?*

Campaigns

Skull Tales is designed to be played in **Campaign mode**, made up of phases which play out like different games threaded together by an overarching story that develops as you play through it.

Throughout the different chapters, players must play as a **team** to complete the Campaign successfully while competing for the role of Captain. Compared to the rest of the crew, being the **Captain** has many advantages. These include a larger salary, special privileges in **town**, and the power to decide over different aspects of the game such as enemy attacks and placement.

The length of the Campaign depends on its number of Chapters. In the separate Campaign book you will find all the information you need to play and finish a Campaign, including the order and number of chapters required.

Before starting a Campaign, each player must choose a Character. During the course of each game, players will be able to improve their Character's skills, weapons and items in an effort to become the greatest and most infamous pirate of all time.

Chapters

Each chapter presents a **series of challenges** for players to accomplish. There are varying degrees of success depending on the number of challenges they manage to complete, as well as different types of **rewards**. Additionally, completing challenges also determines if you can move on to the next chapter or if you have to repeat it.

Chapters are divided into **3 phases: the Adventure, Voyage and Port Phases**. In the Campaign book you will learn how to set up and play each Chapter, including any special rules that must be applied, if any. In case of any contradiction with the general rules, special rules take precedence. Each Chapter also indicates the starting Phase, along with instructions on how to complete it, and, on occasion, the Phases that must be skipped. Chapters take around 120 to 150 minutes to complete.

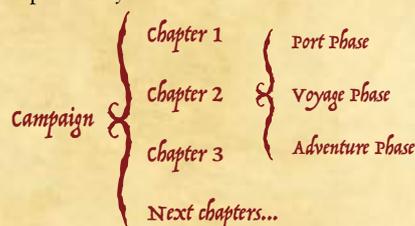
Chapter Phases

Chapters are played in a **series of Rounds** and can be regarded as different games within Skull Tales. They use a particular set of components and have their own setup and rules to follow.

◆ In the **Adventure** Phase, players explore different scenarios such as islands, caves, temples, and cities in search of treasure and prestige.

◆ In the **Voyage** Phase, players deal with fierce naval combat, intense boarding action and the occasional mutiny as well as the terrible creatures that lurk beneath the treacherous Caribbean waters.

◆ The **Port** Phase takes place on Tortuga Island where players have their base of operations. There you can upgrade your ship, hire new crew, and of course, split the booty you gained in the previous phases... *yo-ho-ho!*



Thirst for Adventure (quick game)

For all the brave buccaneers that are not interested in devoting their life to pirating, they can get straight to the action with this mode. Pick a random Chapter or have all players decide which one to play. Follow the Phases described to complete it. We recommend all landlubbers choose "The Secret of Captain Jones" as their first voyage in Skull Tales (part of the "Shadows of the Caribbean" Campaign).

Lonely Buccaneers (solo mode)

The Campaigns included in Skull Tales can also be played solo. Most of the rules are applicable to **Solo Mode**, but in some cases, text boxes like the one below will specify or change some of them for this mode only.

Text boxes like this one specify a rule or clarification needed for Solo Mode.

In Solo Mode, the player chooses a Character to be the Captain and three Allies (see Ally Mode, page 26).

As the Captain, during the Port Phase, you can hire new Allies by spending the cost in ☺ and ☹ shown on their Ally card. Every time you reach port, you must pay their salaries.

Although the **maximum number of Allies** that you can use during the Adventure Phase is 3, you can hire more. However, the **number of Pirates plus Allies** can never be greater than 5.

Salaries always come out of the Crew Booty. If the Captain goes down with the ship or is captured (you lose a naval combat during the Voyage Phase or your crew mutinies), they can pick three Allies to play the corresponding adventure.

CHAPTER III
Components



1 Rulebook



1 Campaign Book



1 Record Sheet Booklet



10 Six-Sided Dice in Two Colors



20 Colored Gems (worth twenty)



40 Coins: 10 Gold (worth ten), 10 Silver (worth five) and 20 Copper (worth one).



1 Adventure/Voyage double-sided board



1 Boarding/Port



1 Auxiliary Board (Magic/Voyage)



4 Large City/Voyage Tiles



16 Small Tiles



5 Aid Cards (Adventure/Voyage)



5 Aid Cards (Port)



12 Character Cards



9 Enemy Cards

52 Miniatures:



12 Characters: Avenger, Voodoo Shaman, Lookout, Cutthroat, Sea Dog, Freedman, Captain's Daughter, Cook, Gunner, Surgeon, Witch and Cabin Boy



40 Enemies: 8 Redcoats, 2 Officers, 6 Cannibals, 6 Skeletons, 6 Cursed Ones, 2 Mummies, 4 Longshades, 4 Bootbiters and 2 Darkclaws

166 Small cards:



69 Gear Cards



41 Search Cards



5 Legendary Cards



34 Incident Cards



17 Magic Cards

220 Large cards:



64 Voyage Events



25 Tavern Events



25 Market Events



25 Chapel Events



30 Docks Events



20 Mansion Events



19 Rumors



12 Captain Assignments

233 Tokens



36 Tile tokens (TT)



1 Pirate Flag token



31 Goods tokens



10 Fallen Enemy tokens



8 Throwing Weapon tokens



5 Dials and 1 Dial



10 No Exit/Hidden tokens



1 Zombie token



10 Sea Enemy tokens + 3 from expansion



6 Poison tokens



1 Difficulty/Compass token



40 Wound tokens



5 Goal tokens



12 Character tokens + 10 from expansion (Port/Voyage)



14 Destiny tokens



8 Stun tokens



12 Impact tokens



6 tokens



11 Door tokens



5 Cannon tokens



1 Filth token

CHAPTER IV

The Main Characters

In *Skull Tales*, players take on the role of different Characters. Each Character comes with a token, a miniature, and a Character card that describes their attributes and skills.

Some chapters introduce other secondary, **non-playable characters** (NPC).

Stay sharp! Take heed of the following definitions:

◆ **Pirates:** they represent each player's Character.

◆ **Allies:** they help the Pirates and are controlled by the player. In general, they follow the same rules as Pirates but have fewer available actions. Their traits and attributes are also different (see Allies, page 26).

◆ **Enemies:** the players' adversaries.

Character, Ally, and Enemy cards describe their individual attributes, traits, and capacities.

Pirates (playable Characters)



All Pirates have their own Character card describing their archetype, attributes, traits and general features.

1. **Archetype:** the Pirate's trade or profession. Players get to name their Characters.
2. **Action Points** ⚡: Pirates spend points to take actions and move. More about actions on page 17. If wounded, Pirates lose 1 ⚡ until they're fully healed. This effect does not stack (maximum loss of 1 ⚡).
3. **Health** ❤️: the total amount of damage a Pirate can take before being knocked out (see page 25). Whenever a Pirate receives one or more 🎲, place the same amount of 🎲 tokens on top of their Character card. As the Pirate heals, remove 🎲 tokens from their Character card.
4. **Destiny Points** ⚡: you are limited to using 1 ⚡ per turn. Using them does not consume ⚡. When you spend a ⚡, you can:
 - a) Discard 1 🎲.
 - b) Take an additional action of up to 3 ⚡.
 - c) Add +1 to any one die during one of your rolls.
 - d) Activate certain Traits.
5. **Melee** 🗡️: the number of dice the Pirate rolls when performing an attack with melee weapons.
6. **Ranged Combat** 🏹: the number of dice the Pirate rolls when performing an attack with firearms or throwing weapons.
7. **Strength** 🦵: the number of dice the Pirate rolls to make Unarmed attacks 🖐️ or other actions related to the Pirate's strength such as Pushing, throwing an axe, etc.
8. **Agility** 🦶: the Pirate's ability to avoid Enemy attacks and perform other actions such as Breaking Away from Enemies or Jumping.
9. **Intelligence** 🧠: used to pass tests and perform actions related to the Pirate's intelligence such as Reviving a Knocked-Out Character.
10. **Perception** 👁️: used to pass tests and perform actions related to the Pirate's perception such as Searching a room or Tile.
11. **Character class:** the Pirate's personality. It indicates the type of Traits that the Pirate will be able to learn easily.
12. **Traits:** Pirates have two kinds of Traits, one related to the Adventure Phase and one to the Voyage Phase. Learn more about Traits on page 47.
13. **Starting Gear:** the weapons and/or items that the Pirate begins with each Adventure Phase.
14. **Salary:** the amount of 🏆 that the Pirate earns during the Port Phase when visiting the Brotherhood of the Coast's base of operations.
15. **Charisma** ⭐: used in attempts to take the captaincy and pass tests related to the Pirate's ability to win people over to their cause.

Every time you use a ⚡, remove 1 🎲 marker. Pirates cannot

Allies

During the Port Phase, Pirates can try to hire Allies provided they are able to pay their initial  **3** cost and salary **1**. You can control a maximum of one Ally per Chapter or Adventure. An Ally remains loyal to the Pirate from one Chapter to the next as long as their salary is paid during the Port Phase.

There can never be more than 5 Characters in play (Pirates and Allies). Because of this, Allies cannot be hired in 5-player games.

When hired, Allies get their own card that show their attributes and Traits. Attributes on their card are the same as their Character counterpart, except:

- ◆ **Movement**  **2**: the number of spaces the Ally can move.
- ◆ **Action Points, Destiny Points**: Ally cards do not include these attributes.

Find more information about Allies on page 26.

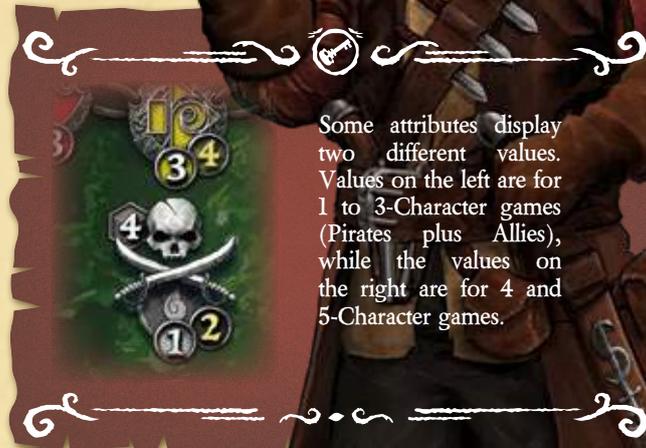


Enemies

Enemies also have their own cards that show their attributes and special abilities as well as their behavior during the game. Enemy cards will be used exclusively during the Adventure Phase.

1. **Movement** : the number of spaces this Enemy can move.
2. **Agility, Strength and Intelligence**   : like the Pirates, Enemies have and use these attributes during confrontations.
3. **Health** : the total amount of damage this Enemy can take before being defeated. If an Enemy receives equal or more **6** than the number shown on their Enemy card, their miniature is removed and a random Fallen Enemy token is placed on the same space.
4. **Prestige** : represents the amount of  that is awarded to the Pirate that deals the killing blow.
5. **Melee and Ranged Combat**  : represent the Enemy's combat attributes. Some Enemies have both but the rules determine which one to use in any given situation. The value indicates the number of **6** this Enemy inflicts per successful attack.
6. **Special abilities**: each Enemy has one or more special abilities to use during their turn.
7. **Behavior Check**: these are the different action profiles that this Enemy type can take when they are not adjacent to a Character (see Enemy Movement and Attack, page 22).

8. **Type**: Each Enemy corresponds to one of the following types: Human , Supernatural , Sea Abomination . Human: Redcoats, Officers, Cannibals. Supernatural: Skeletons, Cursed Ones, Mummies. Abominations: Longshades, Bootbiters, Darkclaws



Some attributes display two different values. Values on the left are for 1 to 3-Character games (Pirates plus Allies), while the values on the right are for 4 and 5-Character games.



CHAPTER V Dice Rolls

During the course of the game, certain events and situations will require Characters to test their skills and combat abilities, resolved by rolling six-sided dice. Dice rolls will sometimes be denoted with the symbol 'Xd6', where 'X' stands for the number of dice to roll (e.g. "roll 2d6" means "roll 2 six-sided dice").

- ◆ **Critical hits during an attack:** a die roll of '6', without applying any modifier (i.e., a natural 6), is considered to be a "critical hit". This result cannot be affected by negative modifiers. Critical hits during an attack can only be blocked by critical hits obtained on the defense roll. The attacker inflicts one additional  for each unblocked critical hit.
- ◆ **Bonus limit:** during dice rolls, if a Character would gain several bonuses (from cards or Traits) that affect the same aspect, they may only use one of them, i.e. the highest bonus.



Example: the Cutthroat learned the Fencing trait (she adds +1 to her  rolls while using a Sword or Dagger). She's equipped with Twin Swords (add +1 to  attack). Whenever she attacks, she can only use one +1 modifier and not both.

- ◆ **Dice limit:** the maximum number of dice that can be rolled in any situation is 5.

There are several types of dice rolls:

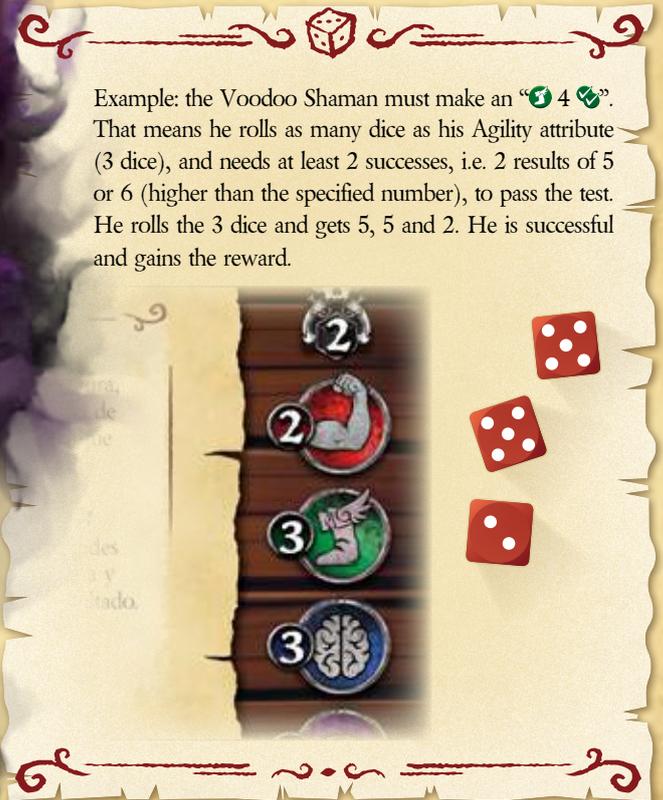
Difficulty rolls

When making this type of roll, a required numerical value is indicated along with an associated attribute that corresponds to the number of dice to be rolled. For each die result higher than the indicated numerical value, you get a success.

Difficulty rolls may also show a number in parenthesis. It indicates the number of successes needed to pass the test. On some cards that include difficulty rolls, different icons may be used:  means one success,  means two successes and  means failure.



Example: the Voodoo Shaman must make an " 4 ". That means he rolls as many dice as his Agility attribute (3 dice), and needs at least 2 successes, i.e. 2 results of 5 or 6 (higher than the specified number), to pass the test. He rolls the 3 dice and gets 5, 5 and 2. He is successful and gains the reward.



The illustration shows a Voodoo Shaman in a purple top hat and red vest, holding a glowing purple orb. To his right, a wooden board displays four cards with numbers 2, 2, 3, and 3. Next to the cards are three red dice showing 5, 5, and 2.



Confronted rolls

This type of roll is required when a player wants to take a direct action against another Character or Enemy. They are indicated by a certain Character attribute or ability that is compared with the opponent's attribute/ability. The player rolls as many dice as their attribute/ability and gets a success for each die result higher than the opponent's value. The opponent does the same, rolling dice and comparing the results with the Character's value. Finally, compare the results of both sides. If the attacker obtains more successes than the opponent, the action that triggered the confronted roll is performed. In case of a tie or loss, the action fails.



Example: the Sea Dog wants to Push the Surgeon. To do this, they must make a confronted  roll. The Sea Dog's  is 3, while the Surgeon's is 2. The Sea Dog rolls 3 dice - he needs to roll 3 or higher to get a success. The Surgeon rolls 2 dice - he needs to roll 4 or higher to get a success. They get these results:

Sea Dog
2, 3 and 5
 3

Surgeon
2 and 4
 2

The Sea Dog gets 2 successes (3 and 5) and the Surgeon only gets one success (4). The Sea Dog manages to push the Surgeon.

Charisma rolls

Charisma is a special Pirate attribute. The dice rolls related to charisma are a bit different. All  rolls are resolved by rolling one die and adding the Character's  value. This applies to both difficulty rolls and confronted rolls involving . In the case of confronted  rolls, the highest result wins.

Behavior rolls

Sometimes, Enemies are required to roll for their behavior. If an Enemy is NOT adjacent to a Character, roll 1 die and check the behavior chart on the Enemy card. Read the text and carry out the effect that corresponds to the result.

CHAPTER VI How to Start

◆ Anchors aweigh! ◆

Well well well... the time has come to weigh anchors and set sail. Whether you are starting a Campaign or want to try your luck in a single chapter, start by choosing a Pirate and take their Character card. If two or more players want to use the same Pirate, settle the dispute randomly.

Once all players have chosen a Pirate and you are starting a Campaign, read the first Chapter. It sets the background story and tells you which Phase you must play first (Adventure, Voyage or Port). Set up the game using the general steps found in each Phase's section as well as the specific instructions found in the chapter. Do the same if you choose to play a single chapter instead.

However, if you are returning to an ongoing Campaign, each player takes the Record sheet, Character card, and equipment of the Pirate that they chose at the beginning of the Campaign.

If this is your first voyage in Skull Tales, keep reading this rulebook until you are ready to play the recommended first Adventure, "The Secret of Captain Jones". When you are done reading it, move on to the first chapter and take a big gulp of rum... *you will need it!*



CHAPTER VII Adventure Phase

By the beard of Neptune! Now it's time to show what you're made of, ye scoundrel!

If you want to be a real seadog, you'll need all your skills to explore the far-off places your ship takes you. But blimey! This won't be so easy. You can count on your shipmates though to help you along the way and be right by your side as you send your enemies to push up daisies!

Components (Adventure)

Here you will find a list of components needed for the Adventure Phase.

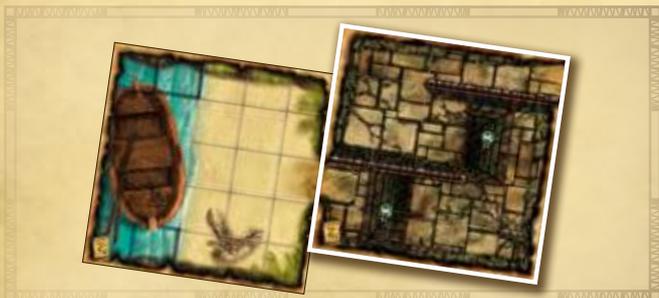
Adventure board

A numbered board to keep track of your progress during the Adventure. The further the Pirate Flag advances, the less likely players are to succeed.



It also shows a difficulty indicator for the Enemy Chart of each Chapter and a turn tracker for Spell cards. Characters with magic skills are able to cast spells that must be recharged after each use (see Magic, page 12 and 22).

Tiles



These large tiles make up the game area where all the movement of miniatures and action takes place. There are five different types of tiles: Island, Cave, Temple, City-Village, and Special. The corner

of each tile shows a letter that corresponds to its type (Island: I, Cave: C, and so on) and a number to help you identify them.

Tokens

Here you will find a list of all the cardboard tokens included in the game as well as their general purpose. Don't try to memorize all of them, the rules will always tell you when to use a particular token. *After a few sips from that bottle of rum, you won't remember anyway... yo-ho-ho!*

Tile tokens (TT)



There is one TT token for each Tile of the Island, Cave, Temple, City-Village and Special. During setup, TT are placed face down in a supply near the game area. Every time a player opens a new path, they take one of these tokens and flip it to identify the Tile that must be placed (if possible).

Destiny Point tokens (D)

These D mark the difference between true sea dogs and vulgar pirates. Players spend them as wildcards to accomplish heroic deeds and overcome adversities.



Prestige points (P)

These tokens are used to keep track of the number of P obtained during the Adventure.

Wound tokens (W)

These tokens are placed on the Character cards or next to the Enemy miniatures to indicate wounds received.



Fallen Enemy tokens



These tokens are placed face down in a supply near the game area. Every time an enemy is defeated, place a Fallen Enemy token face down on the space where the enemy was (see page 23).

No Exit tokens

Every time players have to place a new Tile next to another one and it is not possible, place one of these tokens near the exit space. Sometimes, Event cards or the Campaign book will instruct you to use these tokens.





Poison tokens

These tokens are placed on the Character cards when they are Poisoned.

Goal tokens

Each Chapter of the Campaign book includes specific Goals that players must try to accomplish. If a player achieves a Goal, they take a Goal token. At the end of the Adventure, players swap their Goal tokens for the corresponding amount of  shown on each Chapter.



Pirate Flag token

This is used as a countdown tracker on the Adventure and Voyage boards.

Door tokens

These tokens indicate the status of doors (opened or closed). Doors can only be opened by Characters.



Throwing Weapon tokens



After attacking with a throwing weapon, place a Throwing Weapon token on the targeted space. This token is also used whenever a Character drops a piece of equipment.

Zombie token

This token represents the reanimated corpse of a Zombie when the Voodoo Shaman uses the corresponding spell.



Difficulty/Compass token

This token is used to indicate the Adventure Phase's level of difficulty.

