Christian Marcussen's

Merchants & Marauders

Seas of Glory

Seas of Glory

Introduction

The Seas of Glory expansion is a module based expansion, letting you pick and choose the modules and variants you think will enhance your games. The modules are numbered and include an approximation of added play time and complexity. Overall, Seas of Glory is meant for Merchants & Marauders veterans with familiarity with the base game.

How To Use The Expansion

The new Captains, Rumors, Missions and Events can integrate with the base game without learning any new rules. However, many modules have new rules to remember and it is advised to introduce these into your games gradually. That way you get to familiarize yourself with how each module works. Playing with all the modules is possible and can be an epic experience, but doing so prematurely may increase the chance of forgetting things and having a sub-optimal experience.
The modules are numbered and generally ordered by complexity. Have fun!

Replacement Cards

Seas of Glory includes four replacement cards. The first printings of the base game had three Rumor Cards misprinted with the wrong icon. The fourth replacement card is for the "A Myriad of Goods" rumor, which makes it compatible with the Contraband module without being overpowered.

Credits

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Components

Boards

1 Weather Spinner

SPANISH TREASURE GALLEON

**CAPTAIN-GENERAL
DON JUAN ESTEBAN DE UBILLA**
Attack: 1 Spanish Bounty.
Defeat: 1 Bounty for every full 10 Gold + 1 Glory.
Win Crew Combat to claim the ship and its gold.

1 Treasure Galleon Board

4 Main Expansion Boards

4 Favor Boards

CREW LOYALTY
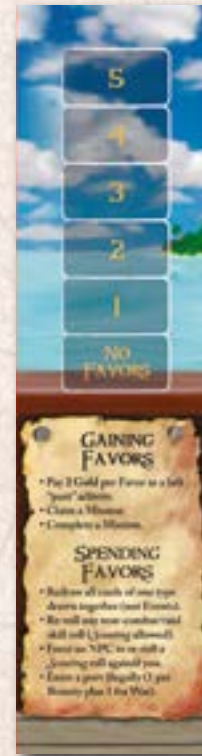
4 Loyalty Boards

Minis

**1 Treasure Galleon
(gold)**

**1 Pirate Man-o-War
(black)**

**5 Brigs
(1 black and 1 in each player color)**

TOKENS

1 Storm Token + Plastic Stand

17 NPC Upgrade Tokens

4 Home-Port Tokens + Plastic Stands

12 New Special Weapons

2 NPC Spawn Tokens + Plastic Stands

8 New Ship Mods

8 Extra Bounty Tokens

16 Location Tokens

6 Mission Tokens

CARDS

32 Contraband Cards

25 Rumor Cards

GOLDEN SHIPWRECK
A Spanish ship carrying newly minted coins is thought to be shipwrecked near San Juan.

San Juan
Sea-Zone
("scout" action)

If successful, you find the ship and recover 10 Gold. Regardless of your roll, the rumor has spread— all adjacent NPC ships move to San Juan.

TREASURE THIEF
You have found a map claiming to show the location of another captain's stash.

Home port on chosen player's Captain Card.
("port" action)

25 Mission Cards

THE CARTOGRAPHER
Earn: 20 Gold
Req: No English Bounty
Location: Bridgetown

Chart the South American coast. Use a "scout" action to make a successful *Scouting* check in these Sea-Zones: Trinidad, Caracas, Curaçao & Cartagena. (You may attempt this more than once per turn per Sea-Zone.)

Place 5 Gold in a Sea-Zone when successful. Claim all the gold and complete the mission when the 4th Sea-Zone has been successfully "scouted".

DELICATE CARGO
Earn: 5-20 Gold
Req: Influence check
Location: Tortuga

17 Captain Cards

GERIT VAN DER BORGHT
(Curaçao)
May re-roll a *Seamanship* roll once per Naval battle

JOHN KNOX
(St. John)
+1 *Seamanship* during Naval Combat when selecting the "shoot" action.

2 1 4 3

16 Event Cards

PIRATE BRIG
William Kidd
At the end of the turn:
Place the Pirate Brig in the Sea-Zone of St. Maarten.
Put this card on the board in place of the Sloop.
If the Pirate Sloop/Brig is already in play, then place this card on top of it.
REWARD: 10 Gold

2   4   2

DUTCH MAN-O-WAR
Admiral Abraham Crijnssen
At the end of the turn:
Place the Dutch Man-o-War in Sea-Zone of St. Maarten.
this card on the board.
ch Naval ship card is play, then place this o of it.

3

4 Galleon (Man. 1) Ship Cards

GALLEON
Toughness   4 5 4
Cargo

GALLEON
Toughness   4
Cargo   5
Crew   4
Cannons   4
Maneuverability 1

4 Brig Ship Cards

BRIG
Toughness   2 4 2
Cargo

BRIG
Toughness   2
Cargo   4
Crew   2
Cannons   2
Maneuverability 3

4 Replacement Cards

INDIAN TREASURE
Golden Indian artifacts are said to be hidden on a small island near Cartagena.

Cartagena
Sea-Zone
("scout" action)

If successful, you find the island and its 15 Gold treasure guarded by two "Crew" with *Leadership* 1. Fight them in Crew Combat. If you lose, your Captain is killed.

MAROONED
The infamous Captain Jake P. Price has been was Marooned on island near Havana.