Coins and Gems

These tokens represent booty that Characters obtain during the Adventure. Characters gain  by achieving Goals, looting defeated Enemies, and many other things. Their color represents how much they are worth. Copper = 1, Silver = 5, Gold = 10, and Gem = 20.



Cards

Wake up, you good-for-nothing loafer! You've still got a lot to learn before you're seaworthy.

Here you will find a detailed description of all the cards used in the Adventure Phase.



Gear cards

These cards represent the equipment and weapons available to the Characters and their in-game effects. Characters start all Adventures with their starting Gear, but they will be able to gain more during the course of the game.

Gear cards contain the following information:

1. Name of the item/weapon.
2. Cost: this is the price you must pay if you want to purchase it (if it is not part of your starting Gear). Some cards show a Character icon instead of a cost in . These cards can only be used by those Characters.
3. Usage: one or more icons indicate how the card is used:
3. Equipped: cards with this icon do not count against the limit of cards that your Character can carry during the Adventure Phase. They are considered to be equipped at all times. Examples of this type of cards include the bandolier, the tampered wooden leg, or your lovely pet parrot Jimmy.
4. Hands: the hand icon next to the card name indicates the number of hands that are required to use this item or weapon.
5. Firearm: indicates that the card is a firearm.
6. Attack rating: all weapons show one or two attack ratings.
7. : indicates that the card is a melee weapon. To use it, the Character must be adjacent to the Enemy (see Attack, page 15).
8. : indicates that the card is a ranged weapon. To use it, the Character must have Line of Sight (LoS) to the Enemy (see Line of Sight, page 16).
9. Damage: represents the number of  that this weapon inflicts for each successful hit.
10. Range: indicates the maximum distance, measured in spaces, that this weapon is effective (you cannot target an enemy that is outside the range of the weapon). Some weapons show the  icon instead of a number. The range of this type of weapon is equal to the attacking Character's .





Search cards

Every time a Character takes a successful “Search” action, draw a card from the Search deck.

Keep the Search cards with a coin value until the end of the Adventure Phase. Once the Adventure is completed, write down the amount of ⚡ obtained through cards of this type on your Record Sheet.

Search cards that were not used during the Adventure Phase (Rum, Brew, Rope, etc.) are then discarded and shuffled back into the Search deck for the next Adventure. Do not write down these cards on your Record Sheet. Search cards that are used are discarded and cannot be used again on the same Adventure.

There are a few Legendary Item cards among the Search cards. Unless otherwise instructed by the Campaign book, set these aside at the beginning of the Adventure.



Legendary Item cards

These are extremely powerful items that Characters may find during some Adventures.

If a Pirate loses a Legendary Item (due to a negative effect or if indicated in the Chapter), it becomes part of the Search deck and can be found again by any Character that takes a successful “Search” action.



Magic cards

Some Characters possess magic abilities, represented by these cards. To apply their effects, the magic-wielding Character must spend ⚡. Magic cards contain the following information:

1. Name.
2. Cost in ⚡.
3. Character Trait level required to use it.
4. Description of its effect.
5. Recharge time: casting a Spell requires a lot of effort and drains the spell caster’s energy. When a Spell is used, place it on the space of the Adventure board indicated on the card. During each Incident Round, move the Spell card one space to the right. Once it reaches the rightmost spot, the Spell is ready to be used again.

Clarifications for some of the special Magic cards:

- ◆ Clairvoyance: does not require ⚡ and can be used out of turn.
- ◆ Voodoo Doll: do not place it on the Recharge track when used. It can only be used again if the Zombie is defeated.
- ◆ Totem: Witch-only Spell. Keep it on the Character card until another Totem replaces it, at which point it is placed on the Recharge track.



Incident cards

In the Adventure Phase, Pirates walk into very hostile environments where danger lurks at every turn. Incident cards represent different hazardous situations that Pirates may encounter that must be dealt with quickly: traps, ambushes, rockslides, thefts, animal attacks, etc.

Adventure Phase: Setup

To set up the Adventure Phase, first refer to the Campaign book and the Chapter you are about to play. Unless otherwise noted in the Chapter description, the Adventure Phase is typically set up as follows:

1. Tile tokens (TT): in the Chapter description you will find the type and number of Tiles to be set aside and used during the Adventure. Take the TT corresponding to each of them and place them face down in a supply near the game area.

2. Length: place the Pirate Flag on the indicated space of the Adventure board.

Difficulty: place the Difficulty/Compass token as instructed in the Chapter description.

3. Starting tiles: place the starting Tiles as shown in the Campaign book. Unless otherwise noted, starting Tiles are always free of Enemies.

4. Search and Incident cards: shuffle each deck separately and place them face down within reach of all players. Unless otherwise noted, remove all the Legendary Items from the Search deck and put them back in the game box.

5. Tokens: put the ☹️, facedown Fallen Enemy tokens and 🍷 tokens near the game area.

6. Enemies: take the Enemy cards that correspond to the Enemies that will be used in the Adventure and place them near the players for reference.

7. Characters: take the Character cards that correspond to the Characters that will take part in the Adventure.

Each player takes their chosen Character card along with their starting Gear, a Prestige Point tracker dial showing their starting 🗡️ and 🛡️ if playing the first Adventure of a Campaign or an individual chapter. Normally, unless otherwise noted in the Chapter, players start with no ☹️, 🗡️, or 🛡️. If playing as part of an on-going Campaign, each player also takes their Record Sheet and looks for the Gear cards indicated in it.

They also start with no ☹️ and 🗡️. The ☹️ and 🗡️ noted on the Record Sheet are kept between play sessions.

8. Character Equipment: Characters can carry one piece of equipment in each hand, except for cards that require both hands. To indicate which hand is holding which piece of equipment, place the equipped cards on either side of the Character card (right and left). Characters have a dominant hand which is the same as the player controlling them; i.e., if the player is right-handed, so is the Character, and vice versa. Logically, ambidextrous players can choose their dominant hand, *but by the beard of Neptune!*, they cannot use both hands as dominant nor change their decision in the middle of the Adventure. Announce to the rest of the players your dominant and weak hands.

The rest of your equipment is placed above the Character card. Pirates have limited space for their stuff. This space includes their starting Gear plus 3 non-starting pieces of equipment (Gear cards or Legendary Items). Rum and Brew cards take up half a space each, i.e., two of these cards only take up one of the three available spaces for non-starting equipment.

Search cards do not count against this limit.

If a Pirate already at maximum capacity gains a new piece of equipment, they must discard a card of their choice.

9. Allies: take the Ally cards in play and place them in the game area.

10. Deployment: the Captain (if there is one) chooses the order in which all Pirates and Allies will enter the Adventure. Following the Captain's instructions, each player takes their miniature and places it somewhere on the starting tile. If the Captain has not been established yet, all players make a confronted 🎲 roll to become the first Captain.

11. Narration: the Captain, or the most well-versed Pirate, reads aloud the Goals and special rules of the Adventure. All players must know these rules before starting the game.

And that's that! Now you're ready to start your adventure, so sit back and prepare yourself for what's to come – yo-ho-ho!



Generally, using the weak hand adds -1 to all dice results (attacking and defending).

Adventure Sequence

The Adventure Phase is made up of several Rounds that are played sequentially until all Adventure Goals are accomplished or the Pirate Flag reaches the last space of the Adventure board:

- 1. Incident Round:** besides drawing and resolving an Incident card, upkeep and some start-of-round actions take place during this round.
- 2. Character Round:** each Pirate takes their actions.
- 3. Enemy Round:** during this round, Enemies move and attack.

Don't ye worry, landlubber, we'll explain each of these rounds in detail – arrr!

Incident Round



Ignore the first Incident Round of the game and move straight to the Character Round. During this round, the following steps must be taken:

1. Make all rolls related to the Adventure board (i.e., there is any condition or effect that advances the Characters Flag token, like a Knocked-Out Pirate).
2. Remove the Fallen Enemy and Throwing Weapon tokens from Tiles that do not contain at least one Character.
3. Remove the miniature of a Knocked-Out Ally if there is no Character on the same tile or adjacent to them. During the next Port Phase, this Ally will be available for hire again. If they were carrying a Goal token representing an item, it is dropped on the Ally's space.
4. Pirates, Allies, and Enemies that were Stunned during the previous round return to normal.
5. Make all rolls related to the Characters' conditions, such as Poison.

6. Put all exhausted (rotated) cards back to the vertical position to indicate they can be used again.
7. Return all Magic cards on the rightmost space of the Recharge track to their owners. Move all Magic cards still on the Recharge track one space to the right.
8. Draw one random Incident card if all Characters are on Tiles free of Enemies or not adjacent to at least one Enemy on a different Tile. Knocked-out Pirates/Allies or player-controlled NPCs do not count.

Some Incident cards may cause new Enemies to appear and attack. This attack is resolved immediately (do not wait until the Enemy Round). Once the Incident Round is over, continue with the Character Round.

The Cutthroat and Lookout ended the Character Round with no Enemies on their Tiles. At the beginning of the new Incident Round, an Incident card is drawn: it is "Ambush"! It reads: "All pirates are ambushed by Lost Enemies: Place an Enemy adjacent to each Pirate. They attack immediately." Place a Lost Enemy adjacent to each Pirate, then make the corresponding attack rolls and resolve them. Continue with the Character Round.



Character Round

During this round, players have the chance to take actions and progress towards their goals.

The **Captain** decides player order until another player **earns more** . If there is no Captain, the player that wins a confronted roll has the Initiative. In case of a tie, roll again (see Dice rolls, page 9).

Only take into account the obtained during the current Adventure Phase.

To learn more about **Character Actions**, go to page 17.

Enemy Round

Once all Characters have taken their actions, it is the Enemies' time to act. Enemies are activated in the order shown in the Campaign book (section "Enemies"). All enemies of the same type must act before continuing with the next type. If there are several enemies of the same type, the Captain (or player with the Initiative) decides the order in which they are activated.

To learn more about **Enemy Actions**, go to page 22.

Combat

There are three types of combat: Melee , Ranged and Unarmed combat.

Remember that using the weak hand adds -1 to all dice results (attacking and defending), except for Characters with the Ambidextrous trait.

Melee Combat

This type of combat requires a Character equipped with a weapon that has a attack rating and at least one adjacent Enemy. Resolve the with a confronted roll.

The attacker rolls a number of dice equal to their . Each die result higher than the opponent's is a success. Then the defender does the same, comparing their with the attacker's . The outcome of both rolls are now compared: attacking successes are blocked by defending successes.

Critical hits during an attack (natural 6 results, without modifiers) can only be blocked by critical hits obtained on the defense roll .

Apply the weapon damage rating on the defender for each successful hit that was not blocked. On top of that, inflict 1 additional for each unblocked critical hit.

If the defender obtains equal or more successes than the attacker, nothing happens. The attack has been successfully blocked.

• **Unarmed defense:** the defender uses to defend only if they are equipped with a weapon or a two-handed weapon. If unarmed or equipped with a single-hand weapon, the defender rolls exactly 1 die. Enemies always defend with .

The Surgeon attacks a Redcoat (2) with his sword. He rolls 3 dice (corresponding to his of 3), and gets 3, 5 and 6. Since the Redcoat's is 2, the Surgeon obtains 2 normal successes (3 and 5) and one critical hit (6). Then, the Redcoat (2) defends by rolling 2 dice, and gets 3 and 4. The Surgeon's is 3, so the Redcoat only obtains one normal success (the result of 4). It is now time to compare the number of successes on both sides: the Redcoat manages to block one success, but the Surgeon's attack is successful. The amount of damage inflicted by each of the two unblocked hits is indicated on the weapon card (a sword, 2 per success). The Redcoat receives 1 additional for the critical hit. The Redcoat receives a total of 5 (2+2+1) and therefore is defeated. His miniature is removed and a Fallen Enemy token is placed on the same space.



Ranged combat

This type of combat requires a Character equipped with a weapon that has a attack rating and at least one non-adjacent Enemy. Characters may attack adjacent Enemies only if they have a card or Trait that specifically allows it. To make the attack, the player must first check if they have Line of Sight (LoS) to the target by drawing a straight line from any corner of the attacker's space to the center of the target's space (see Line of Sight on the next page).

Resolve the attack by rolling a number of dice equal to the Character's . Each die result higher than the opponent's is a success. Each success inflicts the amount of damage indicated on the weapon card. Each critical hit (natural 6) inflicts 1 additional .

The Surgeon makes a ranged attack with his pistol against a Redcoat (3 2). He rolls 3 dice (corresponding to his 3 of 3) and gets 2, 3 and 5. Two of them are higher than the Redcoat's 3 (3 and 5), so he obtains two successes. The amount of damage inflicted for each hit is indicated on the weapon card (a pistol, 2 6 per success). The Redcoat receives 4 6 and is defeated. His miniature is removed and a Fallen Enemy token is placed on the same space.



To make a 6, Characters must have the right kind of weapon equipped. These include:

- ♦ **Firearms:** indicated by the icon. After firing, this type of weapon must be reloaded. As a reminder, exhaust the card after each use (rotate the card 90 degrees, in horizontal position). This means that you cannot use it again until you take a “Reload Firearm” action (see page 18).
- ♦ **Throwing Weapons:** use the 6 rating to determine range and then follow the rules for Ranged Combat. Place a Throwing Weapon token on the target's space. Place its card near the game area until a Pirate or Ally takes a “Pick Up” action on the Throwing Weapon token.

The Sea Dog has clear Line of Sight to one of the Redcoats, and -1 die to another (LoS passes through the Surgeon's space). He does not have LoS to the cannibal who is Hidden.



The Redcoat has LoS to the Surgeon because Enemies do not block it. But he does not have LoS to the Sea Dog because the Surgeon is blocking him.



Line of Sight (LoS)

A Pirate or Ally is capable of making a 6 attack against an Enemy only if they have LoS. To check if they do, draw an imaginary line from any corner of the attacker's space to the center of the target's space. If that line does not pass through or touch any obstacle, they have LoS. Obstacles such as walls, closed doors, and blocked spaces block LoS.

Spaces occupied by an Enemy are considered to be blocked and therefore block LoS.

Therefore, and generally speaking, Characters do not have LoS to Enemies that are located behind other Enemies. On the other hand, Enemies draw LoS differently, as per the rules on page 23. However, spaces occupied by Pirates or Allies do not block LoS. It is possible to target a space that is behind one or more Characters, but the attacker must roll one fewer die per Character that is “in the way”. When this happens and **your attack roll is all 1s**, the Character that is closer to the attacker receives the weapon's damage instead of the target.

Some Characters may have the “Hidden” condition (see Hidden, page 25). These Characters must be ignored for all game purposes and therefore do not block LoS or subtract dice from the attack if they are in the way.

In City tiles, Characters and Enemies at ground level do not have LoS to roof spaces. Conversely, Characters or Enemies on roof spaces have LoS to both roof and ground-level spaces.

Range

Range is the number of spaces that LoS passes through up to an adjacent space closest to the target. Chasm spaces count as a single space. Roof spaces also count as a single space.

Look at where the Voodoo Shaman is located for a demonstration of the LoS rules for ⚡ attacks. The red circles highlight the corners of obstacles that block LoS. The green spaces are potential ⚡ targets for the Voodoo Shaman. If he wanted to attack with a 3-range weapon, the grey spaces would be within LoS but outside range.



Unarmed Combat ⚡

This type of combat requires a Character without a ⚔ weapon and at least one adjacent Enemy.

As in ⚔, these attacks are resolved with a confronted roll. In this case, use the Character's ⚡ rating (instead of ⚔) against the opponent's ⚔. As usual, compare your results with the opponent's ⚡. At the end of combat, if you obtain more successes than the defender, the enemy is **Stunned** instead of receiving damage (see Stunned, page 24).

Each ⚡ critical hit also inflicts 1 ⚡.

Attack Modes

Attacks can be Unique, Consecutive, or Alternate.

Unique Attacks

This happens when a Character takes a different action immediately after taking an Attack action (⚔, ⚡ or ⚡).

Consecutive Attacks

This happens when a Character takes an Attack action two or more times in a row (same or different Enemies) using the same hand. You must still spend 2 ⚡ per Attack action after the first, but must also add -1 to all dice results.

If the Character takes a different action between attacks, ignore this effect.

Alternate Attacks

This happens when a Character takes the Attack action two or more times in a row (same or different Enemies), using a different hand each time, i.e., alternating their dominant and weak hands. You must still spend 2 ⚡ per Attack action after the first, but in this case there is no additional negative effect. A Character that is wielding a two-handed ⚔ weapon is considered to be making alternate attacks and do not suffer any penalty even if they attack with the same weapon repeatedly.

The Sea Dog spends 2 ⚡ and makes a ⚔ Attack with his axe against the adjacent Redcoat Wolf (the player controlling the Sea Dog) is right-handed, so the Character is also right-handed. The Sea Dog is wielding the axe with his right hand (represented by the card's position to the right of the Character card), so he rolls 3 dice (⚔). Next, since he has a pistol equipped in his left hand (left of the Character card), he spends 2 more ⚡ to take another Attack action, a ⚡ attack this time. His ⚡ rating is 3, but since he is aiming with his weak hand, he adds -1 to all of his dice. Lastly, Wolf decides to spend his remaining 2 ⚡ to make another ⚔ attack with his axe (again, no negative effect since he is attacking with his dominant hand).

Receiving Wounds

Whenever a Character or Enemy receives damage, put the same amount of ⚡ tokens on the Character Card (or near the enemy miniature).

If the number of ⚡ is equal to or greater than the Health ♥ rating shown on the Character/Enemy card, they are defeated. When this happens, Characters are Knocked Out (see Knocked Out, page 25) while Enemies are removed from the board and replaced with a Fallen Enemy token (see Defeating Enemies, page 23).

Character Actions

At the beginning of their turn, a Character has Action Points ⚡ equal to the number shown on their Character card (-1 ⚡ if they are wounded or suffering from certain conditions). Pirates spend their ⚡ to move around the board, attack, search, etc. Each of these actions has a cost of ⚡. A Pirate may take as many actions as they like as long as they have enough ⚡ to spend.

Attack (2 ⚡)

To eliminate or stun an Enemy, Characters may attack them. The type of attacks available to the player depends on their equipped weapons and the Enemy position in relation to the Pirate/Ally miniature.

Under certain conditions, special modifiers may apply based on frequency and type of attack. Find more information about **Combat** on page 15.

Reload Firearm (3 ⚡)

At the beginning of the Adventure, weapons are fully loaded. When a firearm is shot, exhaust it (rotate the card 90 degrees, in horizontal position) to indicate that you cannot use it again until it is reloaded. This action allows the player to completely reload an exhausted firearm, regardless of whether it is currently equipped or not. Only one firearm may be reloaded per action.

You cannot take this action if you are adjacent to at least one Enemy.

Insult (1 ⚡)

As the last action of a turn, a Character adjacent to one or more Enemies may use this action to add +1 die for defending ⚔ against the adjacent Enemies until the next turn. Feel free to pile “piratey” abuse on the Enemy to liven up your game session.

“Soon you’ll be wearing my sword like a shish kebab!”

Take a Breath

This action consists of skipping your turn without spending any ⚡. It allows you to recover all your ⚡. Taking this action advances the Pirate Flag one space on the Adventure board.

You cannot take this action if you are adjacent to at least one Enemy.

Move

For each ⚡ spent, move your miniature one space adjacent to their current location. Characters can move in all directions. To move diagonally, the spaces adjacent to the diagonal movement must be free of Enemies and obstacles.



Movement must end on a space free of other Pirate, Ally or Enemy miniatures (standing or knocked down). It cannot end on chasm spaces. You can end ⚡ on a space with one or more tokens (Throwing Weapon, Fallen Enemy tokens, etc.)

If you are moving from a space with water (marked with blue lines), you must spend 2 ⚡ instead of 1.

Roof areas count as a single space.

If a Character moves into an empty space adjacent to an Enemy, they must stop (they are considered to be “engaged”). To be able to move again, they must take a “Break Away” action or defeat the Enemy.

You cannot move through spaces occupied by Enemies, but you can move through Allies or other Pirates. However, you need their permission; if they do not allow it (most likely because they want all the fame and glory for themselves), you may instead take a “Push” action against the greedy Pirate.

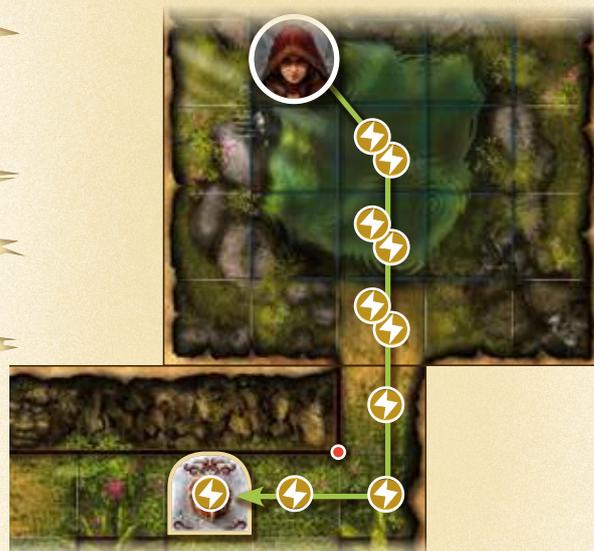
Run

Running must be the first action of the turn. A Character that is running immediately doubles their ⚡ for this turn, but only to “Move”, “Explore”, “Push” and “Jump / Climb”.