Havana
Sea-Zone
("scout" action)
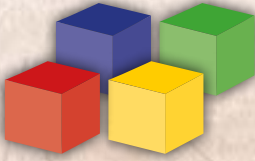
RULES

Rulebook

4 Player Aids

CUBES

12 Cubes for Favor, Loyalty and Flexible Turns

OTHER

Cloth Bag for Flexible Turns or Token Draws

3

Rumors, Missions, Events & Captains

Added play time: None   **Added complexity:** None

The amount of Rumors, Missions and Captains are doubled. The new cards can either be shuffled in with the cards from the base game, or used separately as new decks. If the 16 new Event Cards are used, they must be used together with the Event Cards of the base game.

The text on some of the cards assumes familiarity with the base game. For instance, they may result in two nations going to war without explaining how wars are handled. It simply means that you do what the War Event Card in the base game says.

New NPC Events include Naval Man-o-Wars that appear even without an active War (use a brown galleon from the base game) as well as NPC Pirate Brigs and Man-o-Wars (use the new black miniatures included). As in the base game, any 2 Man-o-Wars in the same Sea-Zone do not "scout" for players.

War & Peace

WAR!
If no active war:
1) Take a Bounty Token from each nation, randomly draw 2 and place them in the "At War!" space.
2) Exchange the Frigates of these nations for Man-o-Wars. Captains of these nationalities cannot *enter* enemy ports.

PEACE!
If two nations are at war:
Everything is normalized. Empty the "At War!" space and revert Man-o-Wars back to Frigates.

Mission Tokens

To make more space on the board you can choose to use the new Mission Tokens. Place active missions next to the board. Put a Mission Token in the Sea-Zone where the mission can be claimed, and place the Mission Token with the matching number on the Mission Card. There are three pairs of Mission Tokens. The third pair is used for the new "Employers Calling" Event Card which adds a 3rd Mission to the game.

Petite Goave

FORBIDDEN D...
Earn: 5 Gold & Gold+...
from a Merchant R...
Req: Influence check
Location: Petite Goave

Home-Port Tokens

A flag token in each player's color can be placed on each player's home-port for easier identification.

Trinidad
All Captains in this Sea-Zone are "invisible" to all Naval ships.

Gil del Lobo
(Trinidad)
Is considered a non-pirate with no Bounties

NPC Spawn Tokens

Two flag tokens are also provided to help remind players where new NPCs will appear at the end of the turn when an NPC Event Card is drawn. The brown flag is used for Naval Ships and the black flag is used for NPC Pirates.

New Special Weapons

Added play time: None   **Added complexity:** Moderate

Three new Special Weapons can be added to the game; Heated Shot, Double Shot and Caltrops. A ship can now hold up to six Special Weapons (one of each type). As in the base game, the new Special Weapons can still be spent in Merchant Raids to convert a failed die, but each have a unique effect when used in Naval Combat.

Heated Shot: Spend (discard token) after rolling hit-locations and rolling at least one "Skull". The "Skulls" rolled do no damage, but the enemy ship catches fire! (Place the Heated Shot token on the enemy Ship Card.) Prior to every new Naval combat round, the targeted Ship receives 1 point of damage to a location of the target Captain's choice. Once Crew Combat begins or the battle ends, remove the Heated Shot Token—no further damage is done.

Example: Blue's Frigate fires 3 hits on Red, rolling 2 "Skulls" and a "4" for hit-locations. Blue decides to use Heated Shot and places the token on Red's ship card. Red applies the "4" which hits her "Cannons". Neither of the 2 "Skulls" do any damage this round. Before the next round, Red will have to choose a hit-location to damage.

Double Shot: Spend (discard token) after rolling hit-locations, to make up to **two** "Skull" hits do one extra hit each. Apply non-"Skull" hits first. Then, evenly apply all "Skull" hits to as many different non-empty hit-locations as possible (target Captain's choice). May not be combined with other Special Weapons (e.g. using Chain-shots to turn "Skulls" into "Mast" hits).

Example: Red's Galleon fires 4 hits on Blue, rolling 3 "Skulls" and a "2" for hit-locations. Red decides to use Double Shot. First, Blue applies the "2" which destroys his "Masts". The Double Shot affects 2 "Skulls" meaning Blue now has 5 total "Skull" hits to apply! Blue's "Cargo" was already destroyed so the first 3 hits must be to his "Hull", "Crew" and "Cannons". Blue would rather sacrifice his "Crew" but the remaining 2 hits must also be spread as evenly as possible, so Blue chooses "Crew" and "Hull".

Caltrops: Spend (discard token) *after* a *Seamanship* contest where you chose to "board" (regardless of who won the roll). On the following combat round, the enemy Captain has a -1 penalty (min. 1) on his/her next *Seamanship* or *Leadership* roll (*Seamanship* if you lost and didn't manage to board, or *Leadership* if you did).

Note: You MAY use both Grappling Hooks and Caltrops in the same combat round. However, only one special ammunition (Chain-shot, Grapeshot, Heated Shot, or Double Shot) can be spent per combat round.

NEW SHIP MODS

Added play time: None   **Added complexity:** Minor

Four new Ship Modifications are added to the game: Carved Hull, Crow's Nest, Smuggler's Hold and The Plank.

SETUP

Add the new Ship Mods you wish to play with to the original 16 Ship Mod tokens before distributing them. After distributing them place the remaining tokens face down (or in a cup) without looking at them, to form a reserve pool.