When running, follow the regular ⚡ rules except you do not need to stop when moving next to an Enemy. However, if that happens and you decide not to stop, you receive ⚡ equal to the Enemy’s ⚔. These ⚡ are only applied once regardless of the number of spaces you move through that are adjacent to the same Enemy.

If the Character that is running wants to take a different action than those mentioned before, they must spend 1 ⚡. After that, they can take a single action with a maximum cost of 3 ⚡.

The Cutthroat decides to run towards her goal. She is slowed down by the water (2 ⚡). She spends 10 ⚡ (5 ⚡) to position herself near the goal.



Push (1 ⚡)

The Surgeon pushes the Sea Dog into any of the spaces adjacent to himself (marked in red).



This action lets you push another Pirate or Ally adjacent to your miniature. It is commonly used in the following situations:

- ◆ When a Character wants to **move through** a space occupied by another Pirate or Ally without their permission, or to **push somebody around** against their will. Resolve the action by making a confronted ⚡ roll.
- ◆ When a Character wants to push another Pirate or Ally, **in mutual agreement**. In these cases, the Character that is pushing makes a ⚡ roll with difficulty equal to the ⚡ rating of the other Pirate/Ally (notice that this is a difficulty roll, not a confronted roll).

Possible outcomes:

- ◆ If **successful**, the Character that is pushing chooses one space adjacent to themselves to place the other Character in. Use this action to open a path for yourself, to separate a fellow Character from an Enemy, or to push them into a chasm!
- ◆ If the **action is not successful**, nothing happens. The active Character cannot push the same Pirate/Ally again until the next turn.

Characters cannot push Enemies unless otherwise noted by a Trait or item.

Break Away (2 ⚡)

If a Character is adjacent to an Enemy, they are considered to be engaged and cannot move freely. To break away from one or more adjacent Enemies, a Character may take this action by making a single confronted ⚡ roll against ⚡ (consider only the highest ⚡ rating from all Enemies engaged with the Character).

If successful, the Character may continue their break away ➡ without receiving any damage. If they fail, the Character still breaks away but receives ⚡ equal to the ⚡ of the Enemy with the highest ⚡.

Once free, the Character can move through spaces that are adjacent to those Enemies, but must take another “Break Away” action if they move near a new Enemy.



Jump / Climb (2 ⚡)

During the Adventure, Characters are able to interact with their surroundings in many ways. They can climb to places that are above or below, or jump over chasms. Spaces with dashed lines represent they are at different heights.

Jump

Example of a successful jump. The arrows show the jump movement to a space over the chasm.



Besides dashed lines, some spaces show an ⚡ X rating that indicates the difficulty of traversing that area. The Character must make an ⚡ roll to Jump:

- ◆ ✓ At least one success: move the Character to an empty space behind the area that was jumped over.
- ◆ ✗ No successes: the Character stays where they were. Also, they are Knocked Out.

Players can use items such as a Rope to automatically succeed when jumping, but they are still required to spend 2 ⚡ to take the action.

The Cutthroat is in front of a chasm (difficulty 4) and she decides to jump over it. She has  4 and therefore rolls 4 dice. She gets 1, 3, 4 and 5, obtaining one success (5), enough to make the jump.



Climb

If a Pirate or Ally crosses a dashed line without the  icon, they must take a “Climb” action. Thematically, the Character must spend some time finding suitable crevices to grab hold of in order to arrive safely at their destination. This action does not require any roll and is considered to be automatically successful.

On City tiles, the dashed lines represent roofs. To climb up or down a roof, Characters must take a “Climb” action.



Explore (1)

This special action takes place when a Character is on an exit space and decides to reveal a new Tile.

When a Character takes this action, the **Pirate Flag** advances one space on the Adventure board. Then, the player takes a random Tile token and proceeds to place the corresponding tile on the board. The new tile must be placed in such a way that its exit space is linked to the exit space where the miniature is Exploring from. The Character then moves to an adjacent space on the newly revealed tile.

- ◆ If the new tile cannot be placed legally (due to spatial or design issues), place a **No Exit** token instead. Return Tile and Tile token to their corresponding piles.
- ◆ If the tile number corresponds to a **Goal tile**, as described in the Adventure rules, read the description of the Campaign book and follow the instructions.

- ◆ After placing the new tile, place the amount and type of Enemies shown in the Chapter rules. For this purpose, read the section **Generating Enemies** on page 22.
- ◆ If the new tile is not specifically mentioned in the Campaign book, roll 1d6 and check the **Enemy Chart** to place new Enemies.



No Exit example. This Tile cannot be placed on the exit space. A No Exit token is placed instead.

Search (2)

Once per turn, Characters may gain Search cards by spending 2 . This represents their Character searching around the place and finding useful items. To take this action, the tile/room must be free of Enemies.

To Search, make a  4 roll.

- ◆  Draw the top card of the Search deck. If the card shows a beneficial effect, you may keep it face down. Read the text to know how and when to use it. If it is a negative effect, reveal the card and resolve it immediately.
- ◆  Advance the **Pirate Flag** one space on the Adventure board. Additionally, if you fail but roll at least one '1', gain 1  (if possible). You cannot use it immediately to modify the same Search roll.

This action is limited to once per turn per Character, but different Characters may choose to Search on the same turn.

Loot (1)

This is commonly used in the following situations:

- ◆ After defeating an Enemy, to flip an adjacent Fallen Enemy token and gain the reward shown on the token. Once looted, remove the token and shuffle it back in with the rest.
- ◆ You can Loot a Knocked-Out Pirate or Ally to “borrow” their Gear cards, Goal tokens that represent items, or coins

(1 die + 3 ⚡). The Character taking this action must choose one of the options mentioned. There is no limit to the number of times that a Knocked-Out Character can be looted. Characters cannot take this action if there is an Enemy adjacent to them.



Switch Equipment (1 ⚡)

With this action, Characters are able to change the equipment and items currently in their hands. Choose any weapon or item in hand and replace it with one from your bag. With a single action you can switch all the items/weapons you want.

You may also exchange equipment with adjacent Characters. You can only exchange with one other Character per action. Only the active Character spends ⚡. After the exchange, both Characters may immediately equip their new item/weapons without spending additional ⚡. Again, there is no limit to the number of items/weapons exchanged and equipped this way.

If a Character is given an item/weapon that is part of another Character's starting Gear, they lose it at the end of the Adventure.

Pick Up / Use / Drop (1 ⚡)

Characters can pick up/drop items onto the spaces they are currently on or adjacent to. If a Character drops an item, place a Throwing Weapon token on the chosen space as a reminder. This item may be picked up later by any Pirate or Ally that takes the "Pick Up" action. If a Character picks up a weapon or item, they may immediately equip it without spending additional ⚡.

Additionally, some items can be used (e.g., Brew, Map or Rum cards). Unless otherwise noted on the cards, Pirates must spend 1 ⚡ to use an item.

At the beginning of the Incident Round, if a Tile containing one or more Throwing Weapon tokens is free of Characters, the tokens are removed from the game along with their corresponding cards.

Open Door (1 ⚡)

Characters that want to take this action must be on a space directly in front of a closed door (doors cannot be opened from a diagonal space). If it is a City-Village door, remove the Door token. If the door is linking two different Tiles, flip the Door token to its Open side.

Revive (2 ⚡)

When a Character is Knocked Out (as described on page 25), turn the miniature on its side. Another Character can make an ⚡ 3 roll to help a Knocked-Out Character adjacent to them. Gain 1 ⚡ if you get at least one success. Depending on the number of successes, the Knocked-Out Character immediately:

- No success (⊗): Gains a **Permanent Wound** (see page 25), discards all ⚡ and loses their turn if they have not yet played this Round.



- ◆ 1 or more successes (✓): Discards all Ⓞ and is Revived, but also loses their turn.
- ◆ Critical hit (⚡): Discards all Ⓞ and returns to normal (may play their turn if they have not yet played this Round).

You cannot take this action if you are adjacent to at least one Enemy.

Magic

Characters that possess magic abilities are able to spend ⚡ to activate their cards and cast spells. The necessary ⚡ is shown on the magic spell that is being casted. Read the text on the card to carry out its effect. Find more information about Magic Cards on page 12.

Enemy Management

On their turn, Enemies take a ⚡ action and an attack action, in any order.

As already stated, the general rules dictate that the Captain (or player with Initiative if there is none) has the final word regarding Enemy ⚡, placement and attacks.

Generating Enemies

Whenever a new Tile is placed on the board, new Enemies appear. This means that Enemies usually appear during the Character Round.

Each Chapter includes an **Enemy Chart** that shows the amount and type of Enemies that are generated on new tiles or rooms. Roll 1d6 and check the chart. Enemies must be generated in the order shown on the **Enemy Chart**, starting from the first group, then the second group, etc.

Some of the tiles and rooms included in the **Campaign book** show the exact type, amount, and location of the Enemies included in them. When this happens, ignore the **Enemy Chart**.

The result of the die roll on the **Enemy Chart** reads: "2 Redcoats, 1 Officer, 2 Cannibals." First, place two Redcoats, then an Officer, and lastly two Cannibals.

It is also possible that new Enemies appear as a result of a "Search" action during the **Character Round**, or as a consequence of an **Incident card** during the **Incident Round**. In these cases, place the Enemy indicated on the card. If there are none, place the **Lost Enemy** corresponding to the Chapter.

Enemy Placement

In some cases, Enemies appear in specific locations (i.e., adjacent to a Character, adjacent to a Goal, etc.).

Otherwise, check the following order of priority when generating new Enemies:

1. Place the first Enemy in the furthest exit space from the Characters.
2. Place the next Enemy on the second furthest exit space of the same tile. If there are no more exits (do not count the exit spaces that the Character used to enter the new tile/room), place the Enemy on a space adjacent to the exit space of the first Enemy.
3. Keep placing Enemies in this manner until there are no more Enemies to place.
4. If the tile/room does not have any more exits, place Enemies on the furthest spaces from the revealing Character's exit space.

If there are not enough miniatures of a certain Enemy type, advance the **Pirate Flag** one space per type of Enemy you are not able to place.

A distracted player decides to reveal a new Tile without noticing that all the Officers and Redcoats are already in play. He rolls a die and checks the **Enemy Chart**: 2 Redcoats and 1 Officer. The **Pirate Flag** advances two spaces, once per Enemy type.

Enemy Behavior

When an Enemy is activated, players need to figure out what they will do and the order of their 2 actions (**move and attack**).

Follow these steps to determine Enemy behavior:

1. If adjacent to a Character, Enemies always attack with ⚡.
 2. Otherwise, determine their Behavior by rolling 1d6 (see **Behavior Rolls** on the next page).
 3. Check the Enemy card and read the behavior corresponding to the die result.
- ◆ If the Enemy must move, the behavior indicates where. The Enemy then moves as many spaces as they can along the

shortest path to their target destination. If they are able to get to the target space with  left, ignore the remaining  points.

- ◆ If the Enemy “**Confronts**”, they move towards and/or attack ( or ) the closest Character following normal  and Enemy combat rules.
- ◆ If the Enemy must make a  attack but does not have LoS or targets in range, they move the minimum number of spaces necessary (up to their ) to find LoS and also get within  attack range.
- ◆ If the Enemy only has  weapons, they move using the full extent of their  towards a space adjacent to the target Pirate or Ally, leaving space for other Enemies if possible.

If there is any doubt, the Captain decides how Enemies will act.

Enemy Movement



Enemies move using the normal rules of , with the following notes:

- ◆ Enemies do not get engaged when moving through spaces adjacent to Characters.
- ◆ Enemies may move from Tile to Tile as long as the  between them is valid.
- ◆ Unless otherwise noted, Enemies ignore all negative effects when  through water spaces (blue lines) and Special tiles. They also ignore the  roll to Jump over chasms (dashed lines).
- ◆ Chasms count as a single space for purposes of Enemy .
- ◆ Enemies may climb up or down roofs as if it were normal terrain, but will not climb up a roof unless a Character is already there.
- ◆ Enemies may move through other Enemies of the same type (humans, supernatural, or abominations).
- ◆ Enemies cannot end their turn on chasm spaces. They can end their  on spaces with Throwing Weapon or Fallen Enemy tokens.

Enemy Combat

Enemies attack their chosen target using the normal combat rules, with the following notes:

1. All Enemies directed to perform a  attack by the **Behavior Chart** without a specific target immediately attack the closest Character within range and LoS.
2. Enemies do not block LoS to each other. However, Characters (Pirates or Allies) do block LoS. In other words, Enemies always shoot a Character that is in range and in direct LoS, free of obstacles or other Characters.
3. Enemies do not need to reload their firearms.

Defeating Enemies

If the number of  is equal to or greater than the Enemy's , the miniature is removed and replaced with a random **Fallen Enemy token** that players may loot afterwards. During the Incident Round, remove all Fallen Enemy tokens from a Tile if there are no Characters on it. If you run out of Fallen Enemy tokens and another Enemy is defeated, nothing happens. The reverse side of each Fallen Enemy token shows either a  value ranging from 0 to 3 or a symbol that corresponds to a particular Search card. The Pirate that looted the token gains that card.

The Pirate that deals the killing blow gains the number of  shown on the Enemy card.

Special Abilities

Some Enemies also have special abilities such as:

- ◆ **Grab**: Enemies that can **Grab** are capable of holding onto a Character against their will. After a successful attack, remove the Character miniature from the board and place the corresponding Character token underneath the Enemy. (Go to page 24 to learn more about the **Restrained** condition).
- ◆ **Double Attack**  or : These Enemies can attack the same target twice ( or ) during the Enemy Round.
- ◆ **Ignore (x)**: these Enemies do not receive  from attacks that come from the indicated source. In the case of items, actions, Traits, or conditions, they ignore all effects that would otherwise affect them. This ability cannot be negated.
- ◆ **Immortal**: These Enemies do not automatically award  when defeated. A Character that successfully loots the Fallen Enemy token also gains the  shown on the Enemy card. At the beginning of the next Enemy Round, an **Immortal** Enemy that has not been looted reappears on the same space as the Fallen Enemy token and takes its turn normally.
- ◆ **Sprint**: When entering play, these Enemies roll for Behavior immediately. 
- ◆ **Unstoppable**: These Enemies move towards their target following the shortest, most direct path while ignoring obstacles

and Character miniatures. They must, however, end their ☞ on an empty space.

- ◆ **Curse:** a Pirate that defeats an Enemy with this ability is **Cursed**. If the Pirate was already Cursed, they are immediately Knocked Out. If an Ally defeats an Enemy with this ability, they receive 1 ⚔ instead.
- ◆ **Regeneration (x):** at the beginning of their turn, these Enemies discard a number of ⚔ equal to the X rating.
- ◆ **Impervious (x):** when attacked, these Enemies ignore ⚔ from a single attack equal to the X rating.
- ◆ **Superiority:** if two Enemies of the same type with Superiority are adjacent to a Character, they both add +1 to their combat rolls.

Conditions

Certain items, spells, attacks, or events may cause Characters and Enemies to gain negative conditions. These modify their natural abilities and attributes in different ways:

Stunned

When a Pirate, Ally, or Enemy is Stunned, place a **Stun token** on the miniature's base to represent it. This condition is usually gained after ⚔ or as a consequence of a **Search** or **Incident card**.

- ◆ At the beginning of their turn, a **Stunned Character** must spend 2 ⚔ and make a successful ⚔ 4 roll to be able to play the rest of the turn. If they fail, they can try again as many times as they want and are able to (i.e., they have enough ⚔). If they cannot succeed, they must skip their turn. On their next turn, Stunned Characters automatically recover from this condition.
- ◆ At the beginning of their activation, a **Stunned Enemy** must also make a successful ⚔ 4 roll, but they only roll once. If unsuccessful, they lose their turn (the Stun effect wears off on the next turn).

If attacked, Stunned Characters and Enemies still defend normally.

Characters can “Break Away” from Stunned Enemies without being wounded. Characters can also take actions like “Revive”, “Reload Firearm” and “Take a Breath” if all adjacent Enemies are Stunned.



The Sea Dog has thrown his axe and is no longer equipped with a ⚔ weapon. He decides to punch ⚔ the Redcoat that is adjacent to him. After the confronted roll (⚔ vs. ⚔), the Sea Dog manages to Stun the Redcoat. At the beginning of the Enemy Round, the Redcoat rolls dice equal to his ⚔ to shake off the daze (difficulty 4). He has ⚔ 2, so he rolls 2 dice, and gets 2 and 4. He needed to get a 5 or 6, so he will continue to be Stunned until his next activation.

Knocked Down

When a Pirate, Ally, or Enemy is Knocked Down, turn the miniature on its side to represent it. This condition is usually gained as a consequence of a **Search** or **Incident card** or after being attacked with certain weapons.

Characters or Enemies that are Knocked Down go back to normal at the beginning of their turn, but cannot take any ☞ action.

If attacked, Knocked-Down Characters or Enemies still defend normally.

Characters can “Break Away” from Knocked-Down Enemies without being wounded.

Poisoned

When a Character is Poisoned, place a **Poison token** on their Character card to represent it. This condition is usually gained as a consequence of a **Search** or **Incident card** or after getting wounded with a **Poisoned weapon**.

During the Incident Round, Poisoned Characters must make a successful ⚔ 5 roll; otherwise, they receive 1 ⚔. They remain Poisoned until discard 1 ⚔ (i.e., heal) or succeed on the ⚔ roll. Poison effects are not cumulative: a Character cannot be Poisoned twice.

Enemies cannot be Poisoned. Some Character weapons can be smeared with Poison (see Master Poisoner, page 51), but the effect on Enemies is different (+1 ⚔ weapon damage).

Restrained

Enemies with the **Grab** special ability can hold onto a Pirate or Ally until they are able to free themselves. If the Enemy attack is successful, remove the Character miniature from the board and place it on the Enemy card.

At the beginning of their turn, a **Restrained Character** must make a confronted ⚔ roll to escape. If they fail, they receive 1 ⚔ and must skip their turn. If successful, or if the Enemy is defeated, place the Character miniature back on the board, adjacent to the Enemy, and continue playing normally. The Character does not need to “Break Away” from that Enemy. If the Character is Knocked Out due to the **Restrained** condition, place the Character on an empty space adjacent to the Enemy.

Characters that are **Restrained** cannot be targeted by other Enemies. Conversely, the Enemy that is grabbing a Character cannot grab another Character.

Wounded

During combat (⚔ or ⚔), every time a Pirate receives damage, place the same number of ⚔ tokens on the Character card to represent they are **Wounded**. Characters with at least 1 ⚔ lose 1 ⚔ until they are fully healed. This condition is not cumulative, that is, regardless of the number of ⚔ above 1, Characters only

lose 1 ⚡. This condition does not affect Allies or Enemies (they play normally even if wounded).

Hidden

Until the end of the next turn, Hidden Characters or Enemies must be ignored by other Characters/Enemies for all game purposes. Because of this, they do not block LoS, and other Character/Enemies may move through them (but cannot end on their space).

Characters remain Hidden until the end of the next Enemy Round or until they make a ⚔ or ⚔ attack (whatever happens first). At the beginning of a Hidden Character's turn, if there is an Enemy adjacent to them, they lose the Hidden condition immediately.

When a Pirate or Ally is Hidden, replace their miniature with the Character token to represent this condition.

Cursed

When a Pirate is Cursed, cross out the corresponding box on the Record Sheet to represent it.

Cursed Characters add -1 to the ⚡ roll when they are Revived. Allies that are Cursed immediately receive 1 ⚡.

Knocked Out

When a Pirate or Ally is defeated in combat, they are Knocked Out. Turn the miniature on its side to represent this condition. Note that defeated Enemies are not Knocked Out but are instead replaced with a Fallen Enemy token.

When a Character is Knocked Out, they lose all ⚡ obtained during the Adventure and any Goal token that does not represent an item. Additionally, the Pirate Flag advances 1 space on the Adventure board. On subsequent Incident Rounds, roll 1d6 for each Knocked-Out Character: with a result of 1 or 2, advance the Pirate Flag one space.

Knocked-Out Pirates/Allies are out of the game until another Character takes a successful "Revive" action (see Revive, page 21).

Also, other Characters can take a "Loot" action on Knocked-Out Characters to steal their items, Goal tokens, or ⚡ (see Loot, page 20).

Enemies cannot be Knocked Out.

Remember that you cannot take a "Revive" action if you are adjacent to at least one Enemy. Also, if the Character being Revived is Cursed, subtract 1 from the ⚡ roll.

Permanent Wounds

As a result of a "Revive" action, a Knocked-Out Character may gain a Permanent Wound. If this happens, roll 1d6 and check the result in the chart below. It will determine what limb is permanently lost and what it entails game-wise. If a Character loses a limb that was already lost, ignore the result.

Permanent Wound Chart

6	Left eye	The Character permanently has -1 ⚡.
5	Left hand	The Character cannot equip any item/weapon in their left hand.
4	Right hand	The Character cannot equip any item/weapon in their right hand.
3	Left leg	The Character permanently loses 1 ⚡ and has -1 ⚡.
2	Right leg	The Character permanently loses 1 ⚡ and has -1 ⚡.
1	Right eye	The Character permanently has -1 ⚡.



If a Character receives a **Permanent Wound** that does **NOT** force them to retire from the Campaign, they gain 5 ☼ out of each Character's Personal Booty in the next Port Phase, if possible. This compensation only happens once per Permanent Wound.

Character attributes (☹, ☹, ☹, ☹) cannot be lower than 2. If any of them were to go below 2, ignore the negative effect of the Permanent Wound.

Retiring a Character

If a Character receives two complementary Permanent Wounds (two hands, two legs, two eyes), they are ready to quit the pirate's life and kick back on a sunny island thanks to the generous reward offered for their services by the rest of the crew. Each Character must spend 10 ☼ out of their Personal Booty to make up this reward (known as **Compensation**), in homage to the retired Character. This early retirement payment is only gathered once, at the beginning of the next Port Phase, if possible.

This Compensation is not given to any player: it is a one-time expense that must be shared by the whole crew out of deference to the Brotherhood's oath.

Matelotage: the player controlling a Character that is retiring may choose to give all their ☼ and non-starting Gear (as noted on the Record Sheet) to their new Character.

The player must now choose a new Character to start playing with in the next **Port Phase**.

City-Village

In this section you will find the specific rules that apply to City-Village tiles during the Adventure Phase.

Every time a Character Explores a new City tile or opens one of the special buildings for the first time (Church, Barracks, Tavern, West India Company, Merchant House, or General Store), the **Pirate Flag advances one** space on the Adventure board.

By default, City-Village buildings are considered to be closed (place a Door token on them to indicate this), but sometimes the Adventure rules may state that a specific building or room is open for visit. In this case, remove the Door token or flip it to its **Open** side if it is linking two different tiles. Rules may also specify if a door requires a particular item or action to be opened.

City-Village Enemies

Every time a new City tile is revealed or a door is opened, roll 1 die and check the Enemy Chart to generate new Enemies. Some Adventures indicate specific Enemies found on certain Tiles or rooms. In those cases, ignore the rules for Generating Enemies.

If a tile/room only has one exit, place the Enemies on the spaces furthest from the revealing Character's exit space.

Roofs

City roofs count as a single space for the purposes of LoS and ☼. To climb up or down a roof, Characters must take a "Climb" action.

If a Pirate or Ally wants to **Jump** between roofs, they must make an ☼ 2 roll and obtain a number of successes equal to the distance in spaces to the target destination. If they fail, place the miniature on an empty space adjacent to where they jumped from. Place a Stun token and 1 ☹ on the Character/Ally card.

Pirates, Allies, or Enemies at ground level cannot make ☹ attacks against targets on roofs. On the other hand, if they are on a roof, they can make ☹ attacks against targets at ground level or another roof.

The maximum number of Pirates, Allies and/or Enemies allowed on a roof space at the same time is 4.

Enemies may climb up or down roofs as if it were normal terrain, but will not climb up a roof unless a Character is already there.

Allies

During the Adventure Phase, the player that controls an Ally may choose to activate them at the beginning or end of their Pirate's turn.

When activated, an Ally can take up to 2 actions.

Each Ally can hold a **maximum of 3 items**, but they cannot use them. Use the extra space provided by Allies to carry items around and exchange them with the Pirates. Allies always use the weapon shown on their Ally card.

At the end of the Chapter, the Pirate that controls the Ally adds to their Personal Booty half the ☼ and all equipment gained by the Ally. If an Ally gains a Goal token, the corresponding ☹ are also awarded to the Pirate that hired them at the end of the Chapter.

Ally Actions

Allies follow the same ☼ rules as Pirates, including negative effects for water spaces and the obligation to take a "Jump" action over chasms.

The rest of Ally actions are also the same, but with the following notes and exceptions:

- ◆ **Switch Equipment:** Allies may never exchange Search cards that grant ☼ or ☹.
- ◆ **Search and Loot:** when an Ally takes these actions, any potential negative effect or benefit apply only to them. If they find equipment or ☼, place it beside their Ally card. Finally, if an Ally finds the Search card "Hellish Vision", they receive 1 ☹.
- ◆ **Attack:** since they cannot use weapon cards, Allies use the

attack ratings shown on their Ally card. When an Ally defeats an Enemy, ignore the  reward. Lastly, if an Ally defeats an Enemy with the Curse special ability, they receive 1  (Allies cannot be Cursed).

- ◆ **Reload Firearm:** Allies do not need to reload their firearms.

Allies may also take some of the special actions described in certain Chapters that cost  for Pirates.

Allies cannot take these actions: **Take a Breath** and **Run**.

Wounds and Reviving

This section describes the specific rules to apply when an Ally receives  or has to be Revived:

- ◆ Allies can be healed by another Ally or Pirate. They can also use a card to heal themselves.
- ◆ When the Chapter is over, Allies discard all their .
- ◆ Allies can only be Revived once per Adventure (at least 1 success on the  roll).
- ◆ When an Ally is Knocked Out and there is no Character on the same Tile or adjacent to them, remove the miniature from the board. If they had a Goal token representing an item, it is dropped on the Ally's space. Like Characters, when an Ally is Knocked Out, immediately advance the **Pirate Flag** one space on the Adventure board. However, do not count Knocked-Out Allies for the purposes of advancing the Pirate Flag on subsequent Incident Rounds.

Pirate Flag token

Players have limited time to complete the Adventure Phase. At the beginning of each Adventure, place the **Pirate Flag** on the Adventure board as a countdown tracker. If the players fail to achieve the Adventure goals before the Pirate Flag reaches the last space, they lose.

The Pirate Flag is advanced along the track when:

1. A new Tile token is revealed ("Explore" action).
2. On City Tiles, a building (Church, Barracks, Tavern, West India Company, Merchant House, and General Store) or Special tile (Cemetery, Cellar, Crypt, or Prison Cell) is opened/revealed.
3. A Character is Knocked Out. Also, on subsequent **Incident Rounds**, roll 1d6 for each Knocked-Out Pirate: with a result of 1 or 2, advance the Pirate Flag one space.
4. A Character fails to perform a "Search" action.
5. A Pirate takes the "Take a Breath" action.

6. You are unable to generate an Enemy due to a lack of miniatures. Advance the Pirate Flag one space per missing Enemy type.

7. The Campaign book indicates so.

End of the Adventure

The Adventure Phase ends immediately when one of the following situations is true:

1. The Pirates achieve all their goals, as indicated in the Campaign book.
2. At the beginning of an Incident Round if all the Pirates and Allies are Knocked Out.
3. On rare occasions, during the Character Round, if the Characters cannot continue exploring (due to No Exit tokens and certain tiles having been already placed) and essential Tiles with Goal tokens are still left to explore.
4. The **Pirate Flag** reaches the last space of the Adventure board.

At the end of the Adventure, players check the **Success chart**. Depending on the number of Goals achieved, Enemies defeated, and tiles explored, the Adventure can end in total success, partial success, or failure. The Success chart indicates if there is any reward and also if players may continue with the Campaign or if they must repeat the Adventure.

A partial success lets players continue the Campaign, but they can also choose to repeat the Adventure to obtain a better result.

If players repeat an Adventure, they must discard all , , Gear cards, Legendary Items, Search cards, and Goal tokens obtained in the previous attempt; in other words, they must start over with the same starting conditions (equipment,  and .

If the Adventure is successful, follow the steps below before moving on to the next Phase:

1. Gain  equal to the amount shown on your Search card(s).
2. Return all items/weapons found through Search cards back to their decks.
3. Gain  for your Goal tokens (if any) as indicated in the Adventure rules.
4. Write down your new status on your Record Sheet (, , Permanent Wounds, etc.).



CHAPTER VIII Voyage Phase

“His stories were what frightened people worst of all. Dreadful stories they were about hanging, and walking the plank, and storms at sea, and the Dry Tortugas, and wild deeds and places...” Excerpt from Treasure Island, by Robert Louis Stevenson.

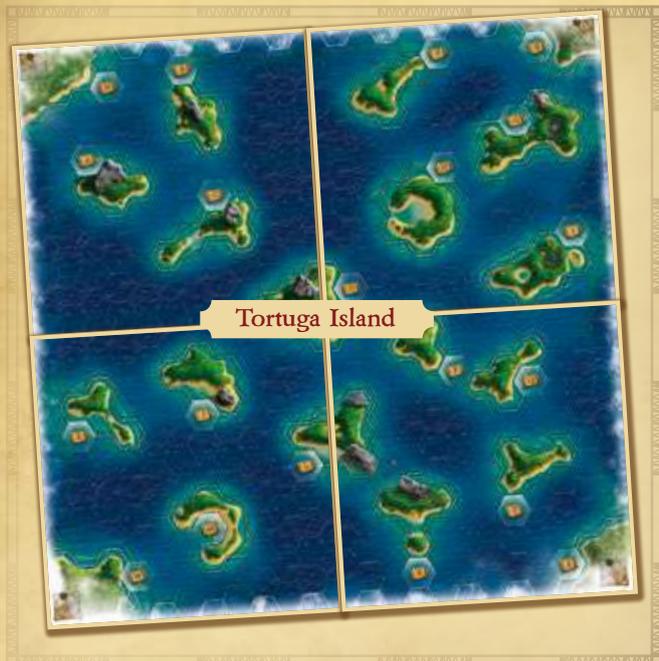
The best pirate stories of all time are full of exciting sea voyages, violent ship-to-ship combat, dangerous boarding actions and mutiny... In the Voyage Phase you will find all of this, and more.

As the one in charge of leading the ship and arriving safely to the island of destination, the Captain must keep the crew's Morale high and avoid getting captured or sunk. Also, getting your hands on some precious booty along the way is always a good idea.

The rest of the players must fulfill their duties as hard-working sailors to the best of their ability. That way they will be able to earn the crew's trust and support and maybe, someday, take their shot at the ship's captaincy.

Components

Sea Tiles



These tiles represent the sea areas where the ship is sailing. They contain hexagonal spaces of two types:

- ◆ **Land spaces:** un-navigable. To land on an island, the ship must reach the space with a scroll (that represents a wharf or beach).
- ◆ **Water spaces:** navigable. These come in the form of Coastal spaces (adjacent to land spaces) and Open Sea spaces (the rest).

Pirate Flag

This token is used to keep track of the crew's Morale on the Morale Track of the Ship board. It is usually placed on space 20 at the beginning of the Voyage Phase.



Character tokens



These tokens are placed on the Morale Track of the Ship board to keep track of each Character **Trust Points** (▲, ▲) are a great resource when trying to gain the ship's captaincy by calling a Mutiny (see Mutiny, page 34).

Pirate Group tokens

Each token represents around 10 sailors working on the ship. The Captain is free to assign them to different locations to serve different purposes. They are essential if another ship tries to Board your ship (or vice versa!), and also for Naval combat. The maximum number of ☼ on your ship is 6.

- ◆ **Attributes:** ☼ have a rating of 1 on all attributes (⚔, ⚙, 🌿, 🏹, 🗡 and 🎯).

Status of Pirate Groups



- ◆ **Events:** ☼ roll for Voyage Events corresponding to their current location as long as there is no Pirate or Ally there to resolve it instead. This does not count as an action and therefore they do not become Fatigued.
- ◆ Every time a ☼ is defeated, the ship loses 3 Morale.
- ◆ When a ☼ performs one of the tasks aboard the ship, their Fatigue increases.
- ◆ When ☼ receive damage, place 1 🗡 on the corresponding token to indicate they are wounded. If they get a second impact, they are moved to Sick Bay. They cannot be used again until a Character takes a successful “Assist” action on the Maintenance Post.

Boarding board

It is used during Boarding combat (see Boarding Combat, page 37). This board is divided into two areas: your ship and the Enemy ship.



Goods tokens

These tokens represent the different resources and booty, stored in your ship's Hold, that you can find while scavenging across the high seas.



Cannon tokens

These tokens are placed in the Hold to indicate your Firepower. Used to attack Sea Enemies.



Impact tokens

These tokens are used to keep track of the damage inflicted to your ship or Enemies. Also, they are used to represent your ship's Sails and maximum Hold capacity.



Sea cards

These cards are used to represent the different Events that have their own token (see Sea Enemies, page 39). They are also used to explore Islands.



Sea Enemy tokens

During the Voyage, you will find Voyage Events and Sea Enemies that correspond to these tokens:



Six-sided dice



Used during the Voyage Phase.

Whenever you need to roll, remember that the maximum number of dice is 5.

Voyage Event cards

These cards represent events that take place during the Voyage (see Voyage Events, page 38).



Filth token



Used to indicate the natural wear and tear on the ship and in general how dirty it is (see Travel Round - Filth, page 33).

Prestige Point dials

Players keep track of their  with these dials.



Ship boards

These boards show the different parts of the Pirate ship and crew status. During setup, place them within easy reach of all players. They are divided into the following areas:

- ◆ **Morale/Crew Trust** Track, numbered from 0 to 20.
- ◆ **Pirate Ship**: it is divided into several areas that are used to assign the crew and keep track of the ship's different stats.
- ◆ **Clock**: a turn tracker showing the passage of time. The 6 areas represent 1 full Day of Voyage. 1 to 4 is Daytime while 5 and 6 is Nighttime. It also shows Enemy location and the direction they face when they appear.

Ship Locations (Posts)

1 Hold

The area where goods, cannons and other elements are stored during the Voyage.

Crew members are not allowed in the Hold.

The Hold is divided into 10 columns of 2 spaces each. Starting from column 1 and proceeding to the left, each space may store exactly 1 Goods or Cannon token.

During the Voyage, the Pirate ship's Hold may receive Impacts. In that case, put an **Impact** token on the leftmost intact column of the Hold to reduce its maximum capacity (each token covers an entire column).



If the damaged column was storing Cannon or Goods tokens, remove them immediately.



2 Rigging (Maneuvering)

It indicates the number of available Sails on the Pirate ship. With more Sails, the ship will be faster. Use an Impact token to mark it.

The Rigging admits as many Characters and/or as the number of working, non-destroyed Sails.

Crew members placed on a Sail can make a **Speed** roll to boost the ship's movement (see Movement, page 34).

If the Rigging is damaged, move the Impact token one space down.

3 Forecastle (Cartography)

This is where the "Cartography" action takes place.

It only admits one Character.

A Character assigned to the Forecastle can take a "Cartography" action to find Goal tokens (see Crew Round - Cartography, page 33).

4 Gunwale

At this location, Characters and get ready to engage in Boarding combat. It admits up to four Characters and any number of (see Boarding combat, page 37).

5 Crew Quarters

This is the place where the crew can take a break and rest for a while.

- ◆ **Fatigued** assigned to this location recover completely.
- ◆ At the beginning of the Travel Round, all Characters move back to this location.
- ◆ Only one Character can be assigned to this location to Scheme, and only one can be assigned to Guard (see Crew Round - Scheme, page 34).



6 Crow's Nest (Observation)

"If one does not know to which port one is sailing, no wind is favorable." - Seneca

From atop the masts, Characters scan the horizon trying to Spot new islands, Enemy ships and other dangers hidden beneath the treacherous Caribbean waters.

It only admits one Character (see Crew Round - Spotting, page 33).

7 Gun Deck (Artillery)

"The smell that emanates from the magazine reminds you to be careful when lighting a flame in this place."

During Naval combat, cannons are fired from this location.

- ◆ It only admits one Character and one ☹, or as many Characters as the number of cannons on the ship.
- ◆ One ☹ can fire all cannons (see Naval Combat, page 36).
- ◆ If there is no ☹, each Character on this location may fire a cannon by rolling 1d6. If ☑, they also gain 1 ⚡.
- ◆ A Character assigned to the Gun Deck can also perform some of the combat maneuvers available at this location (see Combat Maneuvers, page 36).

8 Main Deck (Maintenance)

Most of the maintenance work, as well as other tasks such as healing wounded sailors, is managed from the Main Deck.

- ◆ It only admits one Character and 2 ☹.
- ◆ At this location, Characters can take the following actions: Move Goods, Assist, Clean, and Repair (see Call to Action, page 33).
- ◆ When taking these actions, Characters gain 1 ⚡ if ☑ (except the "Move Goods" action).

9 Quarterdeck (Command)

At this location, players are able to maintain order on the ship as well as organize different tasks for the available ☹.

- ◆ It only admits one Character.
- ◆ The Captain (and only the Captain) gains 1 **Command Point** plus a number of CPs equal to the ★ of the Character assigned to the Quarterdeck (this is known as the **Command Point Supply**). If the Captain is on the Quarterdeck, they add their ★ to the CP Supply.
- ◆ If at any time the Captain uses at least 1 **Command Point** from the CP Supply, the Character assigned to the Quarterdeck gains 1 ⚡. If the Captain is on the Quarterdeck, they do not gain ⚡ for doing this (see Travel Round - Battle Stations!, page 33).

10 Helm (Navigation)

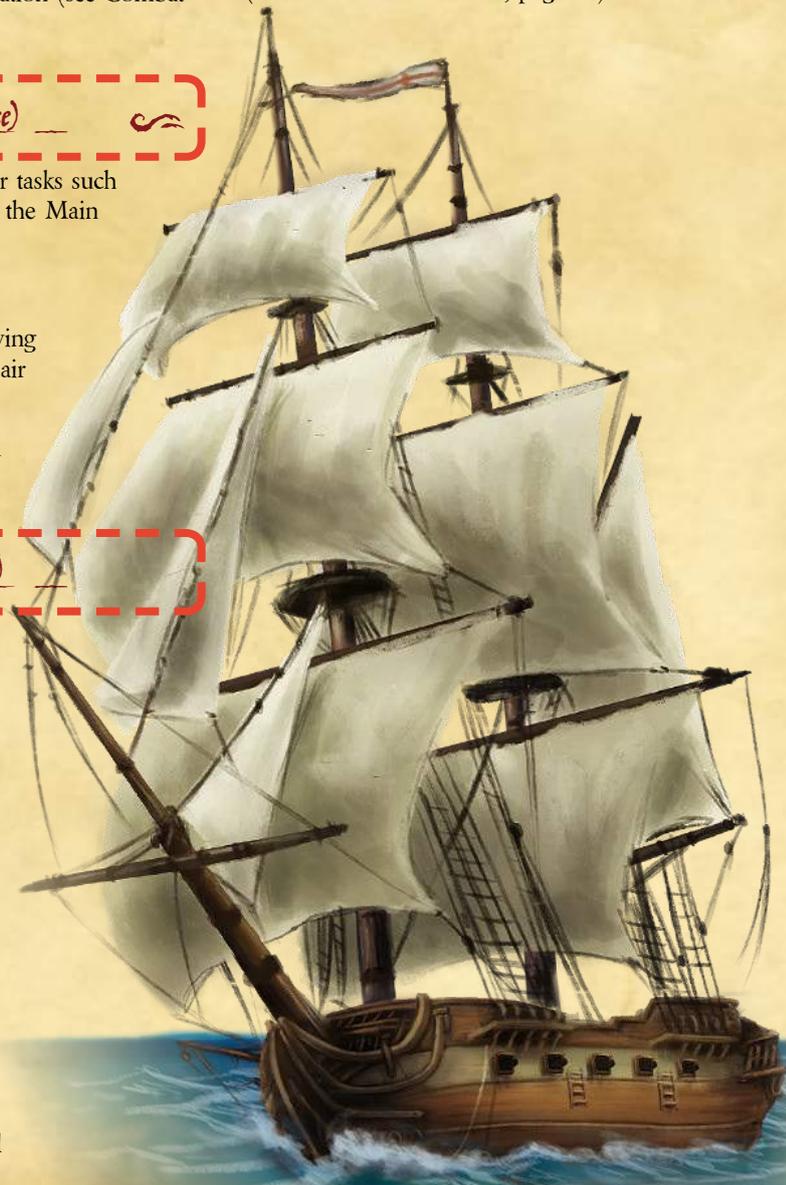
This post is essential for steering the ship through the dangerous waters at the Captain's orders.

- ◆ To move the ship, a Character must be assigned to this location.
- ◆ It only admits one Character.
- ◆ A Character at the Helm can make a Speed roll. If ☑, they gain 1 ⚡ (see Movement, page 34).

11 Sick Bay

During the Voyage, whenever a Character or ☹ is Knocked Out, they are immediately moved to Sick Bay (they are rescued by other crew members).

- ◆ A **Knocked-Out Character** loses all their ⚡. At the beginning of the next Crew Round, Characters placed on this location can make a 🎲 4 roll; if ☑, they discard 1 ☹. Also, if another Character takes a successful "Assist" action, they discard all their ☹.
- ◆ ☹ only recover from being Knocked Out when a Character takes a successful "Assist" action during the Call to Action step (see Crew Round - Assist, page 33).



Setup

1. Place the Sea tiles forming a single board made up of hexagonal spaces. Place the Pirate ship on the space indicated in the Campaign book. If there is no starting space, place it on Tortuga Island, the island located at the center with the scroll showing the letter "D".
2. Take the Goal tokens indicated in the Campaign book (usually 4, including the Goal "1" token). Shuffle and randomly place them face down on the spaces indicated in the Campaign book. Unless otherwise noted in the Campaign book, the goal of the Voyage is to find the Island with the Goal "1" token.
3. Place the Goods tokens face down near the game board, forming a supply.
4. On the Ship board, put the Clock on position "1". Place the Pirate Flag token on space 20 of the Morale track and the necessary Character tokens on space 0. They will be used to keep track of the Characters' Trust points.
5. Shuffle the Sea Event deck and place it face down on the table.

Players start the Campaign aboard a ship called "The Southern Lady". During the Campaign, they will be able to upgrade some of its main features or buy a new ship altogether. "The Southern Lady" has the following features:

Brigantine

6. Hold capacity: 7 (place one Impact token on column 8).
7. Sails: 3 (place one Impact token on space 4 of the Sails area).
8. Firepower: 3 cannons.
9. Combat Ability: 4.
10. Cargo: 2 Barrels of Rum and 3 Supplies.

In subsequent Chapters, players will be able to buy different Goods and Supplies at the Port in preparation for the next Voyage Phase.