POWERS

Carved Hull:
Your opponent has -1 *Seamanship* (minimum 1) when either of you selects "Flee" during Naval Combat.

Crow's Nest:
You may add 1 die to a *Scouting* roll (prior to rolling) or subtract 1 die from an enemy's *Scouting* roll (minimum 1, and prior to scouting for you). **This ship mod only works as long as you have fully repaired "Masts".**

Smuggler's Hold:
Module Dependent: Only use with the Contraband module.

One Contraband does not take up a Cargo space, is "invisible" to NPCs and is immune to cards and damage effects. Whenever relevant, pick which Contraband card you want to be immune.

The Plank:
Module Dependent: Only use with the Loyalty Module.

Avoid a loss on the Loyalty Track when an NPC Event Card is drawn by choosing one of the following: Roll *Leadership* and succeeding, or (if at sea) discarding a "Crew". You may not first try *Leadership* and then discard a "Crew" if failed. You must select either of the two methods per drop.

RE-ENTERING THE GAME

When a player ship with Ship Modifications is sunk, sold or discarded, you place any Ship Mods back with the unused Ship Mods in the reserve pool. Then randomly draw a number of Ship Mods matching the amount you just discarded and have them re-enter the game as normal: the player owning the ship places them randomly and face down in any port of his or her choosing that is currently without Ship Modification tokens (or back in the pool once all ports have a Ship Mod—possible with the Ship Mod Market below).

SHIP MOD MARKET (OPTIONAL RULE)

If a port has no Ship Mod when taking a "port" action, you may draw one random Ship Mod from the reserve pool. You can either buy it, or place it face up for sale in the port you are currently in.

NPC UPGRADES

Added play time: None   **Added complexity:** Minor

SETUP

This module features 17 NPC Upgrade Tokens (a collective term used for what is both NPC Ship Mods and NPC Special Weapons). Place the 17 NPC Upgrade Tokens face down next to the board (or in a cup near the NPCs) to form a reserve pool. If you aren't using the new Ship Mods or Special Weapons modules, then remove the matching NPC Upgrade Tokens from the pool.

DRAWING UPGRADES

Every time you draw an NPC Event Card, you draw a random NPC Upgrade Token and place it on the card. The NPC ship gains the abilities matching the NPC Upgrade Token on its card.

If you draw the "0" token, the NPC has no upgrade; return the "0" token back into the pool. If you draw the "2" token, it means the NPC has two upgrades; draw two new tokens and then place the "2" token back into the pool. (Redraw the "0" token when drawing two upgrades.)

When a new NPC of the same nation/type is drawn (covering an existing NPC Card), the token on the old card is returned and then a new token is drawn for the new card. Similarly, when an NPC with other NPC Cards beneath it is defeated, a new token is drawn for the new active NPC (regardless of what token it previously had). In other words, only the top NPC Card of each type should have an NPC Upgrade Token, and you draw a token every time an NPC is drawn or revealed.

Circumstantial rules
- During "War & Peace" Events, NPC Frigates that "become" Man-O-Wars, or vice versa, simply keep their current token(s).
- Draw a new token if a Man-o-War ends up with an upgrade it can't have (for instance, Hammocks or Extra Cannon).
- After a battle, an NPC gets its Special Weapon upgrade back after it is used. So if it had Grappling Hooks and

used them, it would have Grappling Hooks again after the battle, provided it survived.
- If an NPC has the Crow's Nest, it will always use it when *Scouting* and the player who will control it during a battle may decide if the Crow's Nest is used to avoid being found.

DEFEATING AN NPC WITH UPGRADES

If an NPC with upgrades is sunk, you return the NPC Upgrade Tokens back into the pool.

If you defeat an NPC in Crew Combat, you may keep any unspent NPC Special Weapon upgrades if you have the room for them. Place them on your board as normal and put them back with the other NPC Upgrade Tokens when used, sold, or if your ship is sunk.

If you claim the ship, it keeps its upgrades. Place the NPC Upgrade Tokens on your Player Board in the appropriate areas. These upgrades are placed back with the other NPC Upgrade Tokens if your ship is sunk or sold.
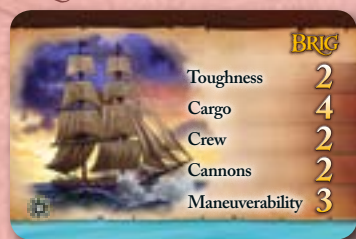
Ships

Added play time: None   **Added complexity:** Minor

Seas of Glory adds a medium-sized ship to the game—the Brig. You will also find alternative Ship Cards for Galleons with reduced Maneuverability.

Brig

BRIG	
Toughness	2
Cargo	4
Crew	2
Cannons	2
Maneuverability	3

The Brig costs **20 Gold** (sells for 5), but **does not** award a Glory Point when purchased. Its large Cargo and added defense capabilities make it a good all-purpose ship, viable for both pirates and merchants.

Note: If you play with the Brig, you should also use the new Galleon Cards. This makes the choice of a new ship a more interesting one.

Low Maneuverability Galleons

GALLEON	
Toughness	4
Cargo	5
Crew	4
Cannons	4
Maneuverability	1

Included are Ship Cards where the Galleon's Maneuverability has been lowered to "1". This makes it less efficient in battle and very poor for Merchant Raids (i.e. a poor pirate ship).