The ship's crew, Characters (Allies and Pirates) and  start the Voyage in the Crew Quarters area of the Ship board.

Players must keep their **Character** and **Ally** cards nearby to check their Traits and keep track of their .

Read and follow the Setup instructions of the **Assignment** card held by the Captain (if any).

Voyage Phase: Gameplay

The Voyage Phase is made up of four different Rounds: Travel, Crew, Event, and Sea Enemies.

Travel Round

This is the basic measure of time for the Voyage Phase. Follow the steps below in order:

Time passes

The Captain must advance the **Clock** one step (skip on the first turn of the Voyage Phase).

- ◆ If the **Clock** is on the 5 or 6 spot, it is Nighttime.
- ◆ When the **Clock** makes a complete round, a full **Voyage Day** has passed and the Captain may spend one Supplies token. If they choose not to, roll 1d6 and reduce **Morale** by that many points.

At any point, the Captain may spend a Rum token (max. 1 per Voyage Day) to roll 1d6 and increase **Morale** by that many points.



Put the **Filtr** token on the indicated space of the Main Deck. If there is already a **Filtr** token there, rotate the token one step to show the next number in ascending order.

- ◆ If the **Filtr** token is already showing number III and you must add more **Filtr**, reduce **Morale** by 1 and do nothing else.

Battle Stations!

All Characters return to the Crew Quarters.  stay where they were the previous turn. Then:

- ◆ The Captain chooses a ship location and places their token on the corresponding space.
- ◆ In descending order of , each Pirate chooses an available location and places their token on a space of their choice.

In case of a tie, the Captain decides.

- ◆ Once all Pirates have been placed, the players that control any **Allies** assign them to ship locations (in the same order).
- ◆ Only one Character can choose to stay in the Crew Quarters to take a "Scheme" action later (see Call to Action - Scheme, page 34).
- ◆ At any time, the Captain may reassign one or more Characters to another location. Reduce **Morale** by 1 for each Character relocated this way.
- ◆ The Captain can use **Command Points** from their Supply (1 + the  of the Character assigned to the Quarterdeck, if any) to assign  to many different tasks. Each CP may be used to assign one  to an available location.



The Character on the Command Post gains 1  if the Captain spends at least 1 CP.

Crew Round

All Characters and  aboard are now ready to fulfill their duties. They will surely try to do their best to earn some  and perhaps attempt to take over the ship's captaincy. During their turn, each Character or  can only perform one task. If so indicated by the current Event, they may also have to roll for it.

Fatigue

Every time a  performs any of the actions below (except the "Move Goods" action), they become **Fatigued** (increase their **Fatigue** by 1). Rotate their token one step to show the next number in ascending order. If the  was already at level III, they become exhausted. Flip their token - they cannot perform any task until the Captain spends one **Command Point** to send them to the Crew Quarters to rest.

If a  does not perform any task, their **Fatigue** is not increased.

Call to Action

This term represents the different actions that are available to the Characters and  during the Voyage Phase. Each Character and  can take any of the following actions:

- ◆ **Assist**: a Character on the Main Deck can make an  4 roll. If , they gain 1 , and one **Knocked-Out**  or Character is fully healed. Discard all their  and return them to the Crew Quarters.
- ◆ **Spotting**: only one Character on the Crow's Nest can try to **Spot** while the ship is sailing. Characters can only take a "Spot" action if there is an unrevealed **Goal** token within a distance equal to or less than their . If they do, they gain 1  and the **Goal** token is flipped.
- ◆ **Cartography**: if the **Goal "1"** token has not been revealed yet, a Character on the Forecastle can make an  5 roll. For each , they gain 1  and place a  token on top of a **Goal** token of their choice. When the third  is placed on a **Goal** token, remove the  tokens and flip it (see **Goal** tokens, page 35).

- ◆ **Scheme:** only one Character that decided to stay in the Crew Quarters can choose to Scheme, or do nothing.

However, the Captain may get suspicious of a Character that decided to stay behind. If they want, they can assign one 🏴 to "Guard" the Crew Quarters.

Hidden from the Captain, the Character that is scheming takes a gold, silver, or copper 🍀 and keeps it in their closed hand. They may also choose not to take anything. If the Captain assigned a 🏴 to Guard duty, they do the same, trying to predict the scheming Character's intentions. On a count of three, both players reveal their hands simultaneously.

- ◆ If the scheming player's hand is empty, nothing happens. If both players show a coin of the same type, the scheming Character is caught! They lose 5 🍀 and cannot **Scheme** again during the current Voyage Phase.
- ◆ If players show different types of coins (or if the Captain did not assign a 🏴 to Guard), the Scheme is successful. Apply the following effects depending on the type of coin used:
 - ◇ **Gold coin - Raid:** the Character steals 1d6 + 3 🍀 from the Crew Booty (or as many as there are).
 - ◇ **Silver - Badmouth:** the Character gains 3 🍀.
 - ◇ **Copper - Lift:** the Character removes either a Rum token from the ship's Hold to recover all their 🍀, or a Supplies token to discard all their 🍀.

Peter decides to stay in the Crew Quarters. Captain 'Wolf Jones grows suspicious and decides to assign a 🏴 to Guard. In secret, they both choose a coin. Wolf Jones thinks Peter is going to badmouth him, so he takes a silver 🍀. On a count of three, both players open their hands at the same time. Peter is holding... a gold 🍀! The coins are different, so Peter is able to raid the Crew Quarters.

- ◆ **Mutiny:** a Character whose Character token (👤) exceeds the Pirate Flag token on the Morale track has the opportunity to Mutiny.

The Captain and the Character that called for the Mutiny must participate in it. Other players whose Character tokens are also higher than the Pirate Flag token may join in as well. All Characters involved in the Mutiny, except the Captain, will be referred to as the **Mutineers**.

- ◇ All Characters convert their 👤 into 🗳️ and place their Character tokens back on space 0 of the Morale Track. The Pirate Flag token also resets to space 20.
- ◇ The Captain and the Mutineers must now decide how much they want to bid for the captaincy. In secret, they may take one coin per every 10 🗳️ they have and keep them in their closed hands.
- ◇ The minimum bid for Mutineers to gain the captaincy is 1.
- ◇ On a count of three, all involved Characters reveal their hands simultaneously. The highest bidder becomes Captain and takes any Assignment cards from the former Captain.
- ◇ All players that made a bid lose 10 🗳️ per coin used.
- ◇ **Tiebreaker:** ties are resolved with a confronted 🎲 roll. The winner is proclaimed the Captain.

I

When the Character token of one of your Allies exceeds the Pirate Flag token, you immediately lose the captaincy and must play the scenario Annex I "Castaways".

- ◆ **Move Goods:** a Character or 🏴 may only take this action once during their turn. 🏴 do not become Fatigued due to this task, so a different action can also be taken on the same turn (Main Deck actions only).
 - ◇ If there is at least one 🏴 on the **Main Deck**, the Captain may choose to discard or relocate any number of **Goods or Cannon tokens**.
 - ◇ If there is no 🏴 but there is a Character on the Main Deck, they may discard/relocate a **Goods or Cannon token** with the Captain's permission.

Relocating means swapping two tokens around or moving one token to an empty space.

- ◆ **Clean:** if there is at least one 🏴 or Character on the **Main Deck**, they may rotate the Filth token one step back, or remove it completely if already at level I. Follow the order of priority below to resolve the "Clean" action:
 - ◇ If the Captain wishes and there is an available 🏴 on the Main Deck, the 🏴 takes the action first.
 - ◇ After that, if there is Filth left to clean, the Character assigned to the Main Deck (if any) can make an 🎲 5 roll. If 🟢, they gain 1 🗳️ and the amount of Filth is reduced one step.
- ◆ **Repair:** each 🏴 on the Main Deck can make an 🎲 5 roll. You may spend 1 Wood token to add +2 to this roll.
 - ◇ 🟢 Repair one Impact on the Sails or Hold.
 - ◇ A Character can make an 🎲 4 roll. 🟢 Gain 1 🗳️ and repair one Impact on the Sails or Hold.

Movement (Navigation and Maneuvers)

Only the **Captain** decides how and where to move the ship.

When moving, ships and Sea Enemies may spend their full or partial 🗳️, engage in Naval or Boarding combat, and then continue moving in the same turn.

- ◆ 1 🗳️ allows the ship to move 1 space in any of the three directions it is facing directly (in white on the hexagonal Ship token): **pro**w (front), **port side** (left), and **starboard** (right).
- ◆ The ship can also rotate in the same space to change the direction it is facing. Also, with 1 🗳️ the ship can make a 60° turn to the port side or starboard.

To move the ship in any way, there must be a Character assigned to the Helm.

The ship's  is determined by the following factors: the weight of the cargo stored in its Hold (**Cargo Ratio**) and the **Speed** roll, which is modified by the ability of the assigned Character(s) in using the sea currents (**Navigation**) and wind strength (**Maneuvers**) to their advantage. The maximum number of dice that can be rolled to move is 5.

- ◊ **Cargo Ratio:** the Hold shows the **Cargo Ratio** with a color-coded number (green, yellow or red). When players store Goods, Supplies, or Cannons in the Hold, occupy the green spaces first (Cargo Ratio = 2) and proceed towards the opposite end of the Hold. When the yellow spaces start to get filled, Cargo Ratio increases to 3, and then 4 (red spaces). A higher Cargo Ratio slows down the ship.
- ◊ **Navigation:** the Character assigned to the **Helm** roll 1d6 (plus Trait bonuses, if any). For each result greater than the **Cargo Ratio**, the ship gains 1 . If the Character obtains at least 1 , they gain 1 .
- ◊ **Maneuvers:** each Character and  assigned to the **Rigging** can roll 1d6 (plus Trait bonuses, if any). Each result greater than the Cargo Ratio is a success, and the ship gains 1 . If the Character(s) obtains at least 1 , they gain 1 .

The Captain always rolls for the . In that case, the ship gains 1  per , but no one gains .

The total number of  obtained in both Navigation and Maneuvers make up the **Speed** roll, which determines the ship's total .

Goal tokens

When the Pirate ship enters a space with an unrevealed **Goal token**, flip it to reveal if it is the Island of destination (**Goal "I" token**).

Spotting: at any time during the ship's , a Character assigned to the **Crow's Nest** may attempt to **Spot** the Island. To do this, the distance between the Pirate ship and the token must be equal to or less than their  (see Crew Round - Spotting, pages 30 and 33).

Characters may also flip Goal tokens with the "Cartography" action.

- ◆ If all **Goal tokens** except the Goal "I" token have been revealed, flip it immediately - no one gains .
- ◆ When the **Goal "I" token** is revealed, remove the other Goal tokens immediately - no one gains additional  for the tokens removed this way.

Landing on an Island

To land on an Island, the Captain must end the ship's  on a space with a scroll. There can be no Active Enemies on the board.

When the ship lands, do not draw a Voyage Event that turn. After landing, players can:



- ◆ **Explore:** the Captain assigns any number of ⚔ to Explore. Each Character (including the Captain) may also decide to take part in the exploration or stay aboard. Next, take the **Island Exploration** card.
- ◇ The Captain rolls 1d6 to determine the type of Island to explore - cross-reference the die result with the corresponding column.
- ◇ The Captain rolls 1d6 per ⚔ to determine what they find (check the corresponding row).
- ◇ The Characters participating in the exploration make a 🎲 roll, keeping their single best result. Then, they cross-reference the result with the findings row.
- ◇ If a Character finds Rum and/or Supplies, they gain 2 ⚡. If they do not find anything, they lose 1 ⚡. If they are 🚫 they lose 2 ⚡.
- ◇ All ⚔ return to the Crew Quarters and discard their Fatigue tokens.

	Island 1	Island 2	Island 3	Island 4	Island 5	Island 6
1	Remove ⚔	Remove ⚔	Knock Out ⚔	Knock Out ⚔		Knock Out ⚔
2	Remove ⚔	Knock Out ⚔	Knock Out ⚔			
3	Knock Out ⚔					
4						
5	1 Supplies	1 Supplies	1 Supplies	1 Supplies	1 Supplies	1 Supplies
6	1 Wood + 1 Supplies	1 Slaves + 1 Supplies	1 Rum + 1 Supplies	1 Wood + 1 Supplies	1 Slaves + 1 Supplies	1 Rum + 2 Supplies

Roll a die to determine the Island. Then, all participating Characters and ⚔ roll to explore. Check the chart above to find the outcome of each roll.
*If a Character finds some Goods, they gain 2 ⚡. Otherwise, they lose 1 ⚡. If they get Defeated or Knocked Out, they lose 2 ⚡ and receive 1 🚫.

- ◆ **Fulfill an Assignment:** as per the Assignment card's instructions, the Captain may start or end an Assignment on the Island.
- ◆ **Bury booty:** the Captain may decide to bury any part of the Crew Booty on the Island. Write down the Island's letter and quantity of 🎲 to be buried on the Record Sheet. If the ship returns to the same Island on future Voyages, the Captain can recover this booty.

If a Captain buries booty and loses the captaincy, and later the ship lands on the same Island again, they may take that booty and keep it to themselves.

The Captain can bury part or all the Crew Booty on one Island only.

Naval Combat

During the Crew Round, the Captain may choose to engage in Naval Combat with an Enemy.

- ◆ **Cannons:** the ship's Firepower is equal to the **number of cannons in the Hold**. The ship may fire its cannons against an Enemy if they are within **2 spaces or less** from the sides of the ship.

- ◇ To fire the **cannons of the Pirate ship**, a crew member must be assigned to the Gun Deck:
 - If it is a ⚔, the Captain rolls dice equal to the number of cannons. Then, the ⚔ becomes Fatigued.
 - If there is no ⚔ but one or more Characters, they roll 1d6 per Character per cannon (to a maximum of 3).
 - If there is a ⚔ and a Character, apply the Character's Trait bonuses (if any) to the ⚔ roll.
 - In all cases, each result higher than the Enemy's Speed rating inflicts one Impact. If the damage is inflicted by a Character, they gain 1 ⚡.
- ◇ **Enemy ships** roll dice equal to their **Firepower**. They obtain ✓ the success rating on their Enemy card.

When the Pirate ship or an Enemy inflicts damage, roll 1d6 for each ✓ and check the result with the Ship board or Enemy card. Notice the icons for each of the possible hit locations.



◆ Hit locations (Pirate ship):

- ◇ (1) **Impact on the Rigging:** reduce the ship's number of Sails by one. If there is a ⚔ or Character assigned to the damaged Sail, simply move them to the Crew Quarters.
- ◇ (2-3) **Impact on the Crew:** a ⚔ is immediately 🚫. Move them to the Sick Bay. The Captain chooses the affected ⚔.
- ◇ (4-6) **Impact on the Hold:** move the Impact token down one column on the Hold. If there are any Goods or Cannon tokens on the damaged column, discard them. If the Hold capacity reaches 1, the ship sinks.

◆ Combat Maneuvers (Optional Rules):

The following Combat maneuvers can really turn the tide of Naval combat for the Pirate ship, especially against other ships. These maneuvers can only be performed if there is at least one Character assigned to the Gun Deck.

- ◇ **Change type of shot:** by the Captain's order and before taking the "Fire" action, the standard cannon ammunition may be swapped for a different type currently available on the ship (grapeshot or chain shot - see Ammunition, page 44).
- ◇ **Dismast that ship! (regular ammunition):** if the Pirate ship is adjacent to another ship, a Character may choose to add -1 to the Firepower roll to immediately inflict an additional Impact on the Sails (if ✓).
- ◇ **Raking fire (regular ammunition):** if a ship (Pirate or Enemy) is able to draw a straight line from their shooting point that crosses through the opposing ship longitudinally (prow to stern, or vice versa), it automatically inflicts one additional damage on the Hold (if ✓ on the Firepower roll).

Boarding Combat

Boarding actions take place when the Pirate and an Enemy ship are on the same space or an Event card indicates it.

During Boarding combat, both ships stop moving (they are tied by two mooring lines, as depicted on the **Boarding board**).

Resolve Boarding combat completely before continuing with the Voyage Phase.

All ⚔ immediately stop performing their tasks. The Captain can now spend **Command Points** to relocate them to different ship locations, but they will only be able to perform the “Boarding Maneuver” action (on the **Gunwale**).

If there are no ⚔ or Characters assigned to the Gunwale, the Enemy rolls for attack normally, then the Captain allocates Impacts among the ⚔ assigned to the different ship locations. Characters cannot be wounded this way.

To resolve Boarding combat, use the **Boarding board**:

The Character(s) willing to support the ⚔ or **Board** the Enemy ship are placed on their respective spaces. There are also two spaces for Characters to use the **Swivel Guns** ①.

In the Enemy area, there are 10 spaces to place the **Boarding Enemies** ② BE (that also represent the Enemy’s **Combat Ability**).

Cover the spaces that will not be used with **No Exit** tokens.

- Whenever a BE is wounded, place 1 ⑥ token on their space.

- Whenever a BE is eliminated, place a **No Exit** token on their space.

During Boarding combat, the order of activation is:

- 1st) Characters on the Enemy ship.
- 2nd) Characters on the Pirate ship.
- 3rd) Combat between ⚔ and BE.
- 4th) If the Boarding combat is not over, the Characters decide if they want to move to another location. The Captain may then move the ⚔ (spending **Command Points**).

On each turn during Boarding combat, a Character can take one of the following actions:

- Operate the Swivel Gun:** only if the Character is on a Swivel Gun space - roll dice equal to your ⚔. For each result of 6, gain 1 ⚡ and inflict 1 ⑥ on a BE.

- Shoot from the Crow’s Nest:** only if the Character is on the Crow’s Nest - make a ⚔ 5 roll. For each ⚡, gain 1 ⚡ and inflict 1 ⑥ on a BE.

- Call to Arms:** only if the Character is on a **Boarding** space - add your ⚔ or ⚔ rating to a single ⚔ of your choice that has not already been supported by another Character this way. If the ⚔ obtains at least 1 ⚡, the Character gains 1 ⚡.

- Boarding Maneuver:** a Character assigned to a **Boarding** space can make an ⚔ 4 roll.

- ◊ If ⚡, they land on the enemy’s deck successfully. They can take another action immediately.

- ◊ If ⚡, they lose 2 ⚡ and are ⚔ until the end of the Boarding combat.

After a successful Boarding Maneuver, a Character can now take one of the following actions:

- ③ **Attack the Enemies Aboard:** make a ⚔ or ⚔ attack (player’s choice). For each result of 5 or 6, inflict 1 ⑥ on a BE.

Gain 1 ⚡ per ⚡. If ⚡, receive 1 ⑥.

In both cases, the Character stays on the Enemy ship’s deck unless they are ⚔.

- ④ **Cut the Line:** a Character aboard the Enemy ship has the ability to cut the mooring lines that keep both ships together.

They gain 1 ⚡ and place 1 ⑥ token on the mooring line space to indicate that it has been cut. When the second line is cut, all Characters aboard the Enemy ship are moved immediately to a location of their choice. The Pirate ship will be able to sail away on the next turn via ⚡ (as per normal rules).

- Combat:** Each ⚔ that is not ⚔ adds +1 die to your chosen attack rating, up to a maximum of 5 dice. Each result of 5 or 6 is a success.

The BE success rating is indicated on the Enemy’s description (Enemy or Event card).

All ⚔ and BE roll their dice and compare the number of ⚡ obtained. Place 1 ⑥ on the ⚔/BE per ⚡.

The Captain chooses how to allocate ⑥ on both sides. Each ⚔ and BE may receive 1 ⑥. If a ⚔ receives a second ⑥, they are ⚔ and immediately moved to Sick Bay. If a BE receives a second ⑥, it is defeated.

Outcome: Boarding combat ends in one of three ways:

- ◊ If all Enemy BE are defeated, they surrender and the Captain gains the appropriate reward (Morale, booty, etc).

- ◊ If all ⚔ are on Sick Bay (2 ⑥), the Captain must surrender.

- ◊ If a Character cut both mooring lines, the Pirate ship can try to escape on the next turn, ending the Boarding combat.



During Boarding combat, ⚔ do not get Fatigued.

When any of these situations is true, remove all Impacts from the ☉ that are not ☉. They stay at the Gunwale.

If the Enemy ship is successfully Boarded, as the final part of the Boarding combat step the Captain may order the crew to **Plunder**.

- ◆ **Plunder the Enemy:** the Captain assigns any number of ☉ to either Plunder the Enemy ship or Repair their own.

Each ☉ or Character can only take one of the following actions:

- ◇ **Plunder:** each ☉ assigned to **Plunder** can take exactly 2 Goods tokens or 1 Cannon token. Then, **if the Pirate ship's Hold has enough space left**, each Character assigned to Plunder can take exactly 1 Goods token and gain 1 ⚡. The number of Goods/Cannon tokens gained this way cannot exceed the current Hold/Firepower capacity of the Enemy ship.
- ◇ **Repair:** each ☉ assigned to Repair roll a die. On a result of 5 or 6, remove one Impact from the Sails or Hold. Each Character assigned to Repair can make an ⚡ 4 roll to remove one Impact from the Sails or Hold. If ☑, they gain 1 ⚡.

The ☉ act first, then the Captain, and then the rest of the Characters in descending order of ⚡. In case of a tie, the Captain decides.

All ☉ used this way become Fatigued.



Event Round

If the ship is not docked on an Island, draw an Event card and resolve it.

Some Events require players to roll dice. The Character(s) or ☉ that are currently at the ship's location shown on the card make the roll (☉ do not become Fatigued due to this).

If there is more than one Character on the location, the Captain decides who rolls.

Some Event cards may trigger the effects below:

Involuntary movement

The Pirate ship remains facing the same direction when it is forced to move by an effect.

- ◆ **Islands:** if the Pirate ship must move through an Island due to an effect, place it on the last coastal space of its movement. The ship receives 2 Impacts on the Hold.
- ◆ **Crash:** if the Pirate ship must crash against an Enemy due to an effect, place it on the last space adjacent to the Enemy before the crash. Both the ship and the Enemy receive 1 Impact on the Hold/Body.
- ◆ **Fog:** if the Pirate ship must move to a space outside the boundaries of the game board, place it on the last available sea space and immediately advance the Clock one step.

Generating Sea Enemies

During Daytime, an Enemy appears three spaces away from the Pirate ship in the direction the Clock is pointing. If there is a Character assigned to the **Crow's Nest**, they can decide to generate the Enemy normally or a number of spaces away equal to their ☉. In this case, they gain 1 ⚡.

During Nighttime, Enemies appear one space closer to the Pirate ship.

Roll 1d6 and check the result with the Clock. Place the Enemy's prow (front) facing the hexagon side that corresponds to the die roll.

Should a Sea Enemy appear on an Island space or outside the game board, nothing happens. In these cases, simply discard the Event card. A Character assigned to the **Crow's Nest** cannot force enemies to be generated on an Island space or outside the game board.

Once generated, take the Sea Enemy card and place Impact tokens on the Sails, Hold, and Crew on the indicated spaces (if necessary).



Sea Enemy Round

Sea Enemy card

1. **Name of the Enemy.**
2. **Speed:** indicates the number of dice to roll and the value that needs to be rolled to gain 1 ☞.
3. **Firepower:** indicates the number of dice to roll for Naval combat and the value that needs to be rolled to inflict 1 Impact.
4. **Combat Ability BE:** indicates the number of BE (Boarding Enemies) aboard and the value that needs to be rolled to inflict 1 Impact each.
5. **Hold/Body:** the amount of Impacts that a Sea Enemy can take before being defeated. Some Sea Enemies carry valuable cargo. If you want to gain that booty, try not to send your Enemy to the bottom of the ocean.
6. **Morale:** some Sea Enemies may affect your crew's Morale, increasing or decreasing it depending on the circumstances.
7. **Type:** Sea Enemies are divided into three types: Aggressive, Neutral and Passive.



The Galleon rolls 4 dice to determine movement. It needs results of 5 or 6 to get ☞. The Galleon rolls 2, 2, 4 and 5. It can only move 1 space.

Certain Sea Enemies (like the Watchtower or the Stone

The Captain always rolls for Sea Enemies.

Crab) may appear as a result of a Voyage Event card. They do not have an Enemy card. Use the corresponding token to represent them on the board. These Sea Enemies have the key word **Defense**.

Defense refers to the Enemy's Health as well as the value that players must roll on **Firepower** rolls to inflict Impacts. Every time one of these Enemies receives an Impact, place 1 Impact tokens on their card. When the number of Impact tokens equals their Defense rating, they are defeated (remove the Event card card and token from the board).

Area of Effect (AoE)

The **Area of Effect** of a Sea Enemy refers to the whole region up to 5 spaces away from it.

As long as the Pirate ship is within this area, the Enemy is considered to be **Active**.

If the Pirate ship escapes the Enemy's **AoE**, first reduce the crew's **Morale** by the amount indicated on the Enemy card (in red). Then, the Enemy becomes **Inactive**.



- ◆ An **Inactive Aggressive** Enemy moves 1 space towards the Pirate ship each turn.
- ◆ An **Inactive Neutral** Enemy stays on its space.
- ◆ An **Inactive Passive** Enemy moves 1 space towards its closest **Goal** each turn.

Movement and Attack (Active Enemies)

When a Sea Enemy is **Active**, roll dice equal to its **Speed**. It moves 1 space per .

◆ **Aggressive Enemies:** they actively seek out the Pirate ship at all times, either trying to board or sink it. When moving, they navigate to a position that allows them to use their full **Firepower**. After firing their cannons, if they have  left to use, they try to board the Pirate ship.

◆ **Neutral Enemies:** they do not take any action or  unless you attack them. From that moment onwards, they become **Aggressive**.

◆ **Passive Enemies:** they try to get away from the Pirate ship as fast as possible. If they are able to fire, they do it before moving. **Passive Enemies** never try to board the Pirate ship - their **Combat Ability** is only used for defense.

Defeating Enemies

A Sea Enemy whose **Hold/Body** is reduced to 0 is defeated. Increase the ship's **Morale** by the amount indicated on the Enemy card (in grey). Remove its token from the board.

A Sea Enemy whose **Speed** is reduced to 1 only rolls one die for .

A Sea Enemy whose **Combat Ability** is reduced to 0 is captured or surrenders. Increase the ship's **Morale** by the amount indicated on the Enemy card (in grey). Remove its token from the board.

Escaping from Enemies

If the Pirate ship escapes the Enemy's **AoE**, **reduce** crew **Morale** by the amount indicated on the Enemy card (in red).

Enemy description

On each Sea Enemy card you will find its attributes and main features. Let's check some of them in detail. If you **successfully Board** an Enemy ship, the number of **Goods** tokens gained by **Plundering** cannot exceed the current **Hold** capacity of the Enemy ship.

(**Neutral**) It does not move unless attacked. When it receives an **Impact**, it becomes **Aggressive** and will try to ram the Pirate ship.

If the Whale and Pirate ship are in the same space, the latter receives 2 **Impacts** on the **Hold**.

After the attack, the Whale moves away from the ship (to another space), and then tries to repeat the ramming action.

- ◇ The Whale receives one **Impact** for each successful attack against it.

◇ When the Whale's **Body** is destroyed, it is defeated. Gain 2 **Supplies** tokens and 1 random **Goods** token.

The Whale cannot be **Boarded**.

◆ **Whale:** "...several vessels reported to have encountered, at such or such a time, or on such or such a meridian, a Sperm Whale of uncommon magnitude and malignity, which, after doing great mischief to his assailants, had completely escaped them".

Excerpt from *Moby Dick*, by Herman Melville.

◆ **Ghost Ship:** (**Aggressive**) It cannot attack nor be attacked in any way. You must run away from it.

At the beginning of the **Ghost Ship's** turn, if the Pirate ship is within **AoE** (5 spaces), reduce crew **Morale** by 1. Otherwise, the Enemy is removed from the board.

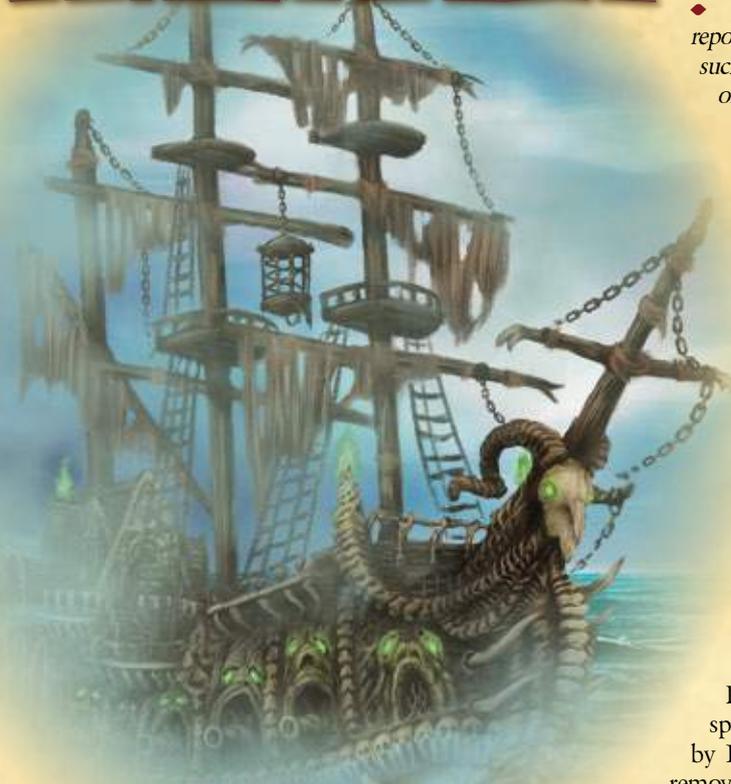
Within the **Ghost Ship's** **AoE**, it is always considered to be **Nighttime**.

◆ **Galleon:** (**Aggressive**) These are heavily armored ships.

◆ **Cutter:** (**Aggressive**) Swift vessels guarding the coastline.

◆ **Sea Monster:** (**Aggressive**) It does not face any particular direction and so can move to all 6 spaces adjacent to it. **Sea Monsters** spend their full **Speed** to reach the Pirate ship's space. At that time, they attack with their 4 tentacles:


In the case of the Ghost Ship, it is removed from the board.



- ◇ Roll 1d6 per functional tentacle. The Pirate ship receives one Impact for each result of 4 or greater.
- ◇ The Sea Monster receives one Impact for each successful attack against it.
- ◇ Sea Monsters cannot be Boarded but can be attacked with **Firepower** when they are located on the same space as the Pirate ship.
- ◆ **Merchant Ship: (Passive)** The goal of this ship is to reach the closest Island (N, S, E or W). If it manages to reach that Island's scroll space, it escapes successfully. Remove its token from the board.
- ◆ **Whirlpool:** This is a special type of Enemy that does not move and cannot be attacked or defeated. Unless otherwise noted, place the Whirlpool directly under the Pirate ship's token.

The Whirlpool remains in play until the end of the Voyage Phase.

At the beginning of the Sea Enemy Round, if the Pirate ship is adjacent to or on the same space as the Whirlpool, it receives one Impact on the Hold.

Also, if the ship is within AoE (5 spaces in a straight line), roll 1d6. On a result of 4, 5, or 6, the Pirate ship is pulled one space towards the Whirlpool.

While the Pirate ship is within AoE, add -1 to all dice results when rolling for ☉.

End of the Voyage Phase

The Voyage Phase ends immediately if all Characters are ☠, the Pirate ship is captured or sunk, or if it lands on the Island with the Goal "I" token after the Crew Round and no Active Enemies are on the board.

Knocked-Out Characters

If all Characters are on Sick Bay and the ship has not been sunk or forced to surrender, the players must decide to play one of the following scenarios: Annex I "Castaways" or Annex II "Cheating Death".

Surrender

During Boarding combat, if all ☹ are on Sick Bay, or the Captain decides to surrender, proceed to play the scenario Annex II "Cheating Death".

Sunk Ship / Mutiny

If the ship is sunk, proceed to play the scenario Annex I "Castaways".

If Morale reaches 0 and no Character has called for Mutiny, the crew revolts and leaves the Characters stranded on a deserted island. Proceed to play the scenario Annex I "Castaways".

Trust and Prestige

At the end of the Voyage Phase, all Characters convert their ☺ into ☑.

Allies do the same, and each Pirate that hired an Ally also gains half that number of ☑. If it is the Captain who hired an Ally, they do not get any additional ☑.



CHAPTER IX Port Phase

“To reach a port we must sail, sometimes with the wind, and sometimes against it. But we must not drift or lie at anchor.”

Port: that place where pirates can satisfy their needs. Port – that place where you can prepare yourself mentally and physically for the dangers of the Caribbean... that place where you can tell stories by the fireplace or play games of chance... where you will rest and heal up while listening out for rumors. You can repair your ship or – what the hell? – buy a new one! All this and more. Welcome, sailor, to the Port Phase.

Setup

1. Take the Port board out of the box along with the Character tokens for the players. Place the tokens on space 20 of the Time Track of the board.
2. Shuffle the 5 Event decks for the different locations, the Gear deck, the Rumor deck, and the Assignment deck. Place them next to the board.
3. Put aside the Rum and Brew cards.
4. Draw 8 cards from the Gear deck. They will form the Market deck, which is kept hidden for now.
5. Place the miniatures of the player-controlled Pirates on the ship.

Ahoy, landlubber, and don't ye worry... take a look at the pictures below and you'll start to see things clearer, even if you wear an eye patch like me, arrr! I've prepared a map of the Port Phase so you can have the most important things at hand whenever you need to have a look. Now you know how to set up the board, I'm gonna show you how the Port Phase is played, landlubber. Avast ye!



Goal

In the Port Phase, Pirates are free to explore the different locations on the map to learn new Traits, restore health, gamble, relax, etc. To do this, at the beginning of the phase, they receive 20 Time Units (⌚). But watch out! During that time, you'll have to visit locations, take actions and return to the ship. If you run out of ⌚ before returning to the ship, you lose 5 ⚓. For Tortuga!

Game flow: Actions and Events

The first Round starts with the Captain, followed by the Pirate with the most ⚓, then the next one, and so on. From the second Round onwards, turn order is determined by the amount of ⌚ spent, with the active player being the one that has the most ⌚ left to spend, continuing in descending order. This means that a Pirate cannot spend more ⌚ until all the other Pirates spend the same ⌚ or more. In case of a tie, the Captain decides.

	Captain	⚓ x12	⚓ x9
Round 1:	1st	2nd	3rd
	⌚ x17	⌚ x14	⌚ x18
Round 2:	2nd	3rd	1st

Blimey! You're right! I forgot to tell you what a ⌚ is! All that saltwater has started to go to my head!

A ⌚ is the time that a Pirate takes to move, take actions or learn new tricks. For instance, in the game, moving from a location to any other adjacent location costs 1 ⌚.

Everything takes time. Visiting people, learning new skills, gambling... So you better spend your time wisely - or you'll be stuck aground with all the other landlubbers!

During your turn, you can spend ⌚ to move and/or take an action, in any order.

But be careful, whenever you enter a new location, you must draw an **Event card** corresponding to that location and resolve it. If an Event card forces you to move to another location, you do not draw an Event card unless explicitly noted on the card.



If an event tells you to make a decision (“If you want/decide”), you may choose to resolve it or not. In any other case, you must resolve the event.

Events can remain in effect for some time. If an event shows the word **Persistent**, it means that it is not discarded and remains in play (even for several rounds).



turn ends immediately. If a Pirate runs out of ⚔ as a result of getting **Knocked Out**, they do not receive any ⚔ penalty for not returning to the ship in time.

◆ If you gain somebody’s **Approval**, you can reduce the cost of learning a Trait from that personality by 10 ⚔ and 10 ⚔ during the current **Port Phase**.

Some events show a **key word** written in italics and bold. When an event is drawn and it shares the same **key word** as a previously drawn event, a special effect is triggered and resolved as noted in the Event cards.

When a Pirate is **Knocked Out** due to an event effect, they lose 5 ⚔ and 5 ⚔. They are also moved to the ship, have all wounds discarded and their

◆ On the other hand, if you gain somebody’s **Dislike**, you cannot learn anything from them until the next **Port Phase**. If you gain their **Approval** and then their **Dislike**, the latter prevails.

So now you know how to play the Port Phase. Now, avast ye, my friend! It’s time to learn about all the different locations so you’ll know where to visit and what you need to get there. At one of these places, I got the eye patch and hook I’m sporting now!

Locations



“A safe harbour will shield you from the storms at sea.”

At the docks you can repair your ship or learn new shooter tricks. It’s a good place to improve your skills with the pistol and make some money!

◆ **Earn Salary:** Pirates can collect their salary at the Docks, spending 1 ⚔. The Captain’s salary is 50 ⚔, and also receives 100 ⚔ as **Crew Booty**. **Crew Booty** is not for personal use and can only be spent on general aspects of the group.

At this point, it is necessary to explain the difference between **Personal Booty** and **Crew Booty**.

◇ **Personal Booty:** coins gained by a Pirate during their adventures: Salary, Event effects, Schemes, etc. The player controlling the Pirate can spend their booty on anything they like.

◇ **Crew Booty:** booty gained by the Captain during Boarding, as a result of dealing with the Brotherhood, fulfilling Assignments, trading Goods, etc. It can only be used to repair the ship, hire ⚔, acquire upgrades, supplies or rum, or purchase a new ship.

◆ **Grace Jennings:** Pirates can visit **Grace Jennings** and talk about her legendary shooting skills. Spend 7 ⚔ and the corresponding amount of ⚔ and ⚔ to learn Shooter traits from her (see annex *Shooter Traits*).

Only the Captain can take the rest of the actions:

◆ **Relax:** the Captain can go relax with the Brotherhood on the Docks. Spend 1 ⚔ to either recover 1 ⚔ and discard 1 ⚔, discard two ⚔, or recover 2 ⚔. The Captain may spend more ⚔ to benefit from these effects multiple times.

◆ **Take Assignment:** the Captain can spend 1 ⚔ to draw an Assignment card. If they do not like it, they may choose to discard it and draw another Assignment card on a subsequent turn. As a general rule, the Captain may only have one active Assignment until it is fulfilled or they fail miserably like a landlubber.

◆ **Repair Ship:** the Captain may have the ship repaired by spending 1 ⚔ and paying the corresponding cost in ⚔, depending on what needs repairing: 50 ⚔ per Sail and 25 ⚔ per Impact on the Hold.

◆ **Trade:** the Captain may sell Goods obtained during the Adventure or buy Supplies and Rum in preparation for the next voyage. Spend 2 ⚡ and trade using the following table:

Goods	Price	Goods	Price
Gold & Jewelry	100 ⚡	Supplies	10 ⚡
Metal	50 ⚡	Rum	10 ⚡
Cloth & Spices	40 ⚡	Sugar	1d6 x 10 ⚡
Tobacco	30 ⚡	Wood	15 ⚡
Slaves	25 ⚡		

◆ **Upgrade / Buy Ship:** it's up to the Captain to either scupper the piece of junk they have for a ship and buy a new one, or upgrade their current ship. To buy a new ship, the Captain spends 1 ⚡ and pays ⚡ depending on the chosen type. These are the available ships:

Type of Ship	Starting Sails (max.)	Hold (max.)	Starting Cannons	Price	Speed
Schooner	4(5)	6(8)	2	150	+1
Brigantine	3(6)	7(9)	3	200	
Frigate	2(7)	8(10)	4	250	-1

Some of the attributes show two values. The first value is the ship's starting attribute; the second value indicates to what extent it can be improved.

To improve the ship, spend 1 ⚡ and pay ⚡ as required by the upgrade. The Captain may spend more ⚡ to keep upgrading the ship, paying the cost in ⚡ for each new upgrade. Upgrades can transform your rusty old sinker into a force to be reckoned with and a better place to live and sail across the seven seas:

◆ **Extend Hold (50 ⚡):** increase the capacity of your ship's Hold by 1. Do not forget to check the maximum Hold capacity allowed by your current ship.

◆ **Bilge Pump (100 ⚡):** once per turn, the Captain can use the bilge pump with a ⚡ to reduce the Filth onboard. The ⚡ does not get a Fatigue token. A Character that operates the pump adds +1 to their 🎲 roll to rotate a Filth token one step back.

◆ **Diving Bell (70 ⚡):** on the following turn after an Enemy ship is sunk, the Captain can use the Diving Bell to recover some Goods from the wreckage. The Captain, or a Pirate designated by them, may make a 🎲 roll 4 (🟢) during the "Call to Action" step. If successful, the Pirate gains 2 ⚡ and draws 3 Goods tokens, discarding any Supplies, Slaves and Tobacco tokens (draw replacements for these). Otherwise, the Character gets 1 ⚡ and returns to the ship with only 1 Goods token.

◆ **Cannon (100 ⚡):** a new Cannon token is added (max. 5).

◆ **Signal Codex (70 ⚡):** during the next Voyage Phase, the Captain may choose to use this upgrade once (and only once) immediately after an Enemy ship appears (Passive or Aggressive), or during the preparation for an Assignment that requires an Enemy ship. At the time of using it, the Pirate ship must be outside the Area of Effect of any other Enemy ship that is not the target. If all of this is true, the Aggressive/Passive Enemy ship is now considered to be a Neutral Enemy, as long as the following requirement is met: the Pirate ship cannot attack any other Enemy ship while inside the AoE of the Signal Codex's target ship. If it does, the target is alerted and reverts back to its original status as Aggressive/Passive Enemy ship.

◆ **Ram (60 ⚡):** if the Pirate ship enters a space with an Enemy, the Captain may choose to use the Ram against it. The Enemy immediately receives 1 Impact on the Hold/Body. The Character that is at the Navigation Post now makes a 🎲 4 roll. If successful, the Pirate gains 1 ⚡. Otherwise, the Pirate ship receives 1 Impact on the Hold.

◆ **Mortar (100 ⚡):** the Captain may acquire a single mortar for the Pirate ship's Main Deck. The mortar allows a Pirate, located on the corresponding space, to shoot at an Enemy 2/3 spaces away with 2 dice.

◆ **Ammunition (30 ⚡):** there are two types of cannon shots. Before firing, the player must announce what kind of ammunition it is being used.

a) **Chainshot:** can be shot once per Naval combat from the Artillery Post. After rolling and determining Impacts, the Character on the Artillery Post may decide to allocate one Impact on the Sails.

b) **Grapeshot:** can be shot once per Naval combat from the Artillery Post. After rolling and determining Impacts, the Character on the Artillery Post may decide to allocate one Impact on the Deck.

◆ **Auxiliary Sail (100 ⚡):** increase the capacity of your ship's Sails by 1. Do not forget to check the maximum Sail capacity allowed by your current ship.

Docks

Repair Ship: 1 ⚡
Repair 1 Impact taken during the Voyage each time you pay the cost.
Condition: Sails 50 ⚡, Hold 25 ⚡.