When should I use the modified Galleon?
- When playing with the Brig (to make choice of ship interesting).
- When playing with the Flexible Turns or Cutthroat Variant (due to increased chance of PvP combat).
- If after many plays you feel that the Galleon is overpowered compared to the Frigate.

Treasure Galleon

Added play time: approx. 5 minutes   **Added complexity:** Minor

The Spanish Treasure Galleons collected gold and silver from around the Caribbean and transported it back to Europe. A Treasure Galleon was a risky, but profitable and glorious target.

Setup
This module adds a Spanish Treasure Galleon NPC to the game. Place the Treasure Galleon miniature (the gold colored Galleon) in the **Cartagena** Sea-Zone. Take the Treasure Galleon Board and place it face up. It holds the stats of its Captain and is also where you place the gold it is transporting.

SPANISH TREASURE GALLEON

CAPTAIN-GENERAL
DON JUAN ESTEBAN DE UBILLA
Attack: 1 Spanish Bounty.
Defeat: 1 Bounty for every full 10 Gold + 1 Glory.
Win Crew Combat to claim the ship and its gold.

Movement & Gold
The Treasure Galleon moves like other NPCs, in the direction of the first move icon (upper left) of any Event Card featuring move icons (no matter which specific nation or pirate icon it is). The Treasure Galleon has no hunt criteria and never initiates a battle.

When the Treasure Galleon moves, you also place **5 Gold** on the Treasure Galleon Board. The total on the board is the amount of gold that an attacker can plunder from the ship.

Attacking the Treasure Galleon
Player Captains can "scout" for and attack the Treasure Fleet when in the same Sea-Zone.

If successful:
- A Naval battle begins and you receive 1 Spanish Bounty.

If you defeat the Galleon you get:
- 1 Glory Point
- 1 additional Spanish Bounty for every **10 Gold** on the Treasure Galleon Board (rounded down).
- Plunder: If you won through Crew Combat, you may claim the Galleon as your ship and/or all the gold on its board. There is no Cargo to plunder.

Like all other NPCs, the Treasure Galleon is fully repaired between battles. If defeated, the Treasure Galleon is out for the rest of the game.

Treasure Galleon together with other modules/variants
The Treasure Galleon is subject to any other modules or variants added. For instance, if you play with NPC Upgrades, you also draw one for the Treasure Galleon. Likewise, if you play with the lowered Maneuverability for Galleons, this also affects the Treasure Galleon.

Contraband

Added play time: approx. 5 minutes
Added complexity: Minor–Moderate

Setup
Shuffle the 32 Contraband Cards into the Cargo Deck. These 32 Contraband Cards can work like normal Cargo Cards or act as Contraband—a new type of cargo consisting of illegal or embargoed goods.

Getting Contraband
Whenever you draw Cargo Cards, there is a chance that some of them will feature the Contraband option.

When buying Cargo, do the following in order:

1) **Redraws:** Redraw any cards that show the good in demand as usual, but also cards showing Contraband that is supposed to be sold in the port you currently are in (for instance, being in **Havana** and drawing a Contraband Card asking to be sold in **Havana**).

2) **Buy Contraband:** If any of the cards are Contraband Cards, you may choose to buy them as such for **3 Gold** each (regardless of how many you draw). If bought, you place them on the Contraband space on the Main Expansion Player Board.

3) **Buy regular Cargo:** Any cards not bought as Contraband work just like normal Cargo Cards (including reducing the price of cards featuring the same good). Place on the regular Cargo space if bought.

When getting Cargo Cards from Merchant Raids, Rumor/Mission rewards, etc., you may place any cards showing the Contraband option on either your regular Cargo space or your Contraband space. As when buying, where the Cargo Card is placed defines what it is.

Selling Contraband
Contraband can only be sold in the port listed on the card. To sell the card, you simply present it during

the "Sell Goods" port activity and take **10 Gold**. The different types of Contraband ("Prisoner", "Embargoed Goods", etc.) are only for flavor. They are all mechanically alike.

GLORY POINTS: Get 1 Glory Point for every 2 Contraband you sell. To keep track, place the first sold Contraband Card behind your Captain Card and place it in the discard pile when the second is sold (along with the second card). If your Captain dies, a Contraband card behind your Captain Card is **kept** for your new Captain.

Note: Single Contraband Cards **do not** count as 1/2 points for purposes of scoring, i.e. tie-breakers.

Traveling with Contraband

Naval ships will scout for any non-pirate player with Contraband (but do not hunt for them—i.e do not move towards them).

If found, the non-pirate Captain may either:
a) Resist and attack the NPC (getting a Bounty as if starting the battle).
b) Discard all Contraband Cards to avoid the battle.

No changes are made to Naval Ship *Scouting* in regards to Pirate players with Contraband. (Naval Ships will continue to scout and attack as normal.)

Important Terms

Whenever the rules or cards refer to Cargo, Cargo Cards or Goods, they refer to all kinds of Cargo Cards, both **specific goods** and **Contraband**. For example, Nassau's Sea-Zone ability would also allow you to buy Contraband Cards for **2 Gold** each (still selling for 10).

However, if you are asked to buy or draw a card with a specific good (such as "Textiles" or "Rum"), you must ignore any Contraband option and place it with regular Cargo. Likewise, if you must discard or sell a specific good it would also have to come from your regular Cargo space.

Similarly, if a rule refers to Contraband, then specific goods do not apply and the good shown on the Contraband Card is irrelevant. Only Cargo Cards placed on the Contraband space of the player mat qualify.

Taking Damage to Cargo

When you are forced to discard cards due to damage or otherwise, for each card you may choose to discard one from the regular Cargo space or the Contraband space (the card is still selected randomly from all cards on the chosen space, if necessary). If there are no cards remaining in one space, you must choose the other.

Important!

Remember to use the replacement "A Myriad of Goods" Rumor Card when using this module. The card as originally written becomes overpowered.

Wind and Weather

Added play time: approx. 5 minutes   **Added complexity:** Moderate

The **Wind and Weather** module has two parts. One deals with wind direction and the other adds an on-board storm. You can play with wind direction without the on-board storm if you like.

Wind Direction

Spin the *Weather Spinner* at the beginning of the turn prior to the Event Card draw. It will land on one of the 8 directions marked. The direction it ends on is the wind direction until it is spun again (prior to a new Event Card). You may take a free "Move" action in the wind direction *once* per turn, but it takes two actions the *first* time you move against the wind in a turn. (The second time takes only 1 action as normal.)

Example: The Weather Spinner lands on NW. Red has a rumor in the Caracas Sea-Zone so she decides that it is worth it to sail against the wind to the SE spending 2 actions. A third action is spent attempting the rumor but it fails. Red's turn would be over, but she decides that returning to The Caribbean Sea Sea-Zone makes sense, so she spends a free extra action moving back NW with the wind direction.
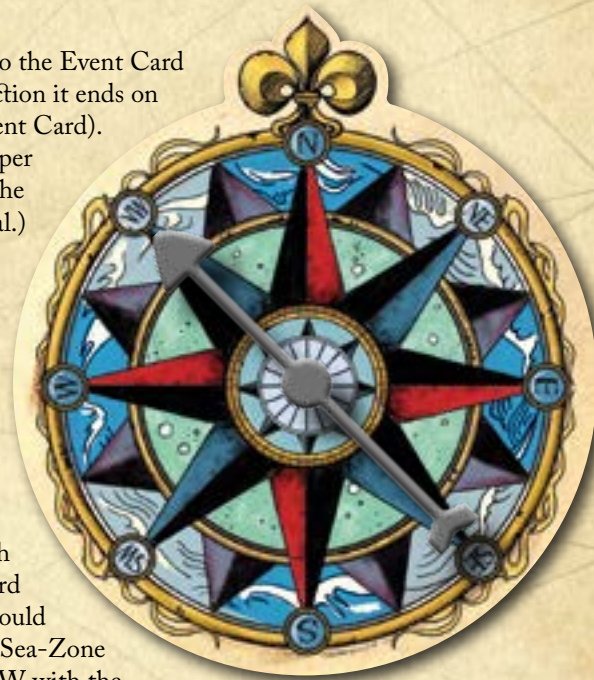
The Storm Token

In conjunction with the Wind Direction rules you may also use the on-board Storm Token. When playing with it, you place the Storm Token on the transparent pin, and put it in The Caribbean Sea Sea-Zone at the beginning of the game.

The Storm Token moves in the direction determined by the Wind Spinner immediately after spinning it. If the direction is unavailable, move it to the next possible Sea-Zone in a clockwise direction (like NPCs).

Storm Effects

Captains receive 3 random hits minus 1 for every *Seamanship* success when:
• Moving into a Sea-Zone with the Storm Token (including leaving port in the same Sea-Zone).
• Starting his/her turn at sea in the Sea-Zone with the Storm Token.

Storm Event Cards

No changes are done to the "Storm" Event Cards. Captains may find themselves in situations where they need to deal with both the Storm Token and an Event Card Storm.

Captain Christian Marquis

Captain Christian Marquis also ignores the Storm Token.

NPCs

NPCs in a Sea-Zone with the Storm Token never "Scout" for players. However, NPCs are not affected by Storm damage or Wind Direction.

LOCATION TOKENS

Added play time: None   **Added complexity:** High

The Location Tokens represent notable locations found in each Sea-Zone across the Caribbean. There are 8 different types of Locations—two of each. All Locations can be **Visited**, and most can be **Raided**.

SETUP

Place the 16 Location Tokens randomly (but face up) in all Sea-Zones except **The Caribbean Sea**. To ensure game balance, if the two Trade Stations end up in adjacent Sea-Zones, shuffle a few Locations around until they are no longer adjacent.

VISIT A LOCATION

When at sea, a Captain may spend an action to **Visit** the Location in their Sea-Zone (**only once per turn, per Location**). A Captain *does not* have to "Move" to the Location first. When visiting a Location, the Captain may perform the activities offered by the Location. Some Locations restrict who can visit them. (For instance, the Pirate Haven can only be visited by pirates. Others, like the Town, can be visited by anyone, even pirates.)

- Locations are not regarded as ports.
- Captains can still be scouted for and attacked even if they have just visited a Location. (They remain in the Sea-Zone.)
- Locations are never affected by the abilities written in each Sea-Zone.

LOCATION RAID

When at sea, Captains may also spend an action to **Raid** a Location in the same Sea-Zone (no *Scouting* roll required), even if they have visited it that turn. Like Merchant Raids, it is only possible to attempt a Location Raid if the player's ship has no destroyed hit-locations.