Upgrade/Buy Ship: 1 ⚡
Upgrade your current ship or buy a new one (see charts).

Take Assignment: 1 ⚡
Gain a card from the Assignment deck.

Relax at the Brotherhood's HQ: 1 ⚡
Take a rest to either recover 2 ⚡, discard 2 ⚡, or recover 1 ⚡ and discard 1 ⚡.

Earn Salary: 1 ⚡
Gain your hard-earned salary (the Captain gains 50 ⚡ + 100 ⚡ as Crew Booty).
Condition: Only once, if the Adventure was successful.

Grace Jennings: 7 ⚡
Learn Shooter traits from those available at the Port.
Condition: Pay the cost.

Trade: 2 ⚡
Buy or sell goods obtained during the Voyage and Adventure Phases at the following rates:

Goods	Price
Gold & Jewelry	100 ⚡
Metal	50 ⚡
Cloth & Spices	40 ⚡
Tobacco	30 ⚡
Slaves	25 ⚡
Supplies	10 ⚡
Rum	10 ⚡
Sugar	1d6 x 10 ⚡
Wood	15 ⚡



“After a bad time at sea, any port looks good.”

At the market square you can find the rum we pirates like so much, learn new abilities to become an expert thief, or simply get yourself a hook and give me a run for my money!

◆ **Stock Up:** Pirates can spend 1 ⚡ to buy any number of Rum and/or Brew cards.

◆ **Haggle:** spend 1 ⚡ to buy any number of cards from the Market deck (don't be a scallywag and pay the price!). If you are the Captain, draw 4 additional Gear cards that are kept hidden from the other players. When this deck is empty, do not form a new one. You can also use this action to sell non-starting Gear at half its value, rounded down.

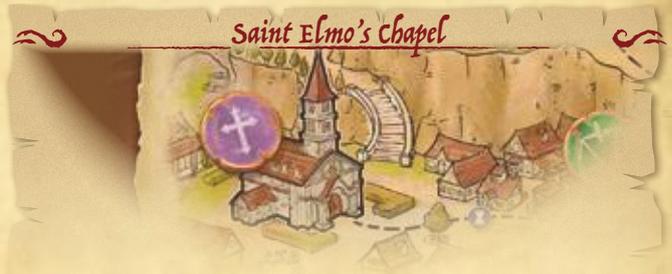
◆ **Order Equipment:** spend 2 ⚡ to look for any card in the Gear deck, pay the cost and remove it from the deck. During the next Port Phase, gain that card when you visit the Market Square (without spending ⚡).



◆ **Maggie:** keep an eye out when visiting Maggie because she is an incorrigible thief, but you can spend 7 ⚡ and the corresponding amount of ⚡ and ⚡ to stay by her side and learn Rogue traits (see annex *Rogue Traits*).

◆ **Prosthesis:** try to look like me by buying a prosthetic limb. Spend 1 ⚡ and 10 ⚡ to get yourself a brand new limb and remove some of the penalties from a Permanent wound. These items are not represented by cards, you should note them down on your record sheet.

- a) **Hook:** if you have a Permanent hand wound, you can purchase a hook that doubles as a ⚔ weapon and inflict 1 ⚡.
- b) **Eye patch:** if you have a Permanent eye wound, you can purchase an eye patch that increases your ⚡ by 1.
- c) **Pegleg:** if you have a Permanent leg wound, you can purchase a pegleg that lets you recover 1 ⚡.



“St. Elmo – patron saint of sailors.”

Here at the chapel a pirate can confess his sins or seek atonement for the souls of those who died under his sword. Come now, sailor, it's time to rest your body and soul.

◆ **Charity:** you can spend 1 ⚡ and 2 ⚡ in the Chapel to give money to charity. This lets you discard 1 ⚡ or recover 1 ⚡.



◆ **Atonement:** if you are Cursed, you can spend 1 ⚡ and some ⚡ to atone for your sins. Choose your penance and follow the instructions precisely. During the next Port Phase, come back to the Chapel to get rid of the Curse condition:

- a) Penance for the **Greedy:** pay 40 ⚡. During the next Adventure Phase, you may not gain any rewards from Fallen Enemy tokens.
- b) Penance for the **Wroth:** pay 20 ⚡. During the next Adventure Phase, you may not take any offensive actions against an Enemy that has not attacked you earlier.
- c) Penance for the **Prideful:** pay 30 ⚡. During the next Adventure Phase, you may not gain ⚡ when defeating Enemies.

◆ **Jérôme Feuillet:** meet one of the most intelligent people I have ever encountered, **Jérôme Feuillet**, doctor and thinker. Spend 7 ⚡ and the corresponding amount of ⚡ and ⚡ to learn Educated traits from him. They will surely come in handy during your short-lived sailing career (see annex *Educated Traits*).

◆ **Marie Laveau:** and lastly, you can also meet the witch, **Marie Laveau**. Much has been said about her in the darkest corners of our docks. She is said to have powers beyond human understanding and that she is a master of voodoo magic. True sailors do not believe in such hogwash, but if you are a gullible lamb, spend 7 ⚡ and the corresponding amount of ⚡ and ⚡ to learn Mystic traits from her. Keep in mind, though, these are not within everyone's reach... (see annex *Mystic Traits*).



“Yo-ho-ho and a bottle of rum!”

What better place for a pirate than the tavern? Good fun, hot food, betting, and a good drink if you've got the coin. But, then again, that's why you became a pirate now isn't it? To spend your booty!

◆ **Tell a Story:** like the mighty fine Pirate you are, you always enjoy telling stories by the fireplace with an ale in your hand. Spend 2 and make a 6 roll. If successful, gain equal to the difference between your roll and 6. Before rolling, you can spend up to 3 to add +1 to your roll (per coin).

◆ **Hire Ally:** the Tavern is the perfect place to recruit some help. A free round of ale makes everyone listen to what you have to say. Spend 3 , choose any Ally of your liking and make a confronted roll against that Ally. If successful, pay their salary and cost to hire them - as long as there is space in your crew (max. 5 Pirates and/or Allies).

◆ **Listen to Rumors:** when the ale runs over, everyone is ready to talk. Spend 2 and make a 5 roll. If successful, draw one Rumor card and decide if you want to keep it or discard it. Should you keep it, you cannot draw more Rumor cards until it is fulfilled or you fail miserably like a landlubber. If you fulfill it, gain the reward the next time you come back to Tortuga Island.

◆ **Gerrit Jensen:** be careful if you run into Gerrit Jensen. Since he was a child, he's had to fight to survive the streets. Nobody uses their fists better than him. Spend 7 and the corresponding amount of and to stay by his side and learn Rowdy traits (see annex Rowdy Traits).

◆ **Hire:** only the Captain (rank, my friend, rank!) may hire a Group of pirates . Being a trustworthy and widely known Captain really pays off, so who better to persuade people to join them? The Captain can spend 1 and 30 from the Crew Booty to add 1 to the ship's crew.

◆ **Play a Game of Chance:** what would life be without a bit of gambling? Spend 1 and choose one of the two available games. In the first game (table A), you can wager 2 to 6 on a successful 4 roll. If you win, gain 1.5x your bet (rounded down). Example: if you bet 5 and win, you gain 7 (5+2). In the second game (table B), you can wager 1 to 5 on a successful 5 roll. If you win, gain double your bet.



“Lust will swallow you up faster than the sea.”

Great pleasure and delight await you at Madame Claude's mansion, but will make you forget how fast time flies. Each visit will cost you 7 . Fun, real fun, comes at a cost... unless you're the Captain. Madame Claude lets the Captain in for free. I know, sailor, I know... oh to be the Captain!

◆ **Betting:** one of the main attractions of the Mansion, especially if it is against your comrades! Spend 1 to bet between 10 to 25 on the success or failure (partial or total) of one of your fellow crew mates during the next Adventure Phase. If you are right, gain equal to double your bet when you visit the Mansion on the next Port Phase.

When you tell a story, if your end result is 9, minus 6 is 3. You gain 3 .

Tavern	Mansion
Listen to Rumors: Gain a card from the Rumor deck. Condition: 5 roll.	Entrance fee: Pay the cost to enter Madame Claude's Mansion and enjoy. 7
Hire Ally: Gain an Ally. There can never be 5 Characters in play (Pirates + Allies). Condition: roll.	Listen to Rumors: Gain a card from the Rumor deck. Condition: 4 roll. 2
Hire Group of Pirates: Gain +1 . Add it to your crew for the next Adventure Phase. Condition: Only the Captain and 5 Crew Booty.	Luxury Treatment: Recover all your and discard all your . 10 1
Gerrit Jensen: Learn Brawler traits from those available at the Port. Condition: Pay the cost.	Francisco Carranza: Learn Duelist traits from those available at the Port. Condition: Pay the cost. 7
Tell a Story: Gain equal to the roll - 6.	Betting: Gain double your bet if you win. Condition: Bet 10-25 on the or of a Pirate during the next Adventure. 1
Play a Game of Chance: Table A - : Gain equal to 1.5x your bet (rounded down). Table B - : Gain equal to 2x your bet. Condition: 4 or 5 roll. Table A = Difficulty 4 / Table B = Difficulty 5.	Loan: Gain 5 , plus another 5 for each additional or spent. Condition: max. one loan per Pirate. 1 1

◆ **Listen to Rumors:** the Mansion is also a great place to know what is going on everywhere. Spend 2 to make a 4 roll. If successful, draw one card from the Rumor deck and decide if you want to keep it or discard it.

◆ **Luxury Treatment:** spend 1 and pay 10 to recover all your and discard all your . What more could you want?

◆ **Loan:** if you are short on money, Madame Claude can give you a loan. Spend 1 and 1 to gain

5 . For each additional and/or you spend, Madame Claude gives you an extra 5 . During the next Port Phase, you must repay the loan to Madame Claude (and of course, you must also pay the 7 entrance fee, unless you are the Captain). Spend 1 and pay 6 for every 5 loaned. Otherwise, you gain the Debtor condition.

◆ **Francisco Carranza:** the famous fighter and gunman Francisco Carranza lives in the Mansion. Spend 7 and the corresponding amount of and to stay by his side and learn Duelist traits (see annex Duelist Traits).

CHAPTER X

Pirates: Classes and Traits

Each Pirate belongs to one or two classes that define their type of background knowledge and skills.

Pirates that belong to more than one class are known as “multiclass”. They have access to more Trait, but at a slightly increased cost as they are not specialists.

Prerequisites

Some Traits require certain conditions to be met before they can be obtained. These conditions include having a minimum value for an attribute or that the Pirate knows a certain skill, unlocking the new one.

Permanent wounds: if you receive a Permanent wound that lowers one of your stats below the Prerequisite of an already learned Trait, do not worry! You can still use it. However, if you want to learn a new Trait, your new stats must be taken into consideration in order to meet the Prerequisites.

Synergy

Some Traits have common bonds which make studying them easier. This is known as Synergy. Synergy also appears when a different Pirate in the group already knows the Trait that you wish to learn.

Master and apprentice

If a Pirate wants to learn a Trait and another crew member already knows it, its cost is reduced by 15  and 10 . In return, the Pirate that already knew it gains 5 . If there are several Pirates that know the Trait, the apprentice chooses which one gets the benefit.

This bonus stacks with any other Synergy created by some other Trait(s).

Trait cost

There are three categories:

1. 70  and 50  for Traits with low gameplay impact (occasional use).
2. 100  and 60  for Traits with medium gameplay impact (regular use).
3. 130  and 70  for Traits with high gameplay impact (reiterated use).

Single-class, specialized Pirates may obtain new Traits at a reduced cost.

Multiclass Pirates may obtain new Traits at a slightly increased cost.

Pirates may make an effort to learn Traits outside their available class(es) at a much greater cost; the only exception being the **Mystic traits** which can only be learned by Pirates with the

Mystic class.

Trait cost is shown as follows:

: X / X+15 / 1.5X | : X / X+10 / 1.5X

The first value is the cost for **Single-class Pirates**. The second value is the cost for **Multiclass Pirates**. The third value is the cost for Pirates outside the appropriate class.



Rogue trait - Elusive

Elusive

Prerequisite:  3

: 100 / 115 / 150 | : 60 / 70 / 90

Your Pirate must have at least  3 to learn this Trait. For the Skipper, this Trait would cost 100  and 60 , since he belongs to the Rogue class only. For the Avenger, this Trait would cost 115  and 70 , since he is a Multiclass Character. And finally, the Lookout could learn this Trait (he has  3) but it would cost him 150  and 90 , since he does not belong to the Rogue class.



Rogue Traits

Maggie teaches Rogue traits at the Market Square.

Pounce

Prerequisite: 4

Synergy: If you have the **Acrobat** trait, reduce cost by 10 .

: 100 / 115 / 150 | : 60 / 70 / 90

After a “Jump” action, if you land on a space adjacent to an Enemy, you can spend 1 to immediately make a attack. If , in addition to causing regular damage, the Enemy is **Knocked Down**.

Acrobat

Prerequisite: 4

: 100 / 115 / 150 | : 60 / 70 / 90

If you are adjacent to an Enemy, you can make a “Jump” action. Make a confronted roll. If successful, move to any empty space adjacent to the Enemy; also, if you spend 1 additional , you can also Break Away. If , you are **Stunned** and remain in your space.

Charlatan

Synergy: If you have the **Eloquent** trait, reduce cost by 10 .

: 100 / 115 / 150 | : 60 / 70 / 90

Permanently gain 1 . After defeating an Enemy, if you spend 1 , double the reward.

Eloquent

Synergy: If you have the **Charlatan** trait, reduce cost by 10 .

: 70 / 85 / 105 | : 50 / 60 / 75

Whenever you Insult, choose one or more adjacent Enemies to add 1 die to your next attack against them.

Elusive

Prerequisite: 3

: 100 / 115 / 150 | : 60 / 70 / 90

You win ties on confronted rolls, as long as you get at least one . Also, you may spend 1 after making an roll to add +1 to it.

Expeditious

Prerequisite: 3

: 100 / 115 / 150 | : 60 / 70 / 90

You can move diagonally even if there are obstacles that block movement (walls or red lines). Also, add +1 to your rolls when taking the “Break Away” action.

Play Possum

: 70 / 85 / 105 | : 50 / 60 / 75

If you receive more than 1 from a single attack without getting , you may choose to get **Knocked Down** and play possum. Enemies ignore you until you decide to stand up during any of the subsequent Incident Rounds.

Supplier Voyage

: 130 / 145 / 195 | : 70 / 80 / 105

If the Captain spends a Supplies or Rum token, you can make an 5 roll. : the token is not discarded and you gain 2 .

Watchful Voyage

Prerequisite: 3

: 130 / 145 / 195 | : 70 / 80 / 105

At the beginning of the **Voyage Phase**, choose and gain a Voyage trait of any Pirate aboard the ship until the end of the Phase.

Cautious

: 70 / 85 / 105 | : 50 / 60 / 75

At the beginning of the **Enemy Round**, if you are not adjacent to Enemies, you can spend 1 to move up to 5 spaces. If several players want to use this Trait at the same time, only the Pirate that played last during the **Character Round** can do it.

Cat-like Reflexes

Prerequisite: 4

: 100 / 115 / 150 | : 60 / 70 / 90

Once per turn, after being attacked with , you can make an 5 roll. If , ignore the attack.

Pickpocket

Prerequisite: 3

: 70 / 85 / 105 | : 50 / 60 / 75

Once per turn, if you are adjacent to an Enemy that is adjacent to another Character, you can spend 1 to get a **Fallen Enemy** token from the supply.

Chicken Jump

: 70 / 85 / 105 | : 50 / 60 / 75

The “Jump” action only costs you 1 . Also, if you fail when Jumping over a chasm, you clumsily land on the other side. Receive 1 and continue your turn normally.

Stealth

Prerequisite: 4

: 130 / 145 / 195 | : 70 / 80 / 105

To use this Trait, you cannot be within **LoS** of any Enemy. Once per turn, you can make an 4 roll. If , you gain **Hidden**. Also, you can move through spaces with adjacent Enemies freely.

Trickster

Synergy: If you have the **Rascal** trait, reduce cost by 10 .

: 70 / 85 / 105 | : 50 / 60 / 75

The cost of Gear cards and **Allies** is reduced in half. Also, your salary is increased by 5 .

Treacherous

Prerequisite: **Stealth**

☉: 100 / 115 / 150 | ☑: 60 / 70 / 90

If you are **Hidden**, you can make a ☑ attack ignoring your Enemy's defense roll. If you do, you are no longer **Hidden**.

Cheater

☉: 70 / 85 / 105 | ☑: 50 / 60 / 75

When you are attacked with ☑, you can reroll one Enemy die and keep the second result.

Rascal

Synergy: If you have the **Trickster** trait, reduce cost by 10 ☉.

☉: 70 / 85 / 105 | ☑: 50 / 60 / 75

During the **Port Phase**, you can draw an additional Event card when you visit the **Market Square** or **Tavern**. Choose one and discard the other.

Money-grubber

☉: 70 / 85 / 105 | ☑: 50 / 60 / 75

Whenever you **Loot**, you can spend 1 ⚡ to double the ☉ obtained by the **Fallen Enemy** token.

Duelist Traits

Francisco Carranza teaches Duelist traits at Madame Claude's Mansion.

Ambidextrous

Prerequisite: ☑ 4

Special: If you have lost your dominant hand, you can ignore the Prerequisite to learn this Trait. Also, pay 70 ☉ and 50 ☑ regardless of your class(es).

☉: 100 / 115 / 150 | ☑: 60 / 70 / 90

Ignore penalties when using your weak hand in ☑.

Riposte

Synergy: If you have the **Fencing** trait, reduce cost by 10 ☉.

☉: 100 / 115 / 150 | ☑: 60 / 70 / 90

During ☑ and after rolling the dice, you can spend 1 ☑ to exchange one of your results for one of the Enemy's.

Counter-attack

Synergy: If you have the **Fencing** trait, reduce cost by 10 ☉.

☉: 100 / 115 / 150 | ☑: 60 / 70 / 90

If you successfully defend a ☑ attack, you can spend exactly 1 ☑ to swap both rolls around (i.e., your defense roll becomes your attack roll and the Enemy's attack roll becomes their defense roll).

Seasoned

Prerequisite: **Fencing**

☉: 130 / 145 / 195 | ☑: 70 / 80 / 105

You win ties when attacking with ☑ (at least 1 ☑). Apply the weapon's damage once.

Facecrippler

Prerequisite: **Fencing****Synergy:** If you have the **Precise Slash** trait, reduce cost by 10 ☉.

☉: 70 / 85 / 105 | ☑: 50 / 60 / 75

You can spend 1 ⚡ after a successful attack with **Sword** or **Dagger** against a human **Enemy**. If you do, inflict only 1 ☑ and gain +1 ☑.

Fencing

☉: 100 / 115 / 150 | ☑: 60 / 70 / 90

Add +1 to your ☑ rolls with **Swords** and **Daggers**.

Quick Thrust

Synergy: If you have the **Fencing** trait, reduce cost by 10 ☉.

☉: 100 / 115 / 150 | ☑: 60 / 70 / 90

If you inflict a critical hit with a **Sword** or **Dagger**, recover 1 ⚡.

Feint

Synergy: If you have the **Fencing** trait, reduce cost by 10 ☉.

☉: 70 / 85 / 105 | ☑: 50 / 60 / 75

If you inflict a critical hit with a **Sword** or **Dagger**, instead of inflicting 1 extra ☑, you can add -1 to the **Enemy** defense roll.

Finishing Strike

☉: 130 / 145 / 195 | ☑: 70 / 80 / 105

If you attack with ☑ against a **Stunned** or **Knocked-Down** **Enemy**, they do not roll for defense.

Skirmisher

Prerequisite: **Fencing**

☉: 100 / 115 / 150 | ☑: 60 / 70 / 90

Ignore the -1 penalty to your consecutive attack rolls.

Deck Officer

Voyage

☉: 130 / 145 / 195 | ☑: 70 / 80 / 105

Add 1 die, in addition to your ☑ or ☑, to your **Call to Arms** rolls during **Boarding** combat.

Opportunist

☉: 100 / 115 / 150 | ☑: 60 / 70 / 90

If an **Enemy** passes through a space that is adjacent to you and does not stop to attack you, you can spend 1 ☑ to automatically inflict as many ☑ as indicated by your weapon.

Parry

Synergy: If you have the **Ambidextrous** trait, reduce cost by 10 ☉.

☉: 100 / 115 / 150 | ☑: 60 / 70 / 90

Add 1 die to your ☑ defense rolls as long as you are equipped with one weapon on each hand.

Lunge

Synergy: If you have the **Fencing** trait, reduce cost by 10 🍀.

🍀: 70 / 85 / 105 | 🗡️: 50 / 60 / 75

In addition to causing an extra 🗡️, if you inflict a critical hit with a Sword, you can immediately occupy the Enemy's space. Move the Enemy to an adjacent empty space or chasm in the direction of your movement. If there is no empty space or chasm available, the Enemy is **Knocked Down** instead.

Spinning Strike

Prerequisite: **Double Slash**

🍀: 100 / 115 / 150 | 🗡️: 60 / 70 / 90

If you are equipped with two 🗡️ weapons, you can make a single 🗡️ attack (-1 die) against all adjacent Enemies.

Double Slash

Prerequisite: **Ambidextrous**

🍀: 130 / 145 / 195 | 🗡️: 70 / 80 / 105

Once per turn, if you are equipped with two 🗡️ weapons, you can spend 3 🍀 to make a single 🗡️ attack. Each 🗡️ inflicts both of your equipped weapons' damage simultaneously.