1) Draw the number of Cargo Cards indicated on the Location and line them up in front of you. Hit Icons represent the Location's cannon-fire on you and Escape Icons represent soldiers/pirates/militia/visitors ready to fight you on land, as well as general preparedness.

2) **Bombardment:** You may roll 1 die for each of your "Cannons". You roll 1 die at a time and discard a card of your choice for each success you make. You can stop the bombardment prior to any roll.
Special Weapons do not affect bombardment.

3) **Receive hits:** Each remaining Hit Icon either inflicts 1 hit to your ship at the indicated hit-location, or 2 hits to that hit-location if the number of Escape Icons matches or beats your ship's Maneuverability.

If your "Hull" is destroyed, you sink and die. Any other destroyed hit-location means the raid fails. If none of your Ship's hit-locations are destroyed, you may continue the ground assault. You may also retreat and end the attack at this point.

4) **Ground Assault:** Roll *Leadership*. Receive 1 hit to "Crew" for each remaining Escape Icon minus 1 for every *Leadership* success you made. If your "Crew" is reduced to "0", you are killed.
This is considered a single round of Crew Combat in regards to Glory Cards and Captain/Specialist abilities.

If you survive, you get gold matching the plunder value of the cards and may take as many of the remaining Cargo Cards as you have room for. Then remove the Location Token from the board for the rest of the game. Remember to gain any Bounties when attacking or succeeding the raid as noted on the Location Token.

GLORY POINT: If you plunder **12+ Gold**, you are awarded a Glory Point.

Note: Location Raids are not considered "Merchant Raids" for purposes of Glory Cards and special abilities. However, cards and abilities that specifically say "battle" are allowed (e.g. after a "battle", once per Naval "battle", after succeeding a boarding "battle", etc.). Cards and abilities which say "Crew Combat" may also be used after the Ground Assault begins.

PIRATE HAVEN

Pirates only: Rumor and Recruiting for free.

PIRATE HAVEN *Port Freeman* — **4** — No Bounties

- **Visit (Pirates only):**
  - May Recruit for free (no roll required).
  - May draw a Rumor Card (no gold cost and no roll required).

- **Raid:**
  Defense: 4 cards
  Bounties: None

MISSIONARY

3 Gold per Bounty forgiven (1 nation).

MISSIONARY *Santa Anna* — **3** 🏴 — IGNORE HITS

- **Visit (anyone):**
  Pay **3 Gold** per Bounty reduced (from one nation only per visit).

- **Raid:**
  Defense: 3 cards, and ignore all Hit Icons on them.
  Bounties: 1+1 (one for attacking, one if successful). Bounties match the local port.

TRADE STATION

Non-pirates: Sell or Buy Goods (6 cards).

TRADE STATION *Ambergris* — **5** 🏴

- **Visit (non-pirates only):**
  Either Sell Goods **or** Buy Goods—not both. Draw 6 cards for sale (or only 3 cards if you bought at this Trade Station last turn). Shares the good in demand with the port in the Location's Sea-Zone (in every way, including exchanging it when selling in demand and gaining a Glory Point when selling 3+). When Buying Goods, redraw Contraband Cards meant to be sold in the port in the Location's Sea-Zone (as well as cards showing the good in demand).

- **Raid:**
  Defense: 5 cards
  Bounties: 1+1 (one for attacking, one if successful). Bounties match the local port.

NATIVES

Pay 1 Cargo Card for full Repairs.

NATIVES *Ut'a Min Xiosk* — **4** — No Bounties

- **Visit (anyone):**
  Pay 1 Cargo Card for full Ship Repairs (doesn't include "Crew").

- **Raid:**
  Defense: 4 cards
  Bounties: None

REEF

Risk "Hull" to find Cargo, Rumors, Weapons, or "Crew".

REEF *Walker's Cay* — NO RAID

- **Visit (anyone):**
  Roll *Scouting*. For each success you may either:
  - Draw 1 Cargo Card.
  - Pick 1 Special Weapon of your choice.
  - Draw 1 Rumor Card.
  - Get 1 "Crew".
  You receive 1 hit to "Hull" for each thing you picked up, minus 1 per *Seamanship* success.

- **Raid:** Not possible.

NAVAL FORT

Non-pirates: Move or Summon matching Navy.

NAVAL FORT *Fort George* — **6** 🏴

- **Visit (non-pirates only):**
  Move a Naval ship matching the nation of the Fort's Sea-Zone to an adjacent Sea-Zone. If there isn't one from that nation on the board, you may instead go through the Event Card deck and draw the first matching one you find (reshuffle the draw deck). The drawn NPC card acts as an extra Event Card draw (affecting the Loyalty Track) entering the game at the end of the turn per normal rules.

- **Raid:**
  Defense: 6 cards
  Bounties: 1+1 (one for attacking, one if successful). Bounties match the local port.

PRISON

for 5 Gold. Free with Raid win.

PRISON *Torre del Diablo* — **4** 🏴

- **Visit (anyone):**
  Pay **5 Gold**. Go through the Glory Deck and draw the first Specialist you find and employ him immediately. Discard and redraw if you have that type of Specialist employed already. Reshuffle the deck.