Precise Slash

🍀: 70 / 85 / 105 | 🗡️: 50 / 60 / 75

In any Phase, during 🗡️, you can reroll one of your dice and keep the second result.

True Mastery

Prerequisite: **Fencing**

Synergy: If you have the **Lunge** trait, reduce cost by 10 🍀.

🍀: 100 / 115 / 150 | 🗡️: 60 / 70 / 90

Every time you make a successful 🗡️ attack, you can move one space into a space adjacent to your Enemy. This movement allows you to **Break Away** from Enemies without consequences. Also, you cannot be **Knocked Down**, unless you want to.



Educated Traits

Jérôme Feuillet teaches Educated traits at the **Chapel**.

Analytical

Synergy: If you have the **Insightful** trait, reduce cost by 10 🍀.

🍀: 130 / 145 / 195 | 🗡️: 70 / 80 / 105

You can spend 1 🍀 to make a 🎲 5 roll. If 🗡️, until the end of the turn, you can negate one of the special abilities of any one Enemy within LoS. Special abilities of the type "Ignore X" cannot be negated.

Quick-witted

Prerequisite: 🗡️ 4

🍀: 100 / 115 / 150 | 🗡️: 60 / 70 / 90

Reduce the cost of all Traits by 15 🍀 and 10 🗡️.

Knot-tying Voyage

Prerequisite: 🗡️ 3

🍀: 130 / 145 / 195 | 🗡️: 70 / 80 / 105

Add 1 die when rolling at the **Maneuvering Post**, including **Speed** rolls.

Carpenter Voyage

Prerequisite: 🗡️ 3

🍀: 130 / 145 / 195 | 🗡️: 70 / 80 / 105

Add +1 to your results when rolling to repair Impacts at the **Maintenance Post**.

Cartographer Voyage

Prerequisite: 🗡️ 3

🍀: 130 / 145 / 195 | 🗡️: 70 / 80 / 105

Add +1 to your results when rolling at the **Cartography Post**.

Command

🍀: 100 / 115 / 150 | 🗡️: 60 / 70 / 90

Once per turn, you can spend 1 🍀 to make a 🎲 5 roll. If 🗡️, one **Ally** under your control gets an additional action.

Bosun Voyage

Prerequisite: you cannot be the current Captain.

🍀: 70 / 85 / 105 | 🗡️: 50 / 60 / 75

You always start the **Voyage Phase** with 1 additional 🗡️ and your salary is increased by 10 🍀.

During the **Port Phase**, you can take Captain-only actions (except collecting the extra salary) as long as you get the current Captain's approval. Each time you do it, gain 1 🗡️.

If at any point you become Captain, this Trait is no longer active. Only one Pirate may learn this Trait.

Healing

Prerequisite: 🗡️ 4

🍀: 130 / 145 / 195 | 🗡️: 70 / 80 / 105

Once per turn, you can spend 3 🍀 to discard 1 🗡️ or make an adjacent Character discard 1 🗡️. When discarding another Character's 🗡️, you gain 1 🗡️ and they lose 1 🗡️, if possible.

Scout

Prerequisite: 🗡️ 3

Synergy: If you have the **Insightful** trait, reduce cost by 10 🍀.

🍀: 130 / 145 / 195 | 🗡️: 70 / 80 / 105

Whenever you **Explore**, you can draw an additional Tile token. Choose one and shuffle the other back into the corresponding pile. Also, each time you reveal a Tile, gain 1 🗡️.



Luminary

Prerequisite: 3

: 100 / 115 / 150 | : 60 / 70 / 90

You win ties on confronted rolls, as long as you get at least one .

Also, you may spend 1 after making an roll to add +1 to it.

Master Poisoner

: 100 / 115 / 150 | : 60 / 70 / 90

At the beginning of an Adventure, choose any one weapon you have. During that Adventure, it is considered to be **Poisoned** (it inflicts 1 additional .

Also, you can spend 2 to ignore Poison.

Medicine Voyage

Prerequisite: First Aid

: 130 / 145 / 195 | : 70 / 80 / 105

Add +1 to your results when rolling to recover a Knocked-Out Character or on the Maintenance Post.

Meteorologist Voyage

Prerequisite: 4

: 100 / 115 / 150 | : 60 / 70 / 90

Once per Voyage Day, you can ignore a Weather Event card and resolve it the next Round instead of drawing another Event card. If you do it, gain 1 .

Musician Voyage

: 130 / 145 / 195 | : 70 / 80 / 105

Once per Voyage Day and as your only action for this turn, you can make a 5 roll.

: your performance cheers everyone up: Increase **Morale** by 1 and gain 1 per point above the difficulty.

: you upset the crew with a mediocre performance: Reduce **Morale** by 1 and lose 1 .

Insightful

Prerequisite: 3

: 70 / 85 / 105 | : 50 / 60 / 75

If you take a successful "Search" action, you can draw an additional **Search** card. Choose one and discard the other.

Tactician

: 70 / 85 / 105 | : 50 / 60 / 75

At the end of the **Incident Round**, you can spend 1 . If you do, make a confronted roll against the player with Initiative. If , you gain 1 and the Initiative until the end of the turn.

Helmsman Voyage

Prerequisite: 3

: 130 / 145 / 195 | : 70 / 80 / 105

Add 1 die when rolling at the **Navigation Post**, including **Speed** rolls.



Mystic Traits

These Traits can only be learned by Pirates from the Mystic class. Thus, they only show one cost. **Marie Laveau** teaches Mystic traits at the **Chapel**.

Scourge

: 100 | : 60

At the beginning of an Adventure, choose any one weapon you have to bless it. It inflicts 1 additional until the end of the Adventure.

Blessed

: 130 | : 70

When taking the "Take a Breath" action, you can make an 5 roll. If , the Pirate flag does not advance. Otherwise, it advances one space as usual.

Clairvoyance Voyage

: 130 | : 70

Clairvoyance: Once per Round, you can reroll one of your rolls and keep the second result.

Conjuration

: 100 | : 60

Add +1 to your or rolls against supernatural Enemies.

Witch Doctor

: 100 | : 60

Whenever you use a **Brew** card, you can make an 5 roll. If , you can reuse the same Brew card a second (and last) time. Place 1 token on the card to denote it has been used once.

Devout

: 130 | : 70

Whenever you cast a spell that requires dice rolling, add +1.

Wind Mastery Voyage

: 130 | : 70

Add 1 die when rolling for **Speed**, even if you are not at the **Maneuvering** or **Navigation Post**. If you get at least one , gain 1 .

Chosen

: 130 | : 70

Permanently gain 1 extra .

Charm Crafting Voyage

☉: 100 | ⚡: 60

Even when carving a little wooden totem or an elaborate gris-gris, you are able to imbue your crafts with protective spells that prevent any misfortune. Once per Voyage Day, you can discard an Event card that has been drawn.

Totem Magic

Prerequisite: it listed on your Character card.

You have 4 Totem cards and 4 Totem spells linked to them to perform magic. At the beginning of an Adventure, choose a Totem to equip.

As long as a Totem is equipped, use the attributes shown on the Totem card instead of the Pirate's. You can only use the spell linked to the equipped Totem.

Most Totem spells require spending ☉. "The Wolf's Hunt" spell is an exception.

During your turn, you can change your equipped Totem by spending the indicated ☉; immediately apply its effects. Place the discarded Totem on the Recharge track of the Adventure board as if it were a spell. You may not use it again until it gets recharged.

Totem Magic II

Prerequisite: Totem Magic

☉: 100 | ⚡: 60

You can use up to two Totems at the same time. At the beginning of each Incident Round, you must decide if you want to keep the same two totems active or stop using them. In both cases, you lose 1 ⚡. If you run out of ⚡, you get 1 🔥.

Purge Voyage

☉: 130 | ⚡: 70

Once per Voyage Phase, you can make an ⚡ 5 roll. If ✓, a Cursed Character of your choice loses the condition and you gain 3 ⚡.

Eldritch

☉: 70 | ⚡: 50

When attacked with ☠, you can reroll one Enemy die.

Trance

☉: 130 | ⚡: 70

If you are on a Tile free of Enemies and forfeit your turn without spending any ☉, you can advance all your spells 1 space on the Recharge track.

Voodoo

Prerequisite: listed on your Character card.

At the beginning of each Adventure, you can choose 4 Voodoo cards (level 1) to use as stated on them.

Some Voodoo cards require spending ☉.

Once used, place the Voodoo card on the Recharge track of the Adventure board until the spell gets recharged.

Voodoo II

Prerequisite: Voodoo

☉: 100 | ⚡: 60

You can now add the level 2 Voodoo cards and choose 5 cards each Adventure.



Rowdy Traits

Gerrit Jensen teaches Rowdy traits at the Tavern.

Gun Port Boarding Voyage

☉: 70 / 85 / 105 | ⚡: 50 / 60 / 75

During Boarding combat, you can make an ⚡ 4 roll to Jump onto the Enemy ship from the Gun Deck. Pirates with this Trait get to roll before any other Pirates on the Gunwale.

Harpooner Voyage

☉: 100 / 115 / 150 | ⚡: 60 / 70 / 90

Once per Voyage Day, at the Main Deck and during the "Call to Action" step, you can make a ⚡ 5 roll to fish.t. If ✓, gain 1 ⚡ and one Supplies token.

Add 1 die when fighting against Beasts using the Artillery Post or Gunwale.

Intimidating

Synergy: If you have the Fighter trait, reduce cost by 10 ☉.

☉: 70 / 85 / 105 | ⚡: 50 / 60 / 75

If you inflict a critical hit while Unarmed or using a ☠ weapon, your Enemy is Knocked Down.

Sweeping Strike

Prerequisite: ⚡ 4

☉: 130 / 145 / 195 | ⚡: 70 / 80 / 105

Once per turn, if you are equipped with a two-handed ☠ weapon, you can make a single ☠ attack against all adjacent Enemies.

Braggart

☉: 70 / 85 / 105 | ⚡: 50 / 60 / 75

At the beginning of the Enemy Round, you can choose to become the Enemy's default target, even if you are not the closest Character to them. If several players want to use this Trait at the same time, only the Pirate that played last during the Character Round can do it.



Charge

Prerequisite: ⚡ 3

⚡: 100 / 115 / 150 | ⚡: 60 / 70 / 90

Whenever you **Run**, you can make a single ⚡ attack without spending ⚡.

Energetic

⚡: 130 / 145 / 195 | ⚡: 70 / 80 / 105

Permanently gain 1 extra ⚡.

Brawny

Prerequisite: ⚡ 3

⚡: 100 / 115 / 150 | ⚡: 60 / 70 / 90

You win ties on confronted ⚡ rolls, as long as you get at least one ⚡. Also, you may spend 1 ⚡ after making a ⚡ roll to add +1 to it.

Unstoppable

Synergy: If you have the **Fighter** trait, reduce cost by 10 ⚡.

⚡: 70 / 85 / 105 | ⚡: 50 / 60 / 75

You can spend 1 ⚡ to Push an adjacent Enemy by making a confronted ⚡ roll. If ⚡, move the Enemy to an empty space adjacent to their original position, in the direction of your choice.

Improvised Projectile

⚡: 70 / 85 / 105 | ⚡: 50 / 60 / 75

You always seem to find something to throw at your enemy's head. As long as you have a free hand, you always have at your disposal a throwing weapon with the following attributes:

Damage: 1 | Range: ⚡ | Optional critical effect: Stun

Tireless

⚡: 130 / 145 / 195 | ⚡: 70 / 80 / 105

When taking the "Take a Breath" action, you can make a ⚡ 5 roll. If ⚡, the Pirate Flag does not advance. Otherwise, it advances one space as usual.

Quick Hands

Prerequisite: ⚡ 3

⚡: 70 / 85 / 105 | ⚡: 50 / 60 / 75

Once per turn, after attacking with a throwing weapon, you can make a "Switch Equipment" action without spending ⚡ to equip another weapon.

Fighter

Prerequisite: ⚡ 4

⚡: 70 / 85 / 105 | ⚡: 50 / 60 / 75

Your successful **Unarmed** attacks inflict 1 ⚡ in addition to **Stun**. Roll 2d6 when defending Unarmed.

Stomp

⚡: 70 / 85 / 105 | ⚡: 50 / 60 / 75

You can pass through a Knocked-Down Enemy by spending 2 ⚡. If you do it, make a confronted ⚡ roll. Each ⚡ inflicts 1 ⚡ to the Enemy. If ⚡, you stop your movement on an empty space closest to the Enemy.

Endurance

Prerequisite: ⚡ 3

⚡: 100 / 115 / 150 | ⚡: 60 / 70 / 90

Endurance: You do not lose ⚡ when Wounded.

Survivor

Prerequisite: ⚡ 3

⚡: 100 / 115 / 150 | ⚡: 60 / 70 / 90

You can forfeit your entire turn to discard 1 ⚡.

Vengeful

⚡: 100 / 115 / 150 | ⚡: 60 / 70 / 90

At the beginning of your turn, spend 1 ⚡ and choose an Enemy that attacked and wounded you the previous round. Until the end of your turn, add +1 to your rolls against that Enemy.

Vigorous

Prerequisite: ⚡ 4

⚡: 130 / 145 / 195 | ⚡: 70 / 80 / 105

Your ⚡ weapons inflict 1 additional ⚡.



Shooter Traits

Grace Jennings teaches Shooter traits at the Docks.

Thick Bullets

⚡: 100 / 115 / 150 | ⚡: 60 / 70 / 90

You know a gunsmith that can provide you with larger caliber ammunition. At the beginning of an Adventure, choose between **Pistol** or **Rifle** weapons. If you are equipped with a weapon of the chosen type, inflict an additional ⚡.

Artillery Voyage

⚡: 130 / 145 / 195 | ⚡: 70 / 80 / 105

Add 1 die when rolling at the **Artillery Post** (including **Firepower** rolls) and also when using the **Swivel Gun** and **Mortar**.

Accurate

Prerequisite: ⚡ 3

Synergy: If you have the **Aim** trait, reduce cost by 10 ⚡.

⚡: 70 / 85 / 105 | ⚡: 50 / 60 / 75

During ⚡ attacks, you do not lose any dice if you shoot through Characters.

Constable Voyage

Prerequisite: **Artillery**, and you cannot be the current Captain.

☉: 70 / 85 / 105 | 🗡️: 50 / 60 / 75

After the Captain chooses their position, you can move immediately to the **Gun Deck**. If the Captain wants to reassign you to a different location, reduce **Morale** by 2 instead of 1. Your salary is increased by 5 ☹️. If at any point you become Captain, this Trait is no longer active.

Only one Pirate may learn this Trait.

Quickdraw

Prerequisite: 🗡️ 3

☉: 70 / 85 / 105 | 🗡️: 50 / 60 / 75

Once per turn, you can take a “**Switch Equipment**” action without spending ⚡ to equip a firearm.

Quick Shot

☉: 100 / 115 / 150 | 🗡️: 60 / 70 / 90

If you are not adjacent to Enemies, and an Enemy enters your Tile or room, you can spend 1 ⚡ to immediately make a 🗡️ attack.

Point-blank Shot

☉: 70 / 85 / 105 | 🗡️: 50 / 60 / 75

You can make 🗡️ attacks against adjacent Enemies (-1 die).

Running Shot

Prerequisite: 🗡️ 3

☉: 100 / 115 / 150 | 🗡️: 60 / 70 / 90

Whenever you **Run**, you can make a single 🗡️ attack without spending ⚡.

Crippling Shot

Synergy: If you have the **Aim** trait, reduce cost by 10 ☹️.

☉: 100 / 115 / 150 | 🗡️: 60 / 70 / 90

If you inflict a critical hit while using a firearm or throwing weapon, your Enemy is **Knocked Down**.

Piercing Shot

Prerequisite: **Thick Bullets**

☉: 70 / 85 / 105 | 🗡️: 50 / 60 / 75

If you draw **LoS** to an Enemy and there is a different Enemy adjacent (and in line), and they are both within range, you can try to hit them both with a single shot. If you inflict a critical hit with a firearm with “**Thick Bullets**”, in addition to the normal damage to the target, the Enemy in line suffers 1 🗡️.

Twin Shot

Prerequisite: **Aim**

☉: 130 / 145 / 195 | 🗡️: 70 / 80 / 105

If you are equipped with two 🗡️ weapons, you can make a single 🗡️ attack (-1 die) spending 3 ⚡. Each 🗡️ inflicts both of your equipped weapons’ damage simultaneously.

Eagle Eye

Prerequisite: 🗡️ 4

☉: 100 / 115 / 150 | 🗡️: 60 / 70 / 90

Once per turn, you can choose a Hidden Enemy within LoS and make a 🗡️ 5 roll. If 🗡️, you ignore the target’s Hidden condition until the next turn.

Aim

Prerequisite: 🗡️ 3

☉: 100 / 115 / 150 | 🗡️: 60 / 70 / 90

In any Phase, during 🗡️, you can reroll one of your dice and keep the second result.

Target Practice

Prerequisite: **Aim**

☉: 100 / 115 / 150 | 🗡️: 60 / 70 / 90

You can spend 1 additional ⚡ to add +1 to your 🗡️ rolls.

Fast Reload

☉: 70 / 85 / 105 | 🗡️: 50 / 60 / 75

You only spend 2 ⚡ when Reloading firearms.

Vigilant Voyage

Prerequisite: 🗡️ 3

☉: 130 / 145 / 195 | 🗡️: 70 / 80 / 105

Add 1 die when rolling at the **Observation Post**. Also, you can place Enemies one space closer to/farther from the ship. Also, gain an additional space when Spotting Goal tokens.

Special thanks

This game would have never existed without the help of all the people that were a part of the first project, and the best crew of all time: 909 backers that joined me in our first pirate adventure.

A few years later, and after sailing through thousands of ports, Skull Tales has grown and become what I always dreamt of - a game that makes people smile, creates a different kind of experience, and forges friendships beyond the boundaries of a table...

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“Los casi 300”

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Index

1 Welcome Aboard!2	Explore.....20	Six-sided dice.....29
Abbreviations.....2	Insult.....18	Voyage Event cards.....29
2 Game Modes3	Jump / Climb.....19	Filth token.....29
Campaigns.....3	Loof.....20	Prestige Point dials.....29
Chapters.....3	Magic.....22	Ship boards.....30
Chapter Phases.....3	Move.....18	Ship Locations (Posts)30
Thirst for Adventure (quick game).....3	Open Door.....21	Hold.....30
Lonely Buccaneers (solo mode).....3	Pick Up / Use / Drop.....21	Rigging (Maneuvering).....30
3 Components4	Push.....19	Forecastle (Cartography).....30
4 The Main Characters6	Revive.....21	Gunwale.....30
Pirates (playable Characters).....6	Reload Firearm.....18	Crew Quarters.....30
Allies.....7	Run.....18	Crow's Nest (Observation).....31
Enemies.....7	Search.....20	Gun Deck (Artillery).....31
5 Dice Rolls8	Switch Equipment.....21	Main Deck (Maintenance).....31
Difficulty rolls.....8	Take a Breath.....18	Quarterdeck (Command).....31
Confronted rolls.....9	Enemy Management22	Helm (Navigation).....31
Charisma rolls.....9	Generating Enemies.....22	Sick Bay.....31
Behavior rolls.....9	Enemy placement.....22	Setup32
6 How to Start9	Enemy behavior.....22	Voyage Phase: Gameplay33
7 Adventure Phase10	Enemy Movement.....23	Travel Round.....33
Components (Adventure).....10	Enemy Combat.....23	Crew Round.....33
Adventure board.....10	Defeating Enemies.....23	Event Round.....38
Tiles.....10	Special Abilities.....23	Sea Enemy Round.....39
Tokens.....10	Conditions24	End of the Voyage Phase41
Coins and Gems.....11	Stunned.....24	Knocked-Out Characters.....41
Cards.....11	Knocked Down.....24	Surrender.....41
Adventure Phase: Setup13	Poisoned.....24	Sunk Ship / Mutiny.....41
Adventure Sequence14	Restrained.....24	Trust and Prestige41
Incident Round.....14	Wounded.....24	9 Port Phase42
Character Round.....15	Hidden.....25	Setup42
Enemy Round.....15	Cursed.....25	Goal42
Combat.....15	Knocked Out.....25	Game flow: Actions and Events42
Melee combat.....15	Permanent Wounds.....25	Locations43
Ranged combat.....15	Retiring a Character.....26	Docks.....43
Attack Modes.....17	City Village26	Market Square.....45
Receiving Wounds.....17	City Village Enemies.....26	St. Elmo's Chapel.....45
Character Actions17	Roofs.....26	Tavern.....46
Attack.....17	Allies26	Madame Claude's Mansion.....46
Break Away.....19	Ally Actions.....26	10 Pirates: Classes and Traits47
	Wounds and Reviving.....27	Prerequisites.....47
	Pirate Flag token27	Synergy.....47
	End of the Adventure27	Master and apprentice.....47
	8 Voyage Phase28	Trait cost.....47
	Components28	Rogue Traits.....48
	Sea Tiles.....28	Duelist Traits.....49
	Pirate Flag.....28	Educated Traits.....50
	Character tokens.....28	Mystic Traits.....51
	Pirate Group tokens.....28	Rowdy Traits.....52
	Boarding board.....29	Shooter Traits.....53
	Goods tokens.....29	11 Credits55
	Cannon tokens.....29	
	Impact tokens.....29	
	Sea cards.....29	
	Sea Enemy tokens.....29	