- **Raid:** Defense: 4 cards
  Bounties: 1+1 (one for attacking, one if successful). Bounties match the local port.
  Bonus: If successful, you get to do the "Visit" part of the prison but may employ the specialist for free (pay no gold).

TOWN

Do 1 "port" activity (4 cards to buy).

TOWN *Holetown* — **5** 🏴

- **Visit (anyone):**
  Do just 1 port activity. Draw 4 cards for sale if "Buying" (or 3 cards if you bought at this Town last turn). Shares the local port's good in demand, and follows all the other buy/sell rules as listed on the Trade Station—see it for details.

- **Raid:**
  Defense: 5 cards
  Bounties: 1+1 (one for attacking, one if successful). Bounties match the local port.

Notes on Towns:
While you may perform a port-activity in a Town, you may not perform activities specific to a certain port—even if the Town is in the same Sea-Zone.
- You cannot use a Town to complete a rumor that requires you to be in a specific port.
- You cannot recruit a Specialist supposed to be recruited in a specific port.
- You cannot claim a port's mission.
- You cannot sell Contraband.
- You cannot buy Ship Mods.
- You cannot use a Town as your home-port for "Stashing".
- Remember, you cannot use the powers of a Sea-Zone in a Town (or any Location), such as paying **1 Gold** to redraw your Cargo Cards (like in **Santo Domingo**).
- You **may** do one of the following:
  a) Sell Goods, b) Buy Goods, c) Visit Shipyard, d) Recruit, e) Acquire a Rumor, f) Buy Favors (module 10), g) Increase Loyalty (module 11).

FAVORS

Added play time: None   **Added complexity:** Moderate

Favors represent a sum of your bribes, investments, gifts, and business dealings with citizens—high and low. They can help you pull a few strings when needed and provide you valuable information.

SETUP

Each player places a Favor Board next to their Player Board, and then puts a cube in their color on the "No Favors" space.

GAINING FAVORS

You can get Favors in three ways:

1) As a port activity performed **at the end** of a "Port" action, buy Favors for **2 Gold** each (up to 5 max).

2) After taking a Mission get 1 Favor.

3) After completing a Mission get 1 Favor.

As you get Favors, move the cube up to mark your current total. You may never have more than 5 Favors.

SPENDING FAVORS

Spend a Favor by moving the cube down the scale to:

1) Redraw all cards of any one type drawn simultaneously—except for Events. (E.g, when drawing: a Rumor Card, a Glory Card, a Mission Card to place, all Cargo Cards when buying, all cards in the initial draw of a Raid, or when adding/replacing a card in a Merchant Raid, etc.) You may **not** use a Favor when drawing Event Cards or if an Event has you draw cards.

2) Re-roll one of your non-combat skill rolls. You *can* use this on *Scouting* (for players, Merchants or NPCs in an attempt to start a battle, or rolling to see if a Rumor is true), but not on any Naval Combat or Raid rolls.

3) Make an NPC re-roll a *Scouting* roll made to find you.

4) Enter a port illegally (ignoring Bounties and/or War effects). Pay 1 Favor per Bounty you have from that port's nation (if any) plus 1 additional Favor if you are entering an enemy nation's port during War. (As usual, after entering you are free to take a "port" action.)

Notes:
• You can only spend 1 Favor per situation, e.g. you can't force a Naval ship to re-roll the same *Scouting* roll multiple times using multiple Favors. Note, however, that a Merchant Raid could consist of several different draws and a Favor could be used on each.

• Wars or Bounties do not hinder your ability to use or get Favors.

• You can only spend Favors on yourself.

• If your Captain dies, all Favors are lost. (You may keep them, however, if you play the "Survivor" Glory Card.)

• Alexandre Villon only needs to roll *Influence* to take a "port" action if he used his Captain's ability to enter an illegal port. If his *Influence* roll fails (he may use a Favor to re-roll), he may still take a "port" action if he can pay the Favors that would have allowed him to enter.

LOYALTY TRACK

Added play time: 0-5 minutes per player   **Added complexity:** Moderate

This module adds a new level of Crew management making the game harder. Not recommended for the casual player or players new to the game.

SETUP

Each player takes a Loyalty Board and places it on the left side of their Player Board and then places a cube in their color on the space that says "Content".

GAMEPLAY

Throughout the game your Crew's Loyalty to you as their Captain will increase and decrease. The different steps on the Loyalty Track will grant bonuses or inflict harsh penalties.

The benefits or penalties are **cumulative**. What that means is that a Captain with a "Happy" crew also enjoys the benefits described on the "Pleased" step. Likewise with an "Angry" crew, a Captain would also suffer the penalties of "Restless" and "Unhappy".

LOSING LOYALTY

Captains go down one step on the Loyalty Track:

1) Any time an Event Card with an NPC Captain is drawn (a trigger representing time, fear and other opportunities).

2) When declaring an intent to "Stash".

3) When starting and ending a turn in the same port.

GAINING LOYALTY

Loyalty is increased by one step:

1) When getting a Glory Point.

2) When, as a port-activity, you pay an amount of gold shown on the next highest step of the Loyalty Track (e.g. **3 Gold** to go from "Content" to "Pleased"). **Only one step per "Port" action.**

Fierce Loyalty: On his turn, a player may roll *Leadership*. If successful, move one step down the Loyalty track and take an extra action (one attempt per turn).

Happy: The Captain has +1 *Leadership* for combat purposes (Crew Combat and Location Raids).

Pleased: The Captain may recruit in any port and for free (overruling Sea-Zones such as Petite Goave). This also includes Specialists on Glory Cards which no longer cost gold to employ and aren't tied to any specific port. You can only gain one free Specialist per turn using this Loyalty ability.

Content: No effect.

Restless: The Captain cannot recruit for free and cannot employ new Specialists (on Glory Cards, Rumors or otherwise). The penalty of not being able to recruit for free overrules any other mechanic allowing free recruiting. Additionally, the powers of employed Specialists don't have any effect.

Unhappy: Whenever the Captain wants to play a Glory Card, he must roll *Leadership*. If failed, he cannot play the card this turn.

Angry: The Captain has -1 *Leadership* (minimum 1) for combat purposes (Crew Combat and Location Raids).

Mutiny: If the Mutiny step is reached, a *Leadership* roll must immediately be made. If successful, you move up to "Angry", and if you fail, the Captain is killed and the regular rules for Captains dying are applied. *This roll is not considered Crew Combat.*

Variant 1 — Flexible Turns

Added play time: None   **Added complexity:** None
Effect: Increases the chance of Player vs. Player combat, and reduces the sense of downtime.

Introduction

The Flexible Turns variant is meant to introduce uncertainty as to who goes when, as well as how far they can reach. A player may, for instance, go last one turn and first the next, effectively meaning he takes two turns in a row. This is by design. Use this variant to increase the chance of player vs. player combat.

Setup

Place 1 cube in each player color into the black cloth bag.

Game play

After drawing an Event Card, any player draws a cube from the bag. The color drawn is the color of the player who may now take his actions. When done, a new cube is drawn and that player now takes his action. Once all players have had their turn, the cubes are placed back into the bag and a new round begins.

Variant 2 — Captains, Captains, Captains!

Added play time: 0-5 minutes   **Added complexity:** None
Effect: Adds a larger choice of starting Captain.

Introduction

Some like playing with the hand they are dealt, while others like more control over what Captain they would like to play as. Here are two solutions for those who wish something to choose for:

Yarr, get on with it!

Each player gets to draw 2 Captain Cards and picks the Captain they want.

It'll cost ya!

Here players must pay gold for the luxury of choosing Captains. Each player is handed 1 Captain as per normal rules. In turn order, each player may choose to pay **2 Gold** to draw a new Captain, and then **2 more Gold** to draw a 3rd Captain if he feels the need. The player then chooses among these Captains.

Variant 3 — Give Me Glory or Give Me Death

Added play time: 20 minutes   **Added complexity:** None
Effect: Puts a larger emphasis on scoring Glory Points rather than stashing gold.

The cost of Glory Points from your stash goes up for each point by **5 Gold**. The first Glory Point costs you **10 Gold** as normal. The second however costs you **15 Gold**, the third **20 Gold**, etc. So if you have stashed **50 Gold**, this would normally be worth 5 Glory Points; but with this variant, it would only buy you 3 Glory Points (10+15+20).

1st Glory Point costs **10 Gold**

2nd Glory Point costs **15 Gold**

3rd Glory Point costs **20 Gold**

4th Glory Point costs **25 Gold**

5th Glory Point costs **30 Gold**

This means it would require a total of **100 Gold** stashed in order to score all the allowed 5 Glory Points from stash.

Variant 4 — It's a Hard Life

Added play time: None   **Added complexity:** None
Effect: Places NPCs in the water at the start of play to increase activity on the board and the difficulty.

Just before the game is about to begin, go through the Event Deck. Put into play the first two Naval Ships (from different nations) and the first NPC Pirate ship you draw (does not affect Loyalty—the game hasn't begun yet). Redraw any NPC which shares a home-port with a player Captain: simply continue through the deck and draw a new one. Once ready, begin the game as normal. This means that an NPC Pirate could move into a player's Sea-Zone the very first turn, in which all there is to say is "it's a hard life".

Variant 5 — Cutthroat Variant

Designers Note: This variant is designed for groups seeking more frequent player vs. player battles. It should not be regarded as a "fix" but more of an attempt to accommodate the expectations and wishes of some groups—an attempt to make sure everyone gets the pirate game they deserve.

Off-turn scouting

A player may "Scout" for the active player immediately after the active player moves into his Sea-Zone (including moving from port out to sea.) Upon making an off-turn *Scouting* attempt, the player flips his Captain card as a reminder, and then flips it back upon his next turn. If the *Scouting* roll is successful, the active player is found and a battle occurs. If the active player survives the encounter he may continue his turn.

Action Penalty: Any player who makes an off-turn *Scouting* attempt has two actions less on his next turn.

Circumstantial rules:

• A Captain cannot make an off-turn *Scouting* attempt if his card is flipped (i.e. if he already has made an off-turn "*Scouting*" attempt).

• Off-turn *Scouting* occurs prior to any NPCs present in the same Sea-Zone.

• If the active player moves into a Sea-Zone with multiple player Captains, each of them declares in turn order if they wish to make an off-turn *Scouting* attempt. Those who do, roll their *Scouting* skill, but only the Captain with the most successes finds the active player. Resolve ties by counting 'pips'—if still tied, the players re-roll. All Captains who attempt the off-turn Scouting receive the two action penalty.

Christian Marcussen

